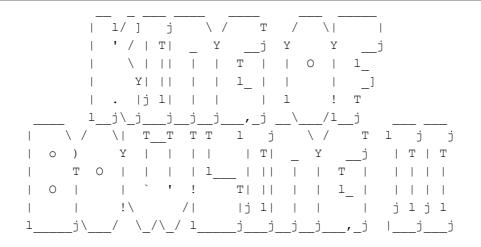
King of Bowling 2 Strategy Guide

by gold2040

Updated to v0.25 on Mar 29, 2004



General FAQ/Strategy Guide
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This is my second FAQ which I have written so again don't expect it to be amazing or something. If you want to ask me any questions about this FAQ my e-mail address is at the top of the page

I'm writing this FAQ because as I don't really play on King of Bowling II any more as I hardly play on my PS1, but the rare times that I do play on it's quite fun and enjoyable to play on and it's quite good when you have a group of friends around because you can compete in a bowling tournament with each other and see who wins

Anyone is free to publish my FAQ on their site as long as they don't change any of it or sell it to anyone for a profit of any amount.

This probably going to be an incredibly short FAQ as the game is very basic gameplay even though it is still quite good to play on

<----> Updates ---->

(29th March 2004)

Started writing my second FAQ

<- 1 -> Controls

<- 2 -> Different Modes of Play

<- 3 -> List of players and their biography's

<- 4 -> Tips and Hints on the different modes of play

<- 5 -> FAQ
<- 6 -> Copyright and Legal Info
On we go then ^}^ v
<pre>() () () () () () () () 1: Controls () () () () () () () ()</pre>
The controls on this game are very easy to pick up considering there are hardly any. I will only list the buttons that you actually use in the game
<pre>O = Confirm an Action X = Go back an Action Select = When in gameplay, to exit to the main menu</pre>
Up on D-Pad = Scroll Down on D-Pad = Scroll Left on D-Pad = Scroll Right on D-Pad = Scroll
Believe it or not these are the only buttons you'll use on the entire game!
<pre>() () () () () () () () () () () () () 2: Different Modes of Play () () () () () () () () () () () () () (</pre>
There are 4 different Modes of Play and here I will explain each one and what you have to do in it
1: Coconut Cup Pro Tournament
In this mode it is basically a Tournament of 8 players against each other, with 10 frames for each player and the 4 highest scores go to the final and then they battle it out to find the winner
2: Rank Certification Split Game
In this mode the pins are laid out in different positions and you need to judge best for where to throw your ball in each position
3: Pro Bowler Directory In this section it basically explains all the different bowlers and their back grounds which I will have list in Section 4
4: Party Game
In this mode you can choose 3 different styles of gameplay which are: Standard Galaxy Standard Team Scots Doubles
<pre>() () () () () () () () () () () () () (</pre>

(coming soon) one I have the time to write all their stats down

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4: Tips and Hints on the different modes of play
Here I will explain the different modes of gameplay again and for the one mode
which the pins are set up in different positions I will show each position and
the best way to tackle it
1: Coconut Cup Pro Tournament
(coming soon)
2: Rank Certification Split Game
This mode I find the hardest out of them all. My best is 4 wins out of the 10
different layouts, (there are 20 different layouts in total I think). I will
label each of them down here and say the best way of tackling it
By the way, as they appear in a random order on the game, when I list them they
won't be in any particular order
Key: O = Normal Pins O = The pins you need to knock over
(Note: All of these won't have descriptions to start with)
1st Layout
0000
0 0 0
 0 0
  0
2nd Layout
0 0 0 0
0 0 0
 0 0
  0
3rd Layout
0000
000
 0 0
  0
4rd Layout
0 0 0 0
0 0 0
 0 0
  0
5th Layout
0 0 0 0
0 0 0
 0 0
  0
6th Layout
```

```
000
 0 0
  0
7th Layout
0 0 0 0
000
 0 0
  0
8th Layout
0 0 0 0
000
 0 0
 0
9th Layout
0 0 0 0
0 0 0
 0 0
 0
10th Layout / This one is quite easy to knock all the pins down
                []
0 0 0 0 1---I--I--I---I just move the line a bit left from the middle
0 0 0 I---I---I---I and make the blue line go up to the maximum
 0 0
                []
  0
11th Layout
       []
0 0 0 0 \, I---I--I---I---I just move the line all the way to the end
0 0 0 I---I---I---I and make the blue line go up to the maximum
 0 0
     []
  0
12th Layout
0 0 0 0
0 0 0
 00
  0
13th Layout
0 0 0 0
0 0 0
 0 0
  0
14th Layout
0 0 0 0
0 0 0
 0 0
  0
```

0 0 0 0

```
15th Layout
0 0 0 0
0 0 0
 0 0
   0
16th Layout
0 0 0 0
000
 0 0
   0
17th Layout
0 0 0 0
000
 0 0
  0
18th Layout
0 0 0 0
0 0 0
 0 0
  0
19th Layout
0 0 0 0
0 0 0
 0 0
  0
If I have repeated any layout of the pins or there are more which I haven't
included e-mail me and I will add it in
3: Pro Bowler Directory
This section just has the biography's of the player's
4: Party Game
In this section you can choose 3 different modes of gameplay to play with a
group of friends. They are:
Standard Team
Standard Galaxy
Scots Doubles
In the Standard Team mode it is a normal game of bowling which up to 4 players
can take part
In the Standard Galaxy mode it is a flashed up bowling alley which up to 8
players can take part bowling alternate frames
In the Scots Doubles mode it is a normal bowling alley which up to 8 players
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can take part bowling alternate balls

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