

Bally PROFESSIONAL VIDEOCADE™ 4002



SPELL 'N SCORE



CROSSWORDS

LETTER MATCH

VIDEOCADE 4002 LETTER MATCH/SPELL 'N SCORE/CROSSWORDS OPERATING INSTRUCTIONS

LETTER MATCH (1 to 4 players)

Insert Videcade 4002 into your Bally Professional Arcade and press the Reset button to get the game selection displayed on your television screen.

The object of Letter Match is to accumulate as many points as you can by pairing letters which are randomly selected by the Bally Professional Arcade. The letters are concealed behind a field of green squares, one letter behind each square. You receive one point per every match you make.

Press (1) on the keypad to play Letter Match. The Bally Professional Arcade will ask you to:

"ENTER DIFFICULTY
1, 2, or 3"

(Press the appropriate key on the keypad)

The Professional Arcade will then ask you to:

"ENTER # OF PLAYERS"

(Press the appropriate key on the keypad for 1 to 4 players.)

Each player's score is indicated on the right hand side of the field of green squares. The player-up is indicated by the blinking of that player's score.

HAND CONTROLS

Joy Stick Move to select square.
Trigger Press to enter your selection with the Professional Arcade.
Knob No function.

SPELL 'N SCORE (1 to 4 players)

In Spell 'n Score you are given nine random letters by the Professional Arcade. The object is to create as many words as you can within a sixty (60) second time interval. You are awarded one point for every letter you use. You may use each letter as many times as you wish.

Press (2) on your keypad to play Spell 'n Score. The Professional Arcade will ask you to:

"ENTER MAXIMUM SCORE 3 DIGITS"

Enter	Score of Game
(0)(0)(1)	1
(0)(1)(0)	10
(9)(9)(9)	999

After you have selected the maximum score, the Professional Arcade will ask you to:

"ENTER # OF PLAYERS"
(1 to 4 players)

At this point each player will receive nine random letters, a green square and an asterisk. You are to make as many words as possible, you can use each letter more than once. The square is used to erase the previous entry, the asterisk is used for spacing words.

■ = Erase
* = Space

Knob Turn to select letter
Trigger Press to enter your selection.
Joy Stick No function

After the sixty seconds has expired, the Professional Arcade will ask you to:

"Accept ↑ = Y ↓ = N"

In this game, each opponent must score each other.

Enter ↑ Yes, to accept *all* your opponents words

Enter ↓ No, to reject *all* your opponents words

If each player has exhausted the amount of space allotted for the words they create in less than the sixty (60) second interval, the timer can be stopped by pressing any key on the keypad.

CROSSWORDS (1 to 4 players)

Crosswords resembles Spell 'n Score in that you have to create words from nine random letters within a sixty (60) second interval. After you have created a word, you must place this word somewhere on the "Crosswords board". This is done by manipulating a blue cursor with the joy stick control.

Press (3) on the keypad to play Crosswords. The Professional Arcade will ask you to:

"ENTER # OF PLAYERS"
(1 through 4 players)

HAND CONTROLS

Knob Turn to select letter
Trigger Press to enter your selection
Joy Stick Use to move blue cursor on Crosswords board

Once you have created a word, you must then place it on the Crosswords board within the sixty (60) second interval. The blue cursor determines the placement of the first letter of the word to be placed on the board. After this sixty (60) second interval or when you stop the timer, your opponent must score your word as in Spell 'n Score. The Professional Arcade may reject your word even if it was accepted by your opponent, if there are not enough spaces to accommodate it on the Crosswords board. The Professional Arcade will decide to place the word horizontal or vertical randomly, unless there is only enough room to accommodate the word in one direction. You may join a word with another on the board only if your word possesses the same letters at the point you wish to join with the word on the Crosswords board. Suffix and prefix forms are not allowed. When placing a word on the board, you must allow for one space on all sides of the word already on the board, unless you are joining them.

The game ends when either there are no spaces left on the Crosswords board or *all* players Pass consecutively. To Pass, you must not select any letters and press (↑) at the end of the sixty (60) second interval.

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Bally Manufacturing Corporation
10750 West Grand Avenue
Franklin Park, IL 60131