

PINBALL CONSTRUCTION SET

ATARI

The manual (located inside the front cover of the package) contains a complete description of the parts and game construction powers of your Pinball Construction Set program. See the inside of this card for a description of the game play commands and the features unique to the Atari version.

BASIC PROGRAM CONTROL

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|----------------------------|--|
| To move the on-screen hand | Use the joystick. |
| To put a ball in play | Activate PLAY icon (ball and flipper). |
| To return to the parts box | Press SELECT. |

continued inside

BASIC PLAY COMMANDS

Play a single ball	Activate PLAY icon (ball and flipper).
Return to parts box	Press SELECT.
Play a full game	Activate DISK icon, then select PLAY GAME.
Select no. of players	Press OPTION.
Cock spring	Joystick up and down.
Launch ball	Press joystick button.
Left flipper	Press joystick button.
Right flipper	Move joystick right.
Turn sound on/off	Press Control-S.

USING THE SAVE AND MAKE GAME COMMANDS

Both of these commands are available when you select the DISK icon. Both require that you use another disk, one which has been formatted with Atari DOS II version 2.0 S. To save games with the SAVE GAME command, follow the instructions in the first column of page 11 of the manual.

Use the MAKE GAME command when you want to make a copy of a game for a friend who doesn't own Pinball Construction Set. First format a disk, and then use the Atari DOS "Write DOS Files" command to make the disk self-booting. Once you've built the game you want, activate the disk icon and select MAKE GAME.

To play a game made with MAKE GAME, boot the disk (or boot DOS if you didn't make the disk self-booting), then select the "Load Binary File" command, type in the name of your game and (with your game disk in the drive) press Return.

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