

LittleWing PINBALL

Angel Egg

Players Guide

for

Internet Edition

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FOR ANGEL EGG(TM) INTERNET EDITION

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Sound effects

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Manual & Script

... LittleWing Co. LTD.

Solid State pinball AngelEgg (TM)

Designed and developed by LittleWing Co. LTD.

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Preface

We are happy to release our 5th pinball “AngelEgg” of our solid state pinball series which includes Tristan , Crystal Caliburn, Loony Labyrinth and Golden Logres. AngelEgg is a “Hard-boiled” game which is contrary to the cute associates of its name.

The ultimate multiball machine

In LittleWing solid state pinball series, the quantity of multiballs is not the main issue. You can enjoy “Hot multiball” by the sophisticated game rule of AngelEgg.

Superb simulator

Flippers are not only for hitting balls. By the AngelEgg’s sophisticated flipper simulation, you can try actual flipper techniques which are; “dead flipper bounce”, “Pass flip”, “Deflection post transfer”, “Holding lift” as well as “Trapping shot” which is closely connected with “Stop shot” and “Tapping”, and you can nudge the field horizontally with the combination of “Slide and hit” or “Power shot”. You can use your varied flipper techniques in AngelEgg. The superb reality of the flipper simulation will bring you the joy and feel of a real pinball machine.

It is Not “ordinary” full color

As full color display is applied to the playfield, “Anti aliases” and “Alpha channel” technology has been introduced. AngelEgg displays clear edge of the ball, even on the shadow or under the transparent ramps absolutely without any compromise. You will forget you are playing a “virtual pinball”. This is achieved by LittleWing’s high technology. It means to display playfield 60 times per second using multi layer system which is equal to Photoshop multi layer in game play.

Though we introduced technological view of AngelEgg here, those are not the best advantage of it. You will enjoy AngelEgg time after time, for a long time and find new dimension of it each time you play. This is the best merit of AngelEgg. This is because the authors have been creating what they really want to play. AngelEgg has been polished up very carefully in every detail. We hope you will love this game for a long time.

1999 Spring Fujita & Reiko

We are happy to receive your comments on AngelEgg.

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Installation

About Internet Edition of LittleWing PINBALL Software

The Internet Edition software runs as demonstration-version until you enter Key-Code. By purchasing the license, your own Key-Code will be sent from LittleWing. With the Key-Code, the Internet Edition software modify itself to run exactly the same with retail edition. The personalized Key-Code will be created by our system automatically and sent to you by e-mail.

How to purchase the license.

The procedure will be done easily by simply following the instructions of our site. Please access <http://www.littlewing.co.jp/eng/online/> for further informatin and to place an order.

1. Please Read End User License Agreement. **It is shown in our site and also found in page 2 of this manual.**

IMPORTANT: If you do not consent to the agreement, you shall not be able to use LittleWing PINBALL Software.

2. Please download Internet Edition software from our web site shown above.

3. Please print out either version of Order Form (HTML or PDF) of our web site shown above.

4. Please fill in the Order Form and send it to LittleWing by FAX.

Fax Number : (International call code) +81-764-22-6107 Please ask your telephone company for assistance if you have any trouble to make an international call. 81 is the country code of Japan.

IMPORTANT: Note for customers except residents in Japan. The price is shown in Japanese Yen. The price shall be converted into the currency of your country by an exchange rate of your credit card company at withdrawal. (This is just like buying a souvenir in Yen during a trip to Japan.) Please ask your credit card company about the exchange rate and further details.

WARNING: Do not send the Order Form by e-mail since it contains your credit card Information.

5. You will recieve your own Key-Code by e-mail from LittleWing.

You will enter your e-mail address and your own Key-Code so that the Internet Edition Software will modify itself to run exactly the same with retail edition. Launch your Angel Egg right away!

1. Operation

To display the operation menu;

Macintosh: Click on "Operation" Menu in the menu bar

Windows: Click the right mouse button

The Contents of the Operation Menu

New Game : It starts a game

Resume : It resumes the suspended game. To suspend a game, click a mouse button for Macintosh and press ESC button for Windows.

Reset: It aborts the suspended game.

Following six keys are used in the game

Macintosh

Left Flipper:	Z
Right Flipper:	/
Plunger:	Return key
Push-Left Nudge:	X
Vertical Nudge:	Space bar
Push- Right Nudge:	.(Period key)

Windows

Left Flipper:	Z
Right Flipper:	Back Slash(next to the right shift key)
Plunger:	Right shift key
Push- Left Nudge:	X
Vertical Nudge:	Space bar
Push- Right Nudge:	/

Auto Demo Mode: Launches auto demo. To get back to the normal mode, suspend the demo by clicking a mouse button for Macintosh and press ESC button for Windows and choose "**Reset**" from the operation menu.

Effect Sound ON : If the check is off, it doesn't play effect sounds

BGM ON : If the check is off, it doesn't play BGM sounds

Display Option: It displays a dialog box of display options.

Assign Keys: It changes the definition of keys used in a game. Also the changed setting can be reset to the original state here.

Create Contest File: It creates a report for High Score Contest Application.

2. Pinball Basic Techniques

2.1 General

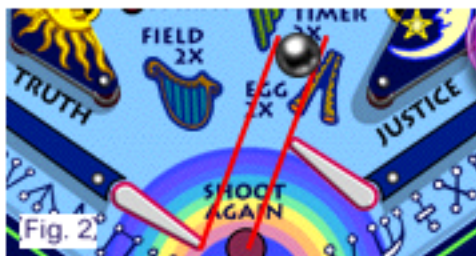
Pinball is not a luck testing game but a game in which you can test your “Technique”. Because AngelEgg is a real time simulation which calculates the ball movement in accordance with the physical law, a ball rolling on the playfield tells the player’s skill accurately. When you get familiar with the 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 AngelEgg, 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 if he finds you reflecting in the back glass. Pinball is also a game to watch.

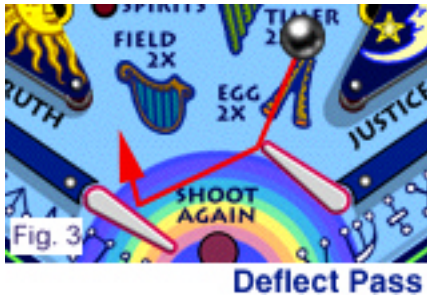
2.2 How to Defence



“Double Flip” is a typical flipper operation of novices. It is to flip up both flippers at the same time (fig. 1). With Double Flip, a big gap appears in center. Please compare the gap with the one made by flipping one flipper (fig. 2). 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. 3) 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. 4 (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. 6. It is a basis of attack. Please practice to aim at targets from this position.

2.6 Dead Flipper Bounce



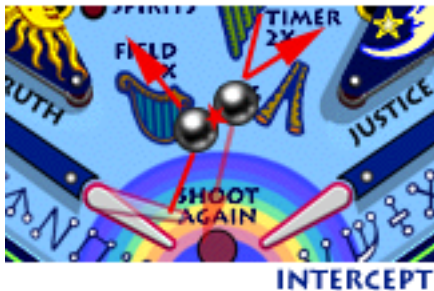
“Dead Flipper Bounce” is a technique to pass a ball to another flipper with a flipper held down to bounce a ball on it. It may need a little courage not to do anything but watching the ball bouncing. But it is a quite strong weapon once mastered. You should arrange it as the situation changes, for example,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



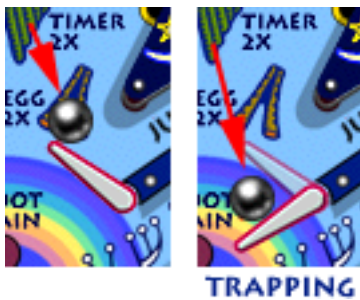
When you are aiming at targets in the left direction and a ball comes from the left return lane, it is not possible to aim at the targets with an ordinary shot. In this case, you should shoot to the right sling shot to bounce to bring the ball to the left targets.

2.10 Holding Lift



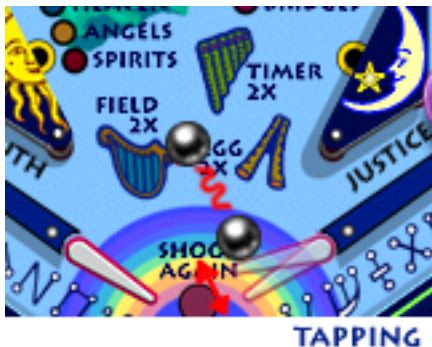
When a ball is returning to the flippers with certain directions, you can catch it by a flipper held up to bring the ball back to the return lane.

2.11 Trapping



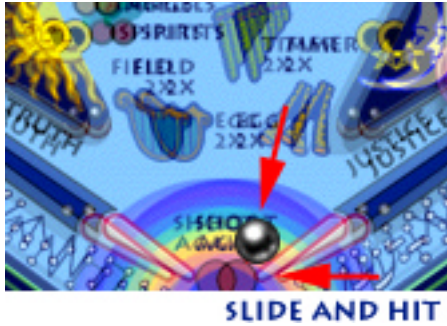
This is a technique to stop the movement of a ball which rolls down to a flipper with much force. You should wait the ball with a flipper up and flip it down at the very moment of the impact. To make it is very difficult but it is very impressive to see the success because the ball looks like “sticking” 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 AngelEgg, 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 Angel Egg Features

In **Angel Egg**, each player is an angel on probation. To help God create the Earth (Genesis), players must **summon the Archangels** by collecting the angels' eggs; and **invoke the Spirits** of Fire, Water, Earth, and Wind.

1. Who controls Multiball controls Angel Egg

Angel Egg is a multiball-oriented game. Its very rules are oriented toward multiball play; a player's score directly reflects his or her multiball skill. Therefore, starting multiball play in **Angel Egg** is easy. (There are six ways: Four for invoking Spirits, and two for summoning Archangels.) You can start multiball by meeting a few simple conditions and locking a ball. However, you won't get a high score just by starting multiball. (True, you'll have a chance for a Jackpot, but its value will not be very high.)

To reach a high score in **Angel Egg**, you must keep as many balls in play as you can, while summoning Archangels and Spirits -- though keeping many balls going makes it difficult to attack and defend. What makes **Angel Egg** unique is that the higher-scoring features *change their value according to the number of the balls on the playfield*. Naturally, the ultimate feature -- Genesis -- can not be achieved without good multiball play. Though it is possible to get all the features with only two balls in play, your score will be much, much higher if you do the same while playing multiple balls.

You may know what a challenge it is playing with several balls. **Angel Egg** will show you that **six-ball multiball** is very different from mere two- or three-ball multiball. Under these chaotic conditions, you'll need courage, coolness, and a sense of strategy to hit your targets. The best way is to keep all but one or two balls away from flippers -- by sending them to the bumpers, or by shooting them onto ramps which take them some time to travel. Indeed, these devices that may frustrate you during single-ball play will suddenly seem like your friends.

2. What should you do once multiball begins?

The first thing you should do is summon the Archangels. (While you can summon Archangels in single-ball play, you can't get a Super Jackpot after summoning them; that's when the features score the lowest.) Summoning Archangels not only leads to Genesis, but awards various benefits. Note: Choose carefully which Archangels you summon!

3. Nudging brings you evangel

It's important to use left and right side nudging to get a high score in Angel Egg. This is necessary to control balls falling from the upper floor, as well as reviving kickbacks, and summoning the Spirit of Water. As in all pinballs, the flippers are essential, as is the combination of sling shots with nudging.

4. Genesis cannot be achieved in one day

Even after you've summoned the Seven Archangels, it'll take all your concentration, daring, and skill to reach Genesis. You may find words like "strategic" or "precise judgment" in **Angel Egg's** manual -- but just as often, when there's no time to think, you'll need pure instinct and reflexes. The right balance of enthusiasm and cool judgment will enable you to reach Genesis. But even reaching Genesis doesn't guarantee a high score. What is the key to that? Indeed, what is the secret of climbing the last step of the stairway?...

3.2 About the Seven ArchAngels

Many angels appear in Angel Egg. The Seven Archangels play an important part in the game. It is said there is a celestial hierarchy consisting of the Nine Choirs, which can be classified into three distinct groups:

Michael

Michael means "who is as God". He is an angel of "The Last Judgment". He is the "Weigher of souls" who decides where people are sent for eternity: to Heaven, or to Hell. He is often described in wondrous form with armor and swords, and is known as a dragon-slayer. He defeated Satan, the fallen angel, by the order of God.

Gabriel

Gabriel means "power" or "hero". Gabriel is the governor of Eden and the ruler of Cherubim. Gabriel is often described as a female angel with a lily in her hand. The lore of the Annunciation is well-known. Gabriel is the angel of resurrection, mercy, revelation, and death.

Raphael

Raphael, the "shining one who heals", is often shown holding a bottle of medicine. He is the guardian of the Tree of Life in Eden, and the angel of the Sun.

Uriel

Uriel means "the fire of God" or "the face of God". He is seen holding a fiery sword at the gate of Eden. He watches over thunder and terror.

Sariel

Sariel means "God's command". He is responsible for the fates of angels who disobey God's commands.

Raguel

Raguel is the angel of the Earth. He watches over the angels' good conduct.

Akrasiel

Akrasiel means "the secret of God" and "Angel of Mysteries". He is the author of The Book Of The Angel Akraziel, wherein all celestial and earthly knowledge was set down. It is said that Akraziel gave the book to Adam; and that it was later given to Noah, who consulted it while building the Ark.

3.3 Angel Egg & ArchAngel



To begin with, the outline of AngelEgg game rule is 1) Collect ANGEL EGGs in the playfield, 2) Breed them in EGG HATCHING HOLES to summon 7 ARCHANGELS.

Each ARCHANGELS has respective ARCHANGEL FEATURE so that you can get the corresponding award when summoning them. Also you will get the ultimate features such as HELTER-SKELTER or GENESIS by summoning all seven ARCHANGELS.

3.4 Collecting Angel Eggs

To collect ANGEL EGGs, several ways are prepared as follows.

1. One egg is awarded each time you hit an EGG BUMPER
2. One egg is awarded each time you put ball in a EJECT HOLE
3. Two eggs are awarded for shooting each RAMP
4. One egg is awarded for shooting a RETURN LANE while its light is on.
5. 5 eggs are awarded when completing RETURN LANE
6. 10 eggs are awarded when completing TOP LANE
7. 3 eggs for HEAVEN LANE COMBO or BRIDGE RAMP COMBO
8. You can get lots of eggs by “QUICK MOVE” at JUSTICE LOOP which doubles eggs to be awarded (2, 4, 8, 16 and so on).

The most effective way to collect lots of eggs in those methods is 8. JUSTICE LOOP. However other methods work with other features at the same time. So choose the most effective way to complete features you wish to get. For example, if you wish to keep balls safely and collect eggs in multiball play, it is good to choose EGG BUMPER because it can hold the ball easily.

3.5 Hatching Angel Eggs

When you finish to collect necessary amount of ANGEL EGGS, you should breed them to summon ARCHANGEL.

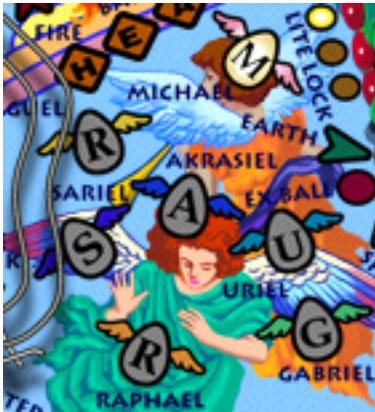


The amount of collected ANGEL EGG will be displayed at “EGG” column of the SCORE DISPLAY. At first the display is blue and it will turn into yellow by collecting certain amount to indicate you that you got the chance to summon an ARCHANGEL. The necessary amount of ANGEL EGGS varies by some factors such as how many ARCHANGELS have been summoned. You can check how many eggs are necessary by STATUS REPORT.



EGG LIGHT

When summoning ARCHANGEL is possible, the EGG LIGHT of the HATCHING EGG EJECT HOLE starts flashing.



And one of the ARCHANGEL LIGHTs at the center also starts flashing.



You can summon the flashing ARCHANGEL by putting a ball into HATCHING EGG EJECT HOLE under those circumstance described above. Which ARCHANGEL to be summoned will be changed each time you hit SLING SHOT or shoot JUSTICE LOOP. You can choose which ARCHANGEL to summon to get the maximum advantage as each ARCHANGEL has its own award.

3.6 Progressive Hatching



PROGRESSIVE HATCHING means to succeed summoning ARCH-ANGEL in multiball. The success of PROGRESSIVE HATCHING gives a chance of SUPER JACKPOT.

To succeed PROGRESSIVE HATCHING, you should collect ANGEL EGG and LOCK the ball in the HATCHING EGG EJECT HOLE when EGG LIGHT nearby is on in multiball play just like ordinary HATCHING. Then put all the ball into any EJECT HOLES on the playfield. When you make all balls stationary in holes, PROGRESSIVE HATCHING will be awarded.

As SPIRITS HOLE with JACKPOT light on can lock a ball but in other cases EJECT HOLES eject balls after a moment, it is a key for success to aim at SPIRITS HOLES with JACKPOT lights on except for the last one.

Also if a ball or balls are dead during this process, all EJECT HOLES eject balls and you should lock the balls again.

3.7 Angel Multi

When you succeed summoning an ARCHANGEL, a ball will be added to the playfield to start ANGEL MULTI.



The JACKPOT light turns on at HATCHING EGG EJECT HOLE in multiball play and you can get 5 million each time you put a ball in it. This is JACKPOT. If the ANGEL MULTI has been started by PROGRESSIVE HATCHING, it becomes SUPER JACKPOT so that you can get 20 Million to 200 Million. Either JACKPOT is feasible to be got one time at each of HATCHING EGG EJECT HOLE located left and right.

3.8 Value of Super Jackpot

The value of SUPER JACKPOT depends on how many balls exist on the playfield when PROGRESSIVE HATCHING is completed. It is represented by a formula as follows.

$\text{SUPER JACKPOT} = 10 \text{ Million} \times (\text{number of the balls}) + 20,000 \times (\text{number of the rest of the ANGEL EGGs used for summoning Archangels})$

* While “FIELD 2X “ of MULTIPLIER is on, ‘10 Million’ will be 20 Million. While “EGG 2X “ is on, ‘20,000’ will be 40,000.

To get the high score, it is a key to get PROGRESSIVE HATCHING with as many balls as possible. In addition, SUPER JACKPOT value will increase little by little each time you hit any target.



The possible value of SUPER JACKPOT is displayed in the SCORE DISPLAY while you have a chance of it.

3.9 Spirits

SPIRITS plays important roles in AngelEgg. There are four points(holes) which invoke spirits in the playfield; that are FIRE, WATER, WIND, EARTH spirits. Invoking any spirit starts multiball.

3.10 The Spirits of Fire



FIRE EJECT HOLE

Putting a ball in FIRE EJECT HOLE certain times turns red LOCK light on beside the hole. Putting a ball once again with the LOCK light on, you will invoke SPIRITS OF FIRE to start multiball. How many times you need to put a ball in the hole to turn the LOCK light on is to be increased every time you invoke the spirit.

You can get JACKPOT at FIRE EJECT HOLE during multiball. After that, the LOCK light will be flashing as long as you have the chance to get JACKPOT. The JACKPOT value is 1 Million to 5 Million which increases in proportion to the number of the ball on the playfield.

The LOCK light turns on continuously for the first time. But from the second time it turns on for certain period of time and turns off. How long it lights depends on certain conditions such as the number of invoked SPIRITS OF FIRE. However, if you invoked URIEL of ARCHANGEL this condition will be reset so that you can LOCK easier.

3.11 The Spirits of Water

WATER EJECT HOLE



WATER SPOT TARGET

Hitting WATER SPOT TARGET certain times turns the blue LOCK light on. Putting a ball in WATER EJECT HOLE with the LOCK light on invokes SPIRIT OF WATER to start multiball. How many times you need to put the ball in the hole to turn the LOCK light on is to be increased every time you invoke the spirit.

You can get JACKPOT at WATER EJECT HOLE during multiball. After that, the LOCK light will be flashing as long as you have the chance to get JACKPOT. The JACKPOT value is 1 Million to 5 Million which increases in proportion to the number of the ball on the playfield.

The LOCK light turns on continuously for the first time. But from the second time it turns on for certain period of time and turns off. How long it lights depends on certain conditions such as the number of invoked SPIRITS OF WATER. However, if you invoked URIEL of ARCHANGEL this condition will be reset so that you can LOCK easier.

3.12 The Spirits of Wind

Completing the WIND SPOT TARGET bank turns the blue LOCK light on at WIND EJECT HOLE (VUK). Putting a ball in WIND EJECT HOLE with the LOCK light on invokes the SPIRITS OF WIND to start multiball. How many times you need to put the ball in the hole to turn the LOCK light on is to be increased every time you invoke the spirit.



You can get JACKPOT at WIND EJECT HOLE during multiball. After that, the LOCK light will be flashing as long as you have the chance to get JACKPOT. The JACKPOT value is 1 Million to 5 Million which increases in proportion to the number of the ball on the playfield.

The LOCK light turns on continuously for the first time. But from the second time it turns on for certain period of time and turns off. How long it lights depends on certain condition such as the number of invoked SPIRITS OF WIND. However, if you invoked URIEL of ARCHANGEL this condition will be reset so that you can LOCK easier.

3.13 The Spirits of Earth

Completing the EARTH SPOT TARGET bank turns the LOCK light on at EARTH EJECT HOLE (VUK). Putting a ball in the EARTH EJECT HOLE with the LOCK light on invokes the SPIRITS OF EARTH to start multiball. How many times you need to put the ball in the hole to turn the LOCK light on is to be increased every time you invoke the spirit.



You can get JACKPOT at EARTH EJECT HOLE during multiball. After that, the LOCK light will be flashing as long as you have the chance to get JACKPOT. The JACKPOT value is 1 Million to 5 Million which increases in proportion to the number of the ball on the playfield.

The LOCK light turns on continuously for the first time. But from the second time it turns on for certain period of time and turns off. How long it lights depends on certain conditions such as the number of invoked SPIRITS OF EARTH. However, if you invoked URIEL of ARCHANGEL this condition will be reset so that you can LOCK easier.

3.14 Genesis

The biggest feature of AngelEgg is to complete GENESIS to get ULTIMATE JACKPOT.

To launch GENESIS, you have to clear all five conditions as shown below. Also the whether GENESIS is completed is judged at the very moment you summoned all seven ARCHANGELS. If any of the conditions is not satisfied, HELTERSKELTER starts instead of GENESIS.

Five conditions to get GENESIS

ANGELS COMPLETE

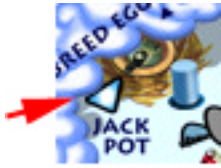
HEAVEN COMPLETE

SPIRITS COMPLETE

MELODIES COMPLETE

BRIDGES COMPLETE

3.15 Genesis Mode



Starting GENESIS gets the play into GENESIS mode which performs six multiball. During the GENESIS MODE, the JACKPOT light keep on lighting at the HATCHING EGG EJECT HOLE. Putting a ball in the hole gets SUPER JACKPOT up to 14 times. “14 times” represents 7 mornings and 7 afternoons of Genesis.



The process of GENESIS will be displayed at the SCORE DISPLAY like “3RD DAY MORNING”. The value of SUPER JACKPOT in the GENESIS MODE keeps on increasing and never be reset.

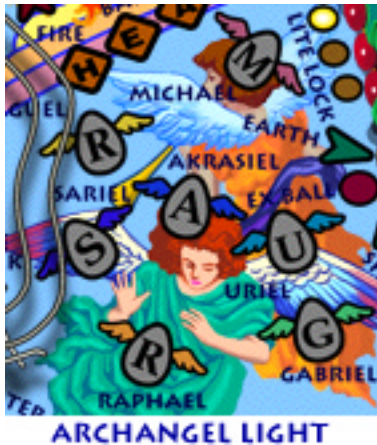
And the last(fourteenth) JACKPOT is ULTIMATE JACKPOT. The value of ULTIMATE JACKPOT is the total of SUPER JACKPOT which have been awarded during the GENESIS MODE. Its maximum value is 2,600 Million.

GENESIS MODE ends when you get ULTIMATE JACKPOT or return to the single ball mode by loosing balls.



As the first value of SUPER JACKPOT is determined at the beginning of GENESIS MODE, it is the key to keep as many balls as possible at the start of GENESIS mode to hit the high score .

3.16 Helterskelter



If the condition of GENESIS is not completed when you summoned all seven ARCHANGELS, HELTERSKELTER is awarded and six multiball starts.

As long as you have six balls on the playfield, 1 Million will be added to every target value.

Shortly after HELTERSKELTER begins, all ARCHANGEL LIGHTs turn off to enable summoning ARCHANGELs again.

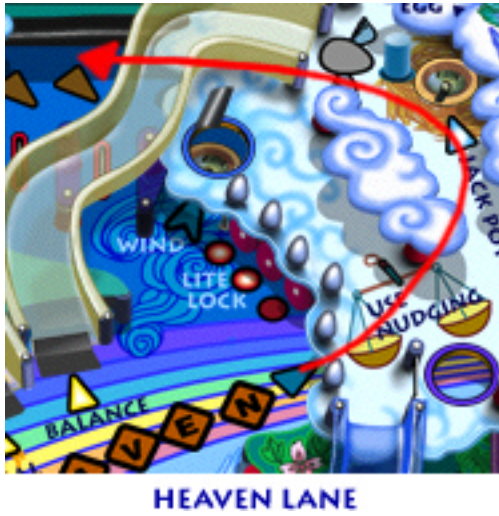
3.17 Angels Complete



When you summoned all seven ARCHANGELs, all ARCHANGEL LIGHTs at center should have turned on and ANGEL light of COMPLETE INDICATOR turns on to indicate you have done "ANGEL COMPLETE". 40 Million will be awarded. And according to the situation of achievement of features by the moment, you can enter HELTERSKELTER or GENESIS mode.



3.18 Heaven Complete & Heaven Lane Combo



Each time you shoot HEAVEN LANE, HEAVEN LIGHTs turn on one by one. And when you complete HEAVEN, you will get “HEAVEN COMPLETE”. HEAVEN light of COMPLETE INDICATOR turns on. By completing this feature, you will get all of the followings;

1. 5 Million
2. All MULTIPLIER (TIMER X2, FIELD X2, EGG X2) will be activated for 20 seconds.
3. BALL SAVER will be valid for 10 seconds.

HEAVEN light of COMPLETE INDICATOR



By shooting HEAVEN LANE without a break, you will get HEAVEN COMBO. HEAVEN COMBO will give you all of the followings;

1. Turning two HEAVEN LIGHTs on at the same time.
2. Three ANGEL EGGS.
3. 1 Million



The blue light at the entrance of HEAVEN LANE turns on when you get a chance of HEAVEN COMBO.

3.19 Spirits Complete



By invoking all four spirits in a multiball play, SPIRITS COMPLETE is achieved. 20 Million will be awarded and SPIRITS light of the COMPLETE INDICATOR turns on.

3.20 Melodies Complete



By lighting all MULTIPLIER (FIELD 2X, EGG 2X, TIMER 2X) in a multiball play, MELODIES COMPLETE is achieved. FIELD 2X, EGG 2X and TIMER 2X are ARCHANGEL FEATURES which correspond to respective ARCHANGEL summonses. It is very difficult to achieve this feature. Because you should achieve PROGRESSIVE HATCHING twice in one multiball play.



10 Million is awarded by this feature and MELODIES light in the COMPLETE INDICATOR turns on.

3.21 Bridge Ramp Combo & Bridges Complete



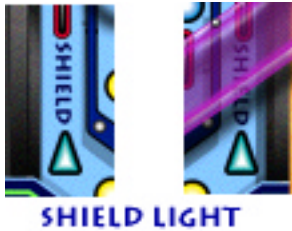
By shooting Two BRIDGE RAMPs to complete the letter “HEAVEN BRIDGE” by BRIDGE COMBO, BRIDGE COMPLETE is achieved. 5 Million is awarded and BRIDGES light of the COMPLETE INDICATOR turns on. Also EGG BUMPERs start flashing. During they are flashing you can get two ANGEL EGGS by each hit of EGG BUMPERs.



BRIDGE RAMP COMBO is achieved by shooting either BRIDGE RAMP during BRIDGE COMBO LIGHT is on located at the each entrances of BRIDGE RAMPs respectively. The left BRIDGE RAMP set “HEAVEN” letter forward and the right BRIDGE RAMP set the “BRIDGE” letter forward. The process of completing letter is displayed at the SCORE DISPLAY. Also three ANGEL EGGS are awarded. After completing “HEAVEN” and “BRIDGE”, shooting either BRIDGE RAMP awards 1 Million. BRIDGE COMBO LIGHTs turn on for certain period of time by shooting any of LEFT WIRE RAMP, RIGHT RETURN RAMP and JUSTICE LOOP RAMP.



3.22 Shield



In AngelEgg, both out lanes have their own kick back which hit balls back to the playfield. While those kick backs are activated, SHIELD LIGHTs are lighting. Except for summoning ARCHANGEL RAPHAEL, those SHIELD LIGHTs go off after using one time.

You can reactivate the SHIELD again by completing SHIELD SPOT TARGET BANK. The SHIELD can be reactivated one for each time. However, for the first time, both SHIELDS are reactivated by one time completion of it.

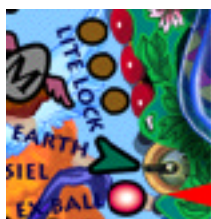
3.23 Ball Saver



BALL SAVER rescues a dropped ball from the out hole to the playfield. During the BALL SAVER is active, both BALL SAVER LIGHTs are lighting. BALL SAVER is active at the beginning and will be activated by several features.

3.24 Extra Ball

When achieving ANGEL COMPLETE, EXTRA BALL LIGHT turns on at EARTH EJECT HOLE. You can get an extraball by putting a ball in the EARTH EJECT HOLE with its light on. When you get an extraball, SHOOT AGAIN LIGHT will turn on.



EXTRA BALL LIGHT



SHOOT AGAIN LIGHT

3.25 ArchAngel Features

The seven ARCHANGELS have their own features respectively as follows.



MICHAEL - MICHAEL turns on FIELD 2X light at MULTIPLIER. It is valid only in multiball plays.



RAGUEL - RAGUEL turns on TIMER 2X light at MULTIPLIER. It is valid only in multiball plays.



AKRASIEL - AKRASIEL activates BALL SAVER for 20 seconds.



SARIEL - SARIEL turns on EGG 2X light at MULTIPLIER. It is valid only in multiball plays.



URIEL - URIEL turns on every LOCK light at all SPIRITS HOLES. Also URIEL cancels the time limit of LOCK lights and reset them.



RAPHAEL - RAPHAEL offers the “ULTIMATE SHIELD” which is the reinforced SHIELD. The SHIELDS keep on lighting until they kick back seven times.



GABRIEL - GABRIEL offers an EXTRA BALL.

3.26 Multiplier

There are three Multipliers in AngelEgg. They are FIELD 2X, TIMER 2X and EGG 2X.

FIELD 2X

FIELD 2X doubles every score including JACKPOT. For SUPER JACKPOT, also whether FIELD 2X is active or not affects the calculation.

TIMER 2X

TIMER 2X doubles the valid time of BALL SAVER or lighting time of LOCK lights. For example, 20 seconds BALL SAVER which is awarded by the summons of AKRASIEL will be extended to 40 seconds.

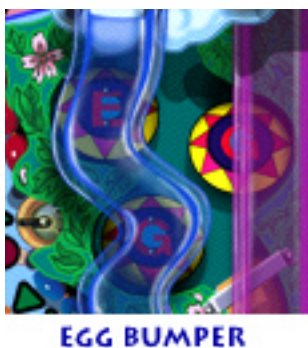
EGG 2X

EGG 2X doubles all ANGEL EGG acquisitions.



When FIELD 2X, TIMER 2X and EGG 2X are active, MULTIPLIER INDICATORS turn on respectively.

3.27 Egg Bumper



You can get an ANGEL EGG by each hit of EGG BUMPERs. When they are flashing, you can get two ANGEL EGGS by one hit. As they can keep balls around them for certain period of time, it is a good strategy for both defense and attack to use Egg Bumpers to decrease the number of balls around flippers during multiball plays. Especially during six multiball play, if there are too many balls around the flippers, a ball tends to block other balls or you lose balls to out lanes because of unpredictable crashes of balls. In AngelEgg, how many balls remain on the playfield plays an important role in its game rule. So using Egg Bumpers effectively brings you the high score.

3.28 Sling Shot



Though SLING SHOTs simply flip a touching ball you can send a ball to good courses by timely side nudging. Using SLING SHOTs effectively brings great advantage especially for summoning SPIRITS OF WATER or for reviving SHIELD. High score is guaranteed if you can use SLING SHOT well.

3.29 Eject Holes



There are 6 eject holes in AngelEgg. Eject holes hold a ball and eject it.

3.30 Spirits Holes



SPIRITS HOLES are for invoking spirits and getting JACK POT. They can invoke spirits during the triangle lights beside them are on. During the lights are flashing, you can get JACK POT at SPIRITS HOLES.

3.31 Ramp



1. JUSTICE LOOP RAMP

“JUSTICE LOOP”, “BRIDGE RAMP COMBO & BRIDGES COMPLETE”, “COLLECTING ANGEL EGG”

2. RIGHT RETURN RAMP

“BRIDGE RAMP COMBO & BRIDGES COMPLETE”, “RETURN LANE”, “COLLECTING ANGEL EGG”

3. LEFT WATER RAMP

“THE SPIRITS OF WATER”, “COLLECTING ANGEL EGG”

4. LEFT WIRE RAMP

“BRIDGE RAMP COMBO & BRIDGES COMPLETE”, “RETURN LANE”, “COLLECTING ANGEL EGG”

5. LEFT BRIDGE RAMP

“BRIDGE RAMP COMBO & BRIDGES COMPLETE”, “COLLECTING ANGEL EGG”

6. RIGHT BRIDGE RAMP

“BRIDGE RAMP COMBO & BRIDGES COMPLETE”, “COLLECTING ANGEL EGG”

3.32 Justice Loop



You can change which ARCHANGEL to be summoned by shooting JUSTICE LOOP. Also you can get “QUICK MOVE” feature by shooting it without a break. “QUICK MOVE” awards corresponding amount of ANGEL EGGS. The amount of eggs is fixed by how many times you shot the JUSTICE LOOP without a break. The number of ANGEL EGG to be awarded gets double in proportion to the number of times you succeed to shoot JUSTICE LOOP without breaks. The first shot gets two eggs, the second shot gets four, the third shot gets eight, and so on.



When you get a chance to QUICK MOVE, the red light at the entrance of the LOOP turns on.

QUICK MOVE INDICATOR

3.33 Top Lane



TOP LANE lights turn on by shooting top lanes. 10 ANGEL EGGS, 10 seconds BALL SAVER and reviving SHIELD at both sides are awarded by the completion of TOP LANE (light all three lights). You can do the lane-change by flipper buttons. (you can move a light to another lane)

3.34 Return Lane



The completion of the RETURN LANE awards five ANGEL EGGS. You can do the lane-change by flipper buttons. (you can move a light to another lane)

3.35 Status Report

Keeping either flipper up for eight seconds in a game play displays a status report in the score window. The number of extra balls if any, how many more eggs are necessary to summon the next archangel, present high score and some other information will be displayed.

4. Trouble Shooting

Thank you for purchasing Angel Egg. If you have any trouble with playing Angel Egg, please refer to Chapter 1. Operation and this chapter for further information.

System Requirements

Macintosh version:

CPU: Power PC, 68040 or faster (No FPU needed) System 7.5 or higher Memory: 8 MB or larger free memory Monitor: 13" or larger with 256 colors (32,000 colors or higher recommended)

Q: I can't see flippers as the game screen is cropped because my powerbook is connected to an external monitor.

A: Please check "Video Mirroring" of "Powerbook display" in Control Panel. If "Video Mirroring" is on, turn it off and restart your system.

Q: I can't play the game in color though I have a monitor with 256 color capability.

A: Please restart your system after moving menu bar to an external color monitor. You can move the menu bar by "Monitor" command in Control Panel by dragging the small menu bar in the "Monitor" window.

Q: Angel Egg doesn't accept any key input during the play. Other applications have same problem but my mouse works well.

A: There is a possibility that "Easy Access" has been launched. Please select "Easy Access" from Control Panel and turn all options off. System shall accept key input again. If you wish to avoid this situation, please turn off "Easy Access" by using "Extension Manager" or assign plunger key to any key except shift or return. It is because "Easy Access" launches itself by the status of shift key and return key.

Q: I purchased Angel Egg and installed it to my system today. But it doesn't work at all with a message; "Application file is damaged".

A: There is a possibility that your CD-ROM is a defective product. Please contact user support service for CD-ROM replacement.

A: Your computer may be infected with virus. Please install program again after checking system with anti-virus program.

Q: I could play Angel Egg normally until yesterday but program doesn't work today. It displays "Application file is damaged".

A: Your computer may be infected with virus. Please install the program again after checking your system with anti-virus program.

