Macadam Bumper

ATARI ST, IBM PC COMPATIBLES

ERE INTERNATIONAL

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Macadam Bumper lets you play pinball and construct your own playing table.

LOADING THE PROGRAM

ATARI ST

Switch on your computer with the game disk inserted.
Click on disk drive 'A' and confirm.
Move the pointer to 'FILE' and when the sub menu is pulled down click on the word 'OPEN'.
When you see the file 'MACADAM.PRG' in the centre of the screen click on 'OPEN'.
The program will load automatically.

PC & COMPATIBLES

Macadam Bumper works on PC's with minimum of 256k.
Switch on your computer and insert your MS DOS system disk.
When you see the A remove your system disk and insert the Macadam Bumper game disk.
Type Macadam and press return.
Determine your choice from the install menu provided and press return.

THE INSTALL MENU ON THE PC

1) The Graphics Card. Self explanatory.

2) The Mouse. Should be O.K. in default, but if your mouse is connected in the second serial port then choose 'COM 2'.

3) Sound. Allows you to leave out the sound completely and this option is also available when you are playing the game by pressing the Num Lock (Num on some keyboards).

4) Boss Key. By pressing the scroll lock you replace the game screen with the very convenient A>. To go back to the game press Alt and scroll lock at the same time. (And don't forget to switch off the computer).

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PLAYING MACADAM BUMPER

You can play a game using either a mouse or keyboard. To make your choice on the PC, in case you didn't select mouse on the installation menu, use the function keys noted by the side of the icons. The Atari ST version uses the mouse immediately. In order to determine your choice, click on the 'Spanner' Icon and then on the 'Mouse/Keyboard' Icon, where the information provided is self explanatory. You can change the keys designated as default.

To start a game point the arrow at the three following icons:
Coin Icon : To Play
Button Icon: To Start (up to four players are acceptable)
Spring Icon: To Access the game itself

To tighten the spring which ejects the ball press the left and right flipper simultaneously, then release them to fire the ball.

This is the basic pinball game and will provide considerable enjoyment. However, there are numerous additions which can be made to this highly addictive game and the following section will explain how to build your own pinball table and how to amend the functions which operate the scoring, tilt etc.

PINBALL CONSTRUCTION

To move an item, click on it and move the mouse whilst keeping the mouse button or space bar depressed.

When you access the 'Spanner' Icon you are presented with a number of other icons on the left hand side of the screen and these icons give you the facility to create and/or modify existing or new pinball tables. The icons to use are:

Paint Pot Icon   : Access to Creation Mode
Hammer Icon   : Access to Obstacle Mode
Score Icon   : Access to Score Table Modification
Mouse/Key Icon   : Access to Keyboard/Mouse Modification
Dice Icon   : Load/Save/Delete Functions
Slider Icon   : Access to Table Characteristics
Star Icon   : Access to Game Combinations s(i.e. Bonus etc)
Flipper Icon   : Return to Playing Mode

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CREATION (PAINT POT)

Drawings in this mode will not obstruct the ball and the three main functions are:

action icon	Cursor Shape	Left button or Space	Right button or Caps Lock
Pencil	Pencil	Pencil	Small eraser
Eraser	Light circle	Big eraser	Small eraser
Upturned pot	Hand	Fill	

Other Icons:

OOPS! : Last actioned cancelled
LINE OF POTS : Colour selection
? (NOT ATARI) : By keeping the button or space bar down this allows you to
distinguish between paint and obstacle
SPANNER : Return to full Sub Menu
HAMMER : Access to Obstacle Mode

N.B. on the PC version, if you have a CGA 4 colour card:
F 8 KEY : Modify Palette
F 9 KEY : Modify Background Colour
F10 KEY : Default Palette and Background Values

It is better to paint once all the fixed parts have been positioned.

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CREATING OBSTABLES (HAMMER ICON)

To create obstacles the following three main icons are used:

action Icon	Cursor Shape	Left button or Space	Right button or Caps Lock
Trowel	Trowel	Obstacle trace	Fine demolition
Hammer plane	Light hammer	Heavy trace	Fine demolition
Wall/ line	Hand	Line trace	

Other icons are identical to those used in creation mode.

THE OTHER ICONS

Score icon:

This allows access to score modification. To change the score move the pointer to the desired box and with a mouse press the left button to increase the value (on tens/Hundreds etc.) While the right button reduces the score. With the Keyboard use the space bar to increase the score and the caps lock button to decrease. (The Atari just uses the mouse)

Mouse/Key icon:

This allows modification of Mouse/Keyboard play. The Mouse is very straightforward, however, the Keyboard can be chosen as default or each key can be redefined. To redefine a key go to the desired box and press the key of your choice and - Voila!

You will not be able to use function or numeric keys.

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Disk Icon:

When accessed this allows you to to load, save or erase (cancel takes you out of this icon).

To load a previously saved game click on the name in the directory or type in the name. You may find that the file extension is not possible to change and this is due to screen resolution. To save you must use a separate disk, not the game disk.

Slider Icon:

Pretty straightforward. You can regulate the five characteristics by moving the pointer to the one of your choice and dragging it, after clicking on it, either higher or lower by keeping the mouse button or space bar depressed. Stroboscope means the periodic appearance/disappearance of the ball!

Star Icon:

Allows you to attribute a score and/or double bonus, extra ball or special in a given situation.

Eight simultaneous combinations are possible. To activate one select its number and then click on one or more parts to select or deselect. Finally assign the score and any eventual bonus.

OTHER INFORMATION

On the PC you may find using the 'TAB' key within in 'ICON' Mode very useful.

Notes:

1. If your computer has a multi-speed microprocessor, choose maximum speed before starting the game and avoid changing clock frequency during a game.

2. If you have insufficient RAM memory, the 'Demo' or Panic Button may be refused. Before starting MACADAM, free memory of unneeded programs.

3. After 'installing' the program, it's a good idea to 'WRITE PROTECT' the MACADAM disk.

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