

OFFICIAL RULES



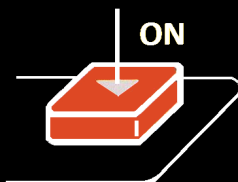
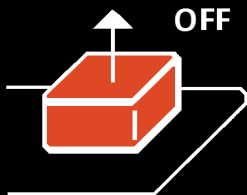
# RALPH BAER'S PINBALL!

Real pinball action on your Odyssey²!

Hit the bumpers and score!

## IMPORTANT!

Always be sure that the power to your Odyssey<sup>2</sup> console is turned off before inserting a game cartridge. This protects the electronic components and extends the life of the unit.



## TO BEGIN:

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- 1 Insert the cartridge into the slot of the Odyssey<sup>2</sup> console with the label side of the cartridge facing the alpha-numeric keyboard.
- 2 Turn on the power by pressing the power button of the console. SELECT GAME will appear on your TV screen. If it does not, press the RESET key on the alpha-numeric keyboard.



**On-screen colors may vary according to individual TV's color adjustments.**

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# RALPH BAER'S PINBALL!

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## FEATURES

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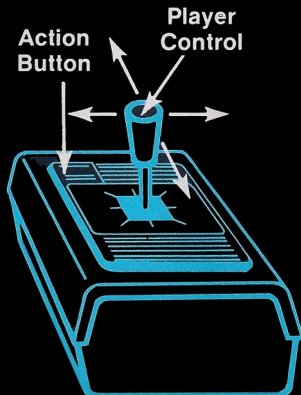
- Developed in close cooperation with Ralph Baer to encapsulate his original vision for the game
- Single player and 2 player modes
- A selection of 4 different tables
- Improved graphics
- Digitized sound using The Voice module

## LAUNCHING THE GAME

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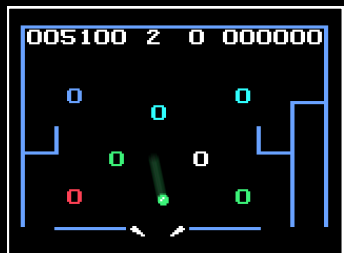
Press 2 on the alpha-numeric keyboard to launch the original prototype. See [How To Play: Original Prototype](#).

Press any other key to launch the new version. See [How To Play: Ralph Baer's Pinball!](#)



## RALPH BAER'S PINBALL!

- Press the joystick up or down to select the number of players.
- Press the joystick left or right to select one of four tables.
- From here you will enter the main game.
- You get 5 pinballs. Launch the pinball by pressing the controller down.
- You control the two flippers at the bottom center of the screen by pressing the left controller's ACTION button.
- Scattered on the screen are bumpers. These show up as the letter O. When the pinball hits a bumper, it will change to a different color and you will be awarded 100 points (added to your score).
- At certain points in the game, holes will open up at the bottom left and right of the screen.
- Be careful - your pinball can fall through!
- You can "nudge" the pinball "table" by moving the left controller joystick up, down, left, or right. This will allow you to influence the direction of the ball is going.



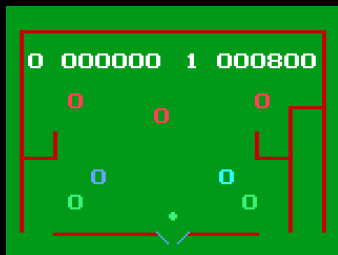
# O PLAY

## ORIGINAL PROTOTYPE

- At the "NUMBER OF PLAYERS" screen, enter 1 or 2.
- At the "FORMAT" screen, press a number between 0 and 9 to start playing a game.
- You get 5 pinballs. Note that unlike the main game, you can launch the pinball by pressing the RIGHT controller down.
- You control the two flippers at the bottom center of the screen by pressing the left controller's ACTION button.
- Scattered on the screen are bumpers. These show up as the letter O. When the pinball hits a bumper, it will change to a different color and you will be awarded 75 points (added to your score).
- At certain points in the game, holes will open up at the bottom left and right of the screen.
- Be careful - your pinball can fall through!
- You can "nudge" the pinball "table" by moving the left controller joystick up, down, left, or right.
- Note that in the prototype the bumpers move, but it does not have any effect on the ball. There is no penalty or "TILT" for excessive nudges.

### MULTIPLAYER INSTRUCTIONS

- In a 2 player game, player 1 plays all 5 balls. Then, player 2 plays all 5 balls.
- Player 1 score is on the right, Player 2 score is on the left.
- The number that appears to the left of each score is the ball you are currently playing.
- The game is over once you lose all 5 pinballs. High score wins.



# RALPH BAER AND HIS O

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In 1966, an electronics engineer named Ralph Baer sat at a bus stop and had a sudden Eureka idea. He conceived a way to make televisions interactive. He quickly wrote up a four-page treatise of his idea and submitted it to the management of his employer, Sanders Associates, a defense contractor based in Nashua, New Hampshire. Surprisingly, Baer was budgeted \$2,000 to set up a secret department within Sanders to develop his idea.



*Ralph H. Baer*

By 1968, Baer and his team of two had a version of tennis displaying on a TV screen that could be enjoyed by two players. The videogame was born.

Because Sanders had no experience in distributing consumer products, the videogame was licensed to Magnavox, a company that manufactured televisions. In August 1972, Magnavox released the Odyssey, the world's first videogame console. The unit was not successful but two months after it was released, an upstart company called Atari released an arcade videogame called *Pong*, which became an overnight sensation. *Pong* was video tennis, just like one of the games that could be played on the Odyssey. And since it was the only way people could play video tennis at home at that time, the Odyssey quickly became a hit.

In 1978, Magnavox released a new videogame console called

# DYSSEY<sup>2</sup> PINBALL GAME

the Odyssey<sup>2</sup>. Unlike the original one, which had games built-into the system, the Odyssey<sup>2</sup> used individual ROM cartridges. Players could switch games by merely changing cartridges. Sanders negotiated with Magnavox to develop software for the new console. As a test in Odyssey<sup>2</sup> programming, Baer thought to use technology that he had developed for an unmarketed console called Telesketch. The idea behind Telesketch was to enable users to draw symbols on the screen that could then interact with other symbols. Baer's idea was to create a pinball game for the Odyssey<sup>2</sup>, one in which the user could add his own workable bumpers.

Baer asked another Sanders engineer, Don McGuiness, to actually program the game. McGuiness completed *Pinball!* after 3½ months of working on it part time.

Unfortunately, Sanders wound up not developing games for the Odyssey<sup>2</sup> because Magnavox had a contract with Ed Averett to develop *all* games for the console. Averett was employed by Intel, the company that produced the processor in the Odyssey<sup>2</sup>. When Magnavox couldn't come up with ideas for games, they turned to Intel, and Averett volunteered to supply them.

The only copy of *Pinball!* sat in Ralph Baer's basement for years. In August 2000, 30 copies of the game were duplicated and sold at Classic Gaming Expo for \$25 each. Ralph Baer attended the show that year and personally autographed the copies. Today, these 30 copies are rare collector's items.



CGE *Pinball!* cartridge

For further information about Ralph Baer, read his book  
"Videogames: In The Beginning" from Rolenta Press.

[www.rolentapress.com](http://www.rolentapress.com)

The following individuals were responsible in the  
production of this product:

- Ralph Baer
- Don McGuiness
- Martjin Wenting
- Michael Thomasson
- Leonard Herman
- Mike Mika
- Tim Duarte



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