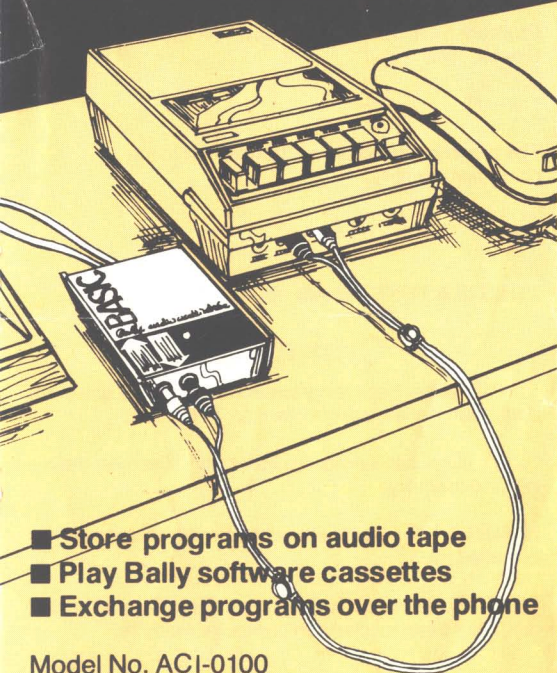


Bally BASIC

audio cassette interface



- Store programs on audio tape
- Play Bally software cassettes
- Exchange programs over the phone

Model No. ACI-0100

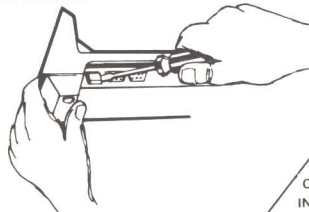
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FORM NO. 0664-00300-0000

PRINTED IN U.S.A.

Bally BASIC audio cassette interface INSTRUCTIONS

1. Connect your Bally Professional Arcade™ and your television set. Play several of the games to make sure your arcade is running properly.
2. Disconnect the arcade AC power cord.
3. Remove the plastic knockout cover over the accessory jack on the back of the arcade. Insert a screwdriver on either side of the jack cover and gently bend the cover back and forth a few times to remove it.



4. Insert the audio cassette interface power plug into the accessory jack. Both the plug and the jack have three pins or connectors.

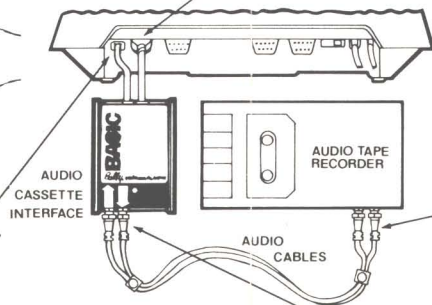
NOTE: If the serial number on your arcade is 19000 or less, use the power plug adapter to connect the power plug to the accessory jack.

5. Insert the Audio Cassette Interface control plug into the hand control socket number three. This socket is next to the accessory jack and has nine pins.

6. Now plug in the arcade AC power cord.

7. The audio cable connects the Audio Cassette Interface to your tape recorder.

- Tape recorder connections:
 - Red connector to external speaker jack (8Ω SPKR or MONITOR).
 - Black connector to microphone input jack (MIC).
- Audio cassette interface connections:
 - Red connector to 8Ω SPKR.
 - Black connector to MIC.



Audio Cassette Playback

(To play back program from audio tape to computer memory.)

1. Put the Bally BASIC Audio Program Cassette in your recorder and rewind fully.

2. Place the Bally BASIC keypad overlay in position on the arcade keypad and plug the Bally BASIC Computer Programming Cassette into the cassette slot on the arcade.

3. **RESET**
: INPUT
GO

If you need help, see your Bally BASIC programming course.



4. Set the volume control on your tape recorder in the center of its range. Tone control should be set on high (if present).

5. Now press **PLAY** on the tape recorder and start recording the program into your computer.

The program should look like this as it is loading into the computer.

Your program will take approximately 4½ minutes to load.



If your tape doesn't load properly, the menu may not appear or some of the programs may not run. If this happens, inspect all cable connections, make sure the Bally BASIC cassette is secure in the arcade and adjust the volume control (see volume control adjustment).

Volume Control Adjustment

Setting your volume control in the middle of its range works best for most recorders. To adjust the volume precisely, follow this procedure.

- **FORWARD** the tape to the end.
- **REWIND** several feet
- **: LIST GO** and press **PLAY** on your recorder.

Your computer will now list the alphabet on your TV in a continuous stream. Adjust the volume and tone controls so the alphabet is solid with no blanks or question marks. Now, repeat steps 3 and 5.

Audio Cassette Record

(To record program from computer memory to audio tape.)

1. Place an audio cassette in your recorder and rewind.

2. Enter **: PRINT; LIST**.

3. Press record on your tape recorder. Let the tape run for a few feet.

4. Press **GO**

5. The program in the computer will be listed on the TV as it is recorded on the audio tape.

6. When the program listing ends, Enter **: RETURN GO** and stop the tape recorder.

Record/Playback Test

RESET

10 PRINT "THIS IS A TEST",

GO

Press record on tape recorder.

: PRINT; LIST GO

Program records on tape and lists on the TV.

Rewind tape

RESET

: INPUT

GO

The program on the tape is transferred to the computer memory.

Stop tape.

RUN

GO

"THIS IS A TEST" should appear on the TV.

Commands

: INPUT plays back program from audio tape into computer memory as listing shows on TV screen.

: LIST plays back program listing to TV screen only—not into memory.

: PRINT; LIST records program from computer memory to audio tape.

: RETURN turns off audio cassette interface after program has been loaded into computer memory.