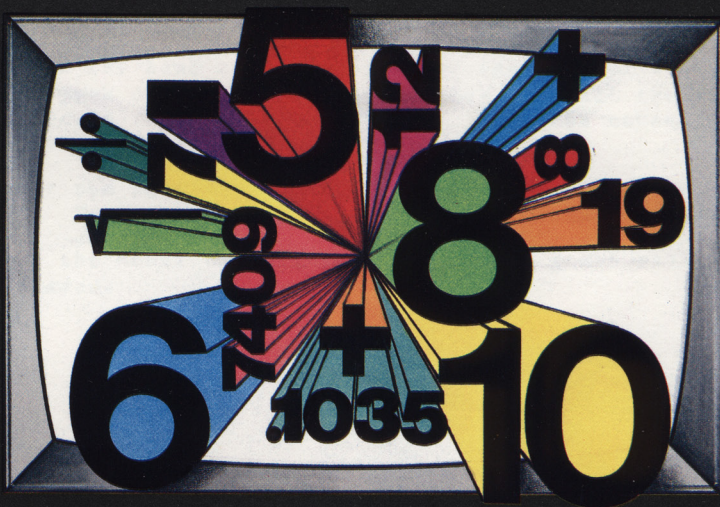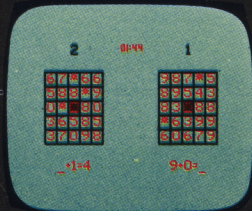# Bally

PROFESSIONAL

videocade

CARTRIDGE ™

SPEED MATH/
BINGO MATH 4001

Two fun-packed, fast-paced games sharpen basic math skills. Addition, subtraction, multiplication and division are the key ingredients. The faster you answer, the more points you get. As the score grows higher, the problems get harder. The computer automatically adjusts the skill levels to challenge players equally. A great teaching tool!

VIDEOCADE #4001

SPEED MATH
BINGO MATH

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.

SPEED MATH (1 player only)

Score points by answering math problems selected by the Arcade. Choose addition, subtraction, multiplication, division or a combination of all four types of problems.

With the speed of rapid fire flash cards, the problems will be displayed on the screen. The faster you answer, the more points you receive! This program makes learning arithmetic fun.

STARTING THE GAME

Choose Speed Math by pressing 1 on the keypad.

Press the appropriate symbol to select the type of problems you want to answer. There are 30 problems in each series.

- (+)   All addition problems.
- (-)   All subtraction problems.
- (x)   All multiplication problems.
- (÷)   All division problems.
- (=)   A mixture of each type of problem.

PLAYING THE GAME

The hand controls do not function for Speed Math, so you will be answering all problems using the keypad.

The object of the game is to reach as high a score as possible by answering problems quickly and correctly. You have 10 seconds to answer each problem. When the seconds are up, the correct answer is shown and the next problem is given. If you give the wrong answer, it is displayed in red under the correct answer.

At the top of the screen are the words POINTS and SCORE. The seconds left to answer the problem are shown next to POINTS. When the problem is answered correctly, the remaining seconds are the number of points to be added to your score. The numbers next to SCORE show all of the points awarded to you for the current set of problems.

As your scores improve, the Arcade will provide harder and harder problems. But if you continually give a wrong answer, the next few problems will have the same answer or will be a variation of the same problem.

SCORING

The faster you answer the problems, the more points you will receive. One point is awarded for every second that is remaining after you give the correct answer. Watch as your scores improve with each set of problems that you complete.

PLAYING AGAIN

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

BINGO MATH (1 or 2 players)

Quickly, answer the rapid fire math problems to complete your row and say BINGO! Play with a friend or compete against the Arcade. Win the most points by planning your strategy and improving in speed.

STARTING THE GAME

Choose Bingo Math 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 type of problems desired by pressing the appropriate symbol.

(+)   All addition problems.
(-)   All subtraction problems.
(x)   All multiplication problems.
(÷)   All division problems.
(=)   A mixture of each type of problem.

PLAYING THE GAME

The hand control functions for Bingo Math are:

Trigger   Records your choice.
Knob   Has no function.
Joystick   Moves the * on the bingo card.

To play Bingo Math, both players move the * on their cards to the correct number for each problem. Hand control #1 operates the left bingo card, and #2 operates the right card. Use the joystick to move the *.

You have six seconds to answer the problem displayed at the bottom of your card. Different problems are provided for each player. After you have decided on the correct answer, move the * and record your choice by pulling the trigger.

If you select a number on your card before your opponent finishes answering, the * will replace your chosen number. Also, the correct answer for your opponent's problem will be displayed. If you answer a problem incorrectly, your opponent has the remainder of the six seconds to answer his problem correctly.

The first player to complete a row of *'s (across, down or diagonally) is awarded a BINGO and one point. It's a race to see who can win the most points and BINGOS.

At the top of the screen are the scores for each player. The number in the center is the timer.

SCORING

The timer allows two minutes to score a BINGO or the game will automatically be reset. After each BINGO, you can choose to continue playing by pressing the up arrow (↑). Otherwise, press the down arrow (↓) to return to the main menu.

PLAYING AGAIN

To play Bingo Math 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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