

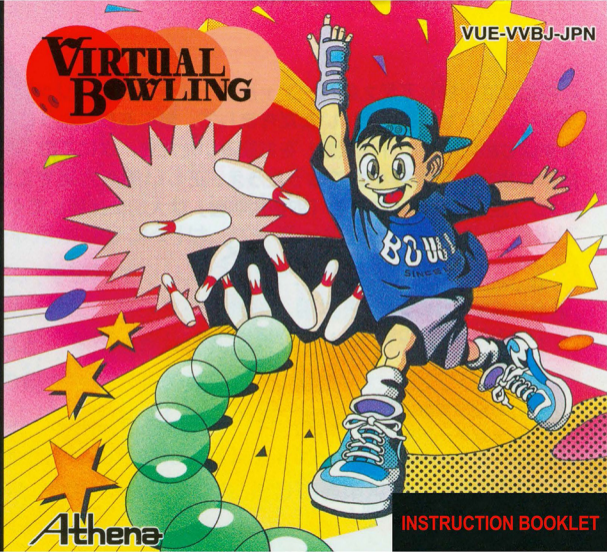
VIRTUAL BOY™

**VIRTUAL
BOWLING**

VUE-VVBJ-JPN

Athena

INSTRUCTION BOOKLET



GREETINGS

Thank you very much for purchasing Athena Co., Ltd.'s Virtual Boy exclusive-use cartridge "Virtual Bowling." Please read the separate "Precautions Booklet" first. Then, make each adjustment by following the instructions of this "Instruction Booklet." Please regularly use this product with the proper use method. Furthermore, please keep the "Precautions Booklet" and this "Instruction Booklet" in a safe place.

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INTRODUCTION

Exciting realism! A realistic gaming space! A virtual reality experience represented by stereoscopic images!

"Virtual Bowling" is a full-scale bowling game that utilizes the full functionality of the Virtual Boy. The stereoscopically represented bowling alleys receive a perfect score for realism. The pins and balls and lanes, etc. are all realistically reproduced. It's the content that can be enjoyed any number of times and that pursues reality in detail, such as the setting of the dominant arm and of the weight of the ball, etc. Now, please enjoy a whole new bowling game. Virtual Bowling is your own private bowling alley!

BEFORE STARTING THE GAME

Before you start the game, please be sure to make these adjustments.

Please insert the cartridge properly into the main body of the Virtual Boy. After inserting the cartridge, turn the POWER switch located on the front of the controller to the ON position; after a little while, the screen at right will appear.

When the START button is pressed, it switches to the "Interpupillary Distance Adjustment Screen." Each adjustment can be made while looking at this screen.

IMPORTANT:
READ INSTRUCTION AND
PRECAUTION BOOKLETS
BEFORE OPERATING

重要なお知らせ:
説明書と注意事項の
小冊子をお読みください。

VIRTUAL BOY™



IPD ADJUSTMENT

This is the adjustment that adjusts the display inside the Virtual Boy to the width between the player's left and right eyes.

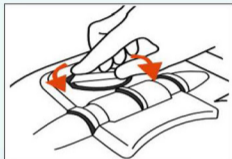
While looking at the adjustment screen, please turn the "Interpupillary Distance Adjustment Dial" located on top of the main body until you can see a mark in all 4 corners of the screen.

Please adjust it so that you can see a mark in each of the 4 corners, like this:

※In some cases, all 4 marks may not be visible. If 3 are visible, then it won't interfere with the game.

For other adjustments, please read the instruction manual of the Virtual Boy itself.

※During play, after pressing the START button and pausing the game, you can bring up the IPD Adjustment Screen by pressing the SELECT button.





ABOUT THE AUTOMATIC PAUSE FUNCTION

For the eye health of the player, all Virtual Boy exclusive-use cartridges have an "Automatic Pause Function," which automatically pauses the game after a reasonable amount of time.

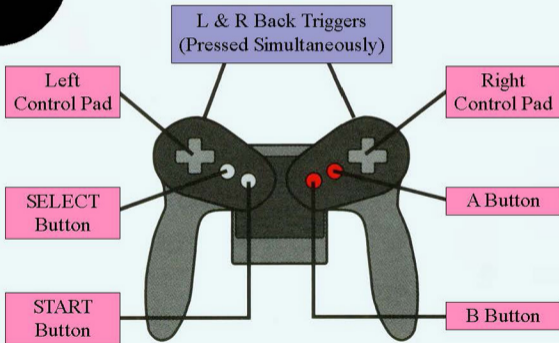
- After finishing the adjustment at the "Interpupillary Distance Adjustment Screen," press the START button to switch to the screen at right. With left and right on the left control pad, you can turn the "Automatic Pause Function" on or off. When the START button is pressed again at this screen, a demo begins. If you press it again, the title screen appears.



●In "Virtual Bowling," after the power is turned on, the Automatic Pause Function activates every 20 minutes, which pauses (suspends) the game. Please take a reasonable break and rest your eyes and body. When the START button is pressed, the game can be resumed.



HOW TO USE THE CONTROLLER



Left Control Pad	<ul style="list-style-type: none"> ○ Moves the cursor at the time of each item selection ○ Scrolls the screen left or right during the main game ○ Scrolls your scores left or right during the interim demos
SELECT Button	<ul style="list-style-type: none"> ○ During play, after pausing the game, you can bring up the IPD Adjustment Screen by pressing the SELECT button.
START Button	<ul style="list-style-type: none"> ○ Decides at the time of mode selection ○ Decides at the time of Name Entry and Configuration ○ Pauses the game
Right Control Pad	<ul style="list-style-type: none"> ○ Moves the arrow that aims for the pins left and right during the main game
A Button	<ul style="list-style-type: none"> ○ Decides when you select each item ○ Used for gauge-related decisions during the main game ○ Sends off the screens, etc.
B Button	<ul style="list-style-type: none"> ○ Cancels when you've decided on an item ○ Returns to the previous screen from Config and Name Entry
L & R Back Triggers (Pressed Simultaneously)	<ul style="list-style-type: none"> ○ Brings up the score during the main game

INITIAL SETTINGS

1. Mode Selection

When you see the title screen, select either the Standard Mode, Tournament Mode, or the Training Mode and press the A button to decide.



2. Name Registration

If you decide on the Standard Mode or Tournament Mode, you can register a name. Use the left control pad to select a letter and press the A button to decide. Please register a favorite name. (You can only enter letters.)



3. Play Mode Settings

These are the various settings that alter the contents of the game. Depending on the settings, you can adjust the difficulty of the game.

◆ Player Type Selection

Power Type (POW) / Normal Type (NOR) / Technique Type (TEC)

◆ Player's Dominant Arm Selection

Left-handed (LEFT) / Right-handed (RIGHT)

When it is left-handed, it's easier to spin the ball to the right and harder to spin the ball to the left. (The opposite is true for right-handed)

◆ Ball Selection

The balls weigh from 6 to 16 lbs. A heavy ball has power. A light ball has the advantage of easy-to-apply change.

◆ Lane Wax

You can adjust the wax of the lane. When wax is in effect, it's harder to apply change.

You can choose between 3 patterns of wax: no wax, wax on the front half, and full wax. (In Tournament Mode, however, it cannot be set)

◆ BGM: ON/OFF

NOW LET'S BOWL!

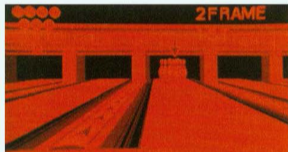
You're finally standing on the lane to bowl.
Aim for a perfect game!

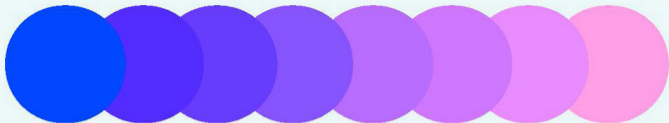
1. Use the right control pad to determine the pin to aim for:

Use the left control pad to move the point of view and set up the bowling position.

2. When you press the A button, the spin-gauge appears.

Press the A button once again to stop the cursor and determine the strength of the rotation of the ball.





3. It switches to the screen where the power of the throw is set.

Press the A button the first time to determine the power (throwing power), and press the A button a second time to determine the timing (when you release the ball).



Then, the ball is thrown, and it switches to the screen where the ball rolls.



In "Virtual Bowling," you can enjoy 3 modes of play.

When the **START** button is pressed at the title screen, 3 modes appear on the screen.

● **Standard Mode**

This mode is for the enjoyment of typical bowling. Just how many points can you get within all the 21 throws across 10 frames? If you get a high score, your name rides on the high score screen at the end of the game. Can you achieve 300 points (the perfect game)?



● **Tournament Mode**

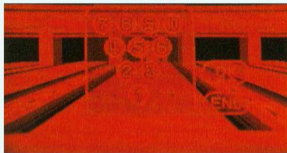
This is the mode where you compete against four rivals in 4 tournament places. Five people - including you, the player - compete for the high score in each tournament place. When your total score rises to the top in victory, you can advance to the next tournament site. But no matter how high your score, if you land in 2nd place or less, you cannot advance.



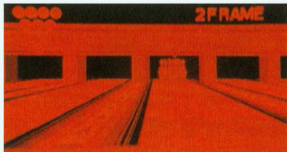
The rivals gradually get tougher with each new tournament. Attain ultimate victory in all 4 tournaments and become the tournament master to clear the mode.

● Training Mode

Here, the number and arrangement of the pins can be determined at the discretion of you, the player. Select a pin location with the left control pad and determine whether or not there is a pin with the A button. Regardless of your score, you can bowl any number of times.



There are various ways to enjoy this. Arrange the pins in positions that you're poor at and practice until you can knock them down well, or search out your own strike course, etc.



When the point of view is shifting...



BOWLING TERMINOLOGY DICTIONARY

Open Frame

▶ A frame in which no spare or strike is made.

Grasshopper

▶ A ball that has destructive power.

Split

▶ When the first throw is ended and the remaining pins make it very difficult to get a spare.

Spare

▶ When all 10 pins are down after the second throw.

Spin

▶ Putting rotation on the ball. With spin, you get power on the ball.



BOWLING TERMINOLOGY DICTIONARY

Sandwich Game

▶ Alternately getting strikes and spares and then ending the game. The game score is 200 points.

Perfect Game

▶ Ending the game with 12 consecutive strikes. The score is 300 points.

Double

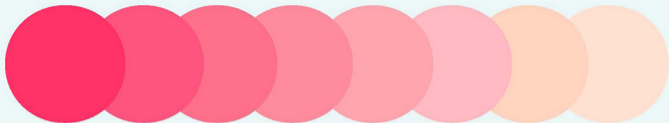
▶ Getting 2 consecutive strikes.

Turkey

▶ Getting 3 consecutive strikes. When you get a turkey, a fun screen can be seen....

Four-timer

▶ Getting 4 consecutive strikes.

**Frame**

▶ One game consists of 10 bowling parts.
One bowling part is called a frame.

Pocket

▶ It's the place where you aim to get a strike.
For a right-hander, it's between the 1 and 3 pin.
For a left-hander, it's between the 1 and 2 pin.

Splasher

▶ A strike where the 10 pins fly off all at once.

Schleifer

▶ A strike where the 1 pin is hit lightly and the pins fall one by one.

VIRTUAL BOY™

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