



## BOMBARDIER

Imagine yourself flying over a mountainous area in a bomber. This area is the base for numerous Russian missile silos. In your hand, you control the release pin of a very powerful bomb, all you have to do to release is to squeeze trigger #1. Wait! Don't fire yet! Check the wind direction and speed. Now, when you are over one of the Russian missile silos and have allowed for wind direction and speed, fire away. You will be allowed to make ten passes over the area, firing one time on each pass. On each pass you may find the wind direction, speed or both have changed. See if you can eliminate all of the Russian missile silos. Remember to wear your "Flak Jacket" because the Russians will be firing back. Two levels are available for those of you who become good with level #1. With level #2 the wind speed will pick up and those nasty Russians do a lot more firing. Each new game finds you flying over a different group of mountains, with the missile silos in different locations.

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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! We recommend the GE model 3-5151. This unit is excellent. Experience has shown that you will probably need all of the Volume turned up and all of the Treble (hi pitch) turned up at the same time while loading from tape to basic.

**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 key pad 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.

L & 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	23	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		DOUBLE		HMM...			
#1=	18	■ ■ ■ ■ ■		■ ■ ■ ■ ■		■ ■ ■ ■ ■					
#2=	3	■ ■ ■ ■ ■		■ ■ ■ ■ ■		■ ■ ■ ■ ■					
#3=	42	■ ■ ■ ■ ■		■ ■ ■ ■ ■		■ ■ ■ ■ ■					
#4=	15	■ ■ ■ ■ ■		■ ■ ■ ■ ■		■ ■ ■ ■ ■					
#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
✗ 0 1 2 3 4 5 6 7 8 9			
MIND BENDER			

Mind Bender