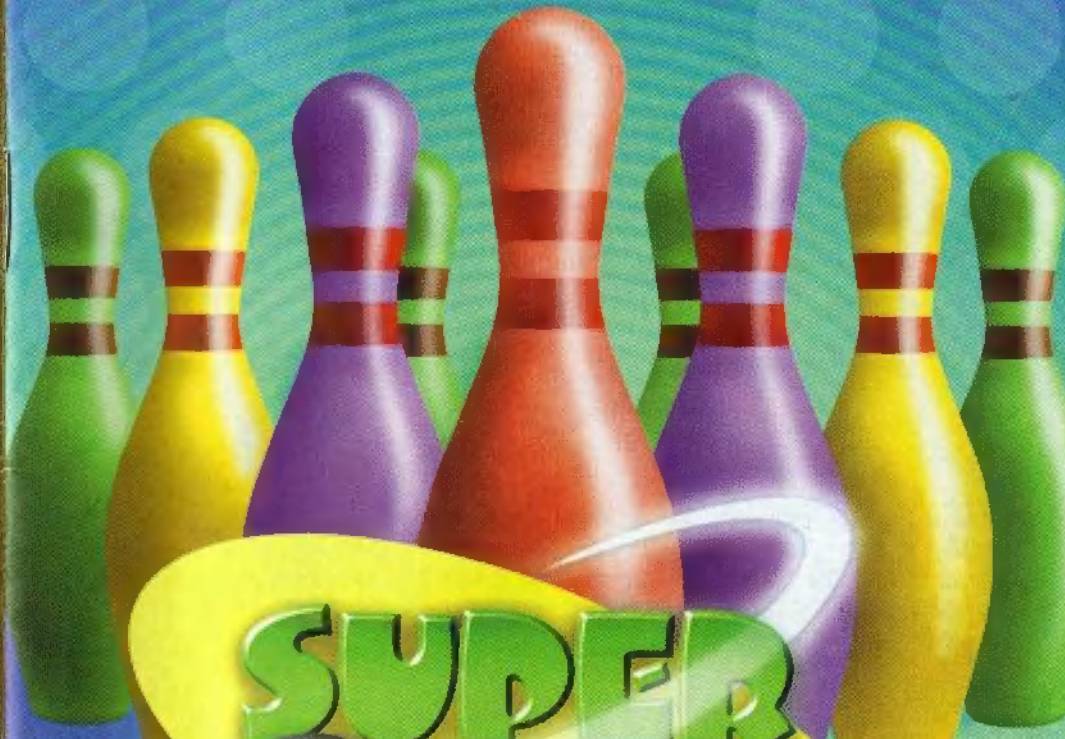


# INSTRUCTION BOOKLET



# SUPER BOWLING



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NINTENDO<sup>64</sup>





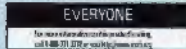
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# SUPER BOWLING



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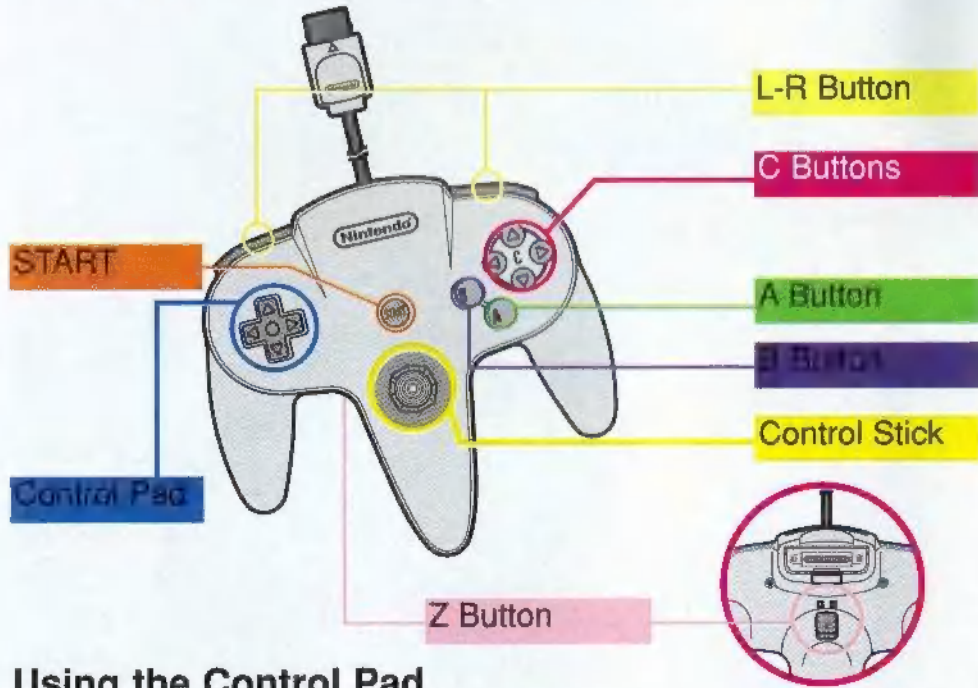


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# Controls



## Using the Control Pad

L,R Trigger Buttons	Switches the view after throwing
Directional Pad	Moves the cursor
Control Stick	Moves the cursor for adjustments
Start	Start or pause game
Z trigger Button	Select button
R Button	Select topic; go to the next screen
B Button	Cancel: go back to the previous screen
C Button	Switch the page (Entry Name Board) Scroll the Chart (Results Screen) Change the ball (during the game) Handicap setup (Entry Select)

\*\*By using the controller pack, you can save your data

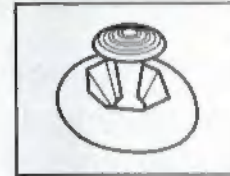
## CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

## HOLDING THE NINTENDO 64 CONTROLLER



We recommend that you use the hand positions shown at right. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B and C Buttons. Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z Button on the back of your controller.





# GETTING STARTED

## 1. Start Up

Turn on system and make sure controller is set. If you want to save, make sure controller pak is set. Do not touch the Control Stick.



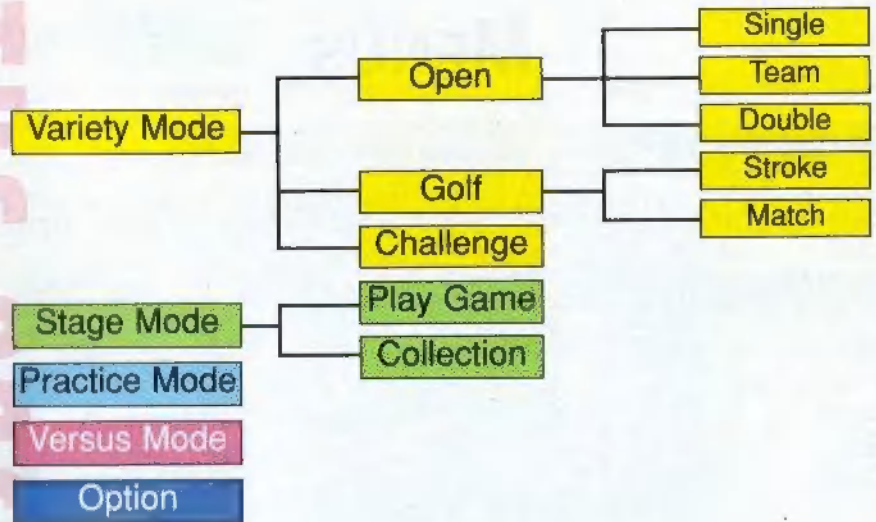
## 2. Title Screen

After you press Start in the title screen, you can check the Controller Pak and decide if you want to save your data or not. If you want to save, press the A Button. If you decide not to save, you can still play the game but your data will not be saved. Once the Controller Pak is checked, the game menu screen will appear.



## 3. Game Menu Screen

Select one of the five game modes by pressing the A Button.



### A) Variety Mode

- ▲ 1-4 players
- ▲ Three Different types of bowling:
  - 1 player with a single lane
  - 2 player with a single lane
  - 2 player with a double lane
- ▲ Personal data can be saved

### B) Stage Mode

- ▲ 1 player only
- ▲ Collect characters and lanes for use in other modes
- ▲ See which characters are available to use

### C) Practice Mode

- ▲ 1 player only
- ▲ Set up the pins as you like and practice

### D) Versus Mode

- ▲ 2 players only
- ▲ Players compete against each other
- ▲ Move your opponent's dead line back to the fault line, and you're the winner

### E) Option

- ▲ Com Level: Set the strength of the computer to beginner, amateur, or pro.
- ▲ BGM: Can be turned on or off during the game
- ▲ BGM Volume: Adjust the volume for 5 different levels
- ▲ BGM Test: Test the BGM
- ▲ Rumble Pack: Can be turned on or off during the game
- ▲ Score Data: Shows personal data in the Controller Pak
- ▲ Credits: Shows credit scroll
- ▲ Exit: Exit out of option screen



# MENUS

## Game Menu

Main menu. You can go to all the modes from here. You will automatically come back to this screen when you finish each mode.

## BW Menu

From the BW Menu, you can choose from three options:

- ▲Open
- ▲Golf
- ▲Challenge



## Select Play

You'll see this menu when you select the variety mode from the game menu.

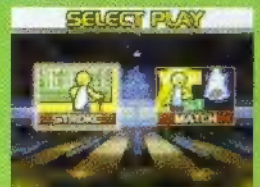
### ◆Open

- a) Single Play
- b) Team Play
- c) Doubles Play



### ◆Golf

- a) Stroke Play
- b) Match Play



### ◆Challenge

- a) Play Game
- b) Collection



## Entry Select

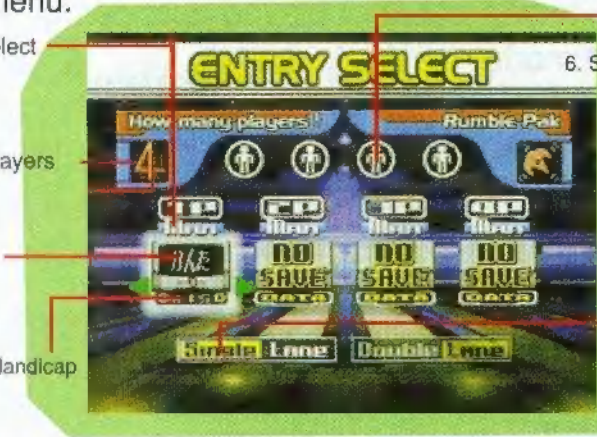
You'll see this screen when you select the variety mode and follow the game menu.

2. Computer Select

1. Number of players

3. Name Entry

4. Setting Up a Handicap



6. Select the Lane Mode

		Mode	Number of Players	Against Computer
Variety	Open	Single	1-4 players	<input type="radio"/>
		Team	2 or 4 players	<input type="radio"/>
		Doubles	2 or 4 players	<input type="radio"/>
	Golf	Stroke	1-4 players	<input type="radio"/>
		Match	2 players only	<input type="radio"/>
	Challenge		1-4 players	<input checked="" type="radio"/>
Stage			1 only	<input type="radio"/>
Practice			1 only	<input checked="" type="radio"/>
Versus			1-2 players	<input type="radio"/>



## 1. Number of Players

- ▲ Enter the number of players and press the **A** Button
- ▲ The total number of players that can play depends on the mode

## 2. Computer Select (If more than one person is playing)

- ▲ Manual: Player controls actions
- ▲ Computer: Computer controls actions
- ▲ Make selection for additional players and press **A** Button

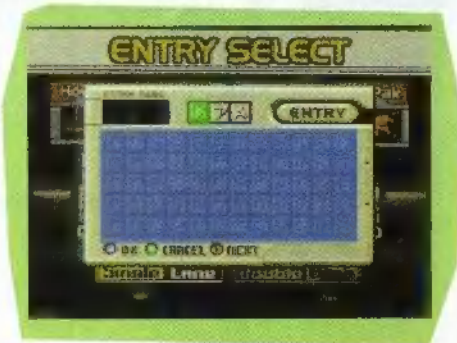


## 3. Name Entry

- ▲ If you are not saving personal data, then you may want to play without entering a name. The name of the character that you are using will be automatically entered
- ▲ If you are saving personal data then enter a name, and you will see your score during the game

## How to Create a New Entry

- ◆ Select the empty box and the keyboard will appear
- ◆ Move the cursor and enter a name, up to a maximum of five letters
- ◆ Once a name is entered, move the cursor to "ENTRY" and press **A** Button



## If You Have Already Registered

- ◆ When you select the box with the name that you have already entered you will see "OK" and "DEL"
  - ◆ Select "OK" to play with that name
  - ◆ Select "DEL" to delete that name
  - ◆ Up to four names can be registered in one box
- To change a name, simply delete one of the four names and re-enter the new name



## Personal Data

- ◆ In the Single option of Open Bowling under the Variety Menu, you can save your personal data
- ◆ You can then look at your personal data after the game

## 4. Setting Up a Handicap

- ▲ You can choose a handicap match only in Single play of Open Bowling
- ▲ To select a handicap, move the arrow from left to right and press **C** Button before entering a player's name. This can be done in stage 2 (computer select)
- ▲ Handicap can be from 0 to 95, but is usually set at 0

## 5. Playing Style

- ▲ Playing options change according the play style chosen from the Variety Mode.
- ▲ Single Play: available in Open Bowling, Golf Bowling, and Challenge Bowling.
- ▲ Team Play: available only in Open Bowling
- ▲ Doubles Play: available only in Open Bowling



## Select of (Double Lane) Mode

Blue Board  
Left lane player

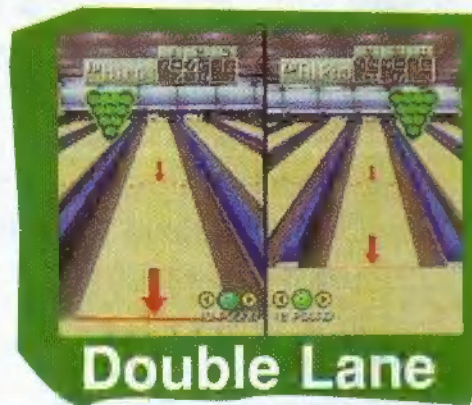
Red Board  
Right lane player



Single Lane

### Single Lane:

All player use the left lane only. The right lane, called the "live lane," shows different views of the left lane.



Double Lane

### Double Lane:

Two players can play at the same time by using the right and left lanes. When selecting characters, the character that will be using the right lane is denoted by red, and the one who will be using the left lane is denoted by blue.

## Controllers

\*\* Depending on the lane mode, you may use one or two controllers.

- ◆ Single Lane: Only one controller is needed, regardless of how many players. Connect the Controller to Controller Socket 1.
- ◆ Double Lane: Two controllers are needed. Connect them to Controller Socket 1. If you are playing with the computer, however, only one controller is needed. Connect it to Controller Socket 1.



- ◆ Open Bowling - Single Play
- ◆ Golf Bowling
- ◆ Challenge Bowling



- ◆ Open Bowling - Team Play



- ◆ Open Bowling - Double Play



## Player Select

◆ Select the character you wish to use. (You will only be allowed to choose from characters that are available for the stage mode you have chosen.)

◆ When using the single lane, select the characters one by one.

◆ In the double lane, players can select their own characters in turn for the left and the right lanes.

◆ Use the Control Stick and move the cursor to choose.

◆ There are three meters in front of the character. The meters, from left to right, are as follows:

- Red: shows character's throwing power.
- Green: shows character's turning effort.
- Blue: shows the character's release speed.

◆ The number shows the weight of the ball (the smaller the number, the lighter your ball).

◆ Right: The character is right-handed.

◆ Left: The character is left-handed.



## Lane Select

◆ Select which lane you are going to use. (You will only be allowed to choose from lanes that are available for the stage mode you have chosen.)

◆ Use the Control Stick and move the cursor to choose.

◆ Flashing design on right hand side of screen tells you how much wax is on the lane.



# MODES

## VARIETY MODE

1-4 players, depending on the play mode.

When one person is playing, you must use a single lane. If more than one person is playing, you may choose to use single or double lanes.

There are three types of bowling available in this mode: Open Bowling, Golf Bowling, Challenge Bowling

## Open Bowling

◆ 1-4 players, depending on the play mode.

◆ The rules and scoring are the same as for normal bowling.

◆ There are three play options available in open bowling:

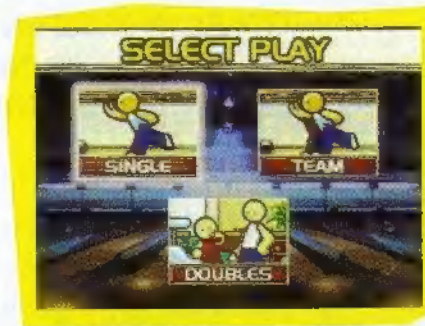
### a) Single Play

-- 1-4 players.

-- Players take turns playing their own game on one lane

-- You can set a handicap.

-- If you use the Controller Pak, you can save data, as well as your personal score.



### b) Team Play

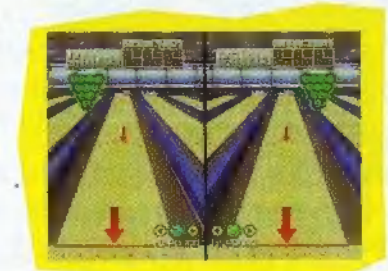
-- 2 or 4 players.

-- Each player has a partner, and the partners' total scores are added up to equal team points.

### c) Doubles Play

-- 2 or 4 players.

-- 2 players make up one team and take turns throwing the ball during the same game.





## Golf Bowling

- ◆ 1-4 players.
- The rules and scoring are the same as for normal golf.
- There are nine holes. Your score must not exceed +5 for each hole. Once your score does exceed +5, you must move on to the next hole.
- There are two types of golf bowling in this mode:



### a) Stroke Play

- 1-4 players.
- When you hit the pins with the designated number of strokes, it is called par (0). One stroke less than par is -1, one stroke more than par +1, and so on. The player with the lowest score overall wins.

### b) Match Play

- 2 players only.
- The player who knocks down the pins with the least number of throws is the winner of that hole. After nine holes, the player who has won the most holes is the winner.

## Challenge Bowling

- ◆ 1-4 players.
- The rules are similar to golf bowling, but you cannot play against the computer.
- In this mode, you will need to knock over a difficult split. However, you must hit every pin that is put in position on your first try or you will not be able to go on to the next stage.
- You have five balls to complete 10 stages. Every time you fail to hit all of the pins, you lose one ball. The game is over after you have used all five balls or have completed the tenth stage-whichever comes first.



## STAGE MODE

1 player only.

Uses double lane only.

There are two options available in the stage mode: Play Game, Collection Room

## Play Game

- ◆ 1 player only
- Uses double lane only
- The purpose of this mode is to collect characters and lanes so that you may use them in other modes.
- In the beginning, you are only allowed to use two characters and two lanes. However, there are eight characters and eight lanes possible.
- You have three games against the character you choose. If you win two games out of the three, you are the winner and will be able to use that character and lane in other modes.
- If you use the Controller Pak, you can save your available characters and lanes.



## Collection Room

- In the collection room, you are able to see the characters that you have already collected from the play game mode.
- To see the motion of the character collected, move the cursor onto the character and press the A Button.





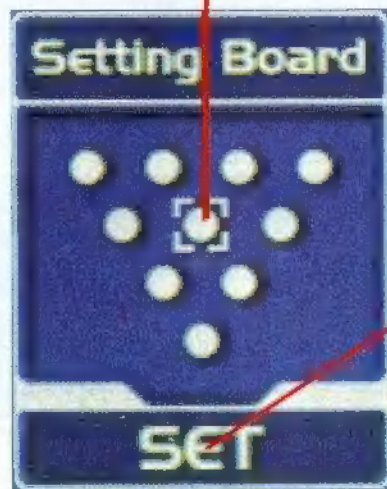
## PRACTICE MODE

1 player only  
Uses the single lane only  
In this mode you are able to set up the pins as you like and practice

### How to Set the Pins

- Entering the level, the pins are set in the normal bowling position.
- The white circles show the placement of each pin.
- Use the Control Stick or the directional pad to move the cursor.
- When you move the cursor onto the white circle and press the A Button, the white circle will disappear. This means that you have removed that pin.
- Once you choose where you want the pins to be, move the cursor to "SET" and press the A Button. You may now start to practice.
- Each time you throw the ball, you will see the "setting board". However, the pin position remains the same unless you change it.

Move the cursor to "SET" and press the A Button



Set Button

## VERSUS MODE

2 players  
Uses the double lane only  
There is the dead line on the lane. The dead line is constantly moving toward the fault line. The player whose dead line reaches the fault line first loses

### How to Play

- You can throw the ball without limitation. However, you must knock down all ten pins before the next ten will appear.
- Once you knock over all of the pins, the dead line will move a certain distance away from the fault line, depending on how many throws it took you to knock over all of the pins.

### Pin Formation

- If you hit all of the 10 pins on your first try, it is called a "strike".
- If you strike twice in a row, it is called a "double".
- If you strike three times in a row, it is called a "turkey".
- If you knock down 10 pins with two balls, it is called a "spare".
- If, after your first throw, the remaining pins are apart, it is called a "split". If you hit them with the second throw, it is called a "recover".
- All of these things make the dead line move away from the fault line. The dead line also moves once you hit all ten pins.

### How to Look at the Screen

- **Life:** This number shows your dead line position. This number decreases with time. This means that the more time that passes, the closer your dead line gets to the fault line. When you hit pins, this number increases slightly, which means that your dead line has moved slightly away from your fault line. When the life number gets close to 0, the screen will start to flash and the countdown starts. Once it does reach 0, this means the game is over and you have lost.
- **Damage (D.M):** Whenever the dead line moves, this shows exactly how much your life has increased or decreased. (+, -).
- **Danger:** This life indicator is your dead line. This shows the exact position of the dead line. Once the dead line reaches the fault line you lose the game.

## OPTION

- Allows you to change game settings.
- See page 5 for more details.



## PAUSE MENU

### Score Board

To see the scoreboard, press and hold down the up arrow on the Control Pad

### BGM

Can be switched on or off during the game

### End Game

You may quit the game at any time. If you quit in the middle of a game, the scores will not be saved in your personal data. However, data from previously completed games will still be saved

### Exit

Exit the pause menu and go back to the game.



\*\* If you press the Start during the game, the pause menu will be displayed. You may view each player's score in the pause menu. In practice mode, however, player 1 is shown as player 5. \*\*

## HOW TO THROW THE BALL

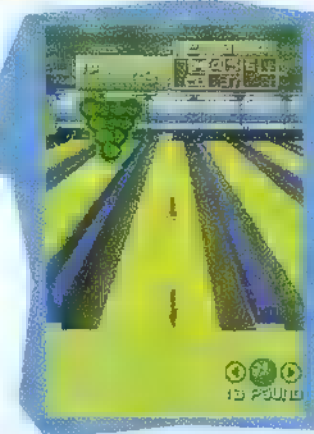
### Target Spot

- The target spot is represented by a red arrow, which is pointing down toward the middle of the lane.
- Select your target spot by using the Control Stick.
- Once you have decided on your target spot, press the A Button to select it.



### Release Spot

- The release spot is represented by a red arrow, which is pointing down toward the front of the lane.
- Select your release spot by using the Control Stick.
- Once you have decided on your release spot, press the A Button to select it.



### Ball Adjustments



- While you are adjusting your target and release spots, you may also adjust your ball weight.
- Use the left and right arrows on the Control Pad to adjust the ball weight up and down.
- The smaller the weight, the lighter your ball.



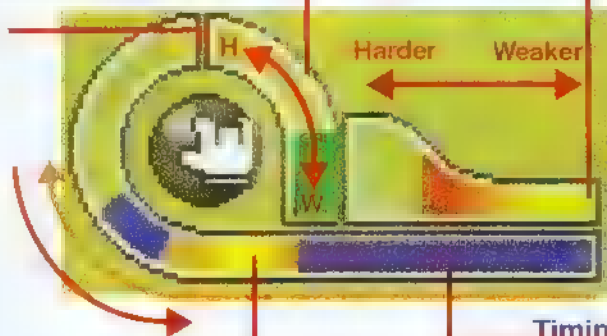


## Gauge Adjustments

### Spin Power Gauge

- Represents how much curve the ball is thrown with.
- Move the Control Stick from side to side to adjust the curve of the ball.

Curve Point



### Power Gauge

- Represents the strength with which the character throws the ball.
- Move the Control Stick up and down to adjust how hard the ball is thrown.

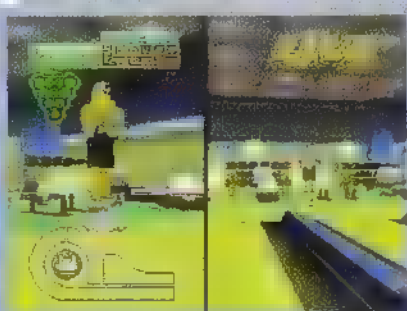
### Meter Gauge

- The meter gauge is in the left hand corner of the screen.
- The ends are blue, and in the center it is yellow. The very middle of the center is bright yellow, and the ends darker yellow.
- After you are in the throwing motion, a light blue line will rise up the meter gauge and begin to come down again. Press the A Button when the blue line is in the center of the bright yellow space.

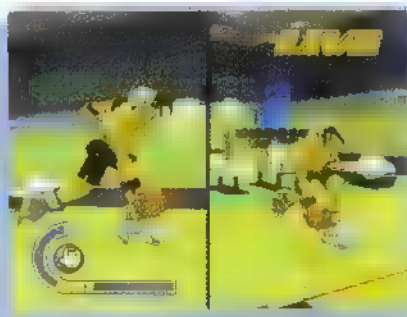
### Timing Gauge

- To start throwing the ball, press the A Button once.
- Even if you are already in the throwing motion, you can still make adjustments before the forward swing.
- Once you have begun the throwing motion, you cannot cancel the throw.

\*\* Once you decide on your throwing position, your character will have the ball and be ready to start the throw. While the character is waiting, you can adjust the spin and power of the throw. "



Before Throwing



After Throwing

### Pin Chart

- This displays in the upper left hand corner of the screen in Open Bowling only.
- If the circle is bright green, the pin is still standing.
- If the circle is dark green, the pin was knocked down.



## BOWLING RULES AND SCORING



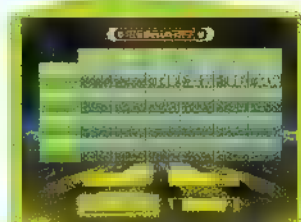
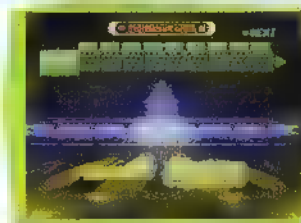
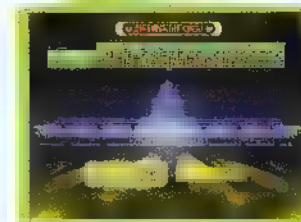
After the game, you will see the game results menu. Select which option you would like to view using the Control Stick. Depending on the option picked, you will see a chart similar to the one below. When you are done viewing the data, press the A Button, and decide if you want to exit or continue.

### Bowling Rules

- Each game has ten frames.
- Spare: When the pins left standing after the first ball is thrown are knocked down by the second throw in that same frame.
- Strike: When all ten pins are knocked down with the first throw in a frame.
- Double: Two consecutive strikes. The score for the first strike is 20 plus the number of pins knocked down with the first throw following the second strike.
- Triple or Turkey: Three consecutive strikes. The score for the first strike is 30.
- Split: When there is distance between the pins left over after the first ball is thrown.
- Gutter: When no pins are knocked down with by the first throw in a frame.
- Error: When none of the standing pins are knocked down by the second throw in a frame.

### Scoring

- Basically, your score is the number of pins you knock down. When you get a spare, the score is 10, plus the number of pins knocked down by the player's next throw. If you get a strike, the score is 10 plus the number of pins knocked down on the player's next two throws. In order to obtain the maximum score of 300 and bowl a perfect game, the player must bowl 12 consecutive strikes.





## Continue or Exit

● When you press the SELECT or A Button in the game results screen, the screen will change and you will be given the option to continue or exit.

● If you select "Continue", the screen will go back to the player select screen. You may then choose a character and select a lane in the lane select screen.

● If you do not want to change any of the conditions simply press the select button, and you may then play the game with the same conditions as before.

● If you select "Continue," you may not go back to the Game Menu, even if you press B Button in the player select screen.

● If you select "Exit", after the data is saved, the screen will go back to the Game Menu.



## Data Chart

	Number of Games Played	Average Score	High/Low Score	Strike/Strike%	Spare/Spare%	Spilt/Spilt%
Player 1	2	155.8	178 140	38 33.3%	40 23.8%	53 40.9%
Player 2	1	131.0	151 131	39 25.0%	7 18.0%	48 35.3%
Player 3						



## SAVING DATA



### The Controller Pak

- You may save your data by using the Controller Pak
- To save the game data, you need at least one page
- Before you plug in the hardware, you must set the Controller Pak to 1 player. If you begin to play the game without first setting the Controller Pak, your data will not be saved, and all your data will be lost as soon as the N64 Control Deck is turned off

### Saving in the Controller Pak

- Personal data and scores are saved while playing in the Open Bowling Single option under the Variety Mode
- Additional characters and lanes that you acquire in the Stage Mode are also saved
- In order to save data, a name must be entered in data entry. Data can be saved for up to four players

### How to Delete Data

- Set the Controller Pak to 1 player
- Turn the N64 Control Deck on while pressing Start, and the Controller Pak Menu will appear
- You can delete the data in the Controller Pak Menu
- Using the Control Stick, move the cursor to "delete note", and press the A Button
- Then choose the file that you want to delete and press the A Button
- You will then see the delete confirmation. Select "Yes", and the file will be deleted
- Once you delete the file, press the B Button
- Select "finish note", and then exit the Controller Pak menu
- Once data has been deleted, it cannot be recovered





## CHARACTERS



There are 8 characters available in this game. However, at the beginning of the game you may use only two characters. To access the rest of the characters, use the stage mode.

### Character Data

#### HIRO



**Right-handed**  
**Ball used:**  
13 pounds  
**Lane used:**  
Normal Lane

#### ALPHA



**Left-handed**  
**Ball used:**  
12 pounds  
**Lane used:**  
Garage Lane

#### RIA



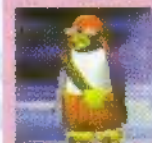
**Left-handed**  
**Ball used:**  
12 pounds  
**Lane used:**  
China Lane

#### FANNY



**Right-handed**  
**Ball used:**  
6 pounds  
**Lane used:**  
Forest Lane

#### PEGGY



**Right-handed**  
**Ball used:**  
15 pounds  
**Lane used:**  
Ice Lane

#### DOT



**Right-handed**  
**Ball used:**  
16 pounds  
**Lane used:**  
Dark Lane

#### KANTA



**Left-handed**  
**Ball used:**  
10 pounds  
**Lane used:**  
River Lane

#### MIKO



**Right-handed**  
**Ball used:**  
13 pounds  
**Lane used:**  
Nippon Lane

## Characters' Ability Rankings

Power

S



Dot  
Hiro  
Peggy  
Alpha  
Miko  
Rin  
Kanta  
Fanny

Spin

S



Rin  
Fanny  
Miko  
Alpha  
Hiro  
Peggy  
Kanta  
Dot

Sense

S



Dot  
Hiro  
Alpha  
Rin  
Miko  
Kanta  
Peggy  
Fanny

## Lanes & Wax Conditions

There are 8 lanes available in this game. However, at the beginning of the game only two lanes are available. To access the rest of the lanes, use the Stage Mode.

**Normal Wax Zone: ordinary wax**

• Normal Lane  
• China Lane



**All Wax Zone: fully waxed**

• Ice Lane  
• Dark Lane



**Half-wax Zone: waxed on half of the lane**

• River Lane  
• Nippon Lane



**Wax Free Zone: no waxed**

• Garage Lane  
• Forest Lane







NOTES



Notes



NOTES



Notes





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