

IM-MIN-MPBE-USA

Pokémon mini™

PoKéMoN PINBALL mini™



Pokémon USA, Inc.

INSTRUCTION BOOKLET

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U.S. \$1.50 per minute

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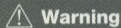
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Callers under age 18 need to obtain parental permission to call.
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PRECAUTION INFORMATION

IMPORTANT SAFETY INFORMATION – READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

SEIZURE WARNING



Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before. Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

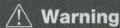
Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

REPETITIVE STRAIN WARNING



Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

Take a 10 to 15 minute break every hour, even if you don't think you need it.

If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.

If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

Recommended for ages 6 and over.

BATTERY LEAKAGE



Warning

Leakage of battery acid can cause personal injury as well as damage to your Pokémon mini. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

Do not use rechargeable batteries such as nickel cadmium (nicad), or nickel metal hydride (nimh).

Do not leave used batteries in the Pokémon mini. When the battery is running low, a Replace Battery indicator will appear on the screen when a Game Pak is inserted and the power turned on. When you see this indicator, replace the used battery with a new battery as soon as possible.










Do not leave the battery in the Pokémon mini for long periods of non-use. Do not leave the power switch ON after the battery has lost its charge. When you finish using the Pokémon mini, always turn the power switch OFF.

Do not recharge the battery.

Do not put the battery in backwards. Make sure that the positive (+) and negative (-) end is facing in the correct direction. Insert the negative end first. When removing the battery, remove the positive end first.

Do not dispose of the battery in a fire.

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What's Pokémon Pinball mini?

Thank you for choosing our Pokémon Pinball mini game! With Pokémon Pinball mini, you shoot balls with a Pokémon plunger and try to get as many as possible into the pockets. Try to beat the high scores of the different stages. If you catch a Pokémon in QUEST, you get more types of plungers!



Pocket



Plunger

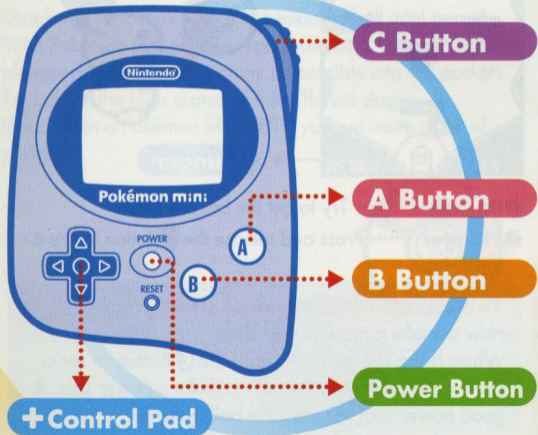
- **Pocket**..... Try to get the balls in here!
- **Plunger**..... Press and release the **C** Button to fire a ball.

You can also make power shots!.....

How to make a good power shot:
When firing the plunger, hold the **C** Button in for a short while and then release it to make a power shot. A good power shot will send the ball flying far.



Using the buttons



+ Control Pad

Select a stage, etc.

POWER



Power Button

Turns the power on and off.



C Button

Fire the plunger.

A

A Button

Select and execute a command. If pressed during game play, it changes the positions at which the time limit, etc., are displayed.

B

B Button

In menu screens, etc., return to the previous screen. During game play, switch to the submenu screen.



Clock mode

The Pokémon Pinball mini game can also be used as a clock!

● Switching to Clock mode

When the title screen is being displayed, just press the **B** Button to switch to Clock mode! If you turn the game off while in Clock mode, the game stays in Clock mode when you turn it back on again. What could be more convenient?



● Setting the time.....

To set the time, press the **A** Button while the game is in Clock mode. Use the up and down arrows on the **+** Control Pad to change the numbers, then press the **A** Button to move to the next digits (hours, minutes). Press the **B** Button to return to the previous digits.



Pressing the **B** Button while in clock display mode switches the display to the title screen.

When using a new Pokémon mini game for the first time, be sure to set the time!.....

When you turn on a new Pokémon mini game for the first time, the time setting adjustment screen is displayed. Be sure to set the clock first, and then have fun playing the game! Also, the clock time will be reset if you press **RESET**, replace the battery, or if the power shuts off automatically because the battery is dead. In these cases, don't forget to set the clock again!



Choosing a game mode

Pokémon Pinball mini has three different play modes!

● **QUEST**.....You have to clear a different goal for each stage. There are 70 stages in all! Try to see how far you can get! In some stages, you can even catch a Pokémon to increase your plungers.



See page 15 for more information!

● **TIME ATTACK**.....This mode can only be used for "TIME ATTACK" stages. There are ten stages in all! Try to beat the best time!

See page 25 for more information!

● **SCORE ATTACK**.....This mode can only be used for "SCORE ATTACK" stages. There are also ten "SCORE ATTACK" stages in all! Try to get the highest score possible! See page 25 for more information!

● **OPTIONS**.....

Here is where you can change the various game settings.



Use the up and down arrows on the + Control Pad to choose a mode, then press the A Button to make the selection.





How to set game options

Use the up and down arrows on the **+** Control Pad to choose the option you want to change, then use the left and right arrows to change the setting.



"SE" is used to set the volume for the sound effects, and "BGM" is used to set the volume for the game music. Setting both to the far left turns off all of the game sounds, so you can even play the game in a quiet place without disturbing others! Setting "RUMBLE" to "OFF" turns off the game's rumble feature. Use the "CONTRAST" setting to adjust the screen so that it's easy to see.

After you finish making the changes you want, press the **A**, **B** or **C** Button get back to the previous screen.



Game modes

QUEST

In QUEST, you must clear the goals set for each stage and then proceed to the next stage! There are 70 stages in all! The latter stages are really tough! How far can you get?

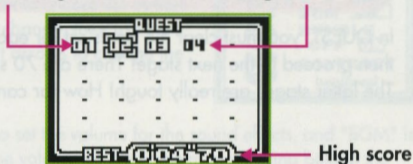


● Choose a stage!

Use the **+** Control Pad to choose the stage you want to play. The number of stages increases each time you clear a stage.

Cleared stage

Stage not cleared



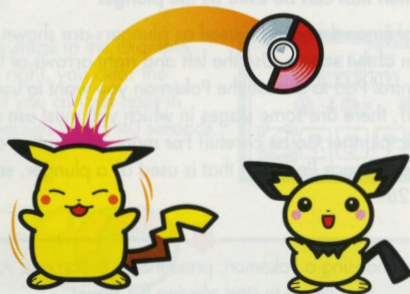
High score

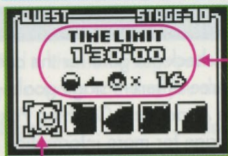
Numbers shown in white are cleared stages. Number shown in black is the stage that still has to be cleared. The number at the very bottom of the screen is the high score for the selected stage.

After choosing the stage you want to play, press the **A** Button.

● Check your goals!

Here is where you check the goal for the current stage. There are three different stage goals -- Time Attack, Score Attack and Catching Pokémon. See the following page for more information about each type of goal.





Goal for the current stage

Pokémon that can be used as the plunger

The Pokémon that can be used as plungers are shown at the bottom of the screen. Use the left and right arrows of the **+** Control Pad to choose the Pokémon you want to use. In QUEST, there are some stages in which you must use a specific plunger, so be careful! For more information on the features of each Pokémon that is used as a plunger, see page 28.

After choosing a Pokémon, press the **A** Button and you're ready to start playing the stage!

Time Attack Stage

If the stage goal screen shows a picture of a ball going into a pocket, that stage is a Time Attack stage.

You clear the stage if you can get balls in all of the pockets within a limited amount of time. And, the quicker you clear the stage, the higher the score you will get!

For the stage in the example on the right, you clear the stage if you can get balls in both pockets within 40 seconds.



Score Attack Stage

If the stage goal screen shows a target score, that stage is a Score Attack stage. You clear the stage if you can go over the target score before time runs out. And of course, if you still have time after reaching the target score, you can keep playing to get an even higher score!

For the stage in the example on the right, you clear the stage if you can get eight points within 25 seconds.



Catching Pokémon Stage

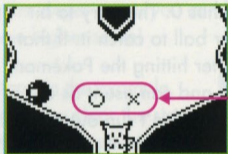
If the stage goal screen shows a picture of a Pokémon and the word "CATCH," that stage is a Catching Pokémon stage. To earn a chance to catch a Pokémon, you first have to hit the Pokémon until its HP reaches 0. Then, try to hit the Pokémon with another ball to catch it. If that ball goes into a pocket after hitting the Pokémon, you capture the Pokémon and can use it as a plunger! Make sure that you don't run out of time in this stage.

For the stage in the example on the right, you clear the stage if you can catch Pikachu™ within two minutes.



●Playing a stage

A stage begins with a ball at the starting point. Pressing the **C** Button switches between two starting points.



Starting point

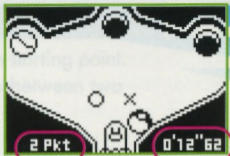
Once a stage begins, pressing the **C** Button fires a ball. Holding the **C** Button down for a few seconds before releasing it, fires the ball with a power shot.



The key to successfully clearing a stage is to make skillful use of the power shots.....

In a Score Attack stage, you get three points if you get a ball into a pocket using a power shot. That's three times what you get for a normal shot! You get even more points if you can get two or more power shots in a row into a pocket! In Catching Pokémon stages, hitting a Pokémon with a power shot ball reduces its HP by three points. This is also three times more points than you get using a normal shot!

A time indicator is shown at the bottom right of the screen. In a Time Attack stage, this is the elapsed time; in Score Attack and Catching Pokémon stages, this is the remaining time.



TIME

Important information is also displayed at the bottom left of the screen! The remaining number of pockets is shown in a Time Attack stage, your score is shown in a Score Attack stage, and the Pokémon's HP is shown in Catching Pokémon stages.

You can change the position at which the time, score, etc., are displayed, or even turn them off by pressing the **A** Button. Set the display just the way you like it!

Pressing the **B** Button while playing a stage displays the submenu. See page 30 for additional information about the submenu.

TIME ATTACK

TIME ATTACK consists of the very best TIME ATTACK stages. TIME ATTACK stages are played in the same way as QUEST stages. Aim to get the best time! TIME ATTACK stages are a great way to practice getting the best results with different shots!



SCORE ATTACK

SCORE ATTACK consists of the very best SCORE ATTACK stages. SCORE ATTACK stages are also played in the same way as QUEST stages. Aim to get the best score! SCORE ATTACK stages are also a great way to practice getting the best results with different shots!



Here's what you'll find in the different game stages!



Bumpers

Balls hit the bumpers and shoot back off with added force!



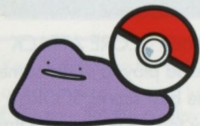
PICHU™

When a ball comes close to Pichu, it will catch it and throw it in a certain direction (Pichu always throws the ball in the same direction).



DITTO™

When a ball hits Ditto, it sucks all the force out of it and leaves it moving slowly.



Blocks

Hitting a block three times will destroy the block. With a power shot, just one hit will destroy a block!



Hard Blocks

You can't use normal balls to break a hard block, you have to use power shots!



Ponds and Puddles

If a ball falls into a pond or puddle, the game is over! Be very careful to avoid these traps!



Out Hole

A ball that drops into an Out Hole will appear again at the starting point! But be careful, because you lose game time as the ball travels through the Out Hole.



Gravity Changer

When a ball hits the Gravity Changer, the direction of gravity (the direction in which the balls fall) changes. Try to make skillful use of the Gravity Changer!



How to select the best Pokémon to use as a plunger

DIGLETT™



At first, Diglett is the only plunger you can use. But, don't worry, it has excellent balance. Good luck Diglett!

PIKACHU™



Pikachu always tends to throw the ball in the same general direction. It's a little difficult to master.



WOBBUFFET™



A bit slow moving, but it can really send the ball flying!

CLEFAIRY™



It doesn't just throw the ball, Clefairy also makes it possible to use the **+** Control Pad after the ball is thrown, giving you slight control over ball movement.

POLIWAG™



Poliwag is not very strong, but it's really quick and nimble!



Submenu

Pressing the **B** Button during the game displays the submenu. Use the up and down arrows on the **+** Control Pad to select a submenu item.



● **RETURN**..... Choose this and then press the **A** Button to return to the game.

● **RETRY**..... Choose this and then press the **A** Button to replay the current stage. This feature lets you try a stage again if your time has run out or if you feel you're not going to beat the high score.

● **TO MENU**.....

Choose this and then press the **A** Button to end the game and display the screen for selecting a stage. You can use this option if you would like to stop playing.



While the submenu is displayed, press the **B** Button to return to the game.

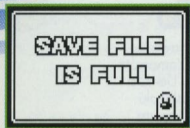




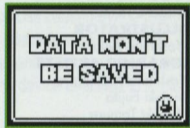
What to do when all of the save files are being used...

The Pokémon mini game unit has special storage files for saving game data. There are a total of six files for data storage. You can use one of these files for this game. If all of the save files are being used by other games when you put a Game Pak in the Pokémon mini and turn it on, "SAVE FILE IS FULL" will be shown on the screen. But don't worry! Select "YES" when "DELETE OTHER FILE?" is displayed and you can delete the file for another game. Then, use that file to save Pokémon Pinball mini game data.

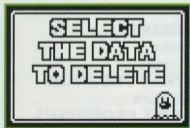
If you don't want to delete a file for another game, select "NO" at this next screen. You can play Pokémon mini games without saving the game data to a save file, but, all high scores, etc., will be deleted when the game is turned off.



No →



You can play without saving the new game's data.



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PATENT INFORMATION

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Canadian Patent Numbers: 2,007,434.

Other patents pending.

SCAN

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By RazorLeafAttack

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