

XBOX

LIVE

ONLINE ENABLED

pure pinball

AMERICAN PINBALL REBORN



EVERYONE
E
CONTENT RATED BY
ESRB

Game Experience May
Change During Online Play

iron
interactive



iron
interactive



SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to your Television

Do not use with certain televisions. Some televisions, especially front-or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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TABLE OF CONTENTS

Xbox Live™	2
Getting Started	5
Main Menu	6
Options	7
Playing the Game	9-11
Glossary of Pinball Terms	12-14
Credits	15-16
Warranty	17

XBOX LIVE™

Take Pure Pinball Beyond the Box

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

GAME CONTROLS

Xbox Controller S



- | | |
|------------------|-------------------|
| Left Trigger: | Left Flipper |
| Right Trigger: | Right Flipper |
| Start button: | Pause/menu screen |
| Directional Pad: | Nudge Table |
| Y and B buttons: | Camera Select |
| White Button: | DMD Position |
| A button: | Launch Ball |

IT'S A WHOLE NEW BALL GAME

Pure Pinball is the definitive next-generation flipper fest extravaganza, featuring real-time table designs while leveraging the power of the Xbox video game system from Microsoft!

With super-responsive flipper control and ball movement, Pure Pinball gives you the feeling of experiencing full size pinball machines on hand. It's like having a pinball table in your home; and not only that, you can also compare your high-scores against the world on Xbox *Live*!

We hope you will enjoy playing Pure Pinball as much as we enjoyed creating it.

Bjorn Larsson
Producer and Director, Iridon Interactive

GETTING STARTED

The first time you play Pure Pinball you will be required to create a profile, which is necessary to keep track of your high-scores as well as posting of scores on Xbox *Live*. Your profiles can be accessed at a later stage by selecting the Profiles menu from the main menu.

NAVIGATING MENUS AND SCREENS

Pressing up or down using the directional button will highlight your selection, pressing the A button will confirm your selection.

On subsequent screens, such as the "Game Options" menu shown here, pressing up or down will highlight your selection, and pressing left or right will change options relating to that selection.



MAIN MENU

At the title screen, press the START button to advance to the Main Menu. You will see four choices.

SELECT TABLE

You can choose which of the four tables you want to play as well as view each table's high score list. Pure Pinball includes four tables;

Excessive Speed - The theme of this table is inspired by fast cars, professional race drivers, and high speeds.

World War - Inspired by the battles and events of World War I and II, this table comes loaded with tanks, fighter planes, soldiers, and bunkers.

Runaway Train - This table has an Old West Railroad theme.

HyperSpace - Explore the galaxy.

OPTIONS

This menu is used to specify various game settings. For more details, see Options on page 10 for further information.

PROFILES

Pure Pinball supports up to five (5) individual profiles, follow the on-screen instructions to manage your profiles. The game will save to the Xbox hard disk automatically after the player has unlocked something new.

XBOX LIVE

Players can upload their records and compare themselves against the best Pure Pinball players in the world. The following ranking categories are available

Your Records - Where do you stand in the worldwide rankings?

World Records - Check out the top players in the world.

Friends Records - You can also check out how you match up to the players on your Friends list.

GAME SCREEN



The Dot Matrix Display (DMD) is displayed in the top left corner by default and displays your current score while in play, or cycles the high-scores if the table is idle. You can disable or change the position of the DMD via the Game Options, or by using the Black button during play.

Pressing the START button pauses the game and brings up the in-game menu.

For more details see Options below for further information.

PLAYING PURE PINBALL

When starting a new game on a table you are given 5 balls. Pure Pinball features an automatic ball saver feature that kicks the ball back into play if you lose it within the first 30 seconds of a new ball.

- Watch the animations in the Dot Matrix Display (DMD) for hints on what to do next.
- If a task needs to be completed within a certain time limit, watch the DMD for the countdown telling you how much time you have left.
- See the hints for each table by accessing the View Hints options from the in-game menu on each table.
- Keep an eye on the lamps and indicators on the table, as those will light up or flash to indicate where you should shoot the ball next. The lamps on the tables indicate which Combo or Jackpot pathways are currently active, when you should lock balls in the Multiball Collector, and so on. The flashing lamps and indicators are especially helpful if you are unsure of what to do next while in a special mode.

PLAYING PURE PINBALL

OPTIONS

Game Options

Glass Overlay

This option enables or disables the table glass that protects the pinball machinery.

Glass Reflection

Enables or disables the reflections in the glass, the Glass Overlay option must be enabled (On) for this option to be selectable.

Dot Matrix Display

Set the corner position of the score display, or if you prefer to switch it off entirely.

Camera

You can play Pure Pinball using 12 different cameras depending on your taste and what's the most suitable for each table. To easily change the camera while playing the game, you can use the Y and B button to cycle back and forth between them.

During multiball, the game will automatically switch to full table view in order for all balls to be visible at the same time. This feature cannot be changed.

Vibration

Enable or disable the controller vibration during play.

PLAYING PURE PINBALL

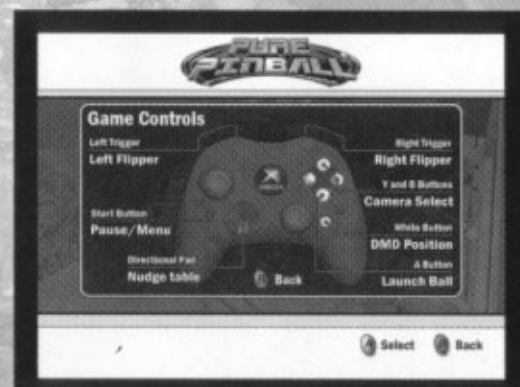
Room Scenery

Enable or disable the adjacent room that the pinball machine is standing in, blanking out the chair, window, and walls. Useful if your preference is to only concentrate on the pinball machine.

View Hints

This option is only available from the in-game menu on each table. This option will display hints for enabled special and multiball modes on each table.

VIEW CONTROLS



This will display the controller configuration.

Audio Options

This menu is used to turn the music and sound effects up or down.

Credits

This will display the Pure Pinball development team credits.

GLOSSARY OF PINBALL TERMS

Bonus

A target on the playfield, usually designated by lamps (see "lamp"). When you hit a bonus, you collect points from it. You also hit certain bonuses, in certain sequences, to activate modes and extras.

Bumpers

Bumpers are round targets, shaped like mushrooms, set into the pinball machine's playfield. In Pure Pinball, when the ball hits them, they forcefully kick the ball away.

Cellar

A separate playfield on a level actually below the main playfield. In Pure Pinball, the Runaway Train table has a cellar, which the player reaches by completing a given series of tasks.

Combos

A combo (or combination shot) is a defined sequence of shots that need to be made in rapid successions without missing. If done correctly, the player will achieve a combo.

In Pure Pinball there are four different types of combos available (Combo, Double Combo, Triple Combo, and Super Combo). The sequence of combos and scores varies between the tables.

Dot-Matrix Display (DMD)

The panel displaying the current score and hints and tips on activation of table specific modes.

Drain

In Pure Pinball, the hole, usually between the flippers, where if a ball goes through, it goes out of play. The act of losing the ball to this hole is commonly referred to as "ball drain".

GLOSSARY OF PINBALL TERMS

Flipper

The white "bats" on near the drain at the sides of the playfield that you use to hit the ball and get it moving.

Jackpots

A Jackpot is a set number of points, usually from 1 to 10 million (the number differs from table to table), that you can win by shooting the ball through one of the designated Jackpot Pathways on a table.

Jackpots are generally only available in Multiball and Modes. After you achieve a Jackpot, a Super Jackpot becomes available, which is an even greater multiple of extra points that you can win. After you achieve a Super Jackpot you can collect more points by shooting the Jackpot path again – but again, only if you are in multiball mode or have activated a mode.

Kickback

The kickback, when activated, kicks the ball back into play instead of allowing the ball to pass to the drain (see "drain" above).

Lamp

Something on the playfield that lights up, such as a text or a colored shape.

Modes

Pure Pinball contains many game modes or "special modes", which are actually periods of play where the rules for the given pinball table change. On some tables, special shots and extras become available. In order to activate a mode, you must achieve certain tasks within a fixed period of time. The number of modes, and the sequences for how to activate them, vary between the tables.

GLOSSARY OF PINBALL TERMS

Mode Start Hole

This is a hole in the table into which you shoot the ball(s) to activate a Mode or extra. Normally, this is the last step required before a mode is started.

Multiball

This is when several balls are in play at one time. When multiball mode has been activated, objectives such as Jackpots, Super Jackpots, and other extras (such as extra ball and extra points) become available. This mode lasts as long as there are at least two balls in play.

Multipliers

Activate the multipliers by shooting the three lamps above the mushroom-shaped bumpers a specified number of times: 2 times, 4 times, 6 times, 8 times, and 10 times.

Your collected score is multiplied by this value after each ball. For example, if you collected 150,000 points, then you hit the multiplier 10 times, your total bonus will be 1,500,000 (1.5 million) points.

Over-Collecting

This is when you manage to achieve a certain task, mode, or combo over and over again. For example, if you manage to activate the multipliers 10 times (10x), the next time you activate the multiplier (as there is no 12x multiplier), you go into over-collecting mode, where you win further points and additional special extras become available.

Playfield

The playfield is the surface of the pinball table, where you actually move the ball around.

Credits

Iridon Interactive Credits

Game Design & Producer

Tibor Mezei

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Antal Pálóczi

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Tibor Mezei Jr.

3D Modelling & Animations

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Textures & Table Designs

Zsolt Klutsik

3D Model Designers

Ferenc Kiss

Attila Ferő

Testers

Zsolt Bályi

Jonas Martinsson

Produced and Directed by

Bjorn Larsson

Music

József Ilyés

Carl Larsson

Sound Effects

József Ilyés

Pierre Langer

Xbox Packaging Design

Joe and Rob Sharp

Bjorn Larsson

Voices "Excessive

Speed"

Sophie Aldred

Voices "World War"

Csaba Nagy

Voices "Runaway Train"

Harry Ditson

Voices "HyperSpace"

Sam Coughlan

Credits

XS Games Credits

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Hulls Charles Jr.

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QA Tester

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