

PILE-UP V4.0

Written in C by J.R.Mitchell. 1995.

The files that should accompany the pile-up game are :-

pileup-4.exe	executable
readme.wri	this document (Windows Write version)
readme.txt	this document (Std text version)
pile-up.dat	hi-score tables
pu1-4.dat	resource files
pu_spr.dat	resource file
install.exe	installation program (May not be present on this Ver).

NOTE: There is a configuration file, 'pile-up.cfg' that will probably not be present on the disk, as it will be added, when the game is initially configured.

IF YOU PASS THIS GAME ON, PLEASE MAKE SURE THAT 'PILE-UP.CFG' DOES NOT GO WITH IT.

Introduction:

This document should accompany the program file, and gives instructions on how to play this simple but addictive game. Firstly I would like to mention that, as many of you will no doubt realise, this game bears a remarkable similarity to a famous game of years gone by. This version takes the basic ideas involved and improves them.

Instalation:

If this disk does not include an install program then you should copy all the files to your hard disk, preferably to a directory called pileup, (or something similar). If on the other hand there is an install.exe file, then please use it.

NOTE: if there is a file called 'pile-up.cfg', please do not copy it to your Hard Drive, or at least remove from the hard drive before running the game.

To run the install program, type a: or b: at the DOS prompt to log on to whichever drive the disk is in, then type install and follow the on screen prompts.

Loading the game:

To run the program from the DOS prompt, make sure you are in the correct directory, (ie:- the one containing the game), and enter pileup-4 at the dos prompt.

Configuration:

Upon running the program for the first time, it will set up a configuration file, called pile-up.cfg. This file will contain data relevant to your machines speed, and will help the program maintain a standard speed, no matter how fast or slow the machine. (the time taken for the configuration will vary depending on the speed of the machine. Please follow on screen prompts).

NOTE: It is important for the program to be allowed to run the configuration, especially when the program and its associated files are transferred to a new machine. (If not, the game may act unreliably).

The program will run the configuration routine, providing the file, pile-up.cfg, is not present. The program can be forced to re-configure, by using the /c switch. ie:-

```
pileup /c
```

WARNING! Pileup is a DOS based game, and as such may act unreliably if run with Windows running, The only known problem that may be caused by Windows is a wrong calibration setup. You can roughly check the calibration by seeing how long a block takes to fall from the top of the play area, to the bottom.

The approximate times are as follows :-

level	time (secs)
1	13 - 17
2	8 - 12
3	4 - 6

If the configuration procedure takes upto a minute and beyond, to complete, then something about the system setup is creating havoc with the program. If this happens you can hit Ctrl Break a few times to terminate the calibration.

In conclusion, it is best to run this game without windows running.

REMEMBER : you can re-calibrate pileup-4 at any time, simply by adding the /c switch

Other switches:

These are the alternative ways to run Pileup-4 :-

```

pileup-4 /c      - (re-)calibrate game
pileup-4 /jrm   - reset hi-score tables
pileup-4 /?     - gives switch info

```

Please only use one switch at a time; if you run the game with the following command line :-

```
pileup-4 /c /jrm
```

only the /c will be activated.

The /c switch provides a way to re-calibrate the game, if moved to another system, or the current system's hardware is modified.

The /jrm switch allows you to clear the hiscore tables if the current scores are too high to reach.

Playing the game:

The rules are simple. Use you skill to rotate, move and drop the blocks, trying to make complete horizontal lines at the bottom of the play area. Each full line created drops from the play area. The higher they pile the harder it gets. Play continues untill no more blocks can be placed into the play area. It pays to create as many full lines at once, (Max 4), as this will greatly increase you score.

Options:

The main option screen has options that are selected using the arrow keys; up and down to traverse the list, left and right to alter the changeable options, and RETURN to select an option

Option	Description
Play	Play the game, with the selected settings
Level	Speed of play, (4 = timer game, and is played at the same speed as 2)
Height	Selects how many lines to randomly fill with blocks
Sound	Turns the sound on and off
Keys	Allows the player to configure the playing keys
Crazy	Adds a new element to the game, (Registered version only)
Hi-Scores	Shows the Hi-Score tables, (Only saved with registered verion)
Quit	Quit the game

Level :

The level option has 4 settings, which vary the games speed, and thus difficulty. 1- slow, 3 fast. Level four will play the 3 minute time game, and the speed will be the same as level 2.

The level affects the points scored for lines made during play. So level 3 will give higher scores, but will be harder to play.

The game will gradually speed up as more blocks are used.

Level 4 : (3 minute game)

This game is a race against the clock. The timer will slowly get eaten away and the game ends when you either run out of time or run out of room for blocks. This level has a separate Hi-Score table.

Note: the level that is set when the game is quit, will be saved so that it is the same the next time you play.

Height

The height option has 16 settings 0-15. Each height adds a random line of blocks to the play area, thus adding a further difficulty setting. A selection of 0 adds no lines.

There are advantages to adding *height* lines. For each of these lines that you successfully remove from the play area, an additional score is added when the game is complete.

Each *height* line removed adds 100 more points than the last line. So if you played at height 10 and managed to remove 5 lines, the score that gets added at the end of the game is worked out thus :-

1st line	=	100
2nd line	=	200
3rd line	=	300
4th line	=	400
5th line	=	500
total	=	1,500 pts

The maximum score for all 15 lines is 12,000 points.

So you can obviously score a lot more, the higher you make the *height* setting, but the harder it gets.

Different strategies of level and height, make for slight differences in obtainable scores, and I will leave you to discover the relationship.

As with the level option, the height is saved to disk.

Sound

This option just selects sound or no sound, whichever you prefer. Some systems may not be able to reproduce the sounds to a satisfying degree, from the internal speaker, and you may prefer to leave the sound off.

As with the level and height options, the sound setting is saved to disk.

Keys

Use this option to configure the playing keys. Some keys are not selectable, like control keys and function keys, but this should not be a problem. Also the chosen keys should not be Capital letters and the numeric pad keys should not be set to arrows. Do not worry about this, as the Num Lock and Caps Lock keys are forced on and off respectively.

Once you have selected the keys you wish to use, you will be asked if your choice is correct; choose 'y' to return to the main option screen and 'n' to reconfigure.

There are 3 special keys that cannot be selected. They are :-

Space	-	used elsewhere in the program
p	-	used for pausing the game
q	-	used for quitting a game in progress

As with the level, height and sound options, the keys you choose will be saved for future games.

If for some reason the above options cannot be loaded when the game is run, a set of default values will be assigned to them as follows :-

key (left)	4
key (right)	6
key (rotate)	8
key (drop)	5

These are the defaults for the other options, (if the file fails to load).

Level	2
Height	0
Sound	on
Crazy	off

Hi-Scores

selecting this option will show the high score tables. If the main option screen is left long enough, the hi-score screen will appear anyway. Hit any key to leave this screen.

If at the end of the game a game you have scored enough points to be included on the Hi-score table, then you will be given a chance to enter your initials, (Max 3), and the score will be saved on the disk.

Enter your three initials carefully. You won't get a second chance !

There are 2 Hi-Score tables, one for the standard type of games, (level 1-3), and one for the 3 minute game, (level 4).

NOTE: The Hi-score tables are only saved to disk on the registered version of the game.

Pausing the game

While playing a game at levels 1-3, you can pause the game by pressing 'p'.

This option is NOT available on level 4, the timer game.

Quitting a game

You can quit a game in progress by hitting q

The game will end as it would had you lost the game. If your score qualifies for the Hi-Score table, you will get to enter your initials.

SHAREWARE NOTICE

If this program reports that it is a shareware product when it is run, you may distribute the game, providing all the related files, listed at the start of this document, are passed on with it. Feel free to upload the complete package onto any BBS's or pass it on to your friends. As with all shareware programs, you are requested, if you have not already done so, to pay a small registration fee, that allows you to receive a full registered version and receive any future versions of the the game that I may write. If on the other hand the version you have is a registered version, you MUST NOT distribute it.

NOTE: If you have access to the Internet or CIX , could you please send me some e-mail, giving your opinions of the game

E-mail code: julesm@cix.compulink.co.uk

REGISTRATION FEE: £10.00 (UK Pounds sterling)

You can get a registered copy of Pile-up by sending a cheque for the above fee, to either of the two addresses below, or you can pay by credit card to Red Dragon Shareware.

By cheque only to :-
MR J.R.MITCHELL
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By cheque or credit card to :-
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call 01745 338094 for credit card details.

I would appreciate any comments or criticisms regarding this game, that may help me improve it further. I would particularly like to hear about any bugs I may have missed.

WARNING !!. This software may have passed through many hands before reaching you, and could have picked up a virus on the way. As such you are advised to check this disk for viruses.

Oh well, you knew it was coming, but I really do have to mention the following, so lets get it over with.....

Neither I, J.R.Mitchell, or Red Dragon Shareware can be held liable for any damaged caused directly or indirectly through the use or missuse or this software.

Thanks go to the following people for their efforts, in making this software a success:

Sharon, my wife, for her patience while waiting for the game to be completed, and for her uncanny ability to find new and wonderful bugs....

Pat Kelly, Mick Holland, Irek Kalisz and Martin Green for thoroughly playtesting it and giving their ideas and much needed criticism, Thetford Micro's, who graciously allowed me to use their various machines for compatibility testing, and finally, Red Dragon Shareware for helping with distribution.....

Enjoy

Jules..