ROLLEROBALL

THANK YOU

for selecting this exciting new game from HAL AMERICA, INC. "HAL".
Please read this instruction sheet to ensure proper handling of your new game,
and then save the sheet for future reference.

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SKYSCRAPER

ROLLEROBALL brings you two different games for your enjoyment.
SKYSCRAPER can be played by one person, or as many as four can join in. MATCH-
PLAY, which is a two-player game.

HOW TO PLAY

Pressing the START button will display the
GAME SELECT screen. Use the SELECT button to
select SKYSCRAPER and press START. Use
the SELECT button to specify the number of
players and press START. The game starts with
the player's score flickering. When a ball appears
in the Striker Lane, press button A to pull the
spring. Releasing the button will release the spring
and push the ball in play. Each player starts the
game with three balls, and play will continue until
all three have been lost.

How to use the Controller

Left Flipper
Right Flipper
Pause Button

Explanation of the Diagram

<table>
<thead>
<tr>
<th>NAME</th>
<th>FUNCTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Target 1</td>
<td>The Saver Post (s) will appear when all the Targets have been hit.</td>
</tr>
<tr>
<td>Saver Post</td>
<td>Disappears after being hit five times.</td>
</tr>
<tr>
<td>Target 2</td>
<td>Gate 1 will open when all the Targets have been hit.</td>
</tr>
<tr>
<td>Gate 1</td>
<td>Closes when a ball enters to it.</td>
</tr>
<tr>
<td>Slot 1</td>
<td>Once the SKYight display has been cleared, a ball entering (s) will cause the Bumper display to appear.</td>
</tr>
<tr>
<td>Slot 2</td>
<td>The bump will stop when a ball passes over the letter that is flickering.</td>
</tr>
<tr>
<td>Shot Again</td>
<td>This message will be displayed when the player has won a free ball.</td>
</tr>
<tr>
<td>Slot 3</td>
<td>A ball entering this slot will become a Multi Ball when all the SKYight lamps have been hit.</td>
</tr>
<tr>
<td>Slot Machine Trigger</td>
<td>A ball landing in this slot will activate the Slot Machine.</td>
</tr>
<tr>
<td>Slot Machine</td>
<td>Combinations of Balls, Cheries, and Eggplants will be displayed.</td>
</tr>
<tr>
<td>Warp Slot</td>
<td>When a ball enters this slot, the score will add to your score.</td>
</tr>
<tr>
<td>Slot 4</td>
<td>The display that is a ball changes with each shot.</td>
</tr>
<tr>
<td>Target 345</td>
<td>When all three targets next to the green lamp have been hit, the bonus points displayed at (s) will increase.</td>
</tr>
<tr>
<td>Bonus Lane</td>
<td>Display bonus points of 3,000 to 10,000,000 points.</td>
</tr>
<tr>
<td>Lane Lamp</td>
<td>Putting the ball through the lane that is lit, the points displayed at (s) will increase.</td>
</tr>
<tr>
<td>A, B, and C Lanes</td>
<td>You can change the position of the lamps using the A and B Buttons.</td>
</tr>
<tr>
<td>Gate 2</td>
<td>Gate will open when all three of the blue ABC lanes have hit.</td>
</tr>
<tr>
<td>Target 6</td>
<td>You can change the position of the lamps using Buttons A and B.</td>
</tr>
<tr>
<td>Saver Post</td>
<td>When open, a ball landing in the Saver Post will be put back into play.</td>
</tr>
<tr>
<td>Target 7</td>
<td>When a ball hits this target, it will flash for ten seconds.</td>
</tr>
<tr>
<td>Roll Over</td>
<td>When a ball passes over this target while it's flashing, the message displayed at (s) will be executed.</td>
</tr>
<tr>
<td>Display Panel</td>
<td>Displays one of five different commands.</td>
</tr>
<tr>
<td>Saver Post (s)</td>
<td>Display Saver Post (s) will display at (s).</td>
</tr>
<tr>
<td>Slot 5</td>
<td>If a ball enters while EXIT HOLE is displayed (s), it will wrap to (s).</td>
</tr>
<tr>
<td>Bonus Points</td>
<td>Kicks 1,000 points. Up to 199,000 points can be earned.</td>
</tr>
<tr>
<td>Bonus Multiplier</td>
<td>Each time the Slot Machine lands on three Balls, the Bonus Multiplier will increase one step when it reaches 6, then it will remain at 5 for the rest of the game.</td>
</tr>
<tr>
<td>Ball Count</td>
<td>The number of balls remaining, including the one currently in play.</td>
</tr>
<tr>
<td>Striker Lane</td>
<td>Button A is used to put a ball in play through the Striker Lane.</td>
</tr>
</tbody>
</table>

Slot Machine Display

1. Each time the Slot Machine lands on three Balls, the Bonus Multiplier (s) will advance one step.
2. When the Slot Machine lands on three Cheries, Seeker Posts (s) and (s) will appear, Gates (s) and (s) will open, and a ball landing in (s) will be advanced to Saver B.
3. If the Slot Machine lands on three Eggplants, all the advantages gained by matching three Cheries will be lost.

Display Panel

When a ball passes over the Roll Over (s) while it's flashing, the command shown on the Display Panel will be executed. The five commands are:

- BUMPER - The points and rebound force of the Bumper will increase for a predetermined length of time.
- ROLL OVER - The gate at (s) will open. (EXIT HOLE) - A ball landing in the Slot at (s) will return to the Saver Post and put back into play.
- SAVAGE POST - The Saver Post at (s) will appear.

Free Ball

If you extinguish all the Bumpers on Screen A, then put a ball in Slot 5, SHOOT AGAIN will be displayed on Screens A and B, and you will get a free ball.

Multiball

If you open Gate 1, and place a ball in Slot 1, that ball will be stored there, and a free ball will be put in play. When Multiball play starts, the stored ball will also be put into play, and the game will continue using both balls. After one ball is lost into the next screen, it will be stored on that screen until the second ball is also lost, then it will be put into play again, and so on, until both balls are lost from Screen D.
MATCHPLAY

How to Play MATCHPLAY
Pressing the START button will display the GAME SELECT menu. Select MATCH PLAY with SELECT and press START. Then, select each player’s handicap points and press START again. The player who reduces his opponent’s points to zero wins the round.

How to Use the Controller

Left Flippers
Right Flippers

Expressions Displayed By the Characters

The characters will display different expressions, reflecting how the action is going. They are as follows:

Situation: Elephant Donkey
Elephant running by a great deal Ecstatic Very angry
Elephant a little behind Calm Calm
Approximately even Neutral Neutral
Elephant leading ahead Sleepy Pleased
Elephant far behind Asleep Ecstatic

Overall Result Display
The record of wins and losses is displayed at the end of each round. The winner of a round is rewarded with a medal. The first player to win ten rounds wins the game.

COMPLIANCE WITH FCC REGULATIONS
This equipment generates and uses radio frequency energy and if not installed and used in accordance with the manufacturer’s instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

Necessary, the user should contact the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identity and Resolve Radio/TV Interference Problems.


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