



Hamster!



User Manual

Features

- Table has look-and-feel of 70's electro-mechanical pinball machine – “the golden age of pinball”
- Sporting one of Misaligned's trademark uncluttered playfields and a strong plot element
- Flipper configuration with patented central Big Soft Bouncy Stopper (BS-BS) allows for great saves as well as spectacular blunders
- Stylish wooden playfield with tasteful trimmings in unique colour schemes: Garish Pink and Neon Hamster Violet
- Plungerless operation means high reliability and less maintenance
- Multiball mode with up to 6 balls!
- Probably the only pinball table to feature a “Procreate” target
- Absolutely the only pinball table to feature a “Pelhamina” (that's the hamster to the left!)

Copyright Notice

Hamster! is freeware (or, if you are in a generous mood, “donate-something-to-animal-care-ware”).

The original zip archive may be freely distributed, as long as no money is being charged. Distributing the “hamster.vpt” file on its own is strictly prohibited.

If someone has tried to sell you this game, or even charged money for its distribution, please report that someone to the proper authorities for copyright violation. Thank you!

Installation

Hamster! version 1.00 uses the Visual Pinball game engine by Randy Davis. You need Visual Pinball Tech Beta 6 or later for Hamster! to work.

The current home page for Visual Pinball is:

<http://www.randydavis.com/vp/index.html>

Once Visual Pinball is installed, all you have to do is put the “hamster.vpt” file in Visual Pinball’s “Tables” directory.

There are a number of utilities designed to make selecting and launching Visual Pinball tables more convenient. One such utility is “VPlauncher”, which is highly recommended:

<http://vplauncher.rolandscholz.de/>

What's With The Misaligned Cow?

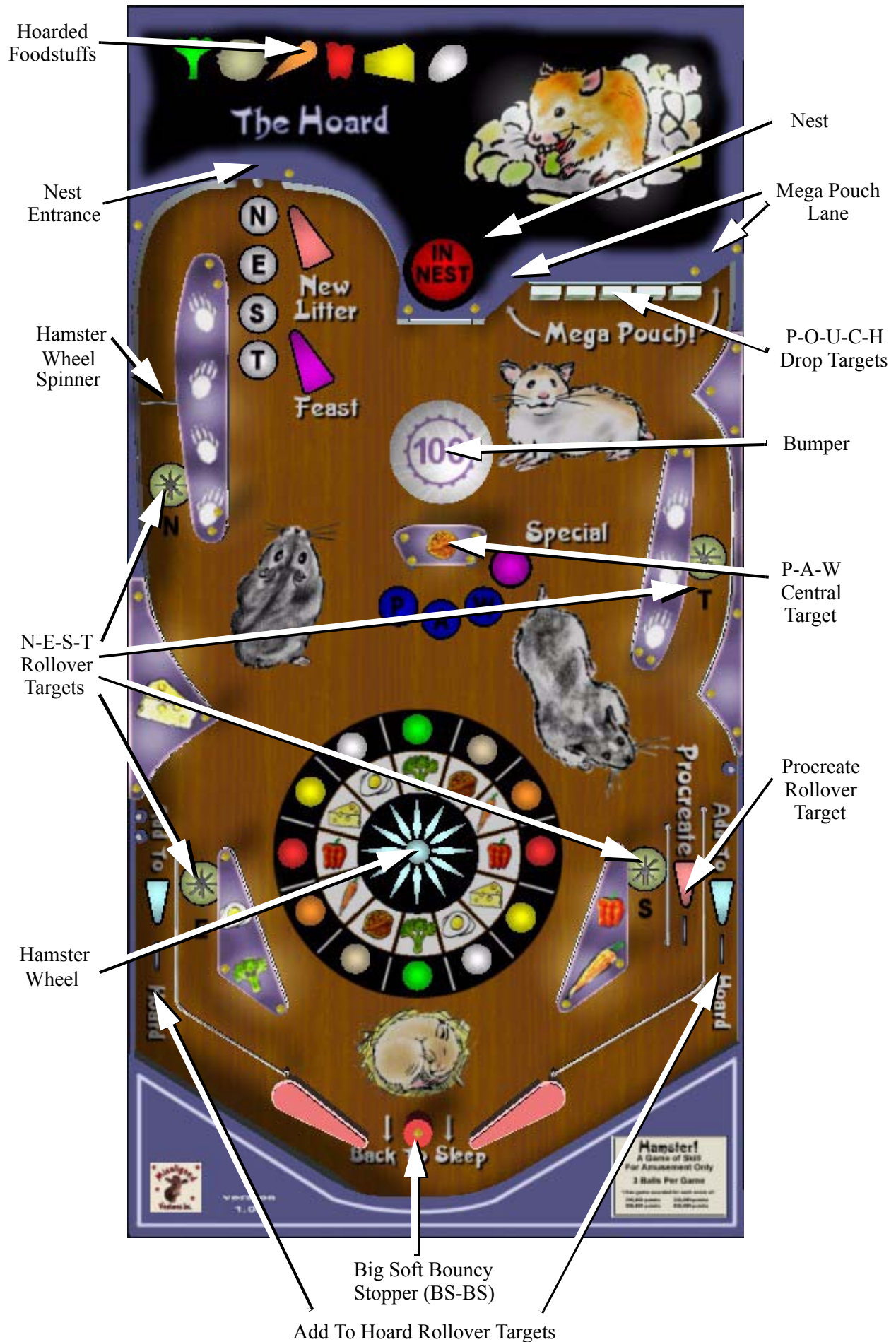


It is a scientific fact that, in a field of cows, regardless of their current activity, most cows will pretty soon end up pointing in the same direction.

It is also a fact that, in most such fields of cows, there will be the odd cow pointing in a completely different direction for totally unknown reasons.

Those are the ones we sympathise with.

Table Layout



Rules

GAME OBJECTIVE:

As a hamster, your main objective in life is to pouch foodstuffs and bring them home to your nest to put them on your hoard. When you have enough food in your nest, you may begin thinking about procreating...

STARTING OUT

This game has no plunger. Each hamster – sorry, ball – starts in the **Nest**. When the “In Nest” light is lit, press the Enter key to release the ball from the **Nest**.

POUCHING FOOD

The **Hamster Wheel** in the middle of the playfield contains a blue arrow pointing to an item of food that may be pouched. Pouching can be done in one of three ways:

1. Complete the **P-O-U-C-H Drop Targets**. The food item indicated by the blue arrow in the **Hamster Wheel** will be pouched (the coloured light next to it will light up).
2. Shoot the **Mega Pouch Lane** behind the drop targets. This will pouch the indicated food item as well as the opposite (identical) item in the **Hamster Wheel**. (This also enables one of the **Add To Hoard Rollover Targets**. More about them under “Bonus Scores” below.
3. Complete the letters P-A-W by hitting the round **P-A-W Centre Target** three times. Any “single- pouched” items lit in the **Hamster Wheel** will become “double-pouched” (both lights of the same colour in the **Hamster Wheel** lights.)

The blue arrow advances when the spinner is hit, when a **N-E-S-T Rollover Target** is made, and when a new food item is pouched.

VISITING THE NEST / HOARDING POUCHED FOOD

Before each visit to the **Nest**, you must first open the gate guarding the entrance by completing the **N-E-S-T Rollover Targets**.

Visiting the **Nest** will empty any pouched food onto the hoard. A **Hoarded Foodstuffs** light in the colour and shape of each pouched food item will light up.

PROCREATING

Leaving the nest with at least two **Hoarded Foodstuffs** will light the **Procreate Rollover Target**.

Make the **Procreate Rollover Target** to light the “New Litter” light next to the nest entrance. Then re-visit the **Nest** to produce a new litter: This starts a multiball mode, where the **Nest** will release as many balls as the are lit lamps for the hoard -- which means you may have up to six balls on the playfield simultaneously. During multiball, all target hits score double, and the nest remains closed. (If N-E-S-T is made during multiball, the **Nest** will re-open as soon as you are down to one ball again.)

SPECIAL

When all six food **Hoarded Foodstuffs** lamps are lit, spelling P-A-W on the **P-A-W Centre Target** will light the “Special” light. Then, shoot the target a fourth time for a free credit.

FEAST

Shooting the “Special” also lights the “Feast” light, which means that next time you visit the nest, you will eat all the stored food to make room for more! (The hoard bonus is awarded and the hoard is emptied.)

BONUS SCORES

At the end of each ball, you will get 5 000 points for each **Hoarded Foodstuff**, and 1 000 points for each currently pouched food item in the **Hamster Wheel**.

If a lighted **Add To Hoard Rollover Target** was made during the ball, any pouched food items will be added to the hoard BEFORE the rest of the bonus is awarded.

Reference And Detailed Scoring

(Refer to the “Table Layout” section while reading)

HOARDED FOODSTUFFS

When you enter the **Nest** with a certain food item in the pouch (lighted in the **Hamster Wheel**), the corresponding **Hoarded Foodstuffs** light will light.

Each lit light will give 5,000 points during bonus countdown at end of ball, or when the **Nest** is entered with the “Feast” light lit, which also initiates a hoard bonus countdown and empties the hoard.

NEST

The **Nest** is a kicker, which is hidden behind the nest exit flap. The only way into the nest is via the **Nest Entrance**.

The nest scores 3,000 points, plus 1,000 point for each item lit in the **Hamster Wheel**, which will be emptied onto the hoard.

When the “New Litter” light is lit, a multiball mode will start, and the nest will kick out as many balls as there are lit **Hoarded Foodstuffs** lights.

When the “Feast” light is lit, the **Hoarded Foodstuffs** lights will be put out and the hoard bonus awarded before kicking the ball out into play again.

Leaving the nest with two or more lighted Hoarded Foodstuffs lights will light the **Procreate Rollover Target**.

NEST ENTRANCE

A bolt keeps the nest entrance closed until all four **N-E-S-T Rollover Targets** have been made. Each time a ball enters the nest, the bolt closes the entrance again, and you must make another set of N-E-S-T targets to re-enter.

The nest entrance is always closed during multiball. If N-E-S-T has been made during the multiball, the entrance will open as soon as only one ball remains on the table again.

MEGA POUCH LANE

Shooting the ball either way through the Mega Pouch Lane scores 1,000 points and advances the blue arrow in the **Hamster Wheel** one step. If the food item currently pointed to by the blue arrow in the **Hamster Wheel** is unlit, both similar food items will be lit in the **Hamster Wheel**, and another 2,000 points scored.

In addition, one of the **Add To Hoard Rollover Targets** will light up.

P-O-U-C-H DROP TARGETS

Each target is worth 1,000 points on its own. When all 5 targets are down, they will be reset. If the food item currently pointed to by the blue arrow in the Hamster Wheel is unlit, it will light up and another 2,000 points will be awarded.

HAMSTER WHEEL SPINNER

Each 360 degree spin is worth 10 points, and advances the blue arrow in the **Hamster Wheel** one step.

BUMPER

Each hit is worth 100 points.

N-E-S-T ROLLOVER TARGETS

Each hit is worth 100 points and advances the blue arrow in the **Hamster Wheel** one step. When all four targets have been hit, the nest gate opens (unless you are in multiball mode – see NEST ENTRANCE).

P-A-W Centre Target

Each hit is worth 100 points and lights one of the letters P-A-W.

Completing P-A-W normally scores a further 1,000 points and lights the mate of any “single-pouched” food items in the **Hamster Wheel**. Completing P-A-W with all six **Hoarded Foodstuffs** lit scores 2,000 points and lights the “Special” light instead. Shooting the target a fourth time then gives you 5,000 points and a free credit and lights the “Feast” light next to the **Nest Entrance** (see NEST for more info).

HAMSTER WHEEL

This is not a target. Each coloured light indicates one pouched food item, which is of value in the **Nest**, and during the bonus countdown for each ball.

PROCREATE ROLLOVER TARGET

This will light the “New Litter” light next to the **Nest Entrance**. (See NEST for more info.)

ADD TO HOARD ROLLOVER TARGETS

One of these targets will light up after passing through the **Mega Pouch Lane** for the first time. If the ball (one one of the balls in multiball mode) makes the target, the food items in the **Hamster Wheel** will be added to the **Hoarded Foodstuffs** at the beginning of the bonus countdown procedure, possibly earning you some extra 5,000 points for additional **Hoarded Foodstuffs** lights.

SLINGSHOT WALLS

Each hit scores 10 points. Each hit also switches the activated **Add To Hoard Rollover Targets** between the left and right hand side exit lanes.

Book Keeping

Hamster! will remember some basic statistics between sessions. Press the “S” key in between games to bring up the statistics window showing:

- High score to date
- Average score to date
- Number of games played
- Number of free credits awarded.

(Note: This does not currently differ between free credits awarded by “Special” shots and the various free credit score limits.)

The statistics for your Hamster! machine can be reset at any time by pressing the “C” key in between games. (You will be asked to confirm the reset before it is carried out. Note that a reset also wipes out any outstanding credits.)



Hamster!

- It's not a pinball game – it's a simulation of hamster life!
- No, wait – we take that back. It *is* a pinball game!