SNS-AWUE-USA









Instruction Booklet

THQ inc.

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KIDS TO ADULTS
A
CONTENT RATED BY ESRB

THQ inc.

SUPER NINTENDO ENTERTAINMENT SYSTEM

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BRUNSWICK® WORLD TOURNAMENT of CHAMPIONS™

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Welcome to Tournament

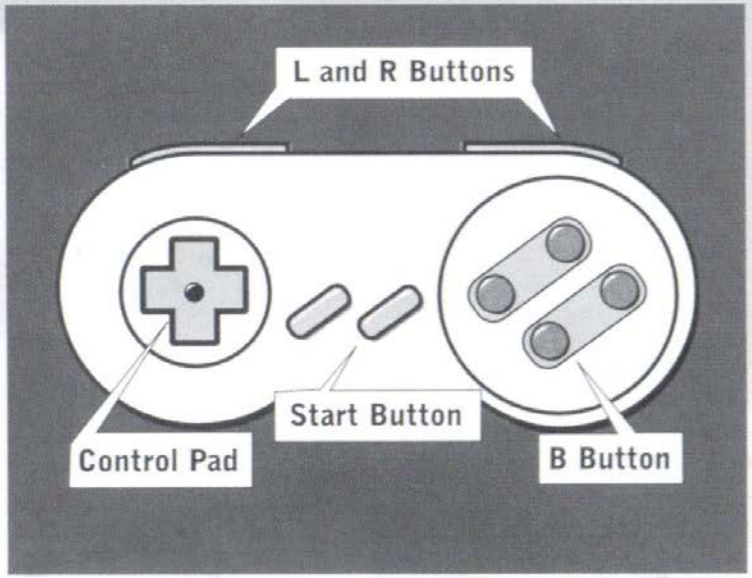
The most realistic bowling simulation available for your Super NES! Choose from six different tournaments and compete against 11 of your favorite Brunswick pro bowlers in some high stakes tournament play, or kick back for an old-fashioned good time with a few friends. Either way, it's never been so easy to enjoy the sport that everybody loves.

Brunswick® World of Champions™

Getting Started

Turn off the power switch on your Super Nintendo Entertainment System. Never insert or remove a Game Pak when the power is on.

1. Make sure a Controller is plugged into controller socket 1 on the Super NES. If you are playing against a friend, plug the other controller into controller socket 2.
2. Insert the **Brunswick World Tournament of Champions™ Game Pak** into the slot on the Super NES. Press firmly to lock the pak in place.
3. Turn ON the power switch. The game credits will appear (if you don't see them, begin again at step 1).



Controls

Control Pad: Moves the cursor/scrolls through items in menus; Adjusts the bowler's position prior to delivery

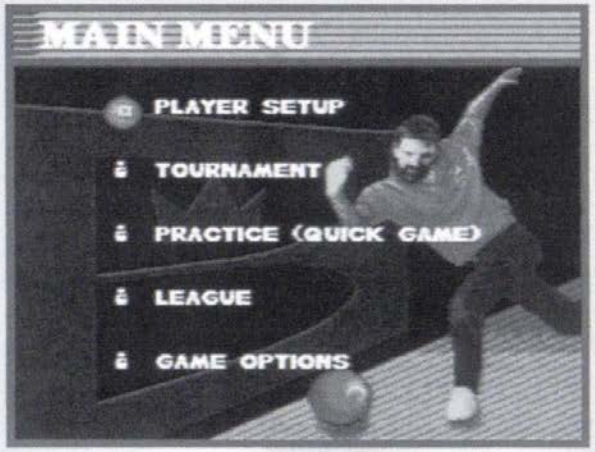
B Button: Selects an item or toggles through choices in menus; Starts and stops the power and spin meters when bowling

L and R Buttons: Move the aiming arrow left and right across the lane

Start Button: Exits the scoreboard screen; Enters/exits the options menu during gameplay

Y Button, X Button, A Button, Select Button: Not Used

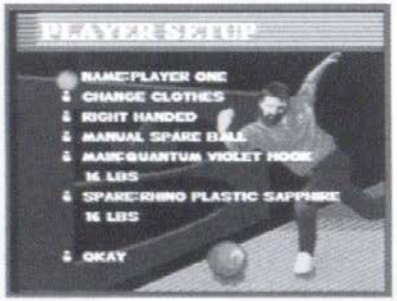
THE MAIN MENU

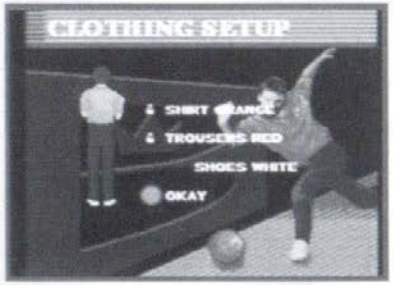


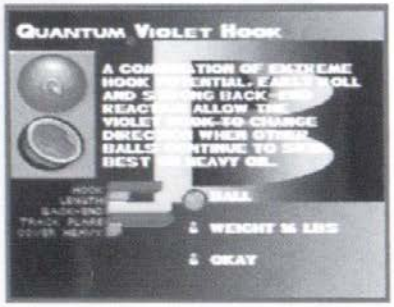
The first screen to appear is the main menu screen. From here you'll be able to set the characteristics of your bowler, play a quick game, play a league game, enter a tournament, and set the game options. To return to the main menu at any time, place the cursor over Main and press the B button.

Player Setup

In order to customize your bowler, or to take a look at the competition, place the cursor over **Player Setup** and press the **B** button.

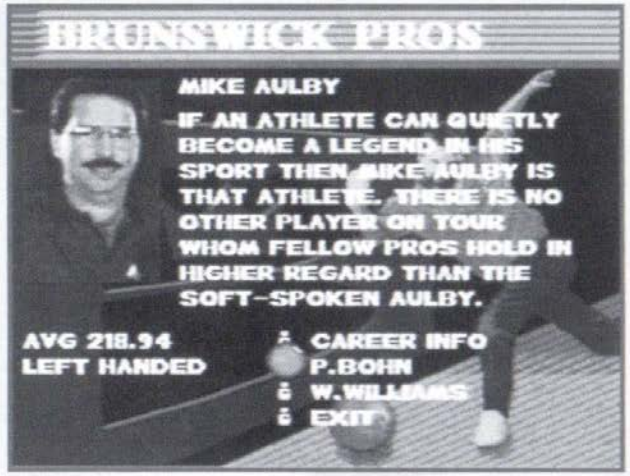






The first thing you're going to want to do is set yourself up, so choose **Player Setup** from the menu. Now you can enter your name, choose your clothes, set which hand you will bowl with, decide whether to automatically or manually switch to your spare ball and determine your main and spare ball choices.

If you are unfamiliar with the different types of bowling balls and their characteristics, scroll through all your choices and read the description and chart on each ball. Determining which ball is best for you, and for differing conditions, will take time. Your ball choice is an important decision, so don't be hasty.



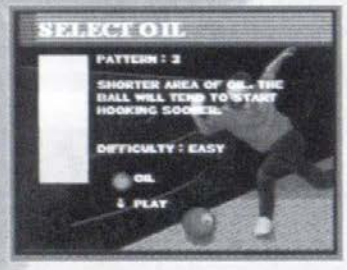
Use the **B** button to toggle through choices in each category. Continue to set up the total amount of human players that will be participating, then choose **Okay** to return to the Bowler Setup Menu.

Now that you're going to be bowling against them, you'll probably want to find out more about your favorite Brunswick pros. Choose **Brunswick Pros** to view detailed biographical and career information on all 11 bowling greats, but don't let yourself be intimidated!

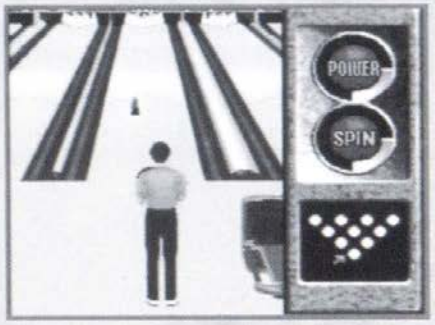
You can check out the rest of the competition by choosing **Bowler Roster.**

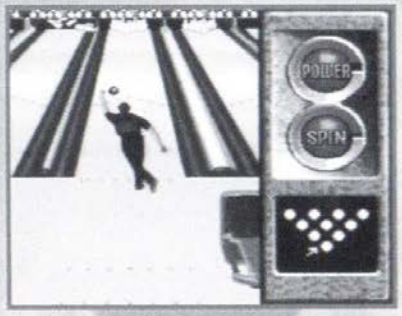
Practice (Quick Game)

Choose Quick Game from the Main Menu Screen for a practice game, so that you can get used to the controls before entering pressure-laden league or tournament play. In the Select Players screen, add players to the list of bowlers by pressing on the B button. Then place the cursor over Play and press the B button again. Here in Practice mode, you will be asked to select one of seven oil patterns before bowling. For now, choose an easy one, but later you can hone your skills to more difficult lane conditions! Obviously, lane conditions are not selectable in League or Tournament play.

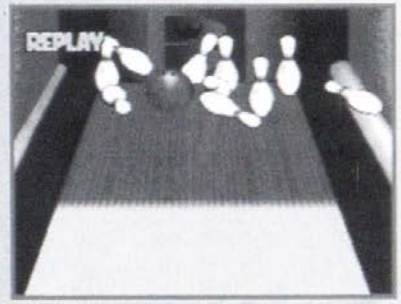


Just like the real thing, bowling with Brunswick World Tournament of Champions™ is not hard...But bowling well is! Remember, the skill lies in learning to control the ball, not remembering exactly where to aim it.



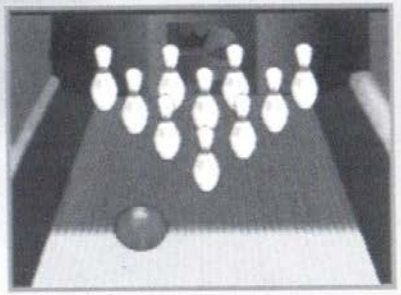


First, use the Control Pad Left/Right to position your bowler to the desired delivery point. Next, use the L and R buttons to move the aiming arrow across the lane until it is pointing to where you would like your bowler to be aiming. Keep in mind that the sight points to where your ball will go if it does not curve. You will need to compensate for heavily curving balls. Finally, press the B button to start the power meter, and press it again when you would like it to stop. Now do the same for the spin meter.



You may find the power and spin meters difficult to control at first, but it will come with practice. Your goal, as you probably know, is to find the right combination of all of these parameters, so that your Brunswick bowling ball strikes the pins at the desired point of impact. If you are not sure of where this point might be, refer to the pin diagram below the power and spin meters. The blue arrow points to where your point of impact should be.

Hint



Basic bowling technique dictates that to get a clean strike, the ball needs to hit the 'pocket' between the 1 and 3 pins if you're right handed, or the 1 and 2 pins if you're left handed. The chances of a strike are greatly enhanced if the ball hits at a sharp angle, rather than straight down the lane. To do this, the ball must be aimed away from the headpin, and made to curve in towards it as it goes down the lane. Keep in mind, the amount of curve on the ball depends on several factors including spin imparted by the bowler, speed of the ball, weighting of the ball, the ball material and the condition of the lane. Finding the perfect combination of all of these factors is the elusive challenge that makes bowling so fun!

After each frame, the Brunswick scoring sheet will appear, displaying your score. Press the Start or B button to exit the scoring sheet and continue bowling.

You may change your ball, view an action replay of your last shot or quit your game at any time via the in-game options menu. To access this menu, simply press the Start button. Note: Practice mode is the only place where you will be able to change your ball choice in the middle of a game. In other modes you will only be able to switch between your pre-selected main and spare balls.

League

Now that you think you've got your technique down, you might be ready for some friendly, competitive league bowling.

Choose Singles League to match up individually against a pool of 4, 6 or 8 bowlers made up of any combination of Brunswick pros, computer bowlers and friends. (up to 4 human players)
Choose Teams League to create and compete in a pool of 4, 6, or 8 teams.



In both cases, you'll need to set the number of games in the match to 1, 2 or 3. Additionally, you'll have to decide whether to compete by aggregate scores (the sum of an individual bowler's scores over the set amount of games, or the sum of a team of bowlers' scores over the set amount of games), or best scores (a bowler, or team of bowlers' best score is matched against the other bowler or team's best score over the set amount of games). Both scoring methods will make for tons of competitive fun!



Tournament

If you've enjoyed the taste of competition, and you think your skills are sufficiently honed, it might be time to try your luck in a professional tournament.

The six tournaments you have to choose from are the Combat Zone Classic, The Quantum Open, The Las Vegas Invitational, The Johnny Petraglia Open, The Bayer Brunswick Touring Players Championship and, of course, the Brunswick World Tournament of Champions.
Note: you must win one of the other tournaments before you will receive an invitation to compete in the coveted Brunswick World Tournament of Champions™.

Before selecting the tournament you would like to enter, you must decide whether you want to compete in the long tournament format, or the short tournament format:

Long Tournaments

In the long format, there will be an initial squad of 64 bowlers- 1 human player and a random selection of Brunswick pro and other professional bowlers.

Qualifying

Each player in the initial squad must now play 18 qualifying games (this number will vary slightly between tournaments), divided into three 6-game blocks. Scores are based on a par of 200. If a player rolls a 212, he or she will score a 12. If a player rolls a 189, he or she will score -11. The scores are totalled for all 18 games, and the top 24 players will proceed to the next round.

Match Play

Each of the remaining bowlers will now play every other bowler in head-to-head competition (23 matches). Scores are carried forward from the previous round, and carry on in the same manner, except that 30 bonus pins are scored for winning a match. If the game is tied, 15 bonus pins will go to each of the two bowlers.

The final, or 24th game of match play is a position round where the 1st-placed bowler plays against the 2nd-placed, the 3rd against the 4th, the 5th against the 6th, etc. The top five bowlers at the end of the match play round proceed to the finals.

Finals:

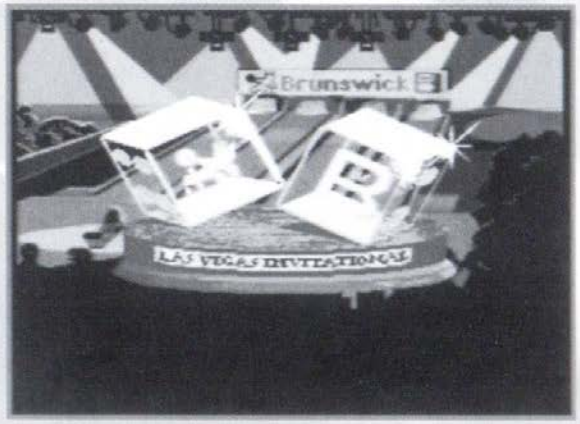
The finals are a stepladder format where the 5th-placed bowler plays the 4th-placed bowler in the first game. The winner of that then plays the 3rd-placed bowler. That winner then faces the 2nd-placed bowler in the semi-final. The survivor then plays the leading qualifier in the final. Each match is a single head-to-head game, with a two-frame roll-off to be held in the event of a tie.

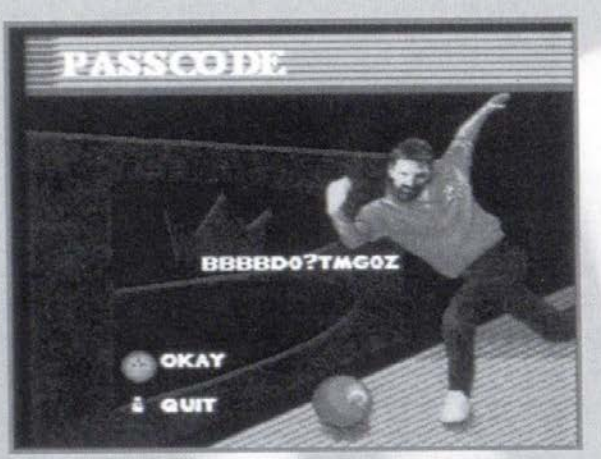


Short Tournaments

If the full tournament format is simply too long for a busy individual such as yourself, choose Short Tournaments for a less time-consuming setup.

In the Short Tournament format, the initial pool consists of 32 players, who will play just 6 qualifying games each. The top eight qualifiers will carry on to the match play round. The match play will follow the same format as the Long Tournament, but each player will have only 7 other bowlers to compete against. The eighth match will be a position round, and the top four bowlers will proceed to the final round. The final round, being the shortest and most intense of them all, will only be reduced by one match in the Short Tournament format, bringing the total number of games for a complete Short Tournament to a manageable 17.



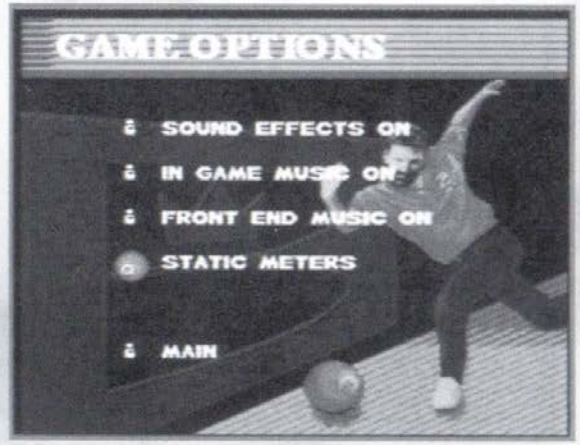


Passwords

Since even Short Tournaments can take more time than you might have in one sitting, an easy password system exists for your convenience. After each game has been completed within a tournament, a password will be displayed. Write it down so that you can begin at that stage whenever you like. To do so, simply choose Restore from the Select Tournament menu and enter your password.

Options

Finally, from the main menu, you can set the options for game play. The options are Sound Effects On/Off, In Game Music On/Off, Front End Music On/Off and Dynamic or Static Meters. If you choose Static Meters, you will be able to set the spin meter manually rather than having to time pressing the B button to stop it. Needless to say, this makes things a bit easier and is a good option if you are finding the dynamic meters too difficult at first.



Credits

Vice President of
Product Development
Steve Ryno

Executive Producer
Donn Nauert

Senior Producer
Greg Gibson

Producer
Jon Osborn

Associate Producers
Gabriel Jones
Jym Killy

Production Assistant
Sanders Keel

Testing Department
Eric van Rooy
Scott Travis
Erick Fernandez
Jason Lewis

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To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Dept. at (800) 826-0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof of purchase (UPC code) within the 90-day warranty period to:

   Majesco Sales, Inc.
   244 Fernwood Avenue
   Edison, NJ 08837

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

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If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Majesco Sales, Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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