

NESTER'S FUNKY BOWLING™

KIDS TO ADULTS



AGES 6+

VIRTUAL BOY™

INSTRUCTION BOOKLET

VUE-VNFE-USA

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Thank you for selecting the Nester's Funky Bowling™ Game Pak for the Nintendo® Virtual Boy™ system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.



WARNING

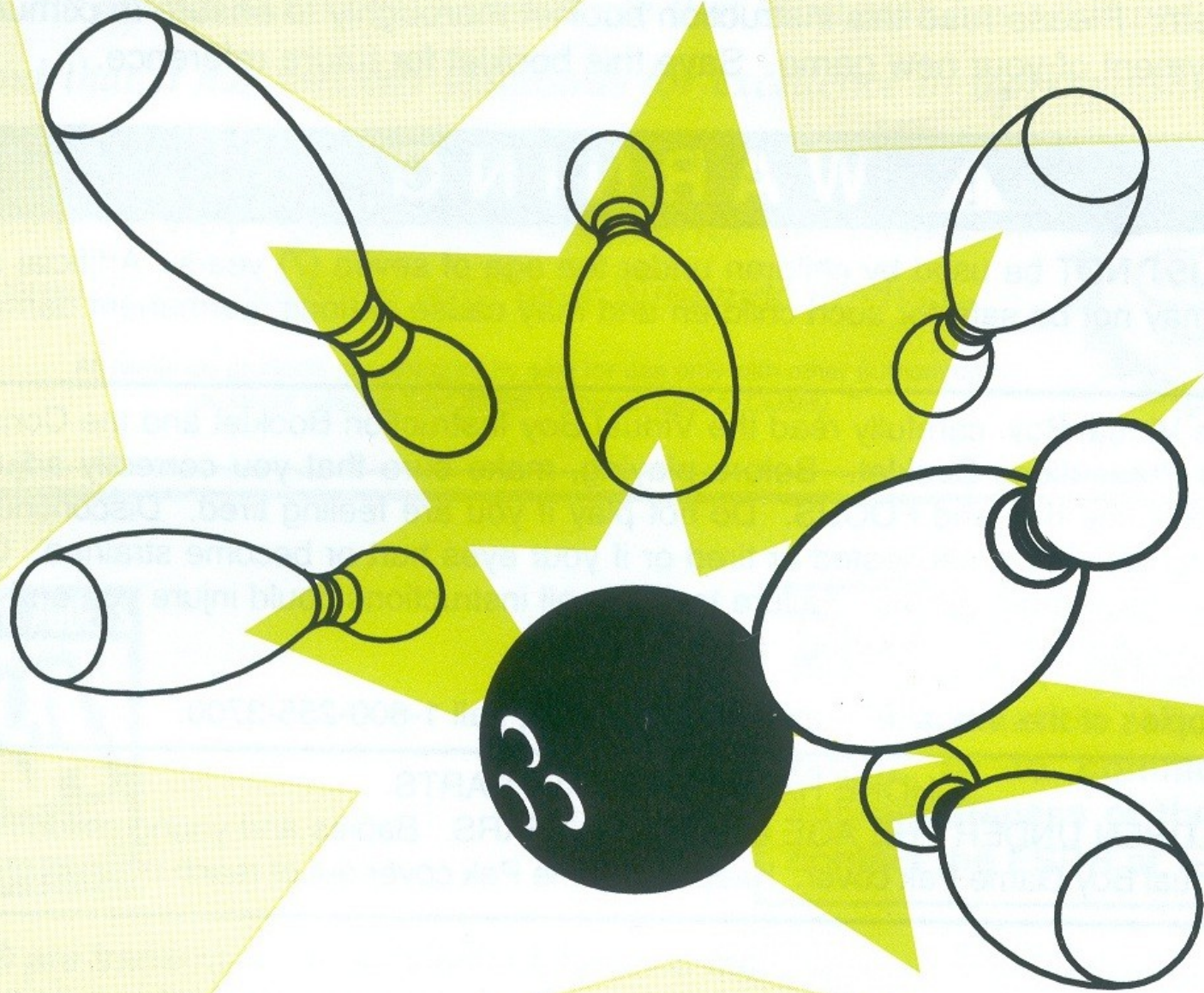
This product **MUST NOT** be used by children under the age of seven (7) years. Artificial stereo vision displays may not be safe for such children and may cause serious, permanent damage to their vision.

Before using the Virtual Boy, carefully read the Virtual Boy Instruction Booklet and the Consumer Information and Precautions Booklet. Before playing, make sure that you correctly adjust the hardware, including the IPD and FOCUS. Do not play if you are feeling tired. Discontinue use immediately if you feel dizzy, nauseated or tired or if your eyes hurt or become strained. Do not use unlicensed or counterfeit games. Failure to follow all instructions could injure you and cause serious damage to your vision or hearing.

For additional copies of the Virtual Boy Instruction Booklet, call 1-800-255-3700.

CHOKES HAZARD • SMALL PARTS

NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS. Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.



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Before Starting The Game

When using the Virtual Boy system, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

Insert the Game Pak into the Virtual Boy, then turn the power switch located on the front of the controller to the ON position. When the screen pictured to the upper right appears, continue with the IPD and FOCUS adjustments.

Press START to display the "IPD and FOCUS adjustment screen." Both adjustments are made using this screen.

IMPORTANT:
READ INSTRUCTION AND
PRECAUTION BOOKLETS
BEFORE OPERATING

VIRTUAL BOY

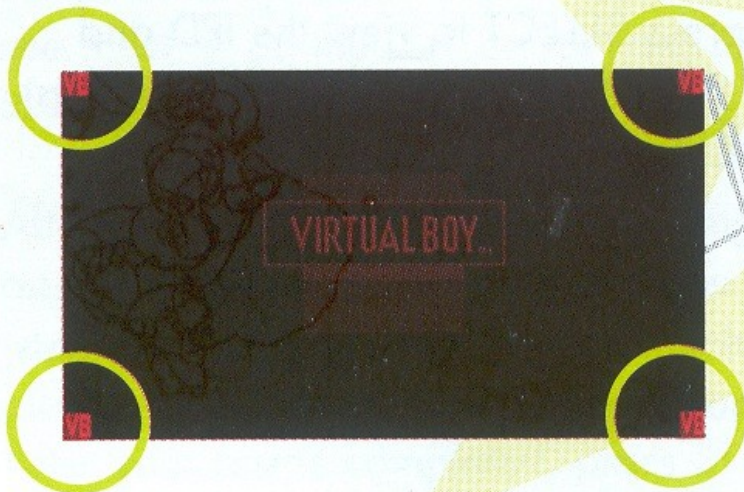
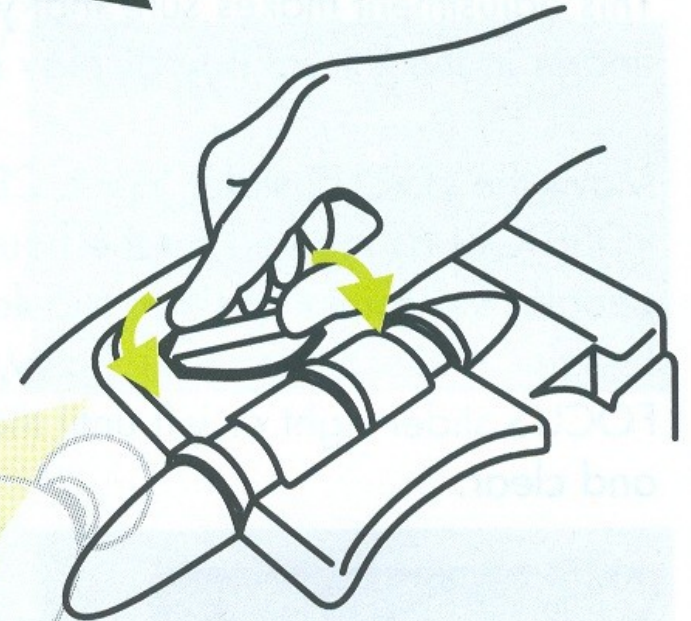


When the batteries begin to get low, the indicator shown here appears on the screen.

IPD Adjustment

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance).

While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown in the following illustration:

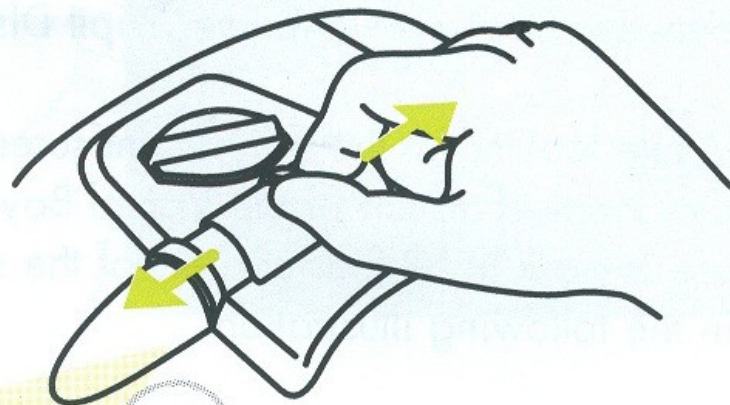


The best adjustment may allow you to see only three marks or four slightly blurred marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.

Focus Adjustment

This adjustment makes sure that you see the game image in the Virtual Boy display clearly.

Move the FOCUS slider to the CENTER POSITION as marked on the housing. For most people, the center position should give the clearest image. If the image is still fuzzy, then adjust the FOCUS slider right or left until the image is sharp and clear.

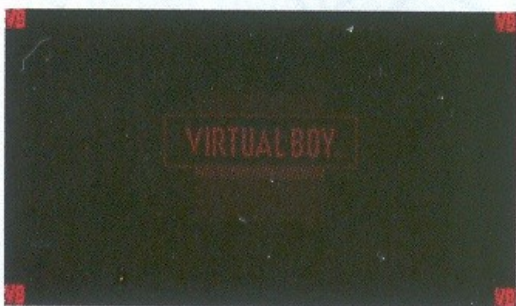


During Game Play

While playing the game, press SELECT to view the IPD and Focus Adjustment screen. After making any necessary adjustments to the IPD and Focus, press SELECT to return to the game.

NOTE:

If you are playing a two player game, make these adjustments between each frame as you switch to the next player.

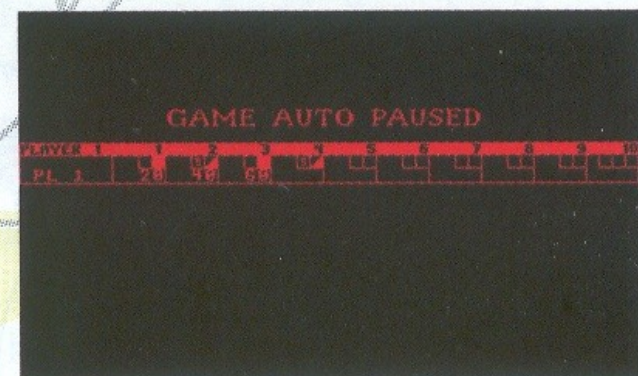
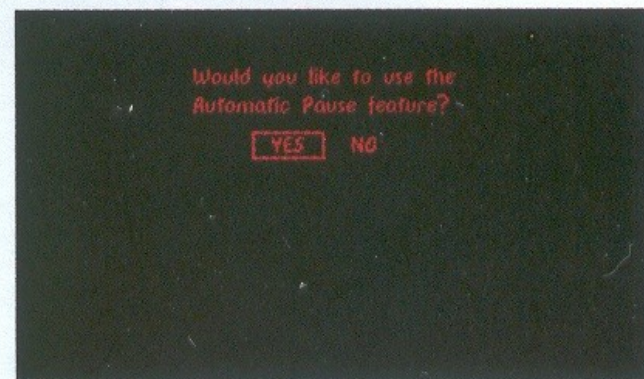


Automatic Pause Function

Each Virtual Boy Game Pak contains an automatic pause function that will cause the game to pause after about 20 minutes of game play. When the game pauses, take a break and give your eyes some rest. To resume game play, press START.

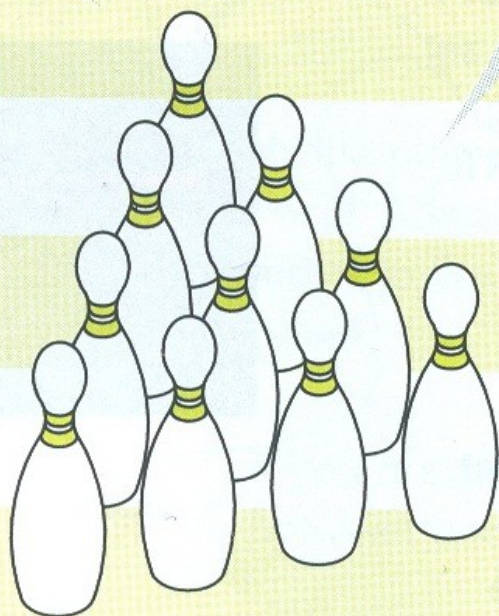
After completing the IPD and FOCUS adjustments, press START and the screen pictured to the upper right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you ALWAYS set the automatic pause to ON. To override the setting, use \leftarrow or \rightarrow on the L +Control Pad, then press START to begin the game.

After playing "Nester's Funky Bowling" for approximately 15 minutes, the game will present you with the Game Auto Pause Screen. At this point, please take a break and give your eyes some rest. After your rest is completed, press START to resume the game.



Introduction

A long time ago, a spunky little boy named Nester ruled the pages of Nintendo Power magazine's comic section. Conceited as ever, Nester is breaking into the new genre of video games with the first 3D bowling game.



Shine your shoes and buff your ball—you're going bowling! Nester and his twin sister, Hester, treat you to a fantastic game of knock-the-pins-down. This 3D bowling experience is fast paced and red hot. Both bowlers are competitive and very involved in their games. You'll agree as you witness some of their Funky expressions. Are you up to a challenge?



Nester & Hester



Nester is a conceited video game player and a notorious smart aleck. Years ago, he finagled his way to comic stardom in the pages of Nintendo Power magazine. After a glorious run of forty-something issues, Nester called it quits. He wanted to prove that he wasn't just another comic hero.

He spent a couple of years as a struggling actor before coming back to his bread and butter, VIDEO GAMES.



You thought Nester was bad? You should get a load of his over-confident twin sister, Hester. A whopping three minutes older than Nester, Hester is quite sure that she is superior to her little brother in every way.

Deep down, Hester has always believed that she could have been a bigger star than Nester. Well, she finally has a chance to prove herself. Will you help Hester, or will you help Nester?

Controller Functions

START

Accepts options on the Options Screen and Configure Screen • Pauses the game during play

A Button

Activates Spin & Power meters during game play • Accepts options on the Configure Screen

SELECT

Switches options on the Options Screen and Configure Screen • Brings up IPD and Focus Screen during game play

L Button & R Button (on the back)

No functions

L & R +Control Pads

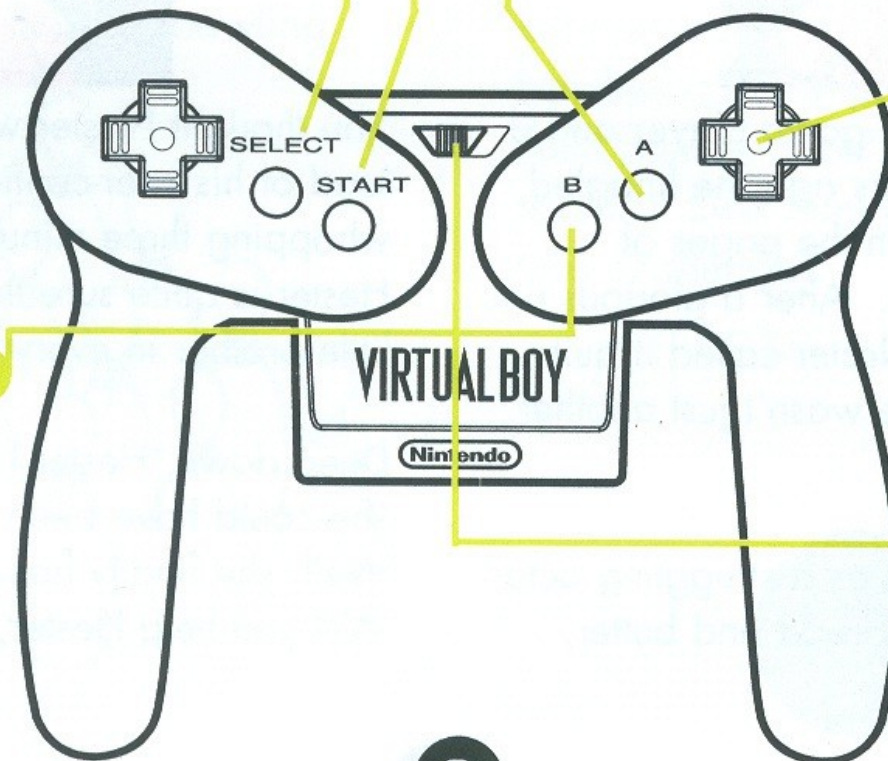
Changes menu items & moves bowler ← or → during game play

B Button

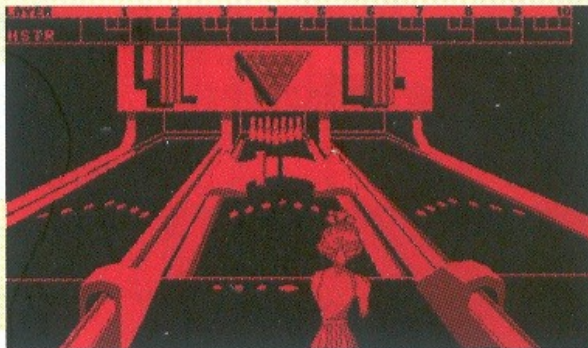
Activates Spin & Power meters during game play • Cancels options on the Configure Screen

Power Switch

Turns Power on and off



How to Bowl

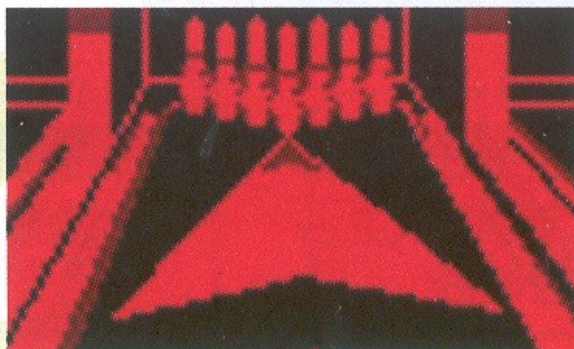


Position the bowler with the L and R +Control Pads.

Press the A or B Button to select the ball spin with the on-screen Spin Meter.



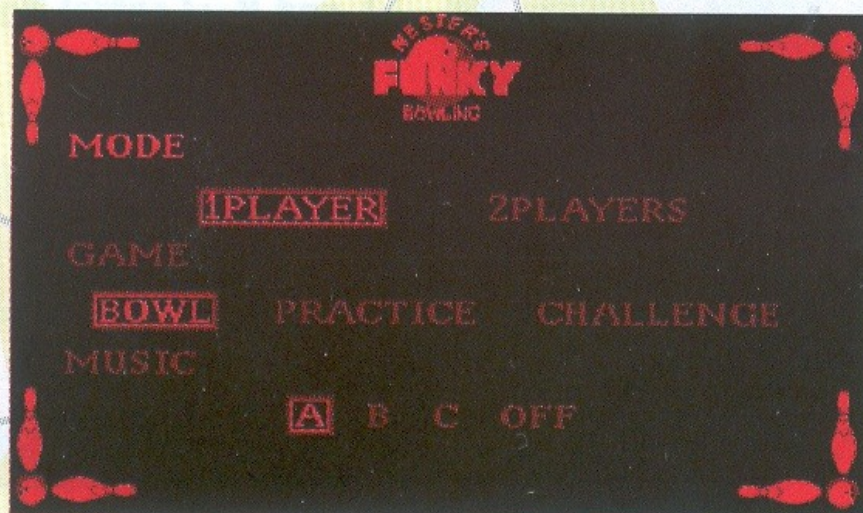
Press the A or B Button to select the power with the on-screen Power Meter.



Options Screen

The Options Screen automatically appears after the Title Screen fades.

Make your choice from these selections:



MODE

Select 1PLAYER or
2PLAYERS

GAME

Select BOWL, PRACTICE or
CHALLENGE

MUSIC

Select A, B, C or OFF

MODE

1PLAYER

One player bowls a single game.

2PLAYERS

Two players alternate every frame.

NOTE:

Press SELECT to bring up the IPD and Focus Adjustment Screen.
Make adjustments between each frame as you switch players.

GAME

BOWL

Play a normal game of bowling.

PRACTICE

Set up pins to practice your skills.

CHALLENGE

Practice computer-generated shots.

MUSIC

Select the music you want to hear while you bowl.

Configure Screen



ENTER YOUR NAME

Press \downarrow or \uparrow on the L or R +Control Pad to change the letters/numbers. Press \leftarrow or \rightarrow on the L or R +Control Pad to move the cursor between the four spaces.

SELECT NESTER OR HESTER

Press \leftarrow or \rightarrow on the L or R +Control Pad to switch to Nester or Hester.

LEFT OR RIGHT HANDED

Press \leftarrow or \rightarrow on the L or R +Control Pad to switch to a left- or right-handed bowler.

SELECT THE WEIGHT OF YOUR BALL

Press \downarrow or \uparrow on the L or R +Control Pad to select the weight (8 to 16 pounds).

Scoring

PLAYER	1	2	3	4	5	6	7	8	9	10
JEFF										

- There are ten frames in a game of bowling.
- There are ten pins in each frame.
- You may throw two balls per frame.
- Your objective is to knock down all ten pins in each frame.
- If you knock down all ten pins with your first ball, it's a Strike.
- If you don't knock down all of the pins with your first ball, and you knock down the remaining pins with your second ball, it's a Spare.
- If you Strike or Spare in the tenth frame, you may throw a third ball.

1	2	3
	5 4	
1 9		

If you Strike, your score is ten points, plus whatever you get with your next two throws.

If you knock down 5 pins with your next ball, and 4 pins with the following ball, you get 19 points.

1	2	3
9	6	
1 6		

If you Spare, your score is ten points, plus whatever you get with your next throw.

If you knock down 6 pins with your next ball, you get 16 points.

1	2	3
8 -		
8		

Unless you Spare, or Strike, your score is one point for each pin.

If you knock down 8 pins, you get 8 points.

IMPORTANT:

REV-B

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This warranty is valid only in the United States

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