



**COLLECTOR
VISION
Games**

Guide No. 099270

CARTRIDGE
INSTRUCTIONS



**SUPER ACTION™
BOWLING**

Get out that shirt, put on your bowling shoes and get ready to roll with Super Action Bowling! This simulation gives you the look of "real" bowling. With multiple levels of play, realistic pin action and automatic scoring, this is a bowling experience the whole family can enjoy.

GAME DESCRIPTION

Get out that shirt, put on your bowling shoes and get ready to roll with Super Action Bowling! This simulation gives you the look of "real" bowling. With multiple levels of play, realistic pin action and automatic scoring this is a bowling experience the whole family can enjoy.

GETTING READY TO PLAY

- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to same channel as the Channel Select switch on the console.
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS

Keypad mapping when using letters (numbers are entered directly).

[FIRE] button mentioned in this manual means any of the side buttons.

Any of the two controllers can be used with this game.



SETTING UP GAMEPLAY

Up to 8 players can play.

If you select League Play press [L] or [O] for select Open Bowling.

If league play is selected you will have to supply the following information: Team names, Number of players, Players' names and ability and Number of games to play (up to 5).

If Open Bowling is selected you will have to supply the following information: Number of players, Players' names and ability and Number of games to play.

ENTERING PLAYER NAMES AND ABILITY:

Type name of player and press [ENTER]. Then select ability level by pressing [K] for Kids, [A] for Amateur or [P] for Professional.

A description of each level follows:

KIDS: Designed for children (4 - 8). Speed of ball is automatically set and the ball will head for straight where it is aimed with no hook.

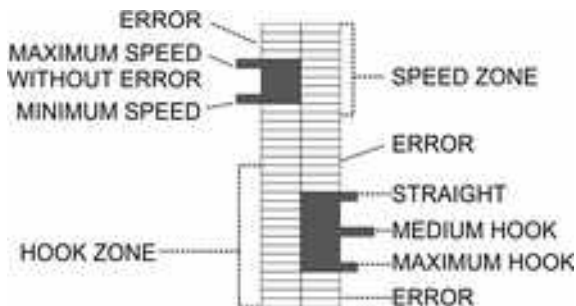
AMATEUR: Beginner's level. Throws are affected by the selected speed setting and amount of hook put on the ball.

PROFESSIONAL: Advanced level. Accuracy in using speed/hook indicator is critical. Errors create poor throws.

HERE'S HOW TO PLAY

AIMING YOUR THROW:

Position both bowler and "mark". Push joystick FORWARD to activate "mark" and position it by moving joystick LEFT/RIGHT. Position bowler by pulling BACK on the joystick to deactivate "mark" then move joystick LEFT/RIGHT.



THROWING THE BALL:

Set the speed and throw the ball straight or with a hook. It requires timing and concentration to be viewed using the Speed/Hook Indicator.

To start approach press FIRE button. To set speed release FIRE button when indicator reaches desired zone.

Releasing button at the bottom gives you minimum speed. When the button is released the setting you have chosen is locked on the indicator.

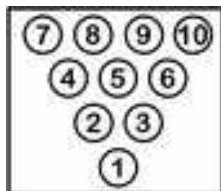
Set hook by pressing Fire when indicator is in hook zone.

SCOREBOARD:

When each player bowls, a line score appears on the top portion of the screen and shows the last five frames' scores. An overall scoreboard appears after bowlers have competed a frame. Press FIRE button to resume play after the scoreboard.

BOWLING STRATEGIES:

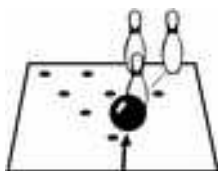
No matter whether you bowl a straight or hook shot, the best position to aim for is the pockets between the front 3 pins for your initial shot.



BOWLING FOR SPARES:

To be successful you must be able to make spares that is to knock down any pins left after your first ball with the second ball.

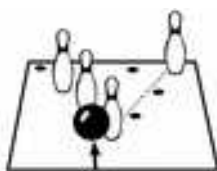
TYPICAL SPARES AND SPLITS



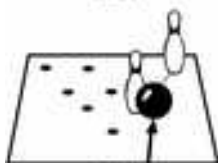
3-8-10
SPLIT



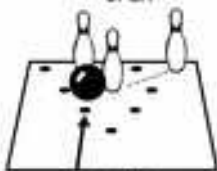
1-2-8
SPLIT



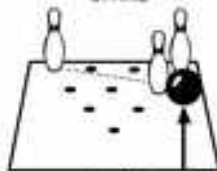
1-2-4-10
SPARE



3-10
SPLIT



5-8-10
SPLIT



6-7-10
SPLIT

SCORING

A game consists of 10 frames. A strike counts 10 pins with the first ball plus a total number of pins knocked down by the following 2 balls (shown as ■ on scoreboard). A spare counts as 10 pins, plus the number of pins the bowler knocks down with the first ball in the next frame. (Spare shown as ▲ on scoreboard.)

When a bowler fails to make a strike or a spare, only the knocked down pins count and no scoring is carried over to the next frame. A perfect game is 12 consecutive strikes to score a maximum of 300. This includes 1 strike for each of the 10 frames plus 1 strike for each of the 2 extra, or bonus chances the bowler receives for scoring a strike in the 10th FRAME.

ADDITIONAL FEATURES

ABORT GAME:

Return to "Select" screen at any time by pressing [#].

REPLAY FEATURE:

To restart at first frame without changing names, etc., press [P] from "Select" screen.

AUTOMATIC DEMO:

If left for one minute computer will demo. Press [D] from "Select" screen to start manually.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing SUPER ACTION™ BOWLING, but it is only the beginning! You will find that this cartridge is full of special features that make SUPER ACTION™ BOWLING exciting every time you play. Experiment with different techniques and enjoy the game!

CREDITS

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Box and manual by Crapahute

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