EPIC PINBALL

Epic Megagames

Troubleshooting

You might get a message that says "not enough memory." If you do, try the suggestions listed below.

- Free up memory by removing TSRs from your AUTOEXEC.BAT and CONFIG.SYS files.

- If you are using DOS 5.0 or later, load DOS high by putting the following line in your CONFIG.SYS:

  DOS=high

- You may want to boot from a blank system disk instead of changing your AUTOEXEC.BAT and CONFIG.SYS. On systems running MS-DOS 6 or newer you can press E during boot-up to achieve this effect.

Other Problems

Epic Pinball will work from Windows and OS/2 on *some* machines, but it is not recommended. You will probably experience problems with the sound or music.

Reaching Epic Technical Support

If you experience any problems with any of the Epic Pinball tables, please call our technical support department at (301)

983-9771 in the USA and Canada or (0)767-260903 in the U.K. or Europe.

Epic Online Support on CompuServe (GO EPIC)

Epic offers on-line technical support over CompuServe, the world's leading on-line information service.

Epic's forum on CompuServe houses our latest shareware games, tips, hints and patches. CompuServe users can download Epic's game of the month virtually free! There are hundreds of other reasons for trying CompuServe.

When you call one of the following numbers and ask for representative #536, CompuServe will send you a free sign-up kit that includes a $15 usage credit, a month's free access to basic services and information about other CompuServe services.

USA/Canada	(800) 524-3388	U.K.	0800-289378
Australia	008-025-240	France	36 63 8122
Germany	0130 3732	Japan	0120-22-1200
New Zealand	0800-446-113	Switzerland	155-31-79
Korea	080-022-7400		

All Other countries should call the USA office at (617) 457-0802

Once on CompuServe, just type GO EPIC for more details about our on-line services.

Installation

Thank you for buying Epic Pinball. The following information explains how to install each Pinball Pack, and what to do if something goes wrong.

System Requirements:

To install Pinball you will need:

- Approximately 2.5 megabytes of hard disk space for each pinball pack.
- At least 570K of conventional memory.
- A 386 CPU (25MHz or faster is recommended).
- A VGA monitor.
- A Sound Blaster card (or compatible) is optional, but highly recommended for enjoying the total Epic Pinball experience!

Installing the Games

Epic Pinball is available in three Pinball Packs, each containing four tables. Before you can begin playing, you must install each pack on your hard drive. To install a Pinball Pack, put disk #1 into your drive and type:

A:INSTALL

or

B:INSTALL

You will be asked to specify the drive and directory where you would like to install the Pinball Pack. If you're installing more than one pack together, install them into the same directory for convenience. We recommend using the directory EPICPIN.

After Epic Pinball is installed, change into the directory where it is installed and type SETUP. You must now tell the game about your system so that the sound may be activated. If you don't have a sound board, choose **None**. Otherwise, choose **Sound Blaster**, **Sound Blaster 16**, **Sound Blaster Pro**, or **Gravis Ultrasound**.

If you are using a Pro Audio Spectrum 16 sound board, choose the **Sound Blaster Clone** option for best results. Refer to your sound board's documentation to determine your card's settings. After setting the IRQ, DMA and port, choose **Save and Exit**.

Type HELPME to see if there are any new additions to the available sound card list, or if there were any instructions added after the printing of this manual.

Exec-PC, the World's Largest BBS!

You can also find the latest Epic games on Exec-PC, the world's largest BBS (electronic Bulletin Board). Exec-PC has over 280 lines with a dedicated computer for each line so you'll never get a busy signal. You can download the latest Epic shareware games, hassle-free, on the very first call.

The access numbers for Exec-PC are:

(414) 789-4360 for V.32bis high speed modems or,
(414) 789-4210 for 2400 baud.

Getting Started

To start Epic Pinball, change to the directory where it was installed, type PINBALL, and press ENTER.

Main Menu

To select 1, 2, 3, or 4-player mode, use the arrow key to move down to the word PLAYER, then press the space bar.

Select OPTIONS from the main menu to set your preferences:

- FAST/SLOW PC - If you are using a 386 machine with a clock speed of less than 33 mHz, set this to SLOW PC. If your 386 is faster than 33 mHz, or if you are using a 486 or better processor, choose FAST PC. When the game is set to SLOW PC, you may notice that the flippers are less detailed during the game. This is required to keep the game playing at full speed and smoothness.

- SOUND FX and MUSIC - These settings will turn on and off the sound effects and background music in the menu.

Individual Table Menus:

- PLAY GAME - You guessed it! Select this option to begin.

- RULES - This option presents a brief synopsis of the table's rules. Use the arrow keys to flip between pages.
- OPTIONS - Each option in this menu must be individually set for each table:
- BALLS - You can choose to play with either 3 or 5 balls. For extra pinball power, press "F1" while in this menu and you'll be given 6 balls.
- TABLE ANGLE - This feature allows you to choose the slope of the table. When set to high, the ball "rolls" to the bottom of the table more quickly.
- SOUND FX and MUSIC - This feature turns the music for each table on or off.

Playing Epic Pinball

Here are the keys used to control the action:

Ball on the plunger

The space bar controls the plunger. Hold it down to pull the plunger back, and let go to release it. You can control the ball's launch speed by releasing the space bar before you have pulled the plunger all the way back.

The up and down arrows allow you to scroll the table to review the targets and lights.

Ball in play

The left and right shift keys activate the left and right flippers respectively.

These keys (next to the shift keys) "nudge" the table to the left and right. If you learn to use these carefully, you can often prevent the ball from draining between the flippers.

The space bar "nudges" the table up. Don't nudge too much or you'll tilt the machine!

At any time

Pauses the game.

Exits the game.

Turns the music on or off.

Turns the sound on or off.

A Brief History of Pinball

By Terry Cumming

By acquiring your Epic Pinball packs, you have obtained an instant pinball arcade for your PC! These games contain several different designs, representing many aspects of pinball that have evolved through the ages. Let's look back and see how pinball evolved into the great game that it is today.

The commercial pinball industry came into being around the 1930-31 period in America. Before this time, games existed but were not successful commercially, and many were not coin operated. The early pinball games were known as bagatelles, and consisted mainly of small games with simple arrangements of pins and holes on a slanted playfield. There was no electricity, np flippers, no pop bumpers and very few other objects that we associate with the modern pinball machine.

Bally Manufacturing's "Ballyhoo" and Gottlieb's "Baffle Ball" were two of the original hot selling games in 1931 that helped kick off the industry. Within a couple of years game interest had spread rapidly, with several hundred manufacturers churning out games to compete for the tough, depression dollars.

By 1935, electricity had been added to the games along with back boxes that featured eye-catching artwork, used to promote the games. The machines were also now referred to as "pinball" machines. 1937 saw the introduction of the electric bumper on Bally's game "Bumper". This was the forerunner of the ever-popular pop bumper seen on almost all machines today.

By 1942, with America at war, all manufacturing of new games was halted in order to concentrate on the war effort. During this time, companies such as Gottlieb, Bally, the newly formed Williams Manufacturing and others, revamped existing games with new artwork, and then resold them. After the war, domestic manufacturing was allowed to resume and thus began the "modern era" of the pinball machine.

This modern era was proclaimed by Gottlieb when they introduced "Humpty Dumpty" in October of 1947. The game featured the new ball control device known as the flipper, invented by engineer Harry Mabs, with future great designer Wayne Neyens as his assistant. Suffice to say, the device was a hit, and prac-

tically every pinball machine made since has contained flippers.

The period from 1947-59 is looked at as a Golden Age of pinball. Games of this period are commonly referred to as woodrails, highlighting the fact that the playfield cabinet rails on these machines were finished in attractive stained wood. Beautiful color artwork by such artists as LeRoy Parker and George Molentin adorned many of the games from this period. Scores were displayed up to this point by back-lighting areas of the backglass. This was to change as the 1960's approached.

When the 60's arrived, gone were the ornamental wood rails and legs on the game cabinets, replaced, instead, by gleaming stainless steel. Scores were now tabulated on reels that were visible through clear areas on the backglass. Game designs through the 60's up to about 1977 were evolutionary rather than revolutionary. Pinball had only the sister mechanical arcade games as commercial competition, and the industry flourished. The "Big Three" of pinball at that time were Gottlieb, Bally and Williams. Others, such as Chicago Coin, were just getting involved.

In 1977, solid state electronics were introduced to the pinball world. Game logic and scoring were no longer controlled by mechanical score motors, relays and solenoids. Computer technology took over, and by 1978 all pinball machines would have a CPU for a brain.

Building upon this, the next big advances for pinball came in the 1978-81 period, as the industry faced the video-game assault. Arcade operators were now starting to shift away from pinball machines as their mainstay amusement device, to the more exotic and potentially lucrative video game.

1979 saw the first pinball machine with speech (Williams "Gorgar"). Around this time, the manufacturers also began experimenting with wider playfields to incorporate more targets and scoring action. This met with only limited success and the more standard narrow cabinets were soon back in vogue.

The classic game of 1980 had to be Williams' "Black Knight", which featured a 2 level playfield. The levels were connected via steel ramps. Most games of today that feature ramps and multiple playfield levels owe their origins to this game.

Also around this time, Williams introduced "Firepower" which featured the introduction of multiball (whereby the player could play with 3 pinballs at

once) and lane change (allowing the player to select which scoring lanes were lit via the flipper button).

Despite the innovations of the 1978-81 period, pinball floundered against the video game competition. It wasn't until the mid 80's that pinball began making a comeback, with the introduction of such classics as Williams "Space Shuttle", "High Speed" and "Pinbot".

In 1987, Data East entered the arena as a pingame manufacturer and the current "golden age" was beginning to form. Today's manufacturing lineup includes Williams, Premier (formerly D. Gottlieb and Company), Data East and Alvin G. and Company. The Bally name carries on, now as a subsidiary of Williams rather than a competitor.

The games you find in an arcade today continue to get better and better. Innovation abounds as the games routinely feature multiple ramps, multiple ball play, dot matrix animation displays, fantastic stereo sounds and, at the heart of it all, great play value.

Now, Epic MegaGames has it's own pinball masterpiece, Epic Pinball!

Epic's Pinball Masterpiece!