SNK

NEO•GEO SYSTEM NGH-019 LEAGUE BOWLING USER'S MANUAL.

League Bowling™

NGH-019

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LEAGUE BOWLING USER'S MANUAL

LEAGUE BOWLING

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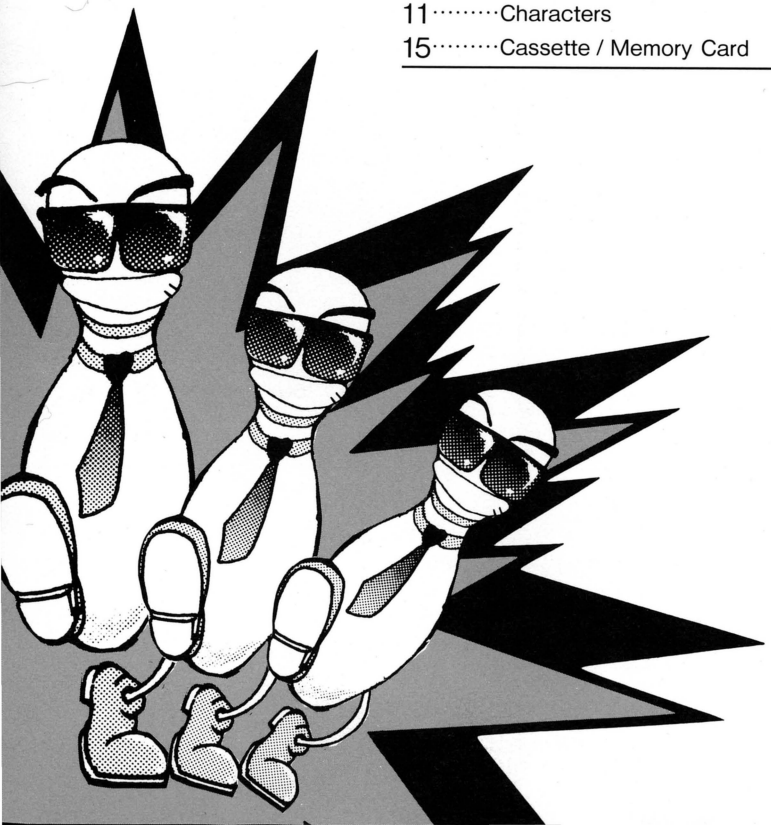
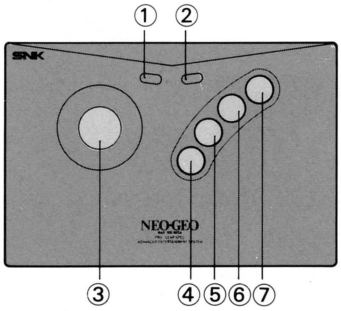


CONTROLS



LEAGUE BOWLING CONTROLS

①SELECT BUTTON···Not Used.
②START BUTTON····Starts Game.
③JOYSTICK·····Game Mode / Select number of bowlers Controls player's movement.
④A BUTTON·····Confirm game mode / Confirm right-handed or left-handed / Confirm ball selection / Select ball control / Select power gauge.
⑤B BUTTON·····Not Used.
⑥C BUTTON·····Not Used.
⑦D BUTTON·····Not Used.

*Memory card will store your selection of right-handed or left-handed bowler and ball selection.

SAVE & LOAD

●SAVE

Insert the memory card into slot located on the front, right-hand side of console BEFORE TURNING SYSTEM "ON". After selecting ball and bowler, "MEMORY CARD SAVE" is indicated - Select "YES" and press the "A" button.

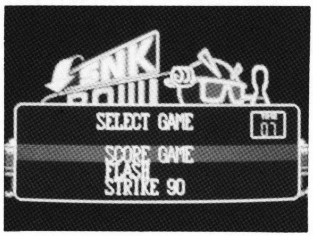
●LOAD

Insert memory card and turn power "ON".
Before selecting the bowler, "MEMORY CARD LOAD" is indicated - Select "YES" and press the "A" button.

LEAGUE BOWLING

GAME MODE SELECTION

Press the START button at the title screen. GAME MODE SELECTION SCREEN is then indicated. Move joystick up or down to highlight selection and confirm by pressing the "A" button.



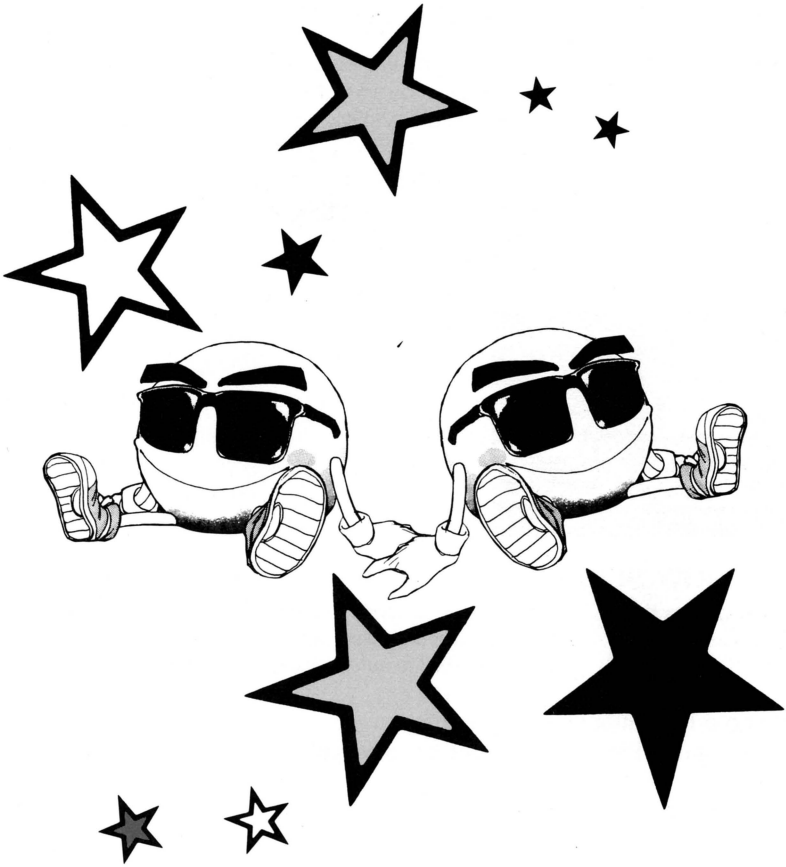
●MULTIPLE PLAYERS

1 PLAYER ·····For 1 bowler. "How to Play" will be displayed on Lane 2.
2 PLAYER·····For 2 bowlers.
3 PLAYER·····For 3 bowlers. Third bowler will bowl on 1st lane.
4 PLAYER·····For 4 bowlers. Third and fourth bowlers will bowl on 1st and 2nd lanes.

●GAME MODE DESCRIPTIONS

SCORE GAME·····Regular bowling competition with pins scoring points.
FLASH ·····Flash mode gives you between 50 and 300 points from the board flashing above your lane. To receive points you must bowl a strike (top level) or a spare (bottom level).
STRIKE "90"·····The Strike 90 mode gives you "90" points for a strike and "60" points for a spare.

※ In FLASH and STRIKE 90 modes points will be added on the next frame. At the 10th frame there will be no bonus throw.



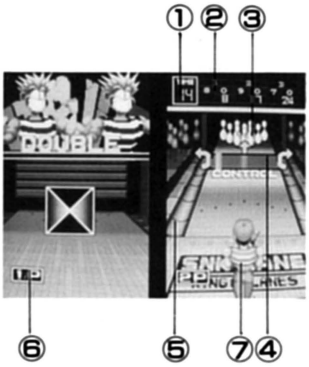
LEAGUE BOWLING

GAME SCREEN

●PLAYER SELECTION SCREEN

- ●Ball Selection·····Ball weight varies between 8 thru 15 pounds. Balls vary by weight, size and color. Move the joystick up or down to find selection - Confirm with "A" button.
- ●Player Selection····Select a right-handed or left-handed bowler by moving joystick right and left. After your selection, the game can be started by pressing the "A" button.

●THROW SCREEN



①Throwing time·····You have 20 seconds to throw your ball, when the timer reaches "0" the ball is automatically thrown for you.

②Score Indication·····Gives player's score.

③Remaining Pins·····Those pins left after your first ball is thrown.

④Control Gauge·····Controls direction of ball.
Power Gauge·····Controls the force of the ball.

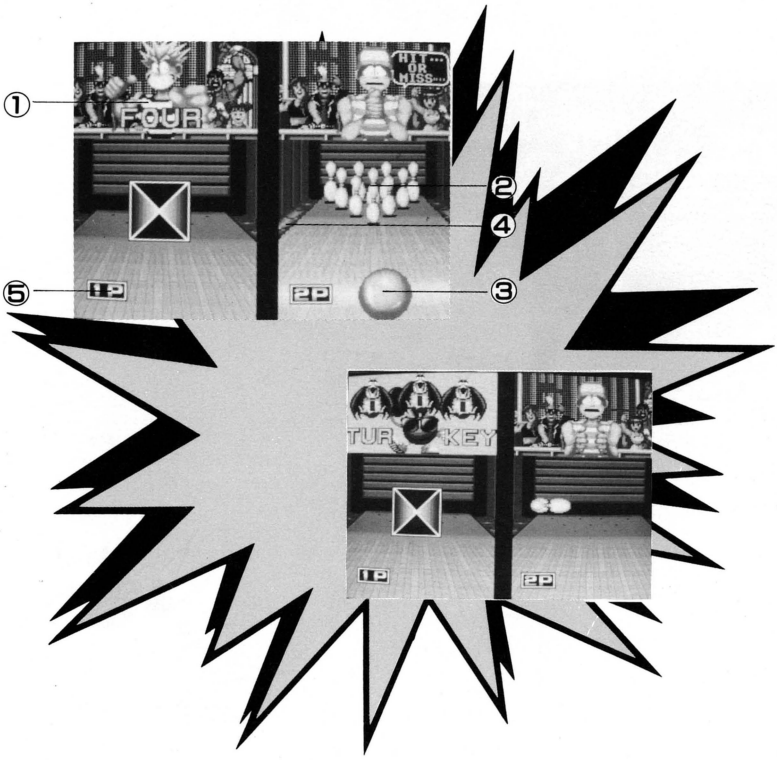
⑤Gutter·····Gutter balls are when no pins are knocked down.

⑥Bowler's Number····Indicates the order of each bowler.

⑦Bowler·····This is the bowler you control by moving left or right with joystick.

MAGNIFIED SCREEN

①Demo Window·····You will see different responses depending on the number of pins you knock down.
②Pins·····This is the same arrangement of pins from the "Throw Screen".
③Ball·····The ball you have thrown.
④Gutter·····Gutter balls are when no pins are knocked down.
⑤Bowler's Number·····Indicates the order of each bowler.



LEAGUE BOWLING

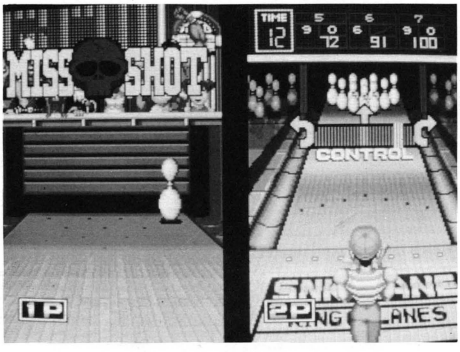
HOW TO BOWL

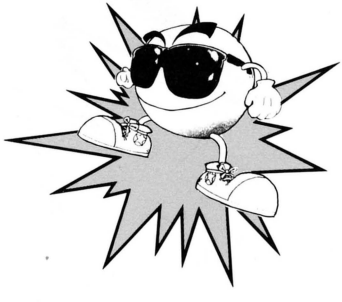
●Bowler's movement

Move bowler left and right with joystick to desire bowling position.

●Control gauge

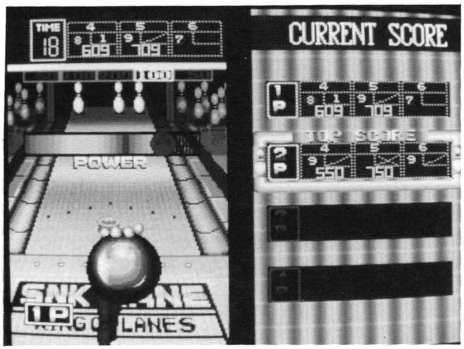
Confirm the direction of the ball by pressing the "A" button.

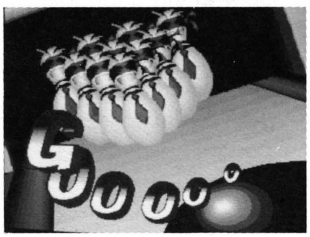


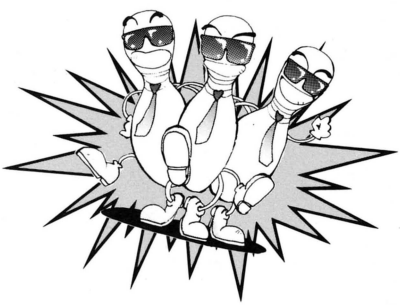


●Power gauge

After you confirm the control gauge, the power gauge appears on the screen.
Quickly select the power by pressing the "A" button.
(If maximum power is used the ball may edge to the left).
The power will be automatically selected for you if you fail to press "A" fast enough.







LEAGUE BOWLING

COMMUNICATION MULTI-PLAY

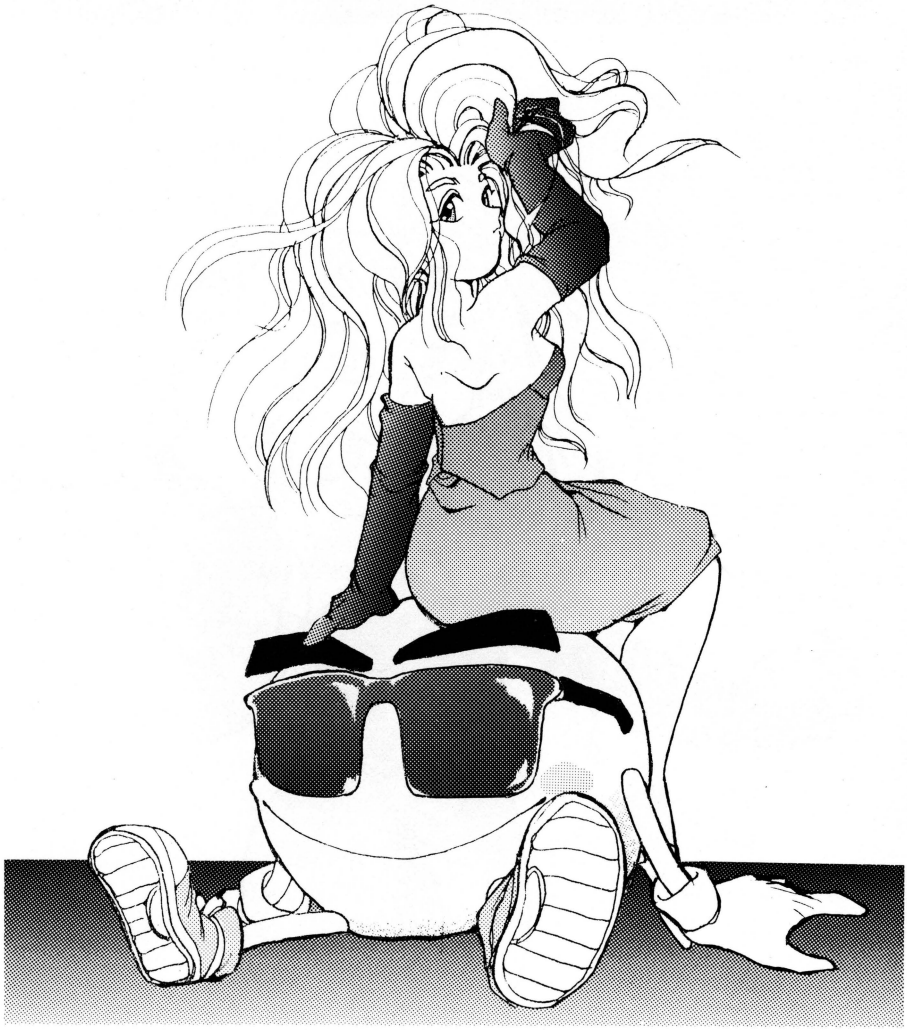
The communication function enables this game to be played with up to four players simultaneously.

●REQUIREMENTS FOR COMMUNICATION MULTI-PLAY

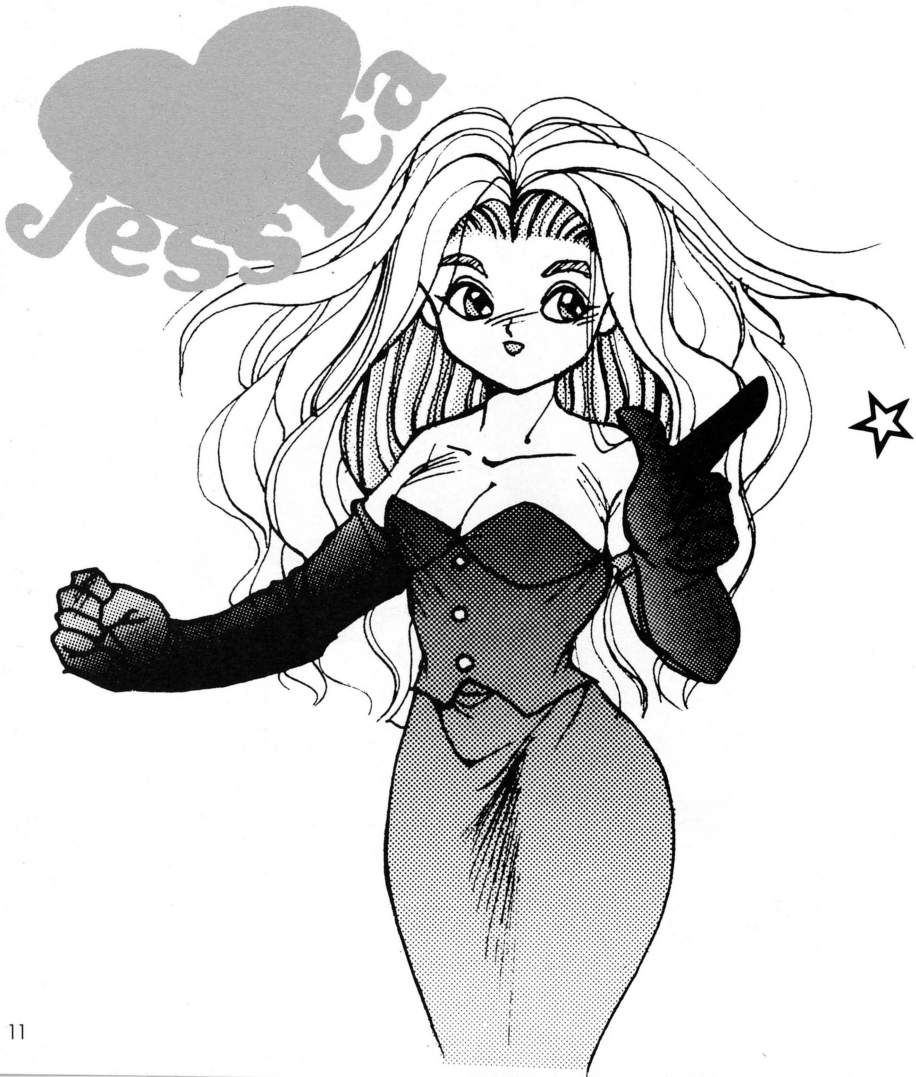
1. Two (2) NEO•GEO Consoles
2. Two (2) NEO•GEO Controllers
3. Two (2) League Bowling Cartridges
4. One (1) Communication Cable
5. Two (2) TV's or Color Monitors

●HOW TO CONNECT

①Connect 2 NEO•GEO consoles to 2 TV sets.
②Insert the game cartridges.
③Connect the cartridges with the communication cable.
④Turn both NEO•GEO units "ON". Both players must select "Communication multi-play". (The console turned on first will be player #1)
⑤Select game mode.
⑥When "entry screen" is sent to another NEO•GEO, press the "start" button to begin.

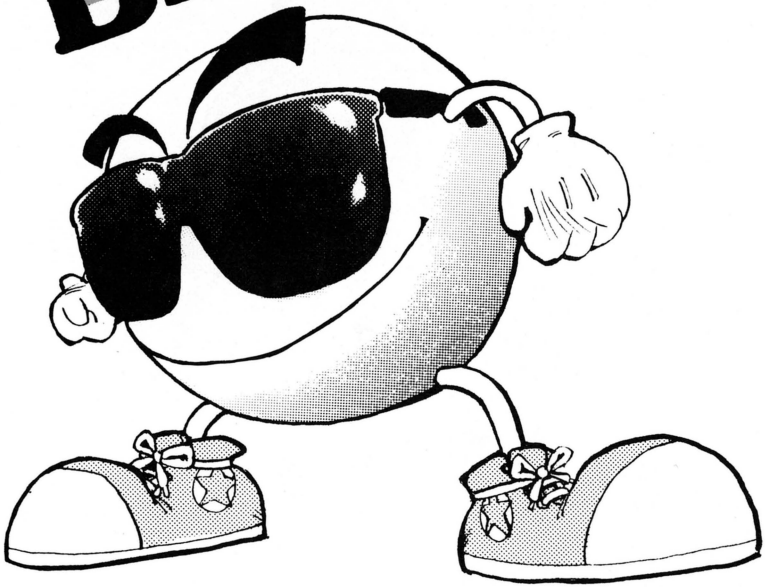


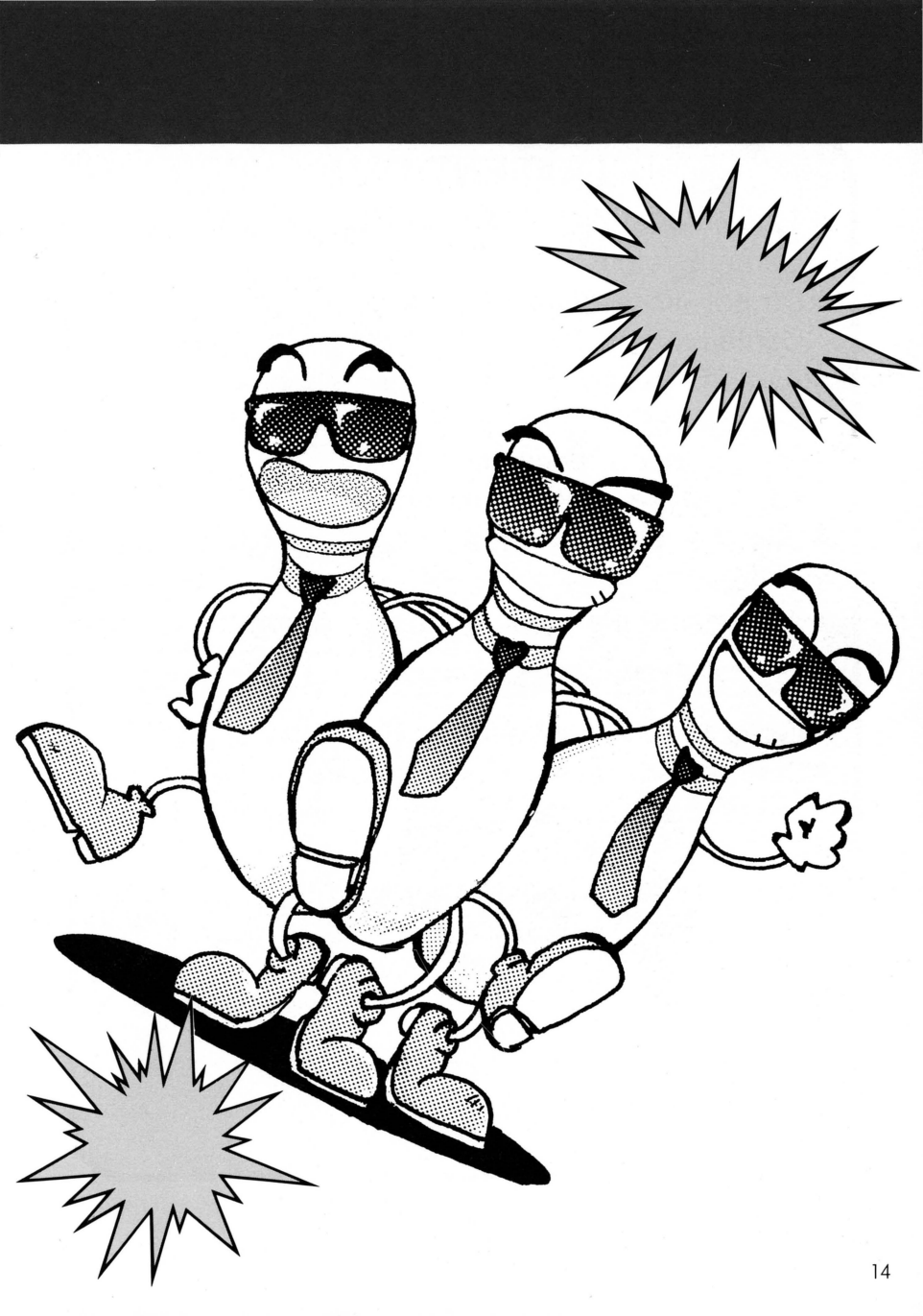
CHARACTERS



Pete

Mr. Bow & Pin Brothers





【ATTENTION】

- This product can only be used on the NEO GEO Rental System.
- Do not disassemble!!
  Contains high precision parts!
- Avoid dropping or other strong shocks.
  Keep away from extreme temperatures.
- Do not touch terminal.
  Avoid exposure to water and dust.
- Damage may be caused if cleaned with thinner or benzine.
- After game play, pull AC adaptor from outlet.

【MEMORY CARD PRECAUTIONS】

- Insert the memory card as the arrow shows.
- During load/save for memory card, do not insert or pull out the memory card or game cartridge. Do not shut off the main switch!
- Keep water and dust away from the connector of NEO•GEO memory card.

NEO•GEO IS A TRADE MARK REGISTERED BY SNK.

SNK CORPORATION