

# PICK'N PILE

## Macintosh

### I. LOADING INSTRUCTIONS

Pick'n Pile Macintosh functions on all black and white Macintosh systems (starting with the Macintosh Plus), as well as all modular Macintosh systems with a 12" or 13" color screen. Pick'n Pile will not operate on a portable Macintosh. Pick'n Pile requires 2 megabytes of RAM to operate correctly.

Pick'n Pile requires at least system 6.02 on the Macintosh, although more recent versions of system software are recommended. Pick'n Pile is also totally compatible with Macintosh system 7.0.

To load Pick'n Pile from the floppy disk, insert the disk into a disk drive and double-click on the Pick'n Pile icon. Once the game is loaded, a dialog box will appear asking the user for the copy-protection code.

To install Pick'n Pile on a hard disk, click with the mouse and drag the Pick'n Pile icon onto the hard disk. This will place the program in a folder on your hard disk titled "Pick'n Pile." Load the game by double-clicking on the Pick'n Pile icon. The copy-protected box will then appear.

When the code has been entered correctly, the title screen will appear. After clicking on the mouse button, the following pull-down menu options appear.

### II. MENU

APPLE menu: The "About Pick'n Pile" choice will display the title screen.

FILE menu: You have four options on this menu:

1. "Start easy" (1) begins the game at level one. The keyboard equivalent is COMMAND – E.
2. "Start hard" (50) begins the game at level 50. The keyboard equivalent is COMMAND – H.
3. "Start at level..." begins the game at the indicated level.  
(This option disables the HiScore feature.)
4. Quit – to quit the game and exit the program.

EDIT menu: The edit options do not function in the game.

OPTIONS menu: Game options are set at this menu.

- choose one or two players
- toggle the sound off/on
- toggle the ticking clock off/on
- display and clear HiScores

### **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**

To move the cursor (up, right, etc.), move the mouse in the corresponding direction.

Choose objects by clicking the left mouse button.

The OPTION key will make one ball fall at a time onto the screen. The COMMAND key will make several balls fall at one time.

To pause the game, press either the space bar or the P key on the keyboard. To continue the game, choose CONTINUE GAME from the FILE pull-down menu.

To quit the game, you must first pause the game. Then choose either END GAME or QUIT from the FILE pull-down menu.

### **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 accomplished by exchanging two objects. To exchange two objects, move the cursor onto the object that you wish to move and select that object by pressing the left mouse button (a rectangle around the object shows that it has been selected). Then move the cursor to a second object and press the left button of the mouse again: the first object will take the place of the second and vice-versa. An object can also exchange places with an “empty” slot 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 and any key to continue.

## **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 in a column 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.
- 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 to make a column in this spot.

## Pick'n Pile Macintosh

Macintosh Plus, Macintosh SE, Macintosh Classic,  
Macintosh SE/30, Macintosh LC, Macintosh II, Macintosh IIX,  
Macintosh IICx, Macintosh IIfx, Macintosh IIsi

Program:

Laurent Bossavit, Philippe Lacquehay

Graphics:

Stephen Renaudin, David Boisseau