
FAST LANES
BOWLING
SNACK B
FastLanes
XXX
3+
www.pegi.info
ENLIGHT
USER GUIDE





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Health Warnings

Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment.
These persons may experience epileptic seizures while watching TV pictures or playing computer games.
Even players who have never had any seizures may nonetheless have an undetected epileptic condition.
Consult your doctor before playing computer games if you, or someone of your family, have an epileptic condition. Immediately stop the game, should you experience any of the following symptoms during play: dizziness, altered vision, eye or muscle twitching, mental confusion, loss of awareness of your surroundings, involuntary movements and/or convulsions.

TABLE OF CONTENTS

Chapter 1: Getting Started 2
Installing the game 2
Starting the game 3
Setting video options 3
Main menu selection 3
Game modes 4
Troubleshooting 5

Chapter 2: Gameplay 6
Front-end controls 6
Starting a game 6
Saving and loading 7
Gameplay controls 7
Playing a game 7

Chapter 3: Interesting Factoids 9
Bowler characteristics 9
Ball characteristics 9
Meter operation 9
Bowling tips 10

Further Information 10

Credits 11

Chapter 1 - Getting Started:

INSTALLING THE GAME

Before you install Fast Lanes Bowling, please review the Minimum and Recommended System Requirements. Your computer should meet all of the Minimum Requirements so that Fast Lanes Bowling may run. If your computer meets or exceeds the Recommended Requirements you will experience greatly improved game performance.

Minimum System Requirements

Operating system:	Windows 98, 2000, ME or XP (Windows 95 not supported)
CPU:	400 MHz Intel Pentium III or equivalent
Memory:	64 MB RAM
CD-ROM Speed:	4x CD-ROM/DVD-ROM drive
Hard drive space:	200 MB
Graphics card:	16 MB DirectX 8.1 compatible graphics card
Other needs:	Sound card; Keyboard; Mouse

Recommended System Requirements

700 MHz Intel Pentium III or processors of the same grade, 128 MB RAM and a graphics card with 32 MB video memory such as an NVidia GeForce or ATI Radeon.

Autorun Installation

To install Fast Lanes Bowling please follow the instructions detailed below:

1) Before you start, you must have Windows 98 (or later) installed.

2) Make sure the Fast Lanes Bowling CD is in your CD-ROM or DVD-ROM drive. If you have the autorun feature enabled, you will see the installation screen. Follow the on-screen instructions and Fast Lanes Bowling will be installed on your computer.

Manual Installation

If the installation screen does not appear your autorun feature may be disabled. In that case, follow these instructions:

1) Double-click on the “My Computer” icon on your Windows desktop,

- or -

Go to Start > Programs, then find the Windows Explorer icon and left-click on it.

2) Locate the icon for your computer’s CD-ROM drive and double-click on it.

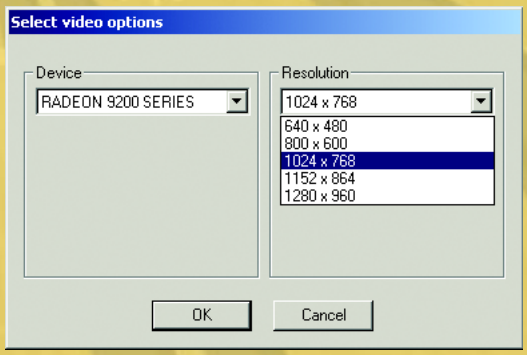
3) Look for the file “SETUP.EXE” and double-click on it to install the game.

STARTING THE GAME

After installation, Fast Lanes Bowling may be played by using the shortcut installed to your Start menu or Desktop, or by running the launcher.exe program on the Fast Lanes Bowling game CD. Press the Launch Game button to begin Fast Lanes Bowling.

SETTING VIDEO OPTIONS

Before Fast Lanes Bowling is played for the first time, you must set your Video Options in the launcher application. Press the Set Options button on the launcher panel. We recommend using the default video device and whatever resolution best suits your monitor and video card. If game performance is slow or choppy, setting the game resolution to a lower setting will increase video performance.



MAIN MENU SELECTION

Upon starting up Fast Lanes Bowling, the selections are presented. See the Game Modes section for more detail on the various bowling modes.

Open Play

Play an exhibition game of bowling.

Skins

Play a skins-style match.

Tournament

Compete in a single-elimination tournament.

Challenge

Test your skill against a series of pre-set challenges.

Golf
Bowl on a "course" of 18 unusual pin configurations.

Practice
Improve your skills by practicing the shots you can't quite nail.

Options
Configure sound and game options to your personal taste. Maybe the music's not loud enough or you'd just like your bowler's head to be a little larger.

Exit
This is how you end the game. Why would you ever want to do this?

GAME MODES
The following game modes are available in Fast Lanes Bowling. You'll have to learn to play them all if you want to unlock those secret lane variations.

Open Play
Play an exhibition game of bowling. You choose your character, alley and any opponents. Register up to 4 player-controlled characters for a turn-based multiplayer game, or add CPU-controlled characters for some solo competition.

Skins
Play a skins-style match against 1 or more opponents. In a skins match, the only bowler to bowl two strikes in a frame takes the skins and the cash that goes with them. After 12 frames, a single-strike sudden death playoff begins. If any player strikes during a sudden death frame, all players that don't strike are eliminated. The last player standing gets the skins and the cash. 2 to 4 players are allowed, the more players you have, the more money each skin is worth.



Tournament
Take part in a 5-round single-elimination tournament. Up to 4 bowlers can play against a field of CPU-controlled Pros.

Challenge

See how far you can get in a series of pre-set challenges. You get 3 tries for each challenge, but you get more points for hitting a challenge on your first or second attempt, so set your shots carefully! Play with up to 4 players and see who can score the most.

Golf

Bowl on a pre-set "course" of 18 "holes" of pins set in unusual configurations. See how you and up to 3 of your friends can fare against par on this tough course. Sorry, no CPU-controlled bowlers are allowed on the links.

Practice

Brush up on your bowling by setting up your own racks and taking as many shots as you like at them. We'll even keep track of your stats to let you know if all that hard work is paying off. Practice with up to 3 of your friends and see who the best at picking up that tough split is.

TROUBLESHOOTING

If Fast Lanes Bowling will not run, make sure you have the game CD inserted into your CDROM drive during game execution. Fast Lanes Bowling will not run without the game CD present. If the game will still not run, the game installation directory may have become corrupted. Reboot your computer and retry the game. If it still does not run, we recommend uninstalling the game using Windows Add and Remove Programs utility, and then re-installing the game from your game CD.

If you are having problems with Fast Lanes Bowling running slowly, appearing choppy, or sounding choppy, please try the following:

Make sure you are not running any other applications in the background during game execution. Please close all other applications prior to running the game.

Use the Set Options button on the game launcher to reduce the resolution. Running at lower resolutions will increase game performance dramatically on most computers.

Chapter 2 – Gameplay:

FRONT-END CONTROLS

Up / Down Arrow Keys	Change selected menu option
Left / Right Arrow Keys	Change option value
Space Bar / Enter Key	Activate selected menu option
Escape Key (ESC)	Cancel to previous menu

STARTING A GAME



To set up a game of Fast Lanes Bowling, highlight your desired game type from the Main Menu using the arrow keys or mouse pointer and select it by pressing the Space Bar or Mouse Left Button. This will activate the Bowler Registry screen, where you may register 1 to 4 players to participate in the selected game. To add a player-controlled bowler, select Add Player. To add a computer-controlled bowler, select Add CPU. Adding a bowler will activate the Character Selection Screen. Should you wish to change the game type, you may use the Escape key (ESC) to return to the Main Menu.

In the Character Selection Screen, you may use the arrow up/down keys or mouse wheel, to spin the character selection wheel. Pressing the Space bar will select the character that is currently featured on the foremost panel of the wheel. The mouse pointer and left button may also be used to select a character selection box, selecting the center box will select that character, selecting the upper or lower boxes will turn the wheel to bring that box to the center. You may use the Escape key (ESC) to cancel your selection and return to the Bowler Registry screen.

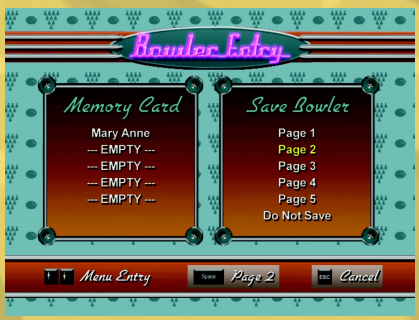
Once a character has been selected, the Name Entry screen will be activated. From here, you may edit your bowler's name by selecting the Name button on the menu. The Arrow left/right keys and the space bar may be used to select and enter each letter from the letter selection wheel. The bowler characteristics (Strength, Accuracy, and Curve) may be change by highlighting the appropriate menu entry and using the Arrow left/right keys to increase or decrease the corresponding value. Values may only be increased when points are available in the Free Points bar displayed at the top of the screen.

Should you wish to delete a bowler from the list of registered characters, select Delete Bowler from the Bowler Registry menu and then use the Arrow up/down keys and Space bar or the mouse pointer and left button to select the bowler you wish to delete.

The bowler will be removed from the registry list and control is returned to the Bowler Registry menu. You may press the Escape key (ESC) to cancel the deletion process.

Once you have selected your game type and bowlers, select Play Game to proceed to the Stage Selection screen. In the Stage Selection screen, you may use the Arrow left/right keys or mouse wheel to rotate the stage selection wheel. The Arrow up/down keys or mouse right button may be used to flip the currently featured stage to its B-Side Version if one is available. Press the Space bar or mouse left button to select the stage shown on the foremost panel of the wheel and proceed to gameplay. You may use the Escape key (ESC) to return to the Bowler Registry menu.

SAVING AND LOADING



When you have chosen a character, and given them a custom name and attributes, you can save the character for later use. You will automatically be asked if you want to save your character, so simply choose the save page and file slot to store the save details.

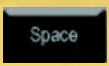
To load a previously saved character, simply choose Load Saved Player rather than New Player when starting a new game. A saved bowler's statistics are automatically saved during gameplay, you do not ever need to save your bowler again once they have been added to the saved bowler list. Up to 25 bowlers may be saved.

GAMEPLAY CONTROLS



Aiming

Use the arrow keys or mouse pointer to control the direction of your player will bowl in.



Accept Command

Use the space bar to enter commands, to bowl, change view, use the power meter, etc.

PLAYING A GAME

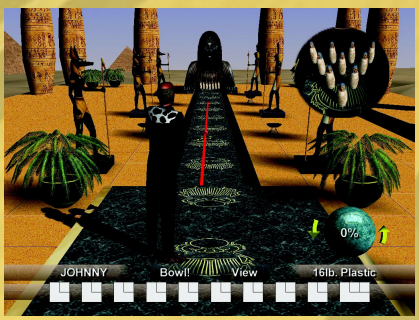
When it is a player-controlled bowler's turn to bowl, you will first be presented with the Bowler Position view. You may move your bowler left or right with either the left/right arrow keys or the mouse. Once satisfied with your bowler's position, you may advance to the Aim Pointer view using the Space Bar, Page Up key, mouse wheel, or on-screen

View button.



In the Aim Pointer view you are presented with a small red pointer pointed downwards at the lane. Using the left/right Arrow keys or the mouse, you may position the Aim Pointer to control the direction of their intended shot. A long red line (aim arc) runs down the lane indicating the path of the current shot if the top row of the Shot Control meter (Power meter) is marked at 100% and the bottom row (Accuracy meter) is marked in the middle of the green zone during meter operation. Once you are satisfied with the Aim Pointer setting, you may advance to the Shot Control meter using the Space bar, Enter key, or the on-screen Bowl button. If you wish to re-adjust your bowler's position, you may return to the Bowler Position view by pressing Page Down, rotating the mouse wheel downwards, or by clicking on the on-screen "View" button.

While in either the Bowler or Aim Pointer view, you may change your ball using the B key, and the amount of spin using either the up/down Arrow keys or mouse buttons while pointing at the Spin meter ball. Once you are satisfied with your shot setup, press the Space bar from the Aim Pointer view or use the on-screen Bowl button to start the Shot Control Meter.



The upper bar of the Shot Control Meter represents the Power of the current shot. The higher the setting, the faster your bowler will throw the ball. The optimal setting is to mark the meter (using the Space bar or mouse left button) in the middle of the green area of the meter. The lower bar of the Shot Control Meter represents the Accuracy of the current shot. The farther the meter is marked (using the Space bar or mouse left button) from the center, the farther your shot direction will vary from the direction indicated by the aim arc.

During gameplay, the Escape key (ESC) may be used to activate the Pause Menu. From the Pause Menu, you may view the game score, use the VCR to view a replay of your previous shots, change your ball, or exit the game and return to the front end. However, viewing a replay of your previous shots is disallowed while another shot is in progress.

Chapter 3: Interesting Factoids

BOWLER CHARACTERISTICS



Setting the Accuracy characteristic for your bowler affects the length of the aim arc shown while setting up your shot. Set this characteristic high to increase the length of the aim arc.

Setting the Strength characteristic for your bowler affects the speed with which your bowler can throw the ball. Higher speed shots tend to create better pin action.

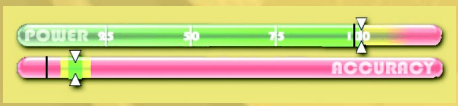
Setting the Curve characteristic for your bowler increases the rate of spin on the ball. Balls thrown with greater curve create more pin action, increasing your likelihood of a strike.

BALL CHARACTERISTICS



Every ball has its own unique characteristics. Heavier balls have more momentum, creating better pin action but are harder to throw accurately. The surface material of your ball will affect how much friction it has on the lane. Balls with higher-friction surfaces will curve better, causing greater pin action but decreasing accuracy. Balls with dynamic core structures will have a tendency to break later and sharper, creating excellent pin action while maintaining a greater degree of accuracy.

METER OPERATION



The Spin, Power, and Accuracy meters can all affect one another.

Setting the Spin meter high will cause the ball to curve more, creating excellent pin action. However, the greater the speed of the ball at launch time, the less effect the spin will have. Therefore, if you launch the ball with less than 100% power, the ball will curve more than indicated by the aim arc. Likewise, going over 100% power will decrease the effect of the spin, causing the ball to curve less.

Launching the ball with exactly 100% power will provide excellent speed and cause the curve to precisely mimic the aim arc that is displayed during shot setup. However, if you let the power meter run past 100%, the accuracy meter will run faster, making it

hard to aim your shot precisely. Setting the power meter to less than 100% will not affect your accuracy, but will decrease ball speed, causing less pin action and increasing the effect of spin on the ball.

Missing the perfect zone on the Accuracy meter will alter the launch direction of your ball. If you miss to the left of the perfect zone, the ball will launch to the left of your aim point, and if you miss to the right of the perfect zone, the ball will launch to the right of your aim point. The amount of inaccuracy is affected by how far off you were from the perfect zone and by pure luck. Don't miss the perfect zone, and you won't need to get as lucky.

BOWLING TIPS



It is easier to aim accurately with less spin, but your pin action will not be as great. Most professional bowlers will use high-spin shots with high-friction balls during strike attempts to increase pin action and low-spin shots with low-friction balls during spare attempts to increase accuracy. Use lighter and lower-friction balls with less spin if you have problems getting the ball to end up where you want. Use heavier and higher friction balls with more spin if you aren't getting as much pin action as you'd like.

The vast majority of the curve in the ball path takes place after the ball is out of the oiled area of the lane. The oil in most lanes extends about 4/5 of the length of the lane. This means that the aim arc will not illustrate the curve of your ball if it is not long enough to reach past the point. Until you have gotten used to the effect of the spin on the ball and can accurately predict it, you may wish to keep your character's accuracy characteristic set very high. Once you have attained proficiency in aiming the ball, you may wish to reduce your accuracy in favor of greater Strength and Curve, allowing you to achieve faster, more dynamic shots.

Have fun!

Further Information

Fast Lanes Bowling is published by Enlight Software Ltd.

Check out http://www.enlight.com for more information.

Fast Lanes Bowling was conceived and developed by LAB Rats Games, Inc.

Check out http://www.labratsgames.com for more information.

Appendix A - Credits

Fast Lanes Bowling was created through the following people's efforts:

LAB RATS STAFF

Programming / Game Design
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Audio
Peter Kerekes

Additional Art
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Special Thanks
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Technical Support

For technical difficulties regarding Fast Lanes Bowling, please contact us at:

Internet E-Mail: support@enlight.com
Enlight Website: http://www.enlight.com
Fast Lanes Bowling Website: http://www.enlight.com/flbowling/



WARS & WARRIORS

JOAN of ARC

"Everything flows together nicely, so you can get right into the combat and throw together impressive-looking combos with just a few mouse clicks."
-Gamespot.com

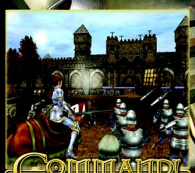
"Wars & Warriors: Joan of Arc brings the sword slashing action, strategic use of armies, and customization of hero units together in an ambitious mix of 3 genres."
-IGN.com



FIGHT!

BECOME THE WARRIOR

Execute awesome combos to devastate your enemy in the thick of intense combat action.



COMMAND!

BECOME JOAN OF ARC

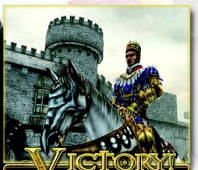
Live out the most exciting years in the life of the ultimate warrior, in her greatest battles.



SIEGE!

BECOME THE GENERAL

Command troops in castle sieges with a unique mix of action and real-time strategy gameplay!



VICTORY!

BECOME THE LEGEND

Become the greatest European leader of military powers throughout the 100 years' war!

TEEN
T
Mild Language
Violence
ESRB CONTENT RATING www.esrb.org

PC CD-ROM SOFTWARE

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XBOX

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