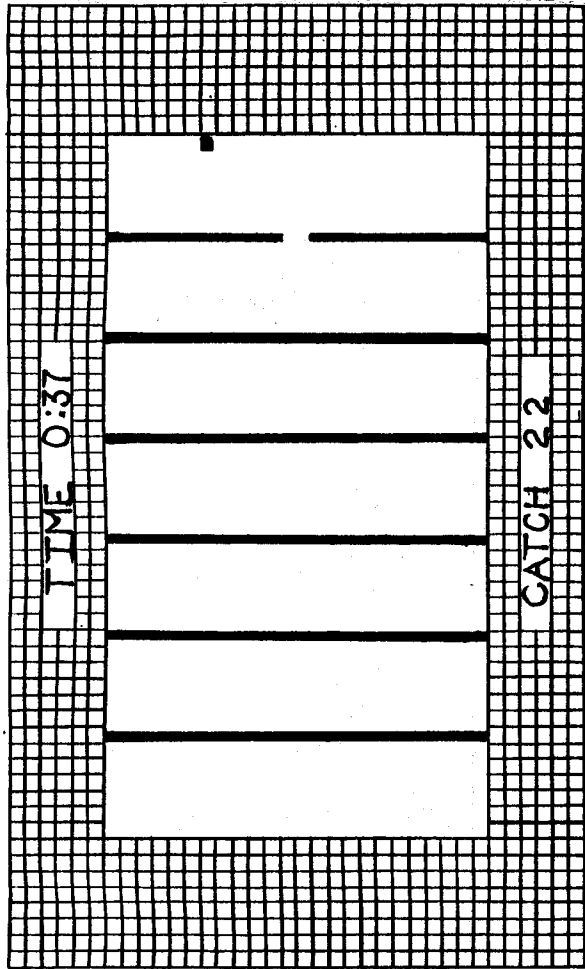


CRAZY BALL

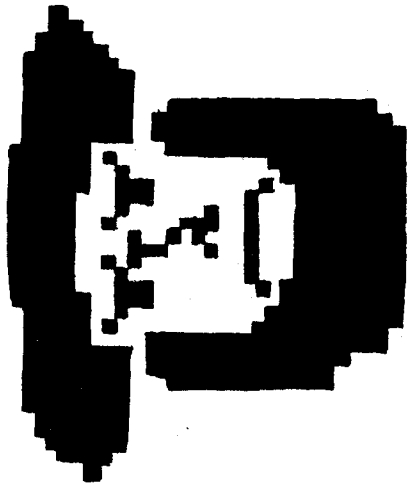


CRAZY BALL

Two games, "Catch 22" and "Blockade", come under the same title of "Crazy Ball". Both games involve this crazy little ball which is constantly bouncing off the wall of the playing field. "Crazy Ball" is an action skill game that will challenge your eye to hand coordination to the maximum. There are 3 skill levels in each game, number 3 being the least challenging. At the start of the program you select which game you would like to play and it's skill level. Then select when you want the score displayed, during or after the game. "CATCH 22" - The object of this game is to move a gate (by using knob #1) which is located in a wall, and catch the Crazy Ball. If the ball is caught in the gate it will pass into the next section. The time it takes to catch the ball in each of the 6 sections will be recorded and displayed during or after the game, depending on which procedure was chosen. The total time it takes you to complete the game will also be displayed. A fast game time is desirable. At skill level number 1 the gate is the same size as the ball, therefore making this the most challenging level. Sounds Easy? See if you can catch the Crazy Ball first time every time! Bet you can't!!

"BLOCKADE" - Once again that crazy ball is doing it's thing. Only in this game you try to keep the Crazy Ball from going through the 6 sections. To do this you use knob #1 and as the ball comes bouncing back at you, you try to block it's path. Once again the time is recorded as in "Catch 22". Only in this game you are trying to hold back the ball as long as you can. A slow time is desirable. The skill levels are the same as before, number 1 gives you a block the same size as the ball, which makes it the hardest level. In fact "Catch 22" is the exact opposite of "Blockade". See if you can master "CRAZY BALL",or will it master you?

AYATOLLAH DART BOARD



STICK A HOLLA IN THE AYATOLLAH

Here it is, the world's first computerized Khomeini dartboard? You have seen the Khomeini dartboard on paper entitled "Stick A Holla In the Ayatollah", now you can throw darts at the Ayatollah on your own television screen. Using the joy stick #1 you pin point the location you want to hit, then pull the trigger to throw the dart. The computer will randomly select one of three locations on either the eyes or nose, which, when hit will destroy the Ayatollah. With only five darts per play, it is up to you to choose and hit the right location. When hit in the right spot, just watch what happens to Khomeini!!!

Limited One Year Warranty: LRM 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 LRM 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 LRM Software.. No other warranty is expressed or implied.

PROGRAM NOTICE

All L & M SOFTWARE programs are sold on an 'AS IS' basis without warranty of any kind. L & M SOFTWARE, its authorized dealers and distributors shall have no liability or responsibility to any person or entity with respect to any liability, loss or damage caused or alleged to be caused, directly or indirectly, by L & M SOFTWARE programs.

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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 re-wound 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, in that order. It sounds complicated I know. ~~Just go ahead and get familiar~~ with the procedure and soon you will find it is automatic and becomes 2nd nature.

J & M has many more fine games. Ask your dealer to order for you.

Cassette #1

SCORE		HMM..		
+	#1= 5			
×	#2= 5			
!	#3= 15			
■	#4= 20			
-	#5= 5			
PLAYER TURN				
1	2	3	4	5

Claim Jumpers

Cassette #4

SONAR REPORT SUB IN QUAD 1

1	2	3	+	5	6	7	8	9	10
11	12	13	14		16	17	18	19	20
21	22		24	25	26	27	28		30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	✖	48	49	50
51		53	54	55	56	57	58	59	60

Search & Destroy

Cassette #5

TARGET

Target

1	2		4		6	7		9	10	11	12
TURN		SCORE		DIE #1		DIE #2		HMM...		DOUBLE	
#1=	18	#1=	3	■	■	■	■	■	■	■	■
#2=	42	#2=	15	■	■	■	■	■	■	■	■
#3=	15	#3=		■	■	■	■	■	■	■	■
#4=		#4=		■	■	■	■	■	■	■	■
#5=		#5=		■	■	■	■	■	■	■	■

■■ RIVER CITY GAMBLER ■■

River City Gambler

WARNING AIR RAID

AIR RAID

Air Raid

#RIGHT GIVE?? #WRONG

↑1↑ ↓3↓ ,↑0↑

RIGHT # WRONG PLACE

TURN	GUESS	ACTUAL#	DIF.
→1=	9 ■ 26	9 6 7 2	2
2=	0 1 3 1	■ ■ ■ ■	1
3=	2 4 1 3	■ ■ ■ ■	1
4=	6 5 7 2	■ ■ ■ ■	2

✖0123456789

MIND BENDER

Mind Bender