ESOTERICA LIMITED

—————————————————Original Software—————————————————

Dear Customer,
   Your new software cartridge from ESOTERICA is designed to be
used in conjunction with either your old Bally Basic cartridge and
audio-interface unit or the new Astro Basic with the built-in interface.
For your convenience each program is stored twice on each side of your
cassette. Proper use will greatly expand your enjoyment of the Bally/
Astrovision home video game system. In order to achieve maximum
efficiency be sure to follow these instructions EXACTLY:

OLD BASIC

1. Plug the audio-interface into your tape recorder and game unit.
   Be sure that the RED jack is plugged into the microphone port
   on the recorder. Plug the corresponding RED jack into the
   interface port marked microphone.

2. Set the volume and tone control knobs of your recorder to the
   center of their range.

3. Rewind the tape until it stops.

4. Enter audio-interface command on the keyboard.

5. Press go.

   Check to see that the cursor has returned below the input command.
The screen will look like this:

> ### >:INPUT
> ### >∎

6. Push the play button on the recorder.

   There is a five second lead on every tape. Once this has passed and the
computer has found the program, the light on the interface will go on.
When the program begins to enter, the screen will clear, the computer
will identify our company name and the name of the game on the tape
along with a short music routine. The screen will clear again and the
program will continue to enter. IF ENTERED PROPERLY AND COM-
PLETELY, THE PROGRAM WILL RUN AUTOMATICALLY. In programs
for 1 to 4 players, the computer will ask you to input the number of
players. This will always appear as a letter next to the cursor:

N∎

Input the numbers directly from the keypad and press Go.

TROUBLE SHOOTING

Problem:

1. The game does not run and the light on the interface goes out.

Solutions:

a. Loose connection. Check all connections between the interface, recorder and the machine. Input again.
b. Set the volume control on the recorder to a higher level. Input again.

Problem:

2. The program runs but is occasionally interrupted - one or more lines of programming appear on the screen with question marks. This is commonly called a glitch.

Solutions:

a. The tape recorder is not set at the proper volume control or tone level.
b. The tape recorder heads need to be cleaned and/or demagnetized.
c. The arcade unit is either cold or overheated causing a "freeze up" or partial memory loss.
d. The tape recorder does not have adequate output or range to input data.

IMPORTANT: If you are using the old Bally Basic, please allow 4 minutes for each program to enter.

ASTRO BASIC

1. Insert the Astro Basic cartridge into your arcade unit and press the reset button. The cursor should appear in the upper left hand corner of the screen.   **> ▪**

2. Insert Esoterica software cassette into your cassette recorder making sure that it is rewound to the beginning.

3. Plug one end of the interface cable into the earphone port of the recorder and the other end into the audio interface jack in the basic cartridge.

4. Set the volume control knob to the high side of the center range and type the following input command:

: INPUT ; RUN   GO

5. Press play on the recorder. In less than one minute the program will run automatically. Stop the recorder and follow the play instructions. As in the old basic, in multiple player games, you will be asked to input the number of players.

6. Enjoy, enjoy, enjoy!

TEN PINS

Ten Pins from Esoterica is a realistic, fun game of bowling complete with strikes, spares, hooks, and even gutter balls, for 1 to 4 players.

TO BEGIN:
1. Input number of players directly from key pad.
2. Line the ball up by moving the joystick to the right or left.
3. To throw a fast ball move the joystick forward, to throw a slow ball pull the joystick back.
4. After the ball has been released you can hook the ball by moving the joystick to the right or left---Once for a moderate hook, twice for a sharp one. DO NOT HOOK THE BALL TOO SOON!

The computer will keep accurate score for all players. Some practice may be required before scores over 200 are achieved.

GARBERSVILLE

THE SETTING

From time out of mind it stood at the edge of space. In the tradition of Minas Tirith and Dale-- GARBERSVILLE --the last bastion to the defense of the solar system and the symbol of truth, justice, and the American way. It is more than an isolated village, it is three cities perched on the edge of nowhere, flanked by two missile bases with ten missiles each and controlled by a single defender.

THE PROBLEM

Defender??? Some have called him a quitter, but deserter is nearer the mark. He has abandoned his watch-post and Garbersville has come under the relentless attack of GARF. Garf - the abomination, the worm eater, the destroyer! He has sent his bombs. They will rent the cities so that he may gain a foothold in his quest to conquer the universe.

THE SOLUTION

By this time, of course, you have realized that you have been chosen to take the place of the defender. You are the possesser, the cloudburster, the beam shooter. You will sit at your command post, a panoramic view of the battle zone on your viewing screen. You will use the knob of your hand control to locate the horizontal position and the joystick (up and down) for the vertical position of your missile blast. Squeeze the trigger to explode the missile and go immediately to a new !ocation. You may have 2 blasts on the screen at the same time. You must be just below a bomb in order to intercept it. As each missile is used it will disappear from its base.

THE SCORING

GARF is a relentless attacker. If you are lucky enough to survive for 2 rounds, he will undergo a color change, due, of course, to his increased anger. His increased anger, in turn, means increased difficulty. You get 100 points for each city still intact after each round plus 10 points for each unused missie. (So don't play Mr. Gatling with the trigger.)

HOW YOU DID

0 -	400	****	Oh-oh
400 -	800	****	Well----
800 -	1600	****	Just enough to make him mad.
1600 -	2400	****	Just enough to scare him off.
2400 -	---	****	Garbersville is saved!!!