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Wii™

Gottlieb pinball CLASSICS



SYSTEM • 3

SYSTEM 3 SOFTWARE LTD
9-10 GRAFTON STREET
MAYFAIR
LONDON
W1S 4EN

PRINTED IN GERMANY

INSTRUCTION BOOKLET

 **Gottlieb**

SYSTEM • 3

RRQSPAUS1M



THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO SYSTEM.



WARNING: Please carefully read the separate Health and Safety Precautions booklet included with this product before using your Nintendo® Hardware system, Game Disc or Accessory. The booklet contains important safety information.

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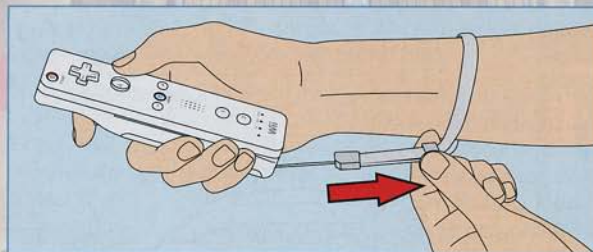
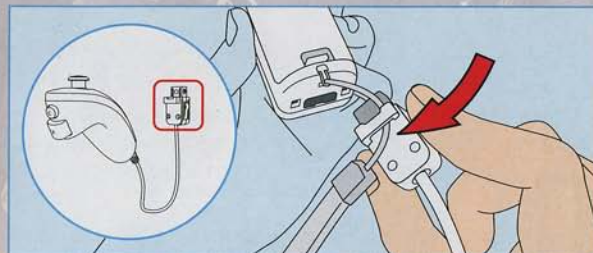
LICENSED BY



NINTENDO, Wii AND THE SEAL OF QUALITY ICON ARE TRADEMARKS OF NINTENDO.

OPERATION & SETTINGS

Feed the cord on the Remote Wrist Strap through the Connector Hook. Insert the Nunchuk plug into the External Extension Connector on the bottom of the Remote. Place your hand through the Remote Wrist Strap and hold the Remote firmly in your hand. Slide the strap lock up so that the strap will not fall off your wrist. Do not over tighten the strap lock so that it's uncomfortable. It should just be tight enough to hold the Remote Wrist Strap in place.



CAUTION: Wii gameplay with the Wii Remote and Nunchuk can involve rapid or vigorous motion. Please use the Remote Wrist Strap to prevent losing your grip on the Remote and causing damage to the Remote and surrounding objects, or injury to other people. Please ensure sufficient distance to avoid colliding with other persons or things. In addition, do not swing the Remote and Nunchuk more than necessary.

Be sure to install the Nunchuk as described. Use the Connector Hook on the Nunchuk plug with the Remote Wrist Strap cord to prevent the Nunchuk plug from becoming separated from the External Extension Connector on the Remote and striking objects or people.

WARNING: Not suitable for children under 36 months of age. The Wii Remote Strap and the cord of the Nunchuk can coil around the neck.

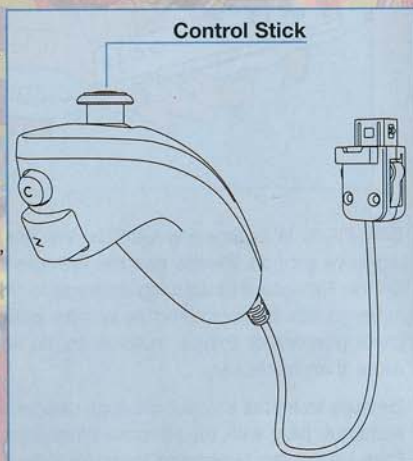
Wii Remote Configurations

- The Wii Remote can be used by itself, or in different configurations when connected up to other Wii accessories. These configurations can be used right or left handed.
- The configuration will depend on the game you are playing. Review the instruction booklet for the game you are playing for specific controller requirements.



Wii Remote and Nunchuk

NOTE: If the Control Stick is moved out of neutral position when the power is turned on, or when connecting to the Wii Remote, that position will be set as neutral position, causing incorrect game control during gameplay. To reset the Control Stick, allow it to return to the normal neutral position, then simultaneously hold down the A, B, Plus (+) and Minus (-) Buttons on the Wii Remote for three seconds.



The player cannot control the Wii Remote if it is not registered on the Wii console. Press the SYNC. Buttons from the Wii Remote and the Wii console simultaneously to register the Wii Remote. The Wii Remote included with your Wii console has already been synchronised with the console. Therefore, the registration of the Wii Remote is not required. For more information please refer to the Wii Operations Manual.

One Time Mode Synchronisation

NOTE: This mode temporarily removes the **Standard Mode** synchronisation set-up for all Wii Remotes until the Wii console's power is turned off. When the power is turned back on again, **Standard Mode** settings will return.

1. Press the HOME Button on a Wii Remote that is synchronised with the Wii console.
2. Select the Wii Remote Settings option from the **Home Button** menu, then select the Reconnect option.
3. Press the 1 and 2 Buttons simultaneously on the Wii Remote that you want to synchronise with the Wii console. The order in which you synchronise Wii Remotes will set the player order for multiplayer games.
4. The Player LED will blink during the synching process. When the blinking stops, the connection is complete.

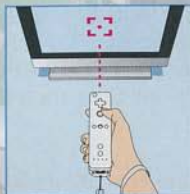


OPERATION & SETTINGS

Basic Operations

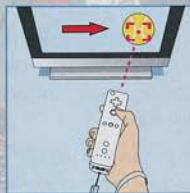
Point

Point the Wii Remote at a specific place on the TV screen.



Holding or Grabbing

Point the Wii Remote at a specific place on the TV screen and move the Remote, while holding down a button.



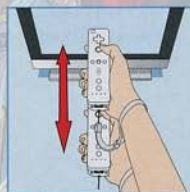
Waving

Wave the Wii Remote back and forth from side to side.



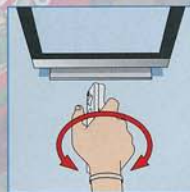
Pushing or Pulling

Move the Wii Remote forward and backward, while holding down a button.



Twisting

Move the Wii Remote in a twisting motion by rotating your arm.



SYSTEM 3 SOFTWARE

Rarely does a company make as dramatic an impact as **System 3 Software** managed with the award winning game The Last Ninja. This software innovation proved to be a major advance in computer entertainment, achieving critical acclaim from gamers and the world's press alike. To this day, this landmark product still commands huge interest from gamers of all ages.

System 3 Software has established a reputation for developing innovative and exciting software. Our aim is to provide the player with hours of thrilling entertainment, through challenging and imaginative game play, plus the most sophisticated player-interaction available.

Gottlieb Pinball Classics is the first **System 3** product for the new Nintendo Wii™ system. The stunning graphics, ultra-realistic pinball dynamics and audio captured from the actual classic tables really does make Gottlieb Pinball Classics the most accurate pinball simulation ever. Coupled with the unique Wii™ Remote controller and Nunchuk, giving the player total control of all the classic Gottlieb pinball tables, we feel certain you will enjoy this innovative product and look forward to entertaining you again in the near future.

Mark Cale

Mark Cale

GOTTLIEB PINBALL CLASSICS

This game contains faithful reproductions of all the classic tables, including the real sounds captured from the actual tables themselves, created by the famous **Gottlieb Pinball Company** over the past 70 yrs. You will get to experience the crazy Tee'd Off table, created in 1993, all the way back to the ground breaking 1932 table Play Boy. Each table can be played individually or head-to-head with up to four other players using the unique wireless controllers.

In single player mode, you will be able to test your pinball skills to the limit in the **Gottlieb Challenge**, a chance to play 10 of the most innovative, famous and collectable tables in the world.

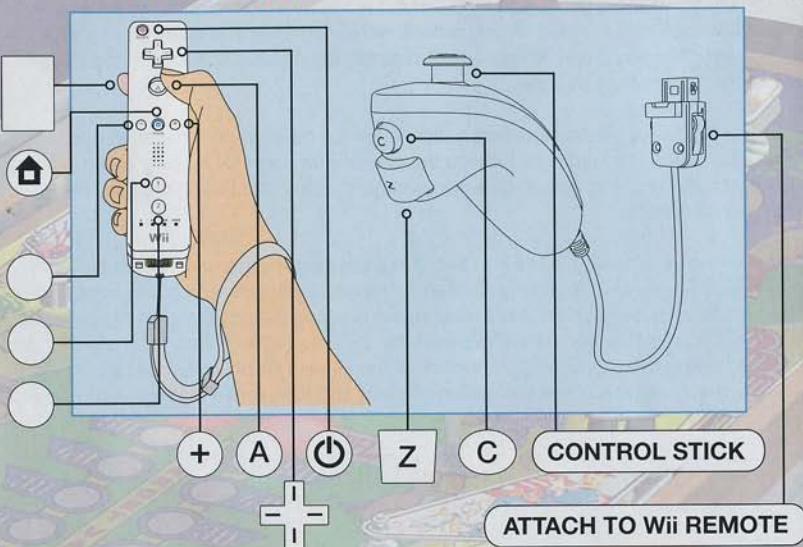
Do you possess the skills to achieve high scores on all 10 classic tables...?

It's time to take on the challenge that is **Gottlieb Pinball Classics!**

GAME CONTROLS

Wii™ REMOTE

NUNCHUK



ACTIONS

Launch Pinball	Pull Control Stick down and release - Nunchuk
Nudge (Tilt) Table	Nudge Table LEFT - Move Nunchuk
Nudge (Tilt) Table	Nudge Table RIGHT - Move Wii Remote
Left Flipper	Z Button
Right Flipper	Button - Base of Wii Remote
HUD On/Off	+ Button
Next/Previous Camera	/ Button
Pause Menu	Button

MAIN MENU

From the main menu you can select the following options:

PLAYER: BALL: 2



GOTTLIEB CHALLENGE – The ultimate task is to complete the Gottlieb Challenge. In this mode you are taken through a sequence of tables. You have up to three attempts at each table to achieve at least a minimum score before you progress to the next table. Failing to reach this goal ends the challenge. However, the higher your score, the more points you receive.

PRACTICE ARCADE – Allows you to go directly to the arcade and practice on the tables directly. Some tables can be played for free whilst other ones require you to accumulate credits from playing the tables well. Once you have sufficient credits you will be able to play any table, display historical information about the tables and view full interactive instructions.

TABLE GOALS – Each table has a goal which will unlock further features of the games. This option allows you to see the goal associated with each table and then to play the table if you have enough credits.

PLAY TOURNAMENT – A tournament can be played between 1 and 4 players.

PAYOUT MODE – This mode allows you to play certain pinball tables to try and increase your credit balance. Either Poker or Blackjack is selectable once this feature is unlocked.

PINBALL HALL OF FAME – More information about the Pinball Collectors Club's museum.

CONTROLS – This shows detailed views of the game controls.

ENTER CODE – Allows entry of codes to unlock hidden features. These three character codes are given to you as you beat individual table goals. If you have earned sufficient credits from playing the tables you can also buy new codes.

MAIN MENU

OPTIONS – Takes you to the options menu (see below)

LOAD – This option allows you to load a saved game from Wii™ system memory. Attempting to load a saved game containing high scores and progress information will lose any unsaved goals or scores.

CREDITS – See the people involved in making this product

OPTIONS MENU

Several of the options will only become available as you achieve the individual table goals. The options are:



NUMBER OF BALLS (3 or 5) – Most tables normally default to 3 balls but you can change the setting to have more balls if desired. However, in this easier mode, you will find that the score achieved for various table features will be reduced.

TILT (On/Off) – The ability to switch off the tilt function is an unlockable feature.

LANGUAGE – Select preferred language.

CUSTOM BALL – Unlockable feature which allows you to change the appearance of the ball.

MUSIC VOLUME (0-10) – Background music volume.

TABLE VOLUME (0-10) – Table sound effect volume.

TABLE REFLECTIONS (On/Off) – The backglass of the table will reflect in the table top. This feature can be switched on/off.

THE ARCADE



When you select to enter the Arcade from the main menu, you can browse through the tables.

Some tables are in Free Play mode and can be played straight away but others will only be playable when you have sufficient credits (shown in the bottom right). These credits are earned from playing the available tables and achieving certain goals within them. Details of these can be found within the individual table instructions included in the game. Achieving certain table goals will also allow other tables to be switched into Free Play mode.

TABLE MENU



Once you are viewing an individual table's menu, the options available to the player are:-

PLAY TABLE – Selecting this option allows you to play the table. Up to four players can take it in turns using the same Wii™ system.

OPTIONS – This allows you to change the same options as from the main menu.

GOAL – This will show you the objective of this table. Reaching this objective will unlock other features of the game in turn.

TABLE MENU



HIGH SCORES – See the top five high scores which have been achieved on this table. Whenever a high-score is beaten, the player is prompted to enter a 3 character name which will be saved on the Wii™ system memory if Autosave is enabled.

INSTRUCTIONS – To do well at a table you should read carefully the interactive instructions.

HISTORY – A brief summary of the history of the table.

FLYER – Examine a copy of the original sales flyer which was used to sell the tables. The up and down buttons scroll the picture.

RETURN TO ARCADE – Exit from this table to select another to play or to return to the main menu.

TABLE POINTS

Traditionally, in real Arcade Challenges (played across multiple tables), players are awarded points depending upon their score. However, because the scores of different tables vary so much in magnitude, the points are calculated by taking the score at which a replay is awarded on a particular table. This score is then divided by 10 and one point awarded for each multiple of this amount.

When playing Tournaments and the Gottlieb Challenge, the players are rated using this system. The order of tables in the tournament and their scores are as follows:-



GENIE.....26,000 = +1pt

TABLE POINTS



VICTORY.....150,000 = +1pt



ELDORADO.....180,000 = +1pt



GOIN' NUTS.....110,000 = +1pt



BIG SHOT.....5,000 = +1pt



TEED OFF.....25,000,000 = +1pt



BLACK HOLE.....35,000 = +1pt



STRIKES N' SPARES.....200 = +1pt



ACE HIGH.....420,000 = +1pt



CENTRAL PARK.....120 = +1pt

THE GOTTLIEB PINBALL TABLES

GENIE



Considered by many to be the best wide-body table of its era and possibly of all-time, and a true Gottlieb classic. This addictive table was designed with well thought-out objectives and features five flippers. Two flippers in the upper left corner create a mini playfield.

Some Table Tips: Genie is all about building up and scoring a huge bonus. First, you need to concentrate on getting the bonus up to 20,000. Completing the red drop-targets

lights the Special target, resets the red and white drop targets, scores 10,000 points, and lights the white drop targets for increased scoring. Not only does this mean you'll be getting a nice size bonus, but you'll also activate the ball trap. When the ball trap is active, you can receive the full bonus before you lose a ball. There are many areas that add to your bonus. Such as the rollovers, as well as the targets and even the spinner – all add to your bonus when lit.

ELDORADO

You may find the gameplay familiar, but not the intricate artwork. This playfield was shared with its predecessors El Dorado and Gold Strike, re-themed as Target Alpha and Solar City, and licensed into international versions Lucky Strike and Canada Dry.



After designing over 200 tables, City of Gold was Ed Kryniski's final table for Gottlieb.

Some Table Tips: the classic gameplay is based on hitting lit targets and clearing banks. You score big points by building up to the maximum bonus. Normally, your bonus progression is reset between balls. By clearing all ten drop targets up top with one ball, your bonus progression is not reset when you lose a ball. You add to your bonus by hitting the lit target up top, down below, or advance two by rolling over the lit monkey. Each time you hit the targets, the lit targets and the monkey move.

BLACK HOLE

This was the first table to feature the revolutionary lower-reversed playing surface. However, its biggest claim to fame is that it was the first accepted table to cost 50 U.S. cents to play, which quickly made it the highest earning pin game in the history of the industry.

Some Table Tips: To succeed at black hole, you'll need to learn how to maximize your points on the lower surface, which you get to through the gravity tunnel. By clearing all the letters "B-L-A-C-K" in sequence, you activate a g-force accelerator. The flashing arrow shows which letter you need to get next. One g-force accelerator doubles the points you earn. Clearing the letters "H-O-L-E" in sequence also earns a g-force accelerator. When both g-force accelerators are lit you earn triple points as well as lighting a special. Clearing the bank of three drop-targets below advances the roll-under lit specials. Complete all three rollovers up top to advance the bonus multiplier from 2x up to 5x.



LOVE METER



Test your love level on this classic love meter amusement and possibly be rewarded with extra credits.

ACE HIGH

Gottlieb once dominated the pinball industry, producing over 200 different tables. During Gottlieb's 'golden age', it was known for its sports, fantasy, casino, and playing card themed tables like Ace High. When this game was still in arcades, good players would accumulate replays and sell them back to the arcade owner. This led to the banning of replays in several U.S. states.



ACE HIGH

Some Table Tips: In pinball lingo, replays are also known as free games or specials and, unlike modern tables, in Ace High how you lose a ball can be more important than keeping it alive - there are two holes which will end your ball, but they're the key to doing well. You want to earn cards by hitting the centre of the three different targets - one on the left, one on the right and the third in the centre. Each time you hit one of these targets you add a new card, starting with Queens. The Special hole rewards one replay for three queens; three replays for three kings; one replay for each lit ace; and eight replays if all three aces are lit.

BIG SHOT



This table is the two player version of another classic, Hot Shot. This pool themed game is very popular among expert players and collectors because of the skill required to hit the 14 drop targets. There were only 2900 units manufactured despite the fact that the gameplay is now considered classic.

Some Table Tips: Big shot is a drop-target shooter's dream table. Hitting targets one through seven plus the eight ball or targets nine through 15 plus the eight ball lights

Special on the left or right centre target. The top bumper will change the lit target for Special each time it is hit. Each drop-target hit on your first ball will score a bonus of 1000 points, your second ball will score 2000 for each, and on your third ball - each target is worth 3000. Getting third ball hits is the key to racking up a high score.

XOLTEN

Xolten will scan his crystal ball for visions of your future. This classic fortune-teller arcade machine allows you to gamble your credits in the hope of greater reward.



CENTRAL PARK

Considered one of the best playing classical tables, Central Park features a comical back glass animation of a monkey ringing a bell every 100 points scored.

Pinball 'Hall of Famers' consider mastering table nudging and target shooting on this table to be essential in proving one's expertise at playing classic tables.



Some Table Tips: though simple in its goals, this table requires skill and practice to keep the ball alive. Mastering the nudge is the key to success. You need to increment the tree bonus by earning numbers. When you earn the numbers one, two, three, four, and five, you increment the left tree by one. When you earn each of the numbers six through ten, you increment the right tree by one. To collect the points, you must hit the target above the incremented tree. You can earn one number at a time by hitting the targets up top on the left, or targets on the right.

PLAY-BOY

The Play-Boy table has two modes. The default mode is simply to earn points. However, once it is unlocked, Payout mode is selectable from the main menu and is described further in a later section.

Some Table Tips: You need to get the balls into the holes that score you the most points. The single joker on the left earns the most points. Followed by the aces, the kings, the queens, and the jacks. The lower the card value, the fewer points it is worth. Below jacks, cards are worth ten times their value. For example, deuces are each worth 20 points. There are free plays at the bottom but in this mode they will not earn you points, so don't bother with them. When payout mode is unlocked, you'll be able to gamble credits and you can play Poker or Blackjack while wagering. For now, concentrate on getting the joker and nothing but face cards. Play Free Card slot will only be activated if the Payout mode has been unlocked.



TEE'D OFF

A Gottlieb employee began the pinball line "Premier" in 1984 after buying out the company's assets to avert bankruptcy. Victory also shares this dual branding. Tee'd off was partially inspired by the movie Caddyshack. An animating gopher named Gunther sat atop the backglass and moved along with audio that constantly taunted the player.



Some Table Tips: The goal of Tee'd Off is to complete each of the five rounds, and score lots of points along the way! The blinking ball shows which round you are playing. When the round is successfully completed, it will remain lit. Before you activate a round you are just shooting for holes, so let's begin there. The goal is to complete all nine holes by getting them all in order. Holes 1, 6, and 9 are in the volcano and holes 2, 4, and 8 are reached by going up the ramp. Scoring all nine holes on your first ball gives you multi-ball mode. In this mode you can earn extra jackpot bonuses by hitting the captive ball, or by hitting the target by the strobing table lights. When you finish the ninth hole on your second ball you get raining cats and dogs multi-ball mode.

GOIN' NUTS



This table never actually made it into production as new management considered wider tables too expensive to mass produce. Only 10 units were made as engineering samples. The unique style of timer based gameplay and the rarity of this table make it a classic collector's item today.

Some Table Tips: Goin' Nuts is a unique table offering timer based gameplay. When the game begins, three balls, called squirrels, are launched automatically. Each nut target you hit adds 3 seconds to the

timer. Your squirrels are collecting nuts. When you lose a squirrel, the remaining two earn two seconds for any nut you hit. Simply put, when you have two or three squirrels running around, collect nuts and build up that timer. When you only have one squirrel left, your strategy has to change. The objective is to re-launch a multi-squirrel mode before the timer which you have accumulated counts down to zero. Multi-squirrel modes can be re-launched several different ways. When lit, scoring a rollover will re-launch two squirrel mode.

VICTORY

This is a fun, fast paced driving themed game. Victory was the first game to use a fully screened photorealistic "Vitrigrph" Mylar overlay for its playfield rather than the industry standard silkscreen on the wood itself. Victory contained modern features such as ramps and overpasses while maintaining the Gottlieb tradition of relatively straightforward table objectives.



Some Table Tips: The objective of the Victory table is to pass through seven checkpoints and finish the race. You must do the checkpoints in order. Hitting the active checkpoint scores the checkpoint bonus value and completing the race, under the chequered flag and crossing the finish line, lights the outlanes for Special. Completing the F-I-N-I-S-H target bank advances the bonus multiplier. While the checkpoint bonus is counting down, playfield scoring is multiplied by the flashing multiplier value. Shoot the hole to advance hole value, award extra ball, and capture when flashing. Extra Ball is awarded only when scored on upper playfield.

STRIKES N' SPARES



Bowling themed games have had a long tradition in arcades and bowling alleys. This table offers three modes of gameplay which uniquely combine the skill of flipper-based shot making with older shuffle alley machines that used a puck to knock over pins by activating the correct rollovers on the playfield surface.

Some Table Tips: Strikes 'n Spares offers three different modes of play; Regulation, Flash, and Strike 90. Starting with the basics for all modes; you release a ball with

either flipper button. If you want to bowl from the left side of the approach, release a ball with the left flipper. If you want to bowl from the right side of the approach, release a ball with the right flipper. You can select which side your bowling from per ball. Once you release a ball, simply use a flipper to bowl it down the lane. Rollovers under the pins determine the outcome.

PLAY-BOY Payout Mode

When Payout Mode is unlocked, it is selectable from the main menu. When playing the table, the first option selects the game type (Poker or Blackjack), the second option selects the number of credits you wish to bet. You may only bet as high as your currently available credits.

While playing, the cards that have been earned will appear along the bottom of the screen. Once the game is over, a screen will be displayed that explains the results of the game and how much was won or lost.

POKER

Launch all ten balls and make the best 5 card poker hand possible. The payouts are similar to video poker. The better your hand, the more you will win. You need a pair of jacks or better or you will lose what you've bet:

One Pair (Jacks or Better):	Money back
Two Pairs:	2 to 1
Three of a kind:	3 to 1
Straight:	4 to 1
Flush:	6 to 1
Full House:	9 to 1
Four of a Kind:	25 to 1
Straight Flush:	50 to 1
Royal Flush:	250 to 1
Five of a Kind:	500 to 1

BLACKJACK

Launch each ball one at a time, choosing whether to continue launching balls or to stop when you are happy with your hand. You can keep launching until you bust or get 21. The joker counts as anything that can get the player to 21. Hitting 17 or 18 gets your money back, 19 or 20 are worth 2 to 1, and 21 is worth 3 to 1. If you fail to reach 17 or go over 21 and bust, you will lose your bet.

There are two free plays available and if you get either one playing poker or blackjack, you can't lose.

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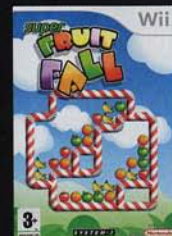
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OTHER NEW SYSTEM 3 TITLES

SYSTEM • 3



NEW FOR THE Wii™



SUPER FRUITFALL is a totally compelling puzzle game, easy to understand and with a simple control system that will have you coming back for more time and time again as the challenge increases.



Use the Wii Remote and Nunchuk Controllers for Left and Right Rotate, and Powerspin

The objective is to make the fruit disappear by moving them around the grid until they are grouped together - fruit must be either above or to the left or right of another fruit, diagonals do not count. The fruit can be moved by rotating the play area and allowing the fruit to fall thereby creating groups of three or more of the same fruit, which will then be removed, a bonus is awarded if more than one group disappears on one turn.

* Packaging design subject to change

Check www.system3.com for hints, tips, community chat and further information on System 3 products.

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IMPOSSIBLE MISSION TM NEW FOR THE Wii

Once again you can become Special Agent 4125, and undertake the desperate mission of saving the world from Elvin Atombender's evil plot to destroy it! IMPOSSIBLE MISSION, originally released in 1984 by EPYX, could arguably be one of the greatest games ever produced. Its appeal, then as now, is the simple plot, challenging gameplay, totally fluid animation and spine-tingling sound FX – who will ever forget Elvin's immortal words, "Destroy him, my robots".

You have 6 hours, of real time, in which to thoroughly search 32 rooms, locate 36 puzzle pieces and then crack the code to defeat Elvin. To navigating the rooms you must time your runs and jumps, leap around platforms and use moving lifts, all this while avoiding deathly and devious human-seeking robots and black orbs. Other features that make IMPOSSIBLE MISSION an outstanding game are, every time the game begins all the rooms are re-arranged, the puzzle pieces moved and the robots relocated, playability is not hindered by having a fixed number of lives instead, each time you die you lose 10 minutes of time off the clock.

* Packaging design subject to change

Check www.system3.com for hints, tips, community chat and further information on System 3 products.