
PlayStation
NTSC U/C
PlayStation
timeshock!
PRO·PINBALL
EVERYONE
E
CONTENT RATED BY ESRB
SLUS-00639
empire
INTERACTIVE

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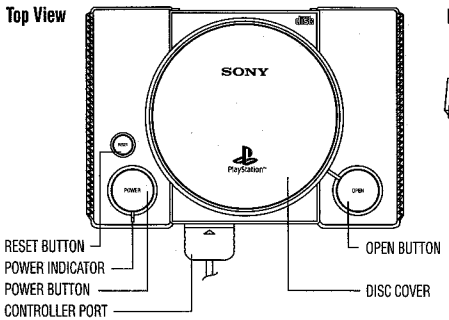
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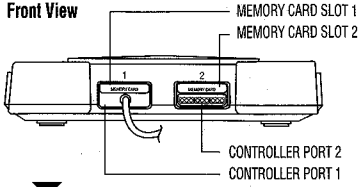
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Top View



Front View



Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **Timeshock PRO PINBALL** disc and close the Disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

GETTING STARTED

To play ***Pro Pinball-Timeshock!*** on your Playstation:

1. Set up your Playstation® game console in accordance with the instruction manual supplied with your console.

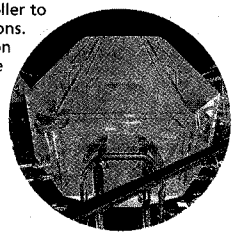
2. Follow your system directions to insert the ***Pro Pinball-Timeshock!*** disc in the drive (printed side up).

3. Close the Disc cover and press the **POWER** button to start loading the game.

NB. It is advised that you do not insert or remove peripherals once the power is switched on.

BACK BOX MENU

After the initial loading and title screens, you will soon be presented with the Back Box Menu. From here you can access the Game Option Screens, or start the table simulation ready to begin a game. Use the **LEFT** and **RIGHT** Directional buttons on the Controller to highlight the options. Press the ✕ button on the controller to make your selection.

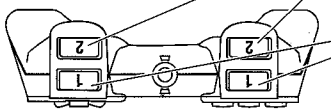


QUICKSTART

To start playing ***Pro Pinball-Timeshock!*** select the **Table Icon** from the Back Box. By default, the buttons used in ***Timeshock!*** are:

If you achieve a high score, use the left and right flipper buttons to cycle through the characters. Press the Launch button to select the desired character. If you make a mistake select the < character then press the Launch button.

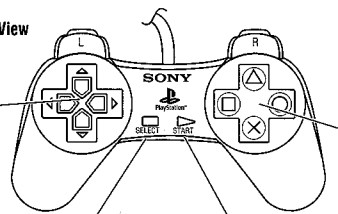
Front View



L2/R2 Buttons
Nudge the Left-hand or Right-hand side of the table.

L1/R1 Buttons
Nudge the table upwards.

Top View



Directional Button

Button
Start a new game or add extra players. (four max.)

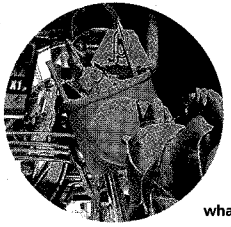
Button
Magnosave. (when enabled)

Button
Launch a ball.

Button
Activates the Right flippers.

SELECT Button

START Button
Pauses the game during play and accesses in-game options.



I do not know exactly what time you presently inhabit so I cannot tell in what dark age of pre-science you dwell, but you probably don't even know that time is crystalline.

It flows from the future and crystallizes at the door of the present. The future is fluid and changeable. The past is solid and cannot be altered.

But it can be shattered. And my work on the fluid future threatens to destroy the solid past.

I have created – God help us – a shock wave of anti-time which is travelling back to the dawn of history. The wave has nearly reached your time already. We must return to the beginning of time and bring together the crystal fragments from the future to create a counter-shock wave.

My time machine is crude –the best I could do in the circumstances. But it needs two to pilot and navigate. My co-pilot has... gone and I am stuck in this time.

My past has gone already, but, if we succeed, we can save your past... and your future...



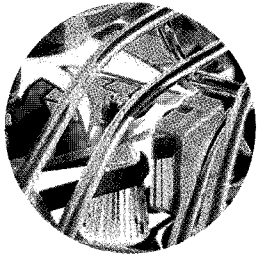
INTRODUCTION

Welcome to ***TIMESHOCK!***, the second 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.

TIMESHOCK! is a constantly challenging and sometimes frustrating game, and though the default 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, and gameplay in ***TIMESHOCK!*** 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 percent of the price of the real thing to own!

We hope you enjoy playing ***TIMESHOCK!*** and welcome your feedback. If you have an Internet connection, you can visit the ***PRO PINBALL*** website at ***http://www.empire.co.uk/propinball***. If you prefer to use e-mail, please send this to us at the address ***propinball@fat.cix.co.uk***.



GAME OPTIONS

From the Back Box-Main Menu, select the **Sliding Bar Icon** to go to the game options. Some of these options are also available in-game, although for table configuration, you will have to finish a game before changes can be made. All changes made can be saved to your MEMORY CARD if you have one, and will be loaded when you next play ***Pro Pinball-Timeshock!*** Use the **UP** and **DOWN** Directional buttons on the controller to highlight the desired option. Press the × button to make your selection.

Table View

Four table views are available. The small graphics at the bottom of the screen show the selectable views, and the main graphic shows a more detailed view of the current selection. Use the **LEFT** and **RIGHT** Directional buttons and then the × button to select the preferred view.

Controls

This option allows you to configure the buttons used to play ***Pro Pinball-Timeshock!***

1. Press the × button to change the default controls

2. For each action listed, press the button you wish to assign to that action.

3. Pressing the **START** button during selection will select the previous button used for that action.

You can assign two buttons to perform the same action. This is done by keeping the first button held down whilst pressing the second button. You can also assign one button to achieve more than one action.

Graphics

Focus

The general focus of the graphical display can be changed to either soft or sharp focus. The soft focus option can be used to reduce any flickering that may be present due to your display settings. Use the **Directional** buttons to select the the focus which best suits your display.

Dot Matrix

The Dot Matrix display is used to show the current score, video games, and to provide additional information to the player. The dot matrix display properties can be adjusted to suit the style of play. The Dot Matrix can be solid, with no underlying table features showing through, or transparent, allowing the player to see the ball if it moves behind the display. Use the **Directional** buttons to select the dot-matrix which best suits your display.



Audio

Audio output is an integral part of gameplay and Dolby Surround Sound™ is used throughout. Use the **Directional** buttons on the controller to cycle through and select the following options:

TEST MECHANICAL SOUNDS

Tests the mechanical sound effects used in ***Timeshock!*** (e.g. flippers).

TEST SPEECH AND SFX

Tests the voices and additional sound effects used in ***Timeshock!***

TEST MUSIC

Tests the disc music used in ***Timeshock!***

VOLUME CONTROLS

Each of the types of sounds used in Timeshock! has an adjustable volume control.

MODE

Mono, Stereo or Swapped Stereo (reverse the channels) options. When using a mono TV, be sure to select the Mono sound option (otherwise some sound effects/speech may not be heard during a game). Use the Directional buttons and the ✕ button to select between Mono, Stereo and Swapped Stereo options.



Memory Card

Important: only MEMORY CARD SLOT 1 can be used for the MEMORY CARD.

If you have a new MEMORY CARD it will need to be formatted first. ***Pro Pinball - Timeshock!*** will automatically detect this. Use the Directional buttons on the controller to highlight the Save option then press the ✕ button. You will then be presented with the format screen. Select **YES** to continue or **NO** to return to previous menu.

AUTO SAVE

The MEMORY CARD can be set up to automatically save options and high scores. Use the Directional buttons on the controller to Enable or Disable this option.

LOAD

Loads game option settings and high scores from the MEMORY CARD. This option can also be used to load data from another MEMORY CARD.

SAVE

Saves game option settings and high scores to the MEMORY CARD.

Examine Table

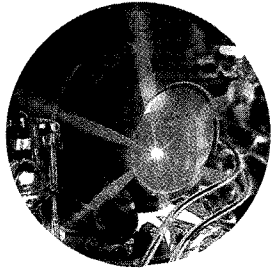
To enable the player to view the incredible detail within the ***Timeshock!*** table, this option allows for extreme close-ups of all areas of the table. Use the Directional buttons to select an area of the table and then the **X** button to zoom in. Press the △ button to zoom out. To quit this option, press the △ button when the full table is displayed.

Table Rules

This 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 that the player has to discover through practice and repeated play. Use the **LEFT** and **RIGHT** Directional buttons to cycle through the various views. Press the △ button to quit this option.

Slideshow

The Slideshow provides alternative views of the table. Here you can see the ramps, loops and targets from unusual angles. Press the **LEFT** and **RIGHT** Directional buttons to cycle through the slideshow. Press △ button to quit this option.



IN-GAME OPTIONS

Pressing **START** during play pauses the game and allows access to some in–game options. Use the **UP** and **DOWN** Directional buttons on the controller to highlight the options. Press the ✕ button to select the desired option. The options available are:

Return to Simulation

Continues the current game.

Start New Game

Starts a new game. Once you have started a new game, this option changes to ADD ANOTHER PLAYER. Once you lose your first ball, this option changes to RESTART GAME.

Activate Operators Menu

Activates the Operators Menu.

Adjust Volume

In-game volume adjustments. Use the **LEFT** and **RIGHT** Directional buttons to adjust the volume.

Adjust Screen

Use the Directional buttons to adjust the screen position. Press the ✕ button to confirm the current setting.

Quit to Options

Quits back to the Options screen.



GAME CONTROL LOCATIONS

Cabinet Switches

Start Button (Default button, □). Press the Start Button to begin a game, or to add players to a game in progress. When a game ends, press the Start Button to purchase a Buy-In Extra Ball to continue a game in exchange for one credit. During High–Score Initials Entry, press the Start Button to advance to the next initial or complete High-Score Initials Entry.

Launch Button (Default button, ✕). Press the Launch Button to launch a ball in the plunger lane into play.

Flipper Buttons (Default buttons, **LEFT** and ○). Press a Flipper Button to fire the flipper(s) on that side of the playfield, or to perform other functions as directed on the display. During High-Score Initials Entry, press a Flipper Button to change the current character.

MagnoSave™ Button (Default button, △). Press the MagnoSave™ Button to save a ball draining down the right-hand outlane.

Coin Door Switches

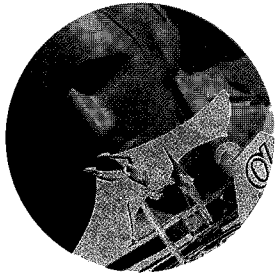
The operator makes game adjustments, reads book-keeping information, and runs diagnostic tests using only four push button switches.

The ***Up Button*** quits to the next higher level of the Menu System, or returns to Attract Mode. (Directional **UP**).

The ***Next Button*** cycles forward through lists of menu items or adjustment choices. (Directional **RIGHT**).

The ***Previous Button*** cycles backward through lists of menu items or adjustment choices. (Directional **LEFT**).

The ***Enter Button*** enters the next lower level of the Menu System, selects a menu item, or confirms an adjustment choice. (Directional **DOWN** or ✕).





GAME OPERATION

Powering Up

When the machine is powered on, the display shows ***TIMESHOCK!*** **V** followed by the **version number** of the game ROMs and **TESTING**... while the machine performs Start Up Tests. If no problems are encountered, the display shows the last game score(s), then enters Attract Mode.

Attract Mode

During Attract Mode, the display shows a series of messages, including recent and all–time highest scores, and the score required to obtain a replay award. To return to Attract Mode whilst playing a game, keep both the Launch Button and Start Button depressed for two seconds.

Starting a Game

From Attract Mode, press the Start Button once to start a game. The display shows a message asking the player to select Novice or Regular Play Mode; refer to the Novice Mode section of this manual on page 10 for more details. A start up sound plays, the machine resets all playfield switches and mechanics, and a ball is ejected into the plunger lane. The display shows **BALL 1** and **PLAYER 1**, and flashes **00** until the first playfield switch is actuated. Press the Launch Button to begin play. Additional players (up to four in total) may enter the game by pressing the Start Button once for each additional player; this must be done before the end of play on the first ball.

Tilts

Actuating the Slam Tilt Switch inside the coin door ends the current game for that player; other players continue normally. With the fourth closure of the Plumb Bob Tilt Switch, the player loses remaining play of that ball, but may complete the game.

End of Game

When play of the final ball ends, all the player's earned scores and bonuses are totalled up. While credits remain, the player is offered successive Buy-In Balls. When all players' games are complete, all scores are checked and, for each best performance or final score which exceeds the specified value, the player receives one or more replay awards and is invited to enter his or her initials on the appropriate table. The display then shows a random set of two digits. For each player score where the last two digits match the displayed random value, one credit is awarded. Buy-In, Game Over, High-Score, and Match sounds and displays are made as appropriate.

Extra Ball Buy-In

At the end of the game, ***TIMESHOCK!*** allows each player to continue the game by 'buying in' an extra ball in exchange for one credit. The display shows **CONTINUE?** and a **countdown** starting from 9. Press the Start Button to purchase an extra ball, or press any other button to quit the countdown and continue to the Game Over sequence.

High-Score Initials Entry

TIMESHOCK! maintains tables of High-Scores and Champion scores. When a player qualifies for a High-Score or Champion score, the display shows the player number and the score description. Press the Enter Button; the display shows ENTER INITIALS, and three initials, the first of which flashes. When the machine is powered on, the initials are _ _ _, but the machine will remember initials* as high-scores are entered. Press the Flipper Buttons to cycle through the available letters and punctuation characters; hold a Flipper Button down to cycle more rapidly. Press the Start Button to advance to the next initial. When all three initials have been entered, the display shows >. Press the Start Button to return to Attract Mode. Statistics for the



game just played, including high–score codes, can be viewed by holding down both Flipper Buttons for two seconds.

Game Over Mode

The display shows **GAME OVER**. Thereafter, the display shows the current high-scores, then the game returns to Attract Mode.

Novice, Tournament and Challenge Modes

In addition to normal play, ***TIMESHOCK!*** allows three special modes of play. When **NOVICE MODE** is selected, a single ball is played, but with the Ball Saver active for 120 seconds. **TOURNAMENT MODE**, which is enabled by holding down the Right Flipper Button for two seconds before starting the game, disables random and 'bonus' game adjustments, allowing scores obtained on different machines to be compared more equally. **CHALLENGE MODE** shares all game features and memories among all players in a multi-player game. To enable Challenge Mode, hold down the Left Flipper Button for two seconds before starting a game.

MENU SYSTEM OPERATION

Menu System

TIMESHOCK! 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, from Attract Mode hold down the Launch Button and press the Start Button. 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.

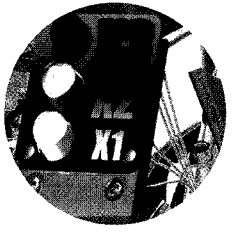
To return to Attract Mode, navigate to the Main Menu categories, then press the **Up** Button.

Temporarily Restoring Factory Settings

If you have customized the game settings, holding down the Launch Button for two seconds will temporarily restore the factory settings. To return to your custom settings, simply hold down the Launch Button again.

NOTE: All high–scores submitted to our WWW Worldwide High–Score Table **MUST** be from games played using Factory Settings.

NOTE: Some menu options are initially locked out at the factory. These options display (LOCKED) when selected. These menu options will unlock and become available for operator adjustment over time as the number of games played increases.



TIMESHOCK! RULES

An experiment in the future with a Time Crystal went wrong. The Crystal shattered, creating a Timeshock. Once the Timeshock reaches the Dawn of Time, the universe will be destroyed. You must collect the shattered crystal fragments from FOUR different time zones to rebuild the Crystal, then travel to the Dawn of Time to use the Crystal to create an Anti-Timeshock to save the universe...

Time Machine Frenzy: Shoot the spinner to light the Lock-O-Meter, then lock three balls to start Three-Ball Time Machine Frenzy. Shoot the side ramps to collect Jackpots and locate a Crystal fragment. Shoot the lit middle shot to collect a Crystal fragment.

Time Travel: Complete both side ramps to enable the Time Drive. Once enabled, lock three balls in The Time Machine and one in the middle shot to Time Travel.

Explorations: Shoot the upper ramp to search continents for Tachyonium. If lucky, you will find a continent worth exploring. Complete the exploration to collect a piece of Tachyonium. Use Tachyonium pieces to unlock other Time Zones.

Time Warp Frenzy: Complete W–A–R–P to light Time Warp at the middle shot. Shoot the middle shot to start Two-Ball Time Warp Frenzy. Complete W–A–R–P quickly to add extra balls into play. Shoot the middle shot when lit to score Time Warp Jackpots.

Progressive Awards: Complete the left bank of drop targets to light awards. Shoot the left orbit to collect awards.

Souvenir Quickshot: Complete the right bank of drop targets to light quickshots. Shoot the right orbit to start quickshot. Shoot the right orbit again to collect the quickshot value and a souvenir. Souvenirs can be combined to earn special features...

Scanner: Complete S–C–A–N to light Scanner at the middle shot. Shoot the Scanner to collect a random award.

MagnoSave™: Balls can be saved from the right outlane by quickly pressing the MagnoSave™ button. Complete M–A–G–N–E–T to re-light MagnoSave™.

Timeshock! Frenzy:

1. Collect three pieces of Tachyonium to unlock all the Time Zones.
2. Collect all four crystal fragments from The Prehistoric Age, Ancient Rome, The Present, and The Future to rebuild the Crystal.
3. Travel to the Dawn of Time to start ***Timeshock!*** Frenzy.
4. Complete all flashing shots, then use the Crystal to save the Universe from the deadly ***Timeshock!***

SKILL SHOT, SCANNER, AND BONUS MULTIPLIER

SKILL SHOT
Shoot flashing Skill Shot (**1**,**2** or **3**) immediately after a ball launch to collect a Skill Shot award.

SCANNER
Complete S–C–A–N (**4a, 4b, 4c, 4d**) to enable Scanner and light Middle Scoop for Scan.

Shoot lit Middle Scoop to activate Scanner and collect a random award.

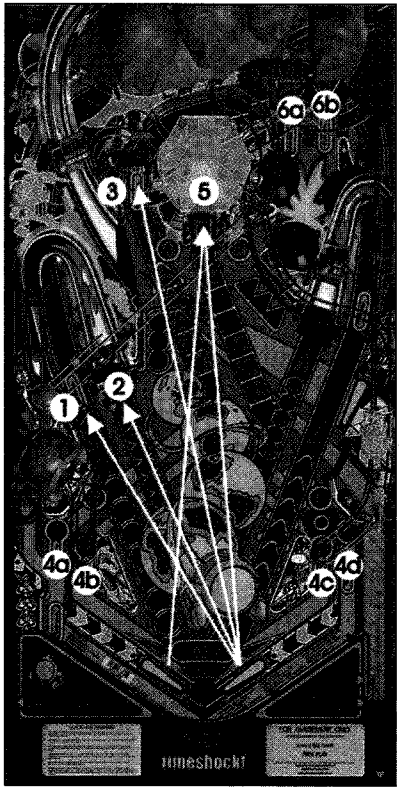
Flipper buttons cycle the lit S–C–A–N lamps.

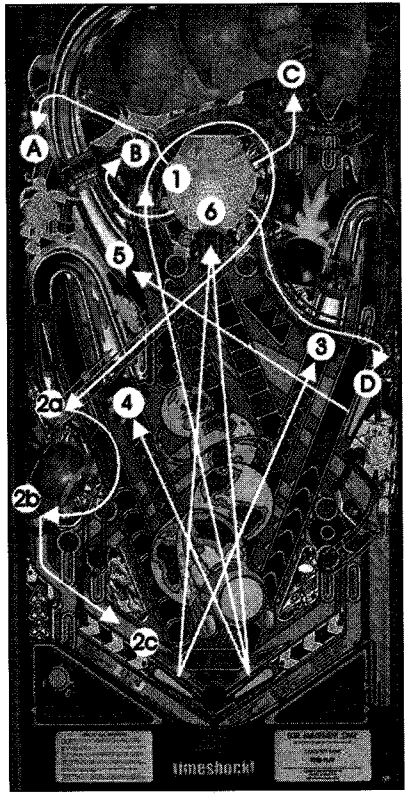
SUPER SCANNER
Every fifth* completed S–C–A–N enables Super Scanner and lights Middle Scoop for Super Scan.

Shoot lit Middle Scoop to activate Super Scanner, then use Flipper buttons to select and collect one of two special random awards.

BONUS MULTIPLIER
Make + and X (**6a, 6b**) to advance Bonus Multiplier.

Flipper buttons cycle the lit + and X lamps.





TIME MACHINE FRENZY

Shoot Spinner (**1**) to advance Lock-O-Meter.

When Lock is lit, shoot Spinner Lane to activate Magno Lock (**2a, 2b**) and lock a ball.

Lock three balls to start a Three-Ball Time Machine Frenzy.

During Time Machine Frenzy, shoot Left and Right Ramps (**3, 4**) to score Single, Double, and Triple Jackpots and light Continents. Light all Continents to locate a Crystal Fragment and light Upper Ramp (**5**) for Super Jackpot.

When a Crystal Fragment is located, shoot Middle Scoop to collect the Fragment; shoot Upper Ramp to collect Super Jackpot.

When a Crystal Fragment is collected, shoot Middle Scoop after the Frenzy ends to Lock the Fragment in a Time Zone Lock Point (**A–D**).

TIME WARP FRENZY

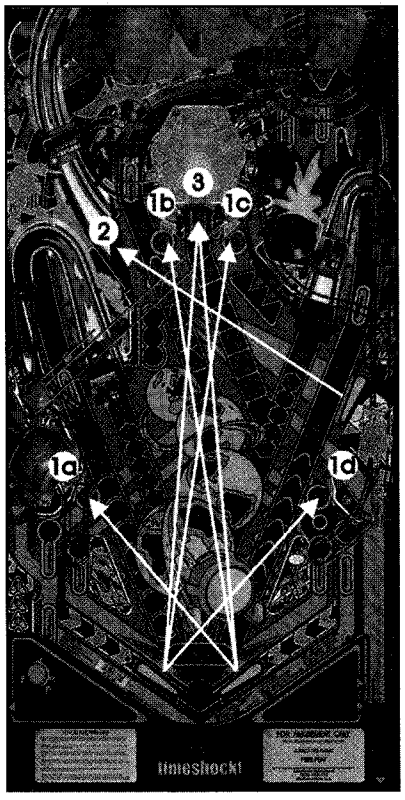
Make W–A–R–P Spots (**1a–1d**) in sequence to light Middle Scoop (**3**) for Time Warp.

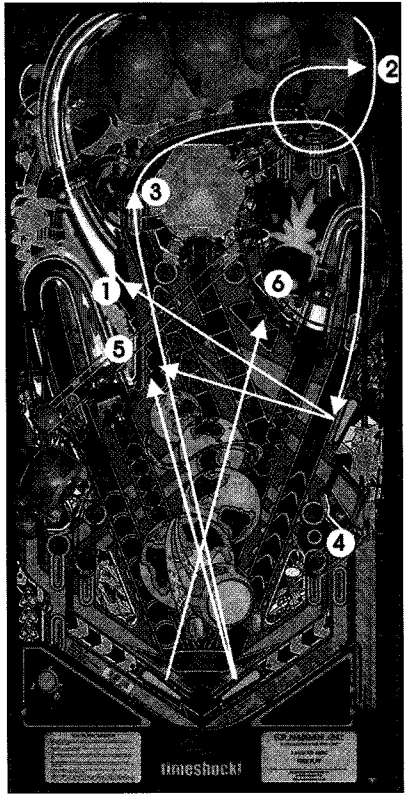
Shoot lit Middle Scoop to start a Two-Ball Time Warp Frenzy.

During Time Warp Frenzy, complete W–A–R–P Spots (**1a–1d**) or shoot Upper Ramp (**2**) to make W–A–R–P again and add a ball into play.

Shooting W–A–R–P Spots or Upper Ramp advances Warp Jackpot value; completing W–A–R–P Spots increases Warp Jackpot multiplier.

Shoot Middle Scoop when lit to collect Time Warp Jackpot.





EXPLORATIONS AND MAGNOSAVE™

Shoot Upper Ramp (1) to explore a Continent.

If lucky, some of the rare compound Tachyonium is located, the ball is diverted to the Top Scoop (**2**), and an Exploration begins.

Complete an Exploration (100%) to collect Tachyonium.

Shoot Spinner (**3**) first to double the chance of an Exploration.

TIP: If lock is lit and you wish to go for a spinner–ramp combo (**3, 1**), trap the ball on the right flipper and press the left flipper button.

EXPLORATIONS

CHANNEL TUNNEL: Shoot flashing shots to increase mining power and mine out the Tachyonium, then shoot Left Orbit to leave the Chunnel with the Tachyonium.

CHARIOT RACE: Shoot Left and Right Ramps and Orbits to move up places. Win the race to collect the Tachyonium.

DINOSAUR STAMPEDE: Shoot flashing Orbits to avoid dinosaurs and reach the meteorite to collect the Tachyonium.

MOUNT RUSHMORE: Shoot lit ramps to climb Mount Rushmore and collect the Tachyonium.

POWER PLANT: Shoot Jet Bumpers to destroy Power Plant, then shoot either Orbit to collect the Tachyonium.

PYRAMID: Shoot Middle Scoop to enter Pyramid, then shoot flashing shots to locate main tomb and collect the Tachyonium.

ROBOT WAR: Shoot Drop Targets to defeat robot opponent and collect the Tachyonium. If you are skillful enough, an "uppercut" will finish him quickly.

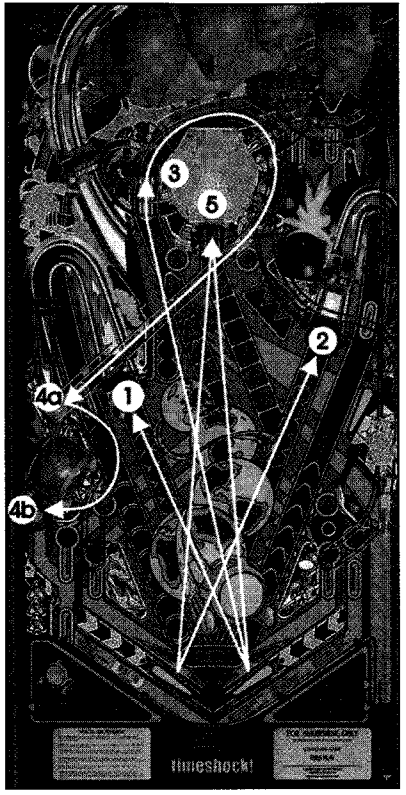
VOLCANO: Shoot Spinner repeatedly to scoop up water. Shoot any Ramp to drop water and cool the volcano, then shoot Middle Scoop to fly inside and collect the Tachyonium.

TIP: If the ball ends up in the Jet Bumpers and you want it to exit quickly, hold down both flipper buttons to disable the Jets.

MAGNOSAVE™

When MagnoSave™ is lit (4), press MagnoSave™ button quickly to save balls from the right Outlane.

Complete M–A–G–N–E–T Drop Targets (5, 6) to relight MagnoSave™.



TIME TRAVEL

Light all I–V lamps on Left and Right Ramps (**1, 2**) to enable Time Drive. Shoot Ramps alternately to enable Time Drive more rapidly and collect more points.

When enabled, lock three balls in Time Machine (**4a–4b**) to activate Time Zone selector.

Use Flipper and Launch buttons to select a destination.

NOTE: Some destinations are not available until you collect enough Tachyonium.

When a destination is selected, shoot Middle Scoop (**5**) to Time Travel.

SOUVENIR QUICKSHOTS AND ORBIT AWARDS

SOUVENIR QUICKSHOTS

Make N–E–T (right Drop Target bank **1**) to light Right Orbit for Quickshot.

Shoot lit Right Orbit (**2**) to start Quickshot. Shoot Right Orbit again quickly to collect a Souvenir and Quickshot value.

Souvenirs from different Time Zones combine to enable special features.

Collect special features by activating the Scanner.

AWARDS

Make M–A–G (left Drop Target bank **5**) to light Left Orbit for Award.

Shoot lit Left Orbit (**6**) to collect Award.

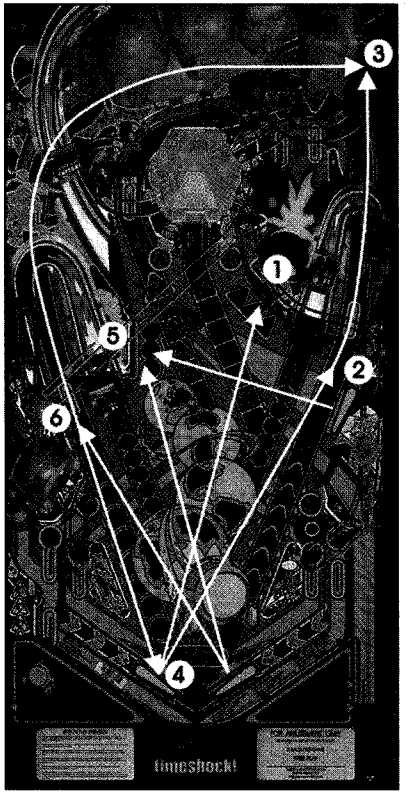
HOLD X: Bonus Multiplier value is held over to next ball.

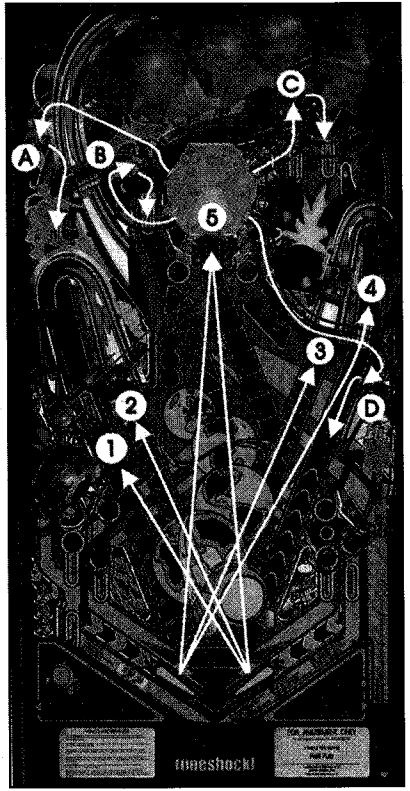
HOLD JETS: Jet Hits (for Super Jets) are held over to next ball.

LIGHT VIDEO: Lights Middle Scoop for Video Mode.

SUPER WARP: Starts a Four-Ball Time Warp Frenzy.

MYSTERY: Self-explanatory.





TIMESHOCK! FRENZY

Once all four Crystal Fragments have been found and locked, and at least three pieces of Tachyonium have been collected, travel to The Dawn of Time to attempt to Save the Universe!

Travel to 'The Dawn of Time' to start a Five-Ball Timeshock! Frenzy. Re-build the Crystal within 120 seconds or the Universe will be destroyed!

Shoot any flashing shot (**1–4**) to enable a Crystal Lock Point (**A–D**), then shoot Middle Scoop (**5**) to lock a ball and re-build one–fourth of the Crystal.

Lock four balls into Crystal Lock Points (**A–D**) to re-build the crystal.

When the Crystal is re-built, shoot Middle Scoop to detonate Crystal and Save the Universe!