


PSYCHO PINBALL™

"PCs will
tilt!"

—Computer Player

Codemasters™ 

A
Perfect Motion™
SIMULATION



PHILIPS



This product has been rated by the Entertainment Software Rating Board
For information about the ESRB rating or to register a complaint about the appropriateness
of the rating, please contact the ESRB at 1-800-771-3772.

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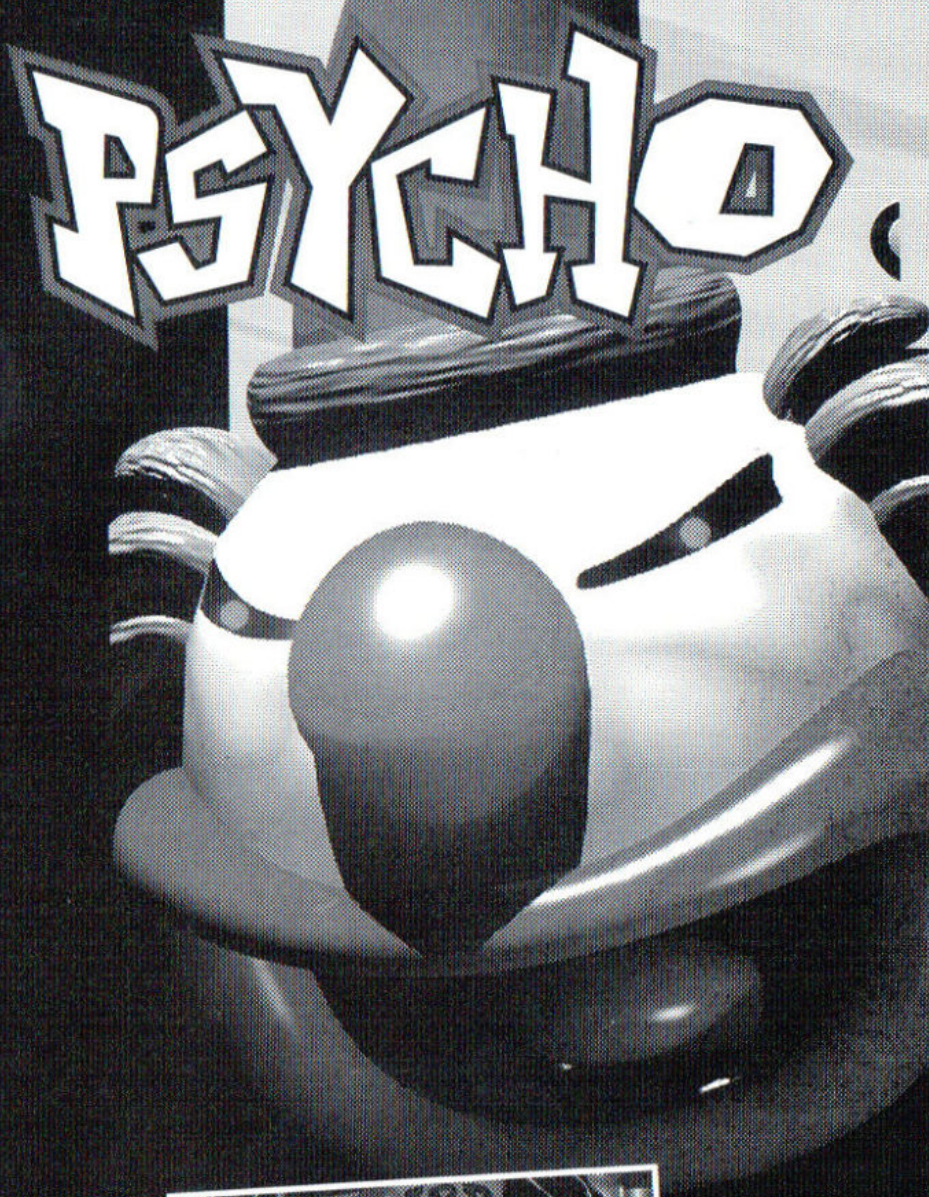


Table as seen in-game

PIRACY WARNING

Copying commercial games, such as this, is copyright infringement and is a criminal offense. So is using copied games, so is possessing copied games. Copying and re-supplying games can lead to a term of imprisonment for up to 10 years.

Think of a copied game like stolen property.

Installation

Place the disc in your drive, and close the door. Wait a couple of seconds for the drive to initialize. Type **D:** followed by (ENTER), where D is your CD drive letter. Then type **INSTALL** (ENTER), and follow the on-screen prompts. You will be given the choice as to how much of this game you want to install on your hard drive. If you choose the maximum installation, the game will have much shorter pauses between tables.

Selecting your Sound Card

When you have the game installed onto your hard drive, please select the 'PSYCHO' directory [e.g. type **CD\PSYCHO** (ENTER)]. Now type **SOUND** (ENTER). This utility will allow you to select the sound card which is installed into your machine. If you have no sound card, you can select the Internal Speaker effects, although we would like to stress that to get the full effect from the game, a sound card is strongly recommended. Please follow the on screen prompts to select your card.

Running the Game

To run the game, make sure you are in the PSYCHO directory [e.g. type **CD\PSYCHO** (ENTER)], and then type **PSYCHO** (ENTER). The game should load, and you're on your way!

Memory Problems

Psycho Pinball should work quite happily on a 4 megabyte PC. Ideally, a setup to run Psycho Pinball should setup your sound card and CD-ROM drive (if you have one), and that is all. DOS 6 has a very useful bootup menu system which allows you to create a menu of setups upon booting your PC.

If you have 4 megabytes or more of memory and are having problems running PSYCHO, the most likely reason is that you have SMARTDRV loaded. This could be taking as much as one megabyte away. Try using the DOS command **MEM** to find out how your memory is being used. To stop this from happening, use **EDIT \AUTOEXEC.BAT**, and find the line that contains the word **SMARTDRV**, inserting **REM** before it. Now, when you reboot your system, SMARTDRV will not be loaded. You can go back and take out the **REM** after you have played PSYCHO.

NOTE: You may experience trouble if you play Psycho Pinball with an extended memory manager such as **EMM386** or **QEMM**. If you have any problems while playing, you can try removing these memory managers from your system. Use **EDIT /CONFIG.SYS**, and find the line that contains **QEMM** or **EMM386**, inserting **REM** in front of that line. Now, when you reboot your system, the extended memory manager will be gone, and the problems you experienced should be gone as well. You can go back and take out the **REM** after you have played Psycho.

Sound Problems

If you do not hear any sound, make sure that your soundcard is not conflicting with any other cards you may have installed in your system. Rerun the sound setup, and check the soundcard adding DMA and IRQ numbers. If necessary, when playing Psycho Pinball, do not initialize any other cards as this may confuse the game.

Further Problems

For the latest tips and hints for overcoming setup problems, see the on disc information file by typing:

\PSYCHO\HELP (ENTER), where PSYCHO is the name of the directory where you have installed the game.

Problems

Having read all the provided documentation, if you are still experiencing difficulties with your CD-ROM, or think there may be a problem with it, then please telephone Philips Customer Support at 800-340-7888. Please list your PC information:

- * A detailed description of the problem. If it is repeatable, under what conditions?
 - * Your brand of PC (Dell, Compaq, Gateway, IBM, etc.)
 - * Your processor type (386, 486, Pentium, etc.)
 - * Your processor speed (25 MHz, 33MHz, etc.)
 - * Your DOS version number. Type **VER** (ENTER) to find this (5.1, 6.2, etc.).
 - * The contents of your CONFIG.SYS file.
Type **TYPE CONFIG.SYS** (ENTER) to see this.
 - * The contents of your AUTOEXEC.BAT file.
- Type **TYPE AUTOEXEC.BAT** (ENTER) to see this.
 - * Your make and model CD-ROM drive (e.g. Panasonic 562).
 - * Your memory usage just before trying to run the game. Type **MEM /C /P** to see this.
 - * Bios version and date. This will be displayed soon after power-on (eg. AMIBIOS, 1992).

Getting Started

The title screen has the following three options. Please make your selection using the cursor keys, and ENTER to select.

- Start Game** This will take you to the 'Select Game' screen.
- Options** This will take you to the Options screen.
- No. Players** Choose from 1 to 4 players.

The Options Screen

Keyboard Setup

Several different keyboard layouts are available. We have found that most people prefer the default setup but, if you do not, here is where you change it!

Music

This option will turn the main music on or off. Sound effects and jingles will play regardless. However, if you have chosen NO SOUND during the SETUP utility prior to running the game, this option will have no effect.

Tilt Sensitivity

This controls the games leniency towards you tilting the table. Choose 'Easy', and you can shake the table all over the place (more or less!). 'Normal' is fairly ... normal, and 'Hard' is pretty strict.

No. of Balls

This option selects how many balls you will be given for the next game. This ranges from 5 (Easy), 3 (Normal) and 1 (Difficult, to say the least!).

Ball Speed

Guess what folks? This option controls the Ball Speed! You have 5 presets to choose from.

Resolution

This option allows you to choose the screen resolution the game will play in. Choosing Hi results in a higher resolution screen where you can see more of the table at any one time.

Difficulty

This option adjusts the difficulty of the game. This relates to how many lights are lit at the start of the game, and how many lights are required to be lit, to initiate bonus periods etc.

Color Contrast

Is the screen too dark or too bright? 'Please do not adjust your set!' Just change this setting! We all know by now that all PCs are different. Well, all monitors are as well, so you may need to change this setting to suit your monitor.

Computer Speed

This option relates to just how fast your PC is. The game will attempt to auto detect the speed of your machine and set this option accordingly. However, you can change this setting manually. If you find that the game slows down or 'stutters', you should select a lower speed (eg. LOW).

Select Game

Single Table Game

You may play one of the three single tables by themselves. Just choose 'Wild West', 'The Abyss' or 'Trick or Treat' to play that table with all its features and panel games.

Psycho Table - The Gateway™ Game

It may prove to be a more challenging and rewarding experience if you play 'The Gateway' Table game. You will start on the 'Psycho' Table. As you progress, the single table Sideshow Tents become active. Shoot the ball into one of these tents while they are active, and you will be whisked away to the coordinating table. Here you will have one ball (don't worry, there is a "shoot again" light which ensures you do not lose your ball straight away) to play with. Once you have lost that ball, you return to the 'Psycho' Table and the tent which took you away. Then that tent becomes disabled, and you continue your game from there.

Playing the game via The Gateway is a challenge. During one game, you may spend ages on the 'Trick or Treat' Table, and the next on 'Wild West'. No two games will ever be the same. And don't forget, there is a lot to do on the 'Psycho' Table itself!

The Controls

The default controls are as follows :-

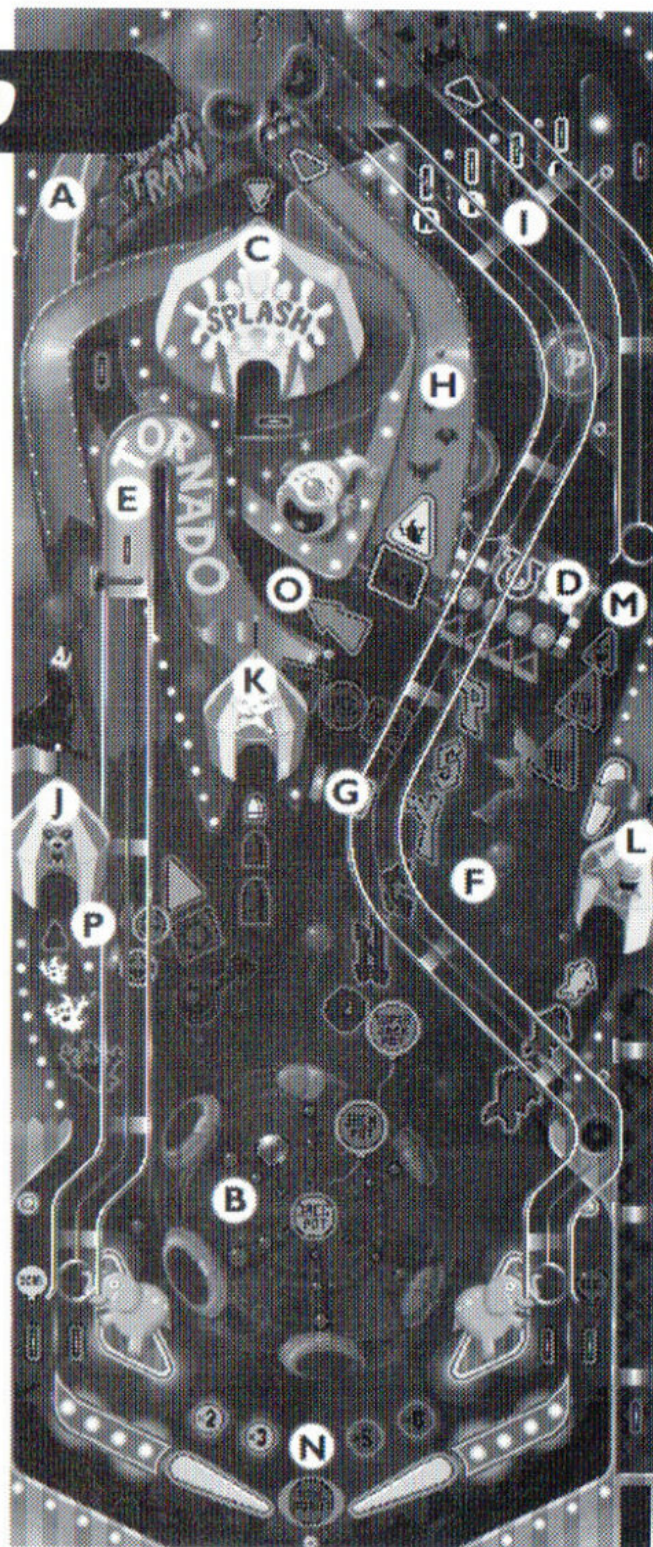
- | | | |
|-------------|---|---|
| Left Shift | - | Left Flipper |
| Right Shift | - | Right Flipper |
| Enter | - | Launch Ball |
| \ or Z | - | Tilt Table To Left |
| / or > | - | Tilt Table To Right |
| Space | - | Tilt Table Forward |
| P | - | Pause |
| | | (Use up/down cursor keys to view table) |
| ESC | - | Return To Title Screen |
| | | (press again to return to DOS) |

High Scores

Once you get the hang of the game, you will undoubtedly achieve a score worthy of the high score table. You will simply be asked to enter your initials up to three letters long. There is a high score table for each pinball table, with the 'Psycho' high score table referring to the multi table game high score. These scores will be saved onto your hard drive for posterity and to give family and friends something to aim for! It also keeps an indication of the number of balls (1, 3 or 5) and the difficulty setting (E, N or H) with which the score was set.

Psycho

TABLE



- A** The Strong Arm Ramp
- B** Carriages
- C** The Big Top
- D** Shooting Gallery
Target Bank
- E** The Tornado Ramp
(PSYCHO)
- F** Psycho Letters
- G** Cup Target
- H** The Ghost Train
- I** RIDE Lanes (RIDE)
- J** 'Trick or Treat'
Side Show Tent
- K** 'Wild West'
Side Show Tent
- L** 'The Abyss'
Side Show Tent
- M** Big Top Main Channel
- N** Bonus Multiplier
- O** Big Top Side Channel
(STRONG)
- P** Face Targets

.....

Welcome to the Funfair! Rides aplenty with lots to see 'n do and an atmosphere that's buzzing! The Jackpot and Super Jackpot are waiting in the Big Top. There are two wacky bonus periods - The Prize Ride and Psycho Time. Two fitting panel games also await you on this table - Cup Confusion and Strong Arm.

The Gateway™

The 'Psycho' Table is rather special due to the fact that it is the 'multi table', meaning that it leads you to the other tables. You will notice that this table contains three sideshow tents, one for each table. All you have to do is activate that tent, then shoot the ball in there. You will then be whisked away to another table where you will stay until you lose your ball. Then you will return to the relevant tent, back on the 'Psycho' Table, and play on!

The Strong Arm Ramp

The Strong Arm Ramp has two main functions. Primarily, if you have activated the Strong Arm panel game, this is where you will find your opposition! But more importantly, points wise, this is the ramp which activates the jackpot. Simply shoot the ramp repeatedly. The first two times, you will be awarded with points but on the third consecutive shot and thereafter, the carriages (B) will be lit one by one. When all the carriages have been lit, the jackpot will be waiting for you in the Big Top (C).

After the jackpot has been collected, the ramp becomes disabled. To enable it again, drop the Shooting Gallery Target Bank (D).

Carriages

Light them all to activate the jackpot available period. See The Strong Arm Ramp.

The Big Top

The Big Top also has two main functions. Here is where you can light a fish for 'The Abyss' Side Show Tent. First shoot the Tornado (E) to open the Big Top. The Big Top is also home to the jackpot prizes and is automatically open as soon as the jackpot available period starts!

Shooting Gallery Target Bank

Shoot all the targets to light a bullet for the 'Wild West' Side Show Tent and enable the Strong Arm Ramp if it has been disabled..

The Tornado Ramp

Ride the Tornado to light a PSYCHO letter. This also opens up the Big Top.

Psycho Letters

Light all of PSYCHO for 'Psycho Time'!

Cup Target

Shoot this target to light a cup. When all three cups are lit, the 'Cup Confusion' panel game will be available. Just shoot the Ghost Train (H) to play.

The Ghost Train

Shooting the Ghost Train enables a ghost light for the 'Trick or Treat' Side Show Tent. Alas, the ride must first be enabled by shooting the Face Targets (P). The 'Cup Confusion' panel game also lies at the top of this ramp.

Ride Lanes

Drop the ball down the lanes to light the RIDE letters. You can move the lights along at your convenience with the flipper buttons. Light all of RIDE, and you will be awarded with a bonus multiplier. Do it again, and the multiplier is advanced to the next stage.

Trick or Treat Side Show Tent

This tent leads to the 'Trick or Treat' Table. To activate the tent, light the ghosts by shooting the Ghost Train (H).

Wild West Side Show Tent

This tent leads to the 'Wild West' Table. To activate the tent, light the bullets by dropping the Shooting Gallery Target Bank (D).

The Abyss Side Show Tent

This tent leads to 'The Abyss' Table. To activate the tent, light the fish by first shooting the Tornado (E) and then the Big Top (C).

The Big Top Channel

Believe it or not, this channel leads to the Big Top.

Bonus Multiplier

These lights indicate the state of the Bonus Multiplier, which ranges between: nothing, X2, X3, X4, X5 and X6.

Big Top Side Channel

Shoot this small channel to light a STRONG letter. Light all of STRONG to activate the 'Strong Arm' panel game which can be found around the Strong Arm Ramp (A).

Face Targets

Drop these to enable the Ghost Train.

The Psycho Table's Special Features

Collecting The Jackpot

Shoot the Strong Arm Ramp (A) consecutively to light all the carriages, then shoot the Big Top (C) within the time limit. Don't mess about because it won't wait for long! The first jackpot will bring you 20 million! Collect the jackpot twice and, the next time around, it will become a 'Super Jackpot'! Remember though, each time you collect the jackpot, the carriages require one more consecutive shot to light.

Psycho Time

Shoot the Tornado (E) to light all of PSYCHO, and 'Psycho Time' will begin. Everything does go literally Psycho, and all loops and traps score big points (and generate silly laughs!).

The Prize Ride

Only awarded to you after a successful bout of 'Cup Confusion', the ringmaster says it all - 'Find The Prize!'. Is it in the Ghost Train? Perhaps it's in the Big Top? What about the Tornado or Strong Arm ramps? Hunt it down, and it will be worth your while! Do it quick though!

Bonus Multiplier

During play you will accumulate a bonus which will be added to your score when you lose that ball. The Bonus Multiplier will take that bonus and multiply it by the current value. If you have a long 'go' and achieve a bonus multiplier of X5 for example, this could amount to some big points being added!

The Psycho Table's Panel Games

Cup Confusion

Shoot the cup targets (G) to light all three cups. Then shoot the Ghost Train (H) to play 'Cup Confusion'. Keep your eye on the 'P' as the cups get switched around. Get it right and a random prize will be yours! Get it wrong and you win ... nothing!

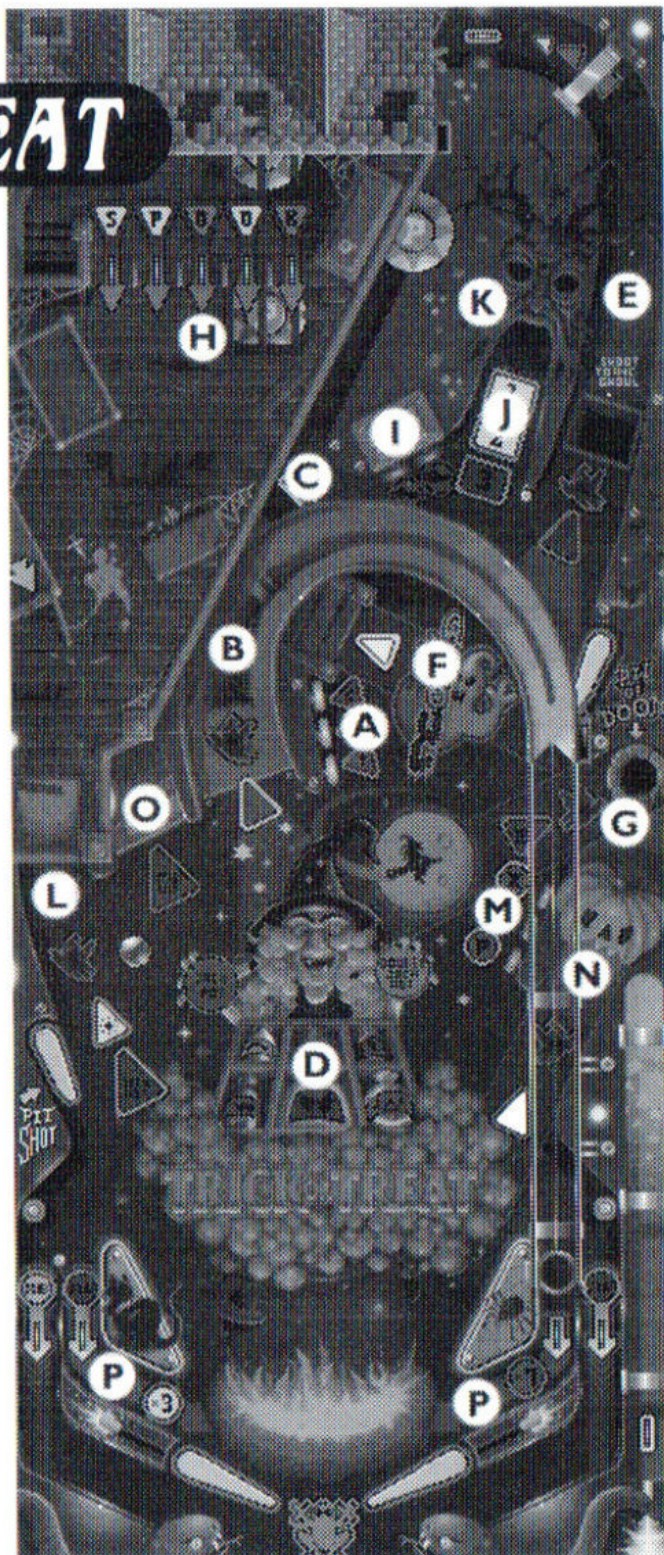
Strong Arm

Shoot the Big Top Side Channel (O) to light the STRONG letters, then shoot the Strong Arm Ramp (A) to play Strong Arm. Do you have a Strong Arm? Tap the relevant keys to show your power. Humble your opponent to collect a prize. Lose and collect an insult!

THE

TRICK OR TREAT

TABLE



- A** Cat Target Bank (CAT)
- B** The Broom Ride
- C** The Attic
- D** Magic Mayhem Ingredients
- E** The Chimney (GHOUL)
- F** Ghoul Letters
- G** The Pit of Doom
- H** Spook Lanes (SPOOK)
- I** Key Target Bank
- J** Ball Lock
- K** The Tree
- L** The West Passage
- M** Zap Target Bank (ZAP)
- N** The Secret Passage (MAZE)
- O** The Cellar
- P** Playfield Multiplier

.....

Welcome to the table of terror! An atmospheric table with a ghoulish range of activities! It really is a scream! Multi ball lies in wait for you and can actually lead to a jackpot collection. Three nightmarish bonus periods can be activated: 'Pit Monster', 'Magic Mayhem' and 'Haunt The House'. Add to this the three panel games: 'Spook Shoot', 'Cellar Surprise' and 'Escape The Crypt', and you know you're going to be busy!

Cat Target Bank

Shoot the cat (...well actually, I wouldn't if I were you) targets (A) to light the CAT letters. Drop them all, and this will enable the Broom Ride (B).

The Broom Ride

When enabled by dropping all of CAT, the Broom Ride can be shot with consecutive shots to score one million a time. Manage to shoot it ten times and a big bonus is awarded.

The Attic

Shoot the Attic to light the Magic Mayhem Ingredients (D). Once all of the ingredients are in the pot, 'Magic Mayhem' takes over!

Magic Mayhem Ingredients

Once all of the ingredients are ... deja vu?

The Chimney

Shoot the Chimney to light a GHOUL letter. Light all of GHOUL, and a 'Pit Monster' appears!

The Chimney is also important during multi ball, so read the multi ball bit!

Ghoul Letters

Light them all to activate 'Pit Monster'!

The Pit of Doom

Shooting the Pit of Doom during normal play transports the ball to a hatch above the top flipper. However, during 'Pit Monster', the Pit must be shot to collect the prize.

Spook Lanes

Drop the ball down the lanes to light the SPOOK letters. Lighting them all results in a spot of ghost trouble in 'Haunt The House'. Don't forget you can move the lights around with the flipper buttons!

Key Target Bank

Drop both key targets to open the Ball Lock (J).

Ball Lock

The Ball Lock has three lights beneath it to signify its current state. Three balls have to be locked to activate multi ball. If a light is lit, it means that ball has been locked. If a light is flashing, it means that the Ball Lock is ready to lock the next ball. However, if the lights are not lit, then the Ball Lock must be opened by dropping the Key Target Bank (I).

The Tree

The Tree is ... a tree funnily enough and doesn't do much except excel at being a tree.

The West Passage

The West Passage has three main functions. During normal play, shooting the ball up here results in your ball being transported up through the haunted house and out of The Chimney (E). However, if the 'Spook Shoot' panel game has been activated, here is where you will encounter your adversaries! Finally, The West Passage is also home to the Jackpot, should it be available!

Zap Target Bank

Drop all of ZAP to activate the 'Spook Shoot' panel game.

The Secret Passage

Shoot the ball into the pumpkin's mouth to 'find' the secret passage and light a MAZE letter. Lighting all of MAZE will open the cellar, where one of two panel games await you!

The Cellar

Normally a dark dingy place, the cellar can bring you a mass of good fortune. Once you have opened The Cellar by lighting MAZE, you may find a 'Cellar Surprise' or have to 'Escape The Crypt'!

Multiplier, which ranges between: nothing, X2, X3, X5 and X7.

The Trick or Treat Table's Special Features:

Multi ball / Collecting The Jackpot

Multi ball is an exhilarating experience, when all of your gameplay strategy and aiming for specific targets and ramps goes out of the window! Chaos ensues, where all you must try to do is keep the balls in play for as long as possible.

To activate the multi ball feature, you must lock three balls into the Ball Lock (J). Drop the Key Target Bank (I) to enable the Ball Lock. On locking the third ball, three balls will be shot out of the Chimney (E).

As if it wasn't enough trying to keep track of the three balls, the Jackpot can only be activated during multi ball. To activate the Jackpot Available period shoot one of the three balls (any one will do - we're not fussy!) back into the Chimney (E). This will activate the Single Jackpot Available period. Shoot one of the balls into the West Passage (L) to collect it.. Shooting two balls back into the Chimney will result in Double Jackpot being available. Again, shoot the West Passage for a big prize!

Multi ball will end after losing two of your three balls. Play then resumes as normal, and the Jackpot is no longer available.

Playfield Multiplier

These lights show the state of the Playfield

Magic Mayhem

Shoot the Attic to light a Magic Mayhem Ingredient. Once all of the ingredients are in the cauldron, 'Magic Mayhem' ensues! Shoot any of the following for a million a time: The West Passage, The Secret Passage, The Attic, The Chimney and The Pit of Doom.

Haunt The House

They're in the house...they're everywhere! Drop all of SPOOK (H), and it's time for a spot of haunting. Ghosts will pop up around the table, and it's your job to send 'em back where they came from! Shoot all of the ghosts for a big bonus.

Pit Monster

Drop all of GHOUL by shooting the Chimney (E), and a monster looms in the Pit of Doom (G). Shoot the Pit of Doom to kill it off and collect a reward. Should you survive to fight it a third time, it becomes a 'Super Monster' which means big points!

Playfield Multiplier

This table features a Playfield Multiplier. This works differently than a Bonus Multiplier. With this type, all features which score points (targets, ramps, jackpots, prizes, etc.) will be multiplied before being added to your score. Therefore, should you have X7 lit, and you collect the Jackpot of 7 million, a whopping 49 million will be added to your score! The Playfield Multipliers are only given as prizes in panel games.

The Trick or Treat Table's Panel Games

Spook Shoot

To shoot the spooks, drop all of ZAP (M), then shoot the ball into the West Passage (L). The ghosts will pop up in front of you in one of three positions, and you have to shoot as many as you can for a big bonus or even a Playfield Multiplier.

The Cellar

Shoot the Secret Passage (N) to light all of MAZE. Then shoot the Cellar (O), and you will be presented with a 'Cellar Surprise' or 'Escape The Crypt'.

Cellar Surprise

The 'Cellar Surprise' is exactly what it says. You will simply be awarded with a random prize!

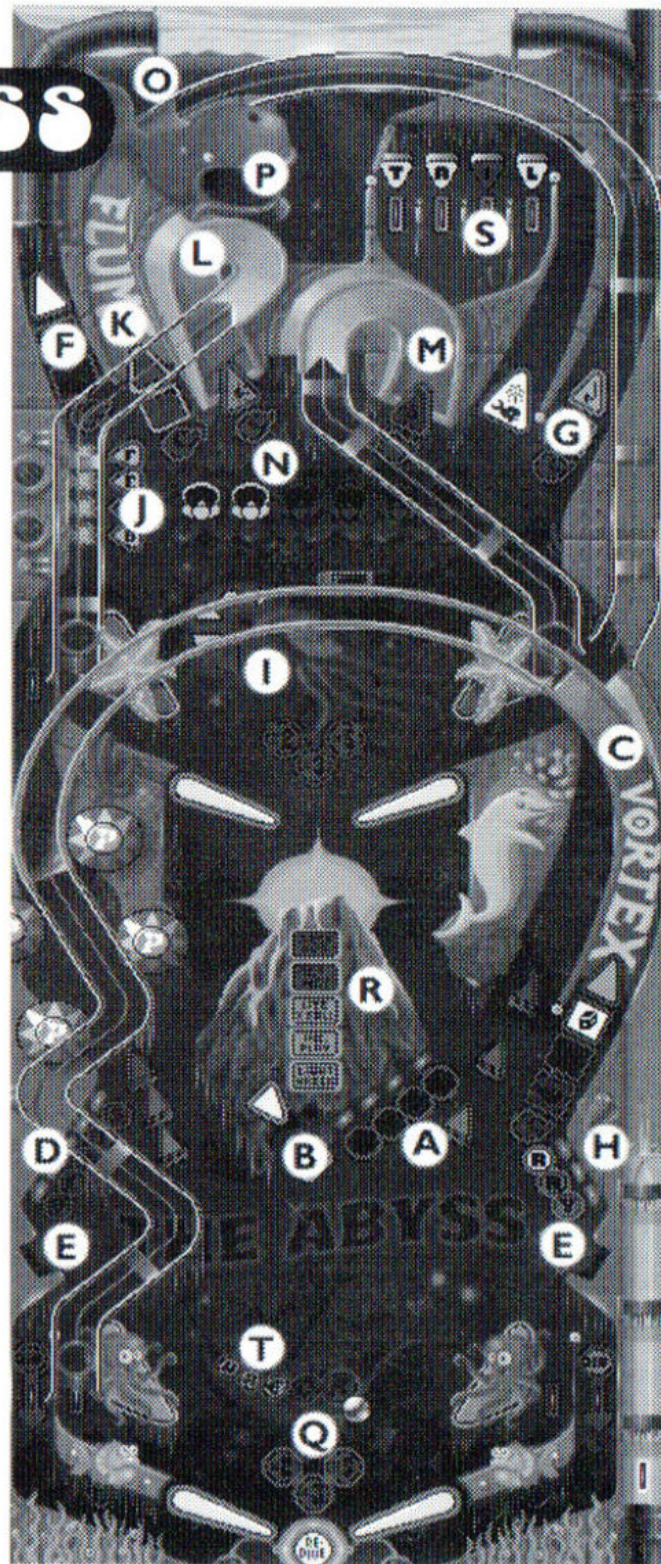
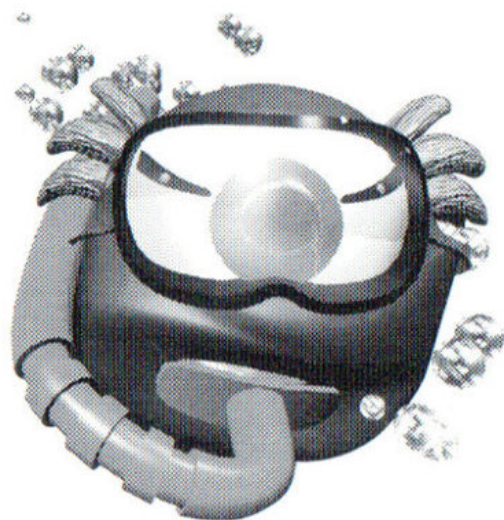
Escape the Crypt

Watch and listen to the coffins open - then match it if you can!

THE

THE ABYSS

TABLE



- A The LAVA Target Bank (LAVA)
- B Bottom Volcano Entrance
- C The Vortex
- D The VENTS Target Bank (VENTS)
- E The Vents
- F The Left Pipe
- G The Right Pipe
- H The RAY Target Bank (RAY)
- I Nautilus Segments
- J The Anemone Target Bank (FEED)
- K The Flume
- L The Left Loop
- M The Right Loop
- N The Clams
- O The Underwater Passage
- P The Whale
- Q Playfield Multiplier
- R The Volcano
- S TAIL Letters
- T WRECK Letters

.....

Come on down below! The wetter the better in this undersea table, which is absolutely huge. You have two sets of flippers - one at the bottom and another set half way up!

There is a wealth of action under the surface, with four bonus periods: - 'Pearl Diving', 'Creature of The Deep', 'Get Wet' and 'Sunken Treasure'; two panel games - 'Fast Fishing' and 'Blubber Belly', multi ball with a novel twist and an underwater Volcano full of prizes!

The Lava Target Bank (LAVA)

Drop all of the Lava Target Bank (A) to set the volcano quaking! This also advances the available prize lights inside the Volcano (R).

Bottom Volcano Entrance

Shoot the ball in here while a prize is flashing inside the Volcano (R) to collect it. The Jackpot is the final prize!

The Vortex

The Vortex (C) has two main functions. Shooting this ramp consecutively will light the WRECK letters (T). Drop them all to go hunting the 'Sunken Treasure'. This ramp is also where the pearls are commonly found during 'Pearl Diving'.

The Vents Target Bank

Drop all of VENTS (D) to, amazingly enough, activate the Vents!

The Vents

After being activated, the vents are the mechanics for multi ball with a difference.

The Left Pipe

First, make sure the pipe is active by dropping all of FEED (J). Then shoot the left pipe to light a nautilus segment (I). Once all of the segments are lit, a sea monster rises - 'Creature of The Deep'.

The Right Pipe

The right pipe is a busy little pipe! During normal play, this pipe leads to the Underwater Passage (O) and a small bonus. But where will the ball resurface? Drop all of RAY (H), and this pipe leads to the surface for a relaxing game of 'Fast Fishing'. This pipe has also been known to hide Sunken Treasure.

The Ray Target Bank

Drop all of RAY (H) to activate the 'Fast Fishing' panel game. Just shoot the Right Pipe (G) to head for the surface.

Nautilus Segments

To light the segments, shoot the activated Left Pipe (F). Light all of the segments to activate 'The Creature of The Deep'.

The Anemone Target Bank

Shoot the anemone bank to drop all of the FEED letters (J). This will also activate the left pipe if it has become disabled.

The Flume

Riding the Flume collects the flume bonus. This bonus is determined by the amount of times the ball has hit the bumpers on the left. The more bumpers the ball hits, the more the flume bonus will be.

The Left / Right Loop

Shooting the left / right loops alternately will open the Clams (N). Once they are all open, it's time for a little 'Pearl Diving'!

The Clams

Open them all up by shooting the left / right loops to start 'Pearl Diving'. The Clams will gradually close during the bonus period, and each one that is still open when you collect the bonus is worth 2 million.

The Underwater Passage

The Underwater Passage (O) is accessed by shooting the ball up The Right Pipe (G). Rumor has it that the ball will be released at the bottom volcano entrance (B)! Shooting this passage will collect you a small bonus.

The Whale

The Whale (P) is your key to the 'Blubber Belly' panel game. Just drop all of TAIL (S), then shoot the ball up in that direction again. This time the entrance will be open, and the ball will sail into the whale's mouth! Hence 'Blubber Belly'!

Playfield Multiplier

These lights, surprisingly enough, show the current state of your playfield multiplier: nothing, X2, X3 or X5.

The Volcano

The Volcano (R) is home to a range of prizes. Just drop all of LAVA (A) to advance the prize lights. Then shoot the ball in the bottom volcano entrance (B) to collect the current prize.

Tail Letters

Light all of the TAIL letters (S) to open up the whale's mouth in readiness for a dabble on the 'Blubber Belly' panel game.

Wreck Letters

Light all of WRECK to start 'Sunken Treasure'!

The Abyss Table's Special Features

Collecting The Jackpot

The Volcano (R) is a good source of prizes which include instant 'Sunken Treasure', 'Get Wet' and the elusive 'Jackpot'. Just drop all of LAVA (A) to advance the prize lights one step up. Then shoot the ball into the bottom volcano entrance (B) to collect whichever prize is flashing!

Sunken Treasure

Light all of WRECK (T) in one of two ways. Collect the 'Instant WRECK' prize inside the Volcano (R) or shoot The Vortex (C) consecutively to light all of the WRECK letters, one by one. Once all of WRECK is lit, it is time to go and seek out the 'Sunken Treasure'. Shoot the Right Pipe (G) to find the loot!

Pearl Diving

Shoot the left / right loops (L / M) alternately to open up the Clams (N). Once all of the clams are open, it's time to dive! There are some hidden pearls to dive for by shooting the Vortex (C). Make sure you hurry though. The clams will close one by one, and your prize is linked to how many are still open; so, the less that are left open, the less your reward will be!

Creature of the Deep

Shoot the left pipe, whilst active, to light the nautilus segments (I). Once all the segments are lit, it will be time to hunt down the 'Creature of The Deep'. During the bonus period, most major ramps will have a lit nautilus icon at their entrances. Shoot all the lights to kill the beast and gain a big reward.

Get Wet

Available as a prize inside the Volcano (R) or as a prize in 'Blubber Belly', Get Wet is a simple, fun bonus period. Just shoot as many ramps as you can for a million a time!

Multi ball

The Abyss Table has multi ball with a difference. Firstly, drop all of VENTS (D) to activate the Vents (E). Then, simply drop a ball into a Vent, and watch it fly! The ball will be 'captured', and the vents will

throw the ball from one side to the other.

Meanwhile, you will be given another ball to play with, and you can continue. The first ball will continue to be launched from one side to the other until, should you hit it with your new ball, you then have both to contend with!

Playfield Multiplier

Remember that this is a playfield multiplier, so bonuses are multiplied as they are added to your score during play!

The Abyss Table's Panel Games

Fast Fishing

Drop all of RAY (H) to activate the 'Fast Fishing' panel game. Then, shoot the right pipe (G) to rush to the surface for a little fishin'. The fish will rush across the screen, and it's up to you to catch as many fish as you can, by pressing the button at the vital time when they swim past your line. Try to catch the bigger fish, since they are worth more! If you catch 15 or more fish, you could be in for a nice surprise!

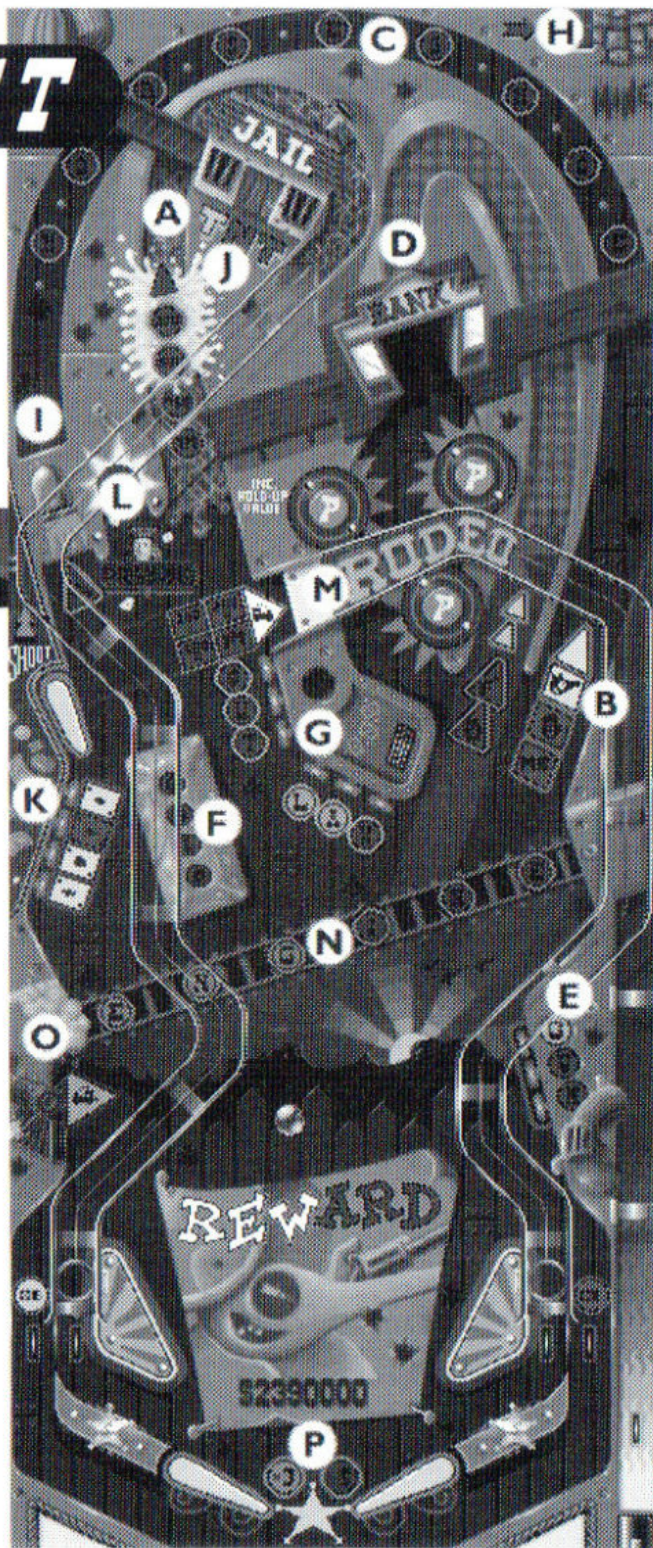
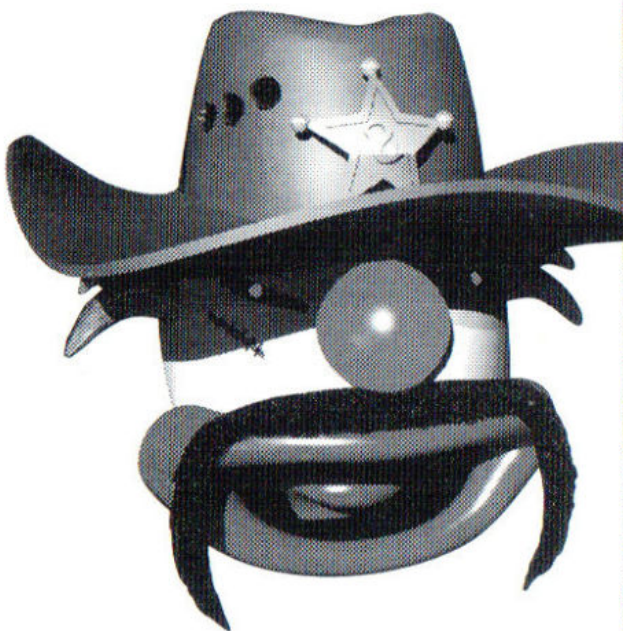
Blubber Belly

Drop all of the TAIL letters (S) to open up the Whale's mouth (P). Then just shoot the ball up there again to enter into the Whale's Belly! You will see a row of prizes; all you have to do is win the one you wish by pressing the relevant key, and hope it stops in the right place!

THE

WILD WEST

TABLE



- A The Rapids
- B Psycho's Head
- C The Horseshoe Ramp (REWARD)
- D The Bank
- E Gun Target Bank (GUN)
- F Gold Letters
- G Outlaw Target Bank (OUTLAW)
- H The Mine
- I The Bullet
- J TNT Letters
- K Cards Target Bank
- L The Casino
- M The Rodeo
- N Engine Letters
- O The Tunnel
- P Playfield Multiplier

There's gold in 'them there hills!' And there certainly is as we ride on down to the Wild West Table. Break the bank, ride the rodeo, career down the rapids, and bust your balls out of jail! All essential parts of Wild West life, I'm sure you'll agree. Look out for the following: Multi ball locked up in jail, jackpot in the bank and two wild bonus periods ('Gold Rush' and 'Reward'). With all this and three panel games 'Dodge The Express', 'Black Jack' and 'Hi Lo', you're sure gonna be busy, cowboy!

The Rapids

Shooting the Rapids (A) is involved in both bonus periods. Shoot the Rapids to light one GOLD letter. This will also light Psycho's head (B), which is the first part of lighting a REWARD letter.

Psycho's Head

When this light is lit, shoot the Horseshoe (C) for a REWARD letter.

The Horseshoe Ramp

The Horseshoe Ramp has many functions. Shooting the ramp after shooting the Rapids (A) will light a REWARD letter. Whenever this ramp is shot, the train light at the Rodeo entrance (M) is lit.

The Bank

The bank is certainly the happenin' place to be! Shoot the bank during normal play for a small bonus. However, if you have lit all of GUN (E), then go and hold up the bank for a big bonus. The more

times the ball has hit the bumpers below, the higher the 'Hold Up' bonus is. The bank is also where you can collect your REWARD during the 'Reward' bonus period.

The GUN Target Bank

Drop a GUN target to cock your gun. Drop all of GUN, and you're ready to Hold Up the Bank (D).

Gold Letters

The GOLD letters are lit by carrying out various tasks, as explained on the next page under Gold Rush.

Outlaw Target Bank

Drop all of OUTLAW to open the mine - a necessary prelude to multi ball!

The Mine

Shoot the mine to explode a TNT letter.

TNT Letters

Light all of TNT, and you've rescued your balls from jail! Time for a spot of multi ball!

Cards Target Bank

Drop all of the Cards Target Bank (K), and you will be invited to 'Place Your Bets!' The casino will be open, ready for you to ride on in and play one of two panel games.

The Casino

Drop all the Cards (K), and have a fling on 'Black Jack' or 'Hi Lo'!

The Rodeo

Ride the Rodeo when the train light at the entrance is lit (Shoot the Horseshoe Ramp (A) to light it!), and you will be awarded an ENGINE letter for your troubles!

Engine Letters

Light all of ENGINE to activate the 'Dodge The Express' panel game. Just shoot the Tunnel (O), and get on those tracks!

The Tunnel

The tunnel is your gateway to the train panel game. How many expresses can you dodge?

Playfield Multiplier

It's those lights with numbers in again! Yep, these lights show the current state of your multiplier, if you'll excuse the expression.

The Wild West Table's Special Features

Collecting The REWARD (Jackpot)

Shoot the Rapids (A) to light Psycho's Head (B), and then quickly shoot the Horseshoe Ramp (C) to light the REWARD letters. When all are lit, your 'Reward' bonus time starts. Shoot the bank to collect what's due to you. Note that the REWARD value is shown on the billboard on the table and increases during play!

Gold Rush

Light the GOLD letters by carrying out the following tasks :-

- | | | |
|---|---|-------------------------------|
| G | - | light 250K on the Rodeo (M) |
| O | - | drop the Card Target Bank (K) |
| L | - | shoot The Rapids (A) |
| D | - | shoot The Bank (D) |

Got that, partner?! ... good. Light all of GOLD to start the 'Gold Rush'. Big points are awarded for all major ramps and banks, so keep 'em peeled for that gold!

Multi ball

Drop all of the OUTLAW Target Bank (G), and then shoot The Bullet (I) to explode one letter of TNT. Blow up all of TNT and you bust two more balls out of jail, which come flying out of the Mine (H) to greet you! The Horseshoe Ramp (C) is important during multi ball, since shooting it scores 1, 2 and 5 million points! Yee ha!

Playfield Multiplier

Remember that this is a playfield multiplier, so bonuses are multiplied as they are added to your score during play!

The Wild West Table's Panel Games

Dodge The Express

Shoot The Horseshoe Ramp (C) then The Rodeo (M) straight after to light the ENGINE letters. Once all of the ENGINE letters are lit, it's time to shoot The Tunnel (O) for some fun on the tracks. The trains will come toward you on three tracks; the longer you last, the more points you amass!

The Casino

'Place Your Bets!' Drop all of the Card Target Bank (K), and the casino opens up for you. Just shoot The Casino (L), and it's time to shuffle the decks, and play one of two card games - 'Black Jack' or 'Hi Lo'.

Black Jack

Now you must know how to play 'Black Jack' ?! You know, try to get 21 with the value of your cards. You will be dealt two cards, and you have to decide whether you want another one or not. Try to get as close to, but not over, 21 as you can. The closer you get, the more rewarding the dealer will be. Hit 21 on the nail, and an extra ball will be yours!


Hi-Lo

'Higher, higher - Lower, lower!!!' Yep, you know this one as well! You will be dealt a card, and you decide whether the next one will be higher or lower in value. The longer you go on, the more points will come your way.

Credits

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