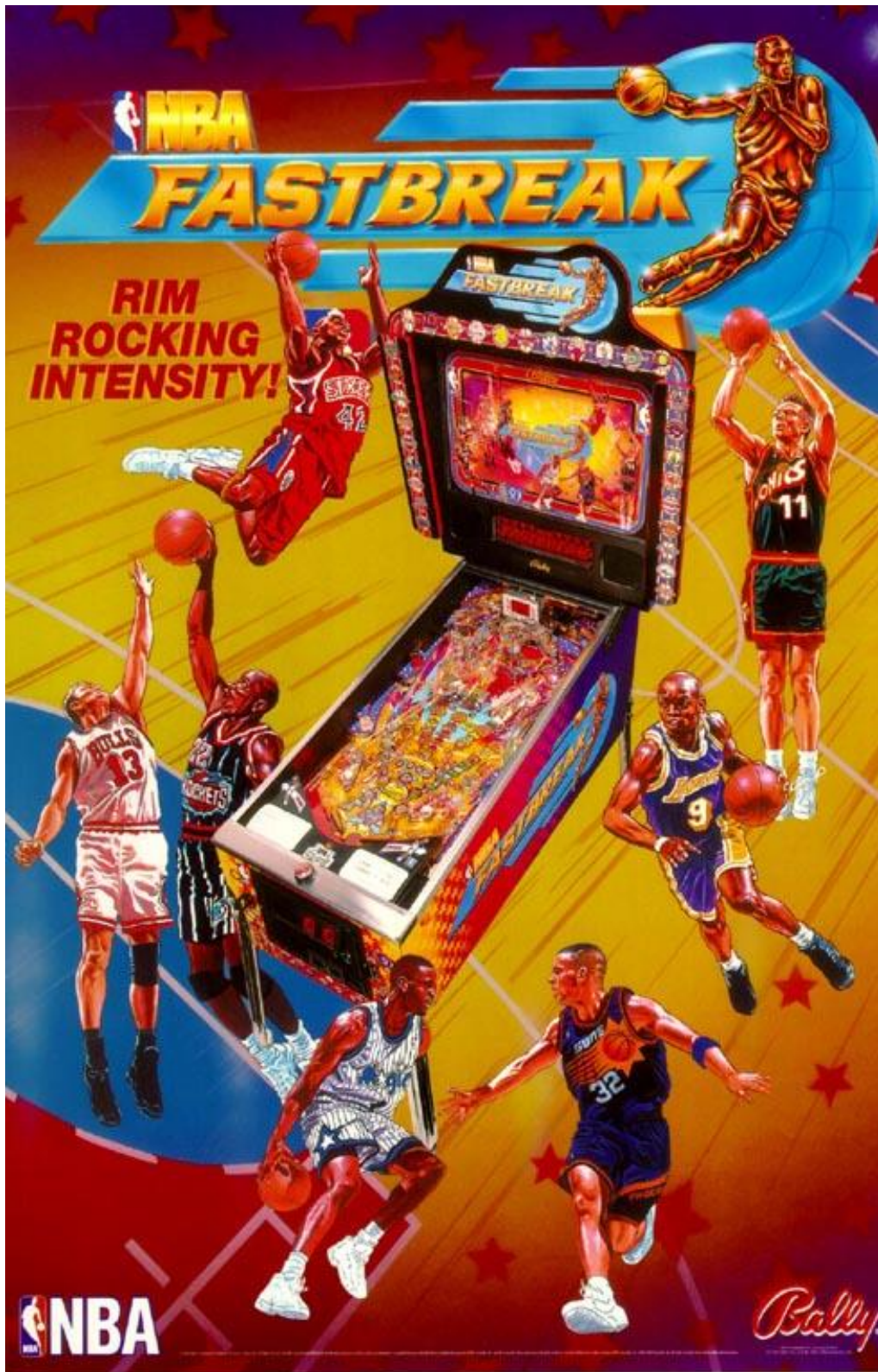


Guide to Playing NBA FASTBREAK Pinball



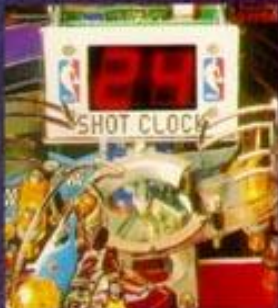


UNIQUE OPTIONAL MARQUEE Attaches to standard backbox, drawing players to the game.

ONLY BALLY CAN PUT THE NBA SPIN ON PIN.



PLAYER INTERACTIVE BACKGLASS GAME
Players shoot a basketball into a hoop in the backglass, timing the throw to hit a 1, 2, or 3 point shot.



NBA SHOT CLOCK
Provides realistic NBA game action.



"IN THE PAINT"
Players pass the ball to the shooter, avoiding the league's best defenders.

Shoot baskets to score 1, 2 or 3 pts. **REAL NBA SCORING** increases competition and attracts novice players.

Operator-controlled **TOURNAMENT MODE** increases game collections by making players play each other in competitive play-off action.

Champs who complete all modes win the **NBA FASTBREAK TROPHY** and get to play multi-ball against the machine to earn a championship ring.

MILLION DOLLAR SHOT mode gives players a chance to continue after the last ball drains.



SPECIFICATIONS Height: 76"/193cm • Height (w/opt. backbox) 83.5"/212cm • Width: 29"/74cm • Depth: 55"/140cm • Weight: (w/opt. backbox) 36.25"/92cm • Weight: (crated) 270 lbs./122kg. • Weight: (unboxed) 250 lbs./113kg.



Overview

NBA Fastbreak is a release from Midway (subsidiary of Bally Williams) and the George Gomez design team.

It's an outstanding game and is "different" in several ways.

- The scoring is like the Real NBA, meaning that 100 points is a really good score.
- The scoring is balanced, and completely linear, that in itself is a major difference.
- Game play can be very slow (stop-and-go) due to the top saucers.
- There is no bonus at the end of a ball.
- There is the ability to have 29 high scores (1 for each NBA team).

The ideal environment for NBA FASTBREAK is where people can play against each other and to have as spectators.

Objective

Compete for the high score for each of the 29 NBA team champions. Complete the 6 main goals to play Trophy Multiball Win at Trophy Multiball to collect Championship Rings and to be the Most Valuable Player (MVP). Of course, to score as many points as possible along the way.

Playfield

Note: At the end of the text section are pictures of the playfield.

There are five major shots. Hitting these shots generate points and/or start Tasks (see Tasks section below):

Left Orbit:

Loops up and around a very shallow ramp and back to the Right Inlane.

- Starts “In The Paint” when lit.
- If “In The Paint” isn't lit, the “Alley-Oop” Combo is lit and is started.
- Weak shots fall into the Basket Area.

Left Ramp:

A short mid-field ramp that curves around to feed the Left Inlane.

- There's a diverter that can be raised to let the ball ramp up to the top of the playfield and around to the Basket.
- Can be lit for a 3-point basket.
- If 3-point is not lit, Fastbreak Combo is lit and is started.

Center Ramp:

Center of the playfield. A lot easier shot from a flipper caught ball than a live one.

- Leads to the Basket. A miss here (you make it halfway up the ramp and then back down) is the main drain shot in the game.
- Can be lit for a 3-point basket.
- If nothing else is lit, Free Throw is lit for 1 point (this is true in all modes and multiballs).

Right Ramp:

A short mid-field ramp that feeds into the Right Inlane.

- Starts both Fastbreak Combo and Slam-dunk Combo.

Right Orbit:

- If “In The Paint” is lit, starts In The Paint in the Basket area.
- Otherwise, starts the Tip Off Combo and feeds the bumpers.

Other shots and/or areas:

Left Saucer:

- Gives one of Bob's Crazy Stadium Goodies or an Extra Ball when lit.

Inlanes:

- Lights the opposing “In The Paint” shot, most of the time.

Inbounds Pass targets:

- There are two standup targets below the Right Lane entrance, when both are hit, this lights Inbounds Pass at the Left Outlane.
 - Inbounds Pass returns the ball from the plunger (ball save). If you lose the ball and the inbounds pass is lit, you will lose it at the next ball.

Million Dollar Shot (MDS):

On ball 3, or after the final extra ball, the right outlane lights. If you drain down the right, another ball launches and

- You have ~10 seconds to hit the basket from the center ramp.
- If you make the shot, you win a million dollars and your game continues.

- If you don't make it, you're obviously not even good enough to be a ball-boy, so your game ends.
- If MDS is lit and you awarded an extra ball, then it will go off and relight at the next ball.

3-P-T (enables 3 Point Shot)

There are purple three stand-up targets (3-P-T); two flanking the Center Ramp and one to the right of the Right Ramp. Hitting all 3 of them enables the 3 point shot for the Left and Center Ramps.

Basket

The hoop is fed by the Center Ramp & the Top Saucers (always) and the Left Ramp (sometimes).

- Most of your points come from hitting the Basket.
- Sometimes the shots that are supposed to feed the Basket miss; there is compensation for this (see below).
- After a Basket, the ball heads for the bumper area, where hopefully it will hit some of them before dribbling out to the flippers.
- There's a magnet below the Basket that can hold the ball.
- If the Basket is not lit for anything else, it's lit for a Free Throw and 1 point.
- 10 Free Throws light an Extra Ball (see below).

Four Top Saucers

There is an arc of four saucers beneath the Basket. Except when you're in "In The Paint" mode, when the ball lands in one of these saucers, it is shot up into the Basket automatically.

When you're in "In The Paint" mode, there is a guard that can block your shot.

- So you can pass to the left or right (to another saucer) with the flippers, then push the Shoot Button to make the basket.

Bumpers

There are 3 pop bumpers, all to the right of the Center Ramp.

Backglass

There is an orange ball the size of a ping-pong ball that can be hit with a flipper into a "basket" on the backglass. You only have control of the Backglass flipper during Pizza mode. The flipper also flips by itself at various times during in the game.

Basket Compensation

If you shoot the Basket by the Left or Center Ramp and hit the Ramp but miss the Basket, there's compensation...the machine can automatically re-shoot the ball for you.

- If the ball falls into one of the 4 Top Saucers, the saucer will shoot the Basket and you'll get credit for whatever you were shooting for and you will also get credit for the 1-2-3-4 (see "In The Paint") saucer.

Start the Game & Choose a Team / Skill Shot

After starting a game, you get to pick which of the 29 NBA teams you'll be playing for. As you cycle thru the teams you can see the current NBA Team Champion for that team. You'll hear the players from your team mentioned throughout your game.

If more than 1 person is playing at a time, the first player chooses his team and plays his first ball, then the second player gets to choose his team and then plays his ball.

For the "Skill Shot", Tip-Off Combo is lit. If you've already collected it, nothing special happens and the ball is dropped in the bumper area from the "plunger"; to shoot the ball you use the button on the lock-down bar.

Tasks

Most of NBA Fastbreak game play involves completing the six Tasks. All six are needed to start Trophy Multiball.

1. Goals - completed by getting a 2-point goal, a 3-point goal, and a Free Throw.
2. 20 Points - completed by getting...20 points. This is lit for you after the first Trophy Multiball.
3. Combos - there are four Combos: Tip-Off, Slam Dunk, Alley-Oop & Fast Break.

You can start Combos in single-ball play unless a Stadium Goodies or Power Hoops mode is running.

- Tip-Off: start by hitting the Right Lane if lit (it's lit unless In The Paint is lit there). Complete at the Center Ramp.
 1. Tip-Off is also started at the beginning of a ball (as the Skill Shot) if it has not been collected. Thus, this is the first thing you go for in a game.
- Slam Dunk: start by hitting the Right Ramp (always lit). Collect by shooting the Left Ramp.
- Alley-Oop: start by hitting the Left Orbit if lit (it's lit unless In The Paint is lit there). Complete by shooting the Center Ramp.
- Fast Break: start at the Left or Right Ramp (always lit). Collect by shooting the Center Ramp.

Get all four combos to complete this task:

1. This lights Extra Ball (EB lit only for the first completion).
2. Each Combo completed awards 2 points.
3. After starting a Combo, you have a few seconds or switch closures to complete it.

4. Stadium Goodies are awarded by Crazy Bob.
 - Hit the left saucer when lit (anytime in single-ball play except when a Stadium Goodies mode is already running) to start one of four modes. These are awarded in the below order.
 - Pizza mode: quick, look up at the backglass! You have ~10 seconds to flip the backglass ball into the hoop. The value of the hoop alternates between 1, 2, and 3 points. If you time your flips right and are a little lucky, you should be able to get the 3 points with every shot.
 - Hot Dog mode: the shot clock is set to 24 seconds. Hit any of the 5 main shots to score 3 points and reset the shot clock. Eventually the clock starts resetting to progressively lower values. The mode ends when the clock times out.
 - NBA Trivia mode: the display gives you a NBA Trivia question and four possible answers. Get the right one for 10 points. If you got the wrong answer, you will only get 1 point. There is one trivia question that relates to this game.
 - Egyptian Soda Mode: hit the left or right ramp for 3 points. This mode seems to last about 15 seconds.
 1. After Egyptian Soda times out, the Concessions Task is completed.
 - During Hot Dog and Egyptian Soda, any Hoops mode that is running is postponed until the Concessions mode is completed.
 - Also, bumpers do not advance Hoops modes.
 - Advancing to Shoot Around MB and Around the World MB are still available.
 - When all Stadium Goodies is complete, you can still go to Crazy Bob's for 1 point.
5. Multiballs - Finish Shoot Around Multiball and Around The World Multiball to complete this Task.
 - Shoot Around Multiball: start by hitting all five major shots (any order) to spell S-H-O-O-T.
 - The S-H-O-O-T letters can be collected anytime in single-ball play.
 - If a Power Hoops or Stadium Goodies mode is running when S-H-O-O-T is completed, that mode is postponed until Shoot Around is completed.
 - Shoot Around is a 2-ball MB. The important thing to do here is to spell S-H-O-O-T again (the letters are flashing until collected) to light Extra Ball.
 1. Also, any flashing shot is worth 2 points.
 - Once S-H-O-O-T is completed the letters are reset (to flashing).
 1. This mode can be another big point-getter.
 - You can get the Shoot Around EB once.
 - Around The World Multiball: the four saucers at the top of the playfield are numbered 1 thru 4.
 1. When one of the four are collected, a lamp on a player above the saucer is lit.
 2. Collect all four to start Around The World MB.
 3. There are two ways to light the saucers:
 1. In The Paint: The inlanes light In The Paint at the opposite Orbit/Lane in single-ball play. This also turns off the Alley Oop or

Tip-Off lights. In The Paint stays lit for ~10 seconds, after which it goes out and Alley Oop / Tip-Off is re-lit. Unless it's lit from starting a ball; then it doesn't go out until you hit it.

2. Hitting the Orbit/Lane when In The Paint is lit starts the "In The Paint Mode". The ball should land in one of the four saucers (if it dribbles out first, you're out of luck). A plastic guard starts moving toward your saucer, trying to block your shot. Avoid the guard by passing among the saucers with the flippers. When you're free, shoot the Basket with the Basket button.

You shouldn't ever get blocked by the guard if you know what you're doing. Unfortunately, sometimes the shot from the saucer to the Basket will miss, and In The Paint is over.

- o Also, if the ball lands in one of the saucers when In The Paint is not lit, the saucer will shoot automatically, collecting the 1-4 numbers for the saucer and whatever the Basket was lit for (see Basket Compensation).
- o At times, you will be prompted to hit the "Shoot" button for a "Foul Shot." This counts as a Free Throw (1 pt.) If you don't do this you won't get the point.

Once 1-4 is completed, Around The World MB starts. It's a 3-ball where one of the five major shots is flashing for 1 times the # of balls in play. Basket compensation is active, and you'll use it. The flashing shot is the Left Orbit first, and moves right each time points are collected.

There's not much reason to go for the flashing shots; the points per effort just isn't worth it. Instead, shoot Free Throws in this MB and advance toward the Free Throw Extra Ball.

6. Power Hoops and Power Points - To complete the Power Hoops task, you have to complete the four Power Hoops modes. The problem is that these modes are started with bumper hits, and if you have a machine with very insensitive bumpers, it becomes extremely difficult and boring to get through all four modes. It's typical for me to have all other five Tasks completed, but only one of the four Power Hoops modes.

Summary:

- a. Bumper hits during non-mode, single-ball play advance the Power Hoops bumper count. The four modes are usually started at 11, 22, 33, and 44 hits (switch closures).
- b. If your machine is set up so that you register ~3 hits per Right Lane shot, and balls coming out of the Basket register a couple of hits, you're OK. But if you're only getting 0 or 1 per Right Lane shot, and the same coming out of the basket, you're looking at trouble (due to insensitive switches) Settings are varying for Power Hoops for each mode vary as it does seem that Fastbreak has some compensation for this. The solution is to make sure that the switches registering hit are sensitive enough.

Crazy Bob awards, In The Paint, Shoot Around and Around The World Multiballs, and Free Throws are all available during Power Hoops modes. If a new mode is started, the Power Hoops mode is postponed and picks up after the new mode is finished. Combos are not available during Power Hoops modes.

There are three single-ball Power Hoops modes. They last for about 20 seconds. In all three, one shot is lit for 3 points. They are:

- Half Court Hoops - Center Ramp.
- Hook Shot Hoops - Left Ramp.
- Run & Shoot Hoops - alternate Left and Center Ramps.

Also, the bumpers give you 1 or 2 Power Points every five or six bumper hits. Power Points are also available during single-ball, non-mode play (but you get more of them during a Power Hoops mode)

The fourth Power Hoops mode is Multiball Hoops. It's a two-ball mode, and the Left and Center ramps are alternately lit for 3 points. Power Points are not available during Multiball Hoops.

Trophy Multiball

When all 6 tasks are completed, Trophy Multiball automatically starts (if you lose the ball before it starts, it'll start on your next ball).

You have unlimited balls for about 20 seconds. The Center Ramp is lit for 2 points. Your goal is to outscore the "other team". It seems like 6 or 7 shots are necessary to do this (the first time, anyway).

If you win, you get a Ring, and become the current M.V.P. You don't get any extra points for winning, just the points you scored during the mode. Then all Tasks (except 20 points) are cleared and you get to do it again. Look out for the ball, as it autoplunges.

Extra Balls

There's several Extra Balls in NBA Fastbreak. Thankfully, none are random! Nice job on this, WMS. Extra Balls are lit at the left saucer. There's no limit to stacked lit Extra Balls or awarded Extra Balls.

Here's how you can light an EB:

- Completing all four Combos.
- During Shoot-Around MB, spelling the letters S-H-O-O-T. This gives an EB only the first time it's done (i.e. not after Trophy MB).
- 10 Free Throws. Go for Free Throws during Around The World MB. You can only do this method once per game.

- 22 Left Orbit Loop Combos (or whatever). It's hard to get a Loop Combo without actually trying for one. You have to get two Left Orbits in a row to get a Combo.

Miscellaneous

Bonus: there is none.

Strategy

There just aren't too many real strategy decisions in NBA FASTBREAK. Make sure you get Pizza / Hot Dog / Trivia before ending the game, as that's where the big points are. You do have to decide whether to play the Power Hoops modes or not; they're potentially worth a lot of points, but you don't have to play them to advance to Trophy MB, just start them. Be sure to get your Free Throw EB. Around The World is not worth enough to go for it (more than once) over getting to Trophy. Same for getting Combos more than once. Learn which shots lead to the most bumper hits. Decide when Inbound Pass is worth relighting (for me, rarely).

High Scores

There's no typical high score table for NBA Fastbreak. Instead, beating the current best score for your team makes you an NBA Team Champion and you get to enter your initials.

There is a Grand Champion for the all-time best score.

When comparing scores, Rings always beats Points. Thus, 150 and 1 Ring beats 200 and no Rings.

Winning a Ring makes you M.V.P.

The boys @ WMS have picked their favorite teams for the default Team Champion scores. These are:

- Chicago: LED, 3 Rings, 136
- Boston: LFS, 2 Rings, 104
- LA Lakers: ADG, 1 Ring, 72
- Cleveland: ROG, 80?

Possible Bugs

In a multiplayer game, if >1 player gets a ring, the last player to do it gets M.V.P., rather than the one with the higher score.

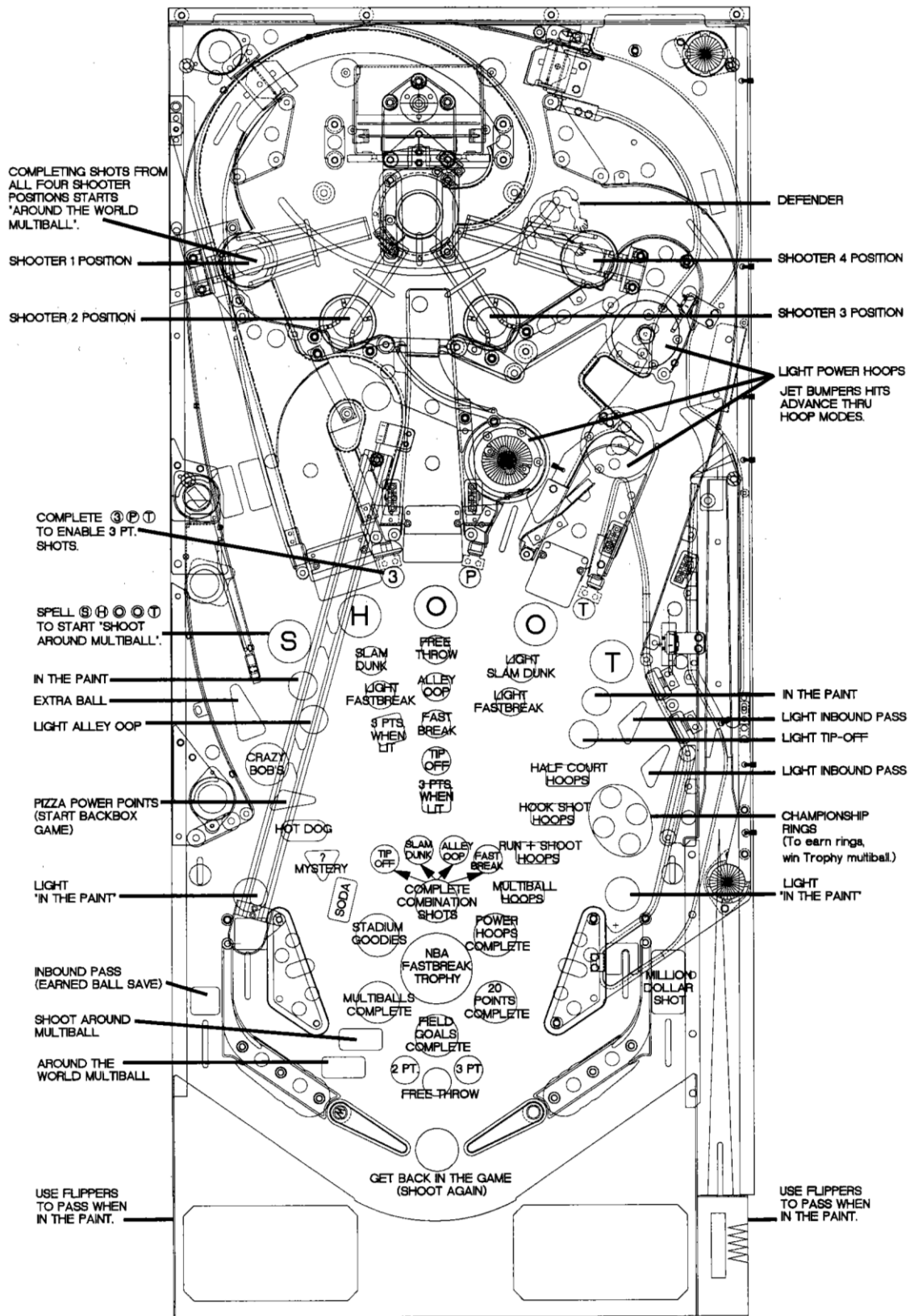
Trivia Stuff

Let's Go!

- What is Hakeem Olyjuwon's native country? - Nigeria
- What is Detlef Schremph's native country? - Germany
- Who was the NBA's rebounding leader in 1994-95? - Dennis Rodman
- Who was the NBA's 6th man for the 1994-95 Season? - Anthony Mason
- What city is home of the Hornets? - Charlotte
- What is Vlade Divac's native country? - Yugoslavia
- Which NBA player also won a Heisman Trophy? - Charlie Ward
- Which team won a record 8 straight NBA titles? - Boston Celtics
- What player's nickname is "The Mailman?" - Karl Malone
- What is Luc Longley's native country? - Australia
- What is Anfernee (Penny) Hardaway's uniform #? - 1
- Who is known as *The Worm?* - Dennis Rodman
- How many titles have the Celtics won? - 16
- What is Scottie Pippen's uniform #? - 33
- Who is the NBA career leader in assists? - John Stockton
- How many points for answering the question correctly? - 10
- Which NBA player was playing high school ball during the 1994-95 season? - Kevin Garnett - T'Wolves
- Which team scored the most points during the 1994-95 season? - Orlando Magic, 9091 points.
- Which team drafted Damon Stoudamire? -Toronto Raptors



PLAYFIELD SHOTS



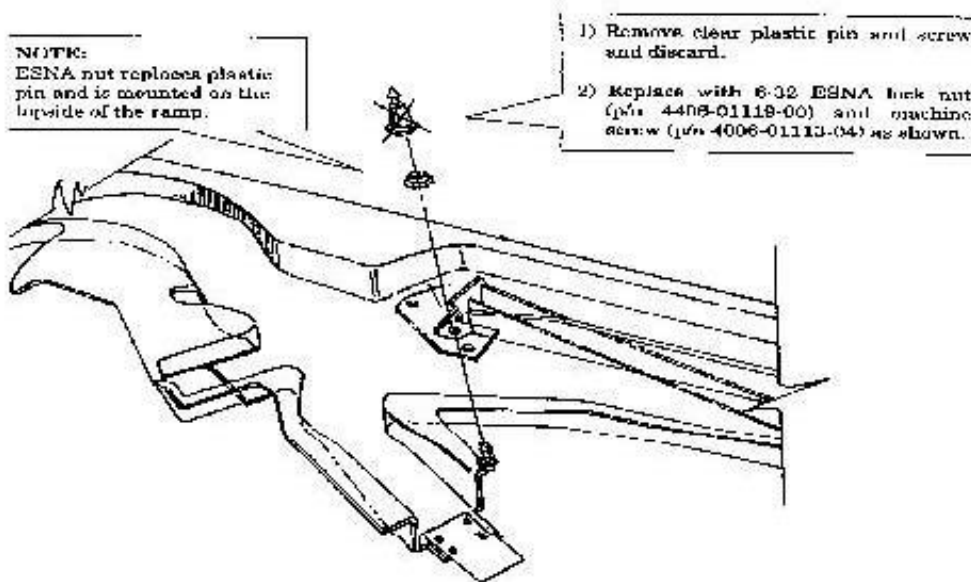
Service Bulletin: SB 99

DATE: May 14, 1997

GAME: NBA Fastbreak

SUBJECT: For a ball trap on the right ramp

If your NBA Fastbreak traps a ball at the plunger lane entrance to the right ramp, implement the following change.



Note: If your game is missing the metal plate with the plastic pin as shown above, you may order the Right Ramp Ball Hang-up kit #A-22014.

Editor's Note: Image text reads:

Note: ESNA nut replaces plastic pin and is mounted on the topside of the ramp.

- 1) Remove clear plastic pin and screw and discard.
- 2) Replace with 6-32 ESNA lock nut (p/n 4408-01118-00) and machine screw (p/n 4006-01113-04) as shown.