

# Pick'n'Pile Instructions

(Apple Iigs, 16-bit)

## I. LOADING INSTRUCTIONS

Pick'n'Pile uses GS/OS, the Apple Iigs operating system. It does not come with GS/OS, however. Boot your system disk (or hard drive), insert the Pick'n'Pile disk, and double click on the Pick'n'Pile icon.

For your convenience, Pick'n'Pile is not copy protected in any way, nor do you have to enter cumbersome (and losable) 'secret codes'.

To install Pick'n'Pile on a hard disk, simply use the Finder to copy all the files except the Icons folder to your hard drive. Then put the file in the Icons folder into the Icons folder on your hard drive.

## II. MENU

Press the corresponding number to toggle the appropriate options.

### 1. One/Two Players

Choose between one and two players

### 2. Level EASY/HARD

This indicates the level of difficulty. Easy: begins the game at level one.  
Hard: begins the game at level 50.

### 3. Joystick/Mouse

Selects joystick or mouse control.

### 4. TicToc Off/On

Turns the sound of the clock off or on.

Pressing ESC at this menu will quit Pick'n'Pile and return to your program launcher.

### III. OBJECT OF THE GAME

The object of the game is to reach the highest possible score and to reach the highest level.

### IV. CONTROLS

The cursor can be moved with the mouse or the joystick. The choice of controls is made from the menu (#3).

**MOUSE:** To move the cursor, simply move the mouse as you're accustomed to doing. To choose an object, press the mouse button and release it. To place the object, select its destination and click again. To make more objects fall, press the 'option' (single ball) or 'command' (lots of balls) keys.

**JOYSTICK:** Works just like the mouse, except you push the joystick in the direction you want the pointer to go.

To pause the game, press the P key. To quit or end the game, press the ESC key.

### V. INSTRUCTIONS

#### a. Screen

The screen is divided into three parts:

1. The largest part of the screen is the main game screen.
2. The information grid at the top of the screen gives you the following information:
  - Upper left is the number of lives which remain
  - Upper right is the time that remains to finish the screen
  - Upper center is your actual score
  - Below the score is the number of screens already completed
3. When you obtain a diamond (see below), it is shown at the bottom of the screen.

#### b. Moving the objects

Moving the objects is actually accomplished by exchanging two objects. To exchange two objects, move the cursor onto the object that you wish to move and

select that object (a rectangle around the object shows that it has been selected). Then move the cursor to a second object and select that object also: the first object will take the place of the second and vice-versa. An object can also exchange places with an ``empty'' spot by following the same directions.

c. Making the balls disappear

A screen is finished when there are no balls left on the screen. You have a limited amount of time to make all the balls disappear. To make the balls disappear, pile balls of the same color in the same column. The column will disappear if all the balls are identical. Even one different object (except the bonus points listed below) in the column will prevent it from disappearing.

d. Pausing the game

During the game, press "P" on the keyboard to pause the game.

## VI. THE OBJECTS

-- **BALLS:** On each screen, the balls are three different colors. You must put balls of the same color in the same column to make them disappear. **BALLS ARE THE ONLY OBJECT WHICH MUST DISAPPEAR TO FINISH THE SCREEN.**

-- **BONUS OBJECTS:** Other objects can disappear with a column. They can replace balls to make a column. **NOTE:** For a column containing balls and bonuses to disappear, a ball must be placed at the bottom of the column. Bonuses can also disappear without a ball in the column. Here is a list of the bonuses:

a. **BONUS POINTS:** Increase the number of points made in a column.

b. **BONUS MULTIPLIER:** Multiply the total points in the column by the value written on them; **NOTE:** when two bonus multipliers disappear in the same column, the greater value is used (Ex: if x2 and x6 disappear in the same column, the total number of points in the column will be multiplied by six).

c. **HOURGLASS**: When an hourglass disappears with a column, the time that remains to finish the screen is increased by 200.

d. **DIAMONDS**: When a column with a sum of more than 1000 points disappears, a diamond appears at the top of the column. (The diamond will be worth more or less depending on the value of the column.) You must make the diamond disappear if you want to put it in your storehouse. When the storehouse is filled, (the line of diamonds reaches the right side of the screen), your score increases.

-- SPECIAL OBJECTS:

a. **BOMBS**: To make a bomb explode, you must move it to the place where you want it to explode. It will make the eight objects which were surrounding it disappear in a fiery death.

b. **WALLS**: Walls are the only objects which keep their balance without the help of other objects surrounding them. They can be very useful on certain screens...

c. **DEATH-HEADS**: These objects are very dangerous: when they touch the ground your time diminishes twice as fast. It is imperative to put them at the top of the columns. You cannot move them directly. You must exchange them with a previously selected object. The death-heads can be destroyed...

d. **FLAMES**: Flames burn whatever is above them. They must therefore be placed towards the top.

e. **FLOWER POTS**: A flower pot destroys the objects placed below it when it falls. It is thus impossible to move it or make a column in this spot.

### Pick'n'Pile

Apple IIgs 16 bits

Programming: P. Lacuehay

Music: J. Dore

Additional Programming: E. Laquehay, H. Aalbert

Additional Graphics: N. Bergeret

Code Enhancements: T. Meekins

Even more graphics: J. Brookes, T. Meekins

Acquisition: K. Keltner, J. Bazyar, M. Gudermuth

Intense testing: J. Bazyar, M. Gudermuth, T. Meekins

## **ERRATA**

If you find yourself in a position where there are balls left but you cannot make them disappear, hit the 'Option' key on the keyboard to drop more objects into the playing area.

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