

PINBALL

HALL OF FAME™



THE  *Williams* COLLECTION



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system 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.

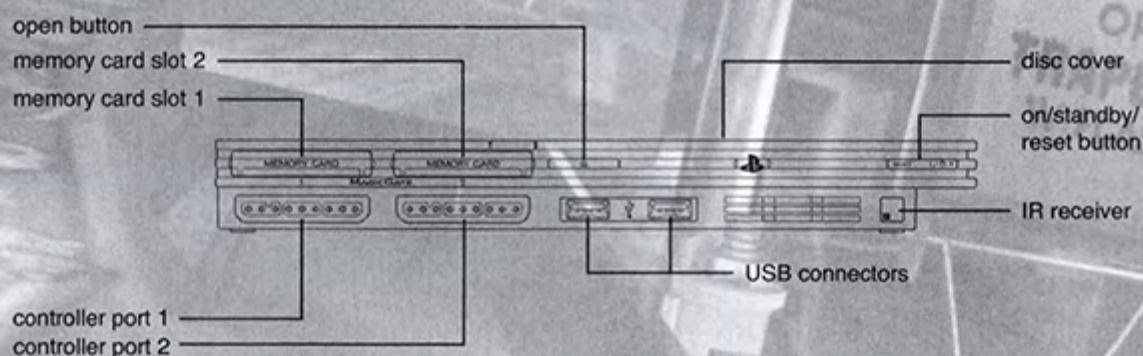
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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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GETTING STARTED*



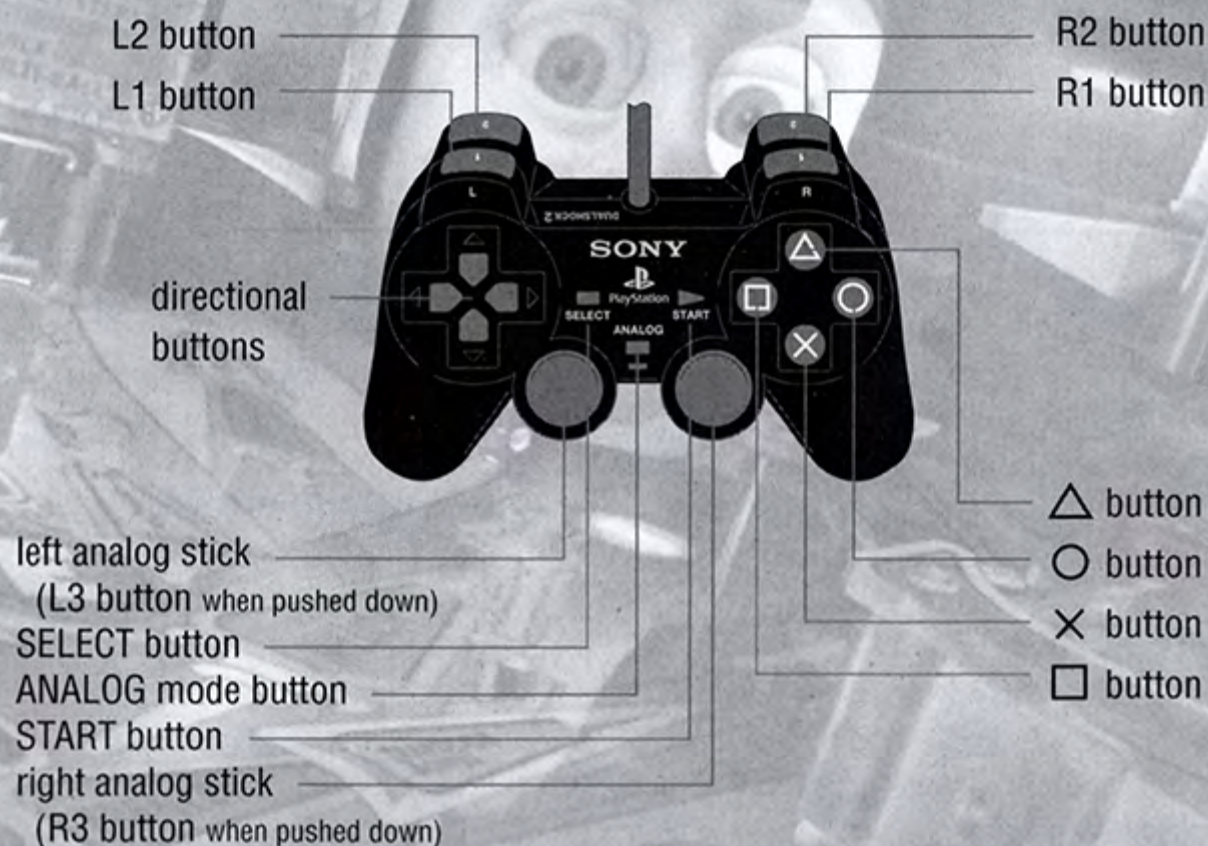
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Pinball Hall of Fame™, The Williams® Collection disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



COMMAND

FUNCTION

□ button	Change camera type
○ button	Change camera angle
△ button	Toggle on-screen display
× button	Not used
Left Analog Stick	Nudge
Right Analog Stick	Pull Plunger / Launch Ball
L1 Button	Left flipper
R1 Button	Right flipper
L2 Button	Activate left Magna-Save™ (Black Knight only)
R2 Button	Activate right Magna-Save™ (Black Knight only)
START Button	Pause

INTRODUCTION

Pinball Hall of Fame™ – The Williams® Collection is a compilation of Williams' greatest pinball machines spanning arcade pinball's golden age. The tables are recreated and played in stunning 3D and presented as photo-realistically as possible. The game play, visuals, and sound effects are authentic and the atmosphere takes the player back to an awesome late 80s style arcade.

GAME MODES

Williams® Challenge:

The Williams Challenge Mode challenges the player to achieve a target score on each table before moving on to the next one. When the player loses all of their balls and achieves the target score, they are awarded a number of points based on how much over the target score they went. The player then has the option to accept their point total and move on to the next table, or they can choose to replay the table to attempt to earn a higher score. If they replay the table, they lose any points they had earned for that table. The player gets three attempts on each table to try and achieve the target score.

Practice Arcade:

The Practice Arcade tracks the number of tokens the player has earned and allows them to practice any of the available tables to gain the skills needed to succeed in the Williams Challenge, Multiplayer Mode and Tournaments. The Practice Arcade supports up to four players and allows them to take turns on a table based on the multiplayer rules of the table. On tables that were created before the advent of multiple player score tracking, this feature is now available.

Tournaments:

Tournaments use a tournament format that is standard for most championships. 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 tables in the tournament, and the player who earns the most combined points wins their match. Up to four players can compete in a tournament, with a leader board displayed after all players complete a table that shows tournament progress. One player can play a tournament for high score posting.

UNLOCKABLE FEATURES

When starting Pinball Hall of Fame™ – The Williams® Collection, only three tables are unlocked for Free Play Mode in the Practice Arcade. The other tables require you spend credits to play. You can unlock the remaining tables for Free Play Mode and other hidden features by completing table goals and you can also spend credits to buy Free Play Mode for locked tables. The goals for each table are displayed by selecting the Table Goals option from the Play Table menu.

THE TABLES

Gorgar™ - 1979

Light all three upper Rollovers to advance the multiplier up to 3X.

Complete the G-O-R-G-A-R drop targets to light jet bumpers, earn specials and an extra ball.

Shoot the standup targets to advance the Pit Bonus. Shoot the ball into the Pit to collect the bonus.

Earn end of ball bonus points by advancing the Gorgar bonus by way of the Targets, Rollovers and the Trap.

Firepower™ - 1980

Complete both banks of stand up targets to light the ball locks, spinner and pop bumpers.

Earn Multi-Ball by locking a ball in each of the 3 lit ball locks.

Light all four upper rollovers to advance the multiplier up to 5X. Once you've earned the 5X multiplier, light all four rollovers again to light Extra Ball.

Earn the Firepower bonus by completing both F-I-R-E (upper rollovers) and P-O-W-E-R (Standup targets on right side of playfield). The Firepower bonus ranges from 10,000 points to 50,000 points.

Black Knight™ - 1980

Earn Multi-Ball by locking 3 balls in the ball lock on the upper playfield or lock one or two balls in the upper playfield and then lock another ball in the lower playfield.

Complete each bank of drop targets in either playfield three times each to light the Extra Ball on the upper playfield. Shoot the ball up the left ramp to earn an Extra Ball when lit.

Complete all four banks of drop targets in the upper and lower playfields, three times each to light Extra Ball on the lower playfield. Shoot the ball through the turn-around in the lower playfield to earn the Extra Ball.

The left flipper return lane rollover lights the center ramp for a Mystery Score. The Mystery Score is awarded upon completion of the center ramp when lit.

Space Shuttle™ - 1984

Light all three upper rollovers to advance the multiplier up to 7X.

Earn special rewards for spelling out S-H-U-T-T-L-E. Shoot the standup targets and the drop target in front of the center ramp. Shoot the "T" drop target last to earn an additional 100,000 points. Shoot the bulls-eye target in the right ramp to change the SHUTTLE reward.

The "T" drop target also triggers "Stop and Score" if no balls are locked. This is a rolling value that ranges from 20,000 points to 99,000 points and lasts about 8 seconds. Shoot the center ramp within those 8 seconds to collect the reward.

Complete the drop targets located between the two ramps to advance the spinner value up to 7,000 points per spin. Increase the spinner value to 7,000 to light Extra Ball at the right ramp. Shoot the bulls-eye target in the right ramp to collect the Extra Ball.

Pinbot™ - 1986

Advance to the next planet and towards your destination by completing the bank of three drop targets on the left side of the playfield. You can also advance to the next planet by completing the rollover in the left flipper return lane, which lights the bulls-eye target on the right side of the playfield. Shoot the lit bulls-eye to advance to the next planet.

Complete all flashing lights on the chest panel to open Pinbot's visor by shooting the targets corresponding to chest panel lights. Once his visor is open, lock a ball in both eye-eject holes to start 2 ball Multi-Ball. All scores are doubled during Multi-Ball. Complete the chest panel a second time to light Extra Ball above one of the return lanes.

Shoot the ramp on the left side of the playfield to advance the bonus multiplier up to 5X. Every shot up the unlit ramp also increases the Solar Value by 50,000 points. During Multi-Ball, locking a ball in one of the eye-eject holes will light the ramp to Collect Solar Value.

The right flipper return lane flashes an eject value of 25,000, 50,000, 75,000 points and then extra ball. Each time you complete the right flipper return lane, shoot the ball into the eject hole to collect the flashing value.

Taxi™ - 1988

Light all three upper C-A-B rollovers to advance the multiplier up to 5X. Each time you light all three upper rollovers, Raise Jackpot will light for 10 seconds. While lit, every switch adds 2,000 points to the Jackpot value. Light all three upper C-A-B rollovers three times on one ball to light Extra Ball at the Drac Hole.

Pick up all five passengers by completing the lit drop targets and ball locks. Once all five passengers have been picked up, the Jackpot worth 500,000 will light.

The left flipper return lane lights the Airport Value for the right ramp while the right flipper return lane lights the Airport Value for the left ramp. Shoot the ramps when these are lit to collect and advance the lit value. This can earn up to 100,000 points plus the Airport Million.

Complete the Lola drop targets to light the Carry Passenger Target. Shooting the Carry Passenger Target will hold any passengers you've picked up for the next ball.

Whirlwind™ - 1990

Earn Multi-Ball by completing the flashing directional targets or rollovers and then shoot the ball up the Skyway Ramp to lock it. Repeat this process to lock a second ball and then you can trigger Multi-Ball by shooting the ball into the ball lock under the Skyway Ramp or by Shooting the ball up the 3 Toll Ramp.

Earn one of seven possible rewards by shooting the ball into the Super Cellar Door. The right flipper return lane lights the Super Cellar Door for a short time. When all seven rewards have been earned, shoot the ball into the Super Cellar Door again to earn the Mega Door Bonus.

Shoot the ball into the Cellar Door to earn Cellar Visits. These accumulate throughout the game and are worth 5,000 points each at the end of a ball.

Funhouse™ - 1990

Advance the clock to Midnight and then lock two balls in the Hidden Hallway. Most targets and rollovers on the table advance the clock. Once you've got two balls locked, shoot a third ball into Rudy's mouth to activate Midnight Multi-Ball and earn 1 Million points.

Hit the center ramp, then the right Gangway, then the Trapdoor loop to earn a 500,000 point 3-Way Combo reward. After the 3-Way Combo is hit, hitting Rudy's jaw quickly enough awards a 1 Million point 4-Way Combo reward.

Shoot the ball around the Trapdoor loop to open the Trapdoor for about 8 seconds. Shoot the ball into the open trapdoor to earn 500,000 points.

The right flipper return lane starts the left Gangway flashing. The left flipper return lane and the Trapdoor loop start the right Gangway flashing. Hitting a flashing Gangway awards 150,000 points the first time, then 200,000 points, then 250,000 points and lights Extra Ball at the Hidden Hallway.

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