
EDGE

6-14-82

Dear BALLY ARCADE User:

Attached is the information that you requested. We are a new company that has produced four cassette tapes that we know you will find interesting and challenging. Each one has a program that uses the full memory capability of the ARCADE.

We sincerely hope that EDGE SOFTWARE can serve you well now and in the future.

Sincerely,



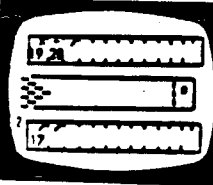
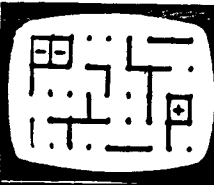
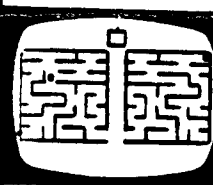

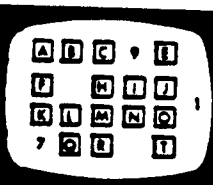
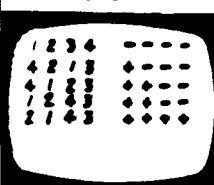
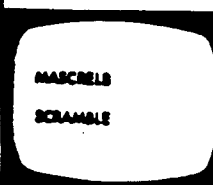
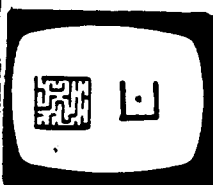
E. D. Groebe

EDGE SOFTWARE

12046 FLAMBEAU DR.
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SPECIAL

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TAPE 1	2	EDGE	3	4
BOWL	DOTS		MAZE RACE	SECRET DECODER
		ORDER FROM: EDGE 12046 FLAMBEAU DR. PALOS HTS., IL. 60463		
MATCH	MASTERMIND		SCRAMBLE	LOST IN SPACE
		Quantity discounts. Send stamped self-addressed envelope.		
SOFTWARE				

PRICE INCL. -2 PROGRAMS PER TAPE (BB & AB)
 -LISTING
 \$12.95 -PLASTIC CASE
 -POSTAGE

EXCELLENT GAMES+LOTS OF FUN

EDGE SOFTWARE

BOWL

This bowling game for one or two players has complete scoring and ball action controlled by the joysticks. A number is shown next to the scoreboard - first which bowler is up, and then how many pins were knocked down. The ball's position behind the foul line is changed by the bowler's joystick. The further back from the foul line, the faster the ball will travel. Turning the knob will put spin on the ball so that it hooks in either direction. A center position of the knob will result in a straight ball. The impact of the ball is wider and deeper as the speed increases. The ball is released by pulling the trigger. If it is released over the foul line, the ball is removed and no score results. If it hooks too much, it will roll down the gutter. When there is only one player, or if you want to skip a player's turn for some reason, press "1" before the first ball of the frame is rolled. Scoring of all frames is complete with strike, spare and open frame indicators. When the game is over the alley is removed from the screen. To play another game simply press "0".

MATCH

The object of this board game, for either one or two players, is to select the pairs of cards (A to T) which have matching numbers (0 to 9). As letter guesses are entered on the key-pad the cards are "turned over" to reveal the numbers. If a match is made the two cards are removed from the board and the player tries two more cards. If a match is not made the cards are turned down again. If there are two players, they take turns guessing two cards at a time. At the end of the game the number of pairs matched for each player is shown. If there is just one player the number of tries needed to complete all 10 matches is shown at the end. The challenge is to have as few tries as possible-- 10 would be a perfect score. Both the color and a number of the right of the screen indicate which player should enter a letter (blue is #1, red is #2). A short instruction at the beginning explains what to do.

DOTS

Dots is a game for one or two players in which the object is to enclose more boxes than your opponent. When there's only one player, the computer is the opponent. You make the boxes by first moving the cursor to the desired place between two dots, then pulling the trigger. Several lengths of game are possible, lasting from about five minutes to well over an hour.

MASTERMIND

In this game of logic, the computer will select a four digit number which you try to guess. The computer will give you clues on whether you've guessed the correct digit, also if you've got it in the right place. You have ten tries to get it right or you lose. The game is kept challenging by the different skill levels available. The easier one uses the digits 1 to 4 to make the mystery number. More skilled players get a number made up of digits 1 to 8. If you can guess the number a score is displayed based on the skill level and the number of tries needed.

MAZE RACE

In this game for two players, you use your joystick to race through your maze to a safe box at the top of the screen before your opponent. The player with the highest point score wins. Points are added if you can get into the box at the top and then pull the trigger. Points are deducted if you hit a wall and also as the seconds tick off. Occasionally a mysterious invisible force will send you back to start, but this adds to your score. Pulling the trigger too early in the final dash to the box will set you back. After six successful trips through the maze, the game ends and a new maze can be created by pressing any key. You only get to see part of the maze as it is being built. One player can play alone and try for a high score as his challenge.

SCRAMBLE

One player enters a word with less than 20 letters. He can correct a wrong entry by pressing the erase key. The computer scrambles the word. The second player tries to guess the letters of the original word.

SECRET DECODER

Year's ago, in the days of radio, people used cardboard to make decoders for their secret messages. Today we can use a home computer and a television set to help us decode those messages. This program lets you enter a message up to the length of one full screen display. Correct the input by simply using the ERASE key. Enter a \$ (dollar sign) when you're finished. For the uncoded message, only letters and numbers can be used. For the coded message use any symbol, being careful to leave spaces when necessary. Enter the coded message very carefully or it won't come out right. Only your friends who can use the BALLY can decode your message easily.

LOST IN SPACE

You first get a brief overview of the space maze. From then on you only see the limits of the galaxy you're in. Of course if you are hopelessly lost in your effort to use the joystick to escape, you can get another glimpse of the total universe by pulling the trigger. Three levels of difficulty and a new maze each game keep it challenging for all ages.