

Bally[®] PROFESSIONAL VIDEOCADE[™] 2009



ASTRO BATTLE

VIDEOCADE 2009 ASTRO BATTLE OPERATING INSTRUCTIONS

Insert Videcade 2009 into your unit and press the Reset button to get the game selection on your television screen.

ASTRO BATTLE is a one-player game so you will be using the number one (1) hand control.

Press one (1) on the keypad to play ASTRO BATTLE.

You will then be asked to:

"ENTER LEVEL"

Enter (1) — Novice

Enter (2) — Amateur

Enter (3) — Intermediate

Enter (4) — Professional

The difference in the above levels from novice to professional is the increase in the speed of the descending invaders and the frequency at which they drop their missiles.

HAND CONTROL

Trigger . . . Fires your missiles

Joystick . . . Moves your base left and right

Knob No function

The object of ASTRO BATTLE is to score as many points as you possibly can by eliminating the invaders before they descend through your protective bunkers on top of you or drop their missiles and destroy your missile base.

You are allowed three (3) missile bases at the start of each game. You are also awarded one free base after you have accumulated 1,000 points. No other bases will be awarded after the 1,000 points have been achieved.

The point value of the invaders from top to bottom are:

First Row 40 points

Second Row . . . 30 points

Third Row 20 points

Fourth Row . . . 10 points

A space ship will appear randomly throughout the game and if hit will reward you with 100, 200, or 300 points.

ASTRO BATTLE ends when you have cleared six complete racks of invaders, but just see if you can get through them all.

HINT: The invaders drop closer every time they make one horizontal pass across the screen. It would be to your advantage to try to slow the descent of the invaders.

MANUFACTURED BY

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