Use of your controllers:
1. Players 1 and 3 use the left controller. Players 2 and 4 use the right controller.
2. To bowl a ball push the fire button. This will release the ball from the back and forth motion and send it toward the pins.
3. A Cursor will appear above the player's score to indicate whose turn it is.

Game variations:
Game 6 — Easy to play
Game 7 — Average game
Game 8 — Most difficult

Scoring
Your microcomputer automatically keeps your score. The player with the highest score is the winner.

ar= **electronics, Inc.**
micro matchup
**bowling**
operating instructions

Insert your game cartridge into the slot on the microcomputer console. Turn the game on and press reset. There are 8 games listed.

MICRO MATCHUP

Game #1 – 5
Micro Matchup can be played by 1, 2, 3 or 4 players. After keying in the game number, the question "How Many Players" will be displayed. Simply key in 1, 2, 3 or 4.

The playfield will be 24 squares.

A square will flash on the left of the player whose turn it is.
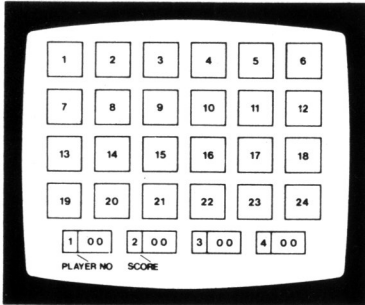
Object
To match the hidden object or word with a similar object or word. If you guess correctly, the squares will disappear from the screen and you go again. A score is kept for each correct match you make. The player with the most matches is the winner.

Use of your controllers:
1. Players 1 and 3 use the left controller. Players 2 and 4 use the right controller.
2. To enter a number, key in the number and press the enter (EN) key. To clear an entry press the clear key before the enter key.
3. To pass your turn simply press the enter key once

Game variation:
All 5 games have been designed for various skill levels. Game 1 being the easiest and 5 being the most difficult. Games 3, 4 and 5 require the matching of 3 items.

BOWLING:

Games #6 – 8
Bowling can be played by 1, 2, 3 or 4 players. After keying in the game number, the question "How Many Players" will be displayed. Simply key in 1, 2, 3 or 4.
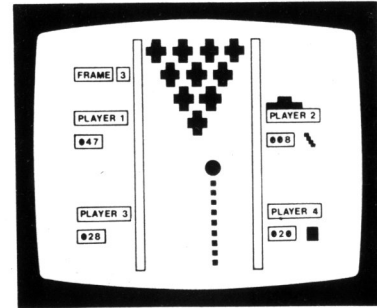
Object
The rules of bowling are followed by this game. Try and knock down as many pins as possible in 10 frames.