



PlayStation

TM

NTSC U/C

PlayStation

KIDS TO ADULTS

TM



CONTENT RATED BY
ESRB

SLUS-00371
MN-PSX-317-0

**\$10
Rebate
Inside**
expires 4/30/97



TM

RO-PINBALL

ULTIMATE 3D PINBALL

empire
INTERACTIVE

Interplay

BY GAMERS. FOR GAMERS.™

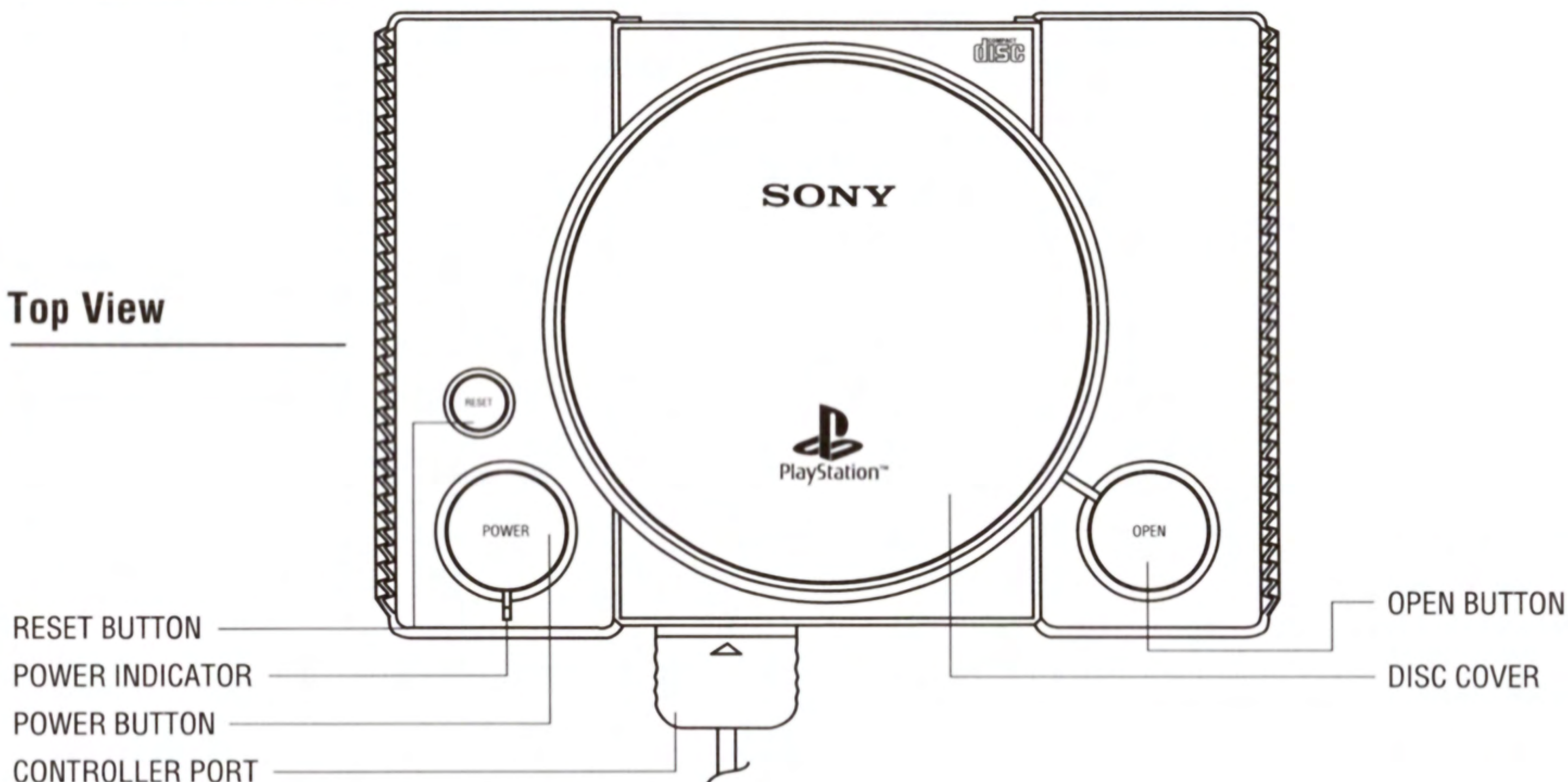
TABLE OF CONTENTS

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 GAME	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

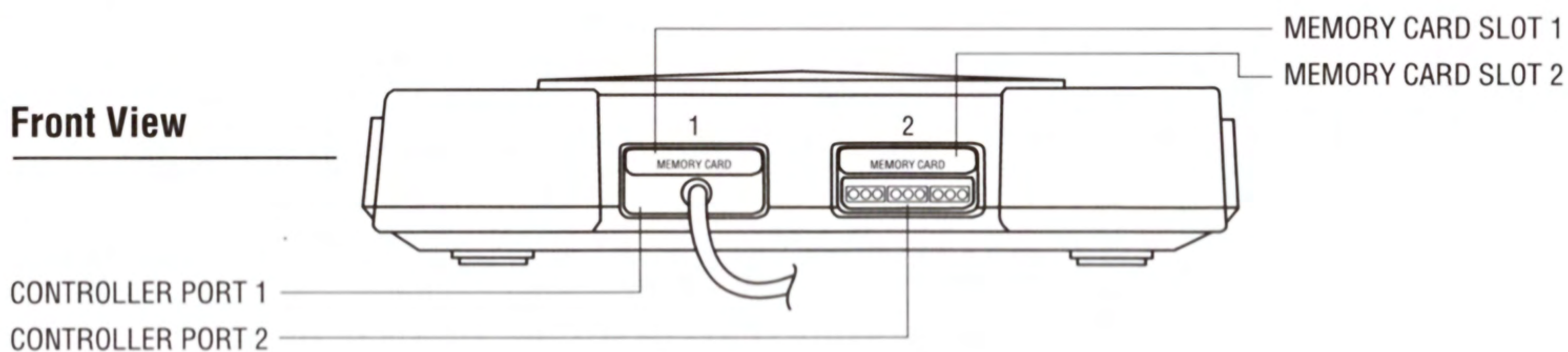


Console

Top View



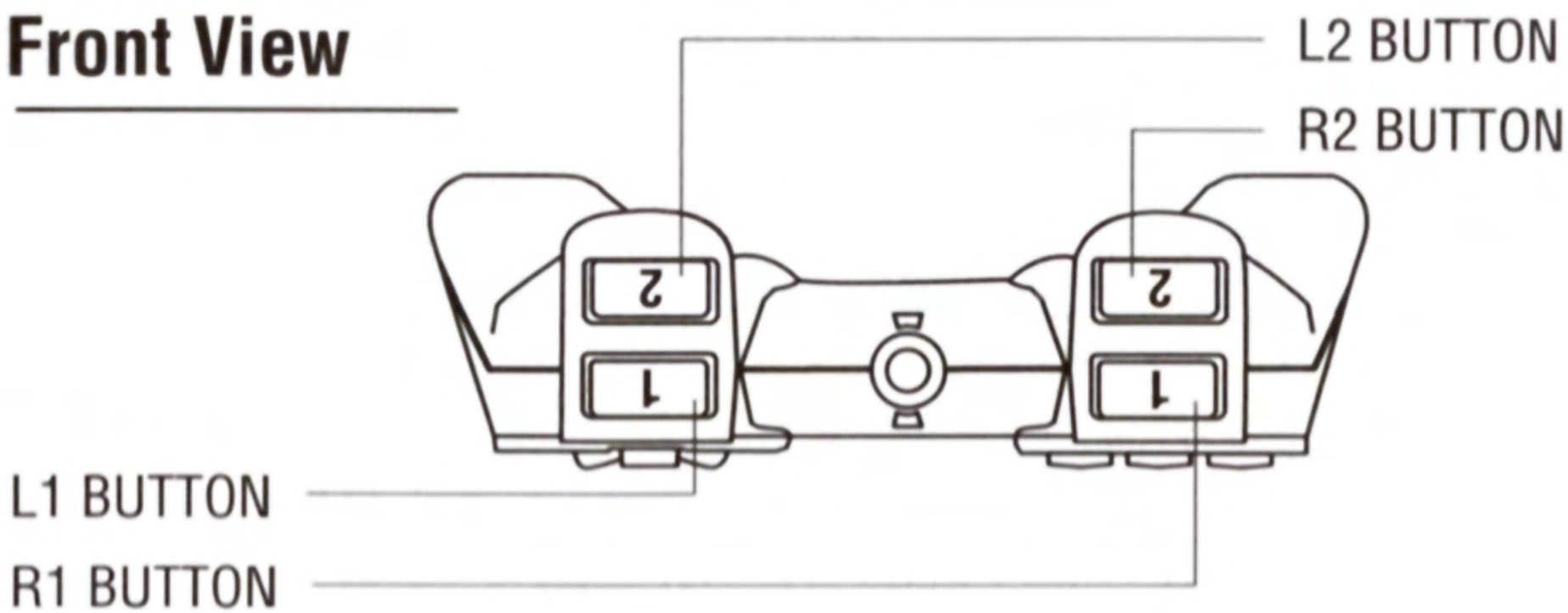
Front View



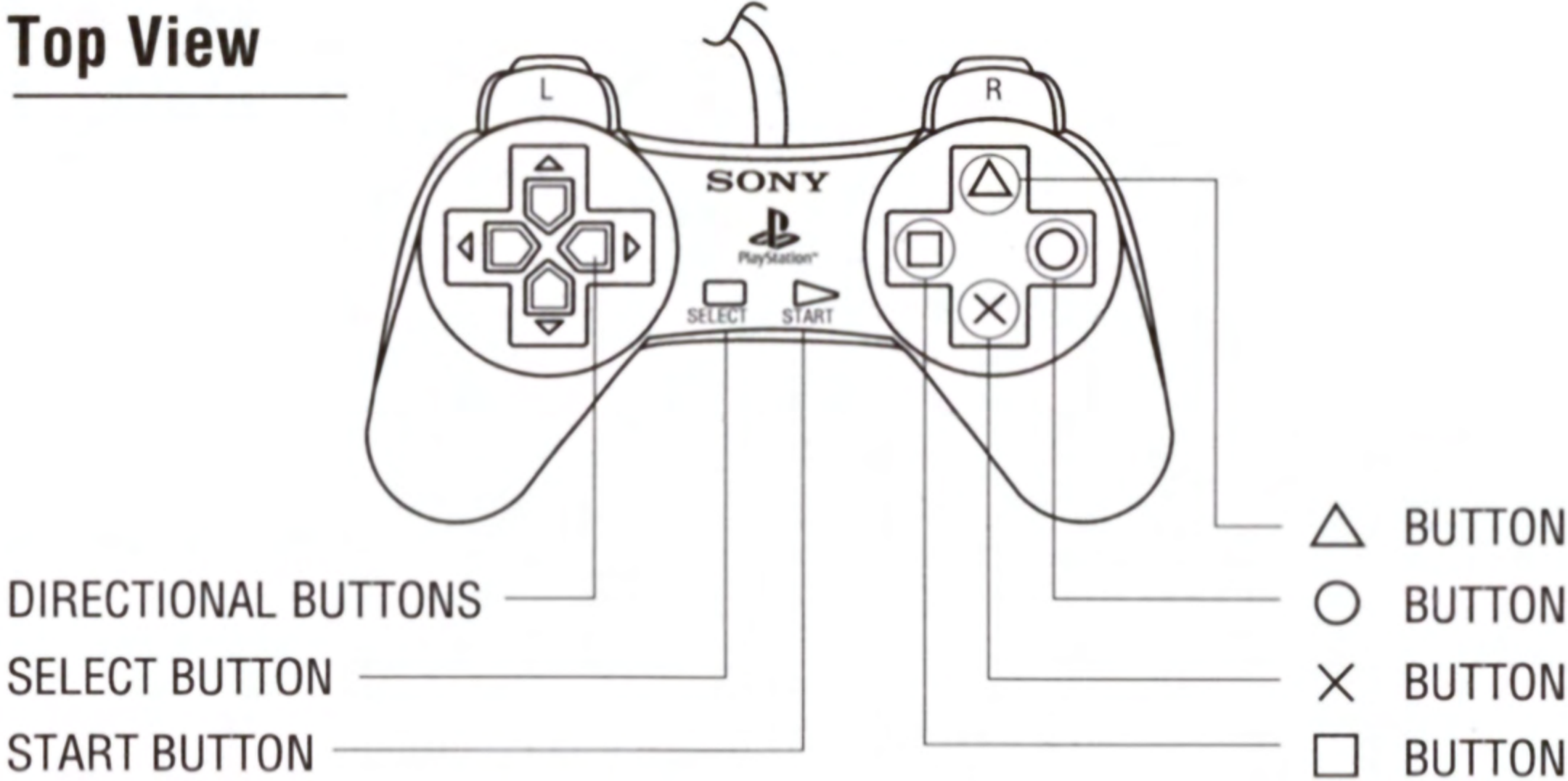
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Pro•Pinball™ disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start the game.

Controller

Front View



Top View





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 POWER button to start loading the game.

MAIN MENU OPTIONS

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 Box - 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** buttons on the **Controller** to step through the views. Pressing the **START** button or the **X** button will exit the slideshow. While in the slideshow, 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
○	Activates Right flipper
X	Launch the ball
L1 or R1 button	Nudge up
R2 button	Nudge right (Push right corner of the table)
△	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://www.empire.co.uk> or <http://www.interplay.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 light 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

Inlanes light spinners. Shoot lit 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 inlanes 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 ramp 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 lights indicate 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 light up when you plunge a ball. 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 balls - 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 light the lock hole. Shoot the lock hole to activate Fast Frenzy (two, three or four balls 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 lanes to score huge points and defeat the enemy!



CREDITS

EMPIRE CREDITS

Game Design:

Sega Saturn Programmer:

Programming:

Graphics:

Animation:

Music Written, Produced and Performed by:

Voice Artists:

Sound Effects:

Audio Engineering:

Play Testing:

Artwork and Artwork Production:

Produced by:

ADRIAN BARRITT, GRAHAM RICE, CHAMPIE

NICK PAVIS

ADRIAN BARRITT, CHAMPIE, ADRIAN PAGE

GRAHAM RICE

MINDS EYE, NAMELY, CHRIS PARLOR, JOHN PARKER,
ANDY EVANS, ISOBEL JONES

JAKE BURNS, BRUCE FOXTON

FRAMBOISE GOMMENDY, MONICA BUFERD,
ADAM LONGWORTH

ADRIAN PAGE, MALCOLM AND NAINITA

PETER KIELEY, ADRIAN PAGE

ANDY MULLINS, MAHENDRA SAMPATH, RIK YAPP,
ANDREW SCHOFIELD, MARTIN AYUB, SIMON FLYNN,
GEOFF CAMPBELL, PHILIP MORRIS, CHRIS JORDAN,
SAUL MARCHESE, GARETH JONES, IAN COTTEE
MIKE VAN SLOOTEN, WALT BAYER, TIM GOSLING,
SIMON HARRISON

SHARON O'NEIL, CLARE BROWN, A J BOND

ADRIAN BARRITT, MARK HAVENS

INTERPLAY CREDITS

Director of Quality Assurance:

Assistant Director of QA:

Lead Tester:

Testers:

Line Producer:

Producer:

Division Director:

Manual Graphic Design:

CHAD ALLISON

COLIN TOTMAN

DEREK BULLARD

STEVE BALDONI, RICHARD BARKER,
FRANK PIMMENTEL

MICHAEL GREENE

ERIC DEMILT

FEARGUS URQUHART

SALMA ASADI

CUSTOMER SUPPORT

If you have any questions about this, or any other Interplay product, you can reach our Customer Service/Technical Support Group at:

Interplay, 16815 Von Karman Avenue, Irvine, CA 92606 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-6678.

Please have your system information available, or better yet, try to be at your Playstation. The more detailed information you can provide our support personnel, the better service we can provide you.

If you have a modem, you can reach us at the following:

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to bbs.interplay.com. This is a free service.

America Online: You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

CompuServe: We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBUP at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBUP. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

PRODIGY® Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B".

Internet: You can reach Interplay with "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.interplay.com" or you may ftp to [ftp.interplay.com](ftp://ftp.interplay.com).

HINTLINE: Although hints are not available for this game, hints are available for other Interplay games. You can reach our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). For this service, the charge for the first minute is \$1.25; \$.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.





LIMITED WARRANTY

INTERPLAY LIMITED 90-DAY WARRANTY

Interplay warrants to the original purchaser of this Sony PlayStation™ product that the compact disc on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the compact disc is found defective within 90 days of original purchase, Interplay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its factory service center of the product, postage paid, with proof of the date of purchase. This warranty is limited to the compact disc containing the software program originally provided by Interplay and is not applicable to normal wear and tear. This shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose are disclaimed. Interplay disclaims all responsibility for incidental or consequential damages.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions or liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

LIFETIME WARRANTY

If the compact disc should fail after the original 90-day warranty period has expired, you may return the software program to Interplay at the address noted below with a check or money order for \$15.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you need to enclose the original defective compact disc in protective packaging accompanied by: (1) a \$15.00 check or money order, (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (714) 553-6678. If your compact disc is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disc(s) only (not the box) with a description of the problem and \$15.00 to:

WARRANTY REPLACEMENTS
Interplay Productions
16815 Von Karman Avenue
Irvine, CA 92606

COPYING PROHIBITED

This software product and the manual are copyrighted and all rights are reserved by Interplay Productions and are protected by the copyright laws that pertain to computer software. You may not copy the software except that you may make one copy of the software solely for backup or archival purposes. You may not loan, sell, rent, lease, give, sub license, or otherwise transfer the software (or any copy). You may not modify, adapt, translate, create derivative works, decompile, disassemble, or otherwise reverse engineer or derive source code from, all or any portion of the software or anything incorporated therein or permit or encourage any third party to do so.

NOTICE: *Interplay reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.*

INTERPLAY'S WORLD WIDE WEB SITE

Welcome to the Interplay Web! As a company dedicated to providing innovative, high-quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is the latest example of our ongoing effort to provide a wealth of information and opportunities to you.

As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, welcome.

Brian Fargo

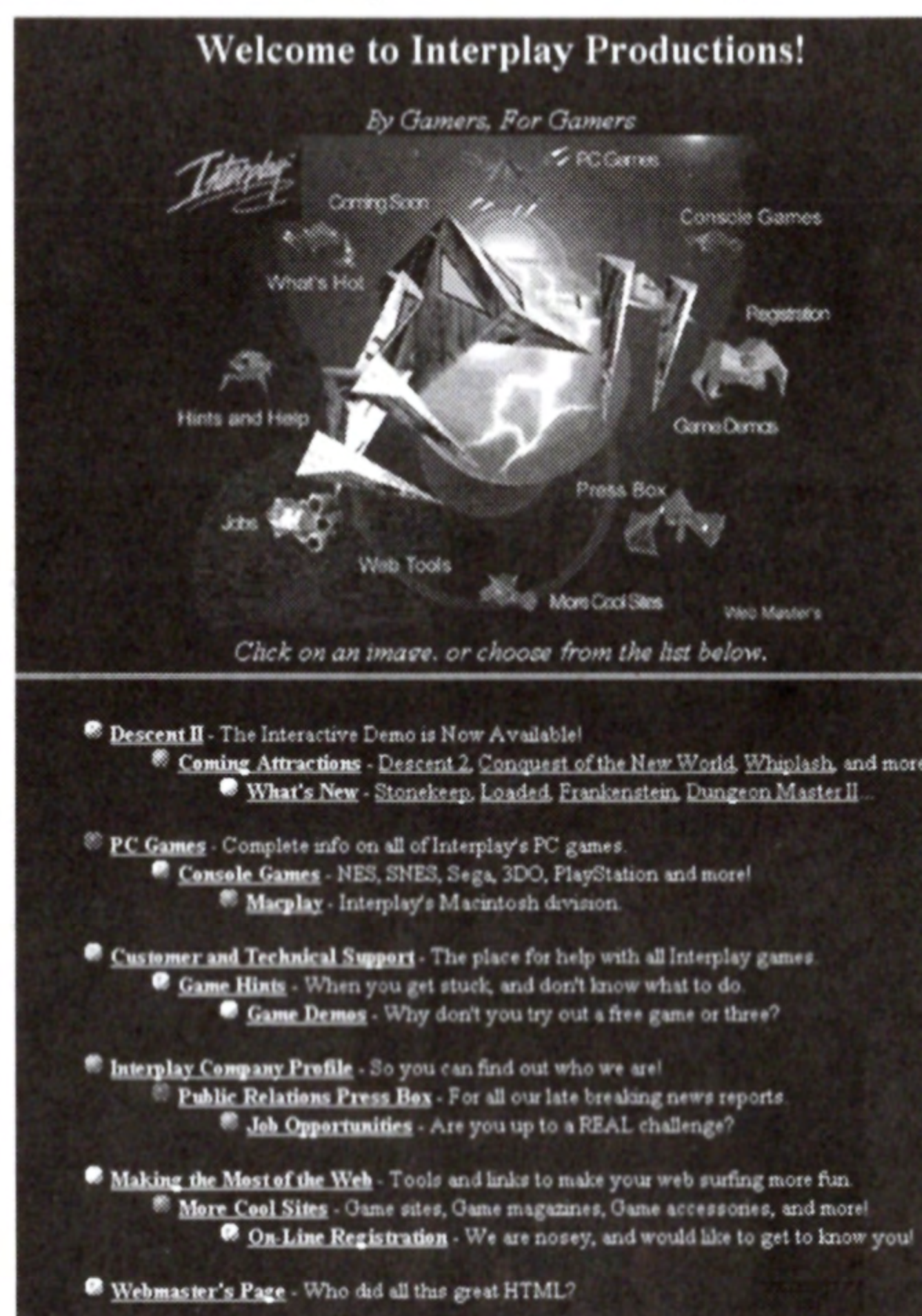
HOW TO GET THERE

Interplay's World wide Web site is an Internet service designed to give you the latest information about Interplay and our products.

The site features our demos, upgrades, product information and ordering information.

From your Internet account, point your favorite browser to:

<http://www.interplay.com>



Pro•Pinball PlayStation \$10 Rebate

GET \$10 CASH BACK BY MAIL FROM INTERPLAY

Here's how! Purchase the full version of Pro•Pinball for the PlayStation game console from any retailer by 4/30/97 and send us:

1. A 3"x5" card with the following information (PLEASE PRINT):
Name, Address, City, State, Zip, Daytime Phone #, Birthdate. E-mail address optional.
2. Write the phrase "Code PBI2" on the card.
3. The ORIGINAL store receipt with the purchase price circled. (Receipts cannot be returned.)
4. The part # (MN-PSX-317-0) cut from the back cover of the manual.
5. Mail to:

Pro•Pinball \$10 Rebate Offer
P.O.Box 19129
Irvine, CA 92623

The product must be purchased and receipt dated on or before April 30, 1997. This request must be postmarked by May 15, 1997 and received by May 30, 1997. Allow 6-8 weeks for processing. Only one (1) rebate will be accepted per family address, household, group or organization. Offer not valid on any other products or in conjunction with any other offers. Offer good in USA and Canada only. Only the original retail store receipt will be accepted. Receipts will not be returned. Not responsible for late, misdirected, incomplete or illegible requests. Void where prohibited, taxed or otherwise restricted.



DESCENT™



Descent – the most mind bending, stomach-churning action game ever. Featuring true 3-Dimensional worlds with light-source shading, texture mapping, 3-D morphing, directional sound effects and sizzling music. This is

technology taken to the limit.

You begin deep below the surface of Lunar Base 1 where an unknown alien race has taken over the Post-Terran Mining Corporation. Lunge straight down mine shafts, twist around never-ending tunnels and fight your way past robotic menaces in an environment that's truly 360° 3-D.

VR SOCCER™ '96

The Difference Is Real.

Introducing *VR Soccer '96*. The next generation of soccer with real-time 3-D Virtual FieldVision that puts you anywhere on the field. Play from virtually any camera angle and select your squad from 44 international teams. It's interactive technology that doesn't just look better—it plays better.



VR Soccer '96. The Difference Is Real.

Descent © 1996 Parallax Software. All rights reserved. All trademarks are property of Interplay Productions. Interplay Productions is the exclusive licensee and distributor. © 1996 Gremlin Interactive, Ltd. MCPS. All rights reserved. © 1996 Gremlin Interactive, Ltd. All rights reserved. VR Sports, VR Soccer and The Difference Is Real are trademarks of Interplay Productions. All rights reserved. Interplay is the sole publisher and distributor. Licensed from and developed by Gremlin Interactive, Ltd.

Interplay Productions • 16815 Von Karman Avenue • Irvine, CA 92606 • (714) 553-6678

© 1996 Entertainment International (UK) Limited. All rights reserved. Empire Interactive, Pro-Pinball and The Web (used in conjunction with Pro-Pinball) are trademarks of Entertainment International. Interplay is a trademark of Interplay Productions. All rights reserved.

empire
INTERACTIVE

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation Logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



Interplay
BY GAMERS, FOR GAMERS.™