

SEGA  
GENESIS  
Official Entertainment

# CHAMPIONSHIP BOWLING™



MENTRIX SOFTWARE, INC.





This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

**Thank you** for selecting Mentrix Software's Championship Bowling.

Please read this manual to ensure proper handling of your game.

**"HANDLING YOUR CARTRIDGE" INSTRUCTIONS**

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- 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 recess during extended play, to rest yourself and the Sega Cartridge.

**WARNING TO OWNERS OF PROJECTION TELEVISION:**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

**WARNING:**

READ BEFORE USING YOUR SEGA VIDEO GAME 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 may induce an epileptic seizure in these individuals. Certain conditions may induce 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.

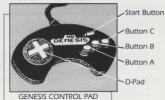


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## STARTING UP



1. Make sure the power is OFF on your Sega Genesis.
2. Insert the CHAMPIONSHIP BOWLING cartridge into the slot then turn switch ON. The Sega logo will appear. If nothing appears, begin again at step 1.
3. Press START. The CHAMPIONSHIP BOWLING logo will appear.
4. Press START again to see the option screen. Use D-PAD UP/DOWN to select.



## GAME CONTROLS

### START BUTTON

- Start the game from logo screen
- Terminate the game during game play

### DIRECTIONAL PAD (D-PAD)

- UP/DOWN to select from option screen
- LEFT/RIGHT to select player
- LEFT/RIGHT to select ball weight
- UP/DOWN to select bowling alley
- LEFT/RIGHT to move bowler position

### A, B, AND C BUTTON

- Lock in selection at option screen, player select screen, ball weight screen, and alley select screen

### A BUTTON

- View lane condition

### B BUTTON

- View score card

### C BUTTON

- Start spin gauge
- Lock spin gauge
- Lock power gauge

### CONTROLLER USE

1. Controller in use  
Player 1, Player 2, Player 3, Player 4 in order
2. Controllers in use  
Controller 1 - Player 1, Player 3  
Controller 2 - Player 2, Player 4



## ROLL IT!

### CHOOSE A GAME



There are 3 different modes to choose from. Each mode is described in detail in section "THREE WAYS TO ROLL'EM" on page 10.

Use D-Pad UP/DOWN to highlight one of the modes. Press A, B, or C button to make your selection.

### CHOOSE NUMBER OF PLAYERS

PRACTICE - For 1 player.

VS MAN - For 2 to 4 players

VS COMP - Tournament setting for one player against computer.

Use D-Pad UP/DOWN to highlight your selection from the above choices. Press A, B, or C button to make your selection.



## SELECT BOWLER



There are 4 players each with unique bowling styles. These bowlers are introduced in "BOWLER INFORMATION" on page 14.

Use D-pad RIGHT/LEFT to select player.

Press A, B, or C to make selection. Each player will repeat the above steps to select own bowler.



## CHOOSE THE RIGHT BALL

### CHOOSE A BALL



Each bowling style requires a specific weight ball. For instance, the power bowler will perform much better with a heavy (14 - 16 lbs) ball. On the other hand, a finesse bowler will do better with a lighter weight (10 - 14 lbs) ball.

Use D-pad LEFT/RIGHT to change ball weight.

Press A, B, or C to make selection.



## SELECT BOWLING ALLEY

### SELECT BOWLING ALLEY



There are 4 alleys with their own lane conditions - slow, fast, change, and special. Each condition will affect the curve of the ball tremendously. Please read page 13 for further details.

Use D-pad UP/DOWN to highlight alley.

Press A, B, or C to make your selection.



## HIT 'EM HARD!!

### BOWLER POSITION

Use D-pad RIGHT/LEFT to position your bowler. Press C button to lock position and to bring the SPIN GAUGE on screen.



### SPIN GAUGE

A ball moves left to right on the gauge. Press C button to stop the ball. The position of the ball will determine the spin of your ball.

The closer it stopped to the middle, the less spin it will have. The closer it stops to either end of the gauge, the more spin your ball will have in that direction.

### Remember!

The actual spin of your ball is determined by the spin gauge, the ball weight, power gauge, and the lane conditions.



## HIT 'EM HARD!!

### AIMING POINT

Immediately after the spin gauge is locked, the AIMING POINT starts roaming at the top of the pins. Press C button to lock aim.



### POWER GAUGE

Right after the aiming point is locked, the POWER gauge appears in the top right corner. Press C button to lock power.



The power gauge will go from weak to mega power ONLY ONCE. Failure to press the C button will automatically release the ball at the weakest power.

## NOW WATCH THE BALL ROLL DOWN THE LANE.



## THREE WAY TO ROLL 'EM

### NORMAL MODE

In this mode you will enjoy 10 frames of traditional bowling. The computer will score your game automatically. The score sheet may be viewed by pressing the B button.

### Scoring

Each bowler gets two rolls per frame to knock all the pins down for 10-frames. The bowler receives an OPEN FRAME if all pins are not knocked down after two rolls. A SPARE is recorded if all pins are knocked down after the second roll, and a STRIKE is recorded if all pins are knocked down after the first roll.

### Open Frame

The maximum score for an open frame is 9. Each pin knocked down will be added to the score.

1	2	3	4
7 1	8 1	3 4	5 4
8	17	24	33
(0-0-1)	(0-3-4)	(2-0-4)	



## SCORING

### Spare Frame

A spare is recorded with a diagonal line across the score box. It is worth 10 points plus the total pins knocked down by the next roll.

1	2	3	4
7 1	5 /	6 /	7 2
8	24	41	50
	(0-10-6)	(2-0-7)	(0-1-2)

### Strike Frame

A strike is recorded with a "X" on the score box. It is worth 10 points plus the total of the next two rolls.

1	2	3	4	5	6	7
7 1	X	7 2	X	X	5 /	X
8	27	36	61	81	101	
	(0-10-7-2)	(27-7-2)	(26-10-10-5)	(0-10-10)	(0-10-10)	



## OTHER MODES

### SPARE MODE

In this mode the bowlers compete by trying to spare the frames that the computer arranges. Each bowler is allowed one roll to pick up some of the most difficult of splits. Each spare is worth 30 points, open frames are worth 0 points. Maximum score possible is 300 points.

### BONUS MODE

This mode is similar to the NORMAL mode in which there are 10 frames and 2 rolls per frame. The difference is that each frame is worth up to 30 points with pins worth 1, 2, 5, or 10 points. The score assignment appears at the top right corner. A strike is worth an extra 10 points making that frame worth 40 points. Highest score possible is 400 points.



## LANE CONDITION

### LANE CONDITION

There are four lane conditions - FAST, SLOW, CHANGE, and SPECIAL determined by the oil condition on the lanes.

#### FAST LANE

The lane is called FAST when it's very oily. The oil reduces the spin on your ball resulting in less of a curve. Therefore adjusting to FAST lanes may take changing your initial position, putting more spin on the ball, or decreasing the power.

#### SLOW LANE

The lane is SLOW when it's dry. This causes the ball to spin more and thus hook more than usual. To adjust to SLOW lanes, you must change your initial position, put less spin on your ball or increase the power.

#### CHANGE

At the CHANGE lanes, you are able to change the conditions of the lanes to your preference.

- Press A to view lane condition at the top right corner
- Use D-pad UP/DOWN to select portion of lane to change
- Press A to change to SLOW
- Press B to change to FAST
- When finished, press C then A to return to the game

#### SPECIAL

At the SPECIAL lanes, the conditions change during game play to make scoring high a challenge.





## BOWLER INFORMATION

### MARK "THE MARKER" THOMAS

Style: Finesse Bowler,  
very precise,  
doesn't take  
chances

Height: 5'11"

Weight: 165 lbs

Age: 29



Nicknamed for his consistent ability to MARK up the score sheets with spares and strikes.

### LINDA "STRIKER" TYLER

Style: Finesse bowler,  
consistent striker

Height: 5'7"

Weight: 125 lbs

Age: 22



Nicknamed for her consistent ability to strike.



## BOWLER INFORMATION

### LEROY "PIN-ACTION" JACKSON

Style: Power bowler,  
less precision but  
lots of power

Height: 6'4"

Weight: 235 lbs

Age: 24



Nicknamed for his power-balls that create an explosion with pins.

### DANA "SMARTS" KAPLAN

Style: Smart bowler,  
nails every pin  
solid

Height: 5'4"

Weight: 110 lbs

Age: 25



Nicknamed for her keen senses to study the lane conditions and adjust quickly. She hardly ever makes mistakes and has a high average.



## LIMITED WARRANTY

Mentrix Software, Incorporated warrants to the original purchaser of the MENTRIX software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Products returned to us or at the factory service center must be accompanied by a receipt. In the absence of such a purchase receipt, the warranty period shall be ninety (90) days from the date of manufacture, indicated on the software product.

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U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80294;  
Canada No. 1,183,276; Hong Kong No. 88-4302;  
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