



**PSYCHO**  
*Pinball*™

**INSTRUCTION  
MANUAL**

Codemasters™ 

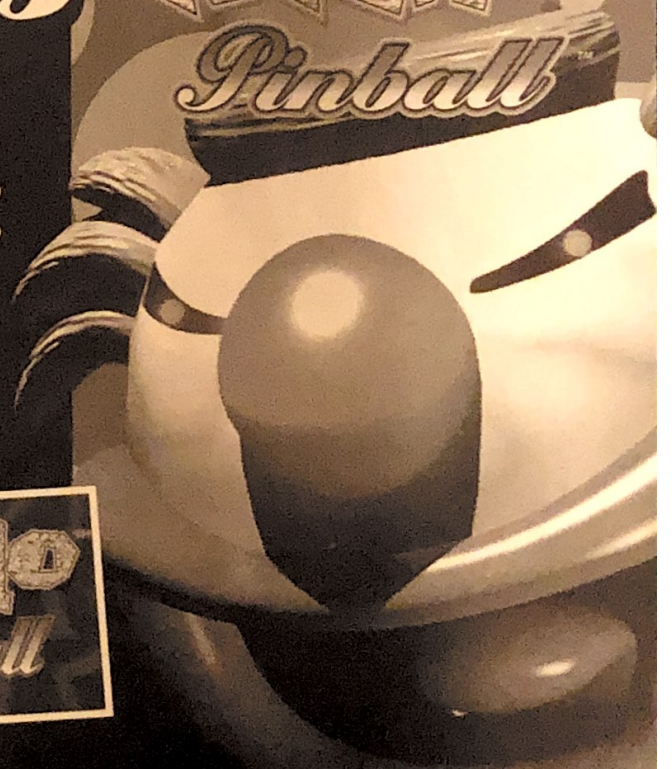
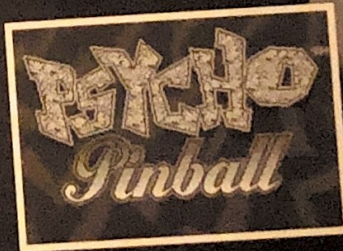
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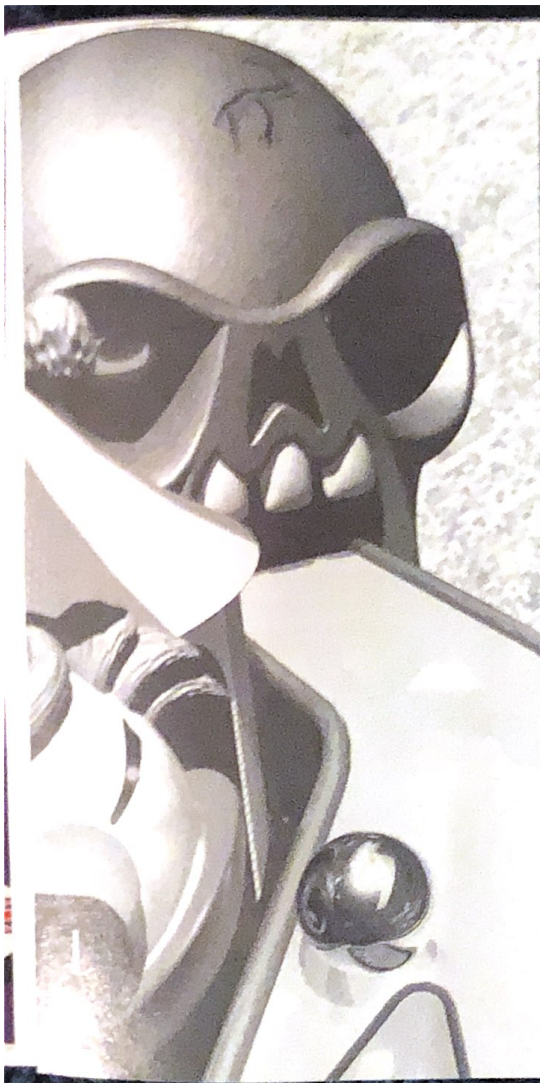
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## INTRODUCTION

*Psycho Pinball* is a head-strong, non-stop, screaming ride with enough twists and turns to keep even a pinball maestro gripped. *Psycho Pinball* takes place over four wickedly designed tables, each with its own theme. On every table there's a panel game, and highly playable bonus arcade games.





## THE FUN FAIR

Ride the ghost train, freak on the flume, or try your luck on Moonshots, the fab bonus arcade game. This challenging table is your gateway to The Abyss, Wild West and Trick Or Treat in the Multi-Table Game.

- A Moonshot Ramp
- B Carriages
- C Big Top
- D Shooting Gallery Bank
- E Tornado Ramp
- F Psycho Letters
- G Cup Target
- H Ghost Train
- I Ride Lanes
- J Trick or Treat Sideshow tent
- K Wild West Sideshow tent
- L The Abyss Sideshow tent
- M Big Top Channel
- N Bonus Multiplier

**Moonshot Ramp:**

Consecutive shots to the moonshot ramp score 200K, 500K, 1M. After consecutive shots the carriages are lit one by one. Jackpot becomes available when all 6 carriages are lit. Shoot the big top within the time limit to collect the jackpot. The moonshot ramp is disabled when a jackpot is collected and is re-enabled by dropping the shooting gallery bank. After collecting a jackpot the number of consecutive shots required to light the carriages increases by one.

**Psycho Time:**

Shooting the Tornado ramp lights PSYCHO letters. Light all 6 letters to start Psycho Time. All major ramps and targets score 2M during psycho time, and this value increases by 1M each time psycho time is activated.

**Cup Confusion:**

Shoot the cup target 3 times to light the 3 cups. Then shoot the ghost train to play Cup Confusion.

**RIDE lanes:**

Light RIDE lanes to advance bonus multiplier.

**Side-show Tents:**

The other 3 tables can be accessed from the Psycho Pinball table through the side-show tents. The 3 lights in front of a tent must be lit before the corresponding table can be accessed.

**Ghost Train:**

Shoot the ghost train to light a ghost at the Trick or Treat side-show tent and score 1M. The ghost train is activated by dropping the smiley face bank.

**Big Top:**

Shoot the big top to light a fish at The Abyss side-show tent and score 1.5M. The big top is opened by first shooting the tornado.

**Shooting Gallery:**

Drop the shooting gallery bank to light a bullet at the Wild West side-show tent and score 800K.

**Skill Shot:**

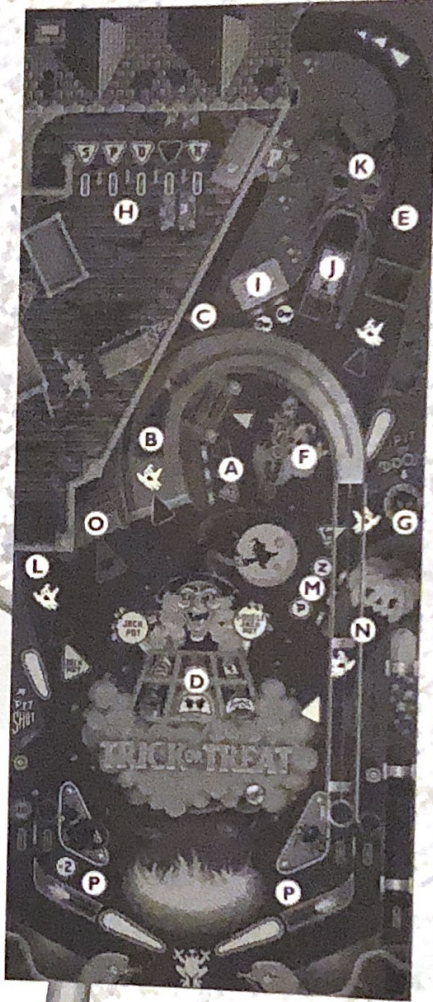
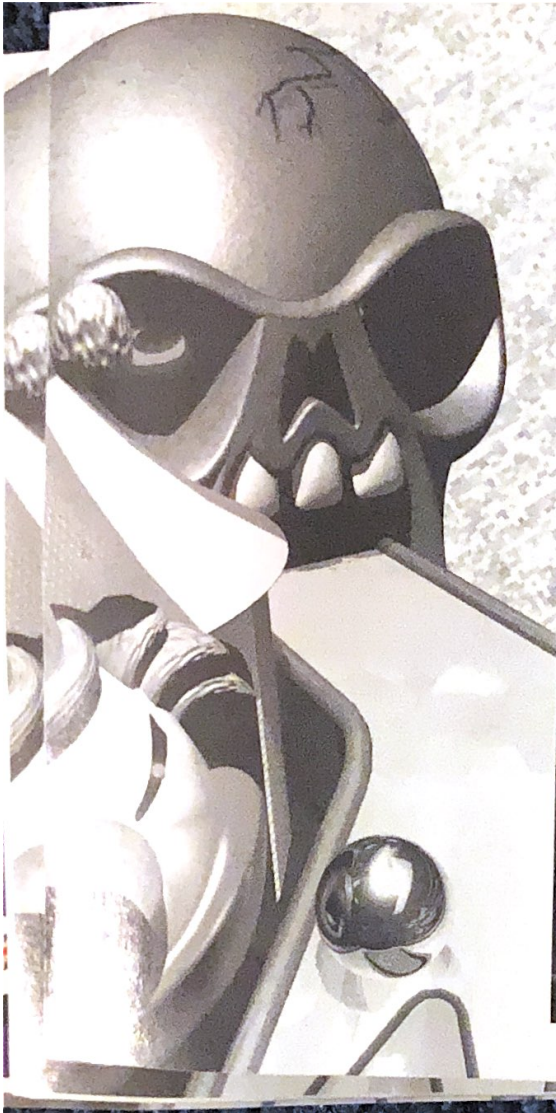
Shoot the tornado immediately after launching ball to score 2M. This value increases by 1M with each skill shot scored.

**Prize Ride:**

Prize ride is occasionally activated by solving Cup Confusion. A ramp is chosen at random to be the prize ride. Possible prize rides are the moonshot ramp, the tornado ramp and the ghost train. Find the prize ride within the time limit to score 12M.

**Moon Squares:**

Shoot the ball round the big top channel to light MOON letters. When all 4 are lit then shoot the moonshot ramp to enter the Moon Squares game.



## TRICK OR TREAT

*Eye of toad and wing of bat. Multi-ball hides in the Haunted Tree, beware the Pit of Doom, the Pumpkin Head leads to a spooky place, and the cat holds the key to the Broom.*

- A Cat Bank
- B Broom Ride
- C Attic
- D Ingredients
- E Chimney
- F Ghoul Letters
- G Pit of Doom
- H Spook Lanes
- I Keys Bank
- J Ball Locks
- K Tree
- L West Passage
- M ZAP Bank
- N Secret Passage
- O Cellar
- P Playfield Multiplier

**Broom Ride:**

Drop CAT bank to activate broom ride ramp. Successive shots to broom ride ramp score 1M. The 10th successive shot scores 8M and disables ramp.

**Magic Mayhem:**

Shoot attic to collect ingredients. All 6 ingredients will start magic mayhem. During Magic Mayhem all major ramps score 1M.

**Pit Monster:**

Shoot chimney to light GHOUL letters. Light all of GHOUL to start pit monster, shoot pit of doom for 4M. The third pit monster is a Super Pit Monster worth 15M.

**Haunt the House:**

Light SPOOK lanes to start Haunt the House. Shoot lit ghosts for 2M each. The last ghost is worth 5M.

**Multi. Ball:**

Drop keys bank to light ball locks. Lock ball in tree if ball lock lights are flashing. Lock three balls to start multi. ball. Shoot chimney during multi ball to activate jackpot. Shoot west passage to collect jackpot. Shoot two balls in chimney

during multi. ball to activate double jackpot. Jackpot is 7M and increases by 5M each time it is collected.

**Spook Shoot:**

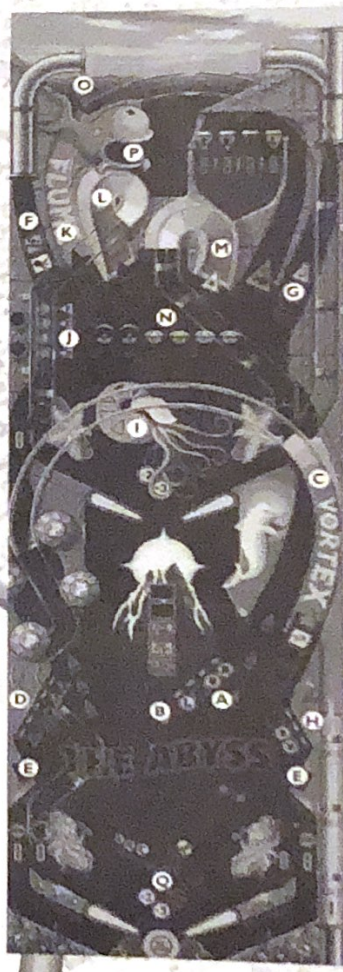
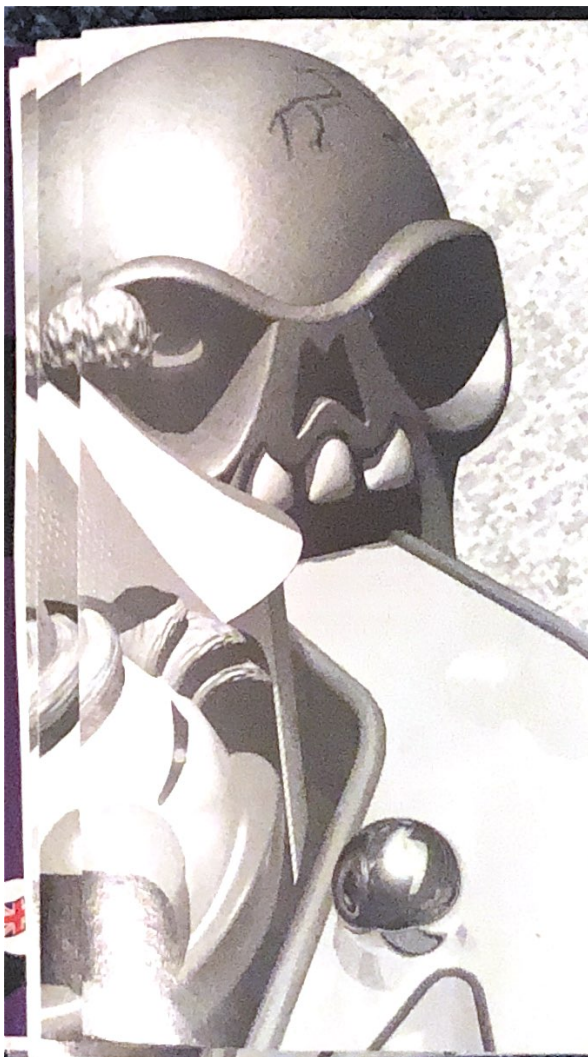
Shoot West Passage after dropping ZAP bank for Spook Shoot panel game. Shoot ghosts by pressing A,B or C respectively for ghosts in the left, centre or right. Shoot all ghosts for playfield multiplier.

**Cellar Surprise:**

Shoot secret passage to light MAZE letters. Shoot cellar after lighting all of MAZE for cellar surprise.

A prize is awarded at random from :

- Extra Ball lit
- Instant Multi. Ball
- Haunt the House
- Magic Mayhem
- Extra Ball
- Playfield Multiplier
- 1M
- 5M



## THE ABYSS

A massive five screen table in a Caribbean style! Shoot a Vortex skill shot, try some fast Fishing on the panel game or enter the Whale's Belly for the hilarious arcade game.

- A Lava Bank
- B Bottom Volcano Entrance
- C Vortex
- D Vents Bank
- E Vents
- F Left Pipe
- G Right Pipe
- H Ray Bank
- I Nautilus Segments
- J Anemone Bank
- K Flume
- L Left Loop
- M Right Loop
- N Clams
- O Underwater Passage
- P Whale
- Q Playfield Multiplier

**The Volcano:**

Drop LAVA bank to advance the volcano prize lights. Shoot the bottom volcano entrance when entrance light is flashing to collect prizes.

**The Vortex:**

Shoot the vortex while the skill shot light is flashing (immediately after launching ball) to collect skill shot bonus. Successive shots round the vortex scores 50K, 100K, 200K.

**Vents:**

Drop VENTS bank to activate vents. Drop ball in activated vents to trap ball. Another ball is then launched. If trapped ball is knocked from its trajectory then play continues with 2-balls.

**Sunken Treasure:**

Shooting the vortex in succession will light the WRECK letters. Light all WRECK letters to start Sunken Treasure. Shoot right pipe during Sunken Treasure for bonus.

**Fast Fishing:**

Shoot right pipe after dropping RAY bank for Fast Fishing panel game.

**Creature of the deep:**

Shoot left pipe to skip ball across the water surface and light a nautilus segment. When all segments are lit shoot the left pipe again to start creature of the deep. During creature of the deep shoot all lit nautilus lights. Drop anemones bank to re-enable the left pipe.

**Flume:**

Shoot flume to collect flume bonus. Flume bonus increases each time the ball hits a bumper.

**Pearl Diving:**

Shoot the left and right loops alternately to open clams. Open all clams to start pearl diving. During pearl diving the clams will shut one by one - shoot the vortex to collect 2M for each clam that remains open.

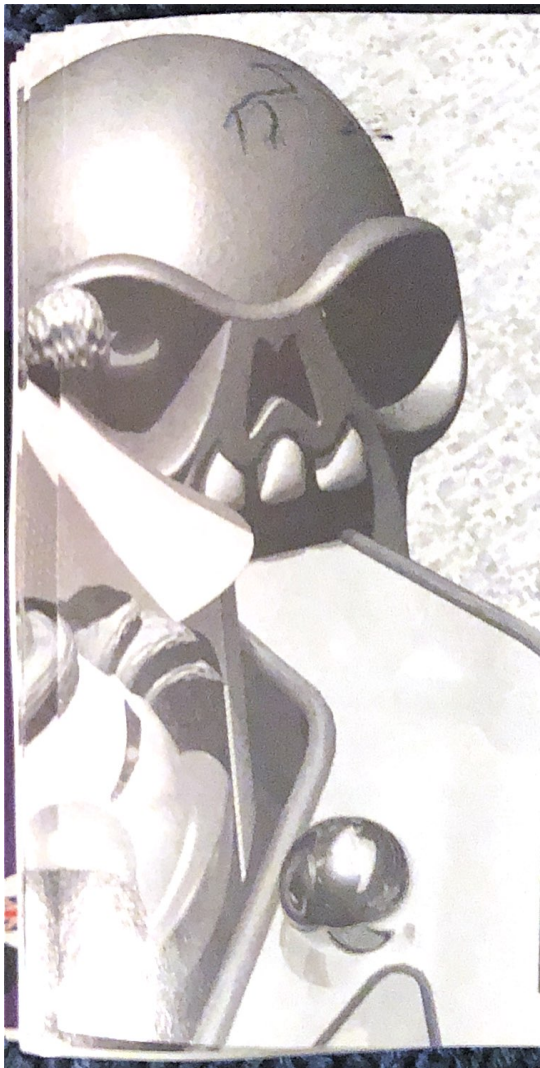
**Get Wet:**

During Get Wet all major ramps score 1M.

**Whale:**

Light TALE lanes to open whale. Shoot ball into whale's mouth to play whale belly game.





## WILD WEST

Grab your six-shooter and bandanna. It's time to rob the bank, break your partners out of jail and escape down the rapids. If you fancy being the good guy you could try to stop the Runaway Train.

- A Rapids
- B Psycho's Head
- C Horseshoe
- D Bank
- E Gun Bank
- F Gold Letters
- G Outlaw Bank
- H Mine
- I Bullet
- J TNT Letters
- K Cards Bank
- L Blackjack Hole
- M Rodeo
- N Engine Letters
- O Tunnel
- P Playfield Multiplier

**Reward:**

Shoot rapids to light psycho's head. While psycho's head is lit shoot the horseshoe to light REWARD letters. After lighting all of REWARD shoot the bank within the time limit to collect the reward. Reward starts at 3M and increases as all players play. When one player collects the reward it is reset to 3M.

**Hold-up:**

Shoot bank after dropping GUN bank to collect hold-up bonus. Hold-up bonus starts at 100K and increases by 50K each time the ball hits a bumper.

**Gold Rush:**

Light GOLD letters :

- G - light 250K on Rodeo ramp
- O - drop cards bank
- L - shoot the Rapids
- D - shoot the Bank

Light all GOLD letters to activate gold rush. Shoot horseshoe to start gold rush. During gold rush all major ramps and banks score 3M.

**Multi. Ball:**

Drop OUTLAW bank to open mine. Shoot ball into the bullet to enter mine and light one TNT letter. Light all of TNT to start multi. ball. During multi. ball shooting the horseshoe scores 1,25 million.

**Blackjack:**

Drop cards bank to activate blackjack, shoot blackjack hole to play. Try to score as close to 21 as possible, but not more. Press A for another card or B to stick with what you have.

16 scores 200K	19 scores 500K
17 scores 300K	20 scores 1M
18 scores 400K	21 scores 5M

Deal 5 cards without going bust for an extra ball.

**Rodeo:**

If rodeo is shot immediately after horseshoe then its score progresses 100K, 250K, 500K, 1M. If rodeo is not shot immediately after horseshoe then its score resets to 10K.

**Runaway Train:**

Shoot rodeo immediately after horseshoe to light ENGINE letters. Tunnel is opened when all of ENGINE is lit. Shoot tunnel to play Runaway Train game.

## GETTING STARTED

Firstly select the language which you would like to play the game in. On the title screen there are 3 options. Highlight the required one using up and down on the joy pad.

### No. Players

Press the A button to increase the number of players.

### Options

Hit the A button to go to the Options screen.

### Start Game

Press the A button to go to the Choose Game screen.

## PLAYING THE GAME

### Single-Table:

You can play any of the 3 sub-tables as individual ones by selecting them on the Choose Game screen.

### Multi-Table:

Select the Fun Fair table on the Choose Game screen. On this table you will notice 3 small tents. Before they can be used, they must be activated by completing a variety of skillful shots. Then, by shooting the ball into one of these tents you will be transported to another sub-table. When the ball goes out of play, you will be returned to the Fun Fair to continue your turn.

## SUB-GAMES

On entering the Bonus Arcade Sections the object is to complete the challenge and claim a massive bonus.



## MOON SQUARES

Race from one rocket to another across appearing and disappearing squares. One slip and you're vapour.

## RUNAWAY TRAIN

Dodging bullets and ducking obstacles, Psycho's a desperado with a mission. You must reach the front of the train and bring it to a stop.

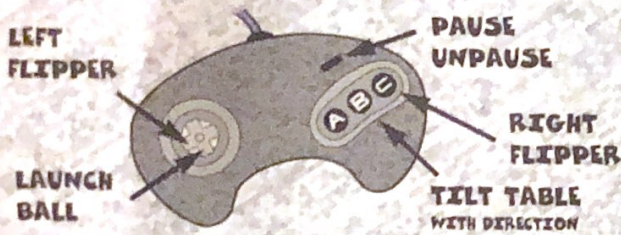
## WHALES BELLY

Leaping from raft to raft Psycho must grab the crabs and pop the whale's ulcers!

## CONTROLS

The default controls are as follows:

Left Flipper	LEFT on the joypad.
Right Flipper	C button on the joypad.
Launch ball	DOWN on the joypad.
Tilt Table	B button and Direction..
Pause / Unpause	START on the joypad.



## OPTIONS SCREEN

### CONTROL SET-UP

Allows you to choose one of the 3 pad configurations.

### MUSIC

Turns the music on or off.

## SUB-GAMES

The tables may be played with either the arcade sub-games on or off. If they are off, points are awarded in their place.

## TILT SENSITIVITY

A player is allowed to tilt the table. This option changes how much you can shake the table before it tilts.

## NO. OF BALLS

How many balls each player starts with.

## DIFFICULTY

Adjusts the difficulty of each table.

## GAME SPEED

This allows the player to choose how quickly the ball moves.

## HIGH SCORES

If you are skilful enough to achieve a high score you can enter your name. Use UP and DOWN on the joypad to cycle through the alphabet and any button to move to the next letter. Press START when you have finished.

To view the high score tables, simply leave the game on the title screen for a couple of seconds. It will then run through all of the tables.