
ROMSTAR

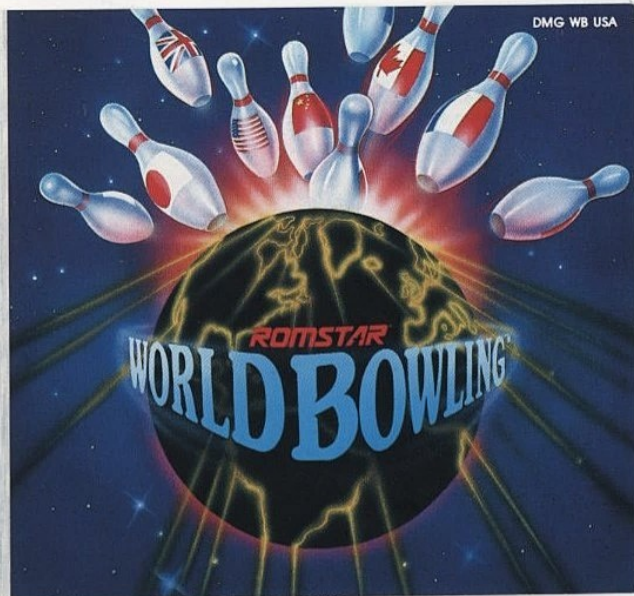
CONSUMER PRODUCTS DIVISION

22857 LOCKNESS AVENUE, TORRANCE, CALIFORNIA 90501 PHONE: (213) 539-5283 FAX: (213) 539-3626
CHICAGO OFFICE PHONE: (312) 792-1630 FAX: (312) 792-1559

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Nintendo

GAME BOY™



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THIS OFFICIAL SEAL IS YOUR
ASSURANCE THAT NINTENDO HAS
APPROVED THE QUALITY OF THIS
PRODUCT. ALWAYS LOOK FOR
THIS SEAL WHEN BUYING GAMES
AND ACCESSORIES TO ENSURE
COMPLETE COMPATIBILITY WITH
YOUR GAME BOY SYSTEM.

THANK YOU FOR PURCHASING ROMSTAR'S **WORLD BOWLING™**.

Before you start to play, please read this instruction booklet carefully and be sure to follow the correct operating procedures. Keep this instruction booklet safe for future reference.

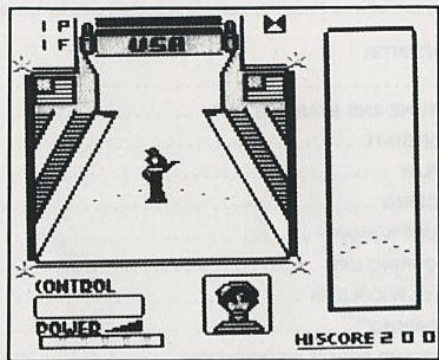
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BOWL!

Bowling has a long and rich history. Historians believe that the game of bowling dates back to the age of the caveman. They think that they may have thrown rocks or pebbles to knock over other rocks and pebbles. However, the first real evidence of bowling was found in Egyptian tombs. In 1939 nine stone pins, several small stone balls, and three pieces of marble were found in a large gravesight where a child had been buried in about 5200 B.C. Thus, it was proven that the game of bowling dates back over 7,000 years.

During the times of Julius Caesar (about 50 B.C.) people in the alpine region of Italy played a game based upon the same principles as "Bocce", the Italian form of bowling.

Bowling also had Germanic roots. Sometimes you hear someone call bowling "Kegeling", or a bowler a "Kegeler." A "Kegel" in German is a clublike weapon. "Kegels" were part of an early church ritual where round stones were rolled to knock over the "Kegel". If someone knocked over the "Kegel", his life was deemed to be clean.

Over time, the ritual was no longer used in the churches, and bowling became a form of entertainment. Even Martin Luther (1483-1546) was known to bowl for pleasure. He had a lane built so his children could play.

Dutch settlers brought bowling to America as early as the 1600's. These early settlers introduced a nine pin version of bowling into the developing American culture.

Abraham Lincoln was the first prominent American known to bowl. The nine pin version of bowling became quite a fad. Lawmakers outlawed the game because it had also become a popular betting game. A 10th pin was added, and not only did it legalize bowling, but it changed the future of the sport.

In 1895, the American Bowling Congress (ABC) was formed. It was founded to establish playing rules, scoring criteria, and set equipment standards.

The sport of bowling has rich and colorful history. Bowling has integrated itself and has become a permanent part of the American lifestyle.

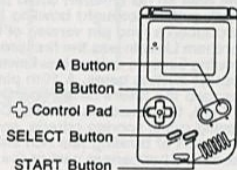
GAME OUTLINE

WORLD BOWLING™ is a one or two player scratch bowling match for your **Gameboy™** unit. Bowling is one of the most popular sports of all time. We have captured the excitement and technique for high level bowling competition. One or two players can bowl their way around the world. Each country you visit has its own music and mascots, so enjoy!

STARTING OUT

Start your session of **WORLD BOWLING™** by inserting the **WORLD BOWLING™** cartridge into your **Gameboy™**. Turn on the power with the power switch located on the top of the **Gameboy™** unit. The Nintendo® logo will scroll down from the top of the screen, and the title page will appear.

If this does not occur, please refer to "IF YOU HAVE PROBLEMS" located on page 10 of this manual.



HOW TO OPERATE



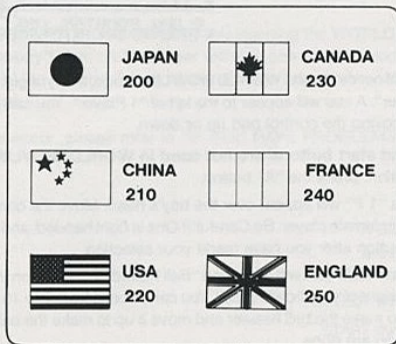
At the title page, you will notice the the **WORLD BOWLING** logo, a boy, a girl, and the words "1 Player" and "2 Player". A star will appear to the left of "1 Player". You can select a one or two player game by moving the control pad up or down.

NOTE: The select and start buttons are not used in WORLD BOWLING. When you have made your selection, press the "A" button.

At this point, the words "1 P" will appear over the boy's head. Move the control pad left or right to select the male or female player. Be Careful!!! One is right handed, and one is left handed!!! Press the "A" button after you have made your selection.

At this point the "1 P" and "2 P" text will clear, and "Ball Pound" will show on the screen. This will let you select the weight of your bowling ball. You can choose from 7 to 15 pounds. Move the control pad down to make the ball heavier and move it up to make the ball lighter. Press the "A" button when you are done.

At this point, the flags of the countries on the world tour will show on the screen. A bowling pin will appear by Japan. In a one player game, the tour will start in Japan. To advance to the other countries, you must make the qualifying scores for that country. In a two player game, you can select the country where you want the tour to begin. After that, you must make the qualifying scores to advance to the other countries. Press "A" to start game play.



HOW TO PLAY WORLD BOWLING

When the game mode officially begins, the game will allow you one exercise throw to limber up your bowling reflexes. Proper execution of your shot will consist of these three elements:

1. PLAYER POSITION

Press the control pad left and right to move your player to the desired position across the lane. Press "A" to lock in place.

2. HOOK CONTROL

Once your player is set in position, the indicator in the "Control" bar will move left and right. The amount of hook in your shot is determined by the position of the indicator. If the indicator falls to the left, a left hook will be released. If the indicator is in the middle, a straight shot will be released. If the indicator is to the right, a right hook will be released. Press "A" to set your choice.

3. POWER

The indicator in the "Power" bar will begin to move right and left. If the bar is toward the left, the ball will move slowly. If the bar is toward the right, the ball will have more power. Press "A" to confirm. At this point, the player will execute the shot.

Note that the position, control and power are the three most crucial elements of **WORLD BOWLING**. However, other elements will affect your performance. Find out the best ball weight for each player before starting the game.

To check your score, press the "B" button. Please note that the game must be ready for action for the scores to be displayed.

GAME SCORING

WORLD BOWLING is a scratch bowling match. Game play is based on total pin count, and not on regulation match play.

A strike is worth ten points plus the number of pins you knock down with your **NEXT TWO** balls. A spare is worth ten points plus the number of pins you knock down with your **NEXT** ball. If you fail to knock down all ten pins, you simply record the number of pins. A score of 300 is a perfect game.

In the tenth frame you may receive three balls. However, you must get at least a spare to get the third ball.

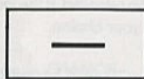
THE PROGRAM WILL AUTOMATICALLY TALLY THE SCORE.



SPARE



STRIKE



MISS



GUTTERBALL

BELOW IS A TYPICAL SCORESHEET. SEE IF YOU CAN FOLLOW THE SCORE.

1	2	3	4	5	6	7	8	9	10
7 []	[X]	[X]	8 []	[X]	G [9]	8 []	9 []	9 []	[X][X][X]
7	35	53	61	80	89	108	117	137	167

PLAYING LIKE A CHAMP

The object of bowling is to knock down all 10 pins in one try. A "Strike".

The "Perfect Strike" is basically a good hook shot. Ideally, the ball will only hit four pins. The rest will be knocked down in a series of chain reactions.

There are many combinations possible for a strike. However, most combinations require more luck than skill. The key to getting consistent strikes is to target your shots on the strike zone.

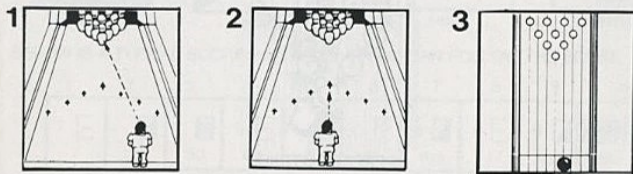
In **WORLD BOWLING** the lane in each country has its own unique features. Each has a different track, therefore the strike zone is different in each country.



"PERFECT STRIKE"

To bowl effectively, you must properly target your shots. In **WORLD BOWLING**, you have three targeting methods to choose from.

1. **PIN BOWLING:** Use the pins to target your shot. Set the character in a position that will bring the ball into the strike zone.
2. **SPOT BOWLING:** Aim at a close in object to target your shot. Use the arrows on the lane as a targeting guide.
3. **LINE BOWLING:** This is the most common method of targeting. Use the boards and the pins to target the shot.



CAUTION DURING USE:

1. If you play for long periods, take a 10 to 15 minute break every hour or so.
2. This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
3. Do not touch the connectors or let them come into contact with water, as this can cause malfunction.
4. Do not clean the game pak with volatile solvents such as thinner, benzene or alcohol.
5. Store the game pak in its protective case when not in use.

IF YOU HAVE PROBLEMS

NOTHING HAPPENS WHEN YOU TURN ON THE POWER SWITCH.

- Are your batteries good?
- Are the batteries in the correct way? Backwards batteries may cause no power or possible damage to the Gameboy.
- Is the contrast adjustment set for viewing? Turn the contrast adjustment (located on the left side of the Gameboy™) to see if the screen shows.
- Is there any light? Gameboy™ requires some form of ambient light. A comfortable reading level is best suited for Gameboy.

A BLACK BOX SCROLLS DOWN THE SCREEN

- Is there a cartridge in Gameboy™
- Is the cartridge good? Check with a known good cartridge.
- Is there any paper or anything clogging the back slot for the cartridge?

THE GAME PLAYS, BUT IT CUTS OUT OR HAS FUNNY GARBAGE ON SCREEN

- Check with a known good cartridge.
- Are the contacts in the slot dirty?

VIDEOLINK™ WON'T WORK WITH WORLD BOWLING™

- WORLD BOWLING Software Does NOT Support The Videolink™, and will ignore it completely.

In the case that you have isolated the problem to the game cartridge, you may need to send the defective game pak to a Romstar Service Representative for repair. Please refer to our warranty policy for return procedures.

ROMSTAR

PLAYER SUPPORT

If you have any questions regarding your WORLD BOWLING™ Game Pak, please feel free to contact your Player Support Department at:

(213) 539-5283

Please return your Free Subscription Card to Romstar's Newsletter. In the newsletter we will update you on new games from Romstar, give hints and tips on Romstar games and run contests.

Look for other Romstar games — Coming soon from your local retailer.

ROMSTAR 90-DAY LIMITED WARRANTY:

Romstar, Incorporated warrants to the original consumer purchaser that this Romstar game pak shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day period, Romstar will repair or replace the pak, at its option, free of charge.

TO RECEIVE THIS WARRANTY SERVICE:

1. Do not return your defective game pak to the retailer.
2. Notify the Romstar Consumer Products Service Department of the problem requiring warranty service by calling (213) 539-5283. Our Consumer Products Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
3. Do not send your pak to Romstar before calling the Consumer Service Department. Any unauthorized pak returned to Romstar will not be accepted.
4. If the Romstar Service Representative is unable to solve the problem by phone, you will be provided with a Return Merchandise Authorization Number (RMA#).
5. When you are returning your pak to Romstar, please proceed as follows:
 - Obtain an RMA# from a Romstar Service Representative
 - Reference this RMA# on all correspondence, shipping documents and it must be clearly visible on the outside of the package.
 - Be sure that your packaging is at least 4 inches by 6 inches. Many shipping companies will not ship anything smaller.
 - Return your pak **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**. Use a shipping Company which will be able to provide a proof

of delivery in the event your return is lost in transit. Include a brief letter (referencing your RMA#) explaining the defect. You must include the following with your return:

- Full Name
- Complete Mailing Address
- Shipping Address if different than mailing address
- Day Time Phone Number
- Dated Sales Receipt or Similar Proof of Purchase
- Name and Address of the store the pak was purchased

SEND YOUR RETURN TO:

ROMSTAR, INCORPORATED
CONSUMER PRODUCTS SERVICE DEPARTMENT
DEPT. 112
22857 LOCKNESS AVENUE
TORRANCE, CA 90501

THIS WARRANTY SHALL NOT APPLY IF THE PAK HAS BEEN DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, MODIFICATIONS, TAMPERING, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP.

ROMSTAR REPAIR / SERVICE AFTER EXPIRATION OF WARRANTY: _____

If the pak develops a problem requiring service after the 90-day warranty period, you may contact the Romstar Consumer Products Service Department at (213) 539-5283. If the Romstar Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Romstar to repair or replace the pak and will be given a Return Merchandise Authorization Number (RMA#). Reference your RMA# on the outside packaging of the defective pak, on all correspondence, and on your shipping documents.

Return the defective merchandise **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**, to Romstar and enclose a money order payable to ROMSTAR, INC. for the cost quoted to you. Please include the following with your return:

- RMA Number
- Full Name
- Mailing Address
- Shipping Address (if different than mailing address)
- Day Time Phone Number

If after personal inspection, the Romstar Service Representative determines the pak cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS: _____

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Romstar be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of the warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.