

ADDICTION PINBALL

Additional information, changes and modifications.

Demo Release 1.0

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Please note that this limited demo contains non-final code and may be subject to minor performance problems, these will be amended in the final release version. Check the Team17 website for more information on <http://www.team17.com>

Please note that all web-site support documentation is in English language only.

System Requirements

If you are experiencing any form of problem whatsoever with Addiction Pinball please ensure that your computer system complies with the minimum requirements for the program listed below. If this is not the case you will most likely experience severe performance problems during and after the installation procedure. We cannot be held responsible for damage sustained to your software setup if installation on a non-compliant system is performed as a consequence.

- IBM PC Pentium® 75Mhz (120Mhz recommended) and most compatibles or faster.
- Microsoft Windows® 95 with DirectX™ 5 (supplied) or Windows® NT4.0 (service pack 3) or later.
- 16Mb RAM (32Mb RAM recommended).
- Double-speed CD-ROM.
- 1MB RAM (4Mb RAM recommended) SVGA DirectX 5 compatible videocard.
- DirectX 5 compatible soundcard (16-bit recommended).

Epilepsy Warning

Computer monitors usually display at a sufficient high frequency so that in most situations they do not induce any seizures from displayed images, even with individuals already diagnosed as having photosensitive epilepsy. However there are very rare extreme cases of people having been susceptible to high flash frequencies (flashing lights or patterns) even though they have not been previously diagnosed as having epilepsy. This can sometimes result in the form of an epileptic seizure or even a loss of consciousness.

In the interests of your health and safety if you do have any form of epilepsy please consult a physician prior to playing. Similarly this is also advised if a member of your family suffers from epilepsy. During play if you are experiencing dizziness, headache, muscle or eye spasms, vision problems, disorientation or any ill effects whatsoever discontinue play immediately. When playing Addiction we therefore recommend the following steps to minimise any possible risk.

- Do not play for prolonged periods, especially when suffering from tiredness or sleep deprivation.
- Make sure that the room you are playing in is well lit, preferably with an ordinary light rather than from a fluorescent tube.
- Have regular break intervals between play sessions, preferably 10 to 15 minutes every hour.
- Do not situate yourself too close to the screen.

Laptop Based Systems

Because of the current wide variation of Laptop system hardware configurations we cannot therefore

guarantee full compatibility with all types that are available.

System Hardware Alteration

When any alteration is made to your system hardware specifications we recommend that a reinstall of DirectX is performed. This will ensure that no errors occur due to possible hardware conflicts. Please refer to the section on other DirectX Issues later in this document.

DIRECTX ISSUES

Microsoft® DirectX™

DirectX from Microsoft is basically a program interface for creating and managing graphic images and multimedia effects in games such as Addiction and is required for the game to run correctly. DirectDraw and DirectSound (components of DirectX) are utilised by Addiction to handle video display and sound output respectively. If you encounter any video or sound related problems with your game then please confirm initially that you are using the very latest available drivers for your display or audio device to ensure complete compatibility. Please refer to the DXInfo and Windows 95 detailing later in this section for information on how to achieve this.

Please note that due to DirectX requirements to run Addiction Pinball under Windows NT4.0 you must have Service Pack 3 installed.

DirectX Installation and Microsoft Contact Information

DirectX is an extension to your existing operating system and is produced by Microsoft Corporation and is not a product of Team17 Software Ltd. During initial installation or an update of DirectX it may possibly affect the workings of other programs or hardware components you have within your system. This is in no way linked to Addiction Pinball but can be known to occur after DirectX install completes certain hardware driver updates. If you do encounter any problems after a DirectX installation please refer to the Microsoft Corporation website at <http://www.microsoft.com> for further details.

DXInfo and Windows 95

This utility which is part of DirectX will enable you to establish the individual hardware components of your computer system in order to verify their compatibility. If any of your components are non-compliant please contact your hardware manufacturer in the first instance for possible software driver updates.

Please note that you will be unable to establish DirectX components in this way under Windows NT4.0.

- From Windows 95 desktop open the folder labelled MY COMPUTER.
- Open the folder for your primary hard drive C:\.
- Open the PROGRAM FILES \ DIRECTX \ SETUP subfolder.
- Locate the icon labelled DXInfo and double-click on it with the left mouse button.
- After DXInfo has evaluated your system you will see a text box detailing your system information.
- Locate the gadget SAVE CONFIG INFO and click on it to save this info as a text file (you will be prompted for a name to assign to this file and a destination folder).
- View the file using the Notepad program located within your Windows START BAR \ PROGRAMS \ ACCESSORIES submenu.
- In the DXInfo text file the Display section indicates the version and date of your videocard drivers. If these indicate FINAL RETAIL and CERTIFIED respectively then your videocard is DirectX compliant.
- In the DXInfo text file the Sound section indicates the version and date of your soundcard drivers. If these indicate FINAL RETAIL and CERTIFIED respectively then your soundcard is DirectX compliant.
- If your components are compliant and you are still experiencing problems it is most probable that the problem is not DirectX related. Please contact us for further advice in this case.

DirectDraw

The DirectDraw component of DirectX controls how graphics are displayed in Addiction. Please find a collection of known problems listed below.

Matrox Millennium® videocards and DirectDraw

There is a performance problem with some revisions of the Matrox drivers; this will be seen as a dramatic slowdown during play. In order to fix this problem select one of the other MGA drivers that are supplied with Windows. Otherwise it is highly likely that you will require a driver update. For further details on this please visit their website at <http://www.matrox.com> or alternatively contact your hardware vendor.

Cirrus Logic based videocards and DirectDraw

If you are experiencing video problems with your Cirrus Logic based card there is a possibility that the chipset or bios of the card is not fully compliant with DirectDraw. For further details on this please visit their website at <http://www.cirrus.com> or alternatively contact your hardware vendor.

DirectSound

The DirectSound component of DirectX controls how sound is played in Addiction. Please find a collection of known problems listed below.

Aztech Sound Galaxy Washington 16 and DirectSound

If you are experiencing audio problems with this soundcard there is a possibility that the software drivers for the card are not fully compliant with DirectSound. It is highly likely that you will require a driver update. For further details on this please visit their website at <http://www.aztechca.com> or alternatively contact your hardware vendor.

Addiction Keyboard Controls

Launch Ball	Return
Left Flipper	Left Shift
Right Flipper	Right Shift
Nudge Left	Left Alt
Nudge Right	Right Alt
Nudge Up	Space
Pause	P
Quit	Esc
LED transparency	C
LED toggle	L

Retail Version

When you buy Addiction Pinball you will have both the Worms and Rally Fever Tables. Choose from 6 different viewpoints and resolutions from 640 x 480 up to 1024 x 768 in 24 bit true colour. The CD is packed full of music and mechanical sound effects and a ton of speech.

Worms Table

- Over 140 animated lights, objects and features.
- Many multiball modes, including the 6 ball "Total Wormage", 5 locations 2 missions in each.
- 6 Weapons to collect and Video Modes including "Super Sheep"!
- Hand drawn Dot Matrix effects and sound effects based on the original Worms from Team17.

Rally Fever Table

- Manga Style Racing fun, thrash your way to pole position.
- Stunt-ridden modes with rendered Dot Matrix effects.
- Fast paced multi-looping track with 2 layers of action.

- Multiball modes including Redline Mania and 4WD Multiball.
- Challenges, Stunts, Drag Racing, Hill Climbing, Police Chases and much, much more.

WHAT THE PRESS ARE SAYING

- "I urge you to play it" PC Gamer, 83% March, 98
- "Prepare to have all your preconceptions of what a pinball simulation can offer stripped down, reassembled, and placed on your computer screen with raging brilliance." Adrenaline Vault, Jan 98.
- "Addiction pinball has hours of replayability and stands high above it's current competitors in terms of graphics and entertainment value." PC Format, 84%
- "...this has to be acclaimed as the new Pinball wizard." PC Home, 88%
- "Not just a pinball game, it's the first hard-core, pinball PC simulation!" Gamespot

ACHIEVING OPTIMAL PERFORMANCE FROM THE GAME

As with the majority of other games that run under Windows operating system, you should ensure that you have the maximum amount of system resources available.

There are several ways in which you can maximise this:

- Run Addiction directly after initialising your system.
- Increase your amount of system RAM.
- Use a video card that has 4MB or more of memory.
- Set your Windows desktop at a lower resolution and colour depth. The minimum requirement for this is 256 colours at 640x480 resolution.
- Play Addiction at a lower graphic detail level.
- Ensure that your hard-drive has enough free space should Windows need it to create virtual memory.
- Do not run the game in unison with background applications resident. Problems may occur especially with software that puts high demand on system resources or has scheduling options such as disk scanners, disk defragmenters or virus checkers.
- Do not minimise or task-switch during play; quit out of the game should you require access to the full resources available on your system. Addiction is not designed to run at the same time as other major Windows titles and applications. Continually minimising and task switching between Addiction and other applications may lead to system problems due to the amount of resources required.

GENERAL TROUBLESHOOTING ISSUES

Matrox Mystique® and Matrox Mystique 220®

There is a performance problem during playback of the Introductory FMV sequences at 16bit or 32bit colour depth. This is generally exhibited by slight corruption in the video colour palette. If you do experience this problem please revert to either 256 colour or 24bit colour from within your Windows Display Properties to alleviate the problem.

Creative Labs SoundBlaster AWE-64®

If you are experiencing problems, we recommend that the reverb option on your card is switched off.

CONTACT INFORMATION

IMPORTANT

Before utilising any of the available contact methods listed below please ensure that you supply this basic information or have it readily available.

- Product name you are experiencing problems with.
- Complete system information, preferably from your DXInfo file if possible (see DirectX Issues section).
- Nature of the problem, a short description of it and any error message given.
- Your name and the relevant contact information.

There are a variety of ways in which you may contact us for assistance. Please remember to browse through this document prior to contacting Customer Support as the information you require may be already contained within it. If you do not however find a solution to your problem then please feel free to contact us.

Addiction Pinball has an official support site located at <http://www.team17.com>
Or send your email comments to addiction@team17.com

You can email Team17 on support@team17.com

Call for support direct on UK (+44) (0)1924 271637

Fax for support direct on UK (+44) (0)1924 267658

*calls are charged at National or International Rates depending on country from which the call originated

Mail for support direct at

Team 17 Software Ltd, Longlands House, Wakefield Road, Ossett, West Yorkshire, WF5 9JS, United Kingdom

Contacting Via Telephone

Before dialling please remember to have a pen and paper ready to note any recommendations or advice you are given. Also it will be an advantage if you can locate the telephone so that you are within reach of your computer. Lines are open from Monday to Friday 9.30am - 5.00pm GMT (10.30am - 6.00pm CET). An1 answerphone service is also available outside of normal office hours.

Contacting Via Fax

Before dialling please ensure to include your name, daytime telephone number and as much information as possible. Also please state preference of a faxed or vocal reply. Please allow 1 - 2 days for a returned fax response.

Contacting Via Email

Before contacting us please ensure that you include as much information as possible. When supplying your DXInfo details merge them into the body of your email rather than as a file attachment. Please allow 1 - 2 days for a returned email response.

Contacting Via Snailmail

Before contacting us please ensure that you include as much information as possible. When supplying your DXInfo details either as a printout or a disk file remember to clearly mark them with your personal details. Please allow 5 - 10 days for a returned snailmail response.

CREDITS

Programming

Stefan Boberg (Game code)

Martin Randall (Installation and Configuration)

Graphics

Tony Senghore (Game graphics)

Cris Blyth (Additional art)

Audio

Bjorn Lynne (Music and sound effects)

Rory McLeish (World Rally Fever additional guitar)

Tony Senghore, (Additional sound, CD audio mastering and additional music)

Matinee Studios (Voice artist)

Andy Davidson (Worms voice artist)

Design

Stefan Boberg (Game design)

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