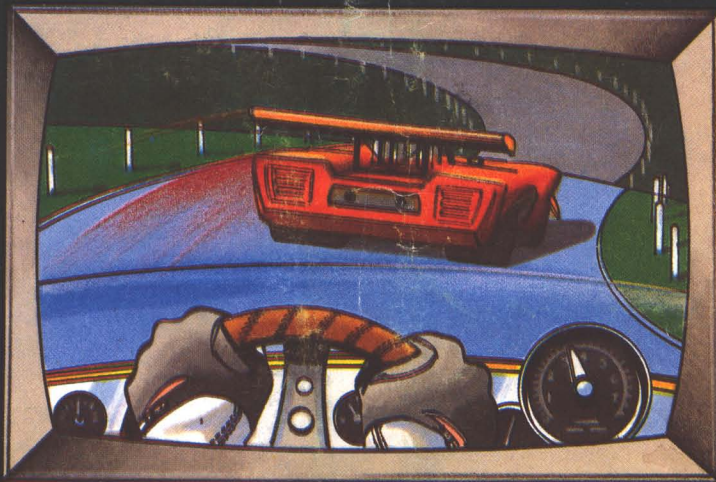# Bally®

PROFESSIONAL
VIDEOCADE ™
CARTRIDGE

280 ZZZAP/DODGEM 2001

Two different high-speed car races demand quick response and raw courage. Enter your racing time into the computer—floor the accelerator—and go for speed and distance. 280 Zzzap challenges you to hold a road filled with dangerous hairpin turns! Dodgem puts you up against other cars driven by the computer. The sharper your driving skills, the more mileage you'll get!

SHIFT TO HIGH GEAR

VIDEOCADE #2001

280 ZZZAP
DODGEM

Programmed by Jay Fenton

LOADING INSTRUCTIONS

1. Turn on your Bally Professional Arcade and TV set, then
    select channel 3 or 4.

2. Connect the hand controls by inserting control #1 into the
    first jack on the back left side (as you face the front of
    the Arcade). From left to right, the jacks connect to
    players 1, 2, 4 and 3.

3. Insert the game cartridge, label side up into the cartridge
    slot. Press it down firmly to lock it into position.

4. Press the RESET button, and the menu of games will be
    displayed.

280 ZZZAP (1 player)

        Feeling the pressure of speed and time, you´re off--along
the course of a cross country road race. Negotiate the curves as
carefully and quickly as possible to score the most points.

STARTING THE GAME

        Choose 280 Zzzap by pressing 1 on the keypad or by using
remote game selection (pull the trigger on hand control #1, turn
the knob until 1 appears on the screen, then pull the trigger
again).

        Enter the game time--up to ten minutes in length.

        Enter   9   Play 9 seconds.
        Enter   9 9   Play 99 seconds.
        Enter 9 9 9   Play 9 minutes and 99 seconds.

        If the race time being entered on the keypad is 99 seconds
or less, you must press the ■ sign to start the game.

PLAYING THE GAME

        Since this is a one-player game, you will need to use hand
control #1. The hand control functions for 280 Zzzap are:

        Trigger   Controls the speed of the car--accelerator.
        Knob   Steers the car--steering wheel.
        Joystick   Has no function.

        The object of the game is to accumulate as much mileage as
possible by traveling as far and as fast as you can without
crashing into the white road poles. Every time the car crashes
into the poles, you lose valuable speed and distance.

        The numbers in the lower center of the screen represent the
speedometer. As the car accelerates, the speed is indicated by
the bar underneath the numbers.

        The numbers on the right side of the speedometer record the
miles traveled. On the left side of the speedometer is the race
time remaining.

SCORING

To compete against two or more players, enter the same race
time for each player. The winner is the one with the highest
mileage when the race has ended.

PLAYING AGAIN

To play 280 Zzzap again, press the RESET button and follow
the instructions for starting the game.

DODGEM (1 player)

Test your skill as a race car driver. Although this game is
similar to 280 Zzzap, you have an additional hazard of crashing
into the other cars in the race!

STARTING THE GAME

Choose DODGEM by pressing 2 on the keypad or by using remote
game selection (pull the trigger on hand control #1, turn the
knob until 2 appears on the screen, then pull the trigger
again).

Enter the game time--up to ten minutes in length.

Enter   9   Play 9 seconds.
Enter   9 9   Play 99 seconds.
Enter 9 9 9   Play 9 minutes and 99 seconds.

If you enter a race time that is 99 seconds or less, press
the = sign to start the game.

PLAYING THE GAME

The hand control functions for Dodgem are:

Trigger   Controls the speed of the car--accelerator.
Knob   Steers the car--steering wheel.
Joystick   Has no function.

The object of Dodgem is to go as far as possible without
crashing into the race track walls, other cars in the race, or
having them crash into you.

The light colored car is the only one that you can control. The other cars are controlled by the Arcade.

The numbers in the lower center of the screen represent the speedometer. As the car accelerates, the speed is indicated by the bar underneath the numbers.

The numbers on the right side of the speedometer are the miles traveled. The left side shows the race time remaining.

SCORING

A player's score is determined by the miles driven in the specified racing time. If two or more players are competing against each other, the same race time must be entered for each player.

PLAYING AGAIN

To play Dodgem again, press the RESET button and follow the instructions for starting the game.

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