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Defaults—See Controls and Settings
Displaying high scores
Double bonus
        Haunted House
        Spirit of 76
Double flip—See Saving the ball
Double scoring—See Haunted House
Drop catch—See Catching the ball

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Haunted House

Jackpot collection—See Cue Ball Wizard
Joystick—See Controls

Live catch—See Catching the ball

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Options—See Settings

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Wagon wheel rounds—See Cue Ball Wizard
W-I-Z-A-R-D lights—See Cue Ball Wizard
Where's The King—See Cue Ball Wizard

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Microsoft Pinball Arcade Credits

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and vision.

Gameplay

Start a Game

Keep the Ball in Play

Display High Scores

Exit the Game

Start a Game

1 On the main menu, click the name of the game you want to play.

2 Click **Play**.

3 To add credits, click **Insert Coin**. For multiplayer games, you must add one credit for each player.

4 Click the button corresponding to the number of players in your game.

ø To display your control settings, click **Options** on the main menu, and then click **Change Controls**.

Keep the Ball in Play

In general, you use the flippers to keep the ball in play. Review the Techniques section to familiarize yourself with other tactics you can use to improve your skills. Because each game is different, you will need to experiment to learn which techniques work for each playing field.

The RIGHT SHIFT and LEFT SHIFT keys are your default flipper controls. To display your other control settings, click **Options** on the main menu, and then click **Change Controls**.

See also:
Predicting the Ball's Path
Nudging the Table
Increasing the Ball's Speed

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Start a Game
Keep the Ball in Play
Display High Scores
Exit the Game

Display High Scores

ø To display the **High Scores** dialog box, click the name of a game on the main menu, and then click **Scores**.

ø To clear the high scores, click **Reset High Scores** in the **High Scores** dialog box.

Exit the Game

ø To return to the main menu from a game, press ESC.

ø To quit the game, click **Exit** on the main menu.

Settings

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Sound and Graphics
Controls

HISTO

TABLE FEATUR
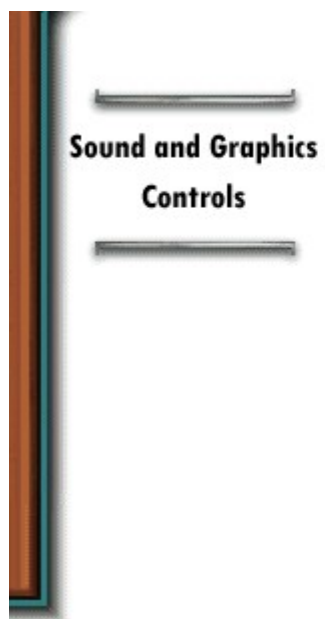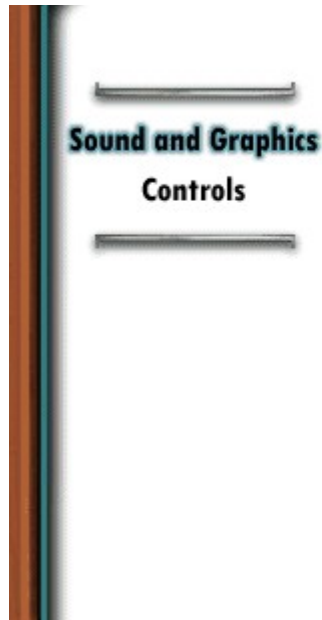
SETTINGS   TR

Sound and Graphics

ø To adjust your sound and graphics settings, click **Options** on the main menu, and then follow the procedures below.

Music

ø To turn background music and electronic sound effects on or off, select or clear the **Music** check box.
ø To adjust the volume of the music and electronic sound effects, move the slider up or down.

Effects

ø To turn mechanical sound effects on or off, select or clear the **Effects** check box.
ø To adjust the volume of the mechanical sound effects, move the slider up or down.

Graphic Detail

ø To set the level of graphic detail you want, click **High**, **Medium**, or **Low**.

The lower you set your graphic detail, the faster your game will run.

Sound and Graphics
Controls

Controls

ø To display your current control settings for the keyboard, joystick, and game pad, click **Options** on the main menu, and then click **Change Controls**.

Default Keyboard Controls

Activate	Keyboard
Plunger	DOWN ARROW
Left flipper	LEFT SHIFT
Right flipper	RIGHT SHIFT
Additional left flipper	A
Additional right flipper	Apostrophe (')
Nudge from left	Z
Nudge from right	Slash mark (/)
Nudge up	SPACEBAR

Changing Control Settings

To change your control settings for the keyboard, joystick, or game pad:

1 On the main menu, click **Options**.
2 Click **Change Controls**.
3 Click the button for the control you want to change.
4 On your keyboard, joystick, or game pad, press the new key or button.

ø To change your control settings back to the default settings, in the **Change Controls** dialog click **Restore Defaults**.

You use the plunger to launch the ball onto the playfield.

Techniques

Predicting the
Ball's Path

Nudging

Increasing the
Ball's Speed

Catching the Ball

Aiming the Ball

Passing the Ball
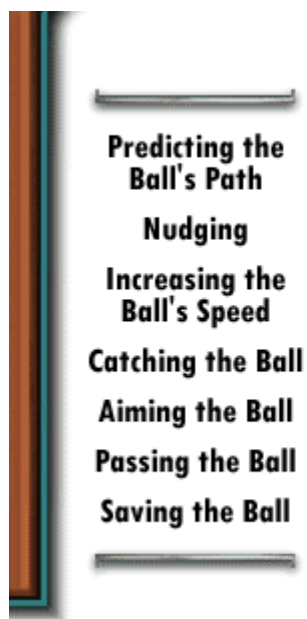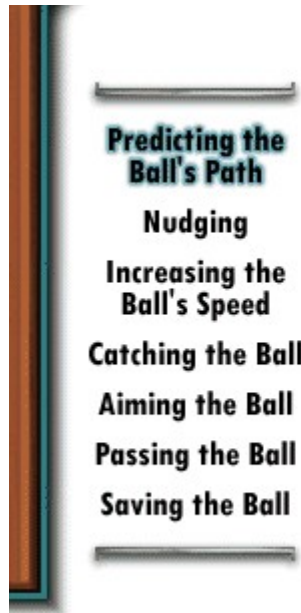
Saving the Ball

Predicting the Ball's Path

Learning to predict the ball's path is the most important skill a new pinball player can learn. The best way to improve this skill is to practice.

If you take a strictly reactive approach to the game, you will not have the time to set up your shots or to consider the most appropriate strategy. Once you get a feel for where the ball is likely to go, you can begin to use both basic and advanced techniques.

Predicting the Ball's Path

Nudging

Increasing the Ball's Speed

Catching the Ball

Aiming the Ball

Passing the Ball

Saving the Ball

HIST

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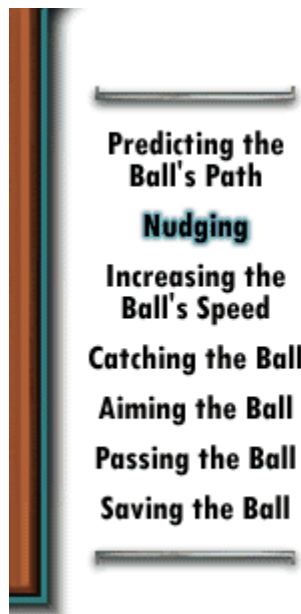
Nudging the Table

Though you do run the risk of <u>tilting</u> some sensitive tables, you can occasionally use some well timed <u>nudging</u> techniques to direct the course of the ball.

Nudging causes the ball to move farther and more quickly than it would otherwise. Nudging from the left or the right can alter the ball's original path and occasionally help you to keep the ball in play.

The tilt mechanism temporarily shuts down a pinball machine when a player

nudges it too vigorously. The flippers stop working until the ball leaves the playfield. When you tilt some games, like Humpty Dumpty, Knock Out, or Slick Chick, your game ends.

Nudging is pushing the table from the bottom or from either side at the same time the ball hits a pin or a bumper.

Many pinball machines have one or more lanes on the outside of the two standard bottom flippers. If the lane drains the ball onto the flipper, it's called an inlane.

Predicting the
Ball's Path

Nudging

**Increasing the
Ball's Speed**

Catching the Ball

Aiming the Ball

Passing the Ball
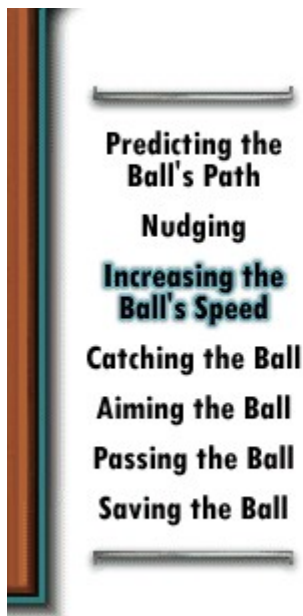
Saving the Ball

Increasing the Ball's Speed

You can score more points by increasing the ball's speed with the following techniques:

- <u>Nudge</u> the table when the ball hits a pin or a bumper.
- Maximize the amount of time that the flipper is in contact with the ball by activating the flipper at exactly the same time that the ball reaches the flipper's resting position.

Catching the Ball

The easiest way to set up an effective shot is to first catch the ball. Try one of the following techniques.

Easy Catch

You can catch a ball in two ways. In both cases, the ball must be moving relatively slowly.

ø When the ball enters an <u>inlane</u>, raise the flipper to keep the ball from proceeding, or

ø When the ball approaches the flipper from an acute angle, raise the flipper to send the ball into the inlane, and then hold the flipper up to keep the ball from escaping.

Drop Catch

To catch the ball with a drop catch, hold the flipper up until the ball contacts the flipper, and then immediately release the flipper before the ball bounces. When timed correctly, the ball appears to push the flipper back to its resting position, then roll up the flipper slightly, and then roll back down. The longer you can delay dropping the flipper before the ball bounces, the more time you will have before the ball rolls toward the out hole.

You may have difficulty catching the ball with this technique, but having slowed the ball, you will have more time to aim it at your preferred target.
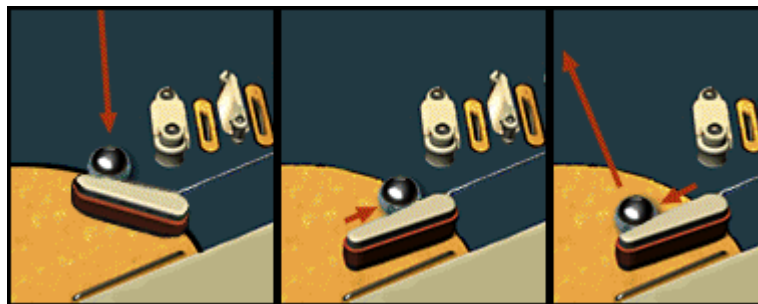
Live Catch
You can use a live catch to catch a ball that is rolling toward the tip of one of your flippers. If you raise the flipper to meet the ball at the exact same time that the flipper reaches its full extension, the ball will roll down toward the flipper's pivot point.

Don't give up. Live catches require well-practiced timing.
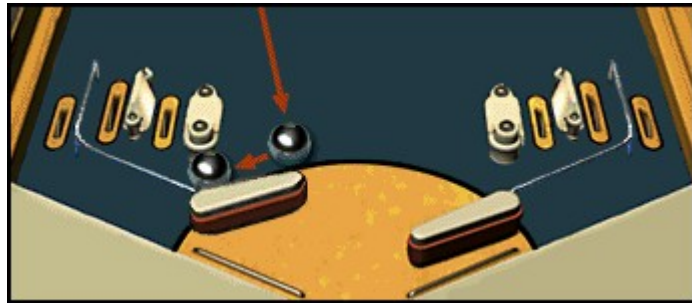
Aiming the Ball

The easiest way to set up an effective shot is to first <u>catch</u> the ball. If you have caught the ball, and you understand how it behaves in relation to the flippers, you can control where you send the ball. When the ball hits the flipper close to the pivot point, it rises perpendicularly from the bottom of the table. If you flip the ball from the end of the flipper, the ball will travel diagonally across the playfield to the other side of the machine.

Most of the time, you will not have the advantage of setting up a shot with a caught ball. In these cases, remember that you must hit a fast moving ball closer to the flipper's pivot point than you would need to hit a caught ball to achieve the same trajectory.

Passing the Ball

From time to time you may find that you would rather use one flipper instead of the other to aim the ball at a target. In these situations, you can try a bounce pass or a hold pass.

Bounce Pass

When the ball is rolling at a medium speed toward the center of the flipper you don't want to use, do nothing. The ball will bounce off this flipper and onto your preferred flipper.

When the ball seems to be moving just a little too slowly to perform a bounce pass, try nudging the table from the bottom when the ball hits the flipper. The nudge should increase the ball's velocity and height.
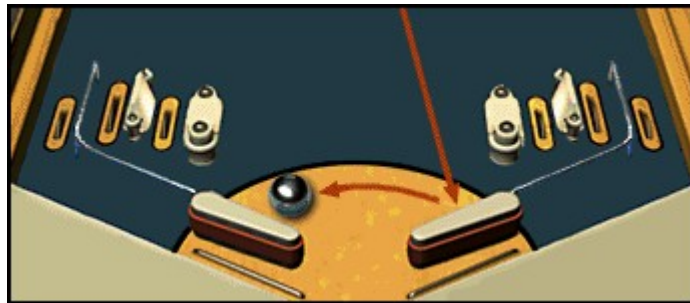
Hold Pass

When the ball is rolling at a medium speed down the inlane toward the flipper you don't want to use, activate this flipper before the ball gets to it. On tables with longer flippers, the ball will leap to the flipper you want.

When the ball is moving swiftly down the inlane, repeat the previous steps, but drop the flipper before the ball reaches the top of the flipper to make sure the ball doesn't leap so high that it rebounds off other playfield objects.

Saving the Ball

If you're a beginner, you might feel like there is no way to stop the ball from leaving the playfield once it begins to pass between the flippers. However, with a few practiced techniques, you can keep your ball on the playfield for longer gameplay and higher scores. Try one of the following techniques.

Double Flip

When your ball is about to pass between the flippers and off the playfield, try a double flip. Activate the flipper closest to the ball, and then immediately activate the other flipper. Usually, this will send the ball back up into the playfield at an angle from which you will be better able to save it. Be sure to release the flippers immediately after you activate them or you might block your ball's only escape route.

Slap Shot

If your ball is about to pass between the flippers and off the playfield, try a slap shot. Quickly <u>nudge</u> the table from the side closest to the ball and activate the corresponding flipper at the same time. Nudging the table moves the ball closer to the flipper and the quick flip slaps the ball away from the out hole.

Tips
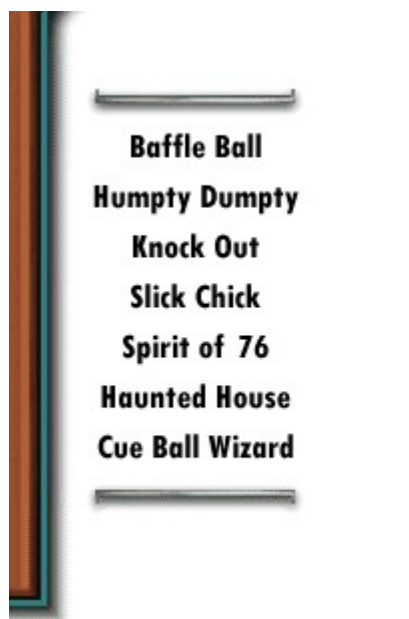
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Baffle Ball

Humpty Dumpty

Knock Out

Slick Chick

Spirit of 76

Haunted House

Cue Ball Wizard

Baffle Ball
Humpty Dumpty
Knock Out
Slick Chick
Spirit of 76
Haunted House
Cue Ball Wizard

Baffle Ball

Advanced Scoring

Free Games:

You win a free game for the following scores:

- 4,000
- 5,000
- 6,000

Colored Balls and Holes:

To double the score of a shot, shoot colored balls into like-colored pockets.

Baffle Point:

If you shoot a ball onto the Baffle Point and it is still there at the end of the game, your game score is doubled.

High Score Tips

Practice <u>nudging</u> the table to move the ball into the higher scoring pockets.

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Humpty Dumpty

Advanced Scoring

Free Games:

You win a free game for the following scores:

- 450,000
- 600,000
- 650,000
- 700,000
- 750,000
- 790,000

High Score Tips

- Practice <u>aiming</u> so that you can shoot the numbered bumpers in sequence. This will light the top and bottom kickout holes.
- Practice aiming and <u>passing</u> the ball from side to side so that you can work the ball back up to the top of the playfield.
- Practice <u>nudging</u> to keep the ball moving rapidly and away from the out hole.

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Knock Out

Advanced Scoring

Free Games:
You win a free game for the following scores:
- 3,500,000
- 3,800,000
- 4,000,000
- 4,500,000
- 4,800,000
- 5,000,000

Knockdowns:
The numbered lights in the center of the playfield indicate how many knockdowns you've won. For knockdowns 11 to 19, the 10 light stays lit and the corresponding number lights up to indicate your knockdown total.

Winning 15, 16, 17, 18, and 19 knockdowns awards a free game.

High Score Tips
- Practice saving the ball to keep from losing it when the gate drops.

Slick Chick

Advanced Scoring

Free Games:

You win a free game for the following scores:

- 1000
- 1200
- 1300
- 1400

You also win a free game if the last digit in your score matches the match score at the end of the game.

ø To light the center hole for a free game, complete the S-L-I-C-K C-H-I-C-K pop bumper sequence five times.

ø To light the rollovers for a free game, complete the 14 rollovers in sequence.

High Score Tips

- Practice <u>aiming</u> and <u>nudging</u> so that you can complete the bumper and rollover sequences.

Spirit of 76

Advanced Scoring

Free Games:
You win a free game for the following scores:
- 80,000
- 98,000

You also win a free game if the last two digits in your score match the match score at the end of the game.

Bonus:
During gameplay, you accumulate bonus points in 1000-point increments. When the ball leaves the playfield, the bonus is added to your score.

The following playfield features add to your bonus:
- Rollover buttons when lit
- Lower Left Side Rollover
- Lower Right Side Rollover
- 1776 Drop Targets
- 1976 Drop Targets

Double Bonuses:

You can win a double bonus in two ways:
- Completing both the 1776 and 1976 drop targets sometimes lights the center kickout hole for a double bonus.
- Let your ball go out the out hole during the last ball of your game when the bonus ladder's Double Bonus is lit.

Quadruple Bonus:
ø To score four times the indicated bonus value, shoot the center hole when both Double Bonus lights are lit.

High Score Tips

- Practice <u>catching</u> and <u>aiming</u> so that you can complete the rollovers and drop targets to light the center hole for specials and awards.

Haunted House

Advanced Scoring

Free Games:

You win a free game for the following scores:
- 400,000
- 700,000
- ø To light the lower-level hole for a free game, complete the middle-level drop targets 1-5 in sequence or complete the upper-level drop targets three times.
- ø To light the upper-level drop targets for a free game, complete the lower-level drop targets twice.

  You must complete the upper-level drop targets when lit to win the free game.

You also win a free game if the last two digits in your score match the match score at the end of the game.

Bonus Multiplier:
- ø To advance the Bonus Multiplier, make the ball change levels by shooting the ramp, the left top hole, the secret passage, or the trapdoor on the middle level.

Exceptions:

- The Multiplier does not advance when the ball is shot into the lower-level up-kicker from the main level or when the ball rolls down the upper playfield ramp to the main floor.
- To advance the Bonus Multiplier, the ball must first hit either a spot target or a drop target when shot up the upper-level ramp.

Double Scoring:

ø To flash Double Scoring for the middle level, complete the lower-level drop targets twice or the upper-level drop targets three times.

ø To flash Double Scoring on the lower level, make 11 hits on the upper level.

The lower-level Double Scoring lights turn off when the ball enters the lower-level up-kicker.

ø To flash Double Scoring on the upper level, make 11 hits on the lower level.

The upper-level Double Scoring light turns off when the ball enters the upper-level hole.

Double Bonus:

ø To flash Double Bonus for the upper level, shoot the top left hole on the middle level when lit.

To light the hole, complete the lower-level drop targets twice.

ø To flash Double Bonus for the middle level, shoot the top right hole on the middle level when lit.

To light the hole, complete the upper-level drop targets three times.

ø To flash Double Bonus for the lower level, shoot the center hole on the middle level when lit.

To light the hole, complete the target sequence 1-5.

Extra Ball:

ø To win an extra ball, enter the right side kicker when lit.

ø To light the Extra Ball lamp, complete targets 1-5 or any drop targets.

  After Extra Ball is lit, any middle-level target will switch the Extra Ball light to the opposite state (on or off).

Bonuses:

Bonuses are random, from 0 to 1000 points.

Shooting the following targets will award bonuses:

• Upper-level spot targets (when the upper-level drop targets have been completed three times).
• Lower-level spot targets when lit.
• Upper-level and lower-level drop targets.
• Lower-level up-kicker.
• Targets 1-5 when lit.
• Middle-level left outside rollover when lit.
• Middle-level right side kicker.
• Middle-level trap door rollunder.
• Middle-level left return rollover.

High Score Tips

• If you want to score big on this table, you must know how to <u>aim</u>, <u>catch</u>, and <u>nudge</u>.

Cue Ball Wizard

Advanced Scoring

Free Games:

You can win a free game in three ways:

- Win a free game if you shoot the upper spot target when lit.
- Win a free game if you beat 98,000,000.
- Win a free game if the last two digits in your score match the match score at the end of the game.

Opening Plunger Skill Shot:

Each time you use the plunger to launch a ball into play (except in Multiball), you can score points by shooting the ball up the ramp. This launches the 8 ball. If the 8 ball hits the blue target, you score 5,000,000.

Rack Advances:

ø To win a rack advance, complete either the stripes or the solids targets (whichever is flashing) and then sink the 8 ball by hitting the side pocket target with the cue ball.

Advancing the rack four times flashes the lower right side target for an extra ball.

After you've won seven rack advances, each subsequent rack advance scores 500,000.

W-I-Z-A-R-D Feature:

Completing the W-I-Z-A-R-D lights flashes the three 5M lamps (5,000,000 points) and the center 10M lamp (10,000,000 points) until the ball leaves the playfield.

ø To add letters to W-I-Z-A-R-D, shoot the NO WAY target when the red Spell Wizard light is lit.

Scratch Shot:

As long as none of the other feature lights are active, you make one scratch shot every time

you hit the side pocket target. The number of points awarded for a scratch shot depends on the number of times you make the shot.

Scratch Shots	Score
3	10,000,000
8	30,000,000
15	60,000,000
30	90,000,000

Video Mode:
ø To light the ramp for video mode, complete the P-O-O-L rollovers.

There are two video mode challenges:

Catch the Poolballs:
ø To catch the falling pool ball in the pocket, use the flipper controls. If you are successful, you score:
   • 2,000,000 for the first caught ball.
   • 5,000,000 for the second caught ball.
   • 10,000,000 for the third caught ball.
   • 20,000,000 for the fourth caught ball.

Where's The King:
ø To find The King, use the flipper controls to choose a curtain.
   You score points according to what you find behind the curtain:
   • Cow Pie—0 points.
   • Cactus Jack—5,000,000 points.
   • Moose—10,000,000 points.
   • The King—20,000,000 points.
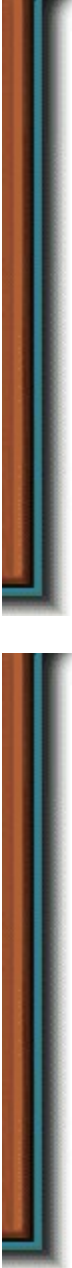
Multiball and Jackpot Collection:
Completing the striped or solid targets and then hitting the side pocket target with the cue ball flashes the light on the ramp for Multiball. To begin Multiball, shoot the ramp when Multiball is flashing.

The following scoring applies during Multiball:
ø To collect the yellow, blue, or red jackpot,

hit the side pocket spot target with the cue ball. This launches the 8 ball.

ø To add to the jackpots, hit the drop targets.

ø To flash the ramp light for a Super Jackpot, complete the red, yellow, and blue jackpot targets.

ø To collect the Super Jackpot (100,000,000), shoot the ramp when Super Jackpot is flashing.

Poolball Mania:

ø To begin Poolball Mania (three-ball play), complete all six wagon wheel rounds and shoot the ramp.

During Poolball Mania, you accumulate bonus points for every target that you hit. When only one ball remains on the playfield, Poolball Mania ends and the 9-ball timer begins.

9-Ball Play:

When only one ball remains on the playfield in Poolball Mania, Poolball Mania ends and the 9-ball timer begins. If you shoot the ramp before the 9-ball light stops flashing, you begin 9-Ball play.

ø To score 500,000,000 points, hit drop targets 1-7 in sequence, hit the side pocket with the cue ball, and then hit the 9-ball target before the flashing ½ billion light times out.

Wagon Wheel Rounds

Cue Ball Wizard has six wagon wheel rounds. The lights in the wagon wheel on the playfield indicate which round is selected.

To start a round:

1 To change the round selection to a different round, hit the right side target or the bumpers.

2 To light the selected round, shoot the

side pocket or the ramp.

3 Shoot the ramp.

Rowdy Ramp Round:

Repeatedly shoot the ball up the ramp. The score awarded increases with each consecutive shot up the ramp (2,000,000–40,000,000).

Horseshoe Extra Ball Round:

ø To win an extra ball, shoot the ball through the horseshoe.

No Way Round:

To score 30,000,000 points, hit the No Way target when the 30M light is flashing.

Spell D-O-U-B-L-E Round:

Completing D-O-U-B-L-E awards double score, double awards, and double jackpots until the ball leaves the playfield.

ø To add a letter to D-O-U-B-L-E during the Spell D-O-U-B-L-E round, hit the corner pocket hole, and then shoot the ramp.

Combo Shots Round:

To collect combo shot bonuses, make the following three shots in sequence before the timer runs out.

1 Shoot the ramp—10,000,000 points.

2 Shoot a bank shot hole—20,000,000 points.

3 Shoot the corner pocket—50,000,000 points.

Side Pocket Round:

To score 10,000,000 points, hit the side pocket when flashing with the cue ball.

High Score Tips

- If you want to score big on this table, you

must know how to <u>aim</u>, <u>catch</u>, and <u>nudge</u>.
- Try to begin Multiball and a round at the same time.
- Try to save the Spell D-O-U-B-L-E round for the last round so that you can start it during Poolball Mania and 9-Ball play.

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Microsoft
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Microsoft Technical Support

Accessibility

Getting Help from Microsoft Technical Support

If You Have a Simple Question and Need an Answer Fast
If Your Question Is Urgent or More Complex
If Your Question Isn't Urgent
For Additional Support Needs
If You Need Support Outside the United States and Canada

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If You Have a Simple Question and Need an Answer Fast

Quickly find answers yourself online   Use Support Online to easily search the Microsoft Knowledge Base and other technical resources for fast, accurate answers. You can also customize the site to control your search. To begin your search, go to http://support.microsoft.com/support.

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Microsoft Technical Support

Accessibility

If Your Question Is Urgent or More Complex

Telephone Microsoft Technical Support
Work with a support engineer to solve your issue through the following options.
Standard No-Charge Support—for help during business hours   If you acquired this product as a stand-alone retail product, you are eligible for unlimited support at no charge. You can receive no-charge support via e-mail (explained later) or via telephone by calling one of the following numbers, available Monday - Friday, excluding holidays.

In the U.S.: (425) 637-9308 6:00 A.M. - 6:00 P.M. Pacific time
In Canada: (905) 568-3503 8:00 A.M. - 8:00 P.M. eastern time

If your Microsoft product was preinstalled or shipped with your personal computer, you are not eligible for Standard No-Charge Support from Microsoft and must contact your computer manufacturer for support. For phone numbers, please refer to the documentation that came with your computer.

Pay-Per-Incident Support—for help after hours or to supplement Standard Support
If you need help after hours or are not eligible for Standard No-Charge Support, you can purchase Pay-Per-Incident Support. Support fees for the (800)# calls will be billed to your VISA, MasterCard, or American Express card. Support fees for the (900)# calls will appear on your telephone bill.

In the U.S.: (800) 936-5600 or (900) 555-2400
Cost: $15 US per incident
24 hours a day, seven days a week, including holidays

In Canada: (800) 668-7975
Cost: $45 CDN plus tax per incident
8:00 A.M. - 8:00 P.M. eastern time, Monday - Friday, excluding holidays

HISTO

TABLE FEATU

SETTINGS   TR

Microsoft
Technical Support

Accessibility

If Your Question Isn't Urgent

Send e-mail to a Microsoft Technical Support Engineer   Ideal for questions requiring attached files, submit a question anytime and receive a response within one business day. Submit a question at http://support.microsoft.com/support using one of the following options:

Standard No-Charge Web Response   The amount of no-charge support for which you are eligible is described in the Standard No-Charge Support section above.

Pay-Per-Incident Web Response   If you have used up your Standard No-Charge Support, submit your question for a fee of $15 US.

Microsoft
Technical Support
Accessibility

For Additional Support Needs

If you need text telephone (TTY/TDD)
Available Monday - Friday, excluding holidays. In the United States, call (425) 635-4948, 6:00 A.M. - 6:00 P.M. Pacific time. In Canada, call (905) 568-9641, 8:00 A.M. - 8:00 P.M. eastern time.

If you don't have access to the Internet
FastTips is a fax-back service providing Knowledge Base articles and answers to common questions. (800) 936-4100.

If you need support services for a business
Priority Annual, Priority Plus, and Premier provide a selection of support packages geared for businesses. To learn which account meets your needs, go to http://www.microsoft.com/support. Or call (800) 936-3500 for information on accounts for small- to medium-sized businesses and (800) 936-3200 for large, enterprise businesses.

If you need on-site, multivendor, or proprietary product support Microsoft Certified Solution Providers (MCSPs) and Authorized Support Centers (ASCs) specialize in providing support packages for hardware, network, and software products from both Microsoft and other vendors. For more information about MCSPs, call (800) 765-7768 or visit http://www.microsoft.com/mcsp. For more information about ASCs, contact your Microsoft account representative, or visit http://www.microsoft.com/enterprise/asc.htm.

Microsoft
Technical Support

Accessibility

If You Need Support Outside the United States and Canada

The services and prices listed here are available in the United States and Canada only. Support outside the United States and Canada may vary. Microsoft's support services are subject to Microsoft's then-current prices, terms, and conditions, which are subject to change without notice.

Microsoft Technical Support Worldwide   If you are outside the United States and have a question about a Microsoft product, first:

- Check the information in this Help file or product manual.
- Check the readme files that come with your product disks. These files provide general information that became available shortly before the product was released.
- Go to Support Online from Microsoft Technical Support at http://support.microsoft.com/support/.

If you cannot find a solution, you can receive information on how to obtain technical support by contacting the Microsoft subsidiary office in your area.

Important Phone numbers for Microsoft Subsidiaries are subject to change. For the most recent listing, please see the options and phone number section on the Support Online web site at http://support.microsoft.com/support. If there is no Microsoft subsidiary office in your area, please contact the establishment from which you obtained your Microsoft product.

Argentina
Microsoft de Argentina S.A.
Customer Service: (54) (1) 316-4600
Fax: (54) (1) 316-1922
Technical Support Phone: (54) (1) 316-4664

Armenia
See Russia

Australia
Microsoft Pty. Ltd.
Phone: Products and Services 13 20 58
Fax: (61) (02) 9870-2285
Sales Information Centre: (61) (02) 9870-2100
Internet://www.microsoft.com.au/Australia
Technical Support:
Phone: (61) (02) 9870-2131
Fax: (61) (02) 9805 0519

Austria
Microsoft Ges.m.b.H.
Phone: (+43) 1 610 64-0
Fax: (+43) 1 610 64-200
Information: 0660-6520
Prices, updates, etc.: 0660-6520
Standard Support:
Installation and Handling: 01 50222-2255
General information about Support
Network in Central Europe:
FAX: 01805-251191

Azerbaijan
See Russia

Belgium
Microsoft NV
Phone: +32-2-730 39 11
Fax: +32-2-726 96 09

Microsoft Support Network Info. Center: 0800 18307
TechNet Subscription: +353 1 703 8738
MSDN Subscription: +353 1 708 8690
Microsoft Information Center: +32-2-481 52 52
Bulletin Board: +32-2-726 85 45 (14400/1200/2400/9600 bd, 8N1, ANSI)
Technical Support:
+32-2-513 32 74 (Dutch speaking)
+32-2-502 34 32 (English speaking)
+32-2-513 22 68 (French speaking)
Internet: www.microsoft.com/benelux/support

Belorussia
See Russia

Bolivia
See Uruguay

Brazil
Microsoft Informatica Ltda.
Phone: (55) (11) 5514–7100
Fax: (55) (11) 5514-7106/5514-7107
Technical Support:
Phone: (55) (11) 5506-8087
Fax: (55) (11) 5506-7621
Automatic Fax: (55) (11) 5506-8506
Technical Support Bulletin Board Service: (55) (11) 5506-1234
Customer Support: (55) (11) 822-5764
Customer Services Fax: (55) (11) 822-6227

Canada
Microsoft Canada Co.
Head Office Phone: 1 (905) 568-0434
Customer Information Centre: 1 (800) 563-9048
Technical Support:
Desktop Systems including Microsoft Windows 95: (905) 568-4494
Microsoft Office and Office Components: (905) 568-2294
Other Standard Technical Support: (905) 568-3503
Priority Support Information: (800) 668-7975
Text Telephone (TTY/TDD): (905) 568-9641

Technical Support Bulletin Board Service: (905) 507-3022

Caribbean
Microsoft Caribbean, Inc.
Phone: (809) 273-3600
Fax: (809) 273-3636
Technical Support: (408) 953 8086
Support E-Mail: mscarsup@microsoft.com
Customer Service: (800) 297 5982 for area codes 787 & 809 only
Customer Service E-mail: msccatus@microsoft.com

Central America
Technical Support: (506) 298 2020
Support E-Mail: mscasup@microsoft.com
Customer Service: (506) 298 2000
Customer Service E-mail: msccatus@microsoft.com

Chile
Microsoft Chile S.A.
Phone: 56-2-330-6000
Fax: 56-2-330-6190
Customer Service: 56-2-800-330600
Personal Operating System and Applications:
Phone: 56-2-330-6222
Fax: 56-2-341-1439

People's Republic of China Microsoft (China) Co. Ltd
19th Floor, Metro Tower
No. 30 Tian Yao Qiao Road,
Shanghai, 200030, P.R.C.
Phone: 011-86-21-64691166; 011-86-21-64691188
Fax: 011-86-21 64691188 Ext. 6988

Colombia
Microsoft Colombia
Phone: (571) 618 2245
Fax: (571) 618 2269
Technical Support:
Línea de Respuesta Microsoft
Phone: (571) 5230022
Fax: (571) 5231220
Voice Mail: (571) 5034216

Croatia

Microsoft Hrvatska d.o.o.
Phone: (+385) (1) 304 555
Fax: (+385) (1) 335 051
Technical Support: Contact the subsidiary

Czech Republic
Microsoft s.r.o.
Phone (+42) (2) 611 97 111
Fax: (+42) (2) 611 97 100
Technical Support: (+420) (2) 2150 3222

Denmark
Microsoft Denmark
Phone: (45) 44 89 01 00
Fax: (45) 44 68 55 10
Technical Support:
Phone: (45) 44 89 01 11
Microsoft Sales Support: (45) 44 89 01 90
Microsoft FastTips: (45) 44 89 01 44
(Document 303030 in FastTips contains detailed instructions)
Microsoft MSDL (BBS): (45) 44 66 90 46

Dominican Republic
See Central America

Dubai
Microsoft Middle East
Phone: (971) 4 513 888
Fax: (971) 4 527 444
Technical Support:
Personal Operating Systems and Desktop Applications ONLY:
Phone: (971) (4) 524 488
Fax: (971) (4) 524 495
E-mail: mts@emirates.net.ae
Priority Support Information: (971) (4) 555 752
Customer Service Center:
(Version upgrade / TechNet and MSDN subscription)
Phone: (971) (4) 655 082
Fax: (971) (4) 655 097

Ecuador
Corporation Microsoft del Ecuador S.A.
Phone: (593) (2) 460-447, (593) (2) 460-451

Customer Service: (593) (2) 460-453, (593) (2) 460-458
Technical Support: (593) (2) 463-094

Egypt
Microsoft Egypt
Phone: +202-594 2445
Fax: +202-594 2194
Technical Support:
Personal Operating Systems and Desktop Applications ONLY:
Phone: (202) 261 3991 / 6
Fax: (202) 403 2718

England
See United Kingdom

Estonia
See Germany
Technical Support: (+372) 650 49 99

Finland
Microsoft OY
Phone: +358-(0) 9-525 501
Fax: +358-(0) 9-878 8770
Technical Support:
Phone: +358-(0) 9-525 502 5026
Standard: +358 (0) 9-525-502-500
Priority: +358 (0) 9-525-502-20
Premier: +358 (0) 9-525-502-03
Microsoft MSDL: +358-(0) 9-878 77 99
(Information in Swedish and English): +358 (0) 9-455-03-66
Microsoft FastTips: +358-(0) 9-525 502 550

France
Microsoft France
Phone: (33) 01 69-86-46-46
Fax: (33) 01 64-46-06-60
Telex: MSPARIS 604322
Technical Support:
Phone: (33) 01-69-86-10-20
Fax: (33) (01) 69-28-00-28

French Polynesia
See France

Georgia
See Russia

Germany

Microsoft GmbH
Phone: 089/3176-0
Fax: 089/3176-1000
Telex: (17) 89/83 28 MS GMBH D
Information: 089/3176 1199
Prices, updates, etc.: 08105-25-1199
Internet: www.microsoft.com/germany
Standard Support:
Installation and Handling: 01805/67 22 55
General information about Microsoft support in Central Europe:
Fax: 1805-25-1191

Greece
Microsoft Hellas, S.A.
Phone: (30) (1) 6806-775 through (30) (1) 6806-779
Fax: (30) (1) 6806-780
Technical Support:
Phone: (30) (1) 9247-030
Fax: (30) (1) 9215-363

Hong Kong SAR, PRC
Microsoft Hong Kong SAR, PRC Limited
Fax: (852) 2560-2217
Product support Faxback Service: (852) 2535-9293
Microsoft Club Hotline: (852) 28044277
Technical Support: (852) 2804-4222

Hungary
Microsoft Hungary
Microsoft Magyarország Kft.
Phone: +36 (1) 327-2800
Fax: +36 (1) 327-2899
Technical Support: +36 (1) 267-4636 (2MSINFO)

Iceland
See Denmark

Ireland
See United Kingdom

India
Microsoft India
Phone: (011) (91) (80) 559 5733, (011) (91) (11) 646 0767, 646 0694
Fax: (011) (91) (80) 559-7133, (011) (91)

(11) 647-4714

Indonesia (SP)
Microsoft Indonesia - Jakarta
Technical Support:
Phone: 62 21 570 42 54
Fax: 62 21 520 81 22

Israel
Microsoft Israel Ltd.
Phone: 972-3-613-0833
Fax: 972-3-613-0834

Italy
Microsoft Spa
Phone: (39) (2) 7039-21
Fax: (39) (2) 7039-2020
Microsoft Rome Office: (39) (6) 5095-01
Fax: (39) (6) 5095-0600
Microsoft by Fax (Fax-on-demand
service): (39) (2) 70-398-888
Customer Service (New product info,
product literature): (39) (2) 70-398-398
Dealer Support (Customer Service for
resellers only): (39) (2) 70-398-388
Technical Support: (39) (2) 70-398-398
Microsoft Consulting Service: (39) (2)
7039-21

Japan
Microsoft Company Ltd.
**Technical Support (Standard
Support):** (81) (424) 41-8700
(Technical Support options/ Support
Contract)
Phone: 0120-37-0196 (toll free domestic
only)
Channel Marketing Information Center:
(Presales Product Support)
Tokyo Phone: (81) (3) 5454-2300
Osaka Phone: (81) (6) 245-6995
Customer Service Phone:
(Version upgrade/Registration)
Phone: (81) (48) 226-5500
Fax: (81) (48) 226-5511

Kazakhstan
See Russia

Kirgizia

See Russia

Korea
Microsoft CH
Phone: (82) (2) 531-4500
Fax: (82) (2) 531-1724
Customer Service: 080-022-7337 (toll free domestic only)
Technical Support:
Office Technical Support: (82) (2) 508-0040
Windows Technical Support: (82) (2) 563-0054
Developer Technical Support: (82) (2) 566-0071
Microsoft FastTips: (82) (2) 3453-7555
Support Sales: (82) (2) 531-4544

Latin America
Microsoft
Latin American Headquarters (U.S.A.)
Phone: (305) 489-4800
Fax: (305) 491-1616
Customer Service: (425) 936-8661
Technical Support: (214) 714-9100
http://www.microsoft.com/latam/soporte

Liechtenstein
See Switzerland (German speaking)

Luxembourg
Microsoft NV
Phone: +32-2-730 39 11
Microsoft Support Network Info. Center: +31-800-9977-57
TechNet Subscription: +353-1-703 8738
MSDN Subscription: +353-1-708-8690
Microsoft Information Center: +32-2-481 52 52
Bulletin Board: +32-2-726 85 45 (1200/2400/9600/14400 bd, 8N1, ANSI)
Technical Support:
+32-2-513 32 74 (Dutch speaking)
+32-2-502 34 32 (English speaking)
+32-2-513 22 68 (French speaking)
Web: www.microsoft.com/benelux/support

Malaysia (SP)
Microsoft (Malaysia) Sdn Bhd
Phone: (60-3) 793-9595

Fax: (60-3) 791-6080

México
Microsoft México, S.A. de C.V.
267-2110 Atencion a Distribuidores
265-3380 Atencion a Clientes
265-3399 Soporte Sistemas Operativos y
Applicaciones de Escritorio
267-2190 Soporte de Servidores y
Herramientas de Desarrollo
Fast Tips: (52) (5) 2612199
Microsoft BBS 628-6200/02 MSMEXICO
sin password

Morocco
Microsoft Afrique Du Nord
Phone: (212) 2 47 10 72
Fax: (212) 2 47 10 86

Netherlands
Microsoft BV
Phone: 023-5689189
Customer Service: 023-5677700
Microsoft Support Network Info Centre:
0800 099 7757
TechNet Subscription: 0800 022 6801
MSDN Subscription: 0800 022 7261
Bulletin Board: 023-5634221
(1200/2400/9600/14400bd, 8N1, ANSI)
Technical Support:
023-5677877 (Dutch speaking)
023-5677853 (English speaking)
Web: www.microsoft.com/benelux/support

New Zealand
Microsoft New Zealand Ltd
Phone: 64 (9) 357-5800
Fax: 64 (9) 358-3726
Technical Support:
Phone: 64 (9) 357-5575
Fax: 64 (9) 307-0516 and 357-5577

Northern Ireland
See United Kingdom

Norway
Microsoft Norway AS
Phone: +(47) 22 02 25 00
Fax: +(47) 22 95 06 64
Technical Support:
Standard: +(47) 22 02 25 50

Priority: +(47) 22 02 25 45
Premier: +(47) 22 02 25 46
Microsoft Sales Support: +(47) 22 02 25 80
Microsoft MSDL: +(47) 22 18 22 09
Microsoft FastTips: +(47) 22 02   25 70
(Document 404040 in FastTips contains detailed instructions)

Panama
Technical Support: (506) 298 2020
Support E-mail: mscasup@microsoft.com
Customer Service: (506) 298 2000
Customer Service E-mail:
msccatus@microsoft.com

Papua New Guinea
See Australia

Paraguay
See Uruguay

Peru
Centro de Servicio al Cliente
Central de Soporte: (51) (1) 422-4116
Fax: (51) (1) 221-9052
Central de Informacion (51) (1) 242-5980
Fax: (51) (1) 447-8591

Philippines (SP)
Microsoft Philippines
Phone: 632 811 0062
Technical Support:
Phone: 632 892 2295/2495 and 632 813-2494
Fax: 632 813 2493

Poland
Microsoft Sp. z o.o.
Phone: +(48-22) 661-54-00
Fax: +(48-22) 661-54-34
Information Service: +(48-22) 865-99-33
Technical Support: +(48-22) 865-99-66

Portugal
Microsoft Portugal MSFT, Lda.
Phone: (351) 1 4409200
Fax: (351) 1 4412101
Technical Support:
Standard Support: (351) 1 4409280/1/2/3
Fax: (351) 1 4411655

Puerto Rico

Technical Support: (408) 953 8086
Support E-Mail: mscarsup@microsoft.com
Customer Service: (800) 297 5982 for area codes 787 & 809 only
Customer Service E-mail: msccatus@microsoft.com

Republic of Ireland
See United Kingdom

Romania
Microsoft s.r.l.
Phone: (+40) (1) 222 90 16
Fax: (+40) (1) 222 90 12
Technical Support: (+40) (1) 312 09 48

Russia
Microsoft Z.A.O.
Microsoft Information Center: (095) 916 7171
Russia: 125252
Moscow: Postbox 70
Technical Support:
Moscow: (095) 745-54-45
St.-Petersburg: (812) 118-36-36
Novosibirsk: (3832) 119-019
Web: www.microsoft.com/rus/

Scotland
See United Kingdom

Saudi Arabia
Microsoft Saudi Arabia
Phone: +966-1-488-1165
Fax: +966-1-488-1576
Technical Support:
(Personal Operating System and Desktop Applications only)
Phone: 800-124-0500
(toll free within Saudi Arabia)
Fax: 966-1-4740576

Singapore
Microsoft Singapore Pte Ltd
Phone: (65) 337-6088
Fax: (65) 337-6788
Customer Services:
Phone: (65) 324-5255
Fax: (65) 324-6181
Product Support Services:
Phone: (65) 378-3600

Fax: (65) 378-3662

Slovenia/Slovenija
Microsoft d.o.o.
Phone: (+386) (61) 1800 8-00
Fax: (+386) (61) 1800 822
Technical Support: (+386) (61) 185 3449

Slovak Republic
Microsoft Slovakia s.r.o.
Phone: (+421) (7) 37 63 02
Fax: (+421) (7) 37 66 71
Technical Support: (+421) (7) 531 20 83

South Africa
Microsoft South Africa
Phone: (27) 11 445 0000
Fax: (27) 11 445 0046
Technical Support:
(Toll Free): 0 802 11 11 04
(Toll): (27) 11 445 0000
Fax: (+27) 11 445-0343

South East Africa and Indian Ocean Islands
See South Africa

Spain
Microsoft Iberica SRL
Phone: (34) 1-807-9999
Fax: (34) 1-803-8310
Technical Support: (34) 1-3754004
Customer Service: (34) 1-3754004
From Spain Only: 902-187 198
Fax Back telephone: (34) 1-3754004

Sweden
Microsoft AB
Phone: +46-(0) 8-752 56 00
Fax: +46-(0) 8-750 51 58
Technical Support:
Standard: +46-(0) 8-752 09 29
Priority: +46 (0) 8-751 09 80
Premier: +46 (0) 8-632 57 01
Sales Support: +46-(0) 8-752 56 30
Microsoft MSDL: +46-(0) 8-750 47 42
Microsoft FastTips: +46-(0) 8-752 29 00
(Document 202020 in FastTips contains

detailed instructions)

Switzerland
Microsoft AG
Phone: 01-839 61 11
Fax: 01-831 08 69
Customer Service: 0848-858-868
Documentation:
Phone: 0800-55-59-00
Fax: 01 311-72-27, Microsoft Info-Service,
Postfach, 80998001 Zürich
Standard Technical Support:
(German speaking) Installation and
Handling: 0848 80 - 2255
Standard Technical Support:
(French speaking): 022-738 96 88
General information about Microsoft
Support in Central Europe:
Tel.: 0848-80-2330
Internet: www.microsoft.com/switzerland

Tadzhikistan
See Russia

Taiwan Region
Microsoft Taiwan Region Corp.
Phone: (886) (2) 504-3122
Fax: (886) (2) 504-3121
Technical Support: (886) (2) 508-9501

Thailand
Microsoft (Thailand) Limited
Phone: (662) 266-3300
Fax: (662) 266-3310
Product Support:
Phone: (662) 613-7208 through 11
Fax: (662) 613-7198

Turkey
Microsoft Turkey
Phone: 90 (212) 258 59 98
Fax: 90 (212) 258 59 54
Support Hotline:
Phone: 90 (212) 258 96 66
Fax: 90 (212) 258 95 99
Bulletin Board Service: 90 (212) 227 93
90

Turkmenistan
See Russia

United Kingdom
  Microsoft Limited
  Phone: (0870) 60 10 100
  Fax: (0870) 60 20 100
  Microsoft KeyData
  (Bulletin Board Service):
  (0870) 50 30 200 (up to 28.8Kbaud, n, 8, 1)
  Microsoft KeyFax
  (Faxback Information Service):
  (0870) 50 30 100
  Technical Support:
  Desktop Applications, Home Products, Desktop Systems and Hardware:
  (0870) 50 10 100
  Developer Products: (0870) 50 10 200
  Business Systems: (0870) 50 10 300
  Customers phoning from Ireland should dial 706 5353 for technical support.
  Minicom Line: (0870) 50 30 400
  Pre-Sales Information: Microsoft Connection (0345) 00 2000

Uruguay
  Technical Support:
  Phone: (598) (2) 774934
  Fax: (598) (2) 774935

Uzbekistan
  See Russia

Venezuela
  Corporation MS 90 de Venezuela S.A.
  Other information: (582) 265-9922
  Fax: (582) 265-0863
  Technical Support: (582) 993-6755

Wales
  See United Kingdom

Microsoft Technical Support

Accessibility

Accessibility

See the Windows 98 Help file for accessibility information.

Table Features

Baffle Ball

Humpty Dumpty

Knock Out

Slick Chick

Spirit of 76

Haunted House

Cue Ball Wizard

Baffle Ball

Click below f

Outer Silver Pocket

Inner Silver Pocket

Outer Blue Pocket

Inner Blue Pocket

Outer Gold Pocket
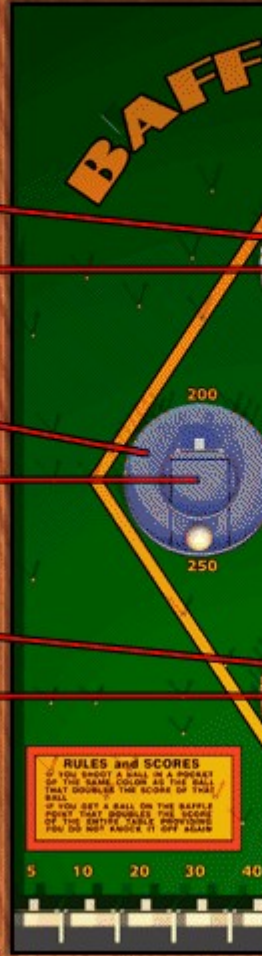
Inner Gold Pocket

BAFF

200

250

RULES and SCORES

5   10   20   30   40

Baffle Ball

Click below for more information.

Baffle Point

Outer Silver Pocket

Inner Silver Pocket

Outer Blue Pocket

Inner Blue Pocket

Outer Red Pocket

Inner Red Pocket

Outer Gold Pocket

Inner Gold Pocket

100
150
200
300
250
350
400
500

10 BALLS
FOR
5¢

RULES and SCORES

INSTRUCTIONS

5 10 20 30 40 50 40 30 20 10 5
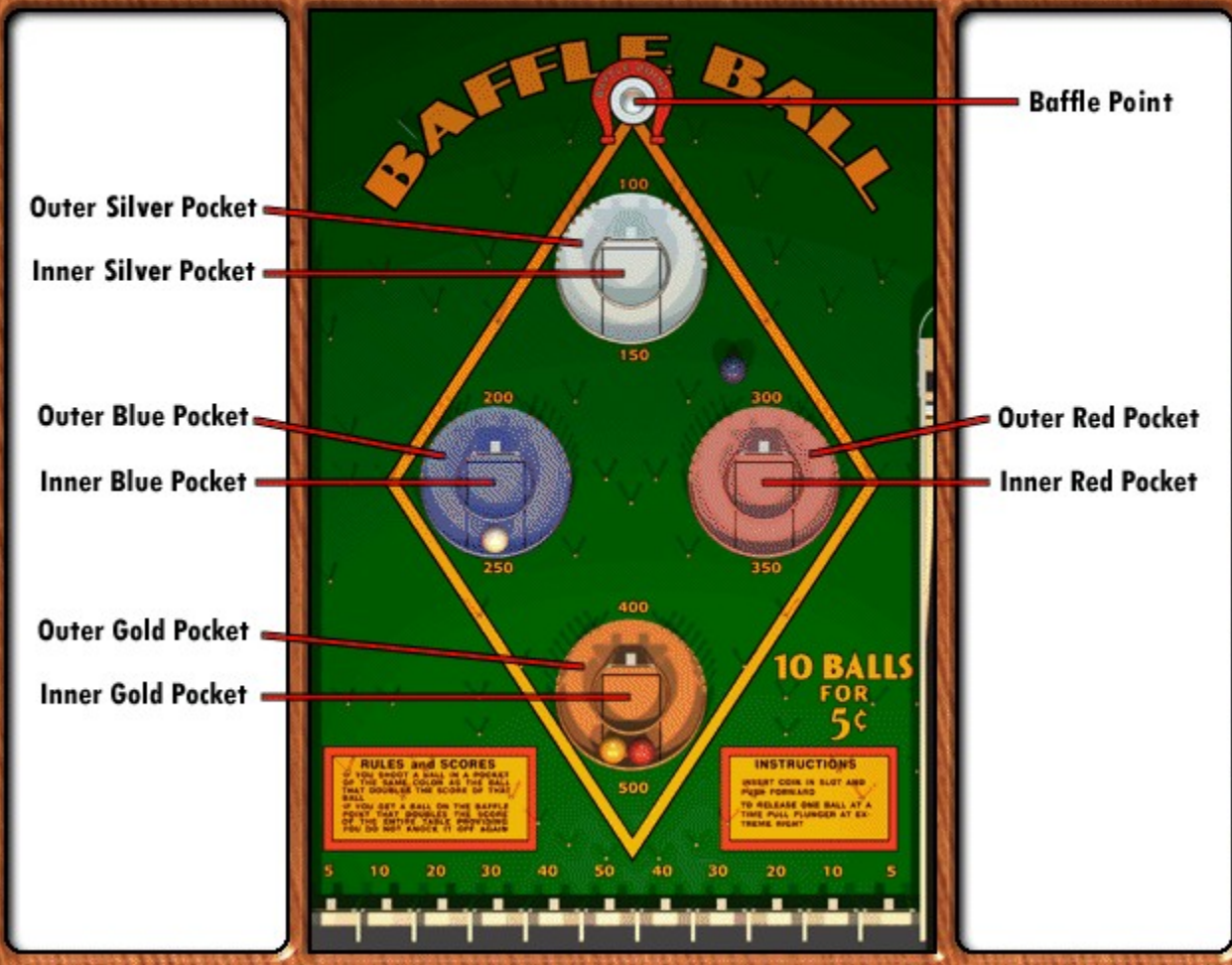
Baffle Point:
- Doubles your score if the ball stays on the baffle point until the end of the game.

Outer Silver Pocket:
- 150 points.

Inner Silver Pocket:
- 100 points.

Outer Blue Pocket:
- 250 points.

Inner Blue Pocket:
- 200 points.

Outer Red Pocket:
- 350 points.

Inner Red Pocket:
- 300 points.

Outer Gold Pocket:

- 500 points.

Inner Gold Pocket:

- 400 points.

Humpty Dumpty

Click below for more information.

Numbered Bumpers 1-4

Top Rollover

Round Bumpers

Diamond Bumper

Side Rollovers

Side Rollovers

Top Kickout Hole

Round Bumpers

Bottom Kickout Hole

Numbered Bumpers 1-4
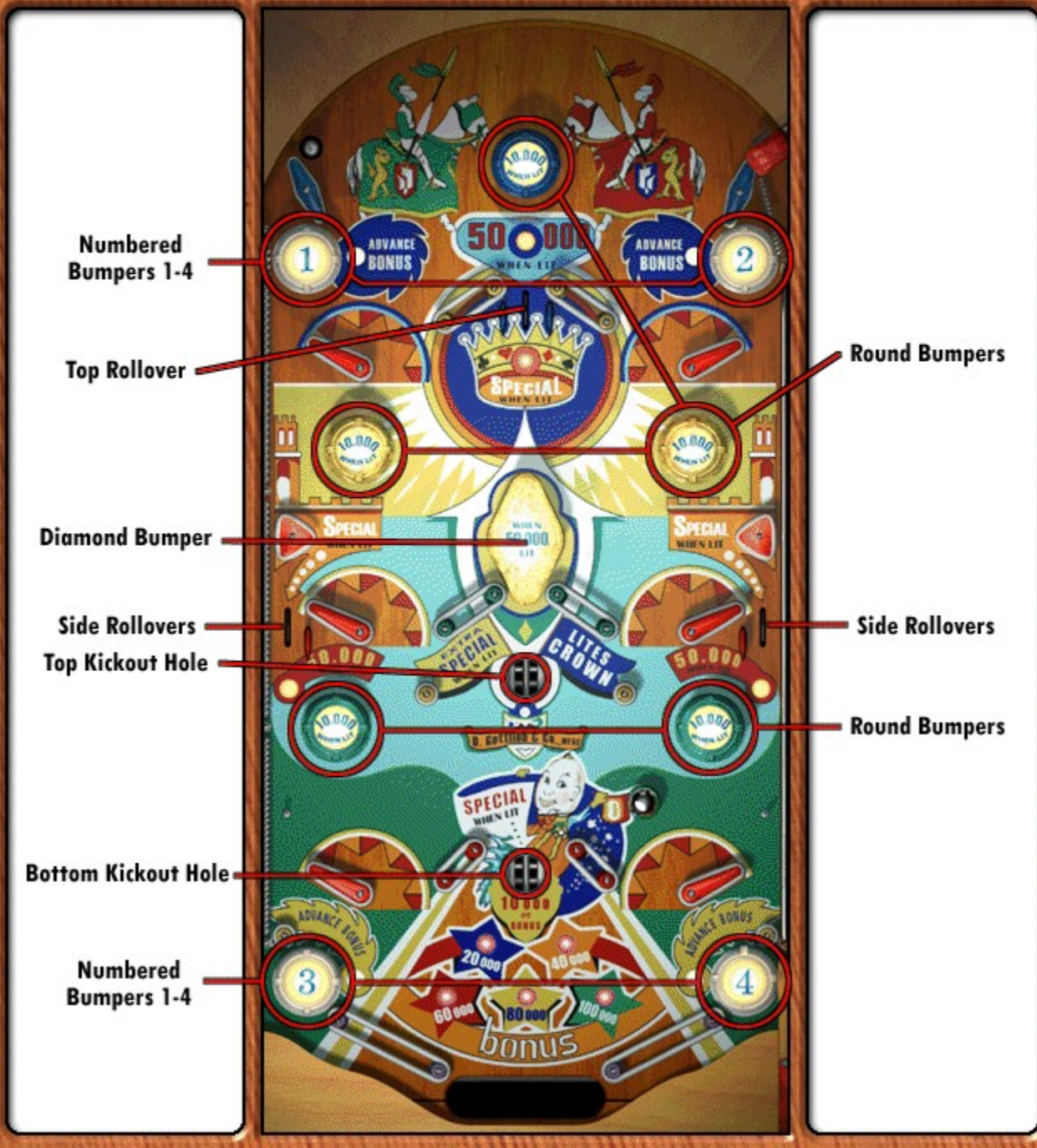
Numbered Bumpers 1–4:
- 10,000 points for each bumper.
- Advance the bonus total.
- Light the Extra Special light on the top kickout hole for five free games when you complete bumpers 1–4 in sequence.
- Light the bottom kickout hole for a free game when you complete bumpers 1–4 in sequence.

Round Bumpers:
- 10,000 points for each bumper.

Diamond Bumper:
- 10,000 points.
- 50,000 points when lit.

Side Rollovers:
- 10,000 points for each rollover.
- 10,000 points and award a free game when lit.
- 50,000 when the rollover and the diamond bumper are lit.

Top Rollover:
- 50,000 points.
- 50,000 points and awards a free game when the crown is lit.

Top Kickout Hole:
- Lights the crown under the top rollover for a free game.
- Awards five free games when lit.

Bottom Kickout Hole:

- 10,000 points or awards the bonus indicated in the lower-center portion of the playfield.
- Awards a free game when lit.

Knock Out

Click below for more information.

Numbered Bumpers 1-5

Boxing Ring Sides

Gate Switch

Left Spot Target

Right Spot Target

Center Spot Target

Rollovers

Rollovers

Lower Bumpers

Lower Bumpers

Rollover Button

Kickout Holes

Kickout Holes

Gate

KNOCKDOWN
When Lit

SPECIAL
WHEN LIT

SPECIAL
WHEN LIT
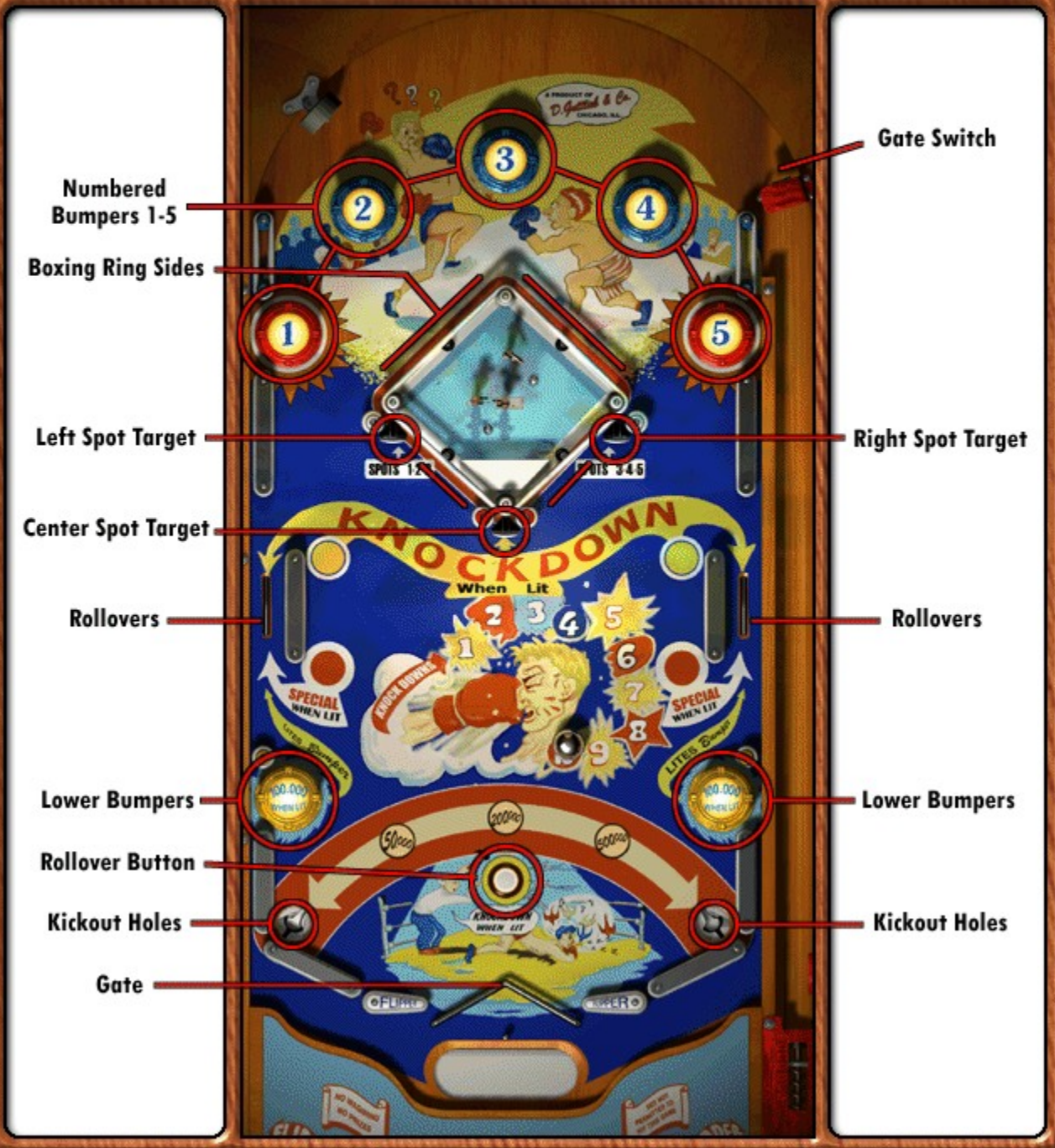
Gate Switch:
- Raises the gate.

Numbered Bumpers 1–5:
- 10,000 points.
- 50,000 points and win a knockdown when you complete bumpers 1–5.

Left Spot Target:
- 30,000 points.
- Completes bumpers 1, 2, and 3.
- 50,000 points and wins a knockdown if you already have completed bumpers 4 and 5.

Right Spot Target:
- 30,000 points.
- Completes bumpers 3, 4, and 5.
- 50,000 points and wins a knockdown if you already have completed bumpers 1 and 2.

Center Spot Target:
- 100,000 points.
- Awards a knockdown.

Boxing Ring Sides:
- 10,000 points.

Rollovers:
- 100,000 points for each rollover.
- Award a knockdown.
- Light the round bumper below the rollover for 100,000 point scoring.
- Award one free game when Special is lit.
- Increase the value of the kickout holes to 200,000 points when you hit either the left or the right rollover.
- Increase the value of the kickout holes to 500,000 points when you hit both the right and the left rollovers.

Lower Bumpers:
- 10,000 points for each bumper.
- 100,000 points when lit.

Kickout Holes:
- Score the amount displayed in the lower-center portion of the table.

Rollover Button:
- 10,000 points.
- 100,000 points and awards a knockdown when lit.

Gate:
- The gate keeps the ball from rolling to the out hole until you score 300,000 points with the ball in play.
- When the gate drops, the rollover button lights.

Slick Chick

Click below for more information.

Top Center Rollovers

S-L-I-C-K C-H-I-C-K Bumpers

Left Target

Side Rollovers 1-4

Center Hole

Kickers

Center Target

Right Target

Side Rollovers 1-4

Rollovers Buttons

Top Center Rollovers:
- 50 points for each rollover.
- The right rollover completes the S-L-I-C-K bumper sequence.
- The left rollover completes the C-H-I-C-K bumper sequence.

S-L-I-C-K C-H-I-C-K Bumpers:
- 1 point for each bumper.
- Light the next unlit rollover button when you complete the S-L-I-C-K C-H-I-C-K sequence once.
- Light the kickers for 10 point scoring when you complete the S-L-I-C-K C-H-I-C-K sequence four times.
- Light the center hole for a free game when you complete the S-L-I-C-K C-H-I-C-K sequence five times.

Left Target:
- 50 points.
- Completes the C-H-I-C-K bumper sequence.

Center Target:
- 50 points and completes the S-L-I-C-K bumper sequence when the top light is lit.
- 50 points and completes the C-H-I-C-K sequence when the middle light is lit.
- 100 points and completes the S-L-I-C-K C-H-I-C-K sequence when the lower light is lit.

Right Target:
- 50 points.
- Completes the S-L-I-C-K bumper sequence.

Side Rollovers 1–4:
- 30 points for each rollover.
- Win a free game when you complete the 1–4 rollover sequence (unless rollover number 4 was completed from the center hole).
- Win a free game when you hit any numbered rollover after completing the 1–4 rollover sequence.

Rollover Buttons:
- 1 point.
- 10 points when lit.

Center Hole:

- 100 points and removes the ball from play.
- Completes the next side rollover in the 1–4 sequence.
- Awards one free game for each ball dropped down the hole when lit.
- Awards one free game for each completed numbered rollover when lit.

Kickers:
- 1 point.
- 10 points when lit.

Spirit of 76

Click below for more information.

A-B-C-D-E Rollovers

Rollover Buttons

Blue Pop Bumpers

Red Pop Bumper

Rollover Buttons

Rollover Buttons

Center Kickout Hole

A-B-C-D-E Rollovers

A-B-C-D-E Rollovers

10 Point Switches

10 Point Switches

1776 and 1976
Drop Targets

A-B-C-D-E Rollovers

Lower Left and Right
Side Rollovers

A-B-C-D-E Rollovers:
- 100 points for each rollover.
- Complete the corresponding rollover.
- Light the corresponding rollover button for 500 point scoring and bonus points.
- Complete both the B and D rollovers when you hit either the B or the D rollover.
- Sometimes light the center kickout hole for an extra ball when you complete all of the rollovers.

Rollover Buttons:
- 100 points for each button.
- 500 points and add to the bonus when lit.

Blue Pop Bumpers:
- 1000 points for each bumper.

Red Pop Bumper:
- 100 points.

Lower-Left and Right Side Rollovers:
- 500 points for each rollover.
- Add to the bonus.

1776 and 1976 Drop Targets,10 point switches:

- 500 points for each target and add to the bonus.
- Sometimes light the center kickout hole for a double bonus when you complete both the 1776 and 1976 drop targets.
- Sometimes light the center hole for a free game when you complete the A-B-C-D-E rollovers in any order and complete both the 1776 and 1976 drop targets.
- 10 points each time you hit the switch behind a completed drop target.

Center Kickout Hole:

- 1000 points.
- Awards an extra ball when lit.
- Awards a double bonus when lit.
- Awards a free game when Special is lit.

Haunted House

Click below for more information.

Upper Level

Middle Level

Lower Level

Haunted House

Click below for more information.

Middle Level

Three Top Holes

Target Sequence 1-5

Rolldown Target

Pop Bumpers

30 Point Switches

Target Sequence 1-5

Left Return Rollover

Left Outside Rollover

Trap Door

Trap Door Rollunder

30 Point Switches

Right Side Kicker

Spot Target

Lower Right Side Rollunder

Right Outside Rollover

Haunted House

Click below for more information.

Lower Level

Lower Up-Kicker

Outside Rollover

30 Point Switches

Pop Bumper

Spot Targets

Drop Targets

Kicking Target

Spot Targets

Hole

Haunted House

Click below for more information.

Upper Level

Drop Targets

Spot Targets

30 Point Switches

Pop Bumper

Hole

Upper Level

Pop Bumper:
- 100 points.

30 Point Switches:

- 30 points for each switch.

Hole:
- 3000 points.
- Turns off the double scoring light.
- Resets the drop targets.

Drop Targets:

- 3000 points for each target.
- Award a random bonus (0–1000 points).
- Completing the sequence:
  - Lights the right side kicker on the middle level for an extra ball.
  - Adds an additional light to the upper-level spot target sequence.
  - Resets the bank.
  - Awards a free game when lit.
- Light the lower-level hole for a free game when you complete the sequence three times.

Spot Targets:
- 500 points for each target.
- 3000 points when lit.
- 3000 points and award a random bonus (0–1000 points) if all spot targets are lit.

Lower Level

Pop Bumper:

- 100 points.

30 Point Switches:
- 30 points for each switch.

Hole:
- 5000 points.
- Awards a free game when lit.

Kicking Target:
- 1000 points.

Outside Rollover:
- 1000 points.

Drop Targets:
- 3000 points for each target.
- Award a random bonus (0–1000 points).
- Complete the targets once to:
  - Light the right side kicker on the middle level for an extra ball.
  - Light the left spot target for 3000 point scoring.
  - Reset the drop targets.
- Complete the targets twice to:
  - Light the drop target bank on the upper level for a free game.
  - Light the left top hole on the middle level for double scoring.
  - Light the middle level for double scoring.
  - Light the right spot target for a random bonus.

Spot Targets:
- 1000 points for each target.
- Award a random bonus (0–1000 points) when lit.

Lower Up-Kicker:
- 3000 points and awards a random bonus (0–1000 points) if the ball has fallen through the right top hole (up-kicker) on the middle level.
- 6000 points if the lower-level target bank has been completed twice and the ball has been in play on the lower level.

Middle Level

Pop Bumpers:
- 100 points for each bumper.

30 Point Switches:
- 30 points for each bumper.

Rolldown Target:
- 5000 points.
- Lights trap door rollunder to open the trap door.

Spot Target:
- 500 points.

Lower Right Side Rollunder:
- 500 points.
- Lights left outside rollover for a random bonus (0–1000 points).

Left Outside Rollover:
- 5000 points.
- Awards a random bonus (0–1000 points) when lit.

Right Outside Rollover:
- 5000 points.

Right Side Kicker:
- 500 points and awards a random bonus (0–1000 points).
- Awards an extra ball when lit.

Trap Door Rollunder:
- 500 points and awards a random bonus (0–1000 points).
- Opens the trap door when lit.

Trap Door:
- 10,000 points.
- Closes the trap door.

Left Return Rollover:
- 500 points and awards a random bonus (0–1000 points).
- Opens the trap door.

Three Top Holes:
- 5000 points for each hole.
- Light Double Bonus when lit.
  - Left hole lights the upper-level Double Bonus when lit.
  - Center hole lights the lower-level Double Bonus when lit.
  - Right hole lights the middle-level Double Bonus when lit.

Target Sequence 1–5:
- 500 points for each target.
- 5000 points and awards a random bonus (0–1000 points) when lit.
- 10,000 points and awards a double random bonus when flashing.
- Complete the sequence to:
    - Light the center top hole to light the Double Bonus on the lower level.
    - Light the right side kicker on the middle level for an extra ball.
    - Light the hole on the lower level for a free game.

Cue Ball Wizard

Click below for more information.

Upper Spot Targets

Bank Shot Holes

Pop Bumpers

Drop Targets

Horseshoe

Side Spot Targets

Left Side
Spot Target

Corner Pocket Hole

Kicking Rubbers

Blue Spot Targets

Top Center Spot
Target (Sweet Spot)

Upper Spot Targets

Drop Targets

Side Spot Targets

White Targets

Elevated Green Side
Pocket Spot Targets

Ramp

Lower Right
Side Target

P-O-O-L Rollovers

Pop Bumpers:
- 3000 points for each bumper.
- Change round selection light when flashing.

Top Center Spot Targets (Sweet Spot):
- 1,000,000 points for each target.
- 50,000,000 points when Sweet Spot is flashing. (You will see the flashing Sweet Spot light reflected on the words "Bank Shot.")

Upper Spot Targets:
- 20,000 points for each target.
- Award a free game when Special is flashing.
- 5,000,000 points when 5M is flashing.

Bank Shot Holes:

- 20,000 points for each hole.
- Award Bank Shot (Mystery).
- Award Clean Bank Shot (1,000,000–20,000,000) and Bank Shot (Mystery) when flashing.
    - ø To win a Clean Bank Shot award, hit the bank shot hole without hitting any bumpers first.

Left Side Spot Target:
- 20,000 points.
- 5,000,000 points when 5M is flashing.
- 10,000,000 points when 10M is flashing.
- 15,000,000 points when 5M and 10M are flashing.
- Awards a free game when Special is flashing.

Drop Targets:
- 5000 points for each target.
- 500,000 points when lit.
- Add 1,000,000 to Jackpot when Add Jackpot lamp is flashing.
- Light the 8 ball to advance the rack when you complete either the striped or the solid drop targets.

To learn more about advancing the rack, click the **Tips** button.

P-O-O-L Rollovers:
- 20,000 points for each rollover.
- Light the ramp to enter video mode and flash the Sweet Spot lights for 50,000,000 point scoring when you complete the P-O-O-L Rollovers.

To learn more about the video round, click the **Tips** button.

Kicking Rubbers:
- 90 points for each rubber.
- Switch which upper spot target is lit for special.

Corner Pocket Hole:
- 20,000 points.
- Advances Multiplier when flashing.
- Lights ramp when flashing.
- Lights the upper spot targets for a special when the Multiplier reaches 7x. Only one spot target can be lit at a time, but you can switch which target is lit by hitting one of the kicking rubbers.

Lower Right Side Target:
- 20,000 points.
- Changes wagon wheel light when flashing.
- Awards an extra ball when Hurry Up Extra Ball is flashing.

Horseshoe:
- 100,000 points.
- If you shoot the ball through the horseshoe from the side where a scoring light is flashing, you score the amount displayed on the flashing light and advance to the next scoring light on the opposite side.

Elevated Green Side Pocket Spot Targets:
You hit this target with the cueball.
- 5000 points.
- Advance Scratch if no other feature lights are active.

To learn more about Advance Scratch, click the **Tips** button.

White Targets (No Way):
- 50,000 points for each target.
- Add a letter to W-I-Z-A-R-D when Spell Wizard is lit.
- 10,000,000 points when 10M is flashing.
- 30,000,000 points when No Way is flashing.

Side Spot Targets:
- 3000 points for each target.

Ramp:
- 500,000 points.
- 100,000,000 points when Super Jackpot is lit.
- Begins video mode when lit.
- Begins multiball round when flashing.
- Starts current wagon wheel round when flashing.

Blue Spot Targets:
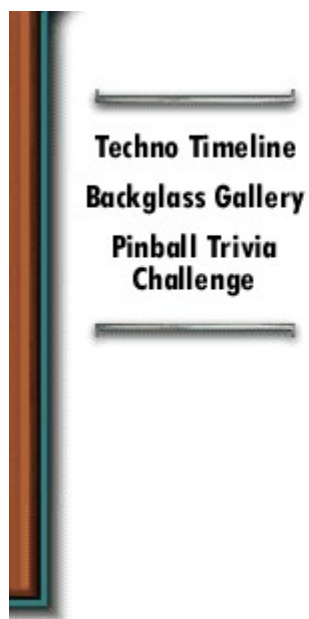- 5,000,000 points if hit by the 8 ball on the opening plunger skill shot.
- Flash the 10M light on the left side of the horseshoe for 10,000,000 point scoring if you hit the blue spot targets with the 8 ball on the opening plunger skill shot.

To learn more about the opening plunger skill shot, click the **Tips** button.

History

Techno Timeline

Backglass Gallery

Pinball Trivia
Challenge

1931 Baffle Ball (David Gottlieb): David Gottlieb introduces the first widely played pinball game. Small enough to fit on a counter top, Baffle Ball consists of a board with pins, scoring pockets, a plunger, and small marble balls.

1933 Contact (Pacific Amusement Manufacturing): By adding a battery pack to his pinball table, Harry Williams introduces the power needed to include sound and kick-out holes in his game.

Mid 1930s: Pinball game playfields grow larger, legs are added to make them stand alone, and backglasses are introduced.

1935 Rockelite (Bally): Scores are automatically tallied and indicated on the backglass by a light that highlights the appropriate numbers.

Late 1930s: Larger balls,

1933 Rocket (Bally): The first payout machine hits the market. Though payout machines are popular, gambling tarnishes pinball's reputation.

1934 Signal (Bally): Harry Williams invents the tilt mechanism, which discourages players from shaking the machine too vigorously.

1935 Manufacturers add transformers to pinball machines, giving game designers the benefit of electrical power.

1935: Flash (Rock-Ola): Flash awards free games to players for hitting selected targets and high scores.

1936 Bumper (Bally): Players have a new scoring target:

besides being better suited to the new larger playfields, give players more control over playfield action.

Late 1930s, early 1940s: Lit bumpers illuminate the playfield and offer a new challenge: players can hit the bumpers to put out the lights and win awards.

bumpers.

1950 Knock Out (D. Gottlieb and Co.) Like other machines of its time, Knock Out rewards players for their fancy flipperwork with playfield animation: a boxing match takes place right on the game's playfield each time the player scores a knockdown.

1947 Humpty Dumpty (D. Gottlieb and Co.): Invented by Henry Mabs while working on a baseball game, Humpty Dumpty's flippers (originally known as "flipper bumpers") revolutionize pinball by enhancing the element of skill in pinball play. Humpty Dumpty's six flippers are in an inverse position to what later would become the standard flipper configuration.

1951Bingo machines (Bally) In response to the laws against payout machines, Bally introduces bingo machines. Equally dismayed at bingo

1950 Shuffle bowling machines (United Manufacturing): Scoring reels are introduced on shuffle bowling machines. They aren't regular features on pinball machines, though, until multiplayer games appear four years later. Set in the backglass, scoring reels allow players to watch their score grow, digit by digit.

machines, lawmakers outlaw them too.

1954 Super Jumbo (D. Gottlieb and Co.): Gottlieb introduces the first multiplayer pinball machine. Super Jumbo allows four players to compete.

1956 Balls-A-Poppin (Bally): Balls-A-Poppin introduces multiball play. Now players can try their luck with more than one ball on the playfield at a time.

1960 Flipper (D. Gottlieb and Co.): The add-a-ball feature awards an extra ball for high scores. Pinball critics find this an acceptable alternative to free game awards, which are still considered gambling.

1962 Vagabond (Williams): Drop targets are introduced.

1963 Slick Chick (D. Gottlieb and Co.): Slick Chick's lights-out scoring and greedy gobble hole, in combination with Roy Parker's lively backglass art, make this game a favorite among pinball machine collectors.

1963 Swing Along (D. Gottlieb and Co.): Spinning targets are introduced.

1968 Hayburners II (Williams): Two-inch flippers are out. Three-inch flippers are in.

1975 Spirit of 76 (Mirco Games): Microchip technology finds its way into the arcade, boasting many improvements including more accurate scoring and digital numbers. The machine is also able to "remember" the state of the playfield from player to player in multiplayer games.

1976 Spirit of 76 (D. Gottlieb and Co.): Gottlieb's tribute to the American

Bicentennial sports a playfield designed with stars and stripes in red, white, and blue.

1979 Flash (Williams): Background sounds change in reaction to the amount of time the ball is on the playfield.

1979 Gorgar (Williams): The first pinball machine to talk to the player is introduced.

1980 Firepower (Williams): Players can change which lane is lit by pressing the flipper button.

1980 Black Knight (Williams): The first two-level playfield is introduced.

1980 Asteroid Annie (D. Gottlieb and Co.): The last single player game ever produced is released.

1982 Haunted House (D. Gottlieb and Co.): The first three-level playfield is introduced. Eight flippers and chilling background music add to this game's haunting appeal.

1985 Chicago Cubs Triple Play (Premier Technology): Players can read digital messages (also known as alphanumerics) on the backglass telling them what to shoot next.

1986 High Speed (Williams): Jackpot bonuses are introduced, awarding cumulative bonuses only when players hit specified jackpot targets. Also, the high scores that players must achieve to win free games vary according to how well previous players have performed.

1989 Lights Camera Action (D. Gottlieb and Co.): Rounds are

introduced, adding the extra challenge of a timed game within a game. Also, this game's difficulty adjusts in relation to the player's skill thanks to an innovation called Automatic Skill.

1990 Checkpoint (Data East): Dot matrix displays are introduced, replacing alphanumerics.

1992 Cue Ball Wizard (D. Gottlieb and Co.) Cue Ball Wizard lets players play pinball with a real cue ball on the playfield. Offering a wide variety of rounds and combo challenges, this game puts even the savvy pinball player's skills to the test.

Backglass Gallery

Baffle Ball 1931

Playfield designed by David Gottlieb.

Humpty Dumpty 1947

Playfield design by Harry Mabs.
Art by Roy Parker.

Knock Out 1950

Playfield design by Harry Mabs.
Art by Roy Parker.
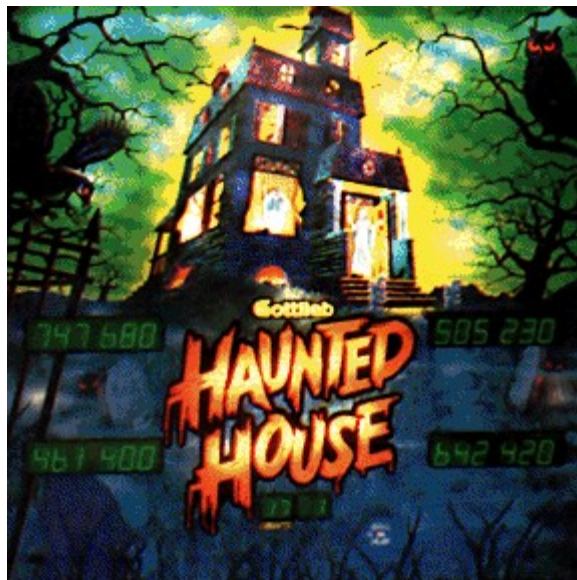
Slick Chick 1963

Playfield design by Wayne Neyens.
Art by Roy Parker.

Spirit of 76 1976

Playfield design by Ed Krynski and Wayne Neyens.
Art by Gordon Morison.

Haunted House 1982

Playfield design by John Osborne.
Art by Terry Doerzaph.

Cue Ball Wizard 1992

Playfield design by Jon Norris.
Art by Constantino Mitchell and David Moore.

Pinball Trivia Challenge

Think you know a little something about pinball? Give our Pinball Trivia Challenge a try and see how you rate!

1 What game is the common ancestor of both pinball and billiards?   Answer

2 In 1992, what Bally game became the best selling pinball game of the year?   Answer

3 What feature on the Cue Ball Wizard playfield was shot one million times with a pinball at point blank range before it was considered safe to include in the game?   Answer

4 Which author first mentioned bagatelle in a novel in 1836?   Answer

5 Who patented the steel spring plunger in the United States in 1871?   Answer

6 What 1986 Premier Technologies game features a woman in Rambo-like attire on the backglass?   Answer

7 What 1982 D. Gottlieb and Co. game boasted the first three-level playfield?   Answer

8 What was the name given to the steel spring plunger patented by Montague Redgrave in 1871?   Answer

9 Who invented the tilt mechanism?   Answer

10 What was the original name for the tilt mechanism?   Answer

11 What 1931 pinball game was so popular that David Gottlieb had to manufacture 400 units a day just to keep up with the demand?   Answer

12 Who invented the flippers that appeared on D. Gottlieb and Co.'s Humpty Dumpty in 1947? Answer

13 What were flippers originally called?   Answer

14 Humpty Dumpty was the first of a fantasy series of seven games released by D. Gottlieb and Co. in 1947 and 1948. What are the other six games?   Answer

15 Before scoring reels, how were player's scores displayed on the backglass?   Answer

16 What was the name of the first payout machine?   Answer

17 What year did the federal government pass a law banning payout machines?   Answer

18 What was the name of the first pinball factory?   Answer

19 What happens every time you score a Knockout on D. Gottlieb and Co.'s 1950 Knock Out?   Answer

20 What 1951 D. Gottlieb and Co. game features an animated fisherman that reels in a big fish after the player makes a high score?   Answer

21 What graphic designer created backglass art for D. Gottlieb and Co. for thirty years?   Answer

22 What company introduced bingo machines? Answer

23 What was the name of the 1956 court case that distinguished bingo machines from games of skill?   Answer

24 What pinball innovation precipitated the widespread use of scoring reels instead of backlit scoring?   Answer

25 What 1960 D. Gottlieb and Co. game introduced
  "add-a-ball" to pinball?   Answer

26 Where did the name for D. Gottlieb and Co.'s Slick Chick come from?   Answer

27 What 1963 D. Gottlieb and Co. game introduced spinning targets?   Answer

28 What are zipper flippers?   Answer

29 Who created the artwork for Bally's Fireball (1972)?   Answer

30 What was the first game to use a microchip processor?   Answer

31 In what year did New York City repeal its law banning pinball?   Answer

32 What was the first pinball game to use background sounds?   Answer

33 True or False: The word "pinhead" is commonly used to refer to an avid pinball enthusiast.   Answer

34 What game did D. Gottlieb and Co. release to commemorate the American Bicentennial?   Answer

35 What 1976 Bally pinball game featured Elton John on the backglass?   Answer

36 What Spanish pinball manufacturer created the games New World (1976), Speakeasy (1977), and Hangers (1977)?   Answer

37 What pinball manufacturing company was shut down in 1984 and then later re-opened as Premier Technology?   Answer

38 On what pinball game did D. Gottlieb and Co. base its playfield design for Cue Ball Wizard?   Answer

39 On what 1933 game did Harry Williams first include sound and kickout holes?   Answer

40 How much did one of David Gottlieb's Baffle Ball games sell for in 1931?   Answer

How did you do?

0-1
2-10
11-19
20-28
29-37
38-45

In 1934, **Harry Williams** invented the tilt mechanism to keep players from shaking his pinball games too vigorously.

The tilt mechanism was originally called a **stool pigeon**. Harry Williams changed the name after he heard a player exclaim, "Oh, look, I hit it and it TILTED."

Bagatelle was played on a table about the size of a modern billiards table and was slightly raised. Players used a kind of cue stick to shoot balls into holes. To make the game more challenging, players had to shoot around nails that were driven into the table in front of the holes. The more difficult the shot, the more points the player won.

David Gottlieb sold 50,000 **Baffle Ball** units in 1931.

Montague Redgrave.

Improvements in Bagatelles.

$19.50.

In his novel **The Posthumous Papers of the Pickwick Club**, **Charles Dickens** describes members of the Pickwick Club playing bagatelle at the Peacock Tavern.

Harry Mabs.

Flipper bumpers.

Automatic Industries, Inc. in Ohio.

D. Gottlieb and Co.'s **2001** (1970).

The cue ball.

Lady Robin Hood, **Cinderella**, **Jack 'N Jill**, **Olde King Cole**, **Ali-Baba**, **and Alice in Wonderland**. All of the games were similar in design to Humpty Dumpty and had the same six inverted flippers setup. Give yourself one point for each correct answer.

It was the name of a **diner** across the street from D. Gottlieb and Co.

Known for his prolific work and breezy style, **Roy Parker** was a major contributor to the Gottlieb look for 30 years. His detailed and lighthearted backglass renderings of often comical situations lured countless players to the game.

1976.

In the court case **The United States vs. Korpan**, bingo machines were decreed gambling machines subject to gambling laws. The Korpan decision did, however, distinguish flipper pinball machines from bingo machines because flipper pinball was a game of skill.

Spirit of 76.

Dave Christensen, the artist behind some of the most popular pinball games in history, blazed onto the pinball scene with his first Bally backglass, and coincidentally, his first major hit with Bally's Fireball (1972). In combination with a well designed playfield, the mythical art style that raged from Christensen's Fireball backglass attracted so many players that it became one of the most popular pinball games of its time, and it remains one of the most popular collector's machines. Christensen went on to create the backglasses for Bally's other record breaking sellers, Wizard (1975) and Capt. Fantastic (1976).

Mirco Games' **Spirit of 76**.

Capt. Fantastic.

Bally's **The Addams Family**.

Before the advent of scoring reels, the typical pinball game displayed all of the possible scores on the backglass, and then **backlit** each of the appropriate numbers.

True.

Bally's **Rocket** was the first payout machine. Intended to lure players from slot machines and other popular gambling devices, payout machines were designed to function like a regular pinball machine, but when a player hit a specified target or a high score, the machine would pay out cash to the player. Though the payout machines were popular, gambling tarnished pinball's reputation.

In 1951, **Bally** released a new kind of payout machine called a bingo machine. To operate a bingo machine, players launch balls on to the playfield and hope that the balls land in the numbered holes corresponding to the numbers on the bingo cards that appear on the backglass.

Zipper flippers move closer together each time you hit a specified target on the playfield.

Gottlieb.

Playmatic.

1951.

Flipper.

Mermaid.

Williams Manufacturing Company's **Flash**.

Because **multiplayer pinball games** required the machine to keep track of more than one score at a time, scoring reels replaced backlit scoring. Although scoring reels existed before multiplayer pinball machines appeared, they were more expensive than backlit scoring, and therefore not employed.

In 1986, Premier tried a new idea in the backglass art for **Raven**. Instead of rendered art, Raven's backglass uses a photograph of a woman dressed in Rambo-like attire, firing a machine gun.

Swing Along.

Animated boxers duke it out in the boxing ring on the playfield.

Haunted House.

True.

Williams' **Flash**.

Contact.

Oops! Better luck next time!

Good try!

A very respectable score!

Hey! You've done your homework!

Truly masterful!

Wow! You really are a pinhead!