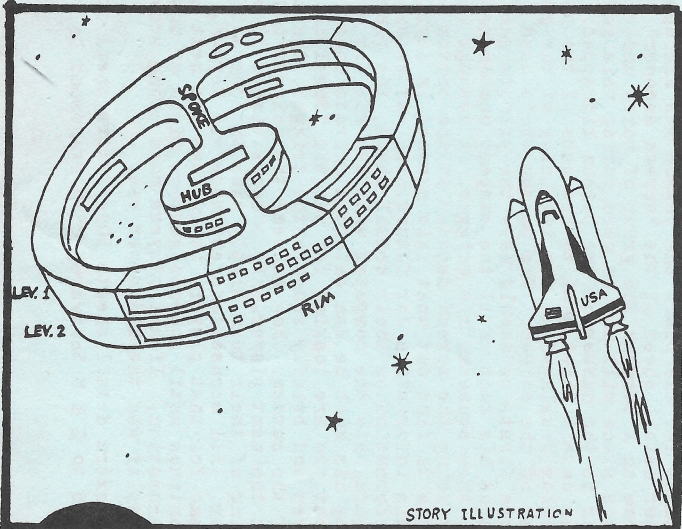


SUSPECT #10
 PLAYER# 4

SUSPECT STATEMENT

A [REDACTED] PLACE WITH LEVEL 1 OR 2 LOCATION

SPACE SLEUTH



Over

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 on 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.

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	LEVEL? 2ND LEVEL	FOX LOCATION	LOCATION?
1	3	4	6 7 8 9 10
11	14	15	16 18
31	22 23 24	26	27 28 30
41	32 33	35	37 39 40
51	42	44 45 46	48 49 50
	52 53	55	56 57 58 60

FOX & THE HARE

THE FOX AND THE HARE

Can the fox find the hare? Can the hare out fox the wily fox? Make a bet, take a dare, or see if you have ESP. Find out when you and a friend play. One person chooses to be the hare and the other is the fox. At the beginning of the game the fox and the hare will decide how many tries the fox will get to catch the hare, 1 to 75, enter by way of keypad. Then a playing field will appear with numbers on it. These numbers mark the holes that the hare has burrowed into the ground. The holes are two levels deep, level 2 and level 3. These are where the hare will hide and where the fox will hunt for the hare. The hare will make all of his entries via keypad while a portion of the screen has been blanked out to keep his entries secret. When the hare location is asked for the hare should look at the playing field and decide where to hide, then press GO, at this time a portion of the screen will be covered. Then a level will be asked for, press key #2 or #3 for level. When a location is asked for the hare will enter this via the keypad numbers and then press "go". If the hare chooses to remain on a previous level and location this can be done by pressing zero, then go key. The fox will make all of his entries via hand control #1. When the level is asked for the fox pushes forward on joy stick for level #2 or pulls back for level #3. When the location is asked for the fox then selects a number by turning the knob, when this number appears he should squeeze the trigger. Once the fox has checked a certain level and location they will be marked on the playing field by a box on the bottom half of the location number for level #3 or top half of the location number for level #2 or both to indicate that both levels on that location number has been checked. If either the fox or the hare select a level and location that has been checked by the fox, the selection will be labeled as an illegal move and a new selection will be asked for. The playing field will change with each new game.

use :INPUT to load game and play tape completely!

All Pre Game Entries Via Knob & Trig. #1

Space Sleuth

This game takes place in the year 2010, on board the orbiting space station which was constructed by repeated trips from earth by the United States space shuttle system. An emergency meeting of the Federation council has been called to decide the fate of all friendly allies against the dreaded Kufurians, who's ruthless advances into friendly star space is of utmost concern. The council, made up of 8 humans and 8 aliens from allied planets, is to meet on the space station when it becomes known that one of the council members, a traitor, has kidnapped another member to keep him from reporting important information and to avoid exposure. The famous detective Space Sleuth must find the culprit and restore order to the council meeting.

SPACE SLEUTH RULES AND EXPLANATIONS

1. The place the victim was kidnapped from is always eliminated from play. This place and the victim's number is displayed at the beginning of the game in the upper left hand corner.
2. The persons located at the place the victim was last seen will always be innocent.
3. Only suspects located at the place the victim was last seen can tell you if the kidnapper had an A or B in his or her name.
4. Only suspects with the letter A in their name can answer the odd numbered private questions and only suspects with the letter B in their name can answer the even numbered private questions. All suspects will give an answer to private question number nine.

Before the game starts each player should have a detail sheet and one of the hand controls. At the start of the game the computer will ask for number of players, 1-4? Enter this via keypad and press go. A display will appear on the screen and while you are looking this over the computer will be setting up the crime. Then a number will appear in front of the word "suspect" and in front of the word "player", also, in the upper left hand corner of the screen a letter and a number will appear. The letter stands for the place the person was kidnapped from (look at the bottom of your detail sheet at the "screen decoder" section to find what place it is). Draw an X through the group of boxes under that letter on the detail sheet, this place will not be used during this game. The number next to the letter is the number of the person kidnapped. Enter the word "kidnapped" on the detail sheet next to the name of the person who's number equals the number displayed at the beginning of the game, in the upper left hand corner of the screen. The person who's hand control is in the number 1 port goes first, he should have the private question sheet in his hand. He now turns his knob until the suspect number he would like to question appears, he then squeezes his trigger. A message will then appear on the screen, by using the screen decoder at the bottom of your fact sheet you will be able to find out what this suspect is saying. All players should record this information for future use. After everyone is through writing the information on their detail sheet, the player then squeezes his trigger again, now the computer will ask him for a "private question". By turning his knob he can select a private question. When the number appears that you are looking for put the "Sherlock Eye-piece" in front of your eyes and briefly squeeze the trigger, the answer will appear in the center of the screen. Now squeeze the trigger and pass the private question list to the next player. If someone wishes to make an accusation, at the beginning of their turn simply push the joy stick forward and squeeze the trigger. All accusations are made via keypad. A wrong accusation ends the game for that player, it is then the next player's turn and the game will continue until someone guesses right or until all players have made an accusation. If all players make wrong accusations the computer will then display who the kidnapper was.

10 extra detail sheets 504-1 extra sherlock eyepiece with private question 504
Send to L & M Software, 8599 Framewood Dr., Newburgh, IN 47630

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 3-5751. 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 (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: 15
	#3: 30
	#4: 30
PLAYER TURN	1 2 3 4 5

HMM...

Claim Jumpers

TURN	#1: 3
	#2: 15
	#3: 15
	#4: 15
HMM...	DOUBLE

EVERY ONE GAMBLES

River City Gambler

Cassette #4

SONAR REPORT SUB IN QUAD 1									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60

Search & Destroy

WARREN'S

AIR RAID

Cassette #5

TARGET

Target

#RIGHT	GIVE??	#WRONG	
↑	1	↓	
RIGHT #	WRONG	PLACE	
TURN	GUESS	ACTUAL#	DIFF
1	9	26	2
2	0	13	1
3	2	17	2
4	6	7	2

MIND BENDER

Mind Bender