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**This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.**

Thank you for selecting the Space Pinball™ Game Pak for the Nintendo® Virtual Boy™ System. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

## **W A R N I N G**

This product **MUST NOT** be used by children under the age of seven (7) years. Artificial stereo vision displays may not be safe for such children and may cause serious, permanent damage to their vision.

Before using the Virtual Boy, carefully read the Virtual Boy Instruction Booklet and the Consumer Information and Precautions Booklet. Make sure before playing that you correctly adjust the hardware, including the IPD and FOCUS. Do not play if you are feeling tired. Discontinue use immediately if you feel dizzy, nauseated or tired or if your eyes hurt or become strained. Do not use unlicensed or counterfeit games. Failure to follow all instructions could injure you and cause serious damage to your vision or hearing.

For additional copies of the Virtual Boy Instruction Booklet, call 1-800-255-3700

### **CHOKES HAZARD · SMALL PARTS**

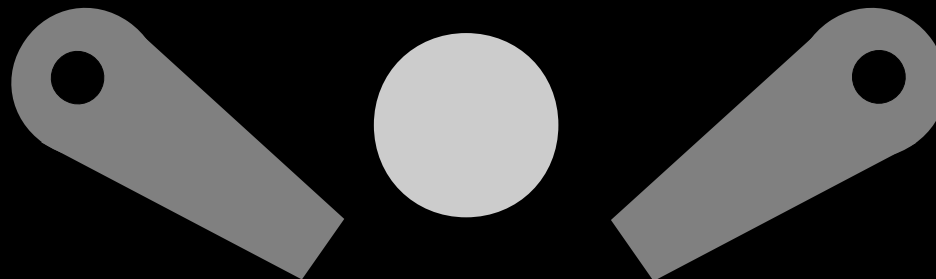
**NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS.** Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.

# SPACE PINBALL



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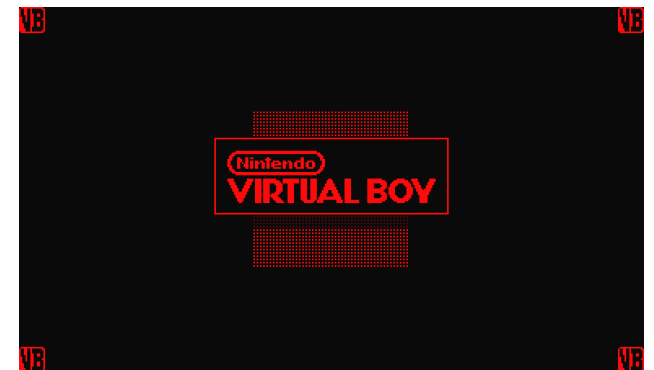


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## ***Before Starting The Game***

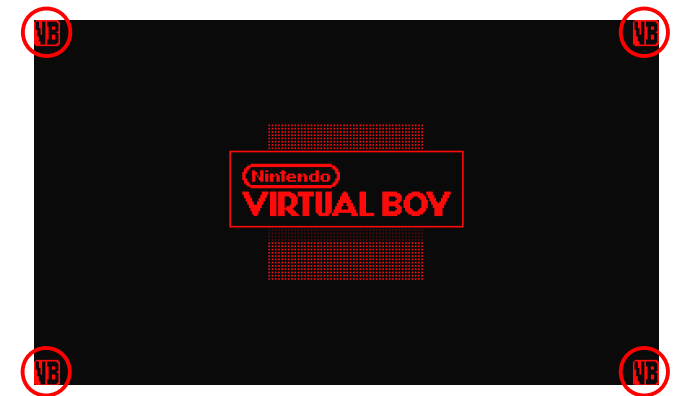
When using the Virtual Boy, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

Insert the Game Pak into the Virtual Boy, then turn the POWER switch located on the front of the controller to the ON position. When the “IPD and FOCUS adjustment screen” pictured to the right appears, continue with the IPD and FOCUS adjustments. Both adjustments are made using this screen.



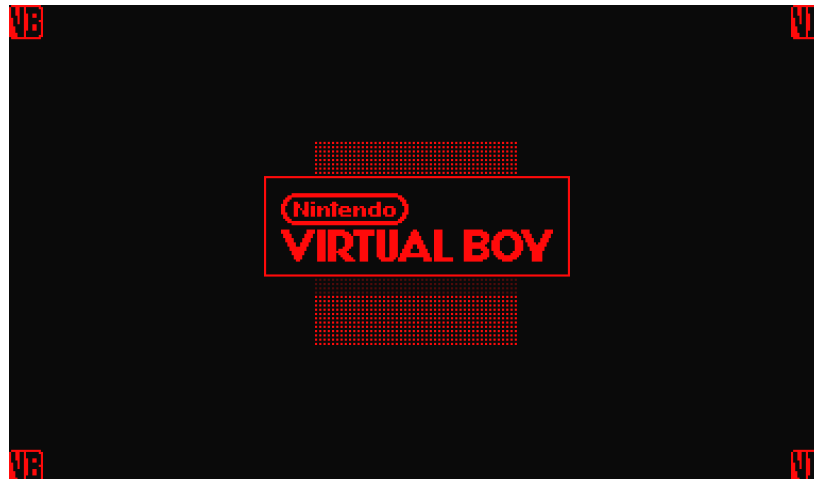
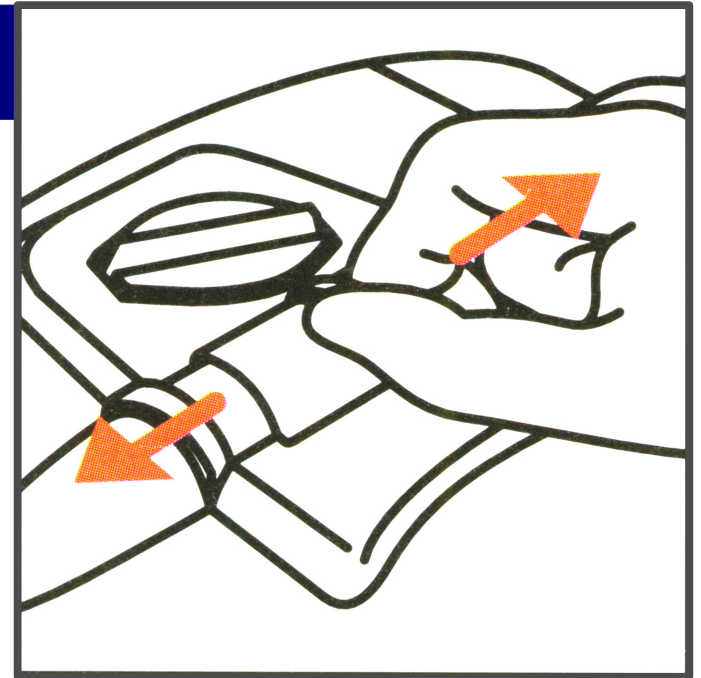
## ***IPD Adjustment***

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance). While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown in the following illustration: The best adjustment may allow you to see only three of the four marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.



## Focus Adjustment

This adjustment makes sure that you see the game image in the Virtual Boy display clearly. Move the FOCUS slider to the CENTER POSITION as marked on the housing. For most people, the center position should give you the clearest image. If the image is still fuzzy, then adjust the FOCUS slider right or left until the image is sharp and clear.



## ***Taking Breaks During Gameplay***

Nintendo recommends that you take breaks during gameplay. After playing Space Pinball for about 20 to 30 minutes, the next time you lose a puck or progress to a new stage, the game will come to a resting point. When the game reaches a resting point, please take a break and give your eyes some rest. After your rest is completed, if you have progressed to a new stage, press the A, B or START Button to launch the puck. If you have lost a puck, you can select a stage with the LEFT Button or RIGHT Button and press the A, B, or START Button to start playing the stage.





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## ***Controller Functions***

### **LEFT BUTTON**

- Activates the left flipper.
- Switches between menu items.

### **LEFT CONTROL PAD**

- Activates the left flipper.
- Switches between menu items.

### **SELECT**

- Activates menu selections.
- Returns to the Stage Select menu during gameplay.

### **START**

- Starts the game.
- Activates menu selections.
- Shoots out a puck.

## POWER SWITCH

- Turns the Virtual Boy On and Off.

## RIGHT BUTTON

- Activates the right flipper.
- Switches between menu items.

## RIGHT CONTROL PAD

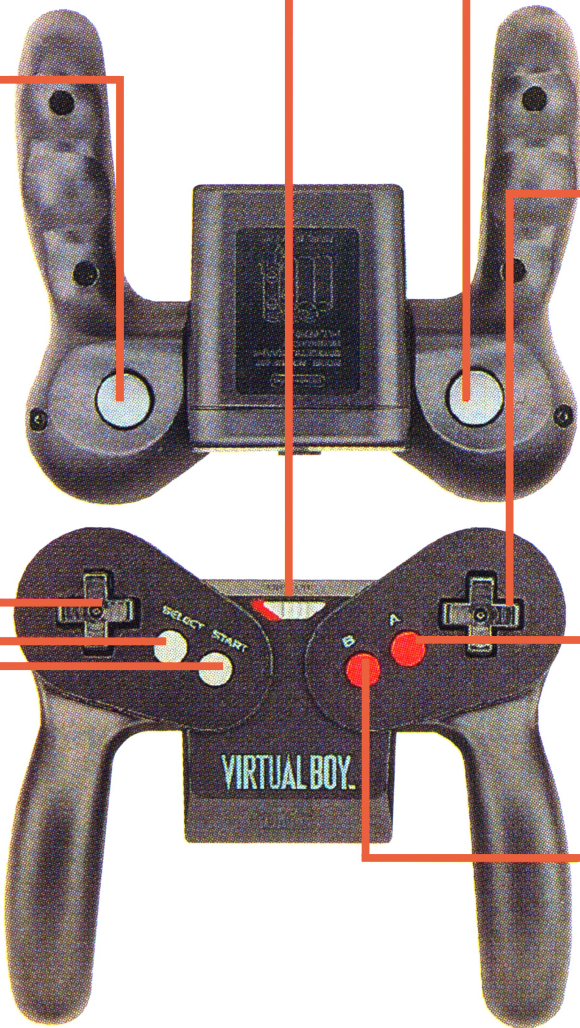
- Activates the right flipper.
- Switches between menu items.

## A BUTTON

- Shoots out a puck.
- Activates menu selections.

## B BUTTON


- Shoots out a puck.
- Activates menu selections.



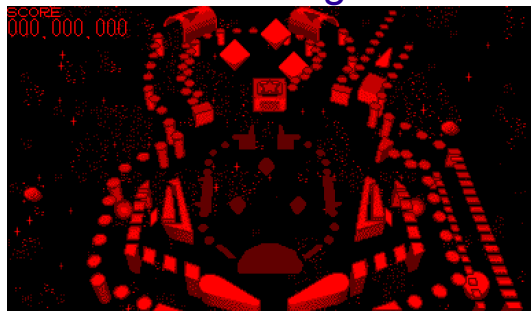
# 3

## How To Play

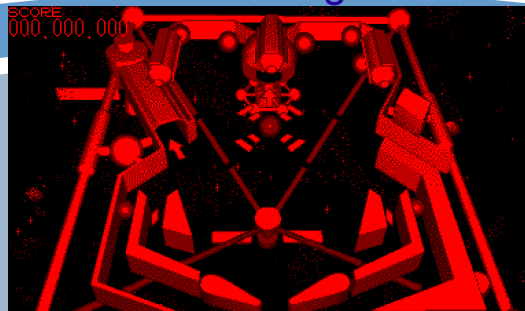


At the Title Screen, if you press the START or the A Button, you will go to the Table Select Screen. Choose a table by using the LEFT or RIGHT Button or the Left or Right  Control Pad. Press the START or SELECT Button or the A or B Button to begin gameplay.

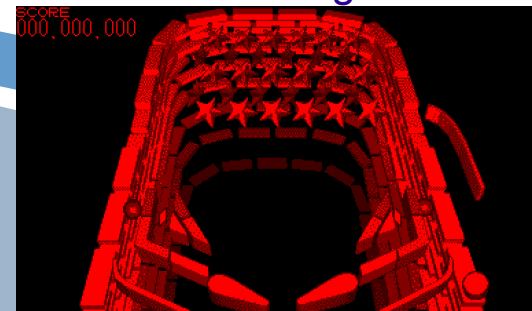
**TABLE 1** ▶ Page 12



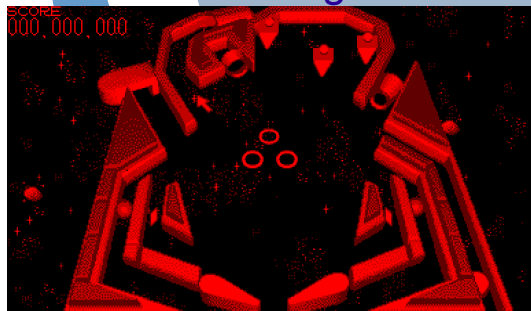
**TABLE 2** ▶ Page 14



**TABLE 3** ▶ Page 16



**TABLE 4** ▶ Page 18



**TABLE 5** ▶ Page 20



## **The Rules:**

There is no in-game puck limit, so you can set your own limit of 1, 3 or 5 pucks, or as many pucks as you like. Keep the puck in play with the flippers, and see how high of a score you can get within your puck limit, or try to see how many times you can successfully loop through the 5 stages before you lose your last puck. Once your last puck that you determined for yourself drops out of play, you can jot down your high score and/or number of successful loops. Try for a personal best or try to beat a friend's scores!

## **Launching The Puck:**

To launch a puck, press the A, B or START Button.

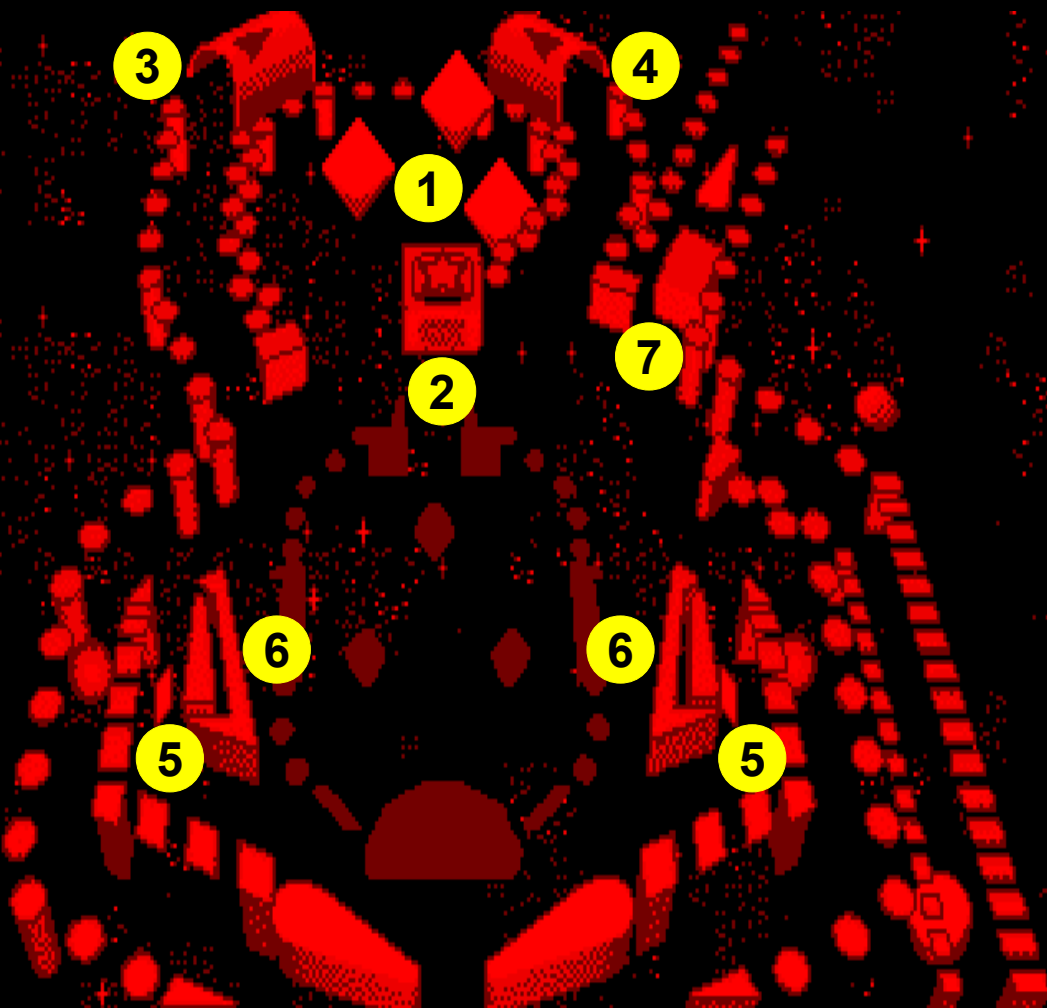
## **If The Puck Gets Stuck:**

There might be times when playing that your puck gets stuck in a certain area of a table and cannot free itself. If this happens, simply press the SELECT Button to return to the Table Select Screen and then press the A, B, SELECT or START Button to reenter the stage you were playing. Do not count this as a puck lost.

## **Reset:**

You may reset the game by pressing the L Button, R Button, SELECT, START, A and B Buttons simultaneously. This will also reset your score to zero.

# TABLE 1



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## *About The Tables*

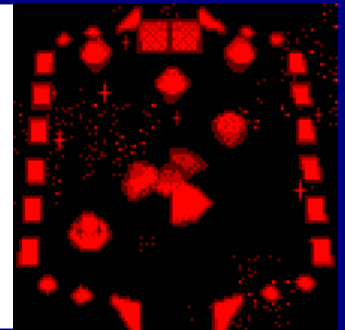
- ① Diamond Bumpers
- ② Star Block Switch
- ③ Left Bonus Hall
- ④ Right Bonus Hall
- ⑤ Rollover
- ⑥ Slingshot
- ⑦ Exit Barrier



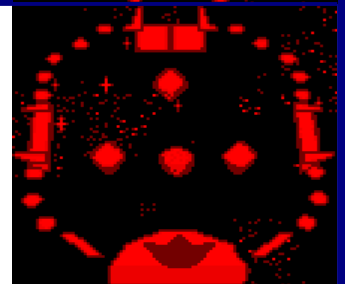
Hitting one of these earns you 1,000 points.

Hitting the bottom side of this block makes a blockade appear in front of the upper left lane to the Left Bonus Hall, prohibiting access to this lane. Hitting the switch again removes the blockade but causes another blockade to appear in front of the lane to the Right Bonus Hall. Hitting the switch a third time allows both lanes to be open again.

Shoot the puck into this hall to earn at least 50,000 points and enter the sub-table. Here, when the puck hits one of the top three bumpers, you receive 100,000 points! Use the flipper buttons to activate the hidden left and right bumpers and try to get the puck into an opening in the spinning target for a 1 million bonus!



Shoot the puck into this hall to earn at least 50,000 points and enter the sub-table. Here, when the puck hits one of the three bumpers, you receive 100,000 points! When the puck goes through one of the side exits, it returns to the main table.



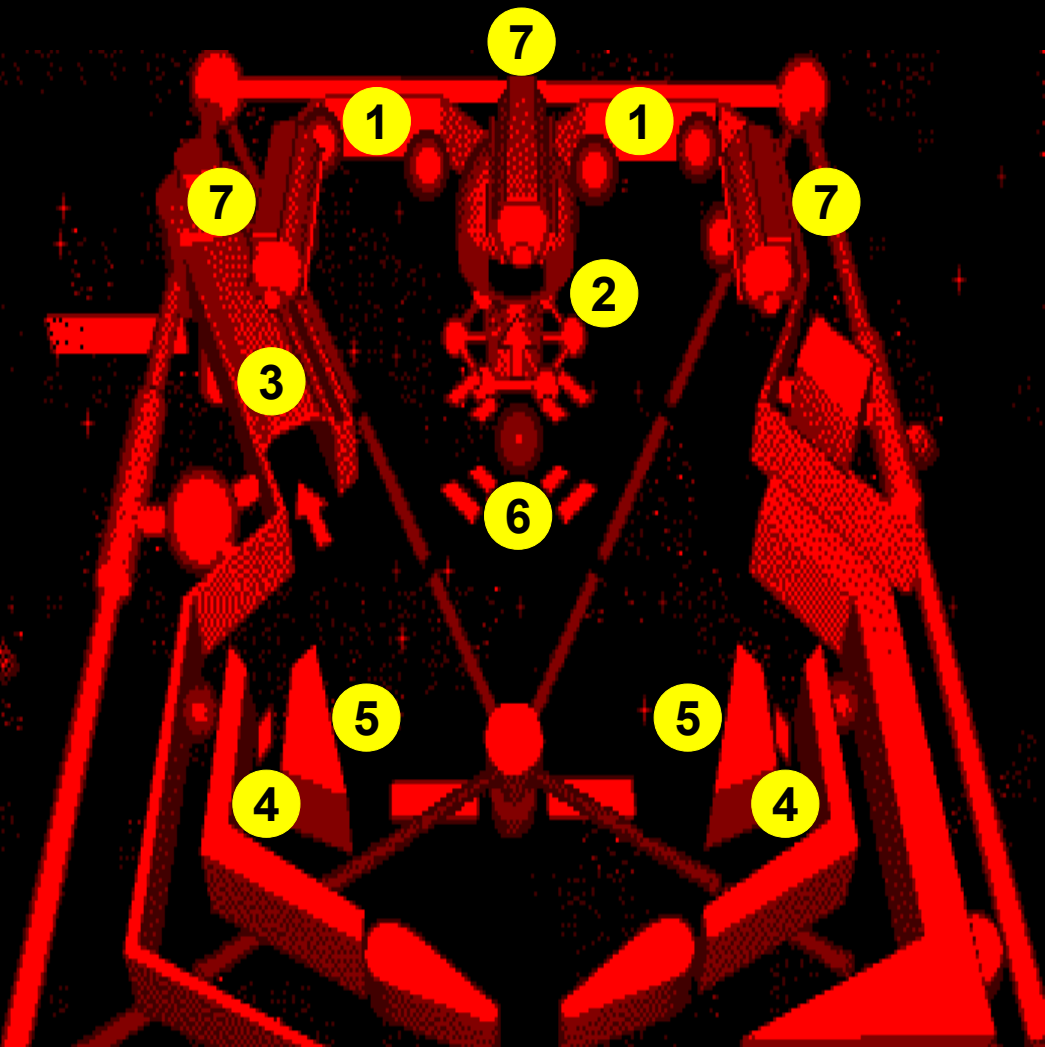
Sending the puck into an Inlane and over a Rollover makes a Kick Back appear in the side lane on the opposite side of the table if the Kick Back has been eliminated.

When the puck hits the side facing the middle of the table, the puck gets propelled away and 1,000 points are gained.

Shoot the puck into this barrier once to remove it, making the Exit Lane accessible. Shoot the puck into and through the Exit Lane to advance to Table 2!

# TABLE 2

TABLE 2



**1 Sphere Bumpers**

**2 Center Dome**

**3 Bonus Hall**

**4 Rollover**

**5 Slingshot**

**6 Orb Switch**

**7 Satellite Reels**

These hold the  
various symbols used  
in the slot game.

Hitting one of these earns you 1,000 points.

Shoot the puck into this dome when the slot game is not running to score big points!

Send the puck into this hall to earn 50,000 or more points!

Getting the puck into an Inlane and over a Rollover makes a Kick Back appear in the side lane on the opposite side of the table if the Kick Back has been eliminated.

When the puck hits the side facing the middle of the table, the puck gets propelled away and 1,000 points are gained.

Shoot the puck into this orb to begin the Cosmic Slot Game.

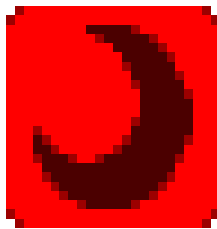
## COSMIC SLOT GAME

When the slot game has begun, shoot the puck into a sphere bumper to stop a spinning reel and reveal a symbol. There are four possible symbols:

Seven



Moon



Star



Whale



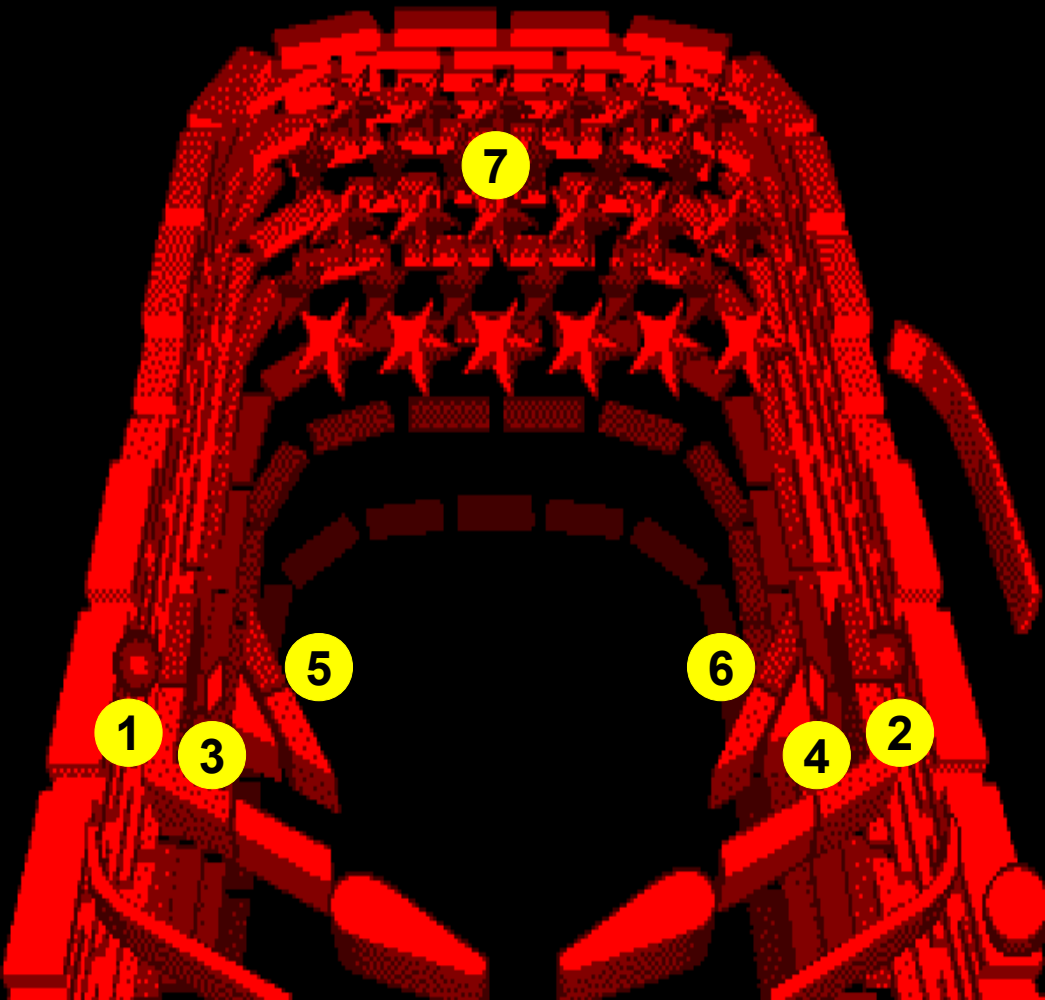
Match 2 identical symbols of any kind to receive 1 million points!

Match 3 Sevens to earn a 10 million bonus!

If you match 3 Stars, you get an “Extra Ball,” and you can add 1 puck to the puck limit that you set for yourself.

Match 3 Whales to move on to the next stage!

# TABLE 3



**1 Left Kick Back**

**2 Right Kick Back**

**3 Left Rollover**

**4 Right Rollover**

**5 Left Slingshot**

**6 Right Slingshot**

**7 Star Targets**

If the puck hits this, the puck is prevented from falling through the left side lane and draining off the table. When the Kick Back is hit once, it disappears and may be restored by getting the puck to move over the Right Rollover.

If the puck hits this, the puck is prevented from falling through the right side lane and draining off the table. When the Kick Back is hit once, it disappears and may be restored by getting the puck to move over the Left Rollover.

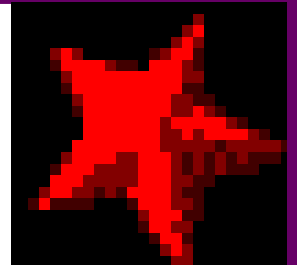
If you lose the Kick Back that blocks the right side lane, sending the puck into the Left Inlane and over the Left Rollover will restore the Right Kick Back.

If you lose the Kick Back that blocks the left side lane, sending the puck into the Right Inlane and over the Right Rollover will restore the Left Kick Back.

When the puck hits the right side of this, the puck gets propelled away and 1,000 points are earned.

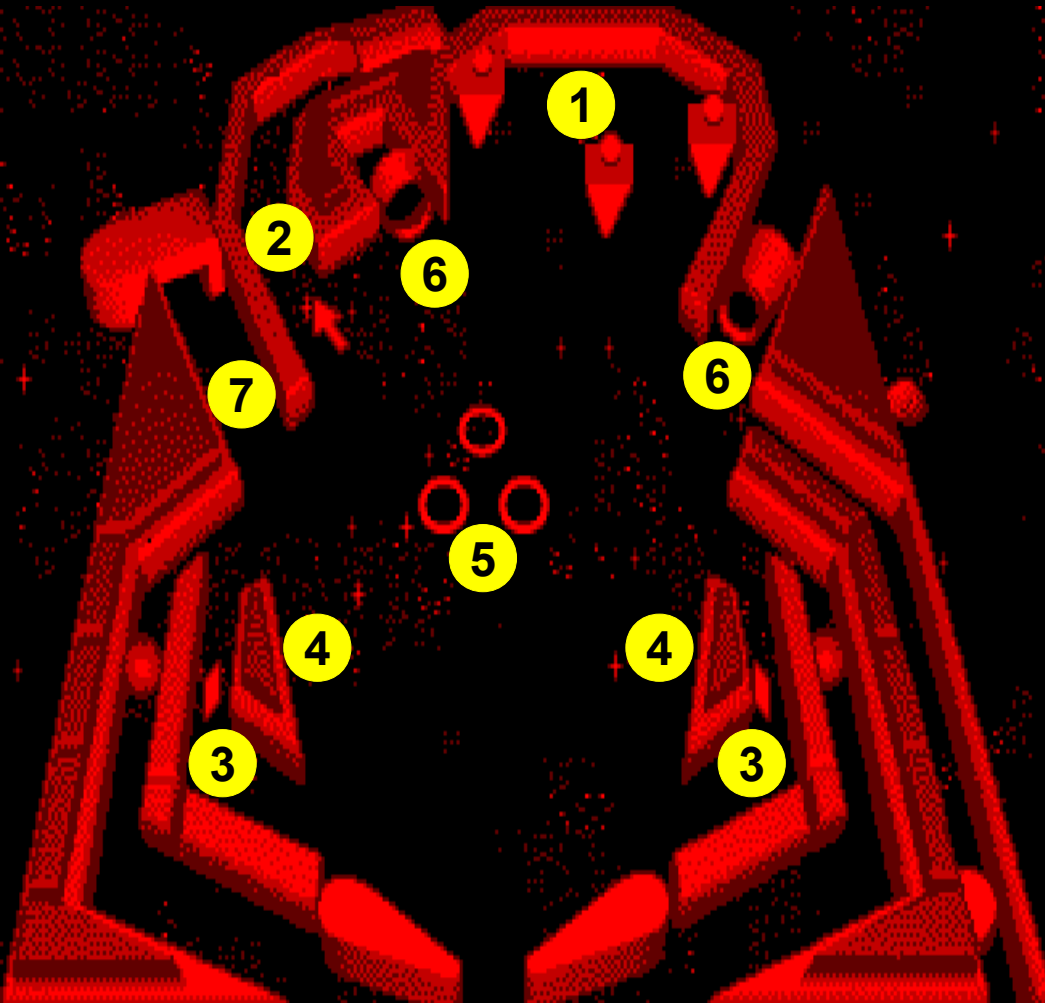
When the puck hits the left side of this, the puck gets propelled away and 1,000 points are earned.

Shoot the puck into one of these to eliminate the target and gain 1,000 points. Eliminate all Star Targets to advance to Table 4!





# TABLE 4



**1 Top Bumpers**

**2 Bonus Lane**

**3 Rollover**

**4 Slingshot**

**5 Spring Targets**

**6 Ring-Lane Entrance**

**7 Rocket Ship Lane**

Hitting one of these earns you 1,000 points.

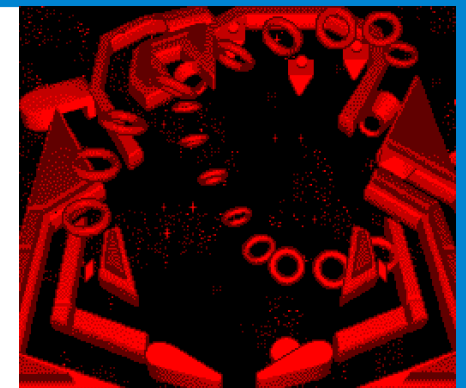
Send the puck to the end of this lane to earn 50,000 or more points!

Getting the puck into an Inlane and over a Rollover makes a Kick Back appear in the side lane on the opposite side of the table if the Kick Back has been eliminated.

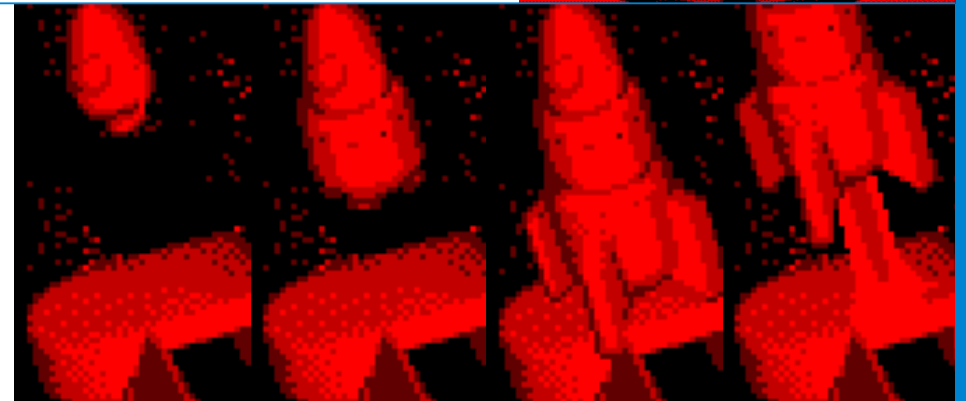
When the puck hits the side facing the middle of the table, the puck gets propelled away and 1,000 points are gained.

Shoot the puck into one of these to eliminate it. Eliminate all three Spring Targets to activate the secret Ring-Lane(s).

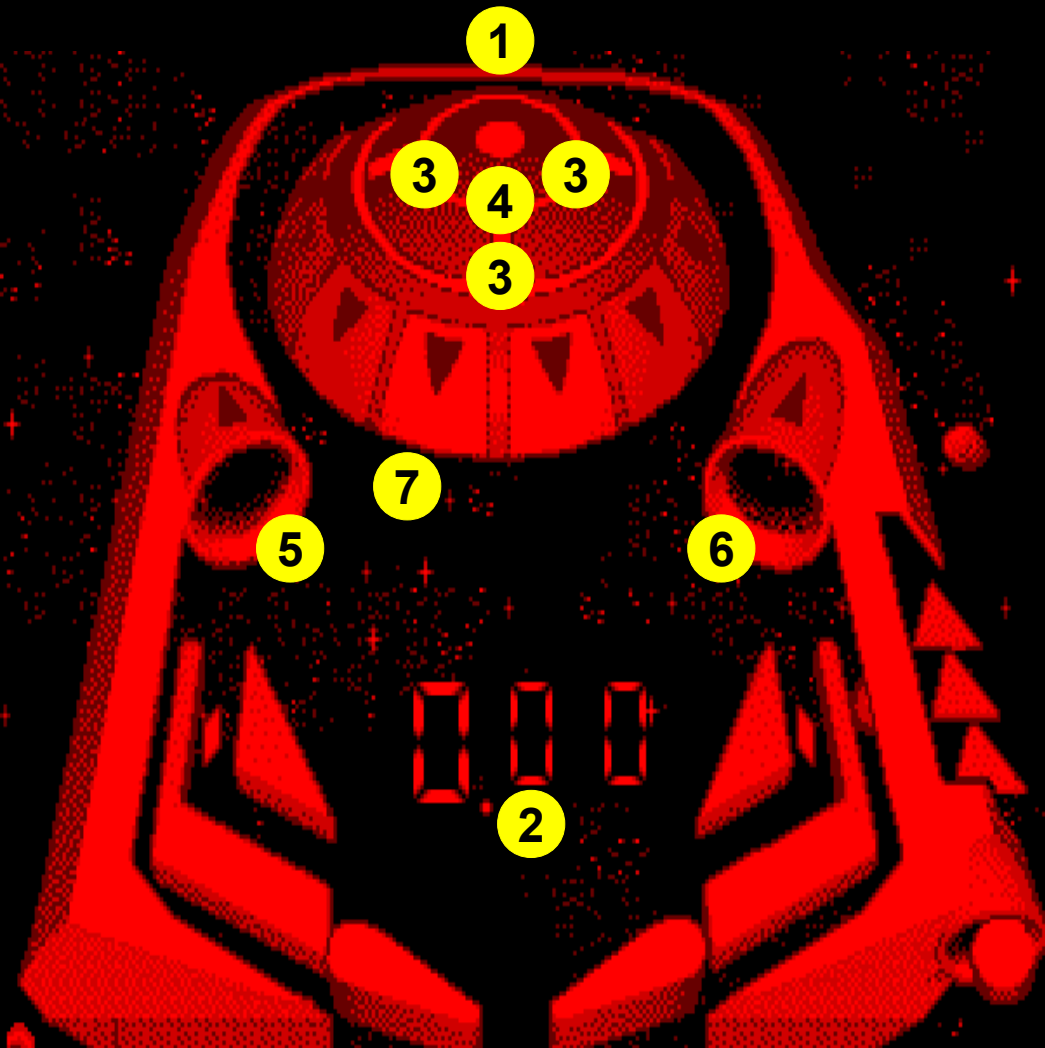
When the Ring-Lanes are activated, shoot the puck into a Ring-Lane Entrance to score a 1 million bonus! Each time the puck enters the entrance again before the Ring-Lane disappears, the bonus increases by 1 million points. Try to see how high of a bonus you can achieve!



Each time the puck enters the hall at the end of Rocket Ship Lane, a piece of the Rocket Ship is built. After the puck enters this hall four times, the Rocket Ship blasts off, and it is on to Stage 5!



# TABLE 5



① Upper Lane

② Counter

③ Hidden Bumper

④ Hidden Bonus Hall

⑤ UFO Entrance

⑥ UFO Exit

⑦ Mothership Hatch



Get the UFO Mothership to spin and rise by shooting the puck into this lane around it. The faster you shoot the puck through the lane, the longer the mothership will spin and remain above the table.

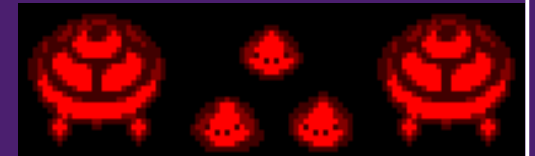
Causing the mothership to spin also causes the counter in the middle of the table to run. Each increase of .01 on the counter adds 10 points to your score. When the mothership stops spinning, the counter stops as well.

These are revealed when the mothership rises. Hitting a bumper is worth 1000 points when the counter shows from 0.00 to 0.99, 2000 points from 1.00 to 1.99, 4000 points from 2.00 to 2.99, 6000 points from 3.00 to 3.99, 8000 points from 4.00 to 4.99, etc.



Send the puck into this hall to receive bonus points. The higher the number on the counter when the puck enters this, the higher the bonus. The counter resets to 0.00 after the puck enters here and the bonus is earned.

A UFO, followed by 3 smaller UFOs, followed by another UFO, will periodically arrive through the entrance on the left and leave through the exit on the right. Hit the middle 3 UFOs when the mothership isn't spinning to open the Mothership Hatch.



When the hatch is open, sending the puck into the upper lane will no longer cause the mothership to spin or rise. Shoot the puck into the open hatch to penetrate into the UFO Mothership, complete the loop of five stages, and return to Stage 1, where you can continue to go for a higher score!

## ***Glossary Of Terms***

### ■ **Puck**

The pinball.

### ■ **Flipper**

A pivoting bar which the player uses to strike the pinball.

### ■ **Lost**

Allowing the puck to drop off the table.

### ■ **Bumper**

A knob that, when hit, will actively push the pinball away.

### ■ **Slingshot**

An object that propels the pinball away upon impact, like a bumper, but which is usually a horizontal side of a wall.

### ■ **Lane**

A pathway that the puck can travel through.



### ■ Inlane

A special kind of lane that is next to a side lane and that connects to the flipper area.

### ■ Side Lane

A lane through which the puck can drain off the table.

### ■ Hall

An opening that the puck can disappear into.

### ■ Kick Back

This blocks a bottom side lane which drains the puck off the table.

### ■ Million

1 Million = 1,000,000 points

### ■ Table

The pinball playing surface.

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REV-B

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REV-H

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