

STRIKE ZONE BOWLING

Switches and Controls

TV type Color : male bowler for Player 1

TV Type B&W : female bowler for Player 1

Left Difficulty B/ A : novice/ advanced Player 1
(shot meter moves faster)

Right Difficulty B/ A : novice/ advanced Player 2

Reset : starts new game

Select : changes back wall color on bowl screen

Joystick left/right :

- Position player left and right before roll. Left pauses strike and spare cut scenes.

Joystick up :

- Toggles number of players in game selection screen
- Starts approach while on gameplay screen

Joystick down :

- Toggles number of players in game selection screen
- Shows Current Frame number in pin area

Fire Button :

- Advances through title and opening screens
- Releases ball during bowl
- Skips spare and strike cut scenes
- Resets game after Game Over

Bowling mechanics

1. Move left or right to position bowler

2. Push up on joystick to start approach

3. After shot meter reaches maximum width and begins decreasing, pushing button will release ball. **All bowls are the same strength in terms of the speed the ball will roll! The timing of the button press controls the spin/ direction of bowl:**

Pressing button before the meter is back to 0 will result in a spin right.

Pressing button when the meter is back to 0 will result in a straight shot.

Pressing button after the meter is back to 0 will result in a spin left.

Severe Spin Right (press button very early after meter hits max width)



Medium Spin Right



Slight Spin Right



“Straight” shot - has a very slight draw left



Slight Spin Left



Medium Spin Left



Severe Spin Left



Ricochets and Splits

In general, a struck pin can ricochet into an adjacent pin that is at the same depth or deeper. To consistently pick up spares, it is important to know the following rules:

Picking up splits / Ricochets to non-adjacent pins

- hitting pin 2 can knock down pins 6 and 10

x x x 10
x x 6
2 x
x

- hitting pin 3 can knock down pins 4 and 7

7 x x x
4 x x
x 3
x

- hitting pin 4 can knock down pins 9 and 10

x x 9 10
4 x x

- hitting pin 6 with can knock down pin 7 and 8

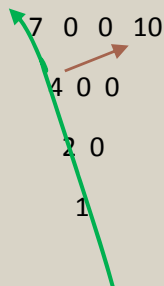
7 8 x x
x x 6

- 7-10 split can be picked up (rarely) by hitting pin 7 or 10

7 x x 10

Example :

Suppose you are confronted with the following set up on 2nd ball in a frame



An example method: use slight spin left to knock down pins 1, 2, 4, and 7 and hope for ricochet from pin 4 to 10.

Bonus Balls

If a spare is bowled in frame 10, then 1 bonus bowl is awarded, indicated by “+”

If a strike is bowled in frame 10, then 2 bonus bowls are awarded, indicated by “+ +”

Hot Streaks

If you bowl 3 strikes in a row, you will enter “the zone.” Can you stay in the zone long enough to bowl a perfect game of 300?