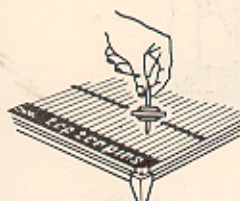


TIPS FOR top ten pins

You get more fun out of any game or sport if you know how to play properly. Read these Official Tips before you start to play TOP TEN PINS...try a few spins with the specially-balanced Bowling Top. Then—set up the pins and have fun with TOP TEN PINS, the action-packed bowling craze that's sweeping the nation!



HOLD THE TOP CORRECTLY

Using the thumb and first finger of the right hand, hold the Bowling Top as shown. Be sure to spin it clockwise.

DON'T THROW THE TOP... SPIN IT DOWN THE ALLEY!

The special angle of the coated playing surface and the spinning action of the Bowling Top are what will make it move down the alley. Keep the Bottom of the Top in contact with the playing surface behind the foul line when you spin it...DON'T DROP OR THROW IT IN ANY WAY!

WRONG



RIGHT

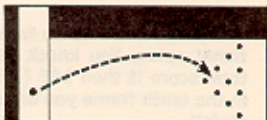
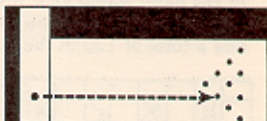


HOW TO GET BETTER SCORES

How you hold the Bowling Top, where you place it, how fast you spin it...all these factors affect its motion and action. That's what makes it such a fascinating game for anyone of any age...the more you experiment and practice, the better scores you'll get.

The illustrations to the right show how one expert spins the Bowling Top down the alley in different ways by the way he holds it...try it yourself...develop your own playing secrets! You'll have fun with TOP TEN PINS!

(Note: Occasionally wipe the bottom tip of the Bowling Top to remove any dust or dirt accumulated from the playing surface.)



HOW TO KEEP SCORE & TIPS ON

top ten[®] pins



AN ACTION-PACKED TABLE-TOP BOWLING GAME

Now you can enjoy Ten Pin bowling at home with TOP TEN PINS, the year's most exciting indoor sport! From the very first time you play, you'll discover that this is a game which offers a challenge to "bowlers" of any age.

TOP TEN PINS' exclusive design and quality craftsmanship—from the durable extruded aluminum framing to the special long-lasting coated surface and precisely-balanced Bowling Top—is your guarantee of the finest in home entertainment.

top ten[®] pins SCORES THE SAME AS REAL BOWLING!

If you know how to keep score in real Ten Pin bowling, read no further...you already know how to score TOP TEN PINS! If you're not yet a bowling enthusiast, this little booklet will enable you to learn a simplified method of keeping score both in TOP TEN PINS and at regular bowling alleys.



TEN PIN SCORING

A game consists of ten boxes or frames. Two spins are allowed in each frame except when a bowler scores a strike. If all the pins are knocked down with first spin, it is a strike, marked (X). If all the pins are knocked down with two spins of the frame, it is a spare, marked (/).

For a strike, you get 10 pins plus total pinfall on next two spins. For a spare, you get 10 pins, plus pinfall on next spin. If you strike in the first frame, your score is marked:

1	2	3	4	5	6	7	8	9	10
X									

You have 10 pins to your credit. No score is marked in the frame as yet since your first frame score awaits total pinfall of next two spins. If you strike in the second frame, score sheet reads:

1	2	3	4	5	6	7	8	9	10
X	X								

Still no numerical score is placed in first two frames. Suppose, in the third frame, you knock down nine pins with the first spin and one with the second. You have spared. Now your score in the first frame is 29 (10, plus 10, plus 9). Your score in the second frame is 49 (29, plus 10, plus 9, plus 1). In the third frame you indicate a spare (/), and you are entitled to the pinfall of the next spin.

1	2	3	4	5	6	7	8	9	10
X	X	/							
29	49								

Now you are in the fourth frame. Suppose you strike. Your score now reads 69 (49, plus 10 pins for the spare, plus 10 pins for strike on spin of fourth frame). See diagram below.

1	2	3	4	5	6	7	8	9	10
X	X	/	X						
29	49	69							

In frame five, your "hot streak" ends. You knock down 8 in the fifth with two spins. Your numerical score is 95 in the fifth frame (69, plus 10, plus 8 for 87 in frame 4. And 87, plus 8 for 95 in frame five. You knock down 9 in the sixth frame with two spins (score 95, plus 9) and 6 in the seventh frame (score 104, plus 6). See diagram below.

1	2	3	4	5	6	7	8	9	10
X	X	/	X	8	9	6			
29	49	69	87	95	104	110			

In the eighth frame you get 9 pins with the first spin and miss the lone pin with the second spin. Your score is 119 in the eighth frame (the seventh frame's 110, plus 9 in the eighth), as you see below.

1	2	3	4	5	6	7	8	9	10
X	X	/	X	8	9	6	9		
29	49	69	87	95	104	110	119		

In the ninth frame your first ball leaves you two pins standing. You knock down one pin, giving you 9 pins for the frame and a total of 128 in the ninth (119, plus 9). See below.

1	2	3	4	5	6	7	8	9	10
X	X	/	X	8	9	6	9	9	X
29	49	69	87	95	104	110	119	128	146

You strike in the tenth frame. This entitles you to two additional spins. You knock down 8 with the two spins. Your total score is then 146 (128, plus 10, plus 8). If you spare in the tenth frame you're entitled to one more spin and its pinfall.