

Product Description

Program Number: A2-PB1 (Apple)

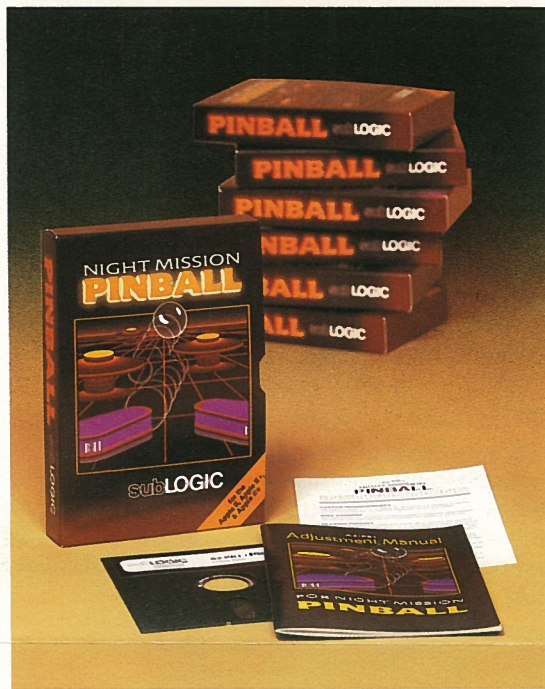
AT-PB1 (Atari)

IB-PB1 (IBM)

CM-PB1 (Commodore 64)

Night Mission Pinball

by Bruce Artwick



Hardware Requirements

Apple: Apple II, Apple II plus, or Apple //e microcomputer, disk drive, and video monitor (B&W or color). Paddles recommended but not required.

Atari: Atari 400, 600XL, 800, 800XL, 1200XL, 1400XL, or 1450XLD microcomputer, disk or cassette loader, and video monitor (B&W or color). Joysticks optional.

IBM: IBM-PC or XT microcomputer, disk drive, Color/Graphics Monitor Adapter, and video monitor (B&W, composite, or RGB). Joystick optional.

C64: Commodore 64, disk or cassette loader, television or video monitor (B&W or color). Joysticks optional.

Memory Requirements

Apple: 48K

Atari: 48K

IBM: 64K

C64: 64K

Product Format

Apple: disk

Atari: disk or cassette

IBM: disk

C64: disk or cassette

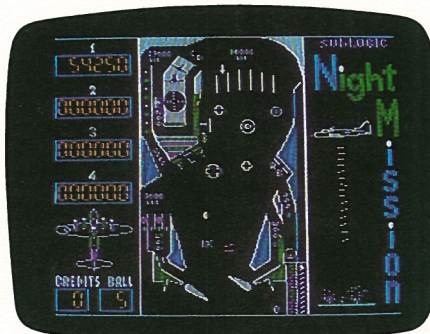
Documentation

4-page instruction card

24-page adjustment manual

Description

Night Mission Pinball is the ultimate arcade simulation program. Stunning graphics and dazzling sound effects combined with infinite user variability put the program in a class by itself. Game features include multi-ball and multi-player capabilities, ten different professionally-designed levels of play, and an editor that lets you create your own custom modes. Winner of Electronic Games magazine's 1983 Arcade Award for Best Computer Audio/Visual Effects.



Night Mission Pinball on the Apple II

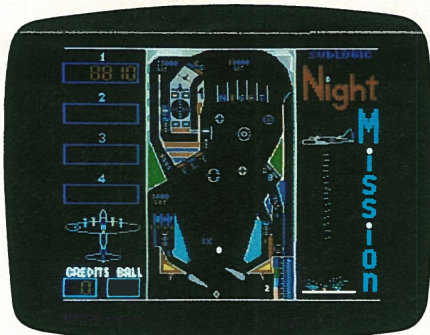
Features

Night Mission Pinball recreates the look and sound of a real pinball table down to the finest detail. You even have to insert a quarter (press Q) and press the start button (press S) to begin a new game. The professionally-designed playfield has five bumpers, seven standup targets, nine rollovers, two spinners, and much more. One to four players may compete at a time.

The game's theme is based on a WWII night bombing run. Incredibly realistic sound effects actually place you in the cockpit of a B-17 Flying Fortress over war-torn enemy territory as you maneuver your ball down the bomb release line. Four standup targets control the bonus multiplier. A hole kicker can catch your ball, activating a number of bonus features before ejecting the ball back into play. The game allows you to keep up to four balls in play simultaneously.

Night Mission Pinball allows for either joystick or keyboard flipper control. Hitting any key on the left side of the keyboard simulates jostling the machine by bumping it on its left side, and the ball will tend to go to the left. Any other key will tilt the ball to the right. Too much bumping is risky as you may TILT the machine.

Disk versions of the program allow you to save your high score to another disk for competition purposes. Another feature lets you stop and single-step your ball at any stage of play. And matching the last two digits of your final score gives you a free game, just like a real pinball machine.



Night Mission Pinball on the IBM PC

Play Modes and Adjustment Features

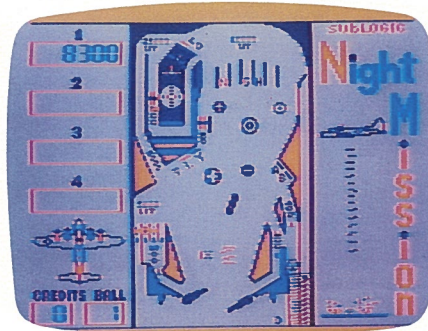
Night Mission Pinball offers ten user-selectable modes of play. COMPETITION mode accurately simulates the action and physics of a real pinball game in every respect. Other modes include:

- EASY
- SELF-PLAY
- MEDIUM DIFFICULTY
- HIGH DIFFICULTY
- COSMIC
- SLOW MOTION
- HIGH SPEED

Or you can create and save your own custom game modes. Forty parameters control the characteristics of the pinball game. Each parameter is completely user-adjustable, including:

- BALLS PER GAME
- FORWARD INCLINE

- SOUND
- BALL SPEED
- FLIPPER POWER
- BUMPER IMPULSE
- TILT SENSITIVITY
- etc.



Color can be adjusted on the Atari and Commodore 64 versions

Atari and Commodore 64 versions of the program also allow you to adjust detail and border colors as desired through joystick control. The Commodore 64 and IBM-PC programs include full playing instructions as well as a self running demo mode on disk. Night Mission Pinball for the IBM-PC is fully compatible with either composite or RGB color monitors, and RGB monitor users can select from two alternate color sets with full 320x200 resolution.

Ordering Information

Night Mission Pinball is available in different formats:

Apple II 48K disk – \$34.95

Atari 32K disk or cassette – \$29.95

IBM PC 64K disk – \$39.95

Commodore 64K disk or cassette – \$29.95

If your dealer doesn't carry Night Mission Pinball for your computer system, you may have him order it or you may order directly from SubLOGIC.

For direct orders please specify your system and media requirements, enclose the correct amount plus \$1.90 for shipping, and specify whether you want UPS or first class mail delivery. Visa, MasterCard, American Express, and Diners Club charges accepted.

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