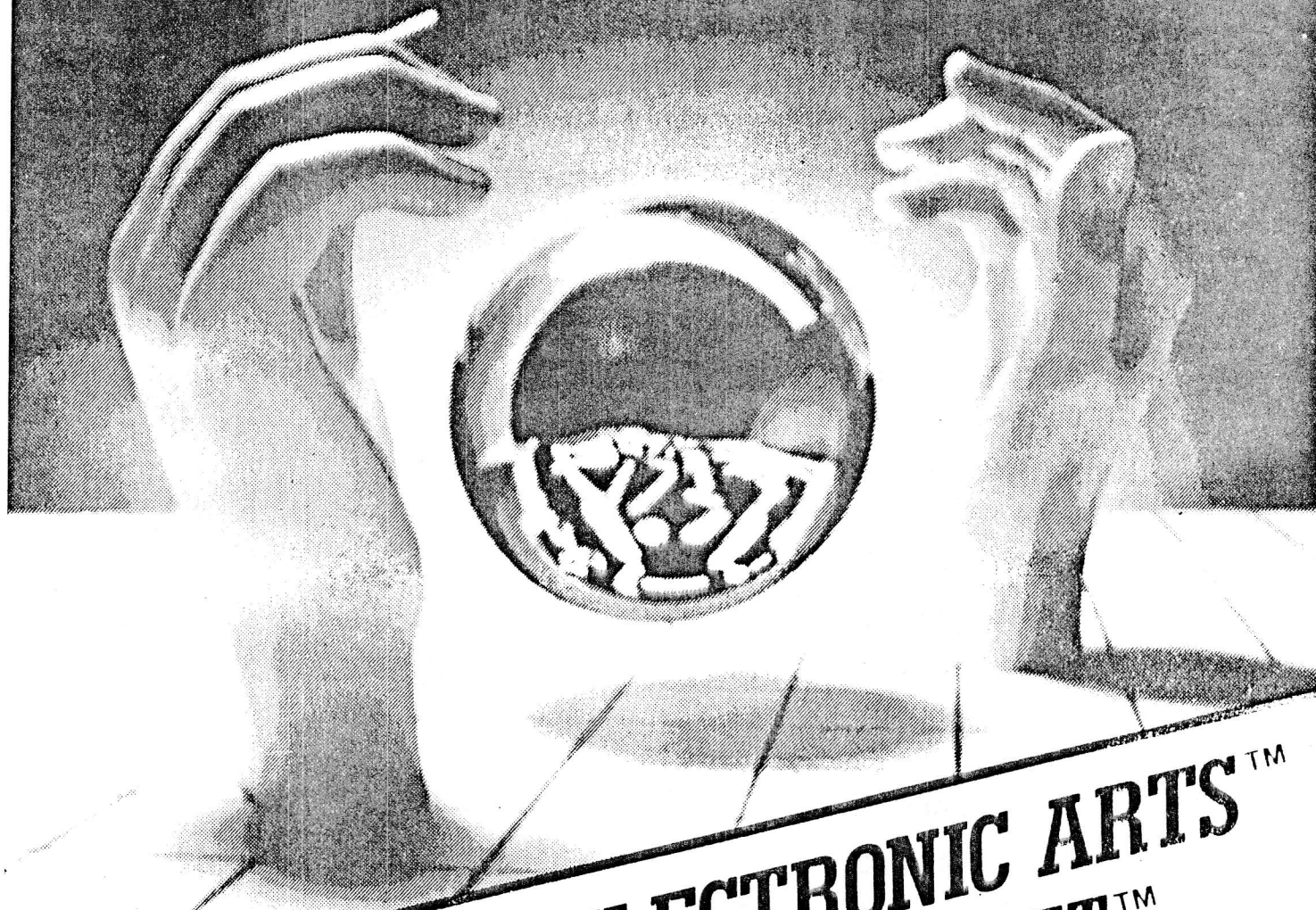


**COLECO ENTERTAINMENT SOFTWARE**



**THE BEST OF ELECTRONIC ARTS™  
PINBALL CONSTRUCTION SET™**

*FOR USE WITH ADAM™*

- For one to four players, ages 10 and up
- Custom design your own pinball machine
- Two ready-to-play games included

**COLECO**  
ELECTRONICS

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# GETTING READY TO PLAY



POWER SWITCH

INSERT DIGITAL DATA PACK

COMPUTER RESET BUTTON

**DO NOT REMOVE DATA PACK WHILE THE DRIVE IS OPERATING!  
DO NOT TURN POWER ON OR OFF WHEN A DATA PACK IS IN THE DRIVE!**

## How To Load the Game

1. Turn your TV or monitor on.
2. Turn ADAM on using the power switch located at the back of the printer.
3. Insert your Best of Electronic Arts™ digital data pack into a drive. Close drive door.
4. Pull the Computer Reset switch.
5. When the program has loaded, the Best of Electronic Arts Title Screen will appear.

## Choosing your game

The Game Choice screen appears on your TV or monitor. If you want to use the Pinball Construction Set, press Keypad Button **2** on the hand controller. The Pinball Construction Set Title Screen will appear.

If you want to play Hard Hat Mack®, press Keypad Button **1** on the hand controller. The Hard Hat Mack Title screen will appear. See the Hard Hat Mack Instruction Guide for complete instructions on how to play the game.

## What Happens First

The Select Option screen appears on your TV or monitor. From this screen, you can design a game, play a game, store a design or game, get an existing design or game or leave the program. Decide what you want to do first and then press the matching keypad button or Smart Key to enter your choice.

## PINBALL WIZARD

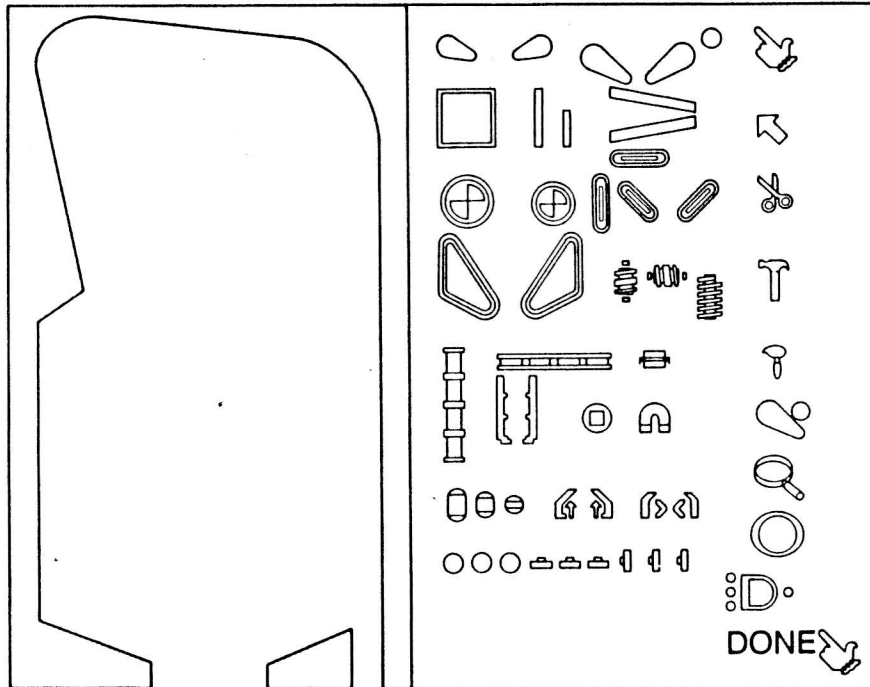
"TILT! GAME OVER!" blazes the pinball machine. You walk away... hands tightly balled into fists and shoulders slumped...beaten again. If only you could design a pinball machine, it would be the ultimate, the most challenging...the best pinball game in the world.

ADAM can make your pinball fantasies come true! With the Pinball Construction Set, you can design the Rolls Royce of pinball games. Move parts around the pinball board, change the sound and scoring, create bonus objects, change the weight of the ball, set the tempo of the game and shape and paint the board and its parts. It's easy...before you know it, you'll be a pinball wizard.

If your fingers are itching to *play* a game rather than design one, we've included two ready-to-play games on your data pack. Each game provides challenging fast and exciting play! Be sure to check the demo games out if you're looking for ideas for your own pinball design. See page 17 of this manual for information on how to get the ready-to-play games.

# HOW EVERYTHING FITS TOGETHER

You're ready to start designing your pinball game. But before you take the plunge, take a look at the empty pinball board on the left side of the screen. Just as you can't fit a round peg in a square hole, you have some limits as to how the parts fit together on the pinball board.



The pinball board is made up of *pattern blocks*. Think of the pattern blocks as an invisible web of lines on which you place pinball parts. Each pinball part takes up its own place inside the board...its own turf. What this means to you, the pinball game designer, is that you must respect the boundaries of each piece. For example, you can't place a flipper inside a square polygon. Even though the square polygon *looks* hollow, it's actually a solid shape.

If you try to place a part in a section of the pinball board that conflicts with the boundaries of another part, you find that you can't release the part. Should this happen, move the part around a little...up, down, left or right. Then you should be able to place the part where you want and release it.

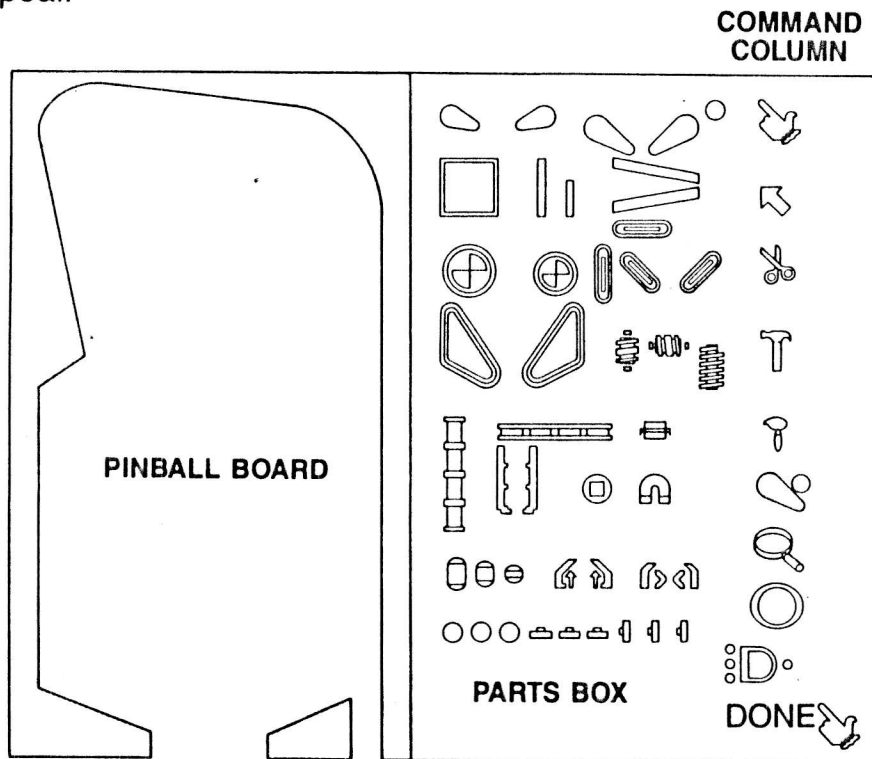
Before you start to design your pinball game, have a little fun...experiment a little...move pieces from the parts box to the pinball board. Try some wild and crazy combinations. You'll soon find out the boundaries and restrictions you have to work with.

# DESIGNING A GAME



Throughout this manual, the continuing example will use the Hand Controller (Control Stick and Side Buttons) to move parts and activate commands. You may use the Cursor Control Keys instead of the Hand Controller to design a pinball game. See "Using The Controls" on pages 24-26 for complete information on control use.

All set to become the Leonardo da Vinci of pinball? Even if you've never played a game of pinball in your life, it's easy to design a pinball game. You start by pressing DESIGN GAME (Smart Key I) or Keypad Button 1 when you're at the Select Option screen. The Design Game screen will appear.



Design Game Screen

Look at the Design Game screen. You'll see an empty pinball board on the left, a parts box in the middle of the screen and a command column on the far right of your screen.

To design a pinball game, you use the hand to move the parts from the parts box and position them on the pinball board. You also use the hand to activate commands from the command column.

It's a good idea to spend some time planning the design rather than just placing objects on the board at random. Take a look at the demo games included on the data pack and then rough out some ideas on scratch paper. You might want to check out the pinball machines in your local arcade for some more ideas on pinball design.

Probably the first question in your mind is, "What are all those *things* in the parts box and command column and what do they do?" Take a look at your Pinball Construction Set Reference Card. The card contains illustrations of all the pinball parts and commands, and a vest-pocket explanation of their functions. While you're designing your pinball game, keep the card close at hand for easy reference.

To choose and move objects from the parts box to the pinball board or to activate other commands, use the hand. The hand will appear in the lower right-hand corner of the parts box.

Ready to get started? First, move the hand around the screen. Don't try to design a game yet, just get the feel of the controls.

Press the Control Stick to move the hand so that the index finger touches one of the pinball parts in the parts box. Placing a flipper is a good starting point for most pinball games, so move the hand to one of the flippers. Got it? Now press and hold in either Side Button and move the flipper from the parts box into position on the board. When the flipper is just where you want it, release the Side Button.

Change your mind about placement? Use the hand to move the part to where you want it. Change your mind about the part you wanted to place? No problem—simply move the part off the board the same way you moved it on. You don't have to return the part to its original position in the parts box. Once off the board, the part disappears!

Want to test your design? You must have at least one ball placed in the launcher area on your pinball machine before testing game play. You can then test the design in one of two ways. Either move the hand to the ball and flipper picture in the command column (fifth picture from the bottom) and press a Side Button. Don't hold the button in—just give it a quick press! The Player Choice screen will appear. Press TEST GAME (Smart Key I) or Keypad Button 1 and you're all set to test your design. Or, optionally, you can move the hand to the DONE indicator. Press either Side Button and the Select Option screen will appear. Then

press PLAY GAME (Smart Key II) or Keypad Button 2. The Player Select screen will appear. Press TEST GAME (Smart Key I) or Keypad Button 1 to take a trial run of your design.

When you're finished testing, press Command Key **ESCAPE/WP** or Keypad Button \* to return to the Select Option screen.

Once you've tested your design, you may want to make changes in it. Press DESIGN GAME (Smart Key I) or Keypad Button 1 and the Design Game screen will appear. Make whatever changes you want to the design, then move the hand to DONE in the command column and press either Side Button. The Select Option screen will appear.

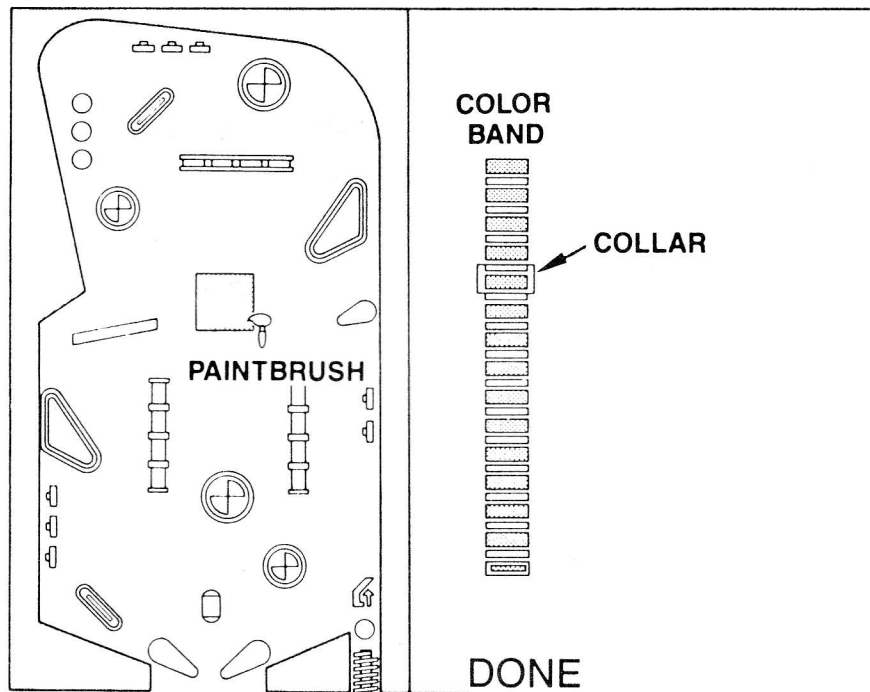
To save the design for use at a later time, you must store it. If you don't store your work before performing any other program function—designing another pinball machine, playing one of the Demo games or going on to Hard Hat Mack, it will be lost. No exceptions...this is an ironclad rule! When you're at the Select Option screen, press STORE/GET DESIGN OR GAME (Smart Key III) or Keypad Button 3. At this point, you can store your design on a different data pack or disk. See "Storing and Getting Games and Designs" on pages 18-22 for complete information on the store/get procedure.



# CHOOSING A COLOR



You've done the basic design work on your pinball game, but now you want to change the color of the board borders and some of the polygons. When you're at the Design Game screen, move the hand to the paintbrush (fifth picture from the top in the command column). Press either Side Button and the Painting screen will appear.



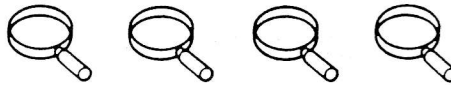
Painting Screen

On the Painting screen, you'll see your pinball design on the left and a color band on the right. Move the paintbrush to the color in the color band you want, then press either Side Button. A collar will appear around your chosen color. Now move the paintbrush to the part of the border or polygon you want to paint. Press either Side Button again and the color is changed!

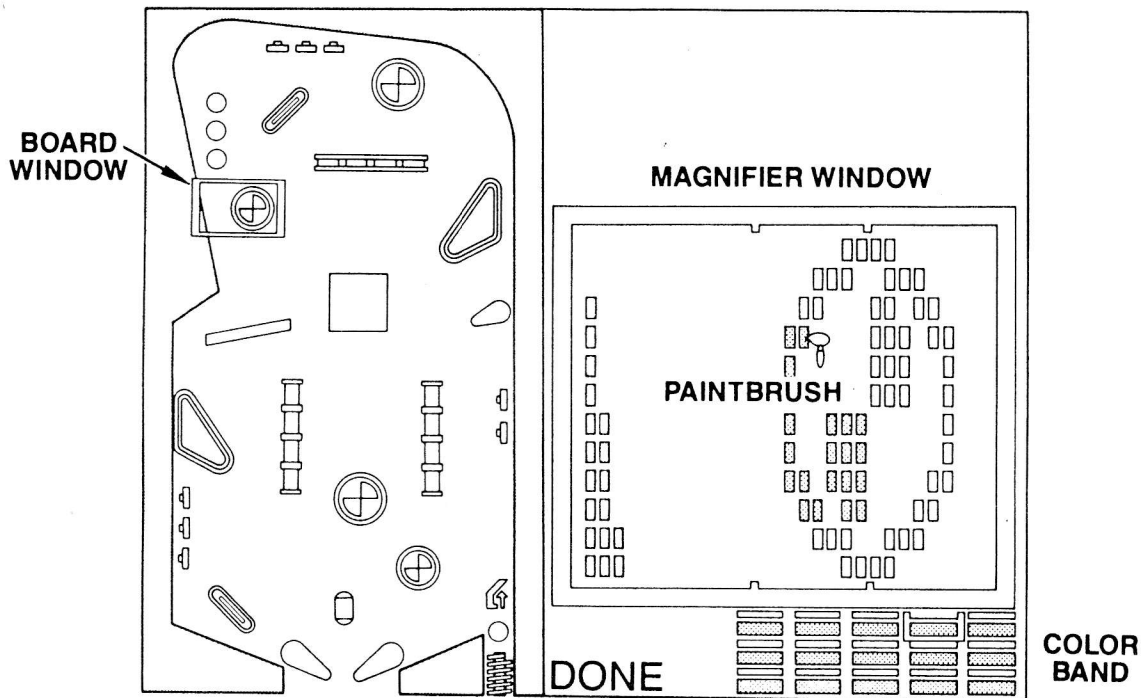
You can use the paintbrush to change the color of the pinball borders and any of the polygon shapes; however the paintbrush doesn't color any of the other parts in the parts box. If you want to change the color of any of the other parts, create designs on the board or further customize your game, see the following section, "Painting Details," for complete instructions.

Finished painting? Move the paintbrush to DONE and press either Side Button. The Design Game screen will appear.

# PAINING DETAILS



Now it's time to personalize the pinball game even more. The magnifying glass lets you draw designs on the board, decorate parts, hide parts and create your own designs to make the board uniquely yours!



Painting Details Screen

When you're at the Design Game screen, move the hand to the magnifying glass (fourth picture from the bottom in the command column) and press either Side Button. The Painting Detail screen will appear. On the Painting Detail screen, you'll see your pinball board on the left, the magnifier window on the right and the color band at the bottom-right of the screen. The paintbrush will appear in the lower right-hand corner of the screen; a small rectangle will appear in the upper left-hand corner of the screen.

To start, move the paintbrush onto the small rectangle and press and hold in either Side Button. Then move the small rectangle around the pinball board. When you have moved the small rectangle to an area you'd like to paint, release the Side Button. Want to move the rectangle quickly? Move the paintbrush to a part on the pinball board and then press either Side Button. The rectangle will move to the paintbrush.

Watch the magnifier window at your right. You'll see that the area inside small rectangle matches the area inside the magnifier window (magnified about seven times). Whatever you paint inside the magnifier window is immediately reflected inside the small rectangle.

To choose a color, move the paintbrush to the color in the color band that you want. Press either Side Button and a collar will appear around your chosen color. This is the color you will paint with until you choose a new color or leave the screen. Remember the pattern blocks mentioned earlier? Well, now you're *painting* pattern blocks. You can have two colors on each row of pattern blocks—black and one other color. So before you start, take a few minutes to plan your color scheme.

Now how to paint? Move the paintbrush into the magnifier window and touch the brush to one of the rectangles inside it. Press and hold in either Side Button. The rectangle and some of the rectangles around it will change color as will a very small area inside the small rectangle.

Don't worry if you make a mistake. Just move the paintbrush to DONE and return to the Design Game screen. Move the part you don't like off the board and move a new part from the part box into its place. Then if you want, move the hand to the magnifying glass, press either Side Button and the Painting Details screen will appear.

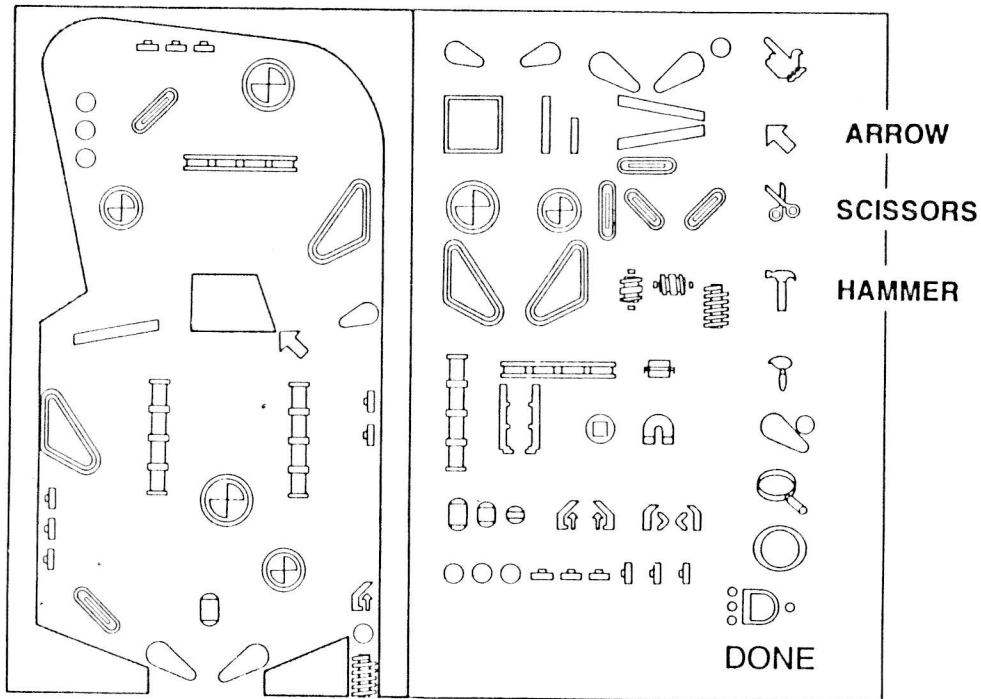
Because you're painting in a very small area, you may get some surprising, unusual and exotic results the first few times you paint. Don't give up—just keep experimenting and painting.

When you want to leave the Painting Details screen, move the paintbrush to DONE and press either Side Button. The Design Game screen will appear.

# CREATING NEW SHAPES



You've got the basic board designed and painted, but it's still not *quite* what you want...not quite *you!* What else could you do? Well, you could change some existing shapes on the board or the borders using the hammer, scissors or arrow.



Creating New Shapes Screen

When you're on the Design Game screen, you can use the hammer, arrow or scissors to create new shapes on the pinball board or to change the borders of the board.

Use the arrow to change the shape of polygons or board borders. Move the hand to the arrow picture (second from the top in the command column), then press either Side Button. The hand will change into the arrow. Then move the arrow onto the pinball board. Now point the arrow at the corner of any polygon shape and press and hold in either Side Button. Watch what happens! You're pulling out the corners and changing the shape of the polygon. Now release the Side Button and you've got a completely different shape.

How do you get rid of a newly created shape that you don't like? Just move the arrow off the board and up to the hand picture. Press a Side

Button and the hand will appear. Now use the hand to move your newly created shape off the board and into the void! Then grab a new part from the parts box and start over again.

Use the scissors to cut the corners off or split polygons or board borders. Move the hand to the scissors picture (third picture from the top in the command column). Now press either Side Button. The hand turns into a pair of scissors. Now move the scissors onto the pinball board. Move the scissors through the polygon or border and hold in a Side Button. You've just split the shape.

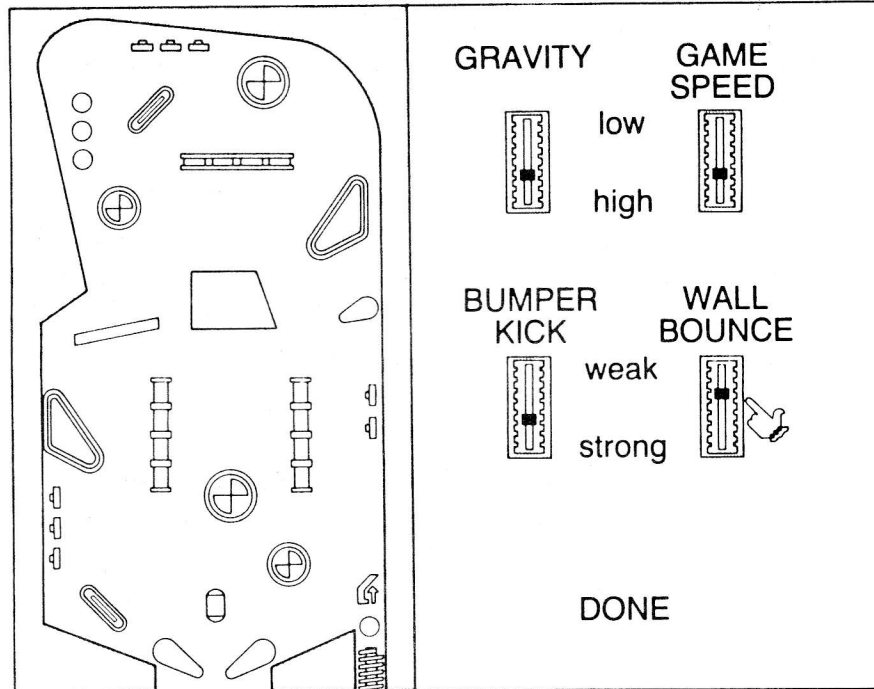
The hammer smooths out sharp corners and lines and turns them into curves. Move the hand to the hammer picture (fourth picture from the top in the command column) and press either Side Button. The hand will change into a hammer. Now move the hammer onto the pinball board so that it is touching a part of the polygon. Now press and hold in either Side Button. Release the Side Button and take a look at the shape you've created.

When you're using the hammer, arrow or scissors, be careful not to twist the polygons (such as pulling one edge across another) as this may cause the ball to behave strangely during play or interfere with the wiring tools (as described in "Sound and Scoring" on page 15).

Your only limit in using the hammer, arrow and scissors is your imagination. And don't worry about making a mistake. Anything you do is repairable. Just move the shape off the board (using the hand) and start all over!

# SETTING GRAVITY, BOUNCE, KICK AND SPEED

Now you can really be the pinball king! Using the World, you control how heavy the ball is (*gravity*); how fast it moves (*speed*); how strong the bumpers are (*kick*); and how elastic the sides are (*bounce*).



The World Screen

Move the hand to the World picture (third picture from the bottom in the command column) and now press a Side Button. The World screen appears. The parts box has been replaced with gauges that have a set of markers for the top two gauges and a set of markers for the bottom two gauges. Use the hand to move the balls up and down to increase or decrease gravity, speed, kick or bounce.

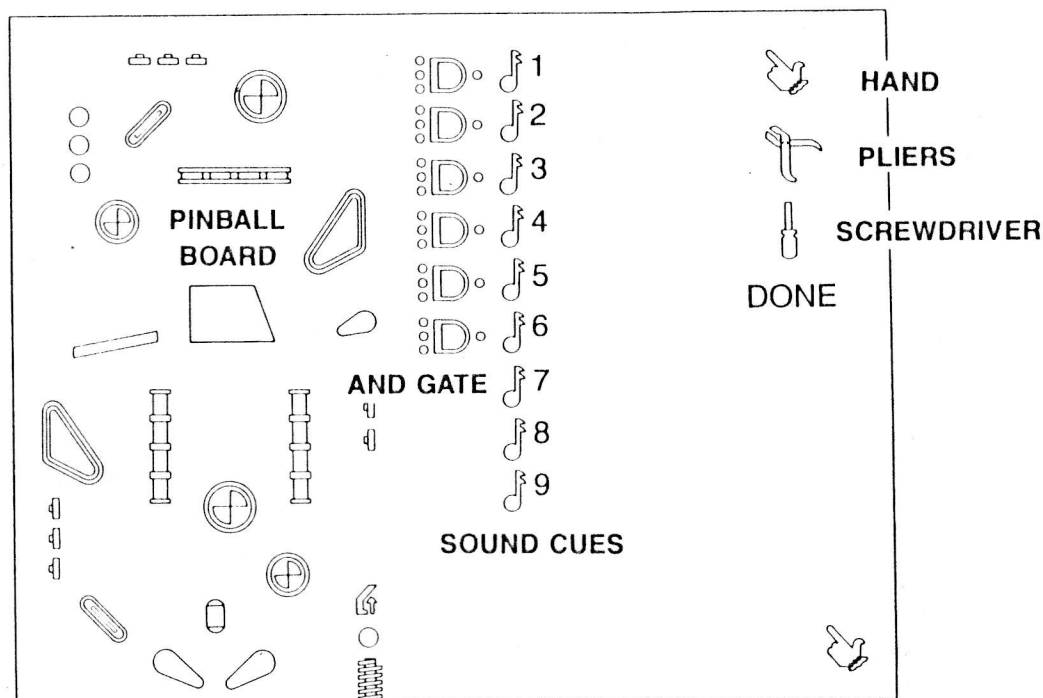
Let's start with gravity. Use the hand to adjust the weight of the ball. Now try it. Move the hand to DONE and press a Side Button. The Design Game screen appears. Now move the hand to the ball and flipper and press a Side Button. The Player Select screen appears. Press TEST GAME (Smart Key I) or press Keypad Button 1 and try things out. Ball too heavy or too light? Reactivate the World command and readjust the gravity gauge.

Follow the same procedure with the speed, kick and bounce gauges, testing different combinations. When everything is adjusted to your satisfaction, move the hand to DONE, press a Side Button and the Design Game screen appears.

# SOUND AND SCORING

AND Gate is a computer design term that means an arrangement of switches that allow electricity to flow through only if all the switches in the gate are open. In the Pinball Construction Set, the AND Gate lets you string targets together so that a bonus is awarded only after all the targets have been hit and turned on. The AND Gate also allows you to set sounds and scoring for each individual target on the pinball board.

The AND Gate is probably the most complicated part of the Pinball Construction Set. So just relax and take it easy. Look at the two Demo games and see how the sound and scoring values have been set. Then practice on your own design. Remember you can't really make a mistake. If you test your design and don't like the scoring or the sound, just disconnect everything and start all over again.



AND Gate Screen

When you're at the Design Game screen, move the hand to the AND Gate picture (second picture from the bottom in the command column) and press either Side Button. The AND Gate screen will appear.

The first thing you'll notice about the AND Gate screen is that the borders of the board seem to have disappeared. That's okay—you'll be working with pinball parts only to set sound cues and scoring values.

What do you do first? Move the hand to one of the musical notes and press a Side Button. Now move the hand to a target and press a Side Button. You'll see a white border around the target, and white borders around the chosen note and a scoring value. You'll also hear a sound cue. This is the sound that's made each time a ball strikes the target; the number is the number of points scored each time the ball strikes the target.

To change either the sound or score of a target, move the hand to the value you want and press a Side Button. Then move the hand to the target and press a Side Button again. The value will be changed.

Do you want no sound and/or scoring? Press and hold in a Side Button and move the hand off the bottom of the score list.

Want to find the default value of targets and then change them? Move the hand to each target and press a Side Button. (*Default* means what the value was set for originally.)

Bonuses are created by turning on an AND Gate with the hand and then using the screwdriver or pliers to connect or disconnect the wiring between the target and the AND Gate. As many as three targets may be connected to each AND Gate.

To string targets together, move the hand to an AND Gate and press a Side Button. You'll see a white border around the AND Gate. Then move the hand to the screwdriver and press a Side Button. The hand will turn into a screwdriver. Now move the screwdriver to the pinball part you want to link to the AND Gate and press a Side Button. You'll see a white line like a wire linking the AND Gate and the pinball part.

If you want to disconnect a pinball part from an AND Gate, move the hand to the AND Gate you want and press a Side Button. A white border will appear around the AND Gate. Now move the hand to the pliers and press a Side Button. The hand will turn into a pair of pliers. Now move the pliers to the part you want to disconnect and press a Side Button. The white line will disappear. The pinball part and the AND Gate are now disconnected.



## PLAYING GAMES



Two playable demonstration games (DEMO 1-2) are included on your data pack. The demo games are both fun to play *and* offer good ideas for your own pinball design. Try using the demo games to experiment upon—using the various commands to redesign the demo games.

To get a demo game, press GET DEMO GAME 1 (Smart Key IV) or Keypad Button 4 or GET DEMO GAME 2 (Smart Key V) or Keypad Button 5 when you're at the Select Option screen. Your chosen demo game will appear. Press PLAY GAME (Smart Key II) or Keypad Button 2 and then choose the number of players. Press the Smart Key that matches the number of players and get ready to play pinball! The pinball game and a scoreboard will appear on your screen. Use your controls as described in "Using The Controls" on pages 24-26 to play your pinball game.

In multiplayer games, all players share the Port 1 Hand Controller. Player 1 starts the game and plays until losing a ball. Play (and the Hand Controller) then shifts to Player 2 who plays until losing a ball and so on.

To play one of your own designs, follow the directions above. To use the controls, see "Using the Controls" as described on pages 24-26.

After play, press Command Key **ESCAPE/WP** or Keypad Button \* to return to the Select Option screen. If you're playing one of your own designs and want to save it, press STORE/GET GAME OR DESIGN (Smart Key III) or Keypad Button 3. Follow the procedures for storing a file as described on pages 18-22.

If you've been playing one of the demo games and want to start designing your own game or want to get rid of a design and start from scratch, pull the Computer Reset switch located on the memory console. This will reload the program. Computer Reset can be used at any time to reload the program and can also be used in case of game malfunction. Remember that pulling Computer Reset wipes out any design not stored in memory, so make sure that you save any designs you want *before* pulling Computer Reset.

# STORING AND GETTING DESIGNS AND GAMES

Working games or designs **cannot be** stored on or retrieved from your Pinball Construction Set data pack. You must store designs or games on a different data pack. Game logic (the software that makes the games *playable*) must be stored on a blank data pack; designs may be stored on data packs that contain other files such as SmartWRITER™ files. So make sure that you have additional data packs before starting Store/Get.

## Initializing Data Packs

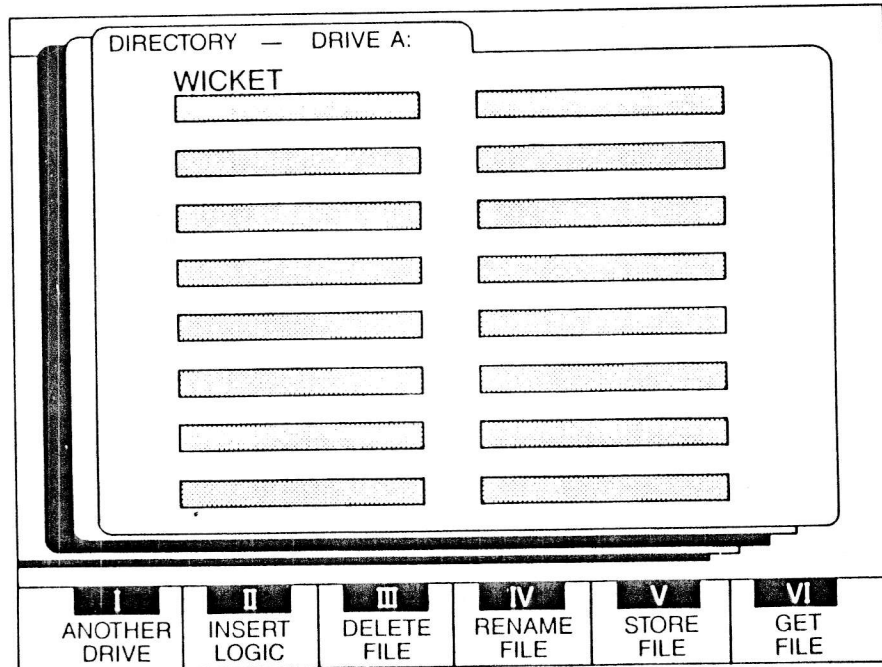
Where do you get the extra data packs on which to store your pinball designs? Naturally, you can buy them. But you can also use SmartBASIC™ to *initialize* data packs on which you have stored material that you don't want anymore. Let's say that you have a data pack on which you've stored class notes that you no longer need. You can initialize (blank) the data pack using SmartBASIC. Load your SmartBASIC data pack. Wait for the Title screen, cursor and screen prompt to appear. Now remove your SmartBASIC data pack and insert the data pack you want to initialize into the drive. Type in the command: **INIT.** and press RETURN. The data pack will be blanked. Remove the data pack when the cursor and screen prompt reappear on the screen. You can now store your pinball games on the data pack.

## Storing Files

You've designed, tested and played your pinball game and it's great. Naturally, you're going to show this awesome game off to your friends and keep it for play at a later time. How do you store your design and then get it back?

When you're at the Select Option screen, press STORE/GET GAME OR DESIGN (Smart Key III) or press Keypad Button 3. You'll see a screen message telling you to insert a separate data pack on which to store your pinball designs. Insert the data pack and then press CONTINUE (Smart Key VI) or press Keypad Button 6. Then select the drive on which you want to store your pinball game or design by pressing the matching Smart Key or Keypad Button.

The Store/Get Option screen with a directory, similar to the Smart-WRITER directory, and a new set of Smart-Key labels will appear on your screen. With these Smart Keys, you can store or get a file or perform other program options as described in the sections that follow.



If you want to store a game or design, press STORE FILE (Smart Key V) or Keypad Button 5 and the STORE FILE screen will appear. Type in the name of your file and press STORE FILE (Smart Key VI) or Keypad Button 6 and your file will be safely stored.

Need help? Press HELP (Smart Key V) or Keypad Button 5 when you're at the Store File screen. The Help screen and a new set of Smart-Key labels will appear. When you're at the Help screen:

- Press CURSOR (Smart Key II) or Keypad Button 2 to see a screen message explaining how the cursor functions. Press DONE (Smart Key VI) or Keypad Button 6 to return to the Store File screen.
- Press HOW TO TYPE (Smart Key III) or Keypad Button 3 to see a screen message on how to use the keyboard. Press DONE (Smart Key VI) or Keypad Button 6 to return to the Store File screen.
- Press HOW TO ERASE (Smart Key IV) or Keypad Button 4 to see a screen message on how to erase mistakes. Press DONE (Smart Key VI) or Keypad Button 6 to return to the Store File screen.

- Press HOW TO ENTER (Smart Key V) or Keypad Button 5 to see a screen message on how to enter the name of your file. Press DONE (Smart Key VI) or Keypad Button 6 to return to the Store File screen.
- Press LEAVE HELP (Smart Key VI) or Keypad Button 6 to return to the Store File screen.

When your file is stored, the Store/Get Option screen will appear. To return to the Select Option screen, press ESCAPE/WP. You'll see a screen message telling you that the Pinball Construction Set is loading. When the program has loaded, the Select Option screen will appear. You can now design a new pinball game, play one of the demo games or leave the Pinball Construction Set.

## Getting Files

The instructions for getting files using a one and two drive system are slightly different, so read this section carefully before getting a file.

### Getting a File Using Two Drives

When you're at the Store/Get Options screen, press GET FILE (Smart Key 6) or press Keypad Button 6 to get a game or pinball design. Use the arrow keys to move the pointer to the file that you want and press GET FILE (Smart Key VI).

When your chosen file has been retrieved from memory, the Store/Get Option screen will appear. To return to the Select Option screen, press ESCAPE/WP. You'll see a screen message telling you that the Pinball Construction Set is loading. Once the program has loaded, the Select Option screen will appear. You can now design a pinball game, change an existing design, play a game or leave the program.

### Getting a File Using One Drive

When you're at the Select Option Screen, press STORE/GET (Smart Key III) or Keypad Button 3. You'll see a screen message telling you to insert the digital data pack on which you've stored your pinball file.

Remove the Pinball Construction Set digital data pack from the drive and insert the digital data pack on which you've stored your pinball file.

Press Smart Key VI or press Keypad Button 6.

The Store/Get Option screen appears. Press GET FILE (Smart Key VI) or press Keypad Button 6.

Use the arrow keys to move the pointer to the file you want and press GET FILE (Smart Key VI) or press Keypad Button 6.

When the tape drive motion stops, you'll see a message telling you to insert the Pinball Construction Set digital data pack.

Remove the digital data pack on which you've stored your pinball file from the drive and insert the Pinball Construction Set digital data pack.

Press the ESCAPE/WP Command Key. You'll see the directory screen with six Smart-Key labels.

Press the ESCAPE/WP Command Key again.

You'll see a screen message telling you that the Pinball Construction Set is loading and to wait.

When the tape motion stops, your retrieved game is ready and the Select Option screen appears.

If you want a file that is stored on a different directory (a different drive), press ANOTHER DRIVE (Smart Key V) and the alternate directory will appear. Then move the pointer to the file you want and press GET FILE (Smart Key VI) or Keypad Button 6. The file you want will appear.

If you want to choose another option, press OTHER OPTIONS (Smart Key IV) or Keypad Button 4 and the Store/Get Options screen will appear.

## Other Options

From the Store/Get Options screen, you can also:

- Choose a file stored on a different drive. Press ANOTHER DRIVE (Smart Key I) or Keypad Button 1. Press SEE OPTIONS (Smart Key VI) or Keypad Button 6 to return to the Store/Get Option screen.
- Insert logic (Smart Key II). If you want to make your games playable, you must insert the game logic on your storage data pack. Remember that when you insert game logic on a data pack any files stored on that data pack will be destroyed. The data pack will be dedicated to playing pinball games only.

To insert game logic, press DO INSERT (Smart Key VI) or Keypad Button 6. When the game logic is inserted on your data pack, the Store/Get Option screen appears with a directory. The phrase "Game Logic" will appear on your directory.

If you do not want to insert game logic, press CANCEL INSERT (Smart Key I) or Keypad Button 1. You'll return to the Store/Get Option screen.

- To delete a file, press DELETE FILE (Smart Key III) or Keypad Button 3. You'll see your file directory and a screen message telling you to use the arrow keys to move the pointer to the file you want to delete. Then press DELETE (Smart Key VI) or Keypad Button 6. A screen message asking you if you're sure and two new Smart-Key labels will appear. If you want to delete the file, press YES, DELETE (Smart Key VI) or Keypad Button 6. The Store/Get Option screen and the directory will appear. If you change your mind and don't want to delete the file, press NO, RESTORE (Smart Key V) or Keypad Button 5. The Store/Get Option screen and the directory will appear.
- To rename a file, press RENAME (Smart Key IV) or press Keypad Button 4. You'll see a screen message and three new Smart-Key labels. Use the arrow keys to move the pointer to the file you want to rename and press RENAME FILE (Smart Key VI) or Keypad Button 6.

You'll see a screen message telling you to type in the name you want for the file and a new Smart-Key label. Press DONE (Smart Key VI) or Keypad Button 6. When your file is renamed, the Store/Get Options screen with your newly renamed file will appear.

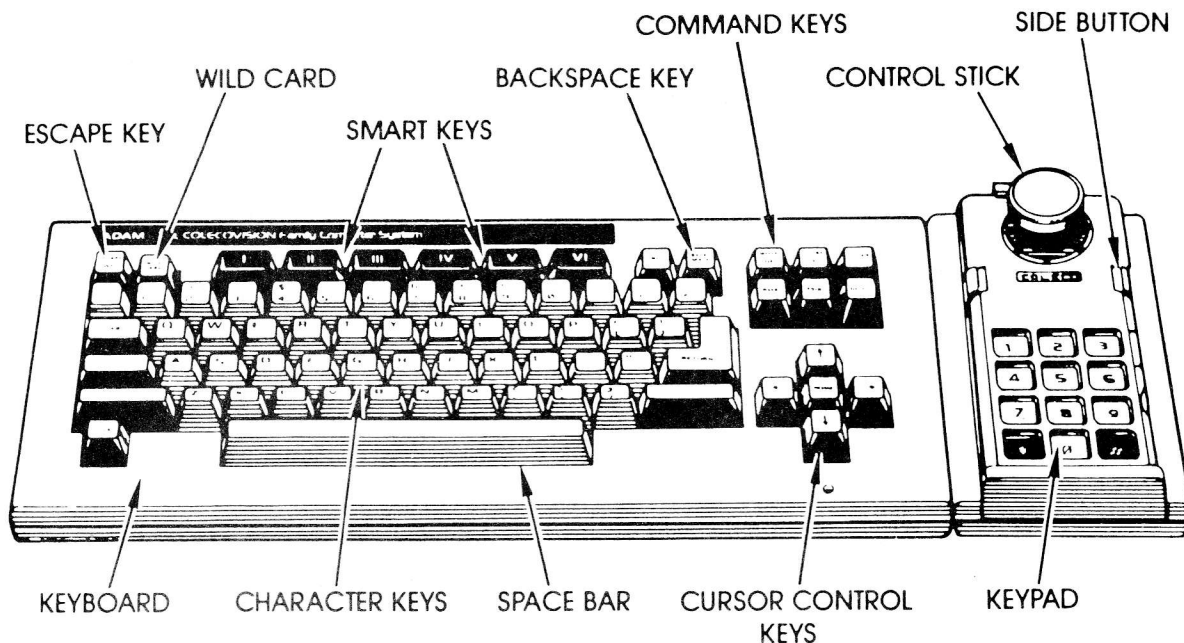
If you need help, press HELP (Smart Key V) or Keypad Button 5. Help functions in the same way as in the Store File screen.

## LEAVING THE PROGRAM

You've designed and played some memorable pinball games and then stored them properly, now the only thing left to do is to leave the program. When you're at the Select Option screen, press EXIT (Smart Key VI) or Keypad Button 6. You'll see a screen message telling you that you're leaving Pinball Construction Set and two new Smart-Key labels. If you want to leave the program, remove the data pack. Remember to store your data pack properly after removing it. If you change your mind and want to re-enter the Pinball Construction Set, press RETURN TO PINBALL (Smart Key V) or Keypad Button 5. The Select Option screen will appear.

If you'd like some hard-hitting action on a rough and tumble construction site, press GO TO HARD HAT MACK (Smart Key VI) or Keypad Button 6. The Hard Hat Mack Title screen will appear. See the Hard Hat Mack Instruction Manual for instructions on how to play.

# USING YOUR CONTROLS



If you're familiar with the SmartWRITER™ word-processing system, you know how easy it is to use the ADAM keyboard and hand controller. For the Pinball Construction Set, you'll use some of the same controls. Read this section carefully before starting to design your pinball game or before playing a game.

## Hand Controller

### Control Stick

The Control Stick moves in four directions: up, down, left and right.

During design, pressing the Control Stick in the selected direction moves the hand to any construction command (hand, arrow, scissors, hammer, world, AND Gate, paintbrush, magnifying glass, ball and flipper, and DONE).

Pressing the Control Stick in the selected direction moves the hand to the pinball part that you want to place on the pinball board and then guides that part to the selected position in the pinball board.



## Keypad Buttons

The Keypad Buttons may be used instead of the Smart Keys to select program functions such as Store/Get, Play, Design, Done and Exit. Press the matching Keypad Button to select the function you want to perform.

Press \* to return to the Select Option screen. Press # to get to the first Store screen.

## Side Buttons

During design, press either Side Button to place a pinball part on the board or to activate a construction activity.

### Left Side Button

During game play, press the Left Side Button to release the ball onto the pinball board.

During game play, press the Left Side Button to move the left flippers.

### Right Side Button

During game play, press the Right Side Button to move the right flippers.

## Cursor Control Keys

The Cursor Control Keys may be used instead of the Control Stick and Side Buttons for any pinball **design** activity.

During design, press the Up Arrow Key to move a selected construction command up or to move a selected pinball ball up onto or around the pinball board.

During design, press the Down Arrow Key to move a selected construction command down or to move a selected pinball part down onto or around the pinball board.

During design, press the Left Arrow Key to move a selected construction command left or to move a selected pinball part left onto or around the pinball board.

During design, press the Right Arrow Key to move a selected construction command right or to move a selected pinball part right onto or around the pinball board.

During design, press RETURN to enter your choice of a pinball part or construction command. Press RETURN again to let go of the pinball part or to stop the construction activity.

## **Command Keys**

Only Command Key ESCAPE/WP functions in the Pinball Construction Set.

- During design, press ESCAPE/WP at any time to return to the Select Option screen.
- During Store/Get when you're at the Store/Get Option screen, press ESCAPE/WP to return to the screen from which you entered store/get.
- During Store File or Get File, press ESCAPE/WP to return to the Store/Get Option Screen.
- During or after game play, press ESCAPE/WP to return to the Select Option screen.

## **Smart Keys**

The six Smart Keys across the top of your keyboard match the Smart-Key labels that appear at the right side of your screen. (During Store/Get, the Smart-Key labels will appear across the bottom of your screen.) In some cases, the Smart-Key labels tell you what function the program will perform immediately after you press a Smart Key. For example, press DESIGN GAME (Smart Key I) when you're at the Select Option screen takes you to the Design Game screen.

Many times, pressing one Smart Key displays a whole new set of Smart-Key labels. For example, pressing PLAY GAME (Smart Key II) displays a new set of Smart-Key labels that let you choose the number of players in your game or let you test a pinball design.

## **Computer Reset**

Pull the Computer Reset switch to reload the program at any time. Computer Reset may also be used in case of game malfunction. After playing a game—either a demo game or a game of your own design, or any time when you want to start over, pull Computer Reset. The Best of Electronic Arts Title screen will appear. Remember that pulling Computer Reset wipes out any unsaved work—so make sure you've saved wanted designs before pulling Computer Reset.