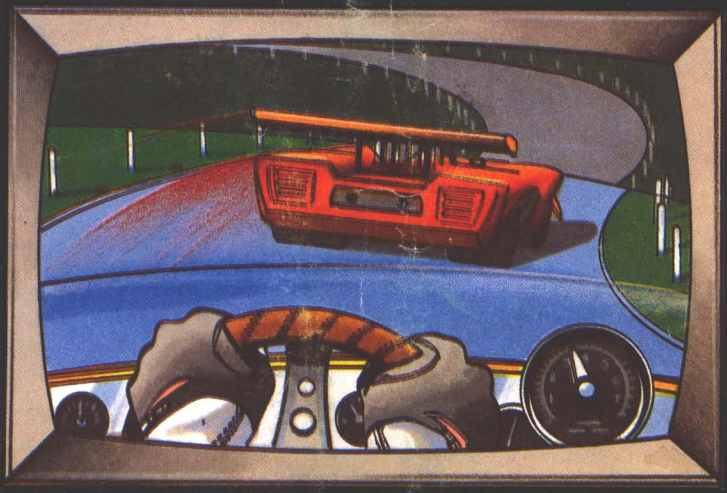
Bally®

PROFESSIONAL

Videocade™

CARTRIDGE



280 ZZZAP/DODGEM 2001

Two different high-speed car races demand quick response and raw courage. Enter your racing time into the computer—floor the accelerator—and go for speed and distance. 280 Zzzap challenges you to hold a road filled with dangerous hairpin turns! Dodgem puts you up against other cars driven by the computer. The sharper your driving skills, the more mileage you'll get!



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VIDEOCADE #2001

280 ZZZAP
DODGEM

Programmed by Jay Fenton

LOADING INSTRUCTIONS

1. Turn on your Bally Professional Arcade and TV set, then select channel 3 or 4.

2. Connect the hand controls by inserting control #1 into the first jack on the back left side (as you face the front of the Arcade). From left to right, the jacks connect to players 1, 2, 4 and 3.

3. Insert the game cartridge, label side up into the cartridge slot. Press it down firmly to lock it into position.

4. Press the RESET button, and the menu of games will be displayed.

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280 ZZZAP (1 player)

Feeling the pressure of speed and time, you're off--along the course of a cross country road race. Negotiate the curves as carefully and quickly as possible to score the most points.

STARTING THE GAME

Choose 280 Zzzap by pressing 1 on the keypad or by using remote game selection (pull the trigger on hand control #1, turn the knob until 1 appears on the screen, then pull the trigger again).

Enter the game time--up to ten minutes in length.

Enter 9	Play 9 seconds.
Enter 9 9	Play 99 seconds.
Enter 9 9 9	Play 9 minutes and 99 seconds.

If the race time being entered on the keypad is 99 seconds or less, you must press the = sign to start the game.

PLAYING THE GAME

Since this is a one-player game, you will need to use hand control #1. The hand control functions for 280 Zzzap are:

Trigger	Controls the speed of the car--accelerator.
Knob	Steers the car--steering wheel.
Joystick	Has no function.

The object of the game is to accumulate as much mileage as possible by traveling as far and as fast as you can without crashing into the white road poles. Every time the car crashes into the poles, you lose valuable speed and distance.

The numbers in the lower center of the screen represent the speedometer. As the car accelerates, the speed is indicated by the bar underneath the numbers.

The numbers on the right side of the speedometer record the miles traveled. On the left side of the speedometer is the race time remaining.

SCORING

To compete against two or more players, enter the same race time for each player. The winner is the one with the highest mileage when the race has ended.

PLAYING AGAIN

To play 280 Zzzap again, press the RESET button and follow the instructions for starting the game.

DODGEM (1 player)

Test your skill as a race car driver. Although this game is similar to 280 Zzzap, you have an additional hazard of crashing into the other cars in the race!

STARTING THE GAME

Choose DODGEM by pressing 2 on the keypad or by using remote game selection (pull the trigger on hand control #1, turn the knob until 2 appears on the screen, then pull the trigger again).

Enter the game time--up to ten minutes in length.

Enter 9	Play 9 seconds.
Enter 9 9	Play 99 seconds.
Enter 9 9 9	Play 9 minutes and 99 seconds.

If you enter a race time that is 99 seconds or less, press the = sign to start the game.

PLAYING THE GAME

The hand control functions for Dodgem are:

Trigger	Controls the speed of the car--accelerator.
Knob	Steers the car--steering wheel.
Joystick	Has no function.

The object of Dodgem is to go as far as possible without crashing into the race track walls, other cars in the race, or having them crash into you.

The light colored car is the only one that you can control. The other cars are controlled by the Arcade.

The numbers in the lower center of the screen represent the speedometer. As the car accelerates, the speed is indicated by the bar underneath the numbers.

The numbers on the right side of the speedometer are the miles traveled. The left side shows the race time remaining.

SCORING

A player's score is determined by the miles driven in the specified racing time. If two or more players are competing against each other, the same race time must be entered for each player.

PLAYING AGAIN

To play Dodgem again, press the RESET button and follow the instructions for starting the game.

LIMITED WARRANTY

Astrovision, Inc., 6460 Busch Blvd., Suite 215, Columbus, OH, 43229 (the "Warrantor") hereby warrants, to the original purchaser only, that this product will be free from defects in materials and workmanship, under normal use, for a period of 90 days from the date of purchase.

The Warrantor shall have no liability or responsibility to purchaser or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by this product, including but not limited to any interruption of service, loss of business and anticipatory profits or consequential damages resulting from the use or operation of this product.

If during this 90-day period a defect in this product should occur, the product may be returned to: Astrovision, Inc., or to an authorized Astrovision, Inc. dealer and Astrovision, Inc. will replace this product without charge.

When requesting performance under the terms of this warranty, the original purchase date must be established by the customer by means of a bill of sale, invoice, or other acceptable documentation.

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Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

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