
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-01478
Big Strike
BOWLING
GOTHAM GAMES

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 peripherials 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

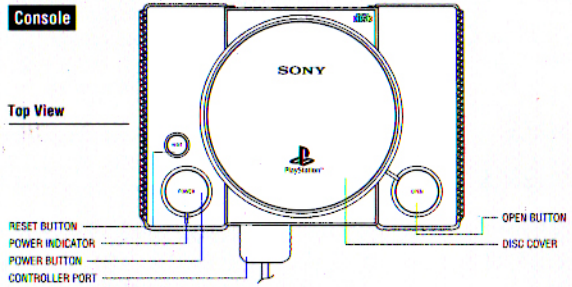
STARTING THE GAME

Installation

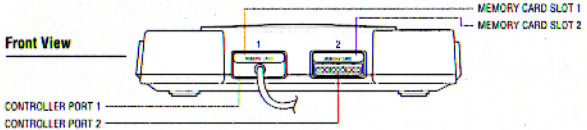
1. Set up your PlayStation® game console according to the instructions in its instruction manual.
2. Make sure the power is off before inserting or removing a compact disc.
3. Insert the Big Strike Bowling disc and close the disc cover.
4. Insert game controllers and turn on the PlayStation® game console.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

Console

Top View

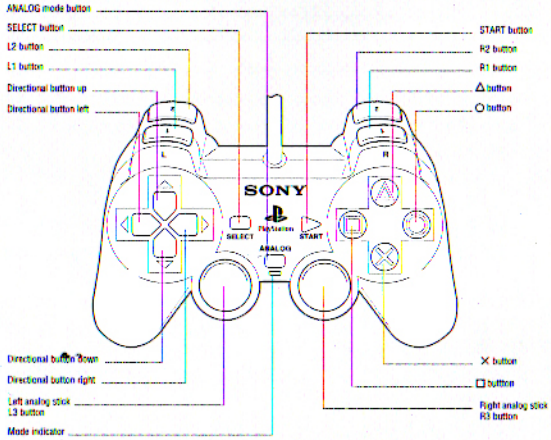


Front View



GAME CONTROLS

DUALSHOCK® analog controller



CONTROL	ACTION
Directional Buttons	Navigate Right / Left / Up / Down
⊗ Button	Select
△ Button	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 ⊗ 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 ⊗ 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 Herman										
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 Kinger										
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 ⊗ 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 loses

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



Press △ to quit the current game and go back to Main Menu.
Use the directional button and press ✕ 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 awards 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

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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.

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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.