Bally®

PROFESSIONAL

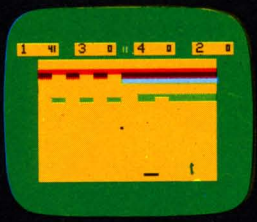
Videocade™

CARTRIDGE



BRICKYARD/CLOWNS 2004

Two exciting and challenging games! Brickyard! Score points by breaking through the wall of bricks. Eliminate the last brick for a big bonus. Two players can even play at different skill levels. Clowns! Get the highest score on the laugh meter as your clown catapults off the teeter-totter to break through the balloons. Up to 4 players.



Copyright © 1981 Astrovision, Inc. All Rights Reserved.

VIDEOCADE #2004

BRICKYARD
CLOWNS

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.

Copyright (c) 1981 Astrovision, Inc.
All Rights Reserved

BRICKYARD (1 to 4 players)

Break through the colorful wall of bricks and score! Quickly, position your paddle under the ball again and bounce it back up into the layers of bricks.

As the ball hits your paddle, it moves faster and faster. When you knock out the last brick, you get a big bonus, a victory tune and a new set of bricks!

With this exciting action game, you can choose a variety of skill levels, game lengths and scoring options. You can even choose different skill levels for each player.

STARTING THE GAME

Choose Brickyard 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).

Select the level of difficulty.

LEVEL	PLAY ACTION
1. Professional	small paddle, fast ball
2. Advanced	small paddle, slow ball
3. Intermediate	large paddle, fast ball
4. Beginner	large paddle, slow ball
5. Custom	select different levels of difficulty for each player.

If you select a level from 1 to 4, enter the number of players (1-4) and continue.

If you select level 5, Custom, enter the number of players (2-4), then choose the level of difficulty for each player.

Enter the number of balls which each player will use (1-99). If you enter a number that is less than 9, press the = sign to start the game.

PLAYING THE GAME

The hand control functions for Brickyard are:

Trigger	Releases the ball into the playing area.
Knob	Moves the paddle right or left.
Joystick	Has no function.

The object of the game is to knock out as many bricks as possible by bouncing the ball upward off the paddle into the various levels of colored bricks. Although the ball moves slowly at first, the speed increases as the playing continues.

After the ball hits a brick, it rebounds back to the paddle with varying speeds and angles. And, like a "real" paddle, hitting the ball on the corner results in steeper angles and faster action.

At the top of the screen is a box containing each player's number and score. The small box in the center contains the number of balls remaining. Players take turns moving the paddle and knocking out as many bricks as possible. The current player's turn is indicated by the dark colored box which surrounds his number. When he misses the ball, the next player's number is highlighted.

SCORING

When the ball hits a particular brick, the point value for that brick is awarded to the current player. The colored bricks have different point values:

Green bricks	3 points
Blue bricks	5 points
Red bricks	5 points

In addition, 50 extra points are awarded to the player who knocks out the last brick on the screen. The bricks are instantly re-drawn, and normal scoring continues until, once again, only one brick remains. The winner is the one with the highest total score at the end of the game.

STRATEGIES FOR WINNING

The best way to play Brickyard is to keep the paddle under the ball at all times. This increases your ability to react quickly and anticipate where the ball will fall.

Also, whoever knocks out the last brick must think very quickly to keep from missing the ball. This is because the bricks are re-drawn so fast that the ball hits the next brick very quickly.

PLAYING AGAIN

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

CLOWNS (1 to 4 players)

The circus organ starts to play and a clown steps out on the high platform. He jumps! Quick, position the teeter-totter to catch him and bounce him back into the air.

Aim him at the moving rows of green, red and blue balloons. If he hits one, it explodes with a pop and you score. Break the last balloon of each color for bonus points. Then, aim at a completely new row of balloons to keep increasing your score.

STARTING THE GAME

Choose Clowns 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).

Select the number of clowns which each player will use (1-99). If you enter a number that is less than 9, press the = sign to start the game.

PLAYING THE GAME

The hand control functions for Clowns are:

Trigger	Starts the game and releases the clowns into the playing area.
Knob	Moves the teeter-totter right or left.
Joystick	Has no function.

The object of the game is to break balloons by catching a clown on a teeter-totter and aiming him at three rows of balloons. The clown moves slowly at first, but picks up speed until he reaches his maximum.

A clown may move right through the lines of balloons, missing all of them, or he might pop several on his way up and even more on his way down. Several things determine his success. When he first bounces off the teeter-totter, his angle depends on how close to the middle of the board he landed. As he rises, then again as he falls, hitting a balloon changes both his path and his speed. Learning to control these is the secret to a high score in Clowns.

At the top of the screen is a box containing each player's number and score. The small box in the center contains the number of clowns remaining for each player. Players take turns moving the teeter-totter and breaking as many balloons as possible. The current player's turn is indicated by the dark colored box which surrounds his number. When his turn is over, the next player's number is highlighted.

SCORING

Each time a clown hits a balloon, points are scored according to the following table:

Green balloons	1 point
Red balloons	3 points
Blue balloons	5 points

In addition, extra points are awarded to the player who breaks the last balloon on a row:

Green row	20 bonus points
Red row	40 bonus points
Blue row	60 bonus points

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.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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.

ASTROVISION INC.

6460 BUSCH BLVD., SUITE 215
COLUMBUS, OHIO 43229

MADE IN U.S.A. THE IMAGE PRODUCERS, INC. PRINTED IN U.S.A.