

# ACKNOWLEDGEMENTS

**AMTEX**<sup>TM</sup>  
SOFTWARE CORPORATION

15670030100

AMTEX Software Corporation takes this opportunity to acknowledge the following people for their contribution to TRISTAN<sup>TM</sup>:

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TRISTAN



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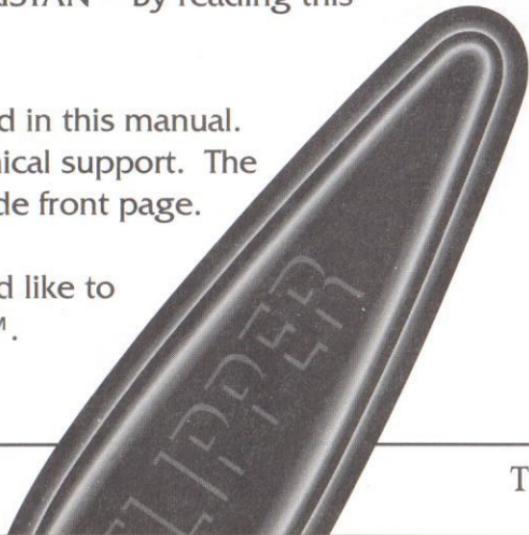
# INTRODUCTION

Welcome to TRISTAN™, a digital solid state Pinball simulation. TRISTAN'S™ realistic sound, ball action and scoring possibilities will bring you hours of excitement and satisfaction.

AMTEX Software Corporation has endeavored to make TRISTAN™ as user-friendly as possible. AMTEX Software Corporation recommends that you familiarize yourself with TRISTAN™ by reading this manual.

A game registration card is included in this manual. Please send it in to qualify for technical support. The serial number is located on the inside front page.

AMTEX Software Corporation would like to thank you for purchasing TRISTAN™.



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TRISTAN



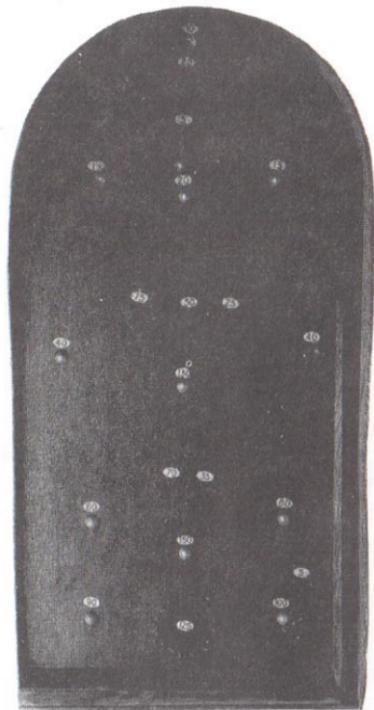
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TRISTAN

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## 1. PINBALL THROUGH THE YEARS

Pinball traces its roots from BAGATELLE, a game where balls are shot into a playing field covered with pins of varying values. The players had to manually count up their points as balls rolled down the inclined plane, bouncing off pins and nail fences on the way.

In the early 1920's, coin operated Bagatelle tabletop units had found their way into Bars and Saloons of the period. It is not surprising that such a cash cow machine would be popular in Chicago, considering its colorful history. In fact, the game became so popular that the majority of manufacturers centered there. David Gottlieb, an early pinball innovator, was attracted by Chicago's central location, and the availability of small manufacturing industries. He started the Bingo Novelty company in Chicago, and introduced Baffle Ball, the world's first successful pinball game. During the depths of the depression, over 50,000 Baffle Ball games were sold for \$17.50 each.

Growing numbers of manufacturers joined the battle, but a select few began to dominate the new industry. Gottlieb's distributor got into the action with BALLYHOO. It was so successful that Raymond Maloney changed the name of his company to BALLY. These and other popular manufacturers are reflected in TRISTAN™'s validation code as a tribute to their ingenuity and popularity.

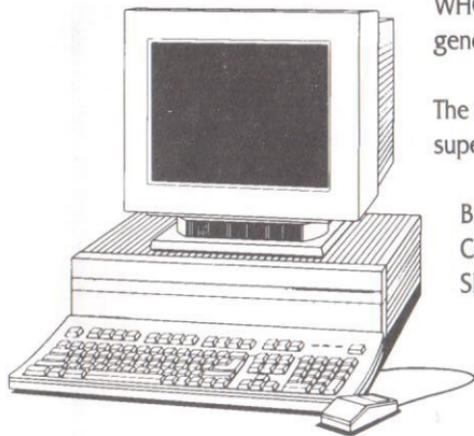
The 1930's saw the introduction of the solenoid kicker which ejected a ball and simultaneously rang a bell. CONTACT was the first game to use this sound which in later years would evolve to become an exciting, integral part of the action and attraction of Pinball.

Henry Mabs, a Gottlieb engineer, experimented with a bat like device to kick the ball back up into the playing field. This baseball inspired concept was introduced as FLIPPER in a 1947 game called HUMPTY DUMPTY. This innovation was so dramatic that all other manufacturers had flipper machines on the market that same year. By the 1960's pinball was fighting to retain interest, with only Gottlieb and Williams surviving as manufacturers. A burst of new, very colorful background animations, sounds, mushrooms, bumpers and scoring possibilities were introduced. DARTS was a completely repackaged machine with a streamlined look and even featured a drink and ashtray holder. Later MULTIBALL options and complex scoring possibilities brought players back.

By 1975, pinball was back in action. PINBALL WIZARD, by THE WHO and subsequently the movie TOMMY, reminded an entire generation of their forgotten fascination with the game.

The 80's saw Pinball reach new heights with fanciful graphics, super sounds, electronic scoring and control implementations.

Building on this amazingly exciting history, AMTEX Software Corporation & LittleWing have collaborated to bring the first real PINBALL SIMULATION to the computer screen. ALL the popular innovations such as Multiball, Double Scoring, Time Features, great Sounds and Surprises are included. Colorful graphics and super realistic ball motion make TRISTAN™ another benchmark in the on going saga.



## 2. TRISTAN™ FEATURES:

### EXTRA BALL

Knock out all 3 drop targets at the upper left to turn on the EXTRA BALL light. Shoot over that light to get your extra ball.

### MULTI BALL

Knock out second set of drop targets to turn on the LOCK light. Shoot ball into LOCK to get second ball into play. To release locked ball, second ball must pass through the SCORING LANE which is on the left of the game board. During multi ball play, JACKPOT light is on and field score multiplier will be increased. Shoot ball over JACKPOT light and quickly score extra millions.

### DOUBLE SCORING

Pass your ball through all three upper vertical lanes to get DOUBLE scoring into action.

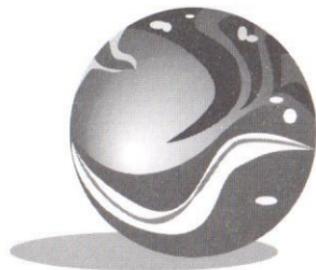
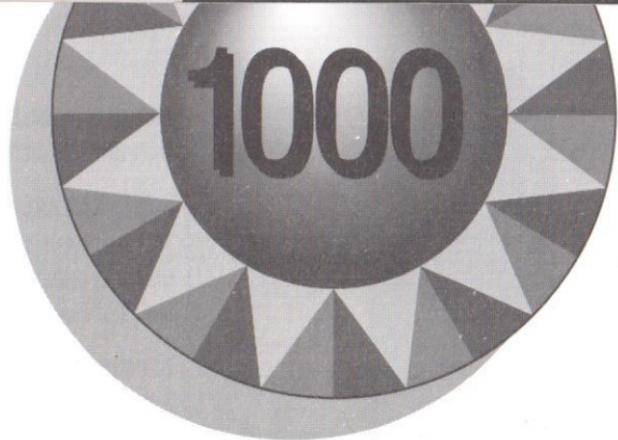
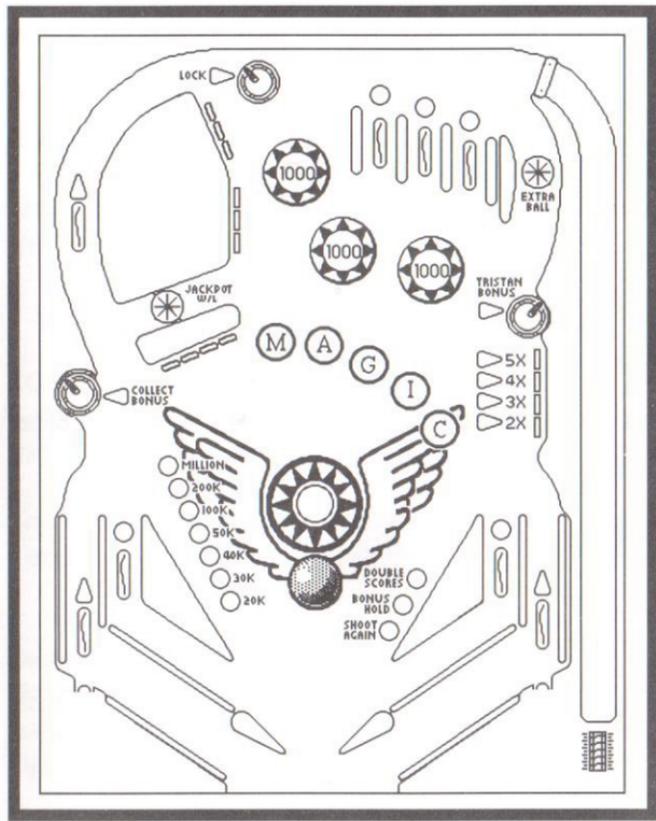
### TRISTAN™ BONUS

Knock out all 4 drop targets on the left side of MAGIC and TRISTAN™ BONUS lock light comes on. Shoot ball into TRISTAN™ BONUS kickout hole to get your bonus.

### MAGIC COMPLETE

Knock out all 4 drop targets on the left side of MAGIC five times to completely light up MAGIC. JACKPOT light comes on. Shoot the ball over JACKPOT light and watch the MAGIC.





TRISTAN™ playing surface



### **TRISTAN™ MILLIONS**

During multi ball play TRISTAN™ BONUS scores into the millions.

### **SUDDENDEATH MILLIONS**

This feature is time limited, and allows you to score millions by shooting through the SCORING LANE under certain conditions. Unlimited millions are available if you can keep shooting through the SCORING LANE within the time frame. Good Luck!

### **BONUS MULTIPLIER**

Knock out all four drop targets on the right to increase your BONUS MULTIPLIER from TRISTAN™ BONUS kickout hole.

### **COLLECT BONUS**

Knock out all four drop targets on the right to turn light on COLLECT BONUS kickout on left side. Shoot ball into COLLECT BONUS while light is on to collect your bonus.

### 3. PINBALL FUNDAMENTALS

Pinball is not a game of chance, it is a game of skill. The falling ball obeys the laws of physics. The player has three ways of influencing the ball: 1) the plunger, 2) the flippers, and 3) nudge. By mastering these basic skills, you can play TRISTAN™ well, consistently taking full advantage of multi-scoring possibilities.

Some Pinball fundamentals follow for the uninitiated.

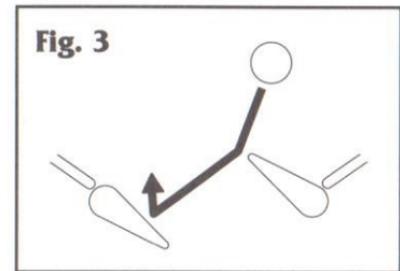
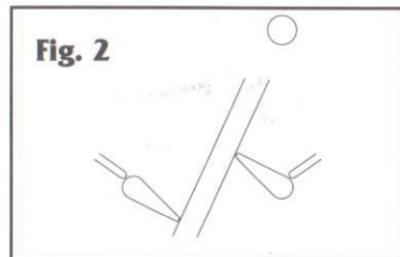
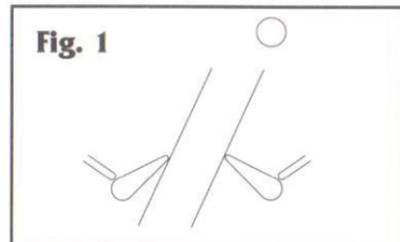
#### Lesson 1 – Defense Basics:

Figure 1 - Double-Flip: The ball is coming from the right side. You can hit the ball more easily by following figure 2 than by following figure 1.

You have to watch the ball carefully and build good defensive actions to keep the ball in the playing field.

#### Lesson 2 – Positive Defense:

Figure 3 - Deflect Pass: Keep the right flipper up and make it touch the ball. The ball changes its direction and you can hit the ball with the left flipper.



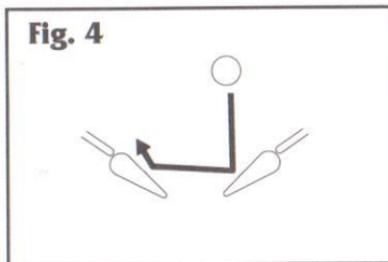


Figure 4 - Pass Flip: When you judge that there is not enough contact with the right flipper for the Deflect Pass, you can flip the right flipper to get more contact.

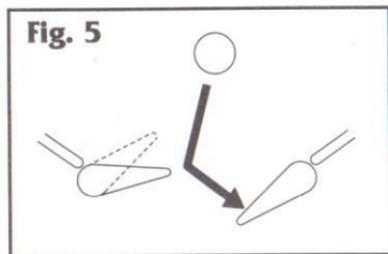


Figure 5 - Reverse Pass Flip: This is used for situations similar to those using the Pass Flip. You have to judge which action is the most effective in each case.

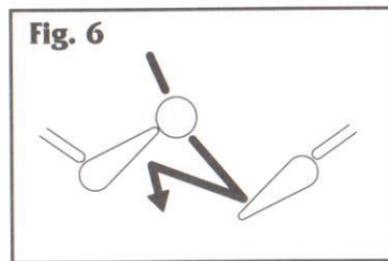
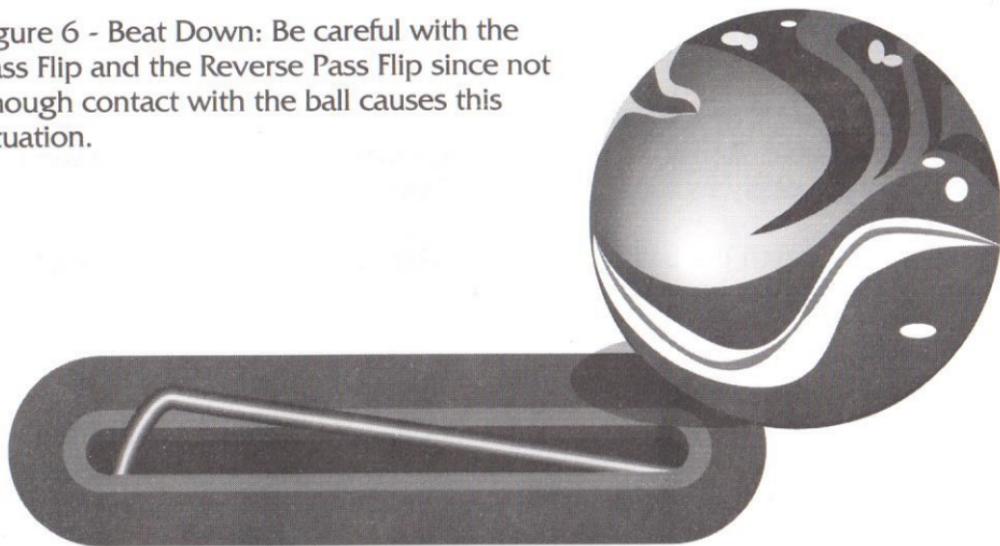


Figure 6 - Beat Down: Be careful with the Pass Flip and the Reverse Pass Flip since not enough contact with the ball causes this situation.



### Lesson 3 – Defense for Offense:

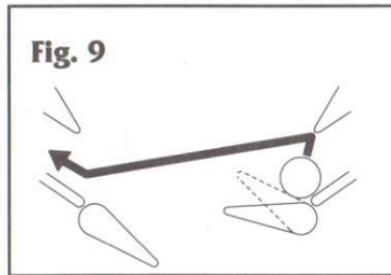
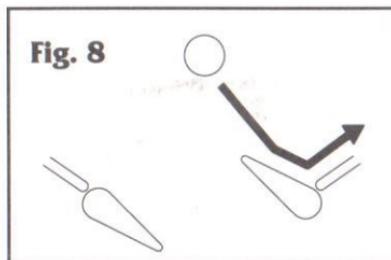
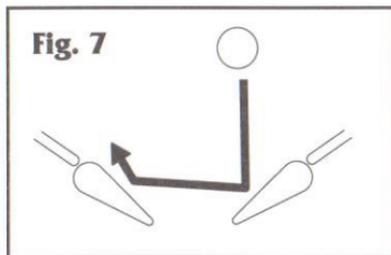
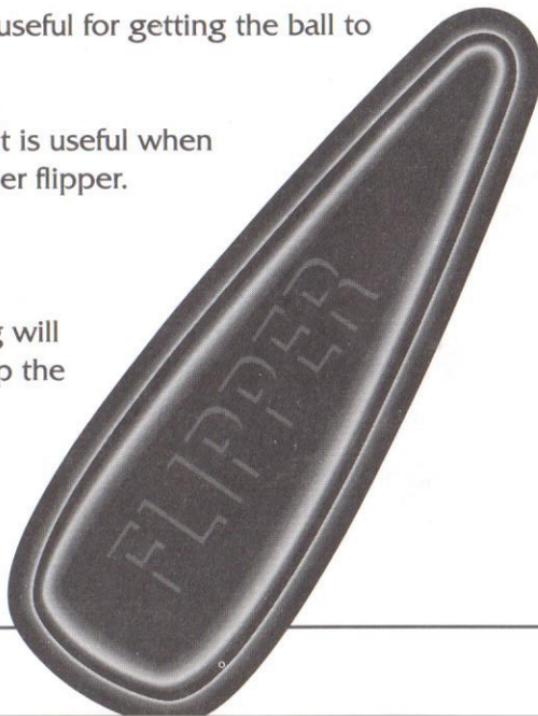
Figure 7 - Dead Flipper Bounce: When you want to hit the ball with the left flipper, you can keep the right flipper down and make the ball bounce to the left.

Figure 8 - Holding Lift: This is very useful for getting the ball to go through the Return Lane.

Figure 9 - Deflection Post Transfer: It is useful when you want to hit the ball with the other flipper.

### Lesson 4 - Nudging

If the ball rests on an edge, nudging will dislodge it. Nudging also speeds up the ball if it coincides with a bumper. If you combine both flipping and nudging, the ball will have more power. Nudging also helps save a ball that is destined for the gutter.



## 4. MACINTOSH SYSTEM REQUIREMENTS

**System Requirements:** *Systems 6.0.7 or higher are required.*

TRISTAN™ for the Mac II series works on the MacII, MacIix, MacIcx, MacIci, MacIifx with a minimum configuration of 4 MB RAM and a 13" color monitor capable of 256 colors at 640 x 480 pixel resolution.

TRISTAN™ for the Mac LC and Mac IIsi requires a minimum configuration of 2 MB RAM, and a 12" color monitor capable of 256 colors at 512 x 388 pixel resolution. No FPU option is required. (The SE/30 requires an external color monitor). You can install TRISTAN™ to your hard disk by using "Finder".

If you have installed more than one monitor on your Macintosh, make sure the menu bar that appears on your color monitor is capable of 256 colors and 640 x 480 pixel resolution. (Refer to your Macintosh manual to move the menu bar between monitors.) Change the color mode to 256 colors by using "Monitor" in the control panel. AMTEX Software Corporation recommends that you turn off the screen saver program.

### INFORMATION FOR IIsi and IICi USERS:

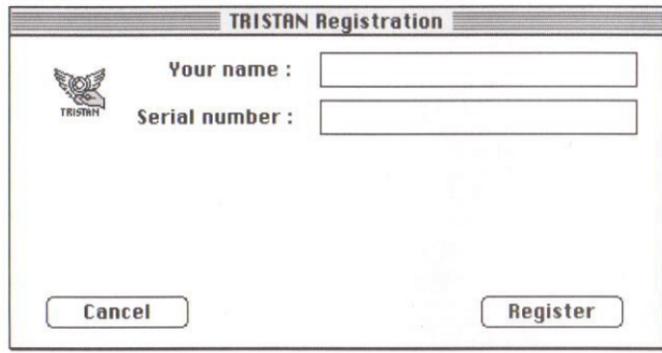
These machines have two memory banks in any configuration. If you are using built-in video, the main processor and video circuit share one memory bank. Built-in video circuits share the memory bank in 256 color mode. The main processor cannot access that bank during the time the built-in video circuit is accessing it. This results in the application program being loaded into the shared memory bank, slowing down drawing to the screen. To avoid this disadvantage:

1. Use "MultiFinder"
2. Launch the application so that free memory is not less than 3 Meg
3. Launch TRISTAN™

*(Refer to the Macintosh Technical Note for more details)*



# INSTALLATION

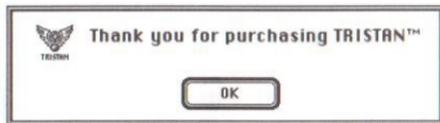


**TRISTAN Registration**

 Your name :

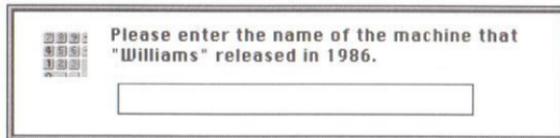
Serial number :

The first time you access TRISTAN™, the above dialogue window appears on the screen. Please fill in both your name and serial number and click "Register". (The serial number can be found on the first page of the manual.)



 Thank you for purchasing TRISTAN™

If you have filled in the first dialogue window correctly, the above window appears.



 Please enter the name of the machine that  
"Williams" released in 1986.

When you have registered, the game validation window will appear. You have to answer the question correctly. Refer to the APPENDIX – Validation Names. If you type the correct name, you will get the opening window.





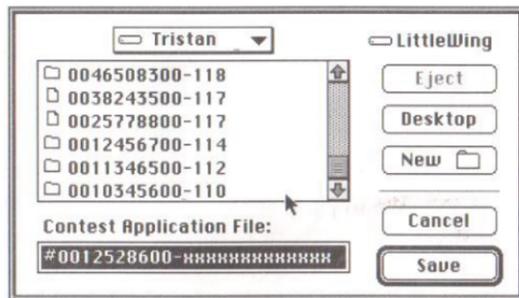
The wrong name was entered. Please refer to the manual and enter the correct name.




You can click "OK" then type validation name again paying attention to spacing, or "Cancel" for returning to "Finder", or "Demo" for starting a self operating demonstration. Start "Demo" as per game instructions.

After the introduction screen appears, TRISTAN™ starts loading data from the disk. If you want to cancel loading the game, you can type "command+" to return to "Finder".

To save high scores, enter name by using the flippers and space bar. Follow dialogue window instructions.



The following window will appear if there are no problems saving the file.



High score file created successfully.

# OPERATION

## Basic Operation and Menu Descriptions

A typical PINBALL game has two flipper buttons, one start button and one plunger knob. TRISTAN™ simulates these features by assigning the “z” key for the left flipper button, the “/” key for the right flipper button, the “shift” key for the plunger, and the “space” key for nudging (too much nudging causes tilt!!).

When a high score is achieved, the left and right flipper buttons (“/” – starts at the beginning of the alphabet and “z” – starts at the end of the alphabet) are used to select characters and the “space” bar is used to enter each character. When you finish entering your name, click the mouse to register it.

You can suspend the game by pressing the mouse button. To continue playing, choose “Resume” from the “File” menu.

**Note: Command and “.” (period key) exits TRISTAN™ immediately.**

## MENU DESCRIPTIONS

### “FILE” MENU:

Choose “New Game” to start a new game.

Choose “Resume” to start a suspended game. Watch the count down.

Choose “Quit” to exit TRISTAN™ to “Finder”.

**NOTE: “New Game” and “Resume” do not appear in the “File” menu at the same time.**

### “EDIT” MENU:

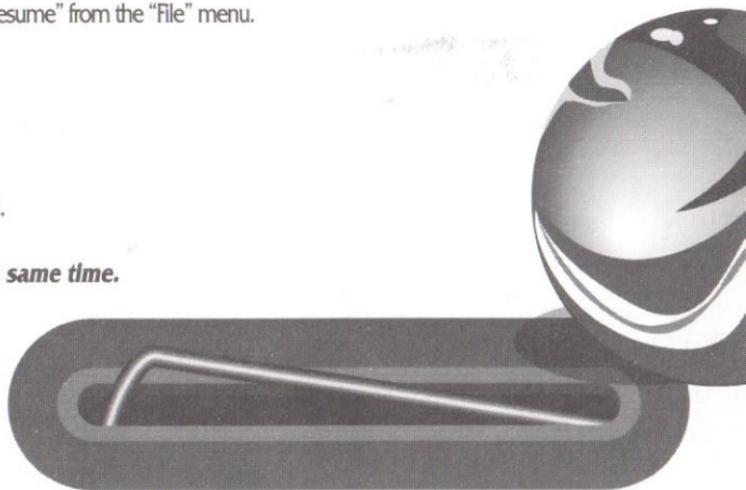
These are standard accessories which do not function in TRISTAN™.

### “OPTION” MENU:

Choose “Sound On” to turn on sound.

Choose “Sound Off” to turn off sound.

Choose “Apply Contest” to save high scores.



## ERROR MESSAGES

The following list describes error messages that may be displayed while playing TRISTAN™.

### **Application program damaged.**

Copy from master disk and try again.

### **TRISTAN™ found some irregular data.**

This error is caused by either:

1. Power failure during accessing of data,
2. Virus infection
3. Data error on disk.

Could not save file because file is already open.

Could not save file because directory is full.

Could not save file because disk is full.

Could not save file because disk I/O error.

Could not save file because too many files are open.

Could not save file because volume is write protected.



Could not save file because file is locked.

Could not save file because volume is locked.

Could not save file because file is busy.

Could not save file because write permission file is locked.

Could not save file because of operating system error.

TRISTAN™ requires operating system 6.0.7 or higher to run.

TRISTAN™ requires Color QuickDraw to run.

TRISTAN™ requires floating-point coprocessor unit to run.

TRISTAN™ requires 68020 processor to run.

TRISTAN™ requires the main monitor to be set to color mode to run.

TRISTAN™ requires the main monitor be set to 256 colors to resume game.

TRISTAN™ requires more application memory to run.

TRISTAN™ requires that the main monitor be set to 256 colors to run.



## 5. PC SYSTEM REQUIREMENTS:

TRISTAN PC is designed for IBM compatible machines with an 80386 or 80486 CPU running at 16 Mhz or higher clock speed. It requires two megabytes of RAM (see below). More memory will be required if running Tristan under the Windows environment. Tristan will run in 16 colors on a standard VGA card with a color monitor. The 256 color version requires a super VGA card with at least 512k of memory and a monitor capable of 256 colors and 640 x 480 pixel resolution. TRISTAN uses one and a half megabytes of hard disk space. A mouse is supported but not required to run the game. Both sound Blaster and Ad-Lib sound cards are supported as optional sound sources.

### Memory Configuration:

PC memory can be confusing so here are a few pointers if you aren't sure what EMM is or how you get it. All PC computers running DOS have a base size of 640k. That is the magic amount of memory these systems can easily use, everything above that number gets complicated. On a DOS system with an 80386 processor any memory above 640k is extended memory. A computer with two megabytes of RAM has 640k of main memory and 1384k of extended memory. Extended memory can emulate expanded memory, (EMM) by using an EMM emulator. Tristan requires one megabyte of free extended memory, or EMM, EMM is faster.

Starting with version 4.00, DOS includes an EMM emulator called EMM386.EXE. There are many third party emulators, two popular products are QEMM and 386MAX. EMM emulators usually have to be installed in the config.sys file.

In addition to the extended or expanded memory Tristan requires 500k of memory free below the 640k line when using EMM, and a minimum of 560k free for extended memory.



# INSTALLATION

To install TRISTAN onto your hard disk:

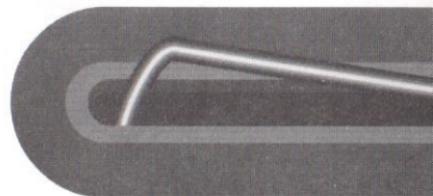
Insert the disk labeled TRISTAN Installation into a floppy drive then switch the default to that drive. For example, place the disk into drive A: then type A:[Enter] to switch to the A: drive. Now type Install [Enter] and follow the instructions in the installation section.

## Steps for Windows installation:

- 1) Start windows
- 2) Select a program group to place Tristan in and open that group.
- 3) Choose New from the File menu.
- 4) Select Program Item in the New dialogue box and choose OK.
- 5) The program item properties dialog box will appear.
- 6) Enter Tristan in the description field.
- 7) Enter C:\TRISTAN\TRISTWIN.EXE in the command line field.  
Note: If Tristan is not installed in the directory C:\TRISTAN then substitute the correct directory into the command.
- 8) Choose OK.
- 9) The Tristan icon will appear in the selected group. Double click on the icon to play Tristan.

## Steps for OS/2 Installation:

Tristan runs as a DOS application in a DOS compatibility box under OS/2. Installing Tristan is the same as on a DOS machine. The only difference to be aware of is that you must tell OS/2 to allocate at least one megabyte of either expanded or extended memory for the DOS box which Tristan will run in.



The configuration screen appears after installation and can also be invoked by typing SETUP in your Tristan directory. Tristan configuration allows you to make some hardware selections and to define keyboard equivalents for the pinball controls. Follow the directions in the configuration screen to customize TRISTAN™ for your system.

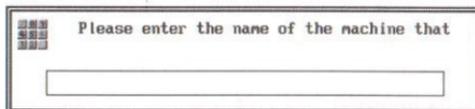
Once Tristan is on your hard disk:

The first time you start Tristan after installing it on your hard disk, the following dialogue box will appear on your screen.

Please fill in both your name and serial number and then click 'Register'. The serial number is on the first page of the manual. If you have filled in the first dialogue box correctly, the following box appears.

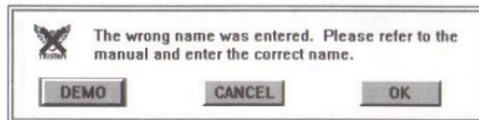
However, if a mistake was made while registering, either or both of the following boxes may appear.

The game validation dialogue will now appear, this dialogue appears each time you start Tristan. Refer to Validation Names to find the correct name.



A small 3x3 grid icon is located to the left of the text. The text reads: "Please enter the name of the machine that". Below the text is a single-line text input field.

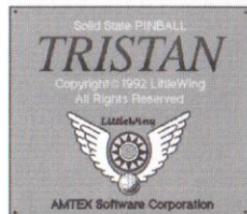
If you have not entered the correct name, the following dialogue will appear.



A small icon of a crossed hammer and pickaxe is located to the left of the text. The text reads: "The wrong name was entered. Please refer to the manual and enter the correct name." Below the text are three buttons: "DEMO", "CANCEL", and "OK".

Clicking 'OK' will allow you to retry the validation dialogue. Clicking 'Cancel' will exit the game. 'Demo' will begin a self-operating demonstration.

If you type the correct name, including spaces, you will get the opening window which looks like this.



After the opening screen appears, Tristan will spend a short time loading. To cancel loading and return to DOS, just hit the Escape key.



## OPERATION

The game surface appears as soon as Tristan has successfully been loaded. The scoring panel at the bottom right will cycle through the high scores and credits. If you wish to bypass this section, simply hit any key on the keyboard, or click the left mouse button. After a complete cycle or on any key press, the following icon window will appear.



The icons operate as follows:

Exit - will return you to DOS

Stamp - allows you to register your high score

Speaker - toggles the sound on/off

Numbers - Allows the number of players to be set, see the multi-player feature below

Ball - begins a new game or restarts a paused game

To pause a game in progress, just click the left mouse button or press F2 and this icon window will appear.

Tristan simulates typical pinball features by assigning the left Shift key as the left flipper button, the right Shift key as the right flipper button, and the Enter key as the plunger knob. The Space bar nudges the game, (careful, too much nudging causes TILT!) \*Note: All of these keys can be redefined, see the system configuration section.

When a high score is achieved, the left and right flipper buttons are used to select characters and the space bar is used to enter each character. The left flipper starts at the end of the alphabet and the right flipper starts at the beginning. When you finish entering your name, either click the mouse button or space to the end of the line.



## ERROR MESSAGES

Tristan requires DOS version 3.2 or later.

Tristan requires a color VGA to run.

Not enough free system memory.

*Tristan requires at least 560k of free low memory, (memory below 640k) when using extended memory, and 500k when using EMM.*

Not enough free extended or expanded memory.

*Tristan requires 1 megabyte of available expanded or extended memory to run. Check that there is at least that much memory physically in the machine, the DOS 5 MEM /C command performs this check. If the memory is present and Tristan still won't run, then check if other applications such as Microsoft's Smartdrv are using the memory.*

Couldn't find image resource file.

Couldn't find sound resource file.

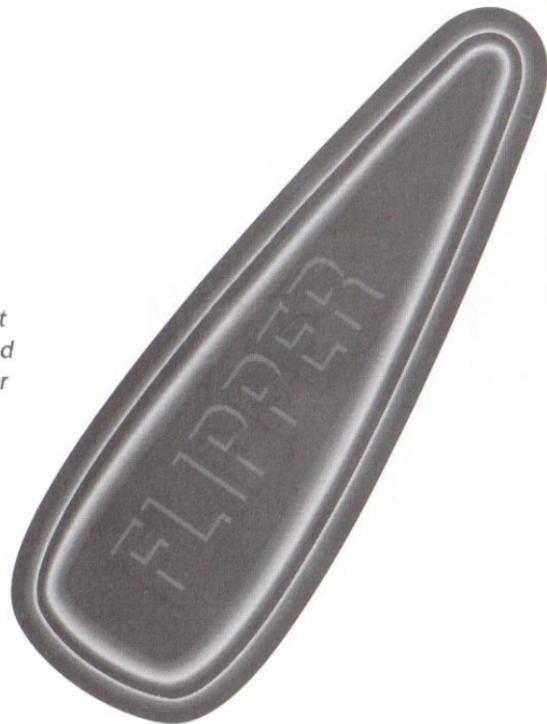
*Tristan must be run with its directory as the current default directory. If this doesn't fix the problem, then try reinstalling Tristan from the master disk.*

Image could not be successfully loaded.

*An image has been damaged, try reinstalling from the master disk.*

Protection system could not be successfully loaded.

*Tristan protection has been damaged, try reinstalling from the master disk.*





## 6. VALIDATION NAMES:

### POPULAR PINBALL GAME NAMES USED TO ACCESS TRISTAN™

#### BALLY

Bally	1931	BALLYHOO	Bally	1956	BALLS-A-POPPIN
Bally	1933	BLUE RIBBON	Bally	1957	CIRCUS
Bally	1934	SIGNAL	Bally	1958	USA
Bally	1935	BANKER	Bally	1959	BALLERINA
Bally	1936	BUMPER	Bally	1960	BEAUTY CONTEST
Bally	1937	MERCURY	Bally	1961	ACAPULCO
Bally	1938	TURF SPECIAL	Bally	1962	FUN SPOT '62
Bally	1939	CHEVRON	Bally	1963	MOON SHOT
Bally	1940	PROGRESS	Bally	1964	BONGO
Bally	1941	FLICKER	Bally	1965	BULLS EYE
Bally	1942	ATLANTIC CITY	Bally	1966	BAZAAR
Bally	1945	VICTORY SPECIAL	Bally	1967	ROCKET III
Bally	1946	SURF QUEENS	Bally	1968	DOGGIES
Bally	1947	BALLY ROCKET	Bally	1969	TEN PIN
Bally	1948	EUREKA	Bally	1970	KING REX
Bally	1949	CHAMPION	Bally	1971	VAMPIRE
Bally	1950	GRAND STAND	Bally	1972	FIREBALL
Bally	1951	BROADWAY	Bally	1973	ODDS & EVENS
Bally	1952	PALM BEACH	Bally	1974	BIG SHOW
Bally	1953	DUDE RANCH	Bally	1975	AIR ACES
Bally	1954	BIG TIME	Bally	1976	FLIP FLOP
Bally	1955	CROSSWORDS	Bally	1977	NIGHT RIDER
			Bally	1978	POWER PLAY

Bally	1979	PARAGON
Bally	1980	NITRO GRANDSHAKER
Bally	1981	FLASH GORDON
Bally	1982	VECTOR
Bally	1983	CENTAUR II
Bally	1984	GRANNY & THE GATORS
Bally	1985	FIREBALL CLASSIC
Bally	1986	LADY LUCK
Bally	1987	KARATE FIGHT
Bally	1988	BLACKWATER 100

#### CHICAGO COIN

Chicago Coin	1933	BABY LELAND
Chicago Coin	1934	KNICKER BOCKER
Chicago Coin	1935	BASE HIT
Chicago Coin	1936	CUE
Chicago Coin	1937	BALL PARK
Chicago Coin	1938	ALPS
Chicago Coin	1939	BUCKAROO
Chicago Coin	1940	ALL AMERICAN
Chicago Coin	1941	BOLA WAY
Chicago Coin	1946	SUPER SCORE
Chicago Coin	1947	BERMUDA
Chicago Coin	1948	CATALINA
Chicago Coin	1949	GRAND AWARD
Chicago Coin	1950	FIGHTING IRISH
Chicago Coin	1951	THE THING

Chicago Coin	1952	WHIZZ KIDS
Chicago Coin	1956	BLONDIE
Chicago Coin	1962	SUN VALLEY
Chicago Coin	1963	FIRE CRACKER
Chicago Coin	1964	ROYAL FLASH
Chicago Coin	1965	HULA-HULA
Chicago Coin	1966	FESTIVAL
Chicago Coin	1967	BEATNIKS
Chicago Coin	1968	GUN SMOKE
Chicago Coin	1969	ASTRONAUT
Chicago Coin	1970	BIG FLIPPER
Chicago Coin	1971	HIGH SCORE POOL
Chicago Coin	1972	CASINO
Chicago Coin	1973	HEE HAW
Chicago Coin	1974	DOLPHIN
Chicago Coin	1975	OLIMPICS
Chicago Coin	1976	HOLLYWOOD

#### DATA EAST

DATA EAST	1987	LASER WAR
DATA EAST	1988	SECRET SERVICE
DATA EAST	1989	PLAYBOY

#### GOTTLIEB

Gottlieb	1931	BAFFLE BALL
Gottlieb	1932	PLAYBOY
Gottlieb	1933	BIG BROADCAST





Gottlieb 1934	REGISTER	Gottlieb 1964	GIGI
Gottlieb 1935	TURN TABLE	Gottlieb 1965	SKY LINE
Gottlieb 1936	LONG SHOT	Gottlieb 1966	MASQUERADE
Gottlieb 1937	MISS AMERICA	Gottlieb 1967	KING OF DIAMONDS
Gottlieb 1938	MULTIPLE RACES	Gottlieb 1968	ROYAL GUARD
Gottlieb 1939	TRACK RECORD	Gottlieb 1969	FOUR SEASONS
Gottlieb 1940	BIG SHOW	Gottlieb 1970	STOCK CAR
Gottlieb 1941	SCHOOL DAYS	Gottlieb 1971	STAR TREK
Gottlieb 1945	STAGE DOOR CANTEEN	Gottlieb 1972	ORBIT
Gottlieb 1946	SUPERLINER	Gottlieb 1973	JACK-IN-THE-BOX
Gottlieb 1947	HUMPTY DUMPTY	Gottlieb 1974	BIG SHOT
Gottlieb 1948	LADY ROBIN HOOD	Gottlieb 1975	WIZZARD
Gottlieb 1949	TELECARD	Gottlieb 1976	GOLD STRIKE
Gottlieb 1950	SELECT-A-CARD	Gottlieb 1977	SOLAR CITY
Gottlieb 1951	MINSTREL MAN	Gottlieb 1978	SINBAD
Gottlieb 1952	ALL-STAR BASKETBALL	Gottlieb 1979	TOTEM
Gottlieb 1953	FLYING HIGH	Gottlieb 1980	ROLLER DISCO
Gottlieb 1954	GREEN PASTURES	Gottlieb 1981	VOLCANO
Gottlieb 1955	TWIN-BILL	Gottlieb 1982	ECLIPSE
Gottlieb 1956	GLADIATOR	Gottlieb 1983	Q*BERT'S QUEST
Gottlieb 1957	FLAG-SHIP	Gottlieb 1984	ALIEN STAR
Gottlieb 1958	WHIRL WIND	Gottlieb 1986	GENESIS
Gottlieb 1959	QUEEN OF DIAMONDS	Gottlieb 1987	ARENA
Gottlieb 1960	WORLD BEAUTIES	Gottlieb 1988	DIAMOND LADY
Gottlieb 1961	FOTO-FINISH		
Gottlieb 1962	EGG HEAD		
Gottlieb 1963	GAUCHO		

**STERN**

Stern	1977	STAMPEDE
Stern	1978	STARS
Stern	1979	DRACULA
Stern	1980	ALI
Stern	1981	FREEFALL
Stern	1982	DRAGONFIST
Stern	1984	LAZERLORD

**WILLIAMS**

Williams	1945	FLAT-TOP
Williams	1946	SUSPENSE
Williams	1947	AMBER
Williams	1948	STORMY
Williams	1949	TUCSON
Williams	1950	DREAMY
Williams	1951	SHOO SHOO
Williams	1952	BALL
Williams	1953	SILVER SKATES
Williams	1954	THUNDERBIRD
Williams	1955	PETER PAN
Williams	1956	TIM-BUC-TU
Williams	1957	GAY PAREE
Williams	1958	TOP HAT
Williams	1959	TIC-TAC-TOE
Williams	1960	GOLDEN GLOVES
Williams	1961	METRO
Williams	1962	JOLLY JOKER

Williams	1963	TOM TOM
Williams	1964	OH BOY
Williams	1965	PRETTY BABY
Williams	1966	EIGHT BALL
Williams	1967	MAGIC CITY
Williams	1968	SMARTY
Williams	1969	CABARET
Williams	1970	FOUR ACES
Williams	1971	DIPSY DOODLE
Williams	1972	STARDUST
Williams	1973	SWINGER
Williams	1974	LUCKY ACE
Williams	1975	STAR POOL
Williams	1976	TOLEDO
Williams	1977	LIBERTY BELL
Williams	1978	LUCKY SEVEN
Williams	1979	FLASH
Williams	1980	BLACK KNIGHT
Williams	1981	JUNGLE LOAD
Williams	1982	VARKON
Williams	1983	WARLOK
Williams	1984	SPACE SHUTTLE
Williams	1985	COMET
Williams	1986	HIGH-SPEED
Williams	1987	BIG GUNS
Williams	1988	CYCLONE
Williams	1989	EARTHSHAKES









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Made in Canada  
Printed in Canada

