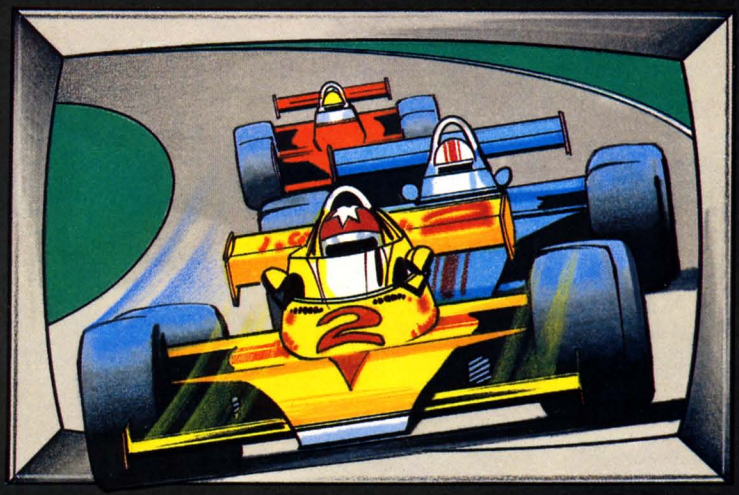
Bally®

PROFESSIONAL

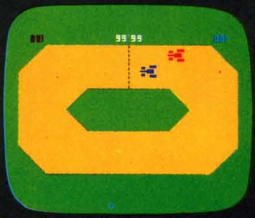
Videocade™

CARTRIDGE



GRAND PRIX/ DEMOLITION DERBY 2014

Four challenging courses in race car driving excitement! Jockey for position at Le Mans or go for broke on a dangerous rally track! There's a constant trade-off between speed and maneuverability! Varying skill levels upgrade the challenge and the fun. Here is all the excitement of formula-style racing! The competition gets hotter as players improve their skills! 1 or 2 players.



Copyright © 1981 Astrovision, Inc. All Rights Reserved.

VIDEOCADE #2014

GRAND PRIX
DEMOLITION DERBY

Programmed by Bob Ogdon & Rick Spiece
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

GRAND PRIX (1 to 4 players)

Ladies and Gentlemen, start your engines! The starting gun fires, and you're off in a flash, careening around dangerous turns in the race for the finish line.

Grand Prix gives you all the excitement of formula-style racing, with three different race tracks and two skill levels to choose from.

STARTING THE GAME

Choose Grand Prix by pressing 1, 2 or 3 on the keypad or by using remote game selection (pull the trigger on hand control #1, turn the knob until 1, 2 or 3 appears on the screen, then pull the trigger again).

Enter the number of players (1 to 4), then select the difficulty level by selecting 1 for pro, 2 for beginner. At the pro level, the race cars are able to reach higher speeds than at the beginner level.

Select the number of laps (1-99). If you enter a number that is less than 10, press = to start the race.

PLAYING THE GAME

The hand control functions for Grand Prix are:

Trigger	Accelerator for race car.
Knob	Has no function.
Joystick	In right position, race car will turn clockwise; in left position, it will turn counterclockwise. Up position will move car in forward direction.

The object of Grand Prix is to be the first race car to reach the finish line. To check your racing time, watch the time clock in the upper middle part of the screen.

Once the race has started, use the joystick to move your car around the track. But, be careful not to crash into the other cars or into the race track walls. Skillful driving maneuvers are as important for success as high speeds.

The first car to reach the finish line after completing the specified number of laps is the winner.

PLAYING AGAIN

To race in the Grand Prix again, press the RESET button and follow the instructions for starting the game.

DEMOLITION DERBY (1 to 4 players)

All the thrills of a live demolition derby! Contestants ram their cars into each other until only one car remains running.

STARTING THE GAME

Choose Demolition Derby 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).

Enter the number of players (1 to 4). Computer-controlled cars are provided for more action in games with less than four players.

Select the maximum number of points (1-99). If you enter a number that is less than 10, press the = to start the game.

PLAYING THE GAME

The hand control functions for Demolition Derby are:

Trigger	Accelerator for car.
Knob	Has no function.
Joystick	In right position, car turns clockwise; in left position car turns counterclockwise. It automatically moves backward (to protect engine from being hit) unless the joystick is pushed forward.

The object of the game is to be the last car remaining on the field with your engine still running. Points start at the number you specify, but one point is lost each time a car is hit in the front. When a car finally reaches 0 points, it is out commission. The last car with points remaining (and engine running) is declared the winner.

You'll stay in the competition longer by protecting the front end of your car and backing into your opponent's. In this way, your car's radiator, engine, etc. will remain intact.

PLAYING AGAIN

To play Demolition Derby 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.

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.