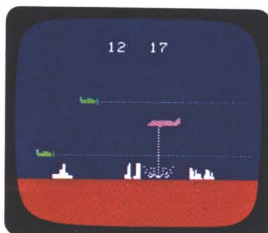


# Bally

# PROFESSIONAL VIDEOCADE 2002



SEAWOLF



MISSILE

## VIDEOCADE 2002 SEA WOLF/MISSILE OPERATING INSTRUCTIONS

### SEA WOLF

Insert Videocade 2002 into your unit and press the Reset button to get the game selection displayed on your television screen.

Press (1) on the keypad to play Sea Wolf. The Bally Professional Arcade will ask you to "ENTER TIME."

Using the keypad:

- Enter (9) (=) ..... Play 9 seconds
- Enter (9) (9) (=) ..... Play 99 seconds
- Enter (9) (9) (9) ..... Play 9 min. and 99 seconds

Sea Wolf is a one or two player game so you will be using hand controls #1 and #2.

- Control #1 ..... Yellow submarine
- Control #2 ..... Pink submarine

### HAND CONTROLS

- Joy Stick ..... No function
- Knob ..... Moves submarine horizontally left and right
- Trigger ..... Fires Torpedoes

The object of Sea Wolf is to score as many points as you can by sinking both the blue and yellow ships which cross your television screen. There are three different types of ships. Each type of ship has a different point value. These values are as follows:

- Tanker ..... 10 points
- Battleship ..... 20 points
- P.T. Boat ..... 50 points
- Sea mines ..... no points

You are given four torpedoes. After you have used all four torpedoes, you will go into a LOAD cycle, which will take four seconds, at the end of which you will be given four more torpedoes, etc.

Each player's score is displayed to the extreme sides of the screen, with the number of torpedoes remaining located to the immediate inside of each player's score. The time left to play is located in the middle of the screen.

### MISSILE

Press (2) on the keypad to play Missile.

The Bally Professional Arcade will ask you to: "ENTER TIME." (Follow instructions for Sea Wolf.)

Missile is a one or two player game so you will be using hand controls #1 and #2.

- Control #1 ..... Blue missile launcher
- Control #2 ..... Red missile launcher

### HAND CONTROLS

- Joy Stick ..... Guides missile left to right
- Knob ..... Moves missile launcher horizontally left to right
- Trigger ..... Launches missile

The object of Missile is the same as that of Sea Wolf except that you can guide your missiles with the joy stick of your hand control.

- Cargo plane ..... 10 points
- Bomber ..... 20 points
- Fighter ..... 50 points

There is no LOAD cycle in Missile as there is in Sea Wolf. You may launch another missile so long as the previously launched missile has hit a plane or has gone off the screen.

Each player's score is displayed to the outside with the time remaining displayed in the middle.

Manufactured by **Bally Consumer Products Division**  
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