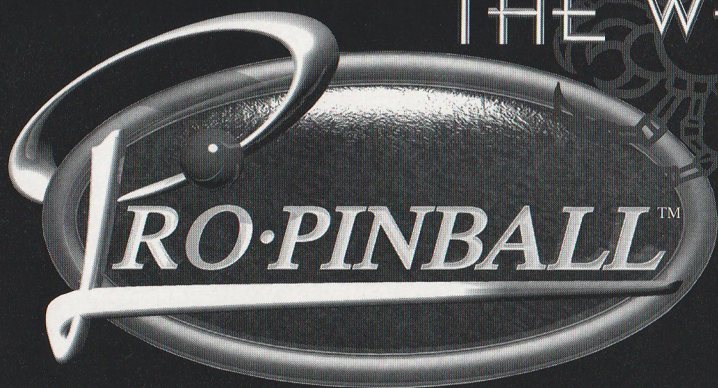


# PRO-PINBALL™

INSTRUCTION MANUAL



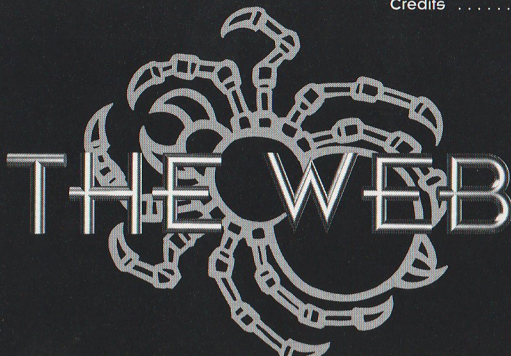
# THE WEB

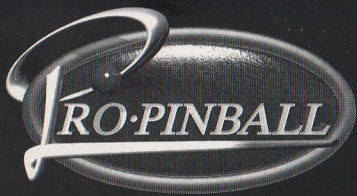


## CONTENTS

Installation	2
Minimum System Requirements	2
Menu	2
Play	2
Options	2
Quit	2
Main Menu	3
Play	3
Options	3
Screen Mode	3
Screen Flip	4
Graphic Detail	4
Table View	4
Music Restart	4
Quick Restart	4
Slow Restart	4
Slideshow	5
Quit	5
Game Controls	5
DOS Version	6
Minimum System Requirements	6
Installation	6
Play	6
Options	7
Screen Mode	7
Graphic Detail	7
Table View	8

Music Restart	8
Quick Restart	8
Slow Restart	8
Slideshow	8
Quit	8
Game Controls	9
Windows 95™ And DOS Version	10
Playing The Game	10
Credits	10
Restarting The Current Game	11
Replays	11
High Scores	11
Match	11
Rule Card For 'The Web'	12
Tips	13
Basic Troubleshooting	13
Graphics (DOS Only)	14
Windows 95™ Only	14
Additional Rules And Clues	15
Power Levels	15
Combos	15
Missions	15
Skill Shot	16
Video Mode	16
Space Station Frenzy	16
Fast Frenzy	16
The Ultimate Showdown	16
Credits	17





# WINDOWS 95™

## MINIMUM SYSTEM REQUIREMENTS

486 66Mhz or equivalent  
8 MB RAM  
SVGA Graphics card with 1 MB RAM  
CD-ROM drive  
Soundcard (optional)  
512K hard disk space

## INSTALLATION

Place your Pro•Pinball : The Web CD-ROM into your CD-ROM drive. Follow the on screen instructions. You will be prompted for a directory to store the game in, and asked whether to create a program group to store an icon to run the game. The machine may need to reboot after it has installed the Windows 95 DirectX components. To play the game once it has been installed, just insert "The Web" CD into your drive.

The game should start automatically; if it doesn't then you probably don't have AutoPlay enabled for that CD drive. In that case just use the icon to run the game normally (make sure you still have "The Web" CD in your drive first). When you run the game you will be presented with the Start Up Menu.

## MENU

Go to the "back box" menu screen:

## PLAY

Go straight into the game.

## OPTIONS

There are many options to enable you to configure "The Web" for optimal play. When you quit the game these options will be automatically saved.

## QUIT

Exit back to Windows

# MAIN MENU

# THE WEB



## PLAY

Starts the game. When you see the table, press <S> to start a game.

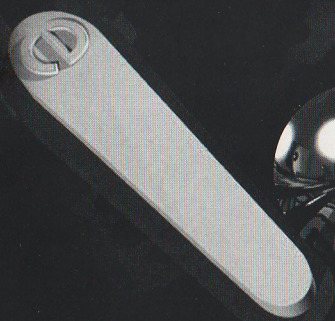
## OPTIONS

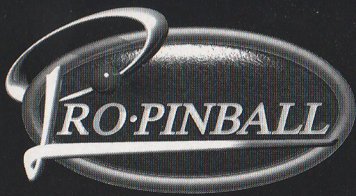
There are many options to enable you to configure "The Web" for optimal play. When you quit the game these options will be automatically saved.

## SCREEN MODE

You can select from the following list of modes. NOTE: some modes will not be available depending on your graphics card, amount of video memory, monitor, and whether you have screen flipping disabled (see below)

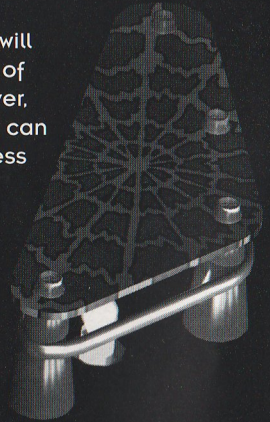
- 640 x 480 x 256 colors
- 800 x 600 x 256 colors
- 1024 x 768 x 256 colors
- 640 x 480 x 32,768 colors
- 800 x 600 x 32,768 colors
- 1024 x 768 x 32,768 colors





## SCREEN FLIP

Selecting "flip disabled" will allow you to select more of the above modes. However, disabling screen flipping can cause the game to run less smoothly on some machines.



## GRAPHIC DETAIL

Choose between LOW, NORMAL and HIGH graphic detail modes. Selecting a LOW mode may smooth the movement of the ball. Selecting HIGH mode may slow the game during a Frenzy session.

## TABLE VIEW

Choose between one of six different table views. The icons shown represent the angle of the view and the position of the Dot Matrix display.



## MUSIC RESTART

### Instant Restart

In this mode the game will play the music instantly. On some machines this may cause the ball to jerk occasionally.

## QUICK RESTART

In this mode the game will wait for the ball to be clear of the flippers and moving slowly before changing tracks.

## SLOW RESTART

Music will only be restarted when there are no balls on the table.



# THE WEB

## SLIDESHOW

This shows high-quality views of the table taken from a variety of angles.

Use the flipper keys to navigate the screens, <ESC> to exit the slideshow.

## QUIT

Quit and save options.



## GAME CONTROLS

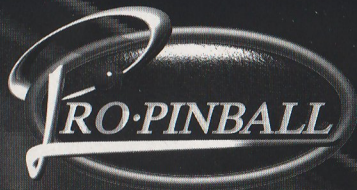
The following keys are redefinable (default settings shown):

Left flipper	<F>
Right flipper	<J>
Nudge table up	<SPACE>
Nudge table to right	<G>
Nudge table to left	<H>

The other keys are fixed:

Start game / Add player	<S> or <F1>
Continue game	<C>
Launch ball	<ENTER>
Volume control	ARROW KEYS
Pause game	<PAUSE> or <P>
Quit game	<ESC>





# DOS VERSION

## MINIMUM SYSTEM REQUIREMENTS

486 DX2/66  
4 MB RAM  
SVGA Graphics card with 1 MB RAM  
CD-ROM drive  
Sound card (Soundblaster compatible) or Gravis  
2 MB hard disk space



## INSTALLATION

Place your Pro•Pinball: The Web CD-ROM into your CD-ROM drive.

Change directory to your CD-ROM drive (e.g. D: <RETURN>)

Type INSTALL <RETURN>

Follow on-screen instructions.

After installation, do not remove your Pro•Pinball: The Web CD from the drive.

Type WEB <RETURN> to play the game.

Each time you play the game you will need the Pro•Pinball: The Web CD-ROM in the drive before starting game and during play.

Once the game has loaded you'll come to the MAIN MENU:

## PLAY

Starts the game. When you see the table, press <S> to start a game.

# THE WEB



## OPTIONS

There are many options to enable you to configure "The Web" for optimal play. When you quit the game these options will be automatically saved.

## SCREEN MODE

Depending on the amount of Video Memory you have, you can select one of the following display modes.

### 1MB Video Memory

640 x 480 x 256 colors

800 x 600 x 256 colors

### 2MB Video Memory

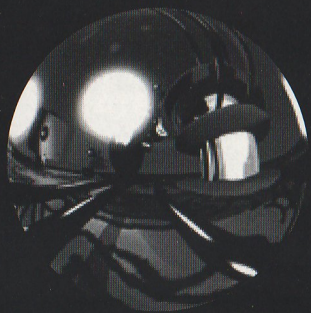
1024 x 768 x 256 colors

640 x 480 x 32,768 colors

800 x 600 x 32,768 colors

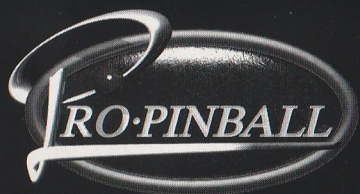
### 4MB Video Memory

1024 x 768 x 32,768 colors



## GRAPHIC DETAIL

Choose between LOW, NORMAL and HIGH graphic detail modes. Selecting a LOW mode may smooth the movement of the ball. Selecting HIGH mode may slow the game during a Frenzy session.



## TABLE VIEW

Choose between one of six different table views. The icons shown represent the angle of the view and the position of the Dot Matrix display.



## MUSIC RESTART

### INSTANT RESTART

In this mode the game will play the music instantly. On some machines this may cause the ball to jerk occasionally.

### QUICK RESTART

In this mode the game will wait for the ball to be clear of the flippers and moving slowly before changing tracks.

### SLOW RESTART

Music will only be restarted when there are no balls on the table.



## SLIDESHOW

This shows high-quality views of the table taken from a variety of angles. Use the flipper keys to navigate the screens, <ESC> to exit the slideshow

## QUIT

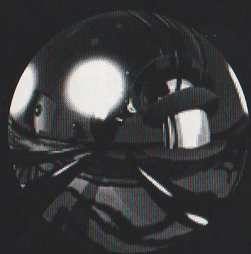
Quit and save options.

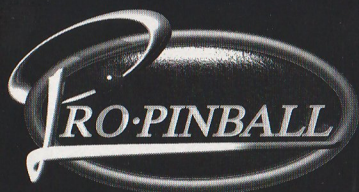


# THE WEB

## GAME CONTROLS

Start game /	<S> or <F1>
Add player	<C>
Continue game	<ENTER>
Launch ball	<SHIFT> or <CTRL>
Flipper controls	<SPACE>
Nudge table up	LEFT <ALT>
Nudge table to right	RIGHT <ALT>
Nudge table to left	ARROW KEYS
Volume control	<PAUSE> or <P>
Pause game	<ESC>
Quit game	





# WINDOWS 95™ AND DOS VERSIONS

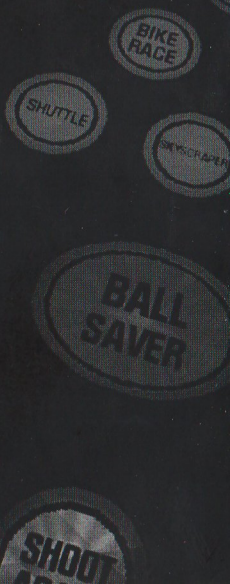
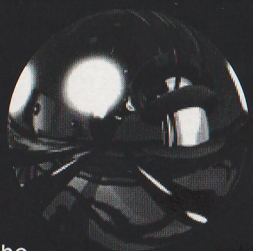
## PLAYING THE GAME

Press the <S> key to start a one-player game, press <S> again if you wish to add additional players. You start each game with three balls. Controls operate just as they do on a real pinball machine. Launch the balls with the <ENTER> key then use the flippers controls to keep the ball in play as long as possible. You can nudge the table, but be careful as too much nudging can cause the game to TILT, losing the current ball.

At the end of each ball, a bonus score is tallied (press <ENTER> or both flippers to bypass this). If your score at the end of the game is higher than previous scores, you will be prompted to enter your initials. Use the flipper keys and the <ENTER> key to enter your initials.

## CREDITS

During a game you may gain credits, which is signified by a loud 'thwack'. You can use the credits at the end of a game, to 'buy' extra balls. Credits are carried over from one game to the next. The maximum number of credits allowed is nine.



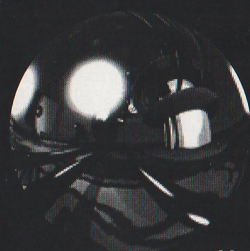
# THE WEB

## RESTARTING THE CURRENT GAME

If you have completed ball one and wish to restart the game, simply press <S> to start the new game. Be careful not to do this accidentally during a game!

## REPLAYS

When a player's score exceeds the replay level, a credit is awarded.



## HIGH SCORES

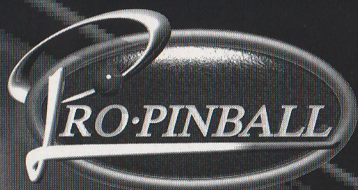
If you get a high score you may earn one or more credits. If you have 'bought' an extra ball or more during the previous game, your high score will go into the 'buy in' high score table.

You will find the current international high scores for Pro•Pinball on the World Wide Web at <http://www.empire-us.com>, <http://www.empire.co.uk> or <http://www.interplay.com>. If you get a really high score and want to register it with us do the following:

While the game is displaying the high scores on the dot matrix display (before starting a game) hold down both flippers. All the high scores in the hall of fame will be encrypted. Type the code into the form on the hi-score page and send it to us.

## MATCH

At the end of the game is the match sequence. If the match number is the same as the last two digits of your score, a credit will be awarded.



## RULE CARD FOR 'THE WEB'

### SPACE STATION

#### FRENZY

Shoot all drop targets to light dock.

Dock three balls to start frenzy and score jackpots.

#### FAST FRENZY

Shoot the web ramp repeatedly to light lock.

Shoot lock to start frenzy and score fast jackpots.

#### MISSIONS

Shoot the center sinkhole to activate missions.

### POWER LEVELS

Inlanes light spinners.

Shoot lit spinners to advance power levels and light awards.

### THE ARENA

Shoot consecutive loops to light extra ball and bonus held.

### THE ULTIMATE SHOWDOWN

Complete Missions, Combos, Power, Bonus and Ultra to begin the Ultimate Showdown.

# THE WEB

## TIPS

On more powerful machines you can use higher refresh rates to make the game play even smoother. Consult the manual for your graphics card on how to do this.

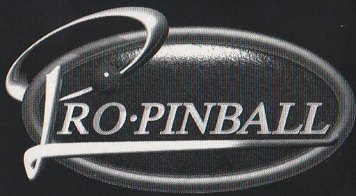
If the game displays a period after the number of credits when playing, then the game is not running optimally. In which case you may like to try one of the following:

- Try one of the other views.
- Select lower graphic detail.
- Select lower screen resolution / fewer colors.
- Select lower quality audio from the installation program.
- Select a view with the backbox visible

## BASIC TROUBLESHOOTING

### No CD Music

You may not have a lead which connects the CD-ROM drive to your sound card. This should have been supplied with your PC. Ask your retailer for a suitable lead and fit it according to the instructions supplied with your CD-ROM drive and Soundcard. If a lead has been fitted and no music is heard, you may need to enable the CD Audio input or adjust the relative volume controls in the mixer program supplied with the Sound card. Make sure you save these settings.



## GRAPHICS (DOS ONLY)

The program will attempt to determine whether to use 256 or 32,768 colors for the option screen. It is possible that it will use 32,768 on machines that don't support it. If this is the case then you can force the game to use 256 colors by typing WEB X to

start the game. If you are getting no output to the screen at all, or the display is garbled, you may not have installed the correct graphics driver for your system. Install the program again, choosing the UNIVBE option in the installation program. Some graphics cards and monitors require that you set them up correctly using a set-up utility.

Check the documentation that came with your monitor

and graphics card. Set the refresh rate to 60 frames per second, non-interlaced, for optimum performance.



## WINDOWS 95™ ONLY

If you experience any problems with graphics or sound, it may be due to not having the latest drivers for your computer. Please contact the manufacturer to find out if you have old drivers, and, if so, how to get the latest ones.

If the game doesn't move smoothly, try reducing the display resolution, or go to the Start Up menu and reduce the audio quality.




# THE WEB



## ADDITIONAL RULES AND CLUES

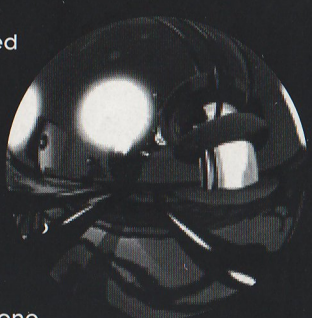
(If you need them!)

### POWER LEVELS



The inlanes at the bottom of the table lights the Spinner lanes. Shoot these when lit to increase the power levels. Various bonuses are awarded for each power level. The power levels are reset after you lose a ball. Power levels range from 1 to 8.

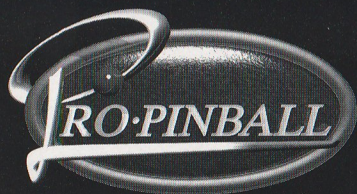
### COMBOS



A combo (or combination shot) is awarded when you make one loop, orbit or ramp shot quickly followed by another. Hitting combos in succession awards a Combo, Double Combo or Triple Combo for increasing amounts of points.

### MISSIONS

Hitting the center hole at the top middle of the table when lit starts a Mission. The instructions for each Mission is indicated on the Dot Matrix display. The Spider lights indicate what you need to hit. The dot matrix display will also indicate the progress of each mission. You have a limited time to complete each mission. There are six possible missions. If you complete a mission a Showdown Sphere is awarded.



## SKILL SHOT

You will see a spider briefly light up when you plunge a ball. Shoot this to get a skill shot and a large bonus score.

## VIDEO MODE

The dot matrix will tell you when the video mode can be activated. Use the flipper keys to shoot the mines on the Dot Matrix Display. Don't shoot the numbered balls - these award bonuses. If you're really skilled you may even earn an extra ball.

## SPACE STATION FRENZY

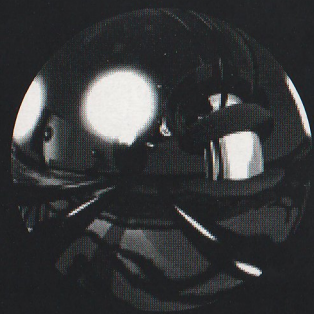
Shoot all the drop targets at the top of the table to light dock - (indicated by a green arrow). Get three balls in the dock to start Space Station Frenzy. This will give you three or more balls in play simultaneously. Score jackpots to hugely increase your score.

## FAST FRENZY

Shoot the left ramp repeatedly to light the lock hole. Shoot the lock hole to activate Fast Frenzy (two, three or four balls on the table simultaneously).

## THE ULTIMATE SHOWDOWN

This is activated when you have completed all the Missions and sub-themes of the table. It is only available to the best players. Six balls will be fired onto the table. Hit the lit ramps, holes and lanes to score huge points and defeat the enemy!



# THE WEB



## CREDITS

### EMPIRE

#### GAME DESIGNED BY

Adrian Barritt  
Graham Rice, Champie

#### PROGRAMMING

Adrian Barritt  
Champie  
Adrian Page

#### GRAPHICS

Graham Rice

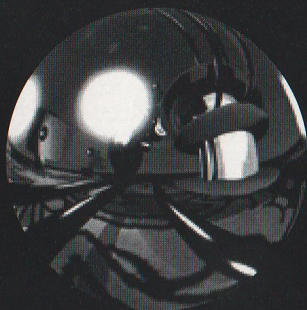
#### ANIMATION

Minds Eye, namely:  
Chris Parlor  
John Parker  
Andy Evans  
Isobel Jones

MUSIC WRITTEN, PRODUCED  
AND PERFORMED BY  
Jake Burns and Bruce Foxton

#### VOICE ARTISTS

Framboise Gommendy  
Monica Buford  
Adam Longworth



#### AUDIO ENGINEERING

Peter Kieley  
Adrian Page

#### PLAY TESTING

Andy Mullins  
Rik Yapp  
Andrew Schofield  
Martin Ayub  
Ian Cottee  
Geoff Campbell  
Philip Morris  
Chris Jordan  
Saul Marchese  
Gareth Jones  
Tim Gosling  
Mike Van Slooten  
Simon Harrison  
Walt Bayer

#### ARTWORK AND ARTWORK PRODUCTION

Sharon O'Neil  
Clare Brown, A.J. Bond

#### PRODUCED BY

Adrian Barritt  
Mark Havens

### INTERPLAY

#### DIRECTOR OF QA

Chad Allison

#### ASSISTANT DIRECTOR OF QA

Colin Totman

#### LEAD TESTER

David L. Simon

#### TESTERS

Larry Smith, Rob Nichols, Jim Dunn, Dennis Presnell

#### I.S. TECHS

Aaron Meyers

Bill Delk

Steve Cabiness

Line Producer

MICHAEL GREENE

Producer

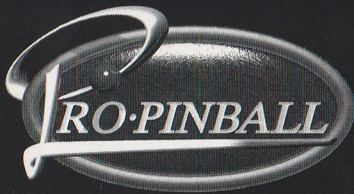
ERIC DEMILT

Division Director

FEARGUS URQUHART

Manual Graphic Design

SALMA AGADI



## CUSTOMER SERVICE

If you have any questions about this, or any other Interplay product, you can reach our Customer Service/Technical Support Group at:

Interplay, 16815 Von Karman Avenue, Irvine, CA 92606 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-6678.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

### Hintline

Although hints are not available for this game, hints are available for other Interplay games. You can reach our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). The charge for this service is \$1.25 for the first minute and \$.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

If you have a modem, you can reach us at the following:

**The Interplay BBS:** We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to [bbs.interplay.com](http://bbs.interplay.com). This is a free service. (Excluding toll charges.)

**America Online:** You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

**CompuServe:** We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMB PUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMB PUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

**PRODIGY® Interactive Personal Service:** You may send mail directly to us. Our ID is "PLAY99B"

**Internet:** You can reach Interplay by sending Internet E-mail to "[support@interplay.com](mailto:support@interplay.com)". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "<http://www.interplay.com>" or you may ftp to [ftp.interplay.com](ftp://interplay.com).



# THE WEB

## LIMITED WARRANTY

### INTERPLAY LIMITED 90-DAY WARRANTY

Interplay warrants to the original purchaser of this Interplay Productions™ product that the compact disc or floppy disk(s) on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the compact disc or floppy disk(s) is found defective within 90 days of original purchase, Interplay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its factory service center of the product, postage paid, with proof of the date of purchase. This warranty is limited to the compact disc or floppy disk(s) containing the software program originally provided by Interplay and is not applicable to normal wear and tear. This shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose are disclaimed. Interplay disclaims all responsibility for incidental or consequential damages.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions or liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

### Lifetime Warranty

If the compact disc or floppy disk(s) should fail after the original 90-day warranty period has expired, you may return the software program to Interplay at the address noted below with a check or money order for \$5.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you need to enclose the original defective compact disc or floppy disk(s) in protective packaging accompanied by: (1) a \$5.00 check or money order, (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (714) 553-6678. If your compact disc is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disc(s) only (not the box) with a description of the problem and \$5.00 to:

Warranty Replacements  
Interplay Productions  
16815 Von Karman Avenue  
Irvine, CA 92606

### Copying Prohibited

This software product and the manual are copyrighted and all rights are reserved by Interplay Productions and are protected by the copyright laws that pertain to computer software. You may not copy the software except that you may make one copy of the software solely for backup or archival purposes. You may not loan, sell, rent, lease, give, sub license, or otherwise transfer the software (or any copy). You may not modify, adapt, translate, create derivative works, decompile, disassemble, or otherwise reverse engineer or derive source code from, all or any portion of the software or anything incorporated therein or permit or encourage any third party to do so.

**NOTICE:** Interplay reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.

# INTERPLAY'S WORLD WIDE WEB SITE

Welcome to the Interplay Web! As a company dedicated to providing innovative, high-quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is the latest example of our ongoing effort to provide a wealth of information and opportunities to you.

As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, welcome.

Brian Fargo

## HOW TO GET THERE

Interplay's World Wide Web site is an Internet service designed to give you the latest information about Interplay and our products.

The site features our demos, upgrades, product information and ordering information.

From your Internet account, point your favorite browser to:

<http://www.interplay.com>

### Welcome to Interplay Productions!

By Gamers, For Gamers



Click on an image, or choose from the list below.

- [Descent II](#) - The Interactive Demo is Now Available!
- [Coming Attractions](#) - [Descent 2](#), [Conquest of the New World](#), [Whiplash](#), and more!
- [What's New](#) - [Stonekeep](#), [Loaded](#), [Frankenstein](#), [Dungeon Master II](#)...
- [PC Games](#) - Complete info on all of Interplay's PC games.
- [Console Games](#) - NES, SNES, Sega, 3DO, PlayStation and more!
- [Macplay](#) - Interplay's Macintosh division.
- [Customer and Technical Support](#) - The place for help with all Interplay games.
- [Game Hints](#) - When you get stuck, and don't know what to do.
- [Game Demos](#) - Why don't you try out a free game or three?
- [Interplay Company Profile](#) - So you can find out who we are!
- [Public Relations Press Box](#) - For all our late breaking news reports.
- [Job Opportunities](#) - Are you up to a REAL challenge?
- [Making the Most of the Web](#) - Tools and links to make your web surfing more fun.
- [More Cool Sites](#) - Game sites, Game magazines, Game accessories, and more!
- [On-Line Registration](#) - We are noisy, and would like to get to know you!
- [Webmaster's Page](#) - Who did all this great HTML?



*Interplay*<sup>TM</sup>

BY GAMERS. FOR GAMERS.

© 1996 Entertainment International (UK) Limited. All rights reserved. Empire Interactive, Pro-Pinball and The Web (used in conjunction with Pro-Pinball) are trademarks of Entertainment International. Interplay is a trademark of Interplay Productions. All rights reserved.

MN-H95-317-0