

Pipe Dream™

We at Lucasfilm™ are happy to provide this sample version of our new game, Pipe Dream. We hope you will find this game both challenging and entertaining. This short “read me” file has been included as an explanation of some of the game's features.

- First of all, you may have noticed an additional (and very large) file on your disk named “Pipe Dream™ Music”. If you want to save some disk space, the program will run just fine without this file; it just won't play any music. If you do want to hear the music, make sure that this file is kept in the same folder as Pipe Dream.
- Pipe Dream will run on a Macintosh™ 512KE, Plus, SE, or any Macintosh II. To play the music during the game, at least 800K of free RAM is required. Without the music, only 300K of free RAM is required.
- Although Pipe Dream can be played under MultiFinder™, we recommend that you turn MultiFinder off when playing. If you do choose to run under MultiFinder and you don't need to hear the music, you may reduce the Application Memory Size to 300K. This is done by selecting the Pipe Dream icon while in the Finder™, choosing Get Info from the File menu, and then entering 300 in the lower right box.
- If you choose to customize your own key layout for the game, remember that the space bar is used in expert mode to shift between the top and bottom dispensers. If you plan on playing in expert mode, either use the default settings or refrain from using the space bar in your configuration.
- The “Trainer” mode allows you to use the '+' key or '-' key to alter the speed of the flow. Each time one of these keys is pressed, the flow will accelerate or decelerate accordingly.

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