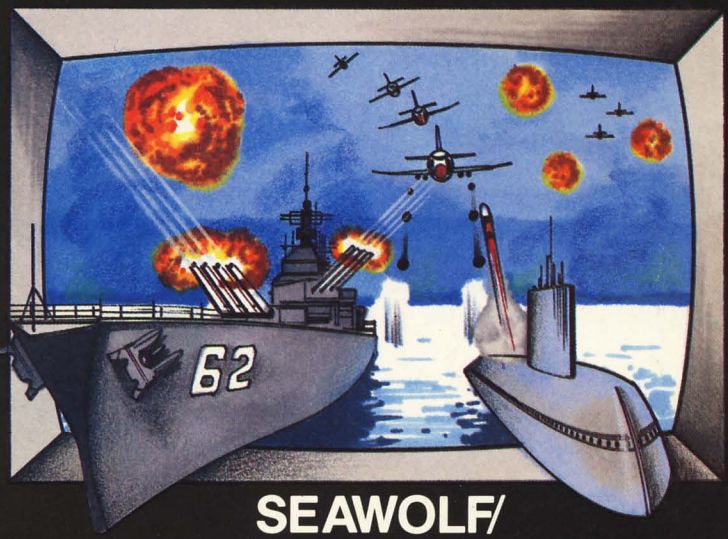
Bally®

PROFESSIONAL

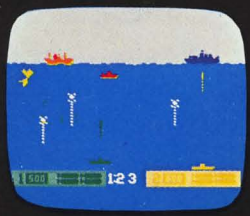
Videocade™

CARTRIDGE



SEAWOLF/ MISSILE 2002

Seawolf! From deep beneath the sea, you fire your torpedoes at tankers, battleships and other targets. Your mission is to sink more enemy ships than any other sub in the wolf pack. It's a race against time and other subs in your own navy. Missile! Launch guided missiles against cargo planes, bombers and fighters! Two complete games. Hours of fun! 1 or 2 players.



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VIDEOCADE #2002

SEAWOLF
MISSILE

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.

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SEAWOLF (1 or 2 players)

In your new role as a submarine captain, score points by sinking enemy ships. But be careful! The enemy has placed mines in the water to destroy approaching torpedoes. This exciting adventure is complete with the sounds of sonar and explosions.

STARTING THE GAME

Choose Seawolf 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

The #1 hand control is for the yellow submarine, and the pink submarine is controlled by #2.

PLAYING THE GAME

The hand control functions for Seawolf are:

Trigger	Fires the torpedoes.
Knob	Moves the submarine left and right.
Joystick	Has no function.

The object of the game is to score more points than your opponent. Points are scored by sinking enemy ships.

There are three types of enemy ships with different point values: big battleships, medium-sized tankers and little P.T. boats. The battleships and the tankers travel slowly, but the P.T. boats zip across the screen quickly. Keep alert to sink those P.T. boats because they are worth the most points!

Each submarine loads four torpedoes at a time. When the four have been fired, a four second reloading cycle begins, during which no firing can occur.

The scores for the two players are displayed at the bottom of the screen. Next to the score, the remaining torpedoes are pictured. In the middle of the bottom row is the time remaining to play.

SCORING

When a torpedo hits a ship, an explosion is heard, the ship disappears from the screen and points are awarded. The point value of each ship is as follows:

Tankers	10 points
Battleships	30 points
P.T. Boats	50 points

STRATEGIES FOR WINNING

Experiment with different game plans. As a beginner, aim for everything in sight. When your skill as a captain improves, concentrate on the high scoring ships.

PLAYING AGAIN

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

MISSILE (1 or 2 players)

Pretend to be a missile launch commander knocking enemy planes out of the sky. Excitement builds as the seconds count down and the push is on to guide just one more missile to a direct hit.

STARTING THE GAME

Choose Missile 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 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

The #1 hand control is for the blue missile launcher and the red missile launcher is controlled by #2.

PLAYING THE GAME

The hand control functions for Missile are:

Trigger	Launches the missile.
Knob	Moves the missile launcher left and right.
Joystick	Guides the missile to the left or right.

The object of the game is to score more points than your opponent by shooting down enemy planes.

Planes enter from either side and travel in one of two flight paths across the top of the screen. There are three types of planes: The cargo plane is the big one with the downward slant to its wing. The bomber, also a big plane, has no visible wing. The fighter is the small plane with a distinctive sound.

Pull the trigger to release a missile from the launcher, then use the joystick to guide the missile to your target.

Watch your score climb at the bottom corner of the screen. In the middle of that row, you can check how much time remains.

SCORING

The type of plane hit determines the number of points scored:

Cargo Planes	10 points
Bombers	30 points
Fighters	50 points

STRATEGIES FOR WINNING

Missile is a fast moving game. If you hesitate, your opponent hits the plane first. Try to keep one of your missiles in the air at all times. Once up, they can be maneuvered to hit a plane that was not even on the screen when the missile was launched. This split-second edge over your opponent can determine who wins the game. Work with your joystick to develop skill at controlling the missile in mid-air.

PLAYING AGAIN

To play Missile 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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