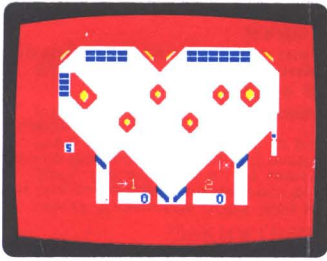
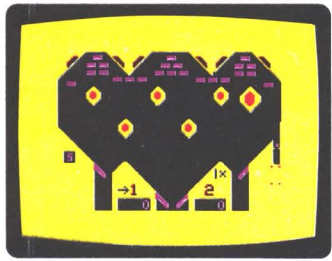


# Bally<sup>®</sup> PROFESSIONAL VIDEOCADE<sup>™</sup> 3005



BALLY PIN 1



BALLY PIN 2

## VIDEOCADE 3005 BALLY PIN OPERATING INSTRUCTIONS

Insert Videcade 3005 into your unit and press the Reset button to get the game selection on your television screen.

Bally Pin allows you to select two different pinball playfields, each having the same scoring and method of play.

Press (1) on the keypad to play Bally Pin 1. Press (2) on the keypad to play Bally Pin 2.

After you have selected a playfield, you will be asked to:

### "ENTER # OF PLAYERS"

Bally Pin is a 1, 2, 3, or 4 player game. Each player will play one ball and then pass the controls to the next player.

### HAND CONTROLS

	#1	#2
Trigger . . . .	Left Flippers	Right Flippers
Joystick . . . .	No function	Controls Ball Shooter
Knob . . . .	No function	No function

Each player's score is shown in the boxes running horizontally at the bottom on the playfield. They are numbered 3, 1, 2, 4, left to right for the corresponding players. The player up is indicated by a right pointing arrow located to the left of each player number (1 through 4).

Each game consists of five balls only. The number of the ball (5 through 1) that each player is playing is shown in the small box located diagonally to the upper left of the furthest left flipper.

The pulsating ball shooter located on the right hand side is controlled by pushing the joystick of hand control #2. The ball shooter is moving up and down. The higher the ball shooter is released, the slower the ball will be served.

### BALLY PIN 1

The spinner target appears above the ball shooter after a ball has been released.

A spinner hit moves the four middle bumpers randomly. The four upper kicker targets light the four corresponding middle bumpers and change their value from 10 points to 100 points. A lighted bumper is denoted by a cross (+) appearing in its center.

When the four drop targets in the chute on the left are knocked out, a 200 point bonus is given and the two outside stationary bumpers are lit. The drop targets reset after the spinner has been hit. When the twenty drop targets on top are knocked out, a 1000 point bonus is given and all point values of the scoring areas are doubled. When a doubled or tripled scoring situation is achieved, it will be denoted by a 2X or 3X which appears to the left of the inside right flipper. A spinner hit will reset the drop targets.

### BALLY PIN 2

There are six upper kicker targets which illuminate and change the point value of the bumpers as they do in Bally Pin 1. A spinner hit moves the five bumpers located to the left of the spinner bumper randomly. When all twenty-four (24) drop targets are knocked out, a 1000 point bonus is given and all point values of the scoring areas are doubled. A spinner hit will reset the drop targets.

### SCORING

Wall and Ceiling above Flippers . . . .	10 points
Drop Targets . . . . .	100 points
Upper Kicker Targets . . . . .	150 points
Bumpers (unlit) . . . . .	10 points
Bumpers (lit) . . . . .	100 points
Spinner (per rotation) . . . . .	10 points

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