

Rock 'n Ball FAQ/Strategy Guide

by EntropicLobo

Updated to v1.0 on Mar 29, 2006

```
/=====\  
|                               Rock N' Ball                               |  
/*****\  
.....
```

Version 1.0 (07/24/2005)

Version History:

-3/27/2006, added lup as a host.
1.0: Basic Guide Complete - (07/24/2005)

.....

Legality:

This Guide is Copyright, 2005, Matthew McIntyre

This guide may not be used on a website or in any public forum where it is protected by copyright without the consent of the author.

To contact me: entropiclobo(at)yahoo(dot)ca or chaos(dot)wolf(at)gmail(dot)com

Websites with permission to use this Guide:

www.GameFAQS.com
www.neoseeker.com
faqs.IGN.com
www.lup.com

Game by NTVIC

```
*****  
*                               Table of Contents                               *  
*****
```

*To jump to a section, hold the Control Key and press F, then type in the section number as it appears (ie type R1)

- R1: Intro
- R2: Characters
- R3: Basics
- R4: Pinball
- R5: 9Ball
- R6: Battle Flipper
- R7: Sports
- R8: Closing

```
-----  
|                               R1: Intro                               |  
-----
```

"He stands like a statue/Becomes part of the machine/Feeling all the bumpers/
Always playing clean/He plays by intuition/The digit counters fall/
That deaf, dumb and blind kid/Sure plays a mean pinball"
-The Who

You know, as a collector and a gamer, I can be a real bastard. If I've got the chance to buy your games for much less than they're worth, I'm going to do it and I'm never going to bat an eyelash. I acquired this game in this manner, at a flea market from some poor kids who sold me some titles for rather cheap. But that's half the story. I love finding games that I'd never heard of before, and this game was one of them. I've probably seen it a few times in some fleeting search blinded by a title I was looking for. But the title - Rock 'N Ball, would enamour me as soon as I was aware of it.

Now, I was impressed when I found out the game was a pinball title - I love pinball games even though they certainly aren't my strength. Ever since NES pinball, I've always found them fun. I'll admit, I was dourcast after a brief run in the straight-up pinball mode of the game. It's really not as supreme as some other titles. But I warmed up to it, and play it as much as the others. What caught my eye playing the game, however, is that it is actually four games of pinball in one package.

There's a "Plinko" mode that's probably the trickiest to win big/most random and two head-to-head battle modes. Battle Flipper is a versus match on a pinball table, Sports gives you a moveable flipper in front of a net. There are actually "characters" in this game as well, and while I couldn't find any specific strengths in play, they do add a bit of zest to the versus modes.

Truth be told, I've been considering doing this guide for a month or two now. I have finally decided to get around to it, so let's Rock the Balls, jes?

```
-----  
|                                     R2: Characters                                     |  
-----
```

Let's start by introducing the characters. Here's the key I will use:

Name: The character's name.

Comments: Some comments about the character's design.

Select: The little jig the character does on the character select screen.

Dance: Their victory dance.

Win: What they say when they win, or should I say you lose?

Lose: What they say when you defeat them.

Name: Tom

Comments: A dancing dude with purple hair and a green suit. To be perfectly honest, he's pretty nondescript.

Select: Smiles while swinging arms back and forth and wiggling hips.

Dance: Thrusts arm up and down as if to say "YES" while looking at audience.

Win: WOW! I CAN'T HELP DANCING HERE!

Lose: WELL, GOOD LUCK ON YOUR NEXT MATCHES.

Name: Billy

Comments: Ah, an Elvis impersonator. There's nothing else really exceptional about him other than his condescending victory quote.

Select: Opens and closes mouth and sways hips.

Dance: He wiggles his hips, of course.

Win: BABY, IT IS HARD TO BEAT A SUPERSTAR LIKE ME.

Lose: I BET YOU CAN BE A NEW SUPERSTAR!

Name: John

Comments: Guitar playing dude whom seems a little more relaxed than most of the other players. His quotes are good. While the others go out of their way to showboat, he saves his energy for the pinball ring, where his

calm attitude will keep his eyes focused and hands steady.

Select: Nods his head up and down.

Dance: Leans back thrusting arm up and down.

Win: HEY! DID YOU REALLY THINK YOU COULD BEAT ME.

Lose: OH NO! WHAT A GOOD PLAYER YOU ARE!

Name: Paul

Comments: A bald dude on a skateboard. Or perhaps he is actually wearing a helmet, even though it doesn't seem to go with the character. You see I figure Paul is a rebel, whom plays by his own rules and never the book. Besides that, he's a sore loser and an egomaniac judging by his quotes, so safety probably isn't his bag.

Select: Balances on the skateboard.

Dance: Looks at screen thrusting arm up and down.

Win: COME BACK, WHEN YOU GET STRONGER THAN NOW.

Lose: GEE I WOULDN'T LOSE ON THE SKATEBOARD.

Name: Lisa

Comments: A gal in a dress and a huge bow in her hair. I guess she is supposed to be cute and perky, but when you look at her quotes, she is just a misanthrope using her good looks to either taunt you or try to piggyback on your success. And those quotes are used on everyone, n'er-do-wells seldom discriminate.

Select: Smiles and swings arms up and down and moves legs in and out.

Dance: Jig. Swings arms back and forth, while swaying hips.

Win: IF YOU WIN THE NEXT TIME, YOU CAN GO OUT WITH ME.

Lose: YOU ARE STRONG! I HAVE GOT A CRUSH ON YOU!

Name: Diana

Comments: Someone call the Mothership! Looking like something out of Parliament (to some degree at least), Diana has huge glasses/goggles, a green dress, and purple hair. She's the character I usually use, even though her lose quote is pretty vacuous.

Select: Blows kisses making little hearts.

Dance: With her hands on her hips, she sways them.

Win: I AM SMART! I AM LUCKY! I AM STRONG!

Lose: I WILL GO BOY HUNTING TO BE IN A GOOD MOOD.

| R3: Basics |

A few things that most people will know from playing other pinball games, but then it wouldn't be right to assume you've got a history.

In every games except "Sports," the following applies. I will cover Sports controls in its section.

*Left controls your left flipper while A controls your right.

*Right is your "tilt," you get unlimited tilt.

*When you are starting a round, hold down and release to launch the ball. The power depends on how long you hold down.

*Holding the ball:

If you hold the flipper's button in, it will stay up. You can hold the ball like this, and then proceed to launch it strategically. If you let go of the button and then soon after press it again, you will shoot the ball behind the flipper. IF you let it roll down the flipper before pressing the button, you will fire it forwards, trajectory depending on from where you let it roll.

Unfortunately, there is no easy way to transfer between flippers. The tilt just doesn't cut it. In some pinball, you can let the ball roll down the flipper and tilt to make it jump the gap to the other flipper, but it doesn't really work that way here. Tilt is best used when you get stuck, or if you're falling down the side of the stage, a tilt could save you if there's nothing to block your descent.

*About the guide: I'm going to call areas where the ball drops to its doom or to the next level "pits" and the black openings you can shoot it into "holes." This probably isn't the proper lingo, but it works for my guide.

| R4: Pinball |

The standard, Pinball is all about the points. It's divided into a top and bottom portion. When you play with other players, it's a contest to see who can get the most points, alternating multiplayer. This game can accomodate up to four players.

-----The Top-----

The top field is broken into the following parts:

*Four Bumpers: Bump into them for points, all fou will light up.

*A loop: This loop is for use with certain lotto prizes.

*A TV screen: This is the lottery. You'll notice there are three plates in front of this. Knock these out and then play the lotto by hitting the TV. Now, I find it best to fire backwards from the flipper closest to the screen, because it lets you save your ball and immediately fire again. Not to mention it is easier to get the prize you want if you can hold the ball until you want to fire it.

The lottery is basically changing images on the screen, and depending on which one you get, a different effect will ensue. Here's the list of happenings:

1. Record: Bat bumper, a bumper worth 500 points will take the place of one of the four bumpers. It will cycle around the bumpers, taking the place of the next one in line and restoring the ones before it.
2. Key: A tunnel will appear in the top left. This takes you to the bonus stage.
3. Shoe: Turtle in top left loop, worth about 10000 points
4. Glass/Drink: Resets active board parts. In other words, any part of the board you turned on, will be flipped off.
5. Music Note: Top left loop has music notes which are worth about 3000 points total.
6. Burger: No perceivable effetc.
7. Glasses: Reverse flipper controls.
8. Lips: Purses in top left, worth maybe 20k.
9. Juke/Radio: 7 balls in the top left worth about 14000 points.

10. Jacket: One-up in the top left loop.

11. Flask/Walkman?: Makes flippers disappear.

12. Bow: Balls in the top left, worth around 10k.

*Hole: Exit point of bonus stage.

*Left side pit with "10000" fall down to the lower level via this tunnel to earn a nice 10000 points.

-----Bottom-----

*Two pits: These holes on either side of the board are useful. Entering them will put blockers over the pit on the side they are found. These "blockers" will prevent your ball from entering the pit once.

*Three stars: Light these up by entering the pits underneath them. Lighting them up is only good for points.

*Two "Kid" buttons. The two buttons on the right that read "Kid" can be pressed to get a ball stopper in between the bottom two flippers. This is very useful.

*Pits: They're worth a thousand points just for entering, but don't enter them if you can help it.

*A tunnel: Enter this for 5000 points and quick access to the top.

*A gap in the right wall leads back to the launch area of the ball. This is the easiest way to get back to the top, but not worth the points that tunnel is.

-----Bonus-----

If you enter the tunnel the key gives you in the lotto, you'll be treated to a "Rock" car running down the centre of the stage. You'll then be taken to the bonus level:

In the bonus level, you will have to hit waves of bald guys, and guys with hats and glasses for points. On occasion, the car at the top of the screen will lift up. Fire your ball into the hole it reveals for points. If you can manage to do this multiple times, you're bound to get some big points.

-----Ranking-----

Okay, teh ranking in this game isn't the standard set-score kind of thing. You will have your score set against the scores of some other names, each with a somewhat random score. For example, in one test using Tom I got this readout:

High Scores:

942150 T.O

868950 Y.T

759600 T.S

506530 F.I

414940 AAA

362100 S.K

243960 T.I

15220 H.I

1600 Tom

Yet the next time I played, these names had different scores, and different ranks. Each game is a competition of sorts, and you'll have to score fairly high to win it. Also note that your name in the ranking is the name of the character you chose.

```
=====
|                                     R5: 9Ball                             |
=====
```

Easily the trickiest game of the bunch, 9 ball is basically Pachinko. There's not a whole lot that needs to be said about the modes, they all play very much the same with no stand-out differences. Instead I'll give some general tips on the game. 9Ball may have up to four players.

-After choosing you mode, there will be numbers appearing and disappearing all over the screen. Pressing the A button will make this stop, and you may see 1's and 2's on the board. If there are some numbers, place a higher bet, if there are no numbers, place a lower bet. You get \$1000 to bet with.

-One is a multiplier of 2, 2 is a multiplier of three. A 3-hole horizontal line is a multiplier of 1 and a 5-hole diagonal is a multiplier of 2. So say you manage to get a horizontal containing a 2, and you bet \$1000, you will get \$3000 from that line.

-You get nine balls to play with.

-The field is dotted with little pegs to randomize the fall of your ball. You can use tilt to influence the fall to some degree, but it becomes difficult to get balls where you want them.

-The holes will suck your ball in, so if you manage to land in proximity to them, you could get in. This also means that getting the line you want could be difficult if the holes around it are 'stealing' your balls.

-There are flippers at the bottom, but getting the ball into the bottom holes using the flippers is somewhat difficult. The flippers are best used for the middle holes.

-The only way to save your ball from falling down either side is tilt, but that doesn't work all the time.

-If your ball is skimming across the top pegs, tilting will make it fall into the gaps.

```
=====
|                                     R6: Battle Flipper                         |
=====
```

Battle Flipper is the head to head mode. It's all one field, your flippers are on one side, the opponents on the other. Gravity reverses depending on what side you are, drawn towards the pit on either side.

Perhaps what you will need to get use to in this mode is playing upside-down pinball. Everytime a point is scored, players switch sides. Battle Flipper can be played with two players, or you can watch two computer players.

Matches can be played in 3-set, 5-set, and 7-set, where if you win that many rounds, you will be the victor. Each round is first to three gets the win.

You will also see the character quotes in this mode.

-----Bomber-----

Aggressive, but with plenty of space. You have a peg in the middle of your flippers which isn't too useful and a blocker over each side pit. These may deflect the ball once.

*There are five bumpers on the field, which can mess up your direction, but are not overly dangerous.

*The holes, entering them will cause the ball to exist the corresponding hole on the other player's side of the field.

*The BOMB tunnels restore the blockers.

*Pressing up/down on the control pad will move your left flipper from its standard position to near the opponent's entry to the BOMB tunnel. I love this feature of the Battle Flippers, the movement up and down on the field.

*BOMB buttons: There are two buttons, and if you can get two pictures of the same thing on screen using these, and effect is activated:

Two exits: Puts an exit on the board, this will give a point. This is very... cheap? Yes, the exit is close to your flippers.

Two skulls: Makes the opponent's flippers invisible, this doesn't really 'work' on computer opponents because they'll play just as well when they can't see the flippers.

Two bombs: Time bomb ball, when it blows up a point is awarded based on what side. For instance, if it explodes on the red side, blue gets the point.

Two thunder: Temporary Flipper Paralysis, in other words you can change their position and you can use them to hit the ball... If you know you can get it, get it when the opponent has their flipper moved down, their central pit will be wide open!

-----Thunder-----

Thunder is the most basic mode of Battle Flipper. The field is wide open and there is only one interactive point: the two tunnels.

You start with three blockers in your central pit, between the flippers. These will bounce the ball back once each. But there's not defense for the side pits. If it does go down the side, lift the flipper on that side up and hope the ball bounces off the blocker and back onto the field. The tunnels will restore the flippers of the colour they are (red tunnel restores yours, blue for the opponent).

Pressing up and down will move your flippers from the standard position to having one on the outside of your tunnel and the inside of the opponent's tunnel.

If you want a lot of space and no-nonsense competition, then take Thunder.

-----Attack-----

Attack is maybe the most aggressive of the games. When you start playing, you will notice that from the launch there are two holes above your ball. If you shoot the ball into the bottom hole, you will be shot out on your side of the

field. If you go to the top hole, you'll be shot out on the opponents side.

Between your flippers, there is a small peg. This doesn't help too much, as the ball can roll past it, but it can bounce the ball back. Covering the side pits are two blockers which can deflect the ball once.

There are six pegs in between the two fields, so it can become a hassle to get to the other side directly, you may have to take a round-about way.

You'll notice arrows that say "GO" before them. These lead to tunnels. These tunnels aren't as nice as the ones you are used to. If you manage to shoot the ball through the tunnel matching your opponent's colours, then their blockers will be removed.

On either side, there are three buttons: ATTACK, HELP, and STOP.

*ATTACK: A bumper moves back and forth above the standard flipper zone of the opponent.

*HELP: The peg between your flippers gets bigger. It's more useful but still not very useful as it doesn't stop the ball from rolling in.

*STOP: Restores your stoppers/blockers.

The two holes on the field will transfer you to the other side of the field. For example the ball enters in red and winds up in blue.

Pressing up or down will bring your flippers from the standard position to having one block your opponents attack buttons, and another blocking the route to your tunnel.

```
-----  
|                                     R7: Sports                                     |  
-----
```

Sports is an interesting game. You get a net, and one flipper. This flipper will spin around at the press of the A Button. You can move the flipper back and forth using left/right on the control pad.

You must observe how your flipper works. You want to hit the ball on the side of the flipper that the flipper will be coming around, towards the opponent. You do not want to hit it on the side the flipper is travelling towards your net or you could score on yourself.

So say on the flipper spins a certain direction, move it so the the ball will be hit on the spin out and not the spin in.

Sports is the same gravitywise as Battle Flipper, and the same one player, two player, or watch options. 3-Set, 5-Set, and 7-Set also appear, as well as the characters.

When you are launching the ball in Sports, it can often work out in your favour to use max force, as it can often trip up a computer opponent.

```
-----Soccer-----
```

Soccer puts your nets on the walls. There are two holes near the net, of the opposing colour. These holes can hold your ball for you until you choose to shoot it. Get your flipper into position, shoot the ball, and hit it with the flipper to try and score.

Each net has a goalie, which you can move with left and right. Holding A will

make the goalie deflect teh ball farther than normal.

-----Ice Hockey-----

Hockey is a bit different, the net is a little harder to get into, and it's a bit away from the wall. The goalie works the same way as Soccer.

If your ball goes behing the net, a bumper will propel it from behind.

=====

| R8: Closing |

Thanks go out to my hosts, of course. Also NTVIC for getting this game to us, regardless of the sacrifice of depth for options, the game is fun. Also thanks to the people who beefed at me to finsih this... I did it all this morning and it makes me regret not getting it over with earlier.

Websites with permission to use this Guide:

- www.GameFAQS.com
- www.neoseeker.com
- faqs.IGN.com
- www.lup.com

Game by NTVIC

This document is copyright EntropicLobo and hosted by VGM with permission.