PlayStation™

NTSC U/C

PlayStation™

EXTREME PINBALL™

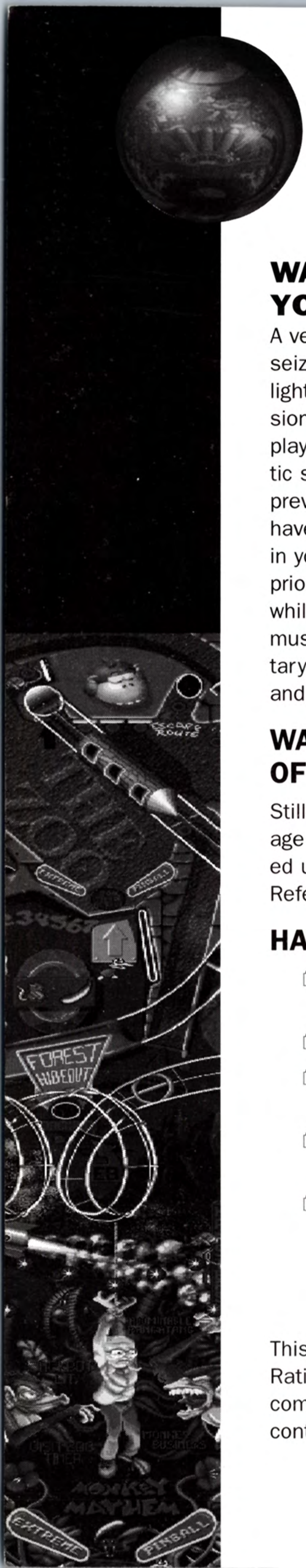
By Epic MegaGames and High Score Entertainment

KIDS TO ADULTS

AGES 6+

SLUS-00200

ELECTRONIC ARTS®



EXTREME PINBALL

WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PLAYSTATION DISC

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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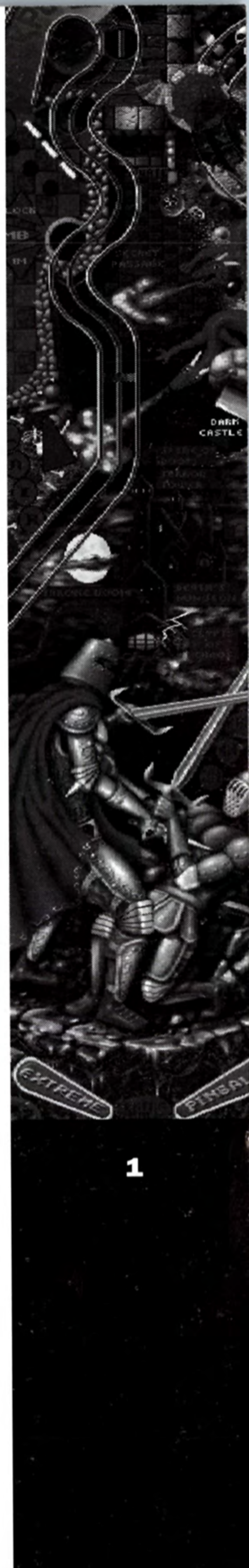
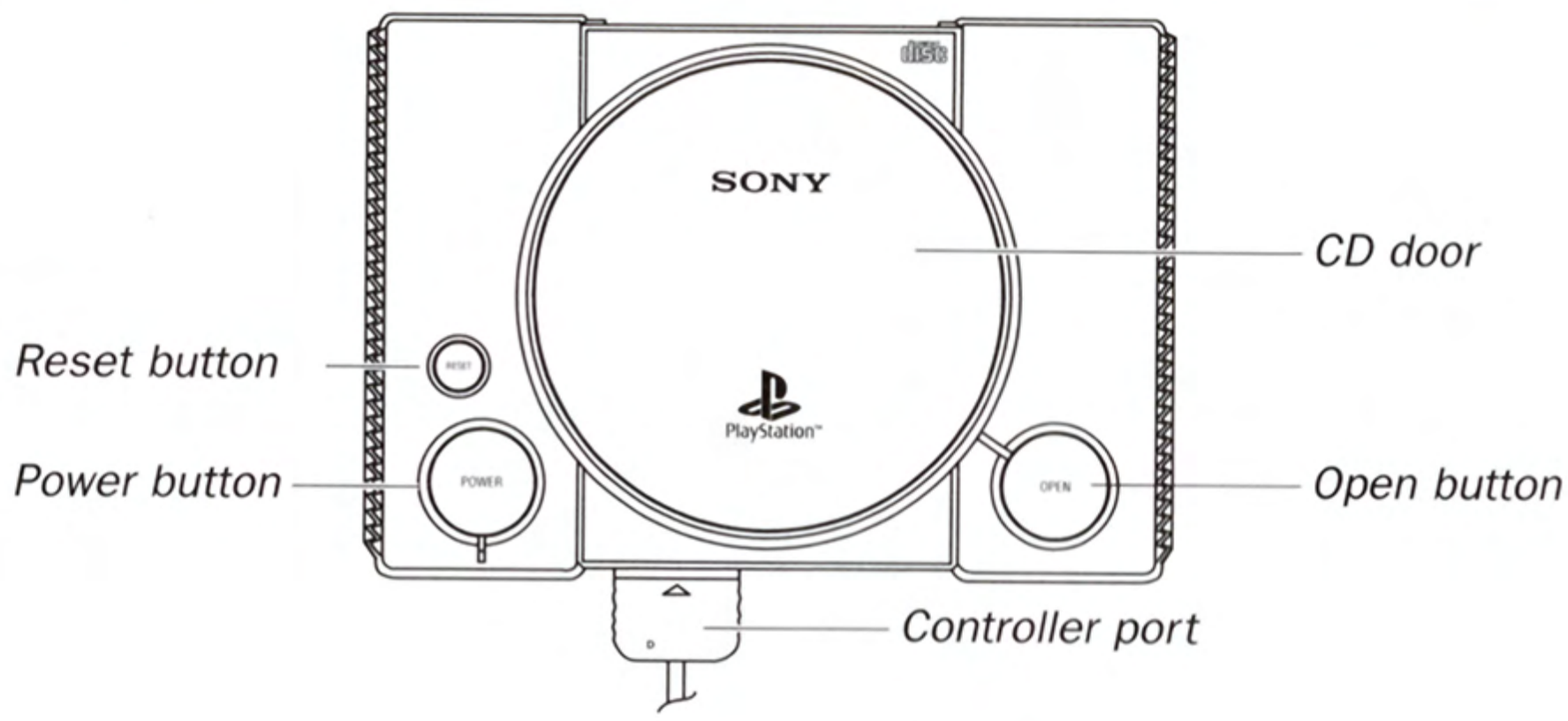
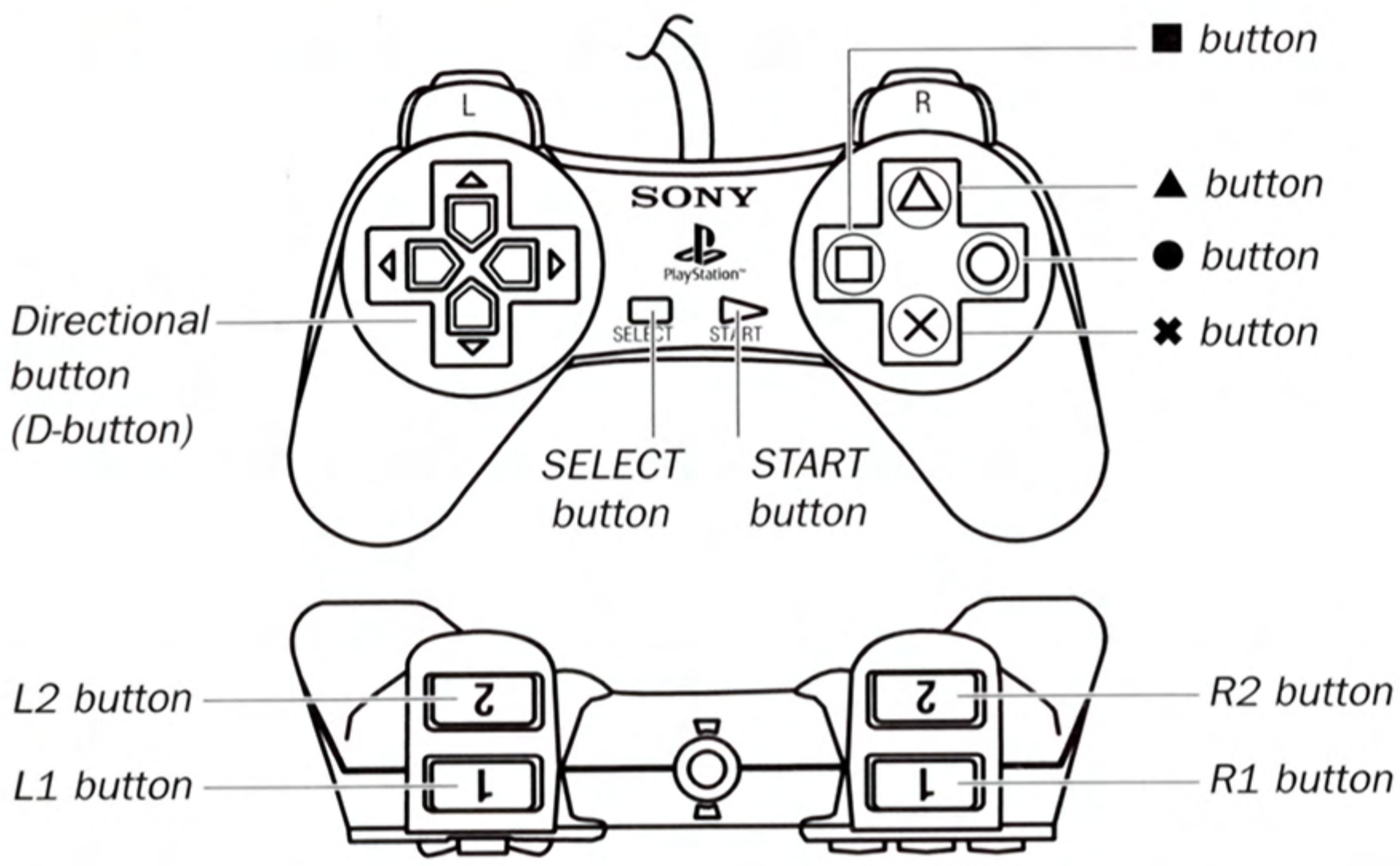


STARTING THE GAME



1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Extreme Pinball disc* and close the CD door.
3. Insert game controllers and turn on the PlayStation game console.
4. Follow on-screen instructions to start a game.
5. Press **START** to advance after each introduction screen, and the Game Setup screen appears. See *Game Setup Menu* on page 4 for instructions for starting a game.

CONTROL SUMMARY



MENU CONTROLS

Action	Press
Highlight menu item	D-Button ↑↓
Adjust sound or music volume	D-Button ↔
Activate/change highlighted item	**START** or ✖
Exit options menu	**SELECT**

DURING GAMEPLAY

Action	Press
Launch ball/Start new game	Hold ● then release
Left flipper	D-Button ↑,↓,←, or →
Right flipper	■ or ✖
Nudge (i.e., 'tilt') up	▲
Nudge left/right	**L1/R1**
Pause game	**START** or **SELECT**
Exit game	**SELECT** twice

Table Control	Press
Change scoreboard color	**L2** + ▲
Toggle scoreboard on/off	**L2** + ✖
Scroll table up	**L2** + D-Button ↑
Scroll table down	**L2** + D-Button ↓

SETTING UP THE GAME

GAME SETUP MENU

Use the Game Setup menu to choose the table, number of balls, and number of players for your game. Default options are listed in **bold** type in this manual.

☆ To start a new game with the current settings, highlight BEGIN and press **START** or ✖.

ACTION	PRESS
Highlight menu item	D-Button ↑↓
Adjust sound or music volume	D-Button ↔
Activate/change highlighted item	**START** or ✖
Exit options menu	**SELECT**

BEGIN Start a new game with the current settings.

SELECT TABLE Select one of the four tables: URBAN CHAOS, MONKEY MAYHEM, **MEDIEVAL KNIGHTS,** or ROCK FANTASY. See *Playing Pinball* on page 6.

PLAYERS Select **1**, 2, 3, or 4 player icons. When you select more than one player, players take turns shooting. (Watch the Scoreboard area at the bottom of the table to see who shoots next.)

BALLS To cycle the number of balls per game between **3**, 5, or 7, press **START** or ✖. If you're a novice, increase the number of balls to give yourself more chances. As you improve, decrease the number of balls to raise the level of challenge.

OPTIONS Go to the Options screen to set sound and game options. See *Options Menu* below.

HIGH SCORES Go to the High Scores screen to view the top ten scorers for the selected table. Press any button to exit.

☆ To view scores for a different table, select the table, and then select HIGH SCORES.

CREDITS Go to the Credits screen. Press any button to cycle to the next credits screen and then exit.

OPTIONS MENU

Set sound and scoreboard display options.

MUSIC VOLUME D-Button ↔ to adjust the volume of the background music.

SOUND FX VOLUME D-Button ↔ to adjust the volume of the game sound effects.

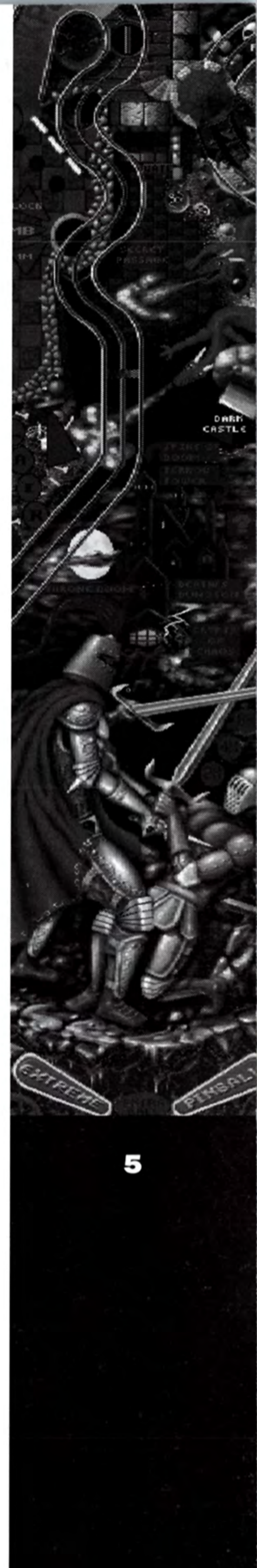
Press ✖, ●, ▲, or ■ for the following options.

SOUND Toggle between **STEREO** and MONO sound.

SCOREBOARD COLOR Cycle through available colors for the table scoreboard.

SCOREBOARD VISIBILITY Cycle between **AUTO**, MANUAL, PREFERRED ON, and PREFERRED OFF. AUTO means that the scoreboard is displayed only when necessary for gameplay, while MANUAL means that you can toggle the scoreboard on/off during gameplay by pressing **L2** + ✖.
PREFERRED ON means that the scoreboard is displayed throughout gameplay.
PREFERRED OFF means that the scoreboard is off unless it has some useful information.

EXIT Return to the Game Setup menu.

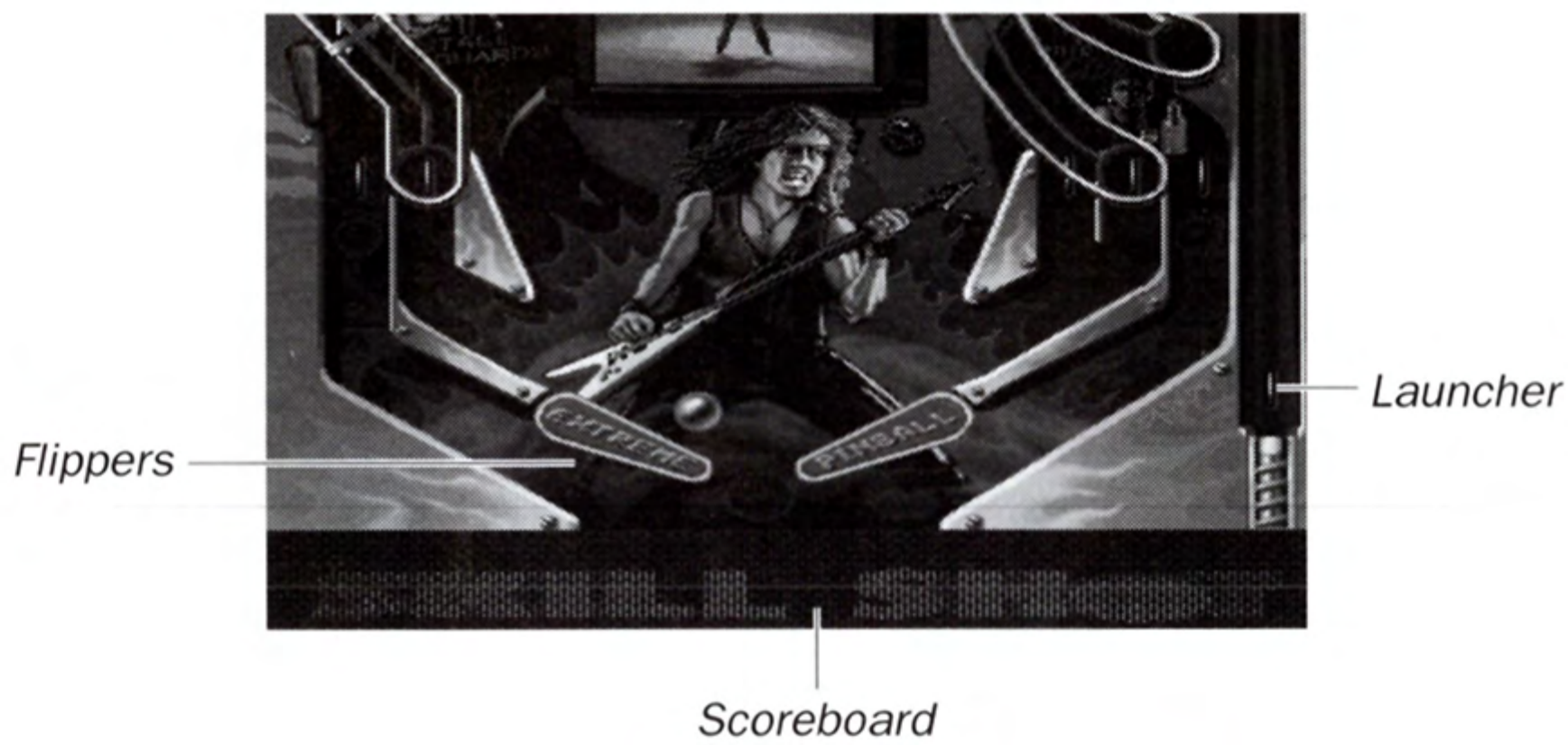


PLAYING PINBALL

STARTING A GAME

1. Select BEGIN from the Game Setup menu and press **START** or ✖. The selected Table appears. The camera scrolls up and down to show you the entire table. If you wait long enough, you can view a demo of the table—watch it to pick up tips.
2. To begin a game by launching the ball, hold ●. The camera immediately moves to the bottom of the table to show you the ball in the launcher tube.
3. To launch the ball, release ●.

ON THE TABLE



☆ To launch the ball, hold ●. The longer you hold the button, the further the plunger goes down (giving you more power). When you have the power you want, release ●.

☆ To shoot with the left flipper, D-Button ↑, ↓, ←, or →. To shoot with the right flipper, press ■ or ✖. These controls apply to all flippers on the left or right side of the table.

EA TIP Sometimes, you can capture the ball by holding your flipper up. Once the ball is trapped, release the flipper and let the ball roll down the flipper until it's in the position you want to shoot from. Then hit your flipper to send the ball on its way.

To apply a shot of body english to the table:

☆ To nudge the ball upward press ▲.

☆ To nudge the ball left/right, press **L1/R1**.

EA TIP Don't hit the "nudge" keys too quickly, or you may tilt the table, in which case the flippers are disabled until you launch a new ball.

☆ To toggle the Scoreboard at the bottom of the screen on/off, press **L2** + ✖.

EA TIP Watch the Scoreboard for information—it will tell you what to hit next for extra points, what ball you're shooting with, your current score, etc. Also, try shooting at anything that's flashing.

☆ To pause the game, press **START** or **SELECT**. To continue, press **START** again.

☆ To exit the game and return to the Game Setup menu, press **SELECT** twice.

HIGH SCORES

If you achieved one of the ten highest scores, you're prompted to enter your name.

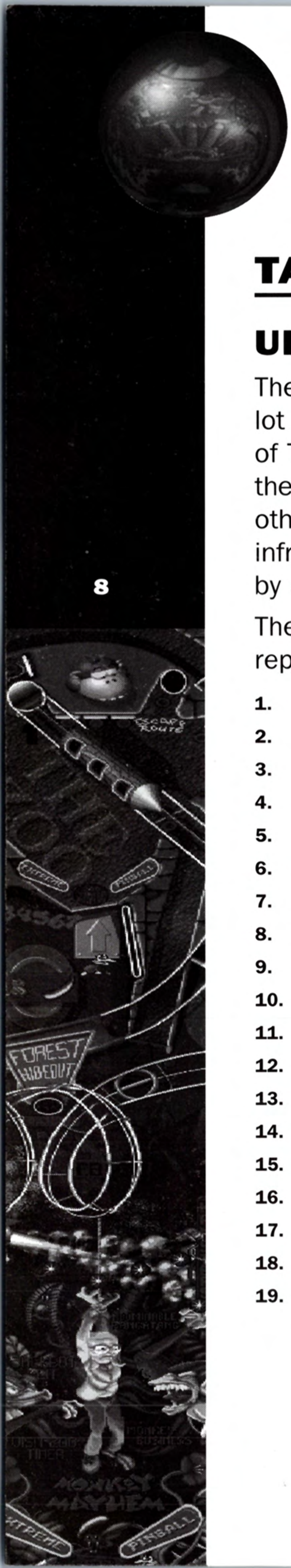
NOTE: Turning off your PlayStation game console will erase your high scores.

☆ To move forward/back to highlight a space, D-Button ↔ or press ●/✖.

☆ To cycle through characters for the highlighted space, D-Button ↑↓.

☆ When finished, press **START** to end the game.

☆ Press ● to begin another game or press **SELECT** twice to return to the Game Setup screen.



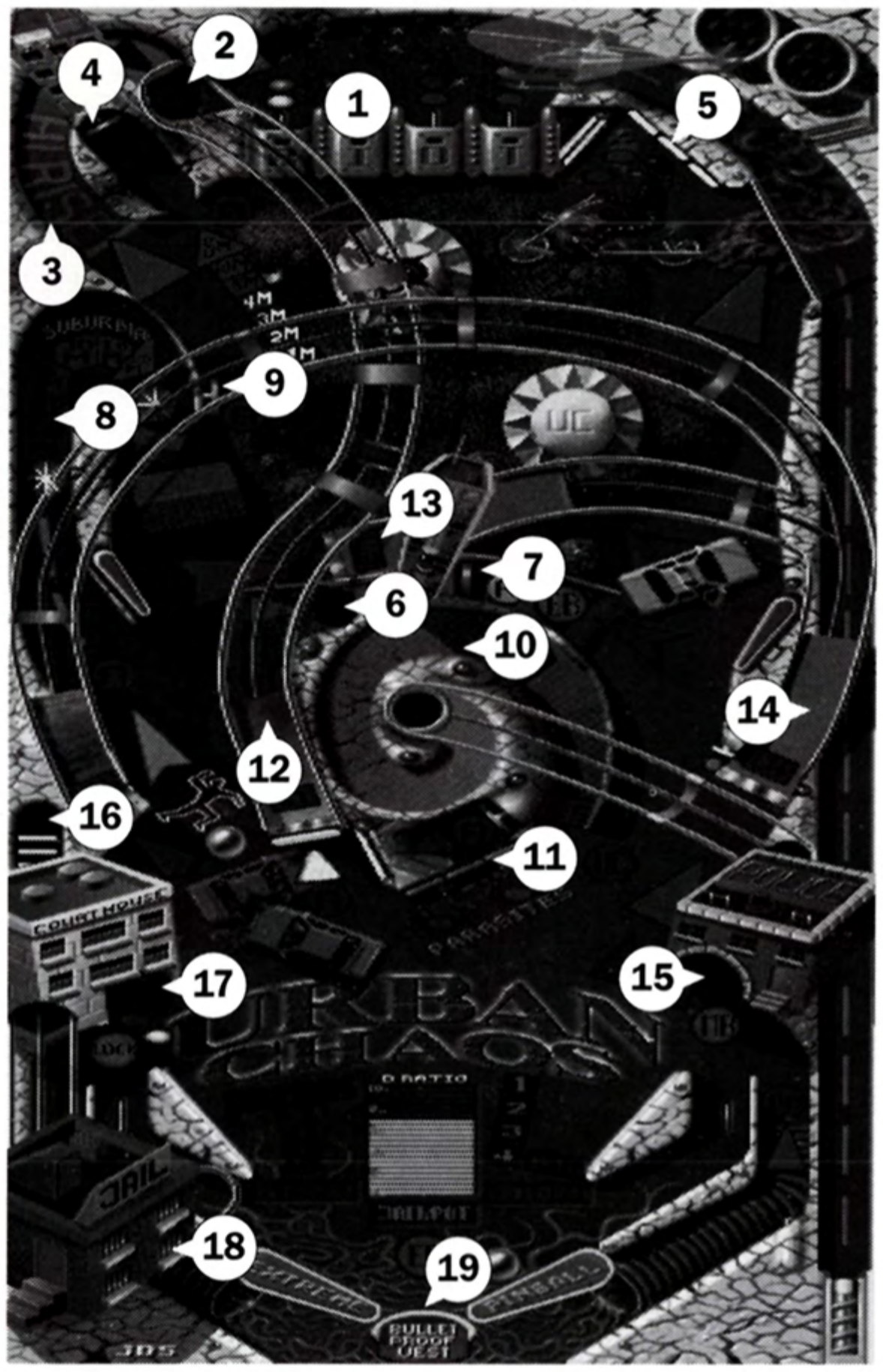
TABLES

URBAN CHAOS

The brave new world of the future turns out to be a lot like the bad old world of Urban Chaos. The city of Televox 203 (In the future, cities are named for their network addresses) has become isolated from other cities due to communications failures and infrastructure decay. Your task: to restore order by stamping out crime and scoring mondo points.

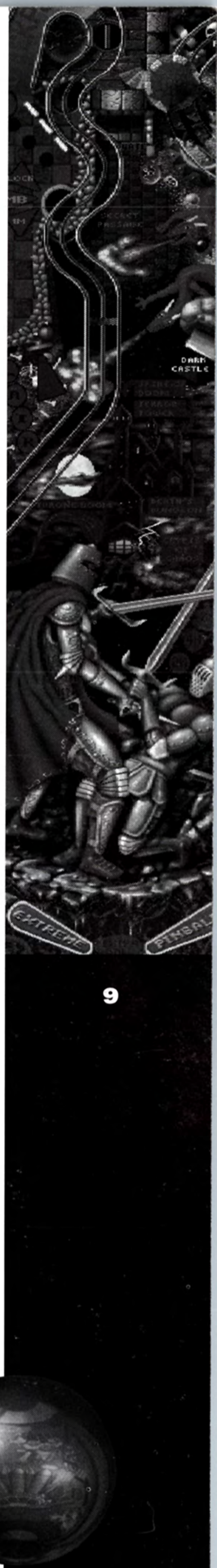
The numbers on the playfield diagram shown here represent:

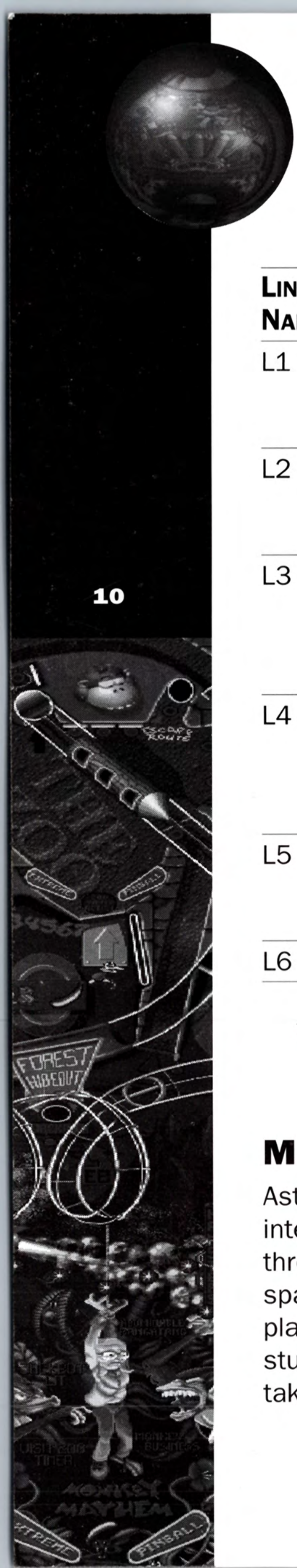
1. *RIOT lanes*
2. *Isolation Area Precinct kickout hole*
3. *HiRise ramp*
4. *Isolation Area Rehab captive ball*
5. *Heavy Boys drop targets*
6. *Hi Tek kickout hole*
7. *Hi Tek bull's eye*
8. *Suburbia lane*
9. *Suburbia bull's eye*
10. *City Hall Spiral*
11. *Parasites drop targets and Clubhouse*
12. *SCPMON Links L1, L2, L5*
13. *SCPMON Link L3*
14. *SCPMON link L4 loop*
15. *Police Station*
16. *Back Alley drop targets and kickout hole*
17. *Courthouse*
18. *Jail*
19. *Bullet Proof Vest*



TIPS

- ☆ When your Bullet Proof Vest ball saver is filled, keep the flippers down when the ball rolls down the middle—the vest will keep the ball from going down the drain. If the flippers are up, the ball may slip through.
- ☆ One of the main goals in the game is to activate all six SCPMON Network links. Once all 6 links are active, you are eligible for multiballs and humongous scores:





Link Name	Description	Link Activator Target
L1	Lower ramp in the center of the playfield	Oversized drop target in front of the ramp (must be hit twice)
L2	Middle ramp connected to L1, L4, and L5	Suburbia bull's eye
L3	Side ramp in the middle of the playfield that connects to L4	Suburbia Lane
L4	Large horseshoe-shaped loop that goes around the playfield	Hi-Tek bull's eye
L5	Top ramp that goes to the isolation area Precinct kickout	Isolation area Rehab captive ball
L6	The City Hall Spiral	Parasites bull's eye

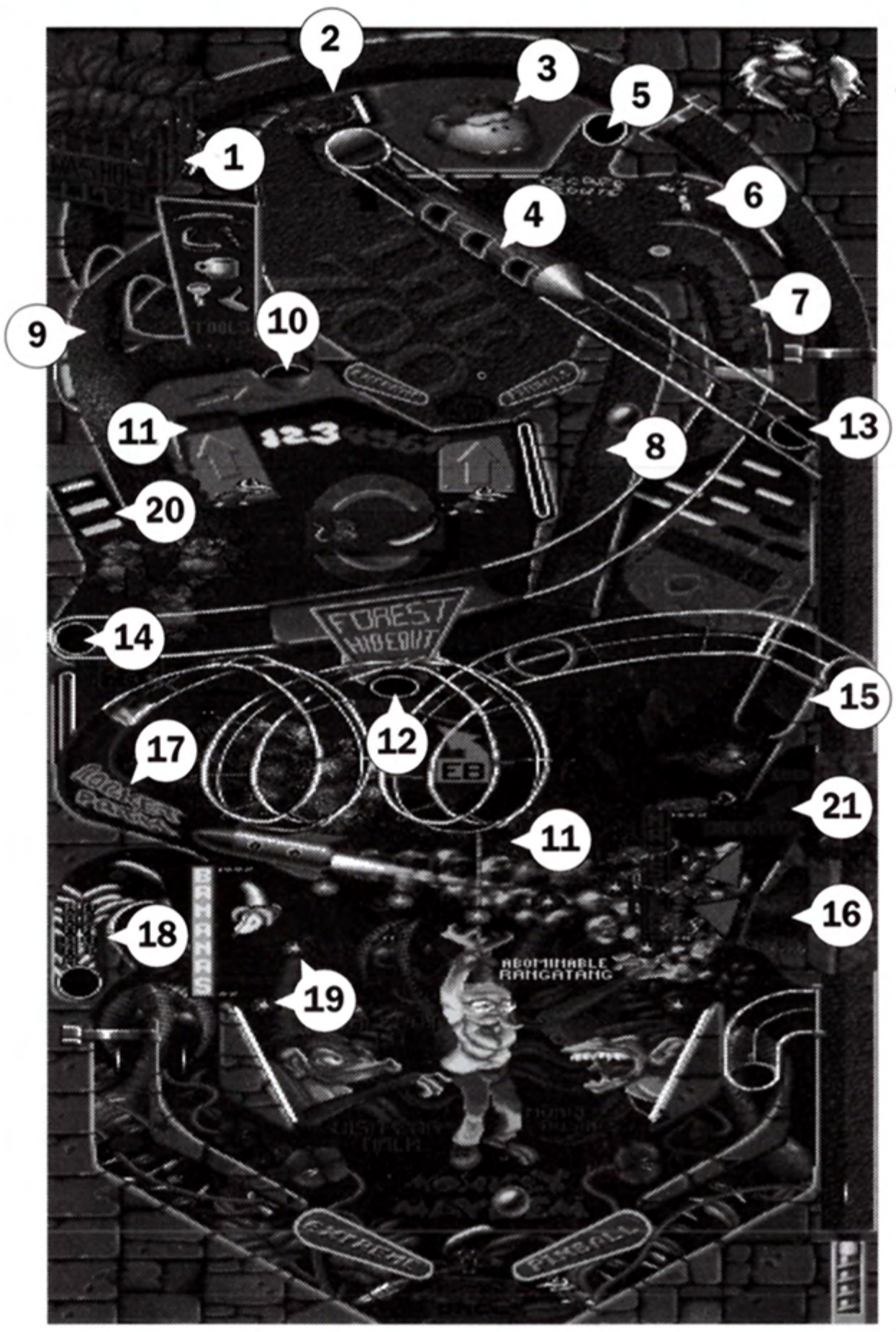
☆ To get an SCP MONITOR REPORT detailing the status of your bonuses, hold the left or right flipper in the up position.

MONKEY MAYHEM

Astronaut Binford T. Dremmel was on an uneventful intergalactic mission when he accidentally warped through a worm hole and ended up in uncharted space. Out of fuel, he crashed on a mysterious planet known only as the Monkey Planet. When he stumbled from the wreckage of his ship, he was taken prisoner by alien chimps!

As Dremmel, your mission is to gather tools to help you survive and repair your ship. If you can activate the Brapper (a huge board, that when pulled back far enough, will fire the spaceship along the rocket path and away from the Monkey Planet) with the aid of some friendly hamsters, Dremmel may someday return to Earth with a story that will guarantee him millions on the talk show circuit...

1. *Washoe's Cage*
2. *Hamster Bull's eye*
3. *Abominable Rangatang*
4. *Monorail*
5. *Zoo Escape route*
6. *Riff Raff Giraffe Lane*
7. *Elephant Route*
8. *Monkey Bars*
9. *High Road*
10. *Tools Cache*
11. *Zoo Tunnel*
12. *Forest Hideout*
13. *Forest Hideout Secret Entrance*
14. *Monkey Business*
15. *Allied Apes captive balls*
16. *Brapper*
17. *Rocket Path*
18. *Banana Depot*
19. *Monkey Stars*
20. *Hear No Evil targets*
21. *Jackpot Lock*



TIPS

☆ THE MONORAIL—Ride the monorail 15 times and receive a "frequent rider" bonus. After each bonus, the number of necessary rides for an additional bonus increases.

☆ RIFF RAFF THE GIRAFFE—Every 10 shots that hit RIFF RAFF puts a YUM YUM BIRD in the ZOO TUNNEL to be collected.

☆ TOOLS CACHE—Open the diverter to the tools cache by 2 HIGH ROAD ramp shots followed by a hit to WASHOE'S CAGE. Eventually, the number of HIGH ROAD ramp shots increases to three. After all six tools are collected the seventh trip starts a special high value bonus round called "TOOLTIME".

☆ FOREST HIDEOUT SECRET ENTRANCE—Gain entrance to the forest hideout by dropping all of the TREES IN THE JUNGLE. Each entrance rewards a JUNGLE TREASURE.

☆ To increase Banana prices:

TARGET	BANANA PRICE INCREASE
Abominable Rangatang Drop Target	5k
Yum Yum Bird	20k
Jungle Treasure	10k
Forest Hideout	3k
Zoo Escape Route	3k

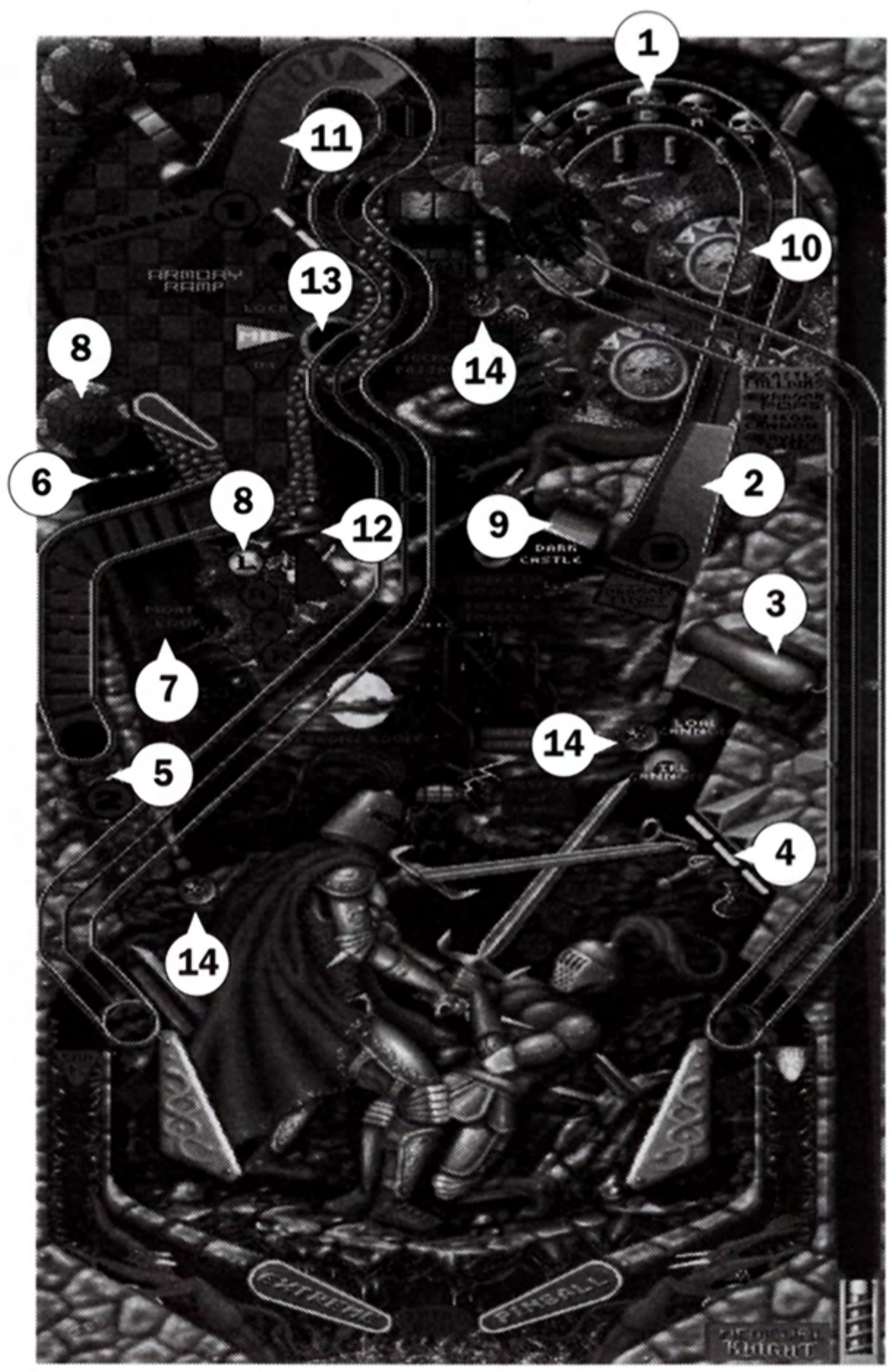
☆ SECRET COMBO SHOTS—There are three secret combinations of certain shots that award large bonuses if they are hit within a certain period of time. See how many you can figure out!

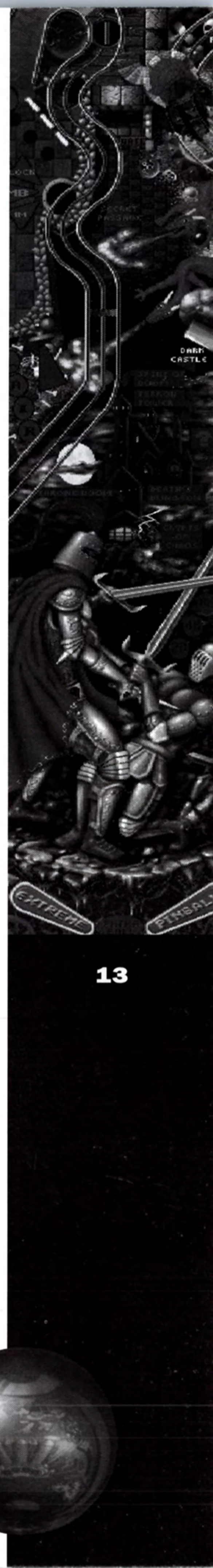
☆ To get BINFORD'S REPORT on the status of your bonuses, hold the left or right flipper in the up position.

MEDIEVAL KNIGHTS

Welcome to the realm of medieval knights. Here, you battle trolls, dragons, bats, and the deadly terrors of the dark castle. If you're valiant, you may ascend to the throne room. But beware, or you may be banished to death's dungeon!

1. *Fear lanes*
2. *Dragon Ramp*
3. *Cannon*
4. *Key Mace Potion targets*
5. *Swamp*
6. *Moat Gate*
7. *Moat*
8. *Troll's lair*
9. *Dark Castle*
10. *Pop Bumpers*
11. *Armory Ramp*
12. *Green Bull's eye*
13. *Multiball lock*
14. *Yellow targets*





EXTREME PINBALL

TIPS

- ☆ ROLLOVER LIGHTS (FEAR)—Aim for the flashing letter and the end of ball multiplier is increased.
- ☆ DROP TARGETS (Key, Mace, Potion)—Values increase if the target is lit before it is dropped.

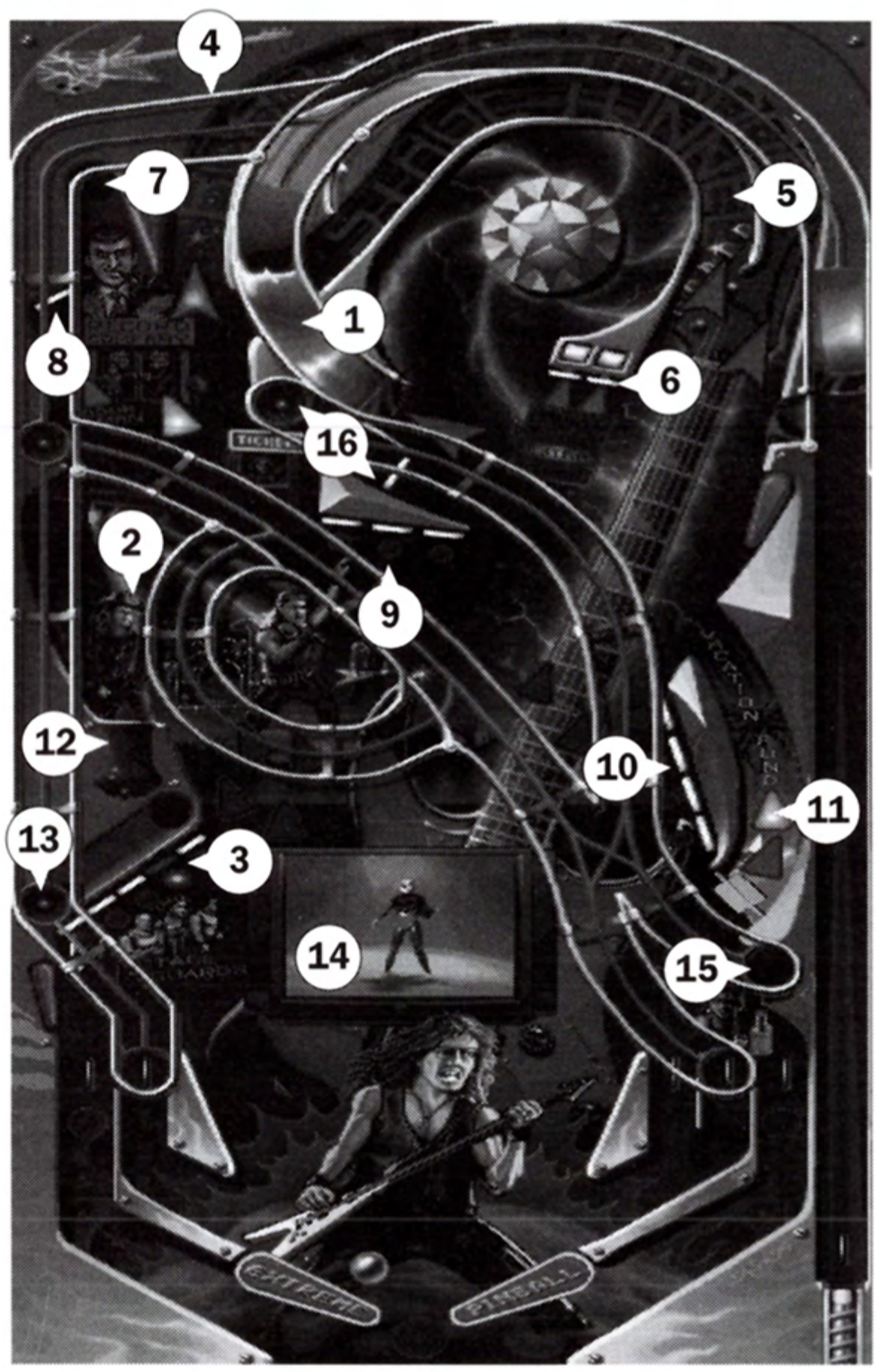
TARGET	TO LIGHT THE TARGET
Key	Shoot the TROLL'S LAIR
Mace	Shoot the MB/1M/LOCK hole in the castle
Potion	Shoot the SWAMP

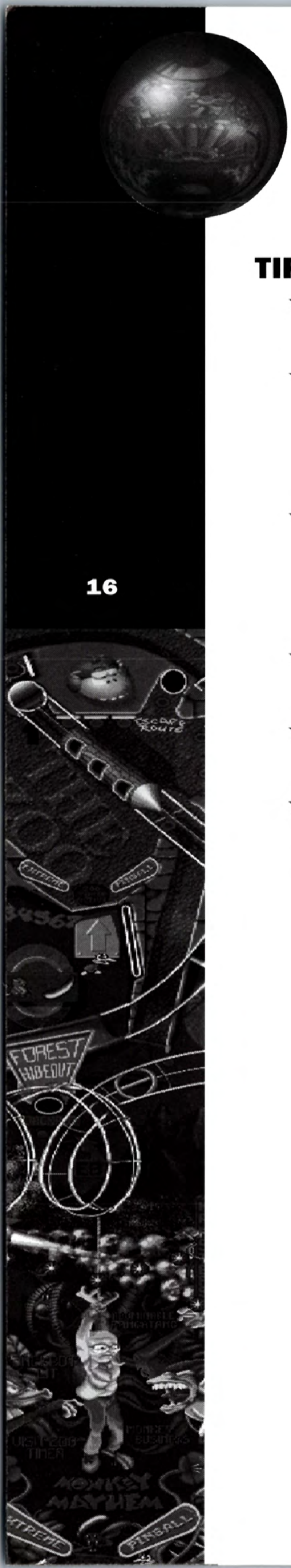
- ☆ TROLL'S LAIR—Score points for each letter. Shoot all four letters and score big points.
- ☆ MOAT LOOP—Open the MOAT GATES by hitting the green bull's eye beside the TROLLS LAIR. The value increases with each loop.
- ☆ GREEN BULL'S EYE—Value increases significantly when lit. Light the bull's eye by an ARMORY RAMP shot.

ROCK FANTASY

Step back to the mythic era when the legendary band Rock Makers first formed. As manager, it's up to you to assemble lead singer Jerry K., guitarist Pete, bassist Lyle, and drummer Mad Dog D into the Rock Makers and drive them on the path to stardom. If you have the makings of a Malcolm McLaren, you'll see the boys perform on stage for their adoring fans, complete with a video screen and cannon to fire off.

1. *Warm Up Ramp*
2. *The stage*
3. *Front of the Stage/ Stage Guards*
4. *Road To Stardom Lane*
5. *Stage Tunnel Lane*
6. *Letter Wheels*
7. *Recording Company kickout hole*
8. *Doorman bull's eye*
9. *Equipment drop targets*
10. *Group drop targets*
11. *Vacation Fund lane*
12. *The Cannon*
13. *Dance Across the Stage Habitrail*
14. *TV Screen*
15. *Night Club*
16. *Ticket Booth and People In Line*





eXTREME PINBALL

TIPS

- ☆ FRONT STAGE—The target values increase significantly when balls are locked.
- ☆ DANCE ACROSS THE STAGE TRAIL—Increase the value of each loop on this trail each time you drop all three of the EQUIPMENT drop targets.
- ☆ GROUP DROP TARGETS—Each time you drop all four targets, the ROAD TO STARDOM lane is lit for 5 seconds, greatly increasing point values, and the VACATION FUND.
- ☆ LETTER WHEELS—Shoot the letter wheels and spell a word to receive the reward.
- ☆ CANNON—D-Button ⟷ to direct the cannon launch.
- ☆ SECRET COMBO SHOTS—There are 3 secret combinations of certain shots that award large bonuses if they are hit within a certain period of time. See how many you can figure out!

CREDITS

For Epic MegaGames:

Producer: James Schmalz

Game Design: James Schmalz, Terry Cumming

PlayStation Conversion: Mark Randell

Programming: Chad Faragher, Nick Oddson

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Music: Robert Allen

Sound Effects: Alex Brandon, Lisa Schmalz

Voice Effects: Alex Brandon, Eric Downer

For Electronic Arts:

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Assistant Producers: Greg Kawamura, Sean House

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Special Thanks: Robert Gonzales, Dana Loberstein

Extreme Thanks: Tim Sweeney, Mark Rein, Andy Lehrfeld and the Epic Beta Testers

EXTREME PINBALL

Digital Extremes (L-R):
Nicholas Oddson, Jeremy War, James Schmalz, and Chad Faragher

James Schmalz: Graduated from the University of Waterloo in Mechanical Engineering 1992. Started making computer games full-time after the release of the shareware game Solar Winds. Went on to create Epic Pinball. Interests include reading, working out at the gym and um...computer games.

Chad Faragher: Raised in Northwestern Ontario. Attended University of Waterloo for Computer Science. Interests include music, improvisational comedy, and computers. Breakfast, lunch, and dinner at McDonald's. Sleep in the day, work with the Zombies. Summoned by DE in May of 1994. A special thanks to all those who stayed up late with me.

Nicholas Oddson: I came from Kenora (similar to Chad), and also attended the University of Waterloo for Computer Science. I tend to spend my time jamming with Chad, reading various novels from the Fantasy genre and performing improvisational comedy in a local troupe. All in all, Chad and I are very similar... Man, I've got to get some sort of identity. Favorite game: Sopwith. Favorite table: Probably Monkey Mayhem, but they're all great. Started working for DE in April '95.

Jeremy War: I was born in Mississauga, Ontario and am currently attending the University of Waterloo. My future goals involve continual work in game design and development. My main areas of interest encompass science fiction, drawing, and computer graphics. In my spare time I enjoy hockey, martial arts, and, of course, computer gaming. I am DE's newest acquisition and am having a great time! Hey Kid, how's it going?

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EXTREME PINBALL

If you need technical assistance with this product, call us at (415) 572-2787 Monday through Friday between 8:30 AM and 4:30 PM, Pacific Time. **EA Tech Support Fax:** (415) 286-5080

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If you live outside of the United States, you can contact one of our other offices.

In **Australia,** contact:

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In Australia: For Technical Support and Game Hints and Tips, phone the EA HOTLINE:

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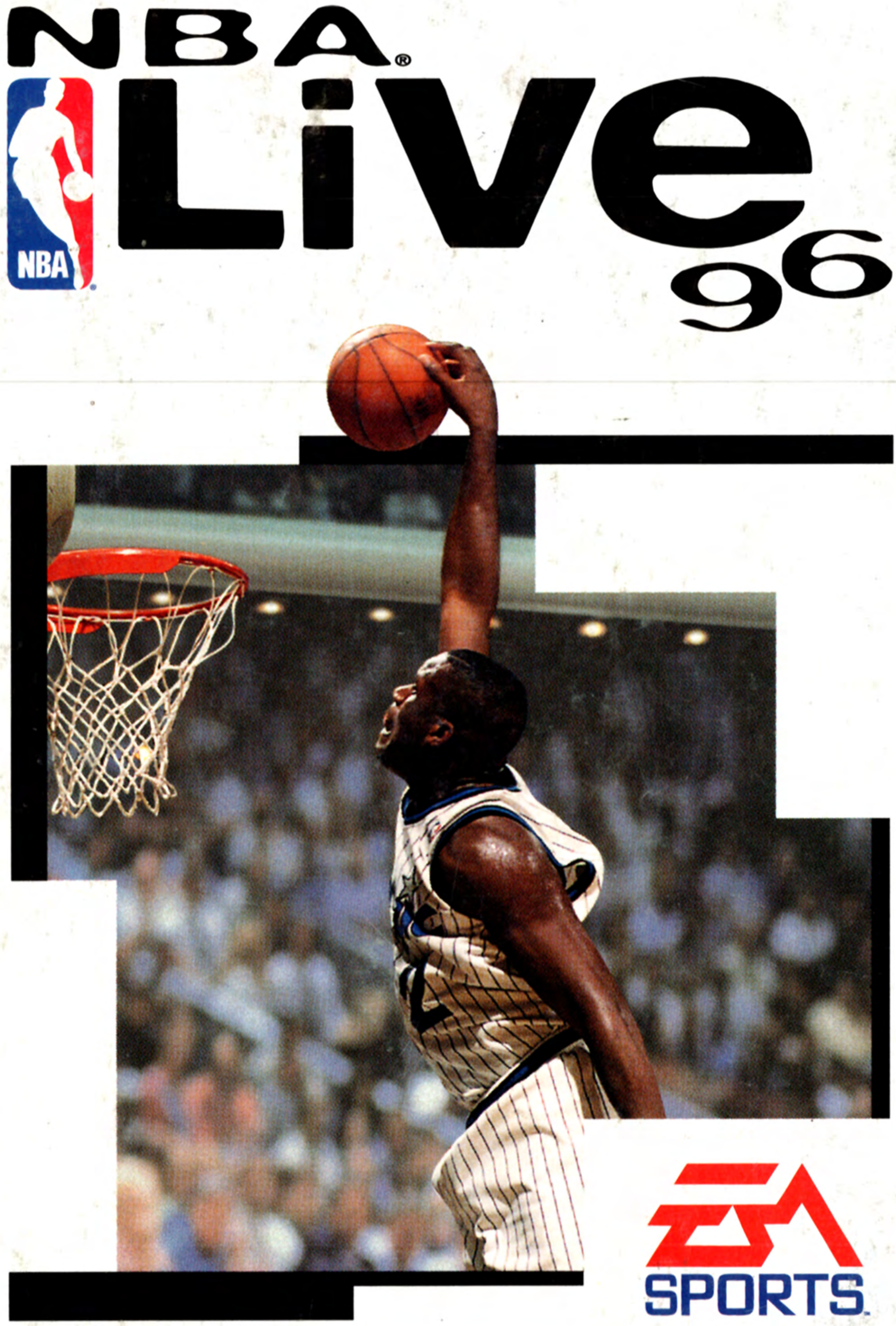

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