

ESOTERICA LIMITED

Original Software

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Dear Customer,

Your new software cartridge from ESOTERICA is designed to be used in conjunction with either your old Bally Basic cartridge and audio-interface unit or the new Astro Basic with the built-in interface. For your convenience each program is stored twice on each side of your cassette. Proper use will greatly expand your enjoyment of the Bally/Astrovision home video game system. In order to achieve maximum efficiency be sure to follow these instructions EXACTLY:

OLD BASIC

1. Plug the audio-interface into your tape recorder and game unit. Be sure that the RED jack is plugged into the microphone port on the recorder. Plug the corresponding RED jack into the interface port marked microphone.
2. Set the volume and tone control knobs of your recorder to the center of their range.
3. Rewind the tape until it stops.
4. Enter audio-interface command on the keyboard.
5. Press go.

Check to see that the cursor has returned below the input command. The screen will look like this:

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>:INPUT  
>.
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6. Push the play button on the recorder.

There is a five second lead on every tape. Once this has passed and the computer has found the program, the light on the interface will go on. When the program begins to enter, the screen will clear, the computer will identify our company name and the name of the game on the tape along with a short music routine. The screen will clear again and the program will continue to enter. IF ENTERED PROPERLY AND COMPLETELY, THE PROGRAM WILL RUN AUTOMATICALLY. In programs for 1 to 4 players, the computer will ask you to input the number of players. This will always appear as a letter next to the cursor:

N.

Input the numbers directly from the keypad and press Go.

TROUBLE SHOOTING

Problem:

1. The game does not run and the light on the interface goes out.

Solutions:

- a. Loose connection. Check all connections between the interface, recorder and the machine. Input again.
 - b. Set the volume control on the recorder to a higher level. Input again.
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Problem:

2. The program runs but is occasionally interrupted - one or more lines of programming appear on the screen with question marks. This is commonly called a glitch.

Solutions:

- a. The tape recorder is not set at the proper volume control or tone level.
- b. The tape recorder heads need to be cleaned and/or demagnetized.
- c. The arcade unit is either cold or overheated causing a "freeze up" or partial memory loss.
- d. The tape recorder does not have adequate output or range to input data.

IMPORTANT: If you are using the old Bally Basic, please allow 4 minutes for each program to enter.

ASTRO BASIC

1. Insert the Astro Basic cartridge into your arcade unit and press the reset button. The cursor should appear in the upper left hand corner of the screen. **> ■**
2. Insert Ecterica software cassette into your cassette recorder making sure that it is rewound to the beginning.
3. Plug one end of the interface cable into the earphone port of the recorder and the other end into the audio interface jack in the basic cartridge.
4. Set the volume control knob to the high side of the center range and type the following input command:
: INPUT ; RUN GO
5. Press play on the recorder. In less than one minute the program will run automatically. Stop the recorder and follow the play instructions. As in the old basic, in multiple player games, you will be asked to input the number of players.
6. Enjoy, enjoy, enjoy!

TREASURE ISLAND

You and your former best friend have just discovered an old Pirate Treasure map. The map shows an island, somewhere on which there is a buried treasure chest. You would like to have the treasure because you are 'poor but honest'. But your former best friend must have it because he is greedy! (Which is probably why he is your former best friend.) Who will win 'the race for the riches?' Honesty or greed?

The Map

The computer will begin by drawing a randomly shaped map on your T.V. screen. Anchored just off shore are two ships - yours and that of your evil, former best friend. The map will then show 60 possible locations in a 12 x 5 grid of squares. Under one of them is the treasure chest. You then take turns with your opponent (the dirty dog) exploring the island by following these simple steps: 1) The computer will print an 'H' just above the map. Always counting from left to right, input the horizontal location (1-12) you wish to explore. 2) Press 'GO'. 3) The computer will then print 'V' above the map. Always counting top to bottom, input the corresponding vertical location (1-5). 4) Press 'GO'. Next, a trusted member of your crew will leave the ship, run to the spot you have selected and reveal a clue. The first player to locate the treasure wins the game and the riches.

The Clues

Behind each of the boxes you will find one of the following clues:

- 1) Nothing: Tough luck - but at least you know where the treasure isn't. Just to help you along, this box will stay revealed for the duration of the game.
 - 2) The Directional Arrow: An arrow showing the direction in which the treasure is located. The treasure will never be behind the arrow, but may be located in the same row or column with it. There are four possibilities. The arrow can be pointing up, down, left or right.
- Hint: An arrow located in column one and pointing to the right does not reveal any information in as such as there are no boxes behind it and the treasure may be located in the same column with it. A down pointing arrow in the top row reveals nothing for the same reasons.
- 3) The Jackpot: \$\$\$\$ the game is over. Now just touch any key on the keypad to Reset. Get a new map - a new set of clues (and pitfalls) - and a new hidden location for the buried treasure.

The Pitfalls

Hunting for pirate treasure is never without pitfalls and there is no exception on Treasure Island. Your explorations may bring you in contact with one of these hazards:

- 1) 'Pirate Attack': No clues revealed on this turn. In fact, you are going to lose part of your ship as you come under cannon fire from your opponent.
- 2) 'Quicksand': Still no clues as you lose a turn trying to squirm out of a sticky situation.
- 3) 'Old Pirate Latrine': Watch your step or you'll fall right into this one. And there are still no clues. You might even say your position stinks.

FOX & HOUNDS

It's you against the computer in this classic new version of an old game. The computer will begin by printing a checkerboard on your T.V. screen. You are generously given 4 pieces while the computer takes only one. Move checkers style - set up your blockade - and prevent the computer from intruding into your space. If the computer penetrates your line of defense, it wins! If you corner the computer so that it has no legal moves, you win!

Be Advised: NO ONE HAS EVER DEFEATED THE COMPUTER TWICE IN A ROW!

You Move: Using the joystick move the cursor to the piece you desire to move. Squeeze the trigger to 'pick it up', move diagonally one square at a time as in checkers, squeeze the trigger to set it down. You can only move forward! The computer will not allow you to make illegal moves. (Backward, more than 1 square at a time, etc.)

The Computer Moves: The computer will move automatically, diagonally and one square at a time just as you, but it may move both forward and backward. (Let's be fair about this - after all, you are human and you have more pieces than the computer.)

From time to time the computer will offer constructive criticism on your playing ability. You may be lucky enough to defeat the computer once in a row - but never twice!

Fox & Hounds, the only computer game that remembers, From:

ESOTERICA LTD.
Warren, Ohio

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