



**SPECTRUM 48K
& AMSTRAD**



**macadam
bumper**



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& AMSTRAD**

071

**THE PINBALL CONSTRUCTION KIT
COMPETITION WIN A PIN BALL MACHINE DETAILS INSIDE**

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bumper**

Instructions

1. To Load:

Spectrum 48K. Ensure that you have the Spectrum side of the tape uppermost in your tape player and use the command LOAD"". For the Amstrad version use CTRL & small enter key. (Note if using CPC664 then press SHIFT & @ TAPE before starting).

2. After loading is complete you will be presented with a menu page.

a. Pressing P will start the game. The default keys are as follows:-

SPECTRUM

BREAK/SPACE =
CAPS SHIFT =
SYMBOL SHIFT =
Z =
Q =
R =

C =
N =

AMSTRAD

RIGHT FLIPPER = ?/
LEFT FLIPPER = X
JOLT RIGHT = /
JOLT LEFT = Z
RETURN TO MENU = Q
TRAPPED BALL
RELEASE = R
INSERT COIN = C
SELECT NO OF PLAYERS/START = N

MACADAM BUMPER COMPETITION

Ever wanted a real Pinball machine?

Now is you're chance to own one. All you have to do is design a pinball table layout using this program, and send a copy saved on tape to us at PSS with this section of the inlay card. The winner will become the proud owner of a very valuable electronic pinball table. In addition 10 runners up will each receive £25 worth of vouchers redeemable against any PSS products. The competition closes on 31 January 1986 and entries *must* be accompanied by this section of the inlay card.

(fill in this section)

NAME:

ADDRESS:

TEL:

MACHINE:

TITLE OF DESIGN:

Send your entries to:

PSS

PINBALL COMPETITION

452 STONEY STANTON ROAD

COVENTRY

CV6 5DG.

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b. Pressing R allows you to redefine the keys as you wish.

c. Pressing M allows you to modify the existing Pin-ball table layout.

The first screen you see allows you to change all the scoring, speed of play etc. Simply move the flashing cursor around the board and input your chosen values. Move the cursor using the arrow keys on the Amstrad and CAPS SHIFT & CURSOR KEYS on Spectrum followed by enter.

Inputting Y to modify the layout will allow you to alter the actual design of the pinball table. On the left of this screen you will see a selection of components indicated by a letter or number. Move the cross hair cursor to the desired point on the table, press a letter and that component will be positioned there.

There are two ways to erase any component: (i) If you have just positioned a piece and immediately want to remove it (you haven't moved the cursor), press SYMBOL SHIFT & the component letter for the Spectrum version, or CTRL & letter for Amstrad. If you have moved the cursor, however, press CAPS SHIFT/DELETE on the Spectrum or DEL on Amstrad, and the cursor will become a flashing square. To move this cursor use the arrow keys; to erase something use the following keys – LEFT = G UP = Y RIGHT = H DOWN = B

Pressing Enter will exit the rubout mode.

To change the colours press O on the Amstrad and follow the prompts. On the Spectrum use the following keys:–

CAPS SHIFT + B = BORDER COLOUR

CAPS SHIFT + C = PAPER COLOUR

CAPS SHIFT + X = INK COLOUR

CAPS SHIFT + SYMBOL SHIFT gives you a paint brush which can move using the following keys – LEFT = G UP = Y RIGHT = H DOWN = B

d. C = Create a new layout. This option gives you a completely blank table on which to start work.

e. Once you have completed a design, you can use S to save it to tape (or disk on Amstrad) and L to reload a saved design.

Playing the game.

First press C to put a coin in the machine. Each coin gives you 5 balls. Now press N up to 4 times to give up to 4 players. A ball will now appear on the launcher. Pressing both flipper keys together will pull the launcher back and releasing the keys will eject the ball and you're playing Macadam Bumper!