



THE GAME

A challenging game of precision and accuracy – the object in "Strike" is to knock down the ten pins at the foot of the bowling lane with just one ball. To do this you need to have a good aim and complete control over your throw, but practice makes perfect.

Don't expect to master the game after just one try, it'll take longer than that for you to develop your own individual technique, but once you've developed the skill this game will become addictive as you try to constantly improve on your performance.

Professional bowlers claim that footwork is the most important part in the mechanics of the game. Facing the pins squarely, you should take aim and slowly run forward, accelerating as you near the lane and prepare to throw the ball. Release the ball too soon, and you'll drop it. If however you release the ball too late it will sail into the air and land squarely – on your foot! Your method of delivery will show marked signs of improvement once you've done that a few times!

HOW TO SCORE

1. Each game consists of 10 frames and there are 10 pins to knock down in each frame.
2. Each player bowls two balls each, unless the first ball is a "strike". A "strike" is represented as an  on the screen, and means you have managed to knock down all the pins with one ball. Well done, but you cannot bowl again in this frame.
3. If you knock down all 10 pins with two balls this is called a "spare" and is represented as an  on the screen.
4. If you don't knock all ten pins down with two balls, you just score the number of pins you knock down.
5. If you get a "strike", you score 10 plus the score from your next 2 balls. If you get a "spare" you score 10 plus the score from your next one ball.

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Made in Great Britain

Design: Words & Pictures Ltd., London



6. If you "strike" in the 10 frame you are awarded two bonus balls. If you "spare" in the 10 frame you receive one bonus ball.
7. Should you be unfortunate enough to miss completely or you throw a "gutterball" which is when the ball hits the gutter before it reaches the pins, then surprise, surprise, you don't score anything at all.
8. Scoring two "strikes" in a row is known as a double, and scoring three in a row is known as a "turkey"! But the odds are really stacked against you managing to do this.
9. Your score is carried over from frame to frame and automatically appears on the screen so you are able to keep an eye on how you're doing against your opponent whose score is also recorded.

Below is an example of a typical score:

1	2	3	4	5	6	7	8	9	10
6 2	5 4	5 /	8 1	/ /	7 2	5 3	6 /	/ /	/ /
8	17	35	44	63	72	80	100	126	144
8+2	8+9	17+10	35+9	44+10	63+9	72+8	80+10	100+10	126+10
-8	-17	+8-35	-44	+9-63	-72	-80	+10-100	+10+6-	+8-144
								126	

CONTROLS

The game can either be played against the computer or another player and has a joystick or keyboard option.

If you use the joystick option move the joystick left and right to take aim, moving the joystick up starts the run forward, pressing fire holds the ball prior to taking the throw and releasing the fire button rolls the ball down the bowling lane.

KEYBOARD CONTROLS

Q = Up
 A = Down
 O = Left
 P = Right
 SPACE = Fire

LOADING INSTRUCTIONS

AMSTRAD 464 Press CNTRL and small ENTER.

AMSTRAD 664/6128 Type ITAPE and press RETURN.
 Press CNTRL and small ENTER.