credits

Application was designed and developed by Robert Jen and LandWare Inc. Design and development was aided with a Gaggia espresso machine. Color artwork by Rob Gentile.

Thanks to all of the great beta testers whose excellent ideas and debugging significantly improved 9-Ball Pinball.

technical support

If you have any technical questions concerning this product please contact us via:

Web:	www.landware.com/help
email:	support@landware.com
Phone:	201 261-7944
Fax:	201 261-7949
Mail:	LandWare, Inc.
	PO Box 25
	Oradell, NJ 07649 USA

When you call, please have available your organizer, the 9-Ball Pinball software and a brief description of the problem. Having this information will ensure faster answers from our customer support representatives.

Technical support is available via phone Monday - Friday from 9:00am - 6:00pm EST

copyright and distribution notice

product updates

Free maintenance updates are available to all registered owners. Major updates that encapsulate significantly new functionality and/or documentation will be made available to registered owners for a small update fee. Full information can be found at: www.landware.com/upgradeinfo

CONTENTS

Getting Started

Using 9-Ball Pinball

GETTING STARTED

launching 9-ball pinball

0 welcome

Welcome to 9-Ball Pinball for the PalmOS. We thank you for purchasing this product and are confident that it will soon become a valued addition to your handheld and provide you with hours of arcade style entertainment.

9-Ball with its excellent graphics, sound and super fluid animation represents over 2000 hours of development effort and is undoubtedly the most realistic pinball simulation available for the PalmOS.

9-Ball supports the three main displays found in Palm OS handhelds namely: colors, greyscale and black and white.

If you did not purchase this application directly from LandWare, we strongly recommend you register the product at www.landware.com/register. This will ensure you are eligible for the benefits available to registered owners, such as special offers, updates and technical support.

If you have not yet purchased 9-Ball and would like to continue using it you may purchase a personal unlock code by either calling LandWare direct at: (800) 526-3977, (201) 261-7944 or by visiting us on the web at: www.landware.com/unlock

1 installing 9-ball pinball

The Palm Desktop organizer software and the docking hardware are required for the installation of this software. To install 9-Ball Pinball follow the steps below.

Windows 95/98/Me/NT/2000 installation instructions
1. Run the 9-Ball Pinball installer application.
2. Follow the installer's instructions on screen.
3. Select the correct user name for your organizer and click on the Next button.
4. HotSync your organizer to complete the installation.

Macintosh installation instructions
1. Double-click on the 9-Ball Pinball installer icon.
2. Follow the installer's instructions on screen.
3. The installer will automatically launch and present the HotSync Manager's *Install Handheld files* dialog. Ensure you have the correct user name selected. Close the *Install Handheld files* dialog.
4. HotSync your organizer to complete the installation.

Once installed, the 9-Ball Pinball icon depicted to the left will appear in the organizer's application launcher. By default, 9-Ball Pinball is placed in the *Unfiled* category within the application launcher. Tap the icon to launch the application.

3 registering the application

9-Ball will function for 14 days before it will require you to enter a valid registration code. This period is provided for the express purpose of product evaluation prior to purchasing.

If you have already purchased this product from a reseller or LandWare direct you should enter your personal license code now. This will ensure you are able to use the application on an ongoing basis.

If you obtained 9-Ball electronically
1. Launch the 9-ball application
2. Tap the Register Now button
3. Enter your personal unlock code as provided by LandWare sales onto the *Enter Code* field.
4. Tap the Register button.

If you obtained 9-Ball on a disk
1. Launch the 9-ball application
2. Tap the Register Now button
3. Enter your personal registration code as found on the rear of the disk envelope.
4. Tap the Register button.

Please ensure to keep a copy of your personal code in a safe place in case you need to reinstall your software again in the future.

4 beaming a trial version to a friend
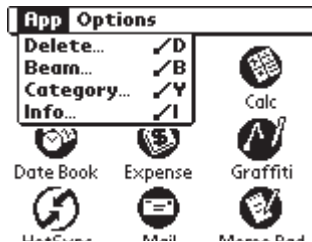
A fully functioning 'test drive' version of 9-Ball Pinball can be transferred to another PalmOS organizer via infrared (IR):

To beam a trial version to another handheld
1. Tap the handheld's application (home) icon.
2. Tap the Menu button (below the home icon.)
3. Tap Beam... from the App menu.
4. Select "9-Ball" from the dialog and tap Beam.
5. Aim your IR port at the IR port of the other device.

The transfer will take approximately 30 seconds.

IMPORTANT NOTE

Although we encourage you to beam trial versions to friends, it is important to note that 9-Ball Pinball is a commercial product and is protected by strict copyright laws. Distribution of your personal registration code is strictly prohibited.

USING 9-BALL PINBALL

1 rules of the game

The main objective of 9-Ball is to use your game room skills to strike (sink) the 9 pool balls in conjunction with the bonus multiplier targets to accumulate the highest score possible.

SINKING THE POOL BALLS
Use the flippers to aim the pinball (or cueball) at the pool balls labeled 1 through 9. As you strike each pool ball it will turn grey (on a color device). On a black and white handheld pool balls will change from a black number on a white background to a white number on a black background.

SKILL SHOTS
Striking all three (red) vertical drop down targets on the left and right will enable the corresponding out-lane kickback. Any balls entering an outlane with a disabled kickback will be immediately drained.

Bonus points are earned by passing over the four (red) vertical rollovers at the top of the machine. Bonus points are multiplied by hitting the four (blue) horizontal bonus multiplier dropdowns on the left and awarded after the ball is drained.

Hit the first multiplier and you are awarded twice the bonus. Hit the second and you get triple the bonus and so on.

After all four bonus multipliers have been knocked down, hitting the "special" target (below the 8-ball) will collect the bonus immediately. Bonus points (but not multipliers) are carried over to subsequent balls.

POOL SHARK MODE
In "Pool Shark" mode, the balls must be hit in increasing numerical order; the next pool ball to be sunk will be lit. Balls 1 through 7 are rollovers, and balls 8 and 9 are bumpers that need to be hit. Sinking all 9 balls completes a rack and gives bonus time during which scoring is doubled, all of the pool balls are lit, and pocketing the entire rack earns an extra ball.

To engage pool shark mode
1. Tap the menu icon (to the left of the graffiti input area).
2. Tap Game Options from the Game menu.
3. Tap the Pool Shark check box

2 game controls

9-Ball Pinball is controlled by the hardware buttons on your Palm organizer:

- **Plunger** — Page Down Button. Hold down this button to pull back the plunger and release to launch the pinball into play. The longer you hold the plunger button, the faster the ball will be launched.

- **Left Flipper** — Date Book Button.

- **Right Flipper** — Memo Pad Button.

- **Bump Machine** — The Page Up, Address Book and To Do List Buttons can be used to simulate bumping the pinball machine in the following directions:
  Bump machine up - Page Up Button
  Bump up and to the right - Address Book Button
  Bump up and to the left - To Do List Button

  WARNING: Do not hold down these buttons for too long or you will activate the machine's tilt mechanism (losing the current ball and bonus) and possibly incur the wrath of the game room supervisor.

  See the game options section for further information on setting the tilt sensitivity.

SINGLE ACTION KEY OPERATION
The Page Down Button doubles as a multi-purpose "action" key. During an active game it will pause and resume the game play. At the end of the game it will start a new game. On the Current Scores, High Scores, and New High Score screens it is the equivalent of tapping the "OK" button.
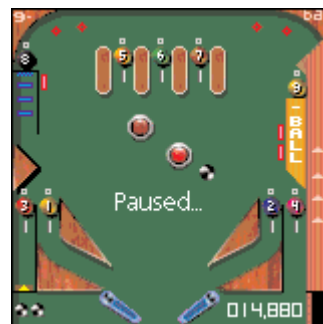
ALTERING BUTTON ASSIGNMENTS
If the "Swap Buttons" option is checked on the Preferences form, the assignments for the flippers and bump up and right/left are switched. The Address Book button becomes the left flipper, the To Do button becomes the right flipper, etc.

PAUSING THE GAME
During the course of a game if you press the Page Down Button it will pause the game (press again to resume.) Whenever the game is paused, the Date Book, Address, To Do, and Memo Pad buttons will switch to the appropriate application.

Application switching can me disabled by unchecking the Buttons Switch Apps" preference option in the application preferences screen.

If you switch to another application during gameplay the action will automatically be paused. When you switch back to 9-Ball, gameplay will resume exactly where you left off.
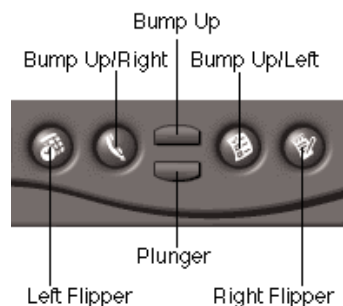
3 recording your high score

New 9-Ball High Score

Congratulations on joining the 9-Ball Nine!

Please enter your name using Graffiti or the hardware buttons:

TOMMY

Flippers - next/previous letter
Bump Up Left - next position

OK   Cancel

In our mission to bring you the most realistic game possible we have included the same maddening mechanism for recording your name that we all love to hate. Writing your name would be easier but it just wouldn't be authentic, would it?

When entering a name for the high score board, the Right Flipper advances to the next letter in the alphabet, the Left Flipper goes to the previous letter in the alphabet.

The Bump Up Left key moves to the next position in the name, and the Bump Up Right key erases the current letter and moves to the previous position in the name.

For those of you who are not total pinball purists, 9-Ball also allows you to enter your name using Graffiti.

4 accessing the game menus

9-Ball Pinball has just one menu, a Game menu.

To access the 9-Ball Pinball menu:
1. Launch 9-Ball Pinball
2. Tap the menu icon (to the left of the graffiti input area).

The following menu items are provided:

Game
New   ✓N
Current Scores...   ✓S
High Scores...   ✓H
Game Options...   ✓O
Preferences...   ✓R
Instructions...   ✓I
About 9-Ball Pinball

- **New** — Starts a new game of 9-Ball Pinball. If a game is already in progress, a dialog box will pop up to ask if you want to abandon the current game first.

- **Current Scores** — Shows scores for all players in the current game, including the number of racks completed. If a game is in progress, the current player is shown in blue (on color devices) and marked with an asterisk; otherwise the highest score(s) will be marked. The rack count shows the number of times all 9 balls have been sunk plus a decimal place indicating the number of balls sunk in the last rack. E.g., "2.5" means that 2 complete racks were run and five balls were sunk in the last incomplete rack.

- **High Scores** — Shows the 9-Ball Nine, the best 9 scores for the current Pool Shark mode along with the names of the players and the number of racks completed. The most recent entry is shown in blue (on color devices) and marked with an asterisk.

- **Game Options** — Shows the game options screen described overleaf. These options cannot be changed in the middle of a game.

- **Preferences** — Shows the general preferences screen described overleaf. These options can be changed at any time.

- **Instructions** — Shows a brief summary of the controls and rules for playing 9-Ball Pinball.

customizing game play

Game Options

Players: 1 2 3 4 5
Balls: 1 2 3 4 5
Speed: 1 2 3 4 5
Gravity: 1 2 3 4 5
Friction: 1 2 3 4 5
Bump: 1 2 3 4 5
Tilt Level: 1 2 3 4 5
Pool Shark: ☐ Extra Slow: ☐

OK   Cancel   Defaults

9-Ball is equipped with a multitude of options that allow you to fine tune the game play parameters to your own personal liking.

To set the 9-Ball game options:
1. Launch 9-Ball Pinball
2. Tap the menu icon (to the left of the graffiti input area).
3. Tap *Game Options...* from the Game menu.

The following parameters can be set:

- **Players** — Number of concurrent Players.

- **Balls** — Number of balls per player per game.

- **Speed** — Controls the general speed of the pinball, including flipper, plunger, and bumper kick strengths. Can be set from 1 (slowest) to 5 (fastest).

- *Gravity* — Controls how fast the ball accelerates down toward the flippers (i.e. the slant of the table) Can be set from 1 (weakest) to 5 (strongest).

- **Friction** — Controls the amount of friction between the pinball and the surface of the machine. This setting slows the ball down in all directions and can be set from 1 (weakest) to 5 (strongest).

- **Bump** — Controls how much the machine is bumped when the bump keys are pressed. This setting primarily effects the pinball when it contacts an object on the machine. Can be set from 1 (weakest) to 5 (strongest).

- **Tilt Level** — Controls how sensitive the machine is to tilting. This parameter checks the duration of the bump, not the strength set by the Bump option. Can be set from 1 (easiest to tilt) to 5 (hardest to tilt).

- **Pool Shark** — If checked, the 9 pool balls must be sunk in numerical order as in the real game of 9-Ball pool (only 1 ball will be lit at a time, starting with the 1-ball). If unchecked, the balls can be sunk in any order (all 9 balls are initially lit).

- **Extra Slow** — If checked, the pinball will move more slowly, and the plunger will pull back more slowly.

NOTE

Pressing the "Defaults" button will reset all options to their default values. Pool Shark mode and Extra Slow mode default to off, Players default to 1, and all of the other options default to 3.

NOTE

Game options cannot be changed in the middle of a game. Selecting the Game Options menu item in the middle of a game will bring up a dialog box asking if you want to end the current game first.

setting general preferences

Several general options can be set via the Preferences window.

Preferences for 9-Ball ⓘ

Msg Length: `1` `2` **3** `4` `5`
Swap Buttons: ☐
Buttons Switch Apps: ☑
Sound: ☑
Black & White: ☐

(OK) (Cancel)

To set the general preferences
1.   Launch 9-Ball Pinball
2.   Tap the menu icon (to the left of the graffiti input area).
3.   Tap *Preferences...* from the Game menu.

The following preferences can be set:

- **Msg Length** — Controls the length of time that messages are displayed during game play. Can be set from 1 (shortest) to 5 (longest).

- **Swap Buttons** — If checked, the inside buttons (Address Book and To Do) control the flippers and the outside buttons (Date Book and Memo Pad) bump the machine up and right and up and left.

- **Buttons Switch Apps** — When the game is over or paused, this setting will enable or disable the handheld's built-in buttons ability to switch to other PalmOS applications.

- **Sound** — Controls whether sound is enabled or not. The Game Sound setting in your Palm organizer's Prefs program must also be enabled in order for sound to be heard.

- **Black & White** — This will force the use of black and white graphics on Palm devices that support grayscale. This option is only available on devices that support grey scale and can be desirable in the cases when overclocking software is being used.

finally

We hope you enjoy playing 9-Ball Pinball. LandWare is committed to continually improving its applications and we welcome your feedback. If there are new features that you would like us to consider or just general comments please feel free to contact us at: www.landware.com/feedback