

Queen of Hearts™

EQUIPMENT

APPLE: Two (2) paddles, left and right.

ATARI: Two (2) joysticks, #1 and #2.

FEATURES

2 play fields, 5 flippers

4 sequences: 2 extra ball, bonus multiplier
& special for 100,000 pts.

"High score to date", list of top 20 scores
Kickhole

STARTING THE GAME

APPLE: The right-hand paddle is used to start the action in QUEEN OF HEARTS™. First, designate the number of players by pushing the right paddle button when the red dot flashing next to the score displays appears in one of the following positions:

- one (1) player
- two (2) players
- three (3) players
- four (4) players

When the pinball appears near the plunger, rotate the right paddle dial to move the plunger back and forth (this varies the speed and arc of the ball as it is shot). Then push the right paddle button once more to shoot the ball into the play field. Now the fun begins!

ATARI: Directions for starting the game are the same as in the Apple version, but the #1 and #2 joysticks are equivalent to the left and right paddles, respectively. Also, the plunger is controlled by maneuvering the #2 joystick.

SPECIAL KEYS

S = Turns the sound ON or OFF.


ESC = Press once to halt or "freeze" the game. Press again to continue.

(SPACE BAR) = "Jiggles" the pinball machine and sometimes affects ball movement. Overuse of this key causes the machine to "TILT," resulting in loss of the current ball and all accumulated bonus points.

BONUS POINTS & BONUS MULTIPLIER

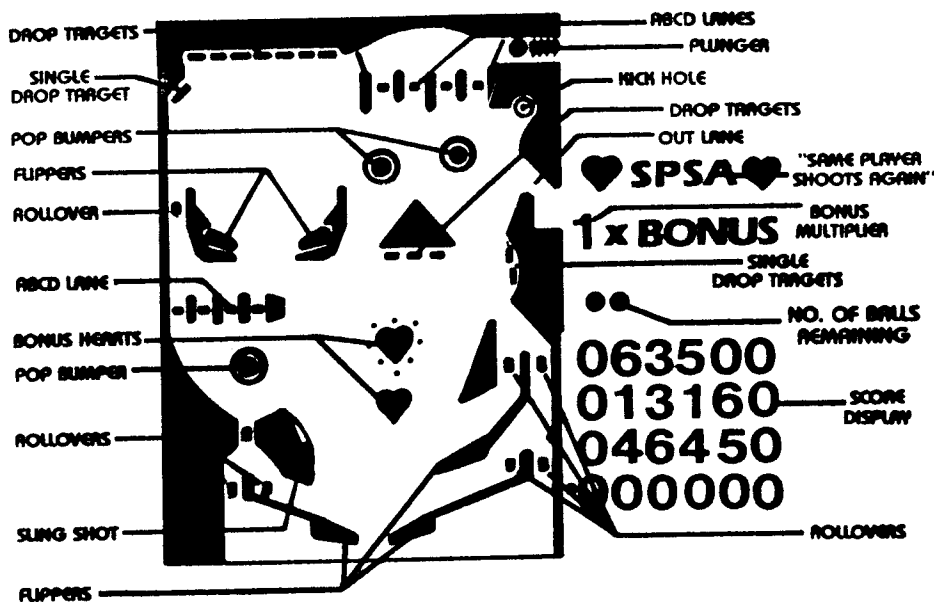
Bonus points are indicated in the approximate center of the play field. A white "bonus dot" will appear for every bonus earned as outlined in "Targets & Point Values", and a series of these dots will eventually form the shape of a heart. When 10 dots are earned, a red heart will appear in place of the dots; additional bonuses will again be represented by white bonus dots. The maximum number of bonus dots possible is 29. Here are examples of some bonus heart displays:

 = 9 BONUS DOTS

 = 10 BONUS DOTS

 = 19 BONUS DOTS

The bonus multiplier is shown above the score displays. Accumulated bonus points are multiplied by this number when they are totalled and added to your overall score. Each bonus dot is worth 1,000 points when the bonus multiplier is "1", 2,000 points when the multiplier is "2", 3,000 points when the multiplier is "3", and so on. Increasing the bonus multiplier involves hitting one of the bonus bumpers. This earns you 2,000 points and also lights up the triangle situated above the bumper. The drop targets. The bonus multiplier will increase by 1 if you hit one of these drop targets.



TARGETS & POINT VALUES

You can win various amounts of points by hitting the targets in QUEEN OF HEARTS. The point values are as follows (1 bonus equals 1,000 bonus points when the bonus multiplier is "1". See explanation in "Bonus Points & Bonus Multiplier"):

ABCD LANES (green light ON) = 5,000 points + 1 bonus
 (green light OFF) = 2,000 points + 1 bonus

POP BUMPERS = 2,000 points (use these to increase your bonus multiplier)

SLING SHOT = 100 points

SINGLE DROP TARGETS (not flashing) = 500 points + 1 bonus

Upper left-hand target (flashing) = See "extra ball" sequence #1.

Two targets on right side (flashing):

Top = See "extra ball" sequence #2.

Bottom = Flashes when all four white drop targets at top are hit.
 Worth 100,000 points if you hit this when flashing.

ROLLOVERS (see diagram):

1 = 500 points + 1 bonus

2 = 3,000 points

3 = 10,000 points

4 = 500 points + 1 bonus

5 = 500 points + 1 bonus

6 = 3,000 points

7 = 500 points + 1 bonus

8 = 10,000 points

NICK HOLE = Totals bonus points (bonus heart(s) disappear).
 Bonus multiplier remains the same.

OUT LANE = Ball is re-fired from plunger (no points earned).

EXTRA BALL SEQUENCES

An extra ball is gained when targets are hit in a particular sequence. There are two such sequences:

- 1) Pass through all four ABCD lanes (in QUEEN OF HEARTS, the two sets of lanes are "linked": when the ball passes through say, lane A in the top set of ABCD lanes, the green lights in lane A will go off in both sets of lanes). The green target in the upper left-hand area will begin flashing and will continue for as long as the ball is in play. Hit the flashing green target to earn an extra ball.
- 2) Knock down all 3 red drop targets (out of the 7 total red and white targets at the top). The uppermost light across from the top bonus heart will start flashing. Hit this light to gain an extra ball.