

# Championship Bowling FAQ

by furb

Updated to v1.1 on Jun 4, 2007

**This walkthrough was originally written for Championship Bowling on the NES, but the walkthrough is still applicable to the GENESIS version of the game.**

Championship Bowling FAQ

VERSION 1.1

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1. Introduction

Alright! Get ready to lace up those smelly shoes and chuck some balls at some deserving pins without ever leaving the comfort of the home. All one needs is an NES and the cart by Romstar called "Championship Bowling". This unheard of classic was released in 1989. As the name implies, it's a bowling game. As far as I know, it's the only NES bowling game. This cart offers a fun single player mode but also supports up to 4 person multiplayer bowling mayhem. So call the friends, buy some coke, and get ready for some wild bowling action NES style!

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2. Game Story

The player is bowling to save the world from evil space mutants bent on world domination. Well... that's not exactly true, but it would be cool if it were.

Championship Bowling has no storyline. It's just the basic good time game.  
If one needs more excitement, invent a storyline.

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### 3. Game Controls

#### NES Directional Pad Controls

Directional Pad Up - This button has no function during gameplay.

Directional Pad Down - This button has no function during gameplay.

Directional Pad Left - This button moves the players bowler left during play.

Directional Pad Right - This button moves the players bowler right during play.

Directional Pad Up Left - No function.

Directional Pad Up Right - No function.

Directional Pad Down Left - No function.

Directional Pad Down Right - No function.

#### Other Controls

##### The "A" Button

By pressing the "A" Button during play, the player sets the power and spin of the through.

##### The "B" Button

If the player presses the "B" Button during play, one can see the running score frame by frame.

#### Misc. Controls

##### The Select Button

This button has no purpose during gameplay.

##### The Start Button

This button has no function during gameplay.

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### 4. Game Start - Title Screen

#### Title Screen

Upon starting the game, the player is greeted with a colorful title screen with penguins, bowling pins, and two options. The two options are as followed:

"How Many Players" and "Lane Number". The player may choose from 1-4 players.

The player may also choose from lines 1-5.

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## 5. Game Start - Character Select & Ball Select

The player may choose from four different characters. Other than appearance and hand dominance, all the character seem the same. Character names are made by you. They offer 3 blanks for names. 1 figure for initials.

Appearance - Caucasian male with blonde hair. Has a white/black shirt.

Hand Dominance - Left Handed

Appearance - African American male with black hair. Has a green stripped shirt.

Hand Dominance - Right Handed

Appearance - Asian male with black hair. Has a yellow shirt.

Hand Dominance - Right Handed

Appearance - Caucasian female with red hair. Has a yellow/white shirt.

Hand Dominance - Right Handed.

After selecting a bowler, the play may choose his/her ball. The bowling balls come in five different weights: 7, 9, 11, 13, and 15 pounds. Weight changes the physics of the ball when thrown. Heavy balls have the more power, but have the least ability to curve. Light balls have little power, but curve much better than heavy balls. I will rate power and curve on a scale 1-10 in a complete listing below.

Weight - 7 pounds

Color - Red

Power - 3/10

Curve - 10/10

Weight - 9 pounds

Color - Purple

Power - 4/10

Curve - 9/10

Weight - 11 pounds

Color - Brown

Power - 6/10

Curve - 6/10

Weight - 13 pounds

Color - Blue

Power - 8/10

Curve - 3/10

Weight - 15 pounds

Color - Green

Power - 10/10

Curve - 2/10

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## 6. LETS BOWL!

It's time to tie up those smelly rental shoes, and walk up onto to the waxed wood. Yes folks, it's time to bowl. The player's bowler sprite appears at the bottom of the screen. The player may move the sprite left or right using the Directional Pad. Take note of the of the 7 dots that form a "V" that are placed on the alley. They help to show the player where they are standing in relationship to the pins.

To throw the ball at the pins, the player must first place the bowler where he/she wants to throw from. After picking a position to throw from, the player must hit the "A" Button to begin the throwing process. By hitting the button, the player then must set the curve of the ball. A simple interface can be found on the left side of the screen for the setting of curve. A large static ball is orbited by another smaller ball moving left and right. The static ball represents the bowling ball, and the orbiting ball represents the direction and sharpness of the curve, if selected. Lining the orbiting ball up directly in the center of the static ball results in a straight throw. Lining the orbiting ball up on either the extreme left or extreme right result in a very curved toss. Of course, all position in between the center and extremes result in different curves. Press the "A" Button to confirm your curve.

Now that the player has confirmed their curve, it's time to confirm the power. A simple bar interface for power is positioned directly above the curve interface on the left side of the screen. The bar moves up and down quickly. When the bar is filled to the top extreme, the power is at it's max. When the bar is not filled, the power is at it's minimum. Press the "A" Button to confirm the desired power.

The ball it finally thrown after setting the curve and power parameters.

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## 7. Helpful Hints

\*To get a strike, line up just left or right of the head pin. Put a very small curve on the ball and toss at max power.

\*An easy way to pick up splits is to line up on the extreme left or extreme right of lane. Put a huge curve on the ball opposite of the gutter and put on tons of power. The will cause a large hooking motion towards the pins. Lightweight balls work best for this method.

\*Take note of the power, position, and curve of each throw. If you experience success with a certain combination, try to repeat it each throw for maximum scores.

\*Pay attention to hand dominance. A right handed bowler can curve the ball to the left much better than a left handed bowler and vice versa. Of course the female bowler does not have this problem.

\*If a friend finds the sweet spot for the strike before everyone else, be ready to be creamed. If this happens, copy the opponent.

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## 8. Closing Thoughts

Championship Bowling is yet another unknown NES gem. Championship Bowling may have lackluster graphics and terrible music, but the gameplay and fun factor are still amazing. It just goes to show that gameplay, not graphics make the game. Check this game out if you're into mutiplay madness.

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#### 9. High Scores

Send me your high scores and I will post them. Email me at [furb\\_3@hotmail.com](mailto:furb_3@hotmail.com)

#1

Name - furb

Score - 286

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#### 10. Legal Information

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