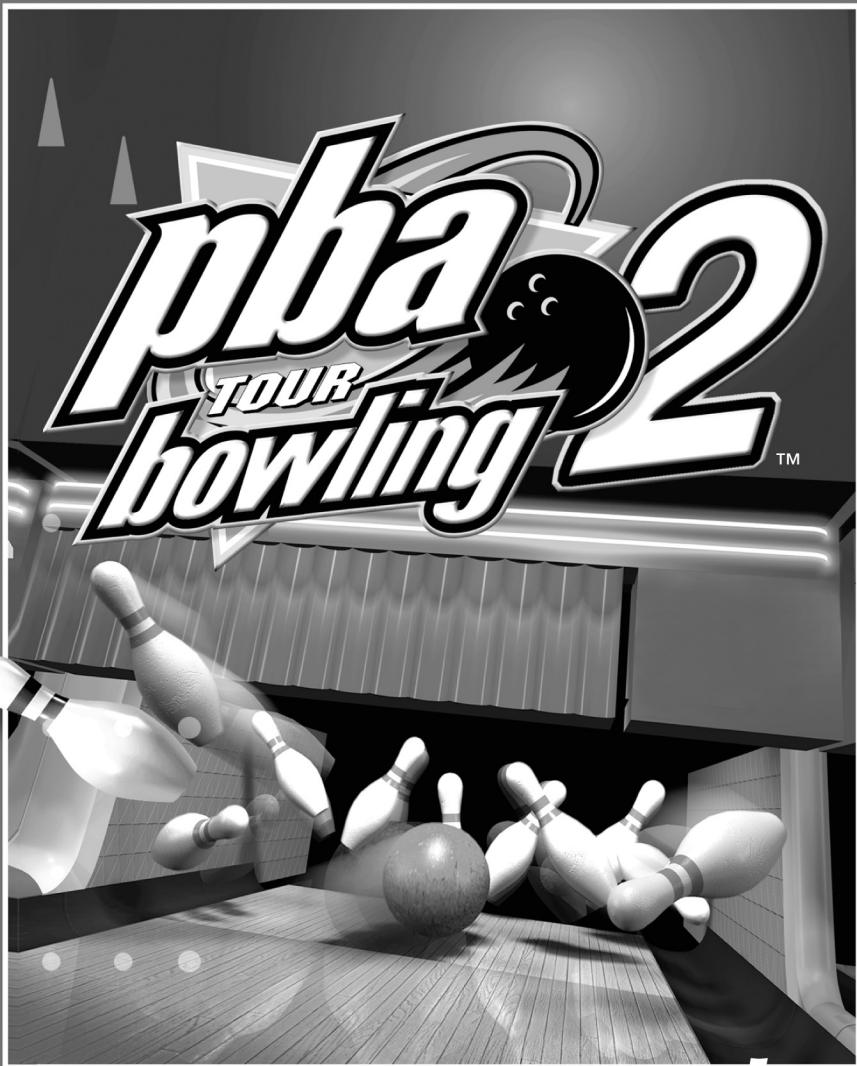




User Manual

BETHESDA SOFTWARES™

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This Agreement is governed by the laws of the State of Maryland. Address all correspondence to: Bethesda Softworks, 1370 Piccard Drive, Suite 120, Rockville, Maryland 20850-4304 USA

The PBA Bowling II package should contain at least the following items:

- One PBA Bowling II CD ROM Disc
- One User's Manual
- One Product Registration Card

Warranty Card and Warranty Protection: To be eligible for warranty protection, the original purchaser must fill out and mail in the Warranty Registration Card within thirty (30) days of purchase. Failure to send in your Warranty Card with thirty (30) days of purchase will result in the loss of your warranty protection. Warranty protection is available only to the original purchaser. In the event of any questions in this regard, Bethesda Softworks reserves the exclusive right to determine warranty eligibility and appropriate redress, if any.

24 Hour Online Technical Support

Bethesda Softworks is always ready to try to help you with your software difficulties. In an effort to support our customers, Bethesda maintains a presence online. Presently, this service includes an Internet website, including FAQ's and technical help (<http://www.bethsoft.com>), and internet Email (tech@bethsoft.com). Orders can also be placed through our secure server. See our website and click on 'store.'

Technical Support & Customer Service

Technical support is available at (301) 963-2002, Monday through Friday, between 9:00 a.m. and 6:00 p.m., Eastern Time. Please have the following ready: computer brand, processor make & speed, CD make & speed, operating system, sound card name and video card name. Also, be near your computer and have pencil and paper handy when calling.

Customer Service is available at (301) 926-8300, Monday through Friday, between 9:00 a.m. and 6:00 p.m. Eastern Time.

Send all correspondence to:
Bethesda Softworks
1370 Piccard Drive Suite 120
Rockville, Maryland 20850-4304

Installation

To install PBA Bowling 2, insert the game CD into your CD ROM drive.

If AutoPlay is enabled, the installer splash screen appears. Click on the Install button and follow directions.

If AutoPlay is not enabled, and no installer splash screen appears, double-click on My Computer on the desktop, then double-click on the icon representing your CD ROM drive. Then, to install, double-click the file called "Setup" or "Setup.exe" in your CD ROM directory window.

TO PLAY PBA BOWLING 2

During installation, a shortcut is placed in your Start menus. To run the game, click on the Start button, then use your mouse to move the cursor to "Programs," then "PBA Bowling 2," then click on "Play PBA Bowling 2" to play.

Quick Start

Here's how to play a practice game of PBA Bowling 2:

Start a game.

On the PBA2 Bowling menu, click on "Start a New Game."

On the Open Bowling menu, click on "Practice."

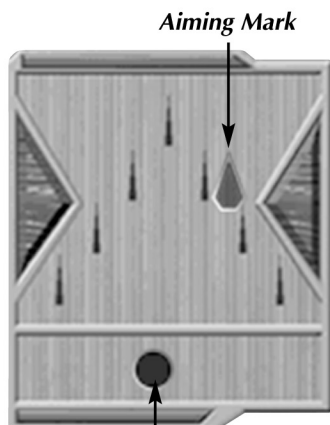
On the Practice Game menu, click on "Human Pro."

On the Pick Pro menu, click on "Tom Baker."

On the Practice Game menu, click on "Bowl."

And away you go....

Position your bowler and your aiming mark.



Position your bowler. Left-click [Mouse1] on the lower Aiming Display to adjust your bowler's position.

Position your aiming mark. Left-click [Mouse1] on the upper Aiming Display to adjust your aiming mark.

Click four times to bowl your ball at the pins. You can click your left mouse button on the Throw Display, or hit the keyboard key [default key is <SPACE BAR>] to click. **Everything depends on the timing of your clicks.**

Introduction

The Professional Bowlers Association (PBA) is the undisputed "major league" of bowling in the world today. All fans of pro bowling follow the PBA Tour on the ESPN network, savoring the drama of fierce competition among world-class professional bowlers like Bob Learn Jr., Bryan Goebel, and Tom Baker. Now you can bowl against these big-money pro bowlers in Bethesda Softwork's PBA BOWLING 2.

How To Bowl

Of course, if you don't happen to be a world-class professional bowler, you may need a brief review of the basic elements of bowling. When a group of bowlers arrive at a bowling center, they first place their bowling balls on the ball returns. The first bowler then stands on the approach with his feet on the proper mark. Looking down the lane towards the pins, the bowler selects a spot on the floor to aim his ball, using marks one-third of the way down the lane as targets to represent the positions of the pins. He then walks up to the foul line and bowls the ball. The ball rolls down the lane and knocks down some pins. The goal is – knock down as many pins as possible.

The game consists of ten frames. A bowler bowls two balls for each of the first nine frames (unless a strike is scored). In the 10th frame, the bowler gets two balls unless a strike or spare is scored, in which case he gets three balls.

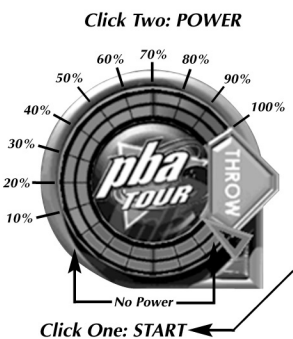
The bowlers take turns until each bowler has completed frame one, then the first bowler bowls again for frame two. If they are playing a team game, the first bowler from team one starts, followed by the first bowler from team two. This continues until both teams have finished frame one. The bowler from team one then starts on frame two.

How To Score

The number of pins knocked down by the bowler's first ball is placed to the left of the box in the upper right corner of that frame on the score card, except when a strike is scored. If a strike is scored, an "X" is placed in the box. The number of pins knocked down on the second ball is placed in the box. If a spare is scored, a "/" is placed in the box. If no pins are hit by the ball, a "-" is placed on the scorecard. The total number of pins scored for each frame is placed on the bottom row under the box. If a strike is bowled, the score for that frame is ten plus the number of pins knocked down by the next two balls. If a spare is bowled, the score for that frame is ten plus the number of pins knocked down on the next ball.

Click One: START. This click starts the needle moving clockwise on the bowling display.

Click Two: POWER: This click determines how hard you bowl.

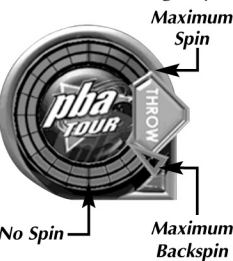
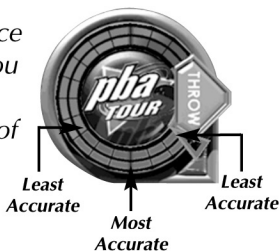


The harder you bowl, the more difficult it is to bowl accurately. At 100% power, you only have one second to correctly hit the next click, the accuracy click. At 50% power, you have a whole TWO seconds to time your accuracy click. [Big difference? Try it. You'll see....]

Click Three: ACCURACY:

This click determines how accurately you place your ball. The harder you bowl, the harder it is to

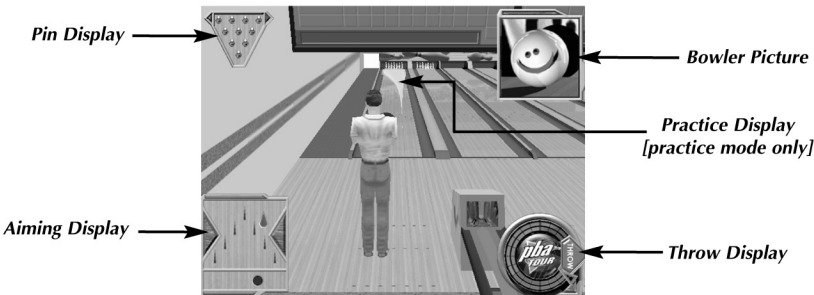
place your ball accurately. Click in the exact center of the grey area for 100% accuracy. Click to the left or right of the center, and you may be as much as two feet off the target you aimed for.



After the Accuracy click, the indicator continues back to the start point to be ready for the last click – the Spin click.

Click Four: SPIN: This click determines whether you throw the ball straight, or place spin or backspin on the ball, and how much spin. Throwing a ball with no spin sends the ball straight down the alley. Throwing with spin hooks the ball to the left for a right-handed bowler, to the right for a left-handed bowler. Throwing with backspin hooks the ball in the opposite direction from throwing with spin.

*“Whee! Gutter ball!”
Okay. It’s all in the timing.
Practice.*



Functions

	for Keyboard	for Mouse	for Gamepad
Menu Functions			
Select Item	Space	Mouse1	Button1
Change Selection	LeftArrow, RightArrow	Move Mouse	Directional pad
Show Menu and Cursor	Any Arrow Key	Move Mouse	
Bowl Functions			
Throw Ball: Press four times to bowl. One: Start Two: Power Three: Accuracy Four: Spin	Space	Mouse1 on Throw Display	Button1
Move Aim: Move aiming point.	RAlt + LeftArrow or RightArrow	Mouse2 [outside Aim Display] Mouse1 [on upper Aim Display]	Directional Pad + Button2
Move Bowler: Reposition bowler at the line.	LeftArrow or RightArrow	Mouse1 [outside Aim Display] Mouse1 [on lower Aim Display]	Directional pad
Other Ball: Change ball.	RCtrl	Mouse3	Button3
VCR: Replay last throw.	V		Button8
Scoreboard: View Scoreboard.	S		Button10
Oil: View Oil.	O		Button7
Menu: Go to Menu.	ESC		Button9
Set Pins [Practice Only]: Toggles a numbered pin on or off. [Use to set up spares for practice.]	1-10 [toggles pin on or off]	Mouse1 on a pin on the Pin Display.	
Replay Functions			
Toggle Play/Stop: Start and stop replay.	Space	Mouse1	Button1
Toggle Camera: Cycle through camera views.	RAlt + LeftArrow or RightArrow	Mouse2	Button2
Move Replay Display: Reposition VCR control panel.	RCntrl	Mouse3	Button3
Reverse Replay: Start replay backwards.	Left Arrow		Directional Pad Left
Advance Replay: Start replay forwards.	Right Arrow		Directional Pad Right
Reverse Frame: Step back one frame.	1		Button4
Advance Frame: Step forward one frame.	2		Button5
Go to Start of Replay: Jump to replay start.	Up Arrow		
Go to End of Replay: Jump to replay end.	Down Arrow		

Credits

Design/Programming

Craig Walton
Marvin Herbold

Art

Juan Sanchez
Gary Noonan
Christiane Meister
Mark Jones
Chris Ondrus

Actors

Marvin Herbold

Sound/Music

Eric Heberling

Manual

Ken Rolston

Publishing

Moshe Milich
Teresa Vaughn
Lori Rehr

Testers

Marilyn Armstrong
Steven Berra
Chris Boucher
Patrick Butler-Monterde
Jeff Chan
Stuart Chester
Todd Devenyns

James Dillinger

Boyd Drew
David Forman
Paul Gittins
Mike Gonzalez
Jeff Graham
Richard Guilford
Susan Kinkle
Matthew Lindahl
Matthew McNerney
Kevin McNair
Beth Melling
Wendy Ocque
John Ojaletto
Billy Pickering
Jody Strange
Kevin Tipton
Rob Wheatley

Special Thanks

Dawn Holgate
Todd Howard
Shady Grove AMF
MCDL League Members
Reno National Bowling Stadium
All the PBA Pro Bowlers

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