



INSTRUCTION MANUAL

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TILT!

So you think you're a hardened gamer? Think again. All those years that you've spent playing infinite variations on the space invaders theme count for nothing. All those weekends that you've spent bouncing from one day-glo platform to another in one of the infinite variations on the Donkey Kong theme count for zip. And don't even mention those dazzlingly vapid beat-'em-ups with their endless succession of moronic 'hidden' moves. Until you've mastered the silver ball you haven't even started gaming.

Pinball is greater than the sum of its parts. At its core is a very simple concept – all you have to do is keep the silver ball in play. And if this was any other plain vanilla video game you'd be able to master it pretty quickly. But pinball's not like that – it's not a game of absolutes. Even if you hit the ball with a specific amount of power in a specific direction from a specific angle you won't achieve the same results every time. In pinball your decision making ability is tested to the maximum – you simply cannot expect specific things to happen at precisely the right moment. In effect pinball is like life, because in the outside world events don't unfurl in a preordained manner – in the real world random things happen in a random order. Deal with it.

SHORT HISTORY OF PINBALL

Like all the best inventions, pinball evolved into its present form from pretty humble beginnings. It started life in the 1930s as a simplistic game of chance called bagatelle in which the player would fire a series of marbles up a sloping table where they would bounce off various bumpers. The player's involvement in this game was limited to firing the ball up the table and nudging it at the appropriate moment.

Initially these games had no moving parts – the idea was simply to get the ball bearing into a specific hole. Later on, however, mechanical bumpers and counters were added and the idea of the game changed – now you had to keep each ball bearing in play for as long as possible. The drawback of this kind of game is obvious – there's simply not enough to keep the player's interest. This led to the development of the flipper and the arrival of the first real pinball game.

The heyday of the pinball table was during the late '50s, '60s and '70s. During this period American manufacturers such as Bally churned out hundreds of different machines to cope with demand. Soon pinball machines could be found in every café, roadside restaurant and pub in the country. Despite being nearly wiped out by video games in the 1980s, pinball tables are now becoming popular again and can once again be found in the pubs and cafés that are their natural home.

WELCOME TO TILT!

You're about to play the finest pinball simulation ever devised – no other game has ever come this close to recreating the feel of a pinball table. We've spent so much time making sure that the ball reacts exactly as a real pinball would that we're confident that you'll find this an engrossing experience.

Six very different tables are simulated within *Tilt!* The Gangster, Monster, Fun Fair, Road King, Myst & Majik and Space tables will test your skills to the very limit. All of the features and effects that you're used to experiencing in real pinball tables have been simulated for your pleasure and enjoyment. In fact we're so confident that we've created the best pinball games ever that we're willing to bet you play better at the real thing if you practice on *Tilt!*

INSTALLATION GUIDE

Before installing *Tilt!*, make sure that your computer meets the minimum hardware requirements. If you run into problems when running the game, try booting from floppy disk, prior to running the game.

From the MS-DOS prompt, insert the *Tilt!* CD-ROM into your CD drive and then enter the name of that drive. For example D: <enter>.

Type **CD\PINBALL** <enter>.

Type **INSTALL** <enter>.

Follow the on-screen instructions.

LET'S PLAY PINBALL

THE OPTIONS SCREEN

Once *Tilt!* has displayed the initial logos you will be presented with the main Options Page. The options on this screen and their operation is as follows.

Table Selection

Red selection arrows Select the left or right arrow to scroll through the 6 different tables.

Select Screen Size

320 x 200 Select this to play in **Low Resolution mode**, please note: only the 3D Scrolling Playfield view is available in this screen mode.

640 x 480 Select this to play in **High Resolution mode**, all three views are supported in this screen mode.

800 x 600 Select this to play in **Super High Resolution mode**, please note: only the 3D full screen view is available in this screen mode.

Views Supported

3D Scrolling Playfield Select this to make the **3D Scrolling Playfield** view available during play.

2D Planview Select this to make the **2D Planview** available during play.

3D Full Screen Select this to make the **3D Full Screen view** available during play.

Other Options

SAFE MODE/FAST MODE Select this to switch between **Safe Mode** and **Fast Mode**.

WARNING!! Some video cards are unable to perform the functions of **Fast Mode**, if you select **Fast Mode** and you experience graphic corruption during play please switch back to **Safe Mode**.

Calibrate Controller *Tilt!* has support for the Thrustmaster Wizzard controller, select this option to calibrate your controller. Follow the on screen prompts to calibrate the buttons.

Quit This will return you to where you started (DOS or Windows)

OK **PLAY PINBALL!**

Options Menu General Keys

In the options menu the following keys can be used:

Tab Key	Move from one box to another
Left Cursor Key	Move pointer left
Right Cursor Key	Move pointer right
Up Cursor Key	Move pointer up
Down Cursor Key	Move pointer down
Joystick Movement	Move pointer around (if previously calibrated)
Enter Key	Choose selection
Joystick Fire	Choose selection (if previously calibrated)

Options Menu Hot Keys

Q	Move Pointer To Quit Box
F	Select FunFair table
G	Select Gangster table
M	Select Myst & Majik table
R	Select Roadking USA table
S	Select Space Quest 2049 table
T	Select The Monster table
3	Select 320*200 Mode
6	Select 640*480 Mode
8	Select 800*600 Mode

In Game Keys

In the game the following keys can be used:

ESC Key	Pause/Option Screen
Up and Down Cursor Keys	Move Selection Highlight
Joystick movement	Move Selection Highlight (If Calibrated)
Enter/Return Key	Select Menu Option
Joystick Fire Button	Select Menu Option (If Calibrated)

Left and Right Cursor Keys	Alter Contrast Control (In Graphics menu)
Left and Right Cursor Keys	Alter Volume Control (In Sound menu)
Enter/Down Cursor	Pull Plunger
Left Shift	Flip Left Flipper
Right Shift	Flip Right Flipper
\ or Z Key	Tilt Left
/ Key	Tilt Right
Space Bar	Tilt Up
2	Switch To 2D Plan Mode (if selected in options page)
3	Switch To 3D (if selected in options page)
4	Switch To MultiBall Mode (if selected in options page)
F1 Key *	Toggle large and small Dotmation
F2 Key *	Toggle Dotmation background On/Off

In Game Menus

During play you can press the ESC key to go to the Pause Menu, following are the choices you have and how they effect the set up of the game.

PLAYERS – This option allows you to choose the number of players to play the game, one to four can play.

OPTIONS – This is the main in-game option menu, the options you can choose and what they do are:

RESUME GAME	Return to the game in progress, ESC also produces the same result.
NEW GAME	Quit the game in progress and return to the PLAYERS menu.
SOUNDS	Adjust the sound volume and switch the sound effects and music on and off.
GRAPHICS	Adjust the contrast of the screen – this is very useful for darker monitor screens.
QUIT	Return to the main Options Screen.

IN-GAME OPTIONS

You can access the in-game options screen at any time by hitting the <esc> key. If you were simply pausing the game, then hit <esc> again and the game will resume with the ball in play.

New Game – if you're not doing terribly well and you want to restart the game, choose this option.

Sound – this menu option enables you to turn the music or sound effects on or off by highlighting the appropriate option and hitting the <enter> key. Alternatively, you can turn the sound down by selecting **Volume** and using the + and – keys.

Graphics – this enables you to boost the on-screen contrast, which is useful if you've got a monitor which displays subdued colours.

PLAYING THE GAME

To start the game, simply hold down the <enter> key for a second and the pinball will pass up the in-ramp and onto the play field. You should now use the left and right flippers to keep the ball in play for as long as possible. You can use the bump and nudge keys to direct the ball away from the side and middle lanes.

Try and hit as many of the on-screen targets as you can and make use of the loops. If you manage to direct the ball into one of the table's special features then you'll see a short video sequence before play resumes. If the ball passes down the middle or out of play via the two side escape lanes, then you must try again with a new ball. Initially you get five balls per game, but you can earn extra balls by accessing each table's Extra Ball feature.

LEARNING THE TABLE

Each and every pinball table within *Tilt!* is different. They all have different features and will react in different ways to your pinball technique. You'll find that a couple of the tables are easier to play than the others and that you can keep the ball in play for a long time. Conversely a couple of the tables are a lot harder than the others too – you'll have to practice really hard to achieve a good score on these tables.

Every pinball table has bonus features built-in. You should take advantage of these in order to clock up a high score. For instance, each table has a Jackpot feature which is accessed by hitting targets in a specific order. In addition you'll also achieve points for performing a tricky series of moves, called a combo.

The path to a high score is not an easy one. Whilst you'll undoubtedly have a couple of high scoring games when you're learning to play a table, you'll probably discover that these were flukes and that you can't recreate the score. Play each table at length and you'll come to learn where the ball's going to end up and how each bumper, pad and flipper affects the path of the ball.

BECOMING AN EXPERT

Once you've become competent at a particular table you can start penetrating its hidden secrets. Every table has hidden features and once you start keeping the ball in play for decent lengths of time you'll encounter them. These hidden features enable you to clock up hitherto unimaginable scores – moreover you'll see animations and challenges that have previously remained out of sight.

To become an expert you'll need to learn a whole range of ball saving techniques. These are explained in some detail in the tutorial section of this manual. If you've played pinball for real then some of these moves will be familiar to you. However, whether you're a pinball wizard or a rank amateur you'll need to practice hard.

THE TILT! TABLES

Each of the tables that we've created for you in this game has different features and its own distinct behaviour. Once you've had few goes on a particular table take a close look at the following descriptions and you'll find loads of features that you can take advantage of to clock up a high score.

FUNFAIR TABLE

This table has been designed to ease novice gamers into pinball. It features a simplified selection of ramps, loops, targets and features and it's therefore possible to clock up a very high score with little hassle.

SPACE QUEST 2049

As with the Fun Fair, this table is pitched at the beginner, but should appeal equally to the more experienced player. The table's fairly open which means that ramp and loop shots are that much easier and you should be able to pick up a fair bit of speed.

GANGSTER

This particular table has been created in the style of the modern Williams/Bally machines that include loads of special features. Therefore, whether you're a hardened strategist or a newcomer you'll be able to get plenty out of the table.

THE MONSTER TABLE

Another modern style table – this time with the popular double return lanes. The Monster table has loads of hidden extras, plenty of ramps and a packed feature list.

ROADKING U.S.A.

If you're a lover of Americana then you'll get a lot of enjoyment out of this table since it's our homage to the U.S. of A. With its wide ramps, video modes and crammed feature list it should offer you plenty of challenges.

MYST AND MAJIK

Pull on your suit of armour and get ready for a rollicking ride through the medieval era. Myst and Majik is our homage to the days of olde when men were bolde and dragons walked the earth. It's a modern style table designed to give the experts a real challenge. Enjoy.

PINBALL TIPS

Here are some tips you might like to try in order to improve your game. They fall into two main categories – ball saves and redirections.

APPRENTICE TIPS

- The golden rule is not to get angry. Pinball can be an infuriating game, but if you get angry then the table's beaten you. **Keep calm** and if you keep doing badly, try one of the other tables and return to it later.

- Avoid doing a **Double Flipper Hit** if at all possible. This is when you hit both flippers together at the same time – it's to be avoided because it limits gameplay and invariably leads to a lost ball.
- The single greatest skill in pinball is the ability to **Aim** accurately. Obviously the position of the targets change from table to table, but the ability to judge where the ball's going to end up from the time it leaves your flipper is an important skill.
- **Trapping** the ball is when you slow it down (or even stop it) by cradling it in the flipper. Try this out on a slow moving ball by holding the flipper up as it approaches. Can you stop the ball completely? Once you've mastered this skill you'll find aiming at specific targets a lot easier.
- Remember, that for the most part slower balls are better. Whilst you will have to speed the ball up to hit some targets, it's best to keep it slow and under control. That way you can pick off targets with a great deal more accuracy.
- Most tables have a ball saver function built-in whereby if you don't score enough points on a ball, it'll send another one out to you free of charge. Use this to your advantage – shoot for the skill shot and if you miss (and providing you don't score many points on the way down), let the ball drain down the middle. You then get a second shot at the skill shot.

INTERMEDIATE TIPS

- The first Intermediate skill to learn is the **Nudge**. By shunting the table in the appropriate direction you can change the ball's flight path and save it from going down the hole. There are several different types of nudge as explained below.
- The **Push Nudge** is when you bump the table upwards. This kind of move is generally used when the ball's on the triangular slingshots at the bottom of the table. It's useful because it makes the ball move upwards rather than off towards the two outlanes at the extreme edges of the playfield. You'll also use the Push Nudge when the ball's bouncing on the divider between outlanes – it's possible to redirect it if you judge your push well.
- The **Shift Nudge** is another type of ball redirection manoeuvre. To do this you push the table on its left or right side. The general idea is to move the machine in the opposite direction to the one you want the ball to go in. This is a pretty tricky move because it's quite easy to tilt the table.
- The **Levered Nudge** is when you attempt to put extra speed on the ball by bumping the table upwards as you flip the ball away. It works too.
- Finally, there's the **Shaking Nudge** in which you constantly wang the table upwards to attempt to keep it on the Jet Bumpers for as long as possible.
- The **Slap Save** is a well documented and extremely useful ball save move which is definitely worth perfecting. The move is used when the ball appears to be heading RDTM (right down the middle) and it requires precise timing and a bit of bottle. Observe which direction the ball's coming from (right to left or

left to right) and get ready to hit the flipper that it will pass nearest to. Time your flip so that it deflects it towards the other flipper. Then, a split second after you hit the first flipper, hit the other one in a kind of 1-2 rhythm. All things being well the ball should catapult up the table and out of danger.

- **Fly Trap's** are an advanced form of hold in which you tame a quickly moving ball. In this manoeuvre the idea is to take the speed off the ball by directing it up the outlanes above the flippers. The trick is to pick your ball wisely, because if it's moving too fast, it'll go right up the outlane and RDTM or over to the other side. You can take even more speed off the ball by lowering the flipper just after the ball has made contact.

EXPERT TIPS

If you're feeling cocky, then try out some of these tricky moves.

- One of the most useful moves ever is the **Catapult**. This is best performed when you've got the ball successfully held in one of the flippers. The idea is to transfer the ball over to the other flipper with the minimum of grief. To do this, simply raise the opposite flipper in preparation and then tap the flipper that's cradling the ball as lightly as you can. All things being equal it should perform a graceful arc and land perfectly on the other side. Cool.
- Another way of getting the ball onto the other flipper involves a moving ball and it's called a **Shuttle Pass**. In this you simply hold a flipper up for a ball that's approaching the middle via one of the outlanes. The flipper acts as a launch pad for the ball and sends it up the opposite side's outlane. Also try lowering the flipper as the ball starts moving off the pad, as this slows it down.
- The **Bounce Pass** requires a cool head and a bit of bottle. To perform this move you simply leave a flipper in its resting position. When the approaching ball hits the flipper it should simply bounce over to the other side of the table.
- Another cool looking move is the **Arrested Ball**. There are two varieties of this move, each using the flipper in a different direction.
- In the **Upwards** version you hit the flipper button a fraction of a second before it would have met the flipper in the inactive position. This has the effect of stopping the ball dead. You'll probably do this by accident the first time, but a bit of practice means you can pull it off quite often.
- In the **Downwards** version you hold the flipper up, waiting for the ball. Just as it touches the flipper you let go of the button. This removes all speed from the ball, enabling you to either hold, bounce or redirect it.

GENERAL SKILLS

- When things are getting hectic, try getting the ball in a hold so that you can plan a strategy and clear your head.
- During a multiball, try and send the balls off on as many time consuming ramp and loop trips as you can. This keeps the lower playfield area immediately above the flippers clear.
- During a multiball, try and keep a ball held in one of the flippers. Then if you notice that a ball's about to head down the middle, you can fire the held ball upwards to deflect both away from the middle.