

# RUINER

PINBALL



JAGUAR™

64 • B I T

GAME MANUAL  
MANUAL DE JEU  
SPIELANLEITUNG

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0839-994460

Jaguar Software Helpline, Cuckoo Wharf Units 1-4 Lichfield Rd., Aston, Birmingham. B6 7SS

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

#### **WARNING to owners of projection televisions:**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

#### **This product has been rated by the Entertainment Software Rating Board.**

For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



## **JAGUAR™ 64-Bit Interactive Multimedia System Game Manual**

### **Handling this Cartridge**

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself.
- If for any reason your cartridge does not load, or you see only a red screen, remove, clean, and reinsert the cartridge. If the problem persists, refer to the warranty information included with your Jaguar cartridge.

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# RUINER AND TOWER PINBALL

## WOW! TWO GREAT GAMES IN ONE PACKAGE!

Be prepared for a visual banquet of characters and fun-filled possibilities. You'll find action and fun animation in every inch. There are two totally cool soundtracks, as well as all the bells, bings, clunks and pings you'd expect to find in the arcade. Multiple flippers, multiple levels, dual-table play and bonus shots galore will really test your skills. Get ready to drop a few bombs or get bats in your belfry!

### RUINER



Set in 1962, with the devastation of World War II and the threat of nuclear warfare fresh in everyone's mind, the possibility of a nuclear attack strikes fear in the hearts of people throughout the civilized world.

The Cold War has come to a head. Nuclear War is imminent. You are responsible for the protection of your country. Prepare for DEFCON 1 — full-scale war — brace yourself for the inevitable counterattack, and have a blast!

Ruiner is an intense, super-fast, totally killer game. Keep your eyes on the ball and blow up anything that moves, but watch out for civilians! This action-filled pinball game is going to blow your mind!

## TOWER

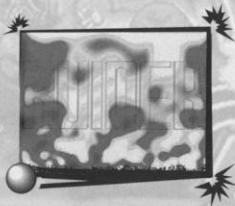
Deep in the uncharted forests of a strange land stands a castle whose sinister tower casts a foreboding shadow across the surrounding trees. The tower can be seen for miles. Tales of its purpose abound but few have ventured to climb its heights and fewer still returned to tell the tale.

You, seeking adventure and action-packed pinball thrills, enter the tower to discover its blackhearted purpose. You must battle with the strange inhabitants and their all-powerful mistress, the evil sorceress. Will this be your last pinball game ever? Will you return to sanity and live to fight another day?



Sure! It **is** possible to defeat the Tower and bring it crashing down, but doing it is a real challenge. You'll have to use the magic of the tower to cast three spells. It's going to be hell, and it will drive you bats, but you'll have a devil of a good time.

# GETTING STARTED



- 1) Insert your *Ruiner Pinball* cartridge into the cartridge slot of your Jaguar 64-Bit Interactive Multimedia System.
- 2) Press the **Power** button.
- 3) Press the **A** or **B** button to go directly to the **Main** menu.

## MEMORY SAVE

High scores and game options including number of players, number of balls, TinyCam ON/OFF, ball type, and difficulty level are retained in the cartridge even if you have turned off your Jaguar 64-Bit Interactive Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear currently saved changes, press **\***, **#** and **Option** while on the *Ruiner Pinball* title screen.

# CONTROLS

Joypad Left  
or Right



A Button

B Button

C Button

Pause Button

Pressing the **Pause** button will pause the game. While paused, you can adjust the sound effects volume by pressing the **B** button, and the music volume by pressing the **A** button. Press **Pause** again to resume play.

Number  
Buttons

CONTROL	ACTION
Joypad Left, Up, Down	Left flipper
B Button	Right flipper
A Button	Launch ball
Button 1	Left nudge
Joypad Right	Left nudge
Button 3	Right nudge
C Button	Right nudge
Button 2	Center nudge
Button 7	Instantly restart a game after last ball
Button 9	Instantly restart a game at the same level
Pause	Pauses the game

## PROCONTROLLER

If you have a Jaguar ProController, you can use the left and right fingertip controls to nudge the table to the left or right. All the other controls remain the same.



# MAIN MENU



**Ruiuer** — Starts Ruiner with current settings.

**Tower** — Starts Tower with current settings.

**Options** — See *Options* for details.

## OPTIONS

### Number of players

1 to 4

### Number of balls

3, 5 or 7 (5 is default)

### TinyCam on/off

Turns the picture-in-picture display on or off

### Textured/Normal Ball

Select a solid silver ball or a ball with an imprinted skull

### Easy/Factory /Hard

Select the skill setting (Factory is default).

### Exit

Return to the **Main** menu.

Press up and down on the **Joypad** to move around the **Options** screen. Press the **B** button to make your selections, and move to the next option to complete.

## GAME SCREENS



Top right corner displays score, balls in play, player's number (for multiple players), bonus scores and extra balls, in addition to any other game messages.

When TinyCam is on, the bottom left corner of the screen displays a box to indicate special events on the screen, such as a lit ramp or flashing targets.

## PLAYING RUINER PINBALL

The object is to hit as many targets, kickouts and flying obstacles as possible. Each game has multiple sets of flippers. You lose the ball if it falls through the bottom sets of flippers and out of the hole at the bottom of the machine.

### LAUNCHING THE BALL

The longer you hold the **A** button down, the farther the ball will travel.

## TILTING THE TABLE

You can also nudge the pinball table to help the ball move either right, left or center ( see *Controls*). Beware, if you nudge too much you'll tilt the machine and deactivate all flippers until your next ball.



## MULTIPLE PLAYER GAMES

For two or more players, each person shoots in turn. The score box in the top right corner shows which player has the ball.



## SOUND EFFECTS

You can adjust the music volume and the sound effects level by pressing the **Pause** button on your **Joypad**. While the game is paused, press the **A** button to adjust the music volume or the **B** button to adjust the level of the sound effects. Press **Pause** again to resume play.

# GAME STRATEGY

## RUINER

To advance to the next DEFCON level, knock down all three SHELTER targets while they are flashing. Follow up by sending a ball up the lighted Missile ramp and the DEFCON level will advance!



### DEFCON 4

You must hit the Alert Kickout on the right playfield. It might seem like a lot of fun, but do NOT hit the civilians (you'll lose points)! Follow the lights to advance to DEFCON 3.

### DEFCON 3

Three G.I. targets on the right playfield will be lit. Knock down all of them and you'll advance to DEFCON 2.

### DEFCON 2

Aim for the RAID Kickout, you've got to hit this to advance to DEFCON 1.

### DEFCON 1

Knock the SHELTER targets down one last time and shoot the Missile ramp. Your missile is locked and loaded. Get ready, the ball will launch into the enemy territory and the counterattack (multi-ball play) will follow!

There are tons of ways to increase your score. Try different ramp and target combinations and find mystery awards.

## TOWER

The tower is inhabited by an evil sorceress, but you can use her magic to your own advantage. Cast any three spells in the tower and it will crumble.... maybe to complete ruin... maybe not...



## THE SORCERESS SPELL

Hit the cauldron powerup and follow the lights to cast this spell.

## THE CAPTIVE SPELL

You must knock down the three dragons and follow the lights to cast this spell.

## THE BLOOD KNIFE SPELL

Shoot the mouth kickout at the bottom of the tower and follow the lights to the spell's completion.

There are many other targets and ramp combinations to find in the Tower so go rattle a few bones!



# CREDITS

## ATARI

Producer: .....Bill Rehbock  
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## HIGH VOLTAGE SOFTWARE

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Collision Maps: .....Cary Penczek  
Ruiner Design: .....Scott Corley  
Tower Design: .....Mike Baker  
Sound & Music: .....Aardvark Action Audio



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The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than those authorized by Atari are used in connection with this product. Warranty does not cover accidental or intended damage or neglect. If the product displays a fault within the warranty period, the user should return it to his place of purchase, which will follow the required procedure to obtain a replacement.

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