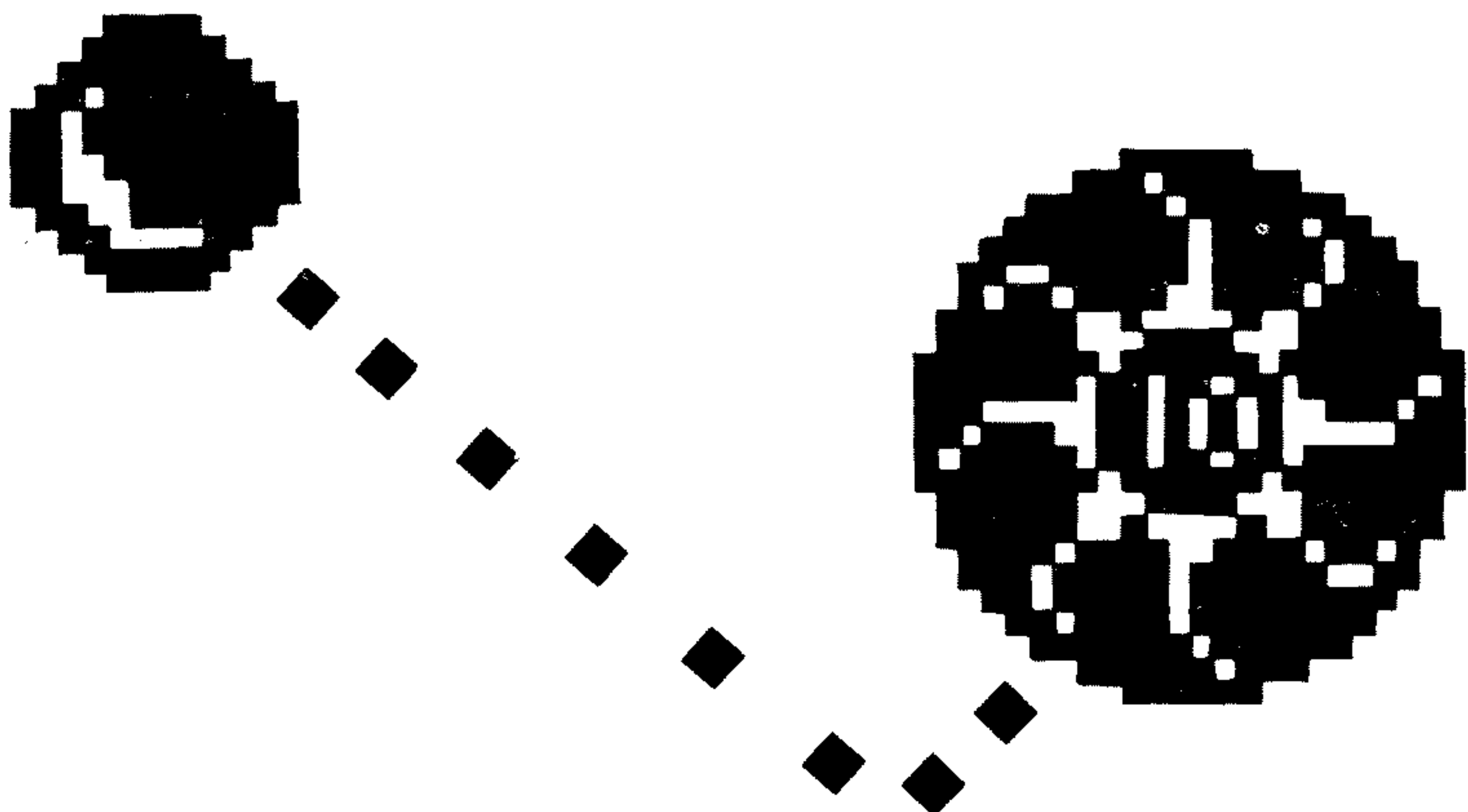


# *LASER 2001*

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.