



BALLS OF STEEL™

PINBALL ON STEROIDS!



**WINDOWS® 95
CD-ROM**



TABLE OF CONTENTS

INTRODUCTION	2
GETTING STARTED	2
System Requirements	2
Installation Instructions	2
GAME MENU AND CONTROLS	3
Main Menu	3
Playing the Game	4
Options Menu	6
WORLDScore INTERNET RANKINGS	8
TABLE DESCRIPTIONS	9
Barbarian	9
Firestorm	12
Duke Nukem	15
Darkside	18
Mutation!	21
EXTRAS	23
TROUBLESHOOTING	24
TECHNICAL SUPPORT	27



INTRODUCTION

Do you have what it takes? Or are they marshmallows? Whatever your qualifications, it will take all you've got to master the five tables featured in Balls of Steel. Multi-level play, video mode games, and multi-ball play make this pinball simulation the best ever. And the most challenging: with direct access to the WorldScores website, you can go up against any player in the online universe. Post your best scores on WorldScores, and watch the rest of the world try to beat you. What are you waiting for?

GETTING STARTED

SYSTEM REQUIREMENTS

CPU: Pentium 100 Mhz (133mhz recommended)
Operating System: Microsoft Windows 95 with Direct X 3.0 (or better)
Memory: 16Mb RAM
Video: 1Mb VESA-compatible SVGA display card
Sound: DirectX-compatible sound card
CD-ROM drive: 2X (minimum)
Hard drive space: 70Mb

INSTALLATION INSTRUCTIONS

Windows 95 Installation

Balls of Steel is autoplay-enabled for Windows 95 (there is no WindowsNT installation). Insert the Balls of Steel CD in your CD-ROM drive and wait a few moments for the autoplay window to appear. When it does, simply follow the on screen instructions. If the autoplay window does not appear, follow these instructions:



1. Double-click the My Computer icon.
2. Double-click the CD-ROM icon.
3. Double-click the Setup icon.
4. Follow the onscreen prompts.

Balls of Steel requires DirectX v3.0 or greater be installed on your computer to run. If you are installing from the registered Balls of Steel CD-ROM, you will be prompted to install DirectX as part of the installation. Follow the onscreen prompts to complete installation. DirectX v5.0 is included, and is highly recommended, as it provides better sounds when used with Balls of Steel.

If you do not have the registered CD-ROM, you may download DirectX from Microsoft's DirectX Web site <http://www.microsoft.com/directx/>

Uninstalling Balls of Steel

If you choose to uninstall Balls of Steel, we strongly urge you to use the Add/Remove Programs Icon in the Windows95 Control Panel, and not to just delete the program. Balls of Steel will be listed there, or you can use the icon that the Balls of Steel program created when you originally installed it. If you simply delete the program directory, this may cause problems should you wish to install the program (or a newer version) at a later date.

GAME MENU AND CONTROLS

MAIN MENU

Choose from the installed tables by clicking the left and right Change Table arrows. Click the appropriate buttons to view the table theme, rule card, and WorldScores for the current table.

Choose from four play modes:

- **Regular:** Standard 5-ball play, with extra balls, end-of-game score matching, Powerball bonus mode.



- **Novice:** The same as Regular play except that the ball saver is active for several minutes.
- **Arcade:** 3-ball play with Extra Ball awards based on score. There is no end-of-game match.
- **Tournament:** Tournament mode is WorldScores Enabled, allowing players to post scores on the WorldScores web site (<http://www.worldscores.com>). There is no match, no Powerball and no extra balls (points are awarded instead). This is to make Tournament games as directly comparable with each other as possible. Refer to the WorldScores Internet Rankings section for more details.

PLAYING THE GAME

Click PLAY on the main menu to start the currently displayed table. The table begins in its 'attract' mode which shows off the table layout and gives basic instructions on the dot-panel. To play a one-player game, press ENTER, and then ENTER again to fire the ball and start the game. For some tables you can vary the force with which the ball is kicked out by holding down the ENTER key for a short time, then releasing it to fire the ball. You can also start a 2- 3- or 4-player game by pressing the 2, 3, or 4 keys during the table's attract mode. Additional controls:

F1 (in-game): ...Help screen.

ENTER:Pull back the plunger and fire the ball.

SHIFT, ALT or

CTRL (L and R): .Flippers (L and R)

SPACEBAR:Nudge UP

Z:Nudge LEFT

/:Nudge RIGHT

Note: Too much nudging will tilt the table and void the current ball.

ESC:Quit the game.



- P:Pause the game. Also provides a status report on jackpot levels, ramp counts, extra balls etc. Flippers skip through the individual reports and any other key resumes play. Use Pg/Up, Pg/Dn while paused to view the table.
- F2:Cycles the table view: Single Screen, Scrolling, Auto Switch (scrolling for normal play, automatically switching to single screen during multiball sequences.)
- F3:Toggle ball and flipper shadows on/off (Turning shadows off reduces the system demand for slower machines). Default is on.
- F4:Controls the speed at which the scrolling mode screen follows the ball (soft/medium/hard). Default is medium.
- F5/F6:Adjust the sound effects and voice effect volume down/up.
- F7/F8:Adjust the music volume down/up.

Note: by pressing Alt+TAB in-game you can task-switch to the Windows desktop and modify the global volume setting. Using the hardware volume setting to select the maximum volume is preferable since the quality of the hardware volume control is better than the software control. Use Alt+TAB again to return to the game.

- F9:Single screen detail (maximum speed/normal/maximum quality). This adjusts the way in which the computer draws the single screen view. Players with slower machines should choose maximum speed for better performance. Default is normal.
- F10:Dotpanel size (small/large). You can choose your preferred dotpanel size. Default is large.



F11:Dotpanel type (hardware/software): This adjusts the method the computer uses for drawing the dotpanel. Default is Hardware because this is the fastest method; however some video cards do not support the hardware option, in which case you would need to choose Software.

F12:Character voice effects (on/off): toggles the in-game character voices on/off. Sound effects and music are unaffected. Default is on.

In addition to the keyboard, Balls of Steel also supports the mouse and the Microsoft Side-winder gamepad. With a standard 2-button mouse, right and left-clicks control the flippers. With a 3-button mouse, the center button fires off the ball. In addition, with the Microsoft Intellimouse, rolling the wheel acts as an up-nudge. With the Microsoft Side-winder Gamepad (correctly installed on the system) the L+R trigger buttons are the flippers, the direction pad nudges the table and the other buttons fire off the ball. These devices are enabled automatically if they are attached and properly configured in Windows.

OPTIONS MENU

Click on OPTIONS from the main menu. You can vary some of these options in-game by using the function keys.

Parental Lock:

Locks out any voice effects containing expletives. Once enabled, you will need to enter a password to unlock it.

Display Options:

- **Fast Dotpanel Draw** (hardware dotpanel drawing)
- **Large Dotpanel** (defaults to small panel if not marked)
- **Shadows** (ball and flipper shadows on)
- **Table View** (Auto/Scrolling/Single Screen): as previously described.
- **Single Screen Detail** (maximum speed/normal/maximum quality): as described above.



- **Use Built-in Display Drivers:** Uses the VESA 2.0 display drivers that are included with the game. If a more recent version of Scitech Display Doctor is already installed, it will be used instead. This option would only need to be disabled in extreme cases where the video card is not supported by the drivers included with the game, and the video card provides VESA 2.0 support itself. Refer to Troubleshooting for more examples.

Sound Options:

- Device:
- **Auto Detect:** This is the default setting.
- **Direct Sound:** Uses Windows DirectSound driver, preferable to Wave Mapper for cards with DirectSound support
- **Wave Mapper:** Uses Windows standard wave out driver, use if experiencing problems with Direct Sound.
- **None:** No sound.
- **16-bit:** 16-bit output (8-bit if not checked)
- **Stereo:** Stereo output (mono if not checked)
- **Reverse Stereo:** Swap L+R stereo output.
- **Music Volume:** Adjust music volume.
- **Effects Volume:** Adjust volume of sound and voice effects.

WorldScores Setup

Click the WorldScores Setup button to display the WorldScores User Maintenance window. To be able to post your WorldScores on the internet, you will need to create a user profile for yourself. For more information, refer to the WorldScores Internet Rankings section, or visit the WorldScores website at <http://www.worldscores.com>.



Video Setup

Click the Video Setup button to bring up the UVBELib Graphics Configuration window. If you wish to change your graphic configuration, click the Change button to bring up the auto-detect window. Click Auto Detect to have the computer detect your display hardware. Click Options to bring up the Configuration Options window.

WORLDSCORES INTERNET RANKINGS

Balls of Steel is WorldScores Enabled. This allows you to post your best Tournament Mode scores over the Internet, on the WorldScores website at <http://www.worldscores.com>.

Setting up

To view the global rankings on the web from within Balls of Steel, you'll need to ensure that Windows has a default web browser installed; in most cases this will be either Microsoft Internet Explorer or Netscape Navigator/Communicator.

In order to submit a score to the WorldScores Website you first have to create a User Profile. If you already have a User Profile from another WorldScores Enabled game you can use this for Balls of Steel. From the Options menu, click on WorldScores Setup to bring up the User Maintenance screen. Fill in all the fields and press Submit (after reading and agreeing to the user conditions). At this point, a dialog will remind you that it is about to connect to WorldScores. If you are already online on the Internet, click Okay, otherwise select Dial-Up Networking and choose your connection.

Once the User Profile details have been posted, you're ready to Challenge the World!

Posting a score

After playing in Tournament mode, you will be asked if you wish to post your score to the WorldScores website. If your new score beats your previous best on the WorldScores system, your ranking will be updated and you'll be one step closer to first place!

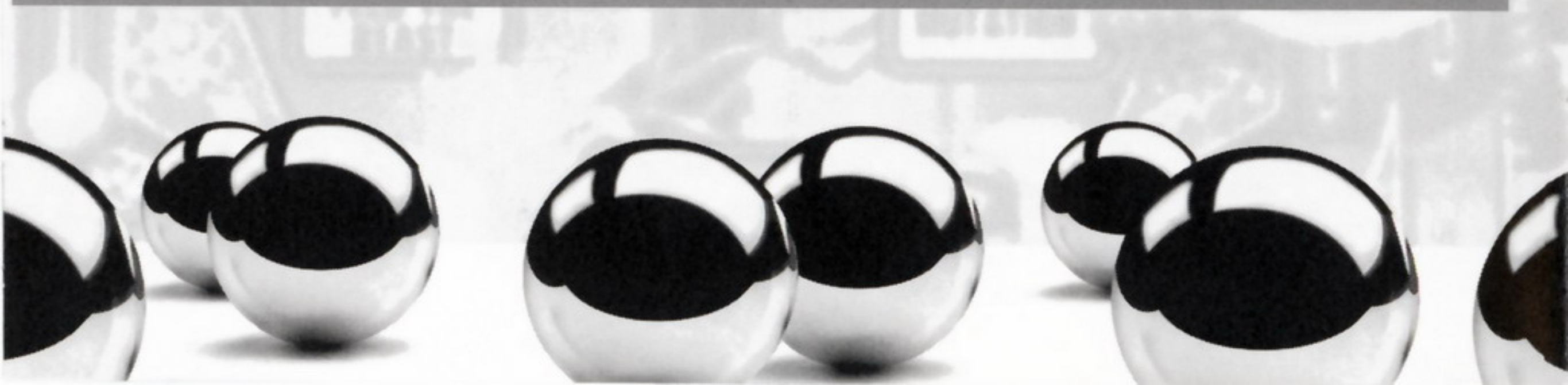
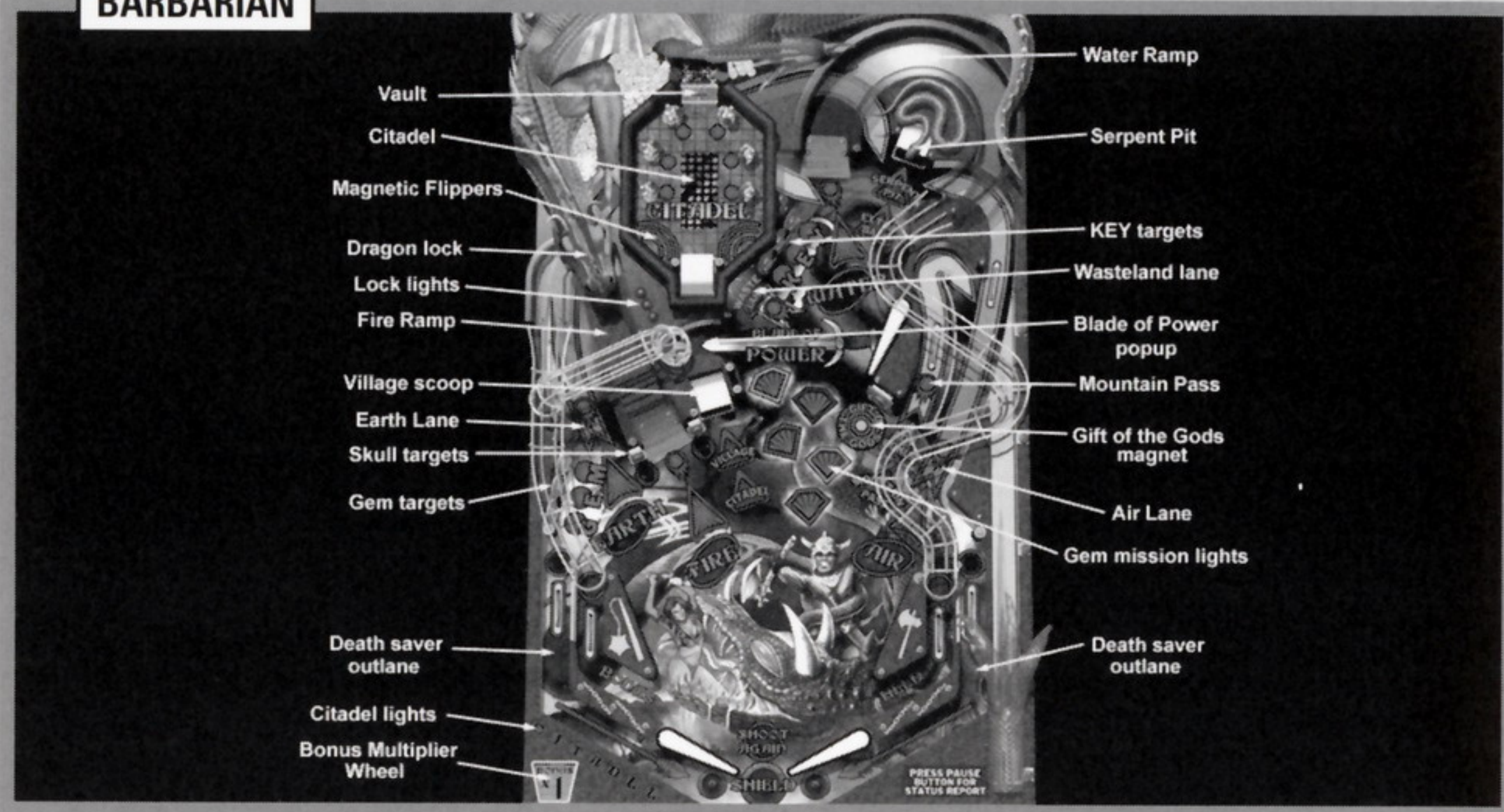


TABLE DESCRIPTIONS

BARBARIAN

Slay enormous dragons and elemental spirits as the mighty barbarian pursues his quest to retrieve the magical gems. Brave the horrors of the wastelands, and battle with the evil that is spreading like a curse across the land.

BARBARIAN



Deathsavers: Both outlanes have deathsavers to rescue the ball. Deathsavers are relit by shooting both skull targets.

Gift of the Gods: Hit the target several times to activate the magnet and receive the Gift.

Combos: Shoot consecutive shots to score combos. The special Dragon Loop combo (Earth lane - Wasteland - reverse Air lane) increases your Hero Status.

Bonus Multipliers: Shoot the Wasteland to light Advance Bonus at the Mountain Pass. The current bonus multiplier is indicated on the Bonus Wheel.

Dragon Multiball: Shoot the Serpent Pit to light the Dragon lock. Lock balls at Dragon for 3-ball. Lit shots score millions until time-out.

Element Missions: Enable element missions by lighting each of the element shots: Earth lane, Fire Ramp, Water Ramp, Air lane. The left slingshot bumper cycles the lit mission; shoot the Village scoop to start mode.

- **Earth:** Swat the marauding ants by hitting the selected targets.
- **Air:** Kill each of the evil vultures (Fire Ramp, Village, Air Lane, Serpent Pit).
- **Fire:** Shoot the Fire ramp to steal the Dragon's fire and stop the runaway bonus score. Shoot the Earth lane, Wasteland and Water Ramp to extinguish the fires and receive the bonus score.
- **Water:** Shoot the tentacles to destroy the sea demon (Earth lane, Fire ramp, Mountain Pass, Air lane).

When all four element missions have been attempted, the Village is lit for the Skull Portal Mode.

Skull Portal Mode: Enter Death's Gate. Hit the outer wall to rotate it, then shoot the open mouth to lock the ball. The portal then disappears and four skeletal warriors emerge from the table and the Elemental 4-ball multiball begins. Hit skeletons several times to banish them, then shoot element shots with the appropriate ball to score Super



Jackpots (e.g. brown Earth ball up the Earth lane and so on). The mode ends when only one ball remains.

Citadel: Hit the key targets to spell "KEY" and score letters in CITADEL.

When CITADEL is lit, the Village scoop allows access onto the upper table. Once the ball enters the Citadel the magnetic flippers are activated and the ball is automatically kicked back into play if it falls out of the bottom scoop. The flippers fire magic axes at the guards. Each guard takes three hits before collapsing. Knock out all guards to open the Vault. You have unlimited flips to get the ball into the vault but if it falls out of the bottom scoop the mode will end.

Gem missions: Shoot GEM targets to light the Gem missions at the Blade of Power. The right slingshot bumper cycles the currently lit mission.

- **Diamond of Death:** Lit shots smash skulls to search for the diamond: Wasteland, Mountain Pass, Earth lane and the left and right Deathsaver lanes.
- **Sapphire of Stealth:** Shoot lit shots (both scoops and the Wasteland) to tunnel under the Citadel and recover the Sapphire from the Royal mines.
- **Emerald of Iron Will:** Hit the slingshot bumpers to batter down the door to the treasure room and recover the Emerald.
- **Ruby of Cunning:** Video Mode. The ruby is under one skull...follow it closely and select the skull by moving the cursor with the flippers, and selecting with the space bar.
- **Opal of Speed:** Shoot the lit shots in order to catch the zooming opal.

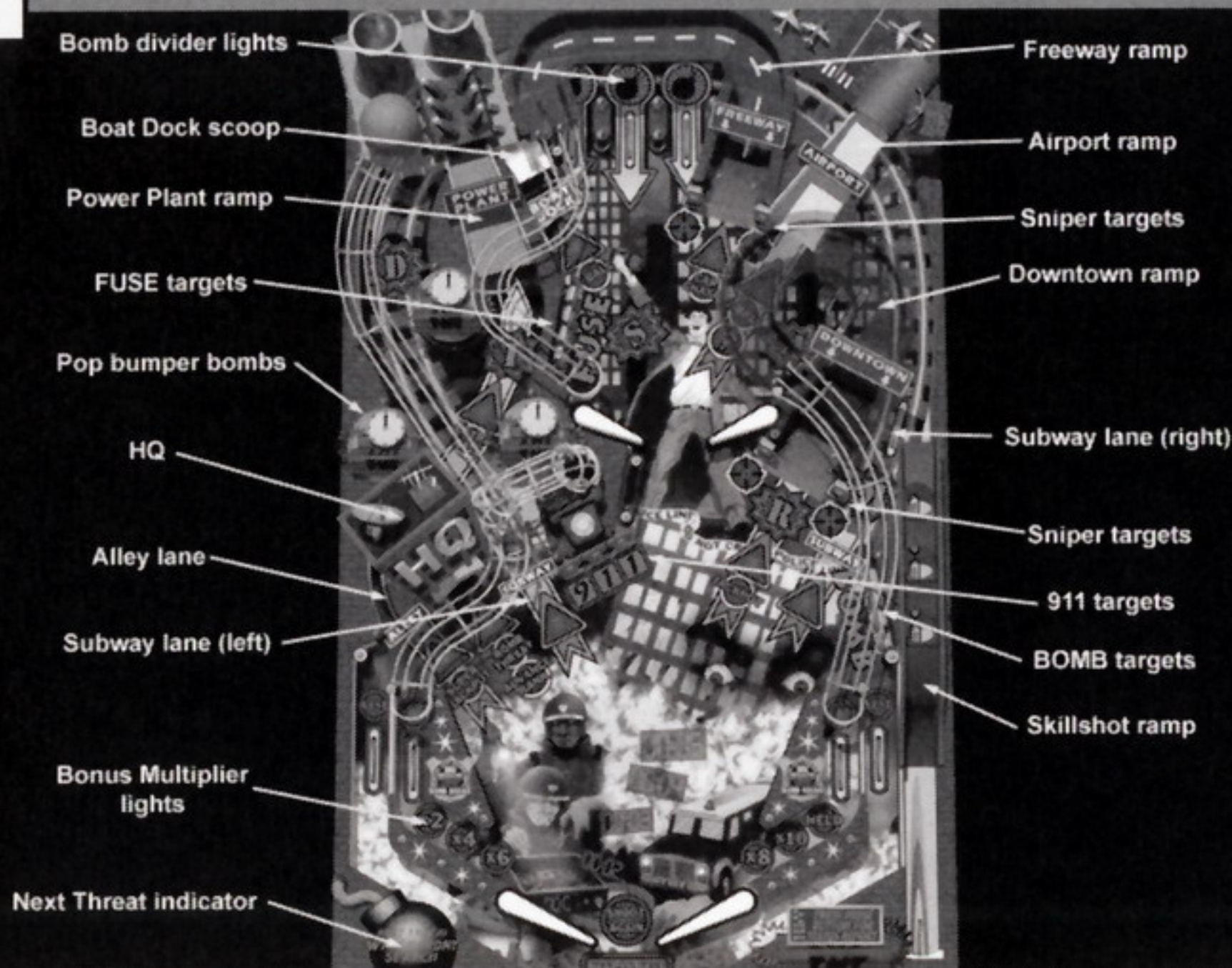
Blade of Power Multiball: After all gem missions have been attempted, the Blade of Power pop-up is lit for the multiball. Lit shots score jackpots.



FIRESTORM

A psychotic bomber is on the loose in the city, threatening the lives of millions. The members of the bomb squad work feverishly to defuse his diabolical work, hunting the bomber across the city, with time always against them.

FIRESTORM



Skillshot: Shoot the designated hole on the Skillshot ramp. Hold the plunger to vary the kickout strength. A quick hit on the plunger bypasses the Skillshot and fires the ball immediately.

Bonus Multipliers: Light Bomb divider lights for successive multipliers.

Detonation 2-Ball: Lit at the Airport by multiple shots to the Freeway Ramp. Jackpots are lit the Airport and Power Plant, with the HQ increasing the jackpot value.

Ballsaver: Complete BOMB targets to relight Kevlar vest at outlanes.

Extra Ball: Complete BOMB targets five times in the same ball to light Extra Ball at the Power Plant.

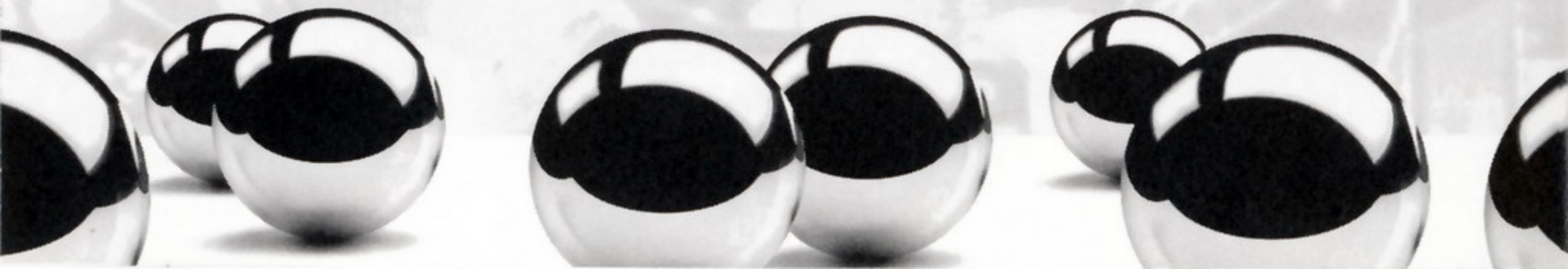
Mystery Award: Light Sniper targets to enable Mystery Award at the Airport.

Advance Rank: Spell FUSE to light Advance Rank. Shoot the HQ to receive your promotion.

Car Chase: Defuse the car bombs! Shoot Downtown ramp repeatedly to light Car Chase multiball at the Freeway Ramp. Slam cars to safely detonate bombs and release trapped balls. Shoot lit shots for jackpots. When balls are lost, shoot Freeway ramp to add new cars.

Mad Bomber 3-Ball: Selected shots collect letters in DISARM to light the 3-ball at the Boat Dock. Shoot the bomb-disposal robot to safely detonate bombs and score jackpots.

Bomb Threats: Dial 911 to get next assignment at HQ. Slingshot bumpers cycle the lit mission. Attempting all missions enables Firestorm 5-ball at the HQ.



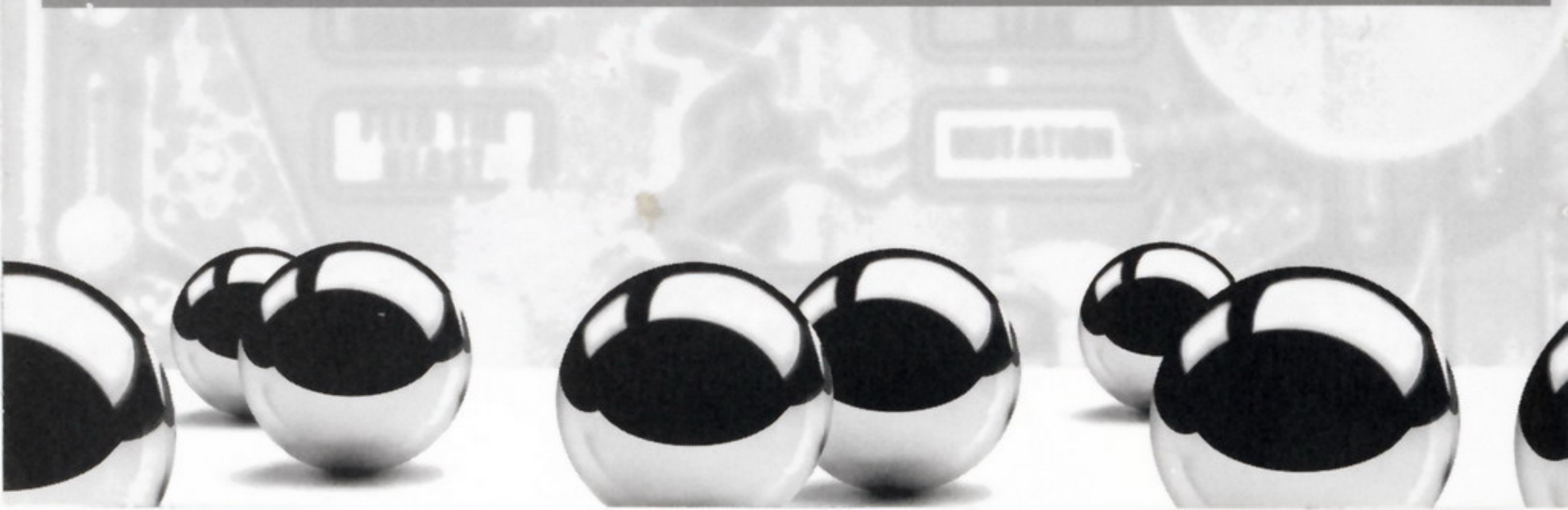
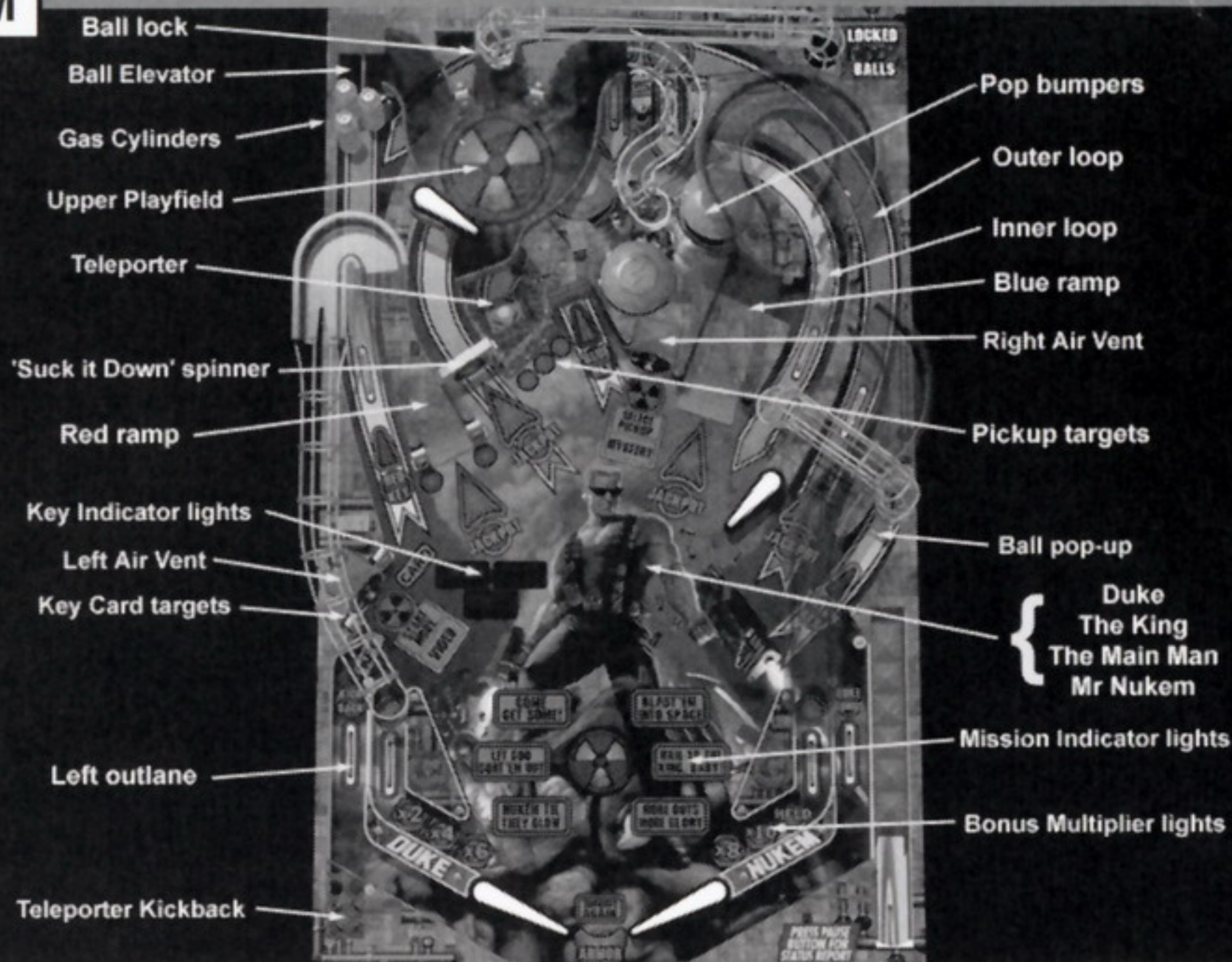
- **Bomb Scare:** Panic mode with flashing shots and targets scoring bonus points. The Power Plant doubles the bonus score.
- **Freeway Chaos:** Dispatch the squad to check out bomb threat calls at lit shots. Freeway increases the bonus score.
- **Subway Alert:** Shoot the Subway lanes to search the trains for bombs.
- **Airport Evacuation:** There's a bomb threat at the city's biggest airport. Shoot the Airport ramp several times to load the waiting buses, then shoot the Freeway ramp to evacuate them.
- **Waterfront Search:** There's a bomb hidden down on the waterfront. Shoot the Boat Dock to get your team on scene and to stop the runaway score. Shoot lit shots to search warehouse buildings and collect the bonus score.
- **Arson Attack:** The bomber has turned Arsonist. Shoot the burning buildings to extinguish the blazes.
- **Countdown:** Video Mode. Quickly enter the code to disarm the device. The cursor highlights pairs of digits which can be switched by pressing the space bar. Move the cursor left and right with the flippers.
- **Fire Storm 5-Ball:** Lit when all other missions have been attempted. Jackpots at Downtown and the Power Plant. The Power Plant also adds balls ball if less than 5 balls remain.



DUKE NUKEM

Duke takes on the alien hordes just one more time, with all his usual restraint. 'No alien's gonna take my balls!'

DUKE NUKEM



Key Cards: Hit KEY and CARD to collect keys and gain access to parts of the table - Elevator (Red keycard), Teleporter (Blue keycard), Pop-up (Yellow keycard).

Kickback: When lit, the kickback saves balls falling down the left outlane. The kickback is relit by the red ramp targets.

Bonus Multipliers: Light both divider lights to advance the bonus multiplier.

Mystery Bonus: Shots to the left vent and blue ramp light Mystery at the right vent.

Upper mini-table: Ride the ball elevator up onto the second playfield and beat-up the alien to light the ball lock. Lock three balls for multiball.

3-ball Multiball: The spinner cycles the lit jackpot shot. Shots to the pop-up increase the jackpot score. If two balls are lost and no jackpots are scored, a multiball restart is lit at the right vent.

Video mode: Collect all Key Cards to light Video Mode at the left vent.

Pickups: Hitting all Pickup targets lights a randomly selected pickup on the playfield. Run over the pickup icon to collect it. Shoot the teleporter to light Select Pickup at the right vent. Choose from collected pickups to start bonus modes:

- **Holoduke mode:** This mode gives an additional ball which acts just like the normal ball except that it is translucent and if it is lost between the flippers it automatically reappears on the table. Use both balls to score the moving bonus shot. Holoduke mode ends if the time runs out or if the normal ball is lost from play.
- **Jetpack mode:** During normal play, once the jetpack has been collected it allows the ball to fly over the broken section of the blue ramp, scoring extra points. In addition, select the Jetpack for a bonus mode with both ramps scoring big points.
- **Night Vision:** Turn on the night vision goggles to reveal hidden messages and footprints. Boost the bonus score then follow the footprints to collect it.



- **Steroids mode:** Slam the super-fast steroid ball into the pop bumpers to collect the bonus score. Shooting the spinner or left vent increases the bonus value.
- **SCUBA gear:** Destroy mines to access bonus shots.
- **Atomic Health:** Awards an extra ball.

MISSIONS: Start Mode is lit at the left vent by successive shots to the red ramp. Attempt all missions for the Final Duke multiball.

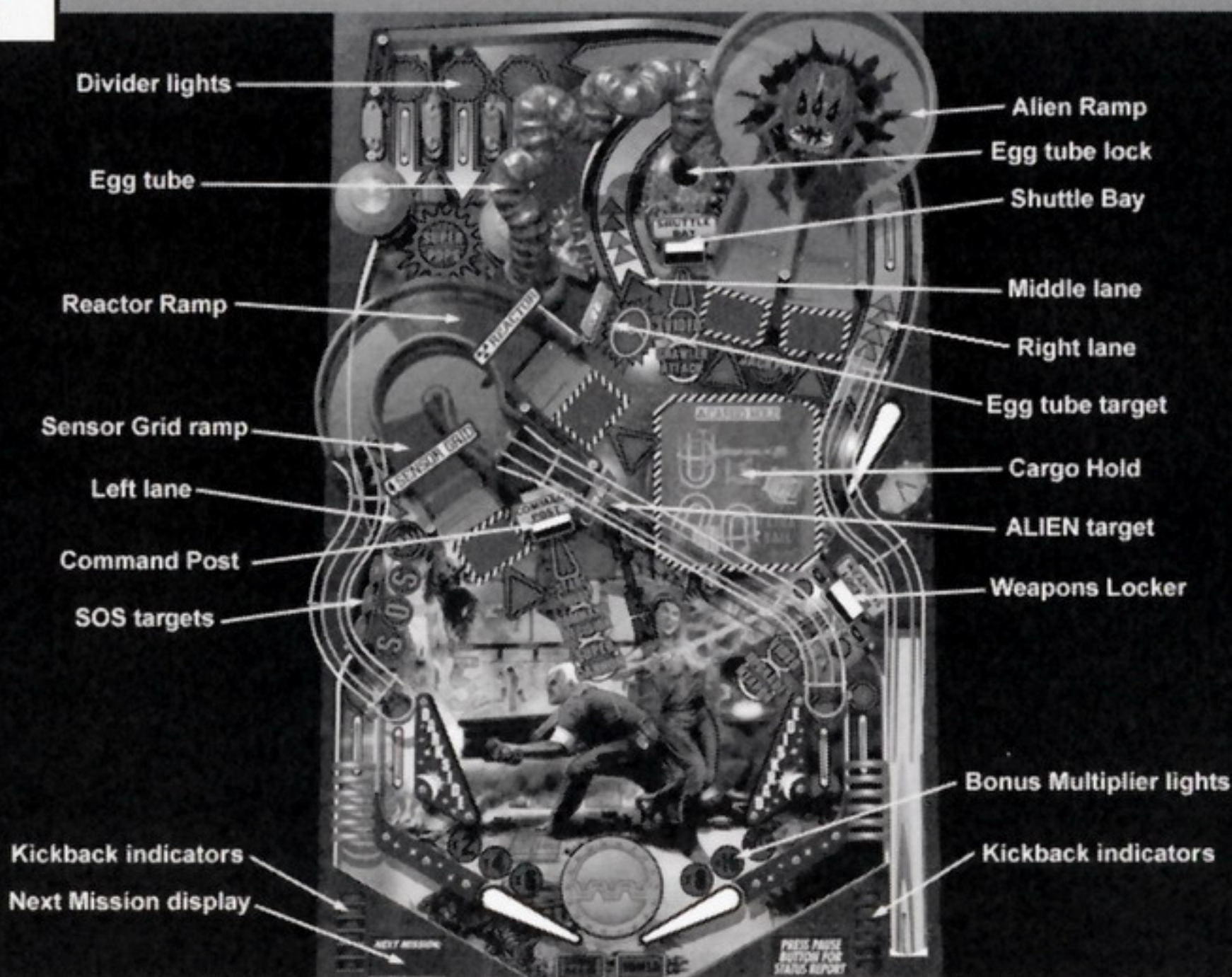
- **Come Get Some:** Lay down some heavy fire and blow'em all away. Major shots score bonus values, hits to the Pickup targets increase the bonus score.
- **Blast 'em into Space:** Shoot the inner and outer loops to open the airlock and blast aliens back into the void.
- **Let God Sort'em Out!:** Herd aliens into teleporter by shooting ramps then shoot the teleporter to beam them into oblivion.
- **Nukem 'til they Glow:** Blast the floating pig aliens to score big points.
- **Hail to the King, Baby:** Shoot the vents or the pop-up to collect the bonus score that is displayed on the dotpanel.
- **More Guts, More Glory:** Kill as many octopus aliens as you can in the time.
- **Final Duke:** 4-ball multiball with all jackpots lit. Jackpots are automatically relit after all have been collected. If less than four balls remain shooting the pop-up adds another ball. During normal gameplay the pop bumpers increase the Final Duke jackpot value.



DARKSIDE

Monstrous aliens attack a research station in deep space, terrorizing and killing as they spread through the base. As the leader of a team of elite space commandos, you must use all the firepower at your disposal to take back the station, exterminate the invaders, and save the remaining scientists.

DARKSIDE



Kickbacks: Both outlanes have multi-stage kickbacks, which can be recharged by spelling SOS.

Bonus Multipliers: Light all three divider lights to advance the bonus multiplier. The divider lanes also increase the combo value.

Quick 2-ball: Shots to the Reactor ramp light Quick 2-ball at the left lane. Score jackpots at the Reactor Ramp and shoot scoops to increase the jackpot value.

Eggtube 3-Ball: Smack the egg target twice to gain access to the eggtube. The egg tube sucks up balls and lays them into the egg lock. Lock three balls for multiball. Shoot alternately flashing Alien ramp shots for jackpots. If no jackpots are scored and only one ball remains in play, the Shuttle Bay is lit for a multiball restart.

Crawler Attack 2-ball: Hit the Alien target to light letters in ALIEN (lit letters are rotated with the left flipper). ALIEN lights Crawler Attack at the Shuttle Bay, giving you a short time to splat alien crawlers as they scurry between the Command Post and the Weapons Locker.

Super Cannon: Upgrade your weapon four times at the Weapons Locker to light Super Cannon, and blast hatching aliens as they emerge from their eggs. Bonuses are awarded for efficiency (shooting all aliens in the fewest number of gun sweeps) and for accuracy (killing all aliens with the minimum number of shots).

Command Decision award: Lit at the Command Post by shots to the Sensor Grid ramp.

Extra Ball: Lit in the Cargo Hold by ramp counts or by a Command Decision award.

MISSIONS: The Sensor Grid ramp counts to light Start Mode at the Command Center. The lit mission can be cycled by hits to the slingshot bumpers. Attempt all missions for the Final Assault 5-Ball.

- **Target Practice:** Simulated weapons training. A targeting cursor cycles through values displayed on the dotpanel. Shooting any scoop (Command Center, Shuttle Bay, or Weapons Locker) scores the current value.



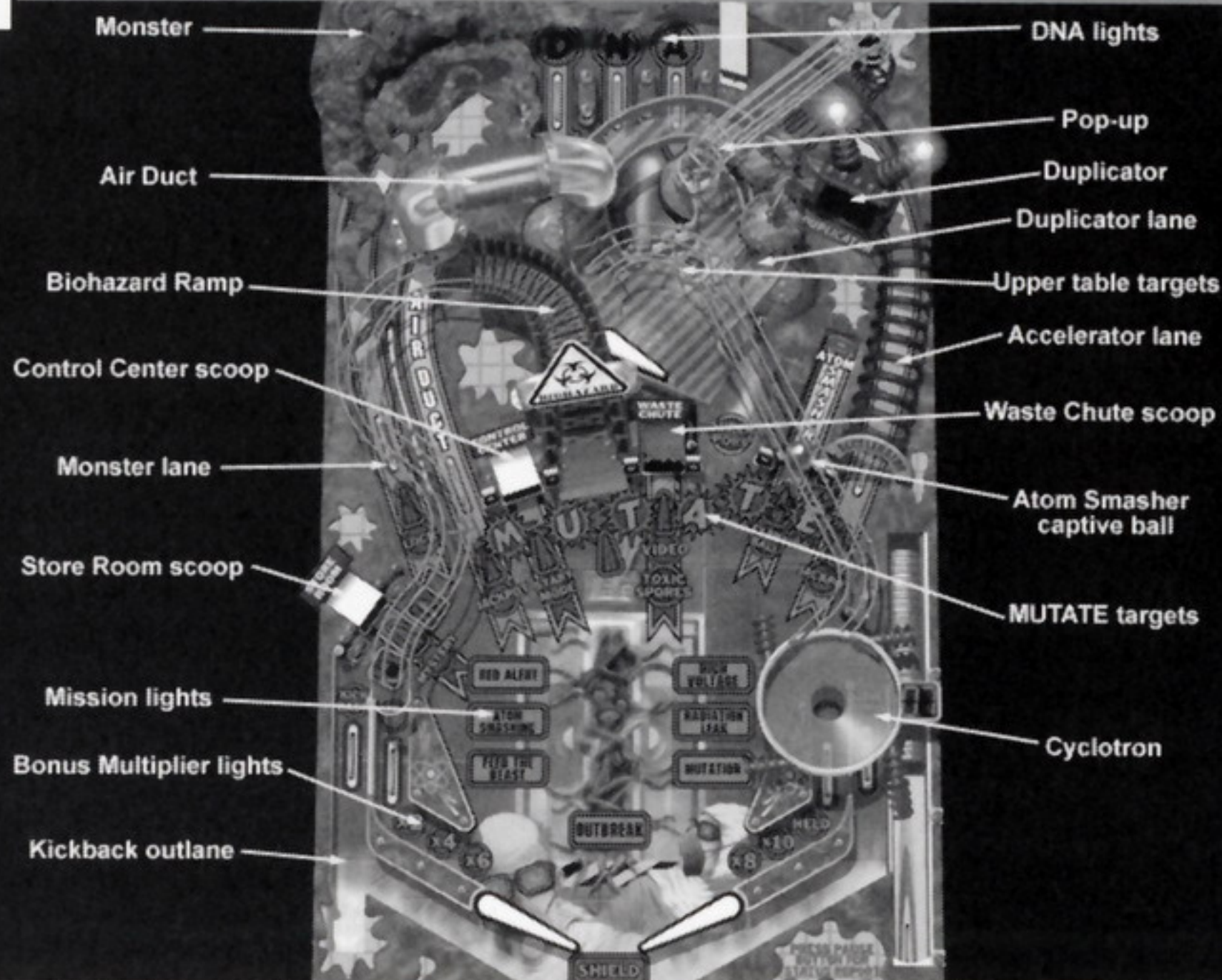
- **Rescue:** The space station's research staff have to be evacuated. Ramp shots load scientists into the waiting rescue shuttle. Shoot the shuttle bay to launch the current load of people safely into space.
 - **Bug Hunt:** Attack aliens as they emerge from the hatches at the ends of the ramps. Aliens take several hits to kill. Once they have been disposed of, shoot the ramps behind them for bonus points.
 - **Meteor Storm:** The station is about to get pounded by a swarm of meteors. Use the kickbacks to activate Darkside's deflectors and destroy incoming meteors. (Hint: use the left and right nudges to bump the ball into the kickback lanes).
 - **Guard Duty:** Patrol each sector to clear out alien intruders. Sectors are: Alpha (left lane), Beta (Sensor Grid), Gamma (Alien Ramp), Delta (middle lane). Secure all sectors for bonus points.
 - **Xenophobia:** Alien warriors are attacking! Shoot the pop bumpers to return fire.
 - **Showdown:** Kill the big alien with repeated shots to the Alien ramp.
 - **Final Assault:** Attempting all missions enables the Final Assault 5-ball at the Command Post. There are two sets of jackpot arrows and scoring all of one set lights the other.
- VIDEO MODES:** Ramp counts or Command Decision light Shuttle Pilot mode at the Shuttle Bay, or Shooting Range at the Weapons Locker.
- **Shooting Range:** Blast alien targets while avoiding the scientists. Move the target cursor left and right with the flippers. Shoot with the plunger or Spacebar. Nuke all aliens to light Extra Ball in the Cargo Hold. Shooting a scientist ends the mode early and forfeits the bonus score.
 - **Shuttle Pilot:** Steer the shuttle through the asteroid field with the flipper buttons. Hitting an asteroid ends the mode early and forfeits the completion bonus.



MUTATION!

A top-secret experiment in a hidden government genetics laboratory goes terribly wrong. Containment systems begin to fail, and the scientists find themselves at the bottom of the food chain. The mutations have a few 'experiments' of their own to conduct.

MUTATION



Skillshot: Use the flipper keys to select the Skillshot goal, either Accelerator, Atom Smasher or Air Duct. After the ball is fired you have only a limited amount of time to make the shot and collect the bonus award.

Kickback: When lit, the kickback tentacle will save any ball falling down the left out-lane. Score both in-lanes to relight the kickback.

Store Room Mystery Bonus: Hit the Store Room targets then shoot the scoop for the Mystery Bonus award.

Accelerator: The Accelerator awards a bonus value and shoots the ball around the back loop. Score multiple Accelerators for big bonus points.

Bonus Multipliers: Spell DNA at the divider lanes to increase the bonus multiplier value.

Cyclotron: Shoot the Control Center to switch the ramp to the right hand side. Any shot up the Biohazard Ramp now flies into the Cyclotron. Complete loops in the Cyclotron count down to light Extra Ball at the Atom Smasher.

Toxic Spores: Various shots count up the biohazard percentage to light the Toxic Spores mode at the Waste Chute. Capture spores in scoops as they emerge from the monster. Spores automatically splat if not caught after a few seconds.

Duplicator 2-ball: Shoot the duplicator loop to power-up the ball duplicator. Shooting five loops activates the cloning process and starts the 2-ball mode. Boost the jackpot value at the Biohazard ramp and shoot the Atom smasher to collect it. The Duplicator lane scores millions.

Monster Multiball: Hit the upper playfield targets, then shoot the pop-up to open the monster gate. Any shot up either the Accelerator lane or the Monster lane will fall into the lock where the monster will grab it and munch the ball to slimy oblivion. Feed the monster three balls to start the Monster Multiball. Shoot the lit Mutate target to score jackpots. Shoot the Cyclotron to temporarily lock a ball and score bonus points.

Slime Bonus: The slime bonus is increased by shots to the Waste Chute. If the ball is lost down the right outlane, the slime bonus is awarded.



Video Mode: Clone the DNA strand. Zap mutant DNA while avoiding healthy DNA.

Mission Modes: Spell M-U-T-A-T-E to light Start Mode at the Control Center. Slingshot bumpers cycle the lit mission. When all missions have been completed, the Control Center is lit for the Outbreak 4-ball.

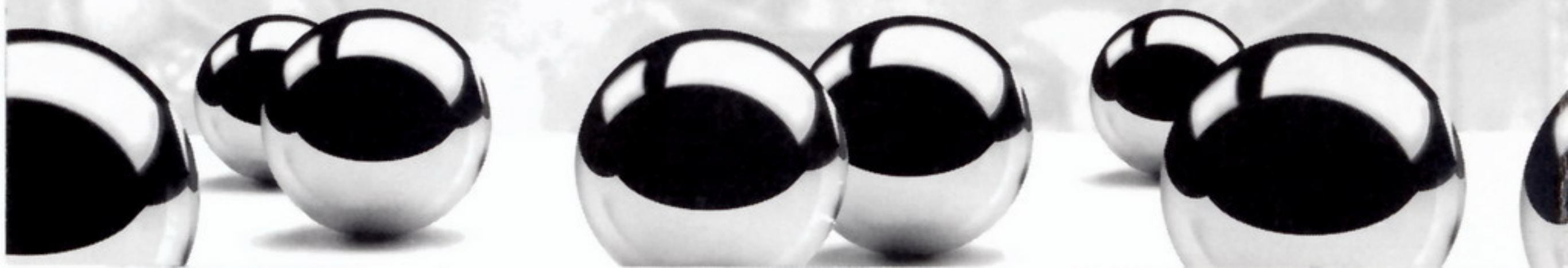
- **Red Alert:** The control systems have gone haywire. Every switch scores one fleeing scientist.
- **Atom Smashing:** Hit the captive ball to split the atom and stop the runaway value. Then shoot lit shots to receive this bonus value. Shooting the captive ball again increases the time remaining.
- **Mutation!:** A green mutant ball is on the loose. Follow the lit bonus shot while avoiding the toxic scoops. The shield remains on for the entire mission.
- **High Voltage:** Energize the plasma field to repel the monster. Lit shots increase the plasma field voltage. The Accelerator adds time but decreases the voltage. Once the plasma is charged, shoot the Duplicator lane to fry the beast.
- **Radiation Leak:** The radiation shields have failed and need to be recharged. Loop the ball in the Cyclotron to charge the shield capacitors and stop the leak.
- **Feed the Beast:** Shoot the pop bumpers to fill a bucket with slops. Shoot the monster lane or Accelerator once the bucket is full to feed the beast.
- **Outbreak!:** When all missions have been attempted, the Control Center is lit to start the Outbreak multiball. Jackpots are lit at the Accelerator lane and the Air Duct.

EXTRAS

Hit Print Screen while playing the game and try out some of these codes:

WHODUNNIT, EVIL TWIN, TRIPLETS, T-MINUS 1, BUCKET

There's more codes where those came from (but that'd be telling!). Also be on the lookout for the occasional farmyard animal!



TROUBLESHOOTING

PROBLEM: "UVBELib: Couldn't detect video hardware"

Possible solutions:

- Ensure the video card is capable of 800x600 display in 256 colors, has at least 1 Mb of video RAM, is a Super VGA and/or is VESA compatible.
- Manually set video card configuration (Options|Video Setup|Change|Manual override).

PROBLEM: "UVBELib: UNIVBE.DRV file is invalid"

"UVBELib: UNIVBE.DRV file is an old version"

Possible solutions:

- Redetect video card (Options|Video Setup|Change|Autodetect or Manual override).

PROBLEM: "UVBELib: <any other error>"

Possible solutions:

- Close all other running programs.
- Uninstall the game then reinstall it.

PROBLEM: "VBE driver not found"

"VBE 2.0 or greater required"

Possible solutions:

- Check "Use built-in display drivers" check box (Options).
- Uncheck "Disable VBE 2.0 extensions" check box (Options|Video Setup|Options).
- Uncheck "Disable linear framebuffer" check box (Options|Video Setup|Options).
- Install the VESA driver that came with your video card, if any, and uncheck "Use built-in display drivers" check box (Options).
- Install the most recent version of Scitech Display Doctor.

PROBLEM: "Video mode not available"

"Couldn't set video mode"

"Virtual scrolling not available"



Possible solutions:

- Ensure the video card is capable of 800x600 display in 256 colors, has at least 1 meg video ram, is a Super VGA and/or is VESA compatible.
- Manually set video card configuration (Options|Video Setup|Change|Manual override).

PROBLEM: "Bank switched video modes not supported"

Possible solutions:

- Uncheck "Disable linear framebuffer" check box (Options|Video Setup|Options).
- Check "Ignore old VBE BIOS" check box (Options|Video Setup|Options).

PROBLEM: "Couldn't determine the refresh rate of the display"

Possible solutions:

- Redetect video card (Options|Video Setup|Change|Autodetect or Manual override).
- Check "Use built-in display drivers" check box (Options).
- Check "Ignore old VBE BIOS" check box (Options|Video Setup|Options).
- Install the VESA driver that came with your video card, if any, and uncheck "Use built-in display drivers" check box (Options).
- Install the most recent version of Scitech Display Doctor.

PROBLEM: The game is running at half speed or slower (balls appear to move in slow motion).

Possible solutions:

- Turn off shadows (Options or F3 in-game).
- Set "Single screen detail" to "Maximum speed" (Options, or F9 in-game).
- Uncheck "Disable linear framebuffer" check box (Options|Video Setup|Options).
- Reduce the sound quality by unchecking "Stereo" and/or "Sixteen bit"; or disable sound altogether (Options).

PROBLEM: The gameplay stutters or jerks occasionally.

Possible solutions:

This is partly due to Windows 95 and hence unavoidable, but it can be reduced:



- Close all other running programs, including those in the SysTray.
- Turn off shadows (Options or F3 in-game).
- Set "Single screen detail" to "Maximum speed" (Options, or F9 in-game).

PROBLEM: The sound effects are delayed.

Possible solutions:

- Set sound device to "Autodetect" or "DirectSound" (Options).
- Adjust the sound quality by changing "Stereo" and/or "Sixteen bit" check boxes (Options).

PROBLEM: The sound effects are garbled, and/or the music stutters.

Possible solutions:

- Try setting the sound device to "DirectSound" or "Wave mapper" (Options), whichever works better.
- Adjust the sound quality by changing "Stereo" and/or "Sixteen bit" check boxes (Options).

PROBLEM: The sound effects are "scratchy".

Possible solutions:

- Try setting the sound device to "DirectSound" or "Wave mapper" (Options), whichever works better.
- Check "Sixteen bit" check box (Options).

PROBLEM: Stereo sounds are coming from the wrong side, i.e. left and right are swapped.

Possible solutions:

- Check or uncheck "Reverse stereo" check box (Options).

PROBLEM: No dotpanel visible on scrolling view.

Possible solutions:

- Press F9 in-game to switch to Software panel.

Optimizing Performance

Although Windows® 95 can run several programs at once, for improved performance try closing all other programs before running Balls of Steel. For slower machines, the



following features can be turned off to reduce the system demand:

- Flipper and Ball shadows (F3)
- Choose single screen mode (F2)
- Ensure the single screen view is set to Maximum Speed (F9)
- Turn off 16 bit and stereo sound.

PROBLEM: The game is not showing the proper display.

Possible solutions:

- Uncheck "Use built in video drivers" under the Options menu.

PROBLEM: While playing the game or being in demo mode, the game crashes to a black screen.

Possible solutions:

- Before you start playing Balls of Steel make sure that you do not have any other program or application running in the background.
- This problem may occur if you are connected to your internet service provider and then you suddenly lose your connection.

PROBLEM: During the SciTech Display Driver autodetection phase, the screen stays blank for several minutes.

Possible solutions:

- Some graphics adapter may take longer than a few minutes.
- If you feel that you have been waiting too long for your graphics adapter to be detected, reboot your computer and start Balls of Steel. When prompted to start autodetection, select 'Manual Detection' and follow the onscreen instructions.

TECHNICAL SUPPORT (U.S. & CANADA)

ASSISTANCE VIA WORLD WIDE WEB

Get up-to-the-minute technical information at the GT Interactive Software web-site, at <http://www.gtisonline.com>, twenty-four hours a day, seven days a week. In the Support section you'll have access to our FAQ documents, (Frequently Asked Questions) which



contain our latest troubleshooting information. You can also visit our Forums area, where you can swap email with other gamers, our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available, our Hints/Cheat Codes area where you can pick up some tips, an E-Mail area where you can leave us your tech support problems and questions, and other areas where you can get valuable information on GT Interactive Software products.

Help Via Telephone In The United States & Canada

For phone assistance, call GT Interactive Software's Tech Support at 716-871-6646. We have an Interactive Voice Response and Faxback system that is available twenty-four hours a day, seven days a week. If you should need live support, we are available Monday through Friday, 10:00 AM until 10:00 PM (EST). Please note that live Tech Support may be closed on major holidays. We ask that you do the following when calling: be at your computer; have your system information ready for our technicians including system make and model; RAM; video and sound card data and drivers; and any screen or error messages you've encountered and where (if not currently displayed on your screen). It will expedite your handling significantly.

Product Return Procedures In The United States & Canada

In the event our technicians at 716-871-6646 determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number supplied you by the technician and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Your mail should be sent to the following address:

GT Interactive Software Corp., Attn: TS/QA, 1 Nixon Lane, Edison, NJ 08817

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), GTIS will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, GTIS will replace the product storage medium for a nominal fee.

If your product information contains Technical Support phone numbers for Europe, you must contact those phone numbers and abide by their warranty policies.

TECHNICAL SUPPORT (EUROPE)

Help Via Telephone In Europe

Technical Assistance: English speaking customers call 01923 209145

Assistance Technique: Remarque: Notre service de soutien technique se trouve en Angleterre. Clients francophones appelez le 00 44 1923 209148

Technischer Kundendienst: Beachten Sie bitte dass sich unser technischer Kundendienst in England befindet.

Den deutschsprachigen Kundendienst erreichen Sie unter folgender Nummer: 00 44 1923 209151

Other

Please do not make unauthorized copies. The program you've purchased was produced through the efforts of many people who earn their livelihood from its lawful use. Don't make copies for others who have not paid for the right to use it. To report copyright violations to the Software Publishers Association, call 1-800-388-PIR8 or write:

Software Publishers Association, 1101 Connecticut Ave., Suite 901, NW Washington, DC 20036

This program is protected by United States federal and international copyright laws.

All trademarks mentioned in this manual are the property of their respective owners.



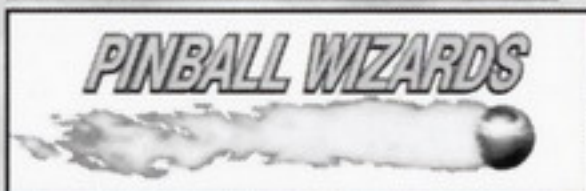
GAME CREDITS

BALLS OF STEEL

DEVELOPED BY:



PUBLISHED BY:



DISTRIBUTED BY:



Gameplay Design: Stephen Atkinson, Joel Finch

Engine Programming: Darren Baker

Gameplay Programming: Joel Finch

Windows Programming: Darren Baker

3D Rendering/Dotpanel Animations: Stephen Atkinson

Additional Dotpanel Animations: Joel Finch, Kim

Grantham, James Podesta, Steve Seefeld

Background Artwork: Todd Gill, Robert Grace, Ted Poulter

Additional Artwork - Duke Nukem: Steve Hornback

Original Music: Steven Baker

Music - Duke Nukem: Steven Baker, Lee Jackson,
Robert Prince

Voice Effects Studio: Bill Reardon, RR Brand Productions

Voice Effects Coordinator: Lee Jackson

Voice Artists: Bruce DuBose, John Galt, Janet Hurley, Lee
Jackson, Dean Lewis, Linda Majors, Daniel Penz, Jon St.
John, Kristin Williams

Sound Effects: Stephen Atkinson

Game Installation: Joe Siegler

Project Manager - Pinball Wizards: Scott Miller

Producer - GT Interactive: Rick Raymo

Beta Team Coordinator: Joe Siegler

Beta Testers: Nathan Anderson, Eric Baker, Steven Baker,
Bill Blair, Andrew Brown, Rob Brown, Tom Boyles, Glenn
Brensinger, Simon Catesby, Dennis DeSmeth, Mike
Duncan, Wendy Feodoroff, Ian Field, Paul Finch, Kevin
Green, Karen Hapgood, Linda Hapgood, Wendy Hapgood,
Erik Harris, Greg Hively, Doug Howell, Steffen Itterheim,
Damian Jones, Anthony Klemm, Howard Lee, Brooke
Lollback, Paul Long, Terry Nagy, Consuela Norton, Stuart
Norton, Sarah Parmenter, Jason Pratt, Jeff Rausch, Gayle
Richardson, Simon Smith, Bryan Turner, Ben Williamson

Special thanks to: George Broussard, Chris Flynn,
Lance Jones

FOR GT INTERACTIVE:

Producer: Rick Raymo

Product Manager: Tony Kee

Manual: Nic Lavroff

Quality Assurance: Arvee Garde

Director of Creative: Leslie Mills

Production Coordinator: Liz Fierro

Creative Services: Michael Marrs, Vic Merritt,
Jill Pomper and Lesley Zinn

ONLINE INFO

WILDFIRE: <http://www.wildfire.com.au>,
info@wildfire.com.au

PINBALL WIZARDS: <http://www.pinballwizards.com>

WORLDScores: <http://www.worldscores.com>

END-USER LICENSE AGREEMENT

PLEASE READ CAREFULLY BY USING THIS SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE IF YOU DO NOT AGREE TO THESE TERMS, PROMPTLY RETURN THE PRODUCT IN ITS PACKAGING TO THE PLACE WHERE YOU OBTAINED IT

1. **License** The software accompanying this license (the "Software") and the related documentation are licensed to you by us and are subject to this license. If the Software is configured for loading onto a harddrive, you may so load the Software only onto the hard drive of a single computer and run the Software off only that hard drive. You may not delete the copyright notices or any other proprietary legends on the original copy of the Software. You may transfer all rights we grant to you in this license to someone else as long as he or she reads and agrees to accept this license. If there is an editor incorporated into the Software, this license is also subject to Section 8 below.
2. **Restrictions** The Software contains copyrighted material, trade secrets and other proprietary material. You may not decompile, modify reverse engineer, disassemble or otherwise reproduce the Software except as expressly allowed by us. You may not rent, lease, sublicense or distribute the Software. You may not electronically transmit the Software from one computer to another or over a network.
3. **Termination** This License is effective until terminated. You may terminate this License at any time by destroying the Software and related documentation. This License will terminate immediately without notice from us if you fail to comply with any provision of this license. Upon termination, you must destroy the Software and related documentation.
4. **Disclaimer of Warranty on Software** You are aware and agree that use of the Software and the media on which it is recorded is at your sole risk. The Software, related documentation and the media are provided "AS IS." Unless otherwise provided by applicable law, GT Interactive Software Corp. warrants to the original purchaser of this product that the Software storage medium will be free from defects in material and workmanship under normal use for ninety (90) days from the date of purchase. This warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. We EXPRESSLY DISCLAIM ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. WE DO NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY US OR ANY OF OUR AUTHORIZED REPRESENTATIVES SHALL CREATE A WARRANTY OR IN ANY WAY INCREASE THE SCOPE OF THIS WARRANTY. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS MAY NOT APPLY TO YOU.
5. **Limitation of Liability** UNDER NO CIRCUMSTANCES, INCLUDING NEGLIGENCE, SHALL WE BE LIABLE FOR ANY INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES THAT RESULT FROM THE USE OR INABILITY TO USE THE SOFTWARE OR RELATED DOCUMENTATION, EVEN IF WE HAVE BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. In no event shall our total liability to you for all damages, losses, and causes of action (whether in contract, tort or otherwise) exceed the amount paid by you for the Software.
6. **Controlling Law and Severability** This license shall be governed by and construed in accordance with the laws of the State of New York, USA. If any provision of this license is unenforceable, the rest of it shall remain in effect.
7. **Complete Agreement** This license constitutes the entire agreement between the parties with respect to the use of the Software and the related documentation.
8. **Editor and End-user Variations**
 - (a) The Software may include an "Editor." An "Editor" is a feature which allows you to modify the Software or to construct new variations for use with it. These modifications and variations can be both playable and non-playable. An Editor includes its associated tools and utilities. An Editor is NOT shareware. You may not freely distribute it to any BBS, CD, floppy or any other media. You may not sell it or repackage it for sale.
 - (b) Using the Editor, you may create modifications or enhancements to the Software, including the construction of new levels (collectively referred to as "Variations"), subject to the following restrictions:
 - i. Your Variations must only work with the full, registered copy of the Software, not independently or with any other software.
 - ii. Your Variations must not contain modifications to any executable file.
 - iii. Your Variations must not contain any libelous, defamatory, or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contains any trademarks, copyright protected work, or other recognizable property of third parties.
 - iv. At least once in every online description and with reasonable duration on the opening screen, your Variations must prominently identify (i) the names and email addresses of its creators, and (ii) the words "THIS LEVEL IS NOT MADE BY OR SUPPORTED BY GT Interactive Software Corp., The WizardWorks Group, Inc., or any of their affiliates and subsidiaries."
 - v. Your Variations must be distributed solely for free. Neither you nor any other person or party may sell them to anyone, commercially exploit them in any way, or charge anyone for using them. You may exchange them at no charge among other end-users.
 - vi. By distributing or permitting the distribution of any of your Variations, you hereby grant back to us an irrevocable royalty-free right to use and distribute them by any means.
 - vii. The prohibitions and restrictions in this section apply to anyone in possession of the Software or any of your Variations.

Need a hint?

1-900-CALL-2GT

1-900-225-5248

(95¢ per minute. \$1.95 for fax back maps.)

must be 18 years or older, or have parent's permission
to call. touch tone phones only.

Balls of Steel™ ©1997 Wildfire Studios and Pinball Wizards All Rights Reserved Windows® is a registered trademark of Microsoft Corporation Published and distributed by GT Interactive Software Corp GT is a trademark and the GT logo is a registered trademark of GT Interactive Software Corp All other trademarks are the property of their respective companies

