

# APX ATARI® PROGRAM EXCHANGE



Wesley B. Newell

## PRO BOWLING

APX-10061 APX-20061

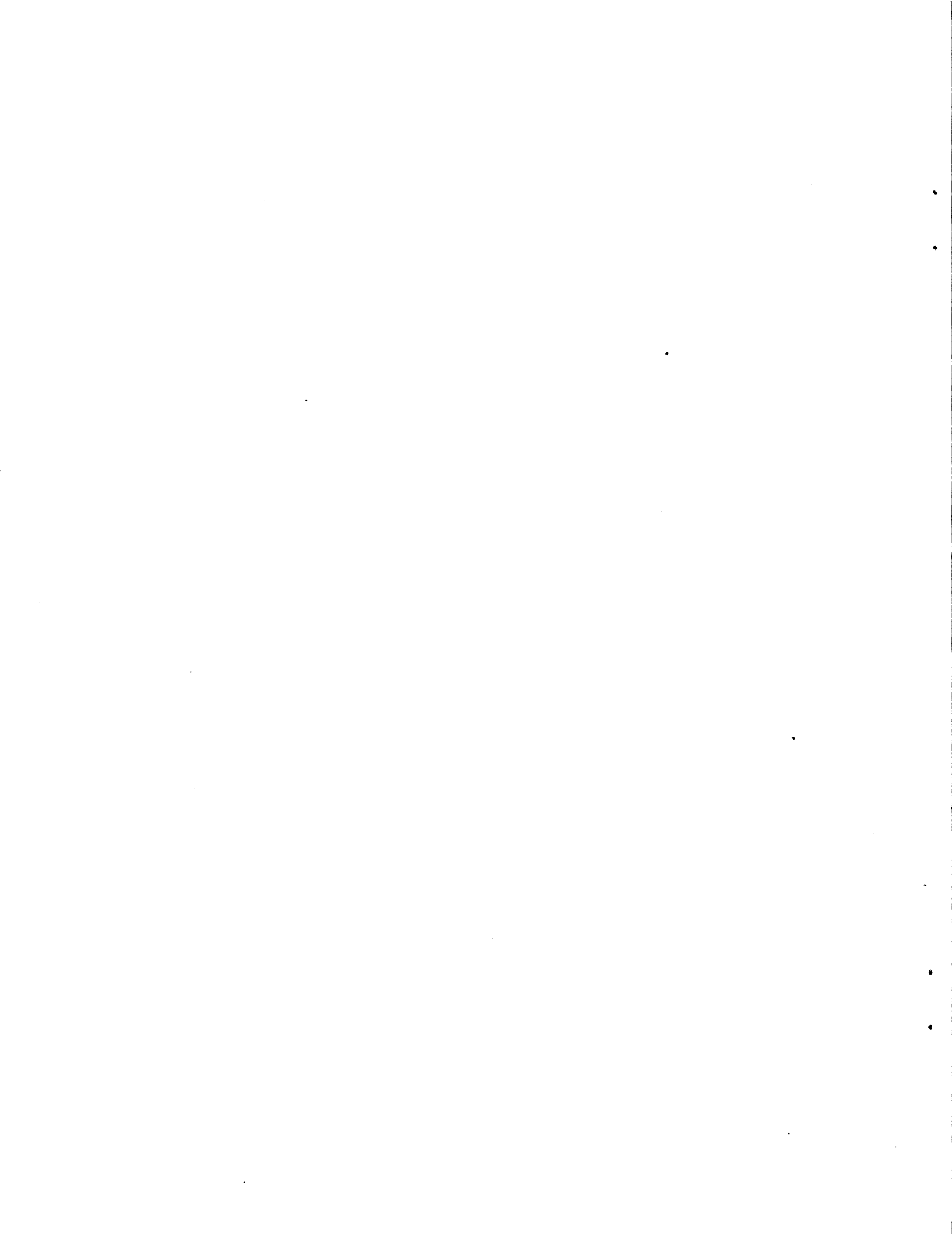
User-Written Software for ATARI Home Computers



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by

Wesley E. Newell

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## INTRODUCTION

### OVERVIEW

PRO BOWLING is a computerized version of the popular sport. Playable by one to four players, the object of the game is to knock down as many pins as possible, using as few balls as possible. You use a joystick to position the bowling ball along the foul line and then roll it down the lane, which you must do within a limited amount of time. You can influence the roll by curving the ball left or right or by rolling it straight. Just like in real bowling, a curve ball usually knocks down more pins than does a straight ball.

You score points according to the number of pins you knock down. You score zero points when you roll gutter balls, either from misjudging your roll or from waiting too long to roll the ball. The program displays each player's scoresheet above the bowling area, and it automatically keeps players' scores and displays their totals at the end of the game.

### REQUIRED ACCESSORIES

Cassette version

16K RAM  
ATARI 410 Program Recorder

Diskette version

24K RAM  
ATARI 810 Disk Drive

ATARI BASIC Language Cartridge

One ATARI Joystick Controller per player

### CONTACTING THE AUTHOR

Users wishing to contact the author may write to him at:

3340 Nottingham  
Plano, Texas 75074

or call him at:

214/423-1781

## GETTING STARTED

### LOADING PRO BOWLING INTO COMPUTER MEMORY

1. Plug one joystick controller per player into the controller jacks at the front of your computer console, starting with the leftmost jack.
2. Insert the ATARI BASIC Language Cartridge in the (Left Cartridge) slot of your computer.
3. If you have the cassette version of PRO BOWLING:
  - a. Turn on your TV set.
  - b. Turn on your computer and connect your program recorder to the computer and to a wall outlet.
  - c. Slide the PRO BOWLING cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.
  - d. Type CLOAD on your computer and then press the RETURN key two times. The tape will load into computer memory.
  - e. After the tape finishes loading, the word READY will display on your TV screen. Type RUN and press the RETURN key. The first display screen will appear on your TV screen.

### If you have the diskette version of PRO BOWLING:

- a. Have your computer turned OFF.
- b. Turn on your disk drive.
- c. When the BUSY light goes out, open the disk drive door and insert the PRO BOWLING diskette with the label in the lower right-hand corner nearest to you. (Use disk drive one if you have more than one drive.)
- d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

### THE FIRST DISPLAY SCREEN

The first display screen contains the program title and author, along with these instructions:



PRO BOWLING

"BY WES NEWELL"

(c) 1981 NEWELL PROGRAMS

THE COMPUTER WILL DRAW THE BOWLING  
LAND AND SCORE SHEET.  
A STAR '\*' BESIDE YOUR NAME INDICATES  
IT'S YOUR TURN.  
WHEN THE BLUE BALL APPEARS, PUSH THE  
FIRE BUTTON ON THE JOYSTICK TO START  
THE BALL MOVING UP AND DOWN AT THE  
FOUL LINE.  
WHEN YOU WANT THE BALL TO ROLL PUSH  
THE JOYSTICK LEFT, RIGHT, OR TOP. LEFT  
CURVES LEFT, RIGHT CURVES RIGHT, AND  
TOP GOES STRAIGHT.  
IF YOU DO NOT PUSH THE STICK BEFORE  
THE BALL GOES TO THE TOP AND COMES  
BACK TO THE BOTTOM, IT WILL ROLL  
AUTOMATICALLY.  
THE COMPUTER WILL KEEP SCORE AND PRINT  
THE TOTALS AT THE END OF THE GAME.  
HIT ANY KEY TO START.

Figure 1 First Display Screen

## PLAYING PRO BOWLING

### INDICATING NUMBER AND NAMES OF PLAYERS

After you press a key following the instruction display, the program asks you for the number of players:

ENTER NUMBER OF BOWLERS (1-4)

Type in a number between one and four (pressing the RETURN key isn't necessary). Then the program asks you to enter the name of each bowler, one at a time:

NAME OF BOWLER #1?

Type in each player's name, one at a time, in the order they'll be playing and press the RETURN key after each name.

After you type in the last name and press the RETURN key, the program clears the screen and sets up the scorecard area and bowling lane.

### THE GAME DISPLAY

Depending on how many bowlers are playng, the game display looks roughly like this (with two bowlers):

FRAME	1	2	3	4	5	6	7	8	9	10	TOT
ANN *											
JENNY											

```

- - - - -
|          | 1  2  3  4  5  6  7  8  9  10  TOT
| FRAME  |
- - - - -
ANN * | | | | | | | | | | | |
- - - - -
|
- - - - -
JENNY | | | | | | | | | | | |
- - - - -
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- - - - -
=====
- - - - -
|          |          |
|          |          |
|          |          |
|          |          |
|          |          |
|          |          |
X|          |          |
- - - - -

```

Figure 2 Game Display Screen

**GAME PLAY**

An asterisk (\*) displays in the scorecard area next to the player's name whose turn it is. Press the red FIRE button your joystick to start the ball rolling from one side of the bowling lane to the other and back. When the ball is positioned where you want it, use your joystick to direct its movement; push leftward to curve it towards the top of the lane, push rightward to curve it towards the bottom of the lane, and push it forward (towards the TV screen) to send it straight.

If you don't roll the ball by the time it returns to the bottom of the lane, it automatically rolls down the gutter. Depending on the pins you knock over, you either have another roll or your turn ends. The asterisk in the scorecard area always shows who has the next roll.

**SCORING**

Each player rolls ten frames. Within each frame, if you don't bowl a "strike" (i.e., knock down all the pins on the first roll) or a "spare" (i.e., knock down all the pins in two rolls), then your score for that frame is the number of pins you knocked over. If you bowl a spare, then your score for that frame is 10, plus the number of pins you knock down with the first ball rolled in the next frame. If you bowl a strike, then your score

for that frame is 10, plus the number of pins you knock down with the next two balls in the following frames.

#### PLAYING ANOTHER ROUND

At the end of a game, the program displays instructions for playing another round with the same number and names of players or with a new set of players:

PUSH STICK #1 LEFT (<-) TO TRY AGAIN  
PUSH RIGHT (->) FOR NEW BOWLERS!

Push the joystick in the first controller jack leftward to play the game again with the same set of players. Push it rightward to redisplay the prompts for entering the number and names of a new set of players before playing another round.

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# ATARI PROGRAM EXCHANGE

REVIEW FORM

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many software authors are willing and eager to improve their programs if they know what users want. And, of course, we want to know about any bugs that slipped by us, so that the software author can fix them. We also want to know whether our documentation is meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program \_\_\_\_\_

2. If you have problems using the program, please describe them here.

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3. What do you especially like about this program?

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4. What do you think the program's weaknesses are?

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5. How can the catalog description be more accurate and/or comprehensive?

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6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program?

- \_\_\_\_\_ Easy to use
- \_\_\_\_\_ User-oriented (e.g., menus, prompts, clear language)
- \_\_\_\_\_ Enjoyable
- \_\_\_\_\_ Self-instructive
- \_\_\_\_\_ Useful (non-game software)
- \_\_\_\_\_ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

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8. What did you especially like about the user instructions?

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9. What revisions or additions would improve these instructions?

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10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

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11. Other comments about the software or user instructions:

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STAMP

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