

# MIND BENDER

#RIGHT      GIVE??      #WRONG  
 ↑ 1 ↑      ↓ 3 ↓      ↑ 0 ↑  
 RIGHT # WRONG PLACE

TURN      GUESS

→ 1 = 9 **7** 2 6  
 2 = 0 1 3 1  
 3 = 2 4 1 3  
 4 = 6 5 7 2

ACTUAL#      DIF.

9 6 7 2      2  
 \_\_\_\_\_ 1  
 \_\_\_\_\_ 1  
 \_\_\_\_\_ 2

\* 0 1 2 3 4 5 6 7 8 9

"Mind Bender" has many features: 1-4 players, handicapping, excellent graphics, sound, individual control for each player, clues to help each player guess his or her number, and many more. Follow these rules and you will soon find yourself once again being entertained by your Bally Arcade. Each player must guess a different four digit number the computer picks, using clues from the screen. The computer will ask you to enter the number of players, 1-4. Next you will be asked to enter the difficulty level for each player, 1-2. Level one allows the computer to choose a four digit number with individual digits from 0 to 4. Level two again allows the computer to choose a four digit number, with individual digit from 0 to 9. An arrow on the left side of the screen will indicate which player's turn it is and also which player's clues are being displayed at the top of the screen. To choose a number each player must have a hand control, then the player who's turn it is just squeezes the trigger when the number he wants light up at the bottom of the screen. Should he wish to keep any digit from the previous guess, squeeze the trigger when the asterisk lights up. After the fourth digit has been chosen the computer will display (for a short time): 1. how many digits are right; 2. how many are wrong; 3. how many are right but in the wrong place. But!!!! just to make it interesting the computer doesn't tell you which digits belong to what clue, that's for you to find out. If a player wants to give up, he should squeeze his trigger when the "give sign" appears during his turn. His number will be displayed and he will be eliminated from play. The first person to guess their number is the winner. For a replay squeeze trigger #1 when the "game over" sign appears. To enter a different number of players or new difficulty level press the halt key, then "words run - go".

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 or 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.



## 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 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.