

XIV. STRANGE SCIENCE FEATURE OPERATION AND SCORING

1. BUBBLE BONUS FEATURE

Two Bubble Bonus switches are in this game. One rollover switch is located on the left side of the playfield and the other rollover switch is located in the Shooter Lane on the right side. The Bubble Bonus Value Lights flash sequentially at a constant rate from 5,000 points to 10,000 points to 20,000 points to a maximum of 50,000 points. When the ball makes the rollover switch, the moving value freezes and is awarded. At the start of each ball, a skill shot is scored by trying to make the Shooter Lane's Bubble Bonus switch when its' value is 50,000 points.

2. PARTICLE SEPARATOR & BONUS MULTIPLIER FEATURES

In the Particle Separator tray are three holes which correspond to the letters "L-A-B" (in the back board) and the three lanes below (on the playfield). Each hole has a wire-actuated switch. Each lane has a rollover switch. One of the letters is lit when the ball falls through the hole or rolls through the lane corresponding to that letter. The push button below the right flipper push button on the cabinet allows you to shift lit letter(s) in "L-A-B" to the right. This provides you with Hole Change and Lane Change while attempting to spell "L-A-B" (making any combination of holes and lanes).

At the start of each ball:

1. The Particle Separator flashes two upper Collect Spark Bonus Lights.
2. The Particle Separator is made when the ball closes any of the three hole switches scoring the Collect Spark Bonus (see Spark Bonus Feature). Lighting a letter awards 5,000 points and also 3,000 points are awarded to the Bonus.
3. By initially making the flashing Particle Separator, both the Anti-gravity and it's Collect Spark Bonus Light flash. Completing the flashing Anti-gravity (see Anti-gravity Feature) in turn flashes the Particle Separator again and also flashes the Particle Separator's left Collect Spark Bonus Light.

When it is not flashing, making the Particle Separator awards 10,000 points and adds 3,000 points to the Bonus.

When the ball makes a hole switch or lane switch, "L-A-B" letters score:

1. 5,000 points for lighting the first or second letter in "L-A-B".
2. 1,000 points for a letter already lit.
3. 10,000 points for spelling "L-A-B".

Spelling "L-A-B" also advances the Bonus Multiplier 2X through 6X.

3. ANTI-GRAVITY, EXTRA BALL, & SPECIAL FEATURES

Completing the Anti-gravity shot requires making both the entrance switch and exit switch within three seconds. If flashing, completion of the Anti-gravity awards its flashing Collect Spark Bonus and also adds 5,000 points to the Bonus. If not flashing, completion of the Anti-gravity awards 10,000 points and also adds 1,000 points to the Bonus.

Making the entrance switch alone awards 1,000 points. Making the exit switch alone awards 1,000 points with an additional 1,000 points for each Voltage Level Light lit (see Atomic Generator Feature) and also adds 1,000 points to the Bonus. The exit switch can be made by a direct shot up the center of the game without involving the entrance switch.

The following features are earned by completing the Anti-gravity a certain number of times:

<u># OF COMPLETIONS REQUIRED</u>	<u>FEATURES EARNED</u>
Every Time	Collect Bonus Light activated
2 Times	Hold Bonus Light activated
3 Times (adjustable)	Extra Ball Light activated
4 Times (adjustable)	Extra Ball awarded
5 Times (adjustable)	Special Light activated

* REGISTER "Award Count" controls the number of times on the Anti-gravity (when lit) required to activate the Extra Ball Light, to award the Extra Ball, and to activate the Special Light.

<u>EXTRA BALL LIGHT</u>	<u>EXTRA BALL</u>	<u>SPECIAL LIGHT</u>	<u>ENTER</u>
6 Times	7 Times	8 Times	0
5 Times	6 Times	7 Times	1
4 Times	5 Times	6 Times	2
3 Times	4 Times	5 Times	3

4. ATOM SMASHER, PLAYFIELD VALUE MULTIPLIER, & TIMED EXTRA BALL FEATURES

Up to five balls can be loaded into the Atom Smasher through its rear entrance by using the top Flipper. Every ball loaded collects the upper left Collect Spark Bonus. As the first ball is loaded, a pair of ball stop pins spring up at the Atom Smasher's front entrance to hold the ball on the ramp.

One or more balls loaded can be released as follows:

1. Balls stored can be released one at a time by "smashing" the ball in play into the leading held ball at the Atom Smasher's front entrance. This knocks one held ball up the ramp and out across a pair of guide wires from the left side to the right side of the playfield awarding the Collect Spark Bonus and resulting in Multiball play. If, during this type of multiball play, there are remaining stored balls in the Atom Smasher and a ball is loaded through its' rear entrance, the stored balls are released when the ball stop pins are pulled down. When no balls are loaded, a ball can pass through the front entrance and up the ramp. This is the same as "smashing" a ball out and collects the Spark Bonus. "Smashing" a ball out of the Atom Smasher also lights the Extra Ball Light (on a timer which is adjustable) located near the Anti-gravity.
2. When the fifth ball is loaded, the ball stop pins are pulled down and all five balls are released for multiball play awarding 120,000 points. As a result, the ball stop pins will always remain pulled down during this second type of multiball play and every ball loaded will automatically be released.
3. Awards for releasing balls stored in the Atom Smasher are:

<u># OF BALLS RELEASED</u>	<u>AWARD</u>
2	30,000 points
3	60,000 points
4	90,000 points
5	120,000 points

The Playfield Value Multiplier increases with the number of balls in play at any one time:

<u># OF BALLS IN PLAY</u>	<u>PLAYFIELD VALUE MULTIPLIER</u>
2	3X
3	6X
4	9X
5	12X

* REGISTER "Extra Ball Timer" controls the length of time the Extra Ball Light flashes after being activated.

<u>LENGTH OF TIME</u>	<u>ENTER</u>
8 seconds	0
16 seconds	1
32 seconds	2

5. "S-T-R-A-N-G-E S-C-I-E-N-C-E", SPARK BONUS, & TIMED SPECIAL FEATURES

Located on either side of the center playfield area are three stand up bullseye targets: left side - "S-T-R-A-N-G-E" lights, right side - "S-C-I-E-N-C-E" lights. When the game begins, one light is on in "S-T-R-A-N-G-E" and one light is on in "S-C-I-E-N-C-E". Each of these lights sweep downwards. The sweep rate is controlled by the "Voltage Level" of the Atomic Generator (see Atomic Generator Feature). The three bullseyes are connected to the center three letters of each word. When a bullseye is hit the corresponding light lights if it was off, and then instantly begins sweeping too. Spelling "S-T-R-A-N-G-E" (or "S-C-I-E-N-C-E") awards 10,000 points. Lighting a letter awards 5,000 points and adds 1,000 points to the Bonus. Hitting a lit letter awards 1,000 points and adds 1,000 points to the Bonus.

Spelling "S-T-R-A-N-G-E S-C-I-E-N-C-E" completely earns the following:

1. The Power Saver is activated (see Power Saver Feature).
2. The Spark Bonus Value is advanced starting from 25,000 points to 50,000 points to a maximum of 75,000 points. This value is reset to 25,000 points for each new ball. The Spark Bonus turns into a moving value during multiball.
3. In the right Outlane a timed Special light is lit (adjustable).

A letter in "S-T-R-A-N-G-E S-C-I-E-N-C-E" is spotted each time.

1. The Anti-gravity is completed by making the entrance switch and exit switch within three seconds.
2. The Particle Separator is made by closing one of its hole switches. Also, one extra letter in "S-T-R-A-N-G-E S-C-I-E-N-C-E" is spotted whenever a letter in "L-A-B" is lit (See Particle Separator Feature).
3. A ball is loaded into the Atom Smasher (see Atom Smasher Feature).

* REGISTER "Special Timer" controls the length of time the Special Light flashes after being activated.

<u>LENGTH OF TIME</u>	<u>ENTER</u>
8 seconds	0
16 seconds	1
32 seconds	2
Until end of current ball	3

6. ATOMIC GENERATOR FEATURE

The Atomic Generator area consists of three Thumper Bumpers ("Atomic Generators") and nine Voltage Level Lights ("Volt Meter"). Each time a Thumper Bumper is hit 1,000 points is awarded. Thirteen hits advance the Voltage level to the next light. The Voltage Level Lights range from 100 volts to 900 volts. The Voltage Level is carried over from ball to ball. The Voltage Level Value times ten is awarded each time the Anti-gravity exit switch is made. The Voltage Level controls the sweep rate of the lights on the playfield. The faster the lights sweep, the easier it is to spell "S-T-R-A-N-G-E S-C-I-E-N-C-E". Each Voltage Level has a different background sound.

7. POWER SAVER FEATURE

The Power Saver Feature is initially provided to the first ball (adjustable). When the Power Saver is on, a ball draining through the left Outlane can be saved by pressing the push button below the left Flipper push button on the cabinet. This pulses the Kicker Post at the right moment to knock the ball into the left Flipper Return Lane. After the left Outlane switch is hit, the Power Saver remains on for four seconds. Spelling "S-T-R-A-N-G-E S-C-I-E-N-C-E" will light the Power Saver if it is off.

* REGISTER "Power Saver" controls the number of new balls to which the Power Saver feature is initially provided.

<u>NEW BALL #</u>	<u>ENTER</u>
None	0
1	1
1 & 2	2
1,2 & 3	3
1 thru 4	4
1 thru 5	5

8. BRAIN TRANSPLANT AND COLLECT BONUS SAUCER FEATURES

The Brain Transplant begins by flashing the left Star Rollover Target when at least 1,000 points of Bonus has been earned (see the Particle Separator feature and the Anti-gravity feature). The left Star Rollover Target scores 130 points when not lit and scores 2,000 points when it's flashing. The Bonus Lights begin to strobe from left to right when the left Star Rollover Target is made. The right Star Rollover Target begins flashing when the Bonus reaches 9,000 points. The right Star Rollover Target scores 130 points when not lit. When it's flashing, making the right Star Rollover Target "completes the Brain Transplant" and collects the Bonus (not including the Bonus Multiplier).

The Collect Bonus Saucer awards 5,000 points when not lit. When lit, the Bonus (including the Bonus Multiplier) is awarded.

9. MISCELLANEOUS FEATURES

The left Outlane awards 3,000 points.

The right Outlane awards 20,000 points.

Each Flipper Return Lane awards 5,000 points

Each Sling Shot awards 130 points.

The Rebound awards 230 points.

* REGISTER "Attract Sound" enables or disables, when the game is over, the Sound Mode while displaying Hi-score or instructions.

ENABLES SOUND MODE

ENTER

No	0
Yes	1

In Basic Options:

* REGISTER "Sling Shot" controls the Sling Shot:

SLING SHOTS: ACTIVE

ENTER

No	0
Yes	1

* REGISTER "Tilt Warning" controls the number of Tilt Warnings:

OF TILT WARNINGS

ENTER

None	0
1	1
2	2
3	3

STRANGE SCIENCE OPERATING MANUAL REVISIONS

On page 1-5, in the "Feature Options" section of "GAME REGISTERS & OPTIONS":

- 1) The factory setting for the "Power Saver" register is shown as "2". This setting should read as "1".
- 2) For the "Extra Ball Timer" register, "2=24 sec." should read as "2=32 sec."
- 3) The factory setting for the "Special Timer" register is shown as "1". This setting should read as "0".
- 4) For the "Special Timer" register, "2=24 sec." should read as "2=32 sec."