

How to Work the Bowling Machines at BreakZone

This article will not be teaching you how to bowl in general, but rather how to work the bowling machines, in order to make your bowling experience at BreakZone, located within Squires, hassle free. BreakZone's scoring computers are not as easy to set up and the machines can be glitchy preventing you to bowl uninterrupted. Many of these issues can be fixed by pressing a few buttons, so time is not lost while waiting for an employee to come help. In this article you can find instructions that will show you how to properly start bowling games, reset pins, and fix incorrect scorings.

How to Properly Start Bowling Games

The machine at BreakZones can be quite confusing to work, and groups often think they have started the game, but actually haven't. This section of the article will show you how to properly start games and initiate the scoring process.



Image 1: The keyboard which will be used to input names, score changes, and to reset pins.

Step 1: Use the keyboard to press the return button, labeled A in image 1, to begin entering names. Use the keyboard to input the name of each player. In order to add a new player simply press the down arrow, labeled B in figure 1.

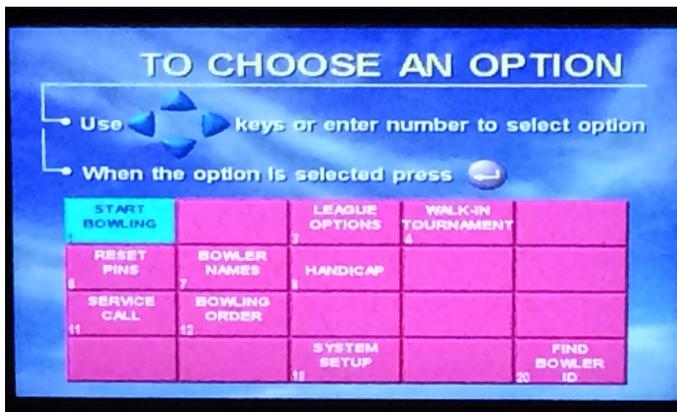


Image 2: Main display screen

Step 2: Once all the names are entered properly press the check button, labeled C in image 1, and make sure you get the screen that is shown in image 2.

Step 3: Make sure the selection with the text "Start Bowling" is blue, like in image 2, while all other possible selection is red. Press the return arrow to start the game, rather than the checkmark button, which is a common mistake.

Step 4: Assure that there is an arrow next to the first player's name. This will confirm that the game has started and scoring will begin. If the arrows on your monitor do not match those in image 3, then your game has not started. If your game has not started simply press the return button and repeat step 3.

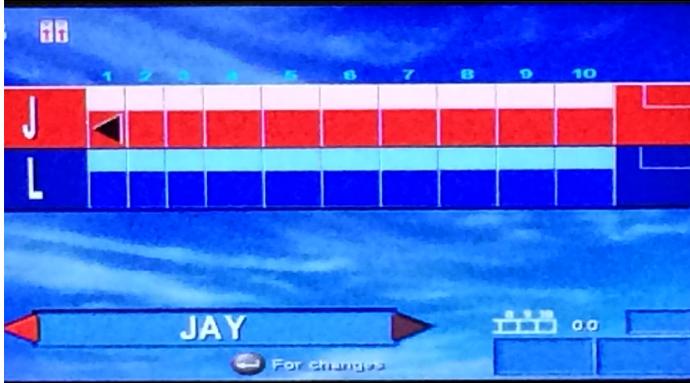


Image 3: The display screen when a game has begun.

How to Reset the Pins

Pins can get stuck for a number of reasons, and therefore do not get placed down or are missing. This can be a bit frustrating and many times players do not want to waste time calling employees over to fix it. However, in most cases the players themselves can fix it very easily. In order for this to happen, make sure the sweep, or pinspotter, is not visible like in image 4. There are two ways to reset the pins manually, and this section will show both ways.



Image 4: Lane 2 shows a lane without a pinspotter down and lane 3 shows a lane with the pinspotter down, and in which case assistance is needed to reset the lanes.

IMPORTANT NOTE: Do not press the lane reset button, circled in image 5, on the ball return. This will automatically give the current bowler a strike.



Image 5: Part of the ball return that has the reset button and hand fan.

Long Way

Step 1: On the keyboard, press the return button and make sure the scoring monitor looks like image 6.

Step 2: Using the arrow buttons, navigate to the reset pins selection and then press the return button.

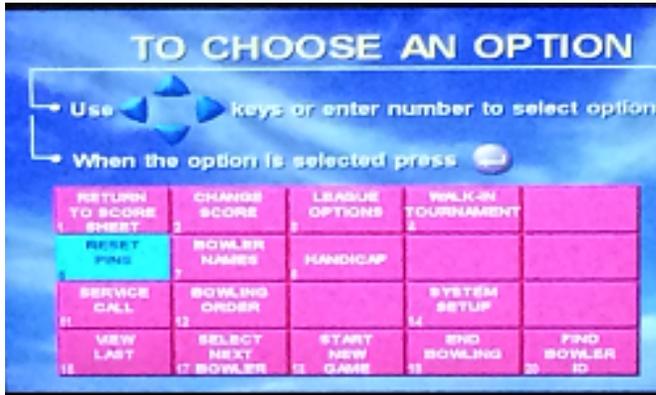
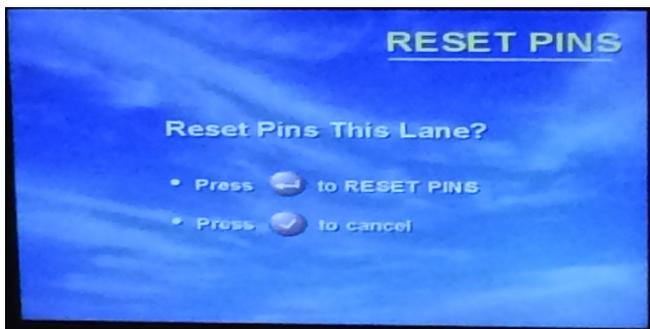


Image 6: Displays the main menu with the “Reset Pins” option selected.



Step 3: The score monitor should then match image 7. Press the checkmark button to reset the pins.

Image 7: Reset pins screen

Step 4: If the pins were stuck on the first bowl, repeat step 2 and 3 one more time to get it to the correct roll. If the pins were stuck on the second bowl then ignore this step.

Easy Way

Step 1: Press the button with the full pin rack, labeled D in image 1, and make sure the scoring monitor looks like image 7.

Step 2: Press the checkmark button and then repeat one more time to get the correct roll.

How to Fix Scoring

Sometimes the scoring machine will incorrectly score your game due to sensor issues or simply not registering your roll. This is a simple fix.

Step 1: On the keyboard, press the return button and make sure the scoring monitor has returned to the main menu (as shown in images 1 and 6).

Step 2: Using the arrow buttons, navigate to the ‘change score’ selection and then press the return button.

Step 3: The score monitor should then look like image 8. Use the arrow buttons on the scoring

keyboard to navigate to the frame and roll (the selected frame and roll) that needs correction.

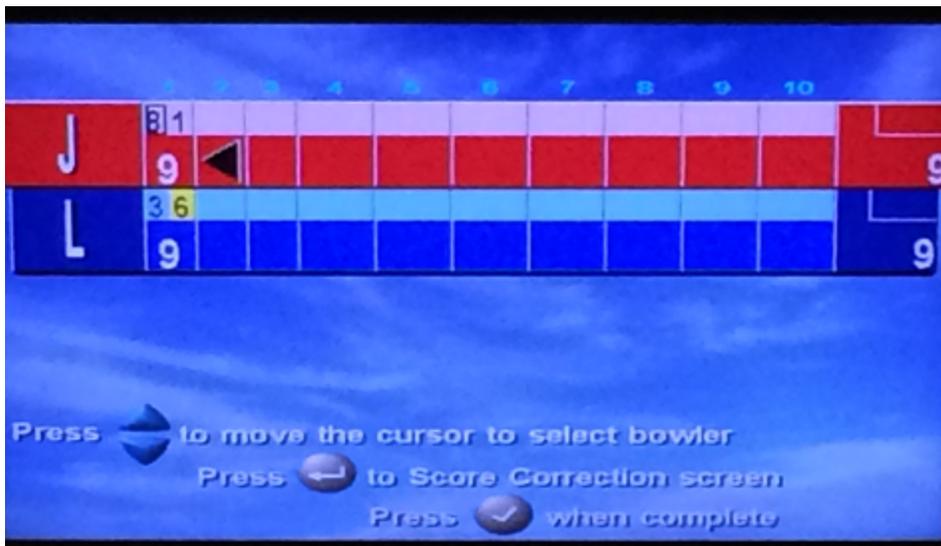


Image 8: The display screen for score corrections

Step 4: Once the cursor is at the correct frame and roll, press the return button, and simply enter in the correct score using the “X” button for a strike and the “/” button for a spare (both buttons are located at the top of the keyboard).

Step 5: Once the changes have been entered, simply pressed the checkmark button and then the return button to finalize changes and return to the scoring screen.

Glossary

Ball Return: The machine that returns the ball that was used from the ball pit. This machine will also usually have the lane reset buttons and hand dryers.

Ball Pit: This is what pins are knocked and balls rolled into after a roll. From here the pins will be pushed into the pin elevators and put into the pinspotter, while the balls will be moved to the ball return for re-use.

Frame: A turn in bowling. Each game in bowling consists of ten frames and each frame has two rolls.

Pinspotter/ Pinsetter: In the earlier days of bowling, a pinspotter or pinsetter was a person who would pick up, reset, and clear pins after each roll. However, now this refers to a machine that simply re-racks the pins, while the sweep clears them.

Pin Elevator: What the pins are pushed onto after falling into the ball pit. The places them into the pinspotter to be set.

Rack: This is how the pins are currently set up, with a full rack being all 10 pins laid down in their proper positions.

Roll: Each frame has two rolls, where bowlers attempt to knock down all the pins. A frame can have one roll if the bowler knocks down all ten pins (a strike) on the first try.

Scoring Keyboard: The keyboard that is used for entering player names, fixing scores, and resetting pins. At BreakZone this comes with a small monitor attached, however, this monitor does not serve a purpose.

Scoring Monitor: The actual monitor that displays scores and the menu options. This is usually a large monitor mounted on top of the lanes.

Spare: This is represented by a slash mark on the scoring monitor and occurs when all the pins are knocked down after the second roll. No points are awarded to the current frame until the player rolls again. The amount of pins of the next roll will be added onto the score of the spared frame.

Strike: This is represented by an X on the scoring monitor, and occurs when all the pins are knocked down after the first roll. No points are awarded to the current frame until the player rolls two more times. The amount of pins of next two roll will be added onto the score of the strike frame. It is possible to get thirty points on one frame by getting two strikes after the initial strike.

Sweep: This machine is used to clear the fallen pins and push them into the ball pit for re-racking. Sometimes this is referred as the guard, since it blocks any ball from entering the ball pit while the pinspotter is setting the pins.