

PRO PINBALL Manual

TABLE Of CONTENTS

CONSOLE	2
CONTROLLER	3
GETTING STARTED	4
MAIN MENU OPTIONS	4
PLAY	4
SLIDESHOW	5
OPTIONS	5
CONTROLLER	6
PAUSE MENU OPTIONS	8
CONTINUE	8
ADD PLAYER / RESTART GAM	9
VOLUMES	9
SCREEN POSITION	9
QUIT TO TITLE SCREEN	9
PLAYING THE GAME	10
CREDITS	10
REPLAYS	10
HIGH SCORES	11
MATCH	11
RULE CARD FOR "THE WEB"	12
ADDITIONAL RULES AND CLUES (IF YOU NEED THEM!)	13
POWER LEVELS	13
COMBOS	13
MISSIONS	13
SKILL SHOT	14
VIDEO MODE	14
SPACE STATION FRENZY	14
FAST FRENZY	15
THE ULTIMATE SHOWDOWN	15
CREDITS	16

GETTING STARTED

To play Pro Pinball - The Web on your PlayStation:

1. Set up your PlayStation in accordance with the Instructions supplied with your system.
2. follow your system directions to Insert the Pro Pinball CD In the drive (printed side up).
3. Close the disc cover and press the -POW-ER button to start loading the game.

MAIN MENU OPTION

After the Initial loading and title screens, you will soon be presented with the

Back box -

Main Menu. from here you may select the following options listed. Use the UP and DOWN

Directional buttons on the Controller to highlight the options. Simply press the X button to make your selection.

PLAY

Selecting PLAY will load the table ready to play games. For In-game controls please see

OPTIONS - Controller. When the table has loaded, use the START button or the X button to start

a game. When the game has started:

i) Use the START button if you need to pause the game. See also PAUSE MENU

OPTIONS.

ii) Press the TRIANGLE button to add other players to the game (only when using ball 1). A

maximum of four players can play each game.

iii) Hold down the SELECT button, then press and hold down the START button for two seconds

(keeping the SELECT button held down) to return to the Back i3ox Main Menu. This can

be done at any time. not just during a game.

SLIDESHOW

Selecting SLIDESHOW will display high-quality views of the table, taken from a variety of

angles. Use the Directional t3uttons on the Controller to step through the views.

Pressing

the START button or the X button will exit the slideshow. While In the sideshow, if you do not

press any buttons. the slideshow will automatically step through all the views.

OPTIONS

Selecting OPTIONS will present you with the options sub-menu, Use the UP and DOWN Directional

buttons and the X button to select from the following:

Table View

The icons shown on-screen represent the angle of view and the position of the dot-matrix, Use

the Directional buttons to highlight your desired angle, and the X button to select.

CONTROLLER

Three different Controller layouts are available. The default in-game controls are as follows.

LEFT Activates Left flippers

CIRCLE Activates Right flipper

X Launch the ball

L1 or R1 button	Nudge up
R2 button	Nudge right (Push right corner of the table)
TRIANGLE	Add Player(s)
X	Continue (using a credit)
L2	Nudge left

Graphics

Two levels of focus are available, Soft focus gives slightly softer, lower-contrast graphics, which tend to reduce screen flicker on certain parts of the table. Sharp focus is a sharper view, but may cause flicker on some displays. Use the Directional buttons and the X button to select the focus which best suits your display.

Dot-Matrix

The transparent dot-matrix is the preferred option, but may cause interference patterns on some displays (non-RGB inputs). The Solid option should produce a better image on these displays. Use the Directional buttons and the X button to select the dot-matrix which best suits your display.

Sound

Use the Directional buttons and the X button to select between Mono, Stereo and Swapped Stereo (left and right reversed), When using a mono TV, be sure to select the Mono sound option - otherwise some sound effects/speech may not be heard during a game. Sound effects and music volumes can be set from the PAUSE MENU during a game (See Pause menu Options).

Load Scores / Save Scores

Scores can be saved and loaded from Memory Cards. All options are saved along with the scores. When the game is first loaded, if one of the Memory Cards contains saved scores, they will be loaded automatically. Note: if a Memory Card is inserted after the LOAD / SAVE SCORES option has been selected, it will not be automatically detected. You must select CANCEL, then re-select LOAD/ SAVE SCORES. The new Memory Card will then be recognized. You may however.

select the Change Memory Card, Option during the Save Procedure, once you have selected which Memory Card slot to use.

PAUSE MENU OPTIONS

During a game, you may press the START button to pause. The options listed below will then become available. Use the Directional buttons and the X button to make a selection.

CONTINUE

Selecting this will return you to the current game.

ADD PLAYER / RESTART GAME

Selecting this option will add a player to the current game, or restart the game. You may only add a player if ball 1 is not complete. When asked if you want to "Restart the game?", simply use the Directional buttons and the X button to select YES or NO.

VOLUMES

Sound effects and music volumes can be set from here, Use the Directional buttons to highlight and to adjust volume.

SCREEN POSITION

Use the Directional buttons to move the vertical position of the screen.

QUIT TO TITLE SCREEN

Selecting this option will enable you to quit the current game and return to the Back Box - Main Menu.

PLAYING THE GAME

You start each game with three balls. Controls operate just as they do on a real pinball machine. Launch the first/next ball, then use the flippers to keep the ball in play as long as possible. You can nudge the table, but be careful as too much nudging can cause the game to tilt at the expense of the current ball.

At the end of each ball, a bonus score is tallied (press the X button or both flippers to bypass this). If your score at the end of the game is higher than previous scores, you will be prompted to enter your initials. Use the flippers and the X button to enter your Initials.

CREDITS

During a game you may gain credits. which is signified by a loud 'thwack'. You can use the credits at the end of a game, to 'buy' extra balls. Credits are carried over from one game to the next. The maximum number of credits allowed is nine.

REPLAYS

When a player's score exceeds the replay level a credit is awarded.

HIGH SCORES

If you get a high score you may earn one or more credits. If you have 'bought' an extra ball or more during the previous game. your high score will go into the 'buy in' high score table.

You will find the current International high scores for Pro Pinball on the World Wide Web at <http://www.empire-us.com>, <http://wwwempire.co.vk> or <http://wwwinterptay.com> if you get a really high score and want to register it with us do the following:

While the game is displaying the high scores on the dot matrix display (before starting a game) hold down both flippers. All the high scores in the hall of fame will be encrypted. Type the code into the form on the hi-score page and send it to us.

MATCH

At the end of the game is the match sequence. If the match number is the same as the last two digits of your score, a credit will be awarded.

RULE CARD FOR 'THE WEB'

Space Station Frenzy

Shoot all drop targets to tight dock. Dock three balls to start frenzy and score jackpots.

Fast frenzy

Shoot the web ramp repeatedly to light lock. Shoot lock to start frenzy and score fast jackpots.

Missions

Shoot the center sinkhole to activate missions.

Power Levels

Intones light spinners. Shoot tit spinners to advance power levels and light awards.

The Arena

Shoot consecutive loops to light extra ball and bonus held.

The Ultimate Showdown

Complete Missions, Combos, Power, Bonus, and Ultra to begin the Ultimate Showdown.

ADDITIONAL RULES AND CLUES (IF YOU NEED THEM!)

POWER LEVELS

The intones at the bottom of the table light the Spinner Lanes. Shoot these when lit to increase the power levels. Various bonuses are awarded for each power level. The power levels are reset after you lose a ball. Power levels range from 1 to 8.

COMBOS

A combo (or combination shot) is awarded when you make one loop, orbit or romp shot quickly followed by another. Hitting combos in succession awards a Combo. Double Combo or Triple Combo for increasing amounts of points.

MISSIONS

Hitting the center hole at the top middle of the table when lit starts a Mission. The instructions for each Mission are indicated on the dot-matrix display. The Spider indicates what you need to hit. The dot-matrix display will also indicate the progress of each mission. You have a limited time to complete each mission. There are six possible missions. If you complete a mission a Showdown Sphere is awarded.

SKILL SHOT

You will see a spider briefly tight up when you plunge a bolt. Shoot this to get a skill shot and a Large bonus score.

VIDEO MODE

The dot-matrix will tell you when the video mode can be activated. Use the flipper buttons to shoot the mines on the dot-matrix display. Don't shoot the numbered bolts these award bonuses. If you're really skilled you may even earn an extra ball.

SPACE STATION FRENZY

Shoot all the drop targets at the top of the table to Light dock. (indicated by a green arrow), Get three balls in the dock to start Space Station -Frenzy. This will give you three balls in play simultaneously. Score jackpots to hugely increase your score.

FAST FRENZY

Shoot the left ramp repeatedly to tight the lock hole. Shoot the lock hole to activate Fast frenzy (two, three or four baits on the table simultaneously).

THE ULTIMATE SHOWDOWN

This is activated when you have completed all the Missions and sub-themes of the table. It is only available to the best players. Six balls will be fired onto the table. Hit the lit ramps, holes and tones to score huge points and defeat the enemy!