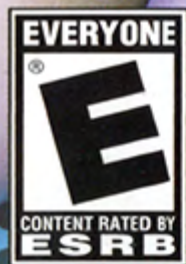


The cover art features a dynamic scene of a bowling alley. In the foreground, several white bowling pins with red bands are scattered, some appearing to be in motion. A large, vibrant purple and red bowling ball is the central focus, with the AMF logo embossed on its surface. In the background, a man in a red and black vest is captured in a celebratory pose, raising his fist. The background is a blurred, colorful scene of a bowling alley with a blue and purple bokeh pattern at the top and bottom.

AMF **X**TREME BOWLING



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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 UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

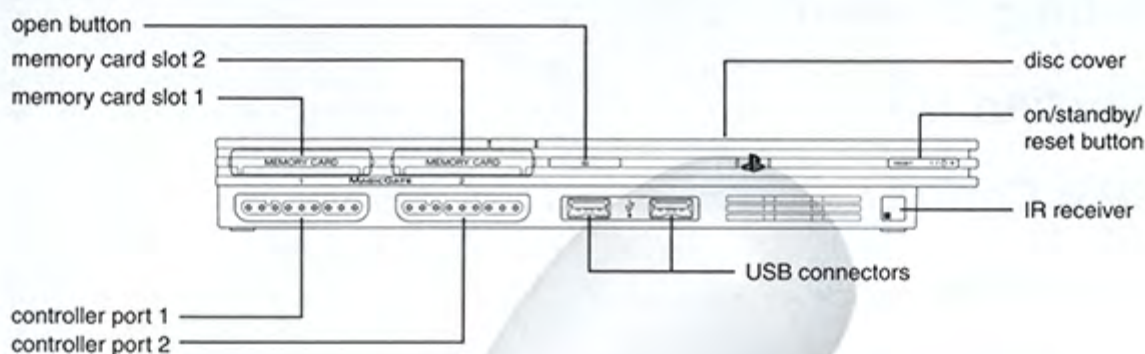
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **AMF® Xtreme Bowling 2006** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



TAKE CONTROL

Main Menu

Left analog stick	Up, Down, Left, Right
× button	Accept
△ button	Back

Approach Mode

Left analog stick	Move Bowler	R2 button	Display Scoreboard
Right analog stick	Adjust Aim	L1 button	Lane Zoom
× button	Enter Bowl Mode	L2 button	Pin Zoom
□ button	Help	▶ button	Pause
○ button	Swap Strike/Spare Ball	■ button	Reset Bowler Stance
R1 button	Display Oil		

Bowl Mode

Left analog stick	Adjust Spin	R2 button	Display Scoreboard
× button	Bowl Meter Control	L2 button	Pin Zoom
□ button	Help	▶ button	Pause
○ button	Swap Strike/Spare Ball		
△ button	Return to Approach Mode		

PICK UP THE FUN!

OVERVIEW

AMF Xtreme Bowling 2006 is a realistic bowling game based on the worldwide popular AMF brand.

The game takes place in nine different populated bowling arenas, where you are given the choice of controlling one of eight pre-defined characters, or using the "create a character" feature to customize your own player.

You will be able to visit the following bowling centers: Hollywood, Baton Rouge, Southtown, Vegas, White Plains, River City, Kingpin Lanes, Sawgrass Lanes, and Tombstone. Each of these bowling centers also offer the Xtreme lighting package popular at many AMF bowling centers around the world, so you can bowl under the neon and black lights at any of the normal venues.

GAME MODES

The game can be played in six ways:

Practice

Practice mode is a straightforward opportunity to practice your bowling techniques in a single player game. Scores are monitored so that you can see if you are improving, but there are no other competitors to play against.

Quick Match

This mode allows for either a single-player game, or up to eight people in a multiplayer game. The game consists of one round of bowling being played using normal scoring rules. One round consists of the usual 10 frames, with the scores being calculated, and the winner shown at the end of the round.

Tournament

Tournament games take place with 16 players. Up to eight people can take part in the tournament, with the remaining places being randomly selected as AI controlled players. The tournament is played as a knockout competition, with each stage being played over three rounds. The winner of each match progresses to the next stage of the tournament.

League

A league game can be played with a choice of 4, 8, or 16 players taking part. Up to 8 human players can take part in a league with the remaining places being filled by a randomly selected AI characters.

Each round of the League game is decided by playing your next opponent over three games. After the game, each player is awarded points based on how many of the rounds he/she wins and total pins knocked down.

Pin Challenge

This single player mode presents you with an increasingly difficult series of situations in which you have to try to knock down the remaining pins. Beginner difficulty will start with a full set of pins and as the difficulty progresses additional pins will be removed. You are given three attempts to clear the pins. Every time you fail to knock all of the pins down, you lose one of these attempts. Once you have used up all of your attempts, the game mode is over. Unlockables are awarded for successful completion of different difficulty levels.

Match Challenge

Match challenge puts you in a scenario within a match that you must complete and try to win. For example, you could be left with split pins in the sixth round, trailing by 20 points, playing against an opponent who is on a hot streak.

The particular point that you join a match will generally be at least half way through a round and you will be playing against a randomly selected opponent. If you win the match, the next challenge match is unlocked.

Some of the match challenges will replicate previous real-life bowling examples that have occurred in the past, with the player given the chance to see how they would do in the same situation.

CHARACTER EDITOR

AMF Xtreme Bowling 2006 has a robust character editor built in that allows you to change many of the physical attributes of your bowler.



The character editor also allows you to change the weight and appearance of the strike and spare ball that your bowler will use.



BOWLER ATTRIBUTES

You can further customize your character by choosing where to allocate your skill stars. Skill stars are units that we use to measure your bowler's skill level across three different attributes.

Those attributes are Power, Accuracy, and Spin.

Power determines how quickly your bowler can get the ball down the lane. More Power means that the ball will strike the pins harder and allow for more action. More Power allows you to bowl strikes more easily.

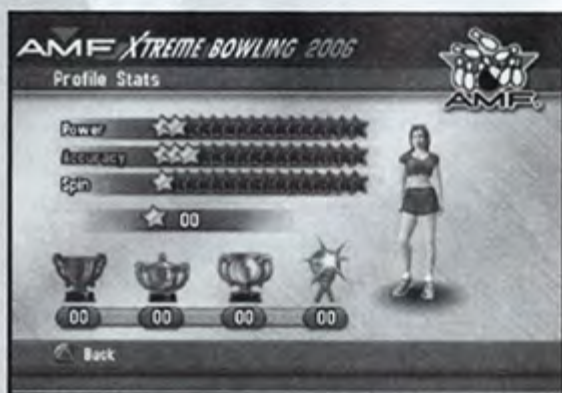
Accuracy determines how precise your bowler's aim will be. If you choose to put no stars in your Accuracy attribute, you will find it very hard to hit the pins you are aiming for.

Spin determines how much spin your bowler can put on the ball. Bowling straight at the pins with no hook to the pocket is a good way to leave yourself a lot of splits. All the best bowlers develop their Spin in order to get a good shot in to the pocket and produce more pin action.

CHARACTER ADVANCEMENT

Stars

Stars are awarded to you after each match, whether it is in a League, Tournament, Quick Match or Challenge. Stars can then be added to your stats in the Player Editor at any time.



Stars are awarded when the following conditions are met:

Condition	Number of Stars Awarded
First Spare	1 star
First Strike	1 star
First Double	1 star
First Turkey	1 star
First Game Won	1 star
100 points in a match (first time) (not in practice)	1 star
125 points in a match (first time) (not in practice)	1 star
150 points in a match (first time) (not in practice)	1 star
175 points in a match (first time) (not in practice)	1 star
200 points in a match (first time) (not in practice)	1 star
225 points in a match (first time) (not in practice)	1 star
275 points in a match (first time) (not in practice)	1 star
300 points in a match (first time) (not in practice)	1 star
Win Beginner Tournament	1 star
Win Amateur Tournament	1 star
Win Intermediate Tournament	1 star
Win Advanced Tournament	1 star
Win Expert Tournament	1 star
Win Championship Tournament	1 star
Win Beginner League	1 star
Win Amateur League	1 star
Win Intermediate League	1 star
Win Advanced League	1 star
Win Expert League	1 star
Win Championship League	1 star
Win Easy Pin Challenge (first time)	1 star
Win Intermediate Pin Challenge (first time)	1 star
Win Medium Pin Challenge (first time)	1 star
Win Fiendish Pin Challenge (first time)	1 star
Win Hard Pin Challenge (first time)	1 star
Win Nightmarish Pin Challenge (first time)	1 star
Win Xtreme Pin Challenge (first time)	1 star
More than 50% Strikes	1 star
More than 50% Spares	1 star
Win First Match Challenge	1 star

Unlockable Items

Throughout the game, various conditions can be met which will unlock items that you can use to customize your character. These are overlays for your shirt.

Items will be unlocked under the following conditions:

Condition	Item
First Strike	Strike Overlay
First Game Won	Acid Overlay
Beginner Tournament Won	Bear Overlay
Amateur Tournament Won	Puss Overlay
Intermediate Tournament Won	Monkey Overlay
Advanced Tournament Won	Dead Acid Overlay
Expert Tournament Won	Dog Overlay
Championship Tournament Won	Stars Overlay
Beginner League Won	Dino Overlay
Amateur League Won	Flames Overlay
Intermediate League Won	Black Cat Overlay
Expert League Won	Heart Overlay
Championship League Won	Pig Overlay
First Turkey	APE Logo
Come Last in League (First Time)	Rainbow Overlay
Win Five Games in a Row (First Time)	Skull Ball Overlay
Win Easy Pin Challenge	Peng Overlay
Win Intermediate Pin Challenge (first time)	Ying Yang Overlay
Win Medium Pin Challenge (first time)	Grey Overlay
Win Fiendish Pin Challenge (first time)	Roger Overlay
Win Hard Pin Challenge (first time)	5 Overlay
Win Nightmarish Pin Challenge (first time)	Fireball Overlay
Win Xtreme Pin Challenge (first time)	Lucky Overlay
Win First Match Challenge	Brit Spot Overlay

GAMEPLAY HINTS

- Using more power causes the power bar indicator to travel faster, making it more difficult to hit the perfect release point. Use less power to get more accurate throws.

- The amount of power used by your bowler is directly related to how much pin action you will receive once the ball strikes the pins. If you build up your bowler's power attribute, you can use less power on the power bar to achieve good pin action.
- The power you use also determines the inaccuracy angle. If you bowl slower, you are given greater leeway for missing the 'dead-on' release point than if you bowl faster.
- The accuracy attribute is another way to reduce this inaccuracy angle. Building up your bowler's accuracy attribute will give you a bigger margin for error when attempting to hit the 'dead-on' release point.
- AMF Xtreme Bowling 2006 employs a dynamic oil system. That means that the oil on the lane changes as you bowl on it. You cannot bowl the same exact way for an entire game, as the oil pattern on the lane become more spread out as you bowl longer. Good bowlers will adjust to the oil spread by adjusting their approach lane to the pins, adjusting the amount of spin and power used, or a combination of all.
- Bowling consecutive strikes is all about pin action. The more pin action you can achieve, the more likely you are to bowl a strike. You can achieve the largest amount of pin action by hooking the ball in to what is called "the pocket". The pocket is generally considered to be just to the right or left of the headpin. Applying a high amount of power and spin in to the pocket will result in spectacular pin action and award you with a very high probability of bowling a strike.

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NOTES

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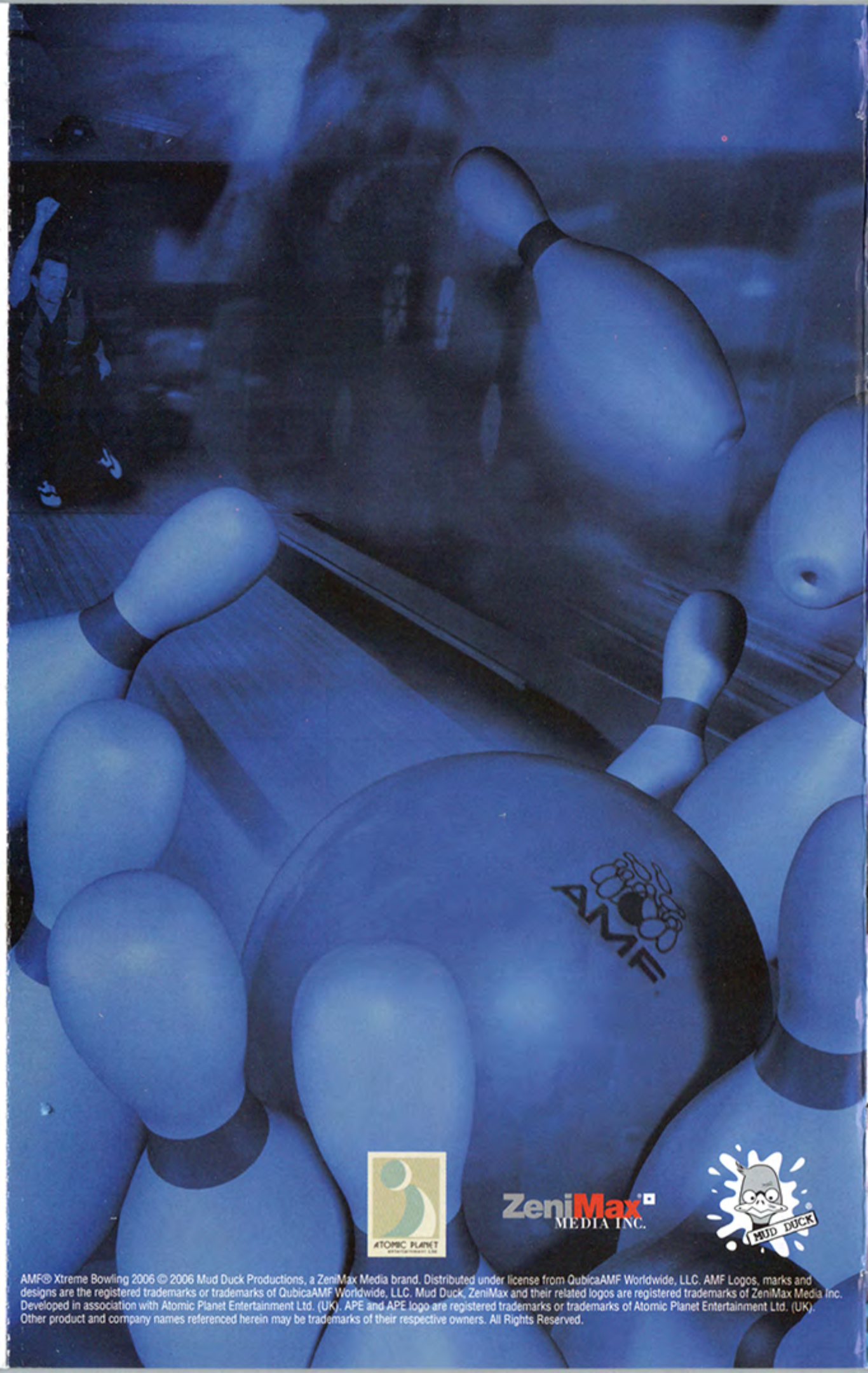
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