Nintendo

GAME BOY COLOR

DMG-AVBE-USA

Pocket Bowling

JALECO®

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

EVERYONE
NO DESCRIPTOR

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo®

NINTENDO, GAME BOY, GAME BOY COLOR AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989, 1998 NINTENDO OF AMERICA INC.

THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

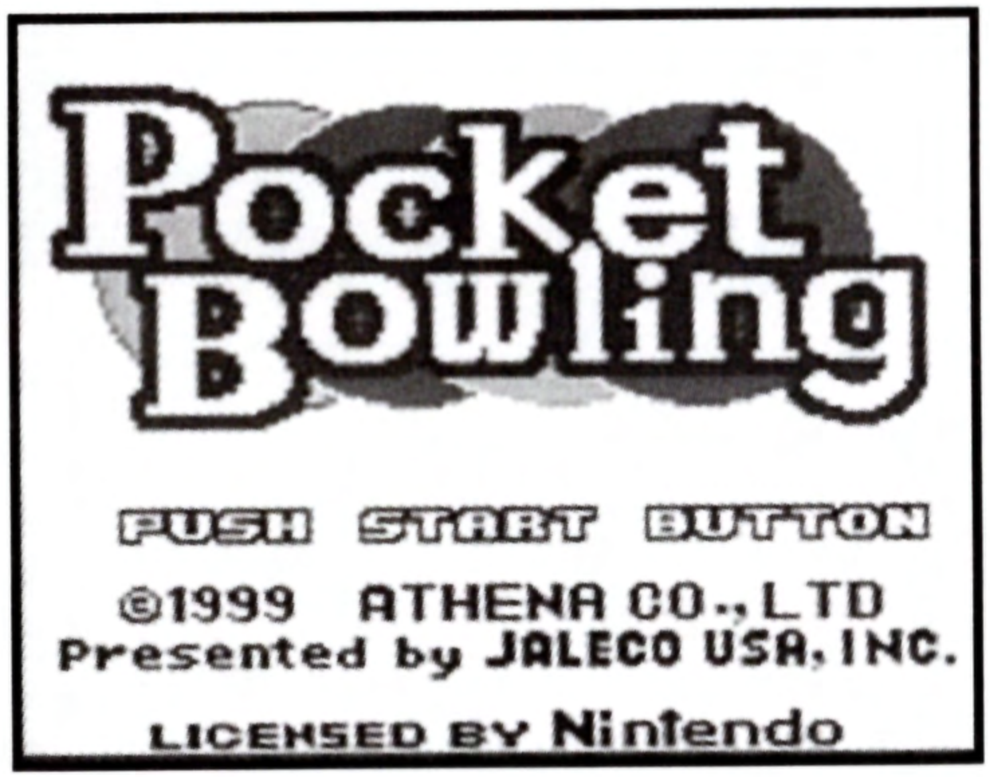
Pocket Bowling

TABLE OF CONTENTS

1. BEFORE YOU START A GAME 2
2. CONTROLLER FUNCTIONS 3
3. HOW TO PLAY 4,5,6
4. MODES 6
   4-1 STANDARD MODE 6
   4-2 TOURNAMENT MODE 7
   4-3 TRAINING MODE 7
5. CHARACTERS 8
6. PASSWORD 8

WARRANTY 9

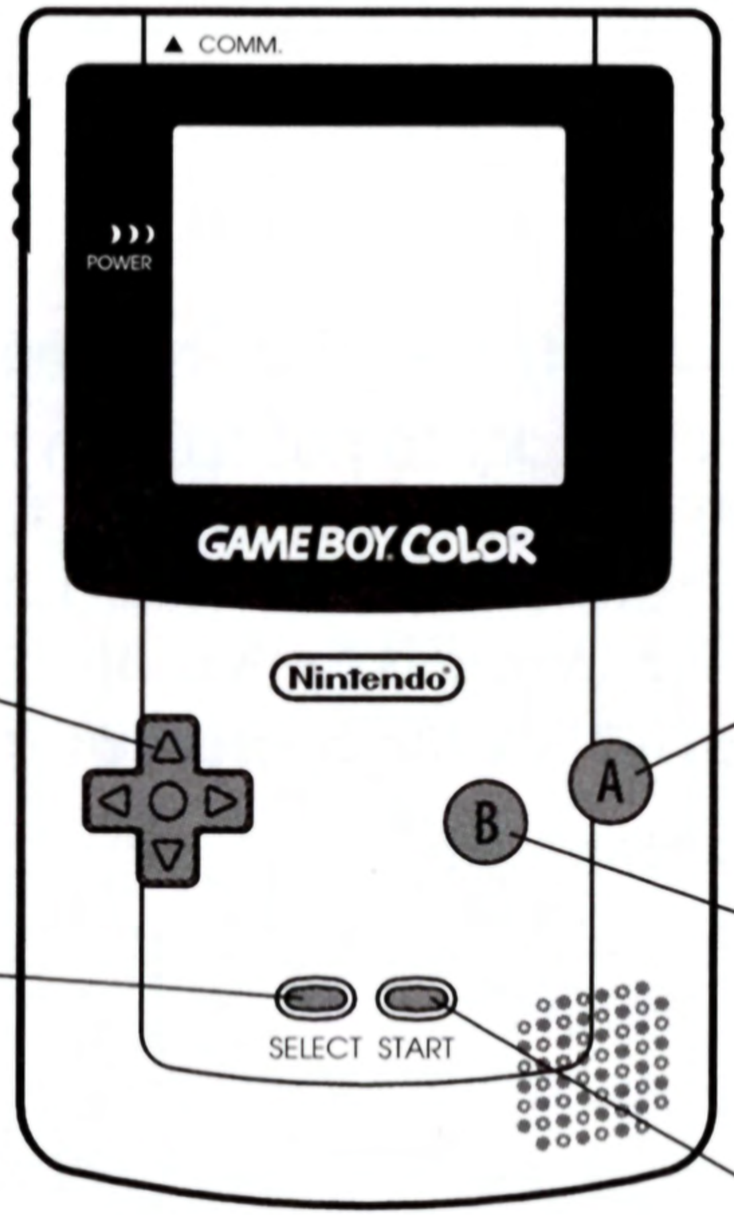
1. BEFORE YOU START A GAME



Press START at the title screen.

At the mode screen, press the Control Pad to select a mode then press the A button to decide.

2. CONTROLLER FUNCTIONS



Control Pad
Move cursor, Move ball

Select
Shows score

A Button
Decide

B Button
Return, Cancel

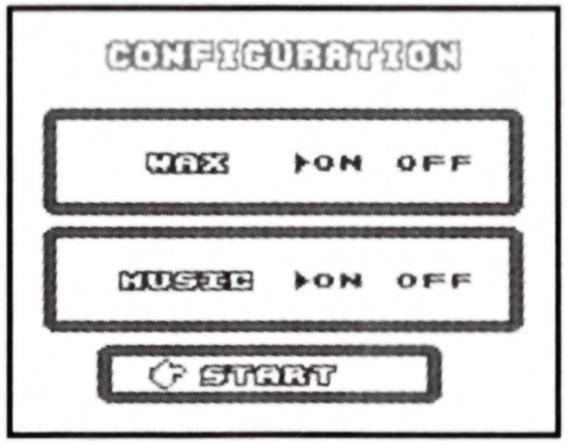
Start
Start game

3. HOW TO PLAY

A) Select a character type and the dominant hand.

TYPE
POWER TYPE (more power)
NORMAL TYPE (average)
TECHNIQUE TYPE (more spin)

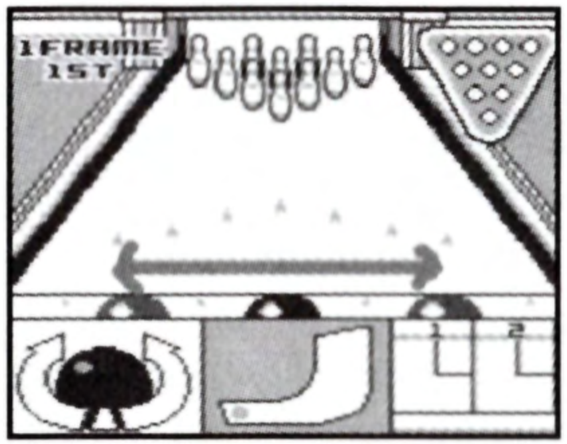
HAND
RIGHT (a ball can be easily curved to the left)
LEFT (a ball can be easily curved to the right)



B) Turn On/Off WAX/SOUND (not in the Tournament Mode)

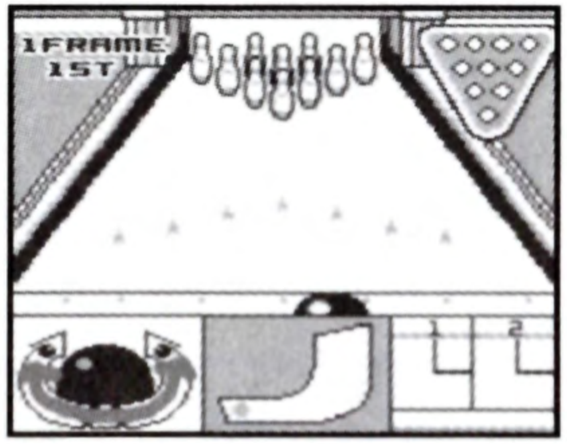
WAX ON (Harder to put spin on the ball)
WAX OFF (Easier to put spin on the ball)
MUSIC ON (Music can be heard during game play)
MUSIC OFF (Music is turned off)

Select START at the bottom of the screen to continue.

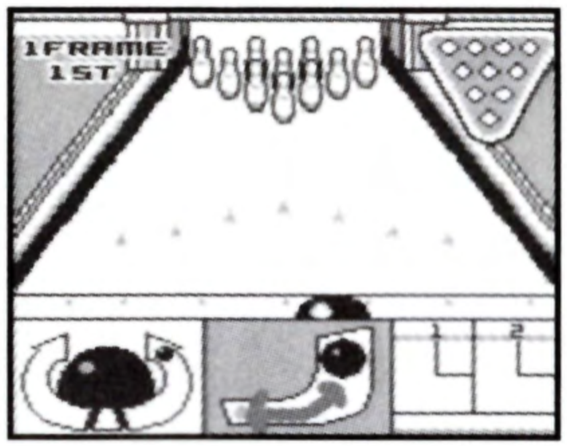


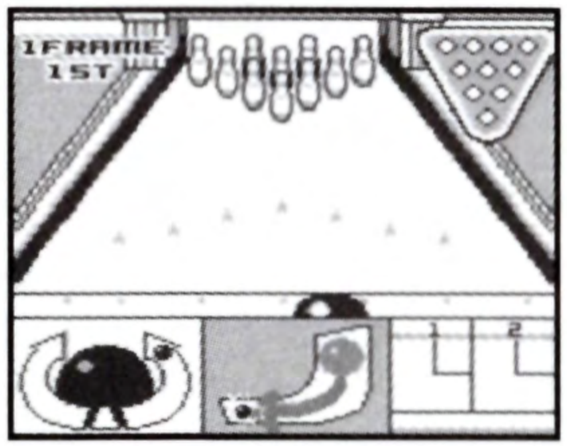
C) Throw the ball:

1. Use Left and Right on the Control Pad to decide the position on the lane from where you want to throw the ball. Press the A button to decide.



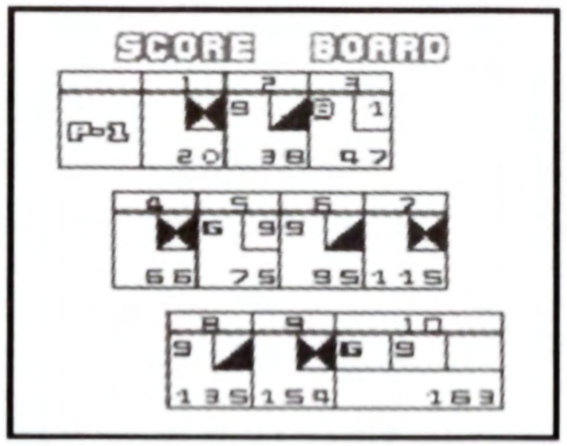
2. The spin indicator on the lower left-hand corner of the screen should start moving. Decide the direction and the speed of spin by pressing the A button to stop the indicator where desired. The more spin you want, the further up the arrow you should stop the indicator. Stopping the indicator on the right side will produce a curve to the left. And vice versa.





3. The power gauge, located at the bottom-center of the screen, should be moving. The ball is thrown faster as the gauge goes up. To decide the speed of the ball, stop the indicator at the desired spot with the A button. This is usually at the top of the gauge. The indicator should then move down the gauge. Stop it again, with the A button, when it reaches the circular mark. No matter what speed you want to throw the ball at, the indicator should always be stopped at the circular mark on the return.

4. The ball then rolls down the lane and the result will be displayed.



HOW TO SEE SCORES

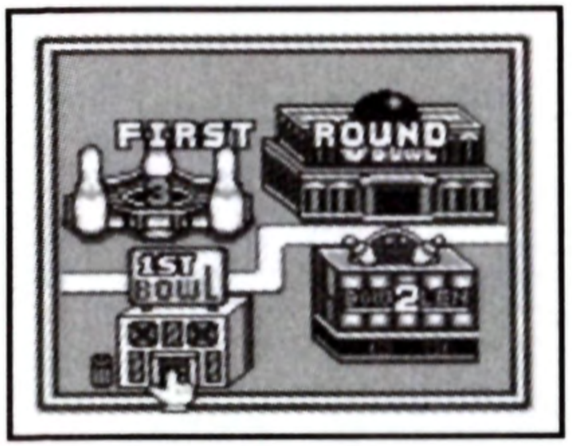
Press the SELECT button during a game to see the scores. Press the A button to return to the game screen. The scores are automatically displayed when one game is over.

4. MODES

4-1 STANDARD MODE

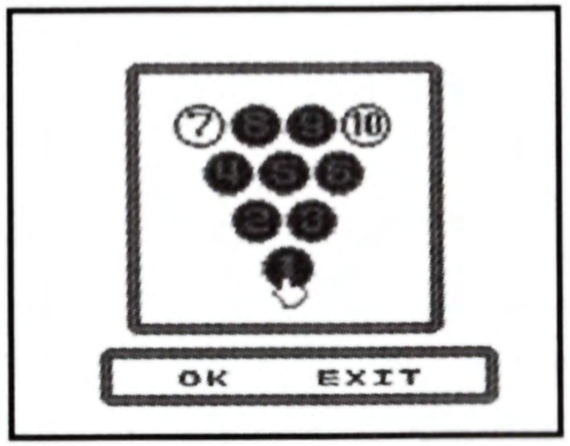
...For one or two players. If the two-player mode is selected, two players take turns to play a game. "POCKET BOWLING" cannot be linked to another GameBoy to play two-player games.

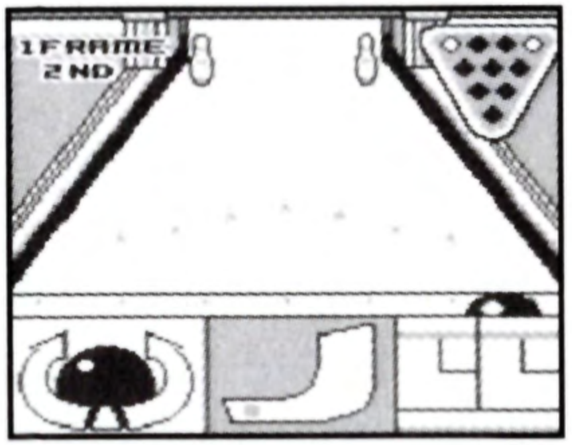
4-2 TOURNAMENT MODE



...A player selects a character and competes against 4 CPU controlled opponents. There are 4 bowling alleys. On each site, a player plays 3 games. If the player finishes with the top score, the player advances to the next alley. The game is over if a player did not finish with the top score. The game is complete when a player gets the top scores at all 4 alleys.

4-3 TRAINING MODE





...This mode allows a player to practice specific moves. Select a character and game options. You should see ten circles with corresponding numbers. This is the pin selection screen. Using the Control Pad, you can choose which pin(s) you would like to practice with. Select and deselect by using the A button. Pins highlighted in black will not be used. Select OK to practice.

5. CHARACTERS

JACK	**POWER TYPE**
POWER	*****
TECHNIQUE	*
BALL	16 LBS.

BOB	**POWER TYPE**
POWER	**
TECHNIQUE	*****
BALL	11 LBS.

MIKE	**NORMAL TYPE**
POWER	***
TECHNIQUE	***
BALL	13 LBS.

PEN	**POWER TYPE**
POWER	*****
TECHNIQUE	**
BALL	14 LBS.

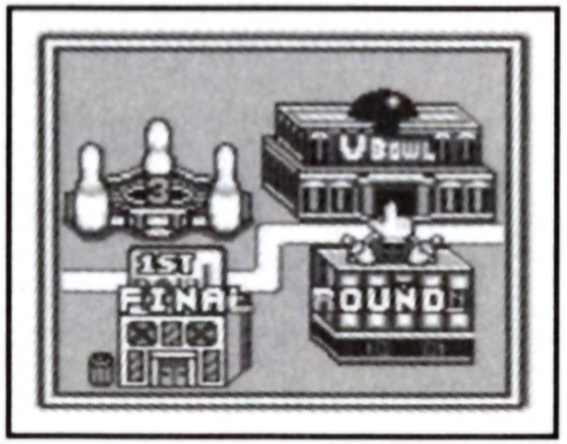
MARY	**TECHNIQUE TYPE**
POWER	*
TECHNIQUE	*****
BALL	8 LBS.

A-08	**ANDROID**
POWER	*****
TECHNIQUE	*****
BALL	15 LBS.

(This character appears when a game reaches a certain level.)

6. PASSWORD

In the Tournament mode, a password will be displayed when one alley is cleared. This password can be used at a later time to resume your game. At the main menu, select PASSWORD. You can now enter your password.



This product has been rated by the Entertainment Software Ratings Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1 (800) 771-3772.

JALECO USA, INC. LIMITED WARRANTY

Jaleco USA, Inc. warrants to the original purchaser of this Jaleco 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. This Jaleco software program is sold "as is" without express or implied warranty of any, and Jaleco is not liable for any losses or damages of any kind resulting from use of this program. Jaleco agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Jaleco software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Jaleco software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE JALECO. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL JALECO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS JALECO SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Jaleco USA, Inc., 225 Larkin Drive, Unit #4, Wheeling, Illinois 60090
www.jaleco.com

© 1999 Athena Co., Ltd.
Presented by Jaleco USA.
All rights reserved.
Licensed by Nintendo.

www.jaleco.com

Pocket Bowling © 1999 Jaleco Ltd. Jaleco and the Jaleco logos are registered trademarks of Jaleco Ltd. Jaleco USA, Inc.
225 Larkin Dr. Unit 4, Wheeling, IL 60090

PRINTED IN JAPAN