Ten Pin Alley 2 FAQ

by KeyBlade999   Updated to vFinal on Jan 3, 2013

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             |             Ten-Pin Alley 2           |
             |                An FAQ                  |
             |             By KeyBlade999             |
             |                                        |
             |          File Size: 11.6 KB           |
             |         Current Version: Final        |
             | Previous Update: 9:53 PM 12/21/2012   |
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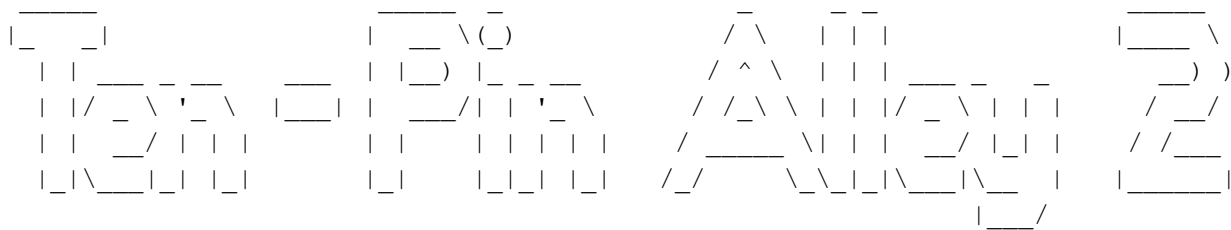
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              Section Negative One: Donations         **TENPIN_-1**
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While I do write all of my guides for free, it does take a lot of time and
effort to put them together. If you're feeling generous and want to show your
appreciation, I am gladly accepting donations. I don't know exactly what the
donations will be used for, but just know that you would definitely be helping
me make more quality FAQs! Even the smallest donation amounts are appreciated,
and are a great way to say how much you appreciate the work I do. If you do
decide you'd like to donate, please send the donations through PayPal at the
e-mail address listed below. Thank you so very much for considering this!!

                        keyblade999.faqs@gmail.com

By the way, this is also my contact e-mail, so if you want to contribute
something to this or any of my other FAQs, or have a question to ask about one
of them, go ahead and use this e-mail.

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              Section Zero: Table of Contents          **TENPIN_0**
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                   Section One: Introduction            **TENPIN_1**
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Welcome to another FAQ of mine. This one covers the GameBoy Advance game known
as Ten-Pin Alley 2. This game is another one of your typical sports games, this
one taking its focus, much like its prequel, on the sport of bowling.

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That's all I have to say on this game. Enjoy.

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                   Section Two: Version History          **TENPIN_2**
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Final - First and likely only version of this FAQ completed.
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                   Section Three: Legalities            **TENPIN_3**
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If you would wish to contact me concerning this or my other FAQs, use this
e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs
message boards.

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|     Allowed sites for my FAQs   |    |        Forever-Banned Sites      |
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|    GameFAQs (www.gamefaqs.com)   |    |     CheatCC (www.cheatcc.com)    |
|   Neoseeker (www.neoseeker.com)  |    |      www.cheat-database.com      |
| SuperCheats (www.supercheats.com)|    |  Cheat Index (www.cheatindex.com) |
|                                  |    | Cheat Search (www.cheatsearch.com) |
|                                  |    |     www.panstudio.com/cheatstop  |
|                                  |    | Game Express (www.gameexpress.com) |
|                                  |    |            Mega Games            |
|                                  |    |  Cheats Guru (www.cheatsguru.com) |
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                   Section Four: Basics of the Game      **TENPIN_4**
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Controls
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 ~ D-Pad        : Move cursors; move bowling ball.
 ~ A Button     : Confirm decisions.
 ~ B Button     : Cancel decisions.
 ~ L Button     : N/A.
 ~ R Button     : N/A.
 ~ Start Button : Pause and unpause gameplay.
 ~ Select Button: N/A.



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Gameplay
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The general game of bowling is the same in practice and tournament modes;
tournament mode is just a series of bowling matches.

At the end of the lane are ten pins. Your goal is to knock down as many of
them as possible in ten "frames". Frames are sets of two shots at a set of
ten pins, except for the last frame, where you can get a bonus shot if you
knock down all of the pins by the first or second throw.

To begin, use the D-Pad to choose from where you want the bowling ball to
be released. Generally, you will want to move at least slightly to the left
or right, because it would take an extreme amount of spin to get the ball
where you want it to go.

(I will note that there is a "sweet spot" that often guarantees a good shot.
 It is between the frontmost pin and either of the two pins behind it.)

Press the A Button to continue. This will then make a light-blue arrow go
across the lane. This will choose your general path of trajectory prior to
the effect of spin. For example, if your ball is at the far left side, and you
stop this blue arrow in the middle of the lane, your ball will trend to the
right. Continuing on the previous example, if it were to be at the far left
side of its path, the ball would go straight. Again, this is all prior to
spin taking effect.

Press the A Button to continue. The meter at the left will then go up. The
higher it is, the more power your shot will have. This is especially critical
if you plan on using spin - more power means less shot time means less time for
spin to be effective. Note that if the meter goes above the top white line, the
shot is called a foul and it is the same as if you bowled into the gutter - no
points.

Press A when the meter is at the desired power level to continue. This is how
you choose the spin on the ball - spin allows you to make trickier shots. It's
hard to explain, but, generally, it curves the ball. A new green line will run
down the power meter - as it goes down, you will want to press the A Button to
determine your level of spin. The bottom white line generally means no spin,
above the line makes it go to the right, and below it makes it go left. The
further the green line is from the bottom white line when stopped, the stronger
the effect of spin.

Once you press the A Button, the ball will be shot. If the ball heads into the
gutter, you earn no points. If you hit the pins, you are awarded points based
upon the result. There are two special throws: spares (all pins knocked down by
a frame's second throw) and strikes (all pins knocked down in the first throw).
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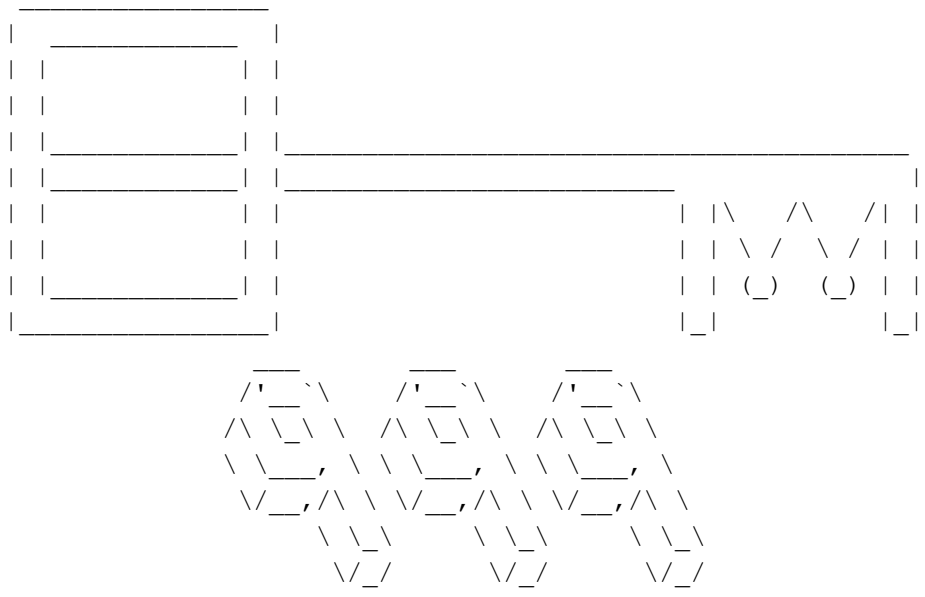
For the purposes of scoring, strikes are equal to ten points, and spares are equal to the number of pins knocked down. Scoring rules are as follows:

 - If the previous frame had neither strike nor spare, you earn points equal to the number of pins shot down.

 - If the previous frame ended with a spare, the first throw of the frame after this aforementioned spare will be awarded a doubled number of points.

 - If the previous frame had a strike, the two throws following said strike are doubled in value.

 - In the case of assisting multipliers (i.e. strike -> strike -> 9), you add an additional "one" to the multiplier. For example, if a throw is helped by both two strikes, the multiplier is (2 + 1) times the number of points. In the given example, the "9" would then be a "27" because 9 x (2 + 1) = 27.

That's just about it. There are ten frames in all per bowling game. In each frame, you have two shots at the same set of pins. The only exception to this is the tenth frame, in which if you get either a strike or spare, you are allotted one extra throw. If you happen to get two strikes, you are allotted another extra throw, sort of - basically, get a strike or spare and you get to fill out every one of the boxes there.

The game will end after all players have completed their ten frames, and then the winner is decided - the highest scorer wins. As a note, twelve strikes in a row will make a perfect score, which is exactly 300.

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|                        FAQ for the GameBoy Advance game                       |
|                               Ten-Pin Alley 2.                               |
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