PINBALL CONSTRUCTION SET™
COMMODORE 64
REFERENCE/ERRATA CARD

QUICK REFERENCE DATA

Number of Players	One during design, one to four during play.
To Load	Turn on the disk drive, turn on the computer, insert the PCS disk, then type: LOAD "EA", 8, 1 followed by a `RETURN`. (See your Disk Drive User's Manual if you need additional instructions.)
To return to parts box	`f1`
To change color modes from HI-Res to Multi-Color	`f4` (Shift-`f3`)
To select different colors in multi-color mode	`f3`
To select No. of Players	`f5`
To start a game	Joystick Button or `f7`
Basic Play Information	Same as indicated on the inside front cover of the guide except where noted above. Also, there are no provisions for the use of paddles with the Commodore 64.

MANUAL ERRATA

Page Number	Correction
3	- C-64 version press `f1` (not ESC or SELECT)
11	- You must format a blank disk before you can use it to store games under the SAVE and MAKE GAME commands. To do this insert a blank disk in the drive and use the FORMAT DISK command (below PLAY GAME).
	- Use `f1` to get back the parts box.
	- After using MAKE GAME to build a game, do the following to load and run it: 1. Turn on the disk drive, turn on the computer. 2. Insert the disk with the game. 3. Type: LOAD "——",8,1 followed by a `RETURN`, where —— is the name of the file as you saved it.
	- If you forgot what files are on your storage disk you may catalog the disk by typing: LOAD "$",8 followed by a `RETURN`. When the computer says READY, then type LIST followed by a `RETURN`, and the computer will list your files by name.

FEATURES UNIQUE TO THE C-64 VERSION OF PINBALL CONSTRUCTION SET

NEW FEATURE #1: COLOR CONTROL

Mode Shift — **f4** (**Shift-f3**) This selects the Hi-Res or Multi-Color mode, back and forth. It may be done from parts box or at the start of a new game in Play Game or Make Game.

Color Select — **f3** Once in the Multi-Color mode, you may repeatedly press **f3** to get different combinations of colors for the paint pots and polygons. The initial setting is blue and red, with 255 other possibilities available.

NEW FEATURE #2: FORMAT DISK

You can format blank disks from the disk menu as described above under the page 11 errata. The command is FORMAT DISK and is located directly under PLAY GAME in the screen layout.

Final Note: Your C64 Disk system is not fast. Please be patient when doing tasks that require large disk access, like MAKE GAME.

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