

Color and Sound Computer System

\$299⁹⁵



- Z80 Based
- 12K Memory
- 10 Day Return Privilege
- Expansion Module Takes to 44K

Z80 BASED PROCESSOR UNIT

- 5 times more processing power than the Z80 alone.
- Completely assembled and tested.
- 8K ROM, 4K RAM.
- High resolution color display
- Expandable to 44K system with full BASIC.

24 KEY KEYBOARD

- Adapts to different program cassettes for a variety of applications with simple overlay cards.

INSTRUCTION MANUAL

- Gives clear, illustrated, step-by-step instructions on how to install your Bally and start enjoying it within minutes of taking it out of the carton.

4 REMOTE HAND CONTROLS

- Determines action for each movement of the game being played in 8 different directions. Squeeze the trigger for shooting in Gunfight or for tracing on the screen in Scribbling.
- ALL FUNCTIONS OF THE CONTROLS CAN BE ADDRESSED IN TINY BASIC!
- Pistol grip design. Each control numbered on top.

CASE

Case is 5" x 11" x 15", made of high impact clear plastic with storage space for 15 cassettes.

3 GAMES INCLUDED

- Gunfight, a 2-player game. Walk your fighter around the screen, raise or lower his arm and shoot.
- Checkmate, 0-4 players. Crash opponents into your trail, their trail or the sides of your TV screen.
- Scribbling; draw or write almost anything you choose in 256 different color patterns.

CALCULATOR INCLUDED

- The Bally Professional Arcade will work for you as well as entertain you. Its sophisticated 5-function, 10 memory printing calculator with scroll button and entry correction helps you reconcile bank balances, compute taxes and the like.
- Convenient algebraic entry system allows problems to be entered in the same order written. If you want to calculate $3 + 4 - 5$ press only $3 + 4 - 5$.
- Easy to operate. Add, subtract, multiply, divide. See exactly what takes place and how it looks on your TV screen.

AUDIO CASSETTE CONTROLLER

Save your programs on your audio cassette drive with the 300 baud controller that will be available to compliment TINY BASIC. Connects up to the port for pistol grip 4. By utilizing power from the light pen option it requires no additional power supply.

MACHINE LANGUAGE LOADER

A 256 byte loader allows you to load your own programs and make more efficient use of storage.

EXCITING NEW FEATURES

AUTOMATIC TV PROTECTION

- Even if you forget, the Bally automatically remembers to blank out the display after 5 minutes of inactivity thus preventing damage to your TV.
- Press reset key to resume your program at any point.

REMOTE GAME SELECTION

- Sit in your easy chair, select and start a game with your remote hand control.
- Bally is the only programmable video game with this convenient feature.

Tiny Basic in ROM

- With Audio Cassette Interface
- Program Color and Sound
- Accepts Pistol Grip Inputs
- 10 Day Return Privilege
- \$49.95
- In Stock Now.

The first in the Functional Series of Videocade ROM Cartridge Software, TINY BASIC is loaded into the system in seconds. Your Arcade can be programmed with an educational or game cassette one instant, and with TINY BASIC the next. We have seen the program and think it's the best value available today.

COMMANDS

The TINY BASIC language supports the following commands: GO, FREEZE, RUN, LIST, FOR, TO, NEXT, INPUT, GOSUBROUTINE, RETURN, ABSOLUTE, IF, LET, REMARK, RANDOM, GO TO, ERASE, PRINT.

KEYBOARD OVERLAY

All commands and characters are accessed from the 24-key keyboard with the guidance of a color-coded plastic overlay (see fig. 1). Four shift keys are used in conjunction with the remaining 20 keys. Upon striking one of these color coded shift keys the screen background temporarily assumes that color. Numbers and calculator functions require no shift key.

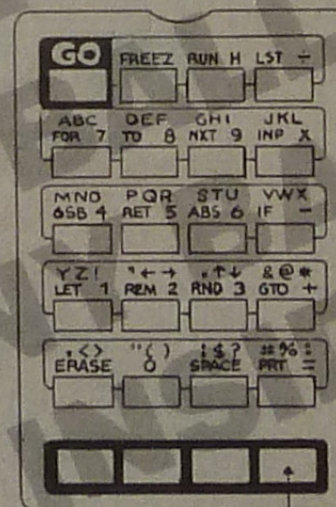


Fig. 1. COLORED SHIFT KEYS

Above each key are 4 characters each with their own color which are called out by hitting the appropriate shift key (as each shift key is hit the screen turns that color). Black characters, numerals, calculator functions need no shift code.

As stated earlier, TINY BASIC commands require only a single keystroke in conjunction with the shift key. Alphabetic and special characters are generated with a "shift" and another keystroke. Under program control each keystroke generates a unique musical note.

FEATURES

- Multiple statements/line; Multiple lines/statement
- Maximum program line 104 characters
- PEEK & POKE
- Line & Rectangle (Horizontal and vertical lines and rectangle commands)
- Backspace erase and space forward editing function
- Displays 11 lines x 26 characters
- Strings

MULTIPLE INPUTS

In addition to the keyboard, TINY BASIC can address all the control functions of the four pistol grips through the following special variables.

Variable "i" is the pistol grip number 1, 2, 3, or 4.

- Ti Grip Trigger. 0 not depressed, 1 depressed.
- UDi Knob Up Down. 0 grip control knob neither up nor down; 1 grip control knob up; 2 grip control knob down.
- LBi Knob Left Right. 0 grip control knob neither left nor right; 1 grip control knob left; 2 grip control knob right.
- Pi Knob dial. Value of from 0 to 255 representing the setting of the knob.

MULTIPLE OUTPUTS

TINY BASIC programs have control not only of the characters, lines and rectangles appearing on the screen, but also which of 256 colors and lines that they appear in. The TINY BASIC programmer also has access to the music generator.

TOKEN FEATURE

Each command is specified by a shift code and the appropriate command key as specified by the keyboard overlay. Even though each command code is specified by a single code, and is stored internally as a single character, it is completely spelled out on the screen.

BURN IN PROTECTION

To prevent television tube damage, the screen is automatically cleared after 5 minutes of inactivity. Program contents are not lost, and will appear when keyboard activity resumes.

NCE/Compumart Inc.
1250 N. Main St., P.O. Box 8610
Dept. P78 Ann Arbor, MI 48107

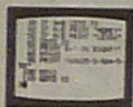
You can change line 10 to A=RND(100) and make the game harder, or add a counter to keep track of the number of guesses it took. Any of the words inside the quotation marks, like "MORE" can be changed to say whatever you want.

Before you try your game on your friends, learn how to win every time. When the computer asks for your guess, just enter the letter A.

Here's a program add-on that you will like. Just enter the line numbers as shown and the computer will put your instructions in the right order.

```

H
80NT=20
81PRINT "60605-5-504-5-50"
100NT=2
110GOTO 10
G
LIST
  
```



Now try the guessing game again and be ready for a surprise when you get the answer right!

RUN
G



Programming Course

Lesson 3 Subroutines

In writing longer programs you may want to use a shortcut. GOSUB and RETURN make it easy to use the same instruction several places in your program.

This program prints the words ROCK, SHEARS and PAPER several times. To avoid having to type these same instructions over and over, we will use GOSUB and RETURN.

Enter the first part of your program.

```

RESET
10GOSUB 201
20GOSUB 202
30GOSUB 203
40GOTO 10
201PRINT "ROCK";RETURN
202PRINT "SHEARS";RETURN
203PRINT "PAPER";RETURN
G
LIST
G
  
```



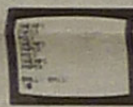
Here's what's going to happen. When the computer reads line 10, it will jump to line 201 and continue until it reaches the word RETURN. Then the computer will jump back to line 10 and continue.

The same thing will happen in lines 20 and 30. The computer will jump to the GOSUB instructions and then return.

In line 40 the GOTO instruction tells the computer to go back to line 10 and start the program over again.

Now RUN this part of your program.

RUN
G



Now add these additional lines to your program.

Your program is now too long to fit on the TV screen. Press and hold the PAUSE key to stop the listing at line 90 so you can check it. Press GO to continue the listing.

```

40A=RND(3)
50INPUT "YOUR CHOICE:";B
60PRINT "I PICKED ";
70GOSUB 200+A
80PRINT "YOU PICKED ";
90GOSUB 200+B
100GOTO 10
G
LIST
G
  
```

After you pause at line 90 and check your list, then press GO to finish list.

G



Here's what you've added.

In line 40 the computer will select 1, 2, or 3 at random and put this number in the A counter. In line 50 the computer will ask for your choice (1, 2 or 3) and the number you INPUT will go into the B counter.

At line 60, the computer will print I PICKED and at line 70 it will GOSUB to line number 200+A.

If A=1, the computer will GOSUB to line 201. If A=2, it will GOSUB to 202. And if A=3, it will GOSUB to 203. Depending on the value of the A counter, ROCK, SHEARS, or PAPER will be printed after the words I PICKED.

Lines 80 and 90 use the same GOSUB feature to print your selection. Line 100 loops the program back to the beginning.

Now RUN your program and INPUT 1, 2, or 3 to select ROCK, SHEARS or PAPER.

```

RUN
G
1
G
2
G
3
G
  
```



Programming Course

Lesson 4 Strings

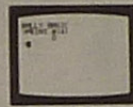
It's often handy to be able to work with a sequence of numbers or letters. These are called strings or arrays and you can have a string of numbers, a string of letters or a string of musical notes.

Here's how strings work. The @ character is your computer's symbol for a string. The first item is AT location 1, or @(1), the second item in the string is AT location 2, or @(2), the third item is AT location 3, or @(3) and so on.

To find the number at location 4 in a string, you would ask for @(4) like this.

```

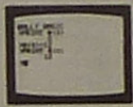
RESET
PRINT @(4)
G
  
```



The fourth location in the string contains a zero. Store the number 12 at location 4 like this, then check it.

```

@(4)=12
PRINT @(4)
G
  
```



This program lists the numbers stored at the first ten locations in the @ string.

When you RESET the computer each location in the string is filled with a zero.

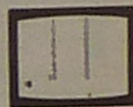
```

RESET
10FOR A=1 TO 10
20PRINT A,@(A)
30NEXT A
G
LIST
G
  
```



As the A counter advances from 1 to 10, the computer prints 1 and then the number stored at the first location, 2 and the number stored at the second location and so on up to 10 and the tenth number stored in the string.

RUN
G



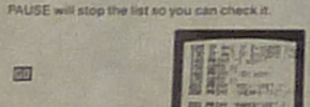
Now you can play ROCK, SHEARS, PAPER with your computer. The rules are:

ROCK breaks SHEARS
SHEARS cut PAPER
PAPER wraps ROCK

But let's have the computer tell us who won. HALT the program and add that feature with these lines.

```

H
100IF A=B PRINT "A TIE";
GOTO 10
110IF A=1 IF B=3GOTO 160
120IF A=2 IF B=1GOTO 160
130IF A=3 IF B=2GOTO 160
140PRINT "I WIN!"
150GOTO 10
160PRINT "YOU WIN!"
170GOTO 10
G
LIST
G
  
```



If you would like your computer to keep score, just add these lines. The computer will place them in your program automatically.

```

H
6H=0
8C=0
32PRINT "HUMAN:";H
34PRINT "COMPUTER:";C
145C=C+1
165H=H+1
  
```

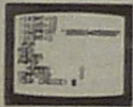
If you want to add music, these instructions will do it.

```

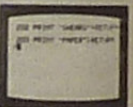
141NT=10
142PRINT "135 x 105 x 10000"
143NT=3
161NT=10
162PRINT "3050034050000"
163NT=3
  
```

Now RUN your program and see if you can beat your computer.

RUN
G



Here's a complete listing of your ROCK, SHEARS, PAPER game.



Programming Course

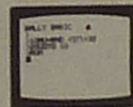
Lesson 5 Electronic Music

There are two ways you can play music on your computer. MU and PRINT. This program sets MU equal to a random number between 31 and 87. Numbers in this range produce musical notes in your TV speaker.

Enter and RUN this random music generator.

```

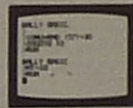
RESET
10MU=RND(57)+30
20GOTO 10
G
LIST
G
  
```



To change the speed of the notes adjust the built in note timer, NT. HALT your program and set the note time to 10.

```

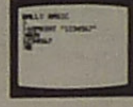
H
NT=10
G
LIST
G
  
```



With PRINT and the numbers 1 through 7 you can play a musical scale.

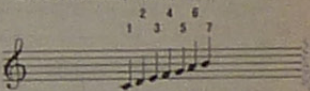
```

RESET
10PRINT "1234567"
G
LIST
G
  
```

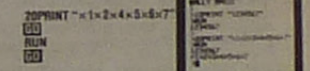


The note timer automatically returns to 3 whenever you RESET.

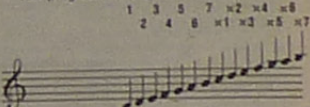
Here are the notes you just played:



To expand this scale one octave higher, just put a multiplication sign in front of each number.



Your program now plays these notes:



Graphs and Charts

These programs draw line and bar graphs. Enter the number of items you wish to graph, then enter the value of each item.

```

1 GRAPH BAR
2 INPUT N
3 FOR I=1 TO N
4 INPUT V(I)
5 NEXT I
6 GOTO 40

```



```

1 LINE GRAPH
2 INPUT N
3 FOR I=1 TO N
4 INPUT V(I)
5 NEXT I
6 GOTO 40

```



PERSPECTIVE BOX

```

1 PERSPECTIVE BOX
2 INPUT N
3 FOR I=1 TO N
4 INPUT V(I)
5 NEXT I
6 GOTO 40

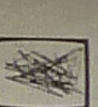
```



```

1 RANDOM LINE
2 INPUT N
3 FOR I=1 TO N
4 INPUT V(I)
5 NEXT I
6 GOTO 40

```



```

1 ELECTRIC DORY
2 INPUT N
3 FOR I=1 TO N
4 INPUT V(I)
5 NEXT I
6 GOTO 40

```



```

1 COLORING BOX
2 INPUT N
3 FOR I=1 TO N
4 INPUT V(I)
5 NEXT I
6 GOTO 40

```



Video Art

COLOR WHEEL
Move hand control number one left or right to select the color forward or backward to select the intensity. The trigger gives you a printout of the color (0 to 31), the intensity (0 to 7) and the color number (0 to 255).

```

1 COLOR WHEEL
2 INPUT N
3 FOR I=1 TO N
4 INPUT V(I)
5 NEXT I
6 GOTO 40

```



```

1 VIDEO WALLPAPER
2 INPUT N
3 FOR I=1 TO N
4 INPUT V(I)
5 NEXT I
6 GOTO 40

```



SCROLL ONE
These three programs are like paintings. The images evolve slowly and the visual experience changes over time.

```

1 SCROLL ONE
2 INPUT N
3 FOR I=1 TO N
4 INPUT V(I)
5 NEXT I
6 GOTO 40

```



```

1 RUBBER BAND
2 INPUT N
3 FOR I=1 TO N
4 INPUT V(I)
5 NEXT I
6 GOTO 40

```



```

1 LETTER MATCH
2 INPUT N
3 FOR I=1 TO N
4 INPUT V(I)
5 NEXT I
6 GOTO 40

```



LASER DUEL

Two players cooperate or compete in forming designs as they each move one end of the reverse line.

```

1 LASER DUEL
2 INPUT N
3 FOR I=1 TO N
4 INPUT V(I)
5 NEXT I
6 GOTO 40

```



```

1 RND BOX 2
2 INPUT N
3 FOR I=1 TO N
4 INPUT V(I)
5 NEXT I
6 GOTO 40

```



SCROLL THREE
These three programs are like paintings. The images evolve slowly and the visual experience changes over time.

```

1 SCRIBBLER
2 INPUT N
3 FOR I=1 TO N
4 INPUT V(I)
5 NEXT I
6 GOTO 40

```



```

1 LETTER MATCH
2 INPUT N
3 FOR I=1 TO N
4 INPUT V(I)
5 NEXT I
6 GOTO 40

```



Learning Skills

LETTER MATCH
This learning program becomes easier or more difficult, to match the player's skill.

NEW! TOLL FREE ORDER NUMBER (800) 521-1524

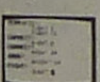
This line is staffed with order takers only. Information calls cannot be handled on this line. In Michigan call (313) 994-3200.

MATH QUIZ

```

1 MATH QUIZ
2 INPUT N
3 FOR I=1 TO N
4 INPUT V(I)
5 NEXT I
6 GOTO 40

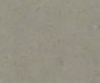
```



```

1 NUMBER MATCH
2 INPUT N
3 FOR I=1 TO N
4 INPUT V(I)
5 NEXT I
6 GOTO 40

```



```

1 LIST 100.5
2 INPUT N
3 FOR I=1 TO N
4 INPUT V(I)
5 NEXT I
6 GOTO 40

```

```

1 PAUSE
2 INPUT N
3 FOR I=1 TO N
4 INPUT V(I)
5 NEXT I
6 GOTO 40

```

```

1 THE COMMA MEANS CONTINUE. IN PRINT A, THE
COMMA AFTER A MEANS CONTINUE PRINTING ON THE
SAME LINE.
: THE SEMI-COLON MEANS THE SAME THING AS A LINE
NUMBER.
:OPRINT A, GOTO 30
IS THE SAME AS
:OPRINT A
:OGOTO 30
YOU CAN USE THE SEMI-COLON TO PUT TWO OR MORE
INSTRUCTIONS ON THE SAME LINE.
> MEANS "IS GREATER THAN," AS 5>3.
< MEANS "IS LESS THAN," AS 6<12.
= MEANS "IS EQUAL TO."
A=5 MEANS PUT THE NUMBER 5 IN THE A COUNTER.
# MEANS "NOT EQUAL TO."
* MEANS "REMARK TO FOLLOW";
IT WILL NOT AFFECT THE PROGRAM

```

Terms and Symbols

Computer Words

BOX X,Y,A,B,1
means draw a black box that's centered at the point X,Y. The box is A dots wide and B dots high. You can draw:
BOX X,Y,A,B,1 black box
BOX X,Y,A,B,2 white box
BOX X,Y,A,B,3 reverse box
BOX X,Y,A,B,4 no box

CLEAR
means clear the screen.

ERASE
means forget the last key you pushed. This doesn't work if the last key was RUN, H, or GO.

FOR/TO/NEXT/STEP
These words all work together to make a loop.
FOR A=1 TO 10 STEP 2
FOR/TO/NEXT/STEP
SONEXT A
This loop prints 1, 4, 7, 10, 13, 16.

GO
means go. Press GO after each instruction.

GO + 10
means go to the next line and add 10 to the line number.

GOTO 20
means go to line number 20 and continue running the program.

GOSUB 200
means go to line number 200 and continue running the program until the word RETURN, then return to the instruction that follows GOSUB 200.

H
means halt the program and return control to you.

IF
means check and see whether something is true or not. IF A=5 GOTO 20 means if the number in the A counter is 5, go to line 20; if it isn't 5 then go to the next instruction.

INPUT A
means stop and wait for you to enter a number which is put into the A counter when you press GO.

INPUT "HOW MANY?" A
means print "HOW MANY?" on the screen and then input a number for the A counter.

LINE X,Y,1
means draw a black line on the screen to the point X,Y.
You can draw:
LINE X,Y,1 black line
LINE X,Y,2 white line
LINE X,Y,3 reverse line
LINE X,Y,4 no line

LIST
means print on the TV all the instructions now in the computer after you press GO.

LIST 100
means start with line number 100 and list.

Inputs, Outputs, and Controls

JX(I)
is a number that matches the position of the number one hand control.
Left JX(I)=-1
Center JX(I)=0
Right JX(I)=1

JY(I)
is a number that matches the position of the number one hand control.
Forward JY(I)=1
Center JY(I)=0
Back JY(I)=-1

TR(I)
is a number that matches the trigger on the number one hand control.
Pulled TR(I)=1
Not Pulled TR(I)=0

KN(I)
is a number that matches the position of the knob on hand control number one.

A=KP
means wait until you press a key on the keypad. Each key has a number and the number of the key you press is stored in the A counter. You can see what key you pressed with the instruction, TV=A.

TV=A
means put a letter or other character on the TV. The character is the one that matches the number in the A counter. See KP.

MU=A
means play a note in the TV speaker that matches the number in A counter.

MU=AT
means play a note in the TV speaker that's the same as the note you hear when you press the letter A.

FC
is the number of the foreground color.

BC
is the number of the background color.

NT
is the note time. After RESET the note time is set at three. Note times are slower if NT is larger than three.

CX
is the number that places the cursor (black square) left or right.

CY
is the number that places the cursor (black square) up or down.

PRINT #A,B
means leave A spaces and then print the number in the B counter.

Control Words

The following control words are used with the Billy Audio Tape Interface Accessory.

:PRINT
means tape print on record data from memory.

:INPUT
means tape input or playback data from tape to memory.

:LIST
means tape list or playback data on the screen.

:RETURN
means tape return or end record or playback mode.

Error Messages

WHAT?
The computer says WHAT? when it doesn't understand you.

HOW?
The computer asks HOW? when it understands what you want but can't figure out how to do it.

SORRY!
The computer says SORRY! when there isn't enough room in its memory to do what you want.

Arithmetic

Your computer is designed to work the multiplication and division portions of a problem first, and the addition and subtraction portions last.

3x5-2=13(not 9)
Parenthesis will change this order.
3x(5-2)=9(not 13)
Whole numbers only are used.
16-2=7(not 74)

Exciting Program Cartridges

ACTION/SKILL SERIES

CASSETTE RECORDER

Cat. No. BMK-CAS-M2522 Price \$55.00

AC/Battery Recorder selected to work with computer data in audio format. Features automatic stop at end of tape, automatic record level control, wide audio bandwidth, built-in condenser mike for voice, and a digital tape counter for quick program location. It is all you need for the Kansas City Standard format used in the Bally Cassette Interface.

VIDEOCADE ROM CARTRIDGE SOFTWARE

FUNCTIONAL SERIES

BALLY BASIC —

Allows you to enter and run programs as described in this brochure.

Cat. No. MSC-CAS-6002 Price \$49.95

BALLY BASIC CASSETTE INTERFACE —

Store and retrieve the programs you enter into the Arcade using the Bally Basic cartridge. You simply break out the cover for the light pen power connector and plug the interface into this connector and into the connector for joystick number three. The other side of the interface connects to a standard cassette tape recorder microphone and earphone jacks. The commands to run the cassette interface are simple and easy to use:

- To save a program type a colon (:) followed by the word PRINT
- To see if being saved, add a semicolon (;) and the word LIST to the above command.
- To see if it was saved on the tape (or to get by a program you don't want to lose), type a colon followed by the word LIST and the tape's contents will be listed on the TV.
- To load a program from tape into the memory, type a colon followed by the word INPUT.
- To get a program to bring itself back from the tape modes, type a colon followed by the word RETURN. The program will list as it loads so that you're sure it's loading.

Cat. No. MSC-PTS-I0INTF Price \$49.95

The Bally Arcade™ is just one of the many microcomputer products which NCE/Compumart has IN STOCK NOW!! Check the appropriate box on the order form to receive one of our giant catalogs and receive future mailings.

To expedite your order call our toll-free credit card order line 1-800-521-1534. (Note, this line for orders only).

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EDUCATION SERIES

VIDEOCADE 4001 —

Bingo Math and Speed Math (two or one player)
Cat. No. MSC-CAS-4001 Price \$19.95

Bingo Math (two players)

Each player is presented with a 5 by 5 Bingo board which is filled with numbers to be used as answers to the math problems shown at the bottom of the screen. You score an asterisk on the board when you move the cursor to the correct answer and pull the trigger before your opponent. When you line up 5 asterisks, you score a BINGO.

Speed Math (one player)

Speed Math is designed to develop arithmetic skills by giving you thirty problems and a ten second interval each in which to answer.

Each second of the ten second period is worth one point. Answering the problem in less than the initial 5 second interval will give you 10 points. As your score increases, the difficulty of the problems increases. Conversely, if you continually give a wrong answer, the following problems will have the same answer or will be a variation of the same problem.

VIDEOCADE 4002 —

Letter Match, Word Hunt, and Scramble (two to four players)
Cat. No. MSC-CAS-4002 Price \$24.95

Letter Match (two to four players)

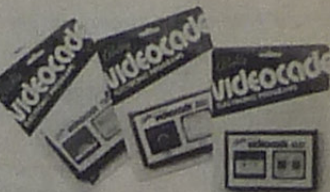
This game borrows from the long running TV game, Concentration. You get to set the difficulty by deciding how many letters are used in the game. Once you start, the object is to choose a pair of squares which hide the same letter. If you match, you score a point; if you don't, your opponent gets a chance to match a pair.

Word Hunt (two to four players)

You and your fellow contestants try to make a word out of the randomly generated choices provided by the Arcade.

Scramble (two to four players)

A crossword type game which pits your knowledge of the English vocabulary against the randomly generated words. You must make a word that links to at least one letter of a word which is already on the screen. If all players agree that you have a valid word (ie. jonquil) then you get the score.



STRATEGY SERIES

VIDEOCADE 5002 —

Blackjack, Poker, Acey-Deucey
Cat. No. MSC-CAS-5002 Price \$24.95

Blackjack, Poker and Acey-Deucey (one to four players)

These familiar games are great fun experienced card players and novices alike. The cards appear in color showing their suit for easy identification. The action is fast and if you're not prudent, you'll quickly lose your electronic shirt.

SPORTS SERIES

VIDEOCADE 3001 —

Tomato Baseball, Tennis, Hockey and Handball (two or four players)
Cat. No. MSC-CAS-3001 Price \$24.95

Tornado Baseball (two players)

Your team runs onto the field to take their positions, batter up. As the pitcher, you can throw fast balls, slow balls, curves outside or inside, balls or strikes. You can even change a pitch after you throw it. The batter pulls his trigger to swing the bat. If the ball is hit, the pitcher can rotate the knob to position the outfielders to catch the ball. Double plays and walks are possible and just like the real thing, every time you think you're throwing your best pitch, the batter hits a home run.

Tennis

Two or four players actually run around the court to hit the ball. If it gets by you, the opposing player(s) score a point.

Hockey

Much like tennis but with goals at each end of the rink.

Handball

Also like tennis except that the players are standing in the same end of the court.

COMPLETE TINY BASIC MANUAL INSIDE

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