

**COLECO
VISION™**

CARTRIDGE INSTRUCTIONS

**ROLLER®
BALL**

by **COLECOVISION**



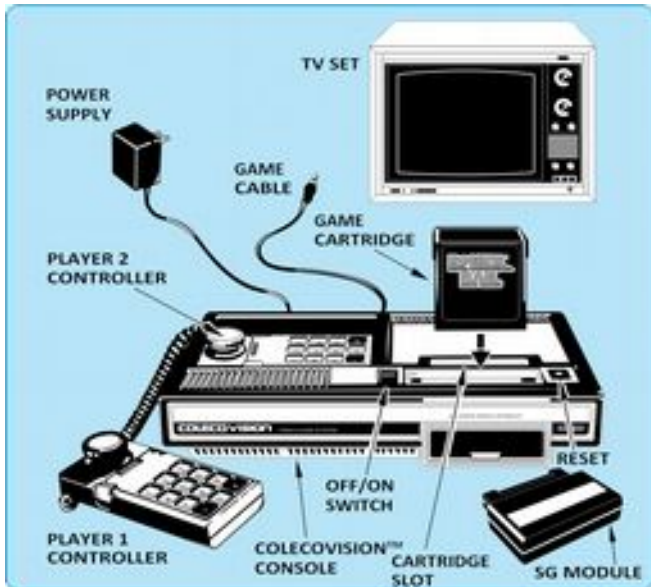
**Enjoy four pinballs all rolled into one
game!**

COLECO

GAME DESCRIPTION

Pinball is a game loved by people all over the world. And now you can enjoy four of them all rolled into one game! Four different sets of obstacles put a lot of variety into the game. You have never seen such complicated bounding of the ball. Where will it go? And can you control it? Try your hand at becoming the first player to score a million points, today!

GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.

- TV should be on and tuned to same channel as the Channel Select switch on the console.
- To play Roller Ball®, use the controller in Port 1 (the rear jack).
- Attach your **SUPER GAME MODULE** as explained in its owner's manual.
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLS

For a better experience, attach your Collectorvision's **ARCADE CONTROLLER** to your Colecovision console.

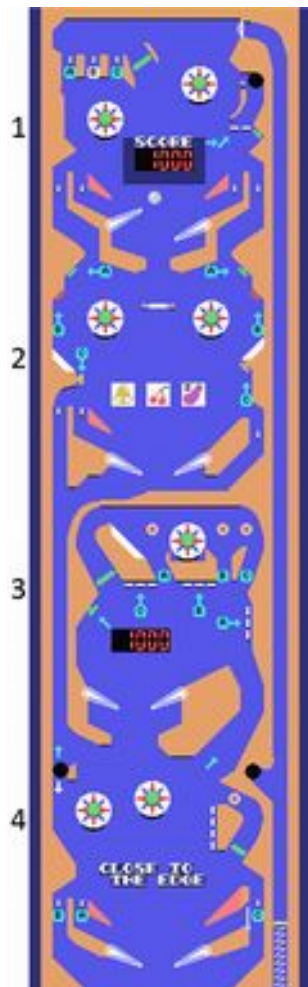


On select screen, you can choose between four level skills, Novice, Average, Expert and Pro by pushing your controller stick right or left.

You can also select one or two player game by pushing your controller stick up or down.

Use right button to pull the spring, then use side buttons to action the flippers.

HERE'S HOW TO PLAY



When a ball appears in the Striker Lane, hold on right button to pull the spring. Releasing the button will release the spring and put the ball in play.

Each player starts the game with three balls and play will continue until all three have been lost.



Each time you light A, B and C in the first screen (top of the table), the score rises. When it reaches 50000, the word "score" changes to "extra".

Then if you place the ball in the slot on the right, you get an extra ball. If you do it again, you will get 50000 points but no more extra ball.

Below is the second screen, the screen of the Slot Machine. Each time you hit a target, the Slot Machine starts.



Each time the Slot Machine lands on three Bells, the Bonus Multiplier will advance one step.



Each time the Slot Machine lands on three Cherries, you get advantages like the possibility to go back to the top of the table by placing the ball in the slot on the left of the bottom screen.



Each time the Slot Machine lands on three Eggplants, all of the advantages gained by matching three Cherries will be lost.



In the third screen, which can only be accessed from the fourth, light A, B and C to double, triple... the bonus. To increase the bonus, shoot at the white targets.



In the fourth screen, any lose of the ball ends the game. To go back to the top of the table, you need first to hit the four targets and then to place the ball in the slot on the left. You can increase the multiplier by turning on the three letters but it means that you lose the ball to get the B.

NOTE: The Reset Button on the console “clears” the computer. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing Roller Ball, but it is only the beginning! You will find that this cartridge is full of special features that make Roller Ball exciting every time you play. Experiment with different techniques and enjoy the game!



HOW TO REACH US

CollectorVision

www.collectorvision.com

CREDITS

Program and audiovisual ©1984 HAL Laboratory Inc.

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Made in Canada by CollectorVision

Montreal, Quebec. Printed in Canada.

Box & manual by Vincent GODEFROY – www.colecoboxart.com

Pin-Up from comics by Philippe Berthet.





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