

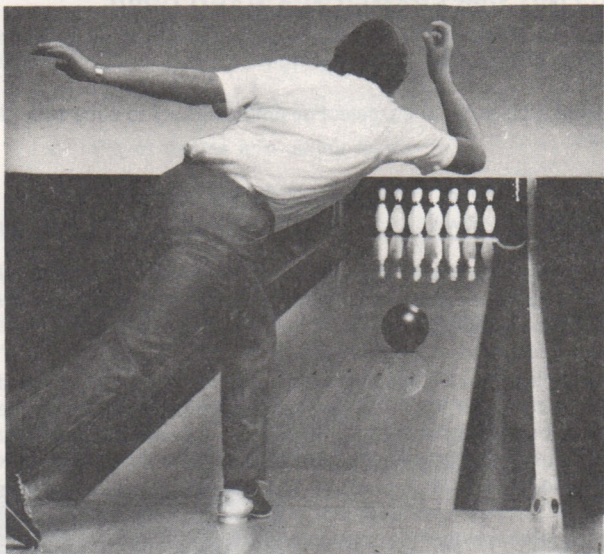
# 10<sup>TH</sup> FRAME

*Pro Bowling Simulator*

By Roger & Bruce Carver

IBM Version by Kevin Homer

INSTRUCTION MANUAL



IBM PC/XT/AT/COMPATIBLES VERSION

Please read thoroughly before playing.

Put on your bowling shoes and get ready to roll with **10th FRAME!** This simulation gives you the look of "real" bowling through outstanding graphics and a true perspective view.

With multiple levels of play, realistic pin action and automatic scoring, **10th FRAME** is a bowling experience the whole family can enjoy.

## LOADING INSTRUCTIONS

- (1) If using a game controller, attach joystick to port #1.
- (2) Turn on computer and boot with your selected DOS. Set time and date if applicable.
- (3) Insert **10th FRAME** disk into drive A, and at the **A >** prompt type **'bowl'** and press **< enter >**.

## INSTALLING 10th FRAME ON A HARD DRIVE

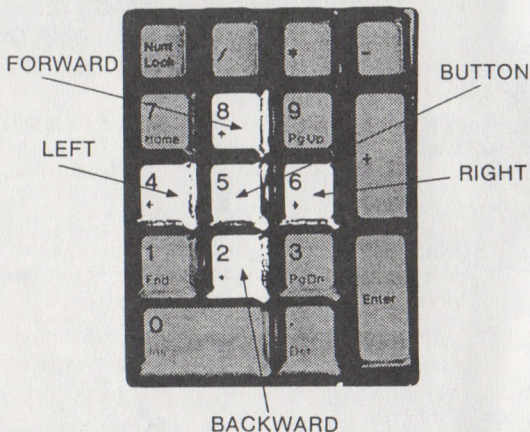
- (1) Insert **10th FRAME** disk into drive A.
- (2) Using DOS commands, select desired directory to copy **10th FRAME** into.
- (3) At the **C >** prompt, type **'copy a: bowl.exe'** and press **< enter >**. **10th FRAME** may now be booted from the selected directory of your hard drive.

## JOYSTICK — KEYBOARD

All game control may be handled with a joystick in port #1. If you do not have a game controller, then you may use the assigned keys on the keypad, which have been programmed to respond in the same manner that the joystick works. The '5' acts as the fire button, '8' is forward, '2' is backward, '4' is left and '6' is right.

When joystick/keypad action is required, the space bar also acts as a button.

Please refer to illustration for joystick equivalents on the keypad.



## SETTING UP GAME PLAY

**10th FRAME** can accommodate up to eight players in league or open bowling. When the '**SELECT LEAGUE OR OPEN BOWLING**' prompt appears, press **L** for league play or **O** for open bowling. If league play is chosen, you will have to supply the following information:

1. Team names.
2. Number of players on each team (up to 4).
3. Player names and ability levels.
4. Number of games to play (up to 3).

If open bowling is chosen, you will be asked to supply the following information:

1. Number of players (up to 8).
2. Player names and ability levels.
3. Number of games to play (up to 5).

## ENTERING PLAYER NAMES AND ABILITY LEVELS

Type in the name of a player (up to 9 characters) and press **<enter>**. Now select the ability level for the first player. Each player can compete under conditions that match his or her level of ability and experience. Press '**K**' for Kids, '**A**' for Amateur or '**P**' for Professional. Below is a description of each level.

### ABILITY

### DESCRIPTION

#### Kids

This level has been designed so that younger children (4-8) can play the game. When a ball is thrown on this level, the amount of speed is automatically set and the ball will go straight where the shot is aimed with no hook. Kids level **should not** be considered the beginning level as most of the elements of skill have been eliminated.

#### Amateur

This can be considered the 'Beginning Level'. Throws are affected by your selected speed setting and the amount of 'hook' you put on the ball.

Professional

Advanced Level - On this level your accuracy using the speed/hook indicator is critical. Any error made will greatly increase the chances of making a poor throw. This is the level you should work toward for true tournament play.

## PLAYING THE GAME

### *Aiming Your Throw*

Before the ball is thrown, both the bowler and his 'mark' must be positioned. Pushing FORWARD on the joystick, or '8' on the keypad will activate the 'mark'. While the 'mark' is active it may be positioned by moving the joystick left or right; when using the keypad, press '4' for left or '6' for right. To position the bowler pull back on the joystick, or '2' on the keypad to deactivate the 'mark'. Now moving left or right will move the bowler.

### *Throwing the Ball*

Once the bowler has been positioned and the direction set, there are only three more things to do before the ball is on its way: start the approach, set the speed and throw the ball straight or with a hook. The control is accomplished during the approach of the ball and requires timing and concentration. The sequence can be viewed by watching the **Speed/Hook Indicator**.

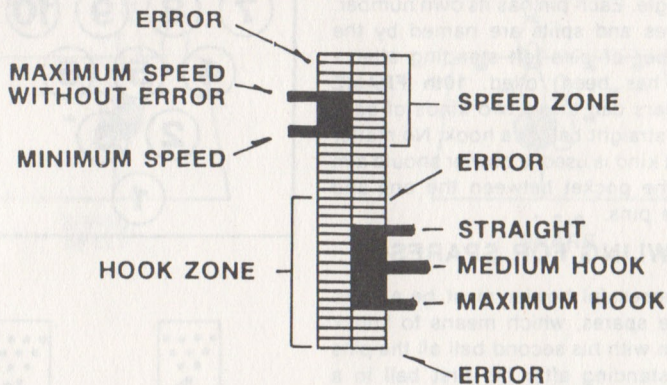
#### STEP 1

*Start the approach* by **PRESSING** the joystick button (or '5' on the keypad). To help your timing, three short bars will appear on the indicator as the bowler starts his delivery. After three bars, the indicator will move quickly toward the speed zone (see illustration). To *set the speed*, **RELEASE** the button (or '5' on the keypad) when the indicator reaches the desired level within the zone.

#### STEP 2

The speed zone is noted on the left side of the *Speed/Hook Indicator*. Releasing the button (or '5' on the keypad) at the bottom will give you minimum speed. If you release in the red area, a direction error will occur. The indicator moves quickly so maximum concentration is needed to hit the desired level of speed. When the button (or '5' on the keypad) is released, the setting you have chosen will be locked on the indicator.

## SPEED/HOOK INDICATOR



### STEP 3

Set the Hook by **PRESSING** the button (or '5' on the keypad) when the indicator is within the hook zone. Pressing the button/key near the top of the hook zone will cause the ball to be thrown straight. The amount of hook increases as the indicator moves downward. Pressing the button/key at the bottom of the hook zone will produce a curving shot with maximum hook. As in the speed zone, stopping the indicator in the red area will produce a direction error.

The overall sequence is **PUSH THE BUTTON/KEY TO START — RELEASE BUTTON/KEY TO SET THE SPEED — PUSH THE BUTTON/KEY AGAIN TO SET THE AMOUNT OF HOOK.**

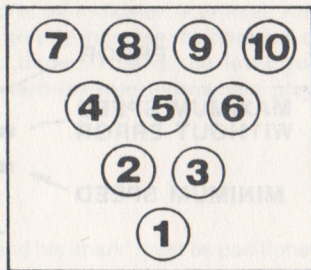
**NOTE:** Your speed setting affects the amount the ball will curve as it travels down the alley. When you throw with less speed, it maximizes the hook's effect. The greater the speed, the less the ball will hook.

## SCOREBOARD

When each player bowls, a line score will appear on the top portion of the screen. The line score will show the last five frames of a bowler's score. An overall scoreboard will appear after bowlers have completed a frame (2 or more players). When the scoreboard is displayed, press the joystick button (or '5' on the keypad) to continue play.

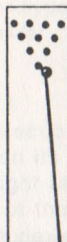
## BOWLING STRATEGIES

Bowling Pins are set up in a form of a triangle. Each pin has its own number. Spares and splits are named by the number of pins left standing after a ball has been rolled. **10th FRAME** bowlers can throw two kinds of balls — a straight ball or a hook. No matter what kind is used, a bowler should aim for the pocket between the one and three pins.

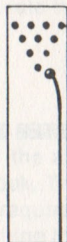


## BOWLING FOR SPARES

A successful bowler must be able to make spares, which means to knock down with his second ball all the pins left standing after his first ball in a frame. An arrangement of pins with more than one pin space between is called a split. A bowler usually rolls from the left side of the lane if the remaining pins are on the right side of the lane. If the pins stand on the left side of the lane, he generally delivers the ball from the right side.



STRAIGHT  
BALL

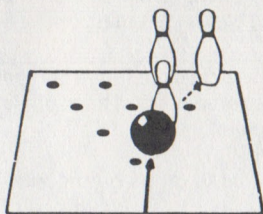


HOOK  
BALL

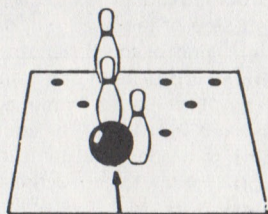
## SCORING

While scoring in **10th FRAME** is automatic, the fundamentals of scoring need to be understood in order to fully enjoy the game. A bowling game consists of 10 frames. Each bowler rolls the ball twice in each frame, unless a strike is scored. A **STRIKE** counts 10 pins, *plus* the total number of pins the bowler knocks down with the *next two balls* that are thrown. On a strike, the scorer marks an X in the small square in the corner of the larger square on the score sheet. (Shown as a ■ on the scoreboard.) A **SPARE** counts 10 pins, *plus* the number of pins the bowler knocks down with the *first ball* thrown in the next frame. The scorer marks the diagonal line / through the small square for a spare. (Shown as a ▲ on the scoreboard.) When a bowler fails to make a strike or spare, only the pins knocked down count, and no scoring is carried over to the next frame. A bowler must roll 12 consecutive strikes to score 300, a perfect game. This includes one strike for each of 10 frames, plus one strike for each of the two extra, or bonus, chances that a bowler receives for scoring a strike in the 10th frame.

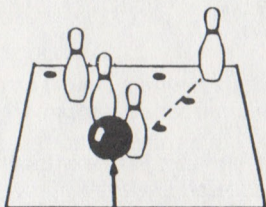
## TYPICAL SPARES AND SPLITS



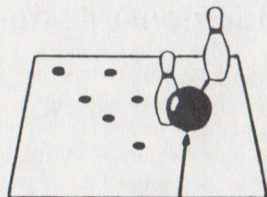
3-9-10  
SPLIT



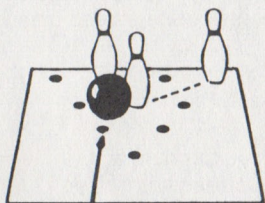
1-2-8  
SPARE



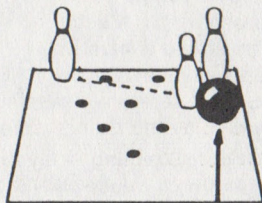
1-2-4-10  
SPARE



3-10  
SPLIT



5-8-10  
SPLIT



6-7-10  
SPLIT

## BOWLING TERMS

**Brooklyn** is a strike made when a right-handed bowler's ball hits on the left side of the head pin, or when a left-handed bowler's ball hits on the right side of the head pin.

**Frame** is one tenth of a game. A player can roll twice in each frame but the tenth. In the tenth frame, a player can roll up to three times. The score is marked in a frame, or square, on the score sheet.

**Line** is a complete game of 10 frames.

**Loft** means to throw the ball into the air so that it drops on the alley beyond the foul line.

**Pocket** is the space between the 1 and 3 pins for a right handed bowler. A left-handed bowler tries to hit the pocket between the 1 and 2 pins.

**Spare** occurs when a bowler knocks down all 10 pins with two balls in the same frame.

**Split**, or *railroad*, occurs when a bowler leaves two or more pins standing that are not close together.

**Strike** occurs when a bowler knocks down all 10 pins with the first ball.

**Turkey** is three strikes in a row.

## ADDITIONAL FEATURES

**Abort Feature** — You can return to the 'Select' screen from almost any point in the game by pressing the 'ESC' key. This will cancel the game in process.

**Replay Feature** — If you wish to start over at the First Frame without changing names, etc., press 'P' from the 'Select' screen.

**Automatic Demo** — If left unattended for one minute, the computer will start the demo. You may start it manually by pressing 'D' from the 'Select' screen.

**Score Printout** — At the end of a game, a hard copy printout is available. When 'Print Score Sheet?' appears, type 'Y' for Yes or 'N' for No.

**Joystick Adjustment** — When using a game controller, different x and y offsets can be adjusted to correctly read the controller of any CPU speed. Simply press 'J' at the select screen.

**Sound Toggle** — Sound may be toggled off/on at the 'Select' screen by pressing 'S'. A beep indicates the sound is active and no beep means the sound is inactive.

**Spread Sheet** — IN CASE OF EMERGENCY, pressing 'ESC' at the 'Select' screen will display a bogus spreadsheet. Press 'ESC' again will redisplay the 'Select' screen.

**Trouble Shooting** — If you have problems with our product or if you have questions, please call (801) 298-9077 during business hours. If you have a Compuserve account, leave email to I.D. #70127,766.