

Bally MIDWAY

WACKO



WACKO INSTRUCTIONS: • INSERT COIN • SELECT 1 OR 2 PLAYER GAME
• OBJECT OF GAME: POSITION KAPT. KROOZ'R TO SHOOT PAIRS OF CREATURES
• CONTROLS: A. "KROOZ" BALL MOVES
B. TO FIRE, MOVE "ZAP" JOYSTICK
• SHOOTER RACKS: A. SHOOTING UNMATCHED PAIRS CREATES MUTANTS.
B. LITTLE CREATURES WILL NOT DISAPPEAR UNTIL ALL BIG CREATURES ARE DESTROYED.

ZAP!

When you pit "Krooz'r"™ up against rampant pairs of creatures... deadly mutants... and a few unexpected video villains... you'll either survive to claim victory... or go WACKO!™

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The pace builds...
The points mount...
The creatures multiply!
Half the fun of WACKO is
getting there...and you'll
lose your mind winning!

There's double danger ahead!

Take on the creatures with "Krooz'r" at the control...but be on the look-out for double trouble! Each creature has a deadly twin...and you must overcome them both to survive. Shoot one and watch him quiver. Shoot his twin before the vibrating stops and you've made the right move...they both vanish from the screen!

Start slow... then work yourself into a mild frenzy!

The first screen lets you take it easy...you're up against one pair of creatures. Harmless? Maybe. But by the time you're ready for the 4th screen...get a grip on yourself and the controls. You'll be confronted by 6 pairs of creature combinations!

One good creature deserves another!

After the 4th screen, things take a turn for the worse! The danger increases...but so can your score. Shoot an unmatched creature and you'll create a mutant. Shoot the mutant and you'll receive bonus points! Or take on the matched pairs of creatures...but be careful...shoot one and you'll have babies to contend with. And you can't shoot the babies until you've eliminated all the adults.



Don't count your score before it's hatched!

You handled the creatures like a pro. You've put the babies in their place. Now deal with a peril you hadn't counted on...eggs! But remember, all the babies must be shot first before you can eliminate the eggs.

You have to get a little batty before you go completely "WACKO"!

You're not through yet! Now try again, but this time, keep a close eye on those eggs. When you take aim and shoot them, they'll hatch into a sinister surprise...bats! Take on this final flighty confrontation and get ready to go "WACKO"!

CABINET SPECIFICATIONS

Height 72"
Width 24⁵/₈"
Depth 30"



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PRINTED IN U.S.A.