PlayStation

NTSC U/C

PlayStation

KIDS TO ADULTS

AGES 6+

SLUS-00377

Ten Pin Alley™



In Cooperation With

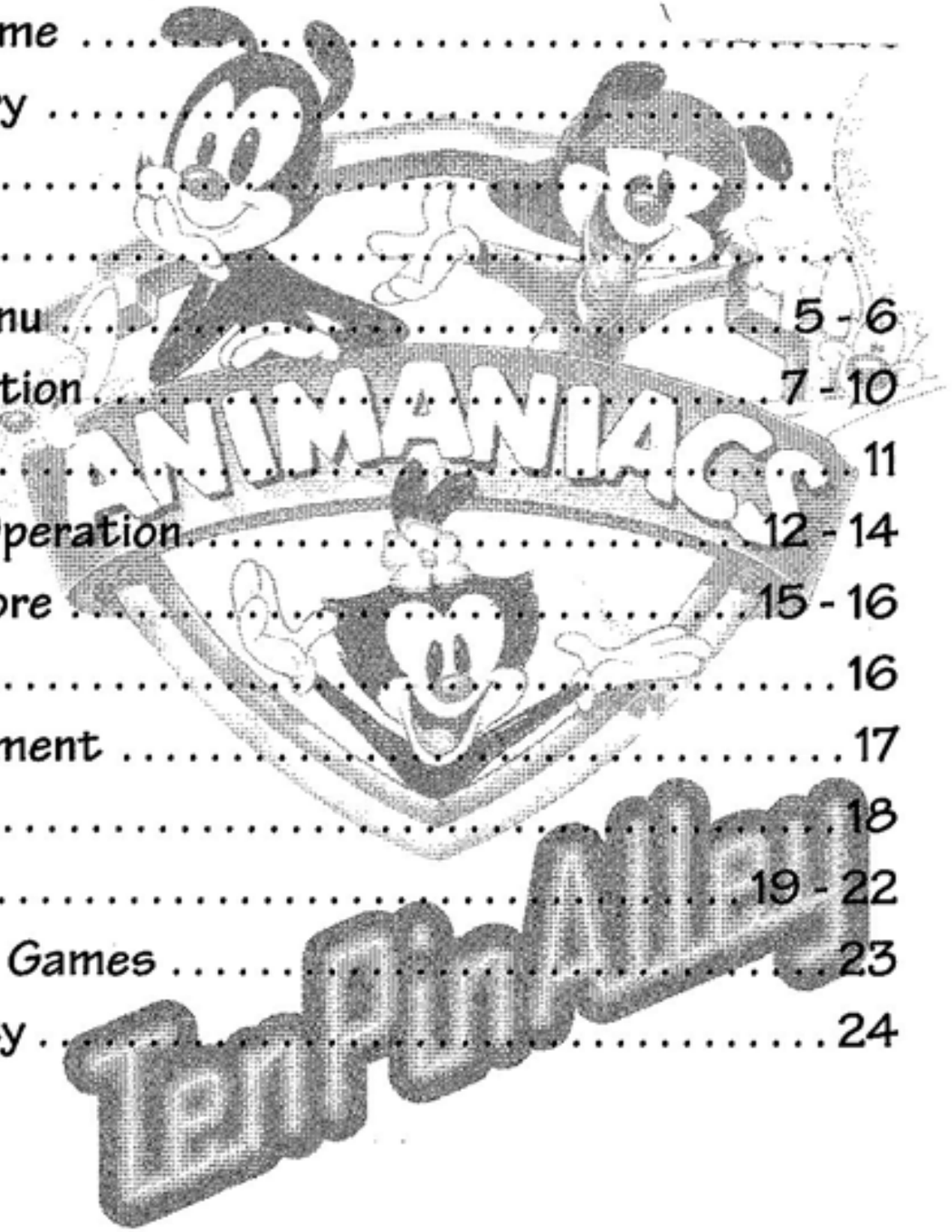
Bowling Hall of Fame and Museum
St. Louis, Mo.

Developed by
Adrenalin Entertainment

ASC Games™

TABLE OF CONTENTS

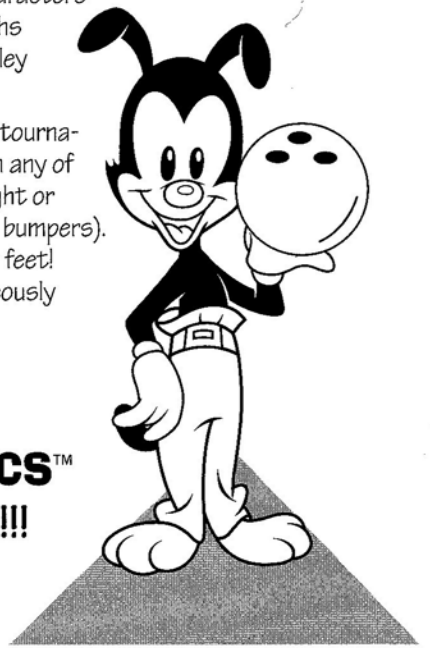
Starting The Game .....
Control Summary .....
Introduction .....
Main Menu .....
Game Setup Menu ..... 5 - 6
Bowler Registration ..... 7 - 10
Pause Menu 11
Bowling Meter Operation ..... 12 - 14
How To Keep Score ..... 15 - 16
Memory Card 16
Saving A Tournament 17
Multi Tap™ 18
Credits ..... 19 - 22
Contacting ASC Games 23
Limited Warranty 24



INTRODUCTION

America's best bowling game goes wild with 10 irreverent, zany ANIMANIACS characters to choose from. All the variety, laughs and action of bowling at your local alley --right in your own home.

Up to six wacky bowlers can enter a tournament, team up or just play for fun on any of the 4 new alleys. Bowl the ball straight or with a wicked curve (with or without bumpers). Wear your shoes or play in your bare feet! Either way, get ready for an outrageously wacky, bowling experience.



Welcome To
ANIMANIACS™
TEN PIN ALLEY™!!!!!



MAIN MENU

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

LOAD GAME- Loads a previous Tournament in progress and your saved bowlers.

NOTE: To access this feature, your PlayStation® requires the PlayStation® Memory card.

HALL OF FAME- View a film about the International Bowling Museum & Hall of Fame® in St. Louis.

OPTIONS-
Interface Music: Volume Control
Sfx: Volume Control
Pin Camera View: On/Off
Lane Dressing Drying: On/Off
Center Display
Exit

CREDITS





GAME SETUP MENU

Use the Directional buttons to move to the selection desired and then use the ⊗ button to select:

SCORING: In ANIMANIACS Ten Pin Alley the computer will keep score for you. However, if you would like to know how to keep score, see the "How to Keep Score" section in the back of this manual. You can select one of two scoring methods:

STANDARD: Score 'em as you see 'em.

NO TAP: For those who need it, 9 pins is a strike.

ALLEYS:

TEN PIN ALLEY: It's what made us famous.

WACKY ALLEY: Zany, outrageous fun.

BOOGIE BOWL ALLEY: It's bowling with a touch of groove.

WORLD DOMINATION STADIUM: All eyes are on you in this single lane stadium!

PLAY STYLE:

OPEN PLAY: Free for all! Pick a lane, pick a ball, and get started

TEAM PLAY: The pressure's on! Don't let those teammates down! Bowl as a team of 2 or 3. Teams can consist of any combination of human or CPU bowlers.



GAME SETUP MENU

TOURNAMENT: **The World Domination Stadium.**

Save the world from The Brain's evil plan or play as The Brain and take over the world yourself.

The Brain has set out to take over the world with his hypnotic ball. He may appear in any of the tournaments and may be defeated by you or any of the other ANIMANIACS he bowls against. You have the option of being The Brain in any of the tournaments. You can select the standard Brain which operates in any of the modes from KID to PIN KING or, for the ultimate challenge, you can play as The Brain in the Human Suit.

The tournaments are a series of single elimination multi-level matches, each consisting of 64 total players and CPU bowlers. Up to six human bowlers can enter a tournament. Each CPU bowler has a different combination of skills and abilities. As you progress through the tournament, you may face a combination of CPU or human bowlers. The winner of each game advances to the next round. The draw of contestants is set by the computer at the start of the tournament.

NOTE: Saving a tournament requires a PlayStation© Memory card.



BOWLER REGISTRATION SCREEN

Once you have selected your Play Style, move to one of the six bowler slots on the screen. When you begin, all slots will be blank. Go to one of the slots and press ⊗ to Create A Player before beginning a new game or tournament. To change a bowler after a match, repeat step 1 and choose Edit Player, instead of Create Player.

A sub-screen will pop-up allowing you to create your own bowler or load a previously created bowler (Memory card required). By using the Directional buttons and by pressing ⊗ , you can create a new bowler or play with a previously saved bowler.

Press the ⊗ button to scroll through the 10 ANIMANIACS characters: YAKKO, WAKKO, DOT, CEO THADDEUS PLOTZ, RALPH THE GUARD, HELLO NURSE, THE BRAIN, THE BRAIN in the Human Suit, DR. SCRATCHANSNIFF and/or MINDY. Once you have selected your character, use the Directional buttons to scroll through the various other choices to customize your character. You can adjust the character's outfit color, right or left handed bowling, skill level, ball type, weight and bumpers or no bumpers in this options screen.

To change an option, press the Directional buttons to move over to the appropriate category you wish to change. The color of the letters in the box will change from yellow to white to identify selection change.

NOTE: The □ button scrolls you back through the characters and the △ brings you back to the previous screeen.



BOWLER REGISTRATION SCREEN

Press the ⊗ button to scroll through the selection options, and then use the Directional buttons to scroll to the next category or move to OK when done to start a new game.

To save a created bowler, scroll to SAVE using the Directional buttons and press ⊗ to confirm. Then, select OK using the Directional buttons and press ⊗ to start a new game.

Skill Levels: There are 4 skill levels, plus Manual Bowler (The Brain in the Human Suit). Each skill level varies in the amount of option changes and ball control. However, every skill level allows you to adjust character outfits, left or right handed bowling, bumper or no bumper options.

NOTE: Bumpers will prevent gutter balls.



KID- Set the lane arrow position by using the Directional buttons, and by pressing ⊗ . To adjust the bowler position, use the Directional buttons, then press ⊗ confirm.

And away you go!

NOTE: In Kid Mode, the weight and ball coverings, as well as the amount of spin on the ball, are automatically set.



BOWLER REGISTRATION SCREEN

ROOKIE- Set the lane arrow position by using the Directional buttons and by pressing ⊗ . Then, to adjust the bowler position, use the Directional buttons to find your sweet-spot, then press ⊗ to confirm. Then follow the meter directions (page 12-14) to identify the key release point.

NOTE: In Rookie Mode, you can control the power and spin of the ball, however the weight and ball coverings are automatically set.

JOURNEYMAN - Follow the same set-up functions as used in Rookie Mode. Journeyman has a smaller sweetspot range for releasing the ball, which requires moderate skill. In this mode you can adjust all options, including ball weight.

PIN QUEEN/KING - Follow the same set-up functions as used in Rookie and Journeyman Modes. This level requires more skill and precision when releasing the ball. In this mode you can adjust all options, including ball weight.

MANUAL BOWLER- For skilled bowlers only! Select the "Human Suit" and make any other adjustments to the options menu as you like. When choosing The Brain in the Human Suit, the skill level will be automatically set on Pin King. To bowl, Press the L1 and R1 buttons for each step. You may make a three or four step approach, but don't cross the foul line! Press ⊗ to set the power the and then ⊗ to release. With the Manual Bowler, you control each movement! This level only works with the Human Suit, worn by The Brain.



BOWLER REGISTRATION SCREEN

Ball Coverings: There are 3 different ball coverings that effect the way you bowl. Remember, you can only adjust your Ball Coverings if you are playing in Journeyman and Pin King Modes.

Resin- If you want a lot of curve when you bowl.
Urethane- This is a nice in-between ball.
Plastic- If you like to bowl straight down the lane.

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. ANIMANIACS™ Ten Pin Alley™ reflects these changing lane conditions. The lanes will be redressed at the end of each game in Open and Team Play.

Camera Change: You can play from 2 different camera angles. Press the ⊗ button to toggle *above* and *behind* your favorite ANIMANIACS characters.





PAUSE MENU

To pause a game or tournament, press START. If you would like to change any of your previously selected options, you may do this by pressing SELECT. In Open or Team Play, a menu will appear with the following options:

View Scoreboard - View current game score
Pin Camera - Allows player to see a close up shot of the pin action
View Stats - View current player statistics
Bowler Setup - Allows you to change the Ball Covering*, Ball Weight*, Skill Level, and Controller.

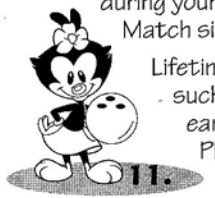
*NOTE: Only For Journeyman and Pin King skill levels.

Delete Player - Removes Player
Return to Game - Hit START to return to game
Music Setup - Change or turn off music
Quit Game

In Tournament Play the menu is: View Standings, View Scoreboard, View Stats, Bowler Setup, Quit Game.

The screen will indicate other tournament matches that are occuring during your match. Your match is referred to as the T.V. Match since that is the game you are actually playing and watching.

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



BOWLING METER OPERATION

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. Use the Directional buttons to move the arrow in any direction. Press ⊗ after selecting a position setting.
- The Bowler will appear after confirming the position.

SETTING BOWLER POSITION

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



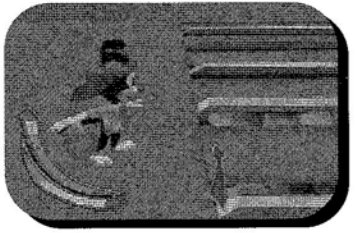
BOWLING METER OPERATION

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

Spin Meter - Small green meter.

- Use the left or right Directional buttons to activate the spin meter.
- 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 the spin. For left-handed bowlers, use the right Directional button to increase the spin. Pressing in the opposite direction on the Directional buttons can decrease the amount of spin.

HINT: You must be quick to set the SPIN METER as soon as the BOWLING METER appears on the screen.





BOWLING METER OPERATION

Power Meter - Top meter.

- After a short pause, the bowler will begin to go into motion. As the bowler begins to raise their arm backward 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 the 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.

- After selecting the 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 the desired release point.

HINT: The ideal release point is at the middle to front of the release meter.



HOW TO KEEP SCORE

As mentioned earlier, ANIMANIACS Ten Pin Alley calculates your score 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; 5 pins, 5 points; and so on. 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 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 on his next turn. The frame is marked with an X until after the next two balls are thrown and the score is calculated.

** No Tap Scoring -If the first ball in a frame knocks down either 9 or 10 pins, it is scored as a strike for that frame.

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 single throw. The frame is marked with a (/) until after his next throw (during the bowlers next turn).

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.



HOW TO KEEP SCORE

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.

MEMORY CARD - On the Main Menu there is an option to Load Game. This option will load a previously saved tournament. After using the Directional buttons to highlight the Load Game option, press the ⊗ button to confirm the Load Game operation. A menu will appear asking you which memory card you want to use. Select from Memory Card slot ONE or TWO. After choosing which memory card you want to use (from the your Memory card slot), press the ⊗ button to confirm. Another menu will appear called "Select Game To Load". There are four available slots to load your game from, depending on what slot you saved on. Use the Directional buttons to highlight the game you want to play and press the ⊗ button to confirm. A screen will appear confirming that your game was loaded successfully. To resume playing from the round you saved, press the ⊗ button.

When a player finishes a tournament round, the player's "character" will go to a standings screen, where you will be prompted to press the START button on your controller.



SAVING A TOURNAMENT

Press START and a menu will appear asking you to SAVE TOURNAMENT or QUIT TOURNAMENT or CANCEL (THE TPA TOUR MENU). If you choose SAVE TOURNAMENT another menu will appear asking you to select a MEMORY CARD. Choose your MEMORY CARD by moving your Directional buttons up or down. Highlight the MEMORY CARD you want to use and press the ⊗ button. Another menu will appear, select SAVE SLOT once again, to highlight what slot you want to save to and press the ⊗ button to confirm the Saving operation. If you choose QUIT TOURNAMENT, a menu will appear asking you if you are sure you would like to quit, you can either pick YES or NO. Picking YES will bring you back to the Main Menu screen. Picking NO will leave you on the THE TPA TOUR screen.

AUTOSAVE-After setting up your character in the BOWLER REGISTRATION screen, use the Directional buttons to move to the SAVE option. Once the SAVE option is highlighted, press the ⊗ button to confirm the SAVE operation. A menu will appear asking you to select a MEMORY CARD. After selecting a MEMORY CARD, the game will automatically save your player. Now, every time you load up your player to bowl, your player's stats will automatically be saved to your MEMORY CARD at the end of every game.



MULTI TAP™

ANIMANIACS 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™.

While using Multi tap™, players can edit any of the active characters in the game, even one that is not assigned to their controller. If a player edits a character that is not assigned to their controller, control of that character during the game will change to the controller of the player who made the edits. To reassign the character to a different controller, press the START button to pause the game, then press the SELECT button to access the OPTION Menu. Using the Directional buttons, select BOWLER SETUP and press ⊗, press the Directional buttons down to highlight CONTROLLER. Use the Directional buttons to scroll left or right to assign the character to the desired controller.

