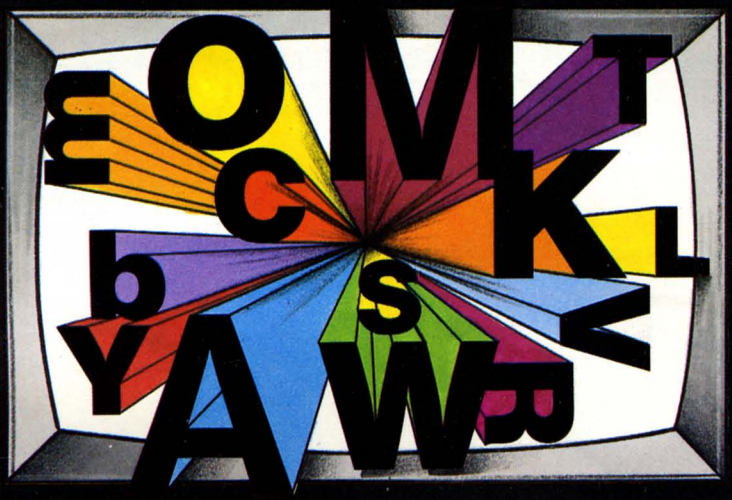
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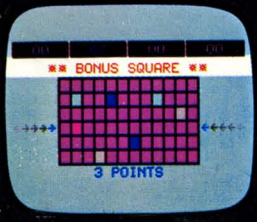
Videocade™

CARTRIDGE



LETTER MATCH/SPELL 'N SCORE/CROSSWORDS 4002

Three different games will improve your vocabulary and reinforce spelling skills. Letter Match! Pair letters randomly selected by the computer. Spell 'N Score! Create as many words as you can from letters generated at random by the computer. Crosswords! The computer gives you letters. You turn them into words. 1 or 2 players.



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VIDEOCADE #4002

LETTER MATCH
SPELL 'N SCORE
CROSSWORDS

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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LETTER MATCH (1 to 4 players)

Score points by matching letters concealed behind a numbered set of green squares. When you match certain letters, win a big bonus (accompanied by a victory tune!).

STARTING THE GAME

Choose Letter Match 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).

Choose the level of difficulty.

LEVEL	PLAY ACTION
1.	Beginner
2.	Intermediate
3.	Advanced

Enter the number of players (1-4).

PLAYING THE GAME

The hand control functions for Letter Match are:

Trigger	Reveals the letter behind a square and enters the selection when there is a match.
Knob	Has no function.
Joystick	Moves the selection to different squares.

To play Letter Match, select a square and pull the trigger to reveal the concealed letter for a few seconds. Then, select another square to look for a match. If a match does not occur after two squares are exposed, the next player's turn begins.

The players take turns selecting squares until there is a match. The current player is indicated by the score that is flashing in a different color. Scores are shown on the right side of the screen, with player #1 at the top.

SCORING

When a match is made, a sound is heard, the letters on the two squares remain exposed, the point(s) is awarded to the player and his turn continues.

A match awards 1 point, but a bonus match awards 3 points. The player with the highest score when the last set of letters is matched is the winner.

PLAYING AGAIN

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

SPELL 'N SCORE (1 to 4 players)

You are given nine letters randomly selected by the Arcade. Now, create as many words as possible, using those letters, within the 60 second limit! It's a race to see how many points you can get for all the words you are able to complete.

STARTING THE GAME

Choose Spell 'N Score 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 the maximum score, using three digits. If you enter a number that is less than 100, you will have to press the = sign to start the game.

ENTER 0 0 1	Winning score to be 1
ENTER 0 1 0	Winning score to be 10
ENTER 9 9 9	Winning score to be 999

Enter the number of players (1-4).

PLAYING THE GAME

The hand control functions for Spell 'N Score are:

Trigger	Enters the letter selection.
Knob	Selects a letter.
Joystick	Has no function.

The object of the game is to score the highest number of points by creating as many words as possible within the 60 second time limit.

The game starts with a row of nine randomly selected letters, a square and an *. Turn the knob of the hand control to select a letter. As the hand control passes each letter, it changes color. When you are ready to make a selection, pull the trigger. The letter will then be placed below the row and will be a blue color.

Continue to add letters until a word is created (any letter may be used more than once). Then, turn the knob to the * and pull the trigger to record your word. To erase a letter, turn the knob to the square and pull the trigger. You can stop the timer before the 60 seconds are up by pressing any key.

All players create words at the same time, and within the 60 second time limit. The seconds left to create the words are displayed in the upper right corner. Scores are shown on the right side of the screen, with player #1 at the top.

SCORING

After the 60 seconds are up, you will be asked to accept or reject your opponent's words. If his words are complete, press the up arrow key. If his words are misspelled, incorrect or incomplete, press the down arrow key.

After the player's words are accepted, the Arcade will award one point for every letter. The winner is the first player to reach or pass the selected maximum score.

PLAYING AGAIN

To play Spell 'N Score again, press the RESET button, and follow the instructions for starting the game.

CROSSWORDS (1 to 4 players)

In this exciting and challenging word game, points are scored by first creating words from a list of nine randomly selected letters and then placing those words on the board--all within 60 seconds!

STARTING THE GAME

Choose Crosswords 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 (1-4).

PLAYING THE GAME

The hand control functions for Crosswords are:

Trigger	Enters the letter selection.
Knob	Selects a letter.
Joystick	Moves the blue square on the crosswords board.

Race against your opponents for positions on the Crosswords board. Win points for every letter in your word. You have 60 seconds to create your word and mark its position on the board.

The game starts with a row of nine randomly selected letters and a square. Turn the knob of the hand control to select a letter. Each letter will change color as you move the knob. When you are ready to make a selection, pull the trigger. The letter will then be placed below the row and will be a blue color. Continue to add letters until a word is created. (if a letter needs to be erased, turn the knob to the square and pull the trigger).

Next, determine the placement of the first letter of your word by moving the blue square with your joystick. When the 60 second time limit is up (or when the timer has been stopped by pressing any key), the other players must evaluate your word.

If the word is complete and correctly spelled, accept it by pressing the up arrow key. Press the down arrow key to reject the word. The Arcade will randomly decide to place the word horizontally or vertically, unless there is only enough room in one direction.

When placing a word on the board, there must be one space on all sides unless two words are being joined. To connect two words, move the blue square to the letter of the word on the board which matches the letter of your new word. Then, if there is enough space to add this word, and if it does not interfere with any other words, the Arcade will accept it. Suffix and prefix forms of words are not allowed.

The seconds left to create a word and determine its location on the board are displayed in the upper right corner of the screen. Scores are shown on the right side of the screen, with player #1 at the top.

SCORING

When the 60 seconds are up and the current player's word has been accepted, the Arcade will award a point for every letter and will place the word on the board.

The game ends when there are either no spaces left on the board or all players have passed consecutively. To pass, there must be no letters selected and the up arrow key must be pressed at the end of the 60 seconds (or after pressing any key on the keypad). The winner is the player with the highest score at the end of the game.

PLAYING AGAIN

To play Crosswords 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.

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