timeshock!

Table Manual

Technical Manual

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P RO P INBALL : T IMESHOCK !

PC CD ROM V ERSION

C ONTENTS

1. INSTALLATION

Two versions of *Pro Pinball: Timeshock!* are included on your PC CDROM:

1.   A native Windows 95 version utilising DirectX 3.

2.   A DOS version.

The versions are identical in style and gameplay. There is little difference in comparative performance of each version. Each version has to be installed separately and has a different installation program.

Installation: Windows 95 Version

Insert the *Pro Pinball: Timeshock!*   CD into your CD-ROM drive. If autorun is enabled you will be presented with the installation program automatically. If autorun is not enabled, click on "My Computer" followed by your CD ROM drive. Select "Setup" to run the installation program. Follow the on-screen instructions. Four levels of installation are provided:

Small:	Program and configuration files only copied to hard drive.
Medium:	Small installation plus sound effects.
Large:	Medium installation plus Table graphics.
Very Large:	Large installation plus "Slideshow" and "Examine Table" data.

The larger the size of installation the shorter the loading times on start-up. All required files will be copied to your hard disk. A program shortcut will also be created. After installation is complete, leave the CD in the drive and click "Play". IMPORTANT: *Timeshock!* uses DirectX 3 or higher, and if you do not have DirectX 3 already installed you must choose to install this component.

Installation: DOS Version

Insert the *Pro Pinball: Timeshock!* CD into your CD-ROM drive. Change to the CD ROM drive (e.g. D:) and type *install* at the DOS prompt. Follow the on-screen instructions.

Small:	Program and configuration files only copied to hard drive.
Medium:	Small installation plus sound effects.
Large:	Medium installation plus Table graphics.
Very Large:	Large installation plus "Slideshow" and "Examine Table" data.

The larger the size of installation the shorter the loading times on start-up.

After the installation is complete, leave the CD in the drive. Change to the directory in which you installed the program files and type *shock* to start your first game.

To aid video card compatibilty a shareware version of SciTech's UNIVBE Display Doctor is provided in the *SciTech* directory. This is not required for video cards that conform fully to VESA 1.2 standards. See "Using SciTech's Display Doctor V5.3" below.

2. STARTING A GAME / DEFAULT CONTROLS

After starting **Timeshock!** with either the Windows 95 shortcut or *Shock* for the DOS version, the table backbox is presented. Select the *table icon* to start the simulation. The **Timeshock!** CD must be in the CD-ROM drive during gameplay.

By default, the keys used in **Timeshock!** are:

● Navigation and option selection: the *Arrow keys* and *Enter key.*

● "*S*" to start a new game or to add an extra player (Max. 4 players).

● *The Shift keys* for right and left flippers.

● *Backspace key* for Magnosave (when enabled).

● *Left Alt key* to nudge the left hand side of the table.

● *Right Alt key* to nudge the right hand side of the table.

● *Space Bar* to nudge the table upwards/forwards.

● *Enter key* to launch a ball.

● *Escape key* to pause game during play.

● If you achieve a high score use the *flipper keys* to adjust the letters or characters. *Launch key* to select a letter or character.

3. OPTIONS

At the backbox, select the *sliding bar icon* to go to the game options. Some of these options are also available in-game, although for table configuration, you will have to finish a game before changes can be made. All changes made, are saved into a game configuration file and will be the starting options when you next play **Timeshock!**

Table View

A number of **Timeshock!** table views are available. The small graphics at the bottom of the screen show the options, and the main graphic shows a more detailed view of the current selection. Using the *Arrow keys* and the *Enter key*, select the preferred view.

Controls

This option allows you to configure the keys used to play **Timeshock!** Press the *Enter key* to start changing the default keys or the *Escape key* to abort. For each action listed, press the key you wish to assign to that action. Pressing the *Escape key* during selection will select the previous key used for that action.

Be careful not to accidently assign the same key for different actions. You can assign two keys to the same action, for example, the Left control key and the Left shift key can be assigned to the Left flipper. This is done by keeping the first key held down whilst pressing the second key.

Graphics

Screen Flipping

When enabled, your video card will keep two frames of the table in its internal memory. The advantage of this is that the balls will appear to move around the table in a more fluid manner. At the higher resolutions, this option may not be available since the highest supported resolutions in *Timeshock!* require large amounts of video RAM.

Resolution

Timeshock! can be run at resolutions from 640x480 to 1600x1200. The ability to run at the higher resolution depends upon the specification of your system, the amount of main RAM available and the amount of video RAM. Additionally, enabling screen flipping (see above) will limit the resolution options. *Timeshock!* will automatically detect the limitations of your hardware and provide only those selectable options.

Colours

Timeshock! supports five colour depths: 256 Colours, 256+ Colours, Hi Colour (65,000 Colours), Hi Colour (65,000+ colours) and True Colour (16 million colours). The Colour depths with a + indicate that dithering is used. Generally dithering improves the appearance of the table; you may wish to experiment with this effect. As with resolution above, *Timeshock!* will automatically detect the maximum colour depth available. Higher colour depths make additional demands upon system RAM, video RAM and the system processor.

Detail

Generally, you should initially start with the graphic options at low levels and adjust them according to your own taste and to the performance of your system. If you notice any problem with the fluidity of ball movement then reduce the level of graphic detail until you are satisfied with the options chosen. Four default detail levels are provided (Low, Medium, High and Very High) for quick graphic adjustments.

Dot Matrix Update

This refers to how often the dot matrix display is updated. Selecting a lower update rate will improve the smoothness of ball movement. Selecting a higher rate will improve the quality of the animations on the Dot Matrix Display.

Dot Matrix Size

The size of the Dot matrix display is adjustable. Four options for size are provided along with an automatic setting.

Flasher Activity

This refers to the level of Flasher Activity per frame in gameplay. Higher settings will add to the realism, whereas choosing a lower setting may improve ball movement fluidity on slower systems.

Frenzy Flasher Activity

This refers to the level of Flasher Activity during Frenzy sessions. Higher settings will add to the realism effect whereas choosing a lower setting may improve ball movement fluidity on slower systems

Ball Shadows in Frenzies

This refers to the shadows cast by balls during Frenzy sessions. Higher settings will add to the realism effect whereas choosing a lower setting may improve ball movement fluidity on slower systems.

Lights Updated Per Frame

This refers to how often the table lights are updated. Selecting a lower update rate will improve the smoothness of ball movement. Selecting a higher setting will improve the realism of the lighting effects.

Dot Matrix

The Dot Matrix display is used to show the current score, video games, and to provide additional information to the player. The dot matrix display properties can be adjusted to suit the style of play. The Dot Matrix can be solid, with no underlying table features showing through, or transparent, allowing the player to see the ball if it moves behind the display. The player can also choose to have the Dot Matrix displayed permanently or intelligently. In the case of the intelligent display, the Dot Matrix display will only activate if an important event is triggered or other information needs to be communicated to the player.

Nudge Scrolling

Nudging the table during the game usually moves the screen display. The manner in which this happens can be controlled with this setting. This facility is provided because some graphics cards do not support scrolling in a horizontal direction. If the graphics card you are using has problems with the Four Way scrolling options, choose a two way scrolling method as outlined below. Six options are provided:

Disabled

The screen will not move in response to a nudge. Remember that the effect will still occur!

Two Way –

This option is for the 32 bit Windows version only. Only vertical nudging is displayed whether you nudge sideways or upwards. The screen will jump to illustrate movement.

Two Way

This is similar to the technique described above except that the screen movement is smooth.

Two Way +

This option is for the DOS version only. Both vertical and horizontal nudging are displayed with a smooth vertical movement.

Four Way –

DOS version: Vertical nudges will be displayed smoothly in a vertical direction. Side nudging will be displayed as a jump in a horizontal direction.

Windows version: The nudging will be displayed as a jump in all directions.

Four Way

Nudging is displayed smoothly in all directions.

Audio

Audio output is an integral part of gameplay and *Dolby Surround Sound*™ is used throughout. Options for audio configuration are:

Test Mechanical Sounds

Tests the mechanical sound effects used in *Timeshock!* (e.g. flippers).

Test Speech and SFX

Tests the voices and additional sound effects used in *Timeshock!*

Test Music

Tests the CD music used in *Timeshock!*

Volume Controls

Each of the types of sounds used in *Timeshock!* has an adjustable volume control.

Configuration

For fine-tuning of audio selections:

Mode

Mono, Stereo or Swapped Stereo options.

Quality

Four default options are provided (Low, Medium, High or Very High). Additionally you may wish to *Customise* the audio output. Remember that the higher the quality of the audio output, the greater the demands placed upon the RAM available in your system. Also, higher quality settings place a greater burden on the processor, so select a lower option if the ball movement is not smooth.

Music Restart

Because all music tracks are held on the CD, there is a small delay every time the laser head of the CD player attempts to change track. This is called seek-time. The seek-time affects the ball movement slightly. The following options are available to customise this delay according to the preference of the player:

Slow

In this case the CD music will only change or restart when the ball is out of view of the player.

Quick

In this case the CD music will change or restart when the ball is clear of moving objects (i.e. other balls or flippers).

Instant

The music will change or restart as soon as the gameplay demands, irrespective of ball position.

Table Rules

This gives an outline of the basic rules of gameplay. This is by no means an exhaustive list of all the aspects of the game and there are many hidden features that the player has to discover through practice and repeated play.

Examine Table

To enable the player to view the incredible detail within the *Timeshock!* table, this option allows for extreme close-ups of all areas of the table. Use the *Arrow keys* and then the *Enter key* to select an area of the table to view. Use the *Escape key* to zoom out.

Slideshow

The Slideshow provides for alternative views of the table. Here you can see the ramps, loops and targets from unusual angles.

4. IN-GAME OPTIONS

Pressing the *Escape key* during play acts as a pause key but also allows access to some in–game options. These are:

> **Return to Simulation**
> Continues the current game.

> **Start New Game**
> Starts a new game.

> **Activate Operators Menu**
> Activates the Operators Menu. The use and working of the Operators Menu System is described in the *Timeshock!* Table Manual.

> **Adjust Volume**
> In-game volume adjustments.

> **Quit to Options**
> Quits current game and brings up main options screen.

> **Quit to DOS or Quit to Windows**
> Exit program and return to Operating System.

5. *TIMESHOCK!* WORLD HIGH SCORES TABLE

Empire Interactive maintain a World High Scores Table on the internet for the *Pro Pinball Series* at http://www.empire.co.uk and its mirror site in the USA at http://www.empire-us.com . The finest pinball players in the world post their high scores on this table, and former world championship players feature in the current *Pro Pinball: The Web* high-score table.

How to enter a score in the *Timeshock!* World High Scores Table:

Your high score (or Ramp Champ/Master of Time), and the high score code, are displayed when both flipper buttons are held down during attract mode (immediately before or just after a game). Note down the high score and high score code, and then enter them in the form provided on the *Timeshock!* High Scores web page. If your score is good enough, it will be listed the next time the high score tables are updated.

6. USING SCITECH'S DISPLAY DOCTOR V5.3

Every effort is made to make *Timeshock!* compatible at the highest level with all video cards. However, some older video cards may not have full DOS VESA support. SciTech's Display Doctor 5.3 can act as an interface between these video cards and the *Timeshock!* internal display system, improving performance and compatibility. Display Doctor is supplied on the CD in the *SciTech* directory. Read the text file *Readme.txt* in the *SciTech* directory for

detailed instructions on how to configure your system for use with Display Doctor. To run the shareware version of Display Doctor, change to the <CD-ROM drive letter:> \ *SciTech* directory and type *univbe* at the DOS prompt. This has to be loaded each time you start a DOS session and before you load *Timeshock!*. The Display Doctor shareware software is valid for 21 days, after which time, if you wish to continue to use it you should register with SciTech at http://<u>www.scitechsoft.com</u> .

Display Doctor is not required and should not be used with the Windows 95 version of *Timeshock!* .

7. INTERNET UPDATES

As with its forerunner, ***Pro Pinball: The Web***, any enhancements to *Timeshock!* will be provided free of charge to registered users via our Website http://<u>www.empire.co.uk</u>. If you live in The USA you can access the USA Website http://<u>www.empire-us.com</u> for faster download times. Please note that the *Timeshock!* version you currently use is always displayed on the in-game Dot Matrix display at start-up.

The Pro Pinball development team members are regular visitors to the rec.games.pinball newsgroup and constructive comments are most welcome. We will read most if not all comments, but we cannot guarantee to give a personal response!

8. MINIMUM AND OPTIMAL SYSTEM REQUIREMENTS

The minimum requirements are:

> Pentium 60
>
> 8 MB RAM
>
> 1MB PCI/Local Bus Graphics card
>
> 20 MB hard disk space
>
> CD-ROM drive

To run *Timeshock!* with all features at maximum detail:

> Pentium 166
>
> 32 MB RAM
>
> 8 MB PCI Graphics card
>
> 20 MB hard disk space
>
> CD-ROM drive
>
> SoundBlaster 16, or Windows 95, compatible soundcard

The Windows 95 version requires a little more RAM than the DOS version at each detail level.

9. TECHNICAL SUPPORT

Should you require technical support in the installation or use of this product please contact:

By Post:

Technical Support
Empire Interactive
677, High Road
North Finchley
LONDON N12 0DA
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By Email:

Eitech@empire.co.uk

By Telephone:

0181 343 9143

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The Specialists

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This game is dedicated to the memory of Andy Mullins, may he rest in peace.

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