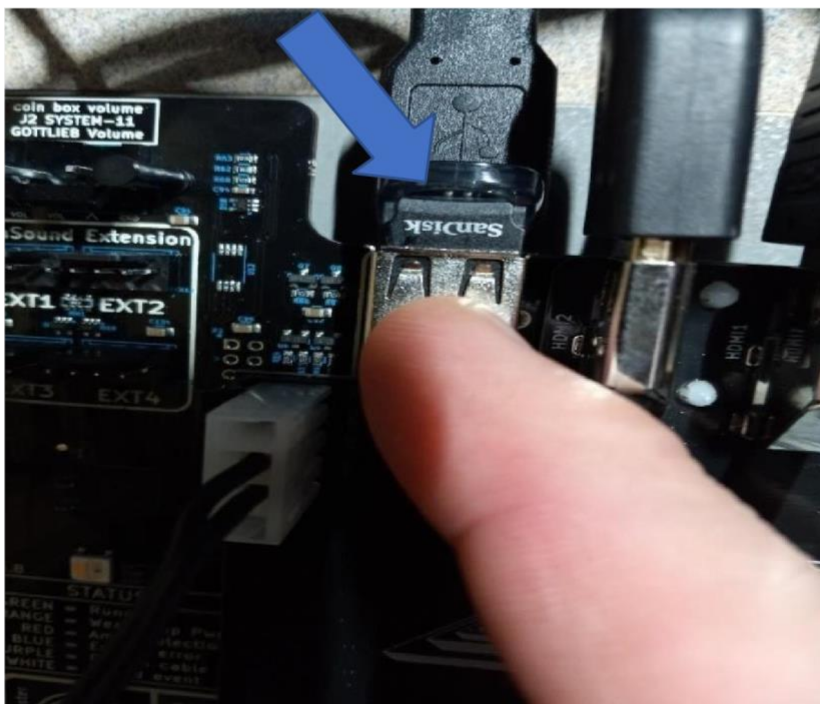




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USB update (power off and unplug your machine)

- Remove the USB thumb drive from the Pinsound board.



- Create \ name a new folder on your desktop for the new .10.code software, download it with the following link, and put it in the folder.

<https://www.dropbox.com/s/kr67y7qkm92qp2/pinball-fh2-10.code?dl=0>

-Here are the instructions to put the file named "pinball-fh2-10.code" onto the USB thumb drive, and remember to quick format the USB drive using "Fat32"

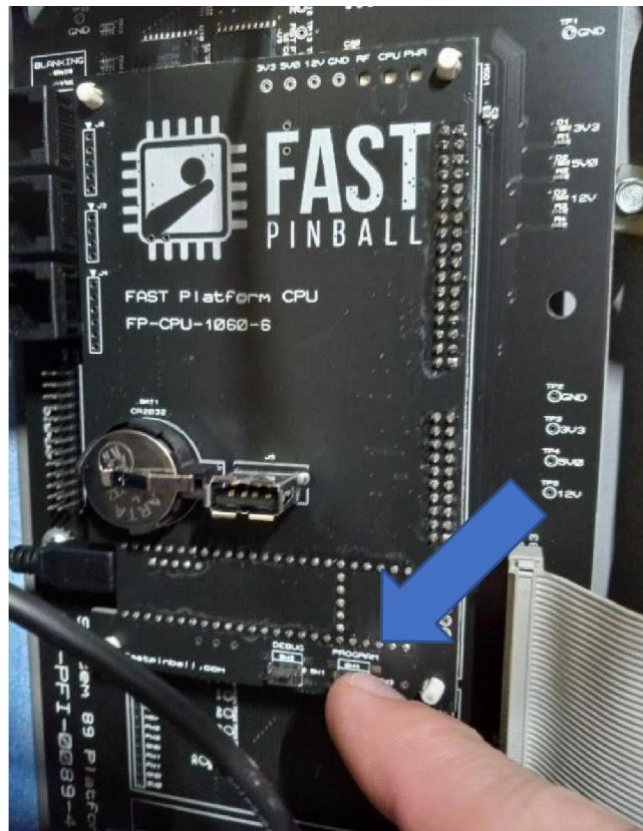
-After you copy the ".10.code" file to the USB, unplug it from your pc and reinsert it into the Pinsound board.

6. Reinserted USB drive into the Pinsound, pat yourself on the back, power on, and update will happen.

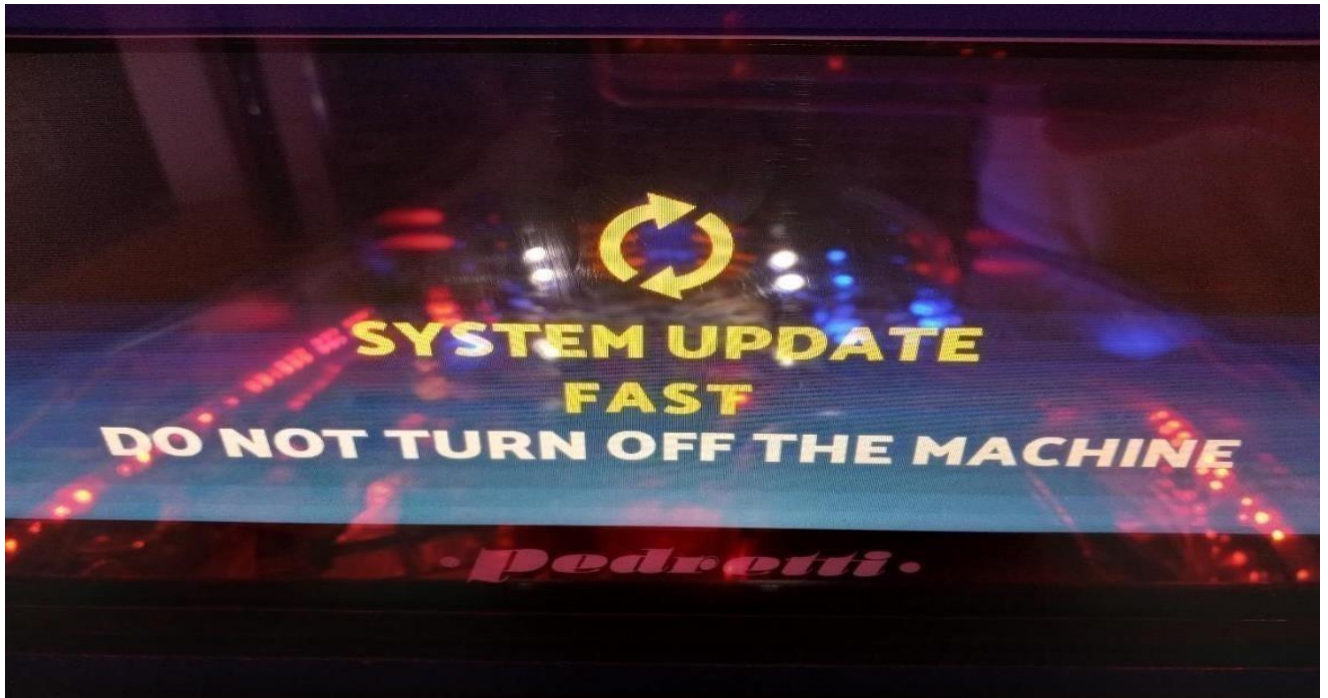
-You should see the following screen within 30 seconds of powering on:



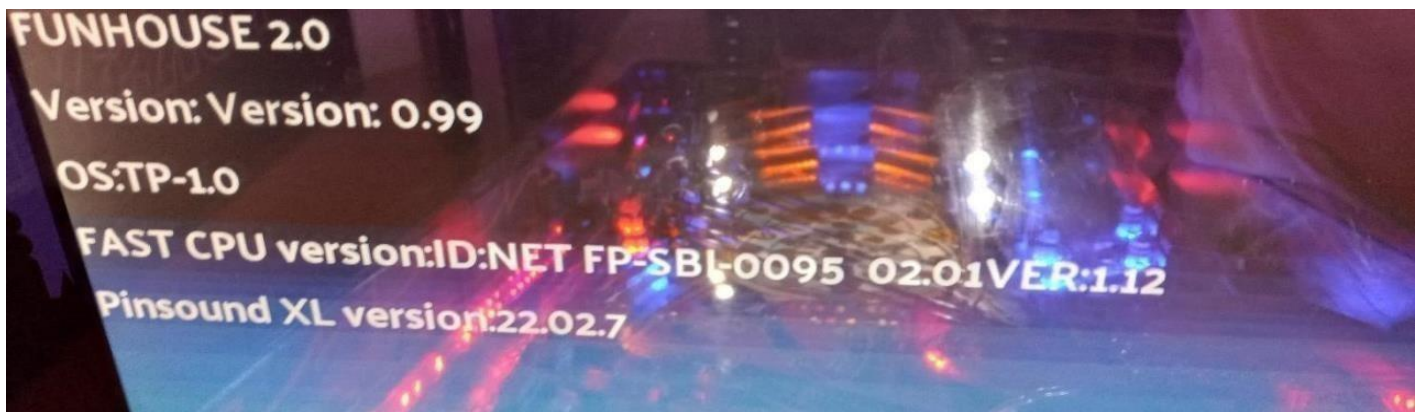
-If you don't see the above screen after 30 seconds, and it hangs on the Pedretti logo, push for one second/release the "Program" button on the FAST board:



-If the update hangs on the below screen, please push for one second/release the "**Program**" button on the FAST board:



It can take up to 10 minutes for the update to complete. Once it's complete; select 2.0 mode, power off, wait 30 seconds, power back on and you should see the following screen during boot up. This means that you are now running the newest software (and more) code thanks to your suggestions; and it was coded by the amazing Janos Kiss.



Go into the menu to explore the new options, grab some pizza, a beverage; and enjoy your new Nightmare!!

---Please note that these instructions are intended for ALL awesome pinball minds alike. Whether brand new enthusiasts or old-school rebels. It's all about fun, and one for all here; in the endless Funhouse---

Summary:

1. Update the USB drive to the new .10 software (same method as before)

<https://www.dropbox.com/s/kr67y7qkm92qpv2/pinball-fh2-10.code?dl=0>

2. Insert the USB drive into the Pinsound and power on to update.

If at any time during the update it hangs on the Pedretti logo screen, or the “System Update FAST” screen, push the “Program” button on the FAST board.

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Official Homepage <https://www.pinballremakes.com/>
 - Software Updates: <https://www.pinballremakes.com/downloads/>
 - Support Ticket: <https://pedrettigaming.freshdesk.com/support/tickets/new>
 - How-To / FAQ: <https://www.pinballremakes.com/how-to/>

```
Update instructions:
- extract USB stick from pinball machine
- connect USB stick to computer
- quick format USB stick FAT32
- copy update Software file to USB stick
- remove USB stick from Computer
- put USB stick into pinball machine (don't throw into coin door, but plug into USB port
  on Pinsound board)
- switch on pinball machine
- if stuck on pedretti logo, power cycle the pinball machine
- if stuck during fast update, push program button on FAST board (teensy sub board)
```

```
V1.0 - July 06, 2023
=====
== BUG FIXES ==
```

- Original FH1.0 sound pack is reconfigured
- Fix Hideout stuck
- Fix Hideout rebound
- Fix Lock ball stuck kickout
- Fix Hurry up did not show result if landed in scoop
- autoshooter during ball save fix
- added pricing presets
- pricing values increment changed to 1

```
== FEATURE CHANGES ==
- Hideout animation and scoring is based on the Skill Shot progress
- added Speedrun for Evil Rudy feature (activate in menu)
```

- timer starts on game-start
- game ends when timer reaches previous champion time (default 1h)
- new highscore for speedrun mode
- Latest Motion Control code
- Switch error detection added
- Switches not actuated for 10 games are highlighted in red in switch test
- menu: many Audits added to menu
- menu: added EB memory options for each EB: carryover lit EB to next ball
- menu: Video mode enable/disable
- menu: Mode timer start value in seconds
- menu: Mode timer extension: If the timer runs down to the extend value, the timer can be reset to the reset value by any mode specific switch hit - extend value in seconds: When to extend
- reset value in seconds: What value to extend to
- menu: Multiball ballsaver time in seconds
- menu: Enable disable shooter call out

V0.99_8 - April 07, 2023

=====

== BUG FIXES ==

- Fixed trough handling logic
- Fixed Multiball ballsaver extension if ball not plunged
- Fixed music overlapping and bonus countdown
- no flips during match
- no flips during ball release after game end

== FEATURE CHANGES ==

- Added Auto shooter feature
- Adjusted service menu feature
- Mystery awards changed to: AWARD_500K, AWARD_HIDE, AWARD_750, AWARD_GANGWAY, AWARD_1M, AWARD_60MINS, AWARD_LIGHTLOCK
- Mystery need to be relit with 10 jet hits
- 30 Superdog hit Doubles Hotdog combat value,
- 60 Superdog hit Triples Hotdog combat value
- Haunted Rollercoaster (Video Mode) Last button input is stored, doesn't need to be held ,Ä¸ Duck hunt scores boosted to 500K 750K 1M - Want a balloon deduced to 5 hit instead of 9 per jet
- STEPS ramp lights lock,
- STEPS ramp timer removed,
- STEPS ramp awards: Frenzy (Monkizz), Light Extra ball, 750K, Hotdog combat. Frenzy and EB can be collected once per player
- Special for defeating Evil Rudy
- Nightmare multiball / Evil Clones Multiball Superjackpot is 5M
- Hideout animation shortened
- Double flipping can interrupt some of the animations in the scoop
- Rudy gulp awards 1M
- Lightshow for Bonus count down
- Lightshow for Defeating Evil Rudy
- Rudy invites to play more after finished game
- During modes hints are animated on the display
- Main screen some dynamic graphical elements

V0.99_2 - November 04, 2022

=====

== BUG FIXES ==

- lots of minor changes mostly small bug fixes (animation/sound)

== FEATURE CHANGES ==

- Topper code implemented
- loop timings for loop jackpot were extended

V0.99_1 - November 04, 2022

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== BUG FIXES ==

- bug fix where steps gate was active during modes when it should not be
- bug fixed where jackpots were not stacked correctly if multiple modes are active
- bug in wizard mode where additional balls were ejected in case of draining
- bug fixed where a lock shot ends the ball during EC or Monkiss
- fixed overlapping sounds
- fixed a bug where no ball was ejected for a new game if balls were sitting in lock before

V0.99 - September 27, 2022

=====

== BUG FIXES ==

- lots of fixes for dead ends and balls not ejected correctly
- lots of glitches with animations overlapping fixed

== FEATURE CHANGES ==

- Physical ball locks implemented for NMMB
- 3x & 4x combos added
- Adjustable Gangway difficulties
- orbit shots light gangway
- Extra Ball options
- Adjustment to boot straight into 2.0 mode
- Jets/Pops rotate the mode on the playfield display (homage to 1.0)
- Faster booting OS
- Faster game loading
- Version information included in the main page of the service
- Tilt warning can be adjusted up to +5
- Super Skill Shot added
- Rudy hits advance minutes (on easy setting)

V0.88 - May 30, 2022

=====

== BUG FIXES ==

- The lock/hidden hallway was completely re-written
- Haunted Roller Coaster non playable = fixed
- Hard lock shot sometimes registers twice = fixed
- Steps gate non-functional and/or doesn't open consistently = fixed
- Haunted Roller Coaster is lit during multiball mode but is non-playable if you hit the mirror = fixed
- Nightmare Multiball won't start after actually melting the Clone/Clown = fixed
- Animations from previous game carry over into next game after long press reset = fixed
- Steps switches for Melt the Clone register as "Missed" when hit correctly = fixed
- Skill shot awarded at the beginning of Nightmare Multiball = fixed
- Double lock kickouts and sounds during wizard mode = fixed
- Stacking modes animations overlapping = fixed

- Wizard mode lock registers 2 balls locked on first ball = fixed
- Nightmare Multiball missing first Jackpot callout/animations if done quickly = fixed

== FEATURE CHANGES ==

- Ball Search = faster and more thorough
- Trough eject = + coil strength
- Hurry Hide mini mode = timer delay / slower countdown for jackpot
- Mode timer extensions = delays on the countdown when a ball is in the scoop, lock, hideout, etc
- Lighting effects = + and also wizard mode
- High score scrolling to enter initials = now active