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The product is not guaranteed to be error free. GSP operates an internet/web based technical support service which is available to help with your problems in accordance with our support policies provided that the product has been registered with us.

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Installation

Windows 95/98/Me/XP

Place the CD-ROM in your CD-ROM drive. If the Windows Autorun feature is active on your system, the installation program will automatically start.

If the Autorun feature is turned off, insert the CD into your CD ROM drive, select **Settings | Control Panel** from the taskbar **Start** menu. Double click on **Add/Remove Programs** and click on the **Install...** button.

Follow the instructions that appear on screen until the installation is complete.

The installer will place all the files necessary to run the program onto your computers hard disk. A shortcut will also be created in an appropriate program group in the Start Menu.

Technical Support

If you require assistance with this product, technical support can be obtained through our website, by email, fax or using normal postal services.

Global Software Publishing Ltd.

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In order to help our technicians deal with your enquiry, please supply the following information.

- Product title and detailed description of problem - including error messages.
- Operating System (including version number).
- RAM Memory.
- Free Available Hard Disc Space. (C: Drive).
- Make and model of any specific video and sound cards - including drivers.

Included on this CD-ROM is a technical guide that will help you resolve the most commonly encountered problems. These hints and tips are recommended reading for anyone experiencing technical difficulty so please refer to these before contacting our support department.

Introduction

Welcome to Pinball Games

The History of Pinball.

Pinball games were the first entertainment centre of the twentieth century. Created in the early 1920's the first machines were simply small boxes that could be set up virtually anywhere to provide entertainment. Originally they could only be found in amusement parks and traveling fairs, but as their popularity grew they soon started to appear in pubs, cafes, cinemas and other meeting places.

The early machines resembled nothing like their modern day technological equivalents. There were no flippers to use and players were forced to move the ball with brute force – shaking and tilting the machine to change the direction of the ball. It wasn't until after the Second World War that flippers were introduced and so brought about a whole new level of difficulty and interest in the game.

Pinball machines then began to evolve through many different stages. As the complexity of obstacles and traps grew so too did the number of flippers and balls to help overcome them. The machines themselves became works of art helping to draw public attention and intrigue. So detailed and artistic were these creations, they are now considered to be collectable items.

In the seventies and eighties, pinball machines started receiving fierce competition from video games. Many fans were drawn away by the sparkly graphics, electronic sounds and new challenges of early games such as Space Invaders. As a result, many pinball manufacturers began combining video and pinball gaming techniques in one machine. Linking these hybrid machines with current trends and movies enabled them to keep competing with the latest video offerings. Eventually, as video games became more complex, offering better and more exciting challenges, pinball machines slowly lost their fight for popularity. They can still be found in arcades today but in dwindling numbers and usually tucked away out of sight.

In 1981 Atari resurrected Pinball popularity with the launch of 'Video Pinball' for its 2600 cartridge console. This inspired other video game developers to produce similar titles, preventing Pinball games from disappearing altogether. These early versions were rather crude and didn't offer as much excitement as the real thing. However, as time and technology have progressed, so too has the realism and game play of the latest games.

Here, then, is your chance to relive the golden days of Pinball with a variety of different tables in three unique collections. Depending on which one you've purchased and installed, please refer to the appropriate instructions that follow.

Pinball Games (Vol.1)

What to do and How to Play

The Tables

Volume one of Pinball Games features Pinball Mania offering 6 different tables plus a separate bonus table 'The Tomb'. The individual tables within Pinball Mania are:

- Jackpot
- The Visitors
- Jail Break
- Kick Off
- Tarantula
- Dare Devil

Each table can be set up to look, sound and play differently using the following options:

Screen Resolution	800x600	1024x768	
Colours	256	32 Bit	
Configure			
Volume	Sound Effects	Music	
Controller	Keyboard*	Game Pad	
Difficulty	Level	Balls/Lives	
Effects	Screen Shake	Reflections	Ball Texturing

**Customisable*

Once you've chosen the table you want to play and have configured its setup accordingly, select the number of players to start the game.

The Controls

Playing the games is easy. Use the keys indicated below to move the flippers, tilt the table and fire the ball. Use the controller option in the configuration menu to change the key selection.

Left Flipper	Z
Right Flipper	Right Shift
Tilt Left	X
Tilt Right	/
Tilt Forward	Spacebar
Fire Ball	Enter

Please note that tilting the table is only possible within certain games.

Pinball Games (Vol.2)

What to do and How to Play

The Tables

Volume two of Pinball Games features 5 individual tables, including:

- The Avengers
- Judge Dredd
- Roswell
- Soccer 98
- Team 98

Each table can be set up to look, sound and play differently using the following options.

Screen Resolution	640x480	800x600	1024x800
Colours	256	16 Bit	32 Bit
Movie Intro	Yes	No	
Options			
Volume	Sound Effects	CD Music	
Controller	Keyboard*	Game Pad	

**Customisable*

Once you've chosen the table you want to play and have configured its setup accordingly, select the number of players to start the game.

The Controls

Playing each game is easy. Use the keys indicated below to move the flippers, tilt the table and fire the ball. Use the controller option in the configuration menu to change these keys.

Left Flipper	Z
Right Flipper	Right Shift
Tilt Left	X
Tilt Right	/
Tilt Forward	Spacebar
Fire Ball	Enter

Slam-Tilt Pinball

What to do and How to Play

The Tables

Slam Tilt Pinball features 4 different tables that are played using top down view. Depending on the settings you've chosen for the game, the visible area of the table can be smaller or larger and will move to follow the ball. The individual tables within Slam-Tilt Pinball are:

- Mean Machines
- The Pirate
- Ace of Space
- Night of the Demon

Each table can be set up to look, sound and play differently using the following options.

Volume	Sound Effects	Music
Screen Resolution	640x480	800x600
Auto Zoom	On	Off
Score Panel	Small	Large
Controller	Keyboard*	

**4 different predefined key arrangements*

Once you've configured the setup of the program, select the table you would like to play to begin the game.

The Controls

Playing the games is easy. Use the keys indicated below to move the flippers, tilt the table and fire the ball. There are 4 predefined arrangements of keys for you to choose from.

Start Game	F1
Abort/End Game	Escape
Left Flipper	Left Shift
Right Flipper	Right Shift
Specials	Left and Right Ctrl
Tilt Left	Alt
Tilt Right	Alt Gr
Tilt Forward	Spacebar
Fire Ball	Enter