

SORCERER SOFTWARE  
by  
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STALEY'S SORCERER SOFTWARE  
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## BOWLING (32K)

This simulation supplies much of the excitement and fun of real bowling in your own home. Up to three people can compete, but it's also challenging fun to play solo.

INSTRUCTIONS: CLOAD BOWL and RUN. If you get CRC loading errors, try different settings on the volume and tone controls of your tape recorder. If you still can't load, try the other side of the cassette.

Your first input to BOWL will be a response to a prompt to enter a number to establish the difficulty of bowling a strike. The higher the number (between 0 and 10), the greater the difficulty. Regardless of the level of difficulty that you pick, you can roll a 300 game. With a difficulty level of 10, however, your timing must be excellent. Pressing RETURN without entering a number establishes a difficulty level of 10.

You will then be prompted to enter the number of bowlers. Pressing RETURN before entering a number is the same as entering one.

The names of the bowlers are then requested. If you press RETURN without entering a name, the computer assigns a name.

Then the bowling lane and scoreboard appears, and the figure of a bowler carrying a ball will take eight steps down the top left of the screen. He will disappear, then reappear at the top of the screen and begin again. Pressing RETURN causes the bowler to turn and bowl the ball. Your challenge is to press RETURN at the appropriate time to have him bowl a strike or pick-up a spare.

That's all there is to it. Scoring is automatic.

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