

# GETTING STARTED

**INSTALLATION  
AND TROUBLE-  
SHOOTING FOR  
PINBALL DREAMS  
PC VERSION 1.0**  
© 21ST CENTURY  
ENTERTAINMENT  
Ltd 1993

## CREDITS

Pinball Dreams PC was written by Spidersoft Limited:  
Programming - Andrew Taylor, Steve Marsden, Dave Cooke, Kevin Howe  
Executive Producer - Steve Marsden  
Sound by - Dave Lowe  
Produced by - Barry Simpson  
Original Pinball Dreams Amiga designed and written by Digital Illusions CE AB.

## CONTENTS OF THE BOX

Inside the game box you should find:

- a) The game disk
- b) An instruction manual
- c) Getting Started (which you're reading now)
- d) An full-colour Pinball postcard
- e) A Warranty Card
- f) A Pinball Dreams T-shirt offer leaflet and card

If you are missing any of the items from this list please contact us at the address given in the "Troubleshooting" section and we will send you the missing item(s). We will require proof of purchase before any missing items can be despatched.

## SYSTEM REQUIREMENTS

Pinball Dreams will run on any PC or 100% compatible machine with the following specification or higher:

Processor	AT 80286 20Mhz (we recommend at least a 80386 machine running at 33Mhz)
MSDOS	Version 3.3
Hard Disk	2.5MB free space required
RAM	530K minimum
Floppy Disk Drive	3.5" High Density 1.44MB
Graphics	VGA 256 colour mode (We recommend a modern fast VGA card)
Sound	Sound cards : AdLib/Soundblaster Soundblaster 2 Roland

If you are using a Roland SCC-1 sound card you will need to use the software supplied with it to force the card into MT-32 emulation mode before you can run the game sound correctly. Please note that the game requires a hard disk to run - the game will NOT run from the floppy disks.

## CONTENTS

CREDITS .....	2
CONTENTS OF THE BOX.....	2
SYSTEM REQUIREMENTS .....	2
SCREEN STUTTER .....	4
GAME PROTECTION .....	4
INSTALLING THE GAME.....	4
RUNNING THE GAME.....	4
THE MAIN MENU .....	4
CONTROLS AND PLAYING THE GAME.....	5
HIGH SCORES .....	7
GENERAL INFORMATION .....	7
TROUBLESHOOTING .....	8

## SCREEN STUTTER

Pinball Dreams may run slowly on some PCs (including PCs which clock at 33Mhz or higher) if the machine has a low speed VGA card. You can simulate this effect by running your machine in non-turbo mode. You will see that the screen will "stutter" occasionally during play.

If your machine suffers from this effect and you do not wish to purchase a more modern VGA card then we recommend that you try playing the game with the in-game sound switched off (re-run the game and select Function Key 1, "No Sound Card"). If this does not cure the problem then your only recourse is to purchase a faster VGA card.

## GAME PROTECTION

You are permitted to install the game to your hard drive a maximum of three times, after which the disks will be rendered unusable and you should contact us at the address in the "Troubleshooting" section to obtain a new copy should you require one. This is a measure of game protection which we are unfortunately forced to implement in an effort to cut down on illegal software piracy.

We offer a free replacement service for faulty disks. Please read the Troubleshooting section for details.

## INSTALLING THE GAME

Insert the floppy disk into your disk drive. Change to the disk drive's path (A:, B: etc), type `INSTALL` and press RETURN

e.g. A:           [RETURN]  
      INSTALL   [RETURN].

You will be asked to enter the directory you wish to place the game into (a default directory is offered), and for your name and serial number (found on your warranty card). You will then be asked to verify whether you want to install or not. If you answer yes, the game will automatically install itself to your hard drive, otherwise it will quit back to the Dos prompt.

## RUNNING THE GAME

Once the game has been successfully installed to your hard disk, simply make sure you are in the correct path, type `DREAMS` and press RETURN

e.g. CD\PINBALL   [RETURN]  
      DREAMS       [RETURN]

## THE MAIN MENU

This menu is used to access any of the four Pinball tables. You can also access the high score table from here - to do this press the SPACE bar. You will see the menu fade out, and the high scores fade in. To return to the main menu press SPACE once again.

Once the main menu is displayed, if no keypresses are detected within a short period of time the high score table will appear automatically. The main menu will reappear after the same time period.

To load a table, use the following keys:

Function Key 1 - Ignition table

Function Key 2 - Steel Wheel table

Function Key 3 - Beat Box table

Function Key 4 - Nightmare table

Once you have pressed a Function Key, the screen will blank for a few seconds while the chosen table loads.

## CONTROLS AND PLAYING THE GAME

Once you have loaded a table it waits in "attract mode". This is where the table scrolls up and down the screen automatically, waiting for you to start playing. The table will always go into this mode if it is loaded but you are not playing it. To start playing, you need to define how many players are going to play. Up to 8 players can play the game at any one time. To select the number of players you use the Function Keys as follows:

Function Key 1 - 1 player game

Function Key 2 - 2 player game

through to

Function Key 8 - 8 player game

Once you have selected the number of players, a ball will be loaded into the table chute and play can commence. Each player has 3 balls per game.

Use these keys to play:

Key	Action
Cursor Down	Pull back spring (release key to shoot ball)
Left SHIFT	Left flipper
Right SHIFT	Right flipper

If you are playing with more than 1 player, gameplay proceeds as follows:

Player 1 goes first and plays his first ball. When he loses it, it becomes player 2's turn and he plays his first ball, and so on. When the last player has played and lost his first ball play reverts back to player 1 who then plays his second ball. Play follows this pattern until all players have played each of their three balls.

Apart from the standard controls, the game has some special features:

1) Tilting the table (Key - SPACE bar)

Sometimes it can be useful to "push" or "shove" the table to move the ball when it is not near the flippers. To do this in the game press the SPACE bar. Remember not to use this feature too many times as you will end up "tilting" the table, the flippers will lock and you will lose your ball!

2) Cycling light sets (Keys - left or right SHIFT)

Imagine the situation where you have lit 3 lights of a four light set. You are trying to light the remaining light but misjudge your aim and the ball heads for an already lit light. All is not lost! Using the left or right SHIFT keys you can "cycle" the lights in a clockwise direction so that each light moves one position to the left, meaning that if you are quick enough you can move the unlit light to the position where the ball is heading, lighting it and completing the set, gaining a bonus score!

Only a few select sets of lights on each table are controllable in this fashion. Refer to each table's guidelines to familiarise yourself with their cyclable light sets.

3) Pausing the game (Key - P)

If you need to halt the game but do not want to quit it, a simple tap on the P key will do the trick. To restart the game, press any key.

4) Restarting the game (Key - ESC)

If you are having a bad game and want to start it again, lose the ball you are playing and wait until a new ball is loaded into the chute. Now press ESC. The table will go into the "attract mode" (see above). To start another game, use the Function Keys as before.

Please note that when playing with multiple players, all player's games are restarted.

5) Quitting the table (Keys - P, ESC, Y and N)

If you are playing a table but wish to play one of the others, follow this sequence: Pause the game with P. Now press ESC. You will be asked whether you really want to quit or not. If you do, press Y. If you change your mind press N.

If you press Y the table will fade out and the main menu will be loaded and displayed. Use the Function Keys as before to load a new table. If you press N the game will go back to being paused. Press any key to return to the gameplay.

6) "Ooops I loaded the wrong table" (Keys - ESC, Y and N)

If you find that you've loaded a table by mistake, press ESC. You will be asked if you really want to quit. Press Y or N. Pressing Y loads the main menu. Pressing N puts the table back into "attract mode" where you can use the Function Keys as before to start playing it if you change your mind. Here is a

summary of the controls:

Key(s)	Action
Function Key 1 - Function Key 4	Load a Pinball table
Function Key 1 - Function Key 8	Select the number of players
Cursor Down	Pull back the spring (release key to shoot ball)
Left SHIFT	Flip the left flipper
Left SHIFT	Cycle light sets clockwise
Right SHIFT	Flip the right flipper
Right SHIFT	Cycle light sets clockwise
SPACE bar	Tilt the table
P	Pause the game (press any key to restart)
ESC	Quit a table (if in-game, and after pausing)
ESC	Quit a game (when the ball is in the chute)

## HIGH SCORES

When you have played a game and have scored a high score you will be asked to enter your name for the high score table. There is a separate high score table for each Pinball table.

You are allowed to enter 3 letters as your "name". To do this use the left and right SHIFTS to cycle through the alphanumeric characters and the SPACE bar to set or "fix" a character. The table will automatically go into "attract" mode after you have entered your name.

High scores are saved each time a Pinball table is quit and the main menu is reloaded. Please note this is the ONLY time scores are saved.

## GENERAL INFORMATION

The Jackpot is a collective Score Bonus which is built up by all players during a game. It is reset to zero each time it is awarded to a player.

LIGHTS - As there is insufficient room on each Pinball table for full text descriptions of each light's feature, we use these abbreviations:

xxxK	- Score xxx thousand points
XB	- Extra Ball
DB	- Double Bonus
SB	- Score Bonus
HB	- Hold Bonus

## PINBALL DREAMS

Remember - a flashing light is often a hint as to where you can pick up big Scores and Bonuses.

Most Bonuses are not immediately added to your score. When you lose a ball, they are added up and your score is updated.

We will be using the following terms when describing each Pinball table's features:

*Roll-Over* - This is a small switch which pokes through the surface of a Pinball table. It is shown as a vertical metal-coloured line and usually has a light above or below it. You enable its light and pick up points or a bonus whenever the ball rolls over it.

*Target* - This is a simple switch which is built-in to solid sections (such as walls) of a Pinball table. It usually has a light in front of it. Hitting the switch with the ball turns on the light and may award points or a Bonus.

*Drop-Target* - These are basically the same as normal Targets.

*Passage* - This is a channel that the ball can roll through.

*Ball-Trap* - This is like a small, dead-end Passage. When the ball enters into a Ball-Trap, it will be held there for a short time while you pick up a Bonus Score. Ball-Traps can be covered over (where you cannot see the ball) as well as being open (where you can see the ball).

*Letters* - These are actually lights in the shape of letters. They make up words on each Pinball table and once you have lit up the whole word, you score a Bonus.

*Ramps* - These are like raised Passages. They carry a ball from one position in a Pinball table to another. They are shown with solid grey entrances which change to wire-frame guides half-way along the Ramp. You can also shoot the ball under them.

*Tunnel* - A Tunnel is a passage that goes underneath a Ramp or another raised section of a Pinball table.

*Multi-Bonus* - A Bonus which when collected multiplies your Bonus Score. You can collect Multi-Bonuses of X2, X3, X4, X5, X6, X7, X8 or X10 depending on the table.

*Mushroom* - A circular bumper which awards points when hit.

## TROUBLESHOOTING

If you experience problems running the game after installing it this may be due to either:

(a) TSR programs sitting in memory.

(b) Device drivers using up memory.

The first test you should run is to check how much free memory is available.

From the DOS prompt, type CHKDSK and press return. Information on your hard drive will be displayed, and at the bottom of the list the available memory will be shown. This should be 530K or more in order to run Pinball Dreams. A TSR program is a program which runs in the background after executing itself when you boot your computer. An example of a TSR (which stands for "Terminate Stay Resident") would be Fax receive software which you'd have running if you were using a Fax Modem (so that you could receive faxes while doing something else).

A TSR program obviously uses up valuable memory when it is running. Pinball Dreams may well need to use the memory the TSR(s) is/are using so any TSR's should not be run when trying to load the game. You will usually find TSR's in your Autoexec.bat file. Using a suitable text editor you should "REM" each TSR to de-activate it, save the new Autoexec.bat file, re-boot your machine and then attempt to load the game.

If the game still fails to load and run properly, the Device drivers may be causing the fault. These drivers are usually found in your Config.sys file. In the same way that you de-activated the TSR's before, edit and Rem such drivers, save out the new Config.sys file, re-boot your machine and try to load the game.

If these two methods still do not allow you to load and run the game properly you can try booting from a Dos Bootdisk. When you boot using this disk both the Autoexec.bat and Config.sys files will be by-passed and your machine will boot with as "clean" a Dos environment as possible. The only thing to remember when using a Dos Bootdisk is that you will need to run any drivers (such as a soundcard driver) that the game requires.

To make a Dos Bootdisk, follow these instructions:

1. Insert a new disk into your A: (or B: depending on your configuration. In this case, all further mention of A: should mean B:)

2. From the C: prompt, type:

```
FORMAT A: /S /N:9 /T:40 - If using a 5.25" disk or
```

```
FORMAT A: /S /N:9 /T:80 - If using a 3.5" disk
```

3. When the disk has finished formatting press N when asked if you want to format another.

4. When the drive light goes out your Bootdisk is ready.

To use the disk simply insert it into the floppy drive and reboot your machine. The machine will boot up to the A: prompt. Change to the C: and the game's directory and run the game as normal.

If you have further problems with your copy of Pinball Dreams PC, you can contact our Customer Service Department on (0235) 851533.

If you need to return your copy of the game to us for any reason, please send it to the following address: