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GAME GEAR™



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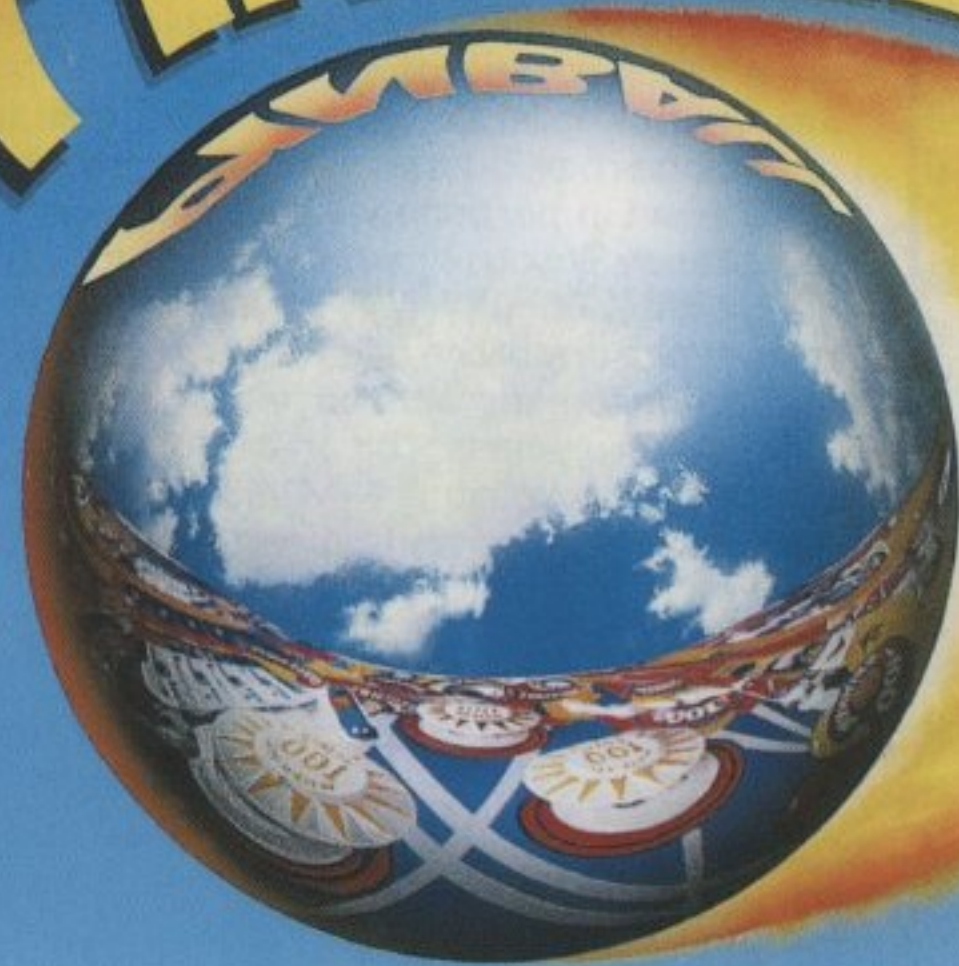
GAMETEK

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PINBALL



DREAMS

INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.

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- \$.80 per minute
- Touch tone phone required
- Minors must have parental permission before calling
- Available 24 hours

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

HANDLING YOUR CARTRIDGE

1. This Cartridge is intended exclusively for the Sega™ Game Gear™ System.
2. Do not bend it, crush it, or submerge it in liquids.
3. Do not leave it in direct sunlight or near a radiator or other source of heat.
4. Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.

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STARTING UP

Make sure your Game Gear power switch is turned OFF. Insert your Pinball Dreams Game Pak, then turn ON the power switch.

CONTROLS

Directional Pad

Is used to shoot the ball. Upon release, the ball will be launched. The Left Flipper is controlled by pressing the DIRECTIONAL PAD.

Button 1

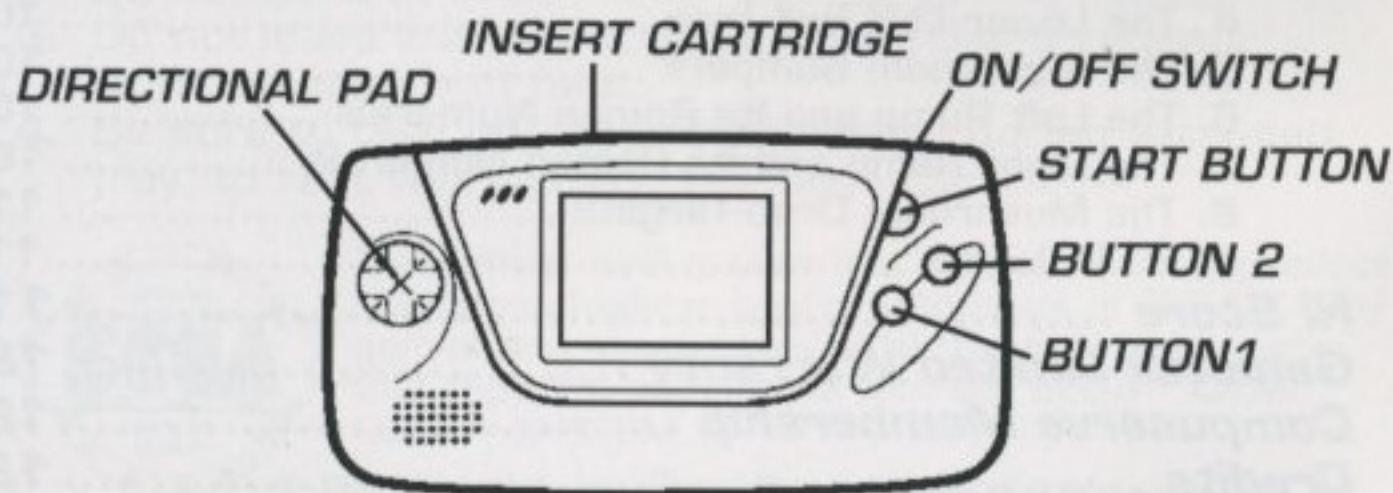
- Pressing Button 1 will simulate shaking the table.
- Pressing Button 1 in quick repetitions will cause the game to tilt.
- Pressing Button 1 will also exit the current game and return you to the main menu only after the game has been paused with the START Button.

Button 2

Button 2 is primarily used to control the Right Flipper, but it may also be used to launch the ball.

Start Button

The game may be paused by pressing the START Button. To resume play, press the START Button.



GAME SELECTION

At the main selection screen, the music may be turned off by pressing the DIRECTIONAL PAD UP/DOWN to highlight the box next to MUSIC ON (OFF). Press the START Button to lock in your choice for MUSIC ON (OFF).

NOTE: This will only affect the music, not the sound effects.



Press the DIRECTIONAL PAD UP/DOWN to highlight the box next to the desired game. Press the START Button to select a game.

To display the Hi-Scores, at the main menu press BUTTON 2. To Return to the main menu, press either BUTTON 1, BUTTON 2 or the START Button.

To shoot the ball, press and hold either the DIRECTIONAL PAD or BUTTON 2. Upon release, the ball will be launched.

The Left Flipper is controlled by pressing the DIRECTIONAL PAD. The Right Flipper is controlled by pressing BUTTON 2.



The game may be paused by pressing the START Button. To resume play, press the START Button. Pressing BUTTON 1 will exit the current game and return you to the main menu.

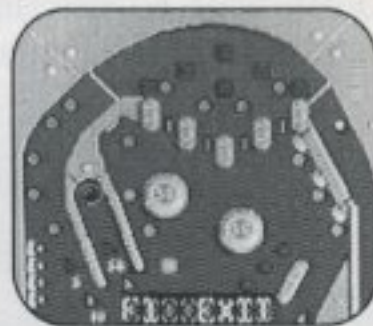
"IGNITION" GAME PLAY

1. WARP ROLL-OVER.

One of the 4 roll-over lights will be lit each time a ball is to be fired from the chute. If the ball rolls over the lit light, you will be awarded the x2 Multi bonus (a "Skill Shot").

Each time you light up all 4 roll-over lights you are awarded a Multi bonus. You can collect Multi bonuses of x2, x3, x4, x6 and x8.

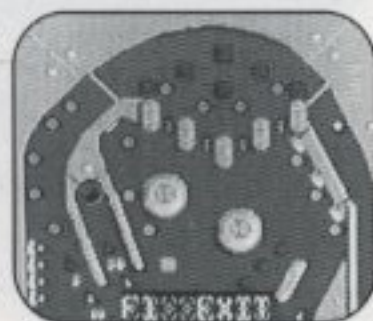
This light is set on a cycle that can be adjusted by using the flipper keys.



2. LIGHT DROP-TARGETS.

Each time you light up all 3 Drop-Targets, you enable a Bonus. There are 3 bonuses to collect:

LIGHTING THE TARGETS	BONUS
1st time	Extra Ball
2nd time	50,000 points
3rd time	100,000 points



The Extra Ball is collected on the Ball-Trap. The 5 and 10 Million point Bonuses are collected in the Left Passage.

These Bonuses repeat; i.e. the 4th time the 3 Drop-Targets are lit, will enable you an Extra Ball and so on.

3. THE LEFT PASSAGE.

Each time you shoot the ball through the Left Passage, you collect its point value and set up the next points score.

The Passage starts with a point value of 500 and goes through 1,000 points, 2,500 points, 5,000 points, and up to 7,500 points.

Every 20 seconds, the highest point value will become unavailable, so be quick to collect the points once you've got the opportunity!

4. THE 500 DROP-TARGET.

Each time you hit this Target, you are awarded 500 points.

5. THE MUSHROOM BUMPERS.

Each time you hit a Mushroom Bumper, you are awarded 5 points.

6. THE BALL-TRAP.

Each time you shoot the ball into the Ball-Trap, you are awarded a point bonus as follows:

SHOOTING THE TRAP	BONUS
1st time	1,000 points
2nd time	2,500 points
3rd time	5,000 points

The score cycle is made in such a way that the 4th time you shoot the Trap you are awarded 1,000 points and so on.

7. THE "SPELL IGNITION" DROP-TARGETS AND THE "IGNITION" TEXT.

Each time you light up the 3 "Spell Ignition" lights (just above the IGNITION logo), you light up one letter of the logo. When you have lit up the entire word IGNITION, you are entitled to a Jackpot which can be collected in the Ball-Trap.

8. THE LEFT DROP-TARGETS.

Each time you light up all 4 Left Drop-Targets, you are entitled to a "Collect Fuel" bonus. Shoot the ball through the Left Passage to collect the Fuel and fly to a new Planet. The more Planets you visit, the higher the Bonus you can collect.

9. THE SUN-RUN AND SUN LIGHTS.

Each time you shoot the ball through the Sun-Run (the channel on the right), you light one of the 3 "Sun" lights above it. Each time you light all 3 of these lights, a Bonus is possible:

LIGHT SUN LIGHTS	BONUS
1st time	Hold Bonus
2nd time	Score Bonus
3rd time	Double Bonus



You can collect the Hold Bonus by shooting the ball through the Sun-Run again. You can collect the Score Bonus by shooting the ball into the Ball-Trap. You can collect the Double Bonus by shooting the ball through the Sun-Run again.

Once you have collected all 3 bonuses, the Score Bonus and Double Bonus reset, and can be used again.

You also score 1 boost (100 points) each time you shoot the ball through the Sun-Run.

"STEEL WHEEL" GAME PLAY

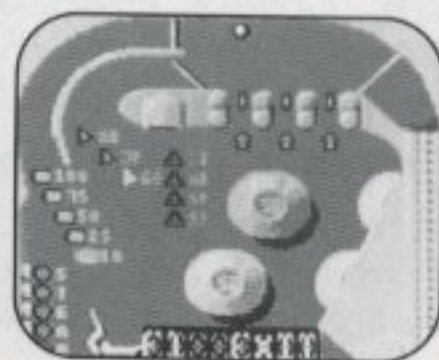
1. ARROW ROLL-OVERS.

One of the 3 Arrow Lights will be lit each time a ball is to be fired from the chute. If the ball rolls over the light, the following points will be awarded:

LIGHTING SCORE	BONUS
1st time	100 points
2nd time	200 points
3rd time	300 points
4th time	500 points
5th time	1,000 points
6th time	2,000 points
7th time	10,000 points

Each time all 3 Arrow Lights are lit, you will collect a Multi bonus:

1st time	x2
2nd time	x3
3rd time	x4
4th time	x5
5th time	x6
6th time	x7



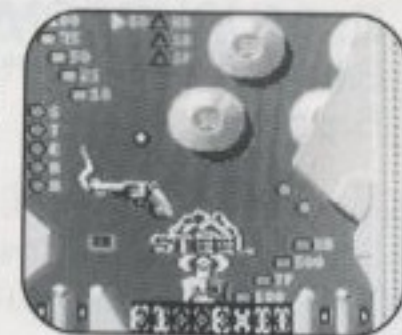
This light is set on a cycle that can be adjusted by using the flipper keys.

2. THE LEFT RAMP.

Each time you shoot the ball through the Left Ramp, you collect the ticket value shown at its entrance.

TICKET VALUES ARE:

- 100 points •250 points
- 500 points •750 points
- 1,000 points



If you shoot the ball through the Left Ramp and then do it again within 8 seconds, you collect a 1 million point bonus.

3. THE MIDDLE TUNNEL.

Shooting the ball through the Middle Tunnel enables the "Spin The Wheel" feature in the Top Ball Trap. The "SP" light under the top ball trap will light to signify this.

- You can collect an **Extra Ball** here, when the "XB" light is lit.
- You can collect the **Jackpot** here, when the "JP" light is lit.
- You will collect **500 points**, every time the ball goes through this **Tunnel**.

4. THE TOP BALL TRAP.

You can collect the following Bonuses here if their lights (underneath the trap) are flashing:

- Double bonus** - Gives you double bonus score feature
- Hold Bonus** - Gives you "Bonus Held"
- Score Bonus** - Increases your score bonus
- Spin the Wheel** - this will rapidly cycle through:
 - (1) Extra ball
 - (2) 10,000 points
 - (3) Jackpot
 - (4) 20,000 points
 - (5) Adds the next ticket value for the Left Ramp
 - (6) 30,000 points

These are shown as text in the panel. The game stops while one bonus is picked randomly (the "wheel" cycling slows down to a stop) and awarded. If no bonuses are lit, shooting the ball into the Trap raises the Jackpot by a random amount.



5. MUSHROOM BUMPER.

Each time you hit a Mushroom Bumper, you are awarded 5 points.

6. THE STEAM TARGETS.

Each time you spell STEAM by lighting all the letters, you set up the next ticket value for the Left Ramp.

7. THE RIGHT DROP-TARGETS.

Each time you light both Right Drop-Targets, you set up the next available bonus feature for the Right Ball-Trap. The bonuses are:

- 10,000 points - Next ticket value for the Left Tunnel
- 50,000 points - Extra Ball

You can also set up the following features for the Top Ball-Trap by lighting the drop targets:

<u>LIGHTING</u>	<u>BONUS CHANCE</u>
1st time	Hold Bonus
2nd time	Double Bonus
3rd time	Score Bonus
4th time	Jackpot

These Bonuses should cycle, i.e. if you light up the Drop-Targets a fifth time, you are entitled to a Double bonus and so on.

8. THE RIGHT BALL-TRAP.

Shooting the ball into this trap awards the flashing Bonus. The Bonuses are:

- 10,000 points - Next ticket value for the Left Tunnel
- 50,000 points - Extra ball

If there are no Bonuses lit, then the jackpot is increased by a random amount. When all bonuses have been collected, they reset so that they can be collected again.

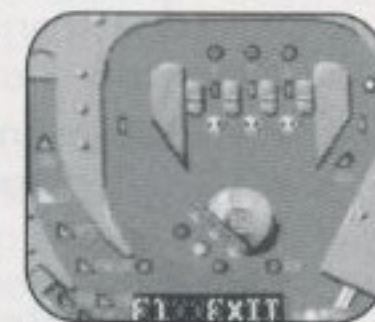


"GRAVEYARD" GAME PLAY

1. THE MIDDLE-LEFT BALL-TRAP.

Shooting the ball here awards the following Bonuses when lit:

- Score Bonus
- Extra Ball
- Jackpot



If you shoot the ball here 3 times, you can check out the Ball-Lock feature:

- Shoot the Trap once to trigger the "IL" ("Initiate Lock") light.
- Shoot it a second time to fix the "IL" light.
- Shoot the Trap a third time to activate Ball-Lock.

Now shoot the ball into either the Lower-Left or Top-Left Ball-Traps—the "LK" ("Lock") lights will be lit) to lock the ball in. When a ball is locked, a new ball will appear in the chute. Shoot this ball, and aim for the Top-Left Ball-Trap to score Multi Jackpot (Jackpot x2).

2. THE D.I.E. ROLL-OVERS.

Spelling DIE awards the next available Multi Bonus, as follows:

<u>SPELL DIE</u>	<u>MULTI BONUS</u>
1st time	x2
2nd time	x4
3rd time	x6
4th time	x8
5th time	x10

Collecting the x6, x8 and x10 Multi Bonuses also sets up the Double Bonus feature. Collecting x10 Multi Bonus opens the way to the Double Bonus and Extra Ball features. After you have collected the x10 Multi bonus, each time you spell DIE, a Double Bonus and Extra Ball are allowed simultaneously.

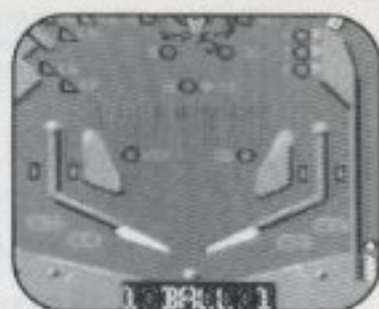
3. THE TOP-LEFT BALL-TRAP.

Shooting the ball here awards the Double Bonus when lit or locks the ball in when "LK" is lit. If neither light is lit, shooting here adds a random score to the Jackpot.



4. THE LOWER-LEFT BALL-TRAP.

Shooting the ball here activates the "Mystery Spin" in the panel if the "SP" light is lit. The following Bonuses will rapidly cycle through until one is selected. You will then be awarded the following:



- 1,000 points
- 30,000 points
- Extra Ball
- Catch-Up - Doubles your score or adds the highest player score to your own Jackpot
- Hold Bonus
- 100,000 points

If the "LK" light is lit, shooting the ball here locks it in and places a new ball in the chute, so you can shoot for the Multi-Jackpot. If neither light is lit, shooting here adds a random score to the Jackpot.

5. THE MUSHROOM BUMPER.

Hit a Mushroom Bumper for 10 points.

6. THE LEFT RAMP AND ITS ROMAN NUMERALS.

Each time you shoot the Left Ramp, you are awarded 500 points.

If one of the roman numerals is flashing in the left stack, you're on your way. You need all numerals in both left and right stacks to reach Midnight.

If Midnight is active, you will be awarded 50,000 points each time you shoot the Left Ramp. (Reaching Midnight sets up the Hurry-Up feature on the Right Ramp.)

If you shoot the Left Ramp 8 seconds or less after shooting the Right Ramp, you get 10,000 points.

If you shoot the ball through the Left Ramp so that it goes up and over the DIE Rollovers and then down the Right Ramp (a "loop"), you are awarded 10,000 points.

7. THE RIGHT RAMP AND ITS ROMAN NUMERALS.

Each time you shoot the Right Ramp, you are awarded 500 points.

If one of the roman numerals is flashing in the right stack, you're looking lucky. You will need all the numerals in both left and right stacks to reach Midnight.

If Midnight is active, you will be awarded 50,000 points each time you shoot the Right Ramp. (Reaching Midnight enables the Hurry-Up feature on the Right Ramp).

If Hurry-Up is active, shooting the Right Ramp awards the score as shown in the panel (initially 200,000, but ever-decreasing).

If you shoot the Right Ramp 8 seconds or less after shooting the Left Ramp, you are awarded 10,000 points. If you shoot the ball through the Right Ramp so that it goes up and over the DIE Rollovers and down the Left Ramp (a "loop"), you will be awarded 10,000 points.

8. THE MUSHROOM DROP-TARGETS.

Each time you light all three Targets under the Mushroom you enable a Bonus as follows:

LIGHTING	BONUS
1st time	Add a Graveyard Letter
2nd time	Increase Jackpot
3rd time	Double Bonus
4th time	Score Bonus
5th time	Extra Ball
6th time onward	30,000 Points

9. THE R.I.P LIGHTS.

Each time you spell RIP, you add a letter to the GRAVEYARD. When you have spelled GRAVEYARD, you've set up the Jackpot. Spelling RIP also sets up the Mystery Spin in the Lower-Left Ball-Trap.

HI SCORE

If you score above 5,000 points, you may enter your initials in the HI SCORE. Your slot will be blinking, use the DIRECTIONAL PAD UP/DOWN to change the letter and the DIRECTIONAL PAD LEFT/RIGHT to move to the next letter.

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