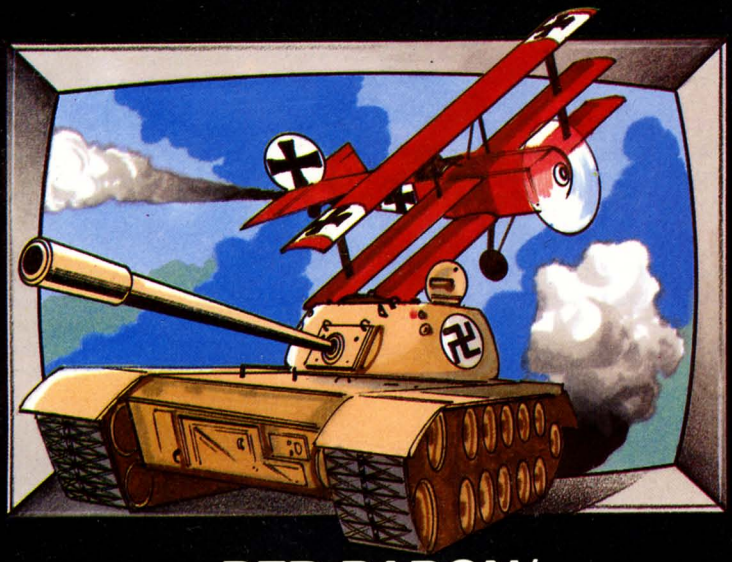
Bally®

PROFESSIONAL

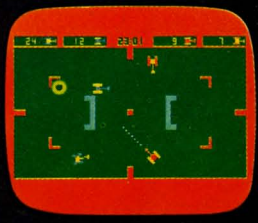
Videocade™

CARTRIDGE



RED BARON/ PANZER ATTACK 2003

Suddenly, it's World War I! You come out of the sun, your scarf flying in the wind, trailing the Red Baron himself. But with an Immelman turn, the hunter becomes the hunted. Then, after a duel in the skies, you command a tank corps rumbling through a battlefield. The full 360 degree movement of the tanks provides complete control. 1 or 2 players.



Copyright © 1981 Astrovision, Inc. All Rights Reserved.

VIDEOCADE #2003

RED BARON
PANZER ATTACK

Programmed by Rick Spiece

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

RED BARON (2 players)

As you take to the skies for another dogfight, the fame of the World War I flying ace goes with you. Score points by shooting down enemy airplanes. Test your skill as a pilot by carefully lifting off from the airfield before crashing into a barn. But watch out for the enemy because he is out to shoot you down.

STARTING THE GAME

Choose Red Baron 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 game time--up to ten minutes in length.

Enter 9	Play 9 seconds.
Enter 9 9	Play 99 seconds.
Enter 9 9 9	Play 9 minutes and 99 seconds.

If you enter a race time that is 99 seconds or less, press the = sign to start the game.

PLAYING THE GAME

The hand control functions for Red Baron are:

Trigger	Shoots the bullets.
Knob	Controls the speed of the plane.
Joystick	Controls the direction of the plane.

Hand control #1 is for the smaller plane pictured on the lower left of the screen--pull back to go counter-clockwise; push forward to go clockwise.

Hand control #2 is for the plane with the cross on its tail, pictured on the lower right--pull back to go clockwise; push forward to go counter-clockwise.

The object of the game is to shoot down as many of the enemy's planes as you can without getting shot down. The longer you survive the battle, the higher your score will be.

After both planes are airborne, practice making adjustments in speed and direction to increase your flying skills. When the enemy is in sight, pull the trigger to send him crashing to the

ground. Then, prepare to fly out of the path of another enemy plane.

The time clock in the lower center of the screen shows the remaining game time. The number on the left side of the clock represents the score for player #1, while the number on the right side shows the score for player #2.

SCORING

A player's score is determined by how many of the enemy's planes he shoots down in a given time period.

Each time a plane is hit, the survivor is awarded one point. When time runs out, the player with the most points is "The Red Baron."

PLAYING AGAIN

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

PANZER ATTACK (2 to 4 players)

With the skill of General Patton, search out, fire and destroy the enemy tanks. Be very careful, however, because the enemy is as crafty as a desert fox and is out to destroy you.

STARTING THE GAME

Choose Panzer Attack 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 (2-4).

Enter the number of battles (1-99). If you enter a number that is less than 10, press the = sign to begin play.

PLAYING THE GAME

The hand control functions for Panzer Attack are:

Trigger	Fires the shots.
Knob	Has no function.
Joystick	Push forward--tank moves forward; Pull backward--tank moves backward; Push to the right--tank moves clockwise; Push to the left--tank moves counter-clockwise.

The object of Panzer Attack is to reach the highest score by destroying the greatest number of enemy tanks. There are six stationary blockades which will help guard your tank and prevent it from being shot by the enemy.

Each player's designated tank and score are shown at the top of the screen. From left to right, players are numbered 1 through 4. The number between the scores of players #2 and #3 is the number of battles remaining to be played.

SCORING

One point is awarded for each enemy tank you hit. A single battle is over when there is only one tank remaining. However, the winning commander is the player who reaches the highest score after the selected number of battles has been completed.

PLAYING AGAIN

To play Panzer Attack 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.

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.