



Bowling

Thank you for purchasing actionXL's new motion-controlled Bowling game. We are excited that you have chosen to become a part of the motion in gaming revolution, and that you have chosen the actionXL controller.

In order to play you will need an actionXL motion controller (wired or wireless), and a computer running either Windows Vista or Windows XP, with at least 1 open USB port.

Made-for-Motion™ presents

ACTIONXL BOWLING

Made Exclusively for the ActionXL Motion Controllers!



Friihand wireless motion controller



Wired motion controller



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Installing your game

Installing from the actionXL website

Download the free trial version from the actionXL website. You can choose to Save or Run the game. If you choose Run, simply select the default options during installation. Once the installation finishes, a game icon should appear on your desktop.

If you choose to Save the game, once the game finishes downloading, go to the folder you downloaded the game to. Double click the exe file that you downloaded. Select the default options during installation. Once the installation finishes, a game icon should appear on your desktop.

Activating to the Full Version (requires Internet connection)

If you do not have an activation key yet, use the left button to click on the Unlock icon in the Main Menu, and then click on the Buy Now icon. Once you have completed your purchase through the Kagi Store secure server, an activation code will be sent to you.

To activate your copy of Bowling and unlock all of the features, use the left button to click on the Unlock icon in the Main Menu, and then click on the Activate Now icon. When activating, you will be asked to create a password. Use a password that is easy to remember. You will need this password if you ever have to reinstall Bowling on your computer.

Installing from a CD

The CD should start running after you insert it into your CD/DVD drive. If it doesn't run automatically, the CD may be damaged. Call actionXL customer support and we will help you start program manually. If the CD is damaged, we will replace it and make every effort to help you get the game installed.

The Main Menu

Use your controller to control the main menu. Tilting left or right will turn the menu wheel left and right. When the selection you want is at the top of the wheel, click the left button to choose it.



Single Player

This is your practice mode. This is the only playing mode available on the free demo version.

Head to Head

If you want to play against someone, choose Head to Head mode. You can either plug in a second controller, or share a single controller.

Play with Skype

If you want to play against one of your friends across the Internet, use the Play with Skype mode. Both you and your friend must have Skype installed on your computers to use this mode.

This product uses the Skype API but is not endorsed, certified or otherwise approved in any way by Skype. This game uses Skype app2app connections to transmit game data when playing with Skype, initiates outgoing calls when attempting to connect to a member of your buddy list, and listens for incoming calls while in the Skype menu.

Select Character

This menu option allows you to build, name, and save a character. Choose skin and hair color, hair style, shirt color, and pants color. Then name your character and save it.

Game Options

Use the Game Options menu to choose if you want to use bumpers. This makes it impossible to throw gutter balls.

Unlock Game

Use this option to purchase an activation code, or enter an activation code that you purchased. All purchases are done through the Kagi Store secure server. Once the free demo version has been unlocked, all of the options in the Main Menu will be available.

Throwing the ball

- Use the motion controller to throw the ball.
- Add spin to your throw by twisting the controller left or right at the end of your throw.
- You control the speed of the ball. The harder you throw, the faster the ball goes.
- Hold the controller in front of you, keep the controller level, and then press and hold the left button. When you throw the ball, your ball will go straight.
- If you tilt the controller a little to the left before you press and hold the left button, your ball will go left.
- The more you tilt the controller before you press the button, the more the ball will go in that direction. For example, to hit the 7 pin (left corner), hold the controller at a 45° angle to the left, click and hold the left button, and throw.

End of Game

At the end of the game, clicking the left button will start a new game. Clicking the right button will return you to the main menu.

Customer Support

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Email: support@actionxl.com

Web Site: <http://www.actionxl.com>