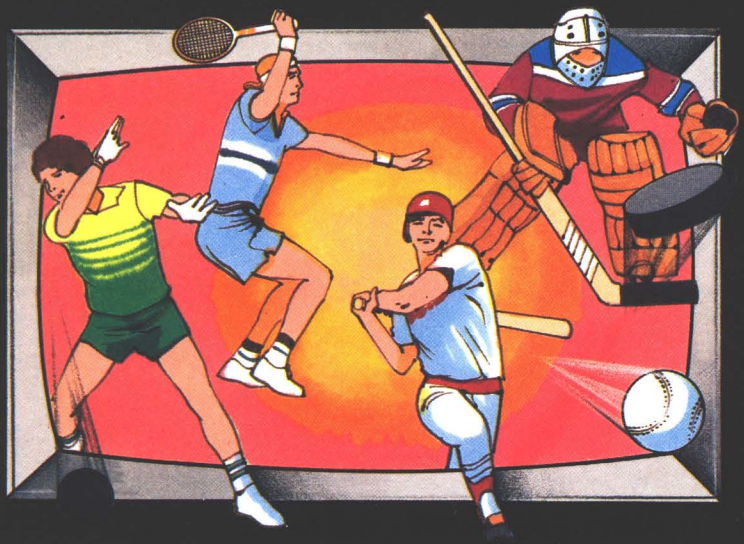
Bally®

PROFESSIONAL

Videocade™

CARTRIDGE



TORNADO BASEBALL/TENNIS/ HANDBALL/HOCKEY 3001

Four major sports games in one cartridge give you a super value! Extraordinary computer simulations of all the action. In Baseball, you have full control of the speed and curve of the pitch. An electronic umpire makes all the calls. Realistic graphic displays of the players and the entire field make the games more fun! 1 or 2 players.



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VIDEOCADE #3001

TORNADO BASEBALL/TENNIS/ HANDBALL/HOCKEY

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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BASEBALL (2 players)

It's baseball like the Major leagues with players moving, bats swinging, crowds cheering and runners scoring. Points are earned by a runner crossing home plate, just as in a "real" baseball game.

STARTING THE GAME

Choose Baseball 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).

PLAYING THE GAME

Hand control #1 is used for the home team, and the visitors team is controlled by #2. The hand control functions for Baseball are:

Trigger	Operates the bat.
Knob	Moves the outfielders to the left or right.
Joystick	Controls the speed and curve of the pitch (forward is slow pitch, back is fast pitch).

The object of the game is to score more runs than your opponent in the nine innings of play.

The word UP above the name HOME or VIS indicates the batting team. When the game begins, the visiting team will be at bat first.

To begin play, the home team player (#1) pitches the ball by moving the joystick. Pitches can be fast or slow, with inside or outside curves. Player #2, the batter, pulls the trigger to release the bat after the ball has been pitched. If he misses the ball, the umpire (Arcade) calls a strike or a ball.

When the ball is hit, the screen indicates whether the play is a single, double, triple, homer, foul or an out. When the team at bat has three outs, the teams exchange places on the field.

The infielders automatically move to make the plays, which adds to the excitement of the game. The outfielders are moved with the knob to catch fly balls.

SCORING

The two small boxes at the bottom left of the screen provide the following information:

I - Inning of Play
O - Number of Outs

The two small boxes on the bottom right indicate:

S - Number of Strikes
B - Number of Balls

When the team at bat scores a run, it is recorded in the score box below the name of that team.

PLAYING AGAIN

To play Baseball again, press the RESET button or pull the trigger on hand control #1, and follow the instructions for starting the game.

HANDBALL (2 players)

This fast-paced action game keeps the players running. After the serve, take turns retrieving the ball which will bounce off the front and side walls of the court. The first player to gain 21 points is the winner.

STARTING THE GAME

Choose Handball 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).

Select 2 for the number of players.

PLAYING THE GAME

The hand control functions for Handball are:

Trigger	Has no function.
Knob	Moves the player from side to side on the court.
Joystick	Moves the player forward and backward on the court.

As soon as you have entered the number of players, the Arcade will serve the first ball from the center of the court. Player #1 is white and #2 is blue. The ball will change color to indicate which player is to return it.

If you return the ball when it is your opponent's color, he will score a point. When it is your turn to play and you miss the ball, it will exit the back court (right side of the screen) and your opponent will score a point.

Each time a ball exits the screen, it will then be served automatically from the center of the court. As players continue returning the ball, the speed will increase. Also, as your skill at retrieving the ball improves, you will be able to return the ball using interesting curves and angles.

SCORING

The first player to reach 21 points wins the game. The scores appear in the top center of the screen after each play.

PLAYING AGAIN

When one of the players has scored 21 points, pull the trigger on hand control #1 or press RESET to return to the main menu.

HOCKEY (2 to 4 players)

Score goals by firing the puck into your opponent's net. From the moment of the face off, the action is fast and furious, so prepare to respond quickly!

STARTING THE GAME

Choose Hockey by pressing 3 on the keypad or by using remote game selection (pull the trigger on hand control #1, turn the knob until 3 appears on the screen, then pull the trigger again).

Enter the number of players (2-4).

Hand controls #1 and #3 are used for the red team, and the green team is controlled by #2 and #4. If only two people are playing, connect hand controls #1 and #2 so that each player will have a goalie and a forward.

PLAYING THE GAME

The hand control functions for Hockey are:

Trigger	Has no function.
Knob	Moves all players from side to side on the ice.
Joystick	Moves only the forwards back and forth across the ice.

The object of the game is to be the first team to score 21 points by getting the hockey puck past the opposing team's goalie and into their net. The red team aims at the left net, and the green team trys to hit the puck into the right net.

The puck is automatically served from center ice, so position your player so that he can hit the puck toward your opponent's goal. Both teams have a goalie whose job it is to block the puck from entering his net. The goalies move from side to side, but not toward or away from the center.

At the beginning of the game, the puck moves slowly; but as the teams hit it back and forth, the action becomes faster and faster.

SCORING

One point is awarded each time the puck enters your opponent's net. The scores of both teams are flashed at the top of the screen each time either team scores a point. The first team to reach 21 points is the winner.

PLAYING AGAIN

To play Hockey again, press the RESET button (or pull the trigger on hand control #1) and follow the instructions for starting the game.

TENNIS (2 or 4 players)

Challenge your friends to a tennis match and play singles or doubles. Score points for every volley your opponent is unable to return.

STARTING THE GAME

Choose Tennis by pressing 4 on the keypad or by using remote game selection (pull the trigger on hand control #1, turn the knob until 4 appears on the screen, then pull the trigger again).

Select the number of players (2 or 4).

PLAYING THE GAME

The hand control functions for Tennis are:

Trigger	Has no function.
Knob	Moves the player from side to side inside his own court.
Joystick	Moves the player toward or away from the net.

The object of the game is to return the serve (or volley) over the court line behind the opposing player.

The ball is automatically served from the center of the net (called the midline), in alternate directions. Although the ball moves slowly at first, the speed increases as the playing continues and your skill improves.

When the ball is served into your court, return it by moving your player into its path. NOTE: When the ball rebounds off the sides of the court (top and bottom of the screen), it is still in play, so return the rebounds also.

SCORING

When a player misses either a serve or a volley, the ball will exit the screen behind the player and the opponent will be given one point. The scores appear at the top of the screen after each serve. A total score of 21 points wins the game.

When playing doubles, points are given to the two player team rather than to the individual players.

PLAYING AGAIN

To play Tennis again, press the RESET button (or pull the trigger on hand control #1) 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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6460 BUSCH BLVD., SUITE 215
COLUMBUS, OHIO 43229

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