

Pinball Duel™

Players: 1-2 (Uses 1P controls when playing solo)

A pinball game where you compete for the top score.
Try to get to 10,000 points before your opponent!



Ball

1P controls the blue ball, and
2P controls the red ball.

Flippers

Use these to deflect the ball.

Out Ball

You will receive a penalty if
you drop the ball here.



Player 1 (1P) Controls

Direction buttons (up)	Control the left flipper
Direction buttons (down)	Control the right flipper
Directional buttons (left) / (right)	Control the left and right flippers

Player 2 (2P) Controls

⊗ button	Control the left flipper
⊕ button	Control the right flipper
⊙ / ⊛ button	Control the left and right flippers

•Pinball Duel™ Rules

- There are two balls on the field. 1P controls the blue ball, and 2P controls the red ball.
- Balls will be fired automatically. Use the flippers to ensure your ball does not become an out ball.
- Send your ball into a target to get bonus points. The first player to reach 10,000 points will win.

•Penalty

If you accidentally drop a ball in your Out hole it will give your opponent points. Control the flippers carefully to ensure that doesn't happen.

• Slot Chance!

If a ball passes along the top of the checkers 5 times, the slots will begin to spin.



Checkers



- Increases Points

- Gives your ball a score-boosting bonus effect for a short while.



- Multi Ball

- Creates multiple duplicates of your ball.



- Out Ball Block

- This will cause a block to appear and automatically prevent your ball from falling in the Out Ball zone if it gets too close.

• A forbidden move...?

Try using the button and button to shake the machine. Doing this may just provoke a change in your ball..

• Information

This game uses the  button,  button and START button for confirmations.

Use the directional buttons and , ,  and  buttons to move the cursor.

• About fonts

The typefaces included herein are partially developed by DynaComware.