

PINBALL WIZARD—AMSTRAD CPC464—INSTRUCTIONS

TO LOAD THE PROGRAM

The program is recorded on both sides of the tape. One side using **SUPERSAFE SPEED** the other using **SPEEDLOAD**.

For full loading instructions please refer to chapter 2 of the **AMSTRAD** user guide. For your convenience the procedure is summarised here:

1. Position the tape before the start of the program.
2. Press **CTRL** and the small **ENTER** key together.
3. Press the **PLAY** key on the recorder then any key on the keyboard.
4. The program takes approximately 5 minutes to load at **SUPERSAFE SPEED**, about half this with **SPEEDLOAD**.
5. When loading is complete you will be asked to select speed/skill level.

TO PLAY PINBALL WIZARD

Using the following keys:

1—5	To select speed (1 is low)
Any of the keys Z—B	To operate left flippers
Any of the keys N—/	To operate right flippers
Either SHIFT key	To launch ball
P	To pause
SPACE BAR	To continue
A	To select Autoplay
ENTER	To break into Autoplay

The speed/skill level is selected by the keys 1—5. 1 being the lowest. Use either **SHIFT** key to launch the ball. Holding it down for longer before releasing will increase the launch speed.

If the next ball is not launched after 60 seconds then the Autoplay feature will take over, with the computer operating the flippers. Autoplay may also be selected, when the ball is not in play, by use of the **A** key. This feature is useful for demonstrations. To break out of this mode press either **ENTER** key and the game will reset and return control to you.

Use the Pause facility, key **P**, to suspend the game without affecting play and the **SPACE BAR** to continue. Use any of the keys **Z** to **B** on the bottom row of the keyboard to operate the left flippers, and any of the keys **N** to **/** for the right flippers. The top score is initially set at random to below 10,000.

Hitting the targets marked **HI** will 'light' the bumpers, increasing their value, and **LO** will cancel the lights and decrease their value. Hitting the **HI** targets with the bumpers already lit will increase the value of the **BONUS** by at least 50 points. The **BONUS** can also be increased by hitting either of the two central rollover targets.

The **BONUS** is initially set to 50 and increased by 50 points at a time to a maximum of 1000, when after scoring, it resets to 50. The **BONUS** can be scored by hitting any of the three rollover targets marked with a cross, or when the ball is lost down either side channel.

Hitting any of the rollover targets at the top of the board will light the letter above it. When all the letters are lit (spelling **SAGITTARIAN**) any of these targets subsequently hit will increase the **BONUS**, by 50 points to a maximum value of **FREEBALL** instead of 1000. Score the **BONUS** as described to obtain the free ball, cancel the lights and reset the **BONUS** to 50 points. When **ALL** the letters are lit and the ball in play is lost, the letters will switch off although the **BONUS**, if set to **FREEBALL**, will remain so until scored. There are also a number of random features including repeat **BONUS** increment and repeat **BONUS** score.

By careful use of the flippers the ball can be manipulated to hit any of the desired targets and should it return down the launch tube it can be replayed as normal. With practice, scores over 20,000 can easily be achieved.

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Pinball Wizard 1985 Sagittarian Software Ltd.

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