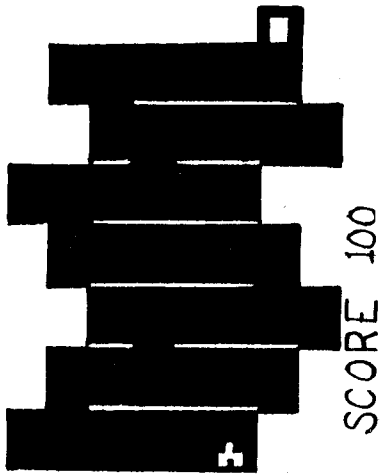
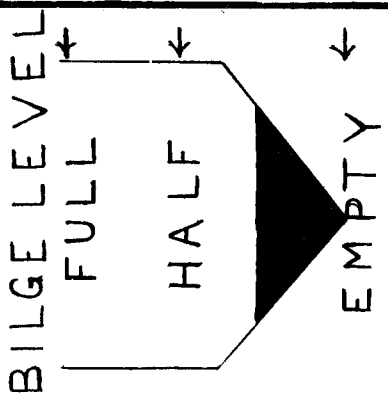


THE BLACK LAGOON



THE BLACK LAGOON

You have accepted a dare (after much prodding of course) to pilot a boat (by using joy stick 1) through the "Black Lagoon", to a dock on the other side. This lagoon is no ordinary, run of the mill type, lagoon. It can only be navigated by passing through the interconnecting waterways. Any attempt to pass between sections of the lagoon other than by using the connecting waterway will be blocked. Each waterway has a pump station, which will come in handy, as the boat which you are to attempt this journey with has a very bad leak and cannot be fixed. Upon arrival at a waterway, by checking your bilge level you will be able to determine whether you need to use the pump station. Should you elect to use the pump station press trigger 1. Your score is then reduced and the creature hearing the pumps will surface and come for you. The location which he surfaces will vary, therefore, varying the time it takes him to reach you, this will determine the time you have to pump down. Just before he reaches you, by pushing the joy stick to the right you can enter the next section of the lagoon and temporarily escape the creature. The creature is constantly roaming the depths of the lagoon unseen by human eyes. Should you happen to be at the same place he is or if you allow your bilge level to reach "full", causing you to sink, the creature will capture you. The "Black Lagoon", also, has the mysterious capability to change shape and to change the location of the waterways and dock with each new attempt.

PROGRAM NOTICE

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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! We recommend the GE model 3-5151. This unit is excellent. Experience has shown that you will probably need all of the Volume turned up and all of the Treble (hi pitch) turned up at the same time while loading from tape to basic.

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 re-wound to the start of the cassette.

Place the key pad 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	HMM..
+ #1= 5	
■ #2= 5	
■ #3= 15	
- #4= 20	
- #5= 5	
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	→	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		DIE #2		DOUBLE					
#1= 18	HMM...	■	■	■	■	■	■				
#2= 3		■	■	■	■	■	■				
#3= 42		■	■	■	■	■	■				
#4= 15		■	■	■	■	■	■				
→ #5=											

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