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System Requirements

Anime Bowling Babes

System Requirements

- Windows 95/98/NT/ME/2000/XP
- Pentium 400mhz or better
- 32MB Ram
- 8MB Direct3D video card
- 30MB hard drive space
- 640x480 Resolution or better
- DirectX 7.0 or better.

Credits

A Glimmer Games Production

Code: Phil Ings

Physics Engine : Tokamak Ltd.

Graphics: Jose Pedro Diaz

Music: Equinox Music: Marie Lakin and Greg Bullard

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Installation / Uninstalling

Installation

Run (double click) the anime_bowling_babes.exe (or anime_bowling_babes_demo.exe for the demo) file. The installation wizard will guide you through the rest of the installation process.

Uninstalling

Choose the "Uninstall" item in the "Anime Bowling Babes" program group (or "Anime Bowling Babes Demo" program group in the demo) in the start menu. The game will then automatically uninstall for you.

Introduction to Bowling Rules

A game of ten pin bowling can involve from one to four players. There are ten frames in a game of Ten Pin Bowling, at the beginning of which you will face all ten pins. You have two attempts to knock down all ten pins. At the end of the frame, you will be awarded the same number of points as the number of pins you knock down. If you knock down all ten pins in your first shot, you score a Strike, and the scores from the next two frames will be added to the score from this frame later for a maximum of thirty possible points. If you knock down all ten pins with your first and second shot combined, you score a Spare, and the score from the next frame will be added to the score from this frame later for a maximum of twenty possible points. In the final frame, you may potentially play three shots if you score a spare in the second shot or a strike on the first shot. The maximum possible score for a game is 300 points.



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Games Modes and Types

General Gameplay

Almost everything in Anime Bowling Babes is controlled with the mouse. Once you begin a game, move your mouse around the scene to find "hotspots" (areas of the screen on which you need to click to activate something.) When you roll the mouse over a "hotspot" a text indicator at the bottom of the screen will tell you what will happen if you click while the mouse is over there. The main "hotspots" you need to know about are:

Score Monitor (above the player) - Clicking on this will pan the camera to the score monitor where you will be able to view the scorecards for all players involved in the current game.

Pins - Clicking on this will pan the camera right down to the pin end of the alley, and allow you to get a better look at exactly how the remaining pins are positioned to help you pick your shot.

Alley - Clicking on the alley allows you to begin your shot.

Quit - Clicking on the X icon in the top right corner of the screen will allow you to quit. You will be prompted if you really want to quit before you actually quit the game, so this will not happen accidentally.

Game Modes and Types

Practice

Practice games are for one human player to play alone. You will not face an opponent and your only aim is to get the highest score possible.

Exhibition

Exhibition games are single one-off games. They can involve from one to four players, and the participants may be any combination of human and CPU players.

Tournament

Tournaments are for one human player only. You play against each of the other players in turn, all of which are controlled by the CPU. There are 3 difficulty levels for tournaments: Gold, Silver and Bronze. Each tournament has a special reward available if you can beat all the players and win the tournament.

Challenge

Challenge mode is for one human player only. You are presented with a set of pins in a particular position. You have one shot and only one shot to clear all the remaining pins. At first they will be quite easy to complete, but the most difficult positions will require a lot of skill and a bit of lateral thinking. Completing challenges will reward you by unlocking bonus balls which may be used in all game modes.

Arcade/Simulation Modes

All game variations can be played in either Arcade or Simulation mode. Arcade mode offers increased speed, more violent collisions, explosive special effects and allows you to steer the ball with the mouse after it has been bowled. Simulation mode is much more realistic and is for serious competitive games.





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How to Bowl

Bowling Controls

Method 1: Standard

This is the typical control method, suitable for beginners and those used to other sports games which use a bar control system. You can take as long as you like over your shot and this is the recommended control method for beginners. Experienced gamers may wish to use method 2, Tru-Bowl for a quicker, more immediate control method.

After clicking on the alley to begin your shot, you will be prompted to line up your shot, as indicated with the big red arrow. Move the mouse left and right to pick the line your player will take on her run up to bowl. When you are satisfied with this line, click the left mouse button.

The arrow now begins moving left and right, to indicate where the shot will be aimed. When the arrow is facing in the direction you want to aim, quickly click the left mouse button.

Now a power bar will appear in the top right of the screen and begin cycling back and forth. When the bar is where you want it to be, quickly click the left mouse button. If you click when the bar is at it's lowest point, you will bowl a very gentle shot. If you click when the bar is almost full, you will bowl a very hard shot.

Finally the arrow will begin bending back and forth alternately to indicate the amount and direction of spin or bend you can apply to your shot. Wait until the arrow indicates the amount of spin you wish to apply and then quickly click the left mouse button. If you do not wish to apply any spin at all, you may also click the right mouse button to skip this.

Now sit back and watch your babe bowl the shot you just played. Remember that you will be able to steer the ball left and right with the mouse after it has been released if you are playing in Arcade mode. Good luck!

Method 2: Tru-Bowl

This is the advanced control method, and as such, is not recommended for beginners. Experienced gamers will find this method to be much quicker and therefore, if you find the standard control method a little too rigid and slow, this will be the method for you.

After clicking on the alley to begin your shot, you will be prompted to line up your shot, as indicated with the big red arrow. Move the mouse left and right to pick the line your player will take on her run up to bowl. When you are satisfied with this line, click the left mouse button.

Next you will make your shot in one sweep of the mouse. You may take as long as you like at this point to consider your shot. The shot will not begin until you begin holding down the left mouse button. At this time, you may use the right mouse button to display a quick help guide on how to bowl a Tru-Bowl shot.

Once you are ready to bowl your shot, press the left mouse button and - keeping the left mouse button held down, move the mouse forward to give power to your shot. Move the mouse a long way forward for a hard shot and a little way forward for a short shot. At the same time you will be aiming your shot by moving the mouse left and right. After a couple of seconds, or when you release the left mouse button, both power and aim will be "locked" at the current position. At this point you will have a quick opportunity to apply spin or bend to the shot by moving the mouse left or right. After around a second, the spin will be locked too, and the shot will be complete.

Now sit back and watch your babe bowl the shot you just played. Remember that - if you are playing in Arcade Mode - you will be able to steer the ball left and right with the mouse after it has been released. Good luck!

Other Controls

Press tab during a game to open the chat console. This will allow you to leave messages for other human players if you are playing a game with more than one human player. It is also the place to type in any cheat codes you might earn by winning tournaments. The cheat codes may be hard to come by, but be sure to keep trying as each one of them is a bit special. Some cheats are only available in the registered version of Anime Bowling Babes.

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Options

Graphics Options

- Resolution - Be sure to set this at a resolution which both your videocard and monitor can handle. Note that lower resolutions will generally be faster, so if you have an older videocard and the game does not run smoothly at 800x600 or 1024x768, try 640x480 for a faster, smoother experience. If you have a moderate or fast videocard, you will be able to run the game in 1024x768 at full speed.
- Color Depth - Most videocards support both 16 and 32 bit color, but some may have trouble with 32 bit color. If this is the case, use 16 bit color instead. You will notice that 32 bit color generally looks better and is not normally any slower, so this is the preferred setting.
- Anti-Aliasing - This allows you to smooth jagged lines between contrasting colored areas of the screen. It can be quite slow on some videocards, so it is turned off by default. If your videocard is powerful enough, you may wish to try enabling it for a slightly improved visual appearance. Experienced users may wish to specify anti-aliasing settings in their videocard drivers.
- W-Buffer - If you notice any flickering images or visual artifacts of any kind, try changing the W-Buffer setting. Some videocards prefer this setting on, and some prefer it off. It will not affect performance, so if you are not experiencing any issues, leave the setting as it is. If you are experiencing some issues, try changing the setting.
- Shaders - Shaders are used to create simple special effects like reflections. Most modern videocards will support them, but some older videocards, and some onboard and laptop videocards will exhibit visual artifacts or even invisible objects. Shaders are off by default, and will need to be enabled if you want the best visual quality. They will not generally cause any kind of slowdown, so if you do not see any visual glitches and there are no objects which become invisible, you can continue to use them.

General Options

- Shadows - Shadows are off by default as they can make the game slow down on slower systems. They are a very attractive visual effect, however, so feel free to experiment to see if you can have them running without slowdown. In practice, only the slowest computers should be unable to handle shadows. If you do find a slowdown, you can simply come back to options and turn shadows back off again.
- Camera Transitions - When the camera moves between two parts of the alley, it generally makes a smooth transition. If you would prefer the camera just flicked immediately to the new location with no transition, turn this setting off.
- Particle Effects - Arcade mode games have some special effects like fire and smoke effects which can be very slow on some systems. If you enable the special effects and experience a slowdown, you may wish to come back into options and turn off particle effects once again.



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Troubleshooting

The balls and/or pins are invisible!! What's going on!??

You have enabled the shaders setting in graphics options. Your videocard does not support shaders, and you will need to go back into the graphics options menu and turn shaders off again. You may also wish to try [updating your video drivers](#) to see if this will resolve the problem. If it does not, you will need to disable shaders.

How can I increase performance?

If the game is not running as smoothly as you would like, set the resolution to 640x480, turn shaders off, turn shadows off, turn particle effects off and change the color depth to 16 bit. If the game is still not running smoothly, please consider [updating your drivers](#). If the game is now running smoothly, you may try turning some of these settings back on or increasing the resolution. Try to only change one setting at a time; If the performance decreases after you change it, you will know what caused it and how to reverse it.

The game doesn't start or crashes shortly afterwards. What can I do?

This is often caused by using outdated device drivers for your videocard or soundcard. We highly recommend updating your device drivers regularly as this can help eliminate problems with a lot of software. Please see : [Updating your Video Drivers](#) for more information.

If this does not resolve the issue, please also try [Updating your Audio Drivers](#) as this can poor drivers can often stop games initializing correctly.

Another reason you might be unable to run the game is if you have an old version of DirectX Installed. All our games require DirectX7 or higher be installed, and 99% of you will already have that. If you are not sure or if you would like to install the latest version, please see : [How to Check and Update DirectX](#).

If you are playing the demo version of Kick Shot Pool, it is possible that we need to make some modifications so that the game will support your computer. If you have tried all of the above advice and have not had any success, please email us with as much information about the problem and your computer.

The game starts ok, but it crashes at some point during gameplay. What can I do?

This is often caused by using outdated device drivers for your videocard or soundcard. We highly recommend updating your device drivers regularly as this can help eliminate problems with a lot of software. Please see : [Updating your Video Drivers](#) for more information.

Another reason you might be unable to run the game is if you have an old version of DirectX Installed. All our games require DirectX7 or higher be installed, and 99% of you will already have that. If you are not sure or if you would like to install the latest version, please see : [How to Check and Update DirectX](#).

The game works, but it is slow and the screen update is jerky. How can I fix this?

This is often caused by using outdated device drivers for your videocard or soundcard. We highly recommend updating your device drivers regularly as this can help eliminate problems with a lot of software. Please see : [Updating your Video Drivers](#) for more information.

Ensure that you are not running other programs at the same time as you play the

game. While you may be able to run a software firewall, antivirus software, instant messenger software and other background tasks without complications, we do not support this and recommend that you close all other programs before starting the game. If you are not playing a game against an online opponent over the internet, we recommend that you should not be connected to the internet while playing, as this can also interfere with the proper running of your game.

It is rare, but occasionally, poor audio drivers can cause games to glitch repeatedly. If the above issues have not resolved your problem, please try [Updating your Audio Drivers](#).

General Suggestions and Advice

Updating your Video Drivers

Below we have listed the most common video chipset manufacturers and a link to their website to look for drivers. If you are unsure which chipset you have, please contact your hardware vendor or [email us](#) with the full make and model number.

- [ATI](#)
- [NVidia](#)
- [Intel](#)
- [SIS](#)

Updating your Sound Drivers

Below we have listed the most common audio chipset manufacturers and a link to their website to look for drivers. If you are unsure which chipset you have, please contact your hardware vendor or [email us](#) with the full make and model number.

- [Creative \(SoundBlaster \)](#)
- [Intel](#)
- [SIS](#)
- [VIA](#)

Checking and Installing DirectX

All of our games expect you to have DirectX 7 or higher installed. 99% of you will already have version 7 or later installed and will not need to update. If you are experiencing difficulties getting the game to run, however, it is a good idea to update your DirectX version to the latest, as your videocard drivers may be optimized to work with recent versions. If you have an earlier version of DirectX than 7, you will need to update. The easiest way to do this is to use Windows Update. If you do not have this option or would prefer to download it manually, you may get the latest version of DirectX [here](#).

If you are uncertain which version of DirectX you have installed, please [Read Our Guide to Finding Your DirectX Version](#) or [email us](#)