

DEVILS ON THE MOON

PINBALL

Instruction Booklet



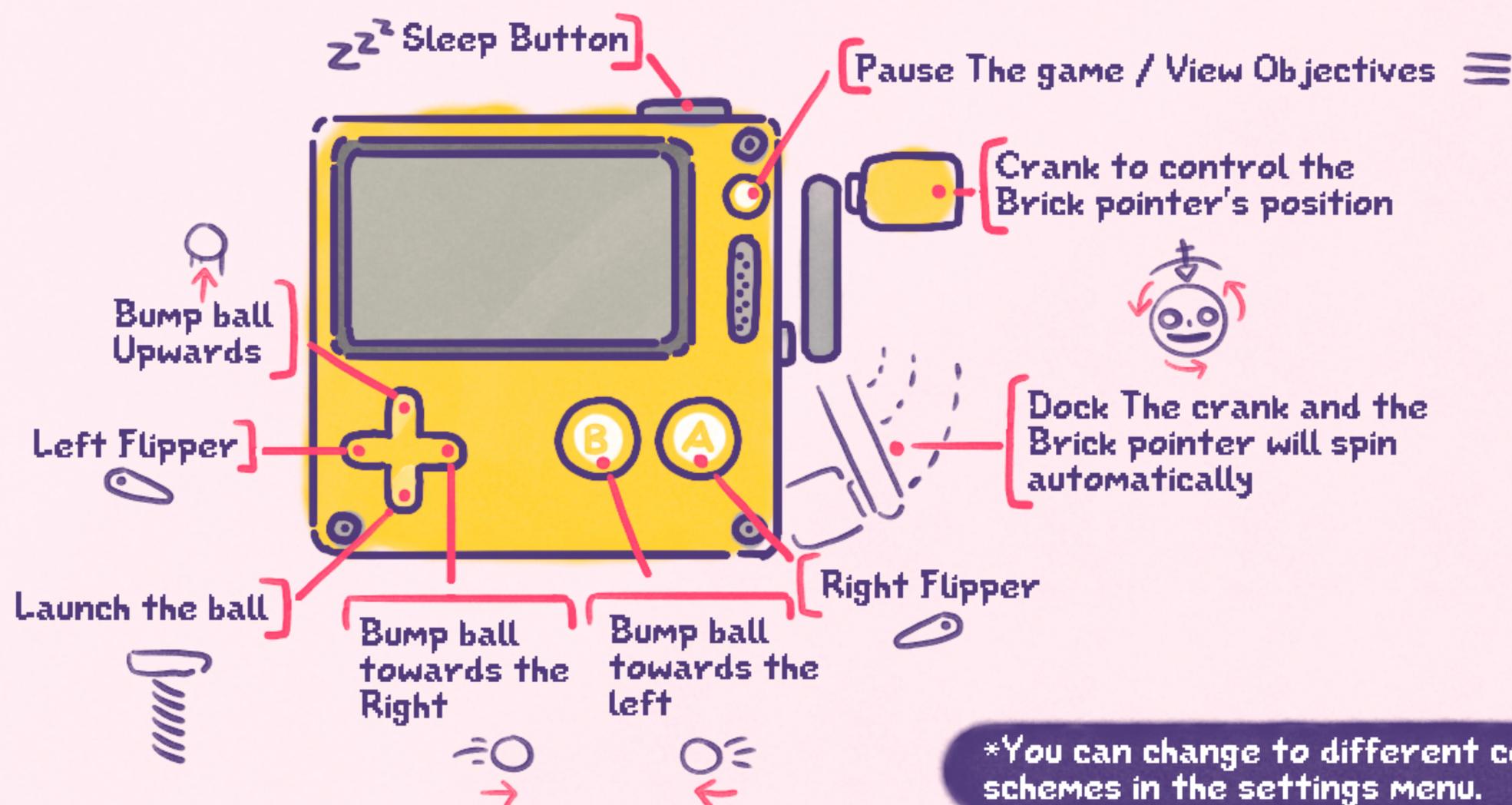
Devils On the Moon Pinball is a game we are very proud of making.

We hope you enjoy your time playing it

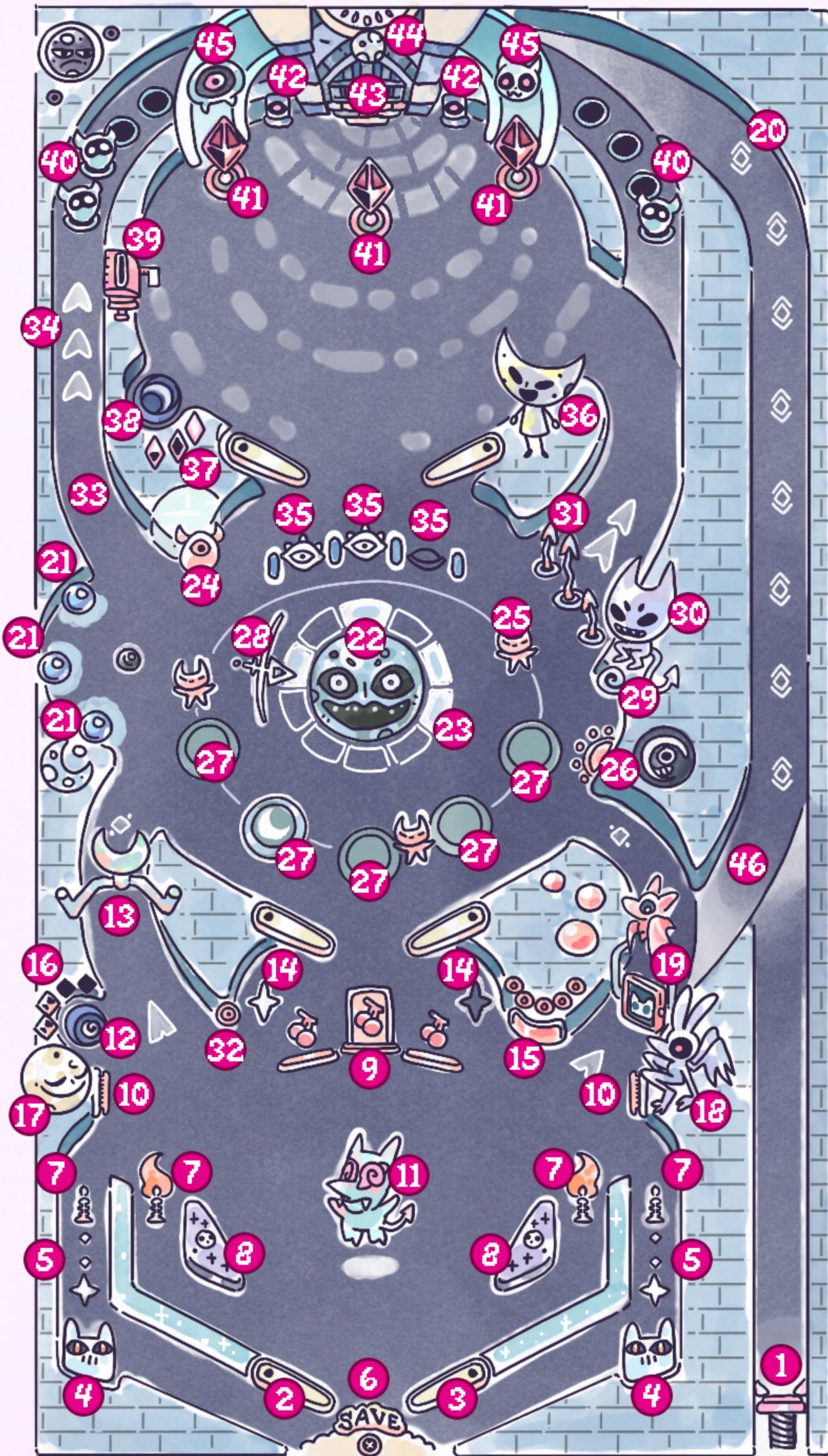
Sincerely
Jp & Mario

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Game Controls (Default controls)



The Moon Table



- 1 - Plunger
- 2 - Left Flipper
- 3 - Right Flipper
- 4 - Cat Kickbacks (Outlane Savers)
- 5 - Kickback Charge Indicators
- 6 - Ball Saver Indicator
- 7 - Inlane / Outlane Candle Rollovers
- 8 - Slingshot Bumpers
- 9 - Slot Cards
- 10 - Side-Bump Buttons
- 11 - Summoned Devils
- 12 - Warp / Summon - Kickout
- 13 - Left Lane Spinner
- 14 - Star Rollovers
- 15 - Eye Spawner Button
- 16 - Castle Warp Charge Indicator
- 17 - Faccios Toy
- 18 - Lauuz Toy
- 19 - Cat Kickback Charge-Spinner
- 20 - Top Skillshot Marker
- 21 - Moon Bumpers
- 22 - Face Bumper
- 23 - Face Light-Up Bricks
- 24 - Egg
- 25 - Hatchlings
- 26 - Sun Bumper
- 27 - Face Indicators
- 28 - Brick Pointer (👉)
- 29 - Gate Switch Button
- 30 - Nalgonk Toy
- 31 - Spike Gate
- 32 - Multiplier Adder
- 33 - Castle Loop
- 34 - Castle Loop Booster
- 35 - Eye Rollovers
- 36 - Ninino (Moonboy) Toy
- 37 - Crystal Progress Indicators
- 38 - Warp Exit / Crystal - Kickout
- 39 - Mailbox
- 40 - Topito Holes
- 41 - Castle Crystals
- 42 - Topito Spawners
- 43 - Castle Gate
- 44 - Moon Phase Indicator
- 45 - Ramp Guardians
- 46 - Alt Entrance

How to play

Pinball is a game of skill where you launch a ball into the table and use the flippers to hit it, preventing it from sinking to the bottom.

Hitting different targets across the board will award you with scores and multipliers. You have 3 chances or Balls that will get used up whenever the ball sinks. Master the table and compete for a place among the top players in the Global Leaderboard.

Devils on the Moon consists of three main objectives | Achieving the highest score. | Unlocking all five Bonus Challenges | Collecting every Devil in the Grimoire.

The Display Board



Score:

The amount of points you've gathered during the current game.



Multipliers:

During a game, different actions and missions will award you with three kinds of multipliers: Mega, Super, and Ultra. Represented by their initials M, S, and U, respectively. These multipliers have a maximum threshold of 99 each. The three numbers will multiply with one another, and that final product is applied to every subsequent scoring action in the game. This is how you break through the leaderboards.



Bump and TILT:

Bumping the ball is how you master the game. You can bump the ball to the left, right, or upward, this gives it a nudge or push in the selected direction. Doing this will give you better control of the ball and how it bounces. But be careful, every bump will take a chunk from the "Bump Meter".

Although the meter recovers quickly over time, bumping too frequently may cause it to deplete triggering a "TILT". In this state, you will not be allowed to bump again until the meter has completely refilled, and you'll lose -1 Mega Multiplier point. So find the right bumping rhythm and you'll soon own the Moon Table.

*During practice mode you have an unlimited bump bar.



Balls:

The amount of chances you have to sink a ball to the bottom of the table.

- Normal Mode grants you 3 balls.
- Hard Mode grants you only 1 ball.
- Practice Mode grants you unlimited balls.

Area 1

The Summoning Grounds



This is the lowermost area of the table, where your main objective will be summoning Devils by performing a multi-step ritual. But there are plenty of other things to do.

You can hit the right side spinner **19** in order to charge your outlane kickback savers **4**. They can hold up to 3 saving charges **5**.

You can activate both Star Rollovers **14** to engage the Slot Cards **9**. Match 3 images to get a special effect or reward based on the matching icon. (See page 8)

Hit either Side-Bump Button **10** to add charges to the Castle Warp Charger **16**. Once four charges are stored, hit the ball into the Warp Kickout **12** to send the ball up to Area 3: The Castle.

Hitting the Multiplier Adder **32** will add +1 to your current Mega Multiplier.

As long as the Ball Saver Indicator **6** is lit, your ball will be recovered and auto-plunged back into the table after being lost.

The Summoning Ritual:

Step 1 - Light all four Candle Rollovers **7** | Rolling the ball over an unlit candle will turn it on. Once a candle is lit, it will remain lit even if you roll over it again. Pressing the Left or Right Flippers will shift the lit candle's position in that direction.

Step 2 - Follow The four arrows in order to light all the ritual hands | Lighting the four candles will begin the calling of the five hands and automatically call on the first one. Call on the remaining four by following the newly lit arrows pointing you to the Side-Bump Buttons **10** and Spinner lanes.

Step 3 - Hit the ball into the Summon Kickout **12** | Once all the hands are called upon, you must hit the ball into the Summon Kickout, afterward, a Devil will spawn on the center of the area along with an exhaust counter indicating how many hits are required to exhaust and catch it.

Area 2

The Moon's Orbit



This middle area is a kind of transitional space. It is a safer area to be in, but any shot could speed you down into the first area's gutter if you're not careful.

Its main feature is the Face (or Phase) Bumper **22**. The bumper controls the current state of the table and can be set to one of five states:



The game always starts with the Full Moon face and you advance to the next face by lighting up all the bricks **23** that surround the bumper. You light up a brick by hitting the Face Bumper when the Brick Pointer **28** is pointing at it.

The Brick pointer spins on its own if the crank is docked and the spin direction can be changed by pressing the Right or Left Flipper buttons. Alternatively you can undock the crank and spin it to control the pointer's position manually.

Changing the face will do two things:

- It will give you a +1 Super Multiplier
- It will change the type of Devils that appear in the summoning grounds and it will transport you to a different Challenge Table upon passing through the Castle's Gate in Area 3.

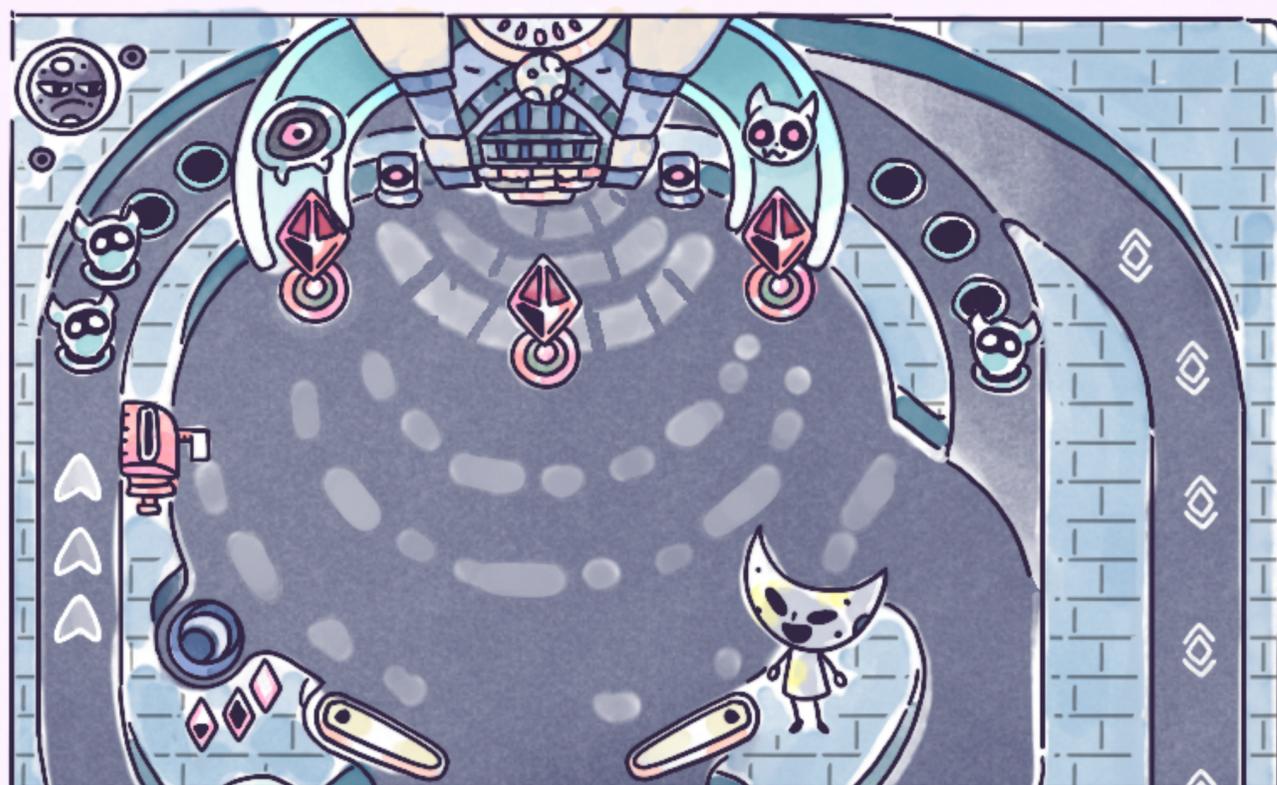
The Eye Rollovers **35** will open up if the ball rolls over them but they will also close back up if the ball rolls over an already open eye. Time your flippers carefully to open all three eyes simultaneously and you'll be rewarded with a +3 to your Mega Multiplier.

Access to Area 3 is barred by the Spike Gate **31**. Bring down the spikes by hitting the Gate Switch Button **29**, dazing Nalgonk, who is guarding the gate. Hit the switch again and the gate will close once more.

Hatch the Egg **24** by hitting it twice. Five Hatchlings **25** will spawn around the Face of the Moon. Every Egg hatched will give you extra points at the "End of Ball Bonus".

Area 3

The Castle



The top area of the table is the castle entrance. The mission is getting past the gate into the castle itself. Doing this will reward you with a Bonus Challenge that changes depending on the current Face of the moon.

Getting up to the castle entrance can be a challenge in itself, but once you are there you must prove your skill to gain entrance.

First, you must hit each Crystal **41** three times in order to light them up.

This will transform the Warp Exit Kickout **38** into the Crystal Kickout. Hitting the ball into the Kickout will activate Ninino's **36** special animation, destroying the crystals and granting access to the top ramps. But wait! the Ramp Guardians **45** will come out to defend the castle. Hit all six of them, and the Castle Gate **43** will finally open to you. One final shot into the castle will take you to the Bonus Table.

For an extra score bonus try and roll through the Mailbox **39** to get a letter. Every letter will reward you at the "End of Ball Bonus".

Hit the Topito Spawners **42** to make a Topito come out of its Topito Hole **40** with every hit. If you return to Area 2, shoot the ball through the Castle Loop **33** and hit all eight Topitos in sequence, you'll be awarded a special bonus.



Bonus Challenges

Entering the Moon Castle will transport you to one of five different Bonus Challenge mini-tables depending on the current face of the Moon Bumper.

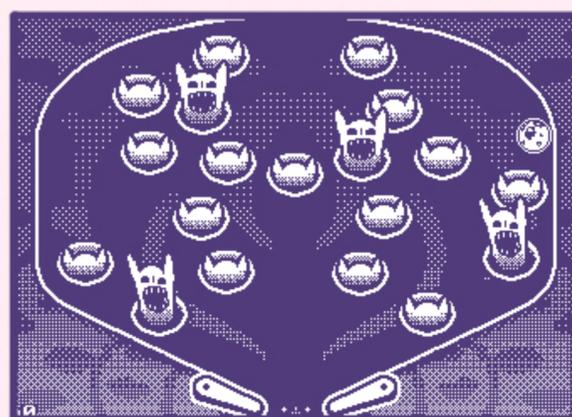
Each Bonus Table is a timed challenge that you'll have to master in order to catch very special boss Devils.

Beating a bonus challenge will net you massive high scores and reward you with a +1, +3, or +5 Ultra Multiplier depending on the rank you obtain (B, A, or S respectively) based on how fast you finish.

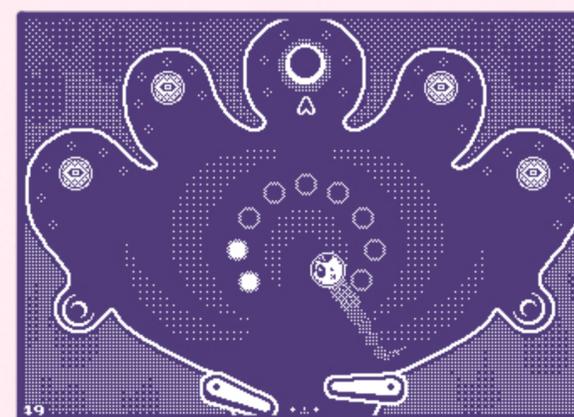
If you fail a challenge, don't worry! After you enter a Bonus Challenge for the first time, you'll be able to play it anytime directly from the Main Menu in the "Challenges" section. There are, however, alternate ways to unlock these challenges based on how many times you play or how many Devils you've caught.



 Full Moon Challenge



 Gibbous Challenge



 Half Moon Challenge



 Crescent Challenge



 New Moon Challenge

Slot Card match reward guide

Cherries



+3,000 pts

Amano



+5,000 pts

Gatherer



+10,000 pts

The Eyes



+250,000 pts

Aces



+50 to Mega Multiplier

Stars



Activate Ball Saver
30 Seconds

The Fool



Left and Right Flippers
will be inverted for rest
of the current ball.

A Moon



Extra Ball!

Comet



Cat Kickbacks are always
charged for the rest of
the current ball.

El Diablo



Bumping the ball now
costs less.

Reaper



All Three Multipliers are
set to 4. Curse or
blessing? You decide.

End of Ball Bonus

After losing a ball to the bottom of the table you'll get an "End of Ball Bonus" tally screen that rewards you with bonus points based on certain actions you may have accomplished with that ball. Those are:

SKILL SHOT - Reaching the Top Skillshot Marker **22** and having the ball return down the Alt Entrance **46** into Area 1 will earn you a Skillshot bonus.

EYEBALLS - Hitting the Eye Spawner Button **15** will spawn five eyeballs in Area 1. Every eyeball you get counts for this bonus.

LETTERS - Get a Letter by rolling the ball through the Mailbox **39** arm in Area 3.

BONUS TABLE - Clearing a Bonus Challenge table successfully will earn you this bonus.

DEVIL CATCH - Every Devil **11** you catch including BonusTable Devils will count for this bonus.

FACE CHANGE - Get this bonus every time you change the Face Bumper **22**.

EGG - For every hatched Egg **24**, you get this bonus.

CARD MATCH - Match any 3 Slot Cards **9** and get this bonus on top of the matching reward!

Your "End of Ball Bonus" will be multiplied **ONLY** by your Mega Multiplier.

Leaderboards

This is where you'll compete against yourself, your friends, and everyone else!

There are three Types of Leaderboards:

Local - Where you will try to get the highest score on your device.

Global - Where you'll compete for a place among the top 10 players around the world.

Daily - Same as Global, but resets every single day.

Well, actually, there are six types of leaderboards. There are three more corresponding Local, Global, and Daily leaderboards for those who play **Hard Mode**.

Rank	Player	Score
1st	MOONY	100,000,000
2nd	STAR	50,000,000
3rd	CRATER	10,000,000
4th	PEP	5,000,000
5th	SPOON	3,000,000
6th	MARZIN	500,000
7th	ZEZR	200,000
8th	HELION	100,000
9th	SHAMPU	50,000
10th	JAZZ	10,000

Rank	Player	Score
1st	KingKosmo	5,900,845,150
2nd	Albert	1,456,888,910
3rd	Making-cakes	1,345,889,400
4th	AfT	1,111,023,540
5th	Babyshoes	999,994,900
6th	Mark	950,456,110
7th	pipis2001	810,419,990
8th	playdate_gogo	750,101,560
9th	DBZultraKAMI	99,800,300
10th	Sofia	50,521,310

Rank	Player	Score
1st	BowMAN	1,900,845,150
2nd	JuanGonzalesDeLaCruz	456,888,910
3rd	Moosaycow	345,889,400
4th	Plastick	111,023,540
5th	terminalitis	99,994,900
6th	ShowtheClown	50,456,110
7th	Lena	10,419,990
8th	Coco_Za	9,101,560
9th	CharmanDerek	800,300
10th	Amoebius	521,310

Grimoire

The Grimoire is where you can view your collection of Devils and track your progress. It's a tome of sorts that displays which Devils you've caught, showing their in-game sprite, corresponding number, and name. It also includes a short description or lore snippet, artwork depicting them, and the Moon Phase required to find them.

- Left and Right on the D-pad (or spinning the crank) will scroll through every Devil numerically.
- Pressing Up or Down on the D-pad will jump to the next unlocked entry in the Grimoire.



