

OXO

2.0



Owner's Manual

O X O



Williams®

NEW 4 PLAYER GAME

Adjustable 3 or 5 Ball Play
Replay or Extra Ball Model

25¢ Play is the Profit Way

(Recommended Minimum Pricing)
(2/25¢—3 Ball Play.)

The Unusual, Lively, Ball Action is tied in with the Lighted Squares to Score Bonus Points, Extra Ball or Special.

- Making three Xs or three Os in any line lites eject pockets to score 1 extra ball and 5000 points.
- Making "A" and "B" lites center bumper to score 1000 points and opens gate.
- 1000 Bonus Points for each lit square. Triple Bonus on last Ball.
- Lighting all squares lites side rollovers to score Special.
- High scores for Special.
- Match Feature.

Buy the Best—Buy "O X O"

Size—Ready to Play:
Height: 69½", Depth 52"
Width Cab: 22½"
Width Back Box: 30¼"
Crate Weight: 270 lbs.
Instruction Manual in Each Game
Tempered Playfield
Glass—Standard Equipment



Williams® ELECTRONICS, INC.

3401 North California Ave. / Chicago, Ill. 60616
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Available For Immediate Delivery Through Your Williams Distributor.

Welcome!

Congratulations on your procurement of this OXO Virtual Pinball Table.

Although you may not notice at first, OXO version 2 is actually very different from version 1. If the devil is in the details, this table now sports two horns and a pointy tail. It's even got the kitchen sink – we kid you not.

The playfield has been rebuilt to be accurate to true-life measurements (within a few millimeters), and sports new graphics and plastics.

Resolution of playfield and apron graphics has been increased.

The lighting has been re-tuned and improved to produce a more dramatic and realistic effect.

All operator settings are now available via a new operator menu, and other user settings specific to the virtual OXO via another settings menu.

Statistics functions to keep track of number of games played, average score, and number of free credits awarded have also been added.

To round off the new features list, the table now has a choice of three brand new, original music themes with a heavy 70s vibe.

Before You Play

- OXO 2.0 is optimized for Future Pinball 1.8.
- Note that "Flares on Playfield Lights" in the FP Video/Rendering options must be checked for the backglass graphics to work.

Credits

Thanks to centinex for invaluable real-life expertise, data, and playfield graphics.

Thanks also luvthatapex, greywolf & others at Future Pinball forums for additional insights & comments.

Quotes

(regarding the real-world OXO)

“Pinball's pointiest people. Happy game looks easy but is not. Great colors and Williams quality.”

scooter, www.ipdb.org

“A great concept that is really a blast to play.”

Dr. Rocky, www.ipdb.org

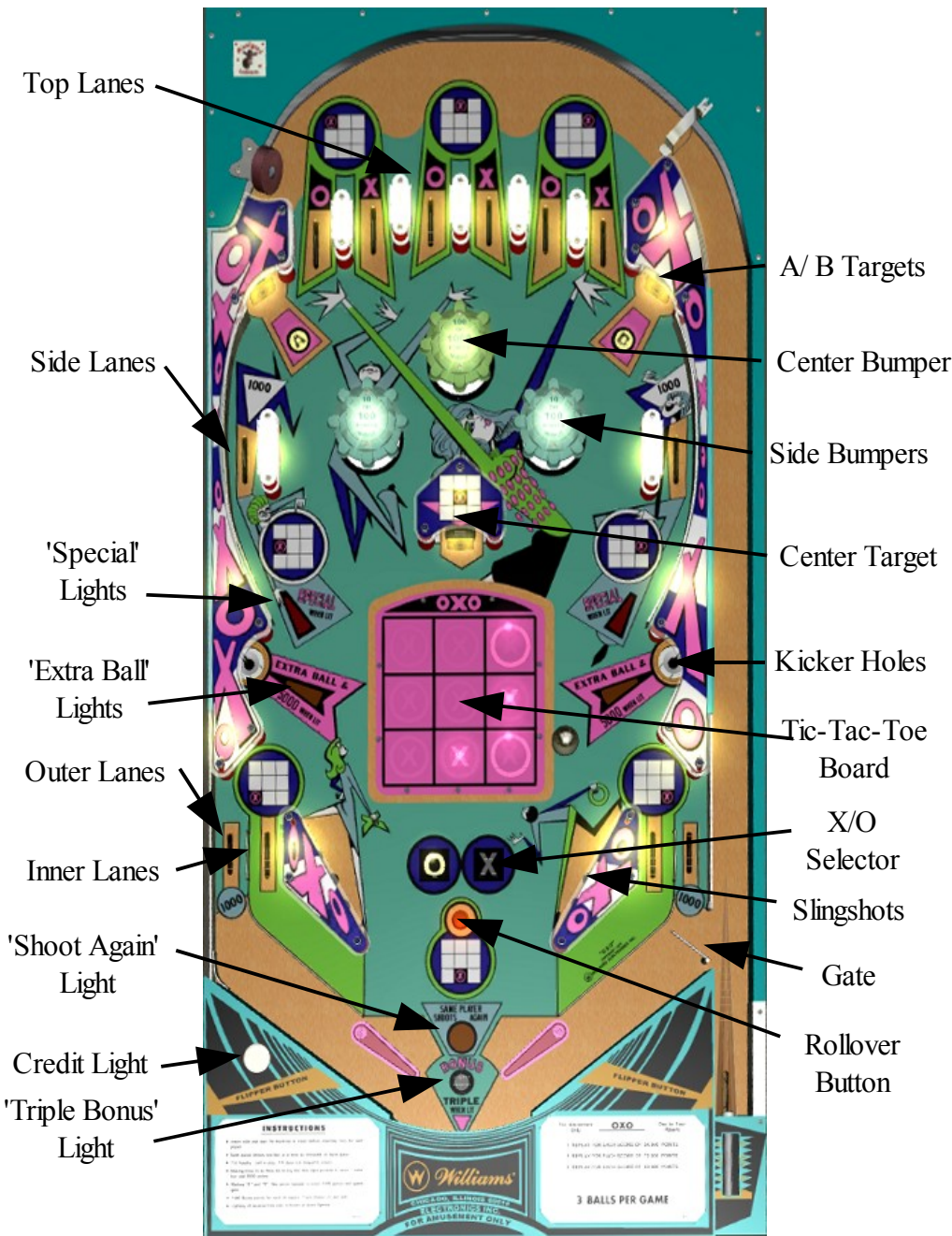
“This is a machine that was fun enough to continue being played but not popular enough to be considered worth taking care of. As such, they're exceedingly rare in good condition due to being 'out in the wild' longer.”

John Spain

“Tons of fast action from William's in a mid 1970's pinball machine that looks like Austin Powers meets Andy Warhol. Colorful addition to any hip game room.”

www.pinrescue.com

The Playfield



Game Rules

Playing Tic-Tac-Toe (The Way to the BIG Scores)

Use the following targets to light squares on the central Tic-Tac-Toe board:

- Top Lanes
- Side Lanes
- Center Target
- Inner Lanes
- Rollover Button

For all these except the top lanes, the symbol assigned to the square depends on the state of the X/O Selector. The selector switches between X and O whenever the slingshots or **unlit** side bumpers are hit.

Whenever you get three identical symbols in a row – horizontally, vertically, or diagonally – The 'Extra Ball' lights are lit, and hitting one of the kicker holes gives you an extra ball (only one extra ball per ball in play).

Whenever the entire board is lit – regardless of symbols – the 'Special' lights are lit. Making one of the side lanes when the 'Special' lights are on awards one free credit. Any number of free credits can be earned with the same ball.

The A/B Targets

Hitting either the A or B target lights the corresponding side bumper. Hitting both targets lights all three bumpers, and opens the gate.

Scoring

A/B Targets	100 points.
All lanes except Out Lanes:	100 points.
Out Lanes:	1000 points.
Side bumpers:	Unlit 10 points, Lit 100 points.
Center bumper:	Unlit 100 points, Lit 1000 points.
Center target	500 points.
Kicker holes:	Unlit 500 points, 'Extra Ball' lit 5000 points.
Slingshots:	10 points.
Rollover Button:	50 points.
Bonus:	1000 points per symbol lit, except Last ball: 3000 points per symbol lit

Score Limits

Whenever a score limit is passed, the player is awarded a free credit (or extra ball, depending on a setting in the Operator Menu – see below.)

3-BALL GAME ----- SCORE LIMITS ----- 5-BALL GAME

54,000	68,000
72,000	86,000
93,000	99,000

Number Matching

When a game is over, the last two digits of each player's score is compared to a randomly selected number shown on the backbox. For each score where the numbers match, one free credit is added.

(This requires that the number matching feature has not been switched OFF in the operator menu – see below.)

The Main Menu

All settings specific to the virtual version of this pinball game is available on the main menu.

Press the 'Special1' key (as defined in the Future Pinball settings) to toggle the main menu on and off. While it is visible, only main menu actions can be performed.



Use the keyboard number keys as listed to perform the following operations:

1. Auto Backbox

This setting decides whether the camera should be pointed at the backbox automatically at certain points in the game. Available settings are:

'OFF' – no automatic backbox camera.

'END OF GAME' – When the game is over for all players, the camera points to the backbox to show final scores and number matching results.

'END OF BALL' – Camera points to backbox during bonus countdown after each ball, and stays there until next ball starts.

2. Fixed Camera

This setting decides whether Future Pinball's scrolling camera views should be used or not. 'YES' means the cameras will never scroll/move during play, whatever camera view you select in Future Pinball.

This setting does not take effect until a new ball is ejected into the plunger lane.

3. Pretty Sounds

When set to 'YES', this setting retro-fits your OXO table with a solid-state sound generation system (producing cleaner bell sounds than the old mechanical chime unit).

4. Pretty Lights

When set to YES, this setting retro-fits your OXO table with solid state logic circuits, which enables an Attract Mode not available in the original game, and also a more dynamic bonus countdown procedure.

5. Start-Up Power State

This Virtual OXO Table features a working power switch. (See “Power System Emulation” on page 13 for a full description.)

By default, power is 'ON' when you start the table. If you always want to start with power off, toggle this setting to 'OFF'.

6. Power Help Texts

To help users understand what's going on, help texts are normally shown on-screen when power is off, and during the power-on sequence.

Once you have learned how it all works, you can increase the immersion level of the game by switching these help texts 'OFF'.

7. Music

The music is not tied into the gameplay but simply starts when a game starts and fades out when it ends, providing some additional hip 70's atmosphere. Use Future Pinball's built-in volume keys to adjust the volume between music and sound effects.

The 'OFF' setting turns off the music.

The 'RANDOM' setting plays the themes in random order.

The 'ALL' setting plays all themes in sequence.

The rest of the settings plays one of the themes in a continuous loop:

'CLUB OXO' is a piece similar to the kind of thing you would hear in a 70's movie scored by Henry Mancini or Lalo Schiffrin: “Hero makes his way across crowded dance floor in very hip, trendy, groovy and altogether down-with-it post-psychedelic night club.”

'ANYONE CAN PLAY' is a reference to that most 70's of all TV shows – “The Persuaders”. In the episode with the same name, the head of British intelligence is seen playing pinball machines on a pier in Brighton whilst in a secret meeting with Sinclair and Wilde! (Which were played by Roger Moore and Tony Curtis, if you have happened to miss out on what I'm talking about altogether.)

'OXOGEN' – Well, no prizes for guessing the origins of this one!

The Operator Menu

All settings available in the backbox of the real game is available on this menu. It also includes some fun statistics NOT available in the real-life game.

Press the 'Special2' key (as defined in the Future Pinball settings) to toggle the operator menu on and off. While it is visible, only operator menu actions can be performed.



Use the keyboard number keys as listed to perform the following operations:

1. Number Of Balls

Sets the number of balls per player and game to either '3' or '5'.

(When you change this setting, the appropriate score info card is automatically inserted on the right hand side of the apron.)

2. Number Matching

Decides whether players get a chance of a free credit at game-over by matching the last two digits in their score against a randomly displayed number on the backbox.

3. Game Reward Type

This setting decides what happens when a score limit is beaten, or a 'Special' is scored in the side lanes of the playfield; The normal setting is 'FREE CREDIT', but can be changed to 'EXTRA BALL'.

(Note that the normal limits for extra balls apply, so contrary to how the special works on the 'FREE CREDIT' setting, you can only earn one extra ball per ball in play hitting the 'special' on the playfield.)

4. Reset Statistics

To avoid accidental resetting of the statistics (see below), you are required to press the '4' key twice in succession before the statistics are actually reset. The text will change first to "4" TO CONFIRM', and then to 'STATS RESET', indicating the job has been done.

Statistics

The three counters shown in the operator menu display the statistics since the last reset. They should be pretty self-explanatory. Note that statistics are updated after each successfully completed game: For example, if only 2 players in a 4-player game finish their games, only those 2 are counted in the statistics.

Restore Factory Settings

To restore all factory settings, select the 'Table Info...' option in Future Pinball's 'Table' menu, and then click the 'Reset fpRAM file to defaults' button.

Power System Emulation

This virtual OXO table emulates the power switch of the real thing.

The power switch can be toggled on and off using the “P” key. Note that when power is switched on, the lights do not go on immediately (thus presumably saving on light bulbs and electricity), but only when a coin is inserted, or the start game button is pressed. You can also press the left flipper key in order to light up the game and make it attractive to the punters!

The initial power state can be set using an option in the main menu (see page 8.)

Note 1: The power switch is disabled while a game is in progress – because it is very difficult to lift the top glass and manually retrieve stuck balls in Future Pinball.

Note 2: After turning on the lights, it takes a few seconds for the bi-metal switches in the flashing “OXO” backbox bulbs to warm up enough to get the flashing going!

Scoring Mechanism Emulation

The game also emulates the original scoring mechanism, which has certain limitations. It can only “track” one multiple score at a time – that is, a score that advances one of the scoring reels several steps in one go. If a multiple score operation is in progress, a subsequent multiple score may be ignored: For example, a 50 point score triggered by the bottom center rollover button may cause the game to miss scoring a subsequent kicker hole 5000 point hit. Sorry – that's the way it works!

Legalese

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