

LittleWing PINBALL



Player's Guide



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1. Installation

Requirements



Macintosh

PowerMacintosh (G4 or later recommended)
MacOS X 10.1 or later
100MB hard disk space
1024x768 video resolution or higher; 32,000 or more colors



Windows

Pentium III (Pentium III 500MHz or faster recommended)
Windows 98, Me, 2000, or XP
100MB hard disk space
1024x768 or higher video resolution, 32,000 or more colors

*DirectX8 or later version is required.

The latest version of DirectX is available for free downloading at www.microsoft.com/windows/directx/downloads/default.asp

Set up the Game



Macintosh

1. Download MONSTER_FAIR_115.dmg.gz and double click on the icon to expand the compressed file to MONSTER_FAIR_Pinball_115.dmg.
2. Double click MONSTER_FAIR_Pinball_115.dmg creates MONSTER FAIR Pinball drive in your desktop.
3. Double-click the MONSTER FAIR icon in the drive.
4. A dialog box appears. Click "Play Demo" to launch a demo which has time-limit.

Windows

1. Double click MONSTER_FAIR_Pinball_115.exe to launch the installer.
2. On your Start Menu, point to the MONSTER FAIR folder, then click MONSTER FAIR.
3. A dialog box appears. Click "Play Demo" to launch a demo which has time-limit.

Entering license Key-Code



MONSTER FAIR operates as a demo version until you enter your personal Key-Code. When you purchase your license at our [Web Store](#), you receive your personal Key-Code from LittleWing by e-mail. Your Key-Code unlocks the demo and it becomes the full version.

Launch a game and click "Enter Key-Code" in the dialog box to enter your Key-Code and e-mail address which was used for the purchase. Then click "Register" to unlock the game.

Note: Registration depends on the combination of your Key-Code and e-mail address, so please enter your e-mail address correctly.

2. Operation



Quick Start

1. Press ESC to show the game menu. To choose a menu item, use the up/down arrow keys to move the selection, then press Enter (or Return).
2. To launch a ball, press Enter (or Return).
3. To operate the flippers, press Z and / (slash) key. To nudge the table, press Spacebar, X, or . (the period key). If you nudge too much, you will TILT. Avoid TILting by pressing the Nudge keys only briefly.
4. Press ESC to pause the game. To resume, press ESC, select Resume, and press Enter (or Return). You can also start a new game by choosing Reset.
5. To play MONSTER FAIR in Lollipop (easy) Mode, start a new game, then press F1.



Menu

Press ESC to see the game menu. To choose a menu item, use the up/down arrow keys to move the selection, then press Enter (or Return).

NEW GAME: Press Enter (or Return) to choose the number of players. (The default setting is One.) To start the game, press Enter (or Return).

OPTIONS: Select the Options item to choose custom settings for sounds, display modes, and control keys. See the Options Menu details below.

Other keys: To pause a game, press ESC. To resume, press ESC, select Resume, and press Enter (or Return). You can also start a new game by choosing Reset.



Lollipop Mode: Press F1 after starting a new game. Lollipop Mode features outlane ball-savers, and ball speed is slower. (on an iBook or Powerbook, press fn Key + F1 key to enter this mode.)



OPTIONS MENU

Press Enter (or Return) to toggle Options selections.

SOUND ON <--> SOUND OFF

MUSIC ON <--> MUSIC OFF

STANDARD SCREEN <--> WIDE SCREEN <--> DESKTOP SCREEN: Sets the screen size.

AUTO DEMO ON (sound off) <--> AUTO DEMO ON <--> AUTO DEMO OFF: If a game is not started for several minutes, MONSTER FAIR's demo mode starts automatically. You can turn this feature on and off.

CONTROLS: To change game control keys, select Controls and press Enter (or Return). At the prompt, press the key you want to use*.

*Macintosh users: Shift, Return, Control, and Command keys on both sides of the keyboard do not work independently. For example, assigning the right Shift key to the right flipper makes both Shift keys activate the right flipper.

To reset the control keys, select Reset To Default.

3. Rules

OBJECT

You are one of an alien crew who landed on Earth by a spaceship accident. Barnstorm around the world in MONSTER FAIR, and raise BIG MONEY to repair your spaceship for the trip home.

SHOWTIME See illustration1 "SHOWTIME"



There are five SHOWTIME modes in MONSTER FAIR. SHOWTIME starts at the Dracula Tent* with ten TICKETS available at any ramp, lane, or drop targets**. The rollover button toggles the SHOW to be performed. (The SHOW to be performed is randomly chosen each time a ball touches the rollover)

Completing a SHOW lights a FULL HOUSE LIGHT and FULL HOUSE FINALE MULTIBALL takes place. Completing all five SHOWS (doing five FULL HOUSE FINALES) chances the big game, RETURN VOYAGE MULTIBALL.

*SHOWTIME is awarded only during single-ball play.

**A drop-target hit gets a TICKET until all five SHOWS are performed. After that, completing a bank gets a TICKET.

THE SUMMON WEREWOLF SHOW



Three-ball multiball. Change the wolf into the Werewolf by shooting the roller coaster six times clockwise (counter-clockwise doesn't affect). Shooting the roller coaster awards the following scores. Completing the "SUMMON WEREWOLF" SHOW awards 4,000,000.

1st shot	1,000,000
2nd shot	1,500,000
3rd shot	2,000,000
4th shot	2,500,000
5th shot	3,000,000

THE BAT FRENZY SHOW



Three-ball multiball. Hit any target to change the bat into a coin. A hit awards 50,000. 100 hits completes THE BAT FRENZY SHOW.

THE COUNT DRACULA SHOW



Time-limited feature. The countdown starts from 40 seconds. The time limit extends for four seconds at the drop targets and two seconds at the lanes. Eleven drop target hits in the time limit completes the SHOW.

A drop-target hit awards the following bonus scores. Completing THE COUNT DRACULA SHOW awards 5,000,000. Resetting the drop targets takes more time (six seconds) during the SHOW.

1st hit	50,000
2nd hit	100,000
3rd hit	150,000
:	
9th hit	450,000
10th hit	500,000

THE HIDE AND SEEK SHOW



Three-ball multiball. Hitting bumpers 30 times completes the SHOW.
A bumper hit value starts from 5,000 and it is raised by 5,000 at each bumper hit. Completing THE HIDE AND SEEK SHOW awards 3,000,000.

THE PREMIUM TICKET SHOW



Time-limited feature. The countdown starts from 40 seconds. The time limit extends for six seconds when you get each TICKET. Shoot the DRACULA TENT to get PREMIUM TICKET after shooting all four entrances of the lane and ramps in the time limit to get four TICKETS.
A TICKET awards 1,000,000. Completing THE PREMIUM TICKET SHOW awards 5,000,000.

FULL HOUSE FINALE MULTIBALL See illustration2 "FULL HOUSE"



Complete any SHOW to start three-ball multiball. Finale Money is awarded at a lane with a blinking Finale Money Light. JACKPOT or SUPER JACKPOT lights at DRACULA TENT when the necessary amount of Finale Money is awarded.

Getting three "Finale Moneys" lights JACKPOT for the first round. Getting four Finale Moneys for the second round and five Finale Moneys for the following rounds lights SUPER JACKPOT.



The initial Finale Money value is 200,000 for the first one, 400,000 for the second, 600,000 for the third, 800,000 for the fourth, and 1,000,000 for the 5th. The Finale Money values is raised by 100,000 at each round.



JACKPOT starts at 1,000,000. Hitting any target raises the value by 10,000 to maximum 5,000,000 until FULL HOUSE FINALE ends.

SUPER JACKPOT scores double the JACKPOT value.

AFTER SHOWTIME See illustration3 "After SHOWTIME"



Five round showtime lights blink when all five SHOWS are completed. Shooting DRACULA TENT in this mode awards SEASONAL BONUS according to the performance of each SHOW.

CAROUSEL BONUS:	Bumper hits x 20,000
FERRIS WHEEL BONUS:	Wheel ride x 400,000
POPCORN BONUS:	Hits in POPCORN MANIA x 10,000
ROLLER COASTER:	Roller coaster ride x 100,000

After bonus payment:

If all five Full House lights are on, RETURN VOYAGE MULTIBALL (Big Game) begins. Otherwise, OPENING FESTIVAL MULTIBALL begins.

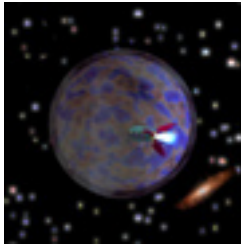
OPENING FESTIVAL MULTIBALL

Three-ball multiball starts with the following features.



DOUBLE SCORE for 120 seconds
BONUS HOLD
BALL SAVE for 30 seconds
POPCORN MANIA MULTIBALL
GHOST WHEEL MULTIBALL
VOYAGE JACKPOT lights at DRACULA TENT

RETURN VOYAGE MULTIBALL See illustration3 "After SHOWTIME"



Three-ball multiball starts with the following features.

DOUBLE SCORE for 120 seconds
BONUS HOLD
BALL SAVE for 30 seconds
POPCORN MANIA MULTIBALL
GHOST WHEEL MULTIBALL
VOYAGE JACKPOT lights at DRACULA TENT

VOYAGE JACKPOT starts at 1,000,000. Increase it by 10,000 by hitting any target, or 100,000 by shooting any ramp or lane, up to the maximum of 10,000,000.

POPCORN MANIA MULTIBALL See illustration4 "POPCORN MANIA & LOOP"



Complete Franken Drop Target four times to start two-ball multiball. Hitting any target during multiball adds 10,000* to POPCORN BONUS, which is awarded when ball is over.

*Loop feature raises this value.

LOOP See illustration4 "POPCORN MANIA & LOOP"



Shooting the Orbit Lane two times in two seconds awards LOOP feature. Successive LOOPS award the following features and scores.

5 LOOPS	Adds 10,000 to a target in POPCORN MANIA
10 LOOPS	Lights EXTRA BALL
15 LOOPS	Adds 10,000 to a target in POPCORN MANIA
20 LOOPS	Adds 10,000 to a target in POPCORN MANIA
25 LOOPS	2,000,000
30 LOOPS	Adds 10,000 to a target in POPCORN MANIA
35 LOOPS	Adds 10,000 to a target in POPCORN MANIA
40 LOOPS	Lights EXTRA BALL
45 LOOPS	Adds 10,000 to a target in POPCORN MANIA
50 LOOPS	Adds 10,000 to a target in POPCORN MANIA
55 LOOPS	2,000,000
60 LOOPS	Adds 10,000 to a target in POPCORN MANIA

10,000 is added every five LOOPS after 60 Loops (no limit).
Exceeding 100 LOOPS stops the counter.

GHOSH WHEEL MULTIBALL See illustration5 "Ghost Wheel & Wheel Myst"



Completing Ghost Drop Target turns on Wheel Lock Light. Shooting Ghost Wheel with the light on locks the ball. Locking three balls starts three-ball multiball. Wheel Lock Lights memorize locks up to three.

GHOSH WHEEL BONUS(600,000 + 100,000 X ride) is awarded by riding Ghost Wheel during the multiball. It will be awarded in OUTHOLE BONUS sequence.

Note: To lock a ball, you must activate the selector on the Ghost Wheel ramp. Shooting the center ramp two times switches the selector.

MPH See illustration6 "MPH"



Shooting Werewolf Roller Coaster turns on Moon Indicators and MPH light. Moon Indicators turn off one by one every two seconds. Shooting the coaster again before all Moon Indicators are off awards MPH feature.

The number of the lit indicator is the MPH value. Reaching these MPH values awards the following fetures and scores.

10MPH	DOUBLE SCORE for 20 seconds
20MPH	Lights EXTRA BALL
30MPH	DOUBLE SCORE for 40 seconds
40MPH	2,000,000
50MPH	DOUBLE SCORE for 60 seconds
60MPH	Lights EXTRA BALL
70MPH	DOUBLE SCORE for 80 seconds
80MPH	2,000,000
90MPH	DOUBLE SCORE for 100 seconds
100MPH	2,000,000

Although the counter stops at 100, one million will continue to be awarded for every MPH (without limit).

WHEEL MYST See illustration5 "Ghost Wheel & WHEEL MYST"



Myst light turns on if Wheel Lock Light is already lit when completing Ghost Drop Targets. Shooting Ghost Wheel awards one of the mystery features, or one of these scores in the following list by ram-dam selection.

100,000
200,000
400,000
1,000,000
5 FREE RIDES*1
5 TICKETS*2
LIGHT EXTRA BALL
POPCORN MANIA*3
BONUS HOLD
DOUBLE SCORE*4
BALL SAVE*5
LIGHT SHOWTIME

*1 Five rides are added. It affects SEASONAL BONUS and WHEEL RIDE FREAK

*2 Five Tickets are added for SHOWTIME start.

*3 Quick start of POPCORN MANIA MULTIBALL.

*4 DOUBLE SCORE lights for 30 seconds.

*5 BALL SAVE lights for 30 seconds.

WHEEL RIDE FREAK See illustration5 "Ghost Wheel & WHEEL MYST"



Riding the Ghost Wheel awards these features or scores.

20 RIDES	Lights EXTRA BALL
40 RIDES	Lights EXTRA BALL
60 RIDES	Lights EXTRA BALL
80 RIDES	5,000,000

5,000,000 is awarded every 20 rides after 80 RIDES.

WITCH RODEO See illustration7 "WITCH RODEO"



Completing Witch Drop Targets raises bleat count by one. The following features or scores are awarded according to the number of BLEATS.

10 BLEATS	Lights EXTRA BALL
20 BLEATS	2,000,000
30 BLEATS	5,000,000
40 BLEATS	Lights EXTRA BALL

The Center Ramp value is raised 100,000 for each bleat after 40 BLEATS.

BONUS-X & BONUS HOLD See illustration8 "BONUS-X & ADD-A-BALL"



Return-lane rollovers increase the bonus multiplier. It is shown in BONUS-X Indicator and used in OUTHOLE BONUS calculations.

In MONSTER FAIR, the multiplier value is held for the next ball instead of bonus scores.

BALL SAVE See illustration9 "BALL SAVE and EXTRA BALL"



When BALL SAVE is active, the Shoot Again light blinks and lost balls are retrieved and automatically shot from the plunger lane.

EXTRA BALL See illustration9 "BALL SAVE and EXTRA BALL"



EXTRA BALL is awarded at DRACULA TENT when Extraball Light is on. It memorizes the number of all EXTRA BALL chances. Shoot Again lights when EXTRA BALL(s) is (are) waiting to be played. The total number of EXTRA BALL in a game will be the total of the following chances.

Three(Wheel Ride Freak) + Two(LOOP) + Two(MPH) + Two(Witch Rodeo) + MYST

TIPS: Hold flipper button for status report.

Illustrations for Rules

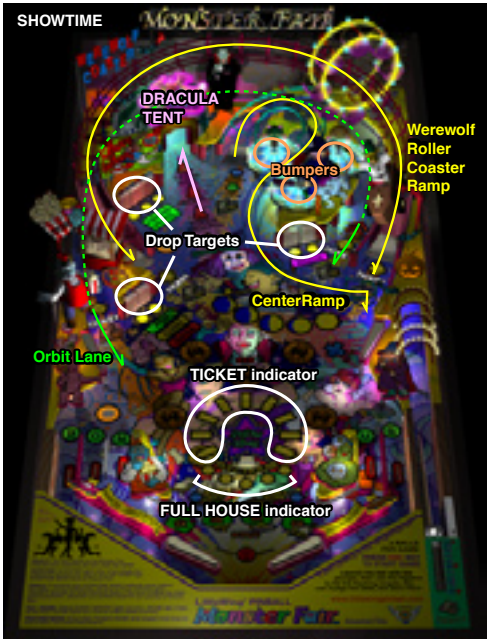


Illustration 1 SHOWTIME



Illustration 2 FULL HOUSE



Illustration 3 After SHOWTIME

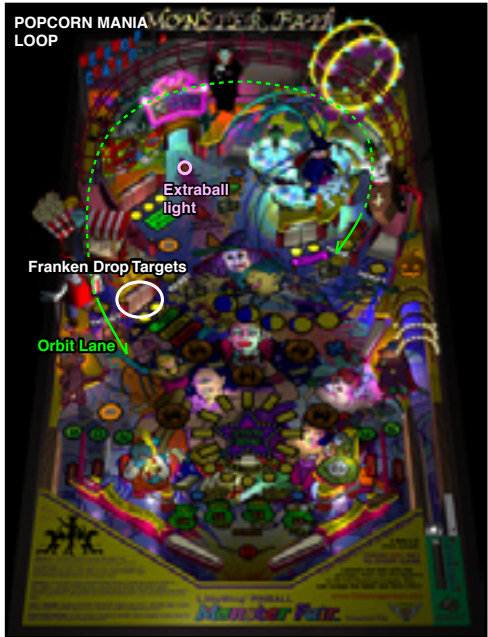


Illustration 4 POPCORN MANIA & LOOP



Illustration 5 Ghost Wheel & Wheel Myst



Illustration 6 MPH

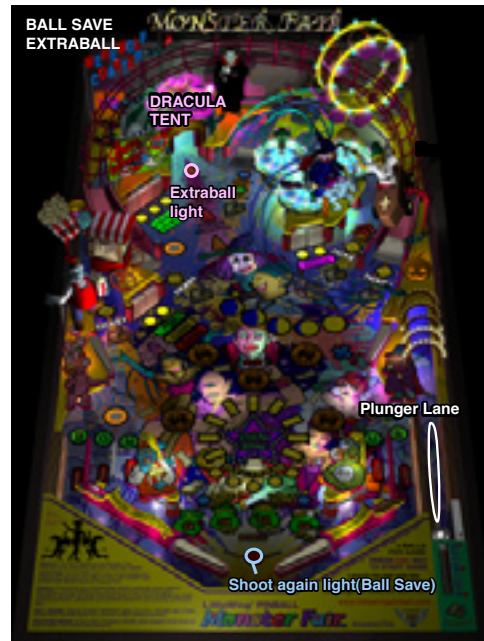


Illustration 7 WITCH RODEO



Illustration 8 BONUS-X & ADD-A-BALL

Illustration 9 BALL SAVE and EXTRA BALL



4. MONSTER FAIR story



500 years ago, a spaceship was visiting the solar system. But something went wrong, and the ship had to make an emergency landing on Earth.

The alien crew tried to repair the ship, but the parts they needed could not be made. The aliens were marooned! Their only choice was to make Earth their new home.

The aliens knew they would look like monsters to the people of Earth. To avoid frightening them, the aliens learned to change their appearance and blend in with human society.

Occasionally someone saw one of the aliens without a disguise and tried to tell other people about them. No one believed these stories, however; they are now found only in legends (and supermarket tabloids).

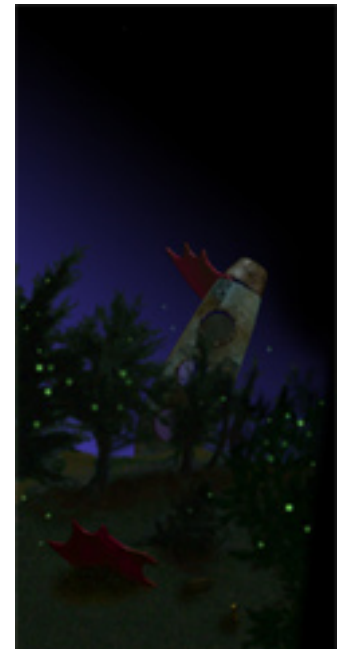
Now the aliens' time has come. The evolution of Earth's technology has made it possible to repair their ship and return to their planet.



But the repairs are expensive! Other aliens might use mind-control to get what they need, but our aliens are too fond of the people of Earth. They have decided to form a traveling carnival called MONSTER FAIR. They will barnstorm their way around the world, raise BIG MONEY, and prepare their ship for the trip home.

You are a guide of MONSTER FAIR. Your job is to help your guests have fun and spend money so the dream will come true.

Good luck!



5. PINBALL Basic Techniques



Pinball is not a luck testing game but a game in which you can test your "Technique". Because LittleWing pinball is a real time simulation game which calculates ball motion in accordance with the physical law, a ball rolls on the playfield reflecting the player's skill accurately. When you get familiar with the basic techniques introduced here you will be able to enjoy another charm of pinball which you have never experienced when you played without exact objects.

A player can control a ball by three methods that are; 1) Plunger shot, 2) Flippers, 3) Nudging (shaking the playfield). The flipper techniques which are introduced here are actual techniques that are used for arcade pinballs. When you master these techniques by LittleWing pinball, please try your technique with arcade machines.

You will be surprised that the arcade pinball machine responds so differently with your "improved" techniques. Also we recommend you to watch a game if you find a "pinball wizard" in an arcade from his back. Maybe he pretends he is unaware of you watching. But he will be pleased to show you his super techniques if he finds you reflected in the back glass. Pinball is also a game to watch.



How to Defence

Double Flip

"Double Flip" is a typical flipper operation of novices which means to flip up both flippers at the same time (fig. 1). With Double Flip, a big gap appears in center though it looks easy to hit a ball to do it. Please compare the gap made when you flip a one of flippers (fig. 2). Double Flip doesn't do any good. Only considering this should make the score much higher.

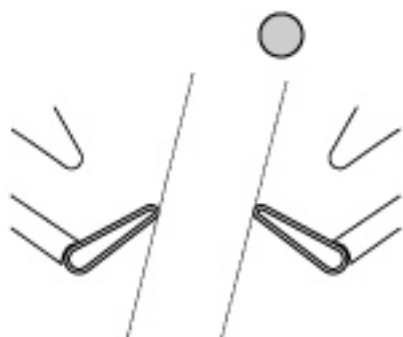


Fig.1 Double Flip (Bad Defence)

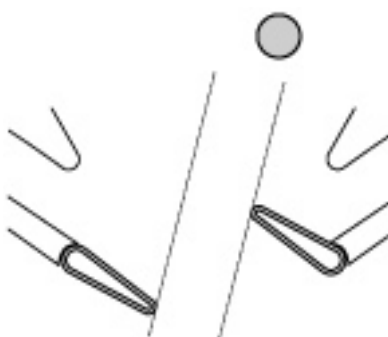
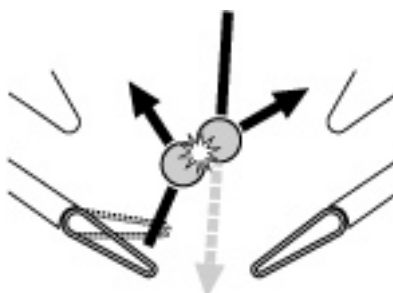


Fig.2 Good Defence

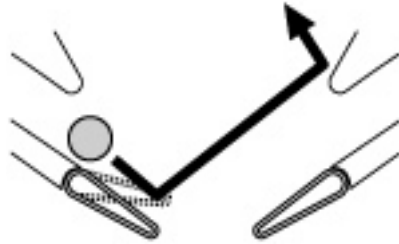
Intercept

This is a defensive technique for multiball. When a ball is going out of the reach of flippers, you can change its course by hitting the ball by another ball.



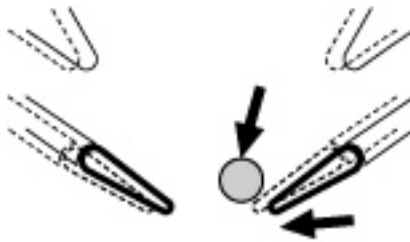
TIPS

When you are aiming at targets in the left direction and a ball comes from the left return lane, it is not possible to aim at the targets with an ordinary shot. In this case, you can shoot the right sling shot to bounce the ball to the left targets.



Slide and Hit

When a ball is dropping to the out hole so close to a flipper, nudging playfield timely can send the ball to a position where flippers can reach. It is very effective to use this technique with other technique such as Pass Flip. In arcade pinball, sometimes a ball can be slid over six inches.



How to Offense

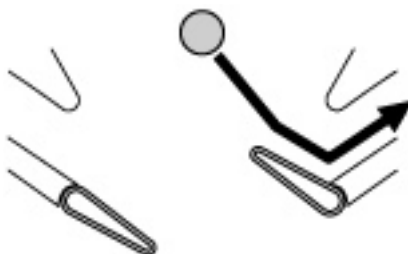
Holding

It is called "Holding" to hold a ball with a flipper as fig. 6. It is a basis of the attack. Please practice to aim at the target from this position.



Holding lift

With a ball coming to a flipper in a certain course, catching it with a flipper up can make the ball go to a return lane.



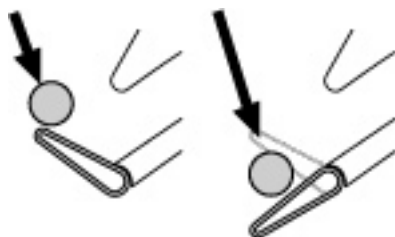
Deflection Post Transfer

Passing a held ball to the flipper of the other side is called "Deflection Post Transfer". It can be done by flipping the flipper which holds a ball down and up very quickly. Missing the timing to flip may cause dropping the ball between the flippers. To avoid this, only "practice" is the solution.



Trapping

This is a technique to stop the motion of the ball which comes to a flipper with much force. You wait the ball with a flipper up and flip down at the very moment of impact. To make it is very difficult but it is very impressive to see the success because the ball looks like "sticking" to a flipper as it trapped. It is not very effective for slow balls. It is called "Stop Shot" to shoot the ball with a flipper down from the trapping position.

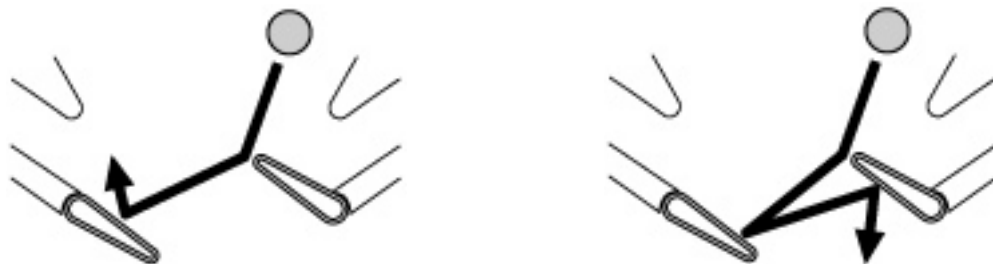


Tapping

You can shoot a ball like "floating" by continuous quick flipping. The timing is also critical. In LittleWing pinball series, this technique works well as tapped ball from the right flipper can pass the ball to the right position for the left flipper.

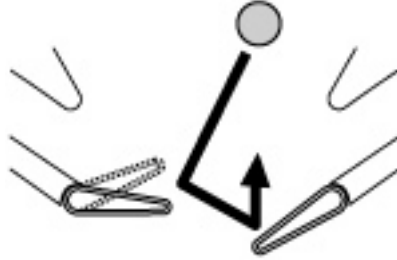
Deflect Pass

When a ball is rolling downwards in dangerous course, you can save the ball by the Deflect Pass. Hold a flipper up to touch the ball to change its course and shoot it by another flipper. If you feel there will not be enough power by the touch, you should flip the right flipper (example of the left figure) at the very moment of the touch to give it more power. The point of this technique is to flip down as quickly as possible at the moment of touch. Otherwise, the ball may be shot down to out hole by the flipper shown as the right figure (Beat down).



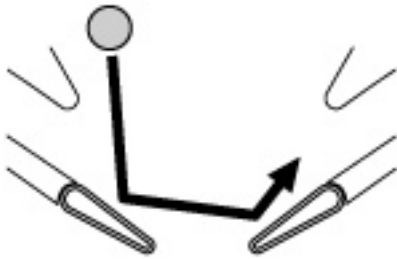
Reverse Pass Flip

When a ball is not close enough to touch the flipper, you can shoot the ball lightly by the flipper of other side to pass the ball back to the first flipper to shoot. It is a high technique which needs accuracy provided by experience.



Dead Flipper Bounce

"Dead Flipper Bounce" is a technique to pass a ball to the flipper of the other side with a flipper down to bounce a ball on it. It may need a little courage not to do anything watching the ball bouncing. But it is the quite strong weapon once mastered. You should arrange it at each situation. For example, holding a ball with the right flipper just after bouncing a ball on the left flipper.



Power Shot

You can give a ball more force by nudging at a very moment of a shot by a flipper. It is called Power Shot.

6. MONSTER FAIR Playing Tips

I. GETTING STARTED



MONSTER FAIR is a pinball game. Use the flippers to hit the ball at targets on the playfield to activate features, score points, and win awards.

To start a new game:

1. Press the ESC key to show the game menu.
2. Select "NEW GAME", then press Enter (or Return).
3. If necessary, use the up/down arrow keys to select the number of players, then press Enter (or Return).
4. Launch the ball by pressing Enter (or Return).
5. Operate the flippers by pressing the Z and / (slash) keys.

Note: You can change any of the control keys in MONSTER FAIR:

1. Press ESC to show the game menu.
2. Use the up/down arrow keys to select "OPTIONS", then press Enter (or Return).
3. Select a key that you want to change, then press Enter (or Return).
4. Press the key that you want to use.



You can activate MONSTER FAIR's features by repeatedly hitting the targets with blinking lights. Lights that blink fast indicate important features. Lights that blink in strange ways are even more important; hitting them is a top priority!

When you activate a feature, the display at the right shows the feature's name, how you can complete it, and the number of points you'll win.



When you start a feature, you'll also hear special sound effects and music. MONSTER FAIR includes several special music tracks and over 100 sound effects.

You can enjoy MONSTER FAIR by simply shooting at blinking targets, completing features, and winning awards. However, if you take a bit of time to learn its rules—and some of the tips below—you'll get higher scores and have even more fun.

II. GETTING HIGH SCORES

1. SHOWTIME!



The basis of making big scores in MONSTER FAIR is to start and complete each SHOW. When you complete a show, you win its FULL HOUSE FINALE. Completing all five FULL HOUSE FINALES is the game's ultimate goal.

Start one of the five SHOWS by repeatedly hitting a group of flashing targets or going over a flashing ramp. Completing a SHOW launches FULL HOUSE FINALE multiball. (The Ball Saver feature is also activated for a while, so the multiball action doesn't end too quickly.) Having multiple balls in play is always a good chance to score lots of points—but also look for the special flashing awards, and hit them if you can.

2. Get a bucketful of Extra Balls!

To get your highest scores, it's important to gain Extra Balls. There are several ways to activate the Extra Ball feature—usually during a SHOW or a FULL HOUSE FINALE.

At any point in the game, you can see a special status report by holding down one of the flipper keys for several seconds. (During play, you can do this by catching and holding the ball on one of the lower flippers.) This report shows the current game's status, including how many times each target has been hit, and how close you are to activating the Extra Ball feature.

III. NUDGE, NUDGE!

You can "nudge" (bump) the MONSTER FAIR playfield the same way you can nudge a real pinball machine. It's an important technique for controlling the ball--in particular, to avoid losing the ball.

When you nudge, timing is important. When the ball is heading for an exit (the side exits or between the flippers), nudging is often the only way to save it.

Nudging in MONSTER FAIR works like a real pinball machine:

The ball must be touching a wall, post, or other object that can bump it when you nudge.

If you nudge too much, you'll see a "WARNING". Another nudge will "TILT" and you lose the ball.

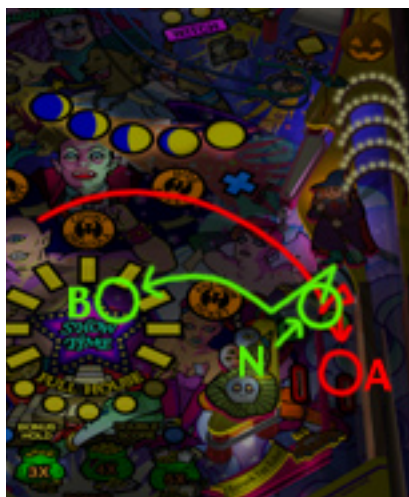
How to nudge in MONSTER FAIR



When a ball exits one of the red courses (A), it can drop between the flippers. You can often avoid this by nudging. (picture 1). When you see the ball is about to enter a red course, press the / (slash) key when the ball reaches position N. This nudges the playfield to the upper left, and can give the ball enough force to jump to a green course (B). Remember--press the nudge key only briefly, to avoid a TILT.



Sometimes a ball bounces against a sling shot and drops to a red outlane course (A). Press the / (slash) key when the ball reaches position N, when the ball hits the sling shot. This causes the ball to hit the sling shot with more force and it may roll into the green return-lane course (B).



A slowly-traveling ball may bounce at the entrance of the outlane and enter it as shown with red line(A). In this case, press the X key when the ball reaches position N (while the ball is touching the wall between the return lane and the outlane) to push it to the upper right. The ball may then hit the upper wall and bounce out the outlane (B).



An important time to nudge is when you shoot a ramp without enough force, and the ball rolls back. You can often nudge while the ball is rolling down the ramp, to avoid losing the ball between the flippers.



You can use nudging to avoid the dreaded "dead flipper" effect (when the ball lands on the joint between the flipper and its ramp, and suddenly "drains" between the flippers).

There are many other uses for nudging—but remember: Nudging works only when the ball is touching an upright object. If it's just rolling on the playfield, nudging may do nothing, or it may cause an undesired effect.

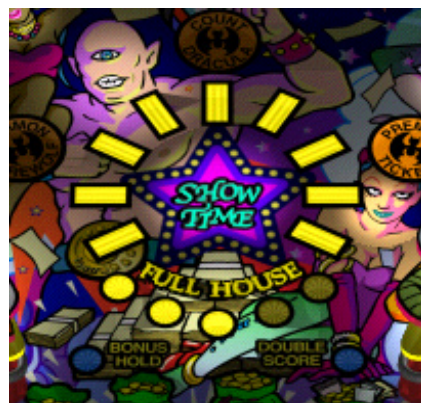
Good nudging will bring a tremendous improvement in your scores—so try it!

IV. THE VOYAGE HOME

MONSTER FAIR's grand goal is the RETURN VOYAGE. When you light the five FULL HOUSE FINALES (by completing each of the five SHOWS), RETURN VOYAGE multiball begins.. When you achieve the RETURN VOYAGE, you enable the "monster" aliens in the story to return to their home planet!

Remember: More balls are not always better, especially when you need to make a crucial shot--so in SHOWS with multiball, use the ADD-A-BALL feature selectively. (Sometimes you will want to use ADD-A-BALL just to activate the BALL SAVER function.)

You can enter multiball mode during a single-ball SHOW by activating POPCORN MULTI or GHOST MULTI. This may help you complete the SHOW by extending the time limitation or activating the BALL SAVER.



An advanced strategy is to plan the order in which you start and complete the shows. If you have only a couple of balls left to play, you should choose multiball SHOWS to try to get Extra Balls. (Multiball play is also "safer" than single-ball play, because you have more balls to lose!)

V. A FINAL WORD (FOR NOW . . .)

When you start getting FULL HOUSE FINALES, you'll see your scores go higher and higher. Sometimes, however, you'll find that you don't score quite as much, even with the same amount of SHOWS and FULL HOUSE FINALES. Why? I'll explain that--and many other strategies--in my upcoming tips.

But here's a final tip just for you who have read to the end of this article: There's an easy way to start a SHOW with a precise flipper-shot. The key words are "Franken" and "Witch." ;?)

Have a fun MONSTER FAIR!



Credits



Credits

Game Design, Programming ... Yoshikatsu Fujita (LittleWing)

Visual Design, Graphic Art ... Reiko F. Nojima (LittleWing)

Audio Design ... LittleWing & Ryuichi

BGM, Sound Effects ... Ryuichi Sato

Technical Writing ... Andy Fielding

Voices ... Snowman & Luna

Special thanks for Fumi, and the Pinball Wizard Kazuyuki Dei

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