



NTSC U/C

PlayStation®



Ten Pin Alley™

In Cooperation With



Bowling Hall of Fame and Museum
St. Louis, Mo.

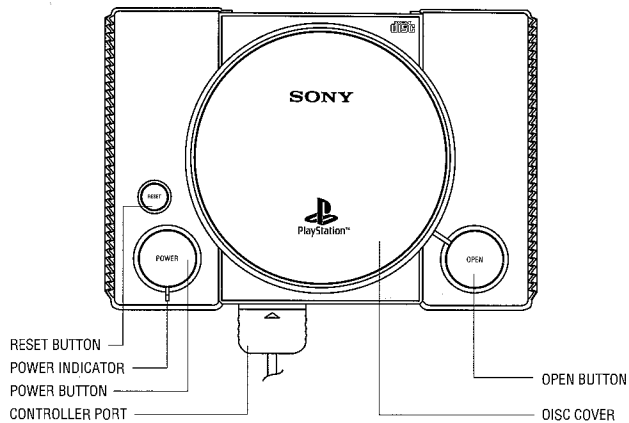
Developed by
Adrenalin
ENTERTAINMENT



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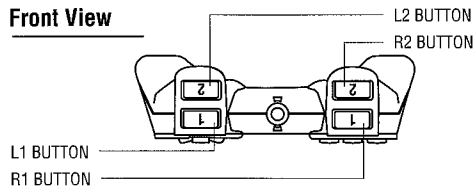
STARTING THE GAME



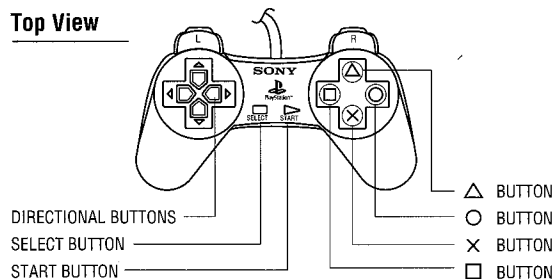
1. Set up your PlayStation™ console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the TEN PIN ALLEY™ disc and close the Disc cover.
3. Insert game controllers and turn on the PlayStation™ console.
4. Follow on-screen instructions to start the game.

CONTROL SUMMARY

Front View



Top View



MEMORY CARD

TEN PIN ALLEY™ utilizes a Memory card. Up to 6 players can supply their own Memory card and their own respective saved players.

WARNING: Do not insert or remove a Memory card during the Load/Save operations.

INTRODUCTION

NO BOWLING SHOES REQUIRED!

America's most popular indoor participation sport has come home and it's even more outrageous than the real thing! Actual pin physics give you a pro-caliber bowling experience. Colorful characters bring home all the variety, laughs and action of bowling at your local alley. It's bowling the way you want it - without those funky rental shoes.

Enter a Tournament or just play for fun. Bowl the ball straight or with a wicked curve. Listen to lounge music or jam to rock 'n' roll. Wear your bowling shoes or play in your bare feet! Either way, get ready for an outrageously awesome bowling experience.

WELCOME TO TEN PIN ALLEY™

MAIN MENU



- New Game** Starts a new game and brings up the **Game Selection Menu**.
- Load Game** Loads a previously saved Tournament and saved players. Note: To access this feature your PlayStation™ requires the PlayStation™ Memory card.
- Hall of Fame** View a film about the Bowling Hall of Fame and Museum® in St. Louis, Missouri.
- Options** Sound Mode: Stereo/Mono
Jukebox Music: Lounge/Rock/None
Interface Music: On/Off
Lane Dressing Drying: On/Off
Unformat Memory Card
Exit
- Credits**

GAME SELECTION MENU

Use the Directional buttons to move to selections and then use the **X** button to select.

Scoring

- Standard Conventional ten pin scoring.
- No Tap If the first ball in a frame knocks down either 9 or 10 pins, it is scored as a strike.

Alley

- Maui Bowl A retro bowling center.
- Ten Pin Alley A modern bowling center.
- Conga Bowl A midnight bowling center.

Play Style

- Open Play Play one on one against a friend or computer bowler. Up to six can play or simply play solo.
- Team Play Bowl as a team of 2 or 3. Teams can consist of any combination of human or computer bowlers.
- Tournament The TPA Tour is a series of single elimination multi-level Tournaments, each consisting of 64 total players. Up to 6 people may enter the Tournament, while the remaining Tournament participants will be computer controlled. The draw of contestants is set by the computer at the start of the Tournament. The screen will indicate other Tournament matches that are going on at the same time that you are playing your match. Your match is referred to as the "T.V. Match" since that is the game you are actually playing and watching. In case of a tie, there will be a "roll-off" until the tie is broken.

First select either Amateur or Pro. In the Amateur mode, the opponents will be less challenging and the virtual cash awards will be smaller. Once you have selected your Play Style, move to one of the six player slots on the screen. When you begin, the slots are blank except slot #1 which says "Player 1". To play a quick game without player or game setup, move to the BOWL! button and press **X**. The computer will select a character type for you and you may begin bowling a solo game.

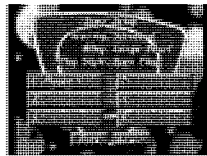
NOTE: You may save your match after each Tournament round, using your PlayStation™ Memory card.

Lifetime Tournament and Career Statistics - Individual statistics such as lifetime average, TPA Tour earnings, etc. are compiled on an ongoing basis (this requires a Memory card).

Player Registration

Player Registration Screen - Select from 12 outrageous character types. Input a name. Choose the outfit, hair and skin tone, skill level, ball type and weight.

To select and create your own character, move to the slot that says "Player 1" by using the Directional buttons and press **X**. A subscreen will allow you to create your own player (select the Edit Player option), load a previously created player and use their lifetime statistics (Memory card required) or change to one of the computer controlled bowlers. The Directional buttons move you around the menu. Adjustments or changes can be made by pressing **X**. When your choices are complete, go to OK and then press **X** to finalize your choice.



Note: For additional players, move to each of the other slots using the directional buttons.

Pause Menus

To pause a game, press START. During Open or Team Play, a menu will appear with the following options:

| | |
|-----------------|--------------------------------------|
| View Scoreboard | View current game score |
| View Stats | View current player statistics |
| Player Setup | Change ball, skill level, controller |
| Delete Player | Removes player |
| Music Setup | Change or turn off music |
| End Game | Exits current game |



During Tournament play, the pause menu contains the following options:

| | |
|-----------------|--------------------------------------|
| View Standings | View current player rankings |
| View Scoreboard | View all current tournament scores |
| View Stats | View current player statistics |
| Player Setup | Change ball, skill level, controller |
| End Game | Exits current game |



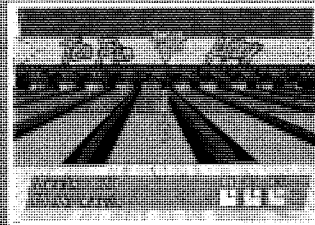
THE GAME

SETTING LANE POSITION

LANE ARROW

The lane arrow marks the spot on the lane which the bowler SHOULD aim for prior to releasing the ball. Using the Directional buttons, move the arrow in any direction. Press **X** after selecting a position setting.

- The bowler will appear after confirming the position.



SETTING BOWLER POSITION

- Using the Directional buttons, move the bowler either left or right to the desired position.
- Press **X** after setting bowler position.
- After selecting bowler position, a side view of the bowler will appear along with the bowling roster. The bowling meter is used to knock down pins.

Override Option: To cancel a setting, arrow or bowler position, press **▲**.

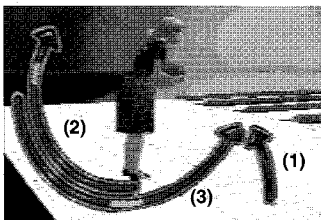
BOWLING METER OPERATION

The bowling meter is active as soon as it appears on the screen. It consists of three functions. It is up to you to decide the spin, power and release point of the ball.

SPIN METER - Small green meter (1).

- Use the left or right Directional buttons to activate.
- The Directional buttons will increase and/or decrease the amount of spin you choose to put on the ball. For right-handed bowlers, use the left Directional button to increase spin. For left-handed bowlers, use the right Directional button to increase spin. The amount of spin can be decreased by pressing in the opposite direction on the Directional buttons.

NOTE: Try setting the SPIN METER as soon as the BOWLING METERS appear on the screen.



POWER METER - Top red meter (2).

- After a short pause, the bowler will begin to go into motion. As the bowler begins to raise his/her arm backwards in preparation of the roll, the POWER METER will also increase. As the meter increases, so does the velocity at which the bowler will throw the ball. The yellow area on the meter indicates ideal power setting. However, you may choose to increase or decrease power as you become familiar with each bowler's characteristics.
- Press the ✖ button at the appropriate time to select the desired velocity.

RELEASE METER - Bottom meter (3).

- After selecting desired velocity (using the POWER METER), the RELEASE METER will become active. As the bowler's arm begins to move forward, so does the RELEASE METER. The yellow area on the RELEASE METER indicates the ideal release point.
- Press the ✖ button at the appropriate time to select desired release point.

Multi tap™

TEN PIN ALLEY™ supports Multi tap™ use. If the Multi tap™ is plugged into controller port 2, a controller must be plugged into controller port 1 for correct operation. If the Multi tap™ is plugged into controller port 1, then the controller must be plugged into port A of the Multi tap™.

BOWLING SCORING METHOD

- 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; 5 pins, 5 points; and so on. In the tenth frame only, a third throw may be awarded if a STRIKE or SPARE has been achieved after the first two balls of the 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 throws. The frame is marked with an X until after the next two balls are thrown.
- SPARE (/)** If it takes a bowler 2 balls 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 throw. NOTE: 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 receives an F as a score for the ball. An F 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."



SPECIAL NOTES

Bowling Conditions

In real bowling, the lane is oiled to inhibit ball control. Throughout the course of the game, the ball wears down the oil treatment which may change the way the ball travels down the lane. TEN PIN ALLEY™ reflects these changing lane conditions. The lanes will be redressed at the end of each game in Open and Team play. During Tournaments, the lanes will only be redressed at the start of Tournament play.

TEN PIN ALLEY™ Legal Disclaimer:

All prizes "awarded" in all levels in TEN PIN ALLEY™ are not real and cannot be claimed by consumers. These are **virtual** prizes, signifying that you have reached a new level of excellence in this video game.