

TILT'S THE LIMIT!

Plug into the high scoring lanes of **BULLDOG** and you won't want to ever get out!

It's the fascinating world of pinball, brought into the computer age with every carom, every ounce of arcade excitement!

Bonus points and side lanes can boost your score higher and higher . . .

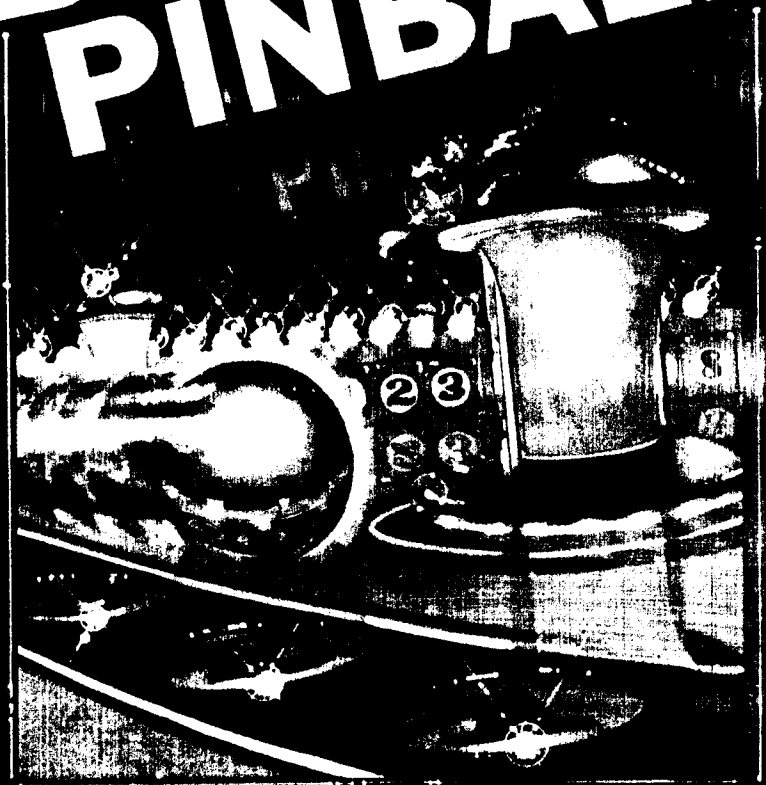
Unless you stumble into **TILT!**

Speed control and flipper action are special features of **BULLDOG PINBALL**, one of a new series of challenging arcade and adventure games from **HAYDEN SOFTWARE**, available at your favorite software dealer.

Limited Warranty. Subject to the below stated limitations, Hayden Software Company hereby warrants that the program(s) contained in this unit will load and run on the standard manufacturer's configuration of the computer listed for a period of ninety (90) days from the date of purchase. Except for such warranty this product is supplied on an "as is" basis without warranty as to merchantability or its fitness for any particular purpose. The limits of warranty extend only to the original purchaser.

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BULLDOG PINBALL™



TRIPLE SCORES, BONUS BALLS — AND TILT!

An Original Arcade Game

by Dr. Paul Willson

HAYDEN SOFTWARE

LOADING INSTRUCTIONS

1. Remove all cartridges from the Atari.
2. Insert **BULLDOG** cassette and rewind tape.
3. Turn on Atari while holding the "start" key down.
4. When Atari emits clicking sound, release "start" key and press **PLAY** on recorder.
5. Press any key except **BRK** or **RESET** on Atari.
6. Upon completion of a successful load, the game will begin automatically.

PLAYING BULLDOG

BULLDOG PINBALL lets you control the speed of your balls' release. Use the flippers to take aim on super scores. One caution, though. **BULLDOG** has a built-in **TILT**. Aim too high, get too flip with the flippers, and you may lose the whole thing!

To begin the game, enter 1 or 2 to indicate the number of players.

Each player initially has five balls. To control the speed of your ball's release, press and hold the **SHIFT** or **BREAK** key (for joysticks: the second button). The longer you hold the key (or button), the faster the ball will move when you release.

Flippers help you control the ball in play. The firing key (or second button) activates the right flipper. Any other key (for joysticks: the first button) activates the left flipper. Try using "Z" for convenience. To "nudge" the machine, hit both flippers simultaneously several times. (Do not press **ESC**; it may hang up the game.)

TILT!

If either or both flippers are activated too frequently, the board Tilts and the ball exits the field without further score.

SCORING

BASIC POINTS

Entry lanes	20 points
Bulldog's ears	10 points
Bulldog's teeth	10 points
Bulldog's jowls	10 points
Bulldog's eyes and nose	10 points

BONUS POINTS

Eye(s) or nose blue	50 points
Eyes and nose blue	300 points
Up left side lane	2000 points
4 ear targets one side	exit lane blocked that side
All 8 ear targets	double ball score
Left side lane after 8 ear targets	triple ball score

BONUS BALLS

Each 5000 point increment to total score adds one free ball, to a maximum of seven free balls.