

More Great Entertainment from Lucasfilm Games

- ✓ Indiana Jones™ & the Last Crusade: The Graphic Adventure
- ✓ Indy Action Game ✓ Maniac Mansion®
- ✓ Zak McKracken and the Alien Mindbenders™
- ✓ Loom™ ✓ Battlehawks 1942™
- ✓ Their Finest Hour: The Battle of Britain™



Warranty Information

Notice: Lucasfilm Ltd. reserves the right to make improvements in the product described in this manual at any time and without notice.

The enclosed software product and this manual are copyrighted and all rights are reserved by Lucasfilm Ltd. No part of this manual or any of the accompanying materials may be copied, reproduced, or translated in any form or medium without the prior written consent of Lucasfilm Ltd.

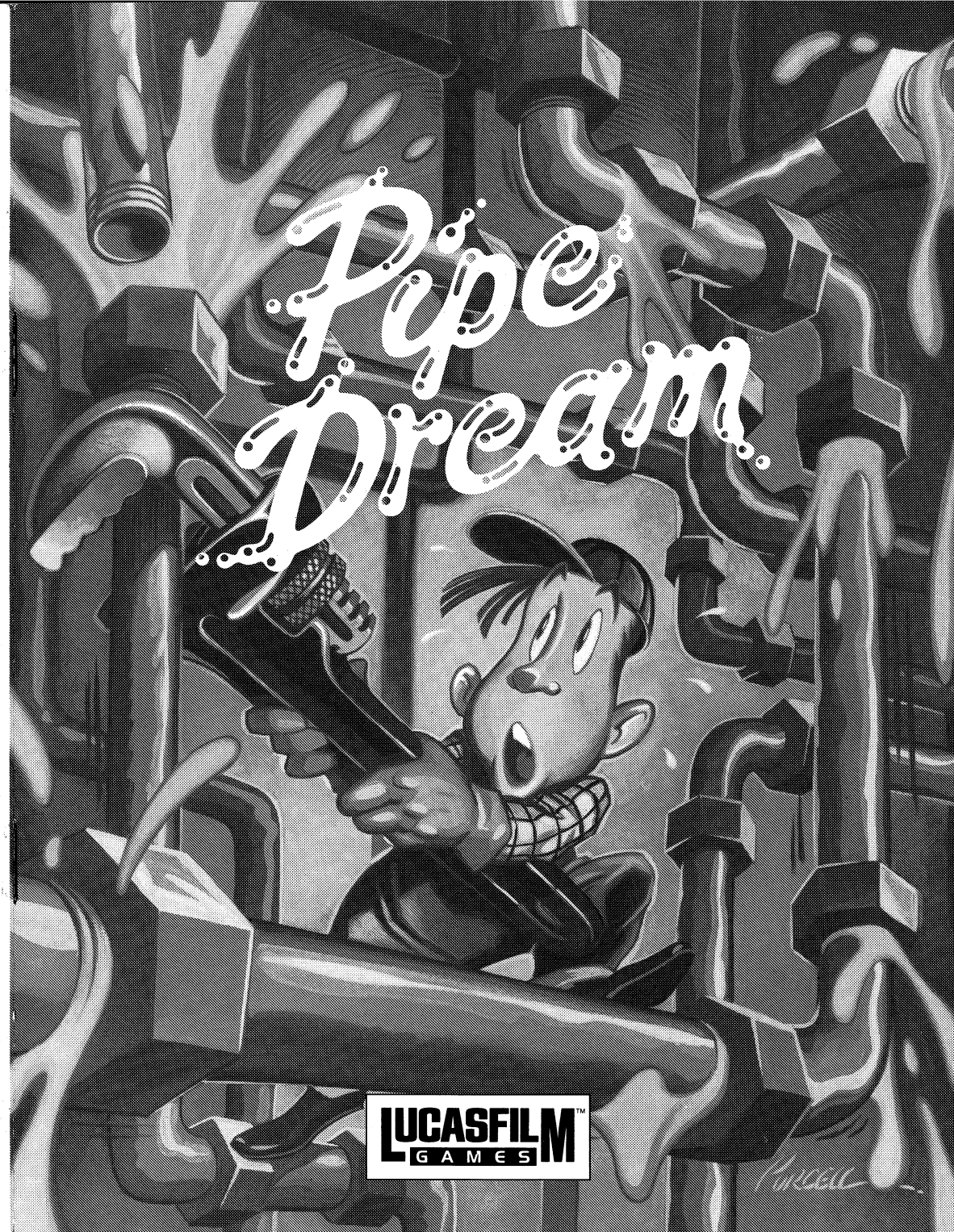
Lucasfilm Ltd. warrants to the original consumer purchaser that the diskettes furnished in this product will be free from defects in materials and workmanship under normal use for a period of ninety (90) days from the date of purchase (as evidenced by your receipt). If any diskettes supplied as part of this product prove to be defective, and provided that the consumer purchaser returns the media to Lucasfilm in accordance with the instructions in the following paragraph, Lucasfilm will replace any defective diskette: (a) free of charge to the consumer purchaser, if the diskette proves to be defective within the ninety (90) day period following the date of purchase, and (b) if the diskette proves to be defective after the expiration of the ninety (90) day warranty period, Lucasfilm will replace the defective media for a fee of \$7.50 per diskette.

To obtain a replacement diskette, please return the diskette only, postage prepaid, to Lucasfilm, at the address below, accompanied by proof of date of purchase, a statement of the defect, and your name and return address. To replace defective media after expiration of the warranty period, send the diskette only, postage prepaid, to Lucasfilm at the below address, enclosing proof of purchase, a statement of the defect, your name and return address, and a check for \$7.50. Lucasfilm will mail a replacement to you.

THE SOFTWARE, DISKETTES, AND DOCUMENTATION ARE PROVIDED "AS IS." THERE IS NO WARRANTY OF MERCHANTABILITY, NO WARRANTY OF FITNESS FOR A PARTICULAR USE, AND NO OTHER WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED REGARDING THE SOFTWARE, DISKETTES, OR DOCUMENTATION, EXCEPT AS EXPRESSLY PROVIDED IN THE PRECEDING PARAGRAPH. ACCORDINGLY, THE ENTIRE RISK AS TO THE USE, RESULTS AND PERFORMANCE OF THE SOFTWARE, DISKETTES AND DOCUMENTATION IS ASSUMED BY YOU. IN NO EVENT WILL LUCASFILM BE LIABLE TO YOU OR ANYONE ELSE FOR ANY CONSEQUENTIAL, SPECIAL, OR INDIRECT DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING WITHOUT LIMITATION, DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF LUCASFILM HAS BEEN ADVISED OF THE POSSIBILITY OF ANY SUCH DAMAGES OR LOSS. SOME STATES DO NOT ALLOW LIMITATIONS ON THE DURATION OF IMPLIED WARRANTIES AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, AND THUS THE PRECEDING LIMITATION AND/OR EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS DEPENDING ON THE LAWS IN YOUR STATE. YOU AGREE THAT THE LIABILITY OF LUCASFILM ARISING OUT OF ANY KIND OF LEGAL CLAIM (WHETHER IN CONTRACT, TORT, OR OTHERWISE) WILL NOT EXCEED THE AMOUNT YOU ORIGINALLY PAID FOR THE USE OF THIS PRODUCT.

Lucasfilm Ltd., Games Division, P.O. Box 10307,
San Rafael, CA 94912, (415) 662-1902.

366005



LUCASFILM
GAMES

Pipe Dream™

Original Game Design by The Assembly Line

Adapted for Lucasfilm by Akila J. Redmer and Stephan L. Butler

Amiga® and Atari® ST versions by John Dale and Martin Day

IBM® version by Peter Lincroft

Macintosh® version by Eric Johnston

Commodore 64™/128™ version by Adrian Shepherd and Kevin Ayre

Artwork by Gary Winnick, Mark Ferrari, Steve Purcell, Mike Ebert and Eric Johnston

Music Composed by John Dale

Project Produced by Stephan L. Butler

Lucasfilm Games V.P. and General Manager, Stephen D. Arnold

Director of Software Development, Akila J. Redmer

Director of Marketing, Doug Glen

Marketing Communications Manager, Mary Bihr

Administrative Support by Stacey Lamiero, Wendy Bertram, and Paula Hendricksen

Thanks to all who helped to make this possible, especially Judith Lucero Turchin,

Kirk Roulston, James Wood, Aric Wilmunder, Kalani Streicher, Doug Crockford,

Noah Falstein, David Fox, Ron Gilbert, Simon Jeffrey, Adrian Stephens,

Janet Hammond, Melissa Chew, Eric Liu, Tony Hsieh and Michael Ebert

Cover art by Steve Purcell

Package designed by Terri Soo Hoo

Manual and secret code wheel designed by Mark Shepard

Manual written by Scott Marley and Stephan L. Butler

Special thanks to George Lucas

IBM is a registered trademark of International Business Machines, Inc. Tandy is a registered trademark of Tandy Corporation. Amiga and Commodore are registered trademarks of Commodore-Amiga, Inc. Atari and ST are registered trademarks of Atari Corporation. Macintosh is a trademark of Apple Computer, Inc. *Pipe Dream* and all other elements of the game fantasy are trademarks of Lucasfilm Ltd. Original game design © 1988 Entertainment International (U.K.) Ltd. Original game created by The Assembly Line.™ and © 1989 Lucasfilm Ltd. All rights reserved.



Can you think under pressure? How about under *flooz* pressure? You'll find out when you play *Pipe Dream*, the fast-flowing game of speed, strategy, and plumbing. Make your pipeline as long as you can, but always stay ahead of the flow or your score will go down the drain.

Maybe you can imagine yourself as the plumber-in-chief at Acme Chemical Company. OK? Well, Acme has just invented this miracle sewer cleaner called *flooz*. Problem is, they're making *flooz* faster than they can pipe it into tank cars. Your job is to build an emergency pipeline with spare plumbing parts, and keep Acme from sinking under a sea of sickly green sludge.

Pipe Dream has 36 increasingly cunning levels, with almost infinite variations in each one. There are three playing modes (basic, expert, and two-plumber) and a training mode that's a real plumber's helper. What are you waiting for? Take the plunge!

Getting started

To start *Pipe Dream* on your computer, please use the reference card included with the game. It contains the special instructions specific to your computer.

Secret code

When you start the game a screen will appear with one large symbol and seven assorted pipe pieces. You'll use the large symbol to get the secret code from the code wheel.

To find the secret code look at the large symbol on the screen, and find the matching symbol on the outside edge of the wheel. Turn the wheel until the notch lines up with the on-screen symbol.

There are seven windows on the wheel; choose the one that matches the color under the large screen symbol. In the window you'll see three pipe pieces. Find the matching pipe pieces on the screen and click on them in the same order they appear in the window. You'll find the instructions for selecting the pipes in your computer reference card.

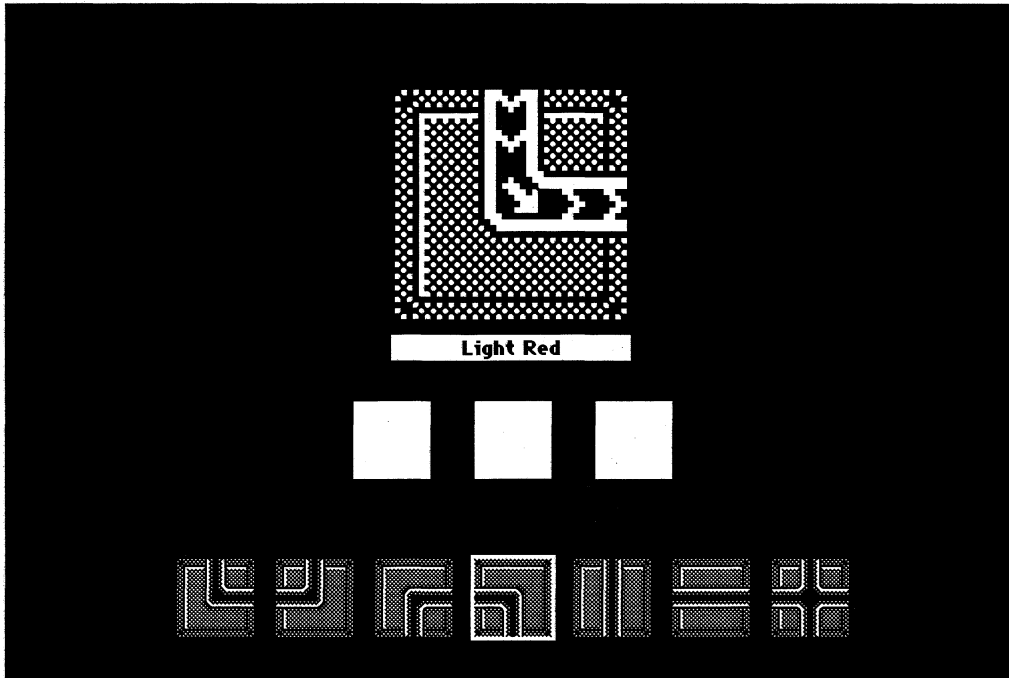
IMPORTANT

Don't lose your secret code wheel! You can't begin the game without it. If you lose it, you can buy another from Lucasfilm Games. Call (415) 662-1902 for information.

How to play Pipe Dream

Pipe Dream starts on a playing field that is empty except for the starting piece. The object is to score as many points as possible by constructing a continuous pipe from the starting piece.

As you play, pipe pieces appear in a dispenser to the left of the playing field.



Secret code screen. Macintosh screen shown.

You can place a pipe anywhere you like, whether or not it connects with other pipe sections. In fact, you'll learn to place pieces in a pattern that anticipates connections five or ten moves in advance.

You can't rotate the pipes, nor can you alter the order in which they appear, nor can you skip a pipe and come back to it later. You'll have to play 'em as they come.

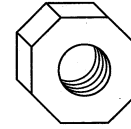
You can "bomb" a pipe by placing a new pipe on top of the previously played one. The old pipe will explode and the new pipe will appear in its place. There is a short time delay for replacing pipes, and a 50 point penalty.

Once a pipe piece fills with *flooz*, you can no longer replace it. And, at higher levels, the game field will contain advanced pipe pieces and obstacles. You can't "bomb" and replace those special pieces that appear at the start of a round.

After the round has started, a timer set for the level of difficulty in that round will allow the *flooz* to start flowing from the starting piece into the pipeline you're constructing. Keep placing pipes and adding to the pipeline until the *flooz* catches up with you or spills off the edge of the playing field. When the *flooz* reaches the end of your pipeline, the round is over.

Once you've placed all the pipe pieces you can (or want to), press the "flow" key (as in "fast flowing *flooz*" - see your reference card for details) and the *flooz* will speed up and end the round quickly. You will score double points for each additional pipe piece the *flooz* flows through.

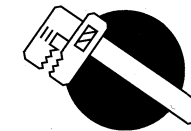
Advancing to the next level



In order to advance to the next level, you must make the *flooz* flow through a certain number of pipes. Look at the counter in the upper right corner of the screen. At the start of each round, this counter tells you how many pipes the *flooz* has to flow through in order to advance to the next level. Then as the *flooz* flows through the pipeline, the counter decreases, keeping track of how many more pipes the *flooz* must go through. When the counter reaches zero, you qualify for the next level.

On higher levels, many things change:

- The *flooz* flows at a faster rate.
- Obstacles appear on the playing field. You can't place pipes in those squares.
- Bonus pieces may show up. These earn you extra points if the *flooz* goes through them.
 - One-way pieces appear in your pipe dispenser. The *flooz* can only flow through these in one direction.
 - End pieces show up. In addition to achieving the required pipeline length, you must direct the *flooz* into the end piece in order to advance to the next level.
 - Reservoir pieces appear. The *flooz* takes a little longer to fill these up, so they gain you some valuable time.
 - There are sections of the playing field that allow the *flooz* to exit one side of the screen and reappear on the other side.



Scoring

Basic Game Scoring

- 50 points for each pipe the *flooz* flows through, until you reach the distance required to advance to the next level.
- 100 points for each pipe the *flooz* flows through after you reach the distance required to advance to the next level.
- 500 points for each time the *flooz* crosses itself in a cross pipe. (If the *flooz* does not cross itself you still receive 50 or 100 points for going through the cross pipe).



High score. Macintosh screen shown.

- 500 points for each bonus or reservoir piece the *flooz* flows through before you reach the distance required to advance to the next level.
- 1000 points for each bonus or reservoir piece the *flooz* flows through after you reach the distance required to advance to the next level.
- 1000 points for using the end piece.
- 100 point penalties at the end of the round for each unused pipe left on the playing field.
- 50 point penalty for each replacement made.
- After you hit the “flow” key, every pipe the *flooz* flows through earns you double the usual point value.

Expert One Plumber

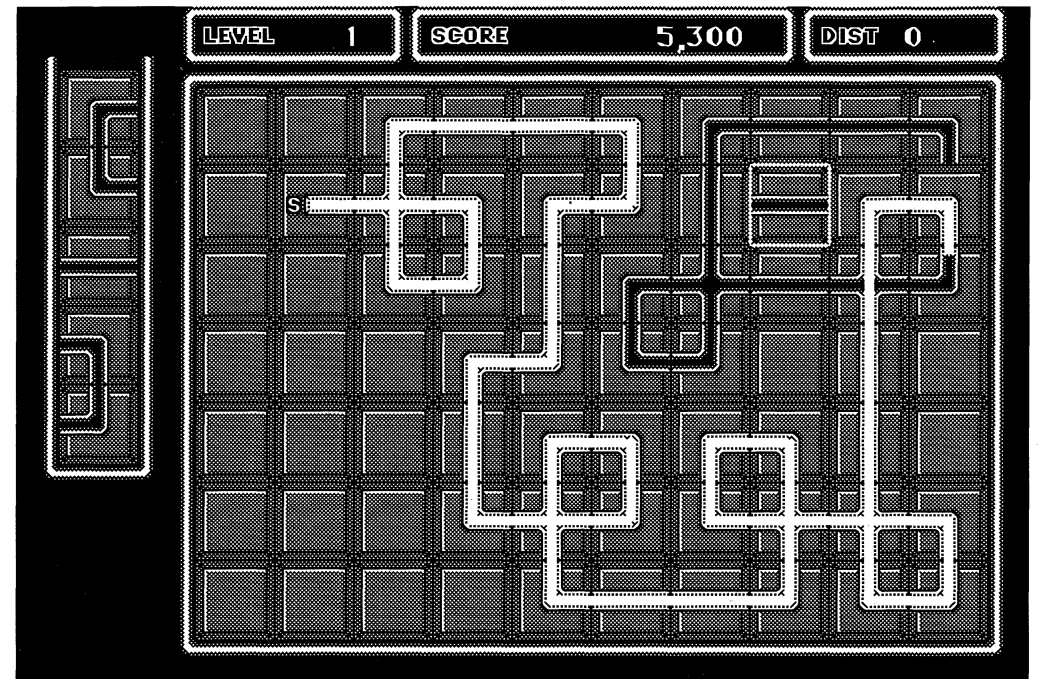
The basic scoring rules apply, but:

- 100 bonus points are given every time the *flooz* flows through pipe pieces selected from alternating (top and bottom) dispensers.

Competitive Two Plumber

The basic scoring rules apply, but:

- Points from the *flooz* flowing through a pipe — including the 500 point bonus



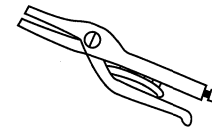
Basic one-plumber. Macintosh screen shown.

for crossovers — are scored only by the player who placed the pipe.

- The 100 point penalty from the *flooz* not flowing through a pipe is levied to the player who placed that pipe.
- The bonus piece points go to the player who placed the previous piece and connected it to the bonus piece.

Two-plumber Pipe Dream encourages both teamwork and competition. You have to work together to keep the flow going, but you’ll want the *flooz* to flow through more of your own pipes and fewer of your opponent’s.

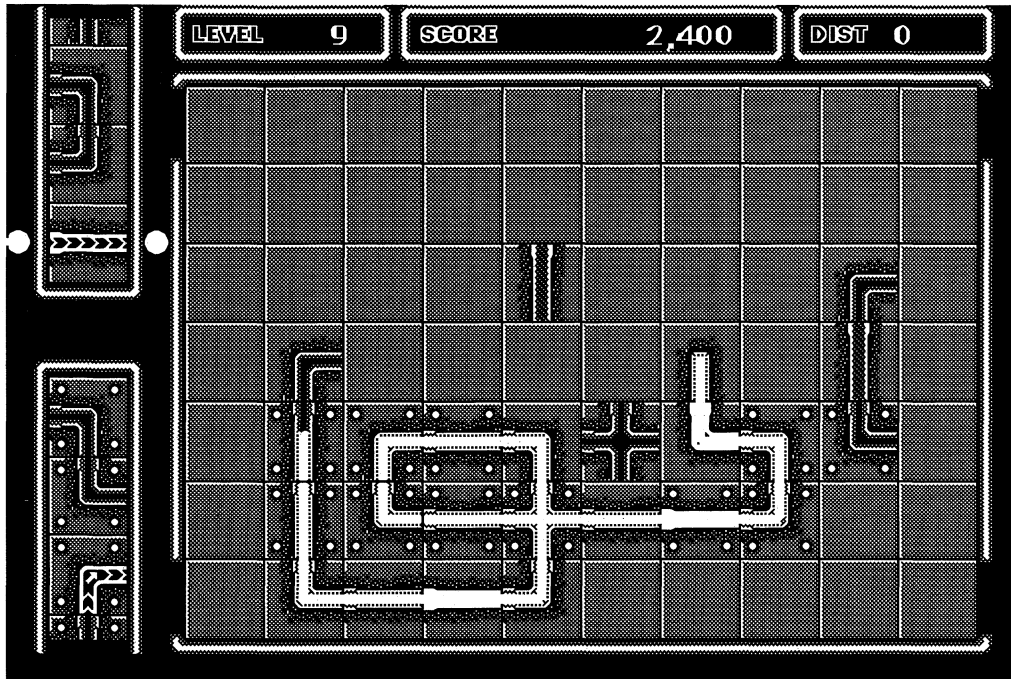
Pipe Dream playing modes



Pipe Dream has three playing modes: basic one-plumber, expert one-plumber, and competitive two-plumber. There is also a training mode that allows you to play any of these modes at a slower rate of flow.

Basic one-plumber

Pipe pieces appear in a single dispenser on the left side of the screen. You can always see the next five pipes in the dispenser.



Expert one-plumber. Macintosh screen shown.

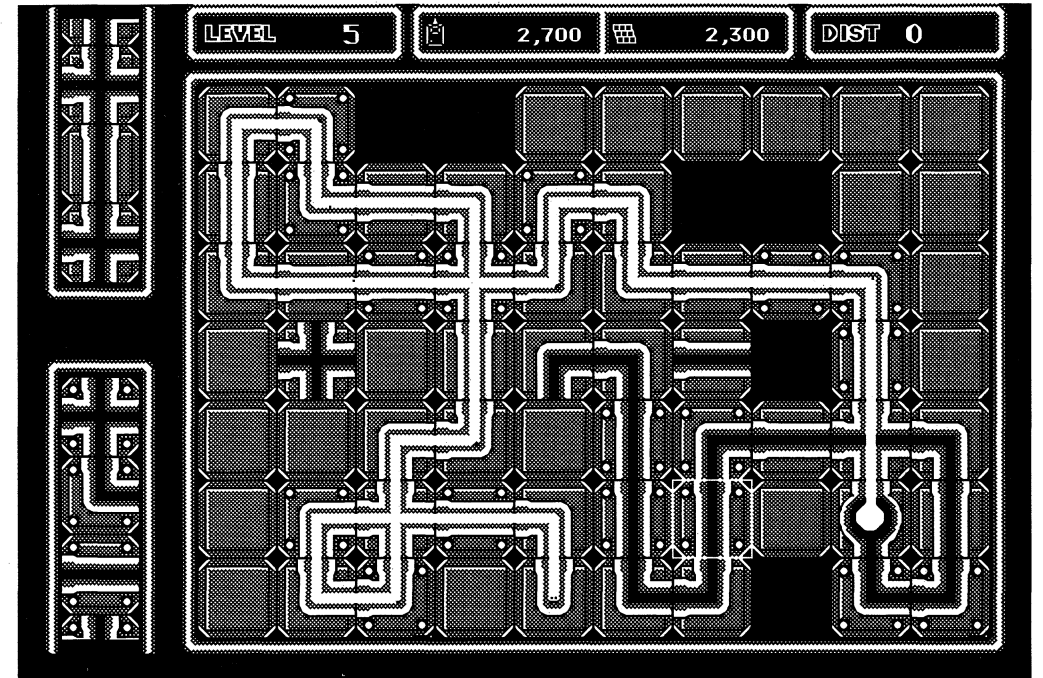
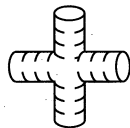
Expert one-plumber

Pipe pieces appear in two dispensers on the left side of the screen, one above the other. The pipe pieces nearest the middle of the screen are available to be placed on the playing field. You can always see the next three and one-third pipes in each dispenser.

See the Reference Card for instructions on how to select which dispenser your next piece comes from.

Competitive two-plumber

As in expert mode, pipe pieces appear in two dispensers on the left side of the screen. Player One uses the pipes from the top dispenser, and Player Two uses the pipes from the bottom one.



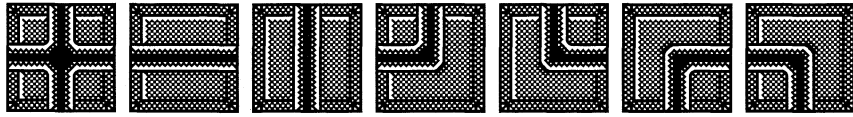
Competitive two-plumber. Macintosh screen shown.

Playing tips

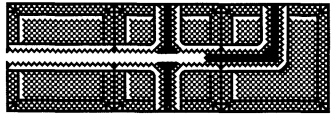
- Use the training mode to become a good plumbing strategist. Learn how to visualize the completed pipeline and place pieces accordingly.
- If you want a big score, don't be too eager to advance quickly to the next level. Earn as many points as you can on each level.
 - Think ahead. If you don't need a piece right away, put it where you can connect it later. Blowing up pipes wastes time and valuable points.
 - Use cross pipes wisely. You only get a limited number of them, and each one can deliver bonus points. Make sure you place them where there's room to loop back through.
 - Even if you're way ahead of the flow, work fast. That way, you'll have time to figure out how to fill as much of the playing field as possible. Or you can press the "flow" key and score bonus points.

Plumbing parts

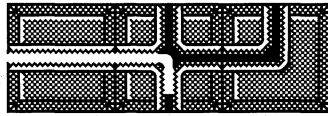
You'll encounter a variety of pipes, obstacles, and specialty pieces as you progress through the levels of Pipe Dream. Here's a preview.



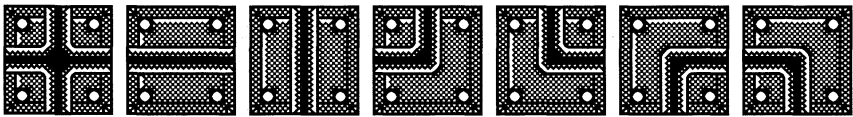
Basic Pipes The seven basic pieces conduct the flooz straight, around corners, and back through itself in a loop. Remember, the *flooz* always flows in a straight line unless it has no other choice.



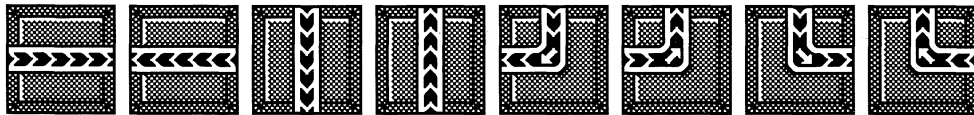
Like this.



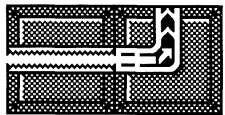
Never like this.



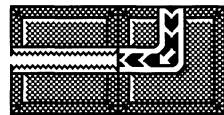
Player Two Pipes They are just like player one's pipes, except for the identifying dots and/or color differentiations, depending upon your computer system.



One Way Pipes The *flooz* can only flow in the direction of the arrow on the one way pipes. So be careful how you use them.

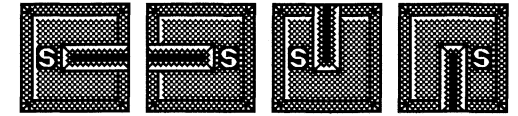


The flooz flows fine through this one way pipe.

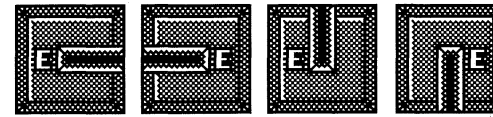


The flooz stops here.

Start Pieces Soon after the round begins, the *flooz* oozes out of the start piece, identified by the letter "S", or an arrow.



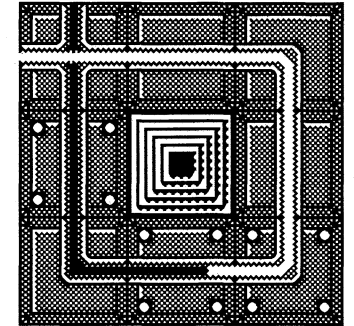
End Pieces On some levels, you'll find an end piece, identified by the letter "E", or an arrow. Try to build a pipeline that exceeds the minimum distance



requirement and terminates in the end piece. When the *flooz* enters the end piece, you'll earn a 1000 point bonus.

Obstacles You can't blow them up or go through them, so you'll have to go around them. Try to construct loops with the obstacle in the center.

Reservoirs Reservoirs are your friends, because they buy you a little extra time. The *flooz* has to fill the entire reservoir before it continues out the other side. Use a reservoir before your pipeline reaches the minimum distance and earn 500 bonus points. After, you'll earn 1000 bonus points.



One way to deal with an obstacle.

Bonus Pipes Build a higher score by directing the *flooz* into a bonus piece. Before the minimum distance requirement, each bonus piece is worth 500 points. After the minimum distance, each bonus piece is worth 1000 points.

