
PlayStation
NTSC U/C
PlayStation
EVERYONE
E
CONTENT RATED BY ESRB
SLUS-00571
Brunswick
CIRCUIT PRO BOWLING
"Amazingly Fun!"
- Next Generation
pba TOUR
Adrenalin ENTERTAINMENT
THQ

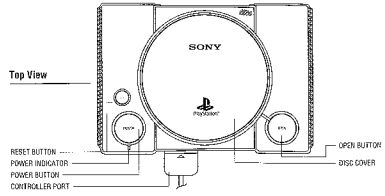
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PLAYSTATION® GAME CONSOLE

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 the CD.



3. Insert the **BRUNSWICK CIRCUIT PRO BOWLING** CD and close the disc cover.
4. Insert game controller(s) and turn on the game console.
5. Follow on-screen instructions to start the game.

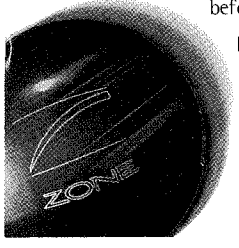
Note: If you are using a Multi-Tap, one of the controllers must be plugged into port 1-A.

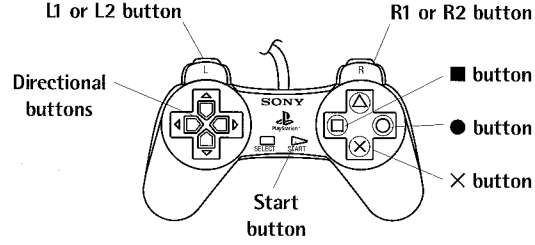
MEMORY CARD

You can save games at their current level of progress onto Memory Cards (sold separately), and resume play on previously saved games. Insert a Memory Card into slot 1 and/or slot 2 of the PlayStation® game console before starting play.

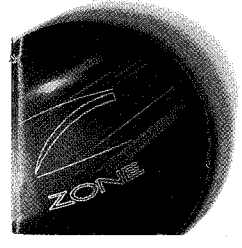
If a Memory Card is full, you won't be able to save games to it. Delete unwanted data or reformat the card before starting play.

Important: Do not remove a Memory Card while saving or loading games; doing so could damage the game data.

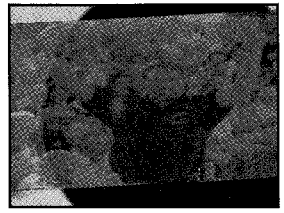




ACTION	CONTROL
Select ball.	**● button** or **■ button**
Position bowler.	**L1** or **R1 button**
Aim ball.	**Directional buttons right/left**
Set Spin meter.	**L2** or **R2 button**
Begin approach.	**× button**
Set power and accuracy.	Press the **× button** once for each meter
Toggle pins OFF/ON in Practice Mode.	**× button** when pin is is highlighted
Reset pins in Practice Mode.	**■ button**
Display/hide Pause screen.	**Start button**



CHALLENGE THE PROS!



Imagine going down to your local bowling center and running into 13 of the top bowlers on earth, every one of them ready to beat your best shots, pin for pin. That's enough to make you hook hard left back out the door!

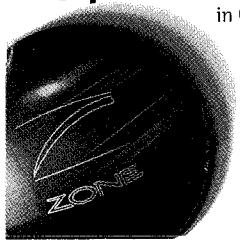
But wait. If you can learn to compete with these guys, you can take anybody. So stick around. Take your place on the lane and try some shots. You won't even have to rent bowling shoes.

But be warned: None of these guys understands the meaning of mercy. When they're on the lanes, they make the pins jump! It'll take all your talent to even come close to their scores. But after getting trounced a few times, it's a cinch you'll start to show some promise.

Play it any way you want:

- In **Exhibition Mode**, compete in friendly games against the greats.
- Beef up your spare game with some **Practice Mode** sessions.
- Try **Tournament Mode** to see how you stack up against the masters in competition.
- Get glitzy and play a game with glow-in-the-dark balls, pins and lanes in **Cosmic Bowl Mode.**
- Go for the big bucks in a high-stakes **Skins Mode** game.
- Get serious and become a season-long pro bowler in **Career Mode**!

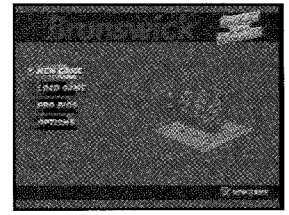
Make **BRUNSWICK CIRCUIT PRO BOWLING** whatever you want it to be – casual weekend fun or a big money pressure cooker. Any way you play, it adds up to a championship bowling experience!



MAIN MENU

From the Main Menu, you can start a new game, load a saved game, check out the **BRUNSWICK CIRCUIT PRO BOWLING** videos and set options.

NEW GAME



Highlight NEW GAME and press the ✕ button to start a game from the beginning. When the Select Game Type screen opens, highlight the type of game you want to play: EXHIBITION, SKINS GAME, TOURNAMENT, CAREER, PRACTICE MODE or COSMIC BOWL. After selecting your game type, press the ✕ button.

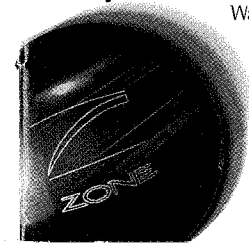
LOAD GAME

Highlight LOAD GAME and press the ✕ button to pick up a saved tournament or career where you left off. A Select Memory Card screen appears. Highlight the Memory Card you want to load to and press the ✕ button. When the Load Game screen opens, highlight the name of the game you want to resume and press the ✕ button.

PRO BIOS

In **BRUNSWICK CIRCUIT PRO BOWLING**, play against any pro or be any pro. Watch videos of each masterful Brunswick Pro Staff™ bowler telling it like it is. All of these impressive athletes have talent to spare – but their real genius is for strikes.

1. Highlight PRO BIOS on the Main Menu.
2. Use the **Directional buttons** to cycle through the list of 13 bowlers.
3. Highlight a bowler's name and press the ✕ button to watch his video.



OPTIONS

SOUND ADJUST

Highlight a control; press the **Directional buttons** left/right to adjust the setting.

VIDEO ADJUST

Highlight a control; press the **Directional buttons** left/right to adjust the setting.

SYNCHRONIZED METERS: Toggle ON to synchronize the beginning of the bowler's approach with the start of the meters.

CAMERA: Choose STATIONARY, MOVING, or RANDOM (alternates between stationary and moving).

DELETE SAVED GAME

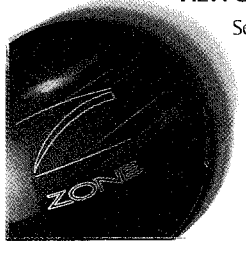
Select this option to display a Select Memory Card screen. Highlight the Memory Card you want to delete a game from and press the × button. Next, highlight the game you want to delete and press the × button, then highlight DELETE on the Confirm Game Delete screen and press the × button again.

DELETE SAVED BOWLER

Select this option to display a Select Memory Card screen. Highlight the Memory Card you want to delete a bowler from and press the × button. Highlight the bowler to be deleted and press the × button, then highlight DELETE on the Confirm Bowler Delete screen and press the × button again.

VIEW CREDITS

See a list of people who brought you **BRUNSWICK CIRCUIT PRO BOWLING.**

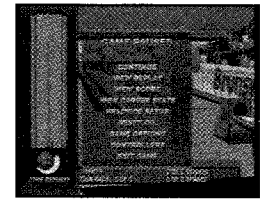


MULTIPLAYER

Up to six players can play **BRUNSWICK CIRCUIT PRO BOWLING** via a single controller, or up to six controllers via two Multi-Tap adapters.

PAUSE & SCORE

PAUSE MENU



Press the **Start** button to pause and open the Pause Menu. Highlight an option and press the × button.

Note: Options appearing on the Pause Menu depend on where you are in the game when you pause.

CONTINUE: Return to the game.

VIEW REPLAY: Watch a replay of the last ball rolled. For details, see page 18.

PRACTICE SETUP: In Practice Mode, change your current pin configuration.

RESET OIL: In Practice Mode, reset the oil pattern to its original condition.

VIEW SCORE: See the current scores for all bowlers.

VIEW CAREER STATS: In Career Mode, see your player's current stats.

GAME OPTIONS: Display and use the Options Menu. For details, see page 6.

CONTROLLERS: Allows you to change the selected controller for each bowler.

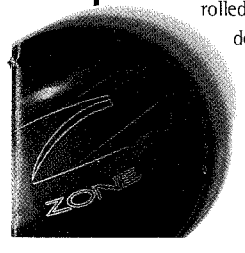
SAVE GAME: Save the game in progress. For details, see page 23.

EXIT GAME: Return to the Main Menu.

SCORE DISPLAY

Scoring is automatic in **BRUNSWICK CIRCUIT PRO BOWLING.** Your score display appears on the play screen, with your score added automatically after each ball rolled. In addition to scores, the Score Pad displays other key information, depending on the type of match being played:

- During a Skins game, it shows Skins earned and saved, the value of each frame and total money earned.
- During Tournament games, it lists each player's points off the leader.
- During an Exhibition, Career, or Tournament match, it shows splits highlighted in yellow.



Play a single game against the computer or a friend. To start, highlight EXHIBITION on the Select Game Type screen and press the ✕ button.

EXHIBITION SETUP



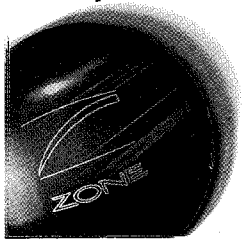
1. Press the **Directional buttons** left/right on the Select Match location screen to review the 15 lanes world-wide where you want to bowl. Note that the oil pattern changes with different lanes.
2. Press the ✕ button to continue on to the Bowler Registry screen and pick a bowler.
3. Highlight BOWL! and press the ✕ button to begin.

CHOOSING BOWLERS

From the Bowler Registry screen you can:

- Add Players.
- Edit Player attributes.
- Delete Players.
- Clear the Registry.
- Change controllers.
- BOWL!

The Registered Bowler List at the right of the screen has room for up to six bowlers. Your roster of Registered Bowlers can have any combination of Brunswick Pro Staff bowlers, created players and CPU bowlers.



On the Bowler Registry screen, press the **Directional buttons** up/down to highlight the appropriate option and press the ✕ button to:

ADD PLAYER: Opens the Select Bowler Type screen.

EDIT PLAYER: Opens a screen for changing created player attributes.

DELETE PLAYER: Allows you to remove one player from the Registry.

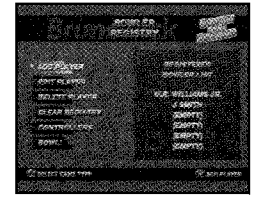
CLEAR REGISTRY: Removes all players from the Registry.

Note: Clearing the Registry does not delete created and saved players from memory.

CONTROLLERS: Allows you to change the selected controller for each player.

BOWL!: Begin playing a game.

SELECTING A BOWLER TYPE



Before you begin any game, select the bowler you want to use. Use one of the 13 featured Brunswick Pro Staff bowlers or create a whole new competitor.

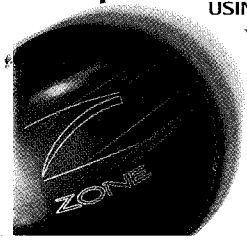
Up to six people can compete in a game played on a single PlayStation game console. Each player can create a player or use a Brunswick Pro Staff bowler. If you want to play vs. the CPU, you must assign the CPU as one or more Brunswick Pro Staff bowlers.

USING THE BRUNSWICK PRO STAFF BOWLERS

You can play as any one of the 13 Brunswick Pro Staff bowlers. Before choosing, check out the bowlers' videos by highlighting PRO BIOS on the Main Menu and pressing the ✕ button.

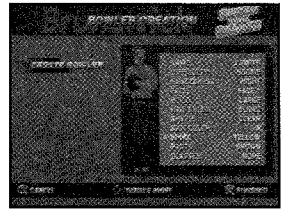
To chose a Brunswick Pro Staff bowler:

1. Highlight ADD PLAYER on the Bowler Registry screen and press the ✕ button.



2. Highlight USE BRUNSWICK PRO on the Select Bowler Type screen and press the ✕ button.
3. Use the **Directional buttons** to move through the list.
4. Highlight the name of the bowler you want and press the ✕ button. That player's name appears on the Registered Bowler List when you return to the Bowler Registry screen, and you will play as him.

Note: Pros are set to the PRO level of difficulty.



CREATING A BOWLER

BRUNSWICK CIRCUIT PRO BOWLING lets you create your ideal bowler by choosing his characteristics. To create a new bowler:

1. Highlight ADD PLAYER on the Bowler Registry screen and press the ✕ button.
2. Highlight CREATE BOWLER on the Select Bowler Type screen and press the ✕ button.
3. Decide on these attributes to create your new bowler:

NAME: To change the default name, press the ● button, then use the **Directional buttons** to highlight a letter and press the ✕ button to select it. You may enter a new name of up to 15 characters. Press the ● button to set the new name.

DIFFICULTY: Select a ROOKIE, AMATEUR or PRO bowler.

HANDEDNESS RIGHT/LEFT: Select your bowler's throwing hand.

FACE: Select one of five different heads for your new bowler.

BUILD: Select a small, medium or large bowler.

HAIR COLOR: Select red, black, brown or blond.

SHAVE: Select a mustache, goatee, full beard or a clean shave.

SKIN COLOR: Select one of four skin tones.

SHIRT: Select yellow, blue, green or red.

PANTS: Select black, brown or tan.

GLASSES: Select silver, black or no glasses at all.

4. When your bowler is ready, press the ✕ button.
5. A prompt asks if you want to add the new bowler to the Memory Card roster of saved names. Select SAVE BOWLER to do so. The new bowler's name appears on the Registered Bowler List on the Bowler Registry screen, and you will bowl as him.

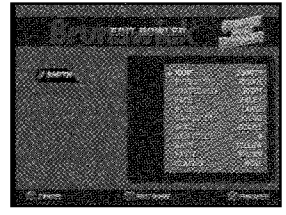
Note: A bowler can be cleared from the Bowler Registry and still be recalled from the Saved Player List.

LOADING A BOWLER FROM THE MEMORY CARD

You can load a created bowler from the Memory Card roster of saved names.

1. Highlight ADD PLAYER on the Bowler Registry screen. Press the ✕ button.
2. Highlight LOAD BOWLER on the Select Bowler Type screen. Press the ✕ button.
3. Highlight the Memory Card slot you would like to load from and press the ✕ button.
4. Highlight the name of the bowler you want on the Memory Card roster screen and press the ✕ button. The name you selected will appear on the Registered Bowler List.

CHANGING YOUR CREATED BOWLER



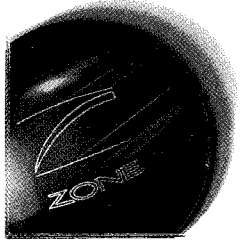
You can edit your created bowler's attributes.

1. Open the Bowler Registry screen and select EDIT PLAYER.
2. On the Edit screen, highlight the player you want to edit and press the ✕ button.
3. Edit the player, using the same options as for creating a player (see pages 10-11).
4. Press the ✕ button to save your changes.

USING CPU OPPONENTS

Before you bowl against the computer, you must select one or more CPU opponents from the list of Brunswick Pro Staff bowlers. You can compete with up to five pros in matches against the computer. Select all CPU opponents to watch them battle it out in a bowling simulation.

1. On the Bowler Registry Screen, highlight ADD PLAYER and press the ✕ button.
2. On the Add Player screen, click ADD CPU BOWLER.
3. On the Select CPU Pro Bowler screen, use the **Directional buttons** to cycle through the list of bowlers. Highlight the Brunswick Pro Staff bowler you want to challenge and press the ✕ button. Repeat the process for each bowler, up to a total of six bowlers.
4. Select BOWL! to begin a match.



In **BRUNSWICK CIRCUIT PRO BOWLING**, taking your shot involves two things: the setup and the delivery. You make the setup by choosing a ball, positioning your bowler, lining up the shot on the lane arrows and adjusting how much spin to put on the ball by pressing the **L2** or **R2** button.

When you've finished setting up, Power and Accuracy meters appear on the screen as you make your release. Press the ✕ button at the correct time to set the power and accuracy of your shot. (See page 15 for instructions.)

GAME DIFFICULTY



You can see the difference in difficulty levels when you are preparing to make a throw. The ball path line on the setup display will be very long if the difficulty is set to ROOKIE. It will be very short if difficulty is set to PRO. If the ball path line is very long, it is easier to aim and set spin for a throw.

Game difficulty depends on the bowlers you choose.

- If you decide to play as one of the Brunswick Pro Staff bowlers, game difficulty is automatically set to PRO (short ball path line).
- When creating or editing a created player, adjust the Difficulty option to ROOKIE (easy), AMATEUR (medium) or PRO (hard).



SELECTING A BALL

BRUNSWICK CIRCUIT PRO BOWLING features six popular Brunswick bowling balls, each with different performance characteristics. Choose your ball and change it at any time. Keep rolling the strikes and spares!

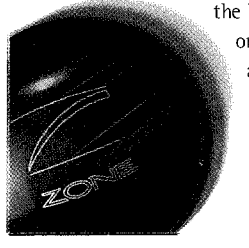
Note: See the chart on pages 16-17 for ball specifications.

OIL PATTERNS

Bowling centers use various oil patterns on their lanes for tournaments. When you are choosing locations for Exhibition games, consider the oil pattern available with each Bowling Center choice (on the Select Location screen). The blue areas on a lane diagram show the oil pattern. As you progress through a game, the oil spreads over the lane, resulting in a change in ball performance. As the lane quality degrades, you must learn to change your shots to compensate.

SETUP

1. Change the selected ball by pressing the ● button or the ■ button.
2. Use the **Directional buttons** to position your bowler based on which hand he uses to bowl. If he is right-handed, you want to throw the ball so it angles in between the 1 and 3 pins. Left-handers want the ball to hook into the 1 and 2 pins. The area between the 1 and 3 or the 1 and 2 pins is called the pocket. Hit the pocket just right and you have a strike.



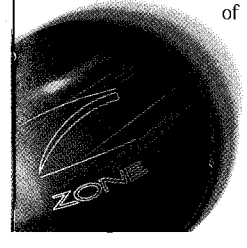
3. To make the ball hook in at an angle, put spin on the ball by pressing the **L2** or **R2** button.
   - A right-hander puts left spin on the ball.
   - A left-hander spins the ball to the right.

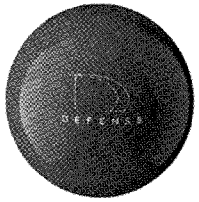
DELIVERY



Just before you release the ball, a Power meter and an Accuracy meter appear on screen. Set the power and accuracy of your shot before you release the ball.

1. Press the ✕ button to start the approach.
2. As you make your approach, the Power and Accuracy meters appear and begin to fill up rapidly. First the Power meter fills up, and then the Accuracy meter fills.
3. Press the ✕ button to set the Power meter. This sets the power of your shot. The closer you get to the center of the green bar, the closer you are to the exact power needed to make the shot.
4. Press the ✕ button again to set the Accuracy meter. This sets the accuracy of your shot. Again, the closer you get to the center of the green bar, the more accurate your shot will be.





ZONE DEFENSE™
with PowrXtend™ Reactive

Hook	18.5 - 10.5 (dull/shiny)
Length	4
Backend	11
Center/Cover Heavy	3.5
Track Flare	9.2

The best offense is a killer defense. With PowrXtend, winning is everything.



DANGER ZONE™
with PowrKoil™ 18 Reactive

Hook	18.5 - 10.5 (dull/shiny)
Length	2
Backend	11
Center/Cover Heavy	2.5
Track Flare	9.2

Safe is sorry. Live dangerously. With unstoppable hooking action.



SPEED ZONE - SPEED DEMON™
with ArrowDF™ - ArrowDynamic DFiance

Hook	18.5 - 10.5 (dull/shiny)
Length	4
Backend	10+
Center/Cover Heavy	2.1
Track Flare	10

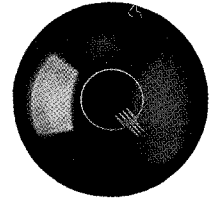
Radar clocks this one with great length on the front end; explosive backend reaction.



SPEED ZONE™
with ArrowD™ Reactive

Hook	18.5 - 10.5 (dull/shiny)
Length	2.5
Backend	10+
Center/Cover Heavy	2.7
Track Flare	9.2

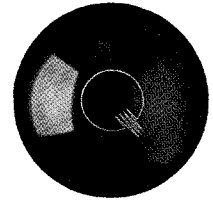
Aerodynamic action at the start. Unbelievable cornering at the finish line.



QUANTUM JADE™
with AXIOM Proactive Urethane™

Hook	22 - 13 (dull/shiny)
Length	1
Backend	1.5
Center/Cover Heavy	2.75
Track Flare	9.3

AXION Proactive Urethane coverstock hugs the lane with a traction effect. The best contact you'll get in the presence of oil.



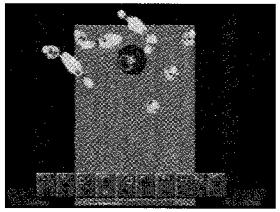
QUANTUM RAVEN™
with AXIOM Proactive Urethane™

Hook	10 - 11 (dull/shiny)
Length	3
Backend	10.5
Center/Cover Heavy	3.5
Track Flare	9.2

The most powerful Quantum delivers smoothest reaction through the front; strongest backend reaction of any ball.

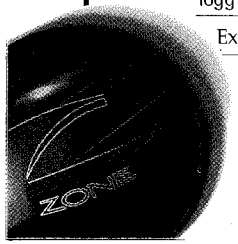
REPLAY

Replay the last roll of the ball to re-live a great shot. You can also study your last shot to perfect the next one.



1. Press the **Start** button to pause the game.
2. Select VIEW REPLAY to open the Replay screen and control panel.
3. Highlight a button on the control panel or press a controller button:

CONTROL PANEL	BUTTONS
Play.	**● button**
Freeze frame.	**■ button**
Review.	**× button**
Slow motion.	**Directional button right**
Slow motion backup.	**Directional button left**
Fast forward.	**Hold R1 button**
Rewind.	**Hold L1 button**
Toggle Normal/Overhead view.	**R2/L2 buttons**
Exit.	**▲ button**

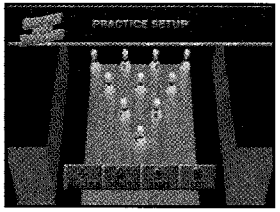


PRACTICE

In Practice Mode, you can refine your technique without the pressure of competition. It's a great place to start the game, and to return to frequently to work on particularly challenging pin setups. Use the Practice Setup to recreate any leave. Then sharpen your spare shot or strike ball deliveries.

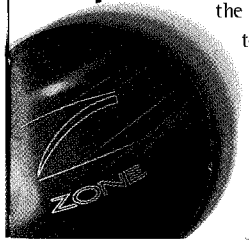
1. Select NEW GAME from the Main Menu.
2. Select PRACTICE on the Game Type screen.
3. Press the **Directional buttons** to cycle through the lanes.
4. Press the × button to open the Bowler Registry screen.
5. Select ADD PLAYER. Select a Brunswick Pro Staff bowler or a Saved Player, or create a new bowler.
6. Select BOWL! to begin your practice session.

USING THE PIN SETTER



During a Practice session, use the Pin Setter to configure the pins any way you want, so you can practice nailing that difficult spare over and over again.

1. Move the green circle over the pins with the **Directional buttons.** The green circle tells you which pin is selected.
2. Press the × button to remove the selected pin or replace the pin (when the green circle is over an empty spot).
3. Press the ▲ button to go to the lane and take a practice shot.



SKINS GAME

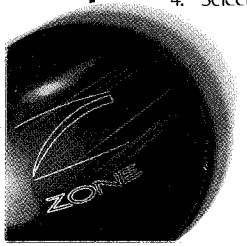
A Skins Game is a frame by frame strike throwing contest. Each frame is worth big bucks. This is where the fast money is. One Skins Game can be worth $250,000!

The object is to throw strikes to win the skin for each frame. Each skin carries a money value. You have to roll two strikes in a row in that frame to be a contender for the skin. If you roll your two strikes and a competitor fails to roll two strikes, you take the skin. If a competitor matches your two strikes, there is no winner and the skin rolls over to the next frame. It also rolls over if no bowler scores two strikes in a frame, and the value of the skins increases.

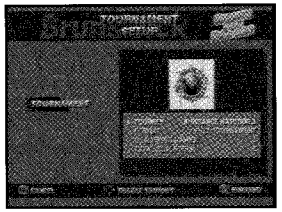
If no one has claimed all the skins by the 12th frame, the game goes into sudden death. The letters **SD** appear in the 13th frame. Now it only takes one strike with no one matching you to take the remaining skins.

To begin a skins game:

1. On the Main Menu, select NEW GAME.
2. On the Game Select screen, select SKINS GAME.
3. Make bowler selections in the same way as for Exhibition Mode (to refresh your memory, see page 8).
4. Select BOWL! to begin your Skins game.



TOURNAMENT PLAY



Tournaments give you a taste of what a Brunswick Pro Staff bowler goes through. Choose any one of nine worldwide locations. You can vary the number of qualifying games and qualifiers and decide whether or not to have a qualifying or match play round.

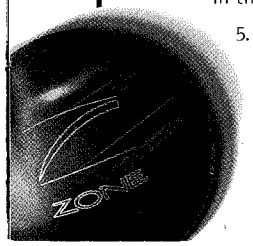
1. Select NEW GAME on the Main Menu.
2. Select TOURNAMENT on the Select Game Type screen to open the Tournament Setup screen.
3. Highlight each item to move through its options:

   TOURNEY: Select one of nine tournament events.

   FORMAT: Full Tournament – Includes qualifying and match play.
   Skip Qualifying – Start the tournament round, no qualifying.
   Skip Match Play – Go straight to the finals.

   QUALIFYING GAMES: Set from three to 18 games to weed out all but the finest bowlers for the final showdown.

   TOTAL QUALIFIERS: Select from six to 24 finalists.
4. Press the ✕ button to finish Tournament setup. Make bowler selections in the same way as for Exhibition Mode.
5. Highlight BOWL! and press the ✕ button to begin your Tournament.



CAREER PLAY

Now you're serious. You'll bowl the whole circuit throughout the United States and the world from Munich to Seoul. Play as one of the Brunswick Pro Staff bowlers or create your own bowler, then hit the circuit trail.

1. Select NEW GAME on the Main Menu.
2. Select CAREER on the Select Game Type Screen.
3. Select CREATE BOWLER or USE BRUNSWICK PRO on the Career Bowler Registration screen and make your bowler selections.

Note: Bowlers created to play in Career Mode are exclusive to that play mode.

4. On the Career Setup Screen, select TOURNAMENT SETUP and make Tournament decisions in the same way as for a single tournament.
5. Press the ✕ button to return to Career Setup. If you want to edit a created bowler, select EDIT PLAYER and proceed as described on pages 10-11.
6. When your career is set up, highlight BOWL! and press the ✕ button.

Note: You can view your Career Stats from the Pause Menu. See page 7.



SAVING & LOADING

SAVING YOUR PROGRESS

You can save your progress at any time during a Tournament or Career game. You should always save after completing a match. (The game saves up to your last finished match.)

1. Press the **Start** button to display the Pause Menu.
2. Select SAVE GAME. A display appears asking you to wait while the game is saved.
3. Press the **Start** button to return to the game.

LOADING A SAVED GAME

You can load a saved Tournament or Career game and resume play from the last match you completed. If you saved during a match and before its completion, you must play that match over.

1. On the Main Menu, select LOAD GAME.
2. On the Load Game Menu, highlight the game you want to continue and press the ✕ button.

