



SECRET OF PELLUCITAR

II

(c) L&M Software 1982

use :INPUT to load game
and play tape completely!

Side 1

You must guide your explorer into the notch on top of the "T", in the bottom center of the "City of Pellucitar", using joy stick #1 in all eight directions. Your score is reduced by the number of times your explorer hits a tunnel wall (indicated by a flash of red and a sound change). The amount deducted is determined by the difficulty chosen at the beginning of the game. Remember your explorer can travel only on black surface and any way you can get to the treasure using the black surface is OK.

To play: After loading the game, use knob #1 to select the difficulty 1-5. The higher numbers are more difficult and the "force" becomes a greater challenge. Use trigger #1 to enter your choice. Your explorer will come out of the spaceship and start across the sky. Squeeze trigger #1 when the explorer is closest to the tunnel you have selected to enter. Secret passages will open, first in the "Silver Mine" (left side), second in the "Garden" (center top), third "Power Plant" (right side). These passages connect the surface tunnels with the main city and treasure below. Now you must skillfully guide your explorer to the treasure hitting the walls as little as possible. The force will be moving around you, sometimes blocking your path. Other times the force will change the tunnel in such a way that you can actually cross over using his body as a bridge to make a short cut to the treasure. But beware...Should you be caught using one of these bridges when the force decides to move you could become imprisoned, ending the game. Squeeze the trigger to get your score and a new game. Ratings are: Star Commander, Lieutenant, Ace, Pilot, Rookie. Each rating has a class that goes with it, first class is the highest and fifth class is the lowest. The class is also determined by the score. 20,000 points is a perfect score.

Side 2

You are competing against a second player to see who can reach the treasure first, using hand controls #1 and #2.

To play: After loading the game select the difficulty 1-9, as explained for side one. This determines the speed at which the explorer travels during the game, nine being the fastest. On this side there is no mysterious force to contend with, unless you consider your opponent??? ...But you wouldn't think that??? Each player selects their own explorer starting point by squeezing their respective triggers. (Remember before the game will continue each player must select a starting point.) Secret passages will then begin to randomly open. These passages connect the surface tunnels to the main city and treasure below. Now all you have to do is be the first to put your explorer into the notch on top of the "T", in the bottom center of the city. Steer your explorer by pushing your joy stick in the same direction the tunnel is going. Remember, as in side one, hitting the tunnel walls will deduct points from your score. When player #1 hits a wall the screen will flash red. When player #2 hits a wall the screen will flash blue. The sound of the explorers will change to a ring as the wall is hit. When either player positions their explorer in the notch on the "T", the game is over and the computer will print out both scores and who got the treasure. A new game will then start.

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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! 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 keypad, 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	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		DIE #2		DOUBLE		HMM...			
#1=	18	●●●●●		●●●●●		●●●●●					
#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	2
2=	0	131	1
3=	2	413	1
4=	6	572	2
*0123456789			
MIND BENDER			

Mind Bender