

PINBALL



CAT. NO.
26-3052

Radio Shack

TRS-80

**COLOR
COMPUTER**

TM

Pinball

Radio Shack®

Ⓜ A DIVISION OF TANDY CORPORATION
FORT WORTH, TEXAS 76102

First Edition

Pinball Program:
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Introduction

Welcome to Pinball. Pinball is a realistic simulation of an arcade machine with the added option to design your own customized playfield.

Setting Up

First, make sure that the cassette recorder and joysticks are properly connected to the computer. Turn on the TV. Insert the Pinball cartridge in the slot on the right side of the computer. Next, turn on the computer. The Main Menu will automatically be displayed.

The Main Menu

The first thing to appear on the screen will be the Main Menu. The Main Menu gives you these choices:

1. PLAY
2. EDIT
3. LOAD

Let's see what happens with each of the options.

1. Play

This option begins the standard game. The program will ask you to enter the number of players. One to four can play.

The five red Circle Poppers that appear on the screen count 50 points each and the 27 Knock-Outs count 150 points each. A Popper will pop the ball as often as it is hit, while a Knock-Out will disappear when struck by the ball. When you hit the last Knock-Out, a new field of Knock-Outs will appear.

Each player gets five balls. The remaining balls are represented by the dots in the green triangle. When the last ball disappears, each player has one turn left.

Players rotate after each ball. The dot next to a player's score indicates "who's up". The dot will remain next to the score when a player gets over 10,000 points signaling a free ball has been awarded. Each additional 10,000 points earns another free ball.

Begin the Game

To begin the game, the right joystick acts as your plunger, so pull it back, then push it to the middle of the control. Pushing the joystick too far past the center will result in a Tilt. Activate the flippers by pressing the buttons on your joysticks.

Bumping

Bumping is a method of changing the course of the ball to make it hit an object. To do this, push the right joystick forward quickly, then pull back. Be careful, leaving the joystick forward too long will result in a Tilt and Bumping too soon will deaden the ball, just as in a real pinball machine.

When the game is over, press any key to return to the Main Menu.

Setting up your own Playfield will add hours of fun to your pinball game. The variations you can create are limitless. Press **2** to Edit the field and let's see how it's done.

2. Edit

The Edit Menu will appear on the screen:

- | | | | |
|----|------------|-----|-------|
| 1. | EDGE BUMP | O. | ERASE |
| 2. | CIRCLE POP | C = | CLEAR |
| 3. | EDGE POP | P = | PLAY |
| 4. | KNOCK-OUT | S = | SAVE |

Creative Options

Press **1** for Edge Bump and the playing field will appear with a movable flashing cursor. An Edge Bump is the green barrier that makes up the outer edges of the game. There are no points for these barriers, but they can be used to change the shape of the board or to add interior barriers.

You may draw as many horizontal, vertical or angular Edge Bumps as you wish. Use the right joystick to place the cursor where you want a bumper to start. Press the button on the right joystick to mark the starting point. Move the joystick up or down, left or right, or diagonally in any direction to draw the barrier. When the barrier is long enough, press the button again. If you move the joystick in the wrong direction, reverse it to the exact starting point to correct the mistake.

When you have added all the Edge Bumps you want, press the space bar to return to the Edit Menu.

Circle Pops count 50 points each and add extra speed to the ball. You may add as many of these as you want to the field by pressing **2** at the Edit menu.

Move the cursor to the spot you want the Circle Pop, press the button and the red circle will appear. Don't position the Circle Pops too close together or you will risk hanging up the ball during a game. If you should get a ball hung up, you will have to Bump out by moving the right joystick forward.

Edge Pops are drawn just like Edge Bumps and count 50 points each. Knock-Outs are added like Circle Pops and count 50 each. You can have as many as 40 Knock-Outs. They must be free-standing (not touching another object).

If, after adding an object, you decide you don't want it, or that it is in the wrong place, press **[E]** at the Edit Menu to Erase. To erase an object, use the right joystick to move the cursor back and forth across the object, pressing the button at the same time.

Checking Your Creation

Each time you add a barrier, whether it allows points or not, you may want to play a game to see what the addition will do to the score and the bounce of the ball. If you wish to check the barrier you just added, press **[P]**. The program will again ask for the number of players. Enter a number and play the game.

If you are not satisfied with the results, press the **[BREAK]** key while the ball is in motion to freeze the play. Press the space bar to return to the Edit Menu. After you have made the changes, press **[P]** and the game will resume where it left off.

Try This One

Often, adding just a few objects to the basic field will change the game considerably. Press the Reset button, then **[2]** at the Main Menu to restore the basic screen. Now press **[3]** for Edge Pop and draw three horizontal lines.

Draw the first Edge Pop along the top border of the field, extending it beyond the diagonal borders on each side to avoid getting the ball stuck in small crevices. A second line would come out of the left vertical border just below the bottom line of Knock-Outs and expand to just outside the first one. Draw the last line just below where the ball enters play and extend it to the left for about an inch. When you are done, press the space bar to return to the Edit Menu.

Press **2** for Circle Bumps. In the line of three Circle Pops, add one between the first and second, and one between the second and third. Now return to the Edit Menu and select **4** for Knock-Outs.

You can add 13 more Knock-Outs if you wish. Place these where you think they will be easy to get, or where you think hitting them would be difficult. When you are through, return to the Edit Menu, press **P** and play your new game.

For the Most Advanced

Later, when you have become an expert, you may want to change the exterior shape of the field. Press the **CLEAR** key to erase the entire field. Use the Erase (O) option to erase all the green borders at the corners of the screen until you have a large square. The only objects that will appear automatically now, will be the flippers, the score boxes and the place the ball enters play. See what shapes you can invent and what barriers you would use.

Saving a Board

If you decide you want to save a game you have designed, press **S** at the Edit Menu. The list of instructions below will appear on the screen.

INSERT TAPE
REWIND
PRESS PLAY AND RECORD
PRESS ENTER

Make sure that your cassette recorder is connected to the computer. Insert a blank tape and press the "REWIND" button so you can start at the beginning. Reset the revolution counter to 000 then press the "PLAY" and "RECORD" buttons at the same time. Now press **ENTER** to start the recorder.

When the game has been recorded, the screen will ask you to enter the number of players. Make a note of the revolution number on the recorder for a starting place for the next game you design, and play the game.

3. Load

To play Pinball on a field you have recorded on tape, select **3** at the Main Menu. The screen will show:

INSERT TAPE
REWIND
PRESS PLAY
PRESS ENTER

Rewind the tape. Press the Reset button on the recorder's revolution indicator. If the game you want to play is not the first game on the tape, press "FAST FORWARD" until you get to the revolution number for that field. When you locate the field, press "PLAY", then **ENTER** to initiate loading.

When the game is loaded, the playing field will appear, and you are ready to go.



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