



OWNER'S MANUAL



Table of Contents

Legalese.....	4
Playing Instructions.....	6
Main Menu Settings.....	6
1. RULES.....	6
2. SPIKED AUDIO.....	10
3. AUTO BACKBOX LOOK.....	10
4. LOOP AUTO PLAY.....	10
5. HIGH SCORE SYSTEM.....	10
6. KEY HELP ON 1ST BALL.....	10
7. DECOUPLE FLIPPERS.....	11
Credit Buy-Back Feature.....	11
Heads-Up Display (HUD).....	11
Changing Script Settings.....	13
Original Hayburners Vs This One	14
Change Log.....	16
NEW IN 1.1.....	16
NEW IN 1.0.....	16

Hayburners 1.1 for Future Pinball 1.6b
A classic Williams (1951) table remake by
Misaligned Cow Ventures

IMPORTANT NOTES:

Hayburners 1.1 is optimized for Future Pinball 1.6b. Playing experience may differ from what's intended when other versions are used.

SCROLLING VIEWS WILL NOT WORK IN THIS GAME. This is due to the non-standard ball trough mechanism, and nothing I can work around at this point. (The "Full Table 2" view is still a good one to use, provided you turn on all the HUDs.) Read more under HUDs in the Playing Instructions.

Note that "Flares on Playfield Lights" in the FP Video/Rendering options must be checked for the backglass graphics to work.

CREDITS

Thanks to Duglis for the Visual Pinball version inspiring me to this.

Thanks also to Black and Lio for Future Pinball.

Legalese

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The copyright holder does not claim any rights to or credits for the overall game design and artwork, which are merely approximations of the hardware original. This work is intended purely as a tribute to the original designers and artists of the Hayburners pinball machine, and as a way of preserving a bit of the past for the future.

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3. You are free to use the script and layout as a basis for creating a different (non-Hayburners) pinball table without any permission.

Contact: perthulin88@hotmail.com (valid at the release date 2007-07-03)

Playing Instructions

Main Menu Settings

You can toggle the menu on and off with the SPECIAL2 key.

Use the number key associated with each menu option to cycle through its options. All settings will be saved between playing sessions. All changes to menu options can be made at any time, even with an active ball on the playfield.

1. RULES

Hayburners features two ordinary play modes, and one for auto play.

OLDSCHOOL

This is as close to the original as I can guess right now.

Each game consists of one race and a maximum of five balls. If you finish the race using less than five balls, the game is over, and you cannot lift the remaining balls into play.

Finish the race using as few balls as possible. When your selected horse wins, you get awarded replays (credits) as well as big scores:

Your horse across finish line in

1 BALL	25 MILLIONS + 25 REPLAYS
2 BALLS	20 MILLIONS + 5 REPLAYS
3 BALLS	15 MILLIONS + 3 REPLAYS
4 BALLS	10 MILLIONS + 2 REPLAYS
5 BALLS	5 MILLIONS + 1 REPLAY

If another horse wins, you just get a score -- and a lower one, at that:

Other horse across finish line in

1 BALL	19 MILLIONS
2 BALLS	14 MILLIONS
3 BALLS	9 MILLIONS
4 BALLS	4 MILLIONS
5 BALLS	3 MILLIONS

If the target hit would normally bring more than one horse to the finish line at the same time, one of the candidates is selected at random, and only that horse is advanced.

Note that in Oldschool mode, the flippers are normally coupled so that both flipper buttons work both flippers. (Which means you can play this game with a sandwich in one hand. Convenient.) If you want to decouple the flippers, see “7. Decouple Flippers” below.

COW

The Misaligned Cow's more modern approach to scoring:

Finish as many races as possible in 5 balls. When a race is complete, that ball is dead, but if you have balls remaining, the race track will reset when lifting the next ball into play. Your position in each finished race will determine the score:

Your horse finishes in position

1st - 6 Million

2nd - 5 Million

...

6th - 1 Million

So theoretically, completing a race with each ball, AND winning every time, will earn you 30 millions. (But that ain't never gonna happen, my friend!)

In addition, some replays are awarded in this mode, too.

You horse across the finish line in

1 BALL 10 CREDITS

2 BALLS 5 CREDITS

3, 4 OR 5 BALLS 1 CREDIT

AUTO PLAY

A novel mode in which the game plays automatically once you press the Start key. If you also set menu option 4. LOOP AUTO PLAY to YES, Hayburners will even start a new race a short time after the previous one has finished. This means you can have unaided, random horse racing on your computer all day long. Zoom in on the race track using the Free Camera view, and enjoy!

Note 1: During Auto Play, starting a game costs nothing, and no credits are awarded if you win.

Note 2: If you have activated the High Score feature, results during Auto Play will not be taken into account.

Note 3: Auto Play uses Oldschool rules, with the addition that every drained ball advances all horses one step (as opposed to only the between-flipper balls). This reduces the risk for "Beetlebomb" games (races with no winner).

Note 4: In Auto Play mode, Hayburners does not actively try to hit the ball with the flippers, but will flip them after every 4 seconds of inaction, in case the ball has come to rest upon them.

2. SPIKED AUDIO

Inspired by Duglis' novel work on the Visual Pinball audio, here's something similar but different -- courtesy of Spike Jones and his City Slickers, and very well suited to both theme and era. (If you go looking for the piece in its entirety, it's the "William Tell Overture".)

With Spiked Audio turned off, race wins will be announced by a bell sound.

3. AUTO BACKBOX LOOK

Tells the game if it should point the camera at the backbox automatically after each ball, at the end of a game, or not at all.

4. LOOP AUTO PLAY

See "Auto Play" under "1. Rules" above.

5. HIGH SCORE SYSTEM

Set to YES if you want the FP highscore system active. Set to NO by default, since the scoring system in this game is not one of its main features...

6. KEY HELP ON 1ST BALL

If set to YES, key help pops up for the first ball-lift of each session.

7. DECOUPLE FLIPPERS

When set to YES, this allows individual flipper control in Oldschool play mode.

Credit Buy-Back Feature

New to 1.1, this option provides you with a chance of getting rid of some credits if you are doing too well in the game. (Note that the game can store and keep track of a maximum of 37 replays in any case.)

Whenever credits are added so that the total on the backbox reads 25 credits or more, a dialogue box will pop up, asking whether you would consider selling back 25 credits for a dollar. Press the “1” key to accept, or “2” to keep the credits (and stay up all night to use them!)

Heads-Up Display (HUD)

The "Toggle HUD" key does not merely toggle Heads Up Displays on and off, but cycles through a number of HUD settings, each suited for different game views and play modes. The selected mode is remembered between sessions. The settings are

RACE TRACK

You'd usually want this one on, unless you are in Auto Play with a free camera, or use a TrackIR device to glance at the backbox race track during play.

RACE TRACK + SCORE

If you are interested in a continued update on your score - perhaps mostly useful in COW play mode, where the score can actually increase during a game.

RACE TRACK + SCORE + HORSE SELECTION/WINNER + BALLS PLAYED

The full kit and caboodle. Not necessary in Fixed View (my preferred view for this game), since you can see the additional info in the main view anyway, but great for Full Table 2 view.

BALLS PLAYED

Also perhaps mostly for Auto Play scenarios.

NONE

You're on your own!

Changing Script Settings

Some settings are available as constants at the very top of the script:

```
Const constFixedTitleLights = FALSE
```

If set to TRUE, the light bulbs behind the "HAYBURNERS" backbox title will be of the fixed light variety instead of flashing on/off.

```
Const constMultiLock = TRUE
```

If TRUE, you cannot lift another ball into play while one is still active on the playfield. This ensures there's no risk for errors in ball-counting mechanisms, although it's not historically correct.

Original Hayburners Vs This One

Hayburners from 1951 is Williams' first race-themed machine using a novelty backbox animation mechanism to produce horse races in honest-to-God 3D. There were a number of sequels, most of them also dealing with horses, some with other forms of racing - and many of them using exactly the same mechanism.

It is impossible to emulate this 3D mechanism in Future Pinball, because the Future Pinball backbox model simply has no interior into which you can put stuff. So in my version, the 3D portion has been replaced by an elongated backbox showing the race track vertically -- in 2D -- instead. It does not look too odd, and is in fact much closer to the traditional way of presenting animations in pinball machines.

Another problem is the ball trough - Future Pinball is not really suited to the correct modelling of any ball trough mechanism of the "showing balls played" variety, and especially not a completely "open" one like this. The upshot is that a) scrolling views won't work with this table, and b) the ball trough empties in the wrong way when you start a new game. But at least it looks pretty much authentic.

Well, apart from obvious design limitations - how accurate is it? The answer is, not very!

Measurements are approximate -- the table is probably a few inches too long. Graphics have been re-created from partially very dodgy photos, especially the "animated" horses. I can only hope my version gives an inkling of what the real thing was like -- since I have never played it!

"Hayburners" probably had a tilt mechanism, because I know "Jalopy" -- which is identical in everything but artwork -- had one. However, tilt is not implemented in this version. I have no idea how a tilt was communicated to the player, e.g. if there was a tilt indicator on the backbox somewhere. Also, given the limitations of Future Pinball nudging, it does not seem unreasonable to give the player some leeway.

Change Log

NEW IN 1.1

- Credit buy-back feature added.
- “Game Over” indicator added to backglass (below the 1 – 2 million scores).
- More options moved from script to main menu.
- Fixed broken animation of horse no 6.
- Corrected replay awards for 1-ball win (oldschool rules).
- Changed credit reel appearance (to round backglass hole).
- Some texture changes to increase contrast between playfield and other wooden surfaces.
- Corrected typing error on left apron info card.
- Moved bumper for horse 1 (to decrease favoring of horse 1, and for cosmic balance :).
- Lowered plunger lane left ball guide top in an attempt to reduce the number of failed launches.
- Replaced readme file with PDF manual

NEW IN 1.0

- First public release.