

David's Midnight Magic™

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Computer Pinball by David Snider
For the APPLE II

 Broderbund Software™

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APDSK-2

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For the APPLE II Computer Pinball by David Snider DISK VERSION

Here's an amazing electronic pinball experience that brings all of the fast action and tension of the real thing to the computer screen. You have dual flipper controls, bumper action, rollovers, multiple ball play... and all the sounds and lights of a classic arcade pinball machine. Want to put some English on the ball? You can even jostle this electronic pinball machine. But easy does it. Overdo it and you'll ring up a tilt! Lots of special effects and the outstanding graphics Brøderbund is famous for.

- An arcade style game
- Paddle or joystick controlled
- Requires Apple II/II + /Ile with at least 48K memory and either 13 or 16 sector controller

This program is fully guaranteed. If it ever fails to boot return the original disk to Brøderbund for free replacement. Please indicate Apple version. If the disk has been physically damaged, include \$5 for replacement.



Brøderbund Software™

BRØDERBUND SOFTWARE, INC./ENTERTAINMENT SOFTWARE DIVISION
1938 Fourth St., San Rafael, California 94901, Telephone

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APPLE INSTRUCTIONS

To begin play for one player, press either control button two times. For 2, 3 or 4 players, press either button once, press the space bar to select the number of players, then press a button to begin. Button 0 and button 1 control left and right flippers. The Launching spring tension may be adjusted with the paddle one dial or the joystick. Button one fires the ball.

During play of the game the space bar jostles the machine for extra bounce. Overuse will TILT and bonus points for ball in play are lost. Control-S will toggle sound effects between Apple's built-in speaker and the cassette output port. The ESC key will freeze play if you are interrupted.

Hitting the five upper drop targets scores 5,000 points plus 5 bonus points and resets targets. The right upper drop targets score 3,000 points and 3 bonus points. The four bottom left targets enable the left-hand Magic-save for one use, score 2,000 points and 2 bonus points. The four bottom right targets enable the right-hand Magicsave for one use, score 2,000 points and 2 bonus points. Blue targets score 250 points. The White Apple bumper scores 500 points. The bottom kickers score 300 points and move the orange rollover in the bottom columns.

The Magicsave magnets may save a ball that is about to be lost down one of the side columns. Press any key at the bottom left of the keyboard (ZXC or V) to activate the left Magicsave. Press any key at the bottom right of the keyboard (M, or /) to activate the right Magicsave.

Dropping a ball in the ball collector (the S-shaped curve in the top level) scores 10,000 points and 10 bonus points and gives you a new ball. Dropping three balls in the ball collector releases all for multiple ball play. On your final ball, loss down either side column will release any balls in the ball collector for last chance play.

Kicking a ball through the loop at the top of the lower level increases the bonus multiplier and scores 5,000 points. Passing through the loop after the 5X level scores 5,000 points and an extra ball. The multi-ball release under the top set of flippers scores 5,000 points and 5 bonus points and releases any balls caught in the ball collector. All orange rollovers score 1,000 points and 1 bonus point. Bonus points times 1,000 are scored at the end of each ball in play.

High scores may be saved to disk by cutting a notch in your disk (otherwise, high scores only last until the computer is turned off). You may view high scores at any time by pressing Control-H.

This program requires 48K Apple II Integer or Plus, DOS 3.2 or 3.3 and can be played with either joystick or paddles.

Each game is fully guaranteed. If it ever fails to boot, return the disk to Brøderbund Software for a free replacement. If the disk has been physically damaged please include five dollars for replacement and specify Apple version.

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Apple IIe Users:

Be sure to press down the CAPS
LOCK Key when using keyboard control.

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