

## Strategy for Bowling a Perfect Game in Virtual Bowling

In Virtual Bowling, there are 5 elements that the player has control of while bowling:

1. **Starting position**
2. **Angle at which the ball is thrown**
3. **Amount of spin placed on the ball**
4. **Amount of back swing/power used**
5. **The ball's release**

Some of these elements are easier to control than others:

**Starting position** - extremely easy to control, because you have an unlimited amount of time to position your bowler, and once you position him, he stays in the chosen position permanently.

**Angle at which the ball is thrown** - extremely easy to control, because you have an unlimited amount of time to move the cursor over the desired pin, and once the cursor is positioned, it remains fixed.

**Amount of spin placed on the ball** - somewhat hard to control, because the ball moves back and forth across the spin meter quickly, and you must stop the ball at your desired location, so timing is essential.

**Amount of back swing/power used** - when using the Normal technique, it is easier to control than the amount of spin, because while this is also controlled by using a meter that requires timing, the ball moves slower on this meter than it does on the spin meter.

**The ball's release** - when using the Normal technique, this is as easy to control as the amount of back swing/power used, since it uses the same meter and since the ball's speed across the meter remains the same the entire time.

Because the amount of spin placed on the ball is the hardest element to control when you are using the Normal technique, it is important, when forming a strategy for bowling strikes, to make this element as easy as possible for yourself, and the way to do this by deliberately choosing a starting position and angle that lets you bowl strikes by putting full spin or almost full spin on the ball. You see, certain starting positions and angles each have a certain area on the spin meter, where the ball can be stopped and where it will result in a strike, assuming that the subsequent back swing and ball's release are timed properly. Thus, if you deliberately choose a starting position and angle that places the full, invisible "strike area" on the far left or far right of the spin meter, then you will have about twice as much room for error as you would with the invisible strike area not being on one of the ends, because you have from the time the ball first enters the invisible strike area, to the time the ball reaches the end of the spin meter, to the time the ball comes back and leaves the invisible strike area, to stop the ball and get a strike, as opposed to just having the time from when the ball enters an invisible strike area and then leaves the area on the other side. I am sure that there are many ways to place the invisible strike area on the end of the spin meter, depending on the settings that are chosen, but the following is one way that I have personally found to be very reliable and that can actually be used throughout all of the tournaments, because you can basically use it while completely disregarding the level of wax.

Here are the settings that need to be chosen at the start of the single game or tournament:

Type: Normal

Hand: Right-handed

Weight: 16 pounds

Wax: doesn't matter (plus, tournament mode doesn't give you an option)

BGM: On... 'cause it's cool.

Here is what you need to do with each element, in order to bowl a strike:

- 1. Starting position** - simply move your bowler one pixel to the right, from where the game automatically starts you.
- 2. Angle at which the ball is thrown** - the game automatically places the angle cursor in the middle of the lane each time you bowl. Leave the cursor in the middle, so don't move it at all.
- 3. Amount of spin placed on the ball** - try to stop the ball at the extreme far left of the meter. If you stop it somewhat too early or somewhat too late, you are still safe, because either way, it's within the invisible strike area.
- 4. Amount of back swing/power used** - this method does require that you place full back swing/power on the ball, so you first have to stop the ball when it reaches the very top of the meter. Nevertheless, the ball moves fairly slowly on this meter, so it's pretty easy to time it.
- 5. The ball's release** - try to stop the ball in the center of the target. You also have some leeway here, as long as you put full back swing/power on the ball, so you can be a little early or a little late and still get your strike.

Do this successfully 12 times in a row in a single game of bowling, and you will get your perfect score of 300. Do this successfully 36 times in a row in a tournament, and you will get your perfect score of 900. Also, while this method does work for all levels of wax, it works well for no wax and half wax, but only moderately well for full wax. Thus, I would suggest that one alteration be made for when there is a full level of wax, and that is for the starting position. In that case, do not move your bowler one pixel to the right, from where the game automatically starts you each time. Instead, simply leave the bowler in the starting position where the game automatically places him. This will give you a better amount of leeway when trying to stop the ball on the spin meter at the far left.

As stated before, there are probably many other ways to get the invisible strike area placed on the far left or right of the spin meter, depending on the settings chosen, in order to make bowling strikes the easiest on yourself, so you can try to find some of these for fun. Nevertheless, it requires some time as well as trial and error.

It is important to note that all Virtual Boy games allow the player to restart the game by pressing L,R,A,B,Select, Start at the same time. Never do this while playing Virtual Bowling. If you do this even once, the above technique will not work, because certain variables within the game are thrown off when the game is reset using the aforementioned button method. Thus, if you desire to restart the game, switch the system off, wait a few seconds, and then switch the system back on. The above technique works for when the game is switched on from the "off" position.