

LittleWing PINBALL

Angel Egg™ Player's Guide

<http://www.littlewingpinball.com>



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Credits

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Solid State pinball AngelEgg (TM)

Designed and developed by LittleWing Co. LTD.

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1. Installation

REQUIREMENTS

Macintosh:

PowerMacintosh (G4 or later recommended), MacOS X 10.1 or later, 100MB hard disk space, 800 x 600 video resolution or higher; 32,000 or more colors

Windows:

Pentium 100MHz or faster. Windows 98, Me, 2000, or XP

16MB RAM (32MB recommended); DirectDraw compatible video system with VL bus, PC bus, or local bus (1MB or more video memory); 256 color, 640x480 display with 32,767 colors or more (800x600 display recommended); PCM sound system compatible with Direct Sound; CD-ROM drive; hard disk with 50MB free (80 MB or more free space recommended).

DOWNLOAD and SETUP

Macintosh:

1. Download ANGEL_EGG_301.dmg.gz and double click on the icon to expand the compressed file to ANGEL_EGG_301.dmg.
2. Double click ANGEL_EGG_301.dmg creates Angel Egg Pinball drive in your desktop.
3. Double-click the Angel Egg icon in the drive.
4. A dialog box appears. Click "Play Demo" to launch a demo which has time-limit.

Windows:

1. Click the Windows link of the Download page. Downloading starts to create ANGEL_EGG_261.exe.
2. Double click ANGEL_EGG_261.exe to launch the installer.
3. On your Start Menu, point ANGEL EGG folder, then select ANGEL EGG.

Unlock the program with Key-Code

When you purchase your license, you receive your personal Key-Code from LittleWing by e-mail. Your Key-Code unlocks the game and it becomes the full version.

1. Click "Enter Key-Code" button at first dialog box appear when start game.
2. Enter your registration information.

Note: Registration depends on the combination of your Key-Code and e-mail address, so please enter your e-mail address correctly.

2. Operation

Operation menu

Macintosh: Click on "Operation" Menu in the menu bar

Windows: Click the right mouse button

New Game: Starts a game

Resume : Resumes the suspended game.

To suspend a game, click the mouse button or press ESC for Macintosh. Press ESC for Windows.

Abort : Aborts the suspended game.

Game Keys

Macintosh

Left Flipper:	Z
Right Flipper:	/
Plunger:	Return key
Push-Left Nudge:	X
Vertical Nudge:	Space bar
Push- Right Nudge:	.(Period key)

Windows

Left Flipper:	Z
Right Flipper:	Back Slash(next to the right shift key)
Plunger:	Right shift key
Push- Left Nudge:	X
Vertical Nudge:	Space bar
Push- Right Nudge:	/

Effect Sound ON : It switches the effect sounds on and off

BGM Sound ON : It switches the background music on and off

Display Options... : Changes the display settings.

Sound Options... : It displays a dialog box which has options regarding specs of sound cards. (Since all Macintosh have built-in sound function, Macintosh version doesn't have this option.)

Game Controls: Assign extra keys for game play. It can be reverted to the default status.

Save Game: Saves the current game.

Restore Game: Restores the saved game.

Key Assignment

You can rearrange the key assignment as you like. The original key setting will be also effective after changing key assignment. Please follow the instruction which will be displayed by selecting this command. Pressing mouse button during key assignment aborts key assignment and clears all key setting except the original setting.

TIP: You can play with only one finger if you assign Left Flipper, Right Flipper and plunger to the same key.

Some Mac model have two shift keys (or control or command) on both sides. However, as they are interpreted as one shift (control or command) key in the system, you can not assign those keys as two independent keys. For instance, if you assign the left shift key to the left flipper and the right shift key to the right flipper key, both flippers work by pressing whichever.

Register Your Name in HighScore Records

AngelEgg stores four high score records with player names. If you hit a high score, program asks you to input your name after the game is over. Input operation uses the score window.

You can choose alphabets with the left flipper button and the right flipper button. The space bar enters the chosen alphabet character by character. Back space key deletes a character. Pressing mouse button exits the registration mode.

3. Rules

3.1 Angel Egg Features

In Angel Egg, each player is an angel on probation. To help God create the Earth (Genesis), players must summon the Archangels by collecting the angels' eggs; and invoke the Spirits of Fire, Water, Earth, and Wind.

1. Who controls Multiball controls Angel Egg

Angel Egg is a multiball-oriented game. A player's score directly reflects his/her multiball skill. Therefore, starting multiball play in Angel Egg is designed to be easy. (There are six ways to start multiball: Four ways by Spirits, and two by Archangels.) You can start multiball by meeting a few simple conditions and locking a ball. Of course you won't get a high score just by starting multiball! (You'll have a chance for Jackpot during multiball play, but it's not set very high value.)

To get highscore in Angel Egg, you must keep as many balls as possible, while summoning Archangels and Spirits ---though keeping many balls makes it difficult to both attack and defence. What makes Angel Egg unique is that the higher-scoring features change their value according to the number of the balls on the playfield. Naturally, the ultimate feature---Genesis---can not be achieved without good multiball play. Though it is possible to get all the features with only two balls in play, your score will be much, much higher if you do the same while playing multiple balls.

Angel Egg will show you that six-ball multiball is very different from two or three-ball multiball. Under six-multiball chaos, you need courage, coolness, and a sense of good strategy to hit your targets. You must keep the other balls away from flippers when you shoot a ball---it is done by sending them to the bumpers, or shooting them to the ramps. You'll have some time to aim at a target without being disturbed by other balls while they are in the bumper area or on the ramps.

2. What should you do once multiball begins?

The first thing you should do is to summon Archangels. (While you can summon Archangels in a single-ball play, please note you can't get a Super Jackpot after summoning them.) Summoning Archangels is not only for the ultimate feature "Genesis" but also brings lots of awards. Choose carefully which Archangel is to be summoned in each situation.

3. Nudging brings you evangel

It's important to use left and right side-nudging to get highscore in Angel Egg. The side-nudging is important to control balls falling from the upper floor, to revive kickbacks, and to summon the Spirit of Water.

4. GENESIS cannot be achieved in one day

Summoning all Seven Archangels is not enough to achieve GENESIS. You may find words like "strategy" or "precise judgment" in this player's guide-- but as you know, when there's no time to think, you need to rely on your pure instinct and reflexes. Only the right balance of enthusiasm and cool judgment enables you to get GENESIS. But even reaching GENESIS doesn't guarantee highscore. Learn the rules in this section to know when you should enter the last stairway.

3.2 About Seven ArchAngels

Many angels appear in Angel Egg. Seven Archangels play an important part in the game. It is said there is a celestial hierarchy consisting of the Nine Choirs, which can be classified into three distinct groups respectively:

Michael

Michael means "who is as God". He is an angel of "The Last Judgment". He is the "Weigher of souls" who decides where people are sent for eternity: to Heaven, or to Hell. He is often described in wondrous form with armor and swords, and is known as a dragon-slayer. He defeated Satan, the fallen angel, by the order of God.

Gabriel

Gabriel means "power" or "hero". Gabriel is the governor of Eden and the ruler of Cherubim. Gabriel is often described as a female angel with a lily in her hand. The lore of the Annunciation is well-known. Gabriel is the angel of resurrection, mercy, revelation, and death.

Raphael

Raphael, the "shining one who heals", is often shown holding a bottle of medicine. He is the guardian of the Tree of Life in Eden, and the angel of the Sun.

Uriel

Uriel means "the fire of God" or "the face of God". He is seen holding a fiery sword at the gate of Eden. He watches over thunder and terror.

Sariel

Sariel means "God's command". He is responsible for the fates of angels who disobey God's commands.

Raguel

Raguel is the angel of the Earth. He watches over the angels' good conduct.

Akrasiel

Akrasiel means "the secret of God" and "Angel of Mysteries". He is the author of The Book Of The Angel Akrasiel, wherein all celestial and earthly knowledge was set down. It is said that Akrasiel gave the book to Adam; and that it was later given to Noah, who consulted it while building the Ark.

3.3 Angel Egg & ArchAngel

The outline of AngelEgg game rule is:

- 1) Collect ANGEL EGGs in the playfield
- 2) Breed them in EGG HATCHING HOLES to summon 7 ARCHANGELS.

Each ARCHANGELS has respective ARCHANGEL FEATURE so that you can get the corresponding award when summoning him. Also you will get the ultimate features such as HELTERSKELTER or GENESIS by summoning all seven ARCHANGELS.

3.4 Collecting Angel Eggs



To collect ANGEL EGGS, several ways are prepared as follows.

1. One egg is awarded each time you hit an EGG BUMPER
2. One egg is awarded each time you put ball in a EJECT HOLE
3. Two eggs are awarded for shooting each RAMP
4. One egg is awarded for shooting a RETURN LANE while its light is on.
5. 5 eggs are awarded when completing RETURN LANE
6. 10 eggs are awarded when completing TOP LANE
7. 3 eggs for HEAVEN LANE COMBO or BRIDGE RAMP COMBO
8. You can get lots of eggs by "QUICK MOVE" at JUSTICE LOOP which doubles eggs to be awarded (2, 4, 8, 16 and so on).

The most effective way to collect lots of eggs in those methods is JUSTICE LOOP. However other methods work

with other features at the same time. So choose the most effective way to complete features you want to get. For example, if you want to keep balls safely and collect eggs in multiball play, it is good to choose EGG BUMPER because it can hold the ball easily.

3.5 Hatching Angel Eggs

When you finish to collect necessary amount of ANGEL EGGS, you should breed them to summon ARCHANGELS.



The amount of collected ANGEL EGG will be displayed at "EGG" column in the SCORE DISPLAY. At first the display is blue and it will turn into yellow by collecting certain amount to indicate you that you got the chance to summon an ARCHANGEL. The necessary amount of ANGEL EGGS varies by some factors such as how many ARCHANGELS have been summoned. You can check how many eggs are necessary by STATUS REPORT.



When summoning ARCHANGEL is possible, the EGG LIGHT of the HATCHING EGG EJECT HOLE starts flashing.



And one of the ARCHANGEL LIGHTS at the center also starts flashing.

You can summon the flashing ARCHANGEL by shooting a ball into HATCHING EGG EJECT HOLE under those situation described above. Which ARCHANGEL to be summoned will be changed each time you hit SLING SHOT or shoot JUSTICE LOOP. You can choose ARCHANGEL to summon to get the maximum advantage as each ARCHANGEL has its own award.



3.6 Progressive Hatching



PROGRESSIVE HATCHING means to succeed summoning ARCHANGEL in multiball. The success of PROGRESSIVE HATCHING gives a chance of SUPER JACKPOT.

To succeed PROGRESSIVE HATCHING, you should collect ANGEL EGG and LOCK the ball in the HATCHING EGG EJECT HOLE when EGG LIGHT nearby is on in a multiball play just like ordinary HATCHING. Then put all balls into any EJECT HOLES in the playfield. When you make all balls stationary in holes, PROGRESSIVE HATCHING will be awarded.

As SPIRITS HOLE with JACKPOT light on can lock a ball but in other cases EJECT HOLES eject balls after a moment, it is a key to aim at SPIRITS HOLES with JACKPOT lights on except for the last one.

Also if a ball or balls are dead during this process, all EJECT HOLES eject balls and

you should lock the balls again.

3.7 Angel Multi



When you succeed summoning an ARCHANGEL, a ball will be added to the playfield to start ANGEL MULTI.

JACKPOT light turns on at HATCHING EGG EJECT HOLE in multiball play and you can get 5 million each time you put a ball in it. This is JACKPOT. If the ANGEL MULTI has been started by PROGRESSIVE HATCHING, it becomes SUPER JACKPOT so that you can get

20 Million to 200 Million. Either JACKPOT is possible to be got one time at each of HATCHING EGG EJECT HOLE located left and right.

3.8 Value of Super Jackpot



The value of SUPER JACKPOT depends on how many balls exist in the playfield when PROGRESSIVE HATCHING is completed. It is represented by a formula as follows.

$$\text{SUPER JACKPOT} = 10 \text{ Million} \times (\text{number of the balls}) + 20,000 \times (\text{number of the rest of the ANGEL EGGS used for summoning Archangels})$$

* While "FIELD 2X" of MULTIPLIER is on, '10 Million' will be 20 Million. While "EGG 2X" is on, '20,000' will be 40,000.

To get highscore, it is a key to get PROGRESSIVE HATCHING with as many balls as possible. In addition, SUPER JACKPOT value will increase little by little each time you hit any target. The current value of SUPER JACKPOT is displayed in the SCORE DISPLAY while you have a chance

to get SUPER JACKPOT.

3.9 Spirits

SPIRITS plays important roles in AngelEgg. There are four places(holes) which invoke spirits to the playfield; that are FIRE, WATER, WIND, and EARTH spirits. Invoking any spirit starts multiball.

3.10 The Spirits of Fire



Putting a ball in FIRE EJECT HOLE certain number of times turns red LOCK light on beside the hole. Putting a ball once again with the LOCK light on, you will invoke SPIRITS OF FIRE and multiball starts. How many times you need to put a ball in the hole to turn the LOCK light on is to be increased every time you invoke the spirit.

You can get JACKPOT at FIRE EJECT HOLE during multiball. After that, the LOCK light will be flashing as long as you have the chance to get JACKPOT. The JACKPOT value is 1 Million to 5 Million which increases in proportion to the number of the ball on the playfield.

The LOCK light turns on continuously for the first time. But from the second time it turns on for certain period of time and turns off. How long it lights depends on certain conditions such as the number of invoked SPIRITS OF FIRE. However, if you invoked URIEL of ARCHANGEL this condition will be reset so that you can LOCK easier.

3.11 The Spirits of Water

Hitting WATER SPOT TARGET certain number of times turns the blue LOCK light on. Putting a ball in WATER EJECT HOLE with the LOCK light on invokes SPIRIT OF WATER to start multiball. How many times you need to put the ball in the hole to turn the LOCK light on is to be increased every time you invoke the spirit.

You can get JACKPOT at WATER EJECT HOLE during multiball. After that, the LOCK light will be flashing as long as you have the chance to get JACKPOT. The JACKPOT value is 1 Million to 5 Million which increases in propor-

WATER EJECT HOLE



WATER SPOT TARGET

tion to the number of the ball on the playfield.

The LOCK light turns on continuously for the first time. But from the second time it turns on for certain period of time and turns off. How long it lights depends on certain conditions such as the number of invoked SPIRITS OF WATER. However, if you invoked URIEL of ARCHANGEL this condition will be reset.

3.12 The Spirits of Wind

WIND EJECT HOLE



WIND SPOT TARGET BANK LOCK LIGHT

Completing the WIND SPOT TARGET bank turns the blue LOCK light on at WIND EJECT HOLE (VUK). Putting a ball in WIND EJECT HOLE with the LOCK light on invokes the SPIRITS OF WIND and multiball starts. How many times you need to put the ball in the hole to turn the LOCK light on is to be increased every time you invoke the spirit.

You can get JACKPOT at WIND EJECT HOLE during multiball. After that, the LOCK light will be flashing as long as you have the chance to get JACKPOT. The JACKPOT value is 1 Million to 5 Million which increases in proportion to the number of the ball on the playfield.

The LOCK light turns on continuously for the first time. But from the second time it turns on for certain period of time and turns off. How long it lights depends on certain condition such as the number of invoked SPIRITS OF WIND. However, if you invoked URIEL of ARCHANGEL this condition.

3.13 The Spirits of Earth

EARTH SPOT TARGET BANK



EARTH EJECT HOLE LOCK LIGHT

Completing the EARTH SPOT TARGET bank turns the LOCK light on at EARTH EJECT HOLE (VUK). Putting a ball in the EARTH EJECT HOLE with the LOCK light on invokes the SPIRITS OF EARTH to start multiball. How many times you need to put the ball in the hole to turn the LOCK light on is to be increased every time you invoke the spirit.

You can get JACKPOT at EARTH EJECT HOLE during multiball. After that, the LOCK light will be flashing as long as you have the chance to get JACKPOT. The JACKPOT value is 1 Million to 5 Million which increases in proportion to the number of the ball on the playfield.

The LOCK light turns on continuously for the first time. But from the second time it turns on for certain period of time and turns off. How long it lights depends on certain conditions such as the number of invoked SPIRITS OF EARTH. However, if you invoked URIEL of ARCHANGEL this condition.

3.14 Genesis

GENESIS is the biggest feature to get ULTIMATE JACKPOT.

To launch GENESIS, you have to clear all five conditions as shown below. Whether GENESIS is completed or not is judged at the very moment you summoned all seven ARCHANGELS. If any of the conditions is not satisfied, HELTERSKELTER starts instead of GENESIS.

Five conditions to get GENESIS

ANGELS COMPLETE

HEAVEN COMPLETE

SPIRITS COMPLETE

MELODIES COMPLETE

BRIDGES COMPLETE

3.15 Genesis Mode



Starting GENESIS starts six-ball multiball. During GENESIS MODE, the JACKPOT light keeps on lighting at HATCHING EGG EJECT HOLE. Putting a ball in the hole gets SUPER JACKPOT up to 14 times. "14 times" represents 7 mornings and 7 afternoons of Genesis.

The process of GENESIS is displayed at the score display as shown below (3RD DAY MORNING). The value of SUPER JACKPOT in a GENESIS MODE keeps on increasing and not to be reset.

The last(fourteenth) JACKPOT is called ULTIMATE JACKPOT. The value of ULTIMATE JACKPOT is the total of SUPER JACKPOTS which have been awarded during the GENESIS MODE. The maximum value is 2,600 Million.

GENESIS MODE ends when you get ULTIMATE JACKPOT or return to the single ball

mode by loosing multi balls.

As the first value of SUPER JACKPOT is determined at the beginning of the GENESIS MODE, it is important to keep as many balls as possible in the play field at the start of GENESIS mode to get highscore .



3.16 Helterskelter

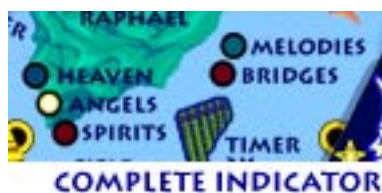


If all the conditions of GENESIS are not satisfied when you summon all seven ARCHANGELS, HELTERSKELTER is awarded and six-multiball starts.

As long as you have six balls in the playfield, 1 Million is added to every target value.

Shortly after HELTERSKELTER begins, all ARCHANGEL LIGHTS turn off to enable summoning ARCHANGELS all over again.

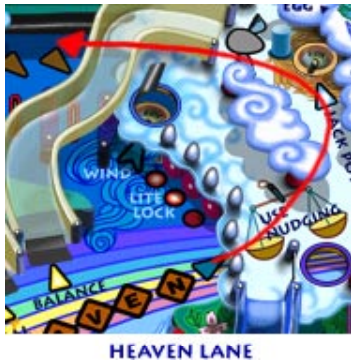
3.17 Angels Complete



When you summon all seven ARCHANGELS, all ARCHANGEL LIGHTS at the center are turned on and ANGEL light of COMPLETE INDICATOR turns on to indicate you have done "ANGEL COMPLETE". 40 Million is awarded. According to the situation of the achievement of features , the game enters HELTERSKELTER or GENESIS mode.



3.18 Heaven Complete & Heaven Lane Combo



Each time you shoot HEAVEN LANE, HEAVEN LIGHTS turns on one at a time. When you complete HEAVEN, HEAVEN light of COMPLETE INDICATOR turns on to indicate "HEAVEN COMPLETE" is awarded. Completing this feature awards you the followings;

1. 5 Million
2. All MULTIPLIER (TIMER X2, FIELD X2, EGG X2) activate for 20 seconds.
3. BALL SAVER activates for 10 seconds.

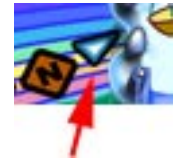


HEAVEN light in COMPLETE INDICATOR

Shooting HEAVEN LANE without a break gets HEAVEN COMBO. HEAVEN COMBO awards you the followings;

1. Turning two HEAVEN LIGHTS on at a time.
2. Three ANGEL EGGS.
3. 1 Million

The blue light at the entrance of HEAVEN LANE turns on when you get a chance of HEAVEN COMBO.



3.19 Spirits Complete



Invoking all four spirits in a multiball play gets SPIRITS COMPLETE. 20 Million is awarded and SPIRITS light of the COMPLETE INDICATOR turns on.



3.20 Melodies Complete

Lighting all MULTIPLIER (FIELD 2X, EGG 2X, TIMER 2X) in a multiball play gets MELODIES COMPLETE. FIELD 2X, EGG 2X, and TIMER 2X are ARCHANGEL FEATURES which correspond to respective ARCHANGEL summonses. It is very difficult to achieve this feature as you must achieve PROGRESSIVE HATCHING twice in a multiball play.

10 Million is awarded by this feature and MELODIES light in the COMPLETE INDICATOR turns on.



3.21 Bridge Ramp Combo & Bridges Complete



BRIDGE RAMP

Shooting two BRIDGE RAMPS to spell "HEAVEN BRIDGE" by BRIDGE COMBO, BRIDGE COMPLETE is achieved. 5 Million is awarded and BRIDGES light in the COMPLETE INDICATOR turns on. Also EGG BUMPERS start flashing. During they are flashing two ANGEL EGGS awarded for each hit.



COMPLETE INDICATOR

When BRIDGE COMBO LIGHT located at the entrances of BRIDGE RAMPS are on, shooting the ramps gets BRIDGE RAMP COMBO. The left BRIDGE RAMP advances "HEAVEN" letter and the right BRIDGE RAMP advances the "BRIDGE" letter. The spelled letters are displayed in the SCORE DISPLAY.



Three ANGEL EGGS are awarded for BRIDGE RAMP COMBO. After completing "HEAVEN" or "BRIDGE", shooting either BRIDGE RAMP awards 1 Million. BRIDGE COMBO LIGHTS turn on for certain period of time by shooting any of LEFT WIRE RAMP, RIGHT RETURN RAMP, and JUSTICE LOOP RAMP.



SHIELD LIGHT

3.22 Shield

In AngelEgg, both out lanes have their own kick back which kick balls back to the playfield. While those kickbacks are activated, SHIELD LIGHTS is on. Except for summoning ARCHANGEL RAPHAEL, a SHIELD LIGHT turns off after using it one time.

You can reactivate the SHIELD again by completing SHIELD SPOT TARGET BANK. SHIELD can be reactivated one at a time. However, both SHIELDS are reactivated for the first completion of SHIELD SPOT TARGET BANK.



SHIELD SPOT TARGET BANK

3.23 Ball Saver



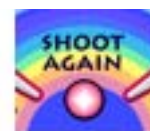
BALL SAVER LIGHT

BALL SAVER rescues a dropped ball from the out holes to the playfield. During the BALL SAVER is active, both BALL SAVER LIGHTS are on. BALL SAVER is active at the beginning of a game and can be reactivated by some features such as completion of SHIELD SPOT TARGET BANK.

3.24 Extra Ball



EXTRA BALL LIGHT



SHOOT AGAIN LIGHT

When achieving ANGEL COMPLETE, EXTRA BALL LIGHT turns on at EARTH EJECT HOLE. You can get an extraball by putting a ball in the EARTH EJECT HOLE when the light is on. When you get an extraball, SHOOT AGAIN LIGHT turns on.

3.25 ArchAngel Features

Summoned ARCHANGELS award you the followings:



MICHAEL - MICHAEL turns on FIELD 2X light(MULTIPLIER). It is valid only in multiball plays.



RAGUEL - RAGUEL turns on TIMER 2X light(MULTIPLIER). It is valid only in multiball plays.



AKRASIEL - AKRASIEL activates BALL SAVER for 20 seconds.



SARIEL - SARIEL turns on EGG 2X light(MULTIPLIER). It is valid only in multiball plays.



URIEL - URIEL turns on all LOCK lights at SPIRITS HOLES. Also URIEL cancels the time limit of LOCK lights to get them back to the original status.



RAPHAEL - RAPHAEL offers "ULTIMATE SHIELD" which is the reinforced shield. The SHIELDS lights stay on until the kickbacks work seven times.



GABRIEL - GABRIEL offers an EXTRA BALL.

3.26 Multiplier

There are three Multipliers in AngelEgg. They are FIELD 2X, TIMER 2X and EGG 2X.

FIELD 2X

FIELD 2X doubles every score including JACKPOT and SUPER JACKPOT.

TIMER 2X

TIMER 2X doubles the duration of BALL SAVER or LOCK lights. For example, 20 seconds BALL SAVER which is awarded by AKRASIEL is extended to 40 seconds.

EGG 2X

EGG 2X doubles the number of ANGEL EGG acquirements.

When FIELD 2X, TIMER 2X and EGG 2X are active, MULTIPLIER INDICATORS turn on.



3.27 Egg Bumper



EGG BUMPER

You can get an ANGEL EGG by each hit of EGG BUMPERS. When they are flashing, you can get two ANGEL EGGS at a time. As they keep balls bumping around them for some time, it is a good strategy for both defense and attack to use Egg Bumpers to decrease the number of balls around flippers in multiball plays.

Especially during six-multiball play, if there are too many balls around the flippers, the way to shoot may be blocked. Even you lose balls because of unpredictable crashes of balls.

In AngelEgg, the number of balls on the playfield is important. So use Egg Bumpers effectively to get highscore.

3.28 Sling Shot

Though SLING SHOTS simply flip a ball, you can send a ball to good courses from them by timely side-nudging. Using SLING SHOTS effectively brings great advantage especially in summoning SPIRITS OF WATER or reviving SHIELD. Highscore is guaranteed when you learn to use SLING SHOTS well.



SLING SHOT

3.29 Eject Holes / Spirits Holes

There are six eject holes. Four of them are SPIRITS HOLES. When the triangle lights are on, putting a ball in the holes invokes Spirits. When the lights flash, there is a chance for JACKPOT.



3.30 Ramp



1. JUSTICE LOOP RAMP

"JUSTICE LOOP", "BRIDGE RAMP COMBO & BRIDGES COMPLETE", "COLLECTING ANGEL EGG"

2. RIGHT RETURN RAMP

"BRIDGE RAMP COMBO & BRIDGES COMPLETE", "RETURN LANE", "COLLECTING ANGEL EGG"

3. LEFT WATER RAMP

"THE SPIRITS OF WATER", "COLLECTING ANGEL EGG"

4. LEFT WIRE RAMP

"BRIDGE RAMP COMBO & BRIDGES COMPLETE", "RETURN LANE", "COLLECTING ANGEL EGG"

5. LEFT BRIDGE RAMP

"BRIDGE RAMP COMBO & BRIDGES COMPLETE", "COLLECTING ANGEL EGG"

6. RIGHT BRIDGE RAMP

"BRIDGE RAMP COMBO & BRIDGES COMPLETE", "COLLECTING ANGEL EGG"

3.31 Justice Loop



You can change ARCHANGEL to be summoned by shooting JUSTICE LOOP. You can also get "QUICK MOVE" by shooting it without a break. "QUICK MOVE" awards corresponding amount of ANGEL EGG. The amount of eggs is determined by the number of times you shot the JUSTICE LOOP without a break. The number of ANGEL EGG to be awarded gets double in proportion to the number of times you shoot JUSTICE LOOP without a break. The first shot gets two eggs, the second shot gets four, the third shot gets eight, and so on.

When you get a chance of QUICK MOVE, the red light at the entrance of the LOOP turns on.



QUICK MOVE INDICATOR

3.32 Top Lane

TOP LANE lights turn on when a ball go through top lanes. 10 ANGEL EGGS, 10 seconds BALL SAVER and reviving SHIELD at both sides are awarded by the completion of TOP LANE. You can do the lane-change with the flipper buttons. (you can move a light to another lane)



TOP LANE

3.33 Return Lane



RETURN LANE

The completion of the RETURN LANE awards five ANGEL EGGS. You can do the lane-change with flipper buttons. (you can move a light to another lane)

3.34 Status Report

Keeping either flipper up for eight seconds in a game play displays a status report in the score window. The number of extra balls, how many eggs are required to summon the next archangel, the current highscore and some other information is displayed.