Bally®

PROFESSIONAL

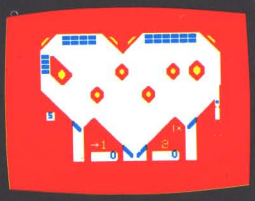
Videocade™

CARTRIDGE



BALLY PIN 3005

It has everything except a slot to collect your quarters! Thumper bumpers! Kicker targets! Drop targets! Realistic flipper action! They'll even catch the ball and roll it back and forth to give you the direction you want! Two different playing fields create the impression of having two pinball machines in one. Up to 4 players.



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VIDEOCADE #3005

BALLY PIN

Programmed by Bob Ogdon
Audio by Scot Norris

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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BALLY PIN 1 (1 to 4 Players)

Enjoy hours of fun with your Arcade pinball machine. Score points by bouncing the ball off various targets, bumpers and spinners. Win with the highest score after five balls are played.

STARTING THE GAME

Choose Bally Pin #1 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 number of players (1-4).

PLAYING THE GAME

The hand control functions for Bally Pin #1 are:

Hand Control	#1	#2
Trigger	Left Flippers	Right Flippers
Knob	No function	No function
Joystick	No function	Controls Ball Shooter

To start the game, release the ball into the playing field with the joystick of hand control #2. The ball shooter, located on the right side of the screen, moves the ball up and down before it is served. If the ball is released when it is high in the shooter, there will be a slow serve. If the ball is released low in the shooter, the serve will be fast.

Each player uses both hand controls to play the ball. When his turn ends, the current player passes both hand controls to the next player, and the game continues until each person has played five balls. The remaining number of balls is shown in the box to the lower left of the playing field. The current player is indicated by the arrow pointing to his number.

After a ball has been released, a spinner target appears above the ball shooter. When the spinner target is hit, it randomly moves the four middle bumpers and resets the drop targets. When the four upper kicker targets are hit, they light the four corresponding middle bumpers which then have a (+) at their centers.

As the ball hits the various objects, sounds are heard as it rebounds at different speeds and angles. The flippers are used to keep the ball in the playing field. The ball reacts as a "real" ball would when struck by a flipper. When the end or corner of the flipper strikes the ball, it results in steeper angles and faster action than if the middle of the flipper strikes the ball.

The players' scores are located in boxes at the base of the playing field. After each person has used up all five balls, the player with the highest score is the winner.

SCORING

Control where the ball is sent through skillful use of the shooter and flippers. If a flipper is used too early or too late, there will be very little, if any, control of the ball. By keeping the ball in the playing field as long as possible and aiming at the highest scoring targets, you will soon achieve a record number of points. The values of each object are:

Wall and Ceiling above Flippers	10 points
Drop Targets	100 points
Upper Kicker Targets	150 points
Bumpers (unlit)	10 points
Bumpers (lit)	100 points
Spinner (per rotation)	10 points

In addition, a 200 point bonus is awarded when the four drop targets in the chute on the left are knocked out.

A 1,000 point bonus is awarded and <u>all</u> point values are doubled when the 20 drop targets on the top are knocked out.

When a doubled or tripled scoring situation is achieved, a 2X or 3X will appear on the left side of the inside right flipper.

PLAYING AGAIN

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

BALLY PIN 2 (1 to 4 players)

The object and the playing of Bally Pin #2 is the same as #1, except that there is a different playing field.

STARTING THE GAME

Choose Bally Pin #2 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 number of players (1-4).

PLAYING THE GAME

There are six upper kicker targets which, when hit, light the corresponding bumpers. The bumpers (when lit) will have a (+) at their centers.

After a spinner has been hit, the five bumpers at the left are randomly moved and the drop targets are reset.

SCORING

Wall and Ceiling above Flippers	10 points
Drop Targets	100 points
Upper Kicker Targets	150 points
Bumpers (unlit)	10 points
Bumpers (lit)	100 points
Spinner (per rotation)	10 points

A 1,000 point bonus is awarded and <u>all</u> point values are doubled when the 24 drop targets on the top are knocked out.

When a doubled or tripled scoring situation is achieved, a 2X or 3X will appear on the left side of the inside right flipper.

PLAYING AGAIN

To play Bally Pin 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.

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6460 BUSCH BLVD., SUITE 215
COLUMBUS, OHIO 43229

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