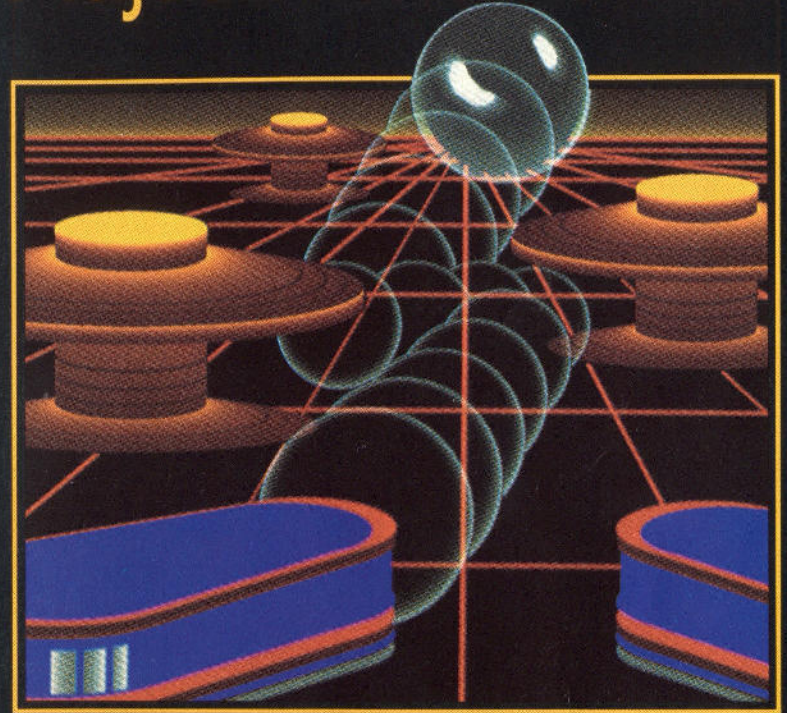


CM-PB1

Adjustment Manual



FOR NIGHT MISSION

PINBALL

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CM-PB1
NIGHT MISSION PINBALL

Adjustment Manual

Introduction	3
Features	4
CM-PB1	5
NIGHT MISSION PINBALL	6
Adjustment Manual	7
Table of Contents	8
1. The "Pin" System	9
2. Pinning the Machine	10
3. The "Pin" System	11
4. The "Pin" System	12
5. The "Pin" System	13
6. The "Pin" System	14
7. The "Pin" System	15
8. The "Pin" System	16
9. The "Pin" System	17
10. The "Pin" System	18
11. The "Pin" System	19
12. The "Pin" System	20
13. The "Pin" System	21
14. The "Pin" System	22
15. The "Pin" System	23
16. The "Pin" System	24
17. The "Pin" System	25
18. The "Pin" System	26
19. The "Pin" System	27
20. The "Pin" System	28
21. The "Pin" System	29
22. The "Pin" System	30
23. The "Pin" System	31
24. The "Pin" System	32
25. The "Pin" System	33
26. The "Pin" System	34
27. The "Pin" System	35
28. The "Pin" System	36
29. The "Pin" System	37
30. The "Pin" System	38
31. The "Pin" System	39
32. The "Pin" System	40
33. The "Pin" System	41
34. The "Pin" System	42
35. The "Pin" System	43
36. The "Pin" System	44
37. The "Pin" System	45
38. The "Pin" System	46
39. The "Pin" System	47
40. The "Pin" System	48
41. The "Pin" System	49
42. The "Pin" System	50
43. The "Pin" System	51
44. The "Pin" System	52
45. The "Pin" System	53
46. The "Pin" System	54
47. The "Pin" System	55
48. The "Pin" System	56
49. The "Pin" System	57
50. The "Pin" System	58
51. The "Pin" System	59
52. The "Pin" System	60
53. The "Pin" System	61
54. The "Pin" System	62
55. The "Pin" System	63
56. The "Pin" System	64
57. The "Pin" System	65
58. The "Pin" System	66
59. The "Pin" System	67
60. The "Pin" System	68
61. The "Pin" System	69
62. The "Pin" System	70
63. The "Pin" System	71
64. The "Pin" System	72
65. The "Pin" System	73
66. The "Pin" System	74
67. The "Pin" System	75
68. The "Pin" System	76
69. The "Pin" System	77
70. The "Pin" System	78
71. The "Pin" System	79
72. The "Pin" System	80
73. The "Pin" System	81
74. The "Pin" System	82
75. The "Pin" System	83
76. The "Pin" System	84
77. The "Pin" System	85
78. The "Pin" System	86
79. The "Pin" System	87
80. The "Pin" System	88
81. The "Pin" System	89
82. The "Pin" System	90
83. The "Pin" System	91
84. The "Pin" System	92
85. The "Pin" System	93
86. The "Pin" System	94
87. The "Pin" System	95
88. The "Pin" System	96
89. The "Pin" System	97
90. The "Pin" System	98
91. The "Pin" System	99
92. The "Pin" System	100

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Table of Contents

Introduction	6
Features	7
Night Mission Theme and Layout	7
Ball Dispensing and Action	7
Ancillary Features	7
Competition Features	8
Preliminary Adjustments	8
Color Adjustment	9
Resolution Adjustment	9
Sound	9
The "Fix System" and Custom Modes	10
Entering the Fix Mode	10
Using the Editor Arrow	10
Exiting the Fix Mode	10
Working with Modes	10
Copying Modes	11
Saving Modes	12
Adjustable Parameters	12
The Adjustable Parameters	12
Resetting the High Score	16
Ball Speed Dependence	17
Testing Your Modes	17
Color Designer	17
Joystick Control	18
Function Summary	19
Pinball Jargon	19
Program Statistics	22
SubLOGIC Media Policy	23
About the Author	24

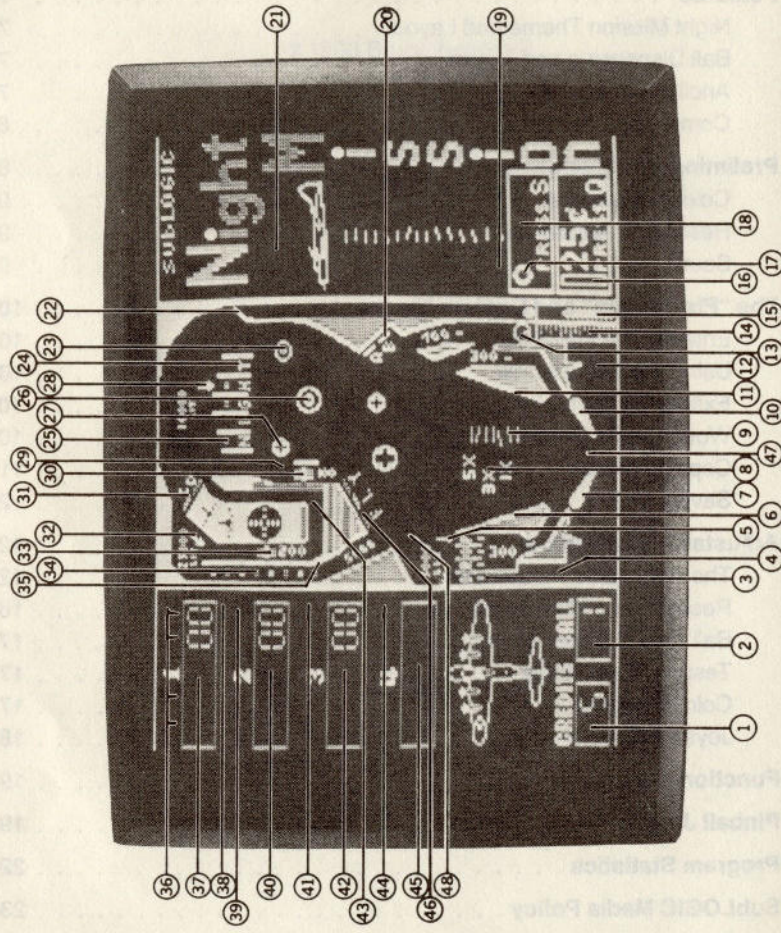


Figure 1. CM-PB1 Night Mission Layout and Features

1. Credits digits: counts quarter insertions and free games
2. Ball digits: indicates the ball currently in play
- 2b. Match digits: cycle through a match sequence at the end of the game
3. DROP rollover lanes
4. SPECIAL and FREE GAME!!! lites
5. DROP lane arrows
6. Left V-impulser
7. Left flipper
8. Bonus multiplier lites
9. Bonus count up/count down lites
10. Right flipper
11. Right V-impulser
12. Game mode digit for SubLOGIC modes 0 to 9 (blank for user modes)
13. Hole kicker
14. Striker gauge
15. Striker
16. Quarter insertion slot
17. Start push button
18. BOMB AGAIN! lite. Goes on for extra ball
19. GAME OVER lite
20. AB standup targets
21. TILT lite
22. Ball escape door
23. Small bumper (with British symbol)

24. NIGHT rollover lanes
25. Lane lites
26. Large bumper
27. Small bumper (with German symbol)
28. NIGHT lane arrows
29. Spinner value increase arrow
30. Outer spinner
31. CD standup targets
32. Dive bomb chute 25,000 arrow
33. Dive bomb chute spinner
34. City lites
35. Bomb release line
36. General's Stars (1-million point indicators)
37. Player 1 digits
38. High Score to Date lite
39. Player 2 General's Stars
40. Player 2 digits
41. Player 3 General's Stars
42. Player 3 digits
43. Dive bomb chute
44. Player 4 General's Stars
45. Player 4 digits
46. FLY standup targets
47. Center post
48. D lane gate

Introduction

The CM-PB1 Night Mission Pinball program simulates a modern arcade-type pinball game. We spent many hours evaluating and measuring a wide variety of pinball games in arcades to make sure that the functions and features correspond to today's pinball games. We also measured dynamic characteristics such as ball speed, gravity effect, standard ball guide and flipper rotation angles using a stop-watch, protractor, and ruler (hopefully when nobody was watching) to make sure that the ball action corresponds to the physics of a real pinball game.

Pinball games vary widely in their features and ball action. From a features standpoint, the quarter slot and startup button are the same on all machines, and glowing orange or blue 7-segment digits are used universally (mechanical counters are a thing of the past). Glowing orange 7-segment digits are used for score, ball count, credits, and match on CM-PB1. A quarter slot and push button are also used. It may seem strange to have a quarter slot on a microcomputer game, but the insertion of quarters, credit counts, winning of free games, and startup procedures are so closely tied together on a real pinball game that the simulation demanded it.

The multi-player selection method on real games is also quite standard, but unless you know the procedure, it can be quite baffling. The coin slot and start button allowed us to simulate multi-player startup correctly, so you can get familiar with how to put real machines into multi-player modes by learning on this one. You will rarely find any instructions on how to do this in an arcade, especially if it is a true enthusiasts' arcade. Pinball game startup and jargon are things that you are assumed to know before you enter the door.

Flippers typically sweep angles of 40 to 50 degrees. We use 45 degrees on CM-PB1, which may seem rather small if you are used to other microcomputer pinball games. This in no way limits ball control, however, because the physics of real flippers (including tip effects, steady ball holding, and smooth roll-down) provide precise control over the full flipper sweep range.

Other pinball features vary so widely between machines that no good compromise could be reached. We therefore made the parameters that control the simulation fully adjustable. Ten standard modes are

provided, and you can vary the 38 adjustments to create up to 100 of your own modes that you can rapidly switch between.

Adjustment procedures will be covered shortly, but it's first necessary to get familiar with the game's features and their names. These will now be described.

Features

Night Mission Theme and Layout

Night Mission's theme is a WW II night bombing run. The bomber involved is a B-17 Flying Fortress, and while the Americans flew mostly daylight missions, a few B-17s were piloted by the British RAF who frequently went on night missions. There are USAF wing markings on the plane, however, so you can think of this as a night mission in the Pacific (the USAF frequently flew at night over Japan). Just think of the plane as being a B-29.

The pinball game's layout is shown in Fig. 1. Most of the features are self-explanatory. The ball chutes and tunnel in the upper left are referred to as the *bomb release line* (the vertical chute), and *dive bomb chute* (the U-shaped tunnel with a small spinner and 200 written in it). Eight lites turn on in the bomb release line when the NIGHT sequence is made (all NIGHT letters off). These lites are *cities*.

Ball Dispensing and Action

This is a multi-ball pinball game. Up to 4 balls can be in motion simultaneously. Up to 3 balls can be captured in the dive bomb chute. They are all released when the ball drains, the proper sequence ABCD is met, or when the 4th ball enters the chute.

Machine inclination (gravity) effects are considered in ball travel. Ball-surface collisions consider restitution (bounciness) and tangential friction (stickiness) effects. These effects are user adjustable.

Ancillary Features

The playfield has five bumpers, seven standup targets, nine rollovers and two spinners. A hole kicker that captures and holds a ball for a few seconds, then *kicks* it out is located above the striker pull gauge. Many of the parameters associated with these items are adjustable.

A bonus scoring and countdown system is located on the playfield between the *V-impulsers*. Maximum bonus count is adjustable.

A special ball projection technique allows balls to roll over objects (lites, designs, and legends) on the playfield without erasing them. In addition, you can't see an inverted image of what the ball is rolling over through the ball as you can on other games that use simple exclusive-or projection. This makes dense designs and writing on the playfield possible.

Competition Features

Real pinball games are often used for competition. People try to beat the free game score, high score, and other players in multi-player games. All of these features are provided. A game can get boring if it is easy to tamper with and adjust in a way that makes it too easy to get high scores. CM-PB1 is fully adjustable, and you can make it too easy, but there are safeguards for the competition-minded.

Playing modes 0 through 9 are *Official SubLOGIC Modes*. Mode 0 is set up to be a very competitive mode. It has the same sort of action and scoring that you would find in an arcade pinball game. A small digit under the right flipper indicates the mode on the screen (0 through 9). Any attempt to modify the mode using the fix system will add ten to the mode number, thereby turning it into a user mode. You cannot tamper with SubLOGIC standard playing modes (except for turning the sound off and setting the lock code).

If you are playing with many players, one may be a CM-PB1 expert and know how to sneak into the fix mode and modify the game. To prevent this, you can specify a lock code (1 to 999,999). Once you exit from the fix mode, you need to submit this code to get back into the fix mode. Chances of anyone guessing the code are one in a million (almost). A zero lock code means *unlocked*.

Finally, for day-to-day competition and saving your custom designed user modes, there is the high-score/mode disk. This lets you save your mode and high score on disk and load it up again later.

Preliminary Adjustments

The CM-PB1 playfield design and battle sounds push the HI-RES display mode, television or color monitor, and the monitor speaker right to their

limits. The following adjustments will help you get the best color, resolution, and sound.

Color Adjustment

Subtle features make a real difference in the enjoyment and excitement of a game. The pinball game is much more exciting with the sound on for instance (turning the sound off using the fix system will demonstrate this). Another subtle feature is the color adjustment.

The so-called *correct* setting of a color monitor is not the best setting for CM-PB1. The best results can be obtained by adjusting the monitor's TINT, COLOR, and INTENSITY controls so the colors create a colorful but not distracting effect. The faded, blended color effects are normal for the C64 in its high resolution mode.

Special Note: Routing your video output signals to the CHROM and LUM inputs on the back of a Commodore monitor will result in a black and white image. Use the video inputs in the front of the monitor to obtain a true color image of the Night Mission Pinball playfield.

Resolution Adjustment

Night Mission has a game theme, so many small numbers and letters had to be put right on the playfield, just as in a real pinball game. Some of these letters are on 3×4 matrices (instead of the standard 5×7). Low bandwidth black and white or color monitors (and many TV sets) have trouble resolving some of the writing. On black and white monitors, be sure that the settings are not too bright. You can gain a bit of resolution by decreasing the brightness and contrast.

On color televisions you can trade off resolution for color by adjusting the COLOR control. Blend in color until the decrease in resolution begins to get annoying, then back off a bit. The DROP rollover lanes are a good test pattern. Poor settings will cause the letters to look more like DRIP.

Sound

There is no way to modify the fidelity of a monitor or television's speaker. Note that the sound can be turned off, and its characteristics can be modified using the fix system. Sounds range from a low volume engine droning to loud bomb-dropping whistles and howitzer sounds.

The **FIX SYSTEM** and Custom Modes

Thirty-eight parameters control the characteristics of the pinball game. The ten standard SubLOGIC modes are simply variations of these parameters. The *fix system* allows you to get at these parameters and create your own playing modes. It also lets you change between SubLOGIC modes, turn the sound on or off, and put the machine in a self-play mode.

It is important to read this section before using the fix system. Some parameters, such as sound, are harmless and can be set to anything without consequence (other than the sound being turned on or off). Others such as *BALL TRAILS (LIM)* can cause the machine to crash if adjusted improperly. Fix system use will now be covered.

Entering the Fix Mode

When the machine is in its *game over* mode, type FIX on your keyboard. After it is typed, a large fix menu will come onto the screen. The ITEM column lists the function, CURRENT lists the parameters in effect for the current play mode, and NORMAL lists the range of these parameters.

Using the Editor Arrow

The arrow in the FIX column on the menu points at the item that can be changed or *edited*. You can cycle this arrow to the item you want to change by hitting *return* repeatedly. You can backspace the arrow through the FIX column by hitting the minus (-) key or up arrow key. When the edit arrow points at the correct item, simply type in the value you want, followed by *return*. Note that the INST DEL key performs backspace in the edit field.

Exiting the Fix Mode

Hit CLR (the clear key) to return to the play mode.

Working with Modes

All the values in the CURRENT column and the current high score comprise a *mode*. There are 110 modes numbered 0 through 109. They are broken down as follows:

Modes	Function
0	Competition mode
1	Easy mode
2	Self-play demonstration mode
3	Medium difficulty mode
4	High difficulty mode
5	Cosmic mode
6	Slow motion mode
7	High speed mode
8,9	Other SubLOGIC modes
10-19	User-modifications of SubLOGIC modes 0-9 (or user modes – not recommended)
20-109	User modes

You can switch between modes by typing in the mode number on the fix menu item *PLAY MODE*. Modes 0-9 come setup, but modes 10-109 are filled with garbage. Putting any undefined modes into effect will usually crash the system when you go back into play mode. Note that the CURRENT values can safely be anything as long as you remain in the fix mode.

If you try to modify any parameter in a SubLOGIC mode (except the LOCK CODE or SOUND), the SubLOGIC mode along with the change you made will automatically be copied to the current mode plus ten and the mode will switch to it. If you are in mode 6, for example, and you try to give yourself 6 balls per game, you will end up creating a new mode – mode 16. This mode will be exactly like SubLOGIC mode 6 but will have 6 balls.

Copying Modes

Very seldom will you want to start a mode purely from scratch. Usually you will want to make a few modifications to an existing mode, try out the changes, and perhaps back track to the old mode if things didn't work out right. This is where the advantages of mode copying and 110 modes to work with are realized. You can switch to a new mode and bring all the information from the old mode number with you (copy it to the new mode) by adding 100 to the mode number when you specify the new mode.

If you are in mode 12 and want to copy the mode to mode 27 and start working with mode 27, specify the *PLAY MODE* as 127.

Saving Modes

You can save the mode on a high score/mode disk by inserting a high-score disk and pressing CTRL W to write the disk. Only one mode and high score is saved per disk (the mode currently in effect), and you must exit back to play mode (game over mode) to do it. NOTE: Make sure to insert your high score disk before typing CTRL W.

Adjustable Parameters

Adjustable parameters will now be covered. It is advisable to stay within the ranges specified for the parameters. If you decide to try out of range values, be aware of how data is stored in the parameters. Parameters are either one, two, or three byte values internally. When you type in a number, it is converted from ASCII to a triple precision integer (unsigned) of range 0 to 16,772,215. For one byte parameters, the least significant byte is taken. For double precision, the least and mid significant bytes are used, and all three are used for triple precision values (such as free game score and lock code). It is impossible to specify a value above 999,999 due to the limits of the editor arrow's editing template. If you specify huge numbers for single-byte parameters, only the least significant byte will be used. A 256 will yield a zero, for example.

When you enter a modification, it is changed to binary and sent to the mode buffer so you can see what really went into the buffer and if the mode changed because of it. The screen updating is too fast to see, but is sometimes noticeable as a small flash. NOTE: Adjustment values are always positive. Negative numbers will not be accepted by the edit arrow.

The Adjustable Parameters

FREE GAME SCORE: This is the score that when exceeded will result in a free game. The range is 0 to 999,999.

BALLS PER GAME: The number of balls issued per player per game. The range is 1 to 99. The BALL digits are the limiting factor.

FORWARD INCLINE: This is the gravity effect. Low values of about 8 are normal. High values are *strong gravity*. The range is 0 to 255.

SPINNER FRICTION: This controls how fast the spinner slows down after a ball gets it spinning. Values of about 15 look like the real thing. High values slow it down quickly. The range is 0 to 127.

TILT EFFECT: Bumping the machine jostles the ball. This controls how big the effect will be on the ball. Values of 20 or 30 are normal. The range is 1 to 255.

TILT SENSITIVITY: This determines how sensitive the machine is to bumping. A sensitive machine will TILT easily. Tilt is based on probability. This value is a mask, not a linear control. The following values and resulting probabilities are available:

Value	Probability of a tilt	
0	1 in 1	always tilt
1	1 in 2	
3	1 in 4	
7	1 in 8	
15	1 in 16	
31	1 in 32	
63	1 in 64	
127	1 in 128	
255	1 in 256	rarely tilt

HOLE KICKER KICK: This is the speed at which the hole kicker will eject its ball. A value of 3 to 6 is normal. A value of 0 or 1 will cause the ball to get stuck in the hole and will freeze up the game. The range is 0 to 63.

KICKER DELAY: How long the hole kicker waits before ejecting the ball. The hole kicker activates a bomb dropping sound. Upon ejection, the A drop target is often hit, cutting the whistle off with an explosion. Long delays give a longer whistle effect. Range: 1 to 127.

MAX BONUS COUNT: The maximum bonus that will be counted. When all ten screen bonus lights light, they are turned off and start lighting up again. The system keeps track of bonuses beyond ten and counts them down multiple times upon ball drain. Range: 1 to 127.

BONUS COUNT RATE: Determines how fast the bonus will be counted down. Range: 1 (very fast) to 127 (slow).

BALL TRAILS: This determines what kind of ball trails will be generated. 00 = no trails, 01 = trails for balls exceeding the ball speed limit, 02 = trails always.

BALL SPEED: This controls ball speed. The larger the variable, the slower. Values of 8 to 11 are about right. Range: 1 to 127. NOTE: This value should never be less than $\text{SPEED COMPENSATE}/4 + 1$.

BALL SPEED LIMITER: This limits the ball's speed by cutting the ball's velocity down to $\frac{7}{8}$ its old velocity per display frame if the the speed limit is exceeded. Balls that exceed the speed limit also get their ball trailers turned on until they drop to the speed limit (if ball trails are set for this mode). The larger the value, the higher the speed limit. A value of 3 is a slow ball, and 15 is very fast. Range: 1 to 63.

RANDOMIZER: There is a computer behind this pinball game, and unless some random ball motion is introduced, the ball takes the same path every time (especially out of the striker until the first flipper hit). The randomizer introduces randomness to the balls by shaking them pseudo-randomly. The random shaking is in a right and left direction and averages out to zero to keep the ball from drifting to the right or left. You can watch the randomizer work by specifying high randomizer values. Normal values are 20 to 30. Range: 0 to 251.

NEW BALL DELAY: The time the machine waits between dispensing new balls. Range: 1 (short time) to 127 (long time)

SELF PLAY: This puts the machine into a self-playing mode. In this mode, you have to get the machine started, but from then on it plays itself (automatically feeding quarters and pressing the start button as well as the flippers and striker). You can kick the machine back into fix mode by pressing the period (.) key at any time. 00 = self play off, 01 = self play on.

FIX MODE LOCK CODE: This code, if other than 0, must be typed after typing FIX in order to enter the fix mode from the game over mode. There is no feedback on the screen when you are typing it in, so it is much like a password in a large computer system. You must follow the number with a *return*. For the lock code 1357, for example, you must type:

FIX1357 (*return*)

The system will then enter the fix mode. After you type FIX, the system will seem to freeze up. It is waiting for your code number. Typing a wrong number, or simply a *return* will put you back into play mode. NOTE: Be sure to remember your lock code! Range: 0 = no code. 1 to 999,999 = valid codes.

SOUND: This is the sound switch. 0 is off, 1 is low volume, 2 is high volume.

BUMPER IMPULSE: This controls the impulse given to the balls when they hit a bumper. Values of about 30 are normal. Range: 0 (pure bounce) to 127 (huge impulse).

LEFT V THRESHOLD, VELOCITY X, VELOCITY Y and RIGHT V THRESHOLD, VELOCITY X, VELOCITY Y: These parameters control the impulse given to the balls by the V-Impulsers. The threshold determines the speed the ball must be moving to activate the impuler. Values of 1 and 2 are sensitive, 4 is normal, and 10 makes the V-Impulsers nearly impossible to activate. The X and Y velocities control the speed and direction of the impulse in the horizontal (right or left) and vertical (upward) directions. Values of X should be about 4 times those of Y to correspond to the V-Impulser's angle. Values of Y = 2 are about right. High values give strong impulses. Range: 0 to 127 on all values.

CITY SPOT RATE: This is the delay between cities being re-lit when a ball enters the dive bomb chute. Short spot rates (5 or less) lite them almost immediately while long delays (up to 127) cause long pauses between re-lites. Long delays affect strategy because only a few cities may be re-lit when the ball passes over them again. Range: 1 to 127.

DIVE BOMB SHOOT V: The velocity at which the dive bomb chute launches its balls. Values of 16 or 20 are normal. Don't make this value too low. If the ball doesn't get out of the chute on the first launch, it never will. Range: 0 to 63.

MATCH COUNTDOWN RATE: The rate at which match numbers are cycled through. Low numbers cause faster cycling. Values of 8 are about normal. Range: 1 to 127.

BALL TRAILS (LIM): This limits the maximum number of ball trailers that can follow a ball. Up to 9 balls can trail the original. This value is the number of balls times two. The only valid values are 2, 4, 6, 8, 10, 12, 14, 16, 18, and 20

for zero through nine balls. NOTE: Values other than these will cause improper ball trail indexing and can crash the machine.

DRONE SOUND: Whenever a ball is in play, a constant drone sound (supposedly aircraft engines) is generated. Zero will turn droning off, and one will leave it on. Range: 0 or 1.

EASY MULTI-BALL: When zero, the dive bomb chute holds balls when NIGHT and FLY sequences are met. When one, the chute is put into hold mode at the beginning of every ball. In both cases, the ABCD sequence, 4 balls in chute, or ball drain releases the balls.

D LANE GATE: When zero, disables the automatic gate that blocks the "D"-lane. When one, enables gate operation when proper gate-setting sequences are made.

FLIPPER POWER LEFT and RIGHT: These two variables control the impulse produced by the left and right flippers. Zero results in bounce only, while values above 60 provide huge impulses. Values of 40 are about right. Range: 0 to 127.

RESTITUTION: This controls the overall bounciness of all bounce surfaces (except the flippers). High values correspond to a restitution coefficient of nearly one (totally elastic bounce). Note that some surfaces have additional damping and total elastic collisions are never possible on these (the bottom of the ball striker for example). Range: 0 to 127.

SPEED COMPENSATE: This value increases the ball speed to compensate for increases in processing times in multi-ball situations. Adjust this parameter so no noticeable slowdown occurs when 4-balls are active. Range: 0 to 255. NOTE: Never make this value greater than $(\text{BALL SPEED}-1) \times 4$.

FLIPR RESTITUTION: This controls the overall bounciness of the flippers. Range: 0 to 127.

Resetting the High Score

You can reset the High Score to zero on any mode by typing the letter Z while in fix mode. You must do this for user modes because a random high score will come up in a newly created mode.

Ball Speed Dependence

The adjustable parameters have effects on one another. The most notable is the BALL SPEED which affects everything from sound quality to bonus countdown, kicker delay, and city spot rate. Keep this in mind when adjusting the ball speed parameter.

Testing Your Modes

As with a real pinball game, it is possible to adjust CM-PB1 in ways that make poor and unplayable as well as good and enjoyable games. It's even possible to generate situations where the ball gets stuck. It's a good policy to test your mode before playing it extensively.

The self-play mode is particularly useful for testing. You can immediately exit from it back into the fix mode by typing "." if anything goes wrong. The tilt system can help break a ball loose if it gets stuck, as can the randomizer.

Final testing can be performed by letting the machine play itself for a few hours at high speed (by turning the BALL SPEED way up) with the randomizer on to keep it from locking into a single ball path. If the mode has problems, this is bound to find them.

Finally, let us know if you find any problems or have any comments or exciting new modes. We're always interested in getting user feedback, and we incorporate many suggestions into our products.

Color Designer

Screen colors can be modified using the color designer system. The following keys control color while in attract, play, and fix modes:

- F3 = High/Low resolution select
- F5 = Color nybble control
- £ = Screen nybble LSB control
- * = Screen nybble MSB control
- = = Border color
- @ = Background color 0

Pressing these keys one or more times each gives a wide range of colors. Most of the keys go through 16 colors before repeating.

The best way to get familiar with the color control keys is to experiment. Some combinations create solid, colorful displays while others are jittery and unstable. Experimenting will lead you to the best combinations.

The color control keys also control color while viewing text in the fix mode. Some color combinations (white letters on a white background for example) can make the text vanish. If this happens, press F5 (color nybble control) to create some background-to-text contrast.

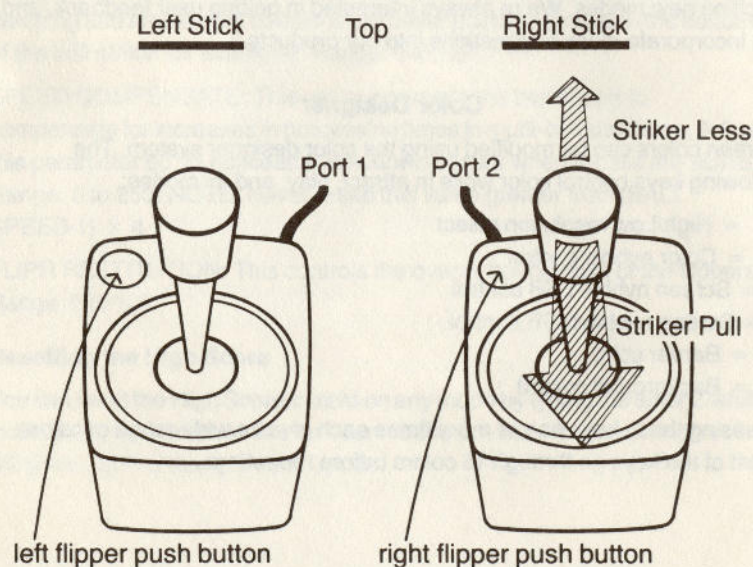
Joystick Control

Two joysticks can be used with Night Mission Pinball. The left stick (plugged into port 1) push button controls the left flipper, and the right stick (port 2) push button controls the right flipper. Pushing forward and backward on the right stick controls the striker position.

To use joysticks, simply plug them in. The keyboard and joysticks can be used for their appropriate functions (the keyboard is still necessary for "inserting quarters" and pressing the "start button").

NOTE: Don't press keyboard keys and use the joysticks or press the buttons simultaneously.

The following diagram summarizes joystick control:



Function Summary

Game Over Mode

Q = Insert Quarter.

S = Start Button.

CTRL R = Read a high score/mode disk.

CTRL W = Write a high score/mode disk.

FIX = Enter fix mode.

FIX1234 *return* = Enter fix mode with lock code of 1234.

Play Mode

Commodore key (C) = Left Flipper

Cursor right/left key (←CRSR→) = Right Flipper

F7 key = Increase pull on striker

F1 key = Decreases pull on striker

left SHIFT key = Left machine bump

Cursor up/down key = Right machine bump

P key = Machine freeze and single-step. Any other key unfreezes machine.

Fix Mode

Return = Advance the edit arrow to new parameter.

1234 Return = Replace the parameter with the value 1234 decimal.

CLR = Acts as Return, but exits to play mode afterwards.

1234 CLR = Replaces parameter with the value 1234 then exits to play mode.

Z = Reset high score to zero.

Self-Play Mode

Period key (.) = Return to fix mode immediately.

P key = Freeze and single step. Any other key unfreezes.

Pinball Jargon

Bonus: Bonus points are counted up one-by-one as you drop targets or make sequences. This is in addition to any points you may have received for the hit. When the ball drains, the points are counted down one-by-one and a set number of points are given for each one (usually 1000 points). Bonus

points are usually shown as individual lites on the playfield (a bomb in Night Mission – pool balls, or simply lites with numbers over them on other popular games).

Bonus Multiplier: This number is usually shown on the playfield as a lite that says 1X, 3X, or 5X. When the bonus is counted down, it is multiplied by this number. Instead of getting 1000 points per bonus lite, you get 3000 or 5000. You usually must make a sequence of targets or hit a special target with appropriate 3X or 5X markings to advance the bonus multiplier. In most machines, a few bonus multiplier lites can be on at once. In some cases, the highest multiplier is used. Other games count down the bonus once per bonus lite thereby giving $1 \times 1000 + 3 \times 1000 + 5 \times 1000$ points. Some games multiply bonus numbers together giving $1 \times 3 \times 5 \times 1000$ or 15000 points per bonus lite if 1X, 3X, and 5X are all on.

Captive Hole: This is a recessed hole in the playfield (usually at the end of a *tunnel*) that the ball can roll into. The hole *captures* the ball, holds it a few seconds, then quickly shoots it out. Captive holes usually trigger special events such as activating lane arrows, spinner, or target multipliers. Special sounds are produced for the few seconds that the ball is in the hole.

Credits: This indicates how many single-player games you are entitled to. Inserting quarters, as well as winning free games, advances the credits. In multi-player games, one credit is used per player.

Drain: Losing the ball between the flippers or down the outlanes.

Drop: The act of knocking down a standup target.

Gate: A controlled door or guide that blocks a lane.

Hole Kicker: A captive hole.

Lane Lites: These are small lites (with no letters or numbers over them) that appear in a set of adjacent lanes. The goal is to turn all these lites ON (as opposed to lane letters that you try to turn off). Lane lites are sometimes rotatable, that is you can press one of your flippers and all the turned-on lites will move one place to the right (with wraparound). The goal is to guess which lane the ball is going to roll down as it bounces around at the top of the lanes, and to rotate a non-lit lane lite to that position before it does. Points are usually awarded for each lane lite as well as for completing all the lane lites (at which time they are all turned off).

Lite: This is how pinball game designers spell *light*.

Make: This applies to sequences of targets or events and means that you have successfully completed the sequence. In Night Mission, for example, the city lites come on when you make the NIGHT rollovers.

Match: At the end of the game you are automatically given a chance to win a free game. A set of 2-digits (sometimes the ball digits) cycle through a few random numbers, then stop at a random 2-digit number. If the last two digits in your score match the two match digits, you win a free game. Due to score inflation, most machines these days only give multiples of ten points. Match digits on real games often cycle through odd numbers that are not multiples of ten, but even these always stop on multiples of ten. In multi-player modes, each player's score is compared against the match value. With 4 players, you have a good chance of matching (the same probability as if you played 4 single-player games). You can win more than one game if more than one player matches.

Out Lanes: These are the ball guides on the sides of the machine that cause the ball to drain (the D in the DROP lanes in Night Mission for example).

Rollover: A place on the playfield (usually within lanes) where you get points if the ball rolls over that point. Real pinball games have small metal sensing wires and switches to sense rollover. The sense wires come in two forms: the kind that are ramped on both sides which let the ball roll over in either direction, and the single ramp kind that only allow the ball to roll over in one direction.

Special: A special is a target (usually a rollover on one of the out lanes) that lites when you make a certain sequence. If you manage to roll a ball down the rollover when the special lite is lit, you win a free game (or only a free ball on some games).

Spot: The act of raising a standup target or reactivating a rollover target lite. On Night Mission, ball drain spots ABCD and FLY.

Standup Target: A target that protrudes out of the playfield and pops down if you hit it.

Program Statistics

Author: Bruce Artwick

Sound Effects: Sue Klefstad

Disk System: Dave Denhart

Program Size:	Code	21,868 bytes
	Tables	5,915 bytes
	Screen memory	10,192 bytes
	Total	37,975 bytes + 53 bytes per mode

Ball Projection Rate: 280 balls/second

Language: 6502 Assembly language

Internal Mathematics: 16-bit integer

Overall System Structure: 8-way time-sliced executive with interrupt-driven sound.

Development System: SubLOGIC Development System 1 using a TDL Macro assembler with SubLOGIC 6502 preamble, and SubLOGIC Unibug debugger and Unipix screen editor.

Developed: November '81 through February '82 in Champaign, Illinois, and Amsterdam, Holland. Revised for the C64, June 1983.

SubLOGIC Media Policy

SubLOGIC Corporation warrants all media for a period of 6 months from the date of purchase. We will replace any media that are out of warranty at a minimal charge.* SubLOGIC will extend this replacement service for a period of not less than 10 years after purchase.

If you wish to return defective cassettes or disks, please return **the media only**.

We have established an efficient and very fast repair/replacement system which promises long run benefits to you. Returning the manuals will complicate the system and will raise shipping costs.

*Example: replacement charges on October 1, 1983, \$5.00 for a disk - \$4.00 for a cassette.

About the Author

Bruce Artwick has been designing microcomputer software since 1977. His first **Flight Simulator** program for the Apple II was released in 1979 at a time when the typical system configuration for that machine consisted of 16K memory, Integer BASIC, 3-color hi-res graphics, and a cassette program loader. Working within these limitations, **Flight Simulator** was (and remains) a classic in both design and execution, a program that set the standard for all that was to follow.

Some of the 3D animation routines Bruce used in the development of **Flight Simulator** later found their way into his **A2-3D1 Graphics Package**, a collection of programs for the creation and manipulation of 3D images. An enhanced **A2-3D2** version came out in 1981 to take advantage of the Apple II plus's increased capabilities.

Bruce's reputation as a master of microcomputer simulation grew with the release of **Night Mission Pinball** in 1982. A programming tour de force that recreates the look and feel of a real pinball table down to the finest detail, **Night Mission** offers ten different play modes, each completely user-adjustable. The game's theme is based on a WWII night bombing run.

Flight Simulator II, Bruce's newest creation, once again sets new standards in sophistication for a new generation of microcomputers. The program graphically places you in the pilot's seat of a modern single-engine aircraft with complete instrumentation and full color out-the-window view.