



# BOWLING™

NTSC U/C

# PlayStation®



SLUS-01288  
01288



## **WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

## **HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



# **CONTENTS**

**CONSOLE INSTRUCTIONS**

**2**

**STARTING THE GAME**

**4**

**STANDARD MODE**

**5**

**QUEST/SPECIAL MODE**

**6**

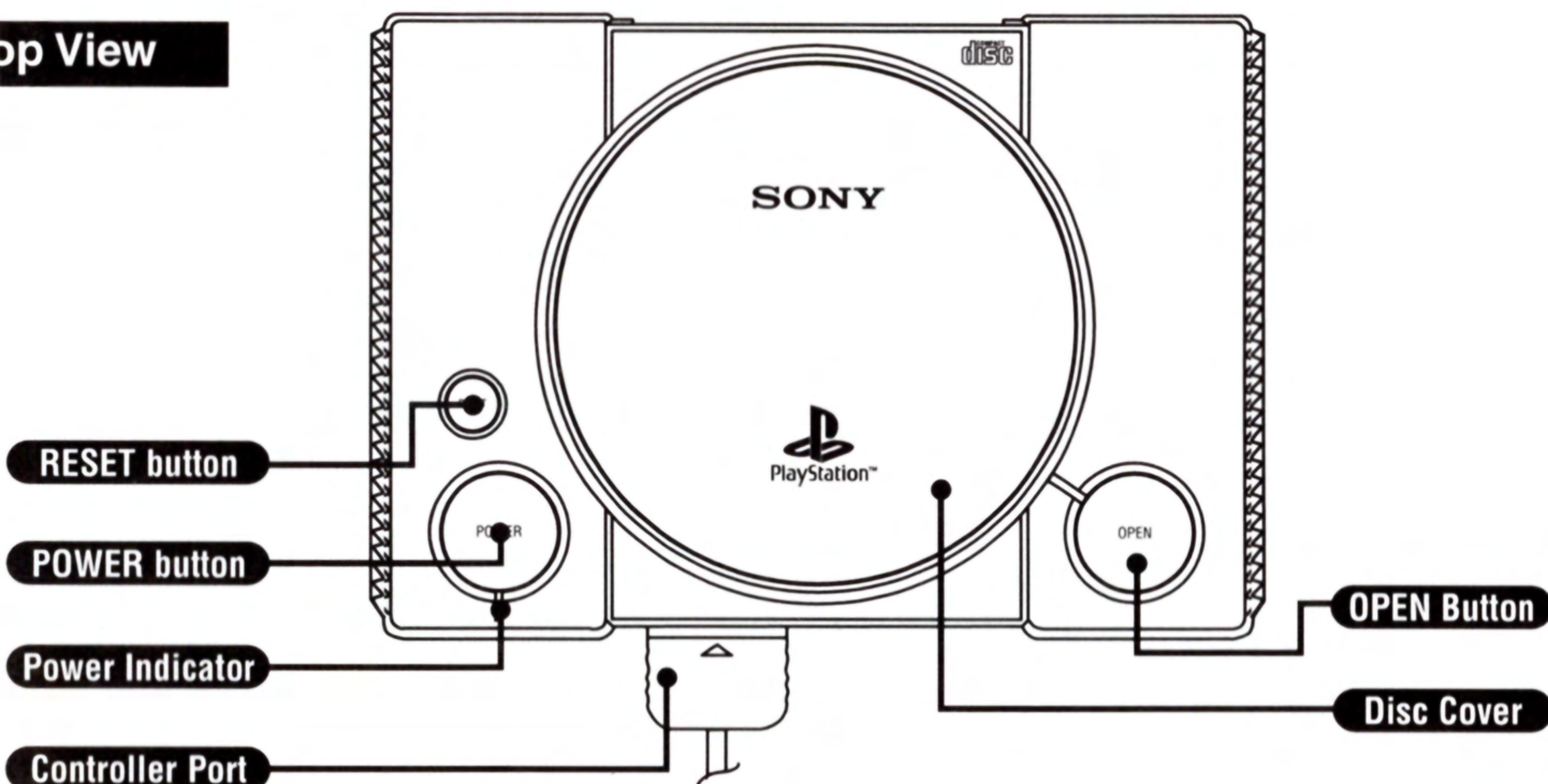
**RULES OF BOWLING**

**7**

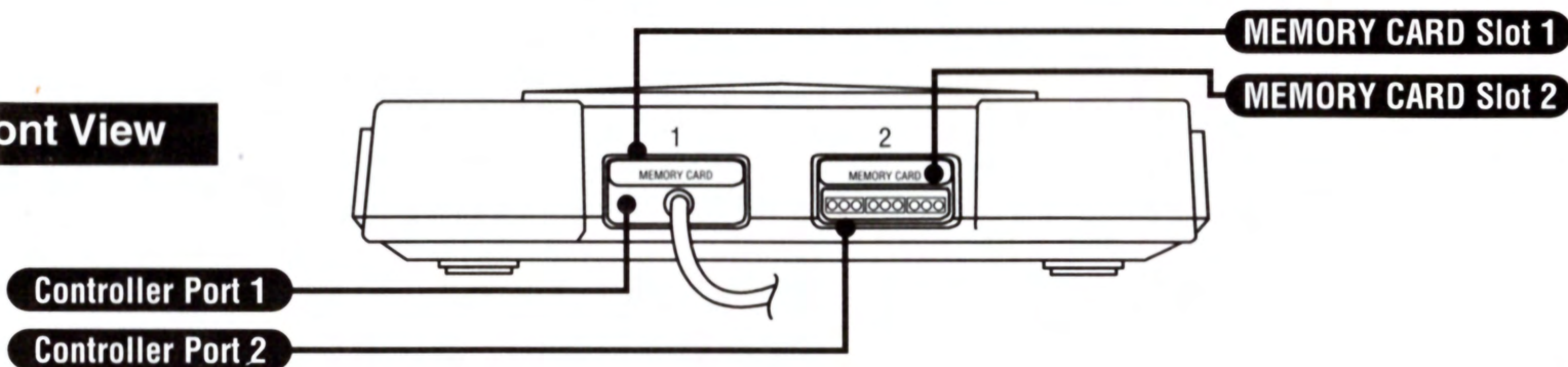
**2**

# CONSOLE INSTRUCTIONS

## Top View



## Front View

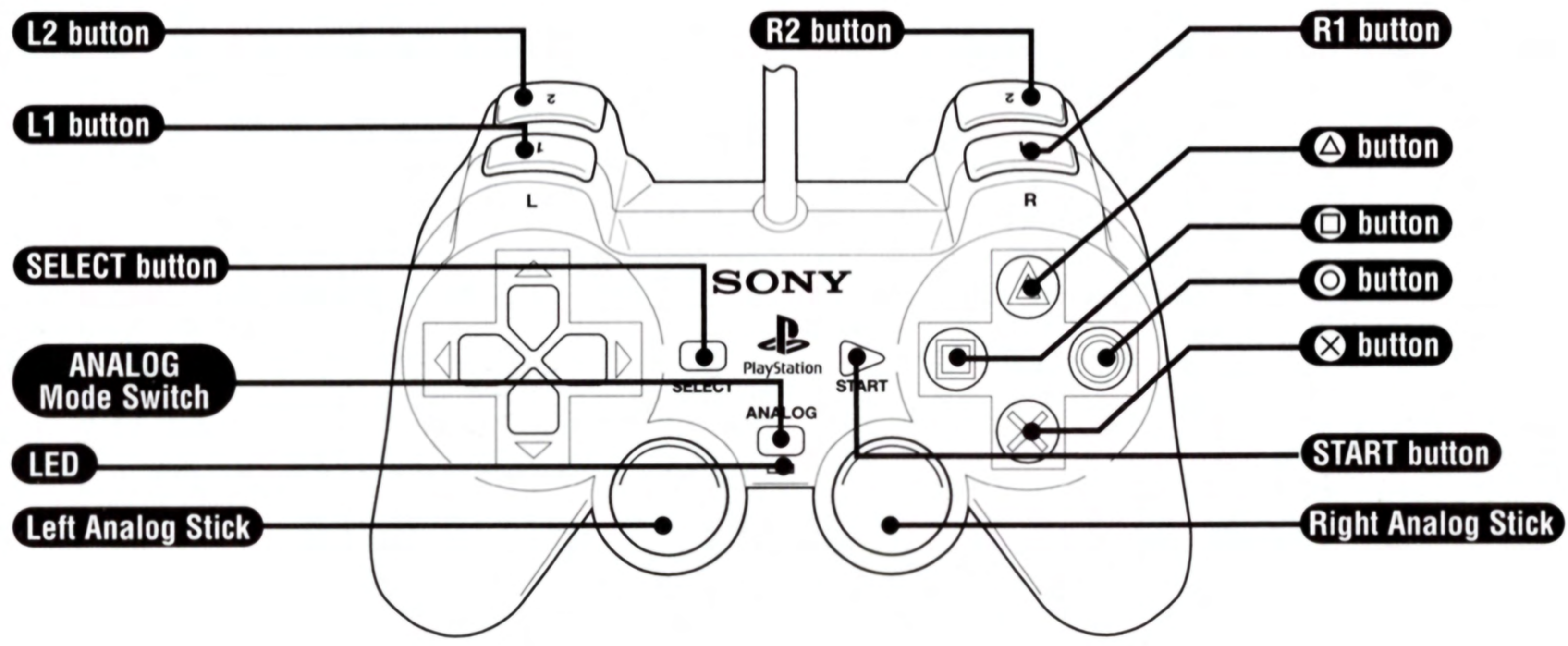


Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the BOWLING disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.



# OPERATING INSTRUCTIONS 3

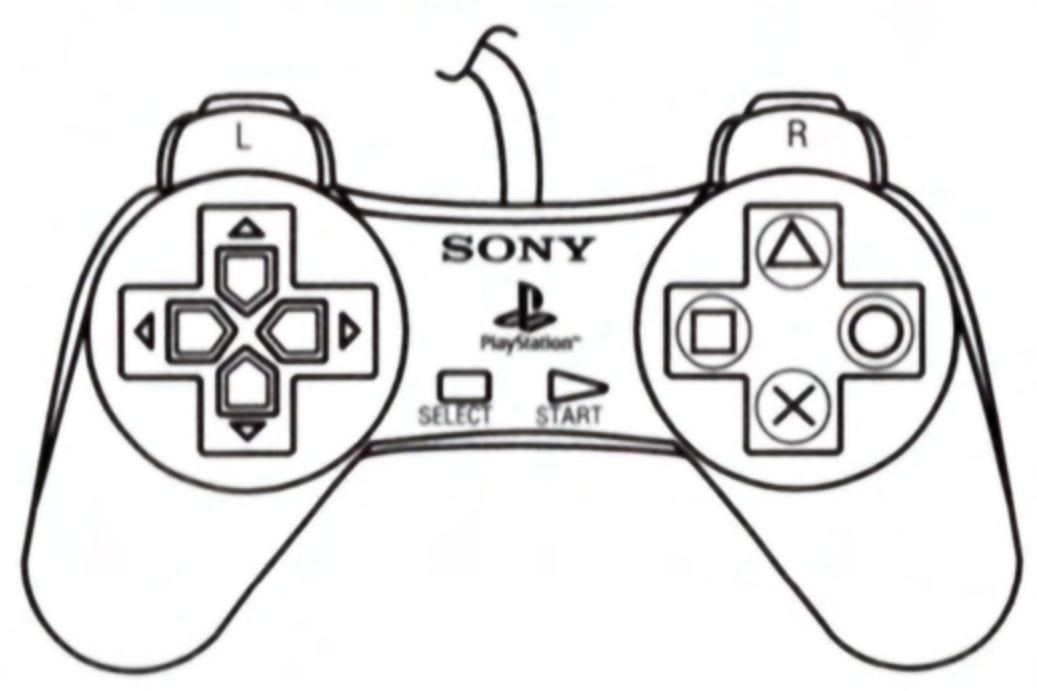
## DUALSHOCK™ analog controller



	Menu Screen	Play Screen	
		Line Up	Release
Directional Buttons ← →	Mode select	Position Bowler	
Directional Buttons ↑ ↓	Mode select	Power Up/Down	
START Button	Confirm/Cancel Tutorial	Access Option Menu	
○ Button	Cancel Selection		
× Button	Confirm Selection	Commence	Release Ball
L1 / R1 Buttons		Change Direction	

**Note:** Do not use Select button, □ button, △ button, L2 button, and R2 button.  
 Tutorial can be cancelled with the **START** button.  
 Replay movie can be skipped with the ○ button.  
 To quit a game, press the START button.  
 To pause the game, select EXIT.  
 To return back to the Mode, select Screen.

## Regular Controller



**Note:** Compatible only in Digital mode.  
**Note:** You may have a controller that looks like this, if so please follow the digital instructions outlined above.



# STARTING THE GAME

## TITLE SCREEN



There are three options available from the TITLE screen: Game, Data, and Tutorial.

## GAME

Select from three game modes: Standard, Quest and Special. The scoreboard lets you check the top ten scores for all three modes.

## DATA

Players can save and load score data. If a memory card is not detected in MEMORY CARD slot 1 or MEMORY CARD slot 2, you cannot save data for this game.

## TUTORIAL

This mode explains the buttons and their functions. Press the START button to cancel the Tutorial.

### Note:

The amount of curve a ball has depends on the material selected. A plastic ball curves less while a reactive ball curves more.

## BEFORE PLAY



## SELECT MODE

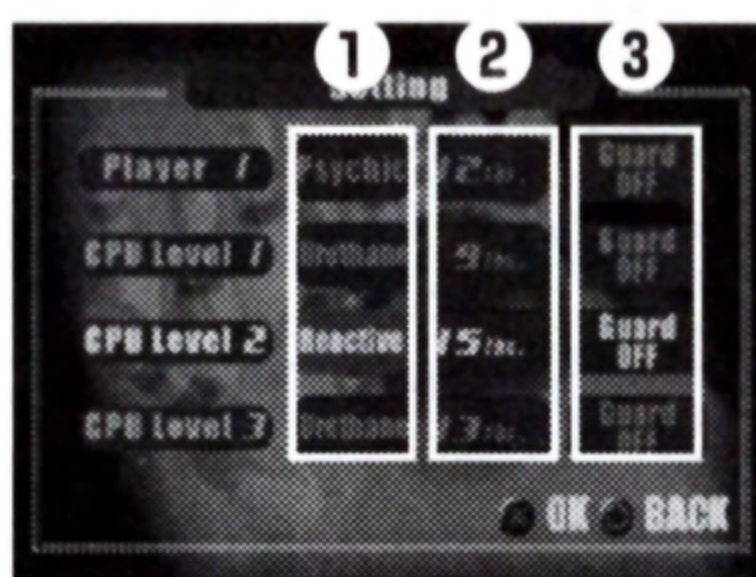
Choose from three game modes: Standard, Quest and Special. High scores can be viewed by selecting Scoreboard.



## SELECT PLAYER

This game can be played with up to four people. Select the bowling order and include CPU players as desired.

- 1 Confirm each player's position in the bowling order.
- 2 Select the controls for each player (Controller 1 or 2, CPU Level 1-3, None). The CPU level determines the skill of the CPU player. A four-person game requires two controllers and that the players trade off.
- 3 Enter player name/initials.



## GAME SETTINGS

From here the player can select the type of ball to be used, the weight of the ball and turn the gutter guards On/Off.

- 1 Select a Plastic, Urethane or Reactive ball type.
- 2 Adjust the weight of the ball between 8 lbs and 16 lbs.
- 3 Turn the gutter guard On/Off.



# STANDARD MODE

5

## PLAY SCREEN

**Player Name**

**CPU level**

CPU level 1-3

**Gutter**

**Adjust the bowler's position on the lane**

Use Directional buttons (← →) to adjust the bowler's position.

**Power bar**

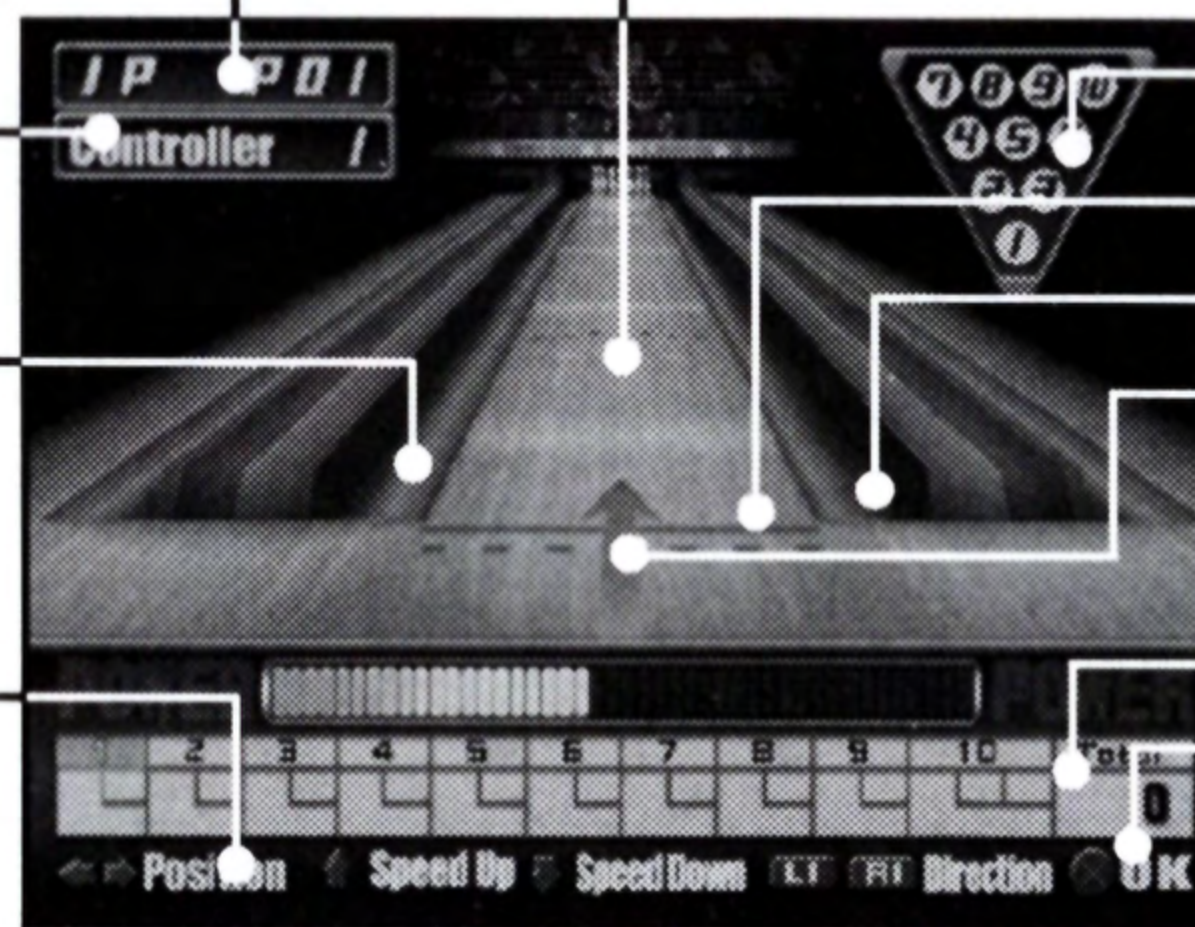


Use the directional buttons (↑ ↓) to adjust ball speed. The ball travels faster when the meter is set to the right and slower when it is set to the left. If you push the ⊗ button, the player will run up and throw the ball.

**Timing bar**



Press the ⊗ button to stop the Timing bar. Stop the bar in the middle of the gauge and the ball will travel straight. If the bar is stopped on the left or right, the ball will travel left or right. If you hit a spare or a strike, a replay of the shot will be shown.



**Spot**

**Pin**

**Foul line**

**Gutter**

**Ball Direction**

Change ball direction by pressing the L1 / L2 buttons.

**Score**

**Confirm**

Press the ⊗ button to stop the timing meter and release the ball.

**START button**



**START button**

Press the START button during a game to access the Option menu.

**Cancel**

Return to the game in progress.

**Sound**

Adjust sound settings with the ← → directional buttons.

**Score**

Check current scores.

**Title**

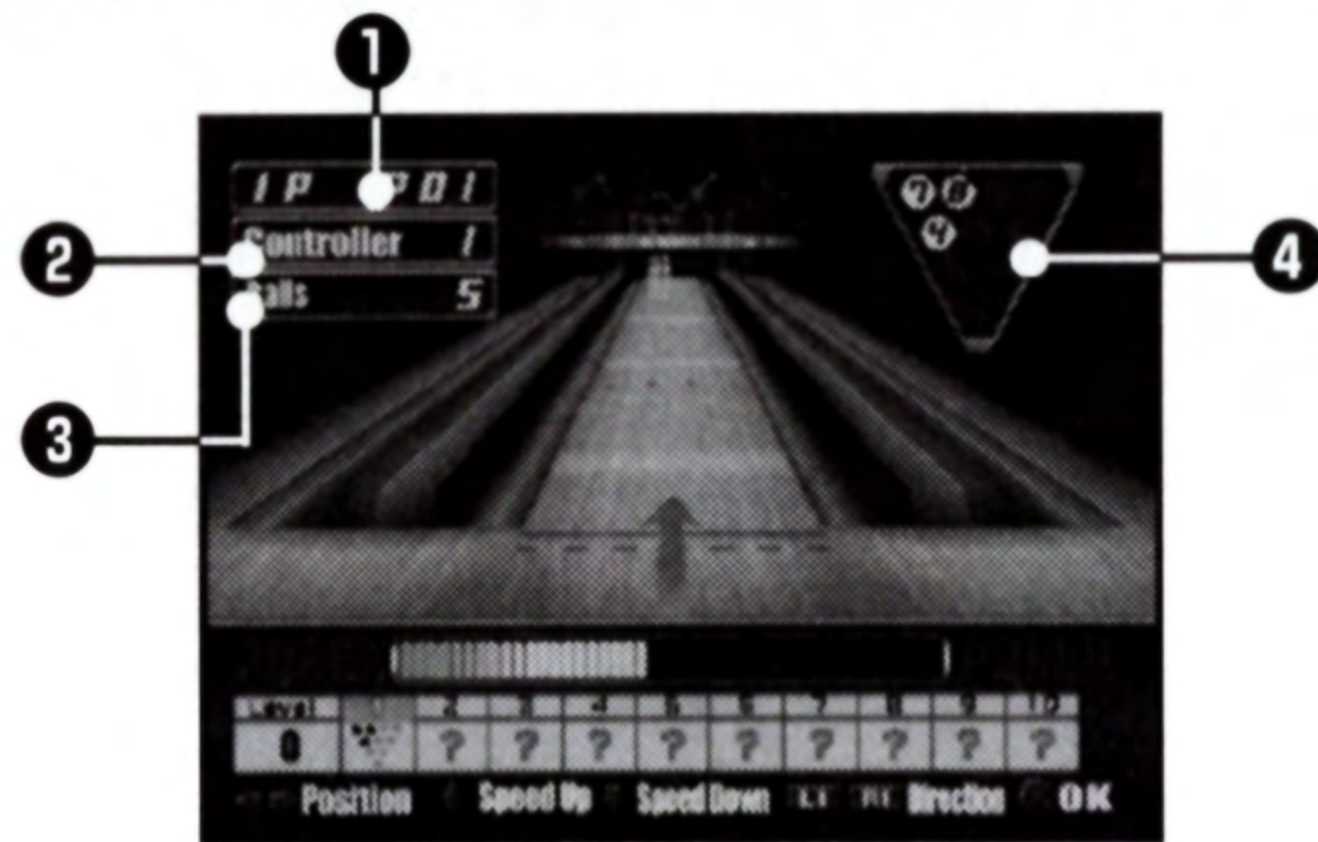
Exit to the title screen.



# QUEST MODE/SPECIAL MODE

## QUEST MODE

Different 3-pin combinations are set up on the lane. The player is then given a limited number of chances (balls) to knock down the 3-pin set up. Successfully completing a 3-pin set up moves the player onto the next 3-pin set up and provides them with an extra ball. Quest mode has 5 levels, consisting of 10 frames each, and supports up to four players. CPU opponents cannot be used in this mode.



### 1 Player Name

### 2 Controller

### 3 Balls

The player is awarded an extra ball for each frame cleared on the first try.

### 4 Pins Remaining

Indicates the number of pins remaining.

## SPECIAL MODE



45 pins are set up on the lane. The player is given three chances (balls) per frame to knock down all the pins. Each game is seven frames long and supports up to four players.

## SCOREBOARD

Scoreboard						
	Standard		Quest		Special	
Ranking	Name	Score	Name	Frame	Name	Score
1	NAK	100	M. S	24	YOS	300
2	MAT	95	SAN	22	ENZ	280
3	UTU	90	YAM	20	ICH	260
4	SGI	85	AKA	18	FUR	240
5	OHA	80	NOG	16	TEZ	220
6	SUZ	75	H. M	14	TAK	200
7	SIM	70	SAT	12	NOM	180
8	NOM	65	KAJ	10	OGU	160
9	INA	60	MOR	8	OGA	140
10	SIN	55	AST	6	MOT	120

BACK

The scoreboard lists the top 10 scores for each mode. If you get a high score, your name will be added to the list. This data can be saved to a memory card.

## HOW TO ENJOY BOWLING

The most important thing in this game is to aim well. If you get the highest score, you will receive a special ball.





# RULES OF BOWLING

7

Each player has two shots per frame. The player who knocks down the most pins wins the game. If all pins are knocked down on the first shot, it's a strike.

## SCORING

- Gutter:** If the ball is thrown into either the left or right hand gutters, the player scores zero points. If this occurs twice in the same frame the following icon (-) will be displayed on the scorecard for that frame.
- Strike:** Occurs when all ten pins are knocked down on the first shot. Points (10) from the strike carry over to the next frame, where they will be added to the total of both shots taken in that frame.
- Spare:** Occurs when all pins are knocked down on the second shot of a frame. Points (10) will carry over to the next frame, where they will be added to the first shot in that frame.
- Split:** Name given to pins left after the first shot has been taken that are arranged in a way that makes them difficult to knock down (for example, far back left pin and far back right pin).

## THE LANE

### FOUL LINE

If the player releases the ball with their foot over the foul line they will not score.

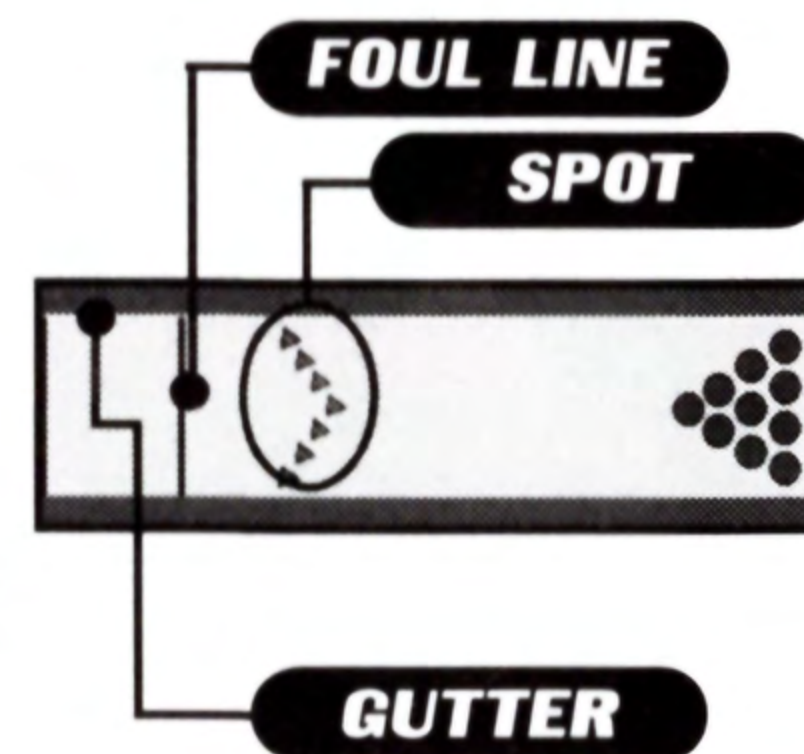
If the player does not release the ball (by pressing the  button) when they reach the foul line, the CPU will automatically do so.

### SPOT

Use these markers to line up your shot.

### GUTTER

Two depressions on either side of the lane. There is no score if the ball falls into the gutter. If the gutter guards are enabled the ball will not be able to fall into the gutter.



8



# NOTES

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## Three Great Games in One:

- **Standard game:** The classic game is played under the same rules as its real life counterpart.
- **Quest game:** Different 3-pin combinations are set up on the lane.
- **Completing a 3-pin set up moves you onto the next 3-pin set up and provides you with an extra chance!**
- **Special game:** 45 pins are set up on the lane. The player is given three chances (balls) per frame to knock down all the pins. Each game is seven frames long.

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