



# SEGA FLIPPER™

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## BEFORE YOU START....

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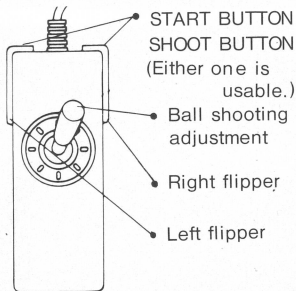
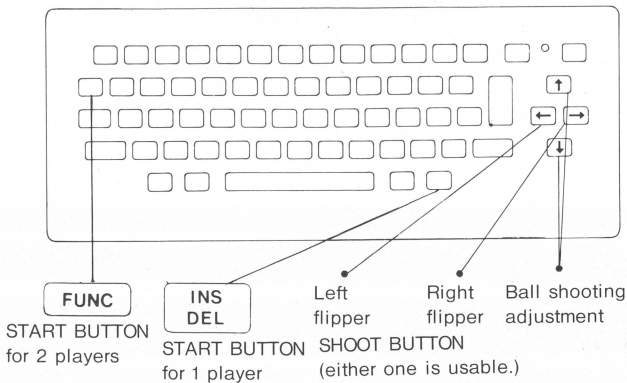
1. This Game Cartridge is intended for SEGA Personal Computer SC-3000 or Computer Video Game SG-1000.
2. Turn the power switch on after inserting the Cartridge in the ROM Cartridge Inlet of the Body. The Body and /or the Cartridge may be damaged if you insert the Cartridge in the Body without turning the power off.
3. Use the Joystick when playing the game on the SG-1000. When playing the game on the SC-3000, either the Keyboard or the Joystick (an option) is usable.
4. **JOYSTICK:** When using the JOYSTICK with SC-3000, connect it with "JOY 1." When two players play the game, connect it with "JOY 2." also.
5. **KEYBOARD:** Refer to the drawing.
6. Pull out the Cartridge after turning the power off. Keep it in its case and handle with extreme care.

# SEGA

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## When playing by using the KEYBOARD (SC-3000)

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## When playing by the JOYSTICK

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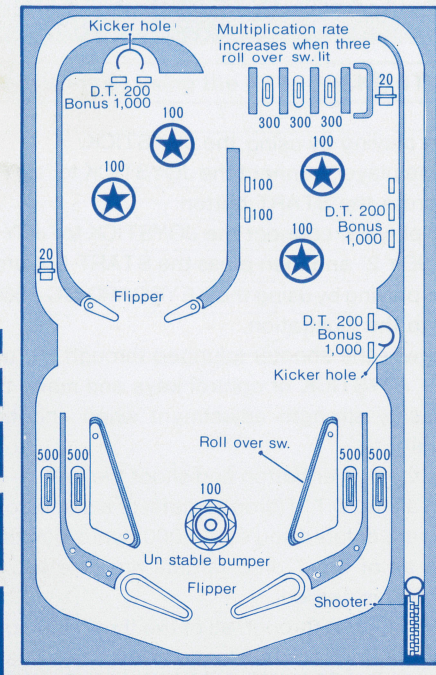
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## How To Play

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- \* When playing by using the JOYSTICK.  
For one player, connect the JOYSTICK to "JOY1" and press the START button.  
For 2 players, connect the JOYSTICK to "JOY 1" and "JOY 2" and then press the START button.
- \* When playing by using the KEYBOARD (SC-3000), refer to the illustration.
- \* Maneuver the shooter (plunger) through the use of the JOYSTICK or control keys and make the necessary strength adjustment when shooting the ball.
- \* Press the flipper button and shoot the ball.
- \* When all the D.T.'s (drop targets) of a same color group are deleted you earn 1,000 bonus points.
- \* When all of the 7 drop targets are deleted, an extra ball is earned.
- \* When you pass through all of the three 300 point gates the bonus multiplication rate increases.
- \* When the ball enters the K.H. (kicker hole), score is based on the bonus points x the multiplication rate.
- \* When all 5 balls have been used game play will be over.

# <SCORE>



## CAUTION:

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