Tokyo Pinball 103 README (English)

Preface

Thank you very much for picking up Tokyo Pinball, a game designed to introduce the fun of pinball to as many people as possible. Whether you have never played pinball before or not, I hope you will enjoy playing it!

Terms of service

You are granted the right to use this software provided by downloading or other means under the following terms and conditions. You agree to all the terms and conditions by obtaining this software. If you disagree, please do not use this software.

- Permission is granted to post gameplay videos and images of this software on YouTube, Twitter, and other sharing sites.
- You may not use this software for any commercial purpose other than the above without permission.
- You may not modify, distribute, reproduce, redistribute, or sell this software in any form or by any means without permission.
- Reverse engineering, decompiling, or disassembling this software is prohibited.
- We assume no responsibility whatsoever for any damages resulting from the use of this software.

Features

- Third flipper multiplier & jackpot for speedy play
- Stamina gauge system is used for nudging (table shaking) and kickbacks
- No tilt in this game
- Slow motion is available when the ball is about to drop
- Smooth gameplay at up to 540 FPS

How to start the software

Run TokyoPinball.exe in the folder.

How to play

- Launch the ball from the plunger and control the flipper to avoid dropping the ball into the outhole.
- Control the ball's trajectory using the nudge and kickback functions.
- Use the various gimmicks in the playfield to achieve a high score.

Controls

Action	Keyboard	XInput
Plunger	Enter	A
Flippers	Z, M	LT, RT
Nudging (Horizontal)	N, X	LS Left, LS Right
Nudging (Vertical)	Space, B	LS Up, LS Down
Kick Back	A, K	LB, RB
Pause	Esc	Back

Recommended system requirements

- OS: Windows 10
- Processor: 2.0GHz
- Memory: 64MB
- Graphics: VRAM128MB, ShaderModel 4.0
- DirectX: 11.1
- Storage: 156MB
- Resolution: 720p
- Refresh Rate: 120Hz or higher
- Input Device: Keyboard or XInput

Techniques to improve your game

- Do not hit a flying ball back without hesitation, but catch it firmly with a flipper and hit it back calmly in the direction you want to.
- Nudging the table and kicking back consumes stamina. Note that if you do not have enough stamina, you will not be able to use these actions.
- You can regain stamina by obtaining drinks, which appear when all the lights in the return lane are turned on.
- The small yellow light changes its lighting position each time the flipper button is pressed. Manipulate the lights quickly and efficiently to earn bonuses.
- If you want to increase your score, read the GAMERULE_JP.md file to understand the game rules.

FAQ

Do you have multi-balls?

No. I have tested multi-ball several times and decided that it is not suitable for this game for the following reasons:

- The incompatibility of top view 2D pixel art and multi-ball
- Frequently switch display layers (inside buildings) in the playfield

- Slow motion and pauses occur when the player does not intend them to
- Narrow margins of the playfield designed for speedy single-ball play

Are there multiple levels?

No. I believe it is more important for players to play one level repeatedly and feel that their play improves than having multiple levels in this game. If additional levels are implemented, they will be sequels.

My controller is not responding!

Only XInput controllers are supported; you can play with other controllers by emulating keyboard input with a Steam client or other software.

Update history

- 1.03 2023/06 Made the availability of slow motion an option
- 1.02 2023/06 Add Easy Mode and Mission Guide
- 1.01 2023/06 Steam API supported
- 1.00 2022/12 First release

Contact

Please contact me at the e-mail address below for bug reports and various inquiries. I cannot guarantee that I will reply to your e-mail.

tokyopinball@gmail.com

Rikiya Minami