PlayStation®

NTSC U/C

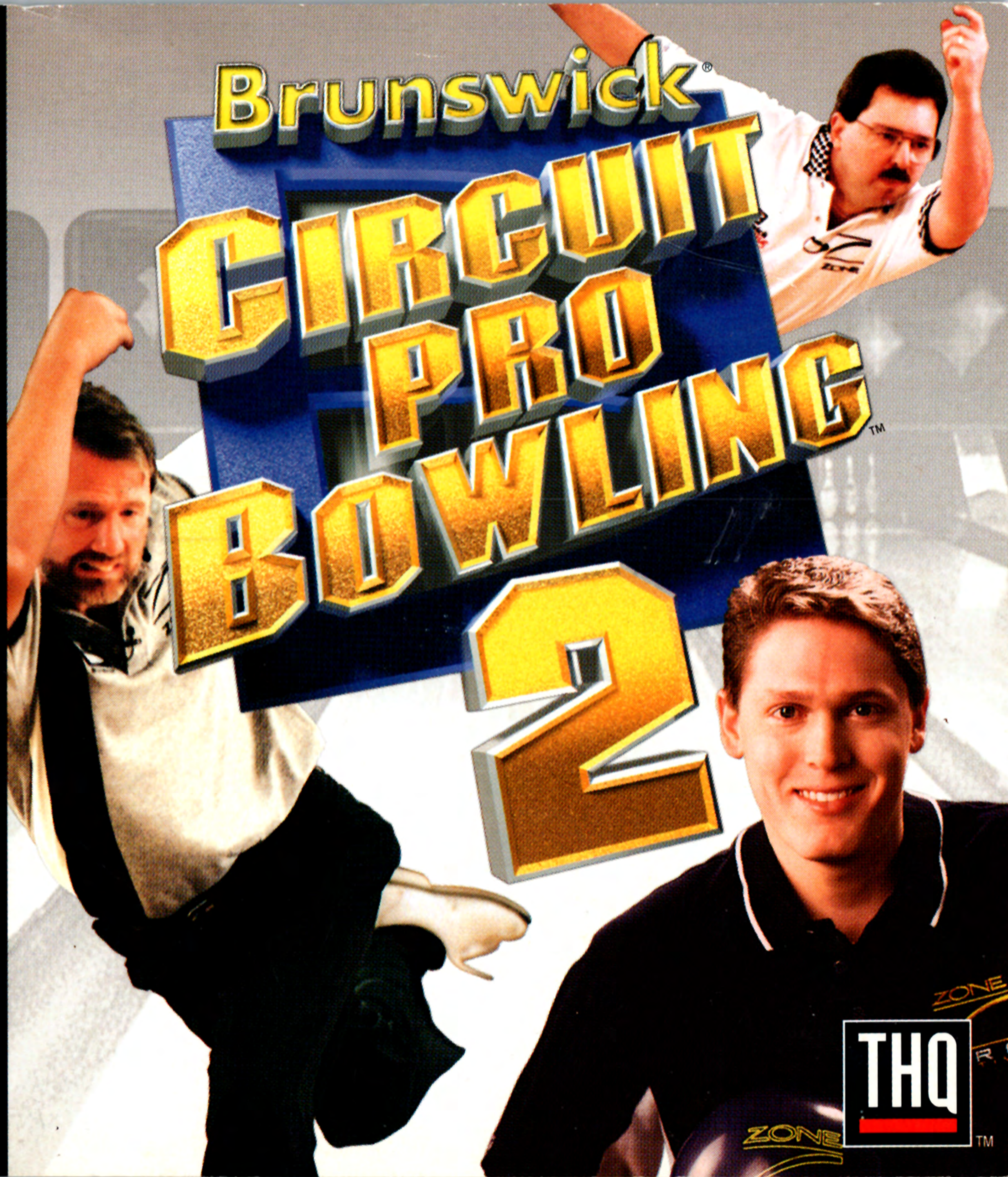
PlayStation®

EVERYONE

E™

CONTENT RATED BY ESRB

SLUS-00856


Brunswick®
CIRCUIT PRO BOWLING™

THQ™

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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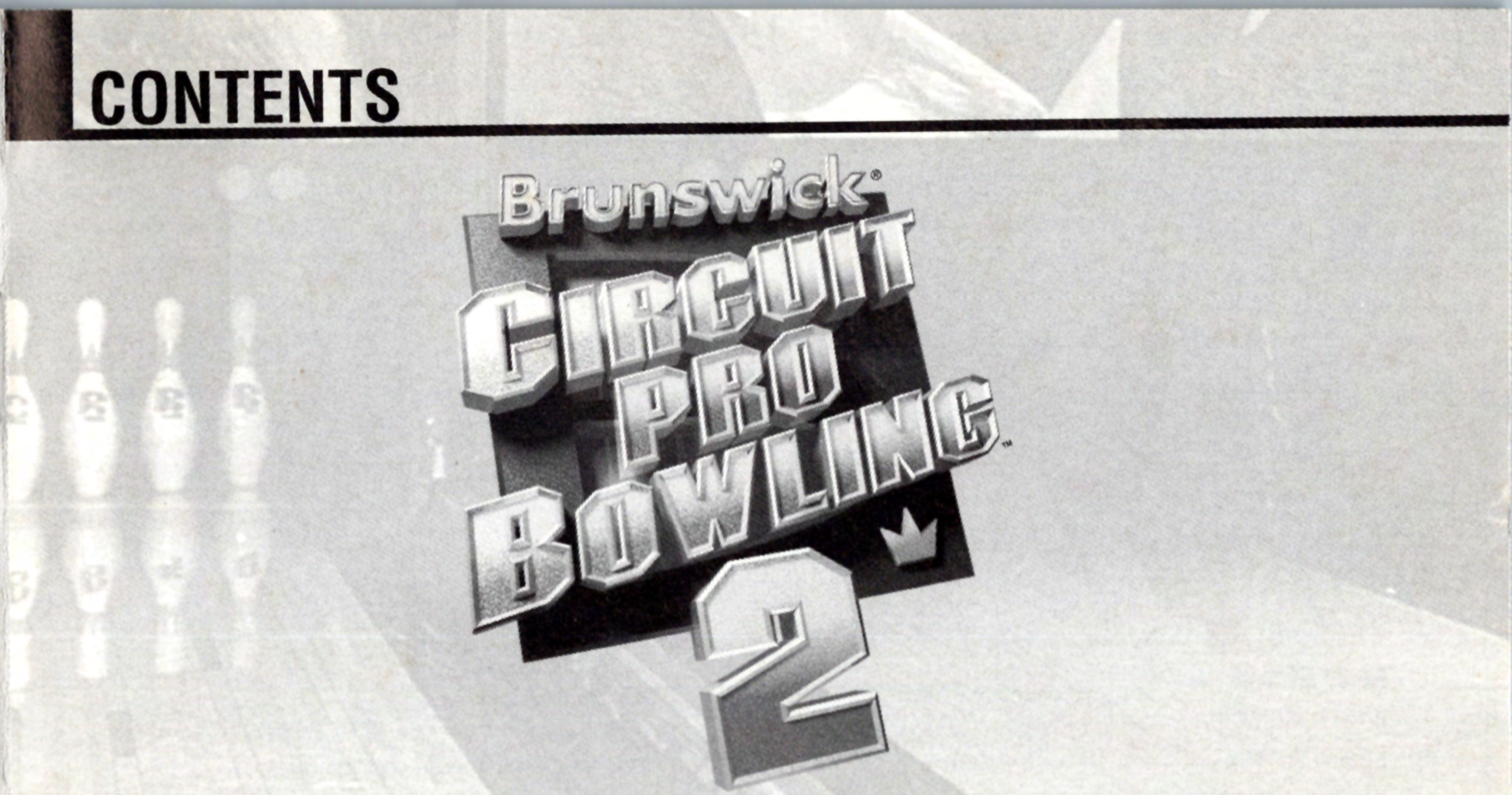

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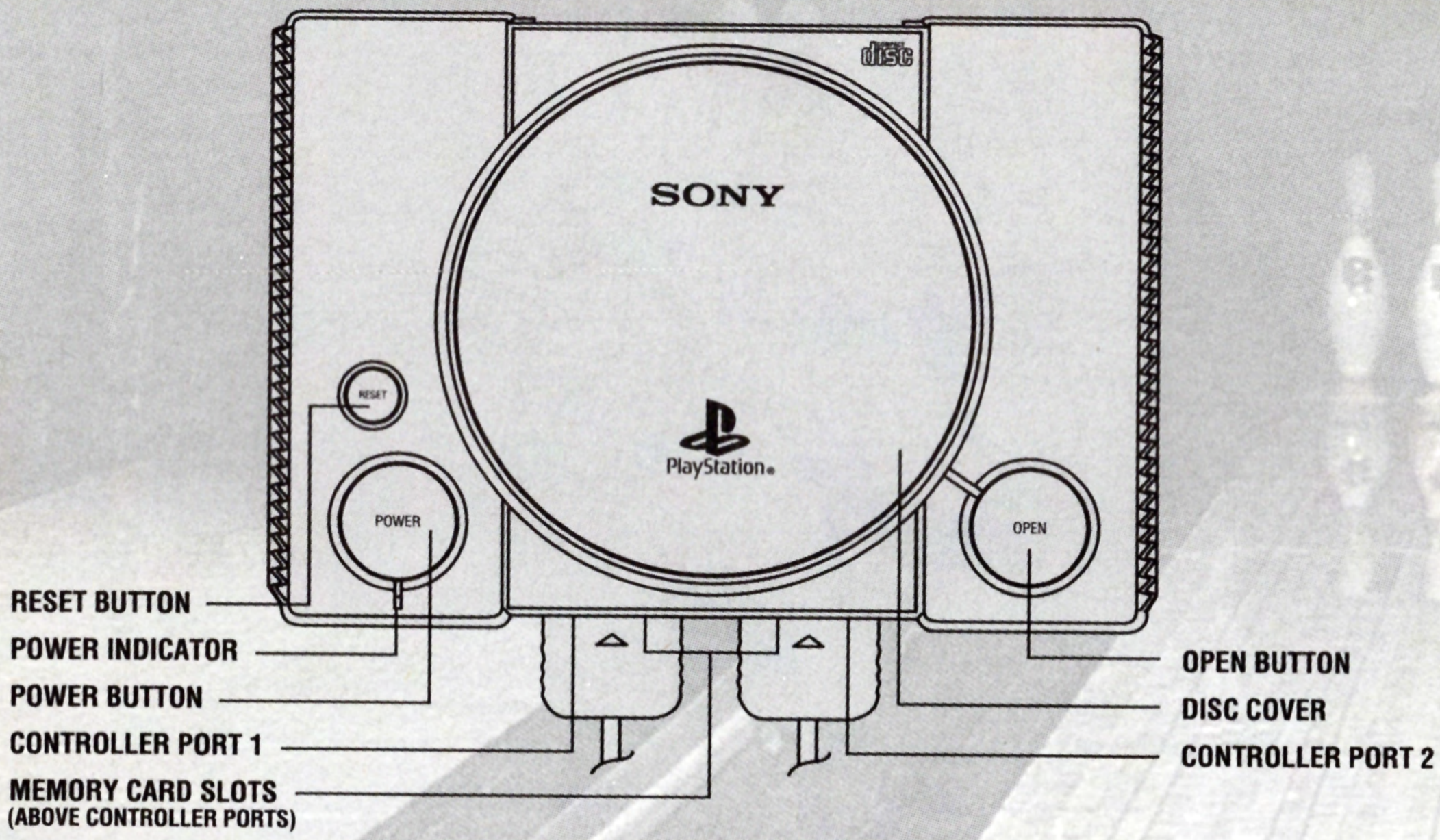
GETTING STARTED

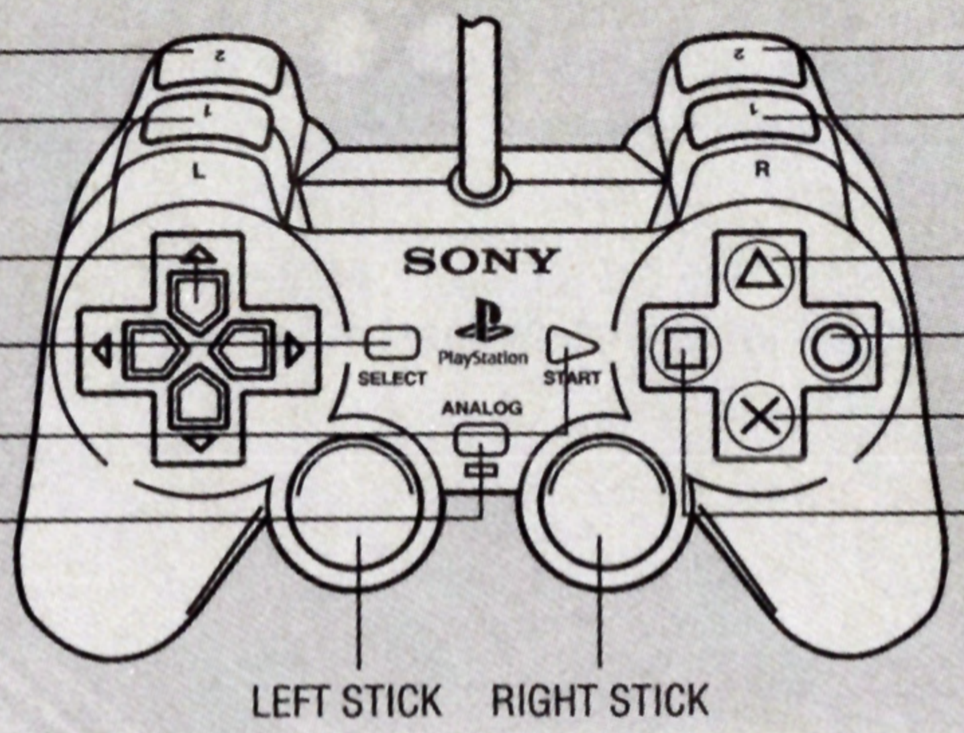


Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the BRUNSWICK CIRCUIT PRO BOWLING 2 disc and close the Disc Cover. Insert a game controller and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Memory Cards

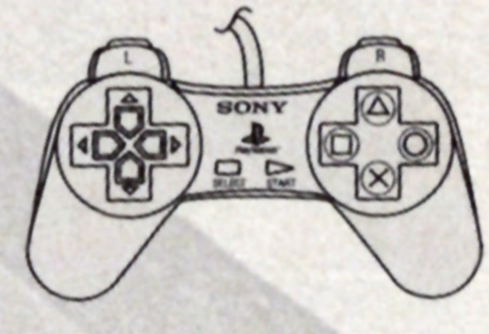
To save game settings and progress, insert a Memory Card into Memory Card slot 1 of the PlayStation game console before starting play. You can Load your saved games from the same card, or from any Memory Card containing previously saved BRUNSWICK CIRCUIT PRO BOWLING 2 games. To read about how to Save and Load games, turn to page 25.

DEFAULT CONTROLS



NOTE: Compatible only in Digital and Analog mode

ACTION	COMMAND
Menu Screens	
Highlight Option	Directional Button ↑/↓
Select Options	✕
Previous Menu	△
Toggle Options	←/→
On the Lane	
Bowl	✕
Change Ball	○
Change Views	△
Adjust Power	Directional Button ↑/↓
Aim	Directional Button ←/→
Move Bowler	L1 or R1
Adjust Spin	L2 or R2
Bowl Meter	
Start the Meters	✕
Set Power Meter	✕
Set Accuracy Meter	✕



NOTE: The Analog controls are below this note.

Analog Control	
Adjust Power	Left Stick ↑/↓
Aim	Left Stick ←/→
Adjust Spin	Right Stick ↑/↓
Move Bowler	Right Stick ←/→
Analog Bowl Meter	
View Meters	✕
Start Power Meter	Left Stick ↓
Set Power and Accuracy	Left Stick ↑

INTRODUCTION

The most realistic bowling simulation ever comes to your home on the PlayStation game console! Compete in a friendly Open Play game, practice your spares in the Practice Mode, then hit the lanes to take on the best pros on the circuit in the Career Mode.

From casual weekend fun to playing for the big money in a high-stakes Skins game, any way you play, Brunswick Circuit Pro Bowling 2 adds up to a championship bowling experience!



MAIN MENU

Customize any of the game options, load a game or start a new game from the Main Menu. Use the Directional Button ⬆/⬇ to highlight an option, then press the ✕ Button to confirm.

- New Game – Choose from nine different game modes before heading to the alley.
- Load Game – Select MEMORY CARD 1 to load the game from Slot 1. Choose SELECT MEMORY CARD to load your game from Slot 2. See page 25.
- Load Replay – To view a previously saved Replay, select the Memory Card to load from and press the ✕ Button. See page 25.
- Options – Customize your game by selecting OPTIONS. See the next page for details.



OPTIONS MENU

Fully customize your bowling experience, whether in a Professional Tournament or having fun in the Cosmic Bowling mode, by setting the following Options. Use the Directional Button ⬆/⬇ to highlight an option, then press the ✕Button to select it. For more information, see the following two pages.

When exiting a menu, you can save the changed Options to a Memory Card. Select the appropriate Memory Card and press the ✕Button to save, or select DO NOT SAVE to exit the menu without saving.



OPTIONS MENU

- Sound Mode – Select MONO to hear everything through one speaker or STEREO for systems with more than one speaker.
- Interface Music Volume – Alter the volume of the music from the menu screens.
- Interface SFX Volume – Change the volume of the sound effects from the menu screens.
- Game Music – Choose a musical selection that will play while you are bowling.
- Game Music Volume – Adjust the in-game music volume.
- Game SFX Volume – Customize the in-game sound effects volume.



OPTIONS MENU

- Synch Meter – When ON, your bowler will begin his approach while you are setting the meters. When OFF, your bowler will not begin moving until after you have set the meters.
- Cameras – Choose between eight different camera angles, or select RANDOM to view all of them while bowling.
- Vibration – Toggle ON/OFF. Select ON to feel the rumble of the Vibration while playing Brunswick Circuit Pro Bowling 2.

Delete Saved Game

- To delete a save, highlight the Memory Card you want to delete a game from and press the ✕Button. Select the game to be deleted and press the ✕Button, then select DELETE and press the ✕Button again.
- Select CANCEL to retain the saved game and return to the previous menu.

Delete Saved Bowler

- To delete a created bowler, highlight the Memory Card you want to delete from and press the ✕Button. Select the bowler to be deleted and press the ✕Button, then select DELETE and press the ✕Button again.
- Select CANCEL to retain the saved bowler and return to the previous menu.

View Credits

- View the creators of Brunswick Circuit Pro Bowling 2.

Done

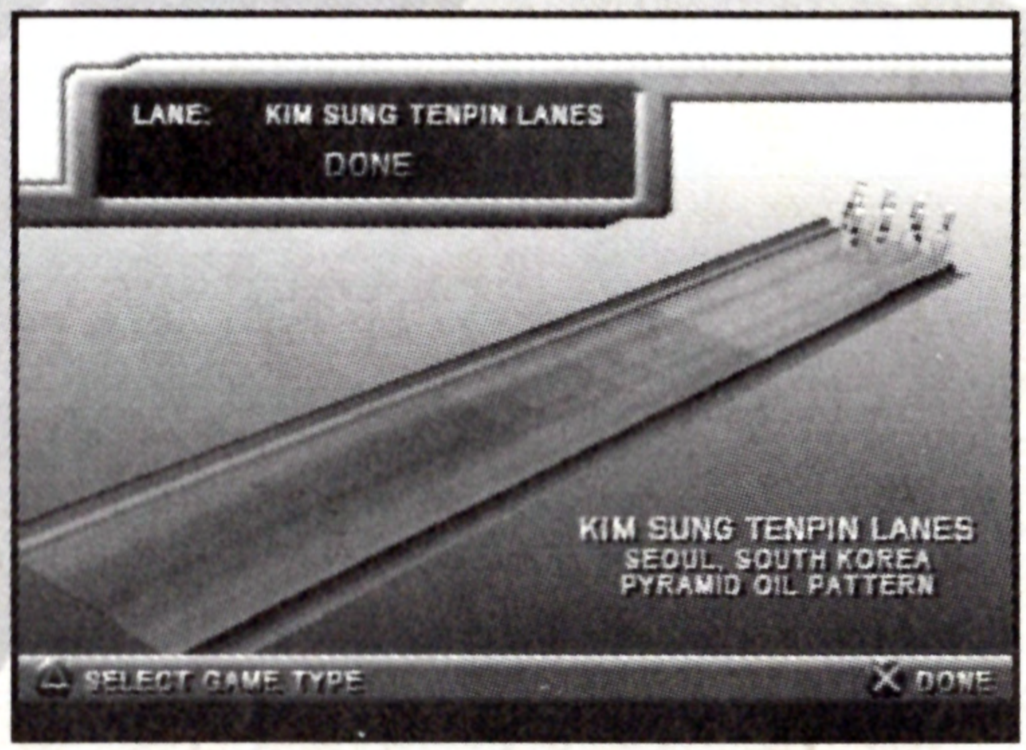
- Return to the Main Menu to begin a new game.

OPEN PLAY

Play a single game against the computer or a friend. To start, highlight OPEN PLAY on the New Game menu and press the ✕Button.

Open Play Setup

- Press the Directional Button ⬅/➡ to view the available lanes to bowl on. Note that the oil pattern changes with each lane, which ultimately effects the spin on your ball.
- The blue areas on a lane diagram show the oil pattern. Dark blue represents a thick layer of oil, while the lighter blue area has less oil.
- The oil will spread over the lane as you progress through a game.
- As the lane quality degrades, change your aim and spin to compensate for the different ball performance.
- Highlight DONE and press the ✕Button to continue to the Registry screen.
- Once all the bowlers have been chosen, select BOWL! and press the ✕Button to begin.



REGISTRY

The Registry is where you decide how many players will compete in a game. You can add up to eight players, ranging from Brunswick Pro Staff Bowlers to your own created bowlers. Also, each player can be either Human controlled or CPU controlled.

- Add Player – Add a player to the registry. Once selected, you can create a bowler, add a Pro or previously saved bowler, and can change any of the bowlers to be controlled by the CPU.
- Edit Player – Change attributes for any of your created bowlers.
- Delete Player – Remove one player from the registry.
- Clear Registry – Remove all players from the registry.
- Change Controllers – Decide which controller each player will use. All Human controlled players can use the same controller, or can use up to four controllers between them. You will need a Multi-Tap to use four controllers.
- Bowl! – Exit the Bowler Registry and begin play.

Note: When using the Multi Tap, at least one controller must be connected to Controller port 1-A or 2-A.



SELECTING A BOWLER TYPE

Before beginning a game, select ADD PLAYER to choose the bowler you would like to use. Choose from any of the eleven Brunswick Pro Staff bowlers, or create a whole new competitor.

Create Bowler – Build a custom bowler from the ground, up! You can change the gender, body, clothes, attributes, and ball selection for each created bowler. Use the Directional Button to highlight an option, then press ⬅/➡ to choose a setting.

Name – To change the default name, use the Directional Button to highlight a letter and press the ✕Button to select it. Use the □ Button to delete a letter. When finished, press the ○ Button to confirm your name and return to the Bowler Creation screen.

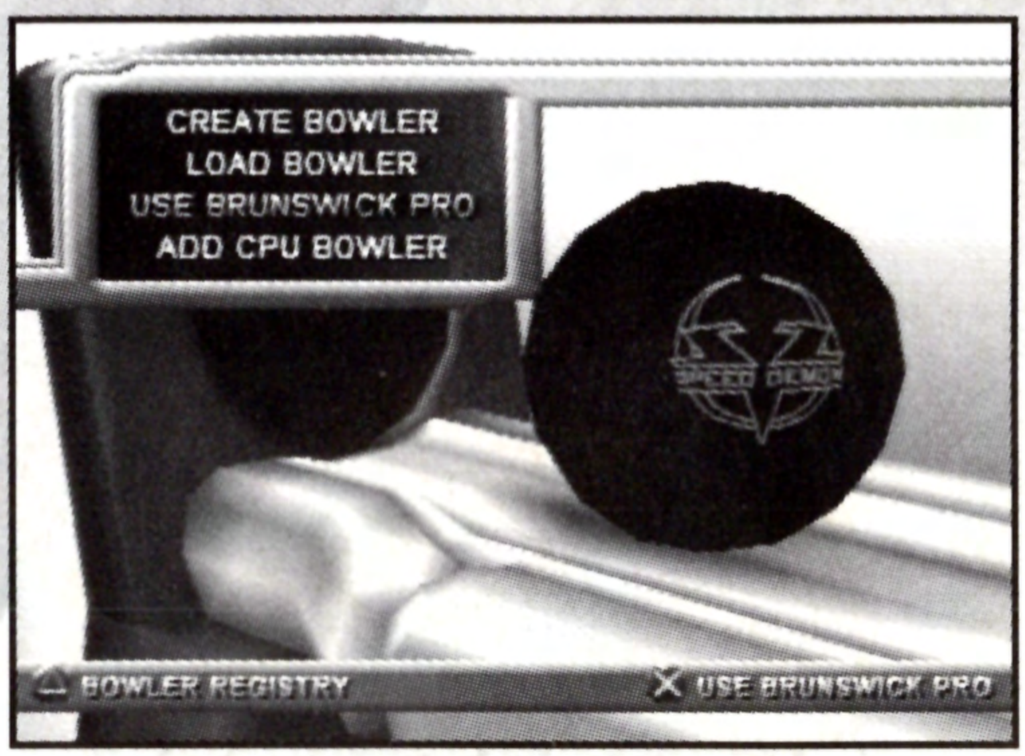
Gender – Use the Directional Button ⬅/➡ to toggle between MALE and FEMALE.

Body Setup – Use the Directional Button to customize your bowler's look in the following categories:

- Body – Change the shape and size of your bowler.
- Face – Choose between ten different faces.
- Hairstyle – Find the appropriate hairstyle.
- Shave – Decide whether your bowler has facial hair or not.
- Color – Customize your player's hair and skin color.

Clothes Setup – Give your created bowler the style that he needs! You can even choose the logo for the back of his shirt.

- Shirt – Press ⬅/➡ on the Directional Button to find the perfect shirt to wear.
- Pants Style – Toggle between SLACKS and JEANS
- Pants Red – Increase or decrease the amount of Red in your pants.
- Pants Green – Increase or decrease the amount of Green in your pants.



SELECTING A BOWLER TYPE

- Pants Blue – Increase or decrease the amount of Blue in your pants.
- Shoes – Choose between five different shoe styles.
- Logo – Add some true character to your bowler by putting a logo on the back of his shirt.
- Glasses – Select from nine unique styles of glasses.

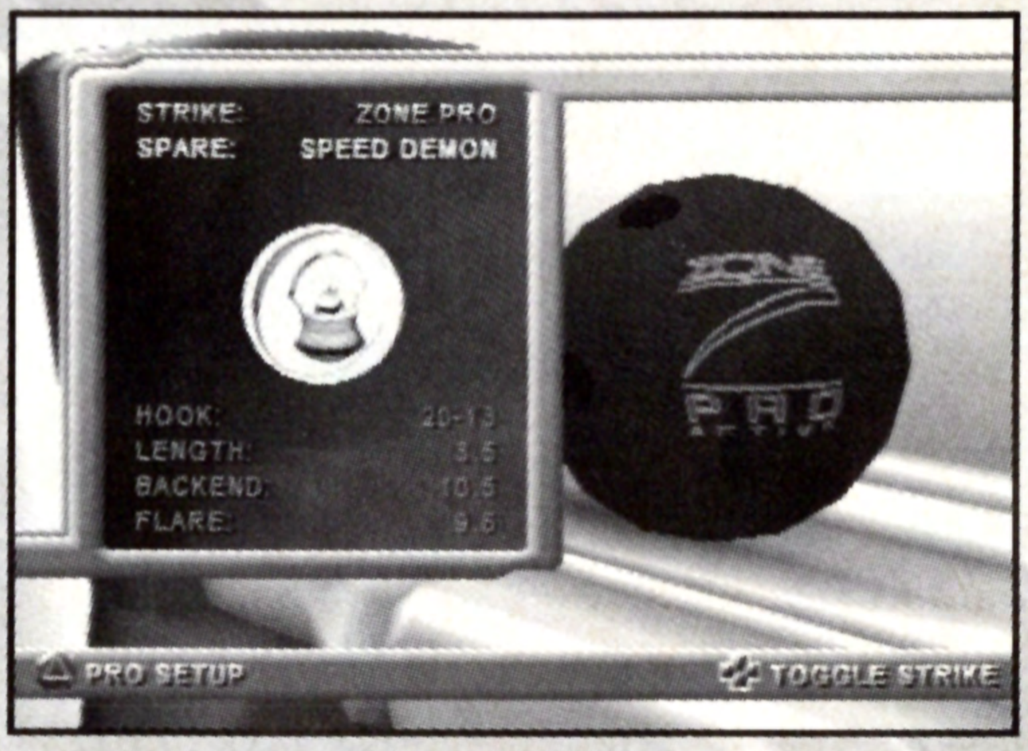
Attributes

- Handedness – Toggle between RIGHT and LEFT handed.
- Difficulty – Use the Directional Button to toggle between ROOKIE, AMATEUR, and PRO.
- Accuracy – Increase or decrease your bowler's ability to hit the pins.
- Power – Increase or decrease the amount of strength your bowler has.
- Spin – Determine the amount of spin you can put on the ball.
- Unallocated – The Unallocated bar represents how much you are able to assign to Accuracy, Power, or Spin.

Ball Selection

Selecting a ball is one of the key elements to mastering Brunswick Circuit Pro Bowling 2. To hit the pocket with a huge hook, select a ball that has a better hook attribute.

- Strike – Hitting strikes is the only way to beat the big boys on the circuit. Select the ball based on its attributes.
- Spare – Throwing a spare is crucial in bowling. An open frame doesn't offer a potential for extra points, so choosing a good spare ball is vital to your success.



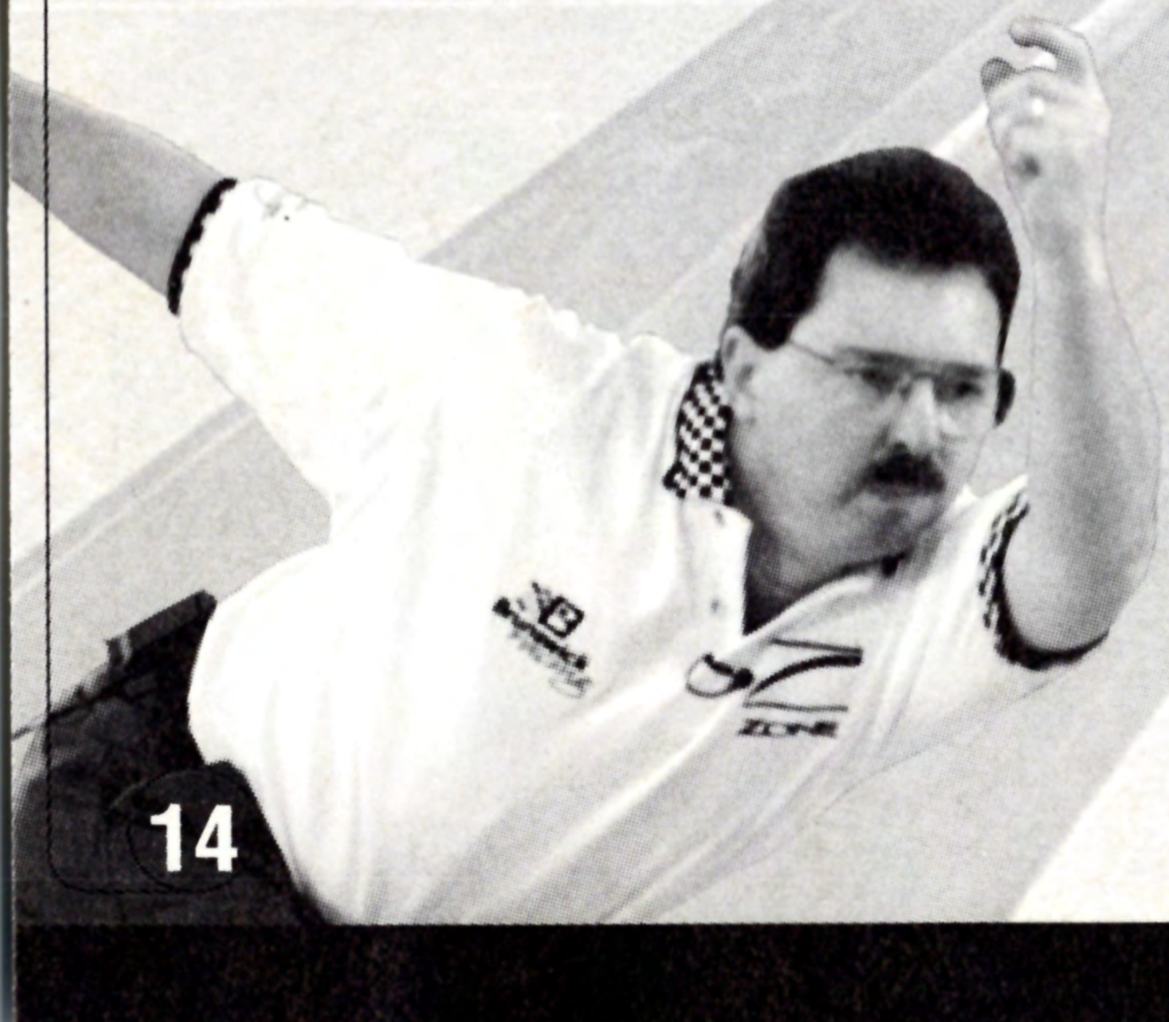
BALL ATTRIBUTES

- Hook – Shows the potential for change in the ball direction as it travels down the lane. The greater the number, the more it can hook in towards the pins.
- Length – Displays the distance the ball will travel down the lane before it starts to hook. The higher the number the farther it will travel down the lane before it hooks.
- Backend – Shows the potential for change in the ball direction near the end of the lane. The higher the number the greater the change in direction.
- Flare – Tracks the amount of oil a ball displaces while traveling down the lane. The higher the number is, the more consistent your shot will be.

Load Bowler – Load a previously created bowler from a Memory Card.
- Highlight the Memory Card you would like to load from and press the ✕Button.
- Select the bowler to use and press the ✕Button. The player will now appear on the Registry list.

Use Brunswick Pro – Choose to play as any of the Brunswick Pro Staff bowlers. Use the Directional Button ⬆/⬇ to highlight a pro, then press the ✕Button to confirm.

Add CPU Bowler – Choose a Brunswick Pro Staff bowler to compete against. Use the Directional Button ⬆/⬇ to highlight a pro. Press the ✕Button to add the CPU controlled opponent to the Registry.



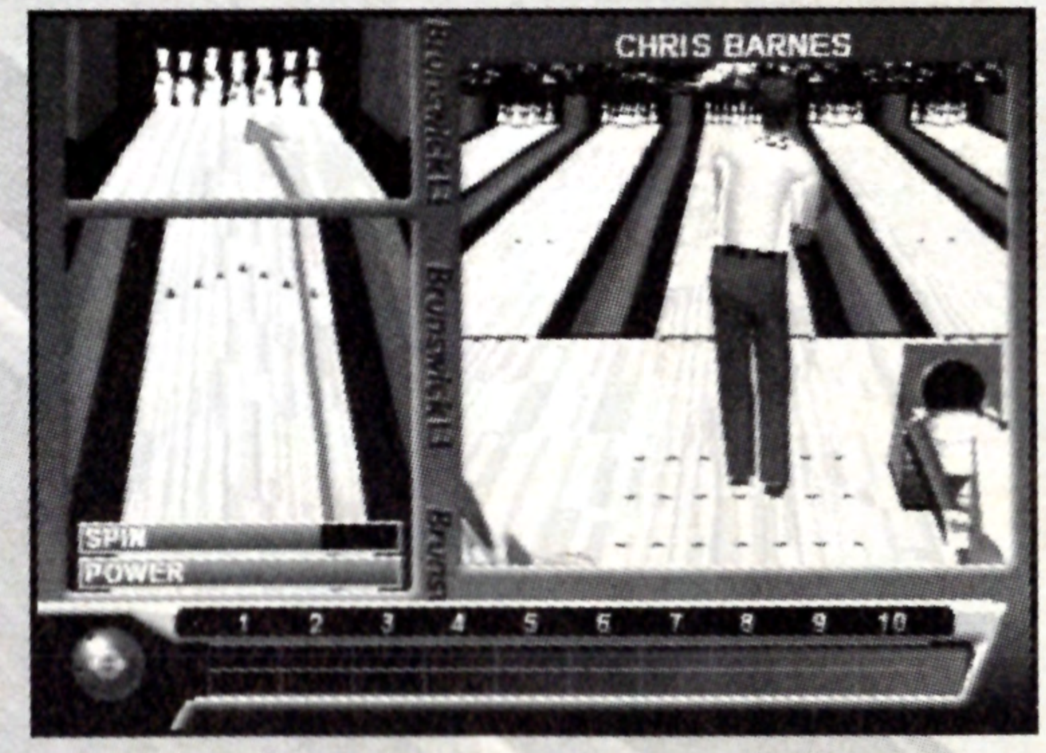
ROLL YOUR FIRST BALL!

In Brunswick Circuit Pro Bowling, two factors will affect your ability to get a perfect strike every time – the setup and the delivery.

1. Setup

Position your bowler, line up with the lane arrows and adjust the spin before taking a shot.

- Change the selected ball by pressing the○ Button.
- Change your view of the lane by pressing the △ button.
- Use L1 and R1 to step left or right on the alley, lining up your bowler for the shot.
- Now aim the ball using the Directional Button ⬅/➡ . A right-handed bowler wants to hit the pocket between the 1 and 3 pins. Left-handers throw the ball from the left, hitting the pocket between the 1 and 2 pins.
- Increase or Decrease the spin of the ball by pressing L2 or R2. Right-handers hook the ball to the left, while left-handers hook the ball to the right.



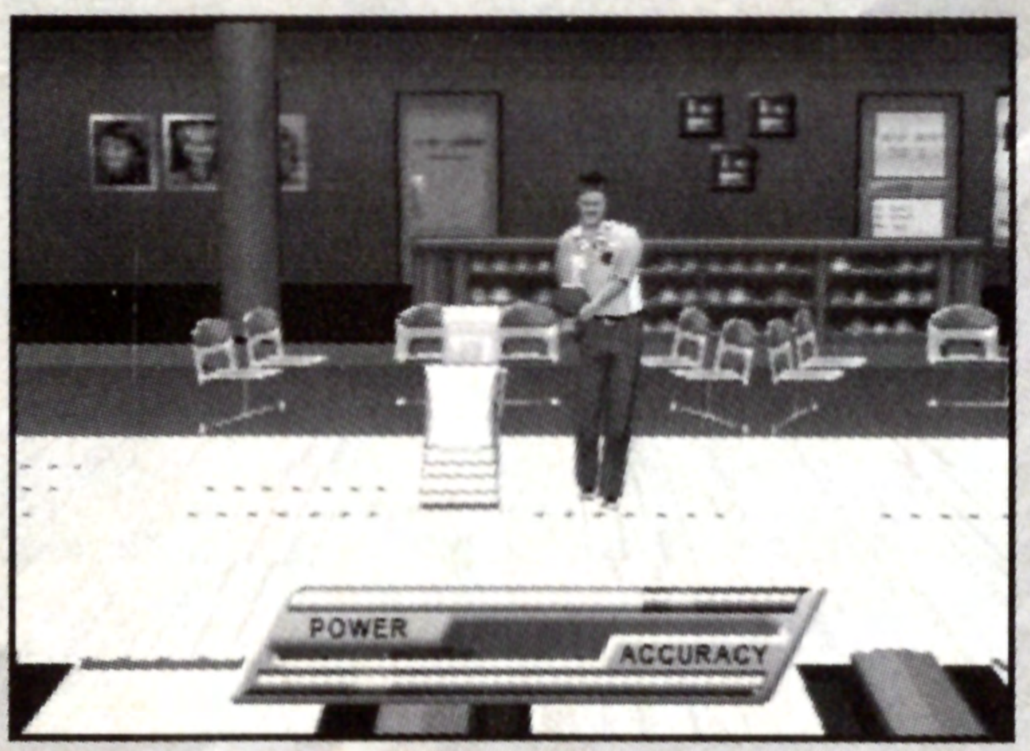
ROLL YOUR FIRST BALL!

2. Delivery

Once the bowler is setup to take his shot, you can begin the approach and delivery. Power and Accuracy meters will appear on the screen as you begin the approach. In order to hit the perfect shot, you need to stop each meter in the middle of the green area.

Digital Control

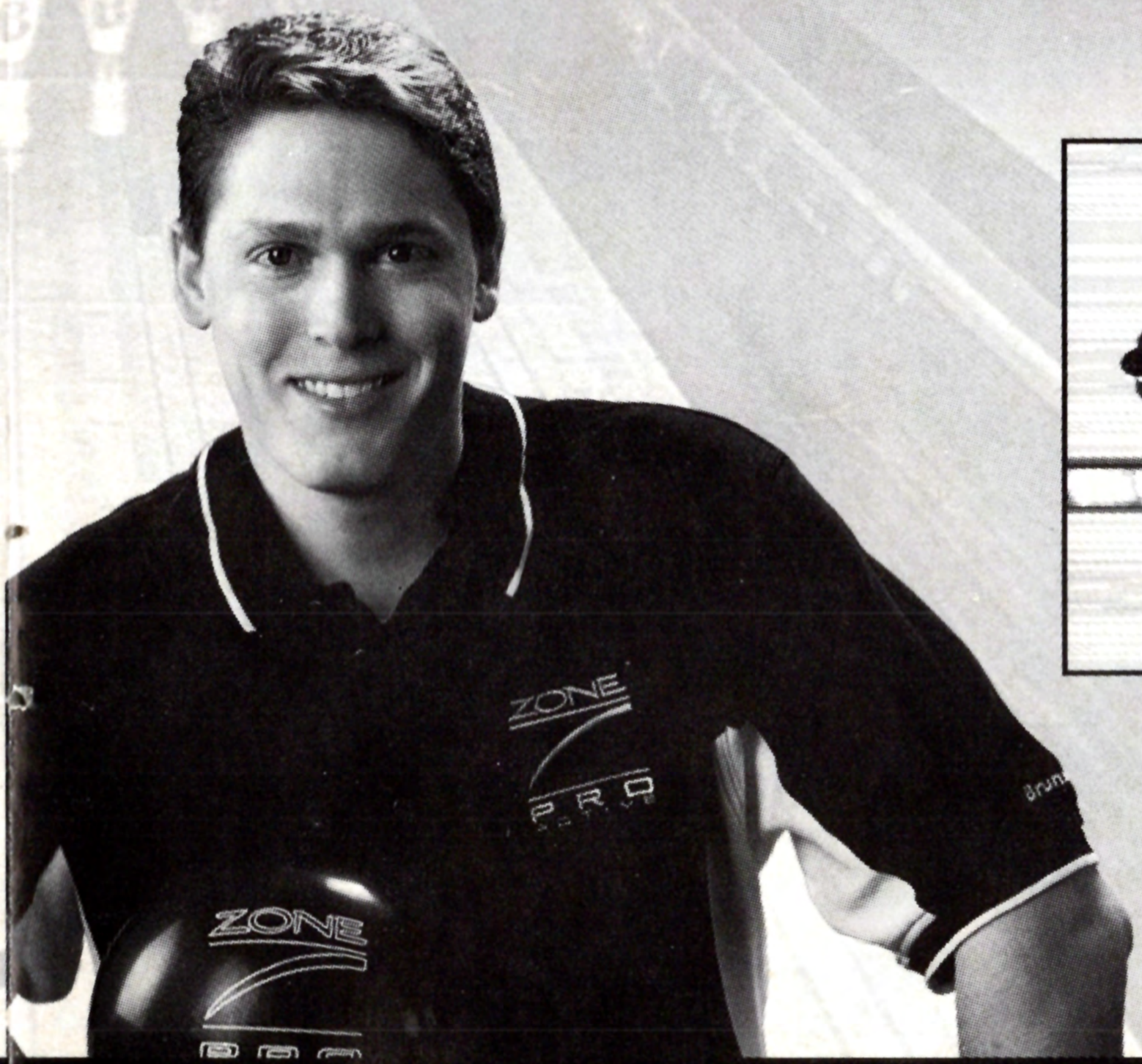
- Press the ✕Button to start the approach.
- The Power and Accuracy meters will appear, with the bars moving quickly. The Power meter fills up first, then the Accuracy meter.
- Press the ✕Button to set the Power meter. The closer you are to the center of the green bar, the closer you are to the exact power needed to make the shot. By using less power, the hook of the ball will be exaggerated. By using too much power, the ball will have too much speed and will not hook as much.
- Press the ✕Button again to set the Accuracy meter. The closer you are to the center of the green bar, the more accurate your shot will be. By setting the accuracy to the right of the green area, the ball will veer to the right of the lane. With the meter set to the left of the green area, the ball will veer towards the left of the lane.

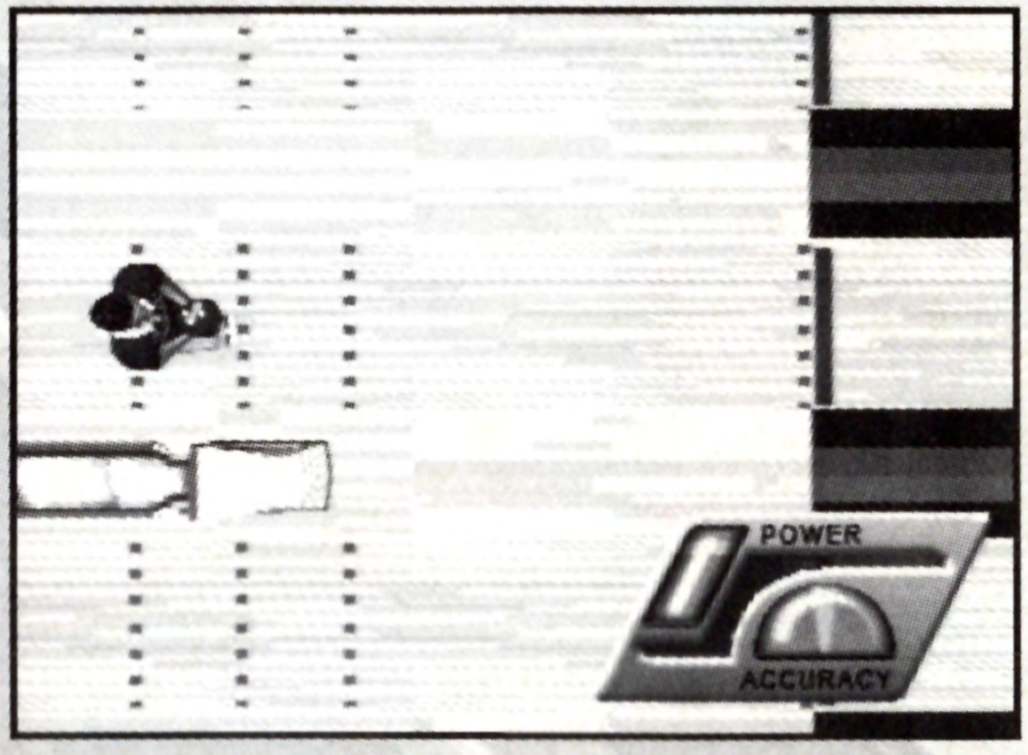


ANALOG CONTROL

When the ANALOG MODE SWITCH is on while using the Dual Shock Analog controller, you will control the Power and Accuracy meters with the LEFT STICK.

- After lining up for the shot, press the ✕Button to begin the approach.
- The Power and Accuracy meters will appear, but will not yet move.
- Press ⬇ on the LEFT STICK to set the Power meter in motion.
- Press ⬆ on the LEFT STICK when the Power meter reaches the desired Power.
- The Accuracy meter is determined when you press ⬆ on the LEFT STICK to set the Power meter. By pressing ⬆ smoothly from the ⬇ position, you will have near perfect Accuracy. If you press either ⬅ or ➡ while moving the LEFT STICK ⬆, the Accuracy meter will be effected.



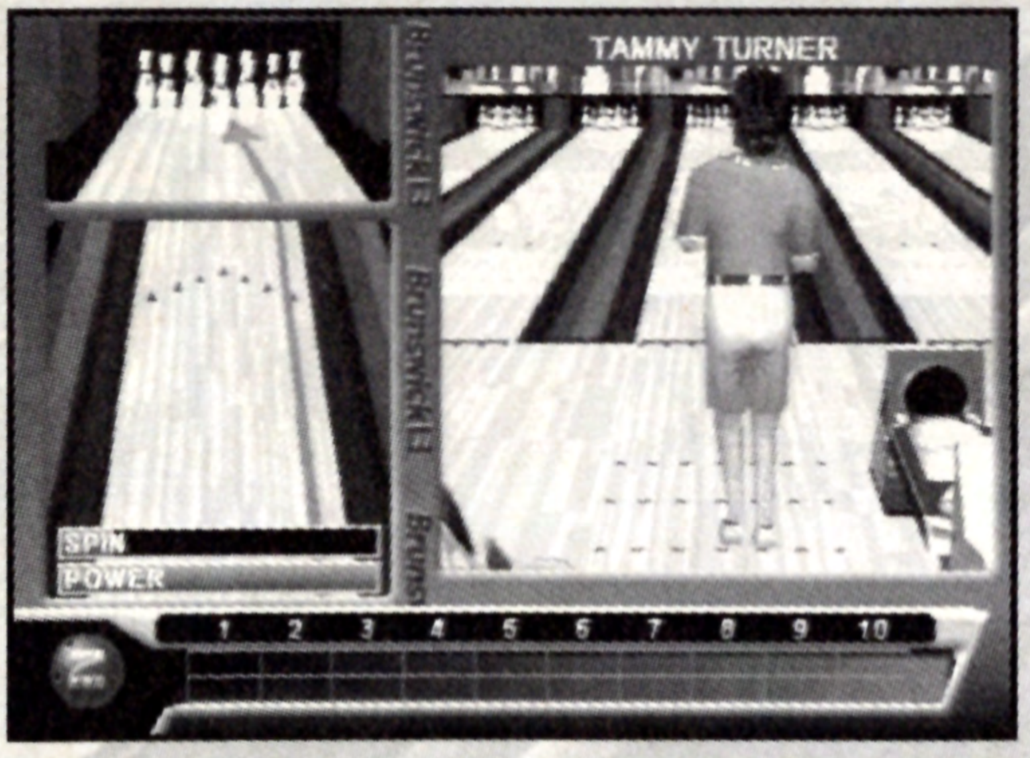


GAME DIFFICULTY

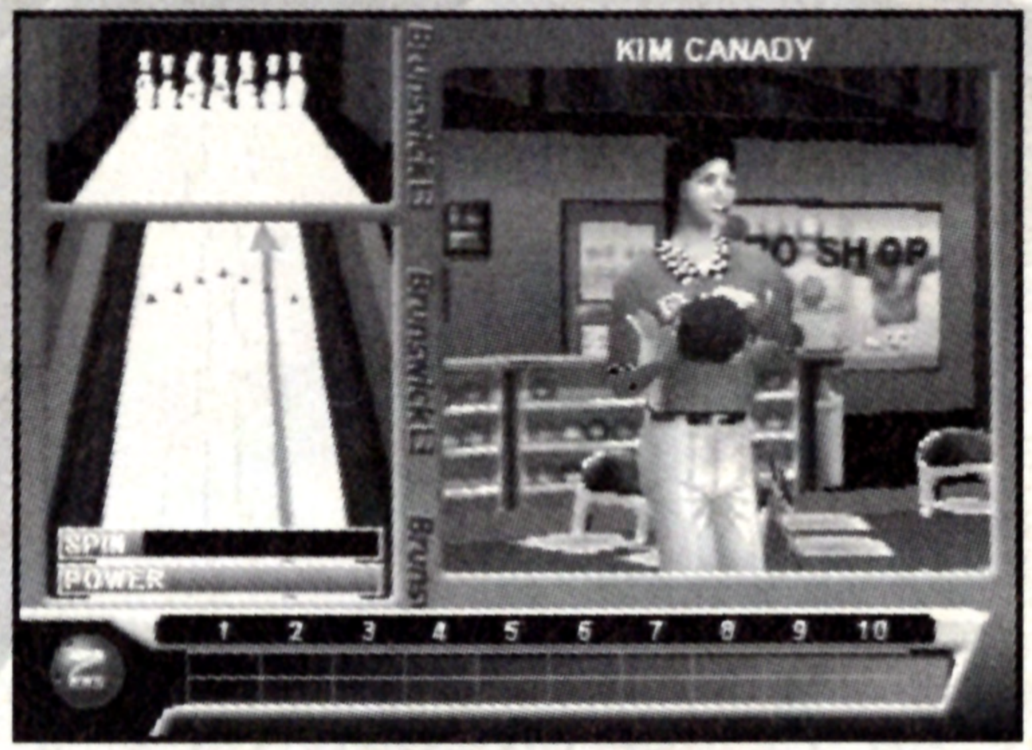
Game Difficulty

The difference in difficulty levels can be seen while preparing to roll the ball down the lane. The ball's path will show the entire path of the ball, including the hook at the pins, when the difficulty is set to ROOKIE. When set to PRO, you will only be able to view the path of the ball to the arrows on the lane, making the game more difficult.

If you choose to play as one of the Brunswick Pro Staff bowlers, the difficulty is automatically set to ROOKIE. To change the difficulty setting for a particular bowler, choose ATTRIBUTES and adjust the option to ROOKIE, AMATEUR, or PRO.



Rookie Level

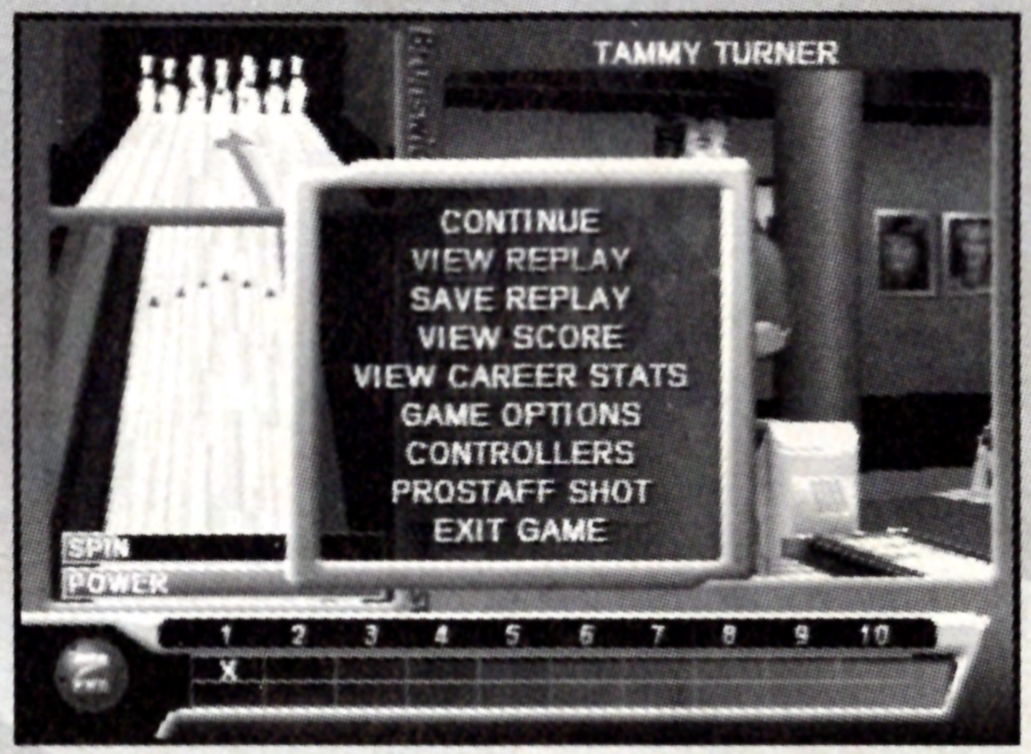


Professional Level

PAUSING THE GAME

Press START to pause the game and view the available options. Highlight an option and press the ✕Button to confirm.

- Continue – Return to the game.



View Replay – Watch a replay of the last ball rolled.

- Play – ○
- Pause – □
- Rewind – L1
- Fast Forward – R1
- Rewind to beginning – ✕
- Slow motion forward – Directional Button ➡
- Slow motion backup – Directional Button ⬅
- Camera change – L2/R2
- Exit – △

Save Replay – Save the replay to a Memory Card.

- Practice Setup – Change the pin configuration (Practice Mode only).
- Reset Oil – Reset the oil pattern to its original condition (Practice Mode only).
- View Score – See the score card for all bowlers.
- View Career Stats – See your player's current statistics.
- Game Options – Display and use the Options Menu. See page 7 for more information.
- Controllers – Change the selected controller for each bowler by pressing the ✕Button on the desired controller. Press ⬅/➡ on the Directional Button to change the Button Commands for each character
- Pro Staff Shot – Select any pro to see how they would approach your shot.
- Save Game – Save the game in progress. See page 25 for more information.
- Exit Game – Return to the Main Menu.

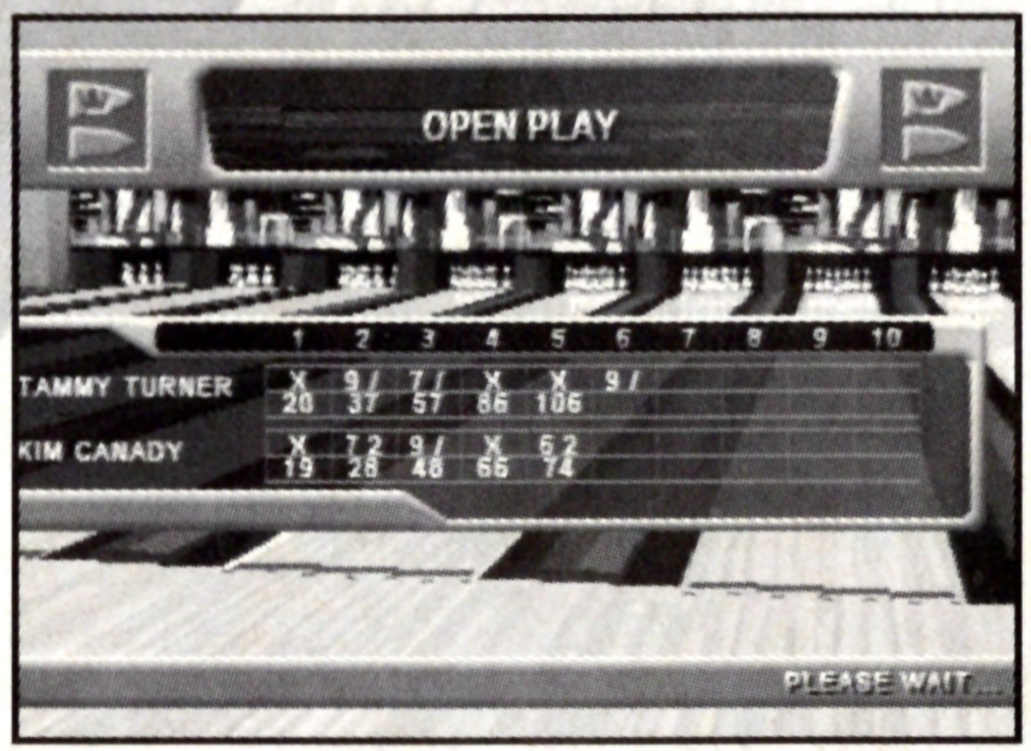
SCORING

A bowling game consists of 10 frames. In each frame, the bowler is allowed two tries to knock down all 10 pins. If all the pins are knocked down on the first try, it's a strike and the frame is over. If all the pins are knocked down on the second try, it's considered a spare and the frame is over. If the bowler is not able to knock down all of the pins, it is an open frame.

- Open Frame – Each pin is worth one point.
- Spare – 10 points plus the next ball thrown. If a spare is thrown in the 10th frame, you get one extra ball to finish the scoring.
- Strike – 10 points plus the next two balls thrown. If a strike is thrown in the 10th frame, you get two extra throws to finish the scoring.

Scoring is automatic in Brunswick Circuit Pro Bowling 2. Your score appears on the play screen, with your score added automatically after each ball rolled. In addition to scores, the Score Pad displays other key information, depending on the type of match being played:

- Skins Game – Information is displayed on the skins earned, the value of each frame, and the total money earned for each bowler.
- Tournament Game – Shows how many points each player is behind the leader.
- A split is highlighted in yellow.



TOURNAMENT

Play through an entire Brunswick Circuit Tournament as either an amateur or a Brunswick Pro Staff bowler. While setting up the tournament, the following options are available:

- Tourney – Select one of the nine Professional or eight Amateur tournament events.
- Level – Toggle between AMATEUR and PROFESSIONAL. This will change the Tournaments, as well as the difficulty level.
- Format – A Full Tournament includes the qualifying rounds and match play. You can choose to skip the qualifying round and head straight to the tournament, or you can skip the match play and go right to the finals.
- Practice – With YES selected, you will be given a chance to practice on the lanes before bowling in the tournament. To exit the Practice mode, press START, then highlight EXIT PRACTICE and press the ✕Button. You will then begin the tournament.
- Qualifying Games – Toggle the amount of qualifying games from 3 to 18 games.
- Total Qualifiers – Select from 6 to 24 finalists.



TEAM PLAY

Two teams play one game against each other, with the winning team compiling the largest pin count.

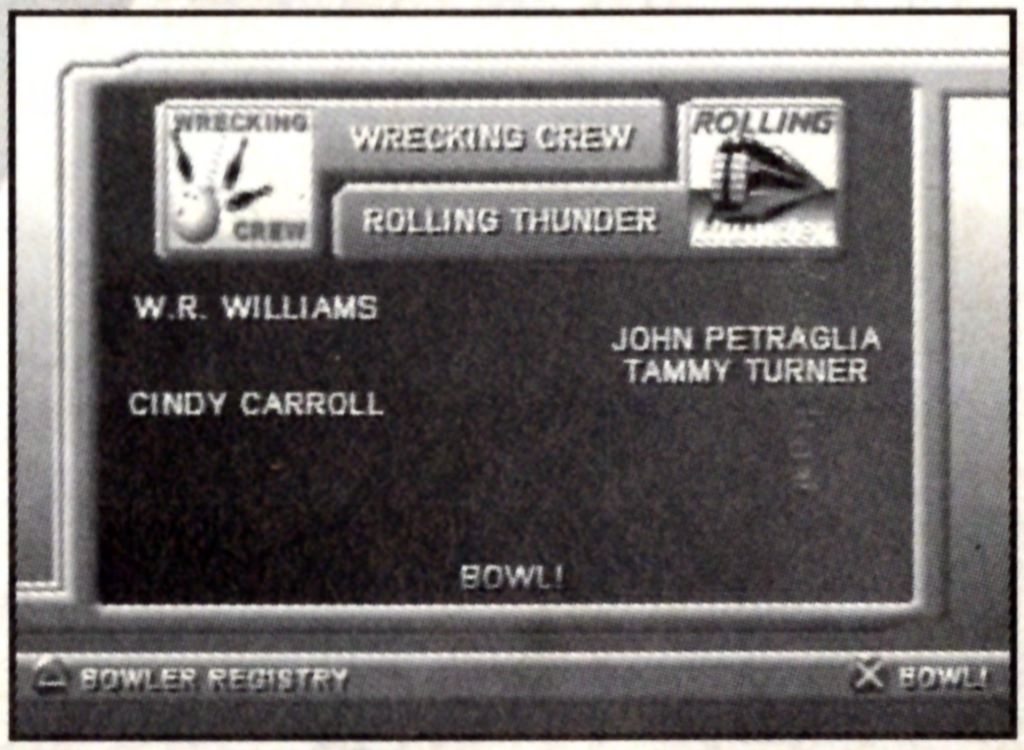
- First select all of the participants by adding them to the Registry. If you have an odd number selected, a CPU player will be added to even out the teams.
- Select BOWL! to advance to the Team Select menu. Select each team name by pressing ⬅/➡ on the Directional Button.
- To choose teams, highlight a player's name, then press ⬅ or ➡ to move him or her under the proper team name.
- When all of the teams have been chosen, highlight BOWL! and press the ✕Button.

SKINS GAME

Two or more players compete in a Skins Game for cash. The players bowl through 12 frames, with each frame assigned a monetary value. The value of the frames increases as you play. The player to win the most money after 12 frames, wins the Skins Game.

In order to win cash, you must win the skin for that specific frame. To win a skin, you must bowl two strikes in a frame. If your opponent is unable to bowl two strikes, you will be awarded the skin and money.

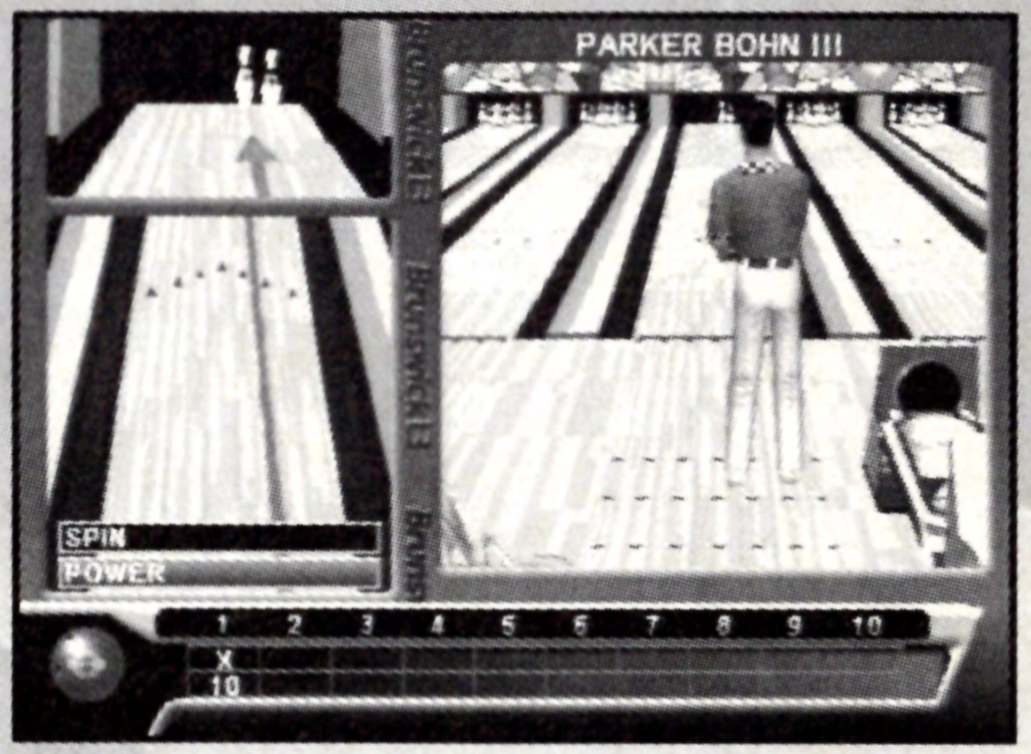
If your opponent also rolls two strikes, the skin carries over to the next frame, which increases the money value. If nobody rolls two strikes, the skin is carried over to the next frame. Theoretically, all 12 skins could ride on the 12th frame. If no one wins the 12th frame, the game goes into sudden death. The letters SD appear in the 13th frame. Now one strike will take the remaining skin, as long as the opponent doesn't score a strike as well.



SKILLS CHALLENGE

Find out who's better at picking up spares. The pin setup changes in every frame. Each player is allowed two attempts to knock down all the pins.

- 10 points – Complete the challenge in one throw (strike)
- 5 points – Complete the challenge in two attempts (spare)
- 0 points – Unable to complete the challenge
- 2x – Score is doubled in the frame after a strike
- 3x – Score is tripled in the frame after two strikes



CAREER

Bowl the entire pro circuit throughout the United States, then bowl around the world from Germany's Munich to Seoul, Korea. Play as one of the Brunswick Pro Staff bowlers or create your own bowler, then hit the circuit trail.

In Amateur mode, men and women compete against each other for the circuit trophies. In the Pro Career mode, women and men compete in their own tournaments, and the competition is much more difficult.

- Tourney Setup – As in the Tournament mode, you can choose the Format, number of qualifying games, and how many bowlers will qualify for the final round. You can also turn on the Practice round.
- Edit Player – Edit your pro bowler's attributes and ball selection, or your created bowler's features.
- View Stats – View all of the current statistics for your bowler's career, including the bowling average, highest game, strike and spare percentages, and money earned.
- Bowl! – Head straight to the Brunswick Circuit.

Note: You must either create a new bowler, or use a Brunswick Pro Staff bowler.

PRACTICE

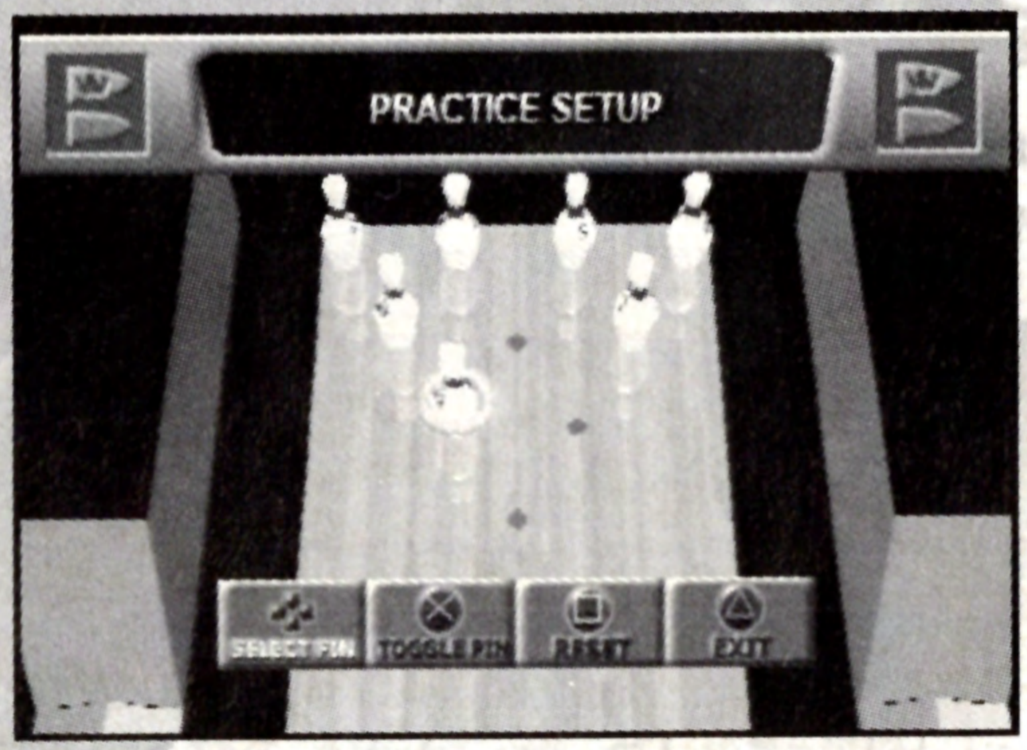
Refine your technique without the pressure of tournament competition in the Practice Mode. Use the Practice Mode to work on your strikes, to improve your spares, or to knock down a specific split.

You can practice by yourself, or compete against a CPU or Human controlled opponent. As you practice, the game will keep track of how many times you and your opponents completed a shot until a new pin set has been setup.

Using the Pin Setter

Use the Pin Setter to configure the pins any way you want, so you can practice that difficult spare over and over again.

- Use the Directional Button to highlight a pin.
- Press the ✕Button to remove a pin from the pin set.
- Press □ to reset the pin set.
- Press △ to exit the Pin Setter and begin bowling.



COSMIC BOWL

Play a single game against the computer or a friend at midnight, complete with black lights, strange music, and glow in the dark balls. To start, highlight COSMIC BOWL on the Game Select screen and press the ✕Button. See OPEN PLAY on page 10 for setup information.

SAVING AND LOADING

Saving Your Progress

You can save your progress at any time during a Tournament, Pro Career or Amateur Career game. You should always save after completing a match (the game saves up to your last finished match).

- Press START to display the Pause Menu.
- Select SAVE GAME and press the ✕Button.
- After the game is saved, press START to return to the game.

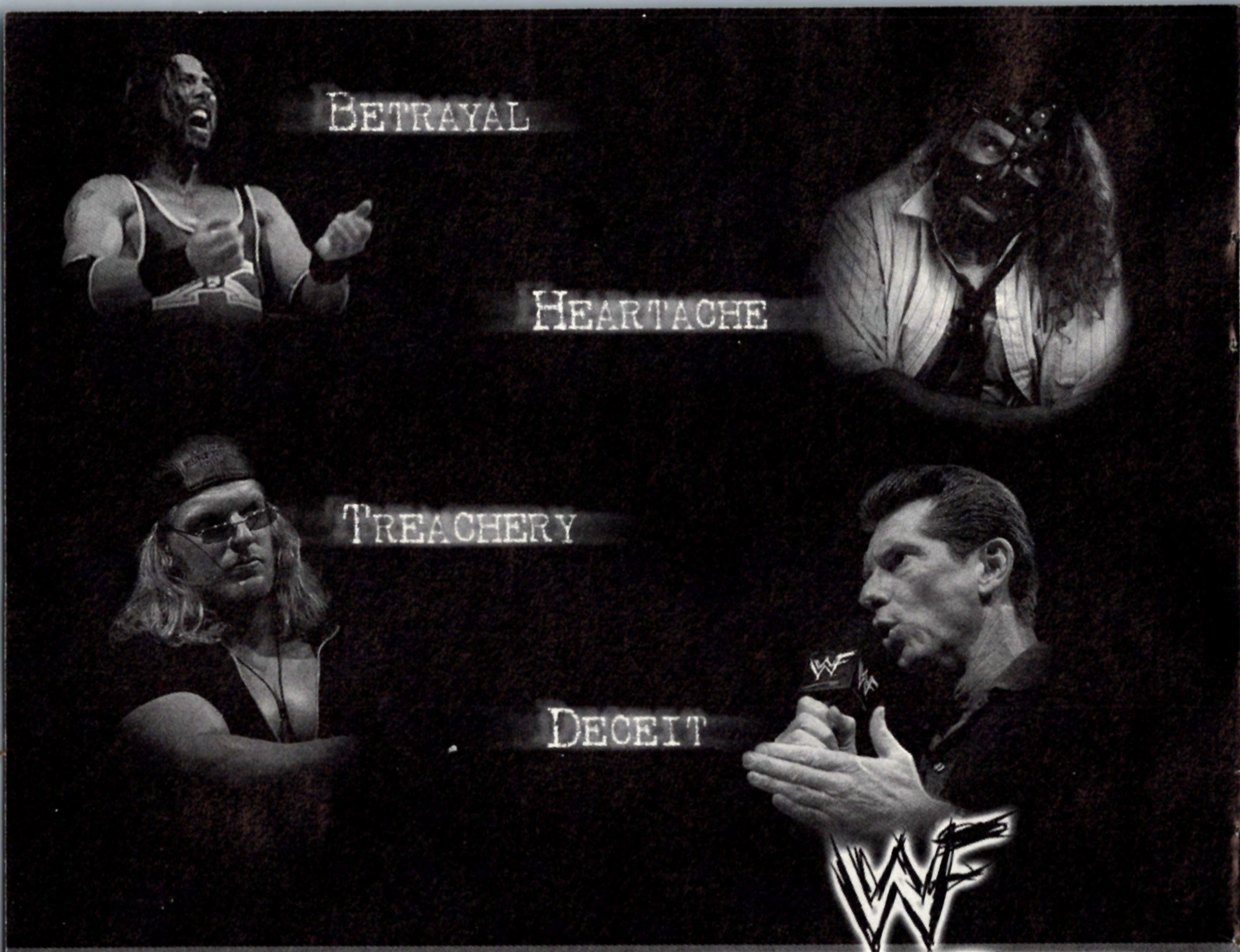
Loading a Saved Game

You can load a saved Tournament or Career game and resume play from the last match you completed. If you saved during a match and before its completion, you must play that match over.

- On the Main Menu, select LOAD GAME.
- Highlight the game you want to continue and press the ✕Button.

Loading a Saved Replay

View any previously Saved Replay by highlighting LOAD REPLAY from the main menu. Next, select the Memory Card to view from, then highlight the replay to load. Press the ✕Button to continue to the replay.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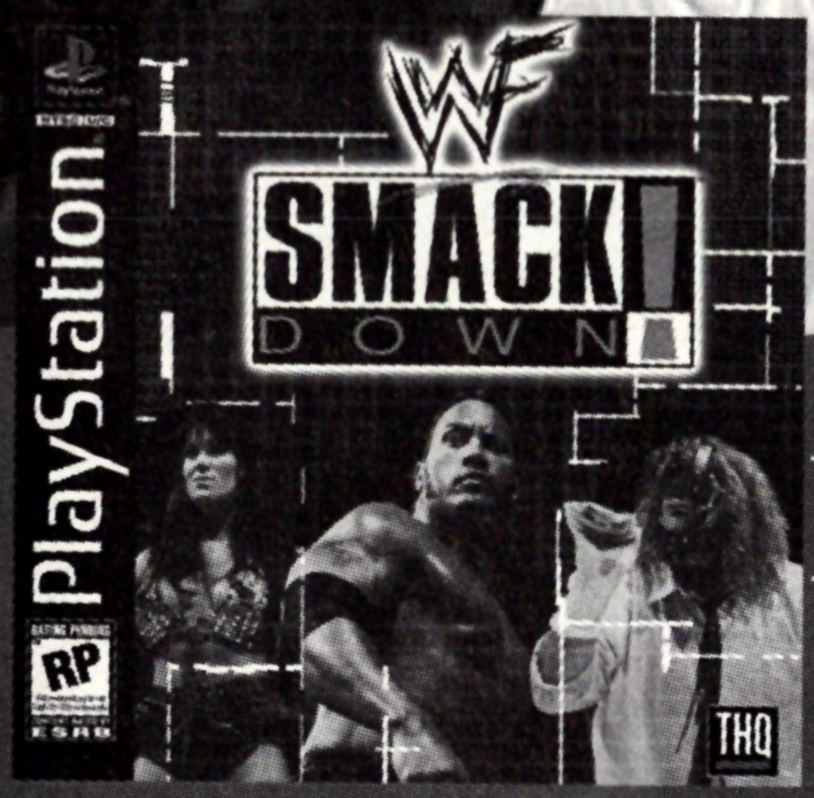
THEY DON'T FORGIVE.
AND THEY DON'T FORGET.









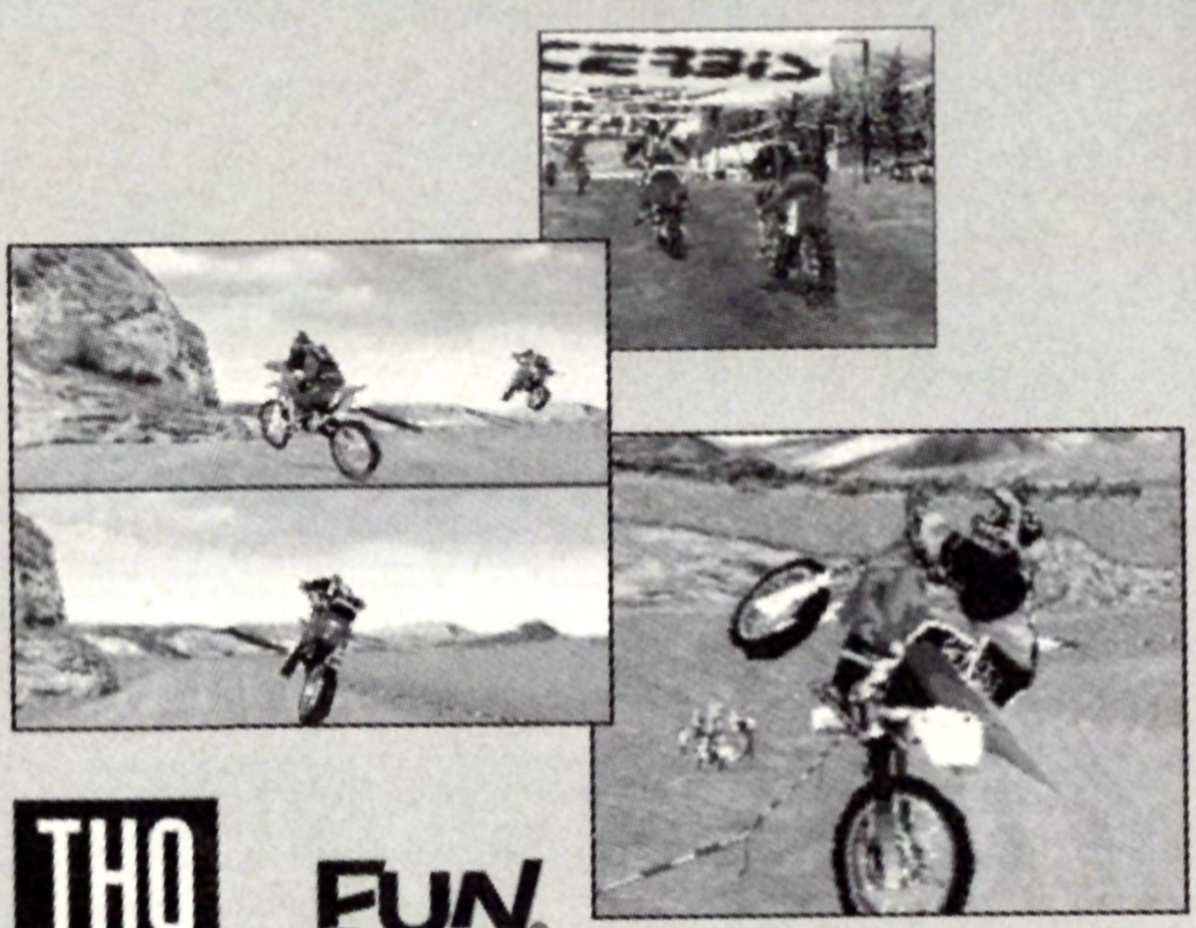


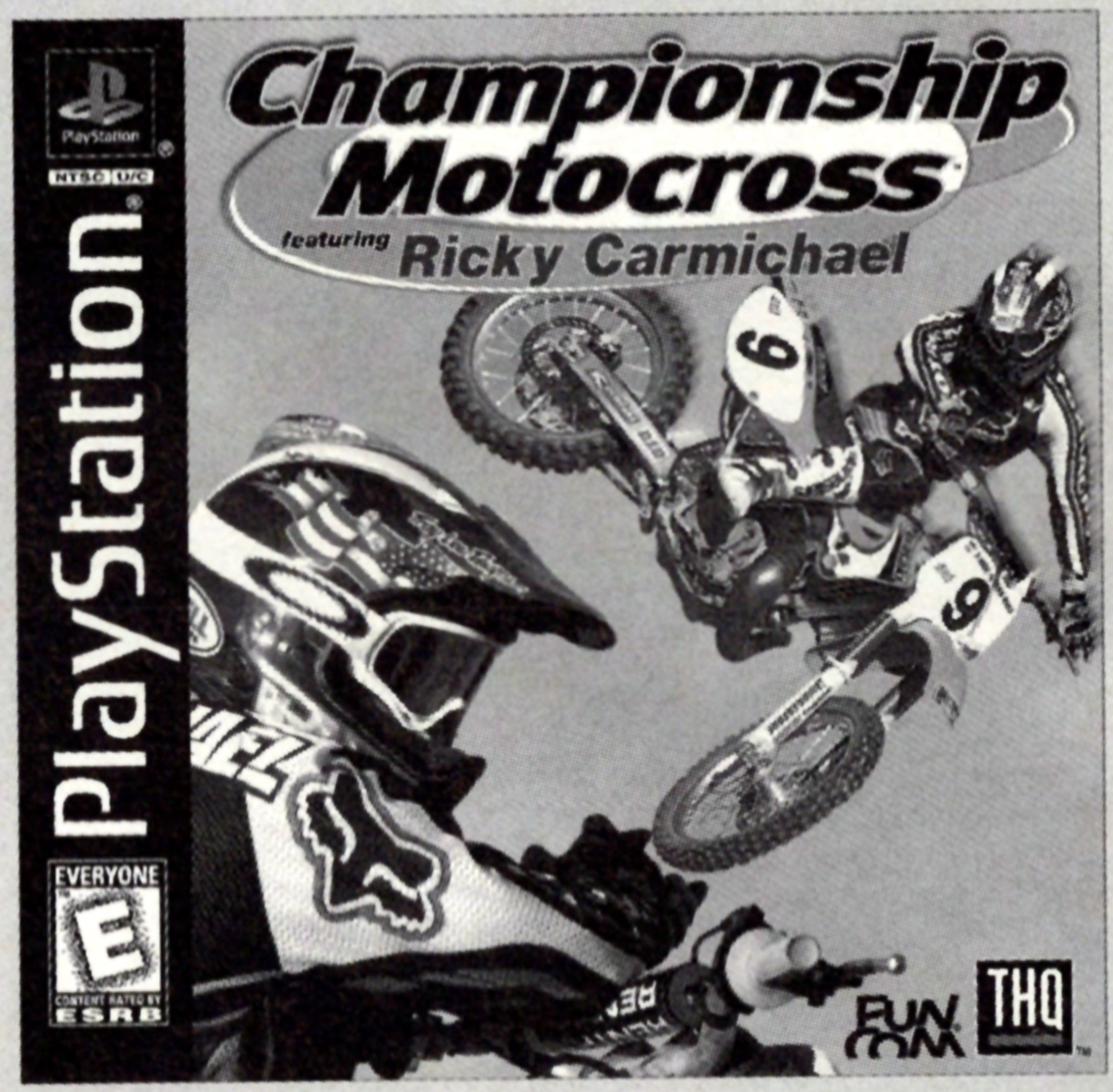
Lay the SmackDown!

- Choose your friends wisely as you climb the ranks of the WWF
- Your opponents will try every trick imaginable both inside the ring and backstage to get the best of you
- If you are tough and make the right alliances, you should stand a chance in the ring
- But, be careful, even the biggest Superstar can be thwarted when Vince appoints a special guest referee

GET REAL!

- Proprietary "Real Motocross Dynamics" system – The first PlayStation® game console game with realistic motocross physics
- 2 time AMA Nationals Champion Ricky Carmichael - Race as or against the future of motocross
- High flying stunts and aggressive pack racing action
- 6 play modes from Championship to Head-to-Head
- Over a dozen realistic tracks including motocross, supercross and enduro
- True weather effects actually influence bike and rider performance
- 9 customizable dirt bikes
- Adrenaline-pumping soundtrack





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