INTRODUCTION

THE ULTIMATE IN PINBALL!

Welcome to video pinball, a super-slick, fun-filled version of the traditional game. The mode of play and object of the game are the same, but now the video screen offers a big advance over the silver-ball machine. The action is controlled not by fixed flippers but by **moving** and **maneuverable** flippers! Controlling them brings to the game a new dimension of skill and technique . . . not to mention challenge!

A FLOOD TIDE OF ACTION!

You're going to need all the skill and technique you can master, because there's going to be more super-fast action slipping past your flippers than you can handle: tree forests to snare your ball; a target fence that requires pinpoint control; a moving bumper that quirks your ball's carom; beaches that change the color of your ball so that you have to color-coordinate with your flipper. And, finally, a dam that bursts and floods the field of action, ending the game.



Dog



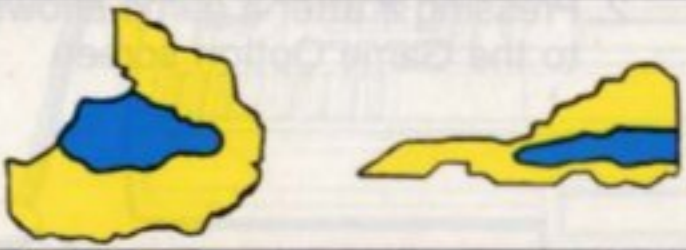
Fish Crab



Turtle Beach House



Flippers and Ball Forest



Beaches

I. OPERATING INSTRUCTIONS

STARTING UP:

1. Hook up your COLECOVISION™ console to TV or monitor
2. Insert game cartridge into the cartridge slot
3. Turn ON/OFF switch to ON after cartridge is inserted

GAME LEVEL SELECTION:

Press the buttons on your keypad controller that corresponds to the game level you wish to play.

JOYSTICK CONTROL:

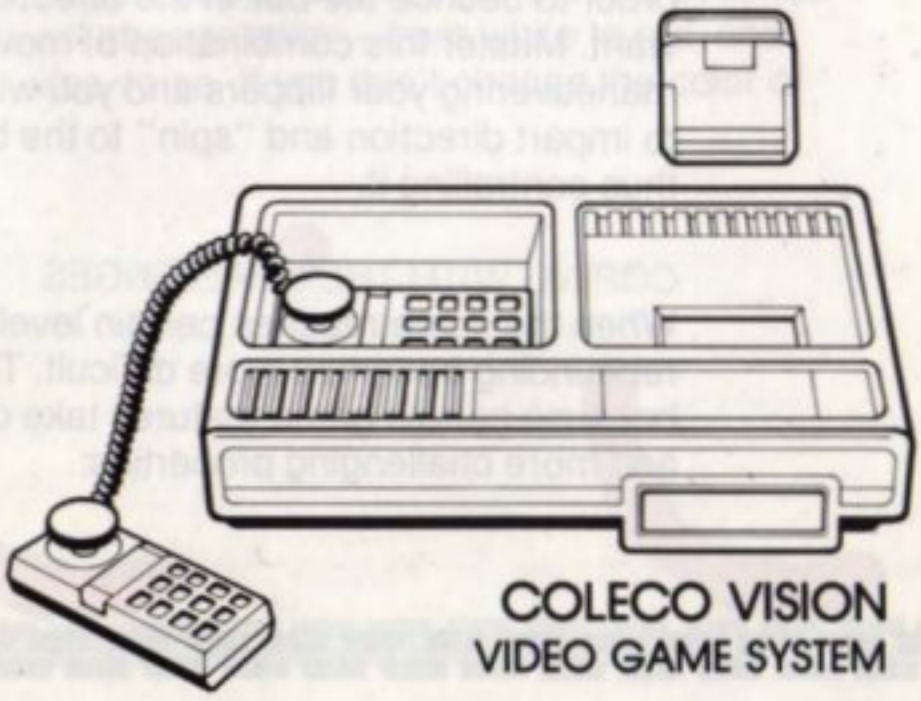
1. Right & left: moves flippers right and left
2. Right/left & up: tilts flippers to the right or left and up
3. Down: restores flippers to face-up starting position

KEYPAD CONTROLS:

1. Pressing * after a game allows you to replay the same Game Option
2. Pressing # after a game allows you to return to the Game Option screen



Targets at Start of the Game.



COLECO VISION
VIDEO GAME SYSTEM

II. CONTROLLING THE ACTION

THE OBJECT OF THE GAME

As in traditional pinball, you must continuously rebound the ball off the flippers in order to hit targets, score points, and earn bonuses. You begin each game with five balls. The object is to score as high as possible before losing all five balls—as well as any extra balls you may win.

MASTERING THE ART OF THE FLIPPERS

The key to successful rebounding is controlling the flippers. Not only must you position one of your flippers under the falling ball in order to rebound it. You must also tilt your flippers at the right time and correct angle in order to bounce the ball in the direction you want. Master this combination of moving and maneuvering your flippers and you will be able to impart direction and "spin" to the ball, thus controlling it.

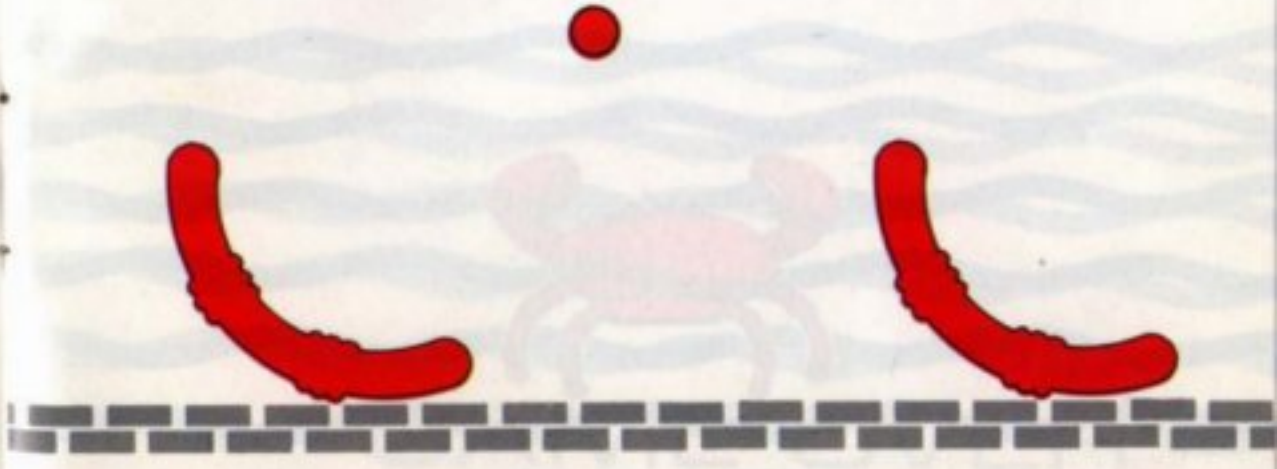
COPING WITH THE CHALLENGES

When the score reaches certain levels, rebounding becomes more difficult. This is because certain game features take on new and more challenging properties:

1. When the score reaches 10,000 points, the floating beach house becomes a moving bumper. First, it flashes for a few seconds to alert you to the change. Thereafter, any ball that hits it will rebound off it, deviating in course.

2. When the score reaches 20,000 points, the speed of the ball automatically shifts from slow to fast (if it's not already preselected as fast).

3. When the score reaches 30,000 points, the ball will begin changing color, making it necessary to sync the color of the flipper with the color of the ball in order to rebound it. First, the screen will flash red and white alternatively. Thereafter, any ball that passes through one of the two beaches will change color—from white to red, and vice-versa. If you don't change the color of



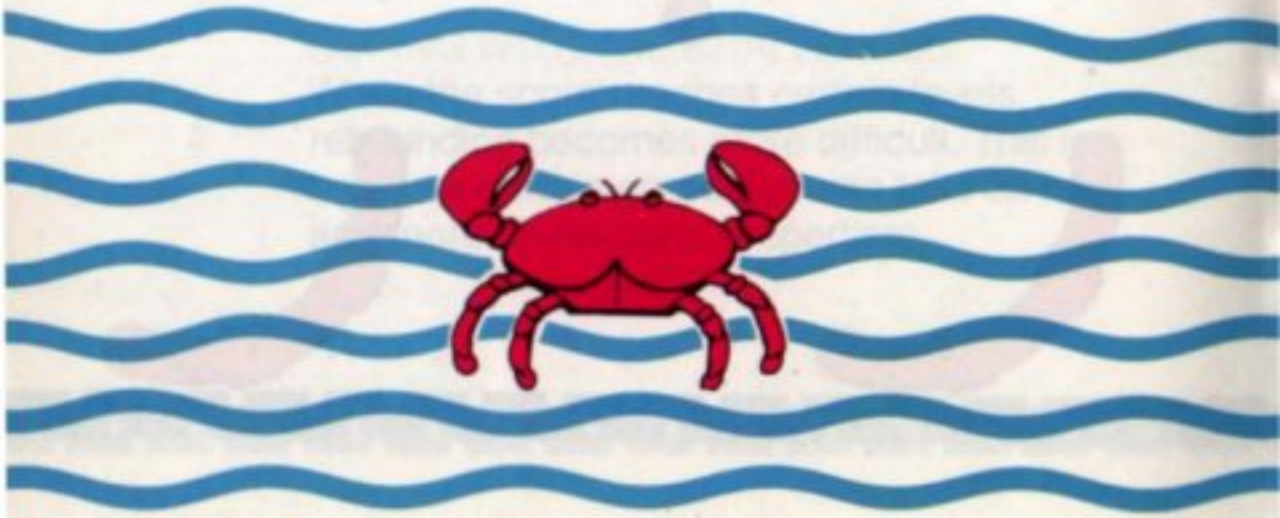
your flipper to match the color of the ball, the ball will pass through it and be lost.

(NOTE: This feature can be preselected for the entire game at certain levels of play. See LEVELS.)

THE END OF THE GAME

The game ends when you miss all five of your balls and any extra balls you may have earned. At that point, the dam at the bottom of the screen will burst, flooding the field of play.

During the game, your remaining number of balls is indicated by the tree branches in the middle of the dam. There are five pair at the start of the game. Each time a ball is missed, one pair will disappear, sequentially exposing the words "GAME OVER."





Maneuvering the Flippers;
Color-Coordinating with the Ball.



GAME OVER

III. POINTS AND BONUSES

TARGETS	POINTS
Trees (each)	20
Beach	20
Beach House	50
Gate to Doghouse	100
Turtles (each)	100

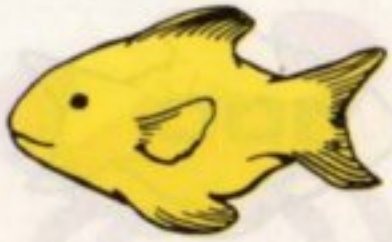




BONUSES

1. Aquatic Animals: Each time a tree forest is completely cleared, a new group of aquatic animals will replace the turtles moving across the screen. There will be five animals to each group—first fish, then crabs. These targets will be worth:

POINTS	PER GROUP
100	First
200	Second
400	Third
600	Fourth
800	Last



2. Freeing the Dog: The gate to the doghouse is composed of six links. After each link is hit twice, the gate is destroyed and the dog is released.
A bonus of . . .

3,600 points

. . . is added to your score. In addition, another pair of branches is added to the dam, indicating that you've been awarded an . . .

Extra Ball







Scoring Bonus Points.



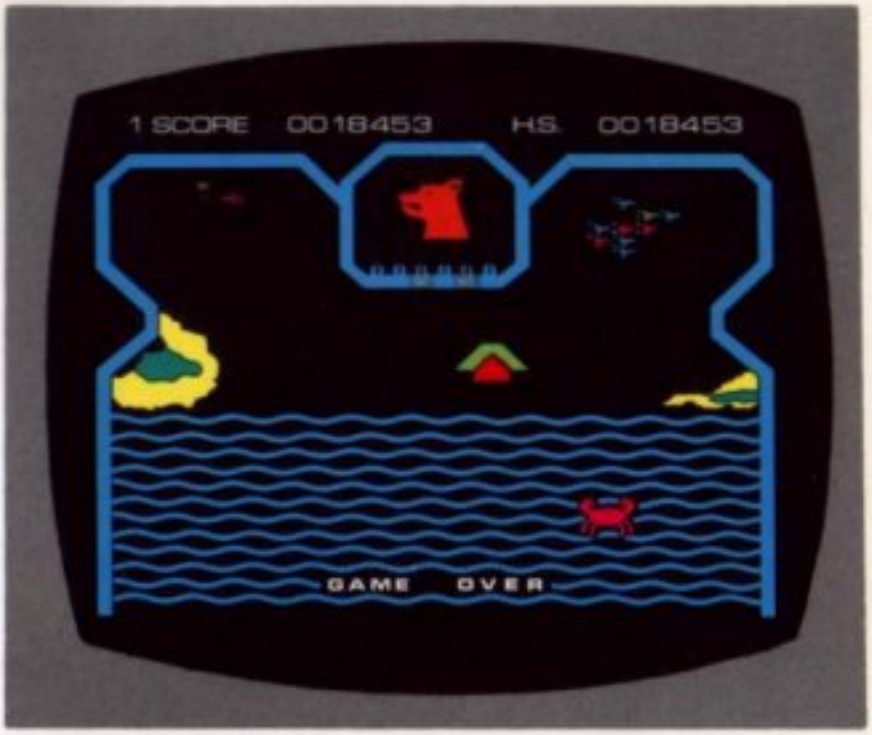


IV. LEVELS OF PLAY

	ONE PLAYER				TWO PLAYERS			
Level #	1	2	3	4	5	6	7	8
Speed of Ball S = Slow F = Fast	S	S	F	F	S	S	F	F
Matching Ball/ Flipper Colors Y = Yes N = No	N	Y	N	Y	N	Y	N	Y

V. LEVELS OF SCORING ACHIEVEMENT

POINTS	RANKING
10,000–29,999	Premier Player
30,000–49,999	Super Flipper
50,000–99,999	Ridiculous Rebounder
100,000 or more	Pinball Wizard



The End of the Game.

INSTRUCTION MANUAL

SPECTRAVIDEO™

VIDEO GAME CARTRIDGE

FLIPPER SLIPPER™



Welcome to video pinball, a super-slick, fun-filled version of the traditional game. The action is controlled not by fixed flippers but by moving and maneuverable flippers! You're going to need all the skill and technique you can muster, because there's going to be more super-fast action slipping past your flippers than you can handle: tree forests to snare your ball; a target fence that requires pinpoint control; a moving bumper that quirks your ball's carom; beaches that change the color of your ball so that you have to color-coordinate with your flipper. And, finally, a dam that bursts and floods the field of action, ending the game.

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