



MicroVision

INTERCHANGEABLE CARTRIDGE

BOWLING

INSTRUCTIONS

Object of the Game

Aim for strikes and spares, as in real bowling, and compete against yourself or an opponent to score most points.

A strike is scored when you knock down all the pins with your first ball.

A spare is scored when you knock down all the pins with two balls.

Playing the Game

1. Insert the cartridge into the black console and slide the switch on the console to ON. The option screen will appear (Fig 1).

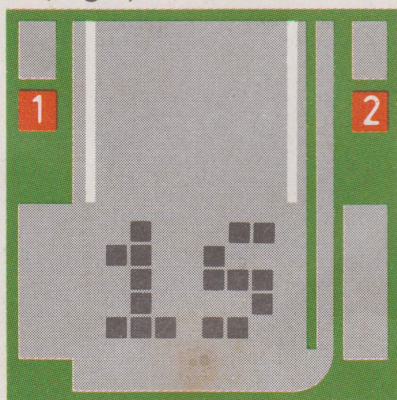


Fig 1.

2. The key marked 1/2 is to select the number of players. If you are playing alone, select "1". If you are playing against a friend, select "2". The option will appear on the screen.
3. Choose the speed of the ball you want by pressing the key marked S/F. You can choose Slow (S), or Fast (F). The option will appear on the screen.
4. Press \diamond and the frame number will appear. (There will be 10 frames in total).
5. Press \diamond again to set up the pins for the first frame. The ball will also appear on the screen.
6. The key marked \uparrow is used to release the ball. When you think that it is in the best position to knock down most pins, press the key to bowl.
7. The ball will knock down pins if you have aimed it carefully (Figs. 2 and 3).

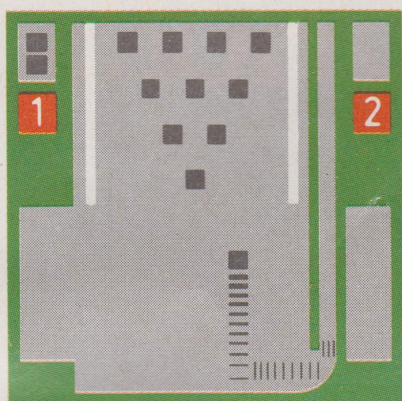


Fig 2.

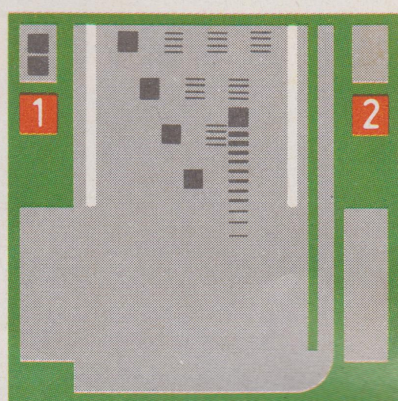


Fig 3.

8. For your second bowl the ball will return to you automatically, then press \uparrow to release the second ball (see Fig 4). Unless you are playing the tenth frame, you will not receive a second ball if you score a strike with your first ball.

But if you score a *strike* with your first ball in the tenth frame, you will receive two extra balls. These will give you the chance to score additional points. If you score a *spare* in the tenth frame, you receive one extra ball.

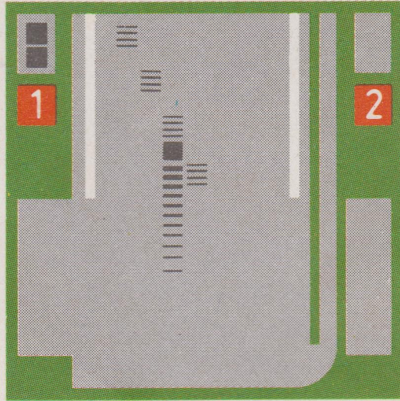


Fig 4.

9. After all the balls in a frame have been played, your score will appear on the screen. This sign \oplus will show when you have bowled a strike or a spare. Points from your next ball or balls will be added to your score if you bowl a strike or a spare.
10. Press \downarrow to see your frame number. You may also see this sign \square which indicates that you have bowled a spare in the previous frame. This sign \oplus indicates that you have bowled a strike, and $\oplus\oplus$ indicates that you have bowled two or more strikes in a row.
11. **Scoring**
You score one point for every pin you knock down, and there are bonuses for strikes and spares. A spare is when you knock down all 10 pins with both balls. You score 10 points **plus** the number of pins knocked down by the **next** ball. A strike is when you knock down all 10 pins with your first ball. You score 10 points, **plus** the number of pins knocked down by the next **two** balls.
12. To reset the pins after a frame, press \downarrow again.
13. At the end of the game you will hear a signal and your final score will appear on the screen.
14. Press \downarrow to return to the option screen.

REMEMBER: ALWAYS SWITCH THE POWER OFF WHEN YOU ARE NOT PLAYING THE GAME.

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