

The cover art for the video game 'Strike Force Bowling' features a large, polished wooden bowling ball in the foreground. In the background, a bowling lane is shown with a green ball and white pins. The title 'STRIKE FORCE BOWLING' is prominently displayed in the center, with 'STRIKE FORCE' in a large, stylized font and 'BOWLING' in a smaller, blocky font below it. The background is a purple and blue striped pattern.

# STRIKE FORCE

## BOWLING™

The logo for Crave Entertainment is in the bottom right corner. It features the word 'CRAVE' in a large, stylized font with a plus sign, and 'ENTERTAINMENT' in a smaller font below it.

CRAVE+  
ENTERTAINMENT

**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.

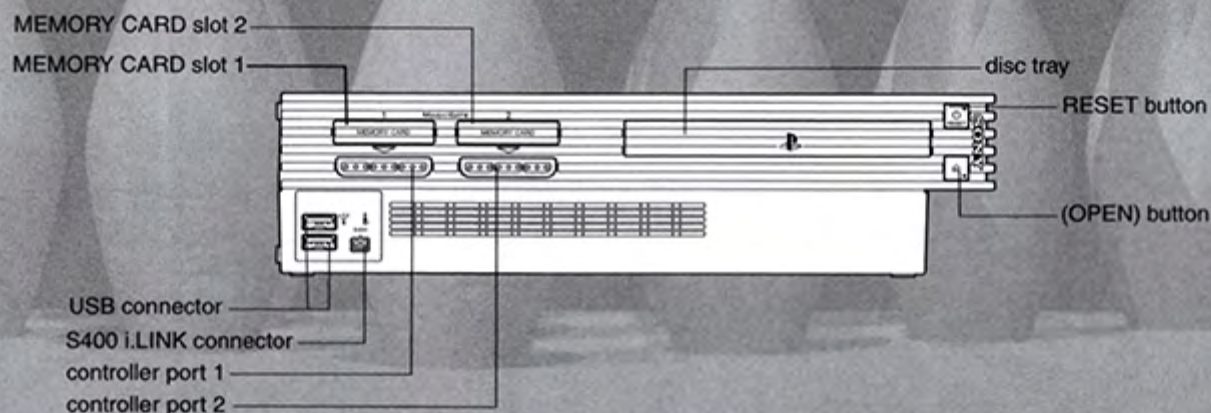
**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- 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.

# CONTENTS

<b>USING THE PLAYSTATION®2 CONSOLE</b>	<b>2</b>
<b>USING THE PLAYSTATION® CONTROLLER</b>	<b>3</b>
<b>CONTROLS</b>	<b>3</b>
<b>STARTING A GAME</b>	<b>4</b>
<b>BOWLER CHARACTERISTICS</b>	<b>5</b>
<b>BALL CHARACTERISTICS</b>	<b>5</b>
<b>PLAYING A GAME</b>	<b>6</b>
<b>GAME MODES</b>	<b>6</b>
<b>BOWLING TIPS</b>	<b>7</b>
<b>CREDITS</b>	<b>8</b>
<b>WARRANTY AND SERVICE INFORMATION</b>	<b>9</b>

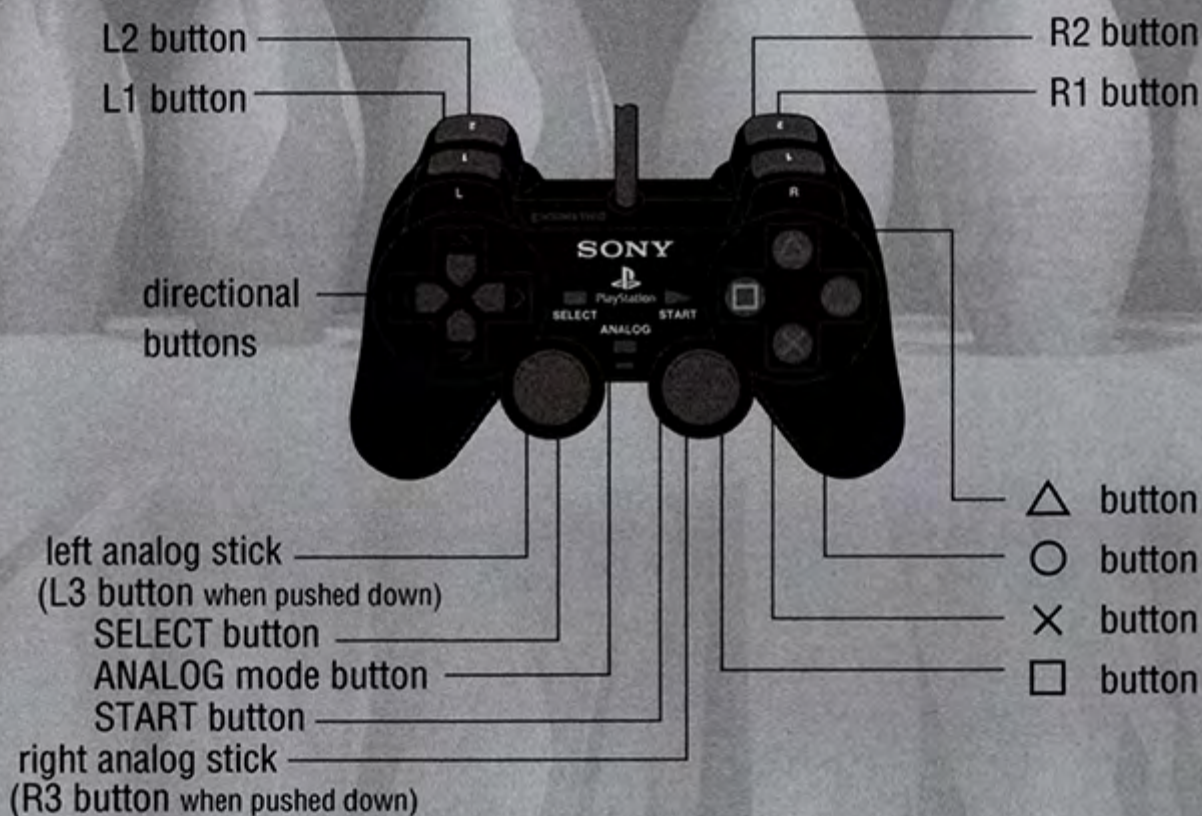
# GETTING STARTED



**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 Strike Force Bowling™ 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.**

# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



**Δ button:** Toggle camera/Cancel/Back

**○ button:** Toggles pin setup/Ball selection

**X button:** Select/Confirm

**Left analog stick:** Adjust bowler's position

**Right analog stick:** Toggle camera

**L1 button:** Increases spin

**R1 button:** Decreases spin

**Directional buttons:** Menu selection/Adjust bowler's position/Aim ball/Increases spin/Decrease Spin

**START button:** Pause

## USING THE PLAYSTATION®2 CONTROLLER

1. Connect the DUALSHOCK®2 analog controller into controller port 1. For multiple players, connect an additional controller into controller port 2.
2. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1.
3. Follow on-screen instructions and refer to this manual for more information about using the DUALSHOCK®2 analog controller to play Strike Force Bowling™.

### STARTING A GAME

To set up a game of **Strike Force Bowling™**, highlight your desired game type from the Main Menu using the directional buttons or left analog stick and select it by pressing the X button. This will activate the Bowler Registry screen, where you may register 1 to 4 players to participate in the selected game. To add a player-controlled bowler, select "Add Bowler" using the directional buttons and the X button. To add a computer-controlled bowler, select "Add CPU Bowler" using the directional buttons and the X button. Adding a bowler will activate the Character Selection Screen. Should you wish to change the game type, you may use the Triangle button to return to the Main Menu.

In the Character Selection Screen, you may use the directional buttons or left analog stick to spin the character selection wheel. Pressing the X button will select the character that is currently featured on the foremost panel of the wheel. You may use the Triangle button to cancel your selection and return to the Bowler Registry screen.

**IMPORTANT:** Whichever controller is used to select a character by pressing the X button in the Character Selection screen must be used to control that bowler during game play.

Should you wish to remove a bowler from the list of registered characters, select "Remove Bowler" from the Bowler Registry menu and then use the directional buttons and X button to select the bowler you wish to remove. The bowler will be removed from the registry list and control is returned to the Bowler Registry menu. You may press the Triangle button to cancel the removal process.

## Bowler Characteristics

Once a character has been selected, the Name Entry screen will be activated. From here, you may edit your bowler's name by selecting the Name button on the menu. Use the directional buttons to select and enter each letter from the letter selection wheel. The bowler characteristics, (Strength, Accuracy and Curve) can be modified by highlighting the corresponding attribute and increasing or decreasing the values. Values may only be increased when free points are available.

Once you have selected your game type and bowlers, select "Play Game" to proceed to the Stage Selection screen. In the Stage Selection screen, you may use the directional buttons or the left analog stick to rotate the stage selection wheel. Pressing the up direction button may be used to flip the currently featured stage to its "Alternate Version" if one is available. Press the X button to select the stage shown on the foremost panel of the wheel and proceed to game play. You may use the Triangle button to return to the Bowler Registry menu.



## Ball Characteristics

Every ball has its own unique characteristics. Heavier balls have more momentum, creating better pin action but are harder to throw accurately. The surface material of your ball will affect how much friction it has on the lane. Balls with higher-friction surfaces will curve better, causing greater pin action but decreasing accuracy. Balls with dynamic core structures will have a tendency to break later and sharper, creating excellent pin action while maintaining a greater degree of accuracy.



When it is a player-controlled bowler's turn to bowl, you will first be presented with the Bowler Position view, you may move your bowler left or right with either the left analog stick or the directional buttons. While in either the Bowler view you may change your ball using the Circle button, and the amount of spin using either the L1 button, R1 button, or up/down directional buttons. Once satisfied with the Bowler's position press the X button, Triangle Button, or up on the right analog stick to move into the Aim Pointer View.

## PLAYING A GAME

When in the Aim Pointer view a small red arrow is shown, pointing downwards at the lane. Using the left analog stick or directional buttons you may position the Aim pointer to control the direction of the intended shot. Press the X button from here to enter the Shot Control Meter. The meter is marked in the middle of the Power and Accuracy green zones during meter operation.



## GAME MODES

The following game modes are available in Strike Force Bowling. You'll have to learn to play them all if you want to unlock those secret lane variations.

### Open Play

Play alone, against other players, or CPU-controlled characters in a standard 10-pin bowling format.

### Tournament

Play against other players or CPU-controlled characters in a 32-bowler single-elimination style tournament. Win 5 matches to claim the championship.

### Skins

Compete with other bowlers for skins in a strike contest.

### Golf

Bowl your way through an 18-hole "course" of unique pin arrangements

### Challenge

Test your skills on a sequence of progressively harder pin setups. You've only got three chances to pickup each challenge frame.

### Practice

Create your own standard pin arrangements and practice your bowling.



## BOWLING TIPS

It is easier to aim accurately with less spin, but your pin action will not be as great. Most professional bowlers will use high-spin shots with high-friction balls during strike attempts to increase pin action and low-spin shots with low friction balls during spare attempts to increase accuracy.

Use lighter and lower-friction balls with less spin if you have problems getting the ball to end up where you want. Use heavier and higher friction balls with more spin if you aren't getting as much pin action as you'd like.

The vast majority of the curve in the ball path takes place after the ball is out of the oiled area of the lane. The oil in most lanes extends about 4/5 of the length of the lane. This means that the aim arc will not illustrate the curve of your ball if it is not long enough to reach past the point. Until you have gotten used to the effect of the spin on the ball and can accurately predict it, you may wish to keep your character's accuracy set very high.



Once you have attained proficiency in aiming the ball, you may wish to reduce your accuracy in favor of greater Strength and Curve, allowing you to achieve faster, more dynamic shots.

## CREDITS

### LAB RATS GAMES, INC.

Programming  
Lasse Faabeng  
Alex Shatsky

Art  
Bill Longworth

Additional Art  
Eric Mattson

Game Design  
Alex Shatsky  
Lasse Faabeng  
Bill Longworth

Audio  
Peter Kerekes

Special Thanks  
April Longworth  
Olivia Longworth  
Judi Faabeng  
Jennifer Lee

### CRAVE ENTERTAINMENT

Executive Producer  
Robert Bryant

Producer  
John Bloodworth

Senior Vice President,  
Product Development  
Mark Burke

Quality Assurance Manager/Lead  
Analyst  
Tuan Trinh

Quality Assurance  
Brian Cutts  
Jeffrey Dickson  
Anthony Lee  
Richard "Tony" Martin  
Thomas Quast  
Ramiro Ramirez  
Ramon Ramirez  
Paul Taniguchi  
Carlos Vazquez  
Steve Webb

Director of Marketing Services  
Sheri Snow

Manual Design  
Studio Intake

VP, Corporate Counsel  
Barry Seaton

Special Thanks  
Nima Taghavi  
Michael Maas  
Nicole Jones Bloodworth  
Mary Jane Trinh  
Kathleen Trinh  
Chibi  
Drew Mehl  
Chad Meshek

### RenderWare Credits & Copyright

'RenderWare is a registered trademark of Canon Inc. Portions of this software are  
Copyright 1998-2004 Criterion  
Software Ltd. and its Licensors'

## Warranty and Service Information

CRAVE ENTERTAINMENT, Inc. warrants to the original purchaser of this CRAVE ENTERTAINMENT, Inc. product that the software storage medium in the product is free from defects in material and workmanship for a period of ninety (90) days (unless prohibited by applicable law) from the date of purchase. The CRAVE ENTERTAINMENT, Inc. software program in this product is sold "AS IS" and without any expressed or implied warranties for losses or damages of any kind resulting from use of the software program. If the CRAVE ENTERTAINMENT, Inc. product fails to comply with this limited warranty, CRAVE ENTERTAINMENT, Inc. agrees to either repair or replace, at its option, free of charge, the non-complying product, provided the product is returned by the original purchaser, postage paid, with proof of purchase to CRAVE ENTERTAINMENT, Inc. at the address set forth below. When returning the product for warranty replacement, please send the original product disc(s) only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; and (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the product. If you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to:  
Warranty Replacements  
Crave Entertainment, Inc.  
19645 Rancho Way  
Rancho Dominguez, CA 90220

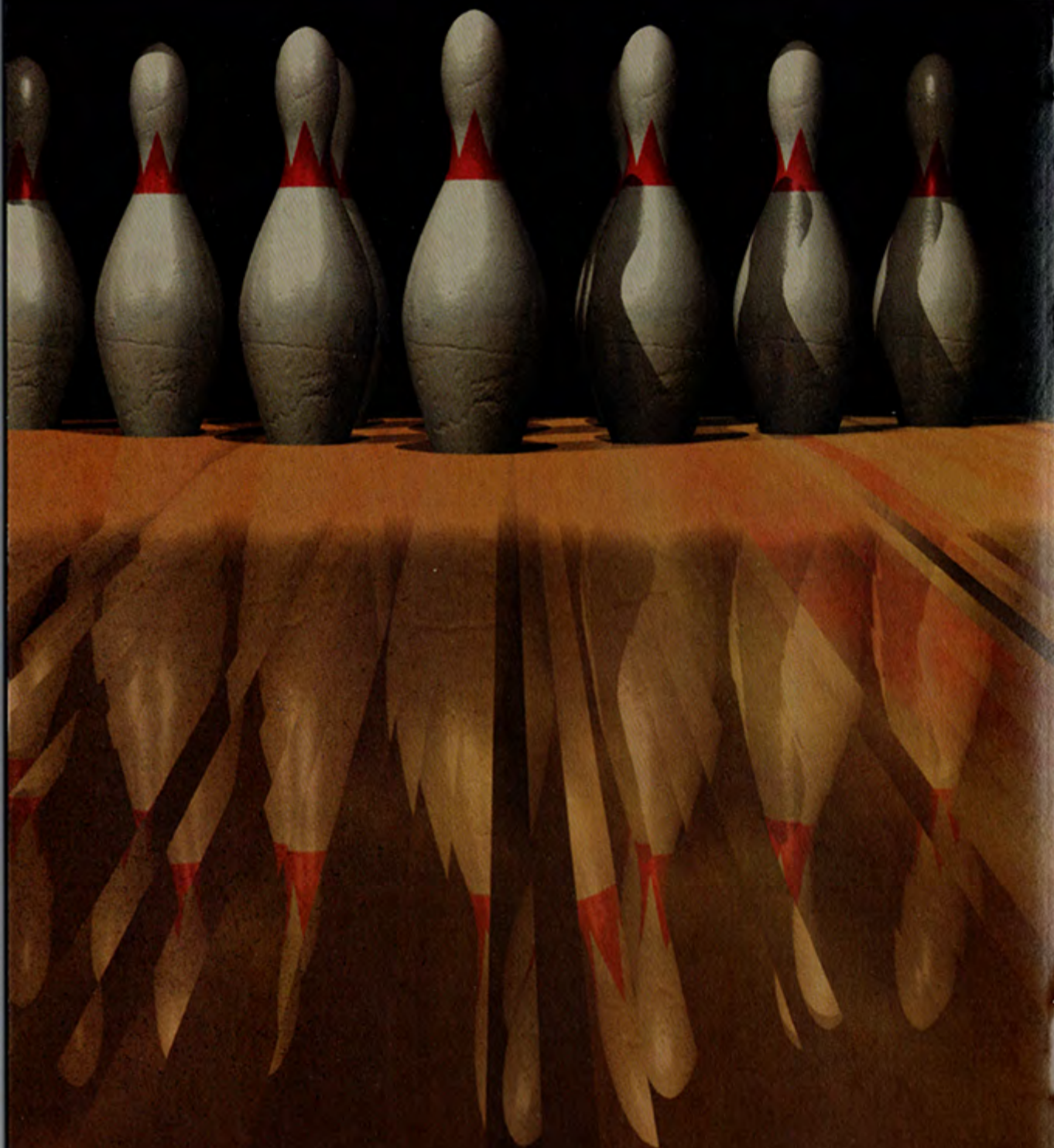
This warranty shall not be applicable and shall be void if the defect in the CRAVE ENTERTAINMENT, Inc. product has arisen through abuse, unreasonable use, mistreatment, neglect or reasonable wear and tear. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE CRAVE ENTERTAINMENT, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL CRAVE ENTERTAINMENT, INC. BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE CRAVE ENTERTAINMENT, INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights and you may also have other rights, which vary, from state to state.

### Customer Support

You may need only simple instructions to correct a problem with your product. Call the Customer Service Line at 310-687-5432, 9:00am-5:00pm.

# STRIKE FORCE BOWLING™



RenderWare

RenderWare is a registered trademark of Canon Inc. Portions of this software are Copyright 1998-2003 Criterion Software Ltd. and its Licensors.