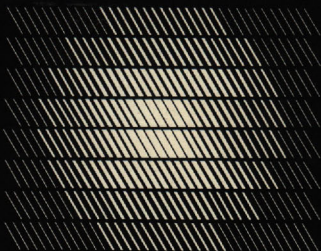
 **VideoBrain™**

Family Computer
Cartridge Program
Instructions



Entertainment

Pinball
EN02

For best results,
read this brochure before
using cartridge

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Pinball

Entertainment Cartridge

- For adults and children aged 8 and over
- 8 action games for 1 to 4 players
- Includes:
 - Bouncing Bumper
 - Lucky Spinner
 - Fast Ball
 - "Crazy Bounce"

**FOR BEST RESULTS READ THIS BROCHURE
BEFORE USING CARTRIDGE**

Cartridge #EN02

Pinball Instructions

Warning! This game may be habit forming!

VideoBrain Pinball has been programmed by pinball fanatics to provide you with a challenging assortment of game possibilities. Among them, Fast Balls, Crazy Balls, and Lucky Spinners. There's a total of 32 ways to play (including options for 1–4 players), and the chart on page 9 explains them all for you.

You'll also find VideoBrain Pinball has been designed to delight your senses—with flashing colors, beeping bumpers, whizzing balls, and even a few bars of music.

You'll be a pinball wizard once you've mastered the basic techniques and polished your skill playing game after game after game . . .

Inserting the Cartridge

1. Make sure your VideoBrain Computer is attached to your TV as described in the Owner's Manual. Check that power is on.
2. Push the cartridge carrier release button above the VideoBrain keyboard in order to swing the cartridge carrier door up.
3. With the label facing up, slide the cartridge all the way into the tracks suspended from the cartridge carrier door.
4. Gently push the cartridge door down into the computer until it locks.
5. Push the *Master Control* button. The title of the cartridge should appear on your TV for two seconds.

Operating the Program

After two seconds the title display on your TV screen will change to look like this:



There are 32 variations of Pinball. Consult the chart on page 9 to choose a challenging game for 1 to 4 players.

Once you make your choice, type in the numeric keys on your VideoBrain keyboard

that correspond with the number of the game you want to play. Press the *Run/Stop* key, and that game will begin.

To repeat a game, press the *Run/Stop* key.

To select a new game, press the *Master Control* key. The Pinball cartridge will begin again with the title screen.

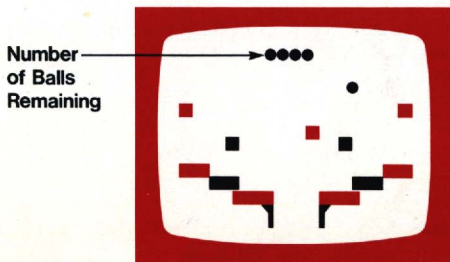
To interrupt a game, press the *Master Control* key and the cartridge will revert back to the title screen followed by the game select screen.

Mastering the Joystick "Trigger" Button

1. Plug the joysticks into sockets #1 and #2 on the front right-hand side of the VideoBrain console.
2. Hold joystick #1 in your left hand, joystick #2 in your right. You'll want to experiment holding the joysticks to find a method that's most comfortable for you and to see which fingers you prefer using on the *Trigger* buttons.
3. To control pinball paddles:
Press #1 *Trigger* button on the left to flip left paddle
Press #2 *Trigger* button on the right to flip right paddle
Both paddles can, of course, be flipped simultaneously.

The Basic Game Described

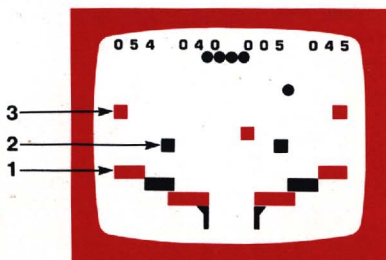
The opening screen for a game of Pinball looks like this:



Each game begins with a display of five balls at the top of the screen: Four balls in the top row, and one moving ball directly underneath. After each round, another ball drops from the top row into the ready-to-play position. After each ball is played it disappears from the screen until all five balls have been used and the game is over.

To start the action, press the trigger on Joystick #1 and the moving ball will drop down as the game begins.

The point value for each bumper is shown here:



Each time your ball hits a bumper you'll hear a beeping noise, you'll see flashing colors, and VideoBrain will add the appropriate points to your running score—kept for all players—at the top of the screen directly over the ball display.

Something to hope for: Once in a while, your ball will enter the Super Bonus Lock, where VideoBrain will reward you by sending the ball bouncing from bumper to bumper and back again, rapidly scoring point after point. In fact, you'll amass so many points (an infinite number of points) that the game is declared automatically over with you the winner!

Flipping Strategy

Use your joystick triggers to control the flippers (in the lower section of the screen). When your ball hits a flipper, flip it up to send the ball bouncing back into the bumper area to rack up more points. The longer you keep your paddles down before hitting the ball, the higher the ball will go when you do hit it. *And* you'll be able to aim better too. The most fun comes from holding your flippers down until the exact right moment, then snapping them up so the ball hits a three-point bumper. You can also "catch" the ball on a horizontal (up) flipper. Releasing the trigger allows the ball to drop slowly enough to hit it accurately and put it back into play.

When your ball slides down through the flippers, or through one of the chutes on the right or left, you'll hear a brrrrrrg noise, and the round will end. The VideoBrain will change the screen color and ready the ball display for the next player.

To help you keep track of turns, these are the screen colors before the ball drops:

Player 1	Black Screen
Player 2	Red Screen
Player 3	Green Screen
Player 4	Brown Screen

Players take alternate turns, using one ball at a time, until all five balls have been played. At the end of the game you'll hear the music while you prepare to play again! To start the same game over, press the *Run/Stop* key.

Game Features

Bouncing Bumper

In the basic game, a moving bumper in the center of the playfield gives you no points itself—but it does bounce your ball up for extra 2- and 3-point scores.

Fast Ball

Ball speed increases to a super challenging pace.

Lucky Spinner

When a ball hits the Lucky Spinner (in the center of the top bumper row) it freezes for a second—makes a brrrrng noise—then mysteriously comes flying out in a new direction to keep the ball in play.

Crazy Bounce

Adds an element of unpredictability to the game with a ball that goes bonkers and flies off in any direction it chooses.

The chart on the following page shows how you can combine these elements to choose exciting games for 1 to 4 players. Find the features or combinations of features you want in a row at the left side of the chart and find the number of players in a column at the top. Your game number is given at the intersection of column and row.

Number of Players

	1	2	3	4
Basic Game	1	2	3	4

Game Features

F — Fast Ball	5	6	7	8
L — Lucky Spinner	9	10	11	12
C — Crazy Bounce	17	18	19	20

Feature Combinations

F+L	13	14	15	16
F+C	21	22	23	24
L+C	25	26	27	28
F+L+C	29	30	31	32

This is just one of many exciting cartridges brought to you by the VideoBrain Computer Company. We suggest that you try all these programs to entertain you, educate you, or help you around the home:

Entertainment

- EN01 Gladiator
- EN02 Pinball
- EN03 Tennis
- EN04 Checkers
- EN05 Blackjack

Education

- ED01 Music Teacher 1
- ED02 Math Tutor 1
- ED03 Wordwise™ 1
- ED04 Wordwise™ 2
- ED05 Video Artist™

Home Management

- HM01 Finance 1

Limited 90-Day Warranty on Cartridges:

For 90 days from the date of purchase, VideoBrain Computer Company will repair any defect in material or workmanship in this Cartridge free of charge.

To obtain warranty service, return the Cartridge post-paid, with sales receipt showing date of purchase, to the VideoBrain Service Center with address shown below.

Under no circumstances will VideoBrain Computer Company be liable for any special, incidental or consequential damages resulting from use or possession of the VideoBrain or its accessories. However, some states do not allow the exclusion or limitation of incidental or consequential damages, so that the above limitations or exclusions may not apply to you.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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