



### Game Screen

The playfield is on the left of the screen and the scoring window is on the bottom right. On 13" monitors the playfield will temporarily scroll when you pull back the plunger for a new ball. The scoring window can show scores for 1 to 4 players. It will show "ball locked" and other status messages during a game so keep a close watch. It's also used for entering your name when you get a high score.

### Operation

#### How to play

1. Launch Crystal Caliburn by double clicking "Crystal Caliburn™ 1.02".
2. Insert one or more coins: <Command> + I.
3. Start new game: <Command> + N.
4. Use the following keys to play:  
Left flipper: Z  
Right flipper: /  
Pull back plunger: <Shift> (time held down determines the force of the plunger)  
Nudge playfield: <Space bar>
5. Click mouse to suspend play, choose Resume Game from Operation menu to continue.

#### Entering your high score

If your score is one of the top four, you're prompted to enter your name for the high score roster. Use either of the flipper keys to scroll through the alphabet, one advances, the other descends. Use the <space bar> to select the letter, <delete> to back up. Click the mouse button or space to the end of the line to finish.

Choose Create HighScore Report from the Option menu to record your high score. Use TeachText to print your high score for the HighScore™ contest.



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# Solid State PINBALL

# Crystal Caliburn™

## Quick Instruction Card

### Package Contents



- Read Me First
- Registration Card
- Quick Instruction Card
- Player Guide
- One HD Disk (inside)
- Sealed License Envelope

### Quick Installation

#### System Requirements

Requires: System 6.0.7 or higher, 13" or larger monitor with 256 color, 4 MB RAM.  
Supports: System 7, all MAC models with 13" or larger monitors and 256 colors or shades of gray.

#### Installation

1. Copy "Crystal Caliburn™ 1.02" and "Crystal Caliburn™ 1.02 Data" to a new folder on your hard disk. Make sure both files are in the same folder.
2. Double click on "Crystal Caliburn™ 1.02" and it will merge and unpack itself.
3. Register by entering your name and serial number (located on the back cover of your Player Guide). Your name is automatically recorded for the contest feature.
4. You're ready to play! (See back page for operation).

## Basic ways to score points:

- Hitting Bumpers and shooting Ramps and Lanes
- Completing Spot Targets and hitting the Excalibur Field Multiplier
- Adding knights to your Round Table (accolading knights)



### Lite Shields

When the Left (Y1) or Right Shield light (Y2) is lit, the ball is automatically kicked back out of the Out Lane. Enter the Left or Right Return Lane when Lite Shield light (T1 or T2) is lit to revive that Shield. Shoot the Glass Island Ramp (5) or the Camelot Castle Ramp (11) to re-light the "Lite Shield" (T1) or (T2) in the return lane.

### Spot Targets

Hitting all targets in one area completes that Spot Target Bank and activates special features and bonuses. Completing Left (9) or Right Bank (10) will light Get Flashing Award (L), you have three minutes to shoot Glass Island Ramp to win Spot Target Feature illuminated.

### Multi Battle

Multi Battle is a mini-game within Crystal Caliburn and requires you to keep two or three balls in play simultaneously. Multi Battle begins after you lock three balls in lighted holes (3), (12) or lighted Dragon Cave (2).

### Quick Move

Awards points for completing a combination shot within a limited time including Turn Over Lane (4) and Glass Island Ramp (5).

### Excalibur Field Multiplier

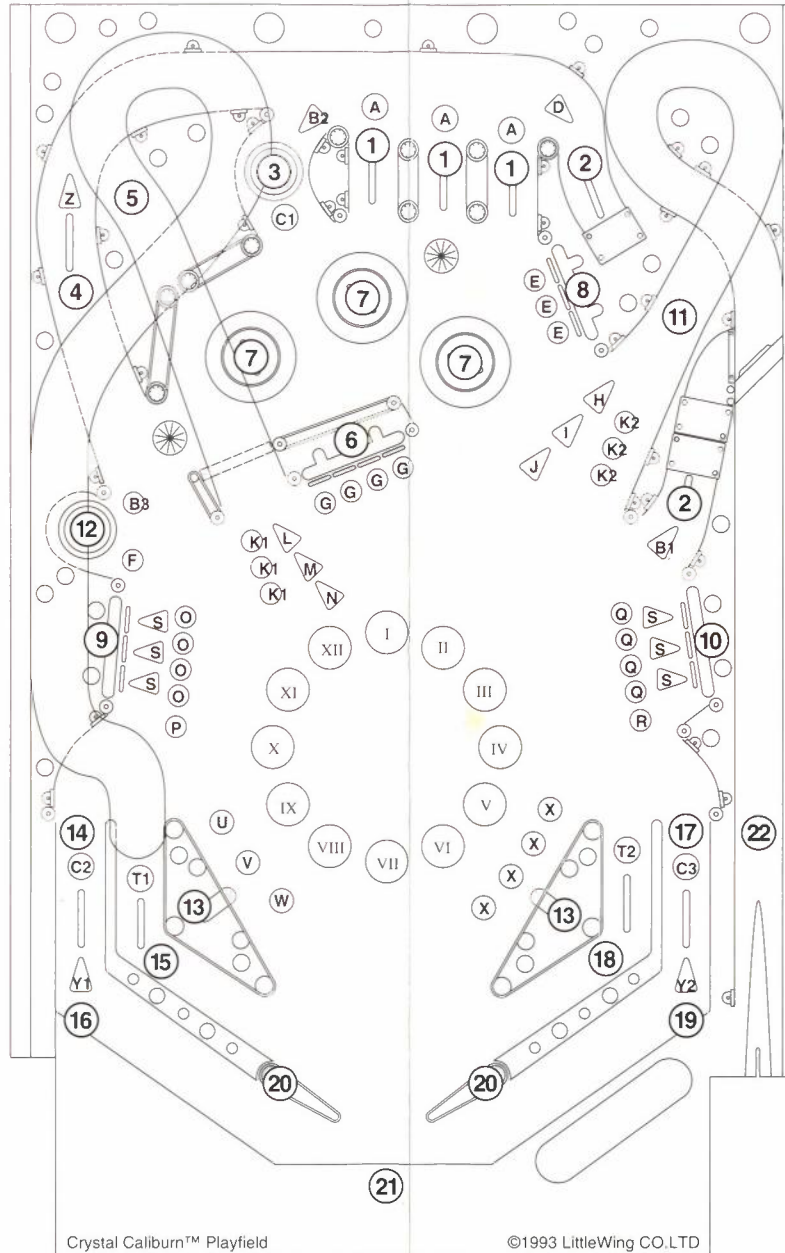
Advancing the Excalibur Field Multiplier (X) increases the value of all scores except bonus points. Knock out the Glass Island Spot Target Bank (6) to light Get Powered Excalibur (M). Then shoot the Glass Island Ramp (5) to advance the Excalibur Field Multiplier (X) in a range from 1 to 15. Watch the points add up!

### Accolading Knights

Accolade Knights by shooting the Camelot Castle Ramp (11) when the Accolade Knight Indicator (H) is lit. Indicator (H) will light when: 1) any Spot Target Bank completed; 2) Top Lane completed; 3) ball enters Return Lane.

### The Holy Grail

If you gain all twelve Knights, the Get Holy Grail Light (N) comes on and stays lit until either you lose the ball in play or you win the Grail by shooting the Glass Island Ramp (5). If you get the Grail you'll be awarded 500,000 points, but the final challenge still awaits you. The Bring Grail to Castle Light (J) will come on—now you have 5 seconds to shoot the Camelot Castle Ramp (11) and receive Grail Power and heavy duty points!



## Playfield Overview

## Lights

- A: Top Lane
- B1-B3: Lock
- C1-C3: Extra Ball
- D: Dragon Million
- E: Devil Dragon Spot Target Indicator
- F: Merlin Spell
- G: Glass Island Spot Target Indicator
- H: Accolade Knight
- I: Jackpot
- J: Bring Grail to Castle
- K1, K2: Ramp Score Indicator
- L: Get Flashing Award
- M: Get Powered Excalibur
- N: Get Holy Grail
- O: Flashing Award (Left)
- P: Magic Shield
- Q: Flashing Award (Right)
- R: Magic Spear
- S: Flashing Award Spot Target Indicators
- T1, T2: Lite Shield
- U: Bonus Hold
- V: Auto Battle
- W: Shoot Again
- X: Excalibur Field Multiplier
- Y1, Y2: Shield
- Z: Turn Over
- I-XII: Knight Value Indicator (Round Table)

## Ramps; Lanes; Banks

- 1: Top Lane
- 2: Dragon Cave Underground Lane
- 3: Top Hole
- 4: Turn Over Lane
- 5: Glass Island Ramp
- 6: Glass Island Spot Target Bank
- 7: Bumper
- 8: Devil Dragon Spot Target Bank
- 9: Left Spot Target Bank
- 10: Right Spot Target Bank
- 11: Camelot Castle Ramp
- 12: Merlin Hole
- 13: Sling Shot
- 14: Left Out Lane
- 15: Left Return Lane
- 16: Left Shield KickBack
- 17: Right Out Lane
- 18: Right Return Lane
- 19: Right Shield KickBack
- 20: Flipper
- 21: Out Hole
- 22: Plunger Lane

