



PINBALL™

Hall of Fame

The **Gottlieb®** Collection



EVERYONE
E
CONTENT RATED BY
ESRB

SHOT

PLAYERS - 3 BALLS PER PLAYER

CRANE
entertainment™

EmuMovies

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT 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, including games played on the PlayStation 2 console, 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

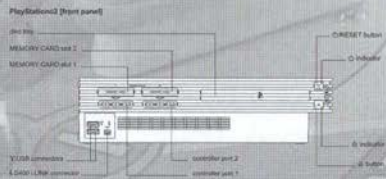
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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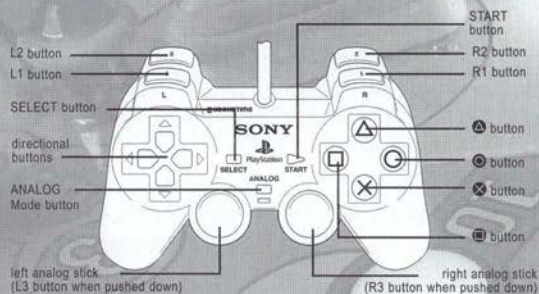
USING THE PLAYSTATION®2 CONSOLE

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned **ON**. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the display will open. Place the Pinball Hall of Fame™ disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only PlayStation®2-compatible discs into the disc tray.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc on the PlayStation®2 console for extended periods when not in use.
- Do not move the PlayStation®2 console while the power is on and the disc is inserted.
- **Do not apply labels, stickers, or other foreign object to discs.**



Command	Function
Ⓜ	Change custom ball
○	Change camera angle
△	Toggle on-screen display
×	Not used
L1	Left Flipper
R1	Right Flipper
Left analog stick	Nudge table
Right analog stick	Pull plunger/launch ball
Directional buttons	Not used
START:PAUSE	In-game pause menu

The Tables

Ace High - 1957

Hit the center of each bull's-eye target to light the corresponding queen, king, and ace lights in that order. Lighting up three queens, three kings, or any ace lights the Special hole lights. The Special hole rewards one replay for three queens; three replays for three kings; one replay for each lit ace; and eight replays if all three aces are lit.

The spade, heart, diamond, and club rollovers, when completed, light the outhole for Special. The Special outhole awards one replay when lit.

Central Park - 1966

Completing targets one through five advances the value of the yellow target score. Completing targets six through ten advances the value of the green target score.

Advancing the yellow or green target value to Special awards one replay, and an additional replay for each advance once Special has been reached. The yellow or green targets score one replay when Special is lit.

Big Shot - 1974

Hitting targets one through seven plus the eight ball or targets nine through 15 plus the eight ball lights Special on the left or right center target. The pop bumper will change the lit target for Special when it is lit.

A bonus of 1,000 points is awarded at the end of each ball in play for each lit ball. In three-ball play, the end-of-ball bonus is 2,000 points for

each lit ball for ball two, and 3,000 points for each lit ball on ball three. In five-ball play, the end-of-ball bonus is 2,000 points for each lit ball for ball four, and 3,000 points for each lit ball on ball five.

Genie - 1979

Completing the white drop-targets lights Extra Ball on the right Extra Ball target, resets the red and white drop targets, scores 10,000 points, and lights the white drop targets for increased scoring.

Completing the red drop-targets lights the Special target, resets the red and white drop targets, scores 10,000 points, and lights the white drop targets for increased scoring.

A-B-C-D rollovers score 2,000 points, or 5,000 points when lit; completing the A-B-C-D sequence lights the left Extra Ball target. Hitting the left Extra Ball target when lit scores an extra ball and resets the A-B-C-D rollovers.

Completing the yellow drop targets scores 5,000 points.

The rolover buttons light the yellow drop-targets to increase the bonus multiplier.

Building the end-of-ball bonus to 20,000 lights the right hole to collect the bonus, and resets the bonus once awarded.

Black Hole - 1981

Completing the yellow spot target sequence enables the upper playfield capture hole. Once enabled, the blue capture hole lamp will flash until a ball is captured. The lower playfield capture hole is always active, and any ball captured on the lower playfield will be remembered from ball to ball unless used by any of the players during multi-ball play.

Multiple ball play (multiball) begins when a ball is shot down to the lower playfield while both capture holes are occupied. The lower playfield ball is released first, resulting in two-ball play. Once both balls have been lost in the lower playfield, the third ball will be released in the upper playfield for multi-ball play. Note: If the gate is not open when the two balls are returned to the upper playfield, they will both be lost and one-ball play will resume.

The gate is opened by completing either drop target bank on the lower playfield.

Completing the left drop target bank (four-bank) on the lower playfield when all the targets are lit will light the Extra Ball lamp on the upper playfield. Capturing the ball on the upper playfield will award the Extra Ball (if a ball is already captured, Extra Ball will be awarded immediately).

Each time the right target bank on the lower playfield (three-bank) is completed, the rollunder value on the upper playfield will advance, actuating the rollunder when its purple lamp is lit will award Extra Ball. Completing the B-L-A-C-K-H-O-L-E lamp sequence lights the white three-bank on the lower playfield for Special. Completing the bank will award one replay.

Actuating the rollunder when its red Special lamp is lit will award one replay.

Each time the right target bank on the lower playfield (three-bank) is completed, the rollunder value on the upper playfield will advance.

Victory - 1987

Hitting the active checkpoint scores the checkpoint bonus value on the display. Completing the race lights the outlanes for Special.

Completing the F-I-N-I-S-H target bank advances the bonus multiplier. While the checkpoint bonus is counting down, playfield scoring is multiplied by the flashing multiplier value.

Shoot the hole to advance hole value, award extra ball, and capture when flashing. Extra Ball is awarded only when scored on upper playfield.

Complete the drop target bank sequence to advance value, score special when flashing.

Tee'd Off - 1993

Each time you complete all nine holes you are awarded with multiball play.

The first nine holes completed starts Multiball Mode, which can be either two or three balls. In order to start three-ball multiball, you must launch the second ball into the mean hole from the plunger - two-ball play will begin if the mean hole is missed. The objective in Multiball Mode is to collect all flashing jackpots. The jackpot starts at 5,000,000 points, and increases by hitting the captive ball. When only one jackpot remains, hitting it awards a super jackpot of 300,000,000, and relights all jackpots. This continues until there is only one ball left in play.

The second nine holes completed starts Raining Cats & Dogs three-ball multiball. All jackpot shots and the center lane adds 25,000,000 points to the lightning storm bonus total awarded at the end of the ball.

The third nine holes completed starts Anything Goes three-ball multiball. This mode is identical to Raining Cats & Dogs except that each shot adds 50,000,000 points to the lightning storm bonus.

Shooting the Volcano when lit starts the flashing round.

Skins Game: Shoot the volcano to add a SKINS! letter. Completing SKINS! gives the player the choice of taking 10,000,000 points or playing for double or nothing. Double or nothing lights a single shot on the table to double your score, you must hit the lit shot within 20 seconds or your score resets to zero.

Find the Gopher: You have 15 seconds to find the gopher in one of the flashing shots. If you find the gopher you are awarded 30,000,000 points and complete the mode.

Extra Ball: The slice target is lit for Extra Ball for 15 seconds.

Tee'd Off: Shoot the center lane for bonus score.

Pitch and Putt: Shooting the mean hole scores 10,000,000, during the 15 seconds given for the mode.

When all five modes are completed, the big score target is lit for the rest of the ball in play for big points.

Unlockable Features

Each table has a specific goal that will unlock a hidden feature after you have successfully completed the specific goal. The goal for each table is displayed by selecting the Goal option from the play table menu.

Tournament Mode: Tournament mode offers a scoring format that is used among some pinball enthusiast clubs for tournament play. The first replay score of each table is divided by 10, and equals one tournament point. The player earns one point each time their score on that table reaches the scoring threshold. Points are accumulated across all seven tables, and the player who earns the most combined points wins their match. Up to four players can compete simultaneously in a tournament, with a leaderboard displayed after all players complete a game on each table that shows tournament progress. One player can play in tournament mode for high score posting.

Xolten: Xolten will scan his crystal ball for visions of your future.

Custom Ball: The Custom Ball option allows you to change the appearance of the pinball.

Love Meter: Test your love level on this classic love meter amusement.

Gottlieb Factory Tour: A slideshow tour of the Gottlieb factory from the 1960s.

Play-Boy table and Payout Mode: When Play-Boy is unlocked, it can be accessed as a selectable table with high scores treated like any other table. The gameplay of Play-Boy in this mode is simply to earn points.

When Payout Mode is unlocked, the mode is selectable from the main menu. You will begin Payout Mode with \$10. Your current bankroll is

shown on an overlay that has two options. The first option selects the game type (poker or blackjack), the second option selects the amount to bet. You may only bet as high as your current bankroll. If your bankroll reaches \$0, it will be reset to \$10 when you re-enter payout mode.

While playing, the cards that have been earned will appear along the bottom of the screen. Once the game is over, a screen will be displayed that explains the results of the game and how much was won or lost.

Payout Mode Games:

Poker – Launch all ten balls and make the best poker hand possible. The payouts are similar to video poker:

One Pair (Jacks or Better): Money back

Two Pairs: 2 to 1

Trips: 3 to 1

Straight: 4 to 1

Flush: 6 to 1

Full House: 9 to 1

Four of a Kind: 25 to 1

Straight Flush: 50 to 1

Royal Flush: 250 to 1

Five of a Kind: 500 to 1

Blackjack – Launch each ball one at a time, choosing whether to continue launching balls or to stop when you are happy with your hand. You can keep launching until you bust or get 21. The joker counts as anything that can get the player to 21. Hitting 17 or 18 gets your money back, 19 or 20 are worth 2 to 1, and 21 is worth 3 to 1.

Credits

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Quality Assurance Manager

Tuan Trinh

Quality Assurance Lead

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Very Special Thanks

Tim Arnold and the crew at the PHOF

www.pinballmuseum.org

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Gabi and Sophia King

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Hale and Troy Obernolte

Kristin Plakos

Tracy Rice

Zoey Rice

Magson Wu

The Las Vegas Pinball Collectors Club in Las Vegas, Nevada, owns the largest pinball machine collection in the world. The club has collected over one thousand original machines and is in the process of restoring them for a planned museum and vintage arcade in Las Vegas called the Pinball Hall of Fame. Please visit www.pinballmuseum.org to learn more.

