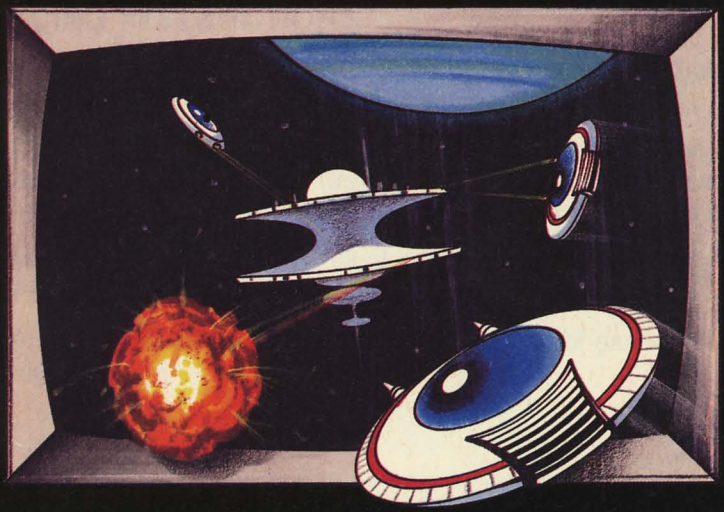
Bally®

PROFESSIONAL

Videocade™

CARTRIDGE



SPACE FORTRESS 2012

You command a lonely outpost far away in the galaxy. The alert sounds. You're being attacked by alien ships from all directions. You destroy some—but they keep coming faster and faster. You'll find Space Fortress positively addicting. It always keeps your interest because of the increasing speed of the enemy assault from all sides. Up to 4 players.



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VIDEOCADE #2012

SPACE FORTRESS

LOADING INSTRUCTIONS

1. Turn on your Bally Professional Arcade and TV set. Select channel 3 or 4, whichever is least active in your area.
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 down firmly to lock it into position.
4. Press the RESET button to display the menu of games on the cartridge.

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SPACE FORTRESS (1 to 4 players)

Deep, deep in space lies a defense base designed to guard our home galaxy against enemy alien invasion. Its powerful laser weaponry is our only hope for warding off enemy invasion.

STARTING THE GAME

Choose Space Fortress 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).

The same procedure enters the numbers of players (1-4), the number of bases (1-9), and the intensity of play (1-9). As soon as one base is destroyed, another appears (when more than 1 is entered). Warfare intensity becomes greater as the intensity number increases.

PLAYING THE GAME

Press the trigger on the hand control to begin the game. Instantly enemy ships appear, hurling deadly fire balls toward the fortress.

Aim the laser gun by shifting the joystick on the hand control toward the enemy ship. Fire the laser by pulling the trigger. Direct fire explodes the ships and neutralizes fire balls. Fire quickly *before* the fire ball hits and explodes the fortress.

Successful defense provokes the aliens to launch more fire balls, providing little chance for retaliation. Be warned; as the battle continues, tension mounts!

Randomly, an alien kamikaze ship zooms in for direct attack on the fortress. Shoot accurately or it will ram the fortress with its highly radioactive energy core.

Once a base is destroyed, another appears (if you selected a number greater than 1 prior to beginning the game). Once all the bases have been destroyed by each player, the game is over.

SCORING

Points are scored as follows:

Fire Ball	25 points
Alien Ship	50 points
Kamikaze Ship	150 points

Points for each player are shown in the upper portion of the screen. Play continues until all bases have been destroyed. The player with the most points at the end of the game wins.

STRATEGIES FOR WINNING

Aim and fire quickly or the fortress will be destroyed.

Fire not only at the alien ships, but also at fire balls launched toward the fortress.

Learn to anticipate where the next alien ship will appear, and always be prepared to fire.

When a kamikaze ship appears, aim slightly ahead of the ship in the path it is following.

By moving the joystick while shooting, shots can be fired in more than one direction with one pull of the trigger.

PLAYING AGAIN

To play Space Fortress 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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