PINBALL CONSTRUCTION SET   APPLE

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 Apple version.

BASIC PROGRAM CONTROL

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 Esc.

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BASIC PLAY COMMANDS

Play a single ball   Activate PLAY icon (ball and flipper).

Return to parts box   Press Esc.

Play a full game   Activate DISK icon, then select PLAY GAME.

Select no. of players   Press the space bar.

Cock spring   Joystick up and down.

Launch ball   Press joystick button.

Left flipper   Press joystick button.

Right flipper   Press other joystick button.

Turn sound on/off   Press Control-S.

Note: To clear a board of parts, activate the disk icon, choose LOAD,
type NEW and press Return twice. (This is just like loading a demo
game as described on page 3 of the manual.

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 either with the FORMAT command available in the DISK icon menu, or with DOS 3.3. 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. To play a game made with this command, boot a DOS 3.3 System Master, insert the disk containing your game and type **BRUN** followed by a space and the name of the game, then press Return.

IF YOU HAVE A MOUSE

To activate icons, point and click. To drag parts onto the board, point and hold down the button as you move the mouse.

If you have a IIe or IIc, you may play the games without using a joystick. Just use the open and closed apple keys in place of the joystick button. To cock the launcher spring, press the mouse button, then move the mouse up and down and press the button again when you have the spring where you want it.

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