King of Bowling 2 Strategy Guide

by gold2040   Updated to v0.25 on Mar 29, 2004

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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

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<- 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

On we go then ^}^
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1:   Controls
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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

O = Confirm an Action
X = Go back an Action
Select = When in gameplay, to exit to the main menu

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!

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2:   Different Modes of Play
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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

() () () () () () () () () () () () () () () () () () () ()
3:   List of players and their biography's
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(coming soon) one I have the time to write all their stats down

() ()
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 0 = The pins you need to knock over
(Note: All of these won't have descriptions to start with)

1st Layout

O O O O
 O O O
  O O
   O

2nd Layout

O O O 0
 O O O
  O O
   O

3rd Layout

O O O O
 O O O
  O O
   0

4rd Layout

O O O 0
 O O O
  O O
   O

5th Layout

0 O O O
 O O O
  O 0
   0

6th Layout

```
O O O O
 O O O
  O O
   O
```

7th Layout

```
O O O O
 O O O
  O O
   O
```

8th Layout

```
0 0 0 0
 O O 0
  O O
   O
```

9th Layout

```
0 0 0 0
 0 O O
  O O
   O
```

10th Layout / This one is quite easy to knock all the pins down
```
                   []
0 0 0 0  I---I---I---I---I---I---I just move the line a bit left from the middle
 0 0 0   I---I---I---I---I---I---I and make the blue line go up to the maximum
  0 0              []
   0
```

11th Layout
```
         []
O O O 0  I---I---I---I---I---I---I just move the line all the way to the end
 O O 0   I---I---I---I---I---I---I and make the blue line go up to the maximum
  O O    []
   O
```

12th Layout

```
0 O O O
 0 O 0
  O O
   O
```

13th Layout

```
0 0 0 0
 O O O
  0 O
   O
```

14th Layout

```
O O 0 O
 O O O
  O 0
   O
```

15th Layout

```
O O O O
 O O O
  O O
   O
```

16th Layout

```
O O O O
 O O O
  O O
   O
```

17th Layout

```
O O O O
 O O O
  O O
   O
```

18th Layout

```
O O O O
 O O O
  O O
   O
```

19th Layout

```
O O O O
 O O O
  O O
   O
```

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
can take part bowling alternate balls

() () () ()
5:    FAQ
() () () ()

(coming soon)

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6:    Copyright and Legal Info
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Gamefaqs for hosting this FAQ

Midas Games for making such a fun game to play
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My next update will probably include

All the Bowlers biography
Tips on the other modes of gameplay

Signing off

Tom :-)