

# COLECO

Guide No. 76799A

# ***Bowlatron***<sup>™</sup>

***The Total Control of Real Bowling!***

Model No. 2015

**Family Fun For 1 to 4 Players  
For Ages 8 to Adult**



U.S. Patent # 4,008,893

## **INSTRUCTION BOOKLET**

- UP TO FOUR PEOPLE CAN PLAY
- YOU ELECTRONICALLY CONTROL BALL SPOT POSITION, CURVE, SPEED AND RELEASE
- COMPUTERIZED HINT PATH SUGGESTS BEST PATH FOR THE BALL
- SPOT POSITION AND CURVE SELECTION BUTTONS GIVE PRECISE CONTROL OVER THE BALL
- ELECTRONIC PRO BOWLER LETS YOU CONTROL THE SPEED AND RELEASE OF THE BALL
- SCORES JUST LIKE REAL BOWLING
- ELECTRONIC SOUNDS AND DISPLAY
- REQUIRES TWO 9-VOLT ALKALINE BATTERIES. RAY-O-VAC # A1604-1 RECOMMENDED. ALSO AVAILABLE: COLECO BATTERY ELIMINATOR/AC ADAPTER (NEITHER INCLUDED).

# **COLECO**

MANUFACTURED FOR COLECO INDUSTRIES, INC.,  
AMSTERDAM, NEW YORK 12010

# GAME DESCRIPTION

**BOWLATRONIC™** is the electronic game for 1-4 players that gives you all the control of real bowling! You electronically control the ball spot position, curve, speed and release. Watch the Pro Bowler. As he makes his approach, get ready to bowl! When he reaches the speed you want and releases his ball at the foul line, release yours by pressing the spot position and curve selection buttons. Your ball rolls down the alley . . . pins fall! The digital display shows the score.

If you need help with your second ball, press the HINT button. The display will light, showing the best path for the most pin fall. You release your second ball . . . you make the spare! The pin display flashes and the SPARE SONG plays!

**BOWLATRONIC™** scores just like real bowling! The digital display indicates the frame and the total score for each player. Ball path, pin and pro bowler displays add to the action. Pin fall, gutter ball, strike, spare and win sounds add to the fun!

**BOWLATRONIC™** has all the control of real bowling. It makes electronic bowling fun for the beginner . . . challenging for the pro!

## ||||| GETTING READY TO PLAY |||||

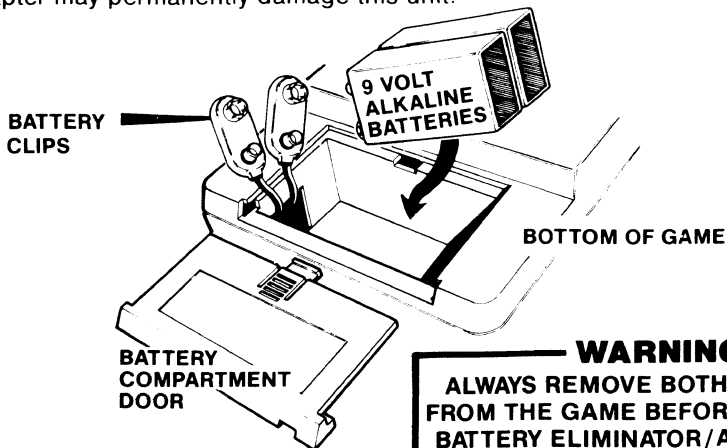
### INSERT GAME BATTERIES

**Two 9 volt alkaline batteries required.** Ray-O-Vac # A1604-1 recommended. To insert batteries, slide out battery compartment door from the bottom of the game. Snap the 9 volt alkaline batteries to the clips inside the battery compartment (see illustration).

Replace battery compartment door.

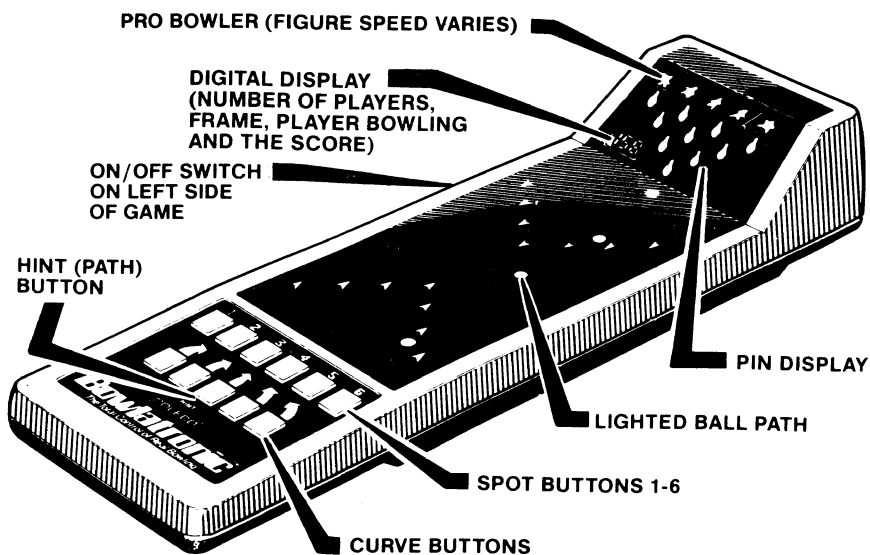
**NOTE:** For extended operation you can eliminate the need for batteries with the purchase of a Coleco Battery Eliminator/AC Adapter (SEE ACCESSORIES ORDER FORM).

**CAUTION:** Use of any 9 volt adapter other than a Coleco Battery Eliminator/AC Adapter may permanently damage this unit.



**WARNING**  
ALWAYS REMOVE BOTH BATTERIES FROM THE GAME BEFORE USING THE BATTERY ELIMINATOR/AC ADAPTER.





# GAME FEATURES



## GAME CONTROLS

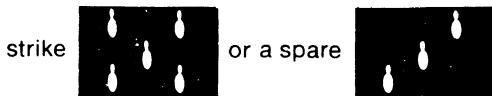
- POWER ON/OFF SWITCH:** Flip the switch on left hand side of game to turn the game ON. Flip the switch back to turn OFF.
- SPOT BUTTONS:** Top row of buttons numbered 1 to 6. Use buttons 1 to 4 at the start of the game to indicate the number of people playing. Use all six during the game to pick your spot.
- CURVE BUTTONS:** Bottom row of 5 buttons. Control the direction of ball path.
- HINT (PATH) BUTTON:** Center button in the bottom row of CURVE BUTTONS. Suggests the path to take for the best pin fall.


## LIGHTS

- DIGITAL DISPLAY:** Indicates the number of players  , the frame  , the player bowling  , and the score  . The score adds up automatically after each ball.

The score is determined by the number of pins you knock down with each ball. As in real bowling, if you get a strike, you get a score of 10 for that frame, PLUS the total number of pins you knock down with your next two balls. If you get a spare, you get a score of 10 for that frame, PLUS the total of pins you knock down with your next ball.

2. **PIN DISPLAY:** Shows the number of pins standing. Pin display also lights up for a



3. **PRO BOWLER:** Electronic bowling figure . When pro bowler reaches the speed you want (speed will vary from slow to fast) and releases his ball at the foul line, you release yours.

4. **BALL:** Shows the path ball takes down alley. Also lights up along HINT PATH.

## SOUNDS

1. **ENTER PLAYERS:** Beeps when game is turned on to remind you to enter the number of people playing.

2. **START BOWLING:** Sounds when pins light up and digital display indicates which player is bowling.

3. **PRO BOWLER:** Beeps as he starts down the alley.

4. **BALL PATH:** Follows the movement of the ball down the alley.

5. **PIN FALL:** Sounds when ball hits pins.


6. **GUTTER BALL:** Low tone indicates ball went off alley and down the gutter.

7. **SPARE:** Reward song sounds when you knock down all the pins with two balls.

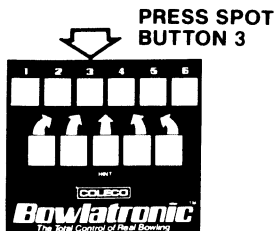
8. **STRIKE:** Reward song sounds when you knock down all the pins with one ball.

9. **WINNING PLAYER:** Digital display shows the winning player, pin display flashes and WIN SONG plays to indicate the winner.

## ||||||| **HERE'S HOW TO PLAY THE GAME** |||||





1. Turn **ON/OFF** switch ON. Game will BEEP and a  will flash in the display.

2. Press **SPOT BUTTON** to indicate the number of players in the game.




(CONTINUED)

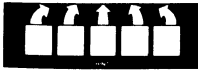
3 PLAYER EXAMPLE SHOWN

3. Display will light, showing the number of players  , the frame  , which player  is bowling, and the score .

4. For the first ball, choose your **SPOT**  **BUTTON**. Press and hold it down.

5. Choose the curve you want to put on the ball, and get ready to press the **CURVE BUTTON**.

6. Now watch the **PRO BOWLER**  . Each time he passes, his speed will vary from slow to fast. When he reaches the speed you want and releases his ball at the foul line, release yours by pressing the **CURVE BUTTON**



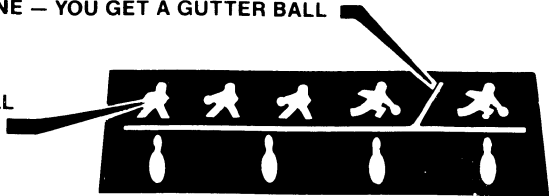
all the way down.

**NOTE: BOTH THE SPOT AND CURVE BUTTON MUST BE PRESSED ALL THE WAY DOWN AT THE SAME TIME OR YOUR BALL WILL NOT RELEASE.**

If you press the spot and curve buttons **AFTER** the Pro Bowler passes the foul line, you will get a gutter ball.

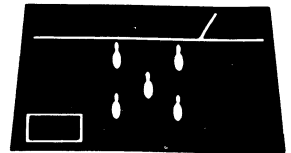
**FOUL LINE — IF YOU PRESS BUTTON AFTER PRO BOWLER PASSES LINE — YOU GET A GUTTER BALL**

**PRO BOWLER — SPEED WILL VARY FROM SLOW TO FAST**



7. Watch the ball go down the alley. Pins will fall and the digital **DISPLAY** will give your total score as of that ball.

8. If you knock all the pins down with your first ball, you get a **STRIKE**. The **PIN DISPLAY** will light and the **STRIKE SONG** WILL PLAY.



**STRIKE DISPLAY**


9. If you do not knock down all ten **PINS** with your first ball, you get another ball to knock down the remaining pins.

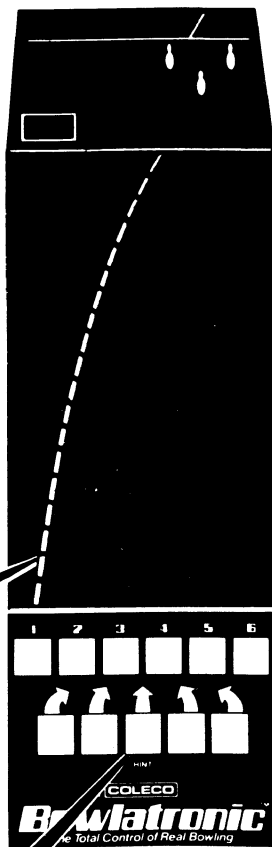
**(CONTINUED)**

10. To see the suggested PATH for the best pin fall, press the **HINT** path button. The **BALL PATH** will light to suggest the **SPOT** and **CURVE** **BUTTONS** to press.

11. Now select the **SPOT** and **CURVE** **BUTTONS** for your second ball. Press the **SPOT** **BUTTON** all the way down. Get ready to press the **CURVE** **BUTTON**.

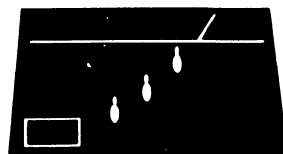
SUGGESTED BALL  
PATH FOR THREE  
PINS SHOWN

12. Watch the **PRO BOWLER** . When he reaches the speed you want and releases his ball at the foul line, press your **CURVE** **BUTTON** to release your ball.




PRESS HINT BUTTON

13. If you knock down all remaining Pins, you get a **SPARE**. The **PIN DISPLAY** will light and the **SPARE SONG** will play.



SPARE DISPLAY

14. After you bowl your second ball, the digital **DISPLAY** will indicate your total score . Then it will indicate the next player to **BOWL**



(CONTINUED)

15. Play continues through **TEN FRAMES**.
16. If you get a **STRIKE** in the **10th FRAME**, you get to bowl two EXTRA BALLS.
17. If you get a **SPARE** in the **10th FRAME**, you get to bowl one EXTRA BALL.
18. Each player's score will be displayed after the last player has bowled the last ball in the 10th FRAME. The digital DISPLAY will indicate the winner and the winning SCORE. The PIN DISPLAY will FLASH and the WIN SONG will play.
19. To play again, turn game switch to **OFF**, then back **ON** and START again.

## ||||| **SPECIAL INFORMATION** |||||

1. **TO AVOID BATTERY DRAIN**, always be sure game is turned OFF when not in use.
2. **IF GAME FAILS TO OPERATE** after prolonged play, your batteries are probably worn out or dead. **Replace the batteries with two fresh 9-VOLT ALKALINE BATTERIES.**
3. **If you are using a COLECO BATTERY ELIMINATOR/AC ADAPTER BE SURE to unplug** the unit from the wall outlet when the game is not in use.
4. **DO NOT ATTEMPT TO OPEN THE GAME.** This game does not contain any serviceable parts.

## ||||| **CARE OF YOUR GAME** |||||

- TREAT YOUR GAME WITH CARE. ●DO NOT DROP OR BANG ON GAME.
- DO NOT BANG OR FORCE CONTROL BUTTONS. ●KEEP GAME AWAY FROM HEAT AND MOISTURE. ●DO NOT STORE OR LEAVE GAME IN AUTOMOBILE WHERE IT MAY BE SUBJECT TO HEAT BUILD-UP.

## NOTICE

This game generates and uses radio frequency energy and if not installed and used properly, that is in strict accordance with the instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this game does cause interference to radio or television reception, which can be determined by turning the game off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient the receiving antenna.

Relocate the game with respect to the receiver.

Move the game away from the receiver.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

“How to Identify and Resolve Radio TV Interference Problems”.

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.



## LIMITED WARRANTY

Coleco warrants to the original purchaser only, each Game against factory defect in material and workmanship for 90 days from the date of purchase. If your Game fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid, together with your check or money order for \$5.00 for handling and inspection, and your **name, address, proof of the date of purchase and a brief description of the problem**, to the Factory Service Station as listed. If your unit is found to be factory defective during the first 90 days, it will be repaired or replaced at no additional cost to you. If the unit is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

### SERVICE POLICY

If your game requires service after expiration of the 90 day Limited Warranty period, Coleco will service the game and put it in working condition or replace it with a reconditioned model (at our option), on receipt of your game, postage prepaid, with your check in the amount of \$15.00. Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the unit and Coleco shall not be obligated to service any game after 1 year from the date of purchase.

All returns must be directed to: **Coleco Industries, Inc.  
Customer Service Department  
35 Willow St., Bldg. # 5  
Amsterdam, New York 12010**

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty does not cover any claim concerning worn out or defective batteries.

**This warranty gives you specific legal rights, and you may have other rights which vary from state to state.**

**PLEASE RETAIN THIS GUIDE  
AND ALL LITERATURE FOR FUTURE REFERENCE**

**COLECO**

**COLECO INDUSTRIES, INC., AMSTERDAM, N.Y. 12010**

[www.handheldmuseum.com](http://www.handheldmuseum.com)

**NO. 2015 BOWLATRONIC™  
ACCESSORIES AVAILABLE**

If accessories are not available at your local dealer, they can be obtained from Coleco Industries, Inc., Customer Service Department, P.O. Box 460, Amsterdam, N.Y. 12010.

CUT ALONG DOTTED LINE. FILL OUT BOTH SECTIONS AND MAIL

	AMT.
<b>BATTERY ELIMINATOR/AC ADAPTER:</b> To eliminate the need for batteries. Please ship (     ) ea. AC Adapters @ \$7.90 ea.	
ENTER SUBTOTAL	
Appropriate State Tax (N.Y. Residents)	
Shipping and Handling	\$1.90
TOTAL	

SEND COMPLETE FORM WITH CHECK OR MONEY ORDER ONLY. (DO NOT MAIL CASH OR COINS.)

NO C.O.D. ORDERS WILL BE ACCEPTED.

**NOTE:** Prices and parts subject to change without prior notice

— SHIPPING LABEL — PRINT CLEARLY IN INK — DO NOT REMOVE —

<b>COLECO</b>	COLECO IND. INC., P.O. BOX 460 AMSTERDAM, N.Y. 12010
<b>TO</b>	
NAME .....	
ADDRESS .....	
CITY ..... STATE .....	
ZIP CODE .....	
<b>POSTMASTER:</b>	
CONTENTS MERCHANDISE — RETURN POSTAGE GUARANTEED. MAY BE OPENED FOR POSTAL INSPECTION IF NECESSARY.	





**COLECO INDUSTRIES, INC., AMSTERDAM, N.Y. 12010**

[www.handheldmuseum.com](http://www.handheldmuseum.com)