



NTSC U/C

PlayStation®



SLUS-01431
01431

ALL-STAR SLAMMIN' D-BALL™



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



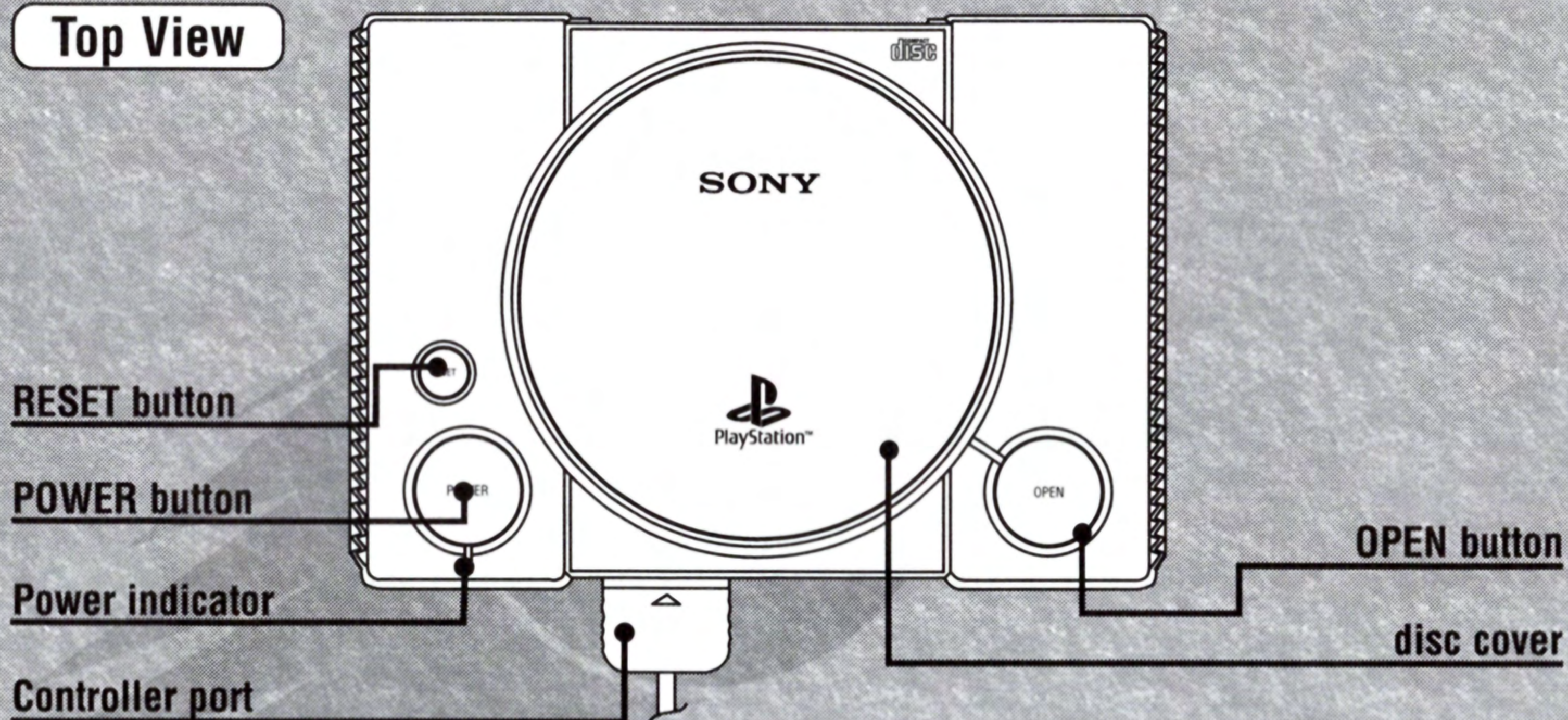
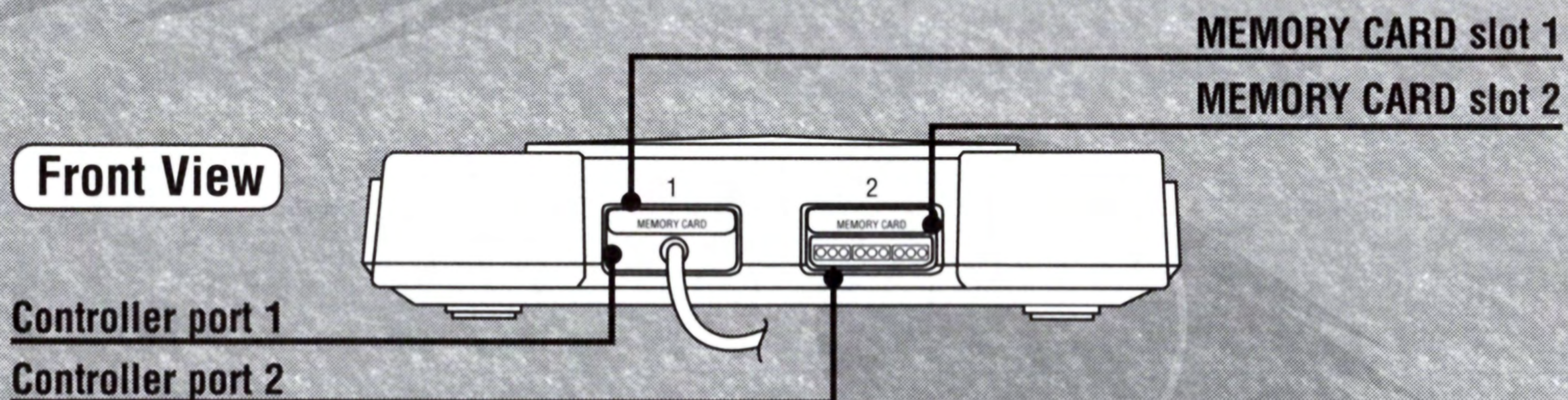
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Thank you for purchasing All-Star Slammin' D-Ball™, software designed for use with the PlayStation® game console. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety considerations. Keep this manual in safe place for your reference.

CONSOLE INSTRUCTIONS

Top View**Front View**

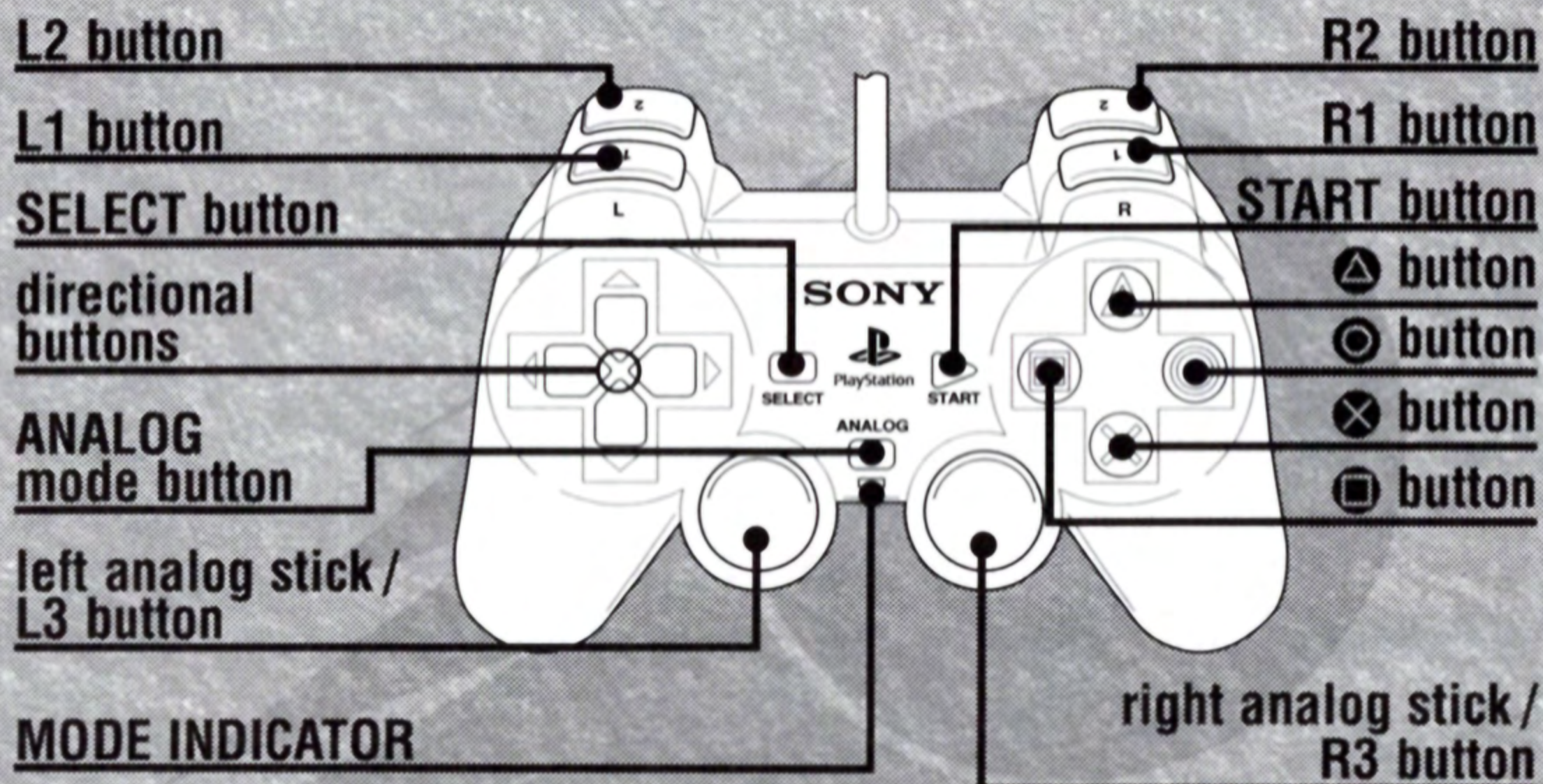
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the All-Star Slammin' D-Ball™ disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.



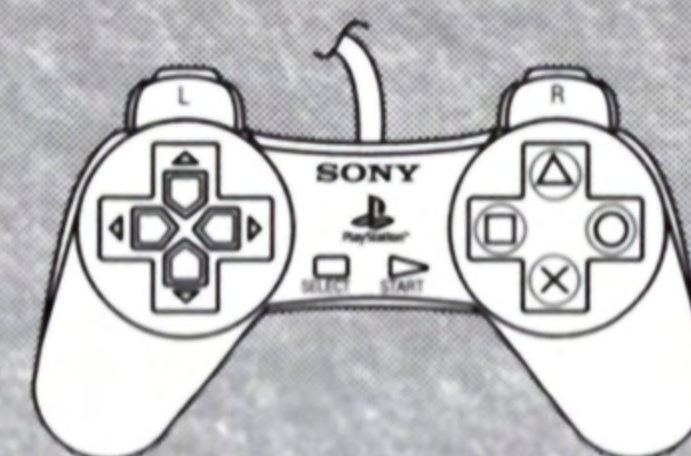
OPERATING INSTRUCTIONS



DUALSHOCK® analog controller



Digital Controller



Note: You may have a controller that looks like this, if so please follow the digital instructions outlined left.

Button	With Ball	Without Ball	Title/Pause
directional buttons	Move	Move	Highlight Selection
	Dash (Tap twice & hold)	Dash (Tap twice & hold)	-----
START button	Pause	Pause	Resume Game
□ button	Throw	Catch	-----
× button	Jump	Jump	Confirm Selection
○ button	Pass	Dodge	Cancel Selection
L1 button	Change target	-----	-----
R1 button	Change target	-----	-----

* Exit to Title screen: During the game, press the START button and highlight "Title."
Press the × button to confirm selection.



GETTING STARTED



- ⑧ Press the **START** button at the **TITLE** screen to display the **MODE SELECT** screen.

Single Match

Compete in a 1P VS COM, or 1P VS 2P D-Ball match.

Tournament

This is a single player mode. Select a team and compete against other teams in an attempt to become the tournament champions.

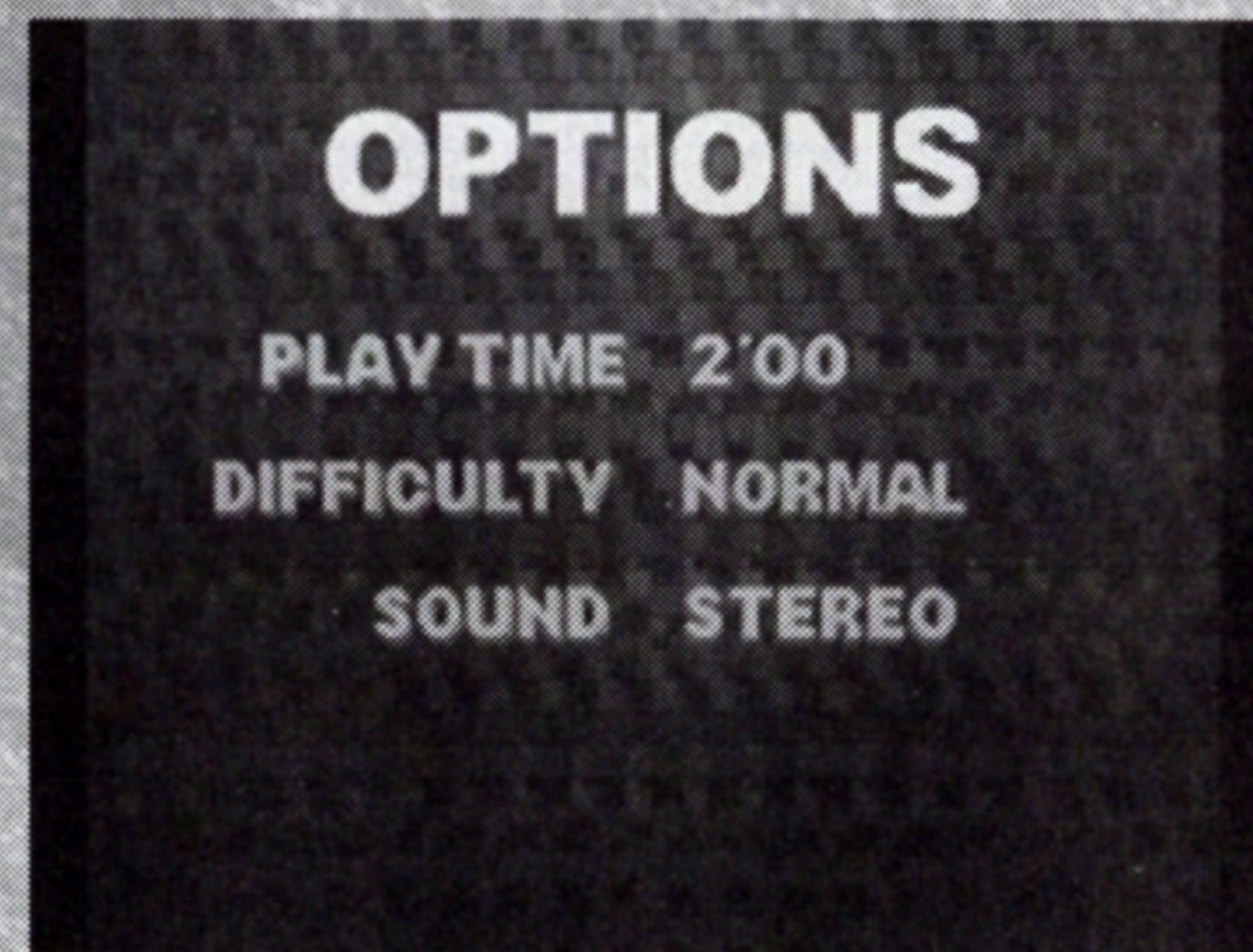
Tutorial

View information pertaining to game controls, special moves, etc.

⑧ OPTIONS

Access this menu to make changes to the following game options.

Time	Set the match time limit (1 minute/2 minutes/3 minutes/Unlimited). Single Match Only.
Difficulty	Set CPU opponent difficulty level (Easy/Normal/Hard).
Sound	Adjust sound settings (Stereo/Mono).





RULES AND TEAM PROFILES



◆Winning◆

The winning team is the team that knocks all of the opponent's infield characters out of competition, or has the most infield characters remaining when time runs out. If the number of infield characters is the same for both opponents when the time runs out, the match is declared a draw.

◆Out◆

When an infield character is hit by an opponent's throw, they are out for the rest of that match.

◆Court◆

Both sideline and infield characters are restricted to their respective areas of the court. Infield characters can enter the opponent's court and still attack, provided they are in the air (dash jump attack). Possession of the ball is lost if a character walks into, or lands in the opposing team's court while holding the ball.

◆Sideline Characters◆

Sideline characters are restricted to the sidelines and do not replace infield characters that are knocked out of a match.

◆Five Second Rule◆

Characters have five seconds after catching an opponent's attack in which to pass it to another character, or throw it at an opponent. If they do not, the opposing team gains possession of the ball.

◆Five Pass Rule◆

The ball can be passed amongst both the sideline and infield characters a total of four times. If a fifth pass is attempted, the opposing team gains possession of the ball.

◆Ten Second Rule◆

Each team can retain possession of the ball for ten seconds. If this time limit exceeded, the opposing team gains possession of the ball.

Teams	Throw	Catch	Dash	Dodge
Wild Cats	★★★	★★★	★★★	★★
Pranksters	★★	★★	★★★★★	★★★★★
Heart Breakers	★★	★★★★★	★★★★	★★★★★
Ninjas	★★★★★	★	★★★★★	★
Snipers	★★★★★	★★★★★	★★	★
Fireballs	★★★★★	★	★★★★	★★★
Thunder Bolts	★★★	★★★	★★★★	★★



Throw**[Ball Speed]**

Use the  button to control the speed at which the ball is thrown/passed. Tap the button for a slow throw/pass, press and hold the button for a faster throw/pass.

Throw**[Impact Location]**

Adjustments can be made during a throw so that the ball will impact the target in a specific area. Target the desired area by pressing a directional button prior to releasing the ball.

[Left Infield/Sideline]

Aim Right	↑ directional button + 
Aim Left	↓ directional button + 
Aim High	← directional button + 
Aim Low	→ directional button + 

[Right Infield/Sideline]

Aim Right	↓ directional button + 
Aim Left	↑ directional button + 
Aim High	→ directional button + 
Aim Low	← directional button + 

[Bottom Sideline]

Aim Right	← directional button + 
Aim Left	→ directional button + 
Aim High	↓ directional button + 
Aim Low	↑ directional button + 

[Top Sideline]

Aim Right	→ directional button + 
Aim Left	← directional button + 
Aim High	↑ directional button + 
Aim Low	↓ directional button + 

Catch

An opponent's attack/throw can be caught. To do so, make sure the character is facing the direction of the incoming ball and press the  button when it gets near.

Dodge

Attack/Throw	Dodge
High	○ button (crouch)
Low	⊗ button (jump)
Left/Right	directional button + ○ button (Sidestep)





SPECIAL THROWS

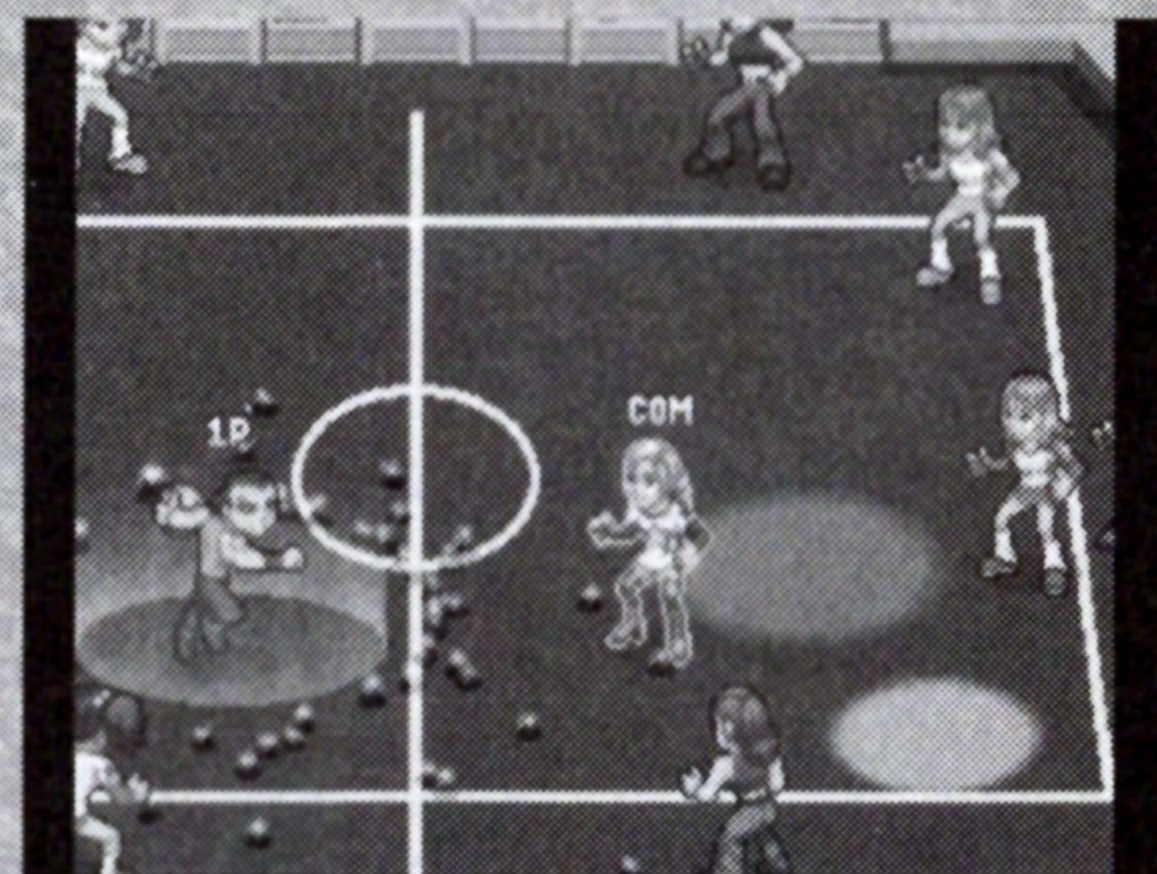


Characters can perform special throws by fulfilling certain conditions. Each team has a team captain (center court character at the start of each match). Team captains have a special throw only they can perform. Sideline characters cannot perform special throws. Special throws are executed via button combinations.

◆ Special Throw Conditions ◆

- ① Characters earn points for catching throws (1pt for normal throws, 2pts for special throws).
- ② Each of the infield characters can perform special throws. The type of special throws available to each infield character varies depending on their skill level.
- ③ Back-to-back catches by the same character earns only one point. Spread the defense responsibilities around.
- ④ The maximum number of points that can be earned by each character varies depending on their skill level (Level 1= 2pts, Level 2=4pts, Level 3 [Team Captain]=6pts).
- ⑤ Determining skill level:
A green glowing ball indicates the ability to use level one throws.
A yellow glowing ball indicates the ability to use level two throws.
A red glowing ball indicates the ability to use the level three throw (Team Captain only).
- ⑥ Once ready to perform a special throw, input the button combination corresponding to the desired throw.
- ⑦ The use of special throws decreases a character's points.

Level One	→	Two point reduction.
Level Two	→	Four point reduction.
Level Three	→	Six point reduction.



◆ Special Throw Commands ◆

Level One

Canon	↓↘⇒ + □
Slow	⇐⇐⇒ + □
Random	⇒⇒↑ + □
Double	⇒⇐⇒ + □
Grenade	⇒↗↑ + □

Level Two

Screw Driver	↓⇒⇒ + □
Snake	↓↑↓ + □
Hyper Magnum	↓↑↑ + □
Boomerang	⇒↘↓ + □
Flasher	↓↗⇐ + □

Level Three (Team Captain Only)

⇐↗↓↘⇒ + □

* The moves described above assume you are playing in the left-hand court. If playing a two player game, player two would reverse button combinations, with regard to left/right/diagonal directional button inputs, in order to perform the desired throw.



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SPECIAL THROWS



The following charts provide a breakdown of each team, including character information indicating skill level and court position.



Wild Cats

Position	Skill Level	Gender
Captain★	3	Male
B	2	Male
C	2	Male
D	1	Female
Sideline	---	Male
Sideline	---	Male
Sideline	---	Female

Pranksters

Position	Skill Level	Gender
Captain★	3	Male
B	1	Male
C	2	Male
D	1	Male
Sideline	---	Female
Sideline	---	Female
Sideline	---	Female

Heart Breakers

Position	Skill Level	Gender
Captain★	3	Female
B	2	Female
C	1	Female
D	1	Female
Sideline	---	Female
Sideline	---	Female
Sideline	---	Female

Ninjas

Position	Skill Level	Gender
Captain★	3	Female
B	2	Male
C	2	Male
D	2	Female
Sideline	---	Male
Sideline	---	Male
Sideline	---	Female

Snipers

Position	Skill Level	Gender
Captain★	3	Male
B	2	Male
C	2	Male
D	2	Male
Sideline	---	Male
Sideline	---	Male
Sideline	---	Male

Fireballs

Position	Skill Level	Gender
Captain★	3	Male
B	2	Male
C	2	Male
D	2	Male
Sideline	---	Male
Sideline	---	Male
Sideline	---	Male

Thunder Bolts

Position	Skill Level	Gender
Captain★	3	Male
B	2	Male
C	1	Male
D	2	Male
Sideline	---	Male
Sideline	---	Male
Sideline	---	Male

Elementals

Position	Skill Level	Gender
Captain★	3	Male
B	2	Male
C	1	Male
D	2	Male
Sideline	---	Male
Sideline	---	Male
Sideline	---	Male

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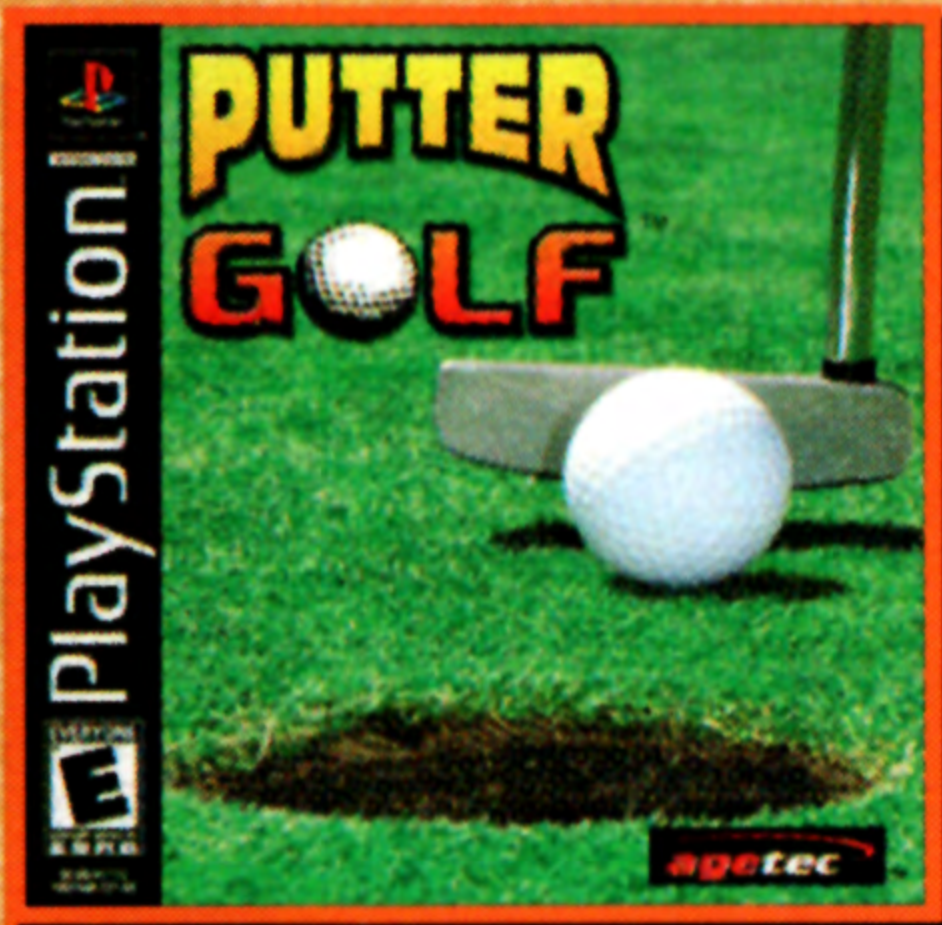
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