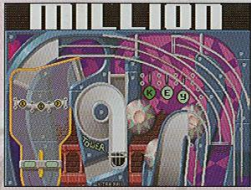


Table 4 STONES 'N' BONES



SCREAMS RAMP STONES & BONES

Ramp on the right.
Spell **STONE** and **BONE** to enable the next **GHOST**.

KEY

Spell **KEY** to open the **TOWER** for the next **TOWER** value.

EXTRA BALL

Shoot the **SCREAMS** ramp 10 times to enable the **EXTRA BALL** which is collected in the **TOWER**.

JACKPOT

Collected in the **TOWER** during, **GHOST HUNTER** and **GRIM REAPER**.

SUPER-JACKPOT

Shoot the **TOWER** straight after collecting the **JACKPOT** to score **50 MILLION** points.

MULTI-DEMON

Enables a **BALL LOCK** in the **VAULT** and **WELL**. Collect the following points on the **SCREAMS** ramp:

1. No locked balls **5 MILLION** points.
2. 1 locked ball **10 MILLION** points
3. 2 locked balls **20 MILLION** points.

TOWER

Collect the current **TOWER** value, and collect the enabled **TOWER** bonus when enabled.

SCREAMS RAMP

Collect **1 SCREAM**.

WELL

Collect the current **WELL** value.

BONUS MULTIPLIER

Shoot the **CLEAR** ramp and the **WELL** to collect the next **BONUS MULTIPLIER**.

MILLION

Shooting the **LEFT** ramp repeatedly scores **1 MILLION** points each time.

MILLION PLUS

Shoot the **CLEAR** ramp and then the far **RIGHT** passage to score **1, 2, 3 . . . MILLION** points.

2x SCREAMS

Shoot the **CLEAR** ramp and the **SCREAMS** ramp to collect **2 SCREAMS**.



GHOST HUNTER

All **TARGETS** and **BUMPERS** score **1 MILLION** points for 30 seconds.

GRIM REAPER

All **TRAPS** and **RAMPS** score **5 MILLION** points for 30 seconds.

TOWER HUNT

Shoot the **TOWER** for **5, 10** and **20 MILLION** points in turn within 30 seconds.

LOOP COMBO

Shoot the **CLEAR** ramp to the **ROLL-OVERS**, drop down to the **LEFT FLIPPER** and hit the **SCREAMS** ramp and the far **LEFT** ramp for **5 MILLION** points.

LEFT BALL TRAP

Collect the enabled **GHOST** and the **VAULT** value.

GHOSTS

The **GHOSTS** are lit up one after the other when spelling **STONE** and **BONE**, and award the following:

1. **BAT** - **5 MILLION** points.
2. **BLUE GHOST** - Enables **TOWER HUNT** feature.
3. **GREEN SMILER** - Enables **EXTRA BALL**.
4. **RED DEVIL** - **10 MILLION** points.
5. **YELLOW POLTERGEIST** - Enables **GHOST HUNTER** feature.
6. **BLUE OCTOPUSSY** - Enables **MULTI-DEMON** feature.
7. **MUMMY HEAD** - **15 MILLION** points.
8. **GRIM REAPER** - Enables **GRIM REAPER** feature.

A **GHOST** must be collected before the next one can be enabled.

R.I.P.

Spelling **R.I.P** enables the **KICKBACK** in the **LEFT BALL TRAP**.

INSTALLING ON THE HARD DRIVE - AGA Version only

To install the game on your hard drive, insert disk 2, open the disk and double click on the **HARD DISK INSTALL** icon.

Type 'Y' or 'N' to the "install or not" question and press return.

Now eject disk 2 and insert disk 1, and click on **'RETRY'**. Type in the desired destination for the game files - including the name of the drive/partition and any sub-directories and press return. Now follow the on-screen instructions, and Pinball Fantasies will be installed on your hard drive.

CREDITS

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