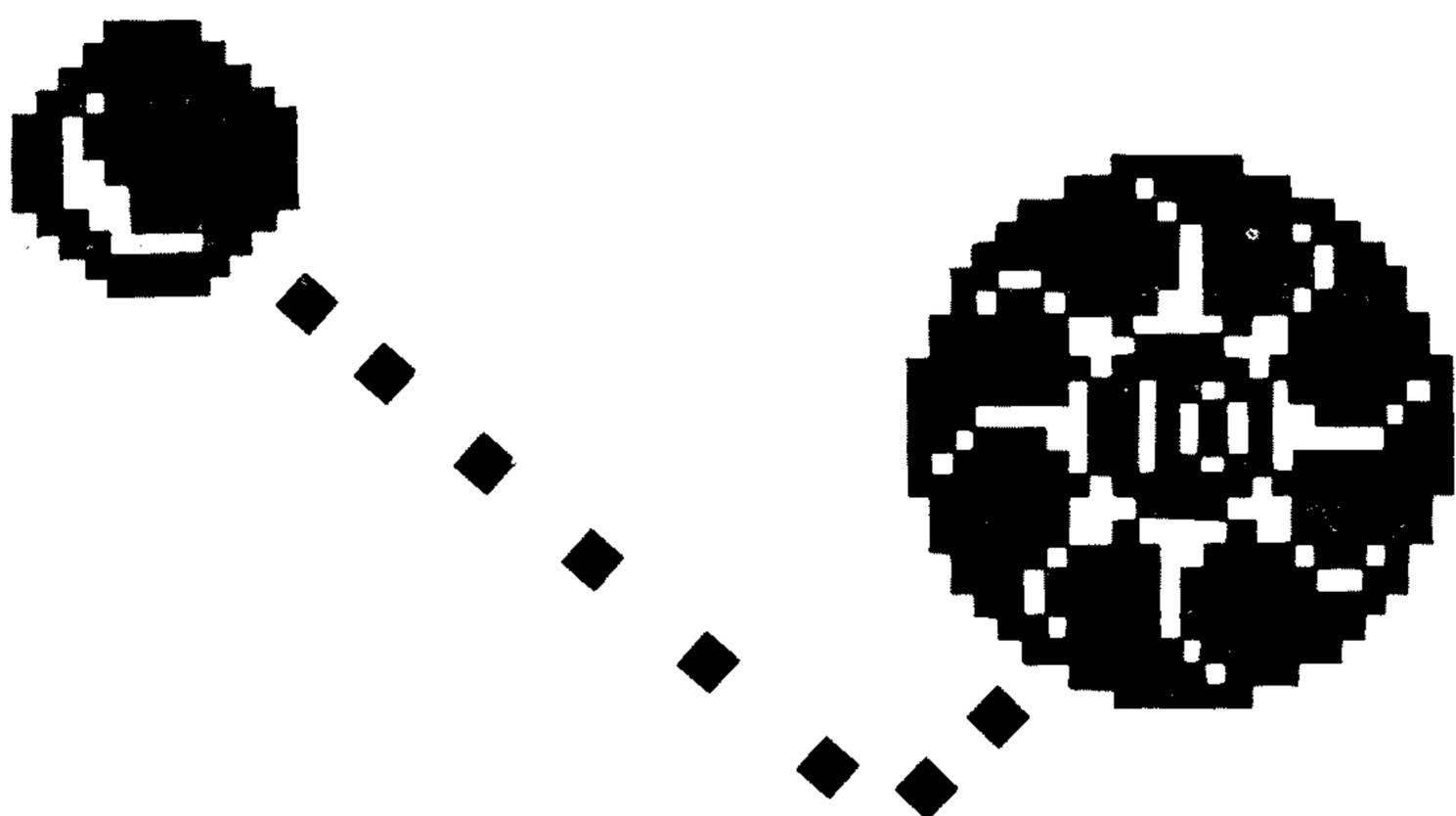


LASER 2001

HOME COMPUTER



ASTRO PINBALL

CARTRIDGE INSTRUCTIONS



Lucky you! You've chosen one of the most true-to-life, arcade quality games in the world, with over 30 game variations.

ASTRO PINBALL

Just like the real thing

All the sights, sounds, fun and excitement of real arcade pinball, right in your own home. The built-in computer calculates the precise angle of bounce and gives you extra-fast response with your flippers, so there's nothing to hold up the action.

How to play

Each player gets 5 balls to start, and controls the plunger which puts the balls into play. One ball is played at a time. As the ball approaches the flippers, the player attempts to hit the ball to keep it in play.

32 game variations

You can choose the number of pins, the speed of the ball and the layout of the pinball game, simply by picking the appropriate Game Number.

Getting ready to play

To ensure that everything is ready, go through this checklist carefully.

- 1) MAIN UNIT CABLE/S CONNECTED TO MONITOR/TV CHECK!
- 2) MAIN UNIT POWER CORD PLUGGED IN CHECK!
- 3) MONITOR/TV PLUGGED IN CHECK!
- 4) MAIN UNIT POWER SWITCH OFF CHECK!
- 5) ASTRO PINBALL CARTRIDGE INSERTED CHECK!
- 6) JOYSTICKS CONNECTED TO MAIN UNIT CHECK!

Now you are ready to play Astro Pinball.

PRESS MAIN UNIT POWER SWITCH TO ON position.

Astro Pinball should appear on your screen in the demonstration mode. If using TV adjust the channel tuner until it does.

Getting set to play

- 1) Press RESET BUTTON on main unit.
- 2) Choose one of the 32 Pinball games by pressing the FIRE buttons on the joystick.
Game number will appear in the lower right section of your screen.

Playing

Move joystick to any direction to start game.

Putting the ball in play

Push the joystick. The ball will be released with a force proportional to the amount of time the joystick is pressed. The longer it is pressed, the harder the ball will be served.

Using the flippers

Control the flippers with the FIRE buttons on the joystick.

One-Player Games (Use left joystick)

Game 1 Fast-ball. Three Roulette-Pins

Game 5 Super-fast ball. Three Roulette-Pins

Game 9 Fast ball. Two Roulette-pins.

Game 13 Super-fast ball. Two Roulette Pins.

Game 17 Fast ball. Three Roulette-Pins. Stoppers on side chutes.

Game 21 Super-fast ball. Three Roulette-Pins. Stoppers on side chutes.

Game 25 Fast ball. Two Roulette-Pins. Stoppers on side chutes.

Game 29 Super-fast ball. Two Roulette-Pins. Stoppers on side chutes.

Two-Player Games (Player 1 – left joystick. Player 2– right joystick)

Game 2 Fast ball. Three Roulette-Pins.

Game 6 Super-fast ball. Three Roulette-Pins.

Game 10 Fast ball. Two Roulette-Pins.

Game 14 Super-fast ball. Two Roulette-Pins.

Game 18 Fast ball. Three Roulette-Pins. Stoppers on side chutes

Game 22 Super-fast ball. Three Roulette-Pins. Stoppers on side chutes.

Game 26 Fast ball. Two Roulette-Pins. Stoppers on side chutes.

Game 30 Super-fast ball. Two Roulette-Pins. Stoppers on side chutes.

Three-player games (Players 1 & 2 – left joystick. Player 3 – right joystick)

Game 3 Fast ball. Three Roulette-Pins.

Game 7 Super-fast ball. Three Roulette Pins.

Game 11 Fast ball. Two Roulette-Pins.

Game 15 Super-fast ball. Two Roulette-Pins.

Game 19 Fast ball. Three Roulette-Pins. Stoppers on side chutes.

Game 23 Super-fast ball. Three Roulette-Pins. Stoppers on side chutes.

Game 27 Fast ball. Two Roulette-Pins. Stoppers on side chutes.

Game 31 Super-fast ball. Two Roulette-Pins. Stoppers on side chutes.

Four-Player Games (Players 1 & 2 — left joystick. Players 3 & 4 — right joystick)

Game 4 Fast ball. Three Roulette-Pins.

Game 8 Super-fast ball. Three Roulette-Pins.

Game 12 Fast ball. Two Roulette-Pins.

Game 16 Super-fast ball. Two Roulette-Pins.

Game 20 Fast ball. Three Roulette-Pins. Stoppers on side chutes.

Game 24 Super-fast ball. Three Roulette-Pins. Stoppers on side chutes.

Game 28 Fast ball. Two Roulette-Pins. Stoppers on side chutes.

Game 32 Super-fast ball. Two Roulette-Pins. Stoppers on side chutes.

Scoring

Roulette-Pins	10 points	
Rebounders	20 points	(Sometimes 50 points)
Chutes	50 points	(Sometimes 100 points)

Screen indicates current score when ball hits.

Bonus points

When any player achieves 1000 points, a BONUS light will glow. If the player hits the BONUS while it is lit, a BONUS FACTOR of 2 to 5 will appear on the screen. For a certain period of time, every score the player makes will be multiplied by the BONUS FACTOR.

Extra balls

If any player hits the EXTRA BALL light while it is lit, an extra ball will be added automatically.