PlayStation

NTSC | U/C

PlayStation®

EVERYONE

E

CONTENT RATED BY ESRB

SLUS-01261
01261

PRO·PINBALL FANTASTIC JOURNEY

empire INTERACTIVE

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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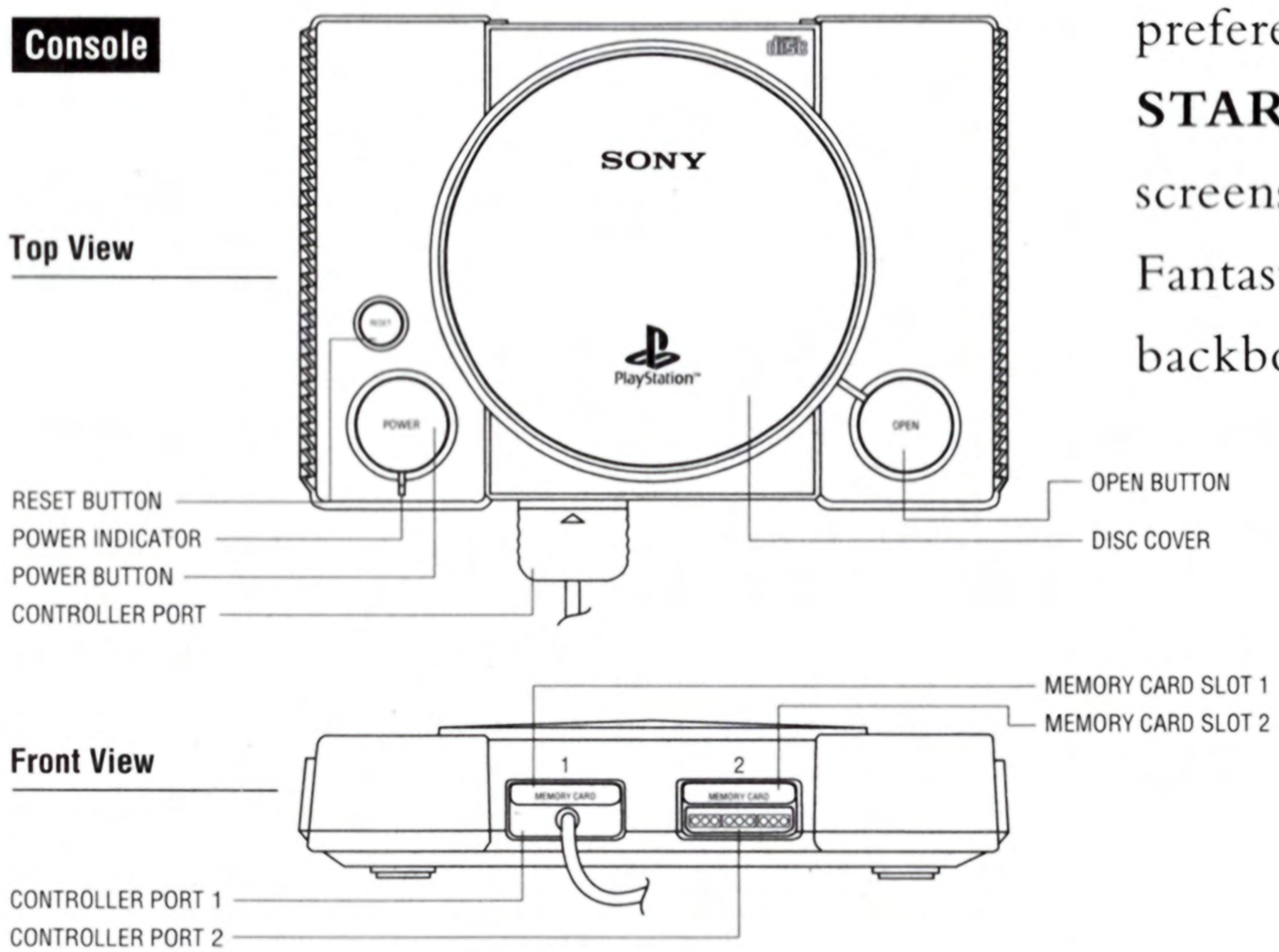
GETTING STARTED

To play Pro Pinball: Fantastic Journey on your Console:

1. Set up your Console in accordance with its instruction manual.
2. Following your system's directions, insert your Fantastic Journey disc (printed side up) in the drive.
3. Close the disc cover and press the **POWER** button to begin loading the simulation.

NOTE: We advise that you do **not** insert or remove peripherals (controllers, etc.) from your Console while it is switched on.

First you will be presented with the Language Select screen. Highlight your prefered language and press ✕ or **START** to confirm. Then some logo screens are displayed, followed by the Fantastic Journey table backbox. From the backbox, you can load the table and play games, or use the Options menu. Press the **LEFT** and **RIGHT** Directional buttons on the controller to highlight the options. Press the ✕ button to make your selection.

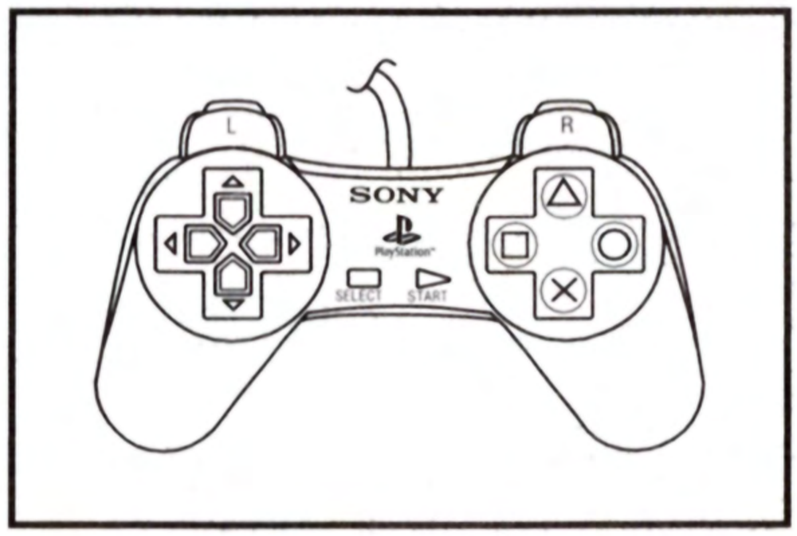


DUALSHOCK™ analog controller

L2 BUTTON
L1 BUTTON
R2 BUTTON
R1 BUTTON
DIRECTIONAL BUTTONS
LEFT STICK
SELECT BUTTON
ANALOG MODE SWITCH
START BUTTON
RIGHT STICK
△ BUTTON
○ BUTTON
× BUTTON
□ BUTTON

NOTE: Compatible only in Digital and Analog mode
or
Compatible only in Digital and Vibration mode
or
Compatible only in Digital mode

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.



QUICKSTART

To start playing Fantastic Journey, select the Table icon from the table backbox.

DEFAULT CONTROLS

The default buttons used to control Fantastic Journey are as listed below, but you can change these to buttons you prefer (see page 25).

□	Start new game; or add extra player, up to four players
×	Launch ball into play
△	Activates MagnoSave™ when lit
LEFT Directional button	Activates the Left flipper
○	Activates the Right flipper
L2	Nudge the left of the table
R2	Nudge the right of the table
L1 or R1	Nudge the table upwards
START	Pause Game (in-game options)
LEFT STICK/ RIGHT STICK	push the Left/Right stick to nudge the table up, down, left and right. (Only available in Analog Mode (LED:Red)

HIGH-SCORE INITIALS ENTRY - Use the left and right flipper buttons to select a letter or character, then press the Launch button to enter the selected letter or character. To back up one character, select and enter the ← character. You can enter up to three characters; select the final → character to enter the initials into the High-Score Table.

OPTIONS

At the backbox, select the Sliding Bar Icon to use the simulation's Options Menu. If you have a **memory card** in your system, you can save all Option settings on to it so that they will automatically be used as the starting Options when you next run Fantastic Journey (see the Memory Card section on page 28).

Use the **UP, DOWN, LEFT,** and **RIGHT** Directional buttons to highlight options, and ✕ to confirm selections.

During a game, Sound Volume options are also available on the Pause Menu (see pages 30 and 31).

The Options menu items are described below.

LANGUAGE

Use this Option to select the language for all Options and menus.

TABLE VIEW

Use this Option to select your preferred viewing angle of the table from the three Fantastic Journey table views available, shown in the small graphics at the bottom of the screen. The main graphic shows a larger version of the selected view. Gameplay is identical regardless of the view.

CONTROLS

Use this Option to change the buttons which control Fantastic Journey.

Highlight "Change Controls" and press ✕ to select, or press △ to go back.

While each control action is highlighted, press the button you want to assign (use) to perform that action. Press **START** during selection to keep or reassign the previous button(s) assigned to that action.

You can assign a second button to the same action by holding down the first button whilst pressing the second button.

Be careful not to accidentally assign the same button to two different actions.

Use the **Restore Default Controls** menu selection to restore **all** the default buttons.

VIBRATION

NOTE: This Option will only appear if a DUALSHOCK™ analog controller is plugged into Controller Port 1. Choose Enabled or Disabled.

If you want to use your DUALSHOCK™ analog controller for nudging, press the Analog Mode Switch on the Controller and make sure the LED is Red.

GRAPHICS

The Graphics Options are described below.

FOCUS - Choose Soft or Sharp focus for the graphical display. If you notice flicker on your display, choosing Soft focus should reduce it.

DOT MATRIX - The Fantastic Journey dot matrix display (DMD) shows the current score, is used to play video modes, and provides additional information during gameplay.

You can choose a DMD which is Solid—with no table features showing through, or Transparent—so you can see the ball while it's moving behind the DMD.

DOT MATRIX POSITION - Choose Low, Medium, or High to set the position of the dot matrix display on your screen.

AUDIO

Audio output is an integral part of Fantastic Journey gameplay and Dolby Surround Sound is used throughout.

The Audio Options are described below.

TEST MECHANICAL SOUND / TEST SPEECH AND SFX / TEST MUSIC - Use these Options to choose a test Fantastic Journey game sound from each category. Each selected test sound plays repeatedly until you switch it Off.

You then use the Volume Controls to adjust the levels of each type of sound to your personal taste.

VOLUME CONTROLS - Use these Options to set your preferred volume levels for each category of Fantastic Journey game sounds. Note that you won't hear any sounds unless you use the Test settings described above to choose and play test sounds.

MODE - Choose one of Mono, Stereo, and Swapped Stereo settings. Choose Swapped Stereo if the flipper sounds play on the wrong speaker.

MEMORY CARD

NOTE: You **must** use MEMORY CARD SLOT 1 for your MEMORY CARD. Please make sure you have enough free blocks on your memory card before commencing play.

If your MEMORY CARD is new, you must **format** it before you first use it. Fantastic Journey automatically detects this if you try to Save Options on to an unformatted MEMORY CARD.

To format a MEMORY CARD, select the Memory Card menu, then select the Save option. This displays the Format menu. Select YES to format your MEMORY CARD or NO to return to the Memory Card menu.

AUTO SAVE - Choose Enabled or Disabled. When Enabled, Options and high-scores will automatically be saved to your MEMORY CARD.

LOAD - Loads Option settings and high-scores from the MEMORY CARD. You can also use this Option to load data from another MEMORY CARD.

SAVE - Saves Option settings and high-scores to the MEMORY CARD.

EXAMINE TABLE

Use this Option to see the incredible detail within the Fantastic Journey playfield in extreme close-up.

Press the Directional buttons to move, the ✕ button to zoom in, and △ or the **SELECT** button to zoom out.

TABLE RULES

Use this Option to view the rules card on the Fantastic Journey table, which gives an outline of the basic rules of gameplay.

This is by no means an exhaustive list of all the aspects of the game, and there are many hidden features and modes that you will only discover by practice and repeated play.

SLIDESHOW

Use this Option to view a slide show tour of the Fantastic Journey playfield in close-up, clockwise from the bottom left of the table. This will help you to understand and learn the playfield layout.

Press the ✕ button to see the next slide in the show; the show continues looping until you exit by pressing △ or the **SELECT** button.

CREDITS / START SIMULATION

Self-explanatory.

PAUSE MENU (IN-GAME OPTIONS)

Pressing the Pause Game button (**START** button) during gameplay pauses the game in progress and displays the Pause Menu, which allows you to change some game Options, use the Operator menus, or adjust the position of the graphical display on your screen.

You can also use the Pause Game button (**START** button) during Attract Mode (when no game is in progress).

Use the **UP, DOWN, LEFT**, and **RIGHT** Directional buttons to highlight options, and X to confirm selections.

The individual Pause Menu items are described below.

RETURN TO SIMULATION

Continues the game in progress, or resumes Attract Mode.

START NEW GAME / ADD PLAYER / RESTART GAME

During a game, this Option changes as appropriate.

START NEW GAME / RESTART GAME - Starts a new game. Any game in progress is immediately abandoned.

ADD PLAYER - Adds a new player to the game in progress, up to a maximum of four. This must be done before the final player's Ball 1 drains (goes out of play).

DIFFICULTY LEVEL

Sets one of five preset game difficulty levels from Extra Easy to Extra Hard, or a Custom game difficulty setup which you have previously created by altering Adjustment settings using the Operator's Menu.

TABLE SETUP

SLOPE Sets the angle of the table slope, in half-degree steps from four degrees to eight degrees.

The higher the angle, the faster the ball will travel down the table.

CONDITION Sets the condition of the table, from New to Neglected.
A clean new table does not spin the ball as much as an older neglected table; so on a new table, the ball tends to slide more and travel faster. Playfield rubbers and mechanics are also less powerful on more neglected tables.

FLIPPERS POWER - Sets the power levels of all flippers. Note that increasing flipper power will not necessarily make the gameplay any easier.

ACTIVATE OPERATOR'S MENU

NOTE: Selecting this item abandons any game in progress.
Enters the Operator's Menu system on the dot matrix display. The Operator's Menu System is described in detail on page 20 of this manual.

EXIT OPERATOR'S MENU

(only displayed while Operator's Menu is active)
Exits the Operator's Menu system and resets the table to Attract Mode.

ADJUST VOLUME

Sets the volume levels of game sounds and music.

ADJUST SCREEN POSITION

Sets the position of the display on your screen.

QUIT TO OPTIONS

Abandons the game in progress (if any) and displays the Options menu (see page 25).

WORLD WIDE HIGH-SCORES TABLE

Empire Interactive maintains a World Wide High-Scores Table for Fantastic Journey on its Web site at **http://www.empire-interactive.com/propinball/Fantasticjourney.**

The finest pinball players in the world post their high-scores to this Table, and former world championship players feature in the current Pro Pinball: The Web, Pro Pinball: Timeshock! and Pro Pinball: Big Race USA High Score Tables.

How to Enter a Score in the Table

Once your high scoring game has ended, press and hold both Flipper Buttons for at least two seconds.

This displays the high-score code for the game just played.

Make a careful note of your high-score code because the World Wide High-Scores Table will ignore invalid codes.

On your next visit to the World Wide High-Scores Table, type in your name and your code. The Table will update automatically.

FEEDBACK

Cunning Developments, the Pro Pinball development team, welcomes all comments and bug reports you may have; please send these to us by e-mail to **FJ@propinball.com**. We do read all the messages sent to us, but we cannot guarantee a personal response.

CREDITS

CUNNING DEVELOPMENTS

Direction and Design	Adrian Barritt
Graphics	Graham Rice
Programming	Champie
Programming	Adrian Page
Graphics	Tom Beesley
Design Consultant	David M Smith
Design Consultant	Cai Remrod
Programming	David Hunt
Produced by	Adrian Barritt and Roger Cheung

THE SPECIALISTS

Music by	Jon Lowe
Backglass Artwork	Peter Richardson
Voice Artist	Adam Longworth
Speech Engineering	Peter Kiely

TECHNICAL SUPPORT

If you need technical assistance with this product, call us at:
410 933 9191, Monday through Friday, Eastern Standard Time.

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	Bina Pawar
	Ian Goddard
	Danny Jacobs

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Published by Empire Interactive.

INTRODUCTION

FROM HIS MYSTERIOUS ISLAND,

General Yagov is holding the world to ransom.
If his demands aren't met he will launch a
rocket to destroy the Moon, wreaking havoc and disaster
on a scale never before seen.

UNFORTUNATELY

nobody is able to penetrate the bizarre shield
which protects the Island.
Nobody that is, but Professor Steam!
By building four amazing steam powered contraptions,
and going on four fantastic adventures he can collect
four special crystals which will form a device
that will penetrate the shield!.

ONLY YOU,

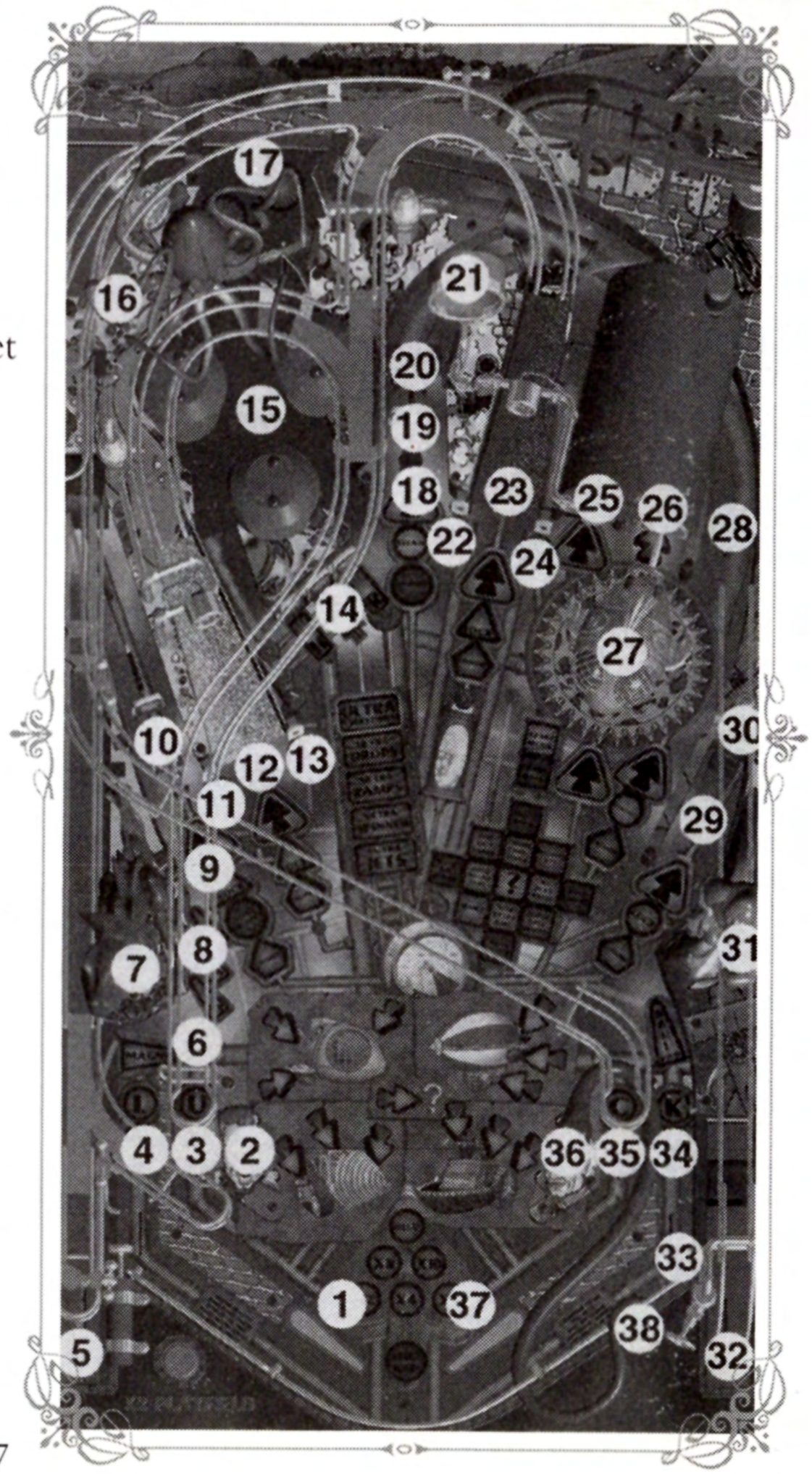
can help the Professor
to build the contraptions, collect the crystals,
penetrate the shield, stop the General and
save the World!

INTRODUCTION

WELCOME TO FANTASTIC JOURNEY, the fourth in the PRO PINBALL series of pinball machine simulation programs. As pinball machine owners ourselves, the aim of everyone on the PRO PINBALL team is to bring you the closest experience possible to actually owning and playing an arcade pinball machine, without the distractions of scrolling or split screens. Though the default Fantastic Journey machine settings have been carefully chosen to give balanced gameplay, you can fine tune the machine to suit your preferences and playing style. You can even examine the machine's audit information and adjust the difficulty of individual features exactly as you would on a real machine. We sincerely believe that you'll find the playfield design, mechanics, music, features, sound effects, depth of rules, animations, operator menu, and gameplay in Fantastic Journey are truly the equal of a typical modern pinball machine. The major differences are that you don't have to find house room for the machine, there is zero maintenance, and it only costs one per cent of the price of the real thing to own! Those of you who already own our earlier simulations can rest assured that Fantastic Journey is even better than its predecessors. You will discover many new playfield mechanics and features to enjoy, even better graphics and physics realism, real airballs, and much more. We hope you enjoy playing Fantastic Journey, if you have an Internet connection, you can visit the PRO PINBALL website at http://www.propinball.com.

KEY TO PLAYFIELD

1. Left Flipper
2. Left Sling Shot
3. Left Inlane
4. Left Outlane
5. Left Plunger Lane
6. MagnoSave™
7. Dinosaur
8. Left Bank Drop Targets
9. Left Orbit
10. Left Orbit Drop Targets
11. Left X2 Target
12. Left Ramp
13. Right X2 Target
14. Jet Bank Drop Targets
15. Jet Bumpers
16. Octopus
17. Bonus Rollovers
18. MagnoBoost™
19. Spinner Drop Target
20. Spinner
21. Spinner Lane
22. Left Combo Target
23. Right Ramp
24. Right Combo Target
25. Left Boiler
26. Right Boiler
27. Contraption
28. Right Orbit
29. MagnoGrab™
30. Dead End
31. Yeti
32. Right Plunger Lane
33. Ball Rescue
34. Right Outlane
35. Right Inlane
36. Right Sling Shot
37. Right Flipper
38. Anaconda



HOW TO PLAY FANTASTIC JOURNEY

Build four amazing steam powered contraptions and collect four special crystals, to stop General Yagov from taking over the world!

BONUS X - Complete rollovers to advance Bonus X

LUCK - Complete L-U-C-K to light Dead End for Luck. Shoot lit Dead End for random Award.

STEAM MODES - Shoot either Ramp to light left Boiler for Steam Mode. Shoot lit Boiler to start Mode.

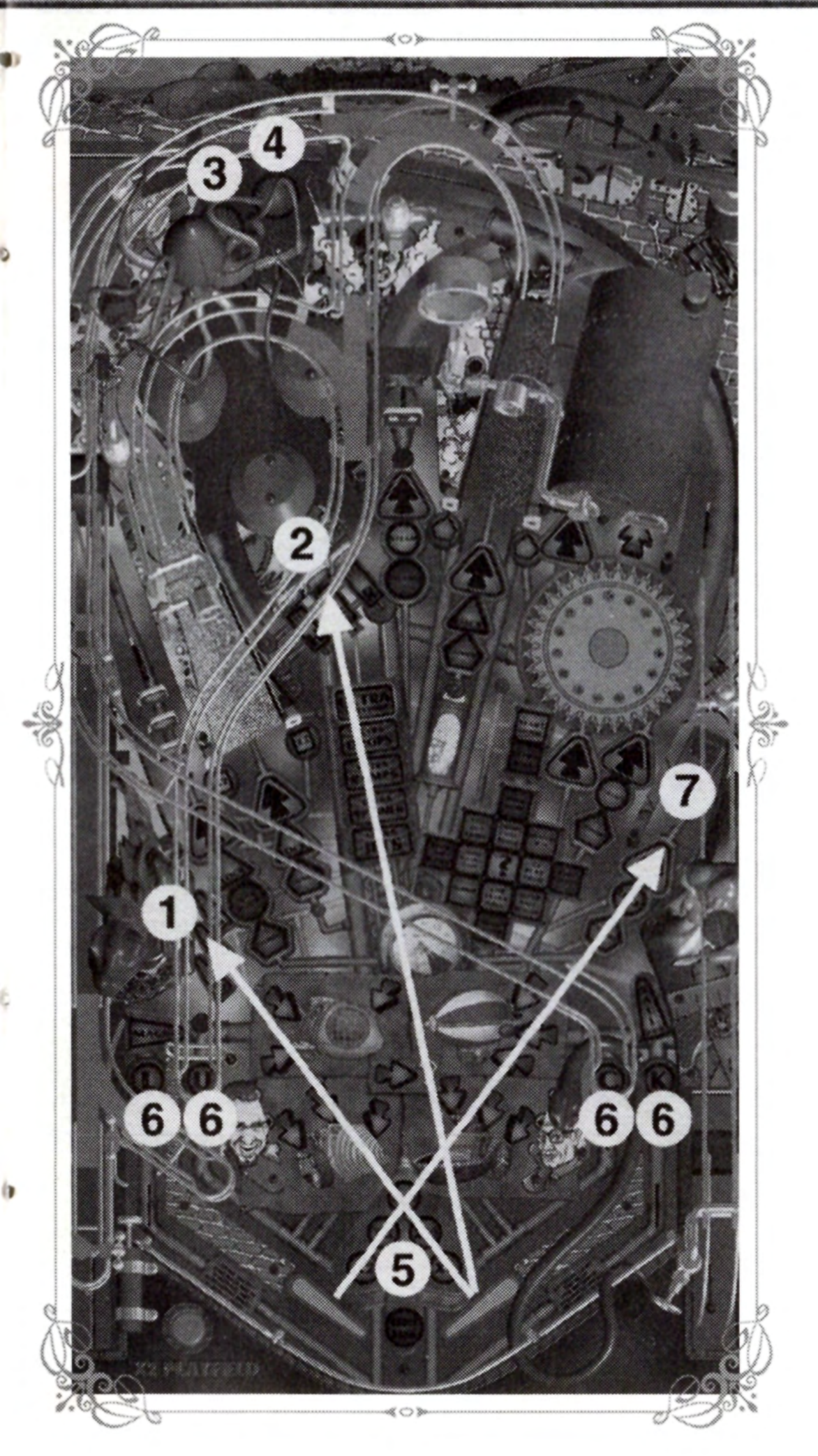
ULTRA MODES - Complete H-E-R drop targets to start a random Ultra Mode.

CONTRAPTIONS - Shoot ALL flashing arrow shots to collect a part of a Contraption. Collect three parts of the same Contraption to light right Boiler for Adventure. Shoot lit right Boiler to start and Adventure.

ADVENTURES - Shoot the spinner to increase steam pressure. Adventures stop when steam pressure reaches zero. Complete adventures by making flashing arrow shots in sequence.

STEAM FRENZY - Knock down three drop targets on the left orbit to light lock on the left orbit. Lock three balls to start frenzy. Shoot right orbit to light Jackpot, lock balls under ramps to multiply Jackpot value.

THE MYSTERIOUS ISLAND - When all four Adventures have been completed shoot the right Boiler to start a raid on the Mysterious Island!

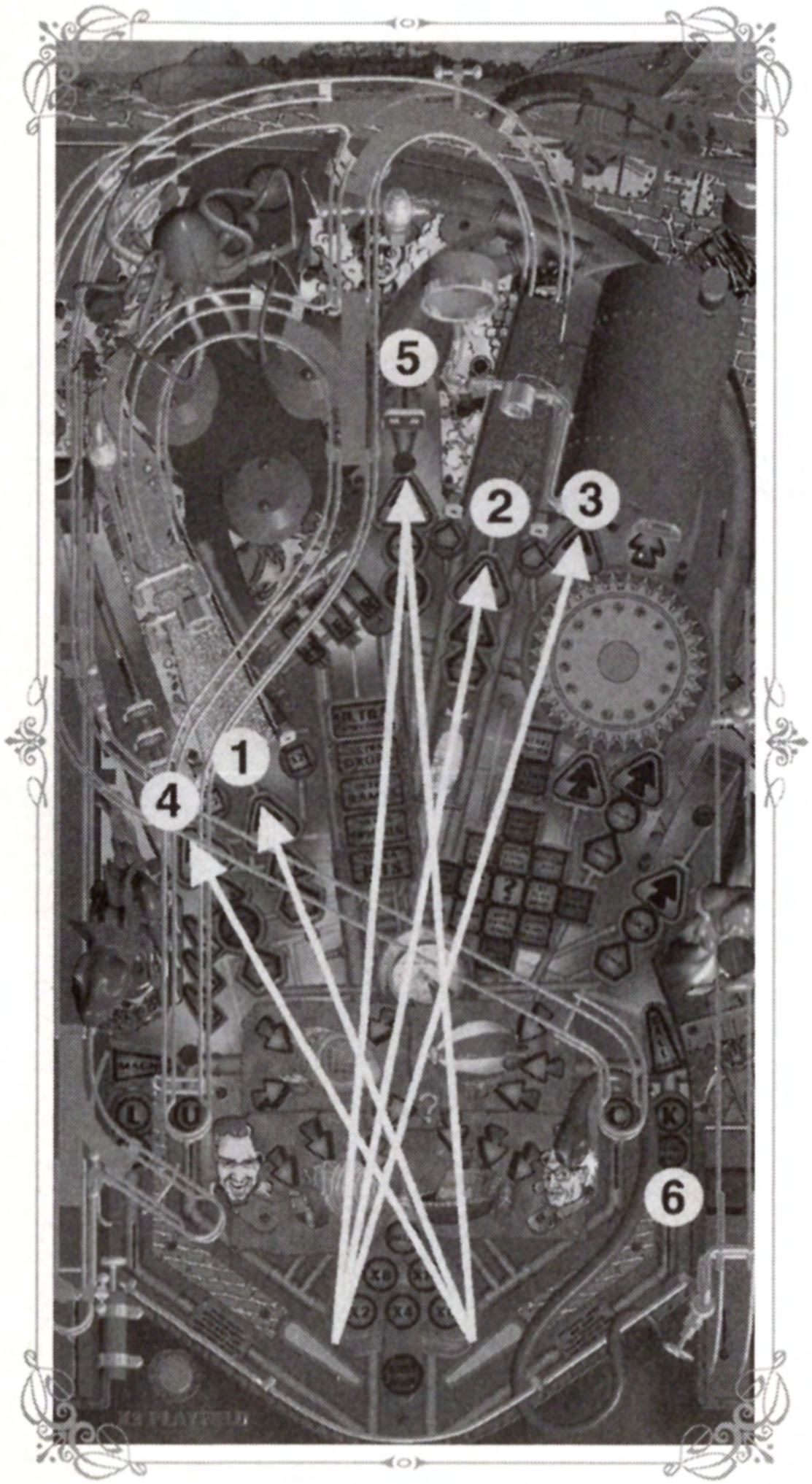


1. SKILL SHOT, BONUS X, AND LUCK

SKILL SHOT - Shoot random flashing drop target (1 or 2) from ball launch for big points and to complete G-A-T-H-E-R.

BONUS X - Complete rollover targets (3 and 4) to advance Bonus X (5)

LUCK - Complete L-U-C-K (6) to light Dead End for Luck. Shoot lit Dead End (7) to activate MagnoGrab™ and collect random Award.



2. STEAM MODES

Shoot either Ramp (1 or 2) to light Left Boiler (3) for Steam Mode. Shoot lit Boiler to award Mode.

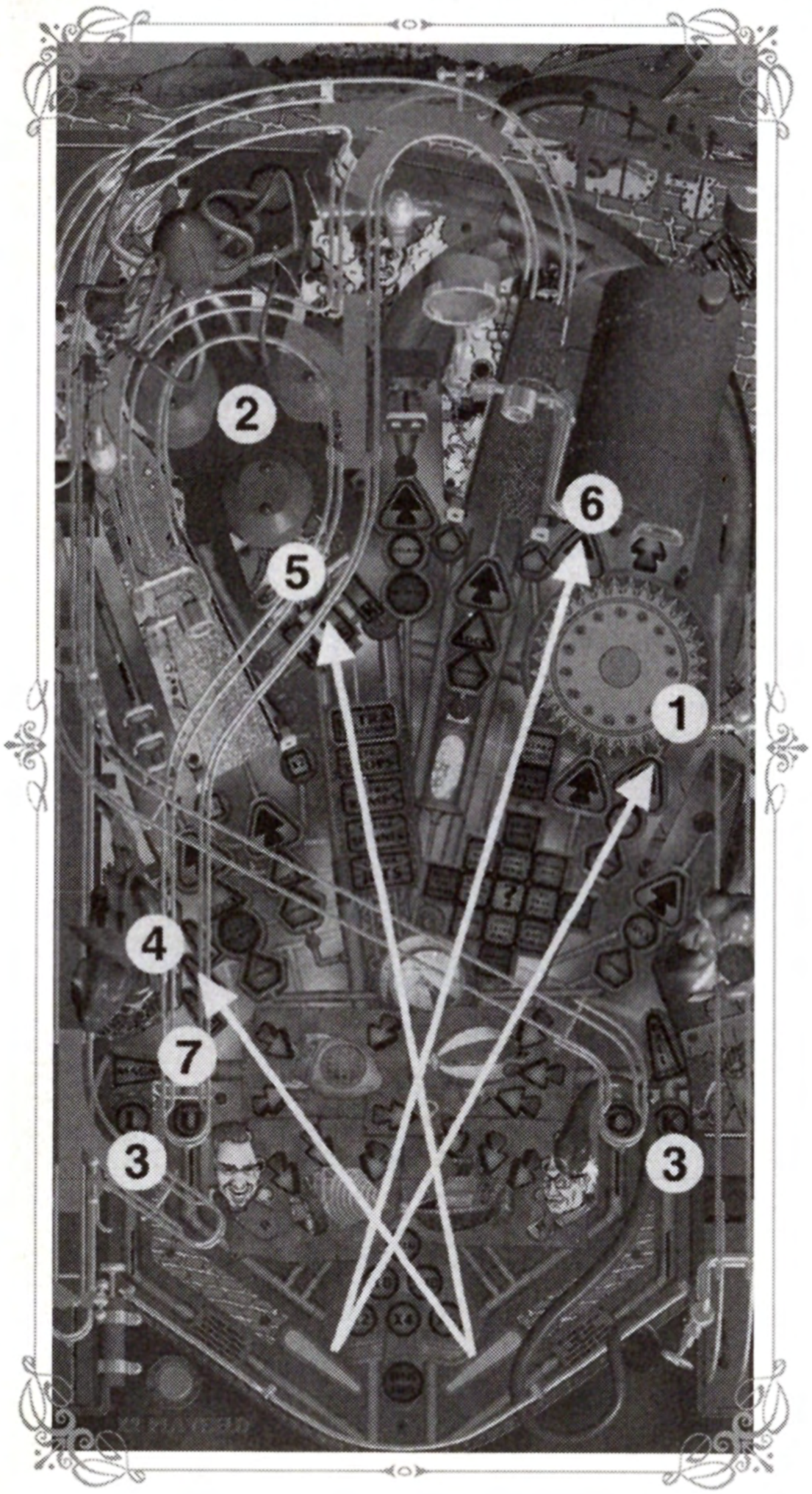
VIDEO MODE - A mysterious video mode. Use the flipper buttons for control.

MEGA GATHER - Automatically gathers all parts required to complete the currently selected contraption.

FAST FRENZY - Shoot Left Orbit (4) to add other balls into play. Shoot either Ramp (1 or 2) to light Jackpot on Spinner (5).

BLOW THE BOILER - Spinner drop target (5) is always up for MagnoBoost™. Shoot spinner to increase Steam Pressure. Increase Steam Pressure to blow the Boiler and score big points.

SUPER BALL RESCUE - Activates Right Outlane (6) saver until the end of ball.



MYSTERY JETS - Right Orbit (1) always feeds the Jets (2). A mystery shot somewhere on the table collects current mode total.

LIGHT OUTLANES - Lights the Outlanes (3) for Extra Ball.

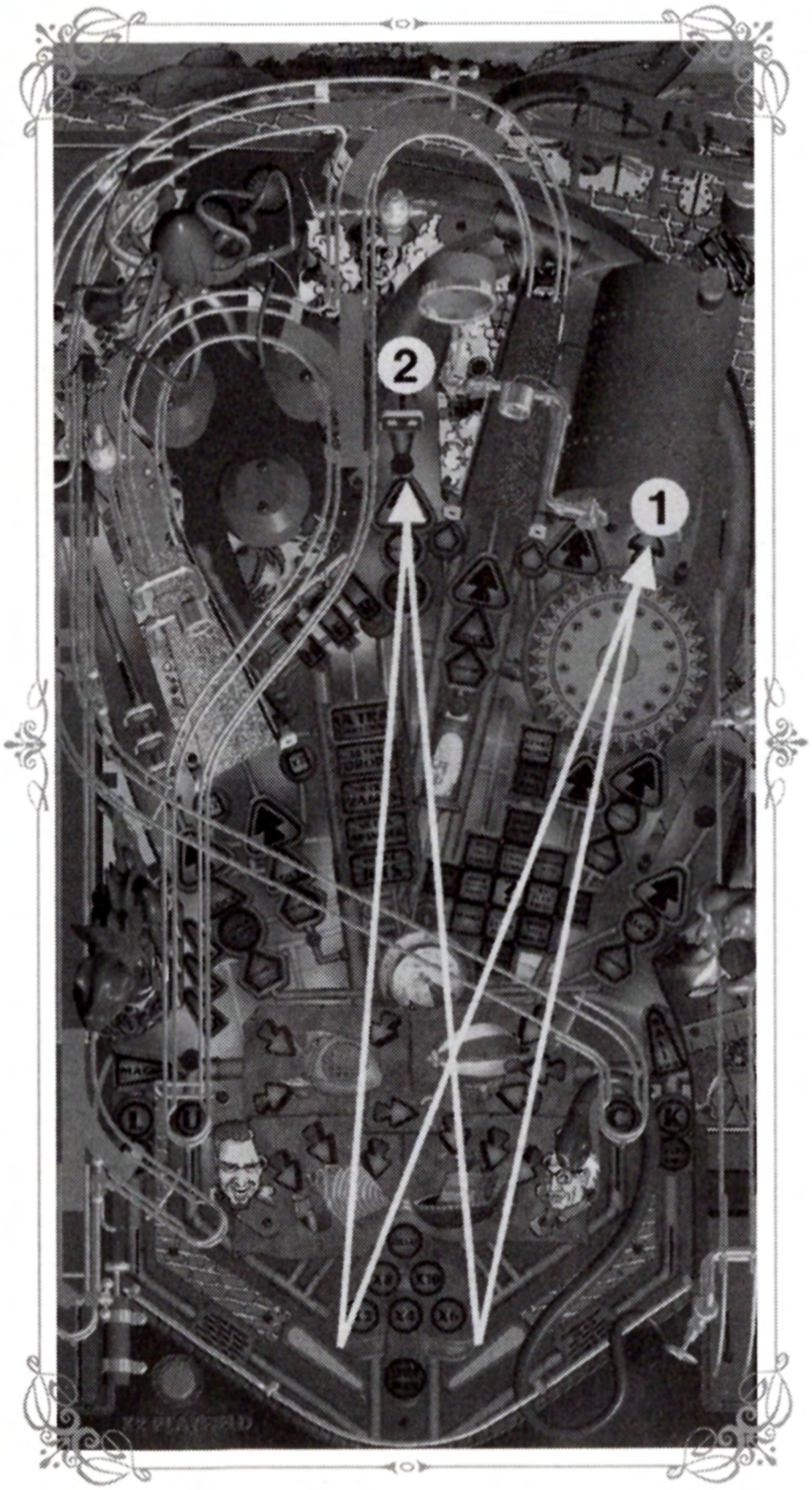
STEAM MANIA - Every switch scores big points. Complete lit combo shots to increase big points value.

DOUBLE PLAYFIELD - All scoring is doubled.

DROP CHALLENGE - Shoot the drop targets (4,5) in order from left to right for massive points.

LIGHT EXTRA BALL - Lights Boiler Scoop (6) for Extra Ball.

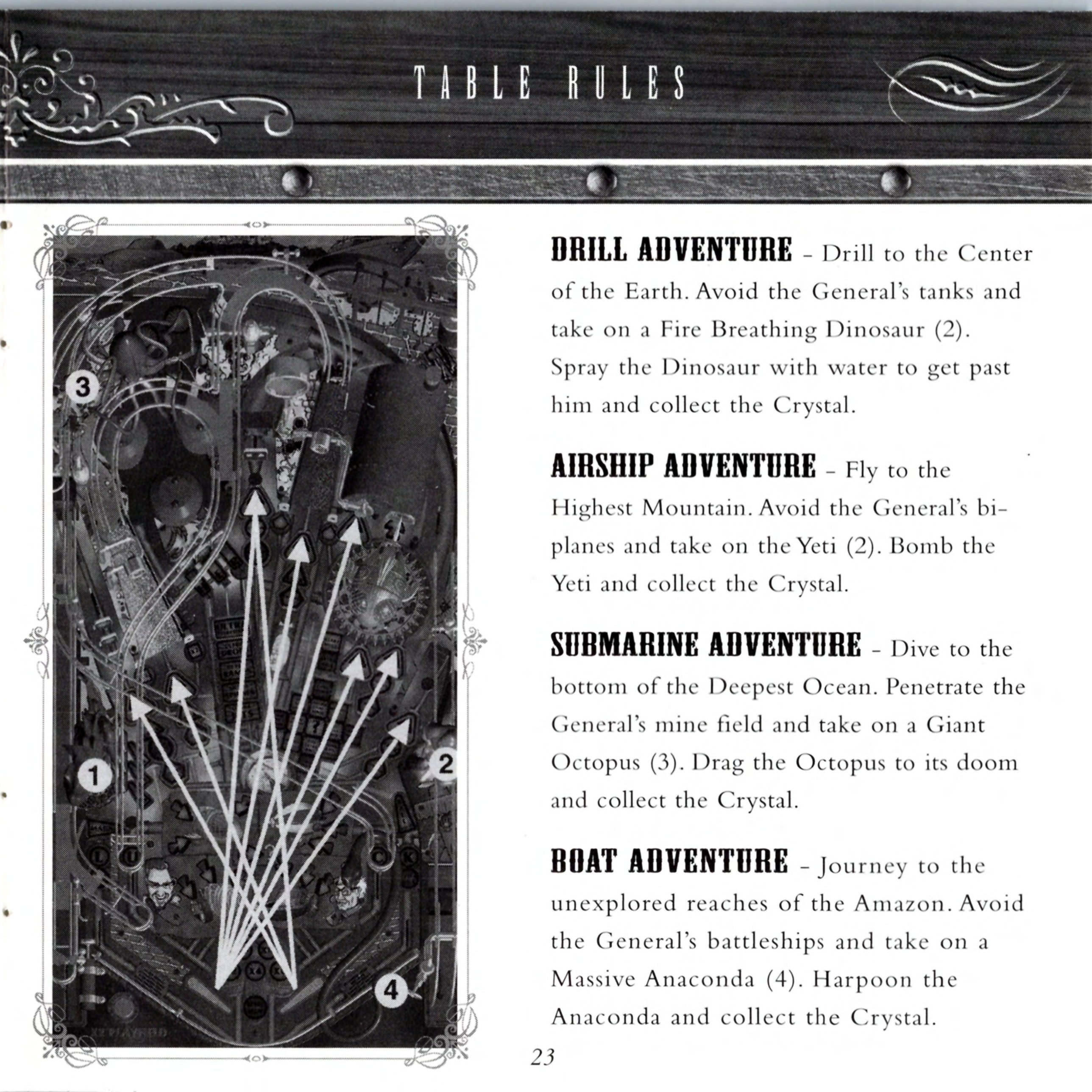
SUPER MAGNOSAVE™ - Enables the left outlane (7) saver until the end of the ball.



3. CONTRAPTIONS AND ADVENTURES

CONTRAPTIONS - Shoot ALL flashing arrow shots to collect a part of a Contraption. Collect three parts of the same Contraption to light Right Boiler (1) for Adventure.

ADVENTURES - Shoot Spinner (2) to keep steam pressure high. If Steam Pressure reaches zero the Adventure will stop. During adventure shoot all flashing arrow shots to advance the adventure. Complete adventure to collect one of the four special crystals.

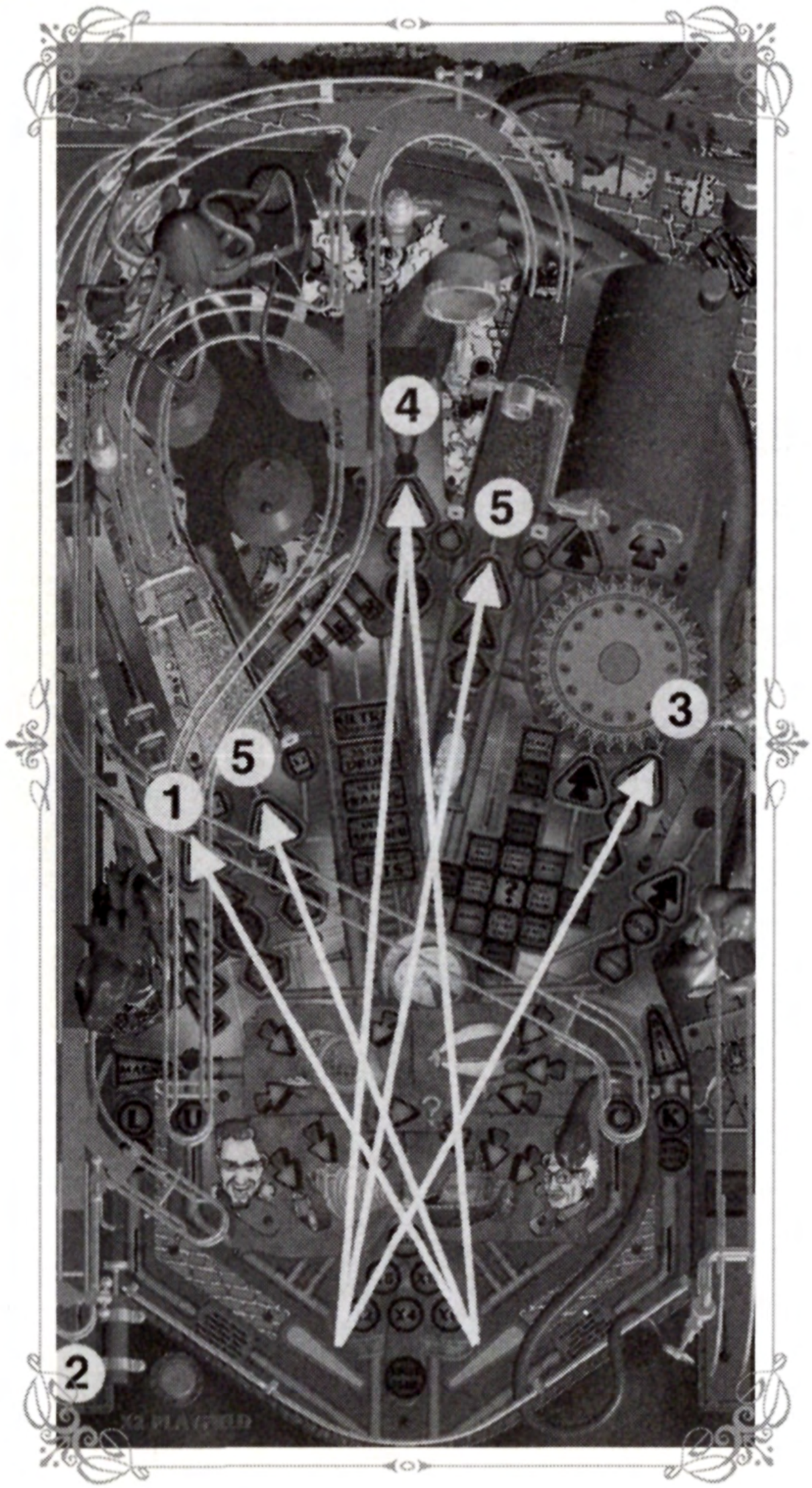


DRILL ADVENTURE - Drill to the Center of the Earth. Avoid the General's tanks and take on a Fire Breathing Dinosaur (2). Spray the Dinosaur with water to get past him and collect the Crystal.

AIRSHIP ADVENTURE - Fly to the Highest Mountain. Avoid the General's biplanes and take on the Yeti (2). Bomb the Yeti and collect the Crystal.

SUBMARINE ADVENTURE - Dive to the bottom of the Deepest Ocean. Penetrate the General's mine field and take on a Giant Octopus (3). Drag the Octopus to its doom and collect the Crystal.

BOAT ADVENTURE - Journey to the unexplored reaches of the Amazon. Avoid the General's battleships and take on a Massive Anaconda (4). Harpoon the Anaconda and collect the Crystal.

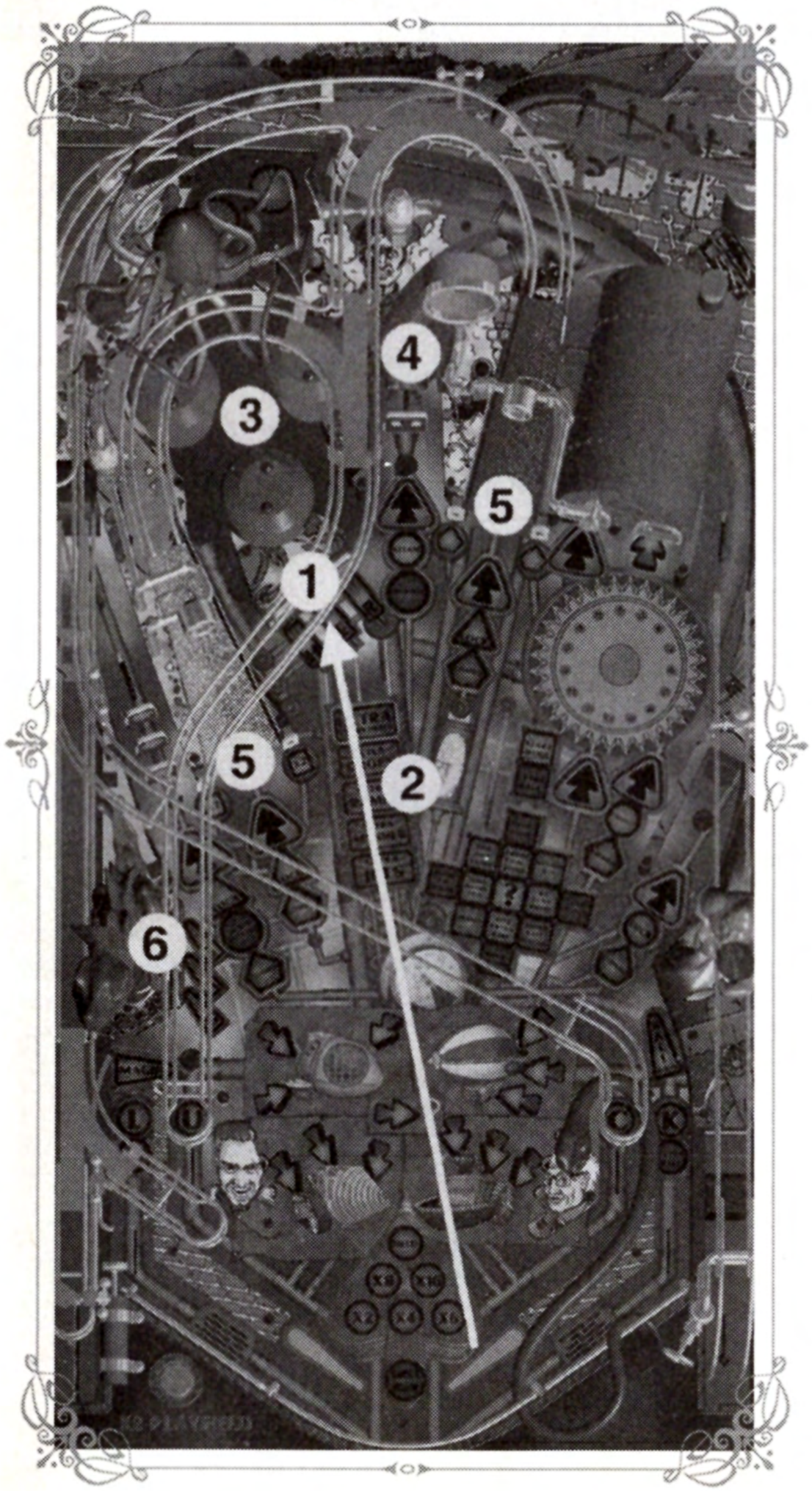


4. STEAM FRENZY

STEAM FRENZY - Knock down all three drop targets on the Left Orbit (1) to light Lock on the Left Orbit. Lock three balls in Left Plunger (2) to start Steam Frenzy.

Shoot Right Orbit (3) to light Jackpot on Spinner (4). Lock balls under Ramps (5) to enable Double and Triple Jackpots.

Score a Triple Jackpot to go for Super Jackpot. Collect Super Jackpot by shooting the Left Orbit.



5. ULTRA AWARDS

Complete H-E-R bank of targets (1) to start a random Ultra Rounds (2).

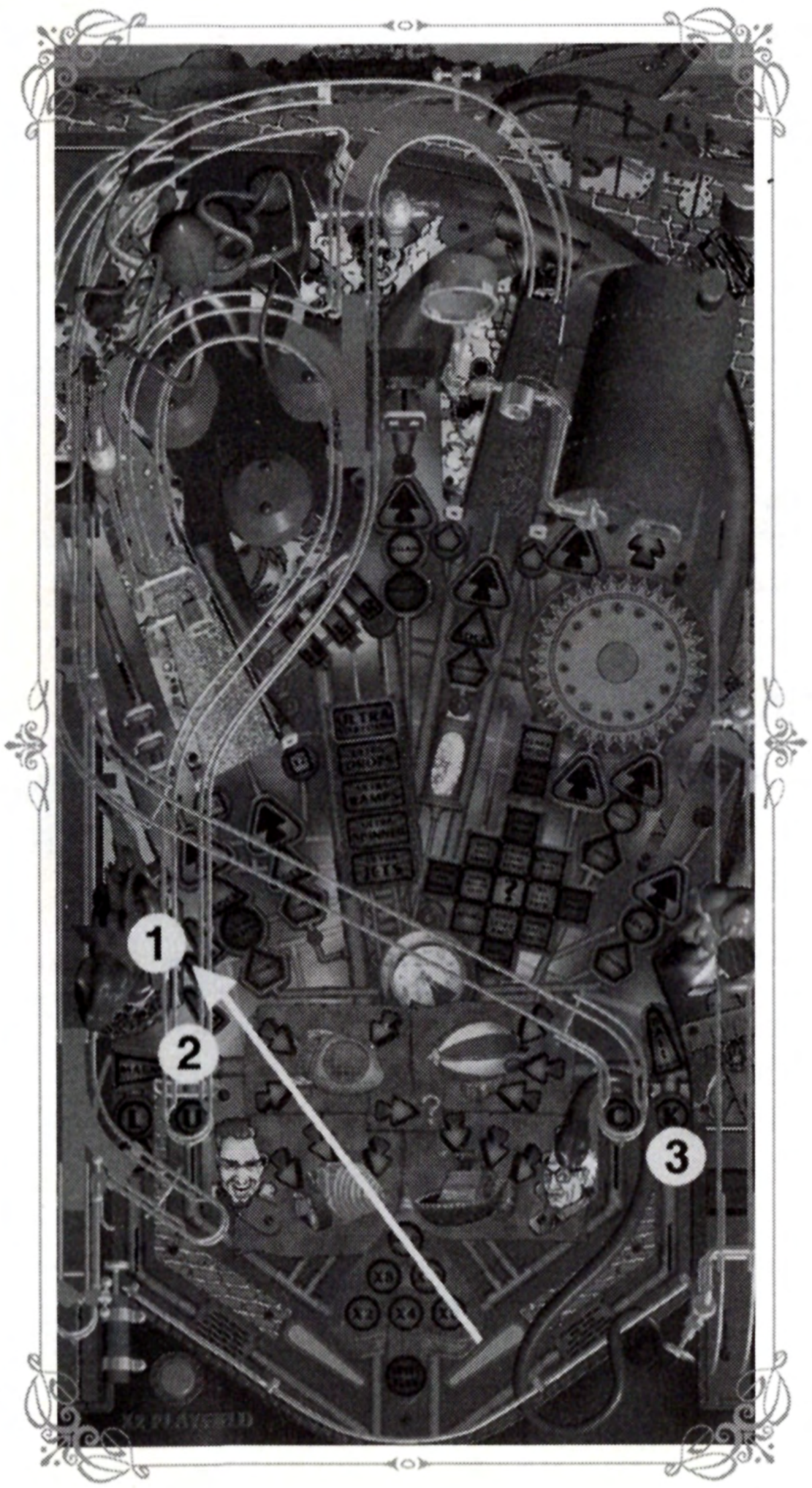
ULTRA JETS - Shoot the Jets (3) for Ultra Points

ULTRA SPINNER - Shoot the Spinner (4) for Ultra Points

ULTRA RAMPS - Shoot the Ramps (5) for Ultra Points

ULTRA DROPS - Shoot the Drops (6,1) for Ultra Points

ULTRA EVERYTHING - Shoot Anything and Everything for Ultra Points

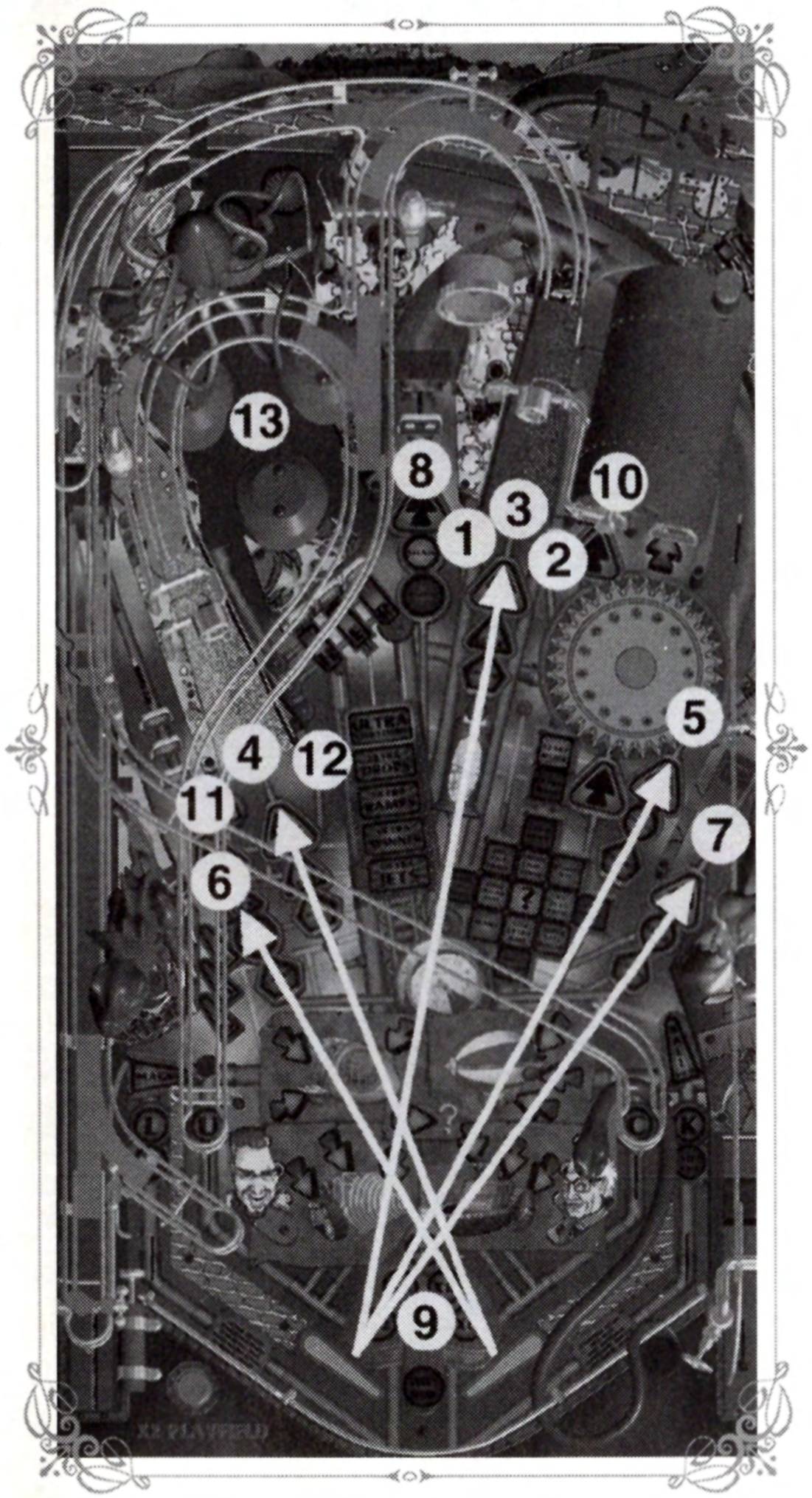


6. MAGNOSAVE™ AND BALL RESCUE

Complete G-A-T bank of drop targets (1) to light MagnoSave™ (2) and Ball Rescue (3)

MAGNOSAVE™ - When lit and a ball is heading for Left Outlane, press the MagnoSave™ button to activate magnet above Left Inlane.

BALL RESCUE - When lit, will automatically propel balls heading down the Right Outlane back into play.

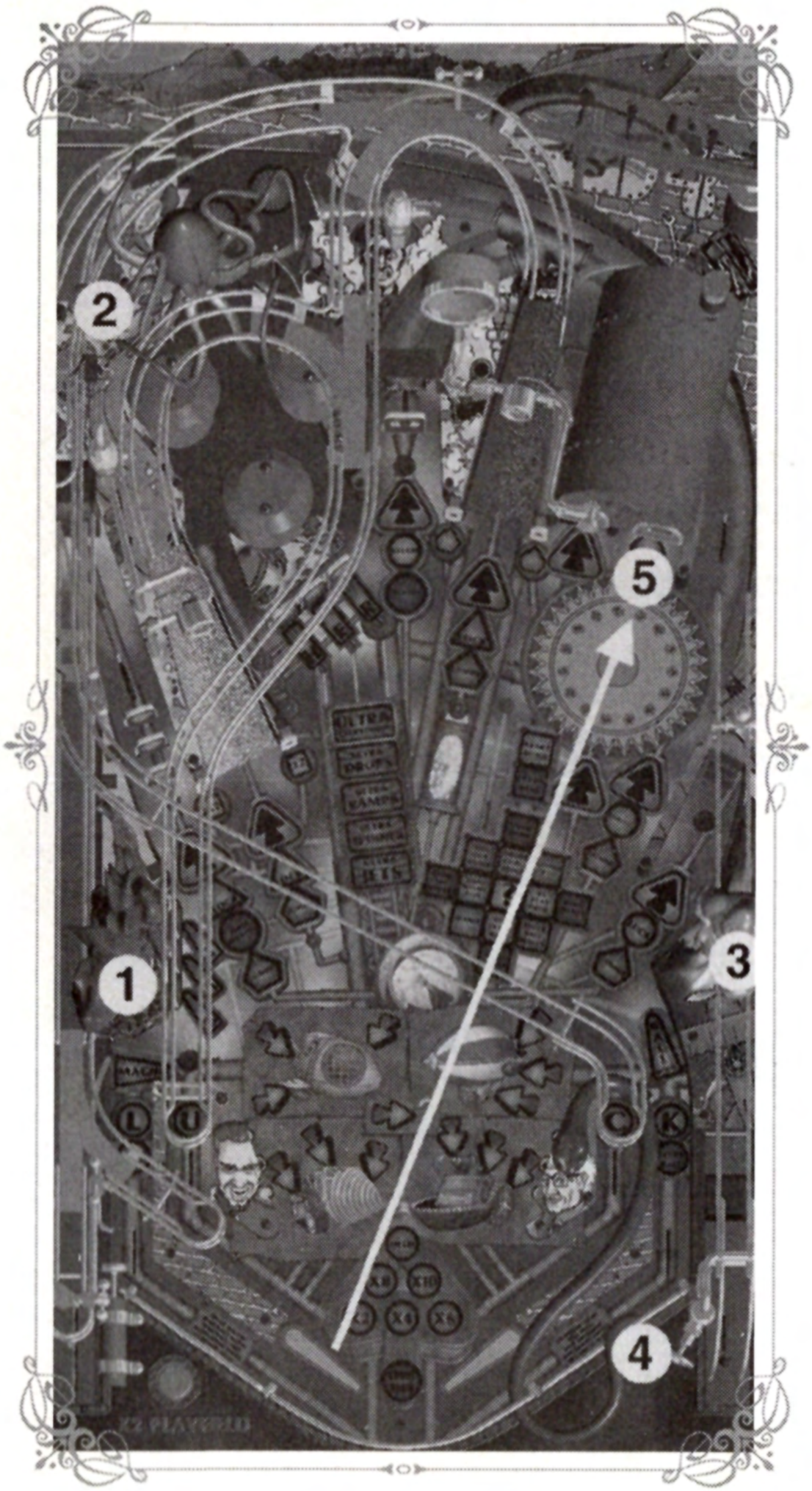


7. COMBO SEQUENCE, DOUBLE SEQUENCE AND LEFT RAMP SEQUENCE

COMBO SEQUENCE - Shoot targets (1,2) to temporarily light Combo on the Right Ramp (3). Then shoot the following shots in sequence, Left Ramp (4), Right Orbit(5), Left Orbit (6), Dead End (7). Each shot gives bonus awards and big points.

DOUBLE SEQUENCE - Shoot Right Ramp consecutively to double award value and light collect on Right Orbit. Shoot lit Right Orbit to collect double award value and send ball into Jets (13).

LEFT RAMP SEQUENCE - Shoot Left Ramp (4) repeatedly to activate MagnoBoost™ (8), light Hold Bonus (9) and light Extra Ball (10). Shoot side targets (11,12) to double value of Ramp.



8. THE MYSTERIOUS ISLAND

Collect all four crystals (1-4) from the Adventures to enable raid on the Mysterious Island. Shoot Right Boiler (5) to start the raid.

During raid activate all four contraptions by shooting flashing arrows. Once all four contraptions are in place, the shield can finally be breached.

MENU SYSTEM

Fantastic Journey uses a Menu System to control all operator features. The Main Menu contains five main categories, which lead to further lists of options. All categories and options use military numbering.

To enter the Menu System, select the "Activate Operator's Menu" option from the pause menu (see pages 30 and 31). The display shows the first Main Menu category, 1. Book Keeping. The number and name of each successive 'lower level' category and option shows on the display as it is selected.

To cycle through the Main Menu categories, press the **LEFT** and **RIGHT** Directional buttons.

To select a category and proceed to the next lower list of categories or options, press the ✕ Button.

To return to the next higher menu level, press the **UP** Directional button.

To select or activate any option or test, press the ✕ Button.

To cycle through the current option adjustment values or test types, press the **LEFT** and **RIGHT** Directional buttons.

To return to Attract Mode, navigate to the Main Menu categories, then press the **UP** Directional button.

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ESRB RATING

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PlayStation

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