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INSTALLATION

Load the Pro Pinball: Fantastic Journey CD-ROM into your CD-ROM drive. If Autorun is enabled on your computer, the installation program will run automatically; if not, click on My Computer, then click on your CD-ROM drive. Select Setup to run the installation program, then follow the on-screen instructions.

You can choose one of two installation options:

AUTOMATIC: - Automatically chooses which components to install.

CUSTOM: - You manually choose which components to install.

The installation program creates a Program menu shortcut. Once installation is completed, leave the CD-ROM in the drive, then click on the shortcut to load the simulation and begin play.

Installation Pro Pinball – The Web

Loading Instructions – Windows 95/98 Version

To install The Web, please make sure you follow the instructions below. This guide assumes your CD-ROM drive is labelled D:

1. Insert the Pro Pinball – The Web CD-ROM into the CD-ROM drive and The Web will proceed to autorun. Please proceed to step three. If The Web does not run, then proceed to step two.

2. Click on the START button on the Windows taskbar and select RUN followed by BROWSE. Select your CD-ROM (The_Web) drive using the down arrow and double click on the AUTOPLAY.EXE file followed by OPEN & OK. Please proceed to step three.

3. A Window will appear allowing you to tick certain options. We would suggest ticking all three options. Click on OK when you are happy with your selection.
You may be told the folder does not exist. If this message appears click on YES.

4. A Window will appear, select the OPTIONS button to change your keys and sound quality. Click on MENU option to select other options. Click on PLAY to go directly into the game using the default options.

Loading Instructions – DOS Version

Place your Pro Pinball The Web CD-ROM into your CD-ROM drive. While in MSDOS change your directory to your CD-ROM drive (e.g. D: <RETURN>). Type INSTALL <RETURN>. Follow the on screen instructions.   After installation, do not remove your Pro Pinball The Web CD from the drive. Type Web <Return> to play the game.

Uninstalling/Removing The Web – Windows 95/98 Version

To remove The Web from your system, please click on the following: START, SETTINGS, CONTROL PANEL, ADD/REMOVE PROGRAMS. Look for Pro Pinball - The Web and click on it, the ADD/REMOVE button will be highlighted, please click on OK.

On Disk Manual – Windows 95/98

The Web comes complete with a full on-line manual and a complementary version of Adobe Acrobat for Windows, which can be found on the CD.

1. With The Web in the CD-ROM drive select the following buttons: START, RUN, BROWSE and using the down arrow select the CD-ROM drive. Double click on the following: ENGLISH, WIN 95, ACROREAD and follow the on screen instructions.

2. To load The Adobe Acrobat Reader click on: START, PROGRAMS, ACROBAT READER 3.0.

3. To access the on-line manuals select OPEN from the FILE menu and choose:
   D:\THEWEB.PDF (On Line Manual)

4. To access the help file, while in the reader select: HELP, READER ONLINE GUIDE.

On Disk Manual – Windows 3.x

If you wish to load acrobat using Windows 3.x you will need to do the following: 1. Load File Manager 2. Select your CD-ROM drive (e.g. D:). 3. Click on the following: ENGLISH, WIN3x and double click on ACROREAD and follow the on screen instructions.

Running the game – Windows 95/98

1. Insert `The Web` CD and click on the START button, PROGRAMS, PRO PINBALL, THE WEB. Please proceed to the loading instructions, step 4.

2. If you have selected `Create Desktop Shortcut`. Double click on the `The Web` icon on your Windows desktop, loading instructions, step 4.

PRO·PINBALL

FANTASTIC JOURNEY

TABLE RULES

includes

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
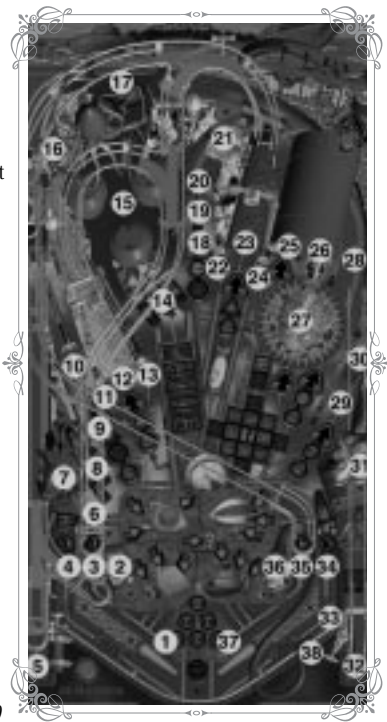save the World!

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.

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

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.

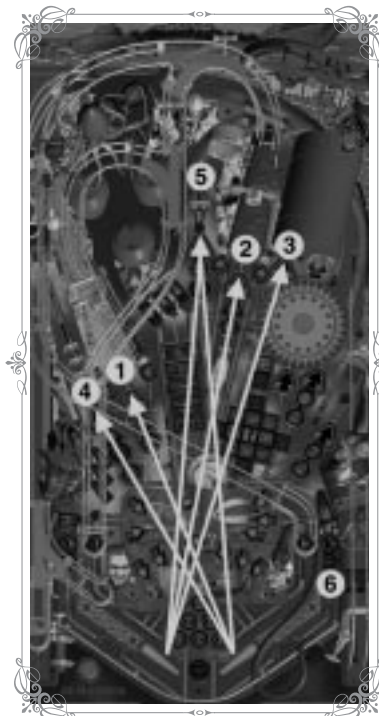**SUPER BALL RESCUE** - Activates Right Outlane (6) saver until the end of ball.
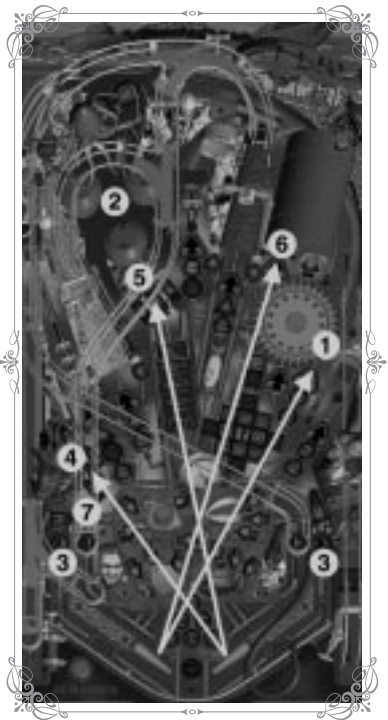
MYSTERY JETS - Right Orbit (1) always feeds the Jets (2). A mystery shot somewhere on the table collects current mode total.

**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.
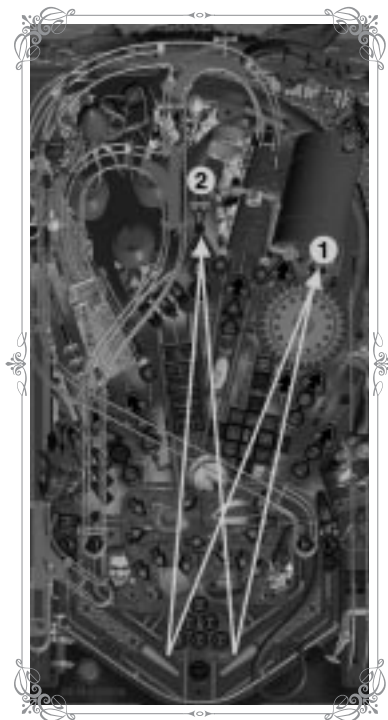
3 CONTRAPTIONS AND ADVENTURES

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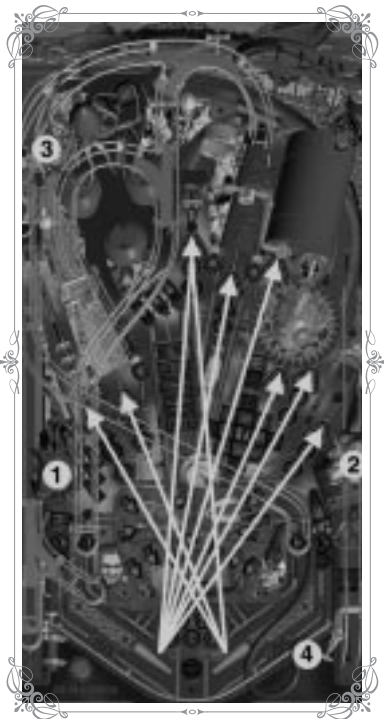
DRILL ADVENTURE - Drill to the Center of the Earth. Avoid the General's tanks and take on a Fire Breathing Dinosaur (2). Spray the Dinosaur with water to get past him and collect the Crystal.

AIRSHIP ADVENTURE - Fly to the Highest Mountain. Avoid the General's bi-planes 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.
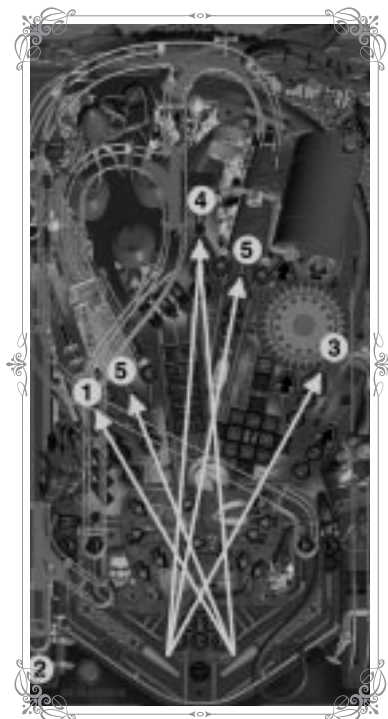
4. STEAM FRENZY

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

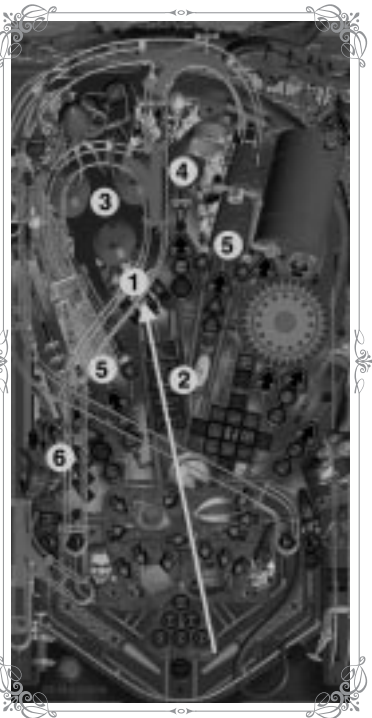Complete H-E-R bank of targets (1) to start a random Ultra Rounds (2).

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

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

ULTRA RAMPS - Shot 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
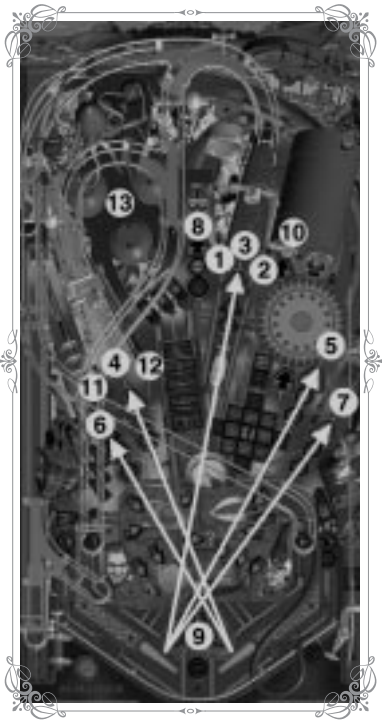

6. MAGNOSAVE™ AND BALL RESCUE

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.

18

19

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.
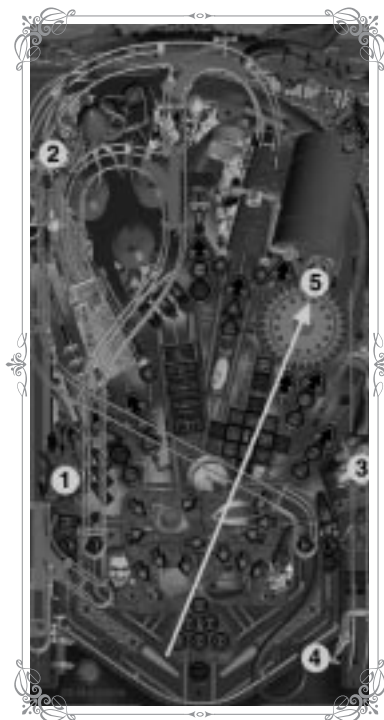
8. THE MYSTERIOUS ISLAND

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 OPERATION

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, open the coin door and press the keys detailed in the separate Technical Appendix supplied with your game. 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 Next and Previous Buttons.

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

To return to the next higher menu level, press the Up Button.

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

To cycle through the current option adjustment values or test types, press the Next and Previous Buttons.

To return to Attract Mode, navigate to the Main Menu categories, then press the Up Button.

TECHNICAL APPENDIX
includes

WELCOME!

This Technical Appendix will help you to install and set up Pro Pinball: Fantastic Journey so that you experience the simulation with the best possible audio and graphics performance your computer is capable of, without adversely affecting gameplay.

SYSTEM REQUIREMENTS

The minimum system specification you need to run Fantastic Journey is:

Pentium 90MHz processor
16 MB system RAM
1 MB Graphics card
50 MB of free hard disk space
CD-ROM drive

The recommended system specification is:
Pentium 200MHz processor
64 MB system RAM
8 MB PCI Graphics card
400 MB of free hard disk space
CD-ROM drive
16-bit sound card

At its maximum video and audio quality, Fantastic Journey makes very heavy demands on a computer system. This is why the Fantastic Journey detail settings immediately after installation are average settings, which should work reasonably well on most computers.

If you own a near-recommended specification computer, you should be able to increase the detail and quality of several settings without affecting gameplay.

Alternatively, if you own a near-minimum specification computer, you will probably have to reduce the detail and quality of several settings to prevent slowdowns or stutters during gameplay, especially during Frenzies.

START UP

To load and run Fantastic Journey, first check that the Fantastic Journey CD-ROM is in your CD-ROM drive. Then run the simulation as follows:

Use the Windows shortcut. If Autorun is enabled, the game should run when the CD-ROM is inserted.

TIP – You can use the Flipper Buttons to load the table or Options Menu immediately from the first Empire Interactive logo screen.

START UP OPTIONS

If you want to run the simulation without audio, add the s (silent) start up option. This can improve performance on computers with less than the recommended amount of system RAM.

If you want the simulation to skip the logo screens after loading, add the q (quick) start up option.

You add start up options as follows:

Right-click on the Fantastic Journey shortcut, select Properties from the pop-up menu, then click the Shortcut tab. The Target text box is highlighted. At the end of the Target line, type a space, then the option letter. Click the OK button to confirm the change.

DEFAULT CONTROL KEYS

Immediately after installation, the keys used to control Fantastic Journey are as listed below, but you can change these to keys you prefer.

You cannot change the keys for items marked *.

START BUTTON – (start new game; or add extra player, up to four players) **S** key or **F1** key.

LAUNCH BUTTON – (launch ball into play,) **ENTER** key.

MAGNOSAVE™ – (activates magnet above Left Inlane) **TAB** key.

LEFT AND RIGHT FLIPPER BUTTONS – **LEFT SHIFT** and **RIGHT SHIFT** keys or **LEFT CTRL** and **RIGHT CTRL** keys.

NUDGING THE TABLE – **SPACE** to nudge the table upwards (forwards); **LEFT ALT** key to nudge the left of the table; **RIGHT ALT** key to nudge the right of the table.

PAUSE GAME * – **ESC** key.

HIGH-SCORE INITIALS ENTRY * – *Flipper Buttons* to select a letter or character, then *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.

NAVIGATION AND SELECTION IN MENU SCREENS * – **ARROW** (cursor) keys to move the highlight. **ENTER** key to confirm a selection.

At the backbox, press the Left Flipper Button to use the simulation's Options Menu. All Option settings are saved automatically and will be used as the starting Options when you next run Fantastic Journey.

During a game, Sound Volume options are also available on the Pause Menu.

The Options menu items are described below.

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 keys which control Fantastic Journey.

At the Change Controls menu, press the

Enter key to start changing key assignments or the Esc key to abort.

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

You can assign a second key to the same action by holding down the first key whilst pressing the second key. Be careful not to accidentally assign the same key to two different actions.

GRAPHICS

Use this Option to set up or change the graphics for the best compromise between 'looks' and performance on your computer. Fantastic Journey graphics, especially during Frenzies, make heavy demands on system RAM, video card memory, and the processor. We suggest you start with Graphic Detail set to Low (see below) and build up to the best your computer can support.

If you change Resolution and/or Colour

Depth settings, you will be prompted to test the new video mode when you exit the Graphics menu.

The Graphics Options are described below.

SCREEN FLIPPING: When Enabled, Fantastic Journey keeps two frames (instead of one) in your video card's memory and 'flips' them. Enabling Screen Flipping can make movements more fluid, but limits maximum display resolution and colour depth. Screen Flipping may not available at higher display resolutions, depending on the amount of memory on your video card.

RESOLUTION: Choose one of five display resolutions, ranging from 640x480 to 1600x1200 pixels. Fantastic Journey will only enable display resolutions your hardware can support. The more memory on your video card, the higher the maximum display resolution. Maximum display resolution is also a trade-off with the colour depth you select.

COLOURS: Choose one of three basic

colour depths from five options: 256, 256+, 65,000, 65,000+, and 16M. The + means 'with dithering,' which increases the apparent number of colours but can make graphics look speckled. Higher colour depths make heavy demands on system RAM, video RAM and the system processor: avoid these unless you have a near-recommended specification computer. Maximum colour depth is a trade-off with the display resolution you select.

DETAIL: Choose one of four preset Graphic Detail levels—Low, Medium, High, and Very High—to make quick adjustments to all settings, or choose Custom to fine tune the individual settings. If you notice problems during gameplay with fluidity of ball movement, stuttering, or slowdown (especially during Frenzies), reducing the amount of graphic Detail will usually fix them. The individual graphics Detail settings are described below.

MOTION BLUR DETAIL / MOTION BLUR LEVEL

Choose Off, or one of four Motion Blur Detail settings. When Motion Blur is on, Fantastic Journey adds a blur effect to fast moving balls; use Detail to choose the realism of the blur, and Level to control how frequently the blur is applied. Motion Blur is very processor intensive and you should choose Off unless you have a near-recommended specification processor.

DOT MATRIX SIZE Choose one of four dot matrix display (DMD) sizes, or Automatic to let Fantastic Journey select a DMD size based on the Resolution setting.

BALL ROLLING DISPLAY When Enabled, Fantastic Journey adds small imperfections to the surface of the ball so that you can see more clearly how the ball is spinning, sliding, and rolling. This effect is entirely cosmetic and does not affect the way the game plays.

GRAPHICS UPDATED PER FRAME

Choose one of seven graphics update speed settings ranging from 1% (slow) to 100% to control how often the dot matrix display, table lights, and other graphical table effects are updated. Slower speeds usually improve fluidity of ball movement; faster speeds (100%) improve the realism of the lighting effects.

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.

You can also choose a Permanent DMD—which is always visible, or an Intelligent DMD—which is visible only when necessary (when an event is triggered, or to play a video mode).

DOT MATRIX DISPLAY - Choose between full colour and orange.

NUDGE SCROLLING Use this setting to control the way Fantastic Journey displays the effects of nudging the table. This effect is entirely cosmetic and does not affect the way the game plays. The four Nudge Scrolling settings are described below;

DISABLED The display does not move in response to nudges. The physical effects of nudges still occur within the game.

TWO WAY - The display 'jumps' in response to all nudges.

TWO WAY The display 'slides' vertically (only) in response to all nudges (sideways and upwards). This display movement is smoother than the Two Way – setting.

FOUR WAY - The display 'jumps' in the appropriate direction in response to nudges.

FOUR WAY The display 'slides' in the appropriate direction in response to nudges.

AUDIO

Use this Option to set up or change the audio for the best compromise between sound quality and performance on your computer.

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

All sound in Fantastic Journey, including the music tracks, is played by your computer from audio samples stored in system RAM.

The Fantastic Journey CD-ROM **does not** contain any CD audio tracks and **will not** play in a CD audio player.

Fantastic Journey sounds make heavy demands on system RAM, so we suggest you start with Audio Quality set to Low (see below) and build up to the best your computer can support.

The individual 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.

CONFIGURATION Use these Options to set up or change the way Fantastic Journey plays audio on your computer. The Audio Configuration menu settings are described below.

MODE Choose one of Mono, Stereo, and Swapped Stereo settings.

Choose Swapped Stereo if the flipper sounds play on the wrong speaker.

QUALITY Choose one of four preset audio Quality levels—Low, Medium, High, and Very High—to make quick adjustments to all settings, or choose Custom to fine tune the individual settings.

The audio quality available depends entirely on the amount of system RAM in your computer.

The individual audio Detail settings are:

SPEECH AND SFX SAMPLING RATE / MECHANICAL SAMPLING RATE Choose one of three sound sampling rates for each category, from 11kHz (slow) to 44kHz. Faster rates produce better quality sound, but require larger amounts of system RAM; slower rates produce poorer quality sound, but require much less system RAM.

MECHANICAL SOUND COMPRESSION When Enabled, stores mechanical sounds in a compressed form which uses less system RAM.

OUTPUT CHANNELS Choose the number of sound card channels to use to play game sounds and music, from 4 to 16.

EXAMINE TABLE

Use this Option to see the incredible detail within the Fantastic Journey playfield in extreme close-up. Press the Arrow keys to move, the Enter key to zoom in, and the Esc key 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 Enter key to see the next slide in the show; the show continues looping until you exit by pressing the Esc key.

CREDITS / START SIMULATION / QUIT TO WINDOWS

Self-explanatory.

Pressing the Pause Game key (Esc key) during gameplay pauses the game in progress and displays the Pause Menu, which allows you to change some game Options, use the Operator menu, or exit from Fantastic Journey to the operating system.

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

The individual Pause Menu items are described below.

RETURN TO SIMULATION

Continues the game in progress, or resumes Attract Mode.

START NEW 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.

FLIPPER 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.

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.

QUIT TO OPTIONS

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

QUIT TO WINDOWS

Exits Fantastic Journey completely and returns to the operating system.

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 and Pro Pinball: Timeshock! 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.

INTERNET UPDATES AND FEEDBACK

Any enhancements to Fantastic Journey will be provided free of charge to registered users via our World Wide Web site at: **http://www.propinball.com**.

The version number of Fantastic Journey that you currently have installed is displayed on the Credits screen of the Options menu.

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 fantasticjourney@propinball.com. We do read all the messages sent to us, but we cannot guarantee a personal response.

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

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Backglass Artwork	Peter Richardson
Voice Artist	Adam Longworth
Speech Engineering	Peter Kiely

PLAY TESTING

Stuart Dobbs
Clint Lee Masterson
David Woo

EMPIRE INTERACTIVE

Production	A.J. Bond
Artwork and Design	Phil Goldfinch
	Nicolas Croc
	Paul Flewitt
	Jamie Young
Head of QA, Customer Services and IT	Mike Holton
Lead Tester	Iain Riches
Quality Assurance	Darren Thompson
	John Murray
	Carlo Bush
	Ben Etheridge

If you need technical support, please contact us and we will do our best to help you resolve your problem.

Our specialists will almost certainly need to know some technical details about your computer to be able to help you. This is likely to include:

~ processor make and model

~ amount of system RAM

~ graphics card make and model, including amount of RAM on the card

~ sound card make and model

~ name and version of operating system

~ the version number of Fantastic Journey that you are currently using

Please have these details ready before you contact us: doing so will help us to help you.

HOW TO CONTACT US

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