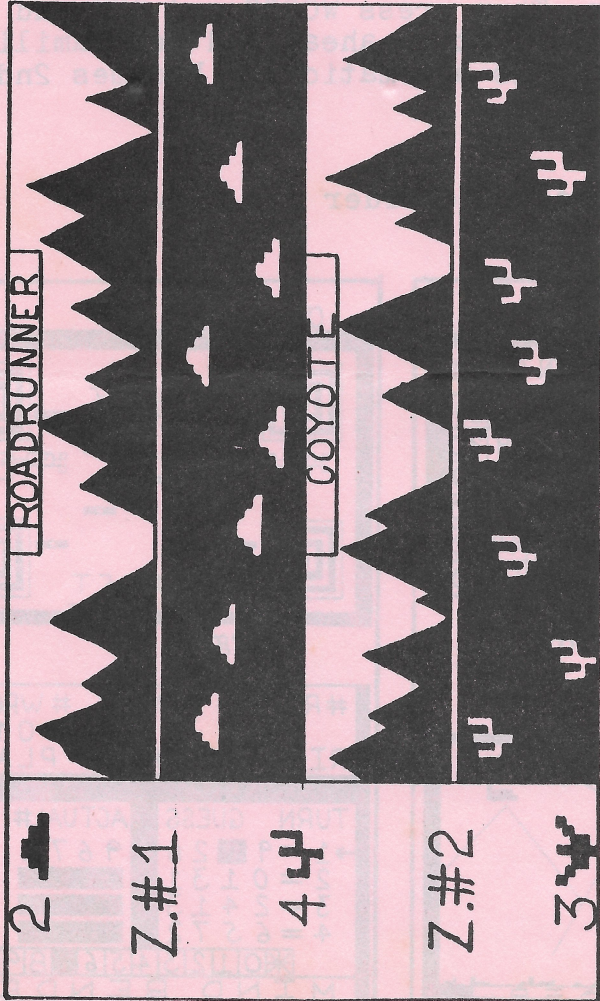


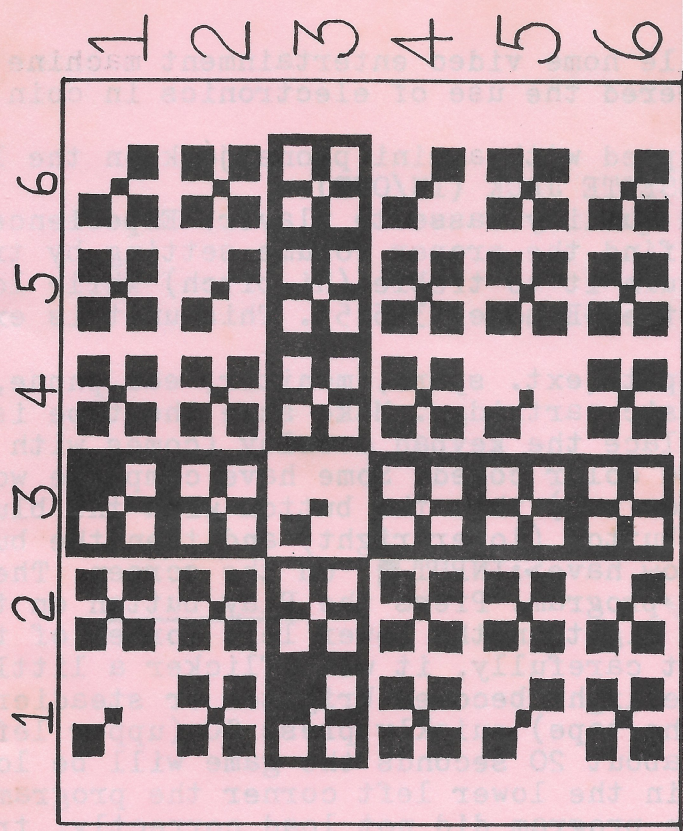
COYOTE ROADRUNNER RACE



This is probably one of the most unusual races you have ever seen! Coyote-Roadrunner Desert Race is a two player game with all of the excitement and thrill that a race can generate. Hand controls #1 and #2 are used in this game. The knob changes speed, the joy stick controls the direction and the trigger initiates a checking sequence which will be explained later. At the beginning of the game each player starts in zone 1, the desert area below each mountain range is the race track. Zone 1 is full of rock piles, in the upper left hand corner of the screen is one of those rock piles with a # by it. This # indicates the # of rock piles your runner must eat before reaching the other end of zone 1. To accomplish this you steer (using the joy stick and knob), your runner to one of the many piles of rocks in your area and then begin to trace over this object with as few unnecessary moves as possible. Each unnecessary move will allow your opponent to gain on you. Oh! By the way, your opponent will be on the other track trying to do the same thing you are, only faster. The instant you have eaten 1 of the objects squeeze your trigger, the word checking will appear. At this point the computer will check to see if the player who squeezes his trigger has done a complete job. If not the computer will print "incomplete" and the game will continue. If there is nothing left of the object the computer will print "complete", indicating to that player that he has 1 less object to eat before reaching the end of that zone. At the end of that zone if you have eaten the proper # of objects the computer will advance your player to the next zone, which includes a new section of mountains and different objects on the track for you to eat. There are three zones to be completed, on the left hand side of the screen there are three objects, one for each of the three zones and the # of each object to be eaten. The first player to reach the end of zone three after having consumed the necessary objects is the winner.

Limited One Year Warranty: L&M Software will replace this product free within one year of purchase if defective in material or manufacture, provided it is delivered or sent POSTPAID with proof of purchase to L&M Software. This warranty shall be void if the cassette (1) has been misused, (2) has been damaged by playback equipment, or (3) if the purchaser causes or permits the cassette to be serviced or modified by anyone other than L&M Software. No other warranty is expressed or implied.

ATOM SMASHER



"Atom Smasher" combines strategy, action and luck for two players. One game of Atom Smasher can take minutes or hours to play, depending on the amount of strategy used. Players one and two enter their moves by using trigger 1 and 2 respectively. At the start of the game 36 atoms will be placed inside a reactor chamber. Each atom consists of a nucleus (center of atom), and four radioactive particles which are attached to the nucleus. The computer will then select which player will start the game. At the beginning of each new move, player turn and score will be displayed on the screen. The score is updated only at the beginning of each player's turn. A horizontal bar will then sweep the reactor chamber from top to bottom. The player then selects which row of atoms he wishes to stop the bar on by pulling his hand control trigger when the bar is over the row he has selected. A vertical bar will then appear and sweep the reactor chamber from left to right. When the trigger is pulled the second time, the atom located at the junction of the two bars will then have one radioactive particle removed from it and 25 points will be added to that player's score. The more particles removed from an atom the more unstable it becomes until the last radioactive particle is removed, at which time the atom will destroy itself and the player causing this to happen will receive an additional 25 pts. for his work. The energy created by an atom destroying itself will discharge into the reactor chamber in one direction, should it come in contact with another atom one radioactive particle will be taken from that atom. Should that atom have only one particle on it, it will destroy itself and this is the beginning of a chain reaction which will continue until an atom is hit which has more than one particle left on it. A 50 point bonus is added to your score for each additional atom that destroys itself during the chain reaction. Selecting a blank location constitutes an illegal move and causes a player not only to lose his turn, but also 25 pts. is deducted from his score. Sometimes it is worth the 25 pts. just to be able to pass, but you'll have to decide on that. The game is over when there are no atoms left in the reactor chamber. High score wins the game.

LOADING TIPS:

Your Bally Arcade is the most versatile home video entertainment machine available, thanks to Bally Mfg., who pioneered the use of electronics in coin operated Arcade units.

The New Bally Basic Cartridge is equipped with a mini phone jack on the lower right corner, it's labelled AUDIO CASSETTE JACK (IN/OUT).

First, and most important, use a good quality cassette player! Experience has shown that you will probably need to find the proper volume setting by trial. If your recorder has a tone control turn it to treble (hi pitch) while loading from tape to basic. We recommend the GE model 3-5151. This unit is excellent.

TO LOAD: Connect the tape player output (ext. spkr., monitor, ear phone, etc) to the audio interface jack on the Basic cartridge. Make sure the tape is rewound to the start of the cassette. Place the keypad overlay (comes with the Basic) on the key pad, the buttons are color coded. Some have complete words in Yellow. Push the blue button (bottom row) then the button with the blue : (colon) above it. Now push the words button (lower right) and then the button with the Yellow INPUT above it. You now have >:INPUT ■ on the screen. The computer is almost ready to receive a program. Press the Play button on the tape player. In a few seconds the red light on the lower left corner of the Basic cartridge will come on, watch it carefully, it will flicker a little. Continue watching closely and when the light becomes brighter or steadier (this is the start of the signal on the tape) quickly press GO (upper left) button on the key pad. That's it; in about 20 seconds the game will be loaded into your computer. If a >■ appears in the lower left corner the program loaded Ok, if a ?>■ appears then the program did not load correctly, try again using a different volume setting. Our games keep you entertained while loading with a picture that unfolds top to bottom. When it's complete the game is loaded and the screen will change color. Then press WORDS and RUN and GO, in that order. It sounds complicated I know. Just go ahead and get familiar with the procedure and soon you will find it is automatic and becomes 2nd nature.

L & M has many more fine games. Ask your dealer to order for you.

Cassette #1

SCORE	
+	#1= 5
■	#2= 5
■	#3= 15
!	#4= 20
-	#5= 5

HMM...

PLAYER TURN
1 2 3 4 5 ↓

Claim Jumpers

Cassette #4

SONAR REPORT SUB IN QUAD. 1

1	2	3	+	5	6	7	8	9	10
11	12	13	14		16	17	18	19	20
21	22	23	24	25	26	27	28		30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	*	48	49	50
51		53	54	55	56	57	58	59	60

Search & Destroy

Cassette #5

TARGET

Target

1	2	4	6	7	9	10	11	12
---	---	---	---	---	---	----	----	----

TURN	SCORE	DIE #1
#1=	18	■ ■ ■ ■ ■
#2=	3	■ ■ ■ ■ ■
#3=	42	■ ■ ■ ■ ■
#4=	15	■ ■ ■ ■ ■
#5=		■ ■ ■ ■ ■

HMM...

DOUBLE

■■ RIVER CITY GAMBLER ■■

River City Gambler

WARNING AIR RAID

AIR RAID

Air Raid

#RIGHT	GIVE??	#WRONG
↑1↑	↓3↓	↑0↑
RIGHT	#	WRONG PLACE

TURN	GUESS	ACTUAL#	DIF.
→1	= 9 ■ 26	9 6 7 2	2
2	= 0 1 3 1	■ ■ ■ ■	1
3	= 2 4 1 3	■ ■ ■ ■	1
4	= 6 5 7 2	■ ■ ■ ■	2

*0 1 2 3 4 5 6 7 8 9

MIND BENDER

Mind Bender