

## INSTRUCTIONS FOR PLAYING FIRST PERSON PINBALL ST / AMIGA

**LOADING:** Insert disk in drive and switch ON machine.

**MENUS:** Select a heading using Up / Down cursor keys, select an option within that heading using Left/ Right cursor keys. Headings / Options are as follows:

**Game:** There are two ways to play First Person Pinball, the first person display consists of a full screen 3D view of the action with a score panel (except during ball launching), the overhead display consists of a plan view of the table, a limited view 3D window and a score panel. First Person Pinball has been designed to play in full 3D, the overhead display is included to assist with familiarisation of the table layout.

**Music:** The in game music can be switched on or off with this option.

**Players:** Up to four players can play First Person Pinball, up to two of these may be computer generated opponents.

**Speed:** This option alters the angle that the table makes with the horizontal (i.e. fast tilts table upwards), thus gravitational force on the ball is increased by increasing speed and ball will accelerate downwards more rapidly. A different tune plays for each speed giving an aural indication of the speed at which you are playing.

**Bounce:** Selects the way in which the ball bounces off objects. The ball bounces further with hard bounce.

**Balls:** Select 2 or 3 balls to practice and try out various options. Select 4 or 5 to play game.

**Jets:** The balls in First Person Pinball carry air jets to enable the player to change their course. The amount of air that they carry is limited and is shown by gauges either side of the score panel (one for left, one for right jet). The air jets are expelled from either side of the ball so they 'steer' it from left to right. Use the jets as a directional 'tilt' feature to rescue stuck balls or to escape the end tunnel.

Pressing SPACE at any time on the menu screen will move to the game.

Launching the ball: Press cursor Up / Down to tension the launch spring, press SPACE to release the ball.

### Controls:

Flippers:	Alternate / Left (Amiga Alt / Left)	Caps Lock / Right (Amiga Alt / Right)
Jets:	Shift keys	
Camera:	Cursor Up / Down	
Escape:	Esc key	
Pause / Continue:	Return key.	

**Camera:** The 3D display is viewed as from a camera positioned behind the ball looking up or down the table. Use the up/down cursor keys to change the direction of view. Looking up the table can be useful in assimilating table layout. Looking down is more usual for most situations as the flippers can be used more readily. remember that when looking down the table the flippers are seen the opposite way around from the overhead view.

**Escape:** The Esc key can be used at any time to end the life of a ball. This is particularly useful for freeing a stuck ball when the air jets are exhausted.

**Pause:** The pause mode is included to allow familiarisation with the 3D display. When in pause mode the game freezes but animated objects, flipper controls and camera controls continue to function. Pause mode can be used to view the table from a static position and thus learn to recognise 3D objects and views.

**Scoring:**

Objects score as follows:

Spinner	100
Small Arrows	100
Large Arrows	500
Mushrooms	200
Roll overs	100
Triangular Bumpers	100
Moving Target	900
Kick Hole	500

An extra ball is awarded every 100000 points.

**High Score:** Enter your name using the keyboard, press Return when finished. High score is save to disc (so leave it write enabled) then displayed on high score table. Pressing SPACE when high score is displayed will return to menu screen.

**Credit Screen:** Pressing SPACE when on credit screen will move to high score screen.

**Credits:**

Design: Subway Software

Programming: Cirrus Software / Nik Sen

Graphics: Phil Nixon / Nik Sen

Sonics: David Whittaker

Support and Production: Tynesoft / Lee Walton