MATTEL ELECTRONICS®

INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS

pba BOWLING

(FOR 1 TO 4 PLAYERS)

(FOR COLOR TV VIEWING ONLY)

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At these electronic "lanes" you pick your ball weight according to your own bowling style, set the amount of alley slickness, then you're "up"! Aim your ball carefully and select the amount of curve and loft and go for the pocket! Strike! This is a game of high precision that will test your skill to the limit. Regulation 10-frame bowling or "Pick-up Spares" for practice with the tough set-ups. Ready? There's a big fanfare if you beat 200!

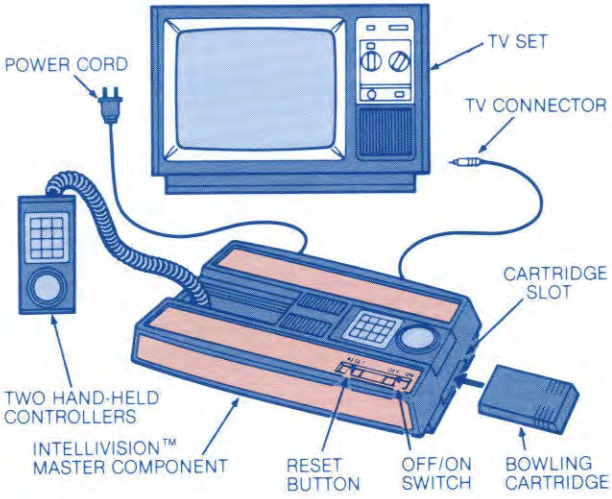
HOW TO WIN

To be a high scoring electronic bowler, read this booklet.

OBJECT OF THE GAME

One to four players control an electronic bowler to knock down as many pins as possible. Standard Bowling Scoring: ...a strike (all pins on first ball) gives you 10 pins plus pins on following 2 balls ...a spare (all pins knocked down in two attempts) gives you 10 pins plus pins on following ball. In Pick-up Spares, bowler faces 10 frames of spare setups randomly presented from 32 possibilities; scoring according to difficulty.

CHECK YOUR EQUIPMENT



MAKE SURE

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV set is plugged in and properly adjusted.
- BOWLING Cartridge is placed in the slot and firmly engaged.
- OFF/ON Switch is turned on.

NOTE: When Keyboard Component is added to the Master Component, cartridge goes into slot on Keyboard Component, sold separately. (See instructions with Keyboard Component.)

PRESS RESET BUTTON

Title will appear on TV screen:

Insert BOWLING overlay in Hand Controller:

ADD OVERLAYS

Find two BOWLING keyboard overlays in the cartridge package with this booklet.

Remove Hand-held Controllers from the console.

Insert an overlay into each Hand Controller.

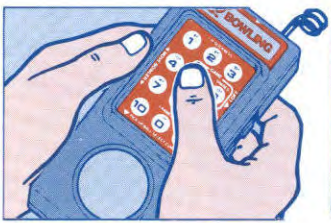
Make sure the overlays fit tight and are all the way in. The overlays will be your visual guide.

EXAMINE YOUR CONTROLS

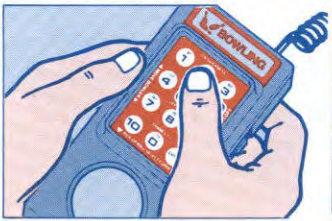
GET READY TO BOWL...

1 Press Disc... You see...

2 Press 5 for standard Bowling game. (See page 7). Press 6 for Pick-up Spares game. (See page 10). PRESS ENTER. You see...



3 Press 1 to 4, to indicate number of players. THEN PRESS ENTER. You see...



4 Press 0 to 10 (0 is slowest alley, with maximum curve; 10 is fastest alley & most difficult). THEN PRESS ENTER. You see...

5 Press one of these numbers to set the weight of your ball (heavier weights give you more pin action; lighter weights give you more ball deflection).

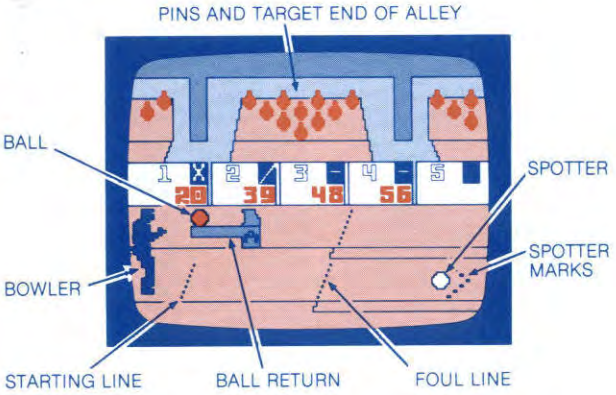
0-7 lbs.	2-9 lbs.	4-11 lbs.	6-13 lbs.	8-15 lbs.
1-8 lbs.	3-10 lbs.	5-12 lbs.	7-14 lbs.	9-16 lbs.

THEN PRESS ENTER. You see...

6 Press Key 8 for LEFT; press Key 9 for RIGHT. Left-handed bowling makes ball curve to the right. Right-handed bowling makes ball curve to the left.

PRESS ENTER. Repeat Ball Weight and Bowler Hand entries until all players have been included.

You see...



Ball color indicates active bowler.

Scoreboard numbers color indicates bowler score being displayed.

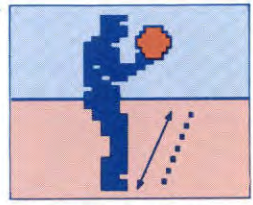
Bowler No. 1...RED	Bowler No. 2...LT. GREEN
Bowler No. 3...BLUE	Bowler No. 4...DK. GREEN

GAME 1: BOWLING

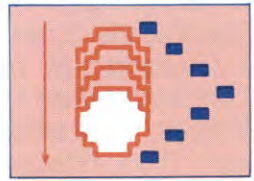
Once your bowler is "up" (his ball has arrived at the end of the Ball Return): you hear a GONG...

1 Pick up the ball, by pressing the Disc.

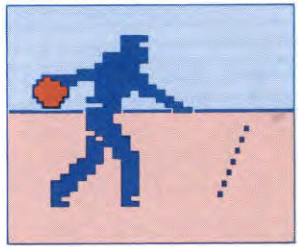
2 Use the buttons on the LEFT SIDE of your Hand Controller to position bowler at starting line.

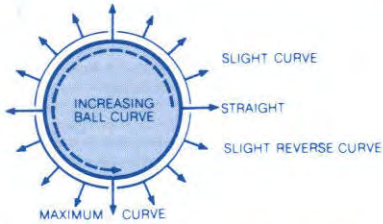


3 Now, press the LOWER RIGHT side button. IMPORTANT: ONCE YOU'VE DEPRESSED THIS BUTTON, *KEEP* PRESSING IT, UNTIL YOU ARE READY TO RELEASE THE BALL. Watch the white "spotter ball", which sweeps repeatedly across the alley. It indicates the spot your ball will cross, approximately 1/3 of the distance to the head pin.



4 When the "spotter ball" reaches the location you want your ball to cross, *release the lower right button.* Your bowler will start to move toward the foul line to release the ball.





5 *Before* the ball leaves your bowler's hand, set the amount of curve by pressing one spot on the edge of the Direction Disc. You might want to press the Disc more than once, to adjust the amount of curve. Each time you do, you will hear a click. The computer just uses the last curve amount you indicate before the bowler reaches the foul line.

IF YOU DON'T PRESS THE DIRECTION DISC while the bowler is making his approach to the foul line, the computer will put in a random curve (or straight ball) for you. If you let the computer decide how much curve to put on the ball, your roll could go slightly to the left *or* right. If you release the ball so it goes over the

middle spotting arrow and then you don't press the Disc, you'll probably knock down some pins, but how many will depend on luck. TO GET HIGH BOWLING SCORES, *YOU* SHOULD CONTROL THE CURVE.

6 This step is completely optional, and should be used only when you want a very sharp breaking curve when the ball is at the far end of the alley:

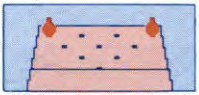
After your bowler has started the approach, and *after* the figure's arm has begun its downward swing, press the upper right button on the side of the Hand Controller: LOFT. In the brief time span between the descent of your bowler's arm and ball release, the *later* you press the LOFT button, the more pronounced the final curve of the ball will be.

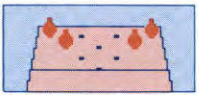
The LOFT adjustment is useful in picking up some difficult splits, when you want the ball to hit pins on both sides of the alley.

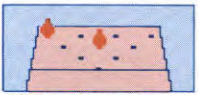
GAME 2: PICK-UP SPARES

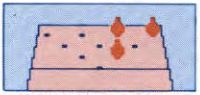
When you select the Pick-up Spares game, you have the chance to practice your accuracy on 32 randomly occuring "leaves." You will get 2 chances to knock down all the pins. Unlike the regular Bowling game, if you miss any pins with your first ball, they will be re-set before you roll your second ball.

If more than one player is bowling in the Pick-up


1ST BALL 30, 2ND BALL 15


1ST BALL 20, 2ND BALL 10


1ST BALL 20, 2ND BALL 10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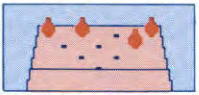
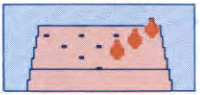
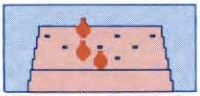
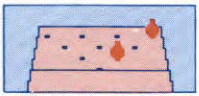
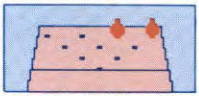
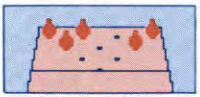

1ST BALL 30, 2ND BALL 15

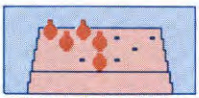

1ST BALL 10, 2ND BALL 5

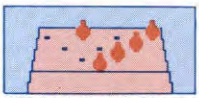

1ST BALL 12, 2ND BALL 6


1ST BALL 15, 2ND BALL 7


1ST BALL 13, 2ND BALL 6


1ST BALL 30, 2ND BALL 15


1ST BALL 15, 2ND BALL 7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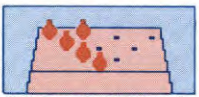
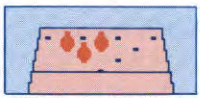
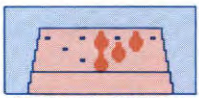
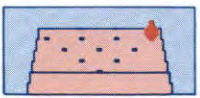

1ST BALL 12, 2ND BALL 6


1ST BALL 11, 2ND BALL 5

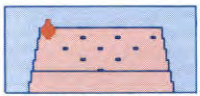

1ST BALL 12, 2ND BALL 6

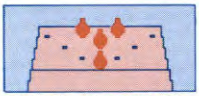

1ST BALL 8, 2ND BALL 4

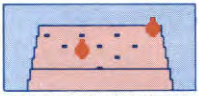
An excellent score for Pick-up Spares is 75 — and if you make

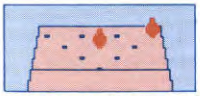
Spares game, each contestant will have the same arrangement of pins each turn.

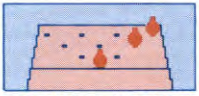
Pick-up Spares is a good way to practice your bowling accuracy and increase your skill. There are 32 possible Spare setups. Each one has a scoring value, as shown below. The more difficult setups will give you a higher score. Although some situations are hard to pick-up, every one *can* be "made":

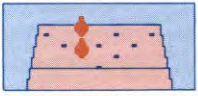

1ST BALL 8, 2ND BALL 4

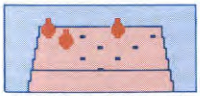

1ST BALL 20, 2ND BALL 10

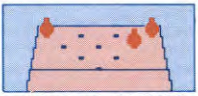

1ST BALL 18, 2ND BALL 9

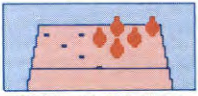

1ST BALL 20, 2ND BALL 10

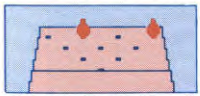

1ST BALL 14, 2ND BALL 7

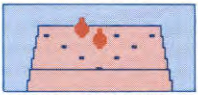

1ST BALL 12, 2ND BALL 8

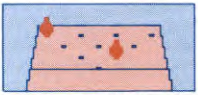

1ST BALL 16, 2ND BALL 8

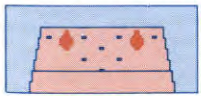

1ST BALL 18, 2ND BALL 9

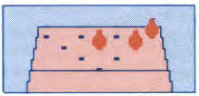

1ST BALL 13, 2ND BALL 6

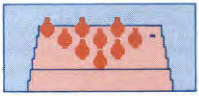

1ST BALL 25, 2ND BALL 12


1ST BALL 10, 2ND BALL 5

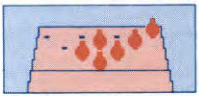

1ST BALL 18, 2ND BALL 9


1ST BALL 20, 2ND BALL 10

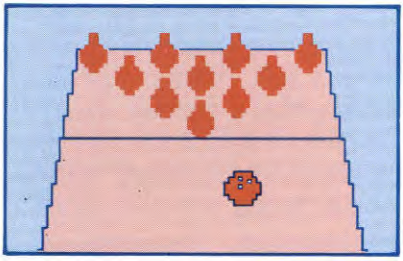

1ST BALL 14, 2ND BALL 7


1ST BALL 20, 2ND BALL 10

it you'll get the Victory fanfare, courtesy of P.I. Tchaikovsky!


1ST BALL 12, 2ND BALL 6

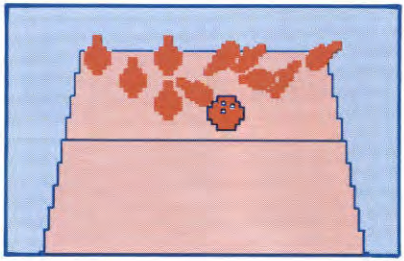
BOWLING AND PICK-UP SPARES



As soon as the ball is released and crosses the spotter marks, the scene shifts to show you a down-the-valley view.

As the ball rolls, you can see the "holes" turning over and over. Their location will show you which way the ball is curving, if any (on a straight ball, the holes will appear to turn over in the middle).

As soon as the ball gets to the shaded area at the end of the alley, the picture goes into slow motion so you can see how the pins are moving...



After a couple of seconds (so there is enough time for tumbling pins to move around and possibly knock down some still-standing pins), the sweep appears and clears the alley for the next ball.

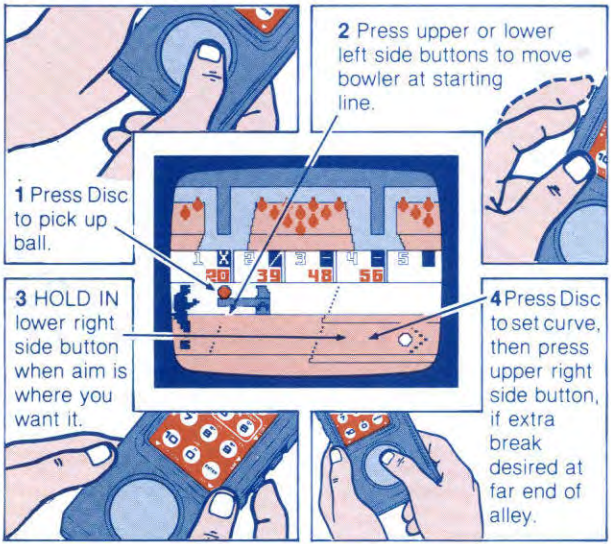
NOTE: When the ball rolls just behind a pin, it *appears* to be passing in front of the top of the pin. This is a characteristic of the computer graphics that display a moving object in this game. Then you hear the ball coming back, and see it re-appear at the ball return. You also see the scoreboard, which shows the score for the bowler who is "up".

If more than one bowler is playing, you can see anyone's score by pressing the key for that player's color. The bowling ball will continue to appear in the color of the bowler who is "up". The scoreboard shows 5 frames at a time. If you want to see the first half of the frame during the later part of the game, press 0. To switch back to the 2nd five frames, just press that key again.

After the 10th frame has been completed by all players, the 6th through 10th frame scores for all players will be seen. To see the first half of the scores, press 0. Press it again to see the second 5 frames.

In the 10th frame, if a bowler gets a spare or strike, a whistle blows to remind all players of the one or two extra balls to which that bowler is entitled.

SUMMARY OF BOWLING BALL CONTROLS

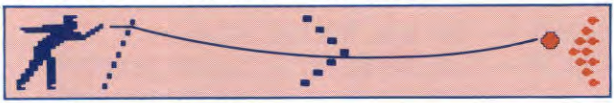


WINNING TIPS

• Intellivision BOWLING simulates the normal ball-curving action of the real game: if you are bowling right-handed, the ball will curve to the left—if left-handed, the ball will curve to the right.

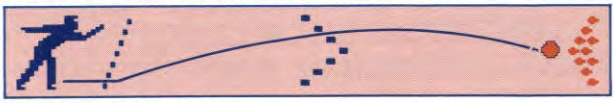
Bear that in mind when you decide where to start your bowler. You will knock down more pins when your ball curves into the pocket between the head pin and the #2 or #3 pin. If you visualize the whole length of the alley this way, you should try for this kind of ball movement.

BOWLER ON LEFT SIDE, BALL CURVING TO LEFT



BOWLING RIGHT-HANDED

BOWLER ON RIGHT SIDE, BALL CURVING TO RIGHT



BOWLING LEFT-HANDED

- Bear in mind that your bowler's approach from the starting line to the foul line is *straight,* so your aim depends completely on when you release the lower right button. The white "spotter ball" determines the direction of your roll one-third of the way down the alley. Any change in the ball's direction after it passes over that location depends on the amount of curve you set with the Disc.

- There are, as you know, several variables to control. As you try to adjust your aiming and curve to find the best combination, *alter one variable at a time.* The pre-game variables (alley slickness and ball weight) also have definite effects, and if you find the right combination of spotting (aiming) and curve, it may not work on a different alley condition or with a lighter or heavier ball. When you discover the best combination of variables, stick with it. Then you can refine your timing and placement and work on getting some really good scores.

SOUND EFFECTS

GONG — Ball is at the ball return.
CLICK — Ball picked up by bowler; bowler moves along starting line one increment; curve set by pressing Disc (LISTEN FOR THIS ONE TO BE SURE YOU SET THE CURVE BEFORE BALL RELEASE!).
KNOCK — Impact of ball striking pins and pins striking each other.
RUMBLE — Ball going down alley and being returned.
CHEER — A strike!
WHISTLE — In the 10th frame, the same bowler has another ball.
MUSIC FANFARE — A 200-or-better BOWLING score (75 in PICK-UP SPARES).

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90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Repair Center
5000 West 147th Street
Hawthorne, California 90250

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

HOW TO ORDER YOUR REPLACEMENT OVERLAYS

NOTE: SEPARATE CARTRIDGES ARE NEEDED FOR THE PROGRAMS LISTED BELOW.

Complete the order form below and mail it with your check or money order for $1.25 per set of 2 overlays. California residents add 6% sales tax. Address check or money order to Mattel Electronics, Box 2350, Hollywood, CA 90025. Allow 4-6 weeks for delivery. Offer subject to availability.

Mark quantity ordered

BOWLING	3333-4289_____sets	SKIING	1817-4289_____sets
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LAS VEGAS ROULETTE	1118-4289_____sets	GOLF	1816-4289_____sets
ELECTRIC CO. MATH FUN	2613-4289_____sets	BASKETBALL	2615-4289_____sets
ELECTRIC CO. WORD FUN	1122-4289_____sets	HOCKEY	1114-4289_____sets
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Amount enclosed_____ Total sets ordered_____

Your name_____

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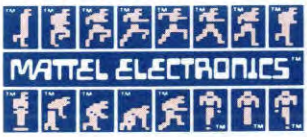

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