

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. 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:

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:

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>:INPUT  
>.
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6. Push the play button on the recorder.

There is a three 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 COMPLETELY, 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;

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.
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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.
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2. Insert ExotERICA 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!

Instruction for playing

BOMB SQUAD

2:17 A.M.: You are awakened by a phone call informing you that a bomb has just been discovered at police headquarters. The caller pleads with you to come down and use your superior knowledge to disarm it.

2:31 A.M.: You find yourself on the freeway, speeding to the bomb site in your '56 Desoto. Seated next to you, silent and sullen, is BADCOR I. (Bomb Analysing Disposable Computerized Robot.)

2:47 A.M.: You arrive in the midst of bedlam and discover three sticks of T.N.T. with three sets of wires connected to a detonator. The captain hands you a note demanding \$10,000,000.50 for information on diffusing it. "Don't get your checkbook out yet, Captain, BADCOR will tell how it's one", you inform him. B.C., as you call the robot for short, then reveals that there are three wiring busses. He graciously offers to take turns with you cutting the wires, but coldly informs you that whoever cuts the last wire will be blown up. In addition, logistics will restrict you to one buss per visit. You may, however, cut as many wires as you wish from that buss, B.C. then generously offers you the option of going first. (If you desire to take the first step press 1 on the key pad or 0 if you want B.C. to go first - he cares not.) If you are going first, a pair of snipe will appear at the left hand side of the screen and travel to the first buss. You must then decide which set of wires to work on. To move the snipe to the next buss, move the joystick to the right. (Note: once you have made this decision there is no going back.) For each wire you wish to cut, squeeze the trigger once. To retreat, move the joystick to the left. YOU MUST TRAVEL TO THE BOMB ON YOUR TURN AND YOU MUST CUT AT LEAST ONE WIRE. The computer will perform all the functions for B.C.

3:00 A.M.: One of two things has happened. Either you are safe at home sleeping peacefully in your bed and B.C. has been blown away or B.C. is safe at home sleeping in your bed and you have been blown away. The longevity of this uncanny robot is certainly a test of his ability. Please drop us a card and let us know how well you are able to do against the machine that 'almost always' wins.

Instruction for playing

WILDCATTER

What's that? you say your tired of your present job? You say you want financial independence? You say you want to experience the thrill of risky adventure and the joy of success? You say you want to be a free spirit? Well, all it takes is \$550,000. and a lot of guts! WILDCATTER will provide the working capital - and you provide the guts.

How to Get Started: After the computer has drawn an outline of the United States on the screen you can begin by inputting the number of players (1-4) on the keypad. Each tycoon will then take turns exploring for and exploiting oil drilling sites. Each turn will consist of 5 steps all of which are designed to provide you with enough information to evaluate your chances of striking oil on that turn. To get started each players' account will be credited with \$550,000! But since each turn will require you to spend varying amounts of money (after all, you must spend it to make it), this figure will probably decrease until your business becomes 'well' established. The first player to reach one million dollars is declared the winner and the game is over. STEP 1: After your company number has been displayed at the top of the screen, squeeze the trigger of your hand control once. This will display, in succession, all of your current operations and update your bank account as follows:

Well No.	#
No. of Barrels per day	
Selling price per barrel	

For each well you have in operation, squeeze the trigger once, During this operation your working capital, displayed at the top of the screen, will change constantly. BE SURE YOU WAIT FOR EACH REPORT TO END BEFORE MOVING ON TO THE NEXT. On your first turn, since you have not established any drilling sites, no income will be reported. STEP 2: After your last well has been reported and the income in your account adjusted, squeeze the trigger of your hand control once. This will reveal a small box somewhere around Kansas City. The box may then be moved anywhere on the screen (on or off the map) by moving the joystick in your hand control. Once you have selected your drilling site, squeeze the trigger once. STEP 3: After you have completed the previous step, the cost of the geological survey for the site which you have selected will appear at the bottom of the screen. If you wish to 'purchase' this survey, squeeze the trigger once and the cost will be deducted from your bank account. (For information on by passing this purchase see special features.) STEP 4: If you have purchased the geological survey, the results will be printed at the bottom of the screen as follows:

Odds of oil strike %
\$/ft. to drill
estimated depth of reserve in ft.

You must then use this information to evaluate your chances of striking oil at this site. After this information has been displayed, squeeze the trigger once ending step 4.

STEP 5: After you have evaluated your chances of striking oil, the cost of the property will be displayed. Purchase the property by squeezing the trigger once. (If you have by passed step 4 you may still purchase the property, but you will be drilling blind.) Squeezing the trigger automatically begins the drilling process. Your drilling depth will then be displayed at the bottom of the screen and will continually increase in increments of 300 ft. It is important that you remember the estimated depth of your reserve, as in most cases you will have to drill at least that far before your investment pays off. During this process the cost of drilling will continually be deducted from your bank account. If your investment pays off, there will be a short music routine and your player symbol will be printed at the site which you have developed.

Player 1 I Player 2 II Player 3 III Player 4 IIII

If the investment does not pay off the words "Dry Hole" will be printed at the bottom of the screen. If the odds of a strike were very low (less than 50%) or if the cost of the property was to high you may skip this step - after costs have been displayed - by moving the joystick to the side. This will end step 5 and control of the game will pass to the next player.

SPECIAL FEATURES

WILDCATTER has been designed with several special features which may be used at any time, but are especially valuable when money is tight.

BALL OUT: All situations where spending money is an option may be by passed simply by moving the joystick to the side. It is not necessary to pay for the geologic survey and it is not necessary to purchase the property. It is even possible to "Ball out" at any point during the drilling process.

BANKRUPTCY: Every player whose working capital falls below \$10,000.00 is automatically declared bankrupt and is no longer permitted to make new investments. If he has no pumping wells at the time then he is out of the game. If, however, some of his wells are still in operation, he may receive credit for his oil but may not participate further until his bank account is once again above \$10,000.

LOANS: If necessary, each player has the option of borrowing from the bank. This is possible only in a situation where the cost of establishing a new drilling site is an amount in excess of the players' working capital. This is accomplished during step 5 by depleting your bank account. Your working capital will then be displayed as a negative number. Further exploration will no longer be possible until the bank has been repaid and the players' working capital is above \$10,000. The player involved may only have the profit from his wells credited to his account in an effort to resolve his money problems.

THE DRY HOLE FACTOR: Dry holes are not only possible during drilling operations, but after your wells have been established and pumping for several turns. So do not be surprised if one of the 'biggies' suddenly goes dry on you.

RANDOM STRIKE: In most cases it will be necessary for you to drill at least within 300 ft. (+ or-) of the estimated depth of the reserve before striking oil. This special 'random strike' feature will occasionally record a strike much sooner, sometimes within 1000 ft. of the surface. It is designed to entice you to take the 'big chance'. So be brave Bucko--the worst odds have been known to produce the best results.

ESOTERICA LTD.
Warren, Ohio

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