



NTSC U/C

PlayStation



Big Strike

BOWLING



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



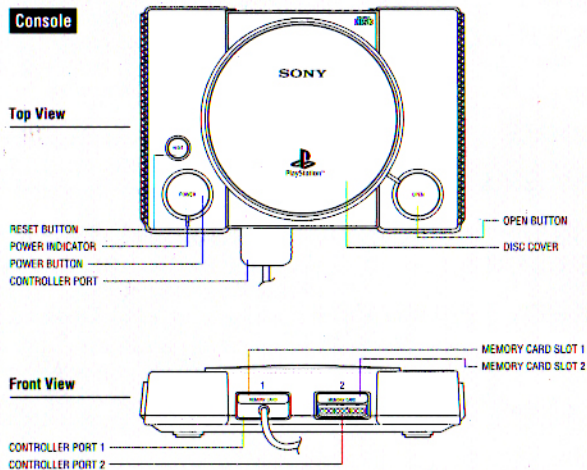
CONTENTS

STARTING THE GAME	2
MAIN MENU	4
GAME SETUP MENU	4
ALLEYS	4
GAME MODES	5
EDIT BOWLER & BOWLER SELECTION	6
CUSTOMIZING CHARACTERS, PURCHASING ITEMS & PLAYER STATS	8
BOWLING 101 & PAUSE MENU	8
HOW TO KEEP SCORE	10
SAVING & LOADING GAMES	11
CREDITS	12

STARTING THE GAME

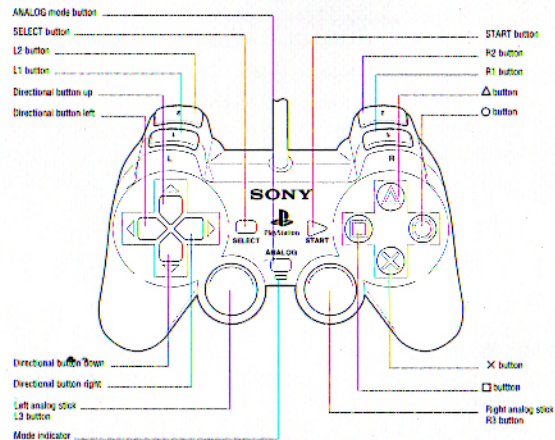
Installation

1. Set up your PlayStation® game console according to the instructions in its instruction manual.
2. Make sure the power is off before inserting or removing a compact disc.
3. Insert the Big Strike Bowling disc and close the disc cover.
4. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.



GAME CONTROLS

DUALSHOCK® analog controller



CONTROL

Directional Buttons

⊗ Button

△ Button

ACTION

Navigate Right / Left / Up / Down

Select

Return to Previous Menu



Name Cy	6 1	8 1	X -	X -	X -	7 -	6 -	3 /	5 -	9 -	-
	7	16	46	73	90	97	103	118	123	132	

MAIN MENU

Quick Bowl - Starts a new game using predetermined bowler and lane.

New Game - Starts a new game and brings up the Game Setup Menu.

Load - Loads previously saved games and stats.

Save - Saves your current stats and games.

Game Options - SFX Volume: Controls In-Game SFX

Ambient Volume: Controls In-Game Ambient

Difficulty Level: Choose from 3 different difficulty levels for computer-controlled characters

Credits

GAME SETUP MENU

After choosing New Game, you begin setting up your game by going to the Alley Selection screen.

ALLEYS

You have the choice to bowl in four exciting and unique bowling lanes. To select an Alley, press the directional buttons Left or Right to cycle through the alleys.

Press **X** to select. Press **△** to go back one menu.

- Rockin' Lanes – Bowl in the classic atmosphere which is Rockin' Lanes.
- Hula Bowl - Imagine bowling in a tropical setting, the wind in your hair, sand on your feet, the ocean breeze behind your back.
- Starlight Bowl – Bowling with a cosmic décor. Neon lights and the appearance of stars and spaceships make this alley spacey indeed.



- Alley Alley – Bowl a game in a back alley knocking off bottles instead of pins. Make sure your ball doesn't get swept into the gutter!

GAME MODES

After selecting a bowling alley, you'll choose what type of bowling match to enter. Press the directional buttons Left or Right to go through the games. Press **X** to select. Press **△** to go back to the Alley Selection Menu.

- Open Game

Challenge your friends or the computer in a Ten-Frame contest to determine who is the master of the lanes. Up to six players, in any combination of human and CPU players, can join in a Ten-Frame game of bowling. May the best man, or woman, win!

- Team Game

Pit two teams of bowlers against each other for bragging rights. Teams of two or three bowlers can participate in this grudge match in any combination of human or CPU bowlers. Show your team spirit with several team logos. And remember; choose your team members wisely and don't let them down!

- Progressive Play

A single player bowls head to head with a series of 16 CPU opponents. Winning Progressive Play mode earns you money to purchase various items for your character. Can you defeat all challengers to become the champion of the lanes?



Name <u>Herman</u>	X -	7 /	X -	9 /	6 2	X -	X -	9 -	8 /	X X -
	20	40	60	76	84	113	132	141	161	181

• Tournament

Are you ready to face the big boys of bowling? Tournament Mode pits up to six players, against each other and dozens of CPU opponents, totaling 32 competitors in the opening round of a grand bowling tournament. The players are entered into the competition so that the players will not confront each other until the latest possible round. Rounds between CPU characters not part of the original six are not shown, although they will post results at the end of the first round. The deeper you go into the tournament, the more difficult opponents become.

The 32 competitors play a single game each to determine the entrants for the next round. The 32 are reduced to 16, then to 8, 4, and finally 2. The last two survivors of the tournament play a one game match to determine the winner of the tournament. In case of a tie, there will be a "Roll Off" until the tie is broken. A Roll Off consists of individual frames played head to head.

Winning the Tournament mode earns you money to purchase various items for your character.


BOWLER SELECTION

Once you've selected your alley and what game mode you want to bowl in, you can decide on whom you're going to bowl as.

The Bowlers Screen allows the player to assign up to 6 bowlers to controllers 1 and 2, as well as assign CPU players. Press the directional buttons Left or Right to select the player. Press L1 or R1 to assign the player to a controller.



EDIT BOWLER

In the Bowler Selection Menu, press  to go to the Edit Bowler screen. Here you can change the character for each of the players involved in your game. You can edit your bowler in the following ways...

Character - Change your character model by pressing the directional buttons Left or Right.

Shoes - Change your shoes by pressing the directional buttons Left or Right.

Shirt - Change your shirt by pressing the directional buttons Left or Right.


Pants - Change your pants by pressing the directional buttons Left or Right.


Ball Cover- Change bowling ball cover by pressing the directional buttons Left or Right.

Skin - Change skin color by pressing the directional buttons Left or Right.

Hair Color - Change hair color by pressing the directional buttons Left or Right.

Hair Style - Change hairstyle by pressing the directional buttons Left or Right.

Name - Edit the name of your bowler. Press  to go to the edit name screen.

Stats - View the stats of this bowler. Press  to go to view stats.

Cash - Displays the amount of money you have.



Name <u>Kinger</u>	X -	X -	X -	X -	X -	X -	X -	X -	X -	X -	X X X
	30	60	90	120	150	180	210	240	270	300	



PURCHASING ITEMS

You can earn money by competing in Progressive and Tournament Modes. Money earned can be used to purchase items to customize your character. When changing shoes, shirt, pants and the ball cover, a price tag will appear next to your character. If you do not own the item, then there will be a price tag showing you how much the item is. Press **X** to purchase the item.

The more money you earn, the more secrets you can discover and unlock.

PLAYER STATS

You can view your character's progress and stats by selecting the Stats option in the Edit Bowler screen. These stats can be saved on your Memory Card.

Average - Your character's average score per game

High Game - Your character's high score in a single game

Earning - Your character's total earnings from Progressive and Tournament modes

Strikes - Percentage of Strikes per game

Spares - Percentage of Spares per game

Wins, Losses - Your character's Tournament and Progressive wins and losses

BOWLING 101

Before you release the ball

Press and hold the **□** button to view your score.

When you step up to the alley for your frame, you start by positioning towards the left or right of the alley. As your bowler moves, the aiming arrow for the path of the ball moves as well. To do this use the directional button pressing Left or Right.

Use the L1 and R1 buttons to move the aiming arrow Left or Right. Use L2 and R2 to curve the arrow Left or Right. Press **X** to select the path of the ball.

Bowling Meter Operation

There are two meters that appear once you've selected your ball's path.

Power Meter

Once you have selected the ball's path the power meter immediately moves up. Press **X** to stop the meter. The higher you stop the power meter, the more velocity the ball will have going down the lane. Letting the power meter reach the maximum will result in a miss and your ball will lose velocity.

Accuracy Meter

Once you have selected the power meter, the Accuracy Meter will begin to move. To obtain the best accuracy, you must stop the meter in the green area of the meter. Press **X** to stop the meter. Be careful not to make the meter run over or you will cause your bowler to bowl a foul, skipping their turn.

PAUSE MENU

Press Start to pause and resume your game.

Press **X** to go to the options menu.

The options menu allows the following:

SFX Volume - Controls volume for sound effects

Ambient Volume - Controls volume for music



Name <u>Liz</u>	X -	X -	X -	7 2	8 /	5 3	X -	7 /	9 /	X 7 /
	30	57	76	85	100	108	128	147	167	187

Press **A** to quit the current game and go back to Main Menu.
Use the directional button and press **X** to select Yes to quit or No to go back to the game.

HOW TO KEEP SCORE

Big Strike Bowling automatically keeps track of the scores after each ball.

Frames - Each game consists of 10 frames. A bowler can make two attempts per frame to knock down all 10 pins. For every pin that is knocked down, one point is awarded. For example, knocking down 3 pins is awarded 3 points; 4 pins, 4 points; and so on and so forth. In the tenth frame only, a throw may be awarded if a Strike or Spare has been achieved after the first two balls of the tenth frame.

Strike (X) - If, on the first ball thrown in a given frame, all 10 pins are knocked down, the bowler is awarded 10 points plus the number of pins that are knocked down during the bowler's next two frames. The frame is marked with an X until after the next two balls are thrown and the score is calculated.

Spare (/) - If it takes a bowler 2 balls (or throws) to knock down all ten pins in a given frame, the bowler is awarded 10 points plus the number of pins that are knocked down on the bowler's next frame. The frame is marked with a (/) until after his next throw (during the bowler's next turn). If a bowler fails to knock down any pins with the first ball and proceeds to knock down all 10 with the second ball, the frame is scored as a Spare.

Foul - If a bowler fails to throw the ball down the lane due to a missed release point on the Bowling Meter, the player commits a foul and the turn is lost. A foul is equivalent to 0 points.



Total Score - The total score is calculated after 10 frames have been completed. The maximum score for a bowler is 300 - The Perfect Game.

SAVING THE GAME

The game can only be saved in between games, not during a game. When you finish or try to quit from a Progressive or Tournament game you will be asked if you would like to save the game. Select yes or no as desired. If you select no, you can still save the game from the main menu. You will also be given the option to save your game between rounds in tournaments and progressive modes.

When saving the game, the current progress of Progressive and Tournament games are saved, even if you quit back to the main menu from a different game mode. For example, you play a Progressive game and quit halfway through back to the main menu without saving. Then you play a Tournament game and quit halfway through that and save the game, your progress of where you left off for both Progressive and Tournament games that you were playing are saved.

Also what is saved is the stats and changes to the bowlers that you have made. **WARNING!** - Bowler stats and changes to the bowlers are only saved when you choose to save. It is not saved automatically.

LOAD GAME

Saved games are loaded from the main menu. Once the saved game is loaded you can then continue from where you left off in each of the game modes (Team Game, Progressive or Tournament) by selecting that game mode from the New Game option in the Main Menu.

CREDITS

CORESOFT

Lead Programmer
Bob Thompson

Engine Programmer
Martin Jajam

Art Director
Steven Ehrensperger

Lead Artist
Michael Woolf

3D Artist
Mike Montague

Character Design
Len Gatdula

Director of Technology
Chris Harvey

President and CEO
Dave Connelly

Chief Financial Officer
Mary Ellen Connelly

V.P Development
Alan Pavlish

Sound Effects
Martin Jajam
Michael Woolf

Special Thanks
Tara Harvey
Gretchen Widmer
Sofia Montague

Drew Gatdula
Jennye Laws-Woolf
The One They Call Girls

GOTHAM GAMES

President
Jamie Leece

Producer
James Pacquing

Product Manager
Jay Fitzloff

General Manager
Greg Ryan

Business Development
Juan Gutierrez

Senior Producer
David Nottingham

Public Relations
Justin Schwartz

Creative Services
Mike Cala
Larry Conti
Dan Lish

Production Services
Dean Martinetti
Marc Nesbitt

Special Thanks
Dan Einzig
Gary Foreman
Michael Gerard
Andrew Green
Oswald "Oz" Greene
Jennifer Kolbe
Kristine Severson
Peggy Yu

TAKE-TWO BALTIMORE

Chris Mate
Mike Snyder
Chrissy Bates
Greg Bauman
Mark Moon
Chris Larkin
Phil Santiago
Sydney Saunders IV
Dave Thomas
Katie Young
Matthew Baros
Mykl Ranere
Patty Saneman
Stacey Sharpe
Andre Liggins
Judy Pentz

TAKE-TWO O/A EUROPE

QA Manager:
Mark Lloyd
Lead Tester: Kit Brown
Tester: Steve McGagh

IN MEMORY

Simon "Cy" Woolf
(1915-2002)

Inducted in the Hall of Fame of the Tampa Bowling Association (TBA), life member of TBA, founder of the Senior Bowling Clubs of Florida, Senior Keglers and Florida Lanes Senior Tournament Clubs, advisor to the American Bowling Congress (ABC) Exec. Committee, and 45-year member of ABC.

Always willing to share his love of the game, Cy consulted in the making of Big Strike Bowling.

WARRANTY

Take-Two Interactive Software, Inc. warrants to the purchaser only that the disc provided with this manual and the software program coded on it will perform in accordance with the description in this manual when used with the specified equipment, for a period of 90 days from the date of purchase.

If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the disc to Take-Two or its authorized dealer along with a dated proof of purchase. Replacement of the disc, free of charge to the original purchaser (except for the cost to return the disc) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Take-Two shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damage for personal injury, even if Take-Two has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of any incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law, which cannot be pre-empted. This warranty gives you specific legal rights and may also have other rights, which may vary from state to state.

You may not reproduce, prepare derivative work based on, distribute copies of, offer for sale, sell, transfer ownership of, rent, lease, or lend to others the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation; provided, however, that you may transfer the entire Program and accompanying documentation on a permanent basis as long as you retain no copies (including archival or backup copies) of the Program, accompanying documentation, or any portion or component of the Program accompanying documentation, and the receipt agrees to the terms of the agreement. Further you may not modify, reverse engineer, disassemble, decompile or translate the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation, nor may you make any copies of the Program modules for use with other programs. This program is intended for private use only.

TAKE-TWO INTERACTIVE SOFTWARE, INC.
622 BROADWAY 4TH FLOOR NEW YORK, NY 10012

For technical support, please call TalonSoft @ (410) 933-9191 9:00 am to 5:00 pm EST Monday through Friday.

ESRB RATING

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

AVAILABLE NOW



Gotham Games 622 Broadway, New York, NY 10012

Gotham Games and the Gotham Games logo are trademarks of Take-Two Interactive Software, Inc.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

