Nintendo

GAME BOY COLOR

Make a Strike Anywhere

MAJESCO SALES, INC.

CGB-VP9E-USA

10PIN BOWLING™

INSTRUCTION BOOK

ONLY FOR GAME BOY COLOR

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

EVERYONE

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. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo®

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

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Thank you for purchasing 10-PIN BOWLING™ for the Nintendo® Game Boy® *COLOR* System.

Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.

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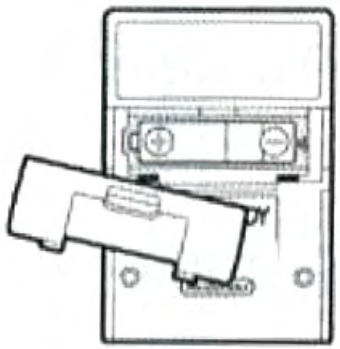
Instruction Book

RUMBLE PAK



GAME BOY
RUMBLE PAK

Game Boy® Rumble Pak® Function

This Game Pak has a built-in rumble feature that allows you to experience real-time feedback when used with the Game Boy *COLOR* system.

Before using the Game Boy Rumble Pak, install the battery as follows:

Note: The game play features of this Game Pak will operate when loaded into any Game Boy COLOR system, but the rumble vibrations will only be felt when the battery has been installed.

Caution: Make sure to remove the Game Boy Rumble PAK from the Game Boy COLOR system when inserting or removing the battery.

1. Remove the battery cover and insert one AAA battery as shown. Make sure to use only fresh alkaline batteries. Do not use nickel-cadmium batteries (rechargeable type).
2. Replace the battery cover. Load the Game Rumble Pak into any Game Boy *COLOR* system, then turn the Game Boy system on.

NOTE: During game-play the rumble feature may be toggled On or Off by pressing *SELECT.*

OVERVIEW

Congratulations! You now own your very own bowling alley, in the palm of your hand! Imagine going for a 7-10 split, or trying for that perfect game while surrounded by the sights, sounds and nostalgia of the classic American Bowling Alley. 10-PIN BOWLING does just that, immersing the player into a virtual bowling experience, anywhere, anytime. No waiting for an alley here. This classic pastime is synthetically recreated with exquisite detail right down to the polished mahogany lanes...

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Developed by Morning Star Multimedia, Inc.

GETTING STARTED

To get started with 10-PIN BOWLING™, please begin with the following:

1. Making sure your Nintendo® Game Boy® *COLOR* System is turned off, plug the 10-PIN BOWLING™ Game Pak into the Nintendo® Game Boy® *COLOR* System.

2. Turn on your Game Boy® *COLOR* . In a few moments the Majesco Sales, Inc. Company Logo Screen should appear.

Majesco Title Screen

PLAYER SELECTION

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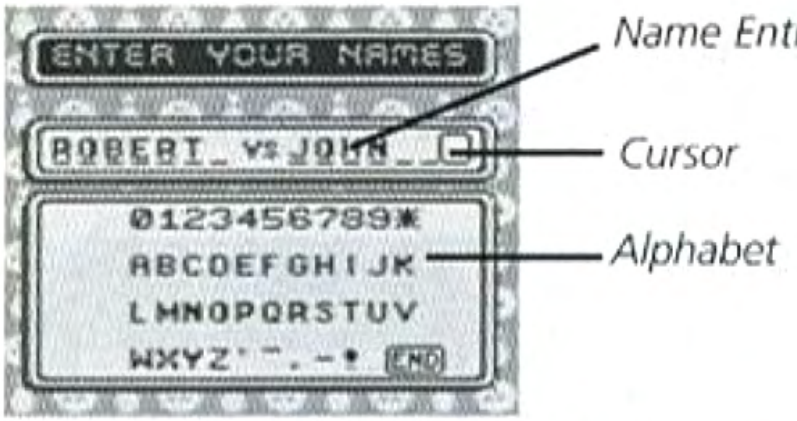
Once the 10-PIN BOWLING™, Legal Screen has appeared, you may press the A Button to display the Player Selection Screen.

Once the Player Selection Screen appears, you may press the Control Pad up or down to choose either a one or two player game. For two players, read Playing a Two-Player Game.

Player Selection Screen

When the bowling ball icon is to the left of the desired player mode, press the A Button to begin!

NAME ENTRY SCREEN



On the Name Entry Screen, each bowler may enter their name in the following manner:

* Use the Control Pad to move the box highlight throughout the alphabet list.
* Press the A Button to select the chosen letter or symbol.
* Press the B Button in conjunction with the Control Pad to move the cursor across the Name Field.
* Select "*END*" from the alphabet list to exit the Name Entry Screen.

When playing a two-player game, players will alternate turns

PLAYING A TWO PLAYER GAME

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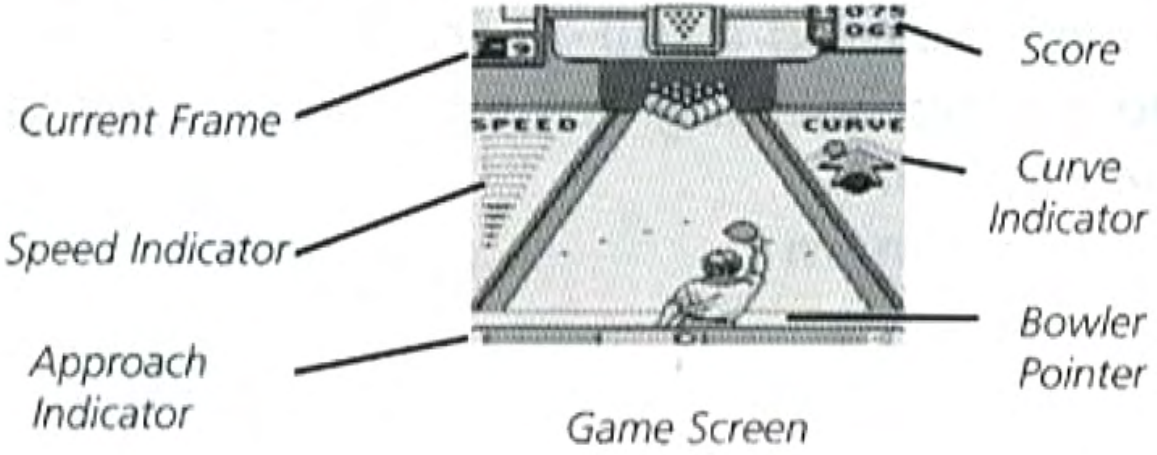
until they have each bowled a full 10 frame game. The *Player Indicator* located on the Bowling Screen indicates which player is currently bowling.

THE BOWLING SCREEN



Game Screen

On the Bowling Screen, much of the display is comprised of the bowling lane area along with various indicators which represent the speed and direction of the ball. The Ball Release Timer, Current Frame, and Player's Scores are also displayed on this screen.

GAME CONTROLS

The information displayed on the screen represents:

Aiming Pointer - This indicator allows the player to set the ball's horizontal starting position when released.

Approach Indicator - This indicator shows the player's position relative to the lane's foul line.

Ball Indicator - This indicates which ball the player is currently about to release (ball 1 or 2).

Ball Curve Indicator - This indicator allows the player to set the amount of "hook" or curve placed on the ball when released. (Set with the Control Pad Left/Right Arrows)

GAME CONTROLS

Ball Speed Indicator - This indicator allows the player to set the speed of the ball when released. (Set with the Control Pad Up/Down Arrows)

Bowler - This on-screen character represents the current bowler.

Current Frame - This shows the player's current scoring frame.

Pin Indicator - This display located above the alley represents the current configuration of the alley's pins after each throw.

Player Indicator - The display indicates which player is currently bowling (player 1 or 2).

Score - The display shows the current player's score for the current frame.

HOW TO PLAY

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For each bowling frame the player releases two balls in an attempt to knock down all 10 pins. The following demonstrates the steps required to set the ball's speed, direction and curve:

* Move the Control Pad to the right or left to position the *Aiming Pointer's* position.

* Holding down the A Button will cause the on-screen bowler to appear and cause the *Bowler Indicator* located on the *Approach Indicator* to begin moving toward the right.

* While the *Bowler Indicator* is moving, the ball's release speed can be set by moving the Control Pad Up or Down as

represented on the *Ball Speed Indicator*. The amount of curve placed on the ball when released can be set by moving the Control Pad right or left as represented on the *Ball Curve Indicator*.

* The ball must be thrown by releasing the A Button once again while the *Bowler Indicator* is within the light green portion of the *Approach Indicator*.

Press START at any time during play to pause the game. Pressing START once again takes the game out of pause and resumes play.

If the ball is not released before the Bowler Indicator reaches the right boundary of the light green portion of the *Approach Indicator*, a foul will occur.

GAME SCORING

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While the *Aiming Pointer* is displayed on screen, you may press the B Button to display the Score Screen. Once the Score Screen is displayed, you may use the Control Pad to scroll Left and Right to review any frame.

During play, scoring is accumulated in the following manner:

* For a given frame, the number of pins knocked down by the first ball is displayed in the upper left portion of that frame's Scoring Box.

* The number of pins knocked down by the second ball is displayed in the upper right portion of the Scoring Box. The total of both throws is then placed in the lower portion of the Scoring Box.

GAME SCORING

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* If the second ball thrown successfully knocks down all of the remaining pins, a "*SPARE*" is achieved and is displayed in the upper right portion of the Scoring Box with a "/" symbol. The score for that particular frame is calculated as follows:

    10 points + the number of pins knocked down by the next ball thrown.

* If the player successfully knocks down all the pins on the first ball thrown, a "*STRIKE*" is achieved and is displayed in the Scoring Box with a "X" symbol. The score for that particular frame is now calculated as follows:

    10 points + the number of pins knocked down by the next two balls thrown.

NOTES

WARRANTY INFORMATION

Majesco sales Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (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 the 90 day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To recieve this warranty service:

1. DO NOT return your defective game to the retailer.
2. Notify Majesco Sales, Inc. of the problem requiring warraty service by calling our Technical Support Department at (800) 826 0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representive is unable to solve the problem by phone, you will be provided with a Return Authorization number.

Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FRIEGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sale slip or similar proof of purchase (UPC code) within the 90-day warranty period to :

Majesco Sales, Inc.
244 Fernwood Avenue
Edison, N.J. 08837

This Warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

Repairs/Service after Experation of Warranty

If the PAK developes a problem requiring service after the 90 day period, you may contact the Majesco Sales, Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales Dept. is unable to to solve the problem over the phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a moneyorder payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representive determines the PAk cannot be repaired, it wil be returned and your payment refunded.

Warranty Limitations

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PUPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL MAJECO SALES, INC. BE LIABLE FOR COSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential of incidental damages, so the above limitations 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.

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