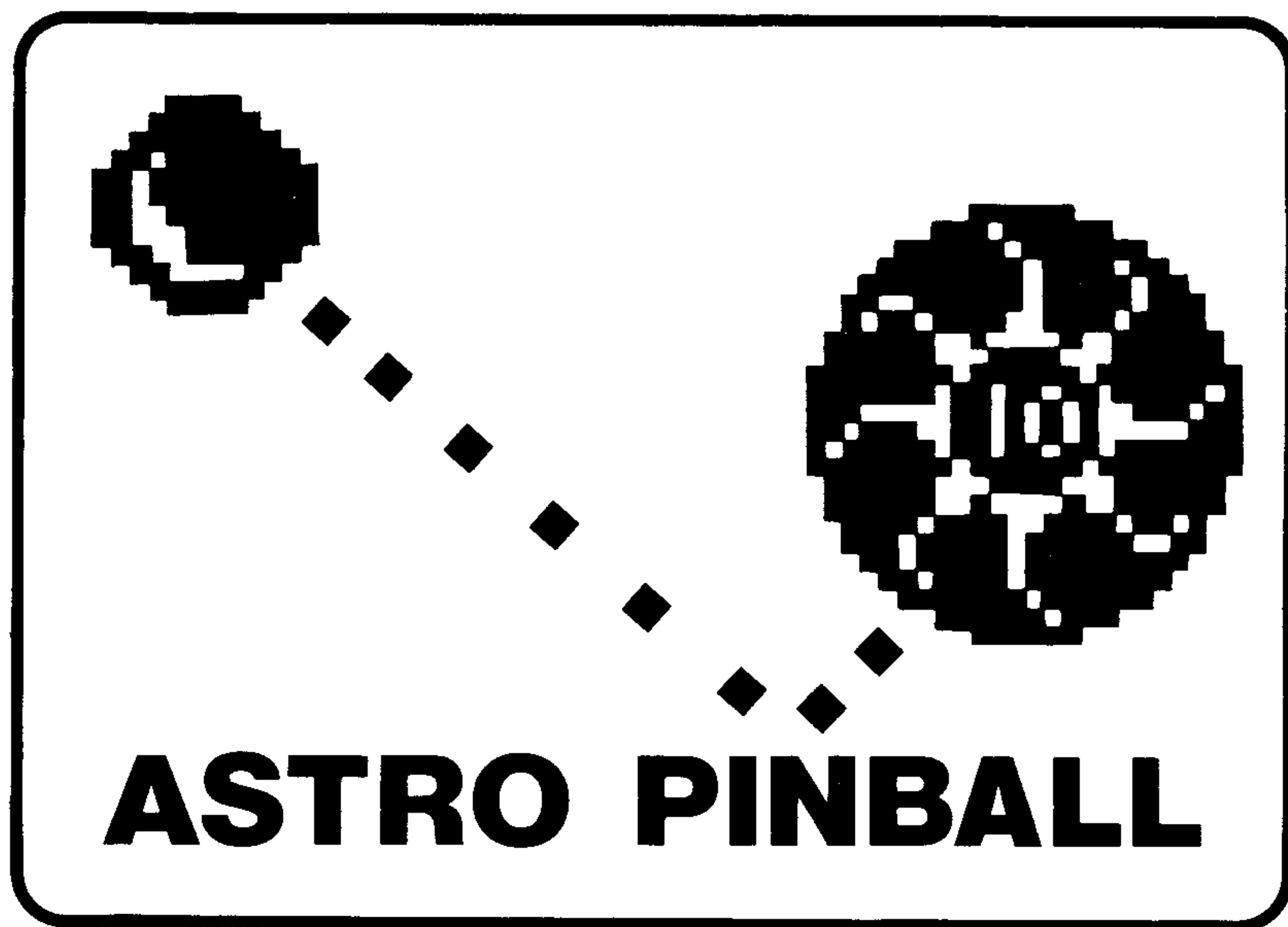


# Home Entertainment & Personal Computing System



## CARTRIDGE INSTRUCTIONS

Y-1685



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

## DICK SMITH WIZZARD'S 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 ANTENNA CABLE . . . CONNECTED TO TV . . . CHECK!
- 2) MAIN UNIT POWER CORD . . . PLUGGED IN . . . CHECK!
- 3) TV SET . . . PLUGGED IN . . . CHECK!
- 4) MAIN UNIT POWER SWITCH . . . OFF . . . CHECK!
- 5) ASTRO PINBALL CARTRIDGE . . . INSERTED . . . CHECK!

Now you are ready to play Astro Pinball.

MOVE MAIN UNIT POWER SWITCH TO . . . ON position.

Astro Pinball should appear on your TV screen in the demonstration mode. If not, adjust the tuning controls on your TV channel until it does.

### Getting set to play

- 1) Insert one of the enclosed PINBALL GRIDS into each handset as shown in diagram.
- 2) Press RESET BUTTON on main unit.
- 3) Choose one of the 32 Pinball games by pressing the SELECT/FLIPPER buttons on the handsets. Game number will appear in the lower right section of your screen.

### Playing

- 1) Press START area on Pinball Grid in handset.



**Putting the ball in play**

Press the SERVE area on the PINBALL GRID. The ball will be released with a force proportional to the amount of time the SERVE key is pressed. The longer it is pressed, the harder the ball will be served.

**Using the flippers**

Control the flippers with the FLIPPER buttons on the appropriate handset.

**One-Player Games (Use left handset)**

**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 handset. Player 2 – right handset)**

**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. Stopper 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-Pine. Stoppers on side chutes.

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

**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. Stopper on side chutes.

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

**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.