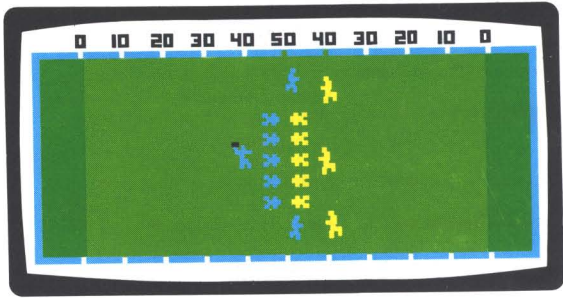


Bally[®] PROFESSIONAL VIDEOCADE[™] 3002



FOOTBALL

VIDEOCADE 3002 FOOTBALL OPERATING INSTRUCTIONS

Insert Videocade 3002 into your Bally Professional Arcade and press Reset to receive the menu on your television screen.

Press (1) on the keypad to play two player, or press (2) on the keypad to play four player FOOTBALL.

TWO PLAYER

Offense: The play selected refers only to the pattern of flanker or split end. The tight end will always run a complimentary pattern.

Defense: The player on defense controls the patterns of both cornerbacks with the 8-direction joystick.

FOUR PLAYER

Players #1 and #3 are a team against players #2 and #4.

Offense: Player #1 or #2 controls the movement of the quarterbacks. Player #3 or #4 controls the movement of the tight end (bottom end).

Defense: Player #1 or #2 controls the top cornerback. Player #3 or #4 controls the bottom cornerback.

The game consists of two, four-minute halves. In the first half, the team of player #1 will be on offense with play beginning on their own 20-yard line. The second half will begin with the team of player #2 as the offense.

The offense has control of the play selection. The trigger is used to change from scoreboard to play selection.

PLAY SELECTION

Plays are selected by moving the joystick when the yellow cursor is in front of the play desired. The first play you select will be the play used. If no play is selected, the scoreboard will appear and the offense must press the trigger to advance to the play selection again.

The plays are selected by the offense only. The defense may either cover the receivers or "blitz" the quarterback with the cornerbacks.

After the play has been selected, and the cursor has completed its cycle, the playing field will be displayed on the screen.

PASSING

The ball may be snapped by moving the joystick. The quarterback may be controlled by the joystick. The pass is thrown by pressing the trigger. The flight of the ball is determined by the angle of the quarterback's arm. The knob of the hand control positions the quarterback's arm just as it does with the arm of the cowboy in GUNFIGHT. The ball can be thrown over the five offensive and defensive linemen and linebacker, but not over the cornerbacks.

Once the pass has been thrown, the offense gains control of the ends by using the joystick.

The ball carrier is considered tackled when he comes in contact with any other player on the field.

Other than the two cornerbacks, the defense also utilizes a middle linebacker. The linebacker "Mad Dog" waits a random length of time then rushes to wherever the ball is.

PUNTING

"Punt" will appear in the play selection on the fourth down outside of the defense's twenty-five yard line. The punt will occur immediately after the ball has been centered and will travel in an arc thirty yards down field from the line of scrimmage. The defensive cornerbacks must drop back to field the punt. They may take the ball and advance it. If an offensive player touches the ball, it is considered down.

SCORING

A touchdown is scored as 7 points, a safety is 2 points. After achieving a safety, the defensive team is given the ball on the 50-yard line.

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