**LittleWing®**

**LittleWing PINBALL**

# Crystal Caliburn®
# Player's Guide

http://www.littlewing.co.jp/

# Contents

# Credits

**Game design & Programming .**
... Yoshikatsu Fujita ( LittleWing Co.LTD. )

**Visual & Audio Design and Artwork**
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**Back Ground Music**
.... Ryuichi Sato, Mio Kumamoto ( BIOPHOTON )

**Sound Effects**
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**Manual & Script**
... LittleWing Co. LTD.

# Preface

Crystal Caliburn was designed to be a '80s style pinball. The main features of '80s style pinball are three dimensional ramps and speedy ball movement. As its slope became steeper flippers became stronger. In DATA EAST catalogs, they put a picture of a ball breaking a walnut. The DATA EAST flippers are very strong when they are new.

We paid much attention to implement "real ramps" in Crystal Caliburn. We tried to reproduce the feelings of a ball rolling fast on the ramps. Also Crystal Caliburn was the first one which implemented the Three-Ball-Multiball play.

Since Crystal Caliburn was first released in 1993, it has been considered as the hardest game in LittleWing Pinball Series. There are so many features and a player is required to judge which combination of features is most effective at every respect according to the status of the game play.

Crystal Caliburn is based on the Arthurian Legend. The story is continued and you will see further exploration of the Knights of the Round Table in "Golden Logres", our 6th title in this LittleWing Pinball series.

We are very happy to release the official new edition of Crystal Caliburn. We hope you will enjoy this monumental digital pinball.

1999 Summer

Fujita & Reiko
LittleWing Co.LTD.

We are happy to receive your comments on Crystal Caliburn.
Also visit our website for further infomation of LittleWing pinball series.

# 1. Operation

## 1.1 How to Play - MACINTOSH

After launching, start a new game by Command + N and  shoot a ball with the plunger into the playfield and hit the ball with flippers just like arcade pinball machines. You can also nudge the playfield. Too much nudging causes "Tilt". Keys to be used in a game are as follows.

| | |
|---|---|
| Insert Coin | Command + I |
| New game | Command + N |
| Plunger | Shift |
| Left flipper | Z key |
| Right flipper | / key |
| Vertical nudging | Space bar |

You can suspend a game by clicking a mouse. After suspending a game, you can execute other applications freely. To resume the game, choose "Resume Game" from the main menu.

Please refer to the main menu for details. Also you can customize the key assignment as you like. Please refer to  "Operation Key Assignment".

## 1.2 How to Play - WINDOWS

After launching, start a new game by CTRL + N and  shoot a ball with the plunger into the playfield and hit the ball with flippers just like arcade pinball machines. You can also nudge the playfield. Too much nudging causes "Tilt". Keys to be used in a game are as follows.

| | |
|---|---|
| Insert Coin | CTRL+ I |
| New game | CTRL+ N |
| Plunger | Right shift |
| Left flipper | Z key |
| Right flipper | / key |
| Vertical nudging | Space bar |

You can suspend a game by clicking a mouse or ESC Key. After suspending a game, you can execute other applications freely. To resume the game, choose "Resume Game" from the main menu.

Please refer to the main menu for details. Also you can customize the key assignment as you like. Please refer to  "Operation Key Assignment".

# 1.3 Menu

**New Game**
Starts a game.

**Resume Game**
Resumes a game which has been suspended.

**Abort Game**
Aborts a game which has been suspended.

**Auto Demo Mode**
Launches auto demo. To get back to the normal mode, suspend the demo by clicking the mouse button and choose "Abort Game" from the operation menu.

**Effect Sounds**
Turns on / off the sound effects.

**BGM Sounds**
Turns on / off the back ground music.

**Single Player, Two Players, Three Players, Four Players**
Choose the number of players.

**Assign Extra Keys...**
You can rearrange the key assignment for the play. Please refer to the "Operation Key Assignment" for details.

**Create HighScore Report...**
Creates a contest application file. Please refer to the "Creating Contest Application" for details.

# 1.4 Register Your Name in HighScore Records

Crystal Caliburn stores four high score records with player names. If you hit a high score, program asks you to input your name after the game is over. Input operation uses the score window. You can choose alphabets with the left flipper button and the right flipper button. The space bar enters the chosen alphabet character by character. Back space key deletes a character. Pressing mouse button exits the registration mode.

# 1.5 Operation Key Assignment - Macintosh

You can rearrange the key assignment as you like. The original key setting will be also effective after changing key assignment. Please follow the instruction which will be displayed by selecting this command. Pressing mouse button during key assignment aborts key assignment and clears all key setting except the original setting.
TIP: You can play with only one finger if you assign Left Flipper, Right Flipper and plunger to the same key.

Some Mac model have two shift keys ( or control or command ) on both sides. However, as they are interpreted as one shift ( control or command) key in the system, you can not assign those keys as two independent keys. For instance, if you assign the left shift key to the left flipper and the right shift key to the right flipper key, both flippers work by pressing whichever.

# 1.6 Operation Key Assignment - WINDOWS

You can rearrange the key assignment as you like. The original key setting will be also effective after changing key assignment. Dialog box will appear after choosing 'Assign Extra Keys' from menu,  enter any key to each field.

There is pair of SHIFT, CTRL, ALT for both side of keyboard and these key does not work independentry. For instance, if you assign left SHIFT for left flipper both left and right SHIFT keys will activate left flipper. Please assign your keys carefully.

# 1.7 Creating Contest Application

Selecting "Create HighScore Report..." from the main menu displays a following dialog box.

A contest application file will be created with this dialog box. Please input your name, address, phone number and press "Create" button. The application file will be saved after displaying a dialog box which asks you the name of the file. Please do not edit the application file since it contains the check digits.

# 2. Pinball Basic Techniques

## 2.1 General

Pinball is not a luck testing game but a game in which you can test your "Technique". Because LittleWing Pinball seiries is a real time simulation which calculates the ball movement in accordance with the physical law, a ball rolling on the playfield tells the player's skill accurately. When you get familiar with the  basic techniques introduced in this chapter you will be able to enjoy another charm of pinball.

A player can control a ball by three methods that are; 1) Plunger shot, 2) Flippers, 3) Nudging ( shaking the playfield). The flipper techniques which introduced in this chapter are actual techniques that are used for arcade pinball. When you master these techniques in LittleWing Pinball Series, we hope you to try your techniques with arcade machines. You will be surprised that the arcade pinball machine responds so differently with your "improved" techniques. Also we recommend you to watch a "pinball wizard" play in an arcade from his back. Maybe he will pretend as if he is unaware of you watching. But he will be pleased to show you his super techniques as he finds you watching in the back glass. Pinball is also a game to watch.
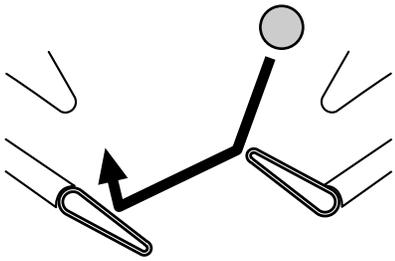
## 2.2 How to Defence
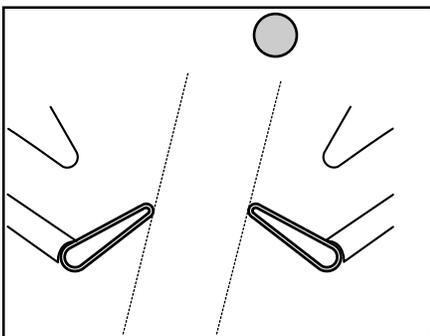


"Double Flip" is a typical flipper operation of novices. It is to flip up both flippers at the same time ( fig. above). With Double Flip, a big gap appears in center. Please compare the gap with the one made by flipping one flipper ( fig. below). Double Flip doesn't do any good. Only considering this should make the score much higher.
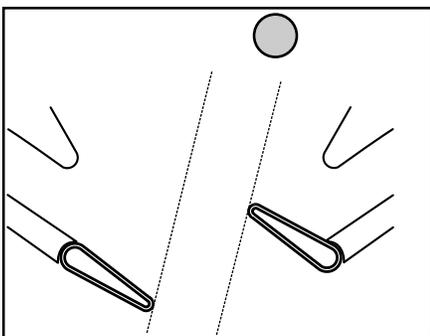
## 2.3 Deflect Pass

When a ball is rolling downwards in a dangerous course, you can save the ball by Deflect Pass. Let's hold a flipper up to touch the ball to change its course and shoot it by the another flipper. If there will not be enough force by the touch, you should flip the right flipper ( for instance of fig. Left) at the very moment of the touch to give it more force.
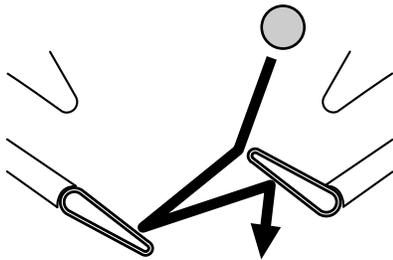
The point of this technique is to flip down as quickly as possible at the moment of the touch. Otherwise, the ball may be shot down to the out hole by the flipper shown as fig. Left ( Beat down ).

## 2.4 Reverse Pass Flip
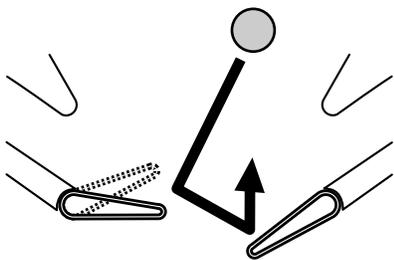
When a ball is not close enough to touch the flipper, you can shoot the ball lightly by another flipper to pass the ball to it to shoot. It is a high technique which needs precise judgment.

## 2.5 Holding
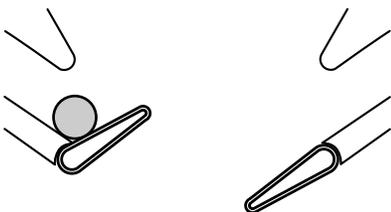
It is called "Holding" to keep a ball with a flipper as fig. Left. It is a basis of attack. Please practice to aim at targets from this position.

## 2.6 Dead Flipper Bounce
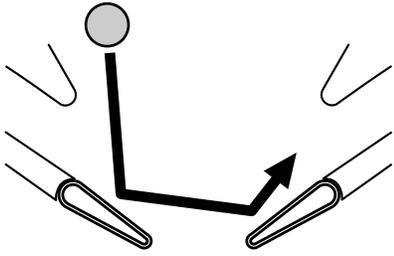
"Dead Flipper Bounce" is a technique to pass a ball to another flipper with a flipper held down to bounce a ball on it. It may need a little courage not to do anything but watching the ball bouncing. But it is a quite strong weapon once mastered. You should arrange it as the situation changes, for example, to bounce a ball on the left flipper and hold it with the right flipper.

## 2.7 Deflection Post Transfer
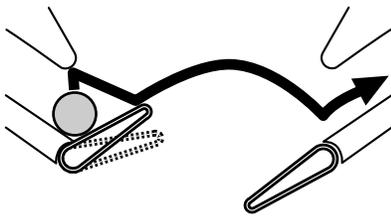
Passing the held ball to another flipper is called "Deflection Post Transfer". It can be done by flipping a flipper which holds a ball down and up very quickly. If you Miss the timing to flip may cause loosing the ball between the flippers. To avoid it, you should just "practice".

## 2.8 Intercept
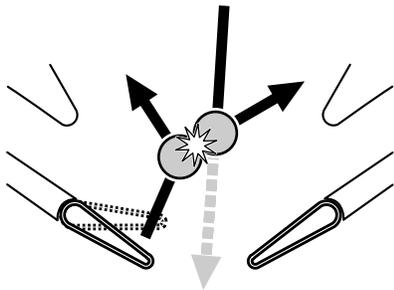
This is a defensive technique for multiball play. When a ball is going out of the reach of flippers, you can change its course by hitting it by another ball.

## 2.9 Tips
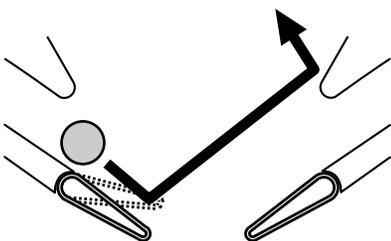
When you are aiming at targets in the left direction and a ball comes from the left return lane, it is not possible to aim at the targets with an ordinary shot. In this case, you should shoot to the right sling shot to bounce to bring the ball to the left targets.

## 2.10 Holding Lift
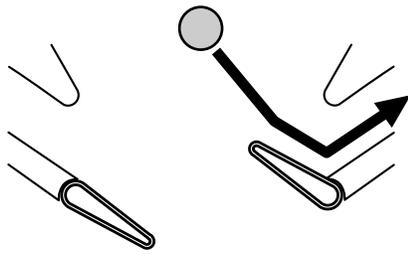


When a ball is returning to the flippers with certain directions, you can catch it by a flipper held up to bring the ball back to the return lane.

## 2.11 Trapping

This is a technique to stop the movement of a ball which roles down to a flipper with much force. You should wait the ball with a flipper up and flip it down at the very moment of the impact. To make it is very difficult but it is very impressive to see the success because the ball looks like "sticking" to a flipper as it is trapped. It is not very effective for slow balls. It is called "Stop Shot" to shoot the trapped ball.

## 2.12 Tapping

You can "float" a ball by continuous quick flipping. The timing is critical. In LittleWing Pinball series, this technique is effective when you want to shoot a ball from the right side by the left flipper.

## 2.13 Slide and Hit

When a ball is dropping so close to the reach of a flipper, timely nudging can bring the ball to the reach of flippers. It is very effective using this technique with other techniques such as Pass Flip. In arcade pinball, sometimes a ball is slid over six inches.

## 2.14 Power Shot

You can give a ball more force by nudging at the very moment of a shot. It is called Power Shot.

# 3. Rules of the Game

## 3.1 About Crystal Caliburn Features

**Multi-Battle**

Three- Ball Multi Battle ( Multi Ball ) starts by shooting a ball into Dragon Cave after completing Devil Dragon Spot Target.
During Multi Battle, get chance of Jackpot at Castle Camelot ramp or ExtaBall at the top kickout hole.
Maximum Jackpot value is 5 Million. With the combination of the field multiplier ( up to X5 ) or the Magic Spear ( up to X 10 0, it raises up to 25 Million or 75 Million !

**QuickMove**

It is a feature for pinball experts. Shooting lanes or ramps within a time limit awards 200,000.

**Holly Grail**

The ultimate feature 'Holly Grail' hidden in the Glass Island Lane. It is not easy to get. First, player should accorade a knight by shooting Castle Camelot Ramp again and again.
when all the Knights of the Round Table are accoraded, a Knight shall go for the quest for the Holy Grail. The chance will come only when one ball is on the playfield. This is a lonely battle. The Knight must go to the Glass Island to get the Holly Grail and bring it back to Camelot within the time limit. Only one who succeed to get the Holy Grail can see the power.

**Magic Spot Target**

Completing either of the Left or Right Spot targets give a chance on Glass Island to get various features; such as, Million points, Extra Ball, Surprise Attack (Instant Multi Battle) and other features. Even more, collecting all features lites extra ball lights at out lanes.

**Merlin Magic**

Shooting a ball into Merlin Hole after completing Glass Island Spot Target awards mystery features such as "Revive Shield", "Auto Battle" and etc. Get the Merlin Magic!

# 3.2 Play Field Overview



CrystalCaliburn™ Playfield                    ©1993 LittleWing CO.LTD
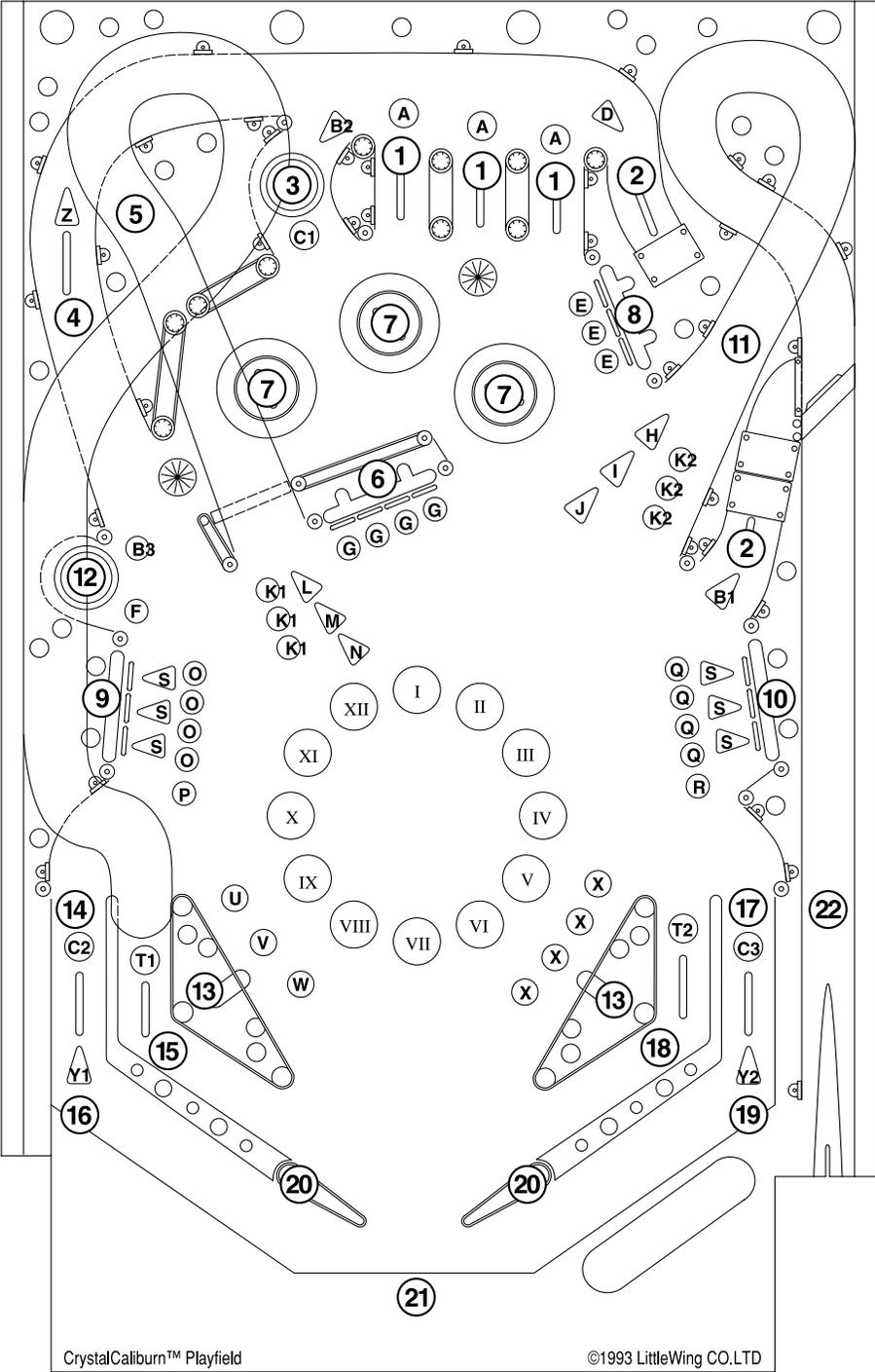
**Lights**

A: Top Lane
B1-B3: Lock
C1-C3: Extra Ball
D: Dragon Million
E: Devil Dragon Spot Target indicator
F: Merlin Spell
G: Grass 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: Field Multiplier
Y1,Y2: Shield
Z: Turn Over
I- XII: Knight Value indicator (Round Table)

**Ramps and Lanes**

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

# 3.3 Features

## Basic Scores of Ramps and Lane



CrystalCaliburn™ Playfield                    ©1993 LittleWing CO.LTD
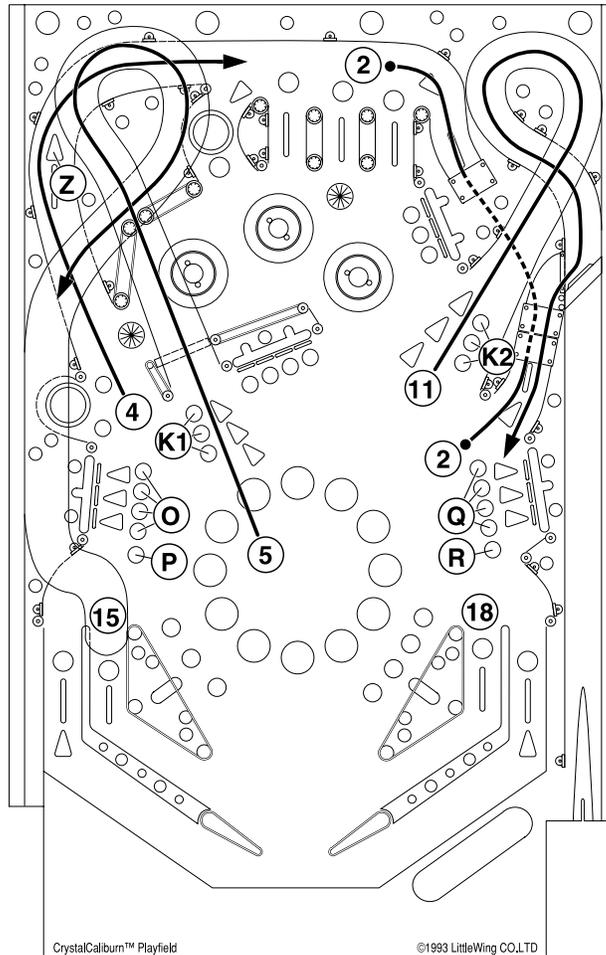
Shooting **Turn Over lane(4)** scores 10,000 points each time. If non of the **Spot Target Feature Lights (Flashing Award Lights ( O and Q )**, **Magic Shield Light (P)**, and **Magic Spear Light (R))** is Flashing, 25,000 bonus is awarded.

Shooting the **Glass Island Ramp(5)** scores 25,000, 50,000 or 150,000 according to the **Glass Island Score Indicator(K1)**. The Indicator(K1) increases its value by 1 each time shooting a ball to the Ramp(5) and decreases by 1 each 15 second after shooting.

Shooting the **Camelot Castle Ramp(11)** scores 25,000, 50,000 or 150,000 according to the **Camelot Castle Score Indicator(K2)**. The Indicator(K2) increases its value by 1 each time shooting a ball to the Ramp(11) and decreases by 1 each 15 second after shooting.

Shooting the **Dragon Cave Underground Lane(2)** scores 20,000 points.

# QuickMove



CrystalCaliburn™ Playfield          ©1993 LittleWing CO.,LTD

**QuickMove** has a time limit. Completing any of the following conditions awards 200,000 points.

1. Shooting the **Lane(4)** twice within 4 seconds.
2. Shooting the **Ramp(5)** after shooting the **Ramp(11)** within 2 seconds.
3. Shooting the **Ramp(5)** after shooting the **Lane(I8)** within 3 seconds.
4. Shooting the **Ramp(11)** after shooting any of the **Ramp(5)**, **Lane(2)** or **Lane(15)** within 3 seconds.

**Turn Over Light(Z)** will be Flashing during there is a chance at **Lane(4)**.
All **Glass Island Score Indicators(K1)** will be lit during there is a chance at **Ramp(5)**.
All **Camelot Castle Score Indicators(K2)** will be lit during there is a chance at **Ramp(11)**.

# Multi Battle



CrystalCaliburn™ Playfield                    ©1993 LittleWing CO.LTD

**Multi Battle** is a two ball or three ball Multi-Ball play.

Completing the **Devil Dragon Spot Target bank(8)** turns on the **Dragon Cave Lock light(B1)**, **Top Hole Lock Light(B2)** or **Merlin Hole Lock Light(B3)** in turn.
.Locking three balls at each of those starts Multi Battle.

During a three ball Multi Battle, completing the **Devil Dragon Spot Target bank(8)** turns on the **Top Hole ExtraBall light(C1)**. Shooting a ball into the hole during a three ball Multi Battle awards an ExtraBall.

During the **Jackpot Light(I)** is lit shooting the **Camelot Castle Ramp(11)** awards Jackpot. The value of Jackpot starts from one million and increases during Multi Battle. The Max value of Jackpot is five million.
Completing the **Devil Dragon Spot Target bank(8)** lites **Jackpot Light(I)** again.

If you are back to a single ball play within 40 seconds from the start of a Multi Battle, all lock lights will flush for 20 seconds. Locking a ball again during they are flashing restarts Multi Battle.

If one or two ball(s) is(are) locked in a kickout hole(s) when a ball is lost, all balls in kickout holes will be ejected and the game will be continued.

Shooting the **Dragon Cave Underground Lane(2)** or **Turn Over Lane(4)** with a ball locked in the **Top Hole(3)** releases the locked Ball and starts two ball Multi Battle.

The **Camelot Castle Ramp(11)** and **Dragon Cave Underground Lane(2)** lite the **Devil Dragon light(E)** when Multi Battle has not been awarded yet by the ball in play.

# Spot Target Features



CrystalCaliburn™ Playfield                    ©1993 LittleWing CO.LTD
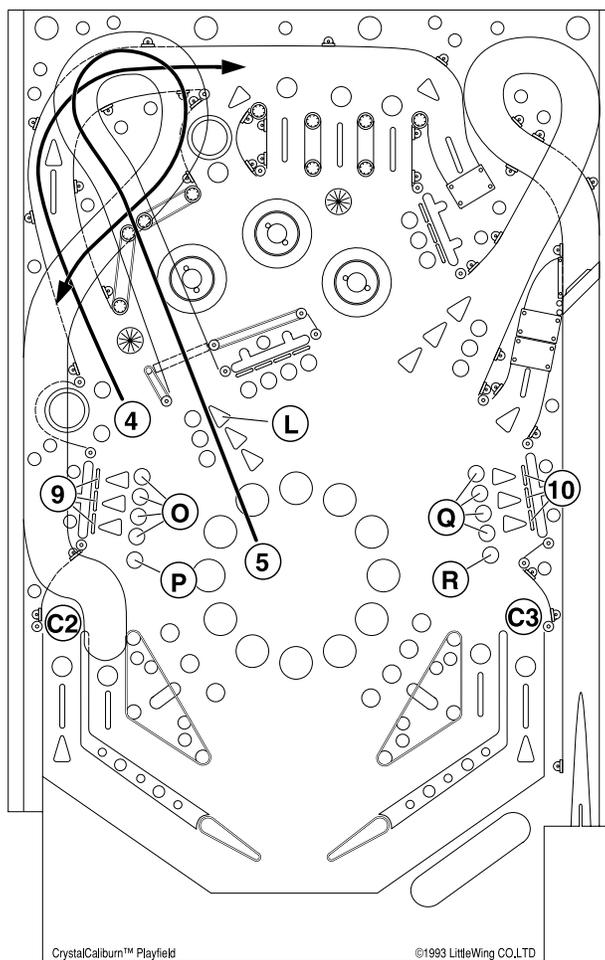
Shooting the **Glass Island Ramp(5)** after completing the **Left(9) or Right(10) Spot Target Bank** awards special features.

One of the **Left Spot Feature Lights(O)** starts flashing when completing the **Left Spot Target Bank(9)**. One of the **Right Spot Feature Lights(Q)** starts flashing when completing the **Right Spot Target Bank(10)**. Completing the other side bank turns off the flashing lights on the other side.

The **Magic Shield Light(P)** and the **ExtraBall Light(C2)** will turn on after all of the Left Spot Target Feature have been awarded. The **Magic Spear Light(R)** and the **ExtraBall Light(C3)** will turn on after all of the Right Spot Target Feature have been awarded.

Shooting the **Glass Island Ramp(5)** During the **Get Flashing Award Light(L)** is lit awards the flashing feature. The **Get Flashing Award Light(L)** turns off when three minutes have passed.

Shooting the **Turn Over Lane(4)** while the **Flashing Award Light(L)** is lit will randomly change the spot target feature to a new one in the same bank.

**Battle Bumper** : Bumpers score 20K until the end of ball in play.
**Bonus Hold** : Bonus score carries over to the next ball.
**Surprise Attack** : Instant Multi Battle (3 ball).
**Million** : Scores one million points.
**Magic Shield** : Shields automatically revive for one minute.
**Bonus Multi** : Advances the bonus multiplier.
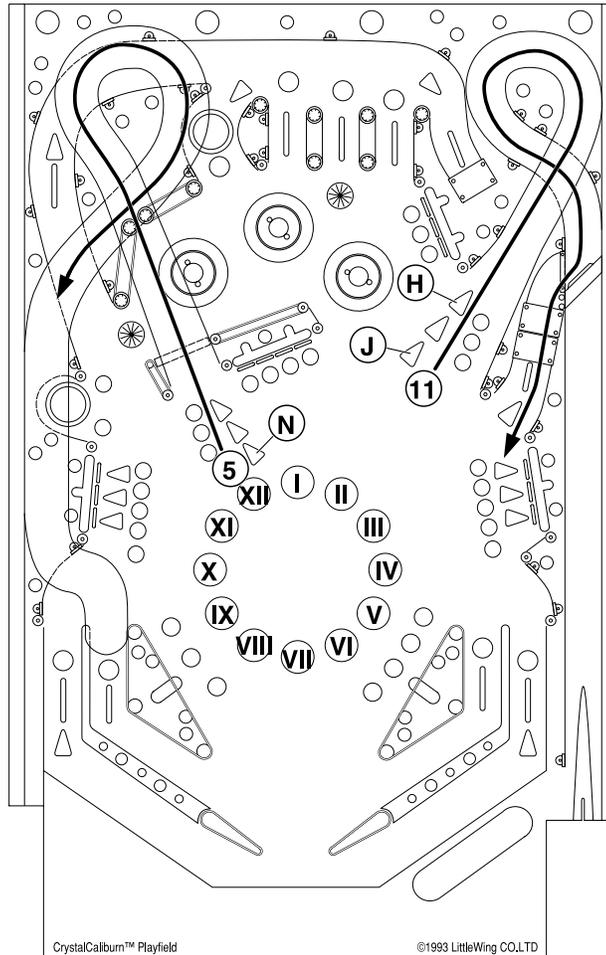**Extra Ball** : Awards ExtraBall.
**Auto Battle** : Lost balls are replayed automatically for 40 seconds.
**Max Powered Excalibur** : Field multiplier is set to 5X for 40 seconds.
**Magic Spear Fields 10X+** : Field multiplier is set to 10X plus the current multiplication factor for 40 seconds.

# Knights



CrystalCaliburn™ Playfield                    ©1993 LittleWing CO.LTD

In Middle Ages, "Accolade" was the ceremony by which a King bestowed Knighthood upon his men. In Crystal Caliburn, you accolade Knights by shooting the **Camelot Castle Ramp(11)** when the **Accolade Knight Light(H)** is lit to make them become the Knights of the Round Table.

**Accolade Knight light(H)** will turn on when;
>      1. Any Spot Target Bank is completed.
>      2. Top Lane is completed.
>      3. Ball enters Return Lane

Shooting the **Camelot Castle Ramp(11)** when **Accolade Knight Light(H)** is lit advances the Knight Value. The Knight Value is indicated by the **Knight Value Indicator( I - XII )**. The Knight Value indicates the number of the Knights accoladed.

# Holly Grail



CrystalCaliburn™ Playfield ©1993 LittleWing CO.LTD

The **Get Holly Grail Light(N)** will turn on when the Knight Value gets twelve and the game is a single ball play. Shooting the **Glass Island Ramp(5)** during the **Get Holly Grail Light(N)** is lit awards the Holly Grail bonus of 500K. By shooting the **Camelot Castle lamp(11)** within 5 seconds ( during the **Bring Grail to Castle Light (J)** is lit ) just after that, you will received the Grail Power.

The Grail Power awards all features shown below ( Everything Lit ) and **The Last Battle** ( Multi Ball ) will take place.

| | | | |
|---|---|---|---|
| 1. | Battle Bumper | 6. | Extra Ball |
| 2. | Bound Hold | 7. | Auto Battle |
| 3. | Million points | 8. | Field Multiplier 5X |
| 4. | Magic Shield | 9. | Magic Spear |
| 5. | Bonus Multiplier 5X | | |

# Excalibur Field Multiplier



CrystalCaliburn™ Playfield          ©1993 LittleWing CO.,LTD
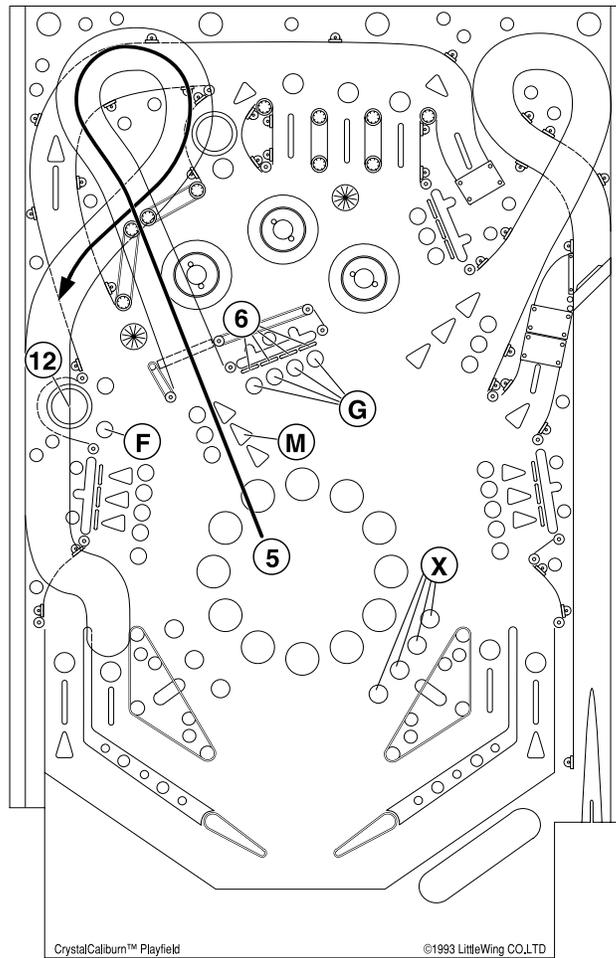
Completing the **Glass Island Spot Target Bank(6)** turns on the **Get Powered Excalibur Light(M)**. Shooting the **Glass Island Ramp(5)** during the **Get Powered Excalibur Light(M)** is lit advances the Field Multiplier. The **Field Multiplier Lights(X)** turn on according to it. Also shooting the **Glass Island Ramp(5)** lites one of the **Glass Island Spot Target Indicator(G)**.

# Merlin's Spell

Completing the **Glass Island Spot Target Bank(6)** lites the **Merlin Spell Light(F)**.
Shooting a ball into the **Merlin Hole(12)** during the **Merlin Spell Light(F)** is lit awards one of the following "mystery spells".

| | |
|---|---|
| 1. One Million points | 6. Battle Bumper |
| 2. Lock Enable | 7. Surprise Attack |
| 3. Advance Field Multiplier | 8. Light ExtraBall |
| 4. Advance Bonus Multiplier | 9. Revive Shield |
| 5. Auto Battle | 10. 100K to 500K |

24

# Shield



CrystalCaliburn™ Playfield                    ©1993 LittleWing CO.LTD
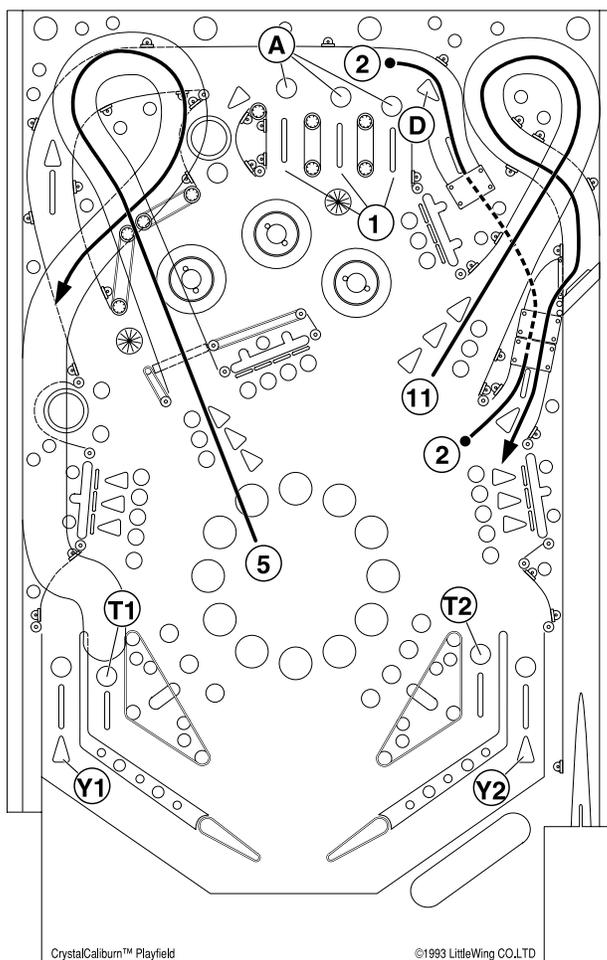
When the left or right **Shield Light(Y1 or Y2)** is lit, balls will be automatically kicked back out of the left or right Out Lanes. Entering the Left or Right Return Lane when **Lite Shield Light(T1 or T2)** is lit revives the Shield of that side.

Shooting the **Glass Island Ramp(5)** turns on the **Lite Shield Light(T2)** on the right side. And shooting the **Camelot Castle Ramp(11)** turns on the **Lite Shield Light(T1)** on the left side.

## Advance Bonus Multiplier

Completing the **Top Lane(1)** advance the bonus multiplier. Entering any of the Top Lane turns on the **light(A)** of the lane. You can use the flipper buttons to change which Top Lane Light is lit.

## Dragon Million

Completing the **Top lane(1)** lites the **Dragon Million Light(D)**. Shooting the **Dragon Cave Underground Lane(2)** during the **Dragon Million Light(D)** is lit awards one million points.