



For Immediate Release

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Virtual bowling's rebirth!



Family Bowl 2

Family Bowl 2 represents yet another quality partnership between Namco America and Unis Corporation. Originally, Family Bowl was released in Japan some seven years ago; however, high costs made it impossible to sell in the US market. Now, Namco's unique approach to design combined with Unis Corporation's strength in lower cost manufacturing have produced a game durable enough for American players and cost effective for American operators! A brilliantly unique concept made durable and cost effective, a true win-win situation!

As with the original, Family Bowl 2 features virtual bowling using real balls that transform into their virtual counterpart as they clear the lane. Stellar 3D visuals ensure a clean transition from real to virtual bowling., Line them up in a row to create your own mini bowling center!.

Players can select one to four players in a five to ten frame set. Naturally, all play costs are operator selectable. The machine can be set to ticket or non-ticket play with operator adjustable payouts.

Family Bowl 2's unique style and innovative interface make it attractive to all demographics. A tactile interface that's easy to use and entertaining makes it accessible to players of all skill levels and age groups.

