

ESOTERICA LIMITED

Original Software

Dear Customer,

Your new software cartridge from ESOTERICA is designed to be used in conjunction with either your old Bally Basic cartridge and audio-interface unit or the new Astro Basic with the built-in interface. Proper use will greatly expand your enjoyment of the Bally/Astrovision home video game system. In order to achieve maximum efficiency be sure to follow these instructions EXACTLY:

1. Plug the audio-interface into your tape recorder and game unit. Be sure that the RED jack is plugged into the microphone port on the recorder. Plug the corresponding RED jack into the interface port marked microphone.
2. Set the volume and tone control knobs of your recorder to the center of their range.
3. Rewind the tape until it stops.
4. Enter audio-interface command on the keyboard.
5. Press Go.

Check to see that the cursor has returned below the input command. The screen will look like this:

```
>:INPUT  
>
```

6. Push the play button on the recorder.

There is a three second lead on every tape. Once this has passed and the computer has found the program, the light on the interface will go on. When the program begins to enter, the screen will clear, the computer will identify our company name and the name of the game on the tape along with a short music routine. The screen will clear again and the program will continue to enter. IF ENTERED PROPERLY AND COMPLETELY, THE PROGRAM WILL RUN AUTOMATICALLY. In programs for 1 to 4 players, the computer will ask you to input the number of players. This will always appear as a letter next to the cursor:

•N

Input the numbers directly from the keypad and press Go.

TROUBLE SHOOTING

Problem:

1. The game does not run and the light on the interface goes out.
Solutions:
 - a. Loose connection. Check all connections between the interface, recorder and the machine. Input again.
 - b. Set the volume control on the recorder to a higher level. Input again.

Problem:

2. The program runs but is occasionally interrupted - one or more lines of programming appear on the screen with question marks. This is commonly called a glitch.
Solutions:
 - a. The tape recorder is not set at the proper volume control or tone level.
 - b. The tape recorder heads need to be cleaned and/or demagnetized.
 - c. The arcade unit is either cold or overheated causing a "freeze up" or partial memory loss.
 - d. The tape recorder does not have adequate output or range to input data.

IMPORTANT: If you are using the old Bally Basic, please allow 4 minutes for each program to enter.

ASTRO BASIC

1. Insert the Astro Basic cartridge into your arcade unit and press the reset button. The cursor should appear in the upper left hand corner of the screen. > |
2. Insert Esoterica software cassette into your cassette recorder making sure that it is rewound to the beginning.
3. Plug one end of the interface cable into the earphone port of the recorder and the other end into the audio interface jack in the basic cartridge.
4. Set the volume control knob to the high side of the center range and type the following input command:
: INPUT ; RUN GO
5. Press play on the recorder. In less than one minute the program will run automatically. Stop the recorder and follow the play instructions. As in the old basic, in multiple player games, you will be asked to input the number of players.
6. Enjoy, enjoy, enjoy!

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ESOTERICA LTD. PRESENTS:

The Great American Jigsaw

Everybody knows the great state of Texas when they see it, but could you identify Nebraska or North Carolina without seeing it in its' exact location? The Great American Jigsaw is an educational game of United States geography that requires two players to take turns identifying states by shape alone for 10 points or 5 points if shape and exact location are required. The computer will get things started by showing California, Texas and Florida in their exact location. The balance of the continental states are then selected at random and drawn one at a time in the lower left hand corner of the screen. The two players then take turns in an attempt to identify the state by selecting one of seven choices printed in abbreviation along the left side of the map. (The correct answer will always be among the choices but it is possible for one abbreviation to appear more than once.) First, the cursor will travel down the list of states, all you have to do is squeeze the trigger of your hand control when it comes to rest next to the correct answer. This is an easy 10 points. WHAT?? You were wrong!?! Now the computer will show you where the 'piece' belongs and gives you a second chance for an even easier 5 points. Oh No!! Missed again, eh? Now the computer will give you the correct answer (for 0 pts.) - but too late, control of the game now passes to the next player and you must wait until your next turn in order that you may avenge yourself.

As the game progresses some states will appear as though they have already been drawn by the simple selection of their border states. ALL STATES WILL BE SELECTED. NO STATE WILL BE SELECTED TWICE. Toward the end of the game there may be longer pauses between the selection of states in order that the computer may be satisfied that duplication does not occur. Now that you know where all the states belong, flip to side two and test your knowledge of North American cities in BIG CITY SLICK.

Big City Slick

The location of most cities does not occur by chance. Indeed, many were originally settled because of a strategic situation with reference to some important topographic feature. The most obvious, of course, are those located along a major waterway. BIG CITY SLICK is an educational game for up to 4 players that will test your ability to name 30 North American cities by their coastal position or proximity to some major geographic feature alone. No state outlines will be given to assist you. You must be able to recognize each city from position alone. Before you begin the computer will draw an outline of the United States along with 1) the 5 great lakes, 2) the Rocky Mts., 3) the Mississippi River, and 4) the St. Lawrence Seaway. Next, a small flashing box will appear indicating one of the major cities. Seven possible answers will than be printed - one at a time - at the top of the screen. THERE IS NO TAKING TURNS. ALL PLAYERS MUST BE READY TO ANSWER EACH TIME. Squeeze the trigger of your hand control as soon as you recognize the correct answer - 2 pts. for each city identified correctly. All cities not identified correctly when they first appear will be removed from the map only to reappear later.

AN IMPORTANT NOTE FROM THE PROGRAMMER:

To replay THE GREAT AMERICAN JIGSAW, the following line must be typed into the Computer:
FOR A = 1 TO 47; @ (A) = 0; NEXT A; RUN

To replay BIG CITY SLICK, the following line must be typed into the Computer:
FOR A = 1 TO 38; @ (A) = 0; NEXT A; RUN

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