

3D Spinball Help

Help Topics:

[Introduction](#)

[How to Play](#)

[Identifying Blocks](#)

[Order Information](#)

[Order Form](#)

[Credits](#)

[Vendor/License Info.](#)

[Contacting Us](#)

[Copyright](#)

[Disclaimer](#)

About the game

Keys/Instructions

The different types of blocks

Info. on registering

Order form for registering

The creators

Redistribution information

Contacting the Developer

Copyright Information

Legal disclaimer

8th Wonder Software Designs

<http://www.8th-wonder.com>

Distributed by Ultisoft

<http://www.ultisoft.com>

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Introduction

You've probably played pinball. You've probably played pong. But nothing can prepare you for 3D pinball!

3D Spinball is a great action-arcade game that requires you to think fast and move fast to survive. Your objective: Destroy all the blocks in the center of the screen, by causing the Spinball to collide with them. You must keep the ball from touching any of the four sides of the screen, by blocking each one with its respective paddle. Fail, and you lose!

This game is hard to play at first, but fun and addictive! Its unique four paddle design takes pong to an all new level!

How To Play

3D Spinball is controlled entirely by using the mouse. Click on, 'Start new game' from the title screen to begin.

After the Spinball moves down to the bottom, you may click the mouse to put the ball into motion. Your objective is to destroy all the blocks in the center by causing the Spinball to collide with them, while at the same time keeping the Spinball from touching the top, bottom, left, or right side of the screen.

You do this by guarding each side with its respective paddle. Move the mouse up or down, and the paddles on the left and right side move up or down, accordingly. Move the mouse left or right, and the paddles on the top and bottom move left or right. It seems simple, but its not!

FACING THE BOSS ENEMY

On the last level, (full version only) you must face a boss enemy. He is powerful. You must hit him with the Spinball many times to destroy him. He will shoot fake Spinballs at you, which you can identify by the red spot in their center. Do not allow your paddles to touch the fake Spinballs, as they will hurt you.

Identifying Blocks

There are multiple kinds of blocks in 3D Spinball you must destroy. Each have different properties.



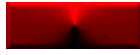
Red Circle- this block morphs once, and must be hit twice to be destroyed.



Green Circle- this block is destroyed after being hit only once.



Purple Circle- hit this block once, and it becomes an extra Spinball. Hit it again to set the extra Spinball into motion.



Red Block- the red block must be hit three times to be destroyed.



Blue Swirl Block- this block morphs and disintegrates slowly. It must be hit three times to be destroyed.



Rainbow Switch- this block is very special. When hit, it causes some invisible blocks to become visible so that you may hit them. It must be hit many, many, times to be destroyed.



Invisible Block- this type of block is sometimes visible, and sometimes invisible. You can use the Rainbow Switch to toggle it. It must be visible to be hit, and you must destroy all blocks to go to the next level. You must hit this block 7 times to destroy it.

OTHER ITEMS



The Spinball- this is the Spinball. Use it to destroy blocks while keeping it from touching a side.



The Paddle- this is one of the four paddles you use to hit the Spinball.

Order Information

3D Spinball is a game distributed under the shareware concept.
What does that mean?

Simple. Its free. You pay nothing to get the shareware version of 3D Spinball...you download from the Internet, or you get it from a friend's computer, or you find it at a software show. You play the game, evaluate it, and then, if you like it, you register it.

Why should I register the game?

There are many reasons. First of all, you'll get the uncrippled, full, latest, greatest version of the game sent to you. The shareware version of Spinball only comes with a few sample levels...but the full version has many more. In the full version you get:

- *9 Total levels!
- *all new graphics!
- *new sounds, and animations!
- *The final level with the boss enemy!
- *Access to the options screen, so that you may change your number of lives, change the paddles, and more!
- *List of cheat codes

Ok, you convinced me. How do I get it?

Thats easy too! All you have to do is fill out an order form and mail it to Ultisoft, Inc. If you'd like to see the order form, available to be printed, just [CLICK HERE](#).

Credits

an 8th Wonder Software Designs Game

Programming: Alex Liebert

Graphics: Nolan Worthington, others

Music: Ian Waugh, Darren Ithell, Douglas Snead

Title: Robert Liebert

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Contacting Us

How to Contact 8th Wonder Software Designs:

You may send us E-mail at: 8wonder@usa.net
See our web-site at: <http://www.8th-wonder.com>

Send Snail Mail to:

8th Wonder Software Designs
116 Spring St.
Port Jefferson, NY, 11777
USA

Thank you!

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You may also contact 8th Wonder Software Designs by sending postal mail to:

8th Wonder Software Designs
116 Spring St.
Port Jefferson, NY, 11777
USA

