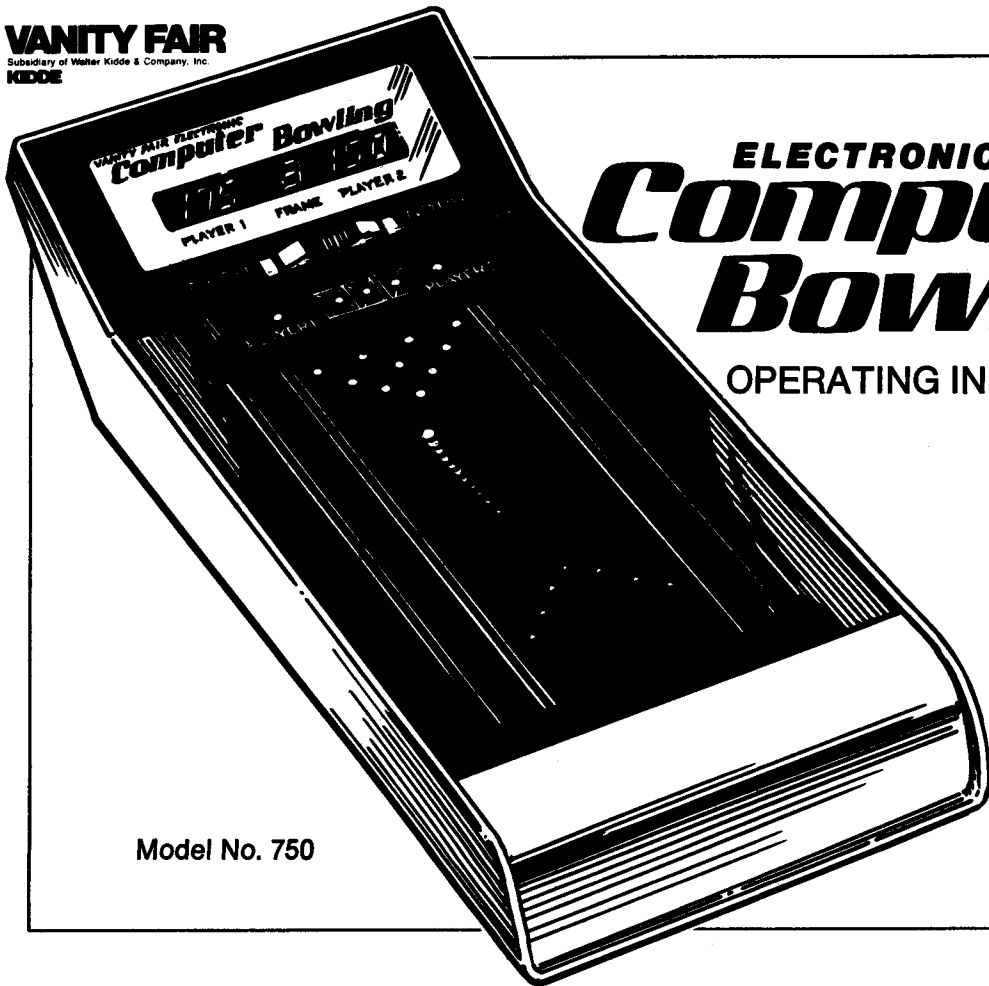# VANITY FAIR
Subsidiary of Walter Kidde & Company, Inc.
KIDDE

ELECTRONIC
Computer Bowling

OPERATING INSTRUCTIONS

Model No. 750

Your Vanity Fair Electronic Computer Bowling Game is a most exciting blend of the latest in micro-computer technology combined with a unique electro-mechanical system. The game is designed for either one or two players and simulates all of the most exciting conditions of actual bowling. Total ball control allows the player to throw straight balls, hooks, or slices. The internal computer automatically responds with totally accurate digital scoring, animated displays and corresponding sound effects for every condition.

Battery Loading:
Remove the battery compartment cover on the underside of the unit and insert five (5) "C" batteries as indicated following the engraved instructions for correct polarity. Replace battery cover.

Game Play and Operation:
Power Switch—
1) The main power switch located below the scoring panel is a three position switch. The left position switches the power on and sets the game for single player operaton. The right position switches the power on and sets the game for two player operation. The center position is the power off position.
2) When the game is set for single player operation, the digital display will show zero for player one only and the frame counter will indicate frame one. The computer will automatically advance to each new frame and score for player one only.
3) When the game is set for two player operation, the digital display will show zero for both player one and player two. The computer will automatically alternate scoring for both players in each frame. LED indicators located on the main display panel will show which player is in the scoring mode.

Operation:

1) When power is turned on, 10 illuminated "PINS" will appear at the far end of the main display screen. At the opposite end of the main display screen an illuminated "BALL" will simultaneously appear scanning back and forth across the end of the alley.

2) At any point the ball can be released by pressing down on the large ball release lever at the bottom of the alley. By holding the lever down, sequentially illuminated LED's will show a straight path of the ball into the pins. By pressing the lever down and then releasing it before the ball completes its travel, the player can control the degree of hook or slice on the ball.

(Fig. 1). After the ball completes its travel you must release the ball release lever. Continuing to hold the lever down will automatically release the next ball.

If a ball is launched in either gutter or "hooks" into the gutter it will remain for the rest of its travel and no pins will be knocked down.

3) As the ball travels down the alley, a rumbling sound will be heard. When the ball strikes the pins, the lights will go out on the number of pins it hits, based on an electronic calculation of where the ball strikes. In addition, there will be a sound effect corresponding to the number of pins knocked down. (Fig. 1)

(Fig. 1)
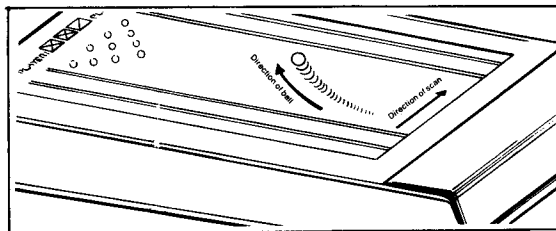
Caution:
At the end of any frame when the computer has calculated the score, allow the ball to scan back and forth at least one full cycle. This is to insure that the computer will accurately monitor the position of the ball.

Scoring:
In each frame the player will have two chances to knock down all ten pins. A strike occurs when a player knocks down all ten pins with his first ball. When this occurs, an "X" will flash on the main display panel accompanied by a special "Strike" fanfare. For a strike, the player receives the total value of the strike plus the total of the next two balls. A strike is not immediately added to a player's score until he rolls his next two balls. After a strike, the game automatically resets the pins and advances to the next frame if in the single player mode; or alternates to the next player if in the two player mode. A spare occurs when a player knocks down all ten pins with two

balls. When this occurs, a "/" will flash on the main display panel accompanied by a special "Spare" fanfare. For a spare, a player receives the total value of the spare plus the number of pins knocked down with the next ball only. A spare is not immediately added to a player's score until he rolls his next ball. To help the players keep track of their score in the case of strikes or spares there are special strike and spare LED indicators on the main display screen. If in a frame a player fails to knock down all ten pins after two chances, the total number of pins knocked down are immediately added to a player's score, the game automatically resets the pins and advances to either the next frame or the next player.

Play continues through 10 frames. At the end of ten frames, a special game ending fanfare is heard and both players'scores remain in the scoring display. At the end of the game, the player simply returns the main power switch to the center off position and then switches it on again in the desired mode to start a new game.

If in the last frame you bowl a spare you will get one extra ball indicated by "E 1" in the frame counter display. If you have bowled a strike you will get two extra balls indicated by "E 1" and "E 2" in the frame counter display. The game will provide extra bonus points for this condition.

Care and Maintenance:
1) For maximum performance and operating time, use alkaline batteries.

2) If your Computer Bowling game fails to operate or does not function properly, it may be due to worn out batteries, or batteries placed in the wrong position. Check them.

3) If your Computer Bowling game will not be in use for an extended period of time, remove all batteries, for protection against possible damage from battery leakage.

4) Clean the cabinet and display panels with a soft cloth. Never use strong cleaning agents as they can damage the finish.

5) Your Computer Bowling Game also incorporates an input jack for a an AC adaptor.

Your Electronic Bowling Game is manufactured with the latest in solid state micro circuitry under rigid quality control standards. With proper care, it will provide endless hours of entertainment and enjoyment.

Optional Accessory:
Electronic Computer Bowling can be operated with an adaptor using AC current. Use enclosed order form to purchase AC adaptor.