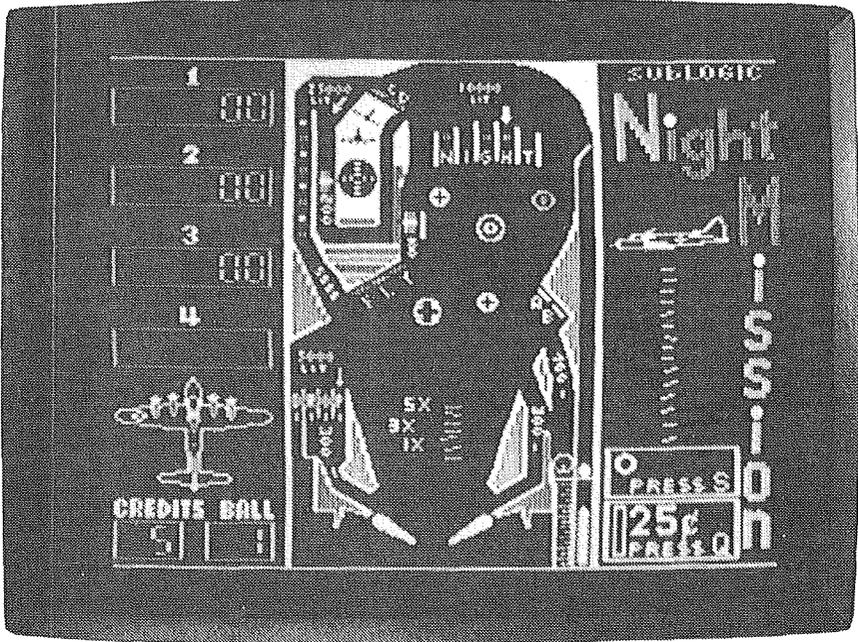## A2-PB1
"NIGHT MISSION" PINBALL

INSTRUCTIONS

SYSTEM REQUIREMENTS

48K Apple II Integer or Plus, DOS 3.2 or 3.3. Paddles or joystick are recommended but not necessary. Keyboard control is available.

DISK LOADING

Boot this disk as you would boot a normal system master disk. A2-PB1 Pinball will load automatically and a playfield will appear on the screen.

PLAYING PINBALL

This game simulates an arcade-type pinball game and acts the same in nearly every way. You must insert one or more quarters (press "Q") to add to your credits. Press the start button (press "S") to begin play. Up to 4

players can be selected by pressing "S" more than once. You must have one credit per player. If not, insert more quarters. The scoring digits turn on as players are selected, and they flash to indicate whose turn it is.

Paddle Mode: The paddle push buttons control the left and right flippers. The left paddle dial controls the ball-launching striker position, and either flipper button launches the ball. The right flipper rotates the NIGHT lane lites when the lane lite system is active.

Keyboard Mode: If no paddles are available, type "Control-K." The "Z" and "/" keys control left and right flippers. Right and left arrows control striker position.
Type "Control-P" to switch back to paddle mode.

Bumping the Machine: Hitting any of the keyboard's left keys (1, 2, 3, 4, 5, Q, W, E, R, T, A, S, D, F, G, Z, X, C, V, B, ESC) simulates jostling the machine by bumping it on its left side. The ball will tend to go to the left. Any other key (the keyboard's right keys) will simulate bumping on the right side. You don't have to remember keys to jostle the machine. Simply *bump* the right or left side of the keyboard. Too much bumping is risky as you may TILT the machine.

Playing Modes: Ten SubLOGIC standard playing modes are provided. Mode 0 is the standard competition mode and is most like a real pinball game. Modes 1-9 include everything from easy beginner modes to high-speed and slow-motion. The mode currently in effect is indicated by the small digit that appears below and to the right of the right flipper. Up to 100 user-defined modes may be handled simultaneously. See the adjustment manual for details.

High Score/Playing Mode Disk: The high score along with current playing mode may be saved to a disk (you supply the disk; a label is enclosed) by typing "Control-W" when the machine is in its GAME OVER mode. The playing mode and high score can be read off the disk by typing "Control-R." "Control-R" reads the disk, "Control-W" writes it. Reading a high score disk activates the mode (including user mode) that was in effect when the disk was saved. You may not generate a high score in an easy mode and apply it to a competition mode. NOTE: Make sure to insert your high score disk before typing "Control-R" or "Control-W."

Other Features: Typing "!" freezes play. Any other key will restart play. Typing "!" repeatedly single-steps the simulation.

SCORING FOR COMPETITION MODE 0

A, B, C, D, F, L, Y standup targets	1000 points & bonus advance
NIGHT Rollovers	1500 points & bonus advance
DROP Rollovers	2000 points
Large Bumpers	90 points
Small Bumpers	50 points
Outer Spinner	100 points (or 500 when arrow is lit) per spin
FLY sequence	5000 points
DROP Sequence	10,000 points
ABCD Sequence	Advance bonus multiplier
ROP but no D	Lites special
NIGHT Sequence	10,000 points, lites NIGHT arrows, activates bomb release line city targets
NIGHT, all cities bombed, ABCD Sequence	Activates 25,000 points dive bomb chute arrow
Bomb Release Line entry	5000 points
Hole Kicker	1st time turns on NIGHT lane lites (right flipper rotates) 2nd time turns on DROP arrows 3rd time increases outer spinner to 500 points/spin 4th & more rotates DROP arrows
Lane Lites	Activated by hole kicker, rotated using right flipper. System deactivated by new ball, but old lane lites stay on. Lane lite completion 5000 points and turn off lites
Dive Bomb	Inner spinner 200 points per turn. Lites cities 1000 points per city. Spots ABCD
Multi-Ball Play	ʼIf NIGHT, FLY sequence activates dive bomb chute hold. Ball going into chute will be held and extra ball given. ABCD, ball drain, or 4-balls in chute release all balls.
Multi-Player	NIGHT sequence kept track of for each player.
Score Overflow	A General's Star is issued next to the player's number for each million points (up to 4-stars).
Tilt	Lose current ball only.
Special	D after ROP gives free game & 30,000 points.
Free Game Score	Exceeding gives one free game.
High Score	Exceeding gives three free games.