

Nintendo

GAME BOY®



DMG-APFE-USA

KIDS TO ADULTS



AGES 6+

INSTRUCTION BOOKLET

GAMETEK

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

**Game Hint and Tip Line
1-900-903-GAME (4263)**

- 80¢ per minute charge
- Touch tone phone required
- Minors must have parental permission before calling
- Available 24 hours

LICENSED BY



NINTENDO, GAME BOY
AND THE OFFICIAL SEALS ARE
REGISTERED TRADEMARKS OF
NINTENDO OF AMERICA INC.
© 1989 NINTENDO OF AMERICA



PINBALL FANTASIES
© 1994 21ST CENTURY
ENTERTAINMENT LTD.
© 1994 GAMETEK, (FL) INC.
GAMETEK IS A REGISTERED
TRADEMARK OF I.J.E., INC.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

TABLE OF CONTENTS

Starting Up	4
Controls	5
Party Land Game Play	6
Speed Devils Game Play	7
Million Dollar Game Show Game Play	9
Stones N Bones Game Play	11
Credits	14
CompuServe Membership	15
Warranty	17

PINBALL FANTASIES

STARTING UP

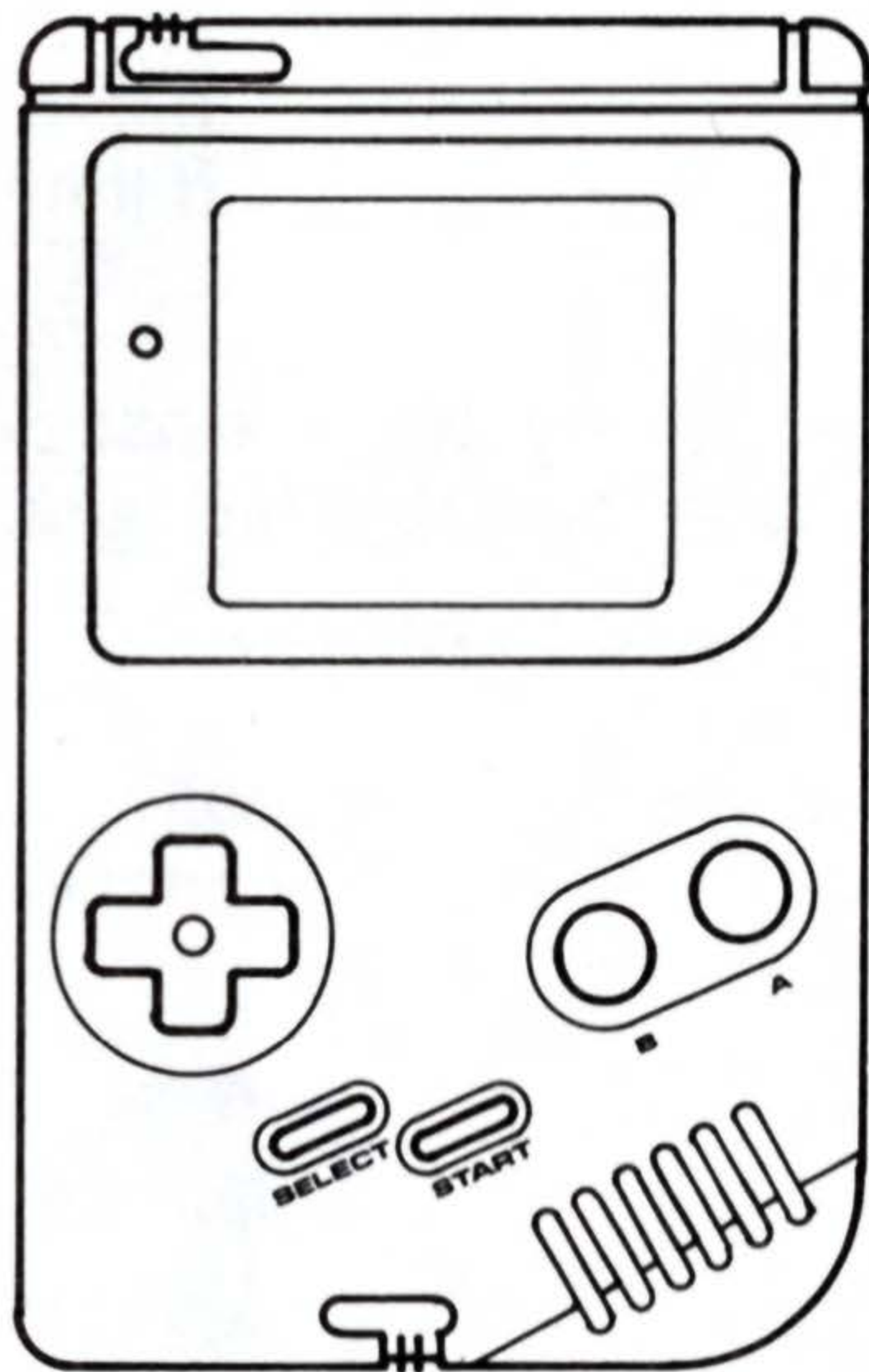
Make sure that your Gameboy is turned OFF. Insert your PINBALL FANTASIES Game Pak, then turn the power switch to ON.

Super Game Boy Instructions

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position. For further operation information, please consult your Super Game Boy and Super NES instruction manuals.

CONTROLS

Control Pad is used to shoot the ball out into the game table. Press down on the Control Pad to pull back the hammer. Pressing the Control Pad Left controls the left flipper.

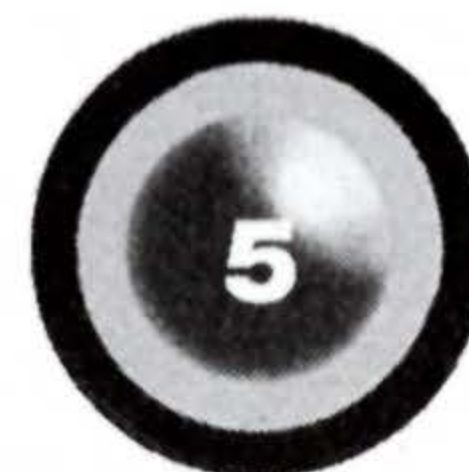


A Button: controls the right flipper.

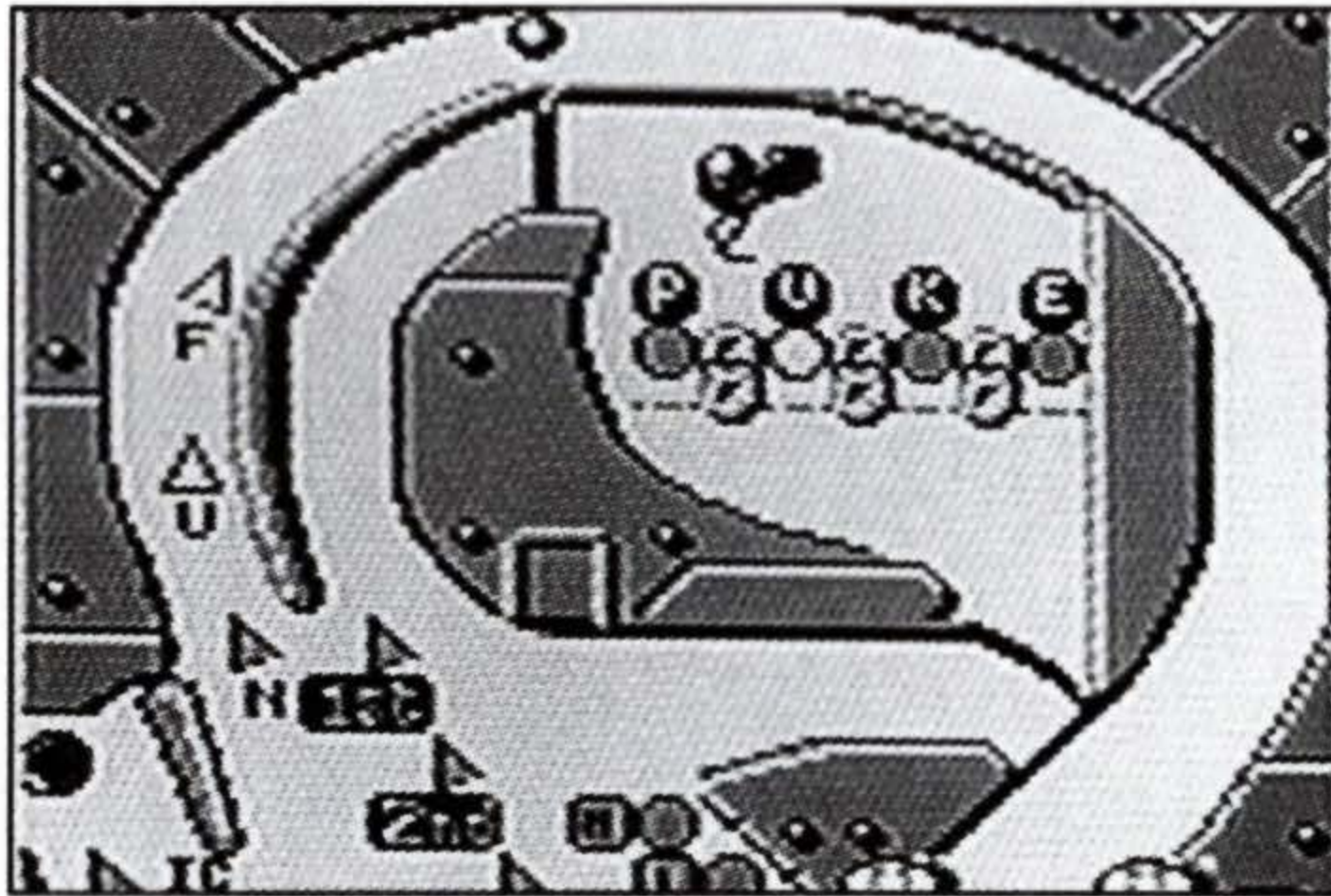
B Button: tilts the game board.

Select: tilts the game board.

Start: pauses the game and allows you to exit the present game board.



PARTY LAND



Spell PUKE to enable the bonuses in the right ball trap, 5M, XB, JP in turn and then back to 5M again.

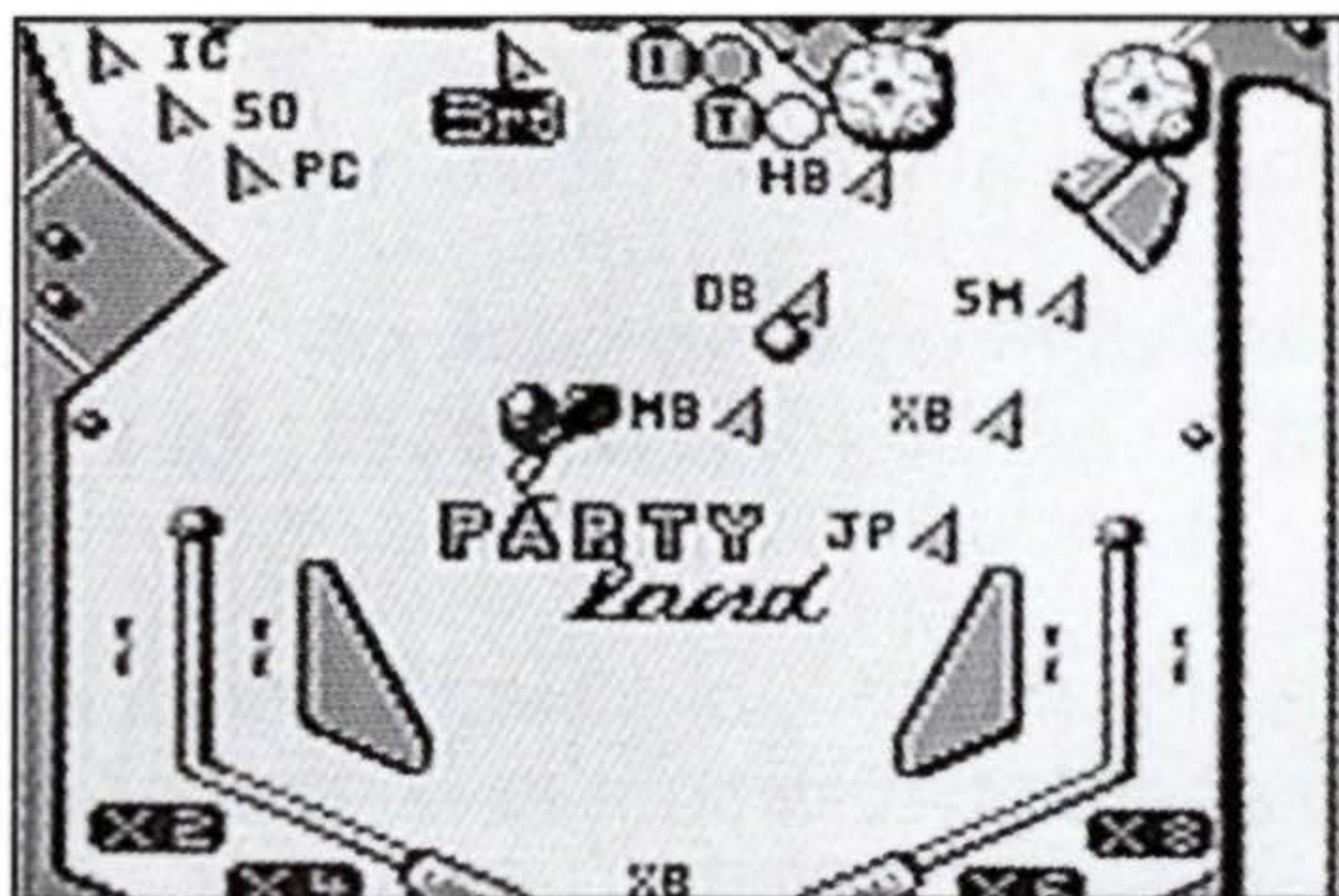
Light 1st, 2nd & 3rd by shooting the ball up the middle passage to enable MB light.

Light FUN to gain 1 letter of PARTY.

Spell HIT to Enable snacks in left ball trap. Enter left ball trap to collect a snack.

Enter Right Ball trap to collect 5M, XB, JP when flashing otherwise collect 250K.

Spell PARTY to enable HAPPY HOUR feature which gives one million for every time you hit a bumper or kicker. This lasts for 25 seconds.



If XB between flippers is lit then losing the ball down the left/right exit lanes allows you to replay that ball.

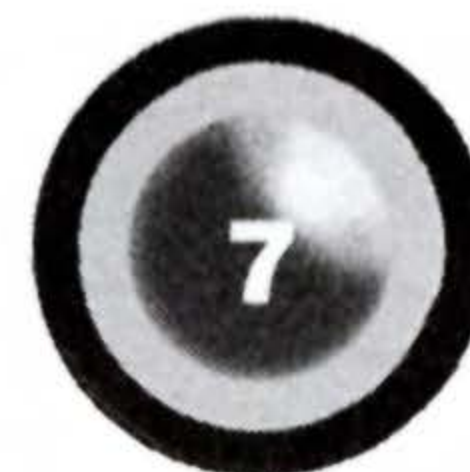
Shooting the ball along the center passage adds one to the cyclone bonus.

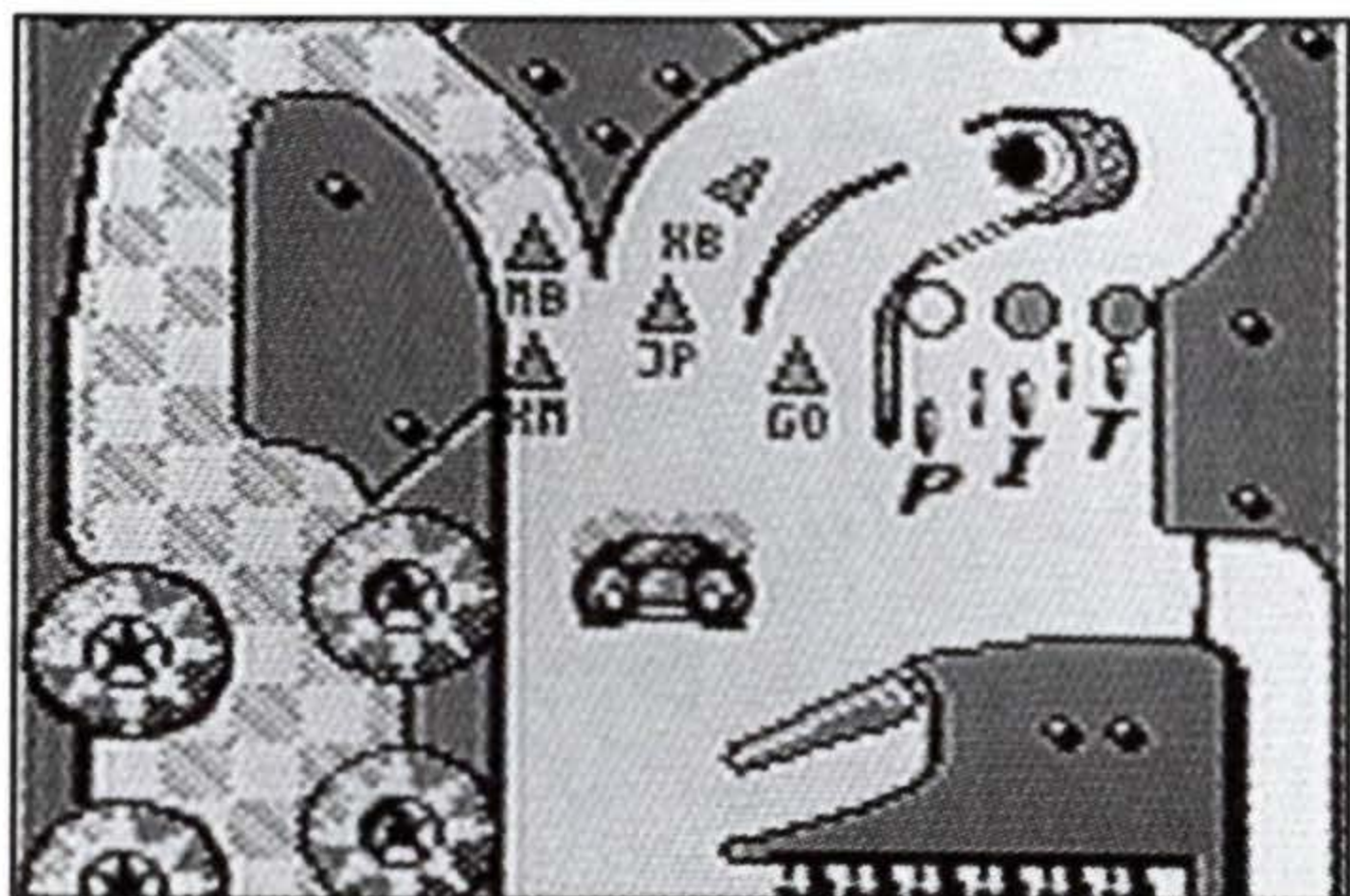
Get the center ball trap to award a mystery bonus of either:- no bonus, 500k, 1M, 5M, XB between flippers or one letter of PARTY.

SPEED DEVILS

Left hand passage: gains one mile, collect a multi bonus when lit or collect 10M when lit.

Middle passage: collects XB when list, JP when lit and gains one mile.

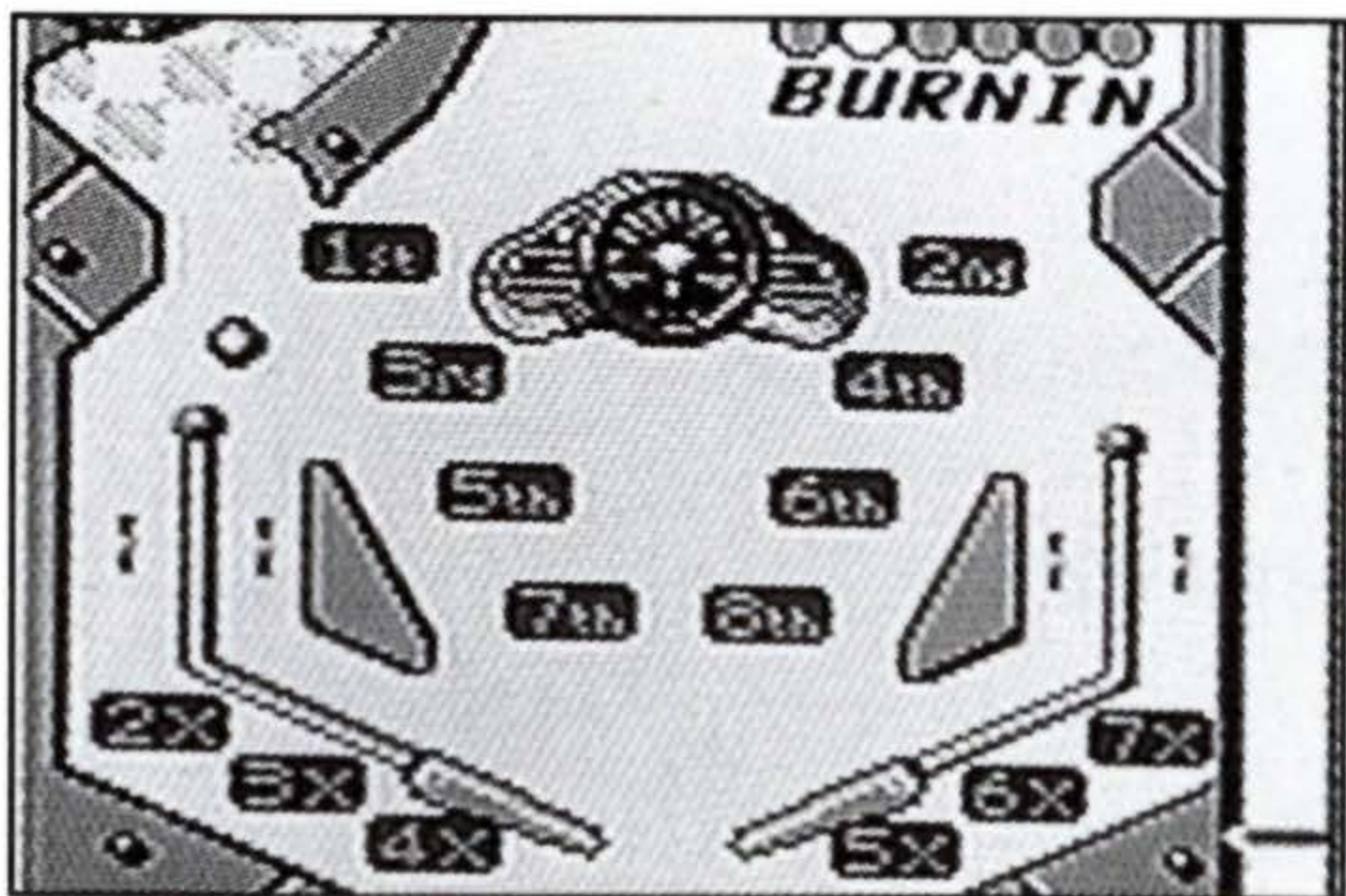




Shoot the ball into the right passage to enter the ball trap and gain GOAL when lit.

Light PIT to enable next MB light. This gives 1M when all the multi bonuses have been lit.

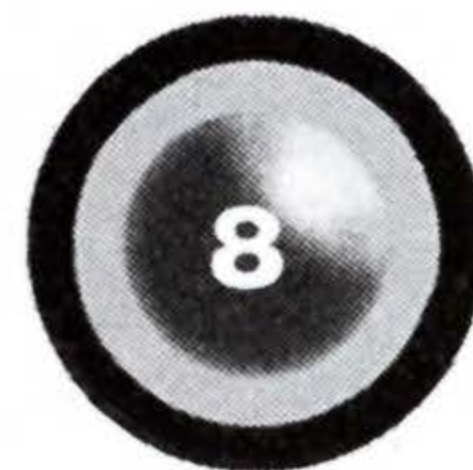
Collect miles to give the following: odd multiples of 10 enables 10M light even multiples of 10 enables OFFROAD feature.



Light BURNIN lights to better your race position.

Light all the POSITION lights to light GOAL in the right passage.

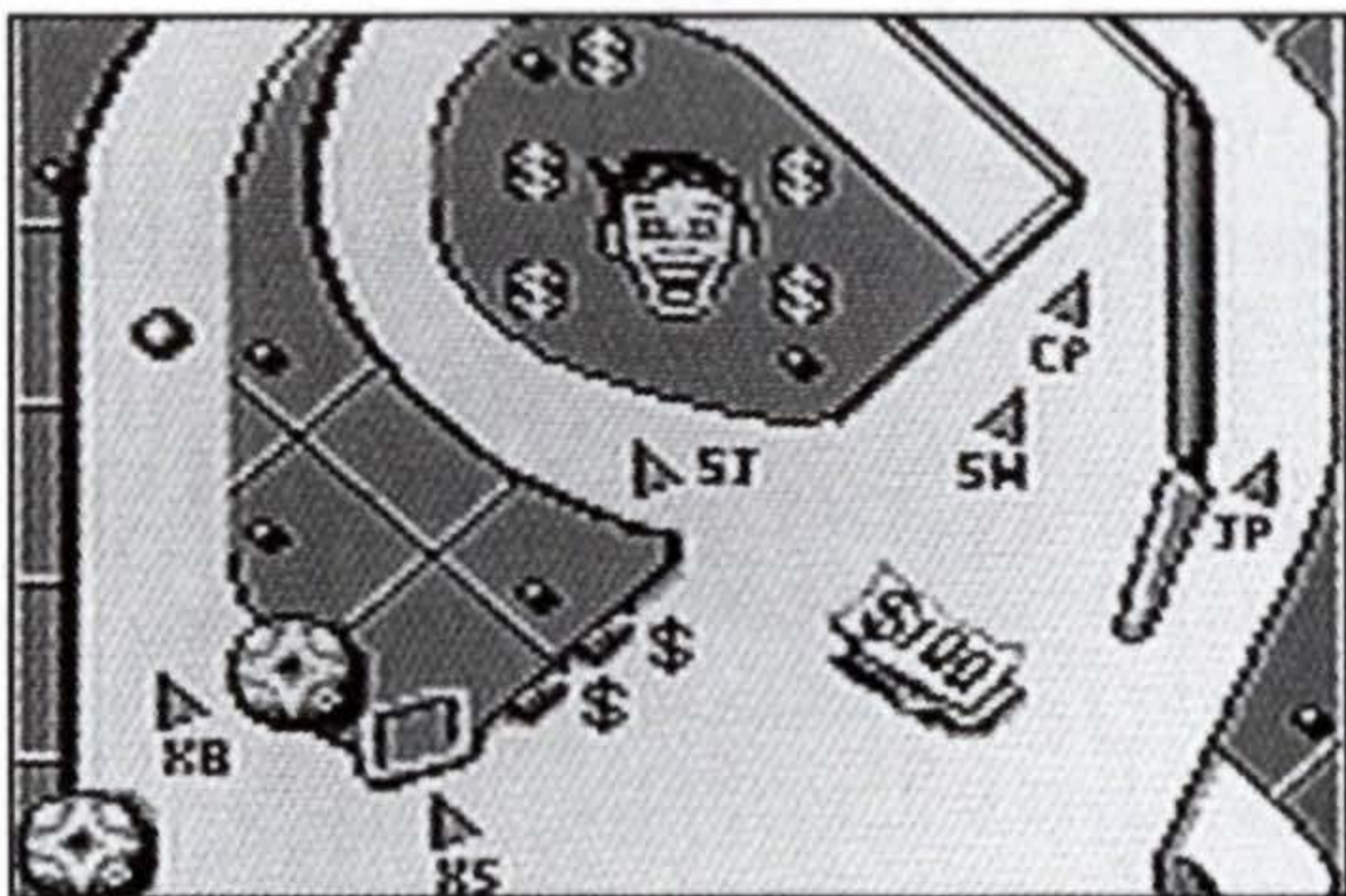
Collect the GOAL when lit to enable TURBOMODE feature



OFFROAD feature: scores 100,000 for any kicker, bumper or drop target hit. lasts 25 seconds.

TURBOMODE feature: shoot the ball up the left/middle passage to gain 5M. lasts 25 seconds

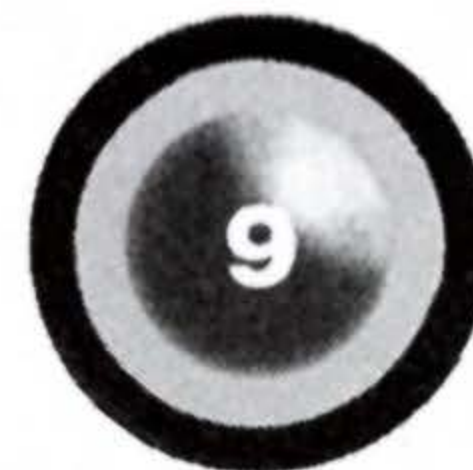
MILLION DOLLAR GAME SHOW



Light both DOLLAR lights to enable the spin wheel in the top ball trap.

Shoot the ball up the left ramp to collect the XB when lit or to add 1 to the bonus counter:

6 bonus counters
enables MONEY
MANIA feature



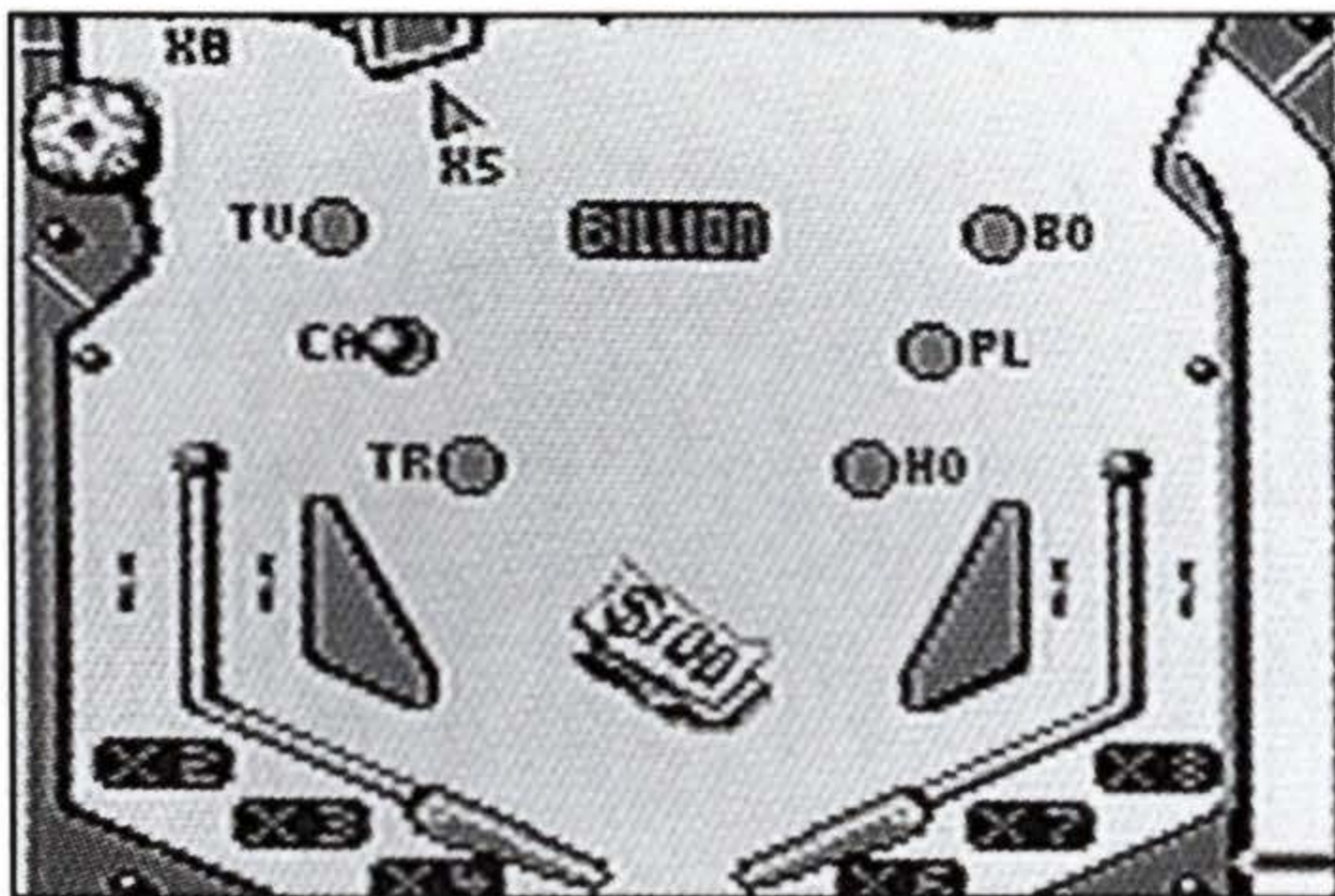
12 bonus counters enables XB

18,24,30 counts enable MONEY MANIA feature

Shoot the ball round the clockwise passage when the SJ is lit will collect the super jackpot.

Shoot the ball up the right passage when the JP is lit to collect the JACKPOT this will enable the super jackpot for 5 seconds.

Collect the spin wheel from the top ball trap to gain 25,000, 50,000, 100,000, 250,000, 500,000, 1,000,000, 2,500,000 or 5,000,000 points



Shoot the ball into the top ball trap to collect a prize or to spin the wheel when they are enabled

To enable a prize shoot the ball up the right passage then round the clockwise passage and this will enable you to collect a prize from



the top ball trap. once you collect all the prizes shooting the ball into the center ball trap will enable then 1 BILLION. shoot the ball into the top ball trap to collect the billion.

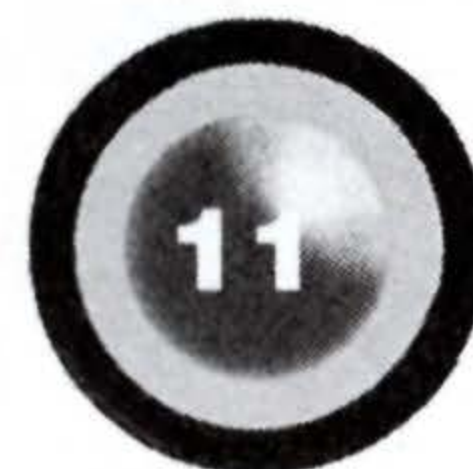
Shoot the ball into the center ball trap to collect the cashpot. if X5 is lit you will get 5 times the cashpot.

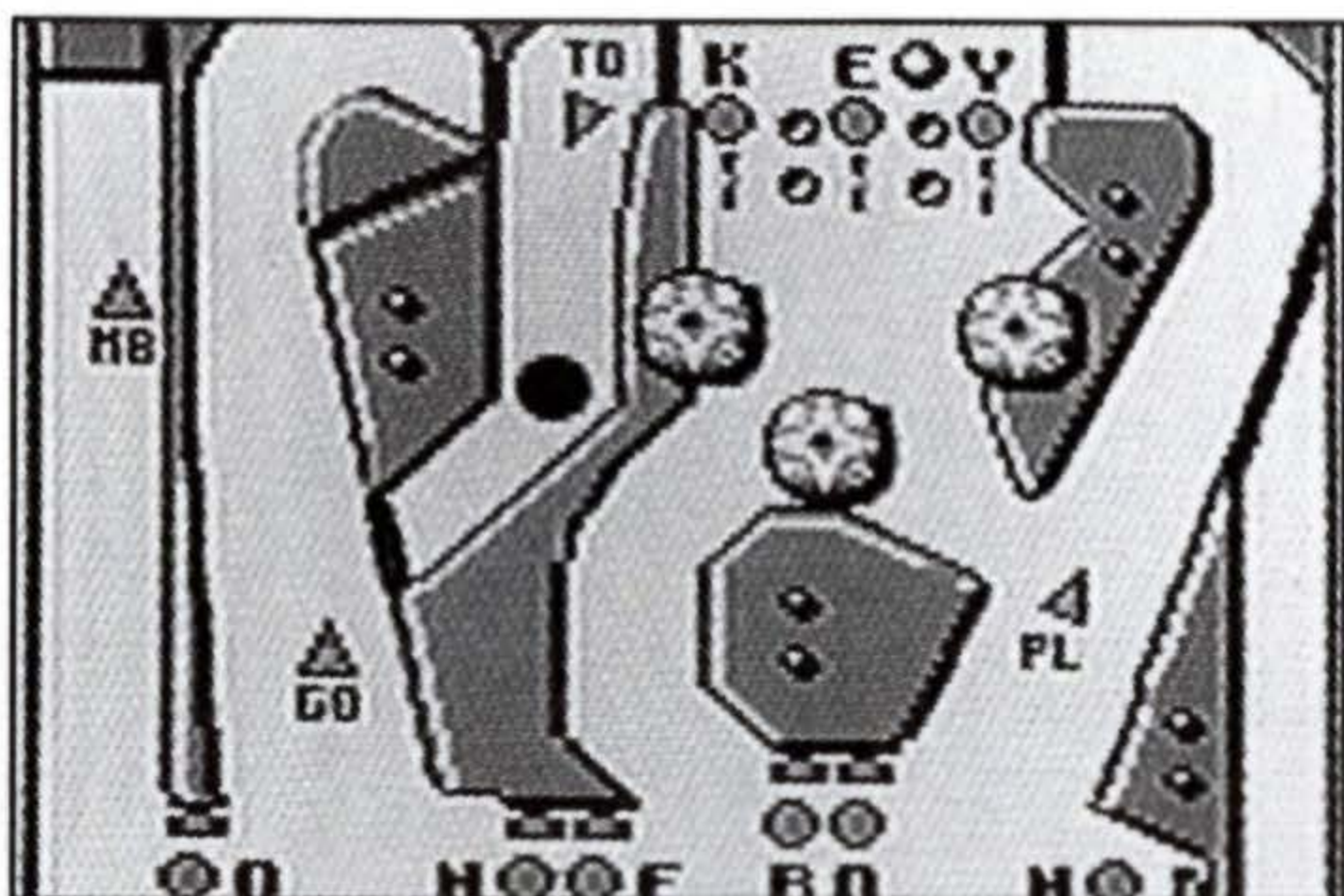
Shoot the ball up the left passage and then round the clockwise passage to collect the next multi bonus in turn.

MONEY MANIA feature: hitting all kickers, bumpers of switches will award 5M. lasts 25 seconds.

STONES N BONES

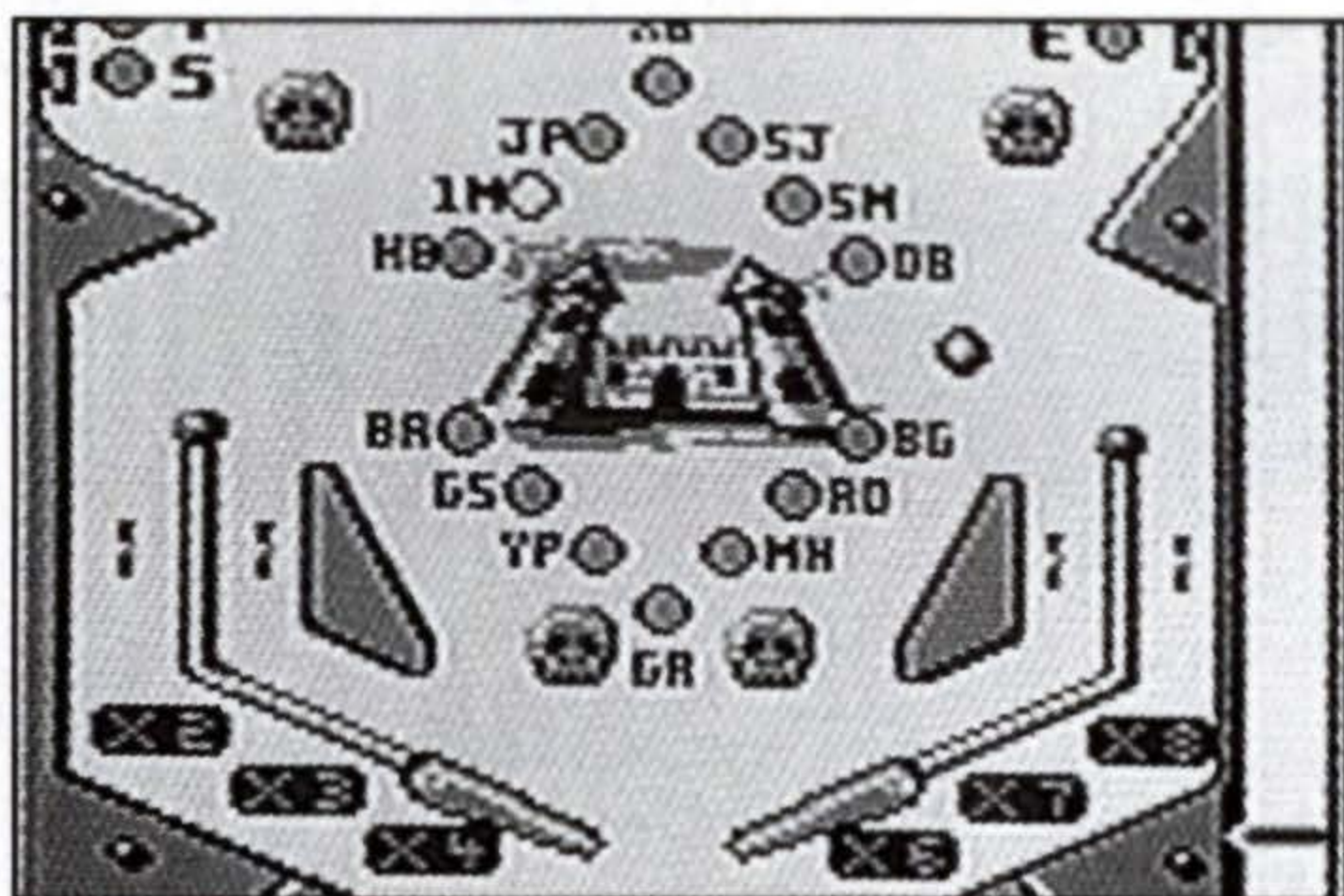
Spell KEY to open the tower and to enable the next tower bonus. if you collect the letter in KEY that is flashing you will be awarded a skill shot bonus of 1 million the first time, and 2 million the second.





Shoot the ball into the tower to collect the next tower bonus. the bonuses are: extra ball, jackpot, super jackpot, 1 million, 2 million, hold bonus and double bonus.

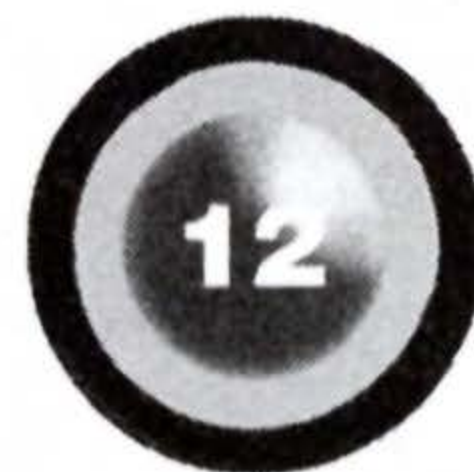
Shoot the ball up the right passage when PL is lit you will collect a bonus. bonuses start at 1 million and increase by 1 million every time it is collected.



Shoot the ball into the vault ball trap to gain the vault score, to enable the PL light on the right passage or to collect a GHOST when has been enabled.

Shoot the ball into the well ball trap to collect the next multi bonus when enabled or to collect the well score.

Light all the STONE BONE lights to enable the next



GHOST in turn; the ghosts are as follows.

BAT (BA) - awards 5 million points

BLUE GHOST (BG) - enables tower hunt feature

GREEN SLIMER (GS) - enables extra ball on tower ramp

RED DEVIL (RD) - awards 10 million points

YELLOW POLTERGEIST (YP) - enables

GHOST HUNTER feature

MUMMYS HEAD (MH) - awards 15 million points

GRIM REAPER (GR) - enables

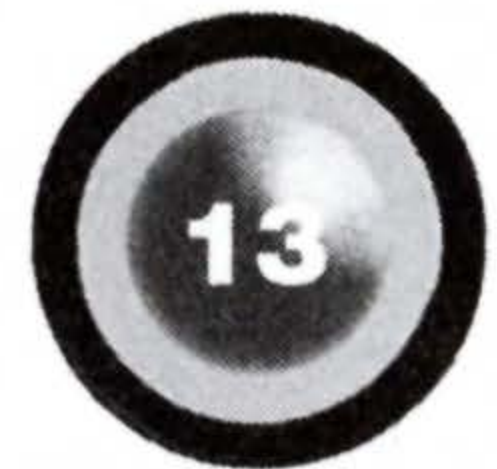
GRIM REAPER feature.

TOWER HUNT feature: when this is enabled shooting the ball into the tower will award 5M, 10M and 20M in turn. This lasts for 30 seconds

GHOST HUNTER feature: hitting and target, kicker, bumper or switch will give you 1M. This lasts for 30 seconds.

GRIM REAPER feature: shooting any ball trap or passage will award 5M. lasts for 30 seconds. The jackpot in the tower is also enabled for 30 seconds.

If you shoot the tower straight after collecting the jackpot and the SJ light is flashing, you will be awarded the super jackpot.



CREDITS

GameTek Inc.

Producer:	PAX
Creative Director:	Steven Curran
Art Director:	John Tombley
Logo Design:	Wendy Weber
Production Manager:	Sherry Kross

21st Century

Programming:	Martin McKenzie
Graphics:	Matt Butler
Sound:	Martin Walker
Production:	Barry Simpson
Exec. Prod.:	Steve Marsden

GameTek Customer Relations 1-305-935-3995

- 9 AM to 6 PM, Eastern time

Game Hint and Tip Line 1-900-903-GAME (4263)

- 80¢ per minute charge
- Touch tone phone required
- Minors must have parental permission before calling
- Available 24 hours

To order other GameTek products:

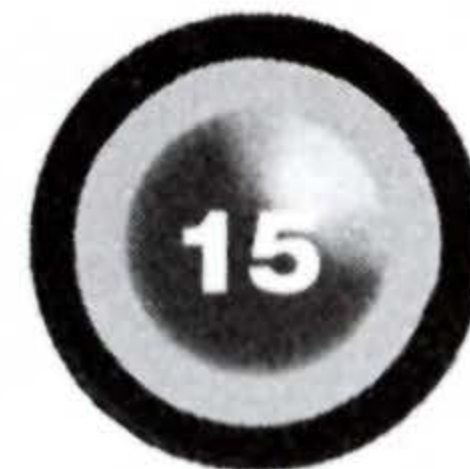
Call toll-free 1-800-GAMETEK, (1-800-426-3835).

24 hours a day, 7 days a week.

Visa and Mastercard accepted.

Free Introductory CompuServe Membership

As a valued GameTek customer, you are eligible for a special offer to receive a FREE introductory membership to CompuServe -- the world's largest on-line information service.



By joining CompuServe, you can receive the latest news and product announcements concerning GameTek games. Enter [go GAMETEK] to get to the GameTek section of the Game Publisher's Forum. From the Game Publishers Forum [GO GAMEPUB], you can download updates to your favorite computer games or obtain demos of soon-to-be-released computer games. You'll also be able to trade tips, hints and strategies with other GameTek computer and game pak game players in the Gamers Forum [GO GAMERS].

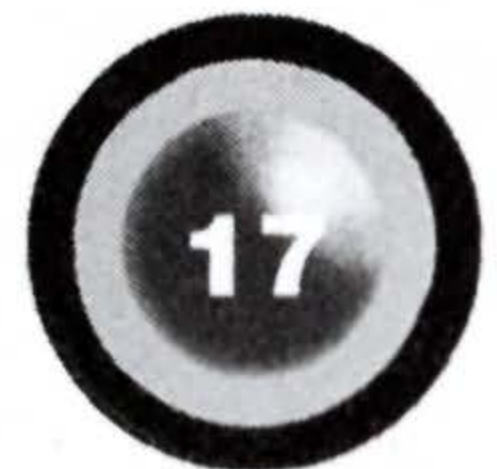
To take advantage of this special offer, call toll-free 1-800-524-3388 and ask for Representative # 436 to get your introductory CompuServe membership which includes a personal User ID, pass word, \$15 usage credit and an entire month's worth of basic services free.

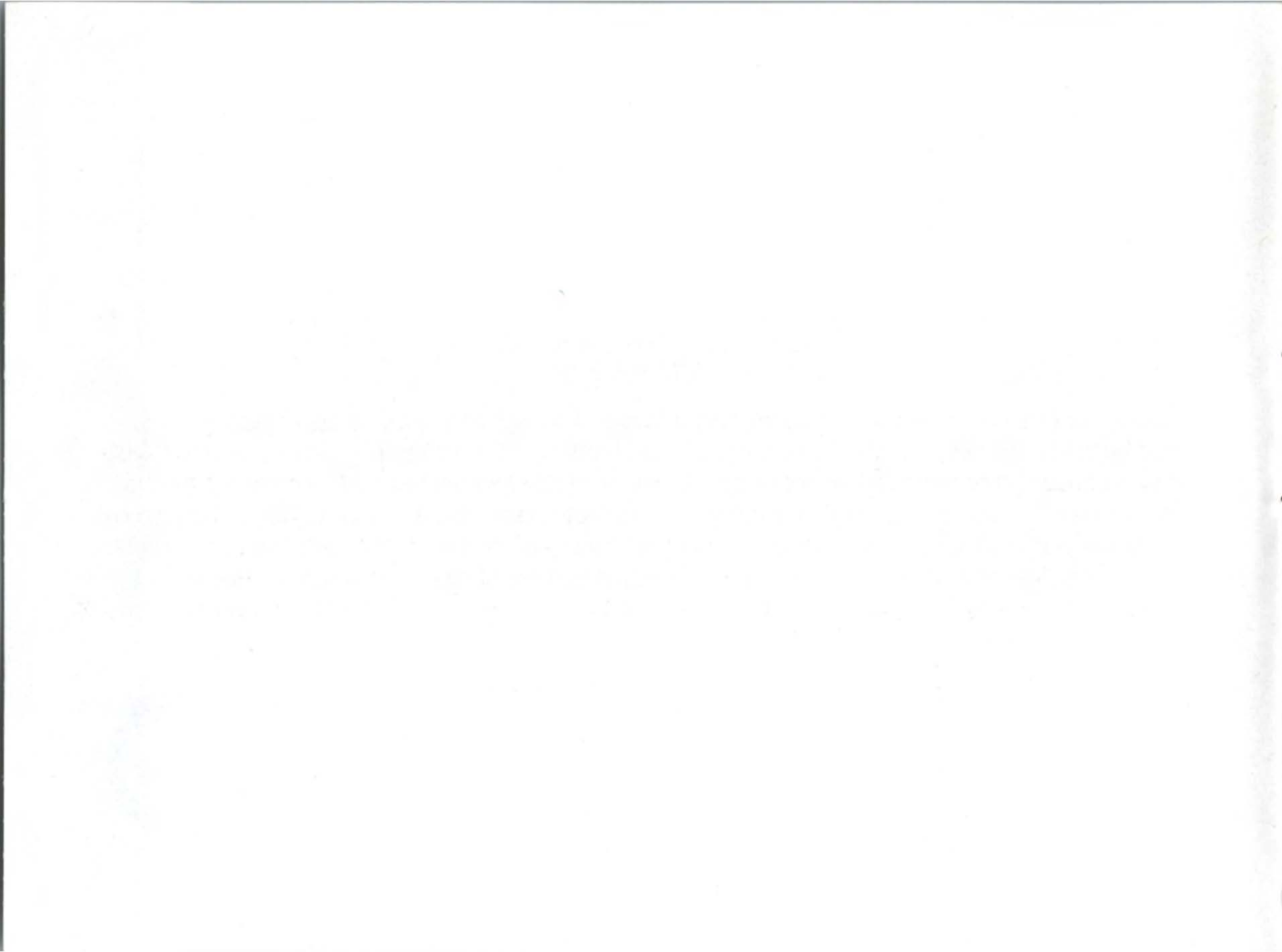
GameTek Limited Warranty

GameTek, Inc. warrants to the original consumer purchaser of this GameTek game pak product that the medium on which this game pak program is recorded is free from defects in materials and workmanship for a period of (90) days from the date of purchase. This GameTek game pak program is sold "as is," without express or implied warranty of any kind, and GameTek is not liable for any losses or damages of any kind resulting from use of this program. GameTek agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any GameTek game pak product postage paid, with proof of date of purchase, at its Corporate Offices: GameTek, Inc. 2999 Northeast 191st Street, Suite 500, Aventura, Florida 33180 • (305) 935-3995.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the GameTek game pak product has arisen through abuse, unreasonable use, mistreatment or neglect. This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate GameTek. Any implied warranties applicable to this GameTek game pak product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will GameTek be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of the GameTek game pak product.

Some states do not allow limitations on the duration of an implied warranty or exclusions of limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.







2999 N.E. 191st Street, Suite 500, Aventura, Florida 33180. U.S.A.

PRINTED IN JAPAN