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Pinball FANTASIES

KIDS TO ADULTS

K-A™

AGES 6+

INSTRUCTION BOOKLET

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PINBALL FANTASIES

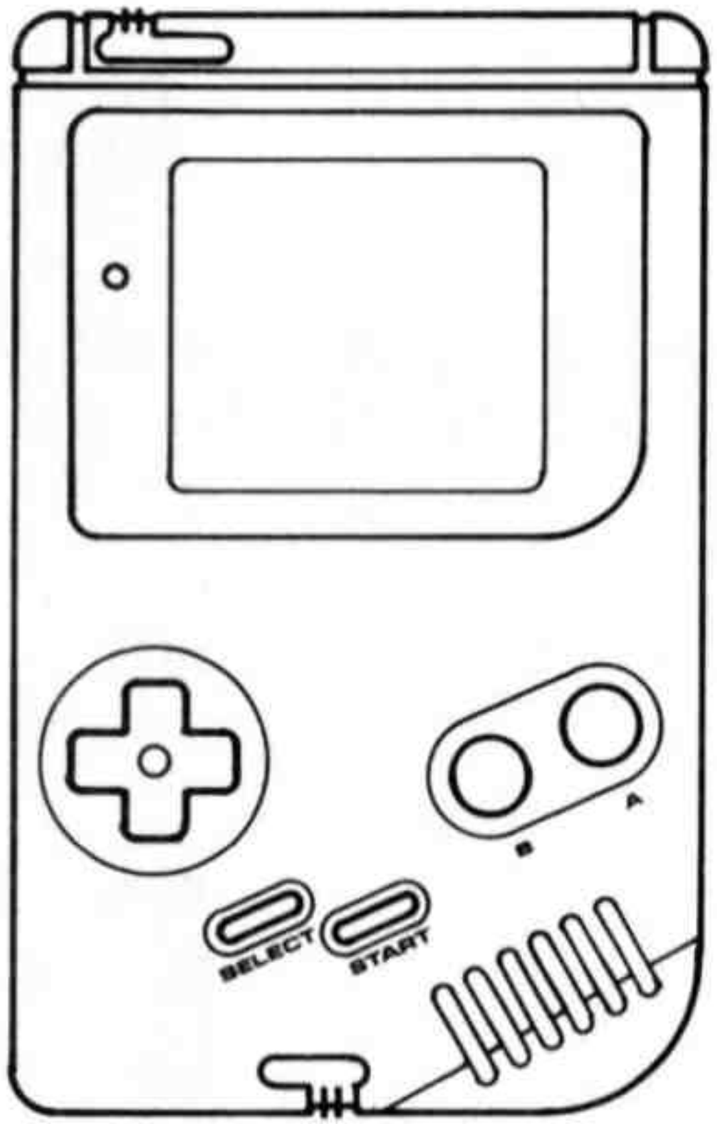
STARTING UP

Make sure that your Gameboy is turned OFF. Insert your PINBALL FANTASIES Game Pak, then turn the power switch to ON.

Super Game Boy Instructions
Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position. For further operation information, please consult your Super Game Boy and Super NES instruction manuals.

CONTROLS

Control Pad is used to shoot the ball out into the game table. Press down on the Control Pad to pull back the hammer. Pressing the Control Pad Left controls the left flipper.



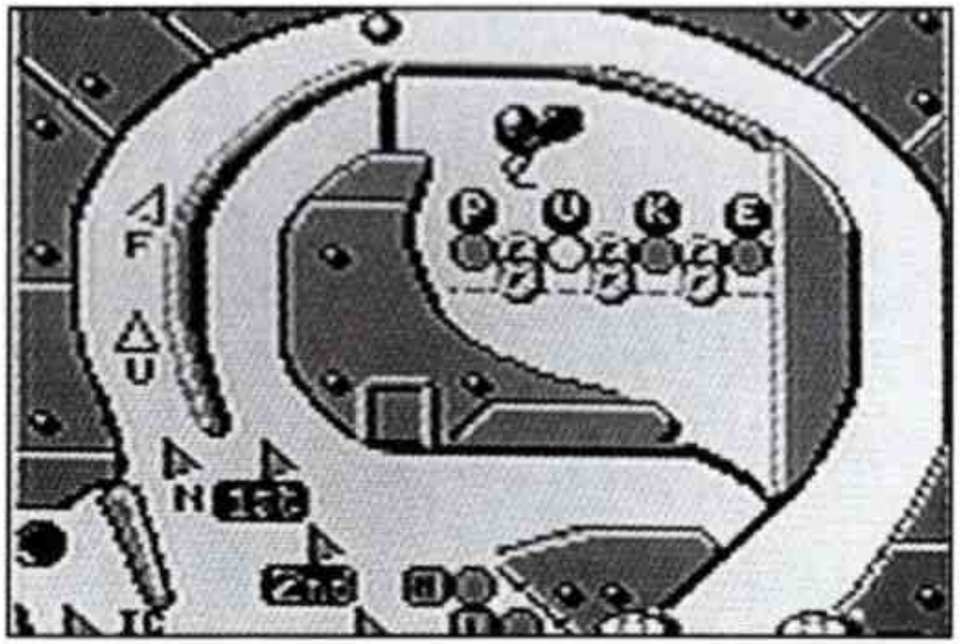
A Button: controls the right flipper.

B Button: tilts the game board.

Select: tilts the game board.

Start: pauses the game and allows you to exit the present game board.

PARTY LAND



Spell PUKE to enable the bonuses in the right ball trap, 5M, XB, JP in turn and then back to 5M again.

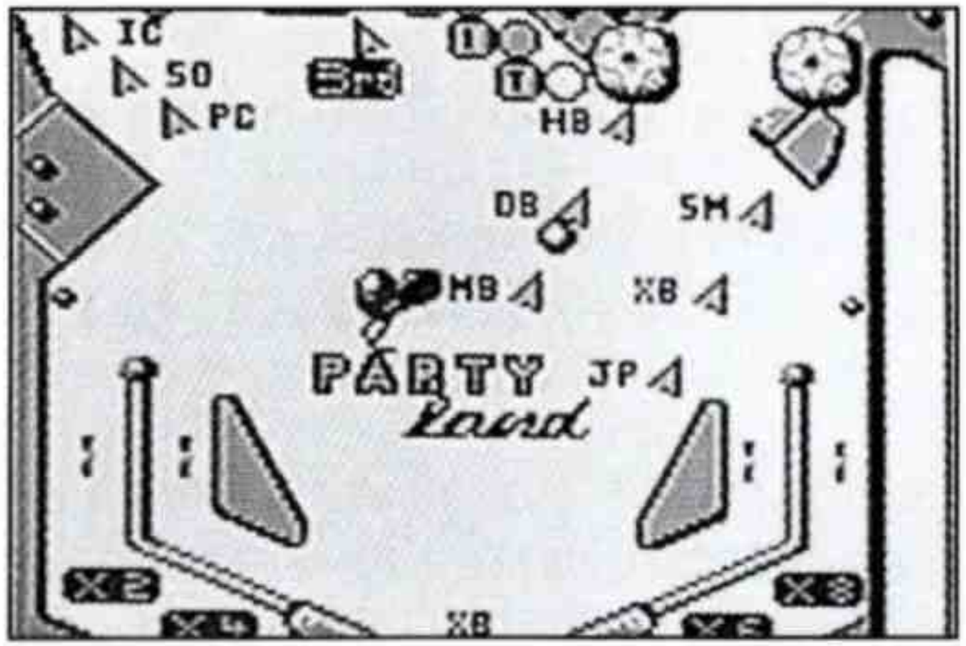
Light 1st, 2nd & 3rd by shooting the ball up the middle passage to enable MB light.

Light FUN to gain 1 letter of PARTY.

Spell HIT to Enable snacks in left ball trap. Enter left ball trap to collect a snack.

Enter Right Ball trap to collect 5M, XB, JP when flashing otherwise collect 250K.

Spell PARTY to enable HAPPY HOUR feature which gives one million for every time you hit a bumper or kicker. This lasts for 25 seconds.



If XB between flippers is lit then losing the ball down the left/right exit lanes allows you to replay that ball.

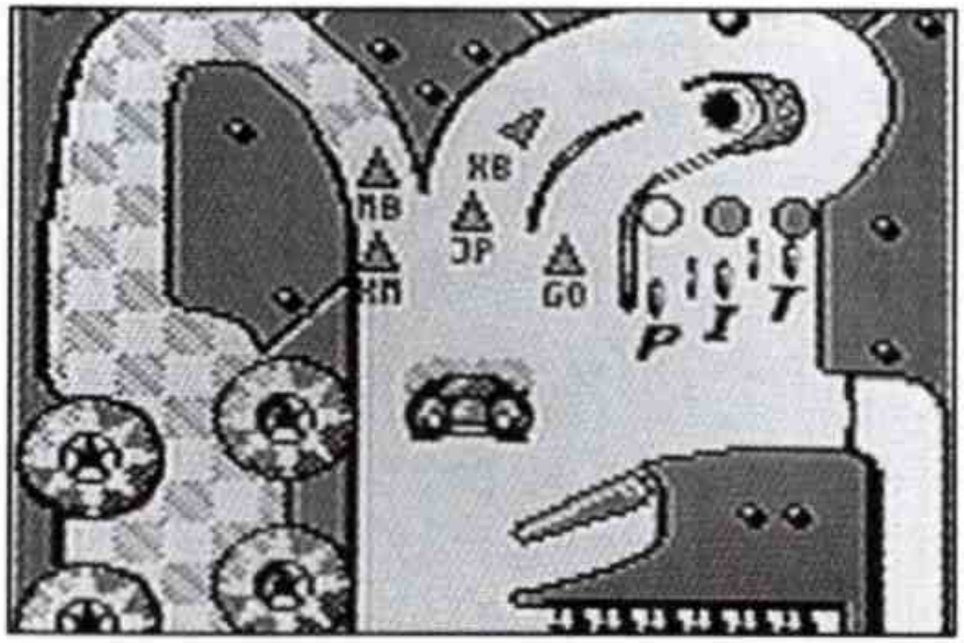
Shooting the ball along the center passage adds one to the cyclone bonus.

Get the center ball trap to award a mystery bonus of either:- no bonus, 500k, 1M, 5M, XB between flippers or one letter of PARTY.

SPEED DEVILS

Left hand passage: gains one mile, collect a multi bonus when lit or collect 10M when lit.

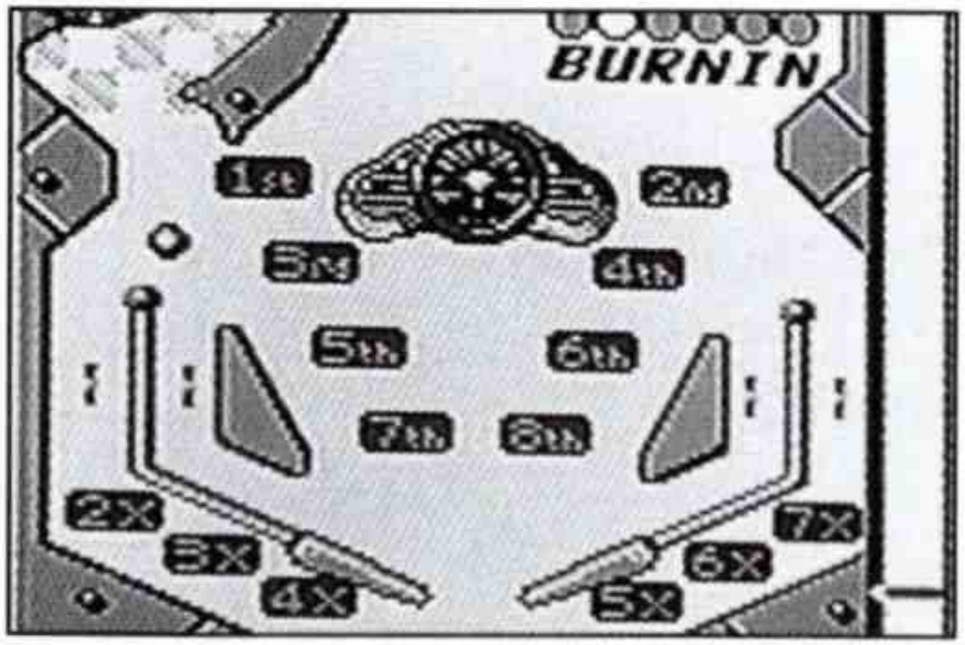
Middle passage: collects XB when list, JP when lit and gains one mile.



Shoot the ball into the right passage to enter the ball trap and gain GOAL when lit.

Light PIT to enable next MB light. This gives 1M when all the multi bonuses have been lit.

Collect miles to give the following: odd multiples of 10 enables 10M light even multiples of 10 enables OFFROAD feature.



Light BURNIN lights to better your race position.

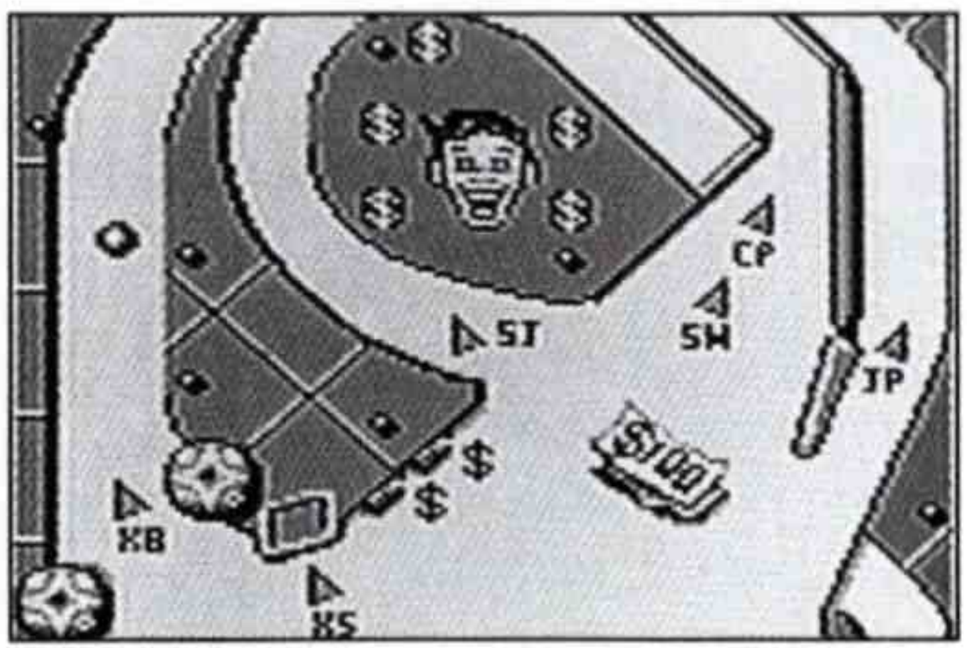
Light all the POSITION lights to light GOAL in the right passage.

Collect the GOAL when lit to enable TURBOMODE feature

OFFROAD feature: scores 100,000 for any kicker, bumper or drop target hit. lasts 25 seconds.

TURBOMODE feature: shoot the ball up the left/middle passage to gain 5M. lasts 25 seconds

MILLION DOLLAR GAME SHOW



Light both DOLLAR lights to enable the spin wheel in the top ball trap.

Shoot the ball up the left ramp to collect the XB when lit or to add 1 to the bonus counter:

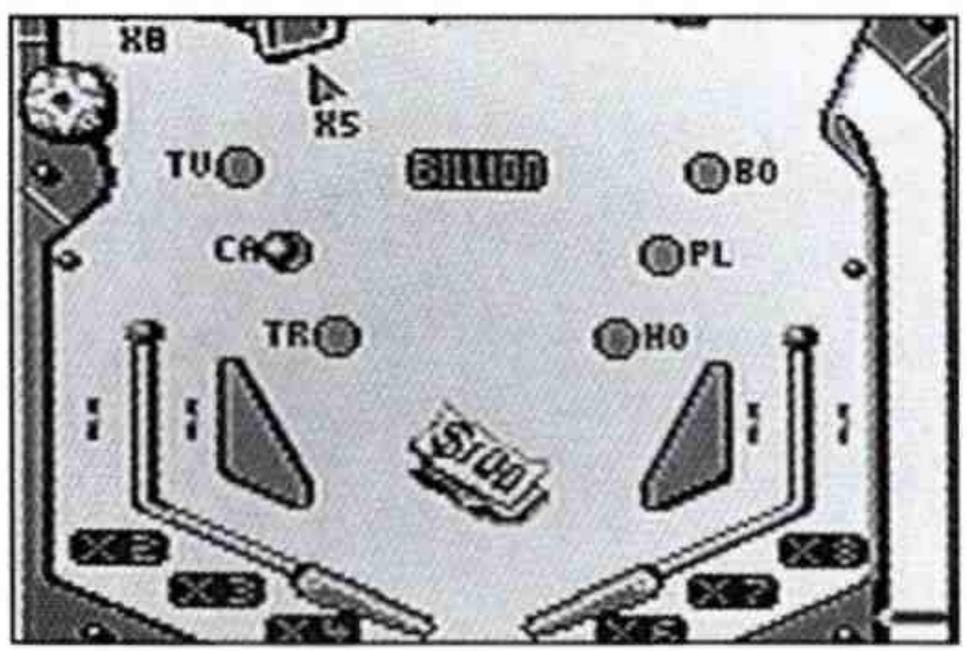
6 bonus counters enables MONEY MANIA feature

12 bonus counters enables XB
18,24,30 counts enable MONEY MANIA feature

Shoot the ball round the clockwise passage when the SJ is lit will collect the super jackpot.

Shoot the ball up the right passage when the JP is lit to collect the JACKPOT this will enable the super jackpot for 5 seconds.

Collect the spin wheel from the top ball trap to gain 25,000, 50,000, 100,000, 250,000, 500,000, 1,000,000, 2,500,000 or 5,000,000 points



Shoot the ball into the top ball trap to collect a prize or to spin the wheel when they are enabled

To enable a prize shoot the ball up the right passage then round the clockwise passage and this will enable you to collect a prize from

the top ball trap. once you collect all the prizes shooting the ball into the center ball trap will enable then 1 BILLION. shoot the ball into the top ball trap to collect the billion.

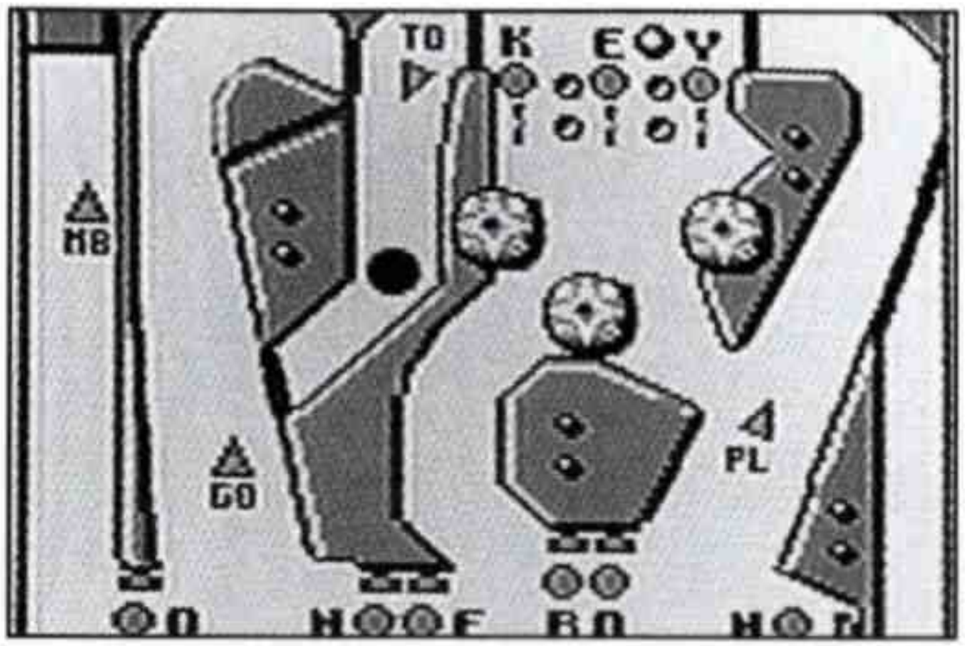
Shoot the ball into the center ball trap to collect the cashpot. if X5 is lit you will get 5 times the cashpot.

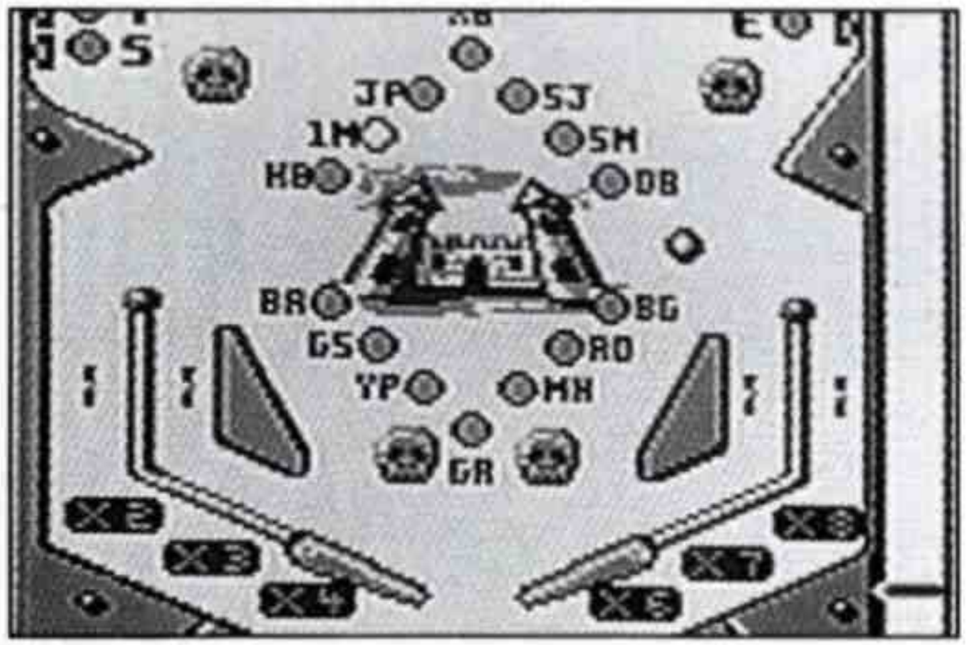
Shoot the ball up the left passage and then round the clockwise passage to collect the next multi bonus in turn.

MONEY MANIA feature: hitting all kickers, bumpers of switches will award 5M. lasts 25 seconds.

STONES N BONES

Spell KEY to open the tower and to enable the next tower bonus. if you collect the letter in KEY that is flashing you will be awarded a skill shot bonus of 1 million the first time, and 2 million the second.





Shoot the ball into the tower to collect the next tower bonus. the bonuses are: extra ball, jackpot, super jackpot, 1 million, 2 million, hold bonus and double bonus.

Shoot the ball up the right passage when PL is lit you will collect a bonus. bonuses start at 1 million and increase by 1 million every time it is collected.

Shoot the ball into the vault ball trap to gain the vault score, to enable the PL light on the right passage or to collect a GHOST when has been enabled.

Shoot the ball into the well ball trap to collect the next multi bonus when enabled or to collect the well score.

Light all the STONE BONE lights to enable the next

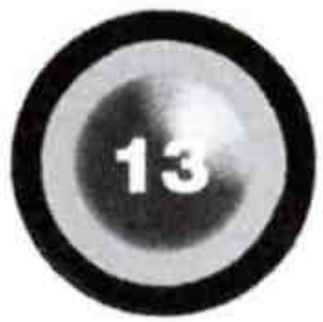
GHOST in turn; the ghosts are as follows.
BAT (BA) - awards 5 million points
BLUE GHOST (BG) - enables tower hunt feature
GREEN SLIMER (GS) - enables extra ball on tower ramp
RED DEVIL (RD) - awards 10 million points
YELLOW POLTERGEIST (YP) - enables
GHOST HUNTER feature
MUMMYS HEAD (MH) - awards 15 million points
GRIM REAPER (GR) - enables
GRIM REAPER feature.

TOWER HUNT feature: when this is enabled shooting the ball into the tower will award 5M, 10M and 20M in turn. This lasts for 30 seconds

GHOST HUNTER feature: hitting and target, kicker, bumper or switch will give you 1M. This lasts for 30 seconds.

GRIM REAPER feature: shooting any ball trap or passage will award 5M. lasts for 30 seconds. The jackpot in the tower is also enabled for 30 seconds.

If you shoot the tower straight after collecting the jackpot and the SJ light is flashing, you will be awarded the super jackpot.



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21st Century

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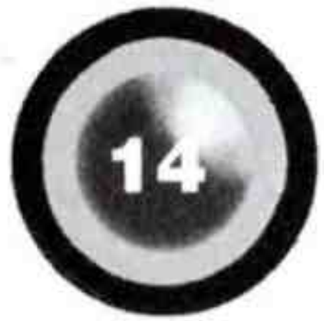

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