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GENERAL CONTROLS

The chart listed below shows all the button functions throughout the game:

Button	Menus	Multiplayer Menus	Bowling Bag	In-Game
A Button	Select	Create / Join / Gamer Card	Start	Initiate Shot Power / Press again to Shoot
B Button	Cancel / Back	Back	Back	Right Rocket Booster
X Button	Defaults	Defaults / Refresh	Sell	Bowling Bag / Left Rocket Booster
Y Button	N/A	Gamer Card / Game Settings	Shop	Zoom Out / In / Vertical Rocket Booster
LT	N/A	N/A	N/A	Spins the ball to the left
RT	N/A	N/A	N/A	Spins the ball to the right
LB	Menu Navigation	Menu Navigation	N/A	N/A
RB	Menu Navigation	Menu Navigation	N/A	N/A
BACK	N/A	N/A	N/A	Passes a shot
START	N/A	Ready / Begin Match	N/A	Pause
Left Stick	Menu Navigation	Menu Navigation	Menu Navigation	Aim / Rotate Camera / Ball Control
Right Stick	N/A	N/A	N/A	N/A
Directional Pad	Menu Navigation	Menu Navigation	Menu Navigation	N/A

The Basics

How to Aim - Push the left stick to rotate the camera and aim your shot. Try aiming the red arrow in front of your ball at the nearby pins!

Setting Power – Press the A button once to start choosing your Shot Power. Press the A button a second time once the meter has reached an appropriate Shot Power strength.

How to RocketBoost – Fire off a Rocket Booster! Press the X button for a left horizontal boost (H-Boost) , the B button for a right horizontal boost (H-Boost) and the Y button for a vertical boost (V-Boost). The boost count is at the bottom of the screen, while the arrows show which directions the ball can boost.

Star Pins – Knocking these down nets you 1 star apiece. Look for them in surrounding frames to better plan your wild shots.

Nudging the Ball – Use the left stick or the left and right triggers to help the ball move around the course.

Collecting Star Points – The number inside indicates how many points a star is worth. The player must knock down any pins in any frame to keep these points! Miss the shot, and you lose the points. Star points are worth money at game's end, so don't miss!

PICK UPS

When playing in a course, there are some pick ups that you can grab in order to boost your ball's attributes, or gain more money. Below is a list of pick ups available in RocketBowl!

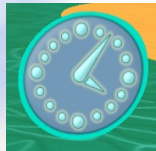
Rocket Boost – The Rocket Boost pick up gives your ball another Boost Power. These can be handy when trying to travel around an obstacle.



Curve Boost – The Curve Boosts pickup adds spin to your ball, making it easier to steer.



Shot Time Extension – The Shot Time Extension pick up adds time to your shot clock, use these when you are trying for a lengthy wild shot or picking up a ton of stars.



Stars – The Star pick ups add five stars to your total Star Points for the match. At the end of the match your Star Points are converted into cash!



Star Pins – The Star Pins are pins that take the place of a regular pin in a pin set, but when they get knocked down, they add a Star Point to your total.



MENUS

Main Menu

From the Main Menu you are able to select a number of different menus to enter.

Single Player - Starts the single player game. From here, you can select Free Play, Challenge and Tournament modes. See the single player section for more details on these different modes.

Multiplayer - Starts a mutliplayer game. From here, you can select Player Match, Ranked Match and Local Multiplayer. See the mutliplayer section for more details on these different modes.

Leaderboard - These boards will show you the ranks of all the Xbox LIVE players who have competed in RocketBowl. You can filter the board results (by pressing the X button) to show only the scores of your Friends who have played RocketBowl, where your score is in the rankings, and the overall rankings of all players. Along with that, you can search through the Best Scores, the best Average Scores, Current Earnings, and the TrueSkill™ rankings for each individual level. All scores from every game type will be posted onto a corresponding Leaderboard, whether you achieve a new high score in a single player game or collect more money in a Xbox LIVE Player Match. To better your TrueSkill™ ranking, however, you will need to play Xbox LIVE Ranked matches. So, jump in and see how you stack up against the rest of the world!

Achievements - Take a look at the achievements you can earn! There are a total of 12 achievements in RocketBowl. To see what the different achievements are, look for the descriptions in the achievement section.

Help and Options - When you're inside of the Help and Options menu, you have a few different choices when it comes to what options you would like to change, or help you would like to receive. Listed below are the four selections in the Help and Options menu:

- **How to Play** – The How to Play Menu will give you a bunch of helpful hints. Most of these hints are given to you during your first time playing through a RocketBowl match and are here for your reference whenever you need them! Cycle through the different hints with the right and left bumpers.
- **Controls** – In the Controls Menu, you have the option of changing your Y-axis inversion and your stick sensitivity. Changing your inversion to “On” will make the camera look upwards when you tilt your left stick down, and down when tilting the stick up. Having it remain on “Off” will cause the cameras to tilt in the same direction as you are tilting the left stick. Changing your sensitivity will effect how quickly the camera will react to the tilt of your left stick. To reset these settings to default, you can press the X button.
- **Settings** – In the Settings Menu you are able to change the volumes of the different sounds in the game. The settings available are Menu Music, Game Music, Sound Effects, and Ambient Effects. Each Volume can be set to either “Off”, “Quiet”, “Louder”, or “Loudest”. To reset these settings to default, you can press the X button.
- **Credits** – Selecting the Credits will begin rolling the credits.
- **Download Content** - This is where you can go in game to see new or all available content for RocketBowl on Xbox LIVE. Check this every once in a while to see if anything new has been added to the game!
- **Return to Arcade** - This selection will take you back to the Xbox LIVE Arcade.

Pause Menu

During gameplay, you can pause the game to bring up a menu that has some similar functions to those of the main menu. Here's what you will find in the pause menu:

Resume Game - Resumes the game when selected

Help and Options - Exactly like the Help and Options selection from the main menu. See the main menu section for more details.

Leaderboards - Just like the Leaderboards selection from the main menu. See the Leaderboards section for more details.

Achievements - Brings up the list of achievements available in game. For a description of all the achievements, see the achievements section.

Exit Game - Allows you to quit out of the current match. Any star points collected will be lost, along with any entry fees or bets.

Bag Menu

You are able to use a variety of different balls while playing RocketBowl. These balls are viewable from within the Bag Menu. You are brought into the Bag Menu before starting each match, and are able to open the Bag Menu before each shot by hitting the X button.

While in this menu you can choose the ball you'd like to use during the match or shot, but only the balls that you have purchased will be available to you. You can enter the Ball Shop by hitting the Y button while in the Bag Menu. You also have the option of selling your balls, except when you only have one. To do this, highlight the ball you wish to sell and hit the X button. The sales price for the highlighted ball is displayed in the upper right corner of the Bag Menu.

Balls

The Balls in RocketBowl vary widely. Different balls will be better for different situations, and so it is best to keep an assortment of them in your Bag. Each ball has a Power rating, a Spin rating, and a certain number of Boosts. Keep these in mind when purchasing a ball.

Price – The purchase price of the ball. Number in parenthesis indicates sell price.

Power – This shows how much speed you are able to achieve at the beginning of your shot. Color name indicates color shown on power scale. Green is lowest, Red is highest.

Boosts - These are used during your shot in order to quickly change the direction that your ball is heading. Every ball has boosts, but the number of boosts that the ball has goes up as the price of the ball goes up. Up indicates balls with a vertical boost. High Up has higher vertical boost than up.

Curve- This shows how easy it is to move the ball from left to right as it is moving along the ground. It is always easier to move the ball while it is moving at slow speeds. A 1 rating has a low curve, where a 5 rating is the best curve.

	Ball Name	Price	Power	Boost	Curve		Ball Name	Price	Power	Boost	Curve
	House Ball	50 (20)	Green	1	1		The Surgeon	650 (260)	Green	4, Up	3
	The bare essentials. Average power. Sweet black finish.						The best slice in the business.				
	Saturday Night	100 (40)	Green	2	1		Pretty in Pink	750 (300)	Yellow	4, Up	3
	Looking good never involved quite so much varnish.						Goes great with your pink '58 Meteor.				
	Beginner League	100 (40)	Green	2	1		The Brooklyn	900 (360)	Yellow	5, Up	3
	For Rookies, Amateurs, and Birthday Parties.						A crossover ball with great lateral play. Bring on the pin action!				
	The Sunburst	150 (60)	Green	2	1		Kalamazoo Special	1500 (650)	Yellow	6, Up	3
	Blinding performance with a sunny disposition.						A boomer straight from the heart of America.				
	Accuball	200 (80)	Yellow	2	2		The Limelight	1500 (650)	Yellow	6, Up	3
	Maximum control for the discerning RocketBowler.						It's showtime!				
	Fire Ball	200 (80)	Yellow	2	2		Jupiter 5000	2500 (1000)	Green	7, Up	4
	As the name implies, it's hot, hot, hot!						All the power of a gas giant, without the pesky red storms.				
	Blue Steel	300 (120)	Yellow	3	2		The Orange	3500 (1400)	Red	9, Up	4
	Cold. Calm. Lethal.						This time the pins will be pulp.				
	Greenthumb	400 (160)	Yellow	3	2		The Melon Ball	4500 (1800)	Red	11, Up	4
	Step it up with this green meanie.						A tasty combination of power an accuracy.				
	Salsa Ball	450 (180)	Green	3	3		The Strawbally	6500 (2600)	Red	13, High Up	4
	A spicy ball with a tangy kick.						Mmm... Strawbally.				
	The Rock	550 (220)	Yellow	3, Up	3		The 8 Ball	10000 (4000)	Red	15, High Up	5
	Blasts through pins and doubles as a nifty pet.						I see many strikes in your future.				

SINGLE PLAYER

When you enter the Single Player Menu you will have three game types to choose from.














Free Play

This game type allows you to play through the courses that you have unlocked. It is just you on the course, so play however you'd like. You will need to play in the Free Play game type in order to unlock more courses. This is also a good game type to play when unlocking Achievements like the "300 Club" and "Star Power".

Challenge

This game type allows you to face off against a single opponent. You have to make a wager on the match, so be careful and be sure to practice! You will need to do well in the Free Play game type in order to unlock these challenges. Each course has a different competitor to play against. Below is a list of the courses and a brief description of your competition:

Quickstrike Alley		Ablestart Lanes	
<i>Unlocked Automatically</i>		<i>Unlocked: 100 points in QuickStrike Alley</i>	
	Challenger	Betty Joyce	
	Average Score	120	
	Max Wager	10	
	World's number one mom – but she just can't kick that RocketBowling habit.		
	Challenger	Buster Bob Tailor	
	Average Score	130	
	Max Wager	20	
	Professional mechanic, tinkerer, RocketBowler, and loon.		
Jet Set Landing		Ten Pin Promenade	
<i>Unlocked: 120 points in Ablestar Lanes</i>		<i>Unlocked: 150 points in Jet Set Landing</i>	
	Challenger	Ned Day	
	Average Score	150	
	Max Wager	20	
	A certified paranoiac – but that doesn't diminish his RocketBowling expertise.		
	Challenger	Pearl Pickett	
	Average Score	150	
	Max Wager	30	
	Farmdale's RocketBowl champ and 1937 Queen of the Fair.		
Booster Ball Basin		The Playdium	
<i>Unlocked: 160 points in Ten Pin Promenade</i>		<i>Unlocked: 170 points in BoosterBall Basin</i>	
	Challenger	Jean D'Argent	
	Average Score	150	
	Max Wager	30	
	While his poetry may ramble, Jean's RocketBowling skills are right on point.		
	Challenger	Missy Sparks	
	Average Score	150	
	Max Wager	30	
	Missy's V-Boosts are good, but her gossip column is great.		
Astro-Pin Pavilion		Roundabout Rally	
<i>Unlocked: 180 points in The Playdium</i>		<i>Unlocked: 190 points in Astro-Pin Pavilion</i>	
	Challenger	Brock Hudson	
	Average Score	150	
	Max Wager	50	
	Kalamazoo's Pro RocketBowler, Debater, and Log Tosser.		
	Challenger	Kim Jung Johnson	
	Average Score	190	
	Max Wager	50	
	A retired cowboy, Kim always bowls with a hanky and a ten-gallon hat.		
Hopewell Valley Heights		Hillsborough Lanes	
<i>Unlocked: 200 points in Roundabout Rally</i>		<i>Unlocked: 225 points in Hopewell Valley Heights</i>	
	Challenger	Mikey McGee	
	Average Score	190	
	Max Wager	50	
	As a used zamboni dealer, Mikey was tops. Some things never change.		
	Challenger	George Haversack	
	Average Score	190	
	Max Wager	50	
	A curmudgeon to end all curmudgeons. He makes the Grinch look peachy.		
Indoor Alley			
<i>Unlocked: 150 points in Indoor Alley</i>			
	Challenger	Gregory Philmonics	
	Average Score	150	
	Max Wager	50	
	To him, there is no gutter. Only Lane.		

Tournament

This game type puts you up against five of the Computer Players. You'll need to get a certain amount of points in the level to unlock it for Tournament play. Each course has a different entry fee. The higher the entry fee, the greater the reward, but be careful not to get in over your head! Below is a list of the courses, the amount you'll need to get to unlock the course, and the entry fee, along with the payouts:

- QuickStrike Alley (Unlocked automatically)

Entry Fee - \$40

First Prize: \$150

Second Prize: \$75

Third Prize: \$50

- Ablestar Lanes (Unlocked after receiving 120 points in Ablestar Lanes)

Entry Fee - \$105

First Prize: \$350

Second Prize: \$175

Third Prize: \$125

- Jet Set Landing (Unlocked after receiving 150 points in Jet Set Landing)

Entry Fee - \$155

First Prize: \$500

Second Prize: \$250

Third Prize: \$175

- Ten Pin Promenade (Unlocked after receiving 160 points in Ten Pin Promenade)

Entry Fee - \$270

First Prize: \$1000

Second Prize: \$500

Third Prize: \$300

- BoosterBall Basin (Unlocked after receiving 170 points in BoosterBall Basin)

Entry Fee - \$470

First Prize: \$1500

Second Prize: \$750

Third Prize: \$500

- The Playdium (Unlocked after receiving 180 points in The Playdium)

Entry Fee - \$570

First Prize: \$2000

Second Prize: \$1000

Third Prize: \$600

- Astro-Pin Pavilion (Unlocked after receiving 190 points in Astro-Pin Pavilion)

Entry Fee - \$1700

First Prize: \$5000

Second Prize: \$2500

Third Prize: \$1800

- Roundabout Rally (Unlocked after receiving 200 points in Roundabout Rally)

Entry Fee - \$1850

First Prize: \$6300

Second Prize: \$4000

Third Prize: \$2900

- Hopewell Valley Heights (Unlocked after receiving 225 points in Hopewell Valley Heights)

Entry Fee - \$2000

First Prize: \$9000

Second Prize: \$5500

Third Prize: \$4050

- Hillsborough Lanes (Unlocked after receiving 250 points in Hillsborough Lanes)

Entry Fee - \$3000

First Prize: \$15000

Second Prize: \$7000

Third Prize: \$5200

- Indoor Alley (Unlocked after receiving 150 points in Indoor Alley)

Entry Fee - \$300

First Prize: \$500

Second Prize: \$250

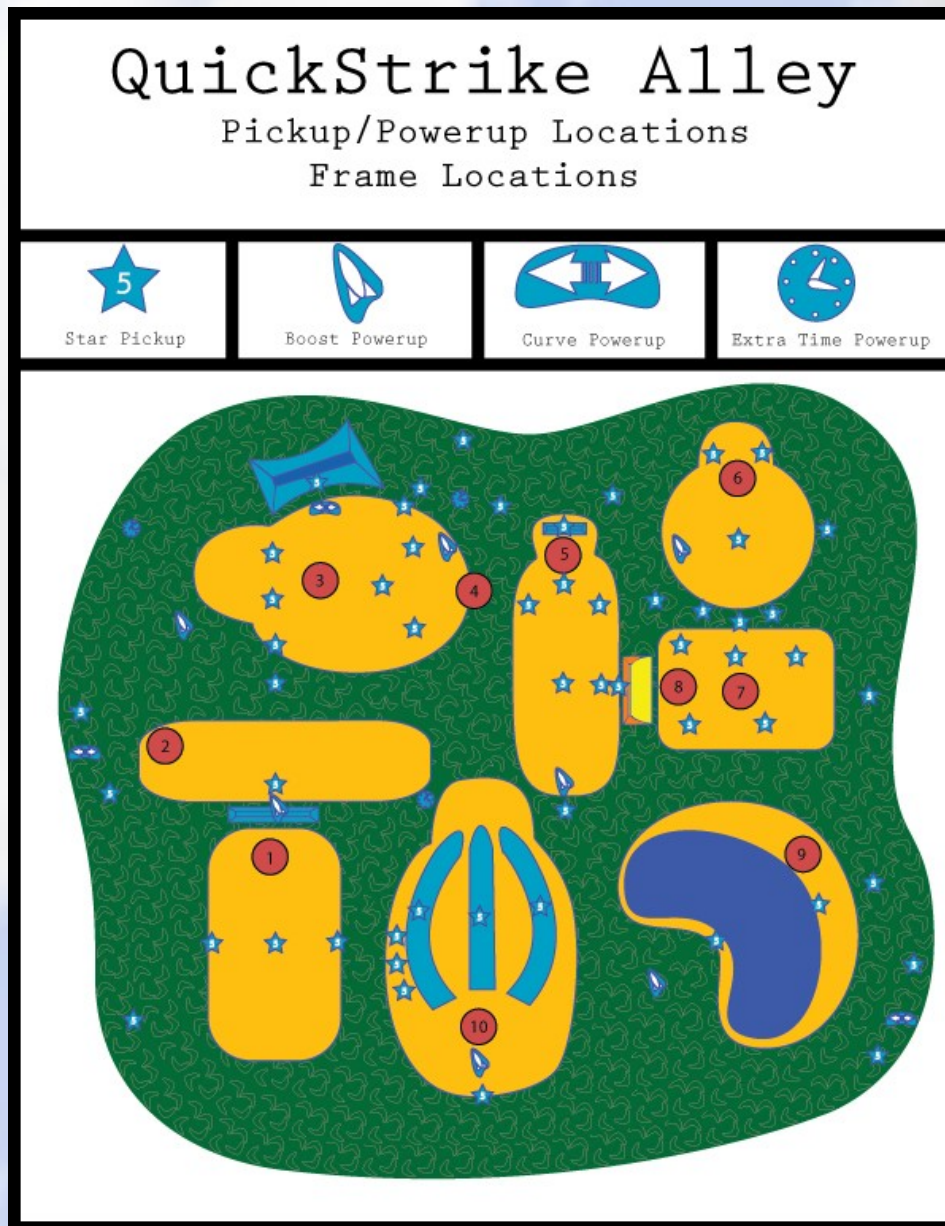
Third Prize: \$50

COURSE OUTLINES

There are a total of Eleven courses in RocketBowl. Each course has a distinct feel and challenge. Not all of the courses will be unlocked when you begin playing RocketBowl. In order to unlock a locked course, you must get a certain amount of points in the level before it. The points needed to unlock the next course rises each time you unlock one. When you highlight a locked course in the Choose Course Menu, it will show you the points needed to unlock it in the window to the right of the course picture. The following is a description of each course, some tips to help you while playing the course, a layout of objects in the course, and the amount of points you need to unlock the next course.

QuickStrike Alley

The first stop of the RocketBowl Tour, QuickStrike Alley provides a nice preview of the harder RocketBowl courses. Any ball can be used, and even the greenest bowler can find success on QuickStrike's gently rolling hills.



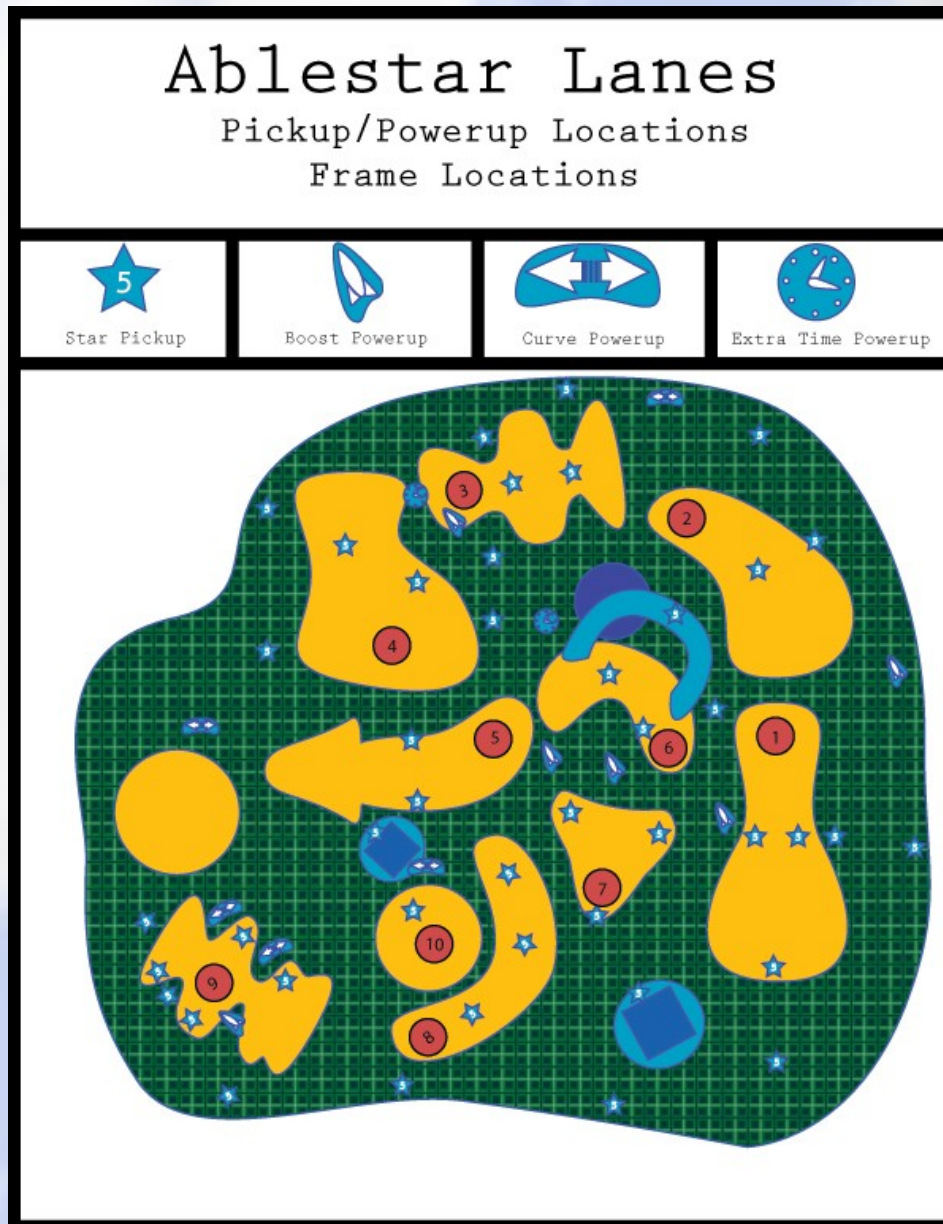
Tips - There are 54 Star Pickups, 7 Boost Powerups, 3 Curve and Extra Time Powerups throughout the level.

QuickStrike Alley is set up to give you a fresh training course for learning the basics of RocketBowl. When playing the course, try to keep your ball rolling towards the pins of your current frame and hit the pin located at the front of the pin set. Speed is not always your best bet on this course, but make sure to give yourself enough power to get up some of those menacing hills!

There are some ramps set up in the level to help give you an advantage on some of the frame's pin sets. Try to use the right amount of power to roll up onto the ramp, then back down again to hit some of the pins you may have missed.

Ablestar Lanes

A great place to hone and perfect your RocketBowl skills, while enjoying a nice, relaxing pace of play. Balls equipped with H-Boost are useful, but not required.

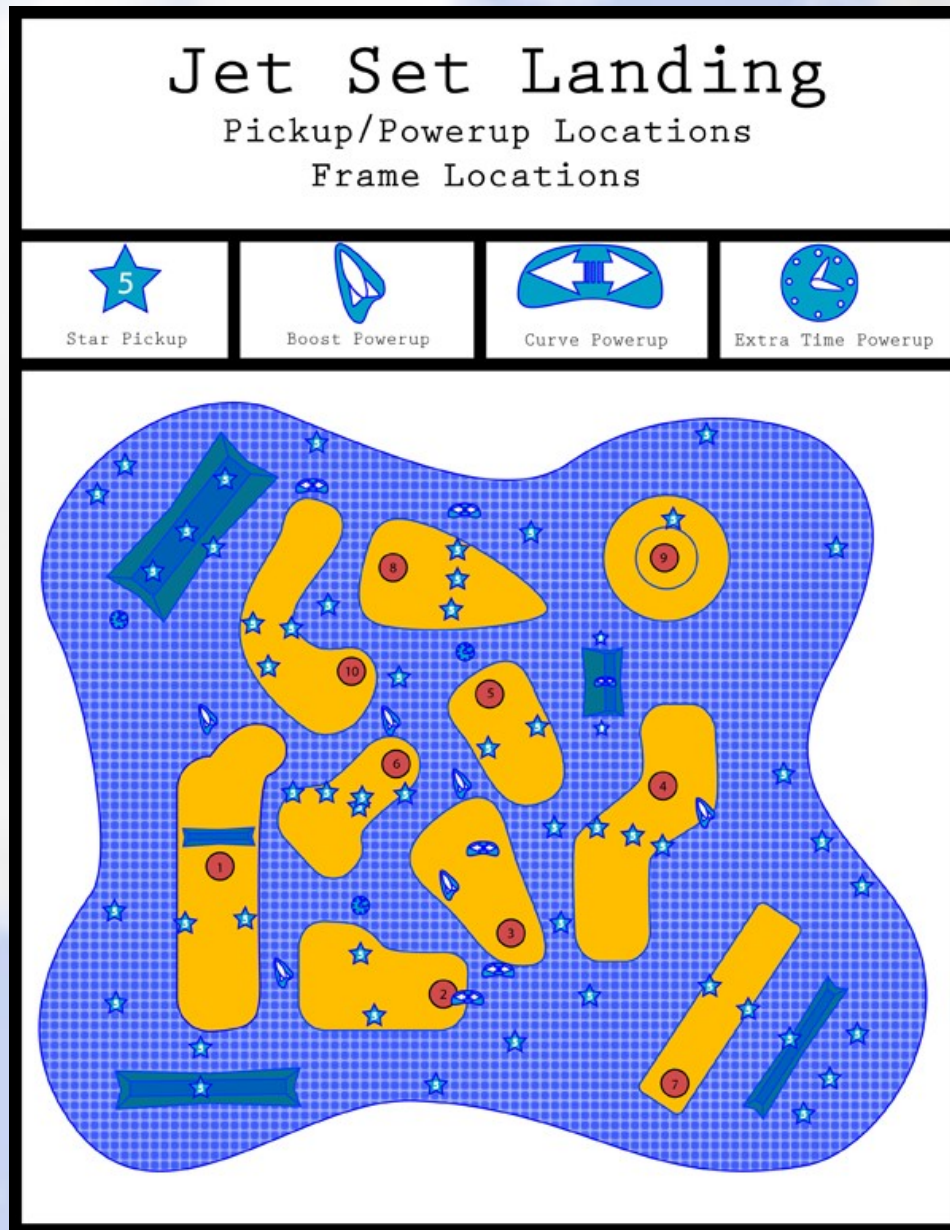


Tips - There are 43 Star Pickups, 6 Boost Powerups, 5 Curve Powerups and 2 Extra Time Powerups throughout the level.

Ablestar Lanes will put significantly more curves in your path. Use the birds eye view to your advantage. To do this, press the Y button before starting your shot. It will raise the camera, and you will get a better view of the frame! Read the curves and use them to your advantage. Going straight at the pins may not be the best route. Going slowly will raise the movement on the ball and allow you to more easily hit the front of the pin sets.

Jet Set Landing

Jet Set Landing's compact hills and valleys provide a stiff challenge, while still allowing beginner players to stay competitive. A ball with H-Boost is desirable for this course.

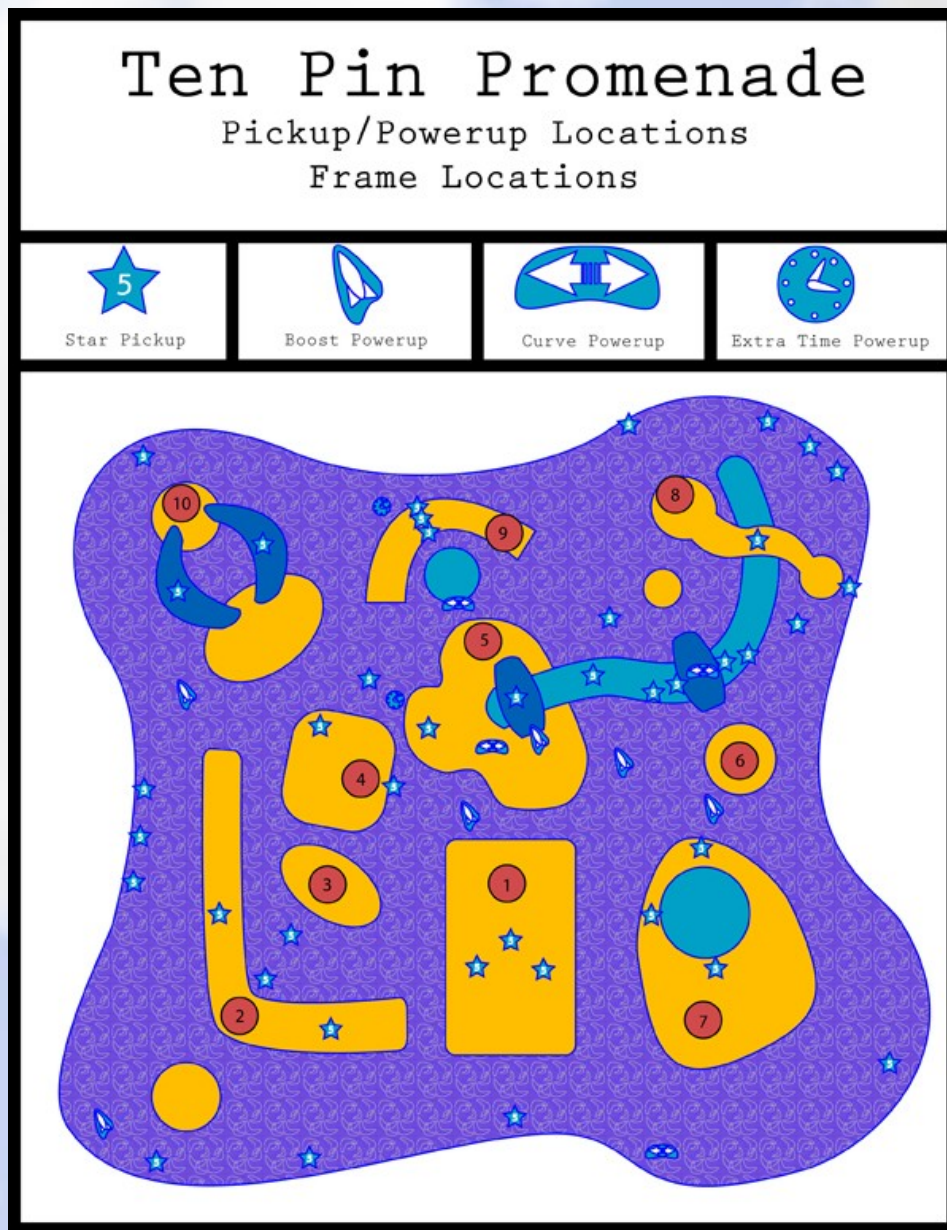


Tips - There are 52 Star Pickups, 6 Boost Powerups, 6 Curve Powerups and 3 Extra Time Powerups throughout the level.

Jet Set Landing will give you more curves and higher hills to work around. Using the outer wall of the level can be beneficial. Be sure to plot out the best route to the pins before attempting to take on these pin sets.

Ten Pin Promenade

Carved out of a grand valley, Ten Pin Promenade is a very hilly course with a number of unique challenges. It is best to bring a ball with both H-Boost and curve.

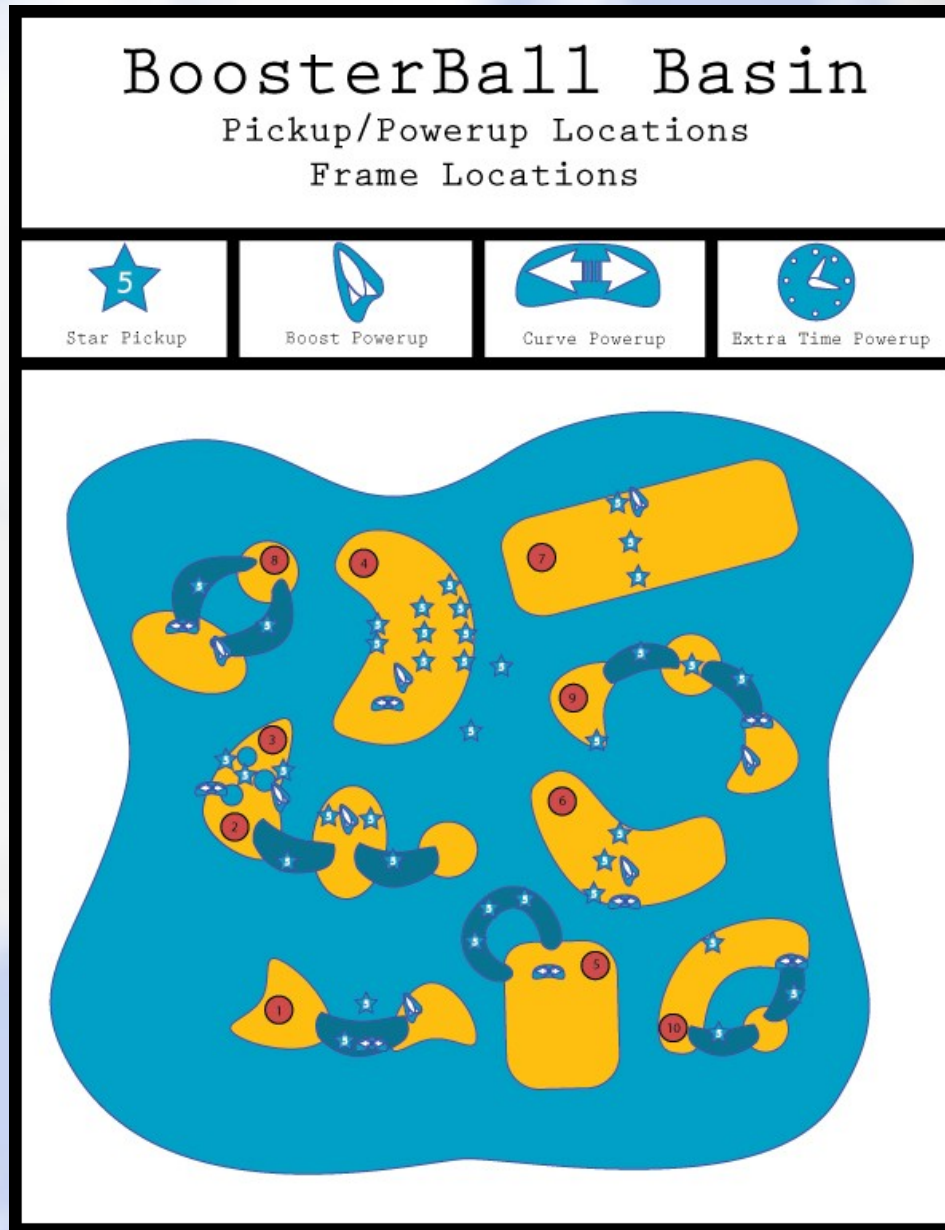


Tips - There are 40 Star Pickups, 6 Boost Powerups, 4 Curve Powerups and 2 Extra Time Powerups throughout the level.

Ten Pin Promenade is a course with more water than the previous courses. Use the bridges, and ride the walls, and you'll succeed at this course.

BoosterBall Basin

BoosterBall Basin's rivers and lakes create tricky water traps and limit your wild shots. Bring a ball with curve, V-Boost, and H-Boost if you want to pick up the tough strikes.

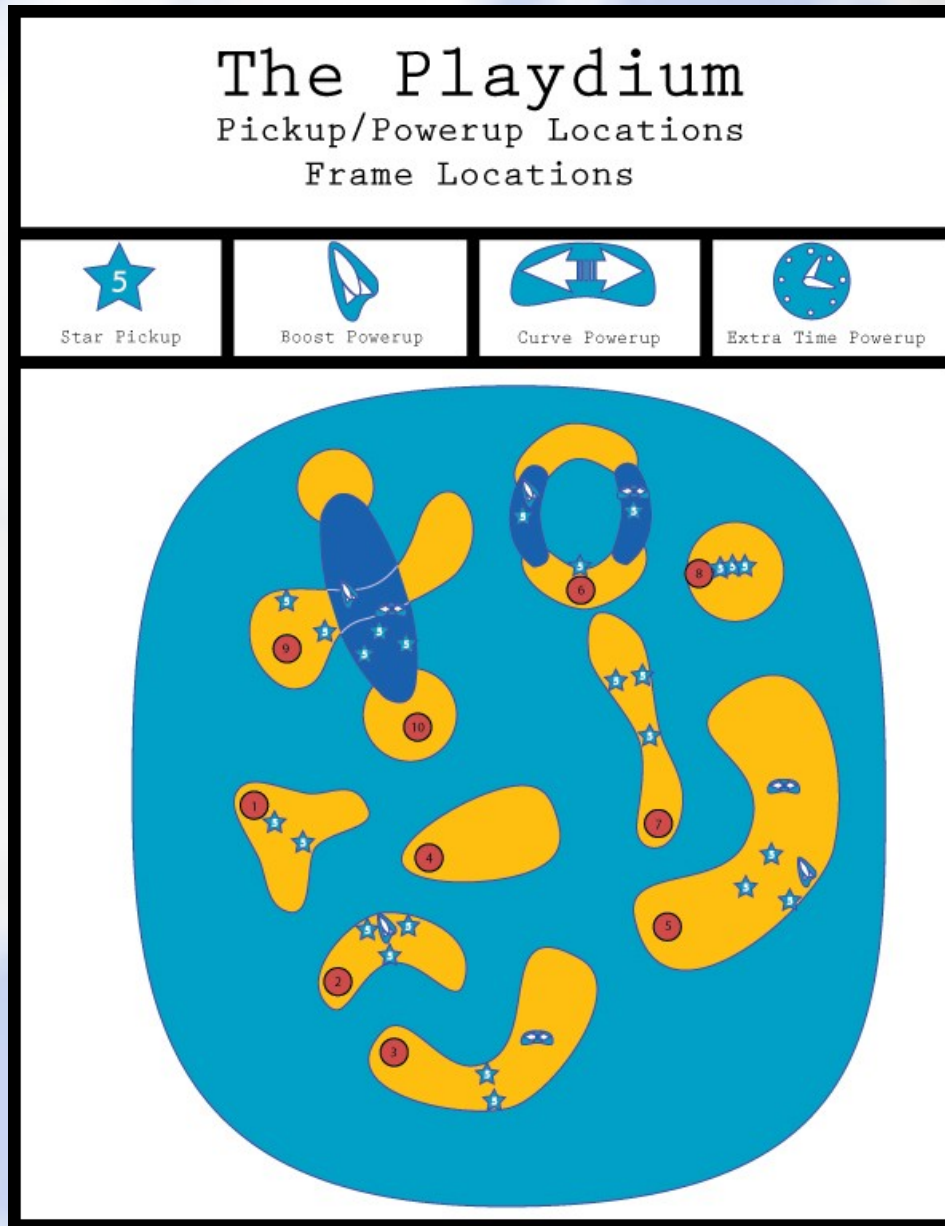


Tips - There are 38 Star Pickups, 8 Boost Powerups, and 8 Curve Powerups throughout the level.

BoosterBall Basin is the first real water course. Stay on the land and out of the water. Some of these bridges are pretty, but they aren't the only route! Taking paths around hazards can help you to collect more stars. Use your boosts on tight curves and don't forget your swim suit.

The Playdium

Like BoosterBall Basin, The Playdium's challenging water traps and winding rivers make it a heckuva doozy. Better get a ball with V-Boost, H-Boost, and curve.

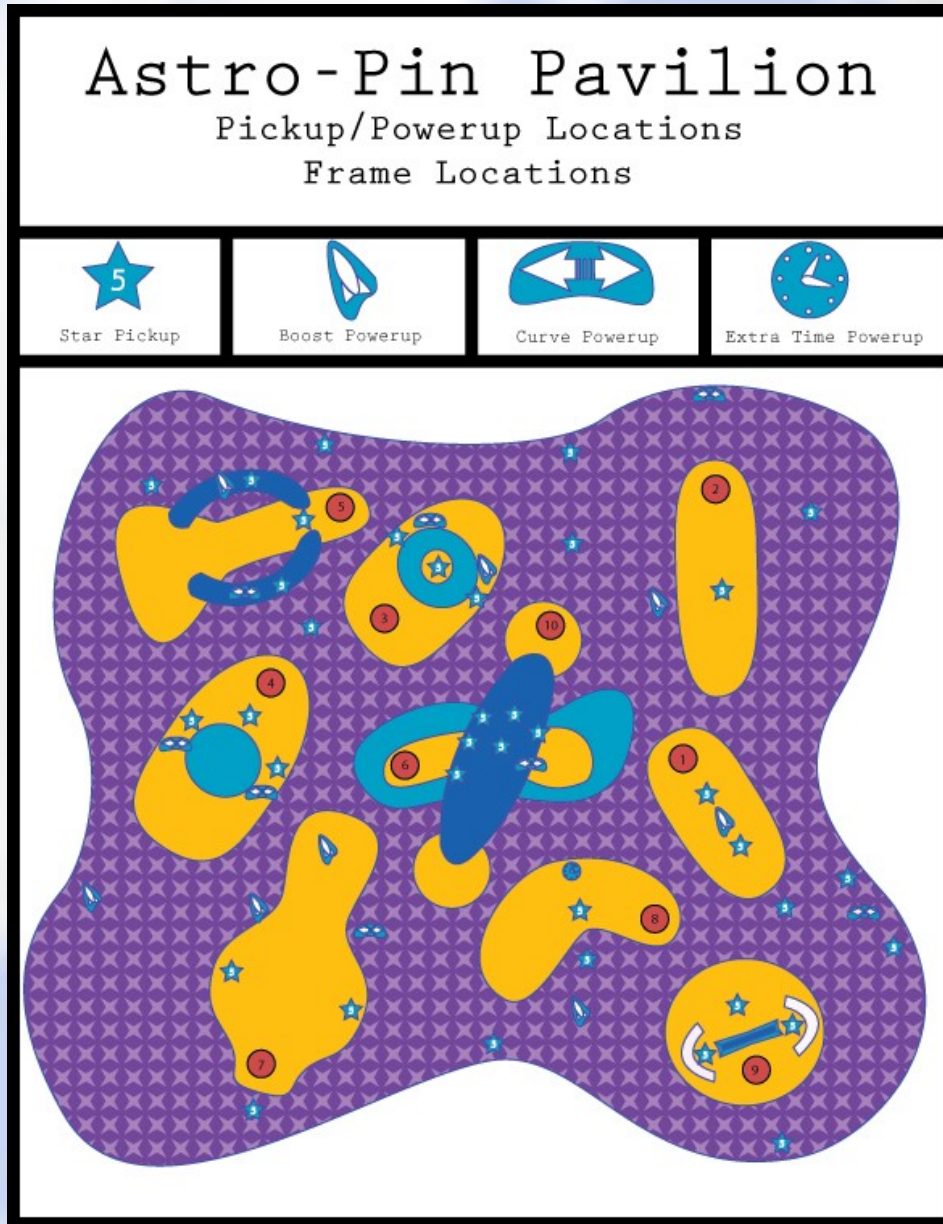


Tips - There are 24 Star Pickups, 4 Boost Powerups, and 4 Curve Powerups throughout the level.

The Playdium provides some curvy lanes to travel along. The more boosts the better, but going all out may cause you to overshoot your target. Plan your shots carefully and you'll enjoy the course.

Astro-Pin Pavilion

The Pavilion's curve shots, half-pipes and water traps challenge even the saltiest RocketBowlers. A fully-equipped ball and nerves of steel are the keys to victory.

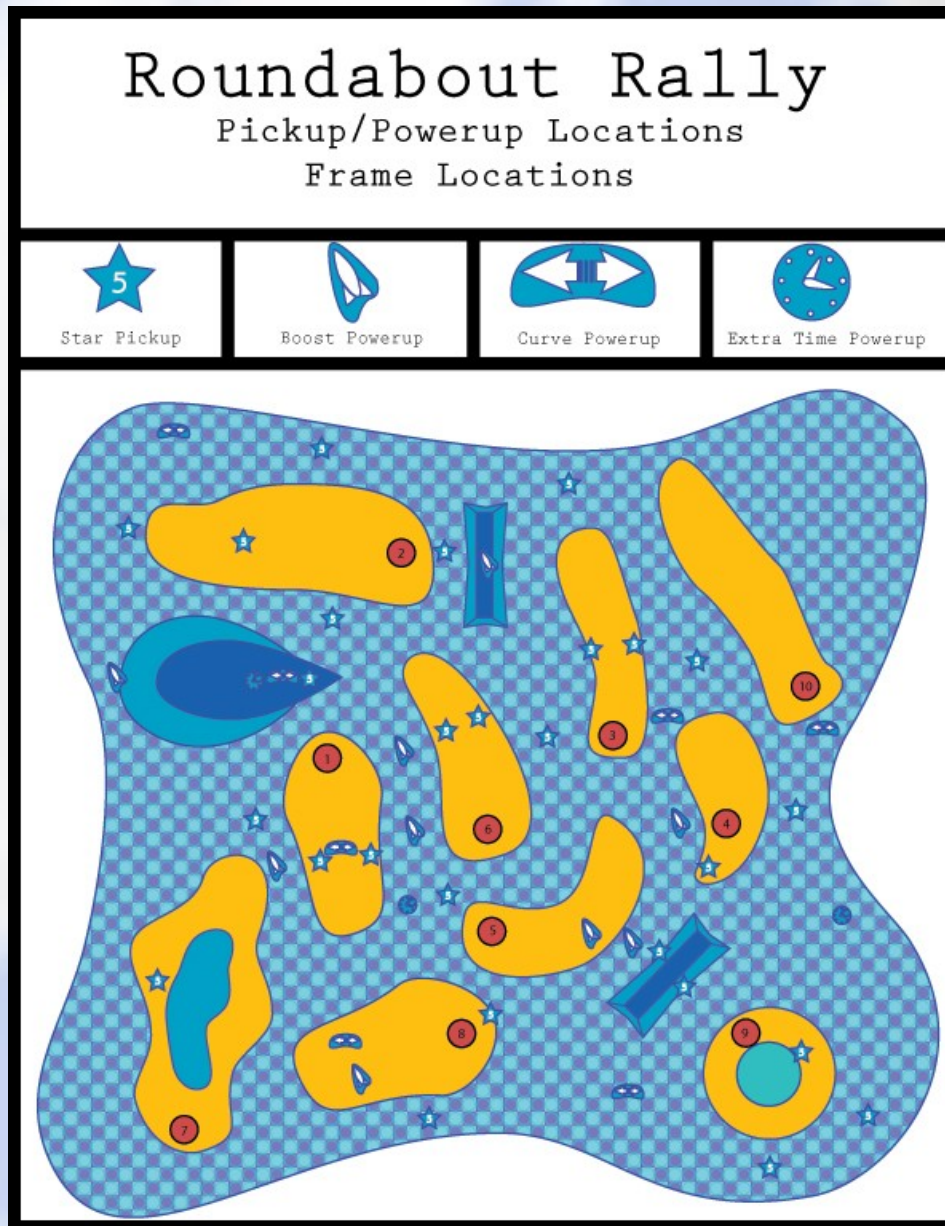


Tips - There are 37 Star Pickups, 8 Boost Powerups, 8 Curve Powerups and 1 Extra Time Powerup throughout the level.

Astro-Pin Pavilion brings all the hardships of the previous courses to you at once. Using the outer walls to get around some of the trickier obstacles will help get you those much wanted strikes. Travel with a variety of balls, and show this course who is boss.

Roundabout Rally

Close quarters and taxing terrain makes Roundabout Rally one of the tour's most challenging courses. Here, full power isn't the solution, it's all about finesse.

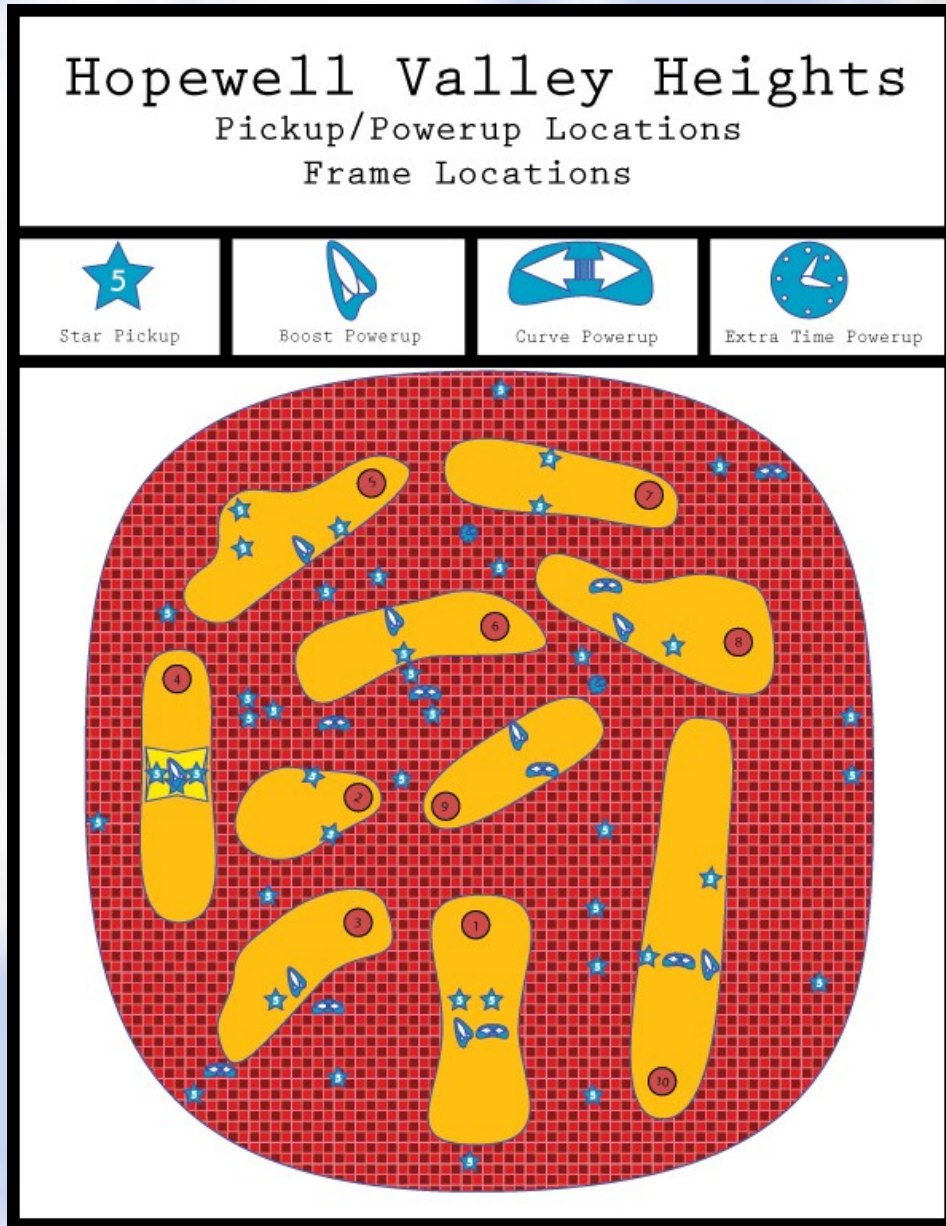


Tips - There are 27 Star Pickups, 9 Boost Powerups, 7 Curve Powerups and 3 Extra Time Powerups throughout the level.

Roundabout Rally's hills are a bit more tricky than the ones in past courses. Take it slow, get your speed from the landscape, and you'll come out on top!

Hopewell Valley Heights

Huge hills. Vast valleys. Massively long-distance shots. With ups, downs, and everything in between, a powerful ball and a steady hand are your only hope for victory.

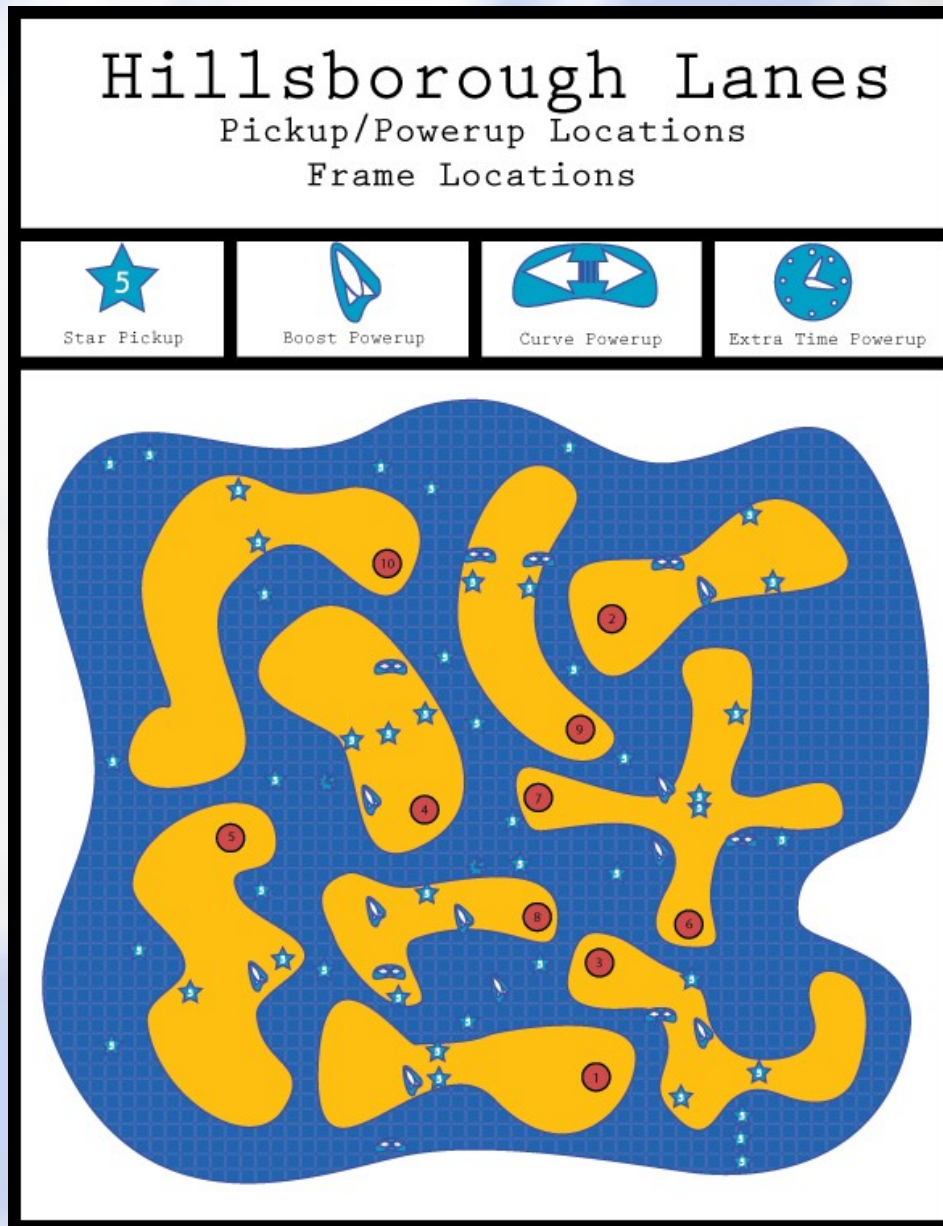


Tips - There are 42 Star Pickups, 8 Boost Powerups, 9 Curve Powerups and 2 Extra Time Powerups throughout the level.

Hopewell Valley Heights gives you plenty of paths to choose from. Some of the pin sets are easier to hit from frames other than the ones they are in. So, plot your route carefully and experiment with the different path choices to find the one that suits your play style the best.

Hillsborough Lanes

Take a relaxing spin around this grand canyon, but be warned: winding rivers and hilly clusters make a top-flight ball a must. Novices need not apply.



Tips - There are 46 Star Pickups, 10 Boost Powerups, 8 Curve Powerups and 2 Extra Time Powerups throughout the level.

Hillsborough Lanes does not always let you see where you target pins are located. Follow the frame's pin locating arrow to guide you and take the plunge. Round these corners and follow the flow and you'll find the pins you're looking for.

MULTIPLAYER

All of the courses are unlocked here, so it can also be a good source of practice for courses you have not yet unlocked in Single Player. You can select the map from the lobby with the right and left bumpers. When joining a match you can select Quick Match or Custom Match. Quick Match puts you into any one of the available games, no matter the settings. When you select Custom Match, you are able to see the open games, and choose which one you'd like to join. Once in the Lobby, the hosting player can use the Y button to change the settings of the game.

Player Match – This game type allows you to play a non-ranked game, with up to four players, against anyone on Xbox LIVE. When creating a game, you are able to choose whether you alternate shots or not. When playing with alternating shots, it may be best to go for the pin sets that have the most pins left standing to ensure that you get the most amount of points possible! You can also choose to put obstacles onto the course. Obstacles provide a higher level of complexity and challenge to the match. These obstacles can block your path to the pins, or make it easier to get a strike, so beware! You can also make your game with private slots. If you want to make sure you have room for your friends, be sure to add in some private slots.

Ranked Match – This game type allows you to play ranked matches against other Xbox LIVE players. When you create a game in the Ranked Match game type, the match is automatically created, so you do not get the option of alternating shots, or putting in obstacles. You'll need at least one other player in order to start the match, or you can wait for more to join.

Local Multiplayer – Local Multiplayer allows you to play with more than one player at a single Xbox console. Everyone playing shares the same controller. You have the alternate shots and obstacle options in this game type, so have fun and play however you'd like. Everyone will use a ball that has the same stats as the ball of the profile that created the game, but each player will have a different colored ball.

Obstacles

You have the option of adding in obstacles when you start a Player Match or Local Multiplayer game over Xbox LIVE. These obstacles can either help or hurt you, so be careful when rolling around a course with them, and don't be afraid to use them to your advantage.

Normal Bumpers – The Normal Bumpers are like little bounce cylinders that can be used to reflect off into the back side of some pins, or block the easiest path to them.

Green Bumpers – The Green Bumpers suck your ball in towards them. You can use these to shoot around a sharp angle, or they can pull you in and squash any hopes of hitting a pin.

Red Bumpers – The Red Bumpers blow outwards and try to push your ball off course.

Speed Boosts – The Speed Boosts are a circular patch on the ground that shoot your ball off at great speeds. Roll over these for crushing strikes, but be careful not to fly by your target.

Air Boosts – The Air Boosts shoot air out of vents on the course floor. They throw your ball into the air for sweet aerial stunts, but they can also blast you way off track.

ACHIEVEMENTS

RocketBowl has 12 unique Achievements to test your bowling prowess. Below is a list of the Achievements, a description of each, and some tips on how to achieve them:

Achievement	Description	Description	Tips
	First to First	Awarded for achieving 1 st place in a tournament.	Jump into the Tournament game type and get 1 st place.
	300 Club	Awarded for getting 300 points during a game.	Find the course you feel most comfortable with, and play a perfect game. You'll need twelve strikes in a row to unlock this Achievement.
	Star Power	Awarded for collecting every star on a course.	Get a ball with a lot of boosts and pick a course you know well. Try finding paths that will link a whole bunch of stars together, and try to grab them all before the end of the tenth frame.
	The Locksmith	Unlock every course in the standard game.	Play through the Free Play game type, and you'll get this one.
	The Ball Hog	Bowled with every ball in the game.	Get enough cash to purchase every ball then play an entire match with each of them. You can only hold six balls in your bag at a time, so keep track of the ones you've already used.
	Filthy Rich	Earned \$100,000 in cash	The best way to do this is to unlock one of the later tournament courses and receive 1 st place until you've reached the goal of \$100,000.
	The Journeyman	100 multiplayer games completed.	Complete 100 multiplayer games. Find a friend who also wishes to unlock this achievement and play the night away!
	The Power Saver	Completed a game without using any Rocket Boosters.	Use the House Ball and run around QuickStrike Alley. Be careful not to use that boost, and you'll be fine!
	The High Roller	Earn at least 50 in cash in an Xbox Live game.	Find a stage you are familiar with, and collect enough star points to get 50 dollars when the match is over.
	The Streaker	Get First Place 5 times in a row in Xbox Live games.	Find a level you know you can win on, and host a game in it. Win the match five times in a row and the achievement is yours.
	The Super Streaker	Get First Place 10 times in a row in Xbox Live games.	Just as The Streaker Achievement, only this time you must win ten matches in a row and the achievement is yours.
	The Invincible Streaker	Get First Place 25 times in a row in Xbox Live games.	Are you seeing a pattern here?

TERMINOLOGY

Wild Shot - Occurs when you hit pins on a frame other than the frame you are currently bowling on.

Wild Strike - A Wild Strike is made when all ten pins are knocked down with the first Wild Shot of a frame. A Wild Strike will also earn you three stars.

Turkey - Three successive strikes in a row. Want to bowl big? Go for the turkeys.

Split - Refers to a situation in which the pins left standing are separated by one or more empty pin spaces. The most difficult split is the dreaded 7-10 split.

Wild Ride - A player nails a Wild Shot from a very long distance.

PinBlast - Refers to hitting the pins with such force that they go shooting in all directions.

Wild Spare - Scored when your second Wild Shot knocks down any pins left standing after your first Wild Shot. A Wild Spare is worth two stars.

Wild Sweep - Made when your third Wild Shot knocks down any remaining pins on that frame after its first two shots. A Wild Sweep is worth one star.

Strike - Accomplished by knocking down all ten pins during the first shot of the frame.

RocketSplit - A player clears a split by rolling up to one of the pins, then RocketBoosting at the last moment into another.

BottleRocket - A player uses multiple vertical RocketBoosts to get airborne for a shot.

RocketCurve – A player guides the ball to approach the pins, then sends the ball home with a well-timed RocketBoost.

Sweep - Accomplished by knocking down any remaining pins on your third shot.

Spare - Scored when your second shot knocks down any pins left standing from your first shot.

GENERAL TIPS

1. The more expensive balls have valuable vertical boost, more power and better control.
2. Stars you pick up while bowling are worth cash at the end of the game, so pick up as many as you can to take home some serious extra cash!
3. Save up so you can purchase the ultimate boomer - the Eight Ball!
4. For a quick Multiplayer game, try Alternate Shot multiplayer. All that matters is who knocks down the most pins!
5. If your ball has been rolling for a while and you want to skip to your next shot, you can pass the shot by pressing the BACK button on the Xbox 360 Controller.
6. Don't forget to aim for the Star Pins! Knock them down for a sweet cash reward at the end of the game!
7. Curve Powerups will turn even the cheapest RocketBall into a sleek, turn-maneuvering machine!
8. While practice makes perfect, Tournaments are where you make the real money.
9. Take a close look at the course before making your shot. Try to collect powerups and stars before hitting those pins.
10. Watch out for rivers, ponds, and water traps! Even your RocketBoosters can't power through them, so you'll need to go over or around them instead.
11. As soon as you've earned enough money, go to your Bowling Bag and buy a more capable ball.
12. Use obstacles to your advantage to help make tricky shots.
13. Don't forget about Wild Shots! You can pick up valuable points (and extra stars) by bowling at pins you missed on earlier frames.
14. You don't always have to use full power. Try using less power for precision shots.

FAQ

Q: What exactly is a 'Wild Shot'?

A: It's when you knock down pins that belong in a frame other than the one you are currently bowling on. So if you happen to knock down some pins in another frame, don't worry! It'll add the pins you knocked over to the frame they belong to and add it to your total score.

Q: Do I get a higher or lower score for shooting Wild Shots?

A: Getting a Wild Shot doesn't change the score. The points you earn are counted as if you had bowled one shot on that frame.

Q: Are different balls better at a different course?

A: The more expensive balls are easier to control and offer more RocketBoosts. In some of the later levels, these help achieve higher scores but that doesn't make them the best for all courses. Try out all the balls to see which one works best with your bowling skill.

Q: Why would I want to use a lower ranked ball over a higher ranked one?

A: A bowling ball's power isn't everything. The lower ranked ball might have a better curve than a higher ranked one. If you are having a hard time controlling the ball, try using a ball with a better rated curve.

Q: Why would I want to skip a frame?

A: Skipping a frame really helps when trying to unlock the Star Power achievement. By skipping a frame, you lose any chance that a pin or the ball will come back and knock over other pins. This helps when you're only looking to hit a few pins so you can keep the Star Points you've collected.

Q: I've unlocked all the tournaments and balls. What now?

A: Unlock some achievements! Unlocked all the achievements? Play against your friends and see who's the best RocketBowler! Challenge other bowlers on Xbox LIVE in a ranked game and raise your TrueSkill™ ranking. There's still plenty to do after unlocking the tournaments and balls!