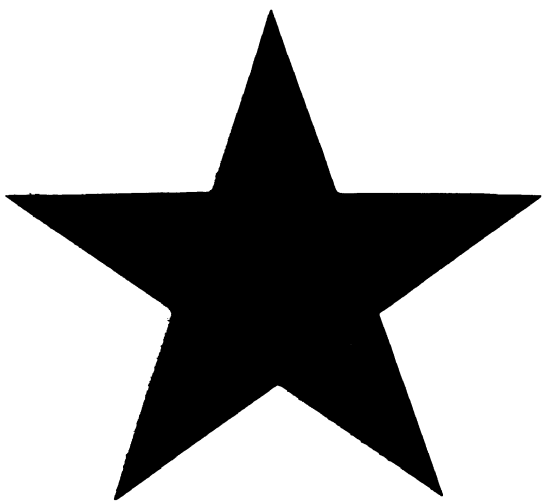


No. 6033



# PINBALL SELECT★A★GAME™ MACHINE

INTERCHANGEABLE CARTRIDGE GAME SYSTEM



©1981 Entex Industries, Inc. Compton, CA 90220  
Made in Taiwan Patent Pending

# LIMITED WARRANTY

Entex Industries warrants to the original owner that this hand-held electronic game and cartridge will be free of defects in material and/or workmanship for 90 days from the date of purchase.

During this 90-day warranty period a defective game or cartridge will be either repaired or replaced (at our option) without charge to the owner when returned either to the dealer with proof of date-of-purchase, OR when returned postage prepaid and insured with proof of date-of-purchase to Entex Industries, Repair Center, 303 West Artesia Boulevard, Compton, CA 90220.

Units returned without proof of date-of-purchase OR out-of-warranty units returned will be repaired or replaced (at our option) for a service charge, as follows: **SELECT-A-GAME MACHINE UNIT \$50.00**

**SELECT-A-GAME CARTRIDGE \$15.00**

Send check or money order made out to Entex Industries.

Units must be returned postage prepaid and insured.

This warranty gives you specific legal rights and you may have other rights which vary from state to state.

## PACKING AND RETURNING INSTRUCTIONS:

1. Pack in original carton, or use a good carton with plenty of crumpled paper to protect the unit.
2. Address to: Entex Industries Repair Center  
303 West Artesia Boulevard  
Compton, CA 90220
3. Apply correct postage stamps and insure the unit; then mail.

Should you wish to order the Entex No. 6060 6V adapter, or replace any game overlay you have lost, use the following Order Form:

HELEN PARTS  
ENTEX INDUSTRIES  
303 WEST ARTESIA BLVD.  
COMPTON, CA 90220

Please send the following for my Entex No. 6033  
**SELECT-A-GAME™ MACHINE**

	QUANTITY	PRICE EACH	TOTALS
No. 6060 AC Adapter	_____	\$7.00	_____
Cartridge overlay	_____	\$2.00	_____
specify game name:	_____		_____
California residents add 6%			_____
(Cost includes handling and postage) TOTAL			_____

SEND TO: Name \_\_\_\_\_  
No./Street \_\_\_\_\_  
City/State/Zip \_\_\_\_\_

**BE SURE TO READ THE MAIN SELECT-A-GAME™ INSTRUCTION BOOKLET BEFORE YOU PROCEED.**

## INTRODUCTION

Select-A-Game PINBALL is a game of skill that pits your ability against the built-in computer, challenging you to attain as high a score as possible. PINBALL uses a two-color fluorescent electronic display.

### 1. CARTRIDGE

To insert your PINBALL cartridge, be sure the SELECT-A-GAME™ switch is in the OFF position. Firmly insert the cartridge into the game receptacle, making sure that the game label on the cartridge faces up. (See fig. 1)

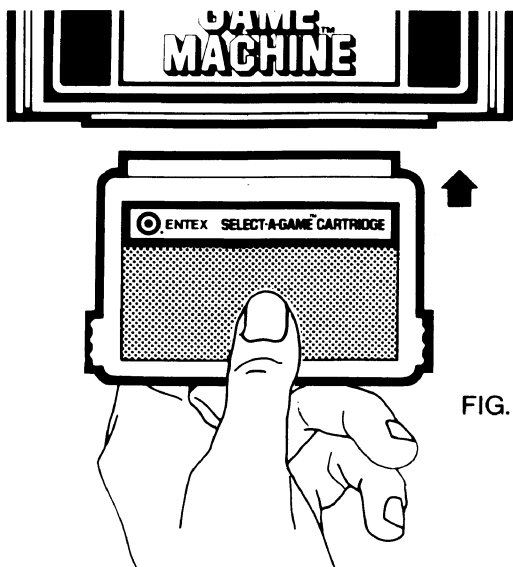


FIG. 1

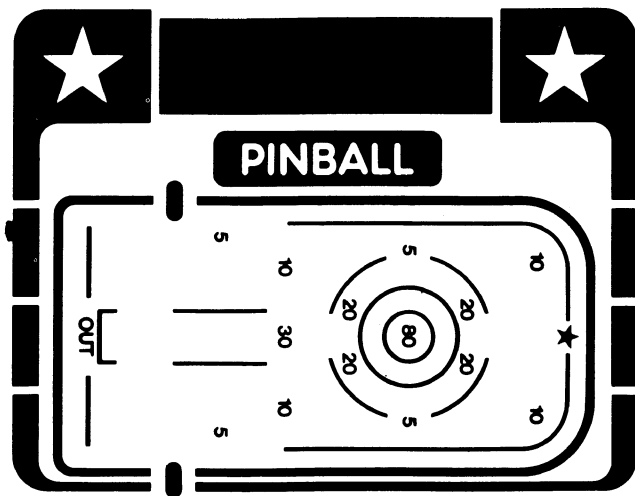
**NOTE:** Do not force or jam the cartridge into the receptacle.

Now set the MUTE/OFF/SOUND switch to MUTE or SOUND and the game is ready to play.

**NOTE:** If the game does not operate per instructions or otherwise shows erratic operations or displays, place game switch to OFF and remove the cartridge by pulling it straight out of the receptacle. Reread the main instruction booklet on the game operation, on BATTERIES and this cartridge instruction booklet to be sure that you understand the operation of the game, then reinsert cartridge and operate normally. Always keep a cartridge installed, even when the game is not in use. Be certain that the game switch is OFF to prevent the draining of the batteries. Never insert anything except an ENTEX SELECT-A-GAME™ cartridge into the receptacle, as it may permanently damage your SELECT-A-GAME MACHINE.

## 2. GAME OVERLAY

Each game cartridge is provided with its own color overlay (fig. 2), which is placed on the SELECT-A-GAME MACHINE screen to provide the playing field and scoring display.



### **IMPORTANT NOTE:**

There is a protective covering on the top and bottom of the overlay. Carefully remove these adhesive sheets before using.

Fig. 2 OVERLAY

### 3. THE GAME

PINBALL is played by one person using two individually, electronically controlled flippers to keep the PINBALL in motion on the playing field. At the beginning of the game, 5 balls are provided. One ball is shot at a time onto the field, where it moves freely into and out of the various bumpers and scoring pockets. As the ball rolls toward the OUT position of the pinball display (left side, VISITORS' control panel with ENTEX name) either one or both flippers may be actuated to flip the ball back onto the playing field. When this is done successfully, the ball is prevented from going out of play.

Just as in the real game of PINBALL, a tilt penalty can be incurred by moving the flippers too rapidly at any given time. Once the PINBALL game is tilted, the game is over, regardless of the number of balls that may have been played.

### 4. DISPLAY OF SCORING

A. When the game is turned to SOUND or MUTE, the display shows a solid green ball in the lower corner, and the outer boundaries of the electronic flippers near the OUT side. The right digital scoring display presents the SKILL selection level, progressively showing 0, 1, 2, 3, 4, 5, and repeats this cycle until a skill level selection is made.

B. Once the skill level is selected (see PLAYING INSTRUCTIONS), the green ball begins flickering to indicate that the ball is ready to be shot onto the playing field. The SCORE shows 00 00 at this time.

C. Once the ball is shot onto the playing field, it again becomes a solid green color. Whenever the ball scores, it turns red momentarily. The SCORE display keeps a running account of the cumulative points attained and resets to 0000 after reaching 9999 points. As the ball drops toward the flippers, the pressing of the two directional buttons results in 2 extra red dots lighting up per flipper to show the flipper motion.

Once the ball passes into the OUT position between the flippers, it remains there momentarily, the score disappears and the number of remaining balls is shown briefly in the far right score display. The attained score display then returns and a new flashing green ball appears at the entry channel — ready to be shot onto the field.

If the ball enters the circular “80-point” pocket, a circle of 6 red dots lights up to indicate your play's success. The ball does not change color when this occurs.

## 5. CONTROLS

A. MUTE/OFF/SOUND - Switch to SOUND or MUTE (silent play) to start game. Once the game is over, switch to OFF, then back to SOUND or MUTE to reset game.

B. SKILL Level Switch - Not used with this cartridge. See PLAYING INSTRUCTIONS for SKILL LEVEL settings for this game.

C. GAME 1 or 2 - Not used with the PINBALL cartridge.

D. 2 PLAYER/1 PLAYER/DEMO - Only the 1 PLAYER or DEMO mode is used with PINBALL.

E. SHOOT BALL - The number 5 button is used to shoot the green ball onto the playing field.

F. FLIPPERS - Buttons 2 and 4 are used to control the red flippers.

NOTE THAT FOR THE PINBALL CARTRIDGE GAME, THE PLAYER USES THE LEFT SIDE. (VISITOR CONTROL PANEL WITH ENTEX NAME)

## 6. PLAYING INSTRUCTIONS - SINGLE PLAYER

This game is operated by one player against the built-in computer.

A. 2 PLAYER/1 PLAYER/DEMO - Switch to 1 PLAYER.

B/ MUTE/OFF/SOUND - Turn game ON, selecting SOUND or MUTE (silent play).

C. SKILL Selection - When the display lights up, the right digital score will flash the numbers 0-1-2-3-4-5 in sequence. This is the skill level selection, which increases the velocity of the ball on the playing field. To select a skill, press the SHOOT button (5) on the VISITORS (left, ENTEX name) side when the selected skill level appears in the display.

The skill level starts with 0 (SLOW POKE) and increases in difficulty to 5 (PROFESSIONAL PINBALL PLAYER).

D. SHOOTING - At the start of the game, 5 balls are available. Having selected your skill level, again push button No. 5. The ball is shot onto the playing field, moves through the bumpers and scores points in the pockets shown on the overlay.

Whenever the green ball moves through a scoring pocket, the ball becomes red momentarily. Whenever the green ball enters the high score circle, 6 red dots light up to display this and the ball becomes more charged and starts moving at a higher

speed. Furthermore, each succeeding score is doubled until the ball leaves the playing field. Once the fifth ball has left the playing field, the game is over, signaled by the flashing final score.

E. FLIPPERS - The function of the two red flippers is to keep the ball on the playing field to score as many points as possible. NOTE: Once the ball leaves the field, the score displays the number of balls remaining. The display then returns to the next ball in line.

F. TILT - Just as in the real game of PINBALL, a player who abuses the flipper controls loses out in the scoring. Pushing the flippers too often and/or too quickly will result in an immediate TILT. In this case, the ball just drops to the OUT position and the game is automatically over as indicated by the flashing score. This may occur with any number of balls remaining and stops the attainment of any significant score. Caution — use the flippers only as required, to prevent a TILT.

## **7. PLAYING INSTRUCTION - DEMO**

The DEMO mode demonstrates the versatility and features of this game.

A. 2 PLAYER/1 PLAYER/DEMO - Switch to DEMO.

B. MUTE/OFF/SOUND - Switch to SOUND or MUTE. Sit back and watch PINBALL in action. The DEMO mode will always start a new game with the score set back to 00 00 after the fifth ball has exited the field.

## **8. SOUND EFFECTS indicate:**

SKILL LEVEL SELECTION  
SHOOTING THE BALL  
BALL MOTION  
BALL IN HIGH SCORE POCKET  
BUMPER CONTACT WITH BALL  
FLIPPER ACTUATION  
BALL OUT OF PLAYING FIELD  
TILT  
SCORE EXCEED 9999  
GAME OVER

