

STARPLAY  
PRODUCTIONS LTD.

# Alley 19



BOWLING
















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Please fill out and mail your registration card. There is **no serial number** for Alley 19™, so no need to fill out a serial number on the card if this field has been left blank.

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# High Score Contest

Note: The high score contest is no longer active.

StarPlay sponsored a high score contest when Alley 19 was first released. This contest is no longer active, but you can view some of the scores by going to our web site, **[www.starplay.com](http://www.starplay.com)**. StarPlay may still have a few Alley 19 t-shirts available which were made up for the contest. You may inquire about purchase by sending an e-mail to StarPlay at: [tshirts@starplay.com](mailto:tshirts@starplay.com). Provide your t-shirt size (XXL, XL, L, M, or S) in the e-mail and we'll let you know if it is in stock.

The Alley 19 t-shirts are 100% white cotton and tastefully designed. They have a color Alley 19 logo on the front and a large color bowling pin on the back. T-shirts may be purchased for \$12.50 which includes shipping within the US and for \$22.95 for shipping outside the US. You will need to provide your ship to address and a credit card number at time of purchase. You may return the t-shirt within 30 days for a refund if you are unhappy. You will be refunded everything but the shipping cost.



# Installation and Quick Start

## System Requirements

System 7 or higher (including MacOS 8 & 9), 68040 or Power Macintosh, 13" monitor, 256 colors, 8 MB RAM (12 MB recommended), and a CD-ROM drive.

## Installation

Insert the CD-ROM into your drive and double-click the *Alley 19™ Bowling Installer*. The installer will place the game in a folder called *Alley 19™ Bowling f* on the selected hard disk. Note: *You must insert the CD during game play to hear the music score. Some versions of Alley 19 require the CD to be inserted for all game play.*

Make sure to take a look at the **Read Me First** file for last minute changes. Also, if you have access to the Internet, check out our web site, **[www.starplay.com](http://www.starplay.com)**, for the latest information and possible software updates.

## Quick Start

1. Launch *Alley 19 v1.5* (you can always click the mouse to skip splash screens).
2. In the Pro Shop Screen, give your #1 bowler a name, click on a player from the left hand side of the screen, and click on a ball from the case. Repeat the above procedure for any additional players (up to four).
3. Click Bowl to start bowling. Use your mouse to move the player over to the ball return. When the player has the ball, hold down the mouse button to aim your ball at the pins and, with the mouse button still depressed, move the mouse forward to throw the ball.

*For detailed instructions, see the following sections, or click on Help in the Pro Shop Screen. Alley 19 has **no serial number**.*



# Getting Started

1. To play Alley 19, double-click on the *Alley19™ v1.5* icon in the *Alley 19™ Bowling f* folder (your version number may be different).



2. When you get to the Pro Shop screen, give your #1 bowler a name under the **Name** column.
  - a. Once your player has a name, the box under the **H/C** (Human/Computer) column will automatically default to H (Human). This means the player will be played by a human. If you would like this character to be played by the computer, click on the H to change

to a C (click on it again to switch back to Human).

- b. The **L/R** (Left/Right-handed) option will automatically default to R. If you would like to bowl left-handed, click on the R to change to an L (click on it again to switch back to Right-handed).
3. Choose your bowler by clicking on one of the four pictures on the left side of the screen. The picture of the player will appear under the **Fig.** column.
4. Choose your ball by clicking your mouse on one of the balls in the ball case in the middle of the screen. A picture of the ball will appear under the **Ball** column.
5. If you plan to play with more than one player, repeat steps 2-4 for the desired number of bowlers. To delete a player, click on the player's name until it is highlighted and press the delete key.
6. If you plan to play over a **network**, then click the Connect button located above the pay telephone. You'll be presented with a number of options on how to connect. See the section, *Network Play*, for complete details.
7. When all options have been chosen, click the Bowl button at the bottom of the screen. Up to two players will appear in their seats in the bowling alley. If you are playing with three or four players, after each bowler finishes a frame, he/she will walk off the screen to make room for another bowler on the left side of the scoring table. The bowler sitting on the right side of the scoring table is always the next in line to bowl.

**NOTE:** *When playing with more than 2 bowlers at one time, you may need to use RAM Doubler or turn on virtual memory if your system only has 8 MB of real memory. Choosing the same bowling figure for one or more players will also reduce the memory requirements.*



# Let's Bowl

You're ready to start bowling when your player/players are seated at the score table. The first bowler will be seated on the right side, closest to the ball return.

**Tips:** Press the Space bar to access the Option Menu (see page 8 for more information). — You can print the current score card by pressing Cmd + P during or at the end of a game.

One of the most unique features of Alley 19 Bowling is the use of the mouse to control the player and ball motion. Imagine your mouse is the player and use it to guide the player through all of the motions of bowling.

1. To get the player to stand up, move the mouse to the right towards the ball return. The player will stand up and walk toward the ball return. Keep moving the mouse to the right until the player has reached down to pick up the ball from the ball return (*the player will automatically pick up the ball he/she chose from the ball case, in the Pro Shop*).
2. With the ball in the player's hands, move the mouse to the left. The player will automatically move from the ball return to the arrows, behind the lane line, facing the pins.
3. Move the mouse to the left and right until you have the player positioned in the place where you want to throw the ball. **Tip:** *Don't move the player too far to the right or he/she will put down the ball.*
4. Once the player is in position, click and hold down the mouse button. The screen will zoom in to the player facing the pins at the arrows behind the lane line (*you can still position the player to the left or right*).



5. With the mouse button still depressed, look at the Ball Guide window for an overhead view of your ball's path (*your ball appears as the black circle*). Now, move the mouse in the direction you want the ball to go. A line will appear in the window, mapping out the direction the ball was aimed. When your mouse hits the end of the guide window, the player will automatically throw the ball in this direction .



Ball Guide Window

**Tip:** Alley 19 is designed to simulate actual bowling as closely as possible, including the throwing motion and pin action. As in real bowling, a player who throws a straight ball cannot achieve the highest scores. To get strikes and a chance to break 200, players should practice and perfect a hook shot by moving your mouse in an arcing motion to the left or right.

6. After the ball has knocked down the pins, the lane will reset; sweeping up the knocked-down pins, replacing the standing pins and returning the ball to the ball return. The number of knocked-down pins will automatically be recorded in the score window. Also, the pin lights at the end of the alley will show which pins are still standing.
7. Repeat steps 1-6 to to complete the frame. **Tip:** If you want your ball to return to you faster, choose the "Speed up the action" option (3rd button) in the Option menu.
8. If you are playing with more than one bowler, each bowler will take a turn completing a frame until all 10 frames are completed.

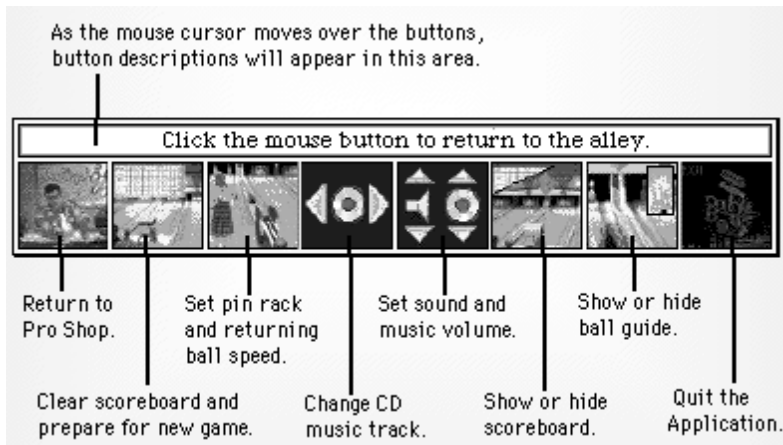
**NOTE:** If you bowl a strike in the 10th frame, you'll receive two balls to complete the frame. If you bowl a spare, you get one extra ball to complete the frame.

9. To exit the game, click the exit option on the Option Menu or hit the ESC key to get to the Pro Shop and click Exit.



# Option Menu

1. To access the Option Menu, press the Space Bar (while in the alley).
2. To choose any of the options, move your mouse over the button and click your mouse button.
3. To close the Option Menu and return to the alley, click the mouse button anywhere outside the Option Menu area.





# Statistics Screen

The Statistics screen keeps track of all scores, averages and number of games played for you and for the High Score contest. Only completed games will be recorded. **Tip:** Use the name “Practice” and the score won’t ever be recorded.

The Statistics screen lists players’ personal statistics. Click on a heading to sort the entries by that heading.

**Player-** Lists the player’s name

**Average-** Lists player’s average score based on all games played.

**High Game-** Lists the score from the player’s highest scoring game to date.

**High Series-** Lists the average of the player’s best 3 consecutive games. NOTE: At least 3 games must be played in one session, (i.e., 1-3, 4-6, 7-9, 10-12 etc.)

**Games Played-** Lists the total number of games the player has completed.

To print your Stats, click Print; to save your Stats as a SimpleText file, click Save As Text. For more information, see the *High Score Contest* section.

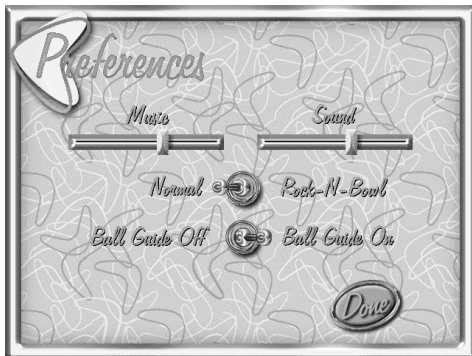
**Tips:** You can print the current score card from the Alley screen by pressing Cmd + P. — If you’d like to start a new Stats screen, change the name of the file *A19 Scores*. When you restart Alley 19, a new scores file will be created.

Player	Average	High Game	High Series	Games Played
Jeff	195	195	0	1
David	177	177	0	1
John	155	159	0	2
Johnny	153	185	469	6
Mark	153	183	485	13
Fred	126	126	0	1



# Preferences

1. To access the Preferences screen, click the Prefs button at the bottom of the Pro Shop screen.
2. The Preferences screen allows you to adjust the volume of the music and sound effects. Click the mouse on the adjustor knobs and move left (quieter) or right (louder).
3. The next option, Normal or Rock-N-Bowl, changes the graphics in the alley. The Rock-N-Bowl feature recreates Rock-N-Bowl in actual bowling alleys, which is usually played at night and has a more festive atmosphere. The bowling and scoring does not change in Rock-N-Bowl and your scores will still show up on the Stats screen. To switch, click your mouse on the control knob and move in the direction of the option you would like.
4. To turn the Ball Guide window on or off in the alley, click your mouse on the control knob and move to one direction or the other.
5. To exit the Preferences screen, click Done at the bottom of the screen.





# Network Play

## Introduction

Alley 19 supports four different types of network play, each connecting two or more computers in a multiplayer game. You can play with a friend across town using the Modem-to-Modem option, or with one to three other players across the world using local phone lines with the Internet option. While network play adds a whole new dimension to Alley 19, there are also many pitfalls to getting successfully connected.

The information in this section should get most of you started. Check the **Read Me First** file for late breaking information and always look on our web site, [www.starplay.com](http://www.starplay.com), for the very latest information and software updates. Click the **Alley 19 Bowling Network Connections** button from our home page to get additional help with all aspects of playing Alley 19 over a network.

The adjoining table shows the methods by which you can make a network connection with Alley 19 and the number of players supported. You can

Connection type	Open Transport	Comm Toolbox	Serial
AppleTalk	YES / 4	YES / 2	NO
Direct Serial	NO	YES / 2	YES / 2
Modem-to-Modem	NO	YES / 2	NO
Internet	YES / 4	NO	NO

never have more than four bowlers total, but you could have three on one computer and one on another or four players connected over four different computers. Each player can be a human or computer player.

There are a few restrictions you should know about. At this time all players must have a Power Mac in order to play with more than two players

at one time or for Internet play. This is a restriction of Apple's NetSprockets API which we use for network connections. If this restriction changes, we will post updates on our web site. Network play also uses more memory, so if you have less than 12 MB of RAM, you and your playing partners can conserve memory by choosing the same bowling figure.

## Getting connected

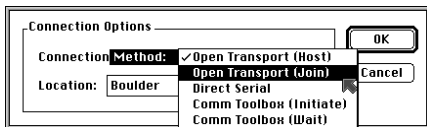
The following basic steps will start a multiplayer game across two or more computers. Each connection method has its own rules and order for connecting, so read the appropriate section before connecting. *(If you end up waiting over 2 minutes without success, you may have to abort, re-check your settings, and start over).*

1. Name your players and choose balls, etc.
2. Decide which connection method to use.
3. Click the Connect button in the Pro Shop.
4. Choose your connection options as each dialog is presented.
5. Once you receive the final connection dialog showing *Locations*, click Bowl.

Once connected and in the alley, you can chat by pressing "Cmd + C"; when your opponent(s) are bowling, you'll be able to click voice comments in the lower right corner of your screen; you're not permitted to return to the Pro Shop without disconnecting from the network.

## AppleTalk

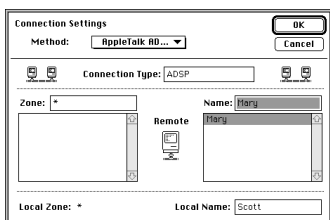
Use this method for playing over an AppleTalk local area network at your office or home. Your AppleTalk network may be a LocalTalk, Ethernet, or Token Ring type network. Make sure AppleTalk is set Active in the chooser.



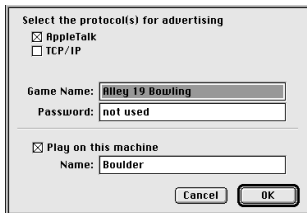
You can connect one of two ways, via Open Transport or via the Comm Toolbox. Open Transport is the preferred method, but requires Power Macs and Open Transport networking to be active. One player must Host (or Initiate), the other player(s) Join (or Wait). All players must use the same method. The player hosting or initiating should go first.

When Hosting a game via **Open Transport**, select AppleTalk as the protocol for advertising. Name the game and click OK. The default values of the other fields shouldn't need to be changed; the password field is not used. When you get the next dialog, you must wait until two or more players show up in the *Players in Game* list before clicking Start (see the *Waiting for all players to be connected* diagram, page 16). When Joining you must select an available game from the Available Games list before continuing.

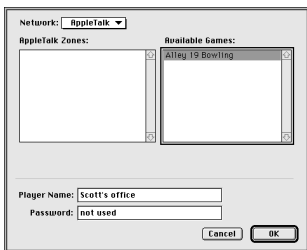
Choose the AppleTalk ADSP Tool from the pull down menu to connect over AppleTalk using the



Waiting for players to show up under Comm Toolbox



Choosing a game name when Hosting under OT



Waiting for an available game when Joining under OT

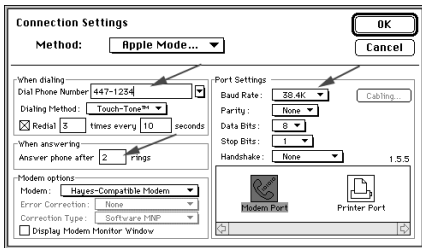
**Comm Toolbox** method. Fill in a player name for Local Name if their isn't one already there. When Initiating, you must wait until one or more players show up in the list box before clicking OK. When Waiting, you should go ahead and click OK. You'll see an empty white area on your screen until the Initiator "sees you" on his list and clicks OK.

## Direct Serial

You must have two computers connected with a Macintosh modem/printer cable (plugged into either the modem port or the printer port). In the Connection Options dialog box, choose Direct Serial and click OK. Choose the port that the cable is plugged into and click Connect. You can also use the Comm Toolbox (Initiate/Wait) method by choosing Serial Tool to make a direct serial connection.

## Modem-to-Modem

You must have two computers, each equipped with their own modem and phone line. In the Connection Options dialog box, choose either the Comm Toolbox *Initiate* or *Wait* option, then click OK to proceed. Choose the Apple Modem Tool from the pull down menu. Your dialog box will look like the one at the right. If you're *Initiating*, then fill in the phone number and baud rate (see the arrows). If you're *Waiting*, fill in the baud rate and set the *Answer phone after* to 1 or 2 rings. The other settings should be correct. You may set your modem type if it is contained in the list, otherwise leave it at Hayes-Compatible Modem.



Using the Apple Modem Tool for Modem-to-Modem play

**Note:** Baud rate should be set higher, but not lower than the modem's actual baud rate for the best throughput. Also, it is important that the person choosing *Wait* go first. This is the opposite of the other connection methods. The *Initiating* computer will be dialing to connect to the player who is *Waiting*. After the connection is made, both computers will go to the final dialog shown on page 16. Click Bowl as soon as your location indicates, READY TO BEGIN.

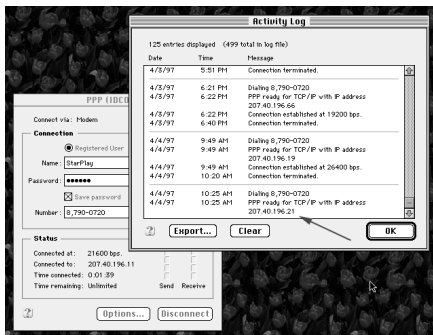


## Internet

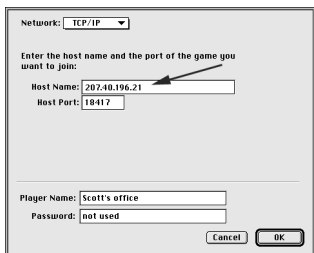
Though Internet play works quite reliably, getting connected requires some knowledge of the Internet and a little perseverance. In order to make a connection, all players *joining* a game must know the IP address of the player *hosting* the game. When connecting to the Internet via a modem, your IP address is assigned dynamically and will be different each time you connect. An IP address is made up of four groups of numbers separated by periods (example: 207.40.196.21). Note: AOL or CompuServe connections are not possible at this time.

StarPlay has set up help instructions and a special Network Connection Page on our web site, [www.starplay.com](http://www.starplay.com), to automatically display the *Host* player's IP address for the aid of players *joining* the game. Click the **Alley 19 Bowling Network Connections** button from our home page and you'll get all the information to start playing. The Network Connection Page will allow you to connect with your friends or anyone in the world looking for Alley 19 opponents on the Internet.

You can also find your current IP address directly using the following procedure. Once you've dialed in to your Internet Service Provider (ISP) to host a game, you can check to see what IP address you've been assigned. Your PPP program will tell you your current IP address. If you're using the standard Apple PPP module, then pull down the PPP menu and select Activity Log. Your IP address will be the last address shown at the bottom of the log (see the arrow in the adjoining dialog box). Remember, this number will be different each time you connect via a modem to the Internet.



Finding the Host's IP address with a PPP connection



Network: TCP/IP

Enter the host name and the port of the game you want to join:

Host Name: 207.40.196.21

Host Port: 18417

Player Name: Scott's office

Password: not used

Cancel OK

Entering the Host's IP address to join a game

process. When *hosting* a game, select TCP/IP as the protocol for advertising the game and click OK. All players *joining* this game must select TCP/IP in the Network pull down menu and then enter the Host's

As an alternative to using our Network Connection Page, you can communicate your IP address to the other players by calling them on a second phone line, sending them e-mail, or using one of the live chat programs available for the Internet.

Each player will be presented with several dialog boxes during the connection



Select the protocol(s) for advertising

☐ AppleTalk

☒ TCP/IP Port: 18417

Game Name: Alley 19 Bowling

Password: not used

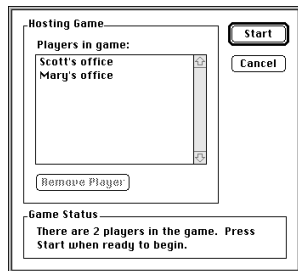
☒ Play on this machine

Name: Scott's office

Cancel OK

Selecting TCP/IP protocol when hosting a game

IP address in the Host Name box. The Host Port can be left to its current setting. The player hosting a game will see the players showing up in a list labeled *Players in game*. Once you have all your players collected, click Start. When you get the Location dialog, click Bowl as soon as you see READY TO BEGIN next to your name or location.



Hosting Game

Players in game:

Scott's office

Mary's office

Remove Player

Start

Cancel

Game Status

There are 2 players in the game. Press Start when ready to begin.

Waiting for all players to be connected



Locations

Scott's office READY TO BEGIN

Mary's office

☐ Rock 'n Bowl

Disconnect Chat Bowl

Final dialog for all connection methods

After you've gone through these steps a few times, they won't be so intimidating. Remember, connections over the Internet aren't always reliable. If you get stuck trying to get connected or the game stalls out for more than a few minutes, it is probably best to quit or abort Alley 19 (Opt + Cmd + Esc) and start over.



# Basic Rules of Bowling

## What is Bowling?

Ten pin bowling consists of ten frames. Players deliver two balls in each of the first nine frames unless a strike is scored. In the tenth frame, a player delivers three balls if a strike or spare is scored. Every frame must be completed by each player bowling in regular order.

## Scoring *(all scoring in Alley 19 is recorded automatically)*

Except when a strike is scored, the number of pins knocked down by the player's first delivery is marked next to the small square in the upper right hand corner of that frame, and the number of pins knocked down by the player's second delivery is to be marked inside the small square. If none of the standing pins are knocked down by the second delivery in a frame, the scorecard is marked with a (-). The count for the two deliveries in the frame is recorded immediately.

## Strike

A strike is made when the full setup of 10 pins is knocked down with the first delivery in a frame. It is marked by an (x) in the small square in the upper right-hand corner of the frame where it was made. The count for one strike is 10 plus the number of pins knocked down on the player's next two deliveries.

## Double

Two consecutive strikes is a double. The count for the first strike is 20 plus the number of pins knocked down with the first delivery following the second strike.

## Triple or Turkey

Three successive strikes is a triple or turkey. The count for the first strike is 30. To bowl the maximum score of 300, the player must bowl 12 strikes in succession.

## Spare

A spare is scored when all pins left standing after the first delivery are knocked down with the second delivery in that frame. It is marked by a (/) in the small square in the upper right-hand corner of the frame. The count for a spare is 10 plus the number of pins knocked down by the player's next delivery.

## Split

A split is a setup of pins left standing after the first delivery, provided the head pin is down and:

1. At least one pin is down between two or more standing pins; i.e., 7-9 or 3-10.
2. At least one pin is down immediately ahead of two or more standing pins; i.e., 5-6.



# Troubleshooting

## **Insufficient memory or conflicts with system extensions or control panels is a common source of problems.**

Insufficient memory problems are most common with users who have only 8 MB of real memory. To check available RAM, choose “About This Macintosh/Computer...” under the Apple menu. If you’re experiencing conflicts or crashes, try the following:

1. Quit any open applications before starting Alley 19.
2. Try restarting your computer with extensions turned off. Using the Extension Manager or third party products like Conflict Catcher, turn off all unnecessary extensions and control panels. Alley 19 requires Sound Manager and Apple CD-ROM, so don’t turn these off. On some systems, Sound Manager is built-in.
3. Choose the same bowling figure for each new player. This can save a lot of memory, as each new bowling figure requires about 1.5 MB of memory.
4. Turn on virtual memory or use RAM Doubler.

## **No music during the game.**

The original background 50’s music is stored as audio files on the Alley 19 CD. If you’re not hearing music, make sure your Sound control panel, Sound In [Options], is set to Internal CD and Playthrough. Or, try clicking Change CD Music in the Alley 19 Option Menu or adjusting music volume. You must have the Alley 19 CD in an *internal* drive to get the music. *External* CD-ROM drives can only play music with additional cables connected.

See the **Read Me First** file for additional information. If you have access to the Internet, go to our web site, [www.starplay.com](http://www.starplay.com), for the latest information and software updates.



# Technical Support

StarPlay provides technical support only via e-mail. Some of our distributors may provide phone support. Before contacting technical support do the following:

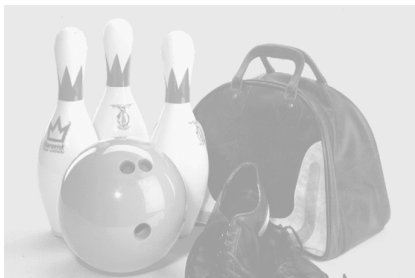
- Review this booklet, the Read Me First file, and check our web site for updates and technical information which may solve your problem. Try playing with all but the essential extensions turned off.

Please provide technical support with the following information:

- Model of Macintosh (Quadra 800, Performa 5200, PowerMac G3, etc.)
- Type of CD-ROM drive and is it internal or external
- Version of MacOS System Software (7.01, 7.5, 8.6, etc.)
- Amount of RAM in your computer (i.e., main memory—choose “About This Macintosh/Computer...” under the Apple menu)

Check out our Internet site, **[www.starplay.com](http://www.starplay.com)**, for a list of answers to common problems. Support questions should be e-mailed to **[support@starplay.com](mailto:support@starplay.com)**.

**StarPlay Productions, Inc.**  
**P.O. Box 19679**  
**Boulder, CO 80308-2679**



# StarPlay's Limited 90 Day Warranty

## Damaged Media Replacement

StarPlay thanks you for selecting one of our software products for your computer. The software enclosed is provided "as is" without warranty of any kind. StarPlay warrants the media on which the Software files are furnished to be free from defects in operation or use for a period of 90 days from the original retail purchase as evidenced by a copy of your receipt. During this period, StarPlay will replace any defective media which is returned to StarPlay at its Boulder office with a copy of the receipt, shipping prepaid. This service is StarPlay's sole liability under this warranty. Please return damaged or defective media to:

Attn: Damaged Media  
StarPlay Productions, Inc.  
P.O. Box 19679  
Boulder, CO 80308-2679

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