

Take · A · Break!™

PINBALL

GAME
PLAY
HANDBOOK



BING!

BING!

BING!

WHEN
LIT

100

500





PINBALL

Pinball is fun.

Pinball is engaging.

Pinball is a good way to meet people.

Doing the **P**inball.

Bing

Bing

Bing

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DESIGNER NOTES

So you're takin' a break! Good work, you deserve it. Our *Take • A • Break!* series of *Windows™* compatible games is designed with you in mind. You've put in some long hours banging away at the keyboard with number crunching intensity, your brain is packed with spreadsheets, reports, documents and layouts, all of them due ASAP! Studies, and I would guess, your own experience have shown that after a while the ol' noggin experiences what's known as "burn out," "brain drain," "the fried potato," "the point of no returns." That's why you need *Take • A • Break!* Every so often you need a break to keep your productivity, and sanity, in check. The problem is, sometimes you only have 5 to 15 minutes for a break, not really much time to "get away from it all."

We've come up with the answer. Games designed to "take you away" for a few minutes or as long as you want (advice: if you're at work - keep an eye on the clock!). Games that are easy to get into and out of, games that truly bring your *Windows™* world to life.

The second game in our series is an all time favorite escape, *Pinball*. There might be a few people on the far side of the Himalayas who have yet to hear of pinball, but I doubt it. To research the game I went to Chicago (the heart of the pinball industry)

to find out what makes a pinball game great. I realized that we couldn't recreate *actual* pinball on a computer, but we could enhance the game by including things that only a computer can do. Things like animation, pterodactyls that steal your ball, animated backlasses, time warps, multilevel play and biphasal cannons, to name a few. In all there are eight full games all based on themes from some of our mega-hit games, *The Adventures of Willy Beamish*, *King's Quest 5*, *Space Quest 4*, *Nova 9*, and *Leisure Suit Larry*.

I've stood in awe next to men and women playing "real" pinball who score in the billions! They knew all the tricks, and had all the moves. We've built that complexity into our *Pinball* game, so if you want to dive in and roll the machine, go for it! If you're just happy to keep the ball in play (like me), there's still tons of fun right at your finger tips.

And remember, don't forget to give yourself a break! - bing bing bing!

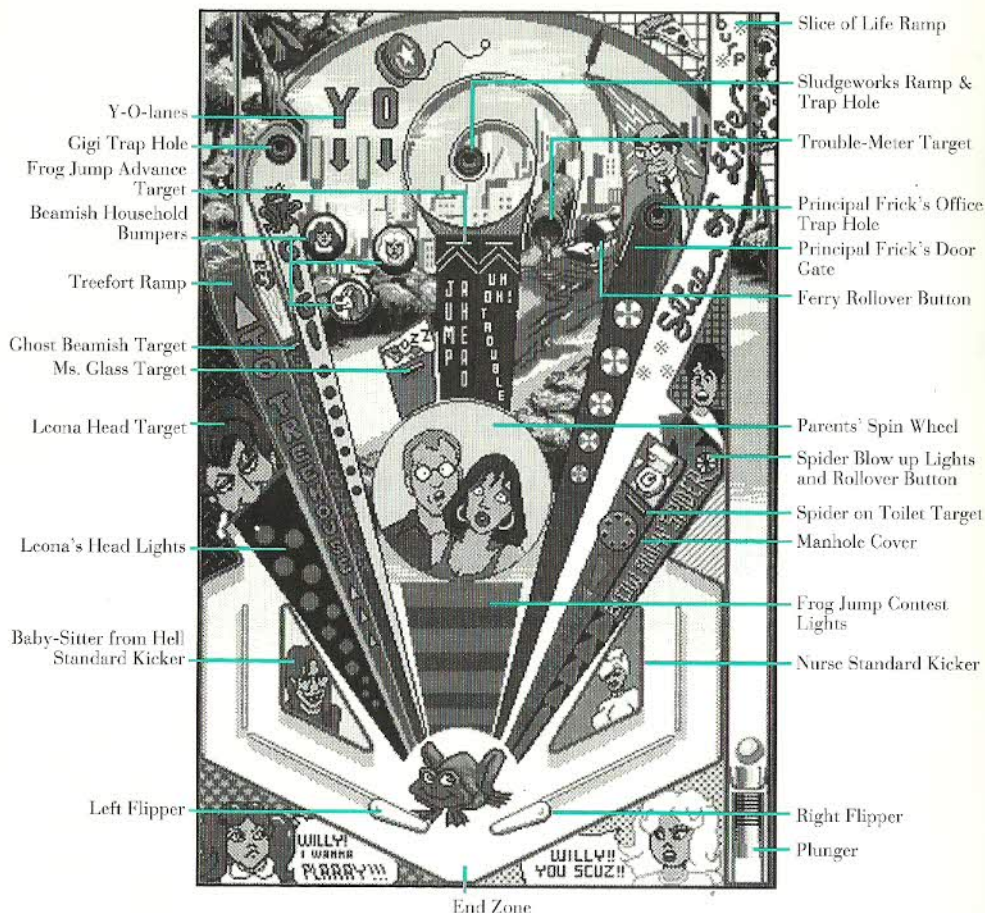
A stylized, handwritten signature in black ink, appearing to read "Scott Wallin".

Scott Wallin

FLIPPED OUT WILLY

Flipped Out Willy Super Jackpot

To earn the Flipped Out Willy Super Jackpot, you must Save Frumpton from the evil designs of Leona Humpford. This will require you to Escape From School, Blast a Squatting Spider, Get Horny the Frog to New Heights and Give Leona a Swirlie.



Escape From School

- Place a ball into the Principal Frick's Office Trap Hole. Now hit the Ms. Glass Target. This scores 350,000 points and begins MULTIBALL play.

Blast a Squatting Spider

Shoot a ball up the Slice of Life Ramp, then hit the Spider on Toilet Target. Finally, hit the Spider Blow Up Rollover Button. Cool, the toilet just exploded! Please, kids, do not attempt this at home. Scores 1,000,000 points.

Get Horny the Frog to New Heights

Shoot a ball up the Treefort Ramp. Place a ball into the Gigi Trap Hole while lit. Now you need to make your way to the Frog Jump Contest. Hit the lit Ferry Rollover Button. Horny's ready. Jump! Hit the Frog Jump Advance Target. This scores 1,000,000 points.



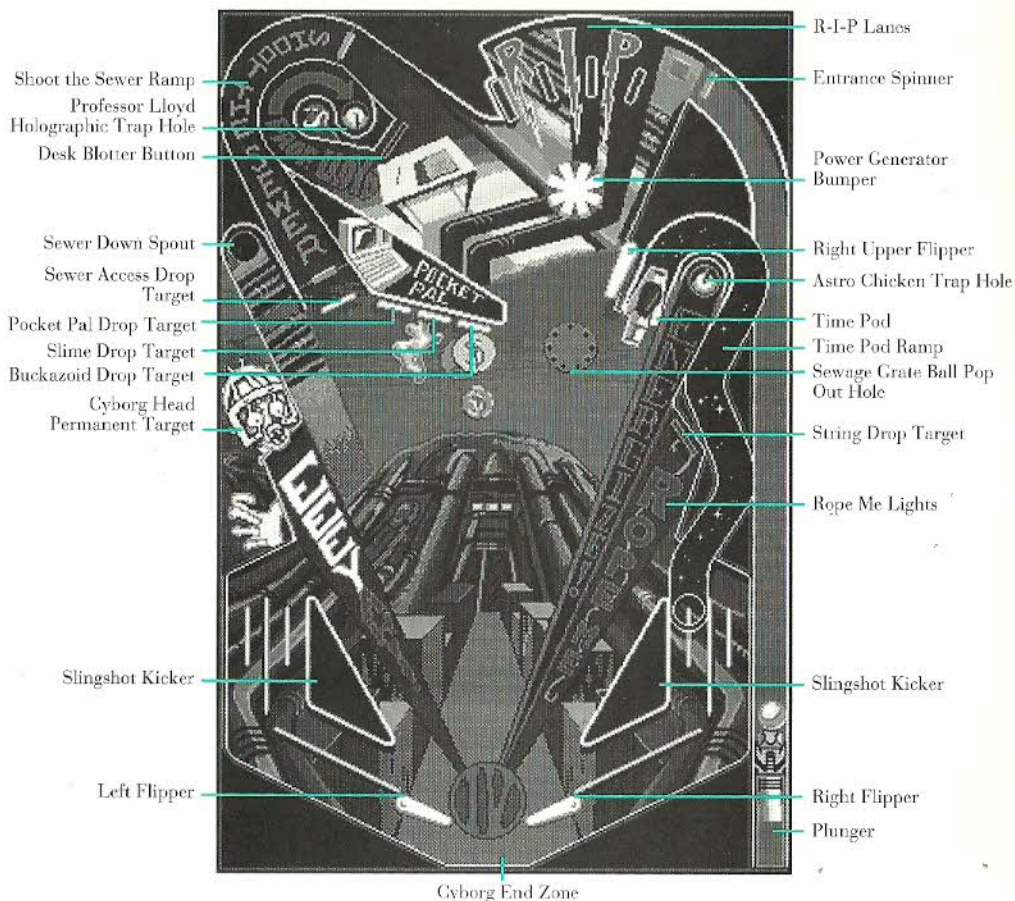
Give Leona a Swirlie

Place a ball into the Y O lanes twice (spelling YoYo). Hit the lit Leona Head Target. Now shoot a ball up the Sludgeworks Ramp twice. You win, you win, you win!!! Super Jackpot, 4,000,000 points!!!

PLANET PINBALL : LEVEL ONE

Planet Xenon in the Beginning Super Jackpot

Save planet Xenon from a desolate future in which the evil Sludge Vohaul rules. In order to earn this playfield's Super Jackpot, you must Find a Different Future. To do this, Shoot the Sewer, Light Up Lloyd, Jam the Cyborg, Put an End to Astro Chicken, Remember Your Dog Kit and Highjack the Time Pod from the Sequel Police.



Shoot the Sewer

- Place a ball up the Shoot the Sewer Ramp. This scores 100,000 points.

Light Up Lloyd

- Shoot a ball into the Professor Lloyd Holographic Trap Hole while lit. This scores 1,000,000 points.

Jam the Cyborg

- Hit the Cyborg Head Target. He'll laugh at you, and since he thinks it's so funny, hit him again. Each hit scores 100,000 points.

Put an End to Astro Chicken

- Place a ball in the Astro Chicken Trap Hole. Astro Chicken will come marching onto the playfield and spin around. Watch the ball kick out. Watch Astro Chicken go splat! Hit the String Drop Target while lit, this scores 100,000 points.

Remember Your Dog Kit

- Hit the Buckazoids, Slime and Pocket Pal Drop targets. Complete your Dog Kit and score 200,000 points.

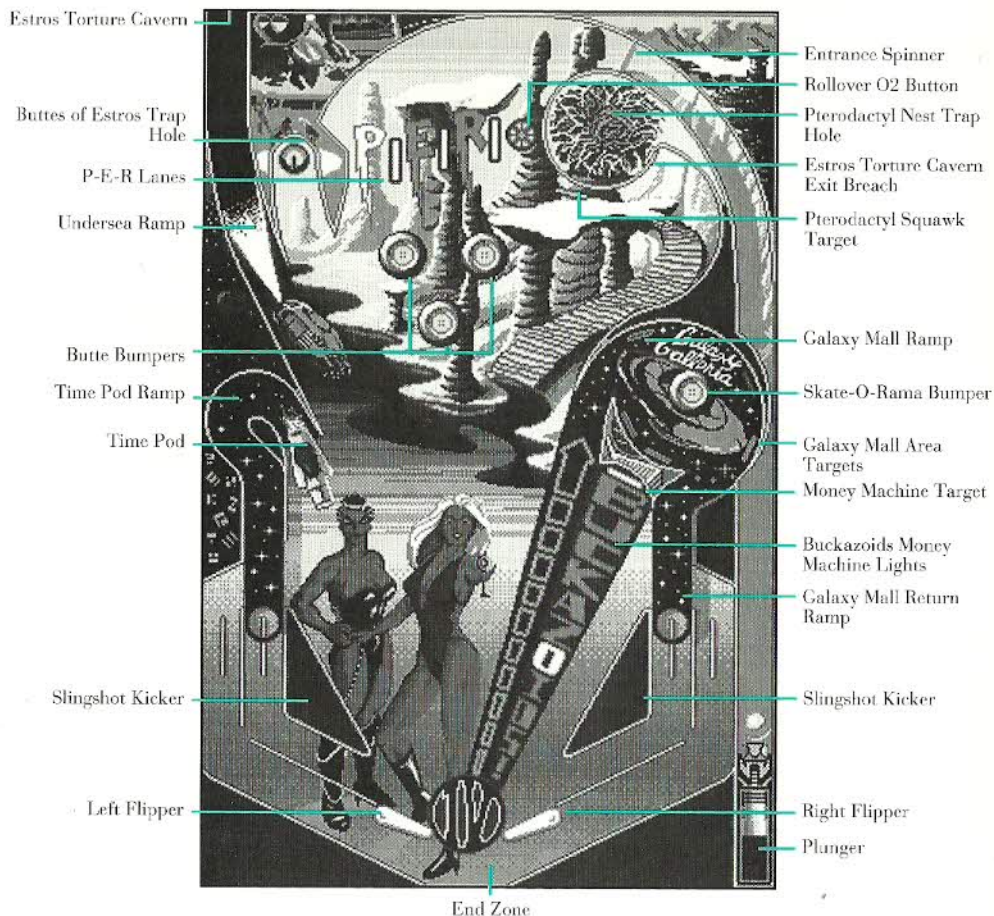
Highjack the Time Pod from the Sequel Police

- After completing all of the above tasks and putting a ball through each of the RIP lanes a Sequel Police figure will appear. Steamroll him with a ball, and then shoot a ball into the Time Pod. This scores the Super Jackpot, 5,000,000 points!

PLANET PINBALL : LEVEL TWO

Spaced Travel Super Jackpot

In order to earn this playfield's Super Jackpot, you must Grasp the Future. This will require you to Escape From the Pterodactyl, Slay the Giant Sea Slug, Shop Till You Drop, and Head Back to the Future.



Escape From the Pterodactyl

Place a ball in the Buttes of Estros Trap Hole. A Pterodactyl will come swooping down and grab your ball and then fly off to its nest. Place another ball in the Buttes of Estros Trap Hole. Mr Sequel Police will appear in front of the trap hole, but the Pterodactyl swoops down, grabs him and heads off into the distance. This scores 1,000,000 points and begins MULTIBALL play.

Slay the Giant Sea Slug

Shoot a ball into the Estros Torture Cavern. A Giant Sea Slug emerges. Hit the Rollover O2 Button and then hit the Giant Sea Slug. Watch out for flying ooze. This scores 1,000,000 points.

Shop Till You Drop

Hit the Five Galaxy Mall Area Targets when lit, then restock your empty wallet by hitting the Buckazoid Money Machine Target. This scores 1,000,000 points.

Head Back to the Future

After completing the above tasks, shoot a ball into the Time Pod.

Add-a-Ball-in-the-Mall

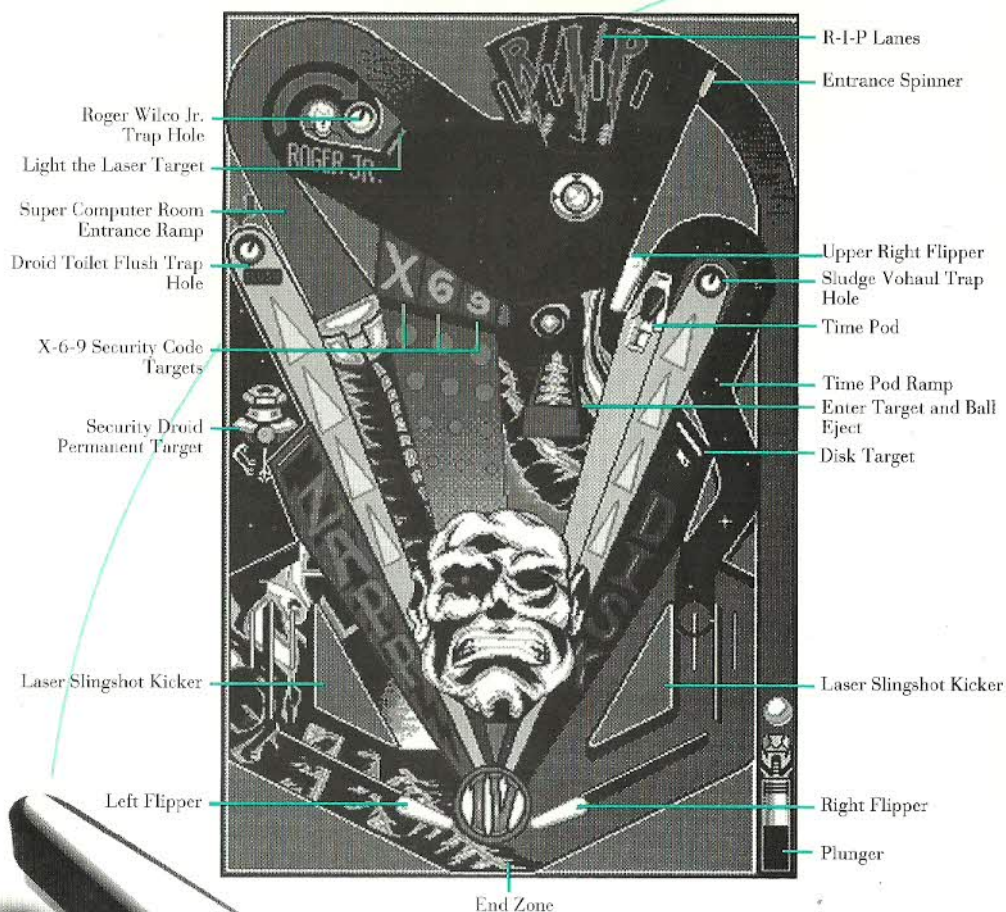
Strike the Five Galaxy Mall Targets when unlit, then hit the Buckazoid Money Machine Target. This awards an EXTRA BALL.



PLANET PINBALL : LEVEL THREE

Reformation Day Super Jackpot

Reformat The Future to earn this playfield's Super Jackpot. This will require you to Enter the Super Computer Room, Light the Lasers, Flush the Droid, Reformat the Hard Drive and Reformat Life.



Enter the Super Computer Room

To open the gate to the Super Computer Room, hit the X, 6 and 9 Targets. Shoot a ball up the Super Computer Room Entrance Ramp. Receive 100,000 points.

Light the Lasers

Hit the Light the Lasers Target, then hit the Laser Kickers. More bang for your ball, more bang for your buck. Each hit scores 100,000 points.

Flush the Droid

Hit the Security Droid Target then place a ball into the Droid Toilet Flush Icon Hole. What happened to the ball? Better watch carefully. This scores 1,000,000 points.

Reformat the Hard Drive

Strike the R-E-F-O-R-M-A-T targets and then hit the illuminated Enter Target. Eee gads, what's that Hard Drive doing on the playfield? This scores 1,000,000 points.

Reformat Life

Hit the Disk Target then place a ball into the Roger Wilco Jr. Trap Hole. Hit the Sequel Police. Next, place the ball into the Sludge Vohaul Trap Hole. Now hit the illuminated Enter Target again. You have won Planet Pinball and the Super Jackpot, 10,000,000 points!



Turn on S.A.R.A.H.

Place a ball in the Activate S.A.R.A.H. Trap Hole. Now hit the lettered targets S.A.R.A.H. This scores 1,000,000 points and begins MULTIBALL play.

Stay in Good Repair

Put a ball in Sparky's Safety Zone Trap Hole. Scores 150,000 points and lights the Cosmic String ramp for three interplanetary journeys.

Travel to Nine Planets

Place a ball up the lit Cosmic String Ramp for an interplanetary journey, scores 250,000 points. You must make nine interplanetary journeys up the ramp while lit thus requiring you to place three balls in the Sparky's Safety Zone Trap Hole.

Make Crushed Ice

Strike the Ice Crusher Target while lit. Each hit scores 100,000 points.

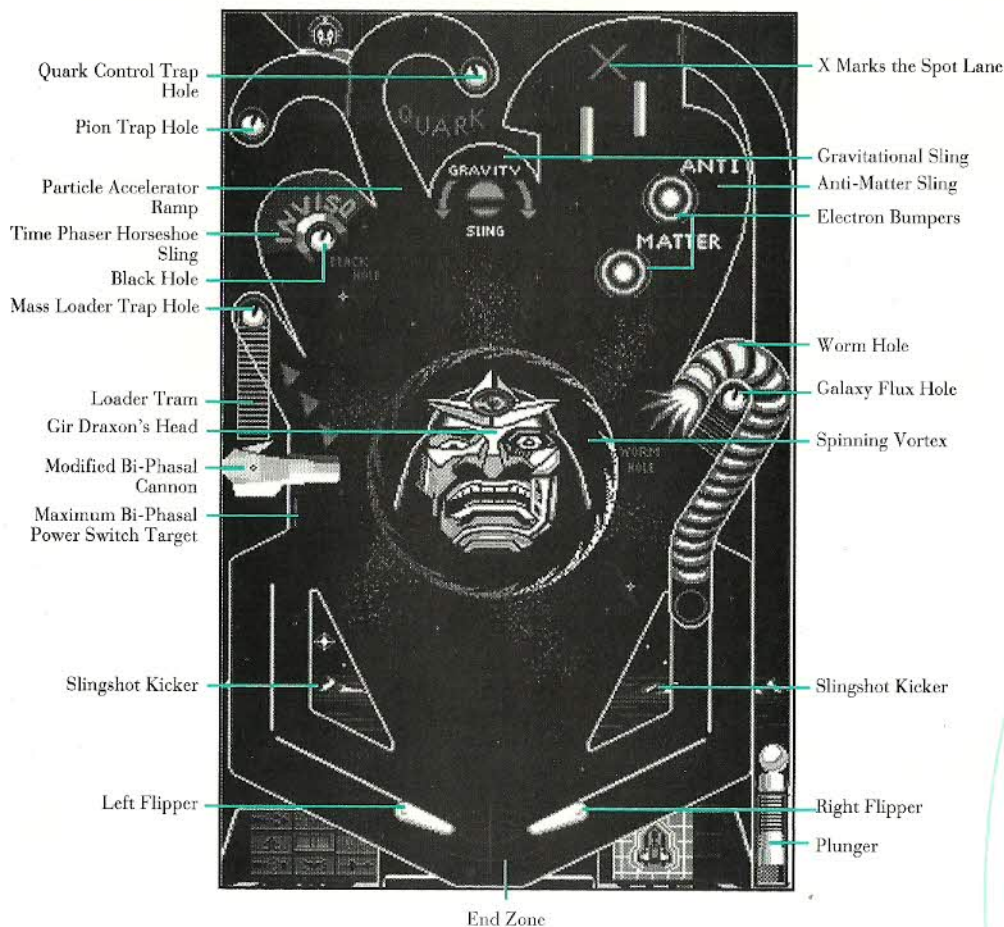
Warp It Good

Shoot a ball into the Warp Zone Cosmic Swirl. You may start to feel a bit dizzy, but just relax. You have won the Frequent Flier Super Jackpot 5,000,000 points.

DRAXON : LEVEL TWO

Lots in Space Super Jackpot

You must Vanquish Gir Draxon to earn this playfield's Super Jackpot. This will require you to Remain in Flux, Entertain Pion-Quark, Wiggle Like a Worm, Mark the Spotted X and Bi-Phasal Gir's Nasals.



Remain in Flux

Place a ball in the Galaxy Flux Hole. Try to remain calm. There is no need to adjust your screen. Those strange ball movements will end soon and, anyway, they just earned you 100,000 points.

Entertain Pion-Quark

Place a ball in the Quark Control Trap Hole for 200,000 points. Shoot a ball into the Pion Trap Hole for another 200,000 points. This begins MULTIBALL play.

Wiggle Like a Worm

Put a ball in the Worm Hole. This scores 500,000 points.

Mark the Spotted X

Place a ball in the X Marks the Spot Lane three times while lit. This scores 1,000,000 points and, what's this? - Holy cow, Gir Draxon's head just broke through the playfield's surface!



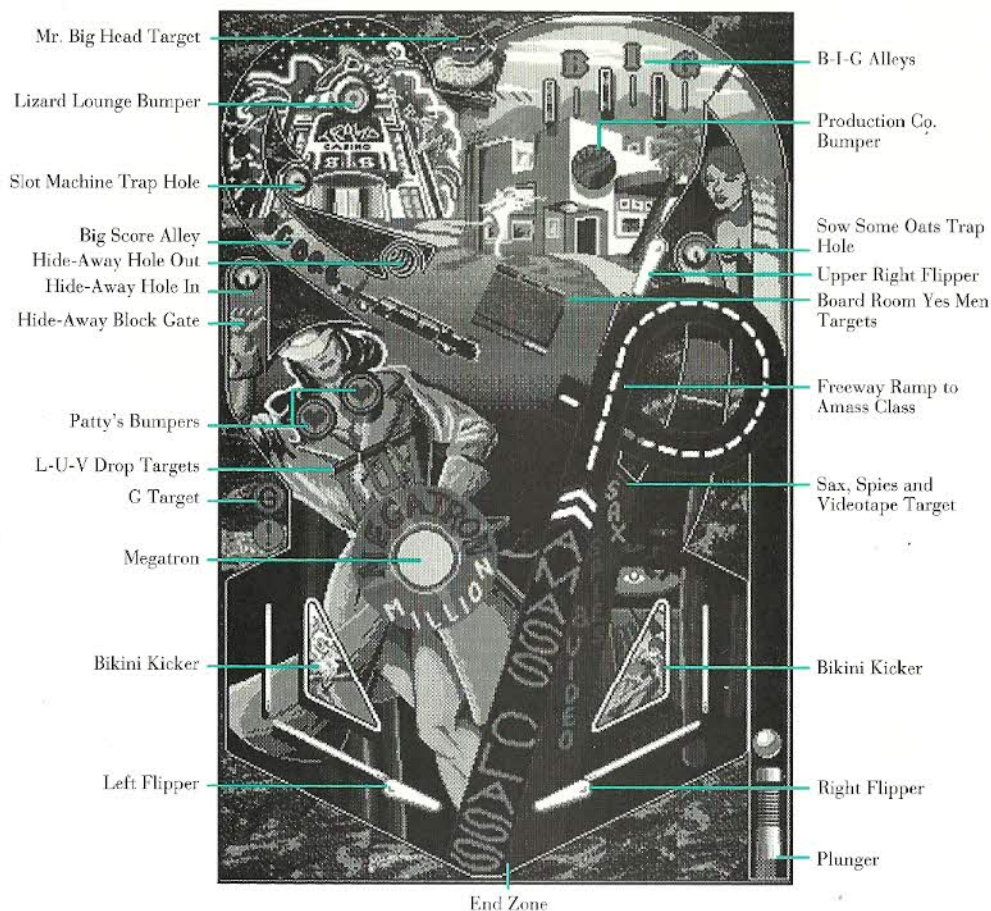
Bi-Phasal Gir's Nasals

Hit the Maximum Bi-Phasal Power Switch Target. Now place a ball in the Mass Loader Trap Hole. Play is suspended while the Modified Bi-Phasal Cannon is loaded. Time the movement of the Modified Bi-Phasal Cannon and fire at Gir's rather large nasal passages. (To fire cannon press shift key or left mouse button.) Two nasal shots at Maximum Bi-Phasal Power will vanquish Gir Draxon and earn you admiration among friends and family for winning Draxon pinball.

LARRY'S BIG SCORE

Larry's Big Score Super Jackpot

To earn the Larry's Big Score Super Jackpot, you must Make it With Passionate Patti. This will require you to Get Big and Strong, Knock Out the Mafia, Amass Class, Sow Some Oats, Light Patti's Fire and Travel to An Intimate Hide-Away.



Get Big and Strong

Place a ball in the B-I-G lanes. Now hit all six Board Room Yes Men Targets. This scores 3,000,000 points.

Knock Out the Mafia

Hit the Mr. Big Head Target four times while lit. This scores 1,000,000 points and adds 1,000,000 points to the Super Jackpot.

Amass Class

Shoot the ball up the Freeway Ramp five times to Amass Class. This scores 1,000,000 points and adds 1,000,000 points to the Super Jackpot.

Sow Some Oats

Put a ball in the Sow Some Oats Trap Hole. Now place a ball in the Slot Machine Trap Hole. Now you have to accumulate enough money to impress the Babes. If you score, you earn 1,000,000 points, and that's only the beginning: MULTIBALL!!!

Light Patti's Fire

Hit the L-U-V Drop Targets. Now hit the Sax, Spies and Videotape Target. Wow, Patti's bumpers just lit up. Perhaps you should bump them a few times. How about 10 times? This scores 1,000,000 points and adds 1,000,000 points to the Super Jackpot.

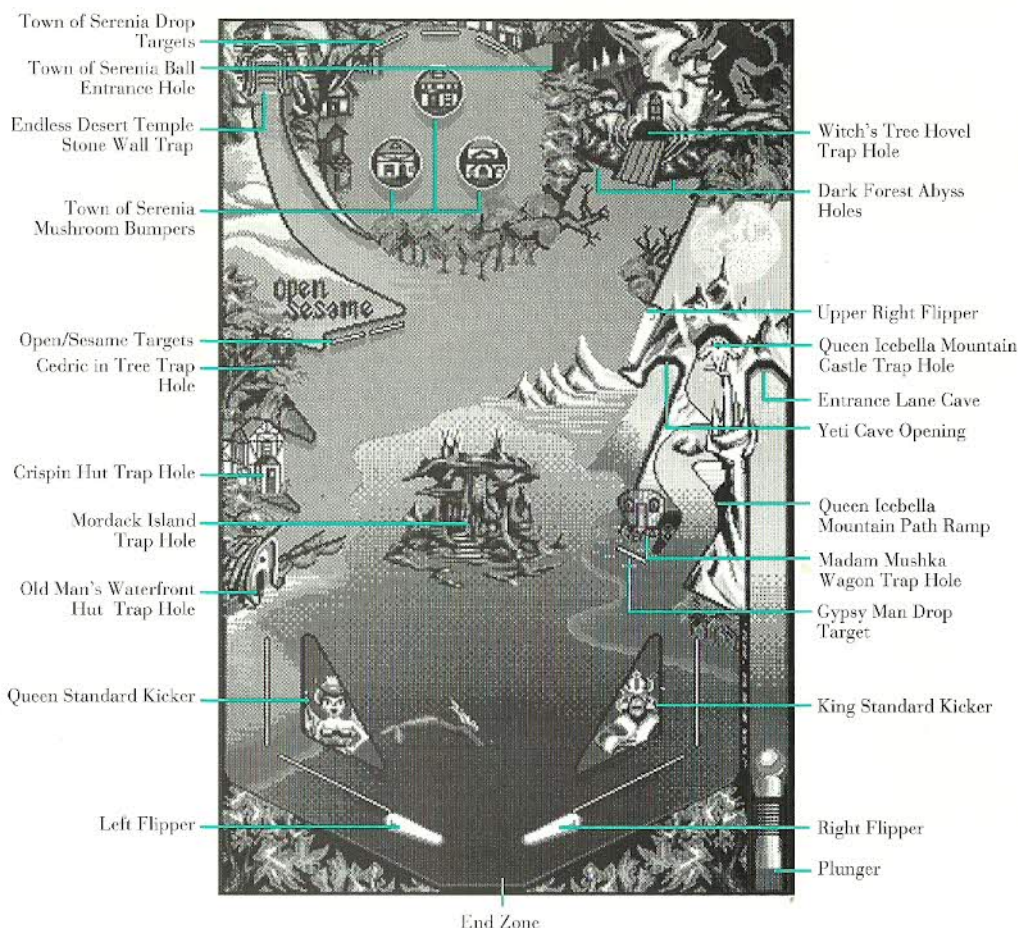
Travel to an Intimate Hide-Away

Shoot a ball in the Hide-Away Hole! Another one bites the dust. Larry's Big Score. You did it.

QUEST FOR DAVENTRY

Quest for Daventry Super Jackpot

Rescue the Kingdom of Daventry to earn the Quest for Daventry Super Jackpot. This will require you to Follow the Flight of Wisdom, Seek Crispin's Counsel, Raise Walls of Stone, Meet with Mushka, Weep Upon A Willow, Stock Up in Serenia, Ingratiate Queen Icebella and Flipper the Flipper to Mordack's Island.



Follow the Flight of Wisdom

Place a ball in the Cedric in Tree Trap Hole. Follow Cedric the owl as he flies about the playfield by directing a ball to the object above which he is perched. This will award 100,000 points.

Seek Crispin's Counsel

Put a ball in the Crispin Hut Trap Hole. This scores 100,000 points.

Raise Walls of Stone

Hit the Open and Sesame Targets. Now shoot a ball into the Endless Desert Temple Stone Wall Trap. But hurry, the wall is coming down. This scores 500,000 points.

Meet With Mushka

Strike the Gypsy Man Drop Target, now place a ball into the Madame Mushka Wagon Trap Hole. This scores 500,000 points.

Weep Upon a Willow

Place a ball into the Witch's Tree Hovel Trap Hole. The passage is narrow, and if you miss, well, let's not talk about it. Precise shooting scores 500,000 points.

Stock Up in Serenia

Hit the four Town of Serenia Drop Targets. This scores 400,000 points.

Ingratiate Queen Icebella

Shoot the ball into the Queen Icebella Mountain Castle Trap Hole. Oh no, it's that hideous, smelly creature, Yeti. Hey, he just grabbed your ball!! Shoot a ball through the Yeti Cave Opening. Just look at that Yeti bounce. This scores 1,000,000 points and begins MULTIBALL play.

Flipper the Flipper to Mordack Island

Put a ball into the Old Man's Waterfront Hut Trap Hole. Watch as Mordack Island rises out of the water and a Mermaid splashes over to its base to form a ramp with her flippers. Shoot a ball up the Mermaid's Flipper Ramp and into the Mordack Island Trap Hole. Game over. Super Jackpot. Whopty do!

INSTALL

From DOS

1. Insert the Install disk number 1 in drive A (or B).
2. Switch to drive A by entering **A:** (or **B:**) at the DOS prompt.
3. Type **WIN SETUP** and push **Enter** to start install to your hard drive.
4. Choose where on your hard drive you would like to install *Take • A • Break! Pinball*, the default is C:\SIERRA and will appear in the Install window.
5. Click the **OK** button and the *Take • A • Break! Pinball* files will begin copying onto your hard drive.
6. At the prompt, insert Install disk number 2 and click **OK**. A message will appear to tell you that *Pinball* has been successfully installed in the *Take • A • Break!* window of the Program Manager.

Double click on the Sierra group icon to display the *Pinball* games menu. Then, click on your pinball game choice to begin play.

From Windows™

If you are already in Windows™: select **Run** from the Program Manager **File** menu and type **A:SETUP** (or **B:SETUP**), then click **OK**.

To start game:

1. Place your cursor over the **25¢ coin slot** and click (or press the F5 key). Each 25¢ will add a player. If you want your money back, click on the coin return (F6). Your score bar on the backglass will disappear when you do this.
2. Press the **Start** button on the coin panel when it is yellow (or press the F7 key). A pinball will appear on the plunger. Click and hold on the plunger to launch ball or press the down arrow key. The left and right shift keys or the left and right mouse buttons control your flippers. You're ready to play!



GAME CONTROL

Plunger: To shoot a ball into play, position cursor over plunger and hold down left mouse button until you wish to release plunger. Or, hold down the down arrow key until you wish to shoot the ball.



Flippers: **Shift**

The left and right flippers are controlled by the left and right shift keys or the left and right mouse buttons.

Grunching **Ctrl** + **Shift**

Grunching towards the left or right is controlled by the left and right Ctrl + Shift keys.

Control panel menus

Game

New **Ctrl** + **N**

Start a new game.

Restore **F3**

Restores to last game saved.

Save **F2**

Save current game.

Quarter **F5**

Adds players

Coin Return **F6**

Get your money back.

Start Game **F7**

Begin play.

Hide! **Ctrl** + **H**

Minimizes *Take•ABreak: Pinball* to an icon (select icons under Options)

Pause **Ctrl** + **P**

Pauses game.

Reset

Reset current game.

Hi Scores

Lists the top 10 scores by name and score.

Exit **Alt** + **F4**

Ends game, and gives you the opportunity to save present game.

Options

Music **Ctrl** + **M**

Toggles music on or off.

Sound Effects **Ctrl** + **S**

Toggles sound effects on or off.

Ball Speed

Adjusts the speed of ball.

Extra Ball **Ctrl** + **E**

Introduces another ball into play. A top 10 score is not possible if an extra ball is introduced into play.

Disable Tilt

Disabling the tilt option will put you in practice mode, and will prevent you from attaining a top 10 score.

Icon Selection

Minimize *Pinball* to a variety of different icons.

Help

Help **F1**

Advice on dinner party planning and various aspects of *Take•ABreak! Pinball*.

Contents

Table of contents for Help.

Game Rules

Provides specific information about each playfield. How to score high points and what score combinations are required to achieve bonus points or extra balls.

How to use Help

Help for those who are new to Help.

About Pinball

Copyright information and credits.

C R E D I T S

Director and Designer	Scott Wallin
Assistant Director	Tom Brooke
Lead Programmer	Louie McCrady
Programmers	Joe Nelson John Leavens Nathan Dwyer
Art Director	Robert Caracol
Artists	Kerrie Abbott Rhonda Conley Viqqi Hippler Sean Murphy
Original Music and Sound Effects	Christopher Stevens
Additional Music	Ken Allen Don Latarski Craig Safan Mark Seibert
Lead Tester	Jan Carpenter
Testers	Gerald Azenaro Eli Haworth Chris Hunt Joseph Muennich Corey Reese Nat Rudulph III
Editor	Barbara Ray
Box Design	Roger Smith
Manual Design	Jenny Gray



Automated answers certain
questions

800-376-2683

206-644-4343

Technical Help

Technical assistance is only a phone call away. Call (209) 683-8989 in the U.S. or Call [0]734-303-171 in the U.K. for convenient, person-to-person service; or if you prefer, you may request assistance by Fax (209) 683-3633 in the U.S. or Fax [0]734-303-201 in the U.K.

Write to us:

If you choose to write or fax us with your request, please give us detailed information on your computer system and the nature of your problem. In addition, please include your address and telephone number should we need further information.

In the United States:

Sierra On-Line

P.O. Box 800,
Coarsegold, CA 93614-0800
Attention: Technical Support

In the United Kingdom:

Sierra On-Line Limited

Attn: Technical Support
Unit 2, Theale Technology Centre
Station Road, Theale, Berkshire RG7 4AA
United Kingdom

Online Support

Sierra Technical Support is also available through:

Sierra BBS

(209) 683-4463 in the U.S. or
[0]734-304-227 in the U.K.

Compuserve

Gampub Forum
(Technical Support ID - 76004,2143)
Prodigy
(Technical Support ID - WBWW55A)
America On-Line
GEnie

Replacement Disk

If you find that you need to send for replacement diskettes, send the original disk labeled "Disk #1" to:

In the United States:

Sierra On-Line

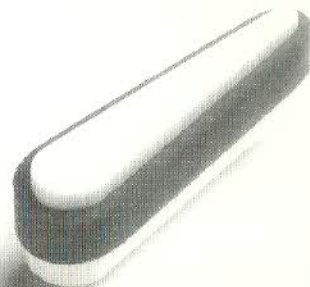
P.O. Box 485, Coarsegold, CA 93614
Attention: Fulfillment

In the United Kingdom:

Sierra On-Line Limited

Attn: Returns
Unit 2, Theale Technology Centre
Station Road, Theale, Berkshire RG7 4AA
United Kingdom

We will gladly replace your program free of charge for the first 90 days of ownership. Please enclose a copy of your dated sales receipt with your request. After 90 days, there is a \$10.00 (£6.00) charge for 3.5" diskettes.



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