



NTSC U/C

PlayStation™



KIDS TO ADULTS



CONTENT RATED BY
ESRB

SLUS-00068
4503505



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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.

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LucasArts has set up a variety of services to provide you with information regarding our latest games, hint & gameplay assistance, and technical support.

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U. S.

If you need a hint, you may call our automated Hint Line. This service costs .95 cents per minute, requires a touch tone phone, and you must be at least 18 years old or have your parent's permission to call. The number is **1-900-740-JEDI (1-900-740-5334)**. The option to speak with a live Hint Operator is also available from this number.

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75300.454@compuserve.com LucasArts3@AOL.com

TECHNICAL SUPPORT PHONE NUMBER

This number is for Technical assistance only. Hints will not be given out over the Technical Support line. You can reach our Technical Support department by calling 1-(415) 507-4545. We are available to help you Monday-Thursday from 8:30 AM-5:30 PM and on Friday from 8:30 AM-4:30 PM (Pacific Standard Time).

TECHNICAL SUPPORT FAX

For your convenience, we also offer the option of faxing us with your Technical questions at 1-(415) 507-0300.

TECHNICAL SUPPORT MAILING ADDRESS

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P.O. Box 10307
San Rafael, CA 94912
Attn: Product Support

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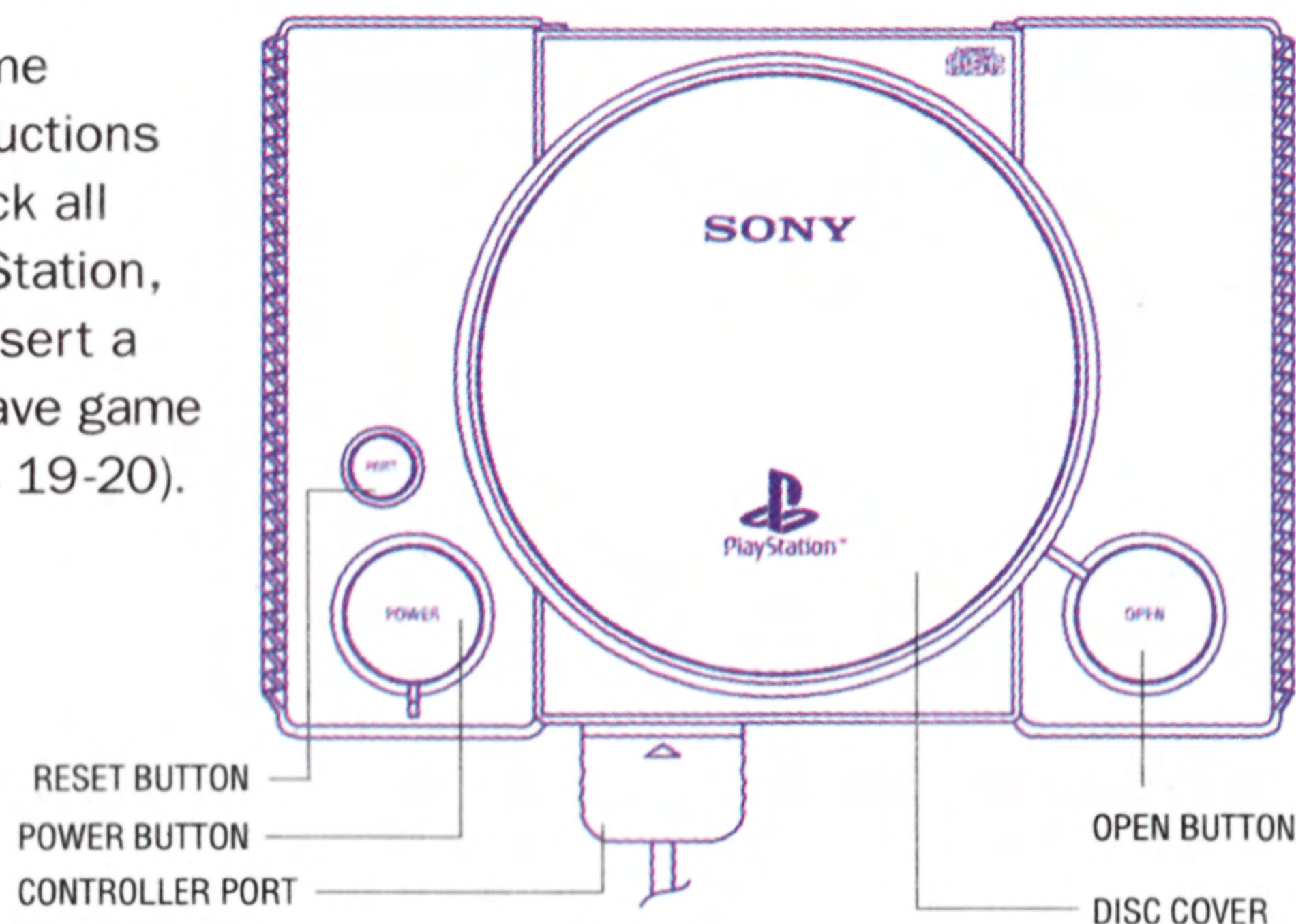
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Starting Up

1) Set up your PlayStation game console according to the instructions in its Instruction Manual. Check all cable connections to the PlayStation, television and wall sockets. Insert a Memory Card if you want to save game data (see "LOAD/SAVE," pages 19-20).

2) Insert the "BALLBLAZER CHAMPIONS" CD and close the disc cover.

Note: Make sure the PlayStation game console's power is "Off" before inserting or removing a compact disc.



3) Plug in one or two game controllers and turn the PlayStation game console on. Following the title screens for Sony, LucasArts and Factor 5, the opening sequence will play, then end at the Title Screen/Game Start Menu. *Note: The **✕** button will let you skip the opening sequence and go directly to the Main Menu.*

4) At the Title Screen/Game Start Menu, use the directional arrow keys on your controller to choose START GAME or OPTIONS. Then use the Start button or **✕** button to activate what you've highlighted. The OPTIONS screen allows you to customize game settings. Hold down the Select button and then hold down the Start button for two seconds to return to the Title Screen. For details about customizing game settings, see "Setting Game Options," pages 19-20. We recommend that you select START GAME before changing any game settings. START GAME will take you to the Main Menu.

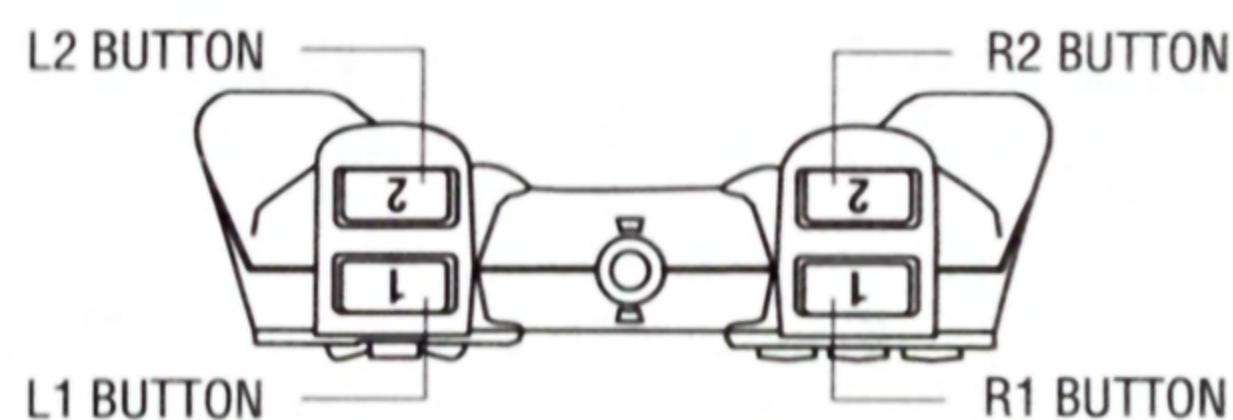
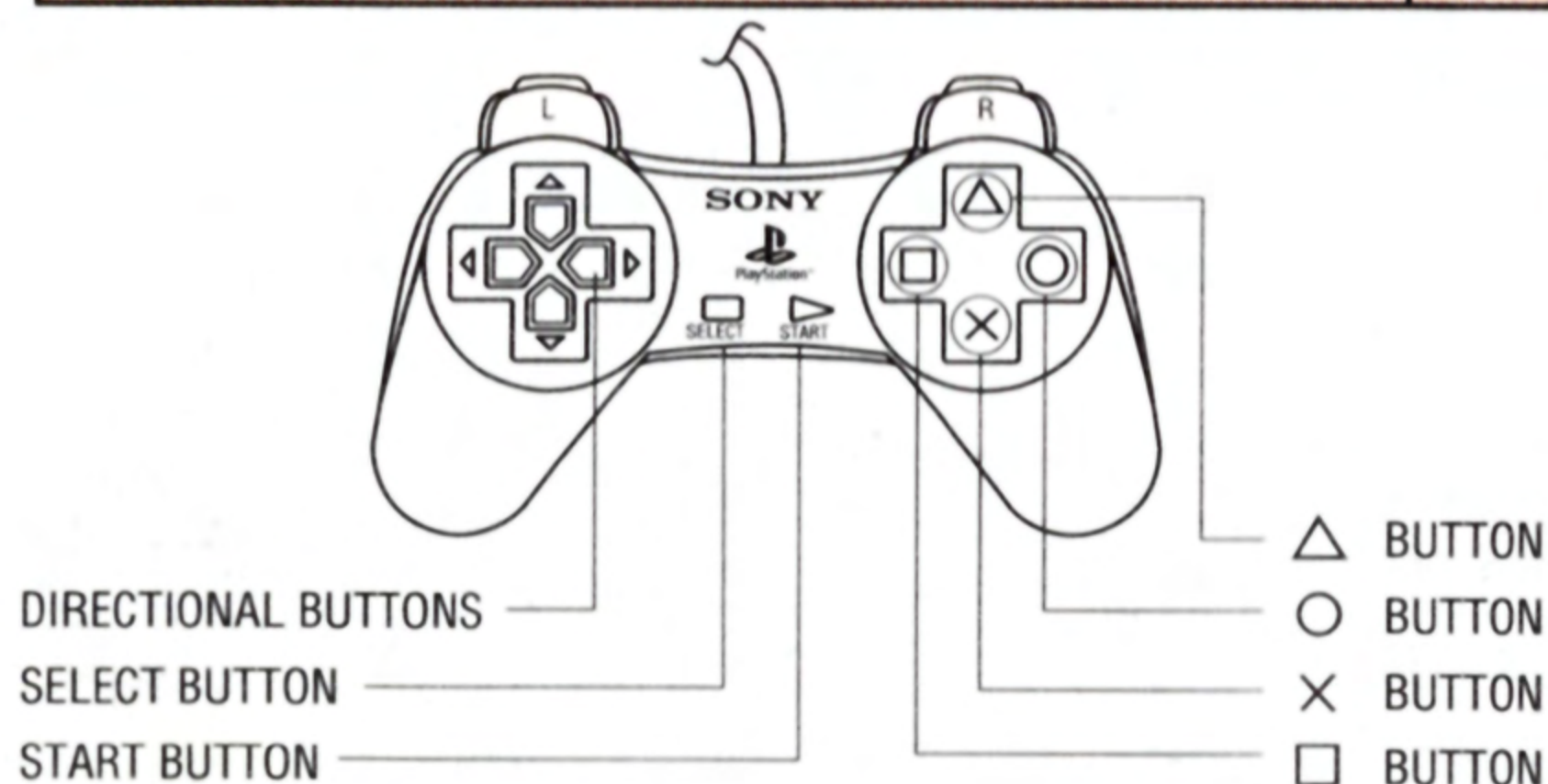
5) At the Main Menu screen you can select from one of four game modes: Practice Mode, 1-Player Tournament, 1-Player Freeplay or 2-Player Freeplay. To select one of the games, use the directional arrow keys and press the Start button. See "Game Modes" on page 8 for detailed information on the following game modes:

- **Practice Mode:** The perfect place to practice and cultivate your BallBlazer skills.
- **1-Player Tournament:** An organized tournament, played out in elimination rounds.
- **1-Player Freeplay:** Lets you choose from any available stadium, champion and rotofoil.
(Note: More stadiums become available as you complete them in Tournament Mode.)
- **2-Player Freeplay:** Lets you and a friend play split-screen from available stadiums.
This mode requires two game controllers. (Note: More stadiums become available as you complete them in Tournament Mode.)

The Controller:

The following controls are based on the default (A1) options settings. Your controls will be different if you've chosen another configuration in the Options menu.

ACTION	BUTTON
Forward	▲ Direction Button UP
Backward	▼ Direction Button DOWN
Turn Left or Right	◀ ▶ Direction Button LEFT or RIGHT
Strafe	Hold Down L1 or R1
Change Views	■ SELECT
Pause, Quit Match, Quit Game, Instant Replay	▶ START
Shoot or knock ball away	■
Engage turbo	●
Fire weapon, engage power-up	▲
Switch between power-ups	L2 or R2
Roto-snap (Auto-turn)	✕
toward general direction of goal (if you have the plasmorb), or towards the plasmorb (if you do not have the plasmorb)	



The History of BallBlazer

Two thousand space battles couldn't answer the question. By then, the Zaltecs, Thilibies, Mandalars and Kraytons had forgotten it anyway. The Second Galactic War had exacted huge tolls on the four species, and everyone longed for the comforts of hearth and Binti Immersion Tank. On a Level-A pollution day on Finos VII, leaders of the four species gathered to sign a treaty that created a new sport to replace the bloodshed. One fortnight a year, member species send their best rotofoilers to compete for the Interstellar BallBlazer Championship. For two weeks, the peace is broken for organized war: two Blazers, one plasmorb and four minutes to score. At the end of the tournament, the Blazer who conquers all wears the Master Blazer crown.

Speculation still runs rampant on the original question. What was the question? Why did they fight? Couldn't they settle it by rock-paper-scissors? The network executives, the fans and even the Blazers no longer care. They wait for the start of every Final and leave the speculation to the historians.

THE SIGNING OF THE TREATY ESTABLISHING THE INTERSTELLAR BALLBLAZER CONFERENCE (IBC).



Object of the Game

Drawing heavily from the Old Earth sports of hockey and soccer, the Interstellar BallBlazer Conference rules committee made the object of BallBlazer easy: get the ball (or **Plasmorb**, as it's officially called) into the goal more times than your opponent.

A standard match is four minutes long with five goals. Scoring more goals than your opponent before the end of the time limit wins the round. Winning two out of three rounds wins the match. Your craft is called a *Rotofoil* which has an external electromagnetic field that allows it to hold, carry, shoot, and knock the plasmorb loose from the other craft.



THE BALLBLAZER OBJECTIVE IS EASY — GRAB THE PLASMORB, RACE FOR THE GOAL AND SHOOT.

Those are the basics. Of course getting the plasmorb, moving toward your goal and scoring doesn't always come easy. There are a number of obstacles and realities to understand and avoid, if you want to be Master Blazer. For instance, every rotofoil has a finite amount of energy and many of the rotofoil maneuvers require energy to perform. (For example, merely holding the plasmorb uses up energy.) Additionally, you've

got an opponent to worry about, weapons will be used against you, arena obstacles will be in your way and, all the while, the clock is ticking away. And that's just offense. For defense, you'll need to perfect the "plasmorb steal", dodge weapons, outmaneuver your opponent, and learn the lay of the land in each stadium. Read on for more in-depth information about all BallBlazer Champions game aspects.



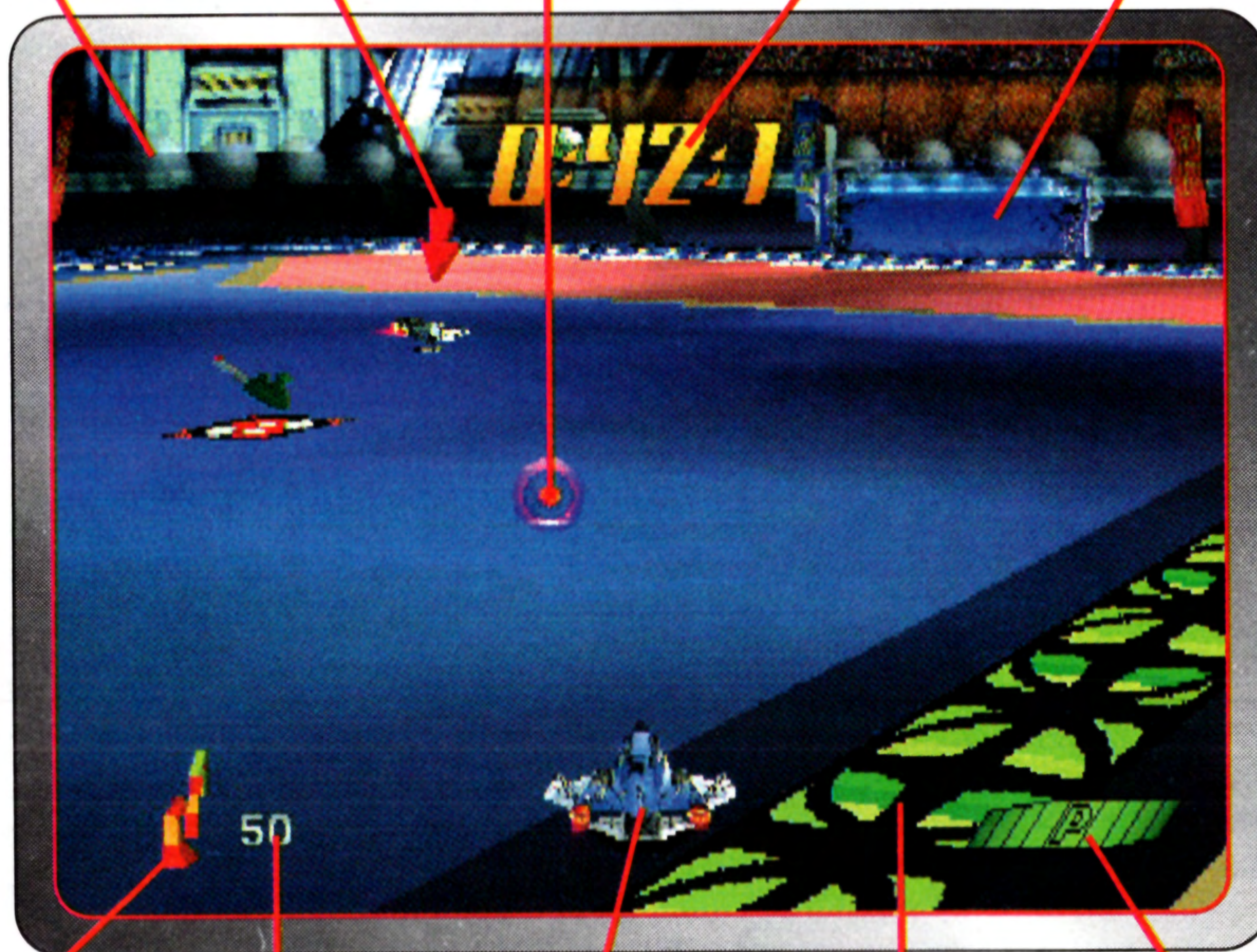
Score Orbs

Plasmorb

Goal

Opponent
Radar

Time
Remaining



Active
Power-Up

Rotofoil

Energy Bar

Remaining
Ammo

Energy
Strip

Stadium Features

In order to be a winner, you must acquire an understanding of each stadium and all that it contains. Let's begin with the basic elements you'll come across every time you play a BallBlazer match. *Note: Many of the items discussed in this section may not be found in all arenas or every gameplay mode.*

The Goal

If you have the plasmorb in your rotofoil magnetic field, cross-hairs will appear over your goal to help identify it. Note the red and blue coloring of each goal. Player 1 is always blue and will therefore always be defending the blue goal and scoring into the red goal. Player 2 is always red, thus defending the red goal and shooting to score in the blue goal. You'll also notice this coloring in the "score orbs" (see below) at the top left and right-hand sides of the game screen. Player 1's score orbs are on the top left side and Player 2's score orbs are on the top right side. This should help you and your opponent distinguish between goals.

Opponent Radar

If you cannot see your opponent's rotofoil on the game screen, a large red or blue arrow will appear above your opponent's rotofoil.

The Score Orbs

Along the top of the game screen are two groups of orbs. When Player 1 scores a goal, the orbs on the top left side of the screen become highlighted in blue. When Player 2 scores a goal, the orbs on the top right side of the screen become highlighted in red. There are five score orbs on each side of the game screen. When a player wins a round a solid orb will appear on that player's side.

The Energy Bar

You'll quickly see that some rotofoil maneuvers (including holding the plasmorb, using turbo-boost and roto-snapping) expend energy. Getting hit by weapons also drains energy. In the lower right side of the game screen, is a bar that represents the state of your energy cells. When you have maximum energy, the bar is entirely green. As energy is used, the bar representing your tank will begin to turn red, your rotofoil will move slower and your plasmorb's launch speed will decrease. Often the best way to conserve energy is to continually launch the plasmorb and chase it down, like dribbling a soccer ball. Energy Strips effect rotofoil energy levels. Blaze over a green strip to recharge; sliding over a red strip depletes energy and slows down your rotofoil.



The Rotofoil

Front and center on the play screen should be your craft, or rotofoil. There are four different camera views from which to maneuver your craft. The select button toggles between camera views. (You'll find that different perspectives work better in different arenas.)

Camera Views

- Inside your rotofoil, or first-person
- Slightly above your rotofoil
- Behind your rotofoil
- Above your rotofoil, or top-down perspective

The Plasmorb

The plasmorb is a ball of magma. When you do not have the plasmorb, a circle on the screen will indicate the plasmorb's location. If you cannot see the plasmorb on the screen, your rotofoil's radar will attempt to locate its direction. This will be indicated by arrows on the right and left of the screen. If the plasmorb is directly behind you, the radar will not be able to locate it. Use the **X** button to "roto-snap" your craft toward the plasmorb when you're not holding it and towards your goal once you have the plasmorb. *(Note: Roto-snapping uses a small amount of energy.)*

Power-Ups

Random power-ups will appear on the playing field throughout the different stadiums. There are many power-ups that you'll be able to "pick up" by maneuvering your rotofoil over the object on the stadium floor. When a power-up is picked up, its icon will appear in the lower left side of the game screen. To activate a power-up, press the **△** button. Toggle between your pick up and default power-ups by pressing the R2 or L2 buttons. *Note: Each rotofoil can carry only one power-up in addition to its default power-up. The default power-up text is white, others are colored yellow.*

For more information on the eight different power-ups, see "Power ups," pages 16-17. *Note: In addition to power-ups, you will have the option of upgrading your rotofoil using credit crystals earned in each victorious match. For more information on upgrading your rotofoil, see "Upgrades" on page 18.*

Game Modes

As noted in "Starting Up," BallBlazer Champions offers four styles of gameplay. You may want to familiarize yourself with BallBlazer in the Practice mode, as this allows you to learn maneuvers without the pressures of competing in Tournament mode.

PRACTICE MODE

Select Practice to learn the ways of a true BallBlazer champion. In Practice Mode, your rotofoil is an exact replica of the first BallBlazer rotofoil, basic and streamlined. Practice Mode is a great place to work on fundamentals and gain an appreciation for what the competition is all about.

TOURNAMENT

In Tournament play, you must beat eight champions (including another challenger from your homeworld) 2 out of 3 rounds in eight different stadiums to advance to the finals. In the finals, you and the top four champions compete for the coveted title of Master Blazer! The winner of the finals may get a chance to compete against Xarta, the reigning Master Blazer, but only if you are truly good enough!

1-PLAYER FREEPLAY

In 1-Player Freeplay, you are free to choose any available arena. Select a champion and any upgrades for you and your opponent. You can choose to compete in any available stadium. (More stadiums will appear as you win matches in Tournament mode.)

2-PLAYER FREEPLAY

In 2-Player Freeplay, you and a fellow Blazer can play via split-screen in one of the first four stadiums. The more stadiums you complete in Tournament mode, the more levels become available in Freeplay (1- and 2-player.) After you've selected your champions and added any rotofoil extras, you'll choose a stadium on the Select Stadium screen. See "Stadiums," pages 14-15 and "Upgrades," on page 18 for more information.



2-PLAYER FREEPLAY FEATURES A SPLIT-SCREEN



Champions and Their Rotofoils

After you've chosen a style of play, you may select a rotofoil and its corresponding champion. Using the directional arrow keys on your controller, scroll through the eight champions. Select a champion/rotofoil by pressing the START or **X** buttons. The following lists the Champions, their Rotofoils and their relative strengths and weaknesses. Rotofoil abilities (speed, handling, launcher, energy) are rated either Poor, Average, Good or Excellent.





Grumli

Grumli was born without legs. As a tike in the swampland, Grumli couldn't crawl on land to play with the other kids. Resentful, Grumli fell into an early life of crime. Grumli would steal eggs from the aqua-nests of swamp birds and sell them to the sea snakes at the far end of the swamp. In order to be successful at what fully limbed creatures could do without any effort at all, Grumli developed a unique style of "passing" the black-market eggs out in front of him, then flailing on the

surface of the water to catch up before they all sank. When Grumli's parents caught the little criminal one wet afternoon, they knew they had a Champion on their hands. Rich beyond his wildest dreams from the investments he made with the swamp scandal, Grumli still refuses to purchase a pair of legs. As he puts it, "The only purchases I want to make are rotofoil upgrades!"

rotofoil spec's

Rotofoil: The Amphizian Kicker

Default Power-Up: Plasma Gun

Special Ability: Best Launcher

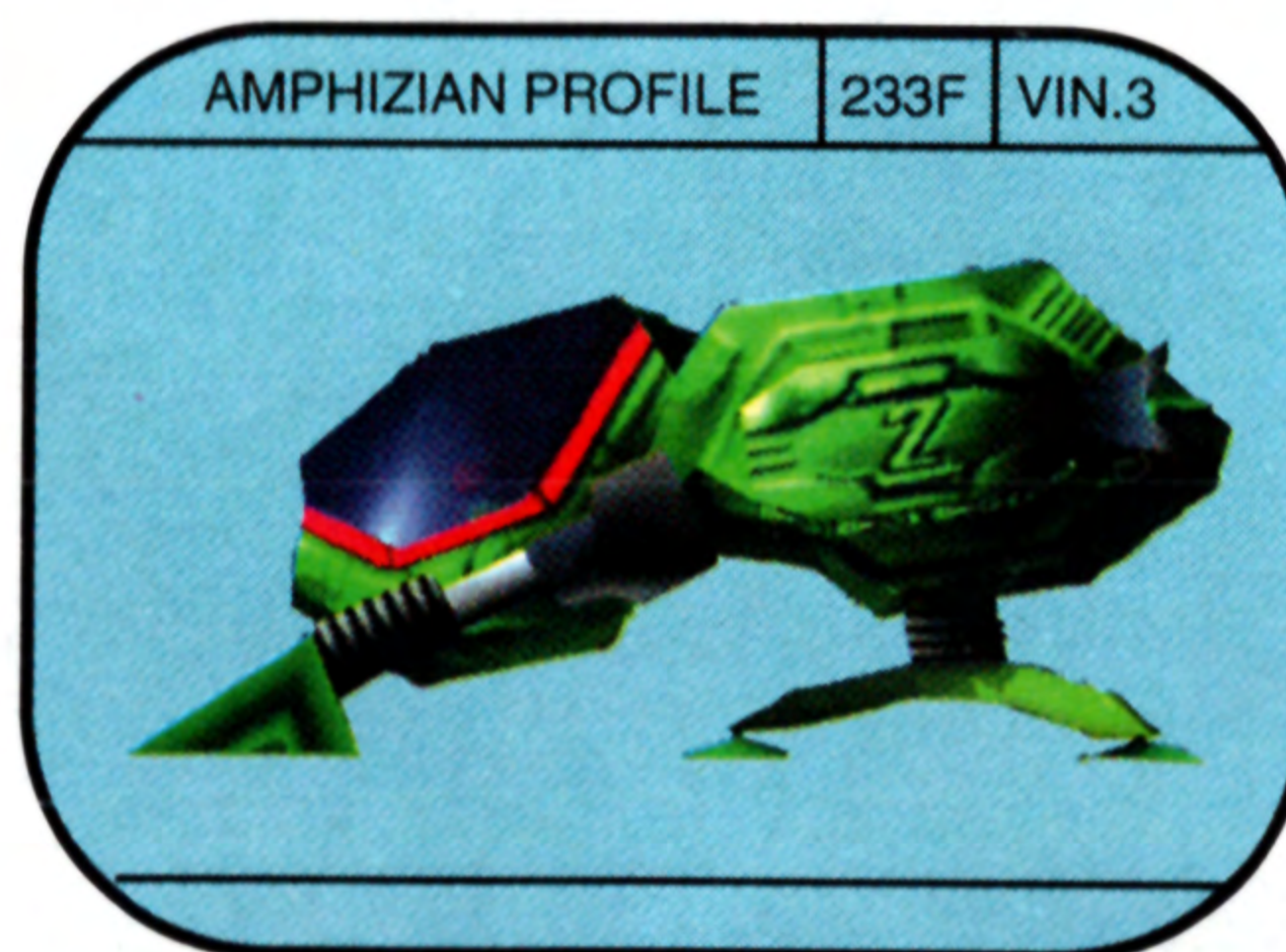
rotofoil ratings

Speed: Poor

Handling: Fair

Launcher: Excellent

Energy: Fair



Zuura

This year's second-best rookie, Zuura shocked reigning Master Blazer Xarta in a 5-4 nail-biter. Zuura was later disqualified when Xarta noticed her engine nozzles were larger than the maximum allowance dictated by the IBC. "If I was male," she said at the time, "I'd already be on a box of Cosmic Kibble! Instead, I'm disqualified. That is why I will remove my kidney in protest." As you can tell, she's tough, she's aggressive and definitely one to watch out for.

rotofoil spec's

Rotofoil: Kamazuni Wasp

Default Power-Up: Freeze Gun

Special Ability: Best Handling

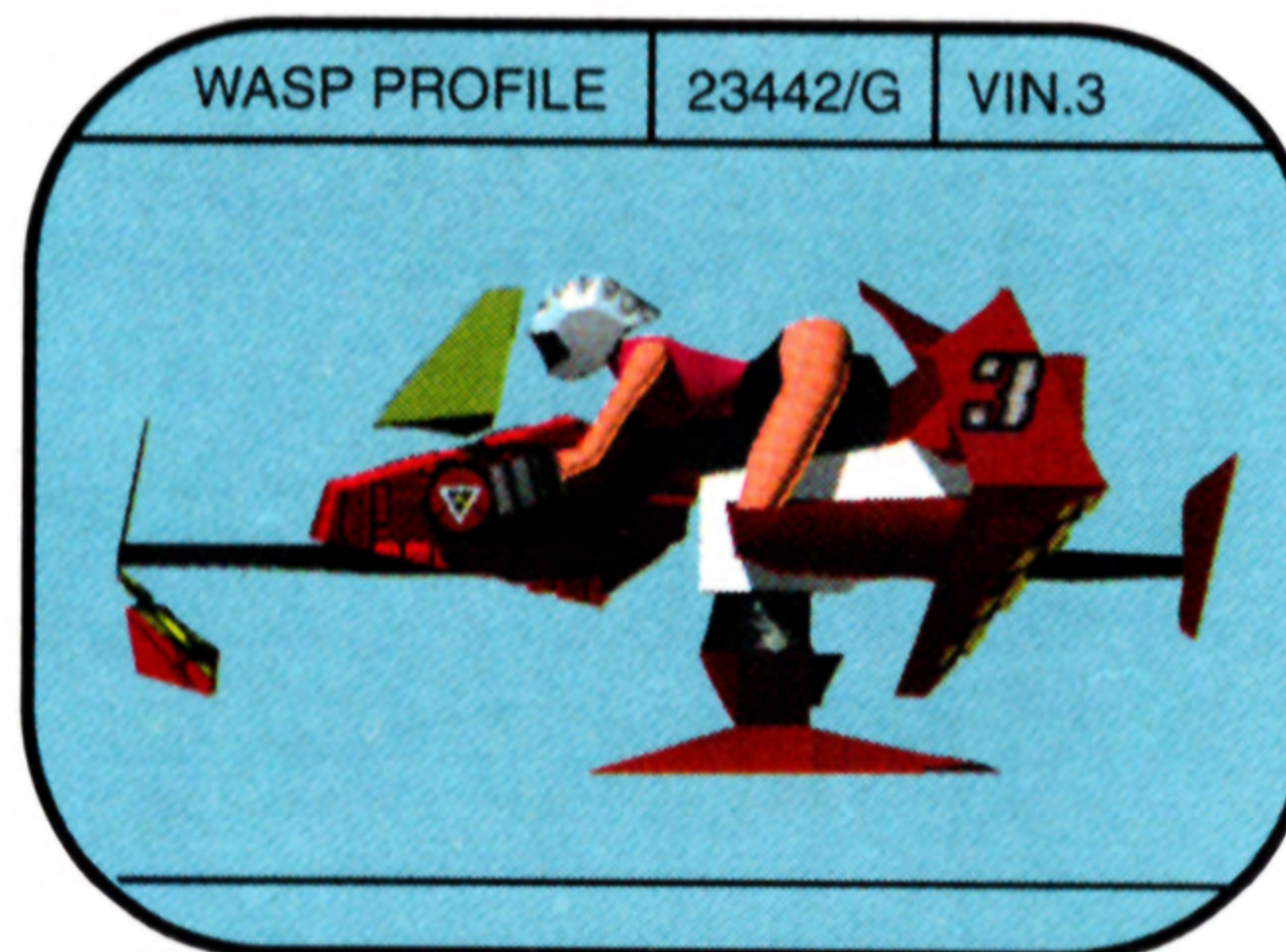
rotofoil ratings

Speed: Fair

Handling: Excellent

Launcher: Poor

Energy: Good





Zack

Zack, the first human Champion, threw the BallBlazer world on its ear last season by capturing the Rookie of the Year award. Cocky to a fault, Zack brings speed, and more speed, to the competition. As he put it, "If I'm fast enough, maybe I can steal the trophy in the Finals next year." Not likely, while Xarta's holding it.

rotofoil spec's

Rotofoil: Terrain Bullet

Default Power-Up: Non-Homing Missile

Special Ability: Best Engine

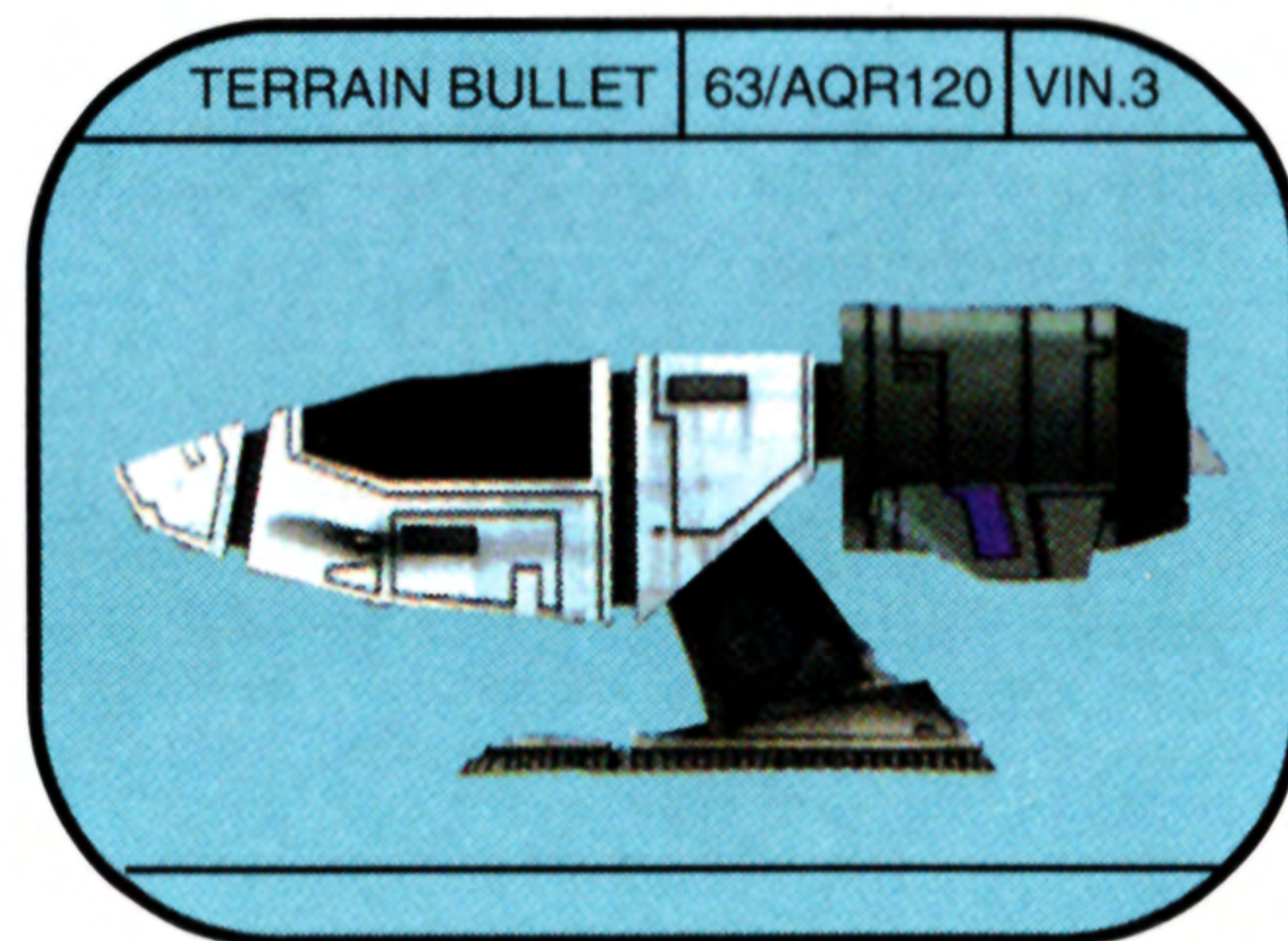
rotofoil ratings

Speed: Excellent

Handling: Poor

Launcher: Poor

Energy: Good



K'Krix

After losing a match to Xarta several seasons ago, K'Krix stepped out of his rotofoil to congratulate the Master Blazer who, mistakenly suspecting an attack, blasted him into a hospital bed. K'Krix refused to press charges, calling the incident, a "slight mistake"...No doubt, fearing for his life if he pursued criminal charges. K'Krix hasn't advanced to the Finals in 10 years. Consequently, he was voted "Best Sport" last season, for the third year in a row.

rotofoil spec's

Rotofoil: Iron Pincer

Default Power-Up: Plasmorb Magnet

Special Ability: Best Ball Control/Holding Ability

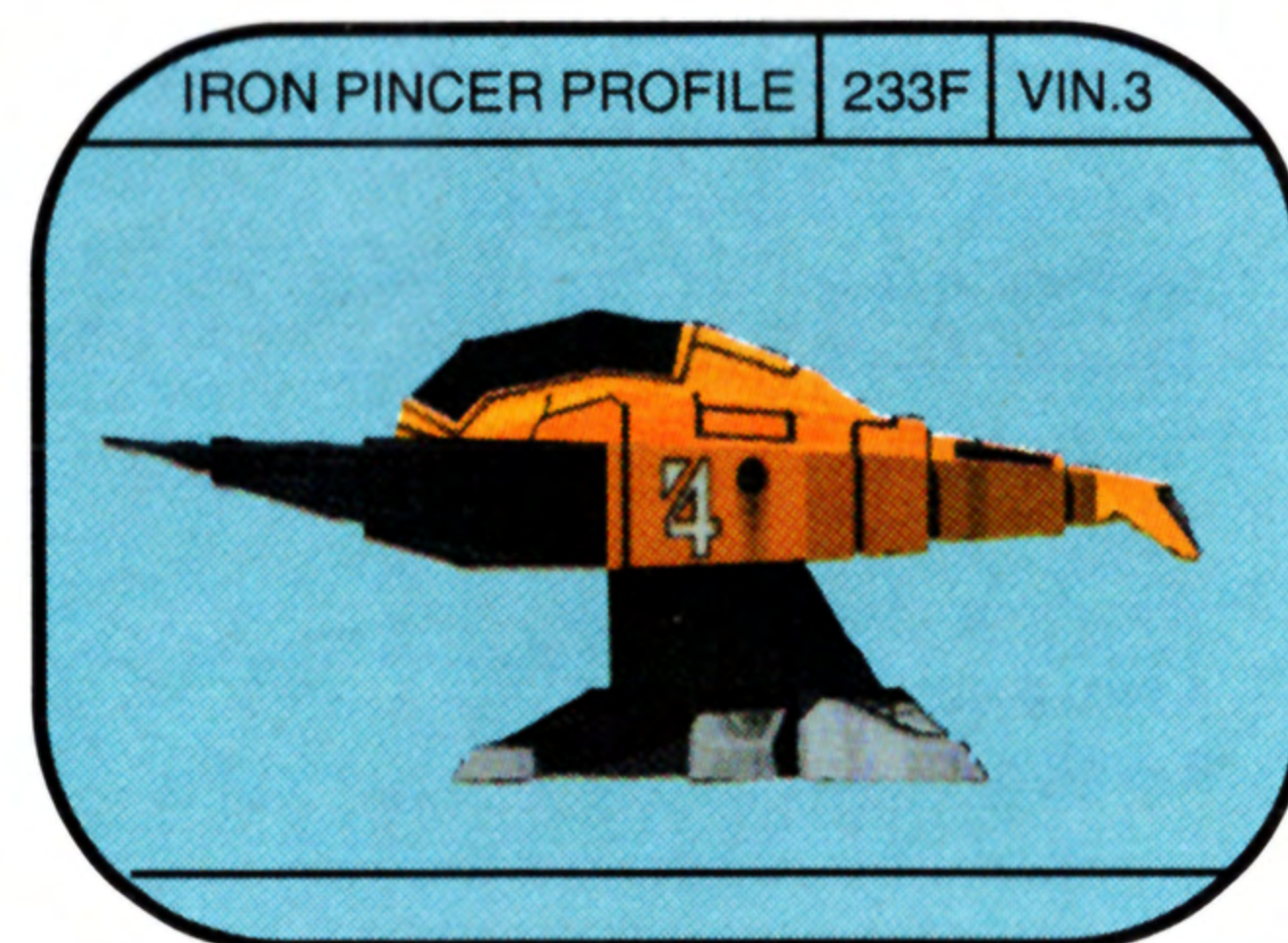
rotofoil ratings

Speed: Poor

Handling: Poor

Launcher: Good

Energy: Excellent





Tidus

"Hello, my name is Tidus and I am addicted to meat." That statement made headlines in the Galactic Star, referring to a dark journey that ended in a bloody cage at the petting zoo on Dylor VI. As Tidus came to grips with his addiction, he maintained a strong all-around game. In fact, we might dare speculate that the mineral diet he now sustains has not hindered his game one, small bit. "Today, I am a family of one, but I am finally at peace with myself. Sometimes I'll plug into the Stairmonster for six hours and not even know that time has passed." His ability to be unconcerned with time is definitely an advantage. The four minute clock gets many a rotofoil champion restless.

rotofoil spec's

Rotofoil: Marathon IV

Default Power-Up: Homing Missile

Special Ability: Proficient in all Abilities

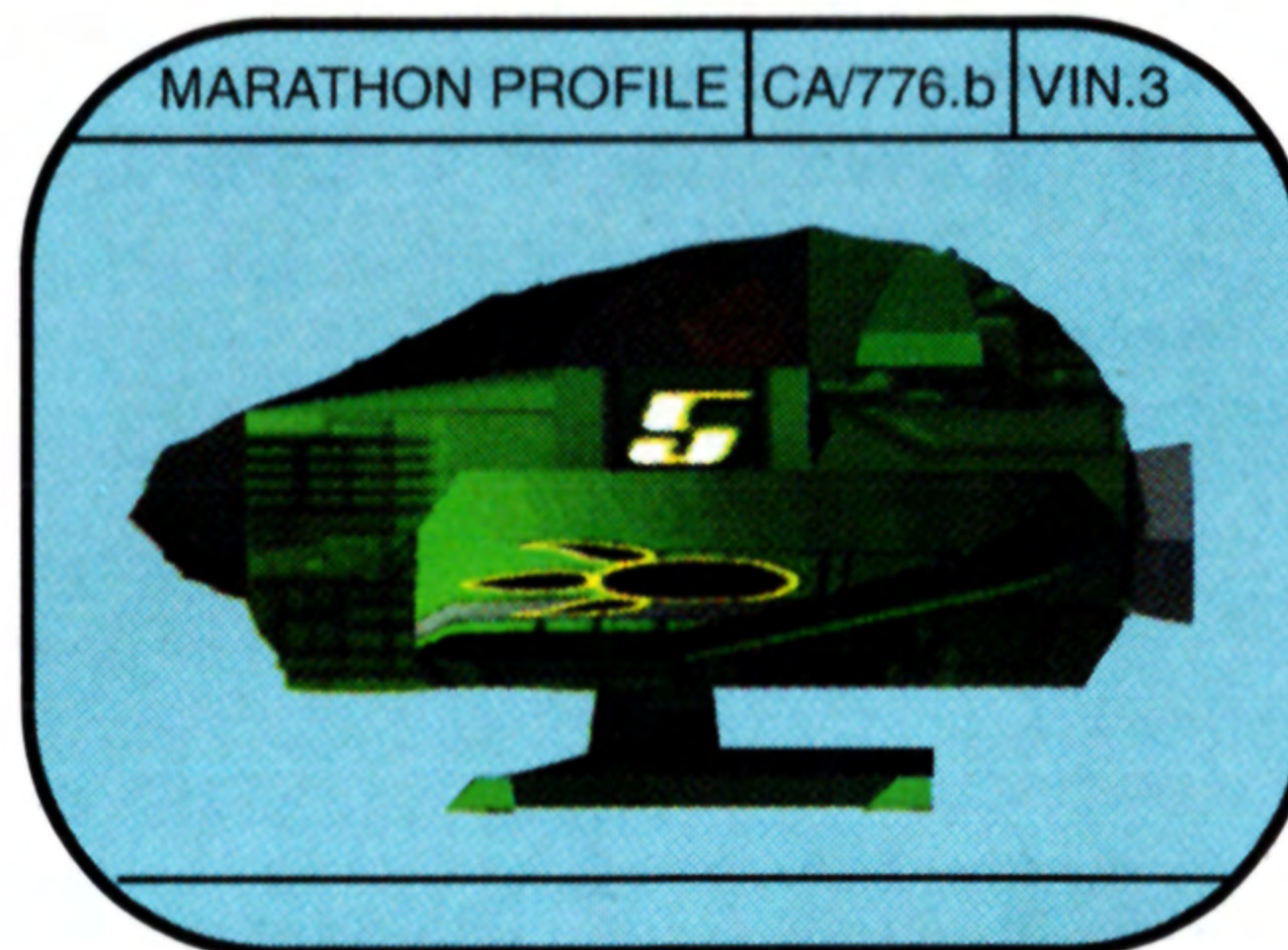
rotofoil ratings

Speed: Fair

Handling: Good

Launcher: Fair

Energy: Fair



Sree

Two years ago, Sree sued the IBC in an effort to permit a Thilibi entrant into the Championship. He was quoted as saying, "It was a case of prejudice against the flight-enabled. They are afraid that we would dominate the sport." Among his people, he is considered a hero. On tour, he is a hunted bird. "Oh, I still get the late night phone calls about 'clipping my wings'. And, if I ever win the Championship, I'll probably be killed or grilled."

rotofoil spec's

Rotofoil: The Twin-Cam Pterodactyl

Default Power-Up: Destablization Field

Special Ability: Flying (off ramps)

rotofoil ratings

Speed: Good

Handling: Fair

Launcher: Fair

Energy: Fair





Borgus

Someone's been stealing RAM out of team headquarters, and Borgus is not a happy camper. "To win a Championship, all input units must synchronize their clock cycles." Ruthless with employees, sponsors, fans and opponents, Borgus has cut the power supply to only select crew members. A brain-dead cyborg is not a pretty sight, and the rest of the crew has got the message for this season's match: "We must have a great showing at this tournament or I will be forced to reboot the system."

rotofoil spec's

Rotofoil: The Power Strike

Default Power-Up: Cloaking

Special Ability: Fastest Energy Recharge Rate

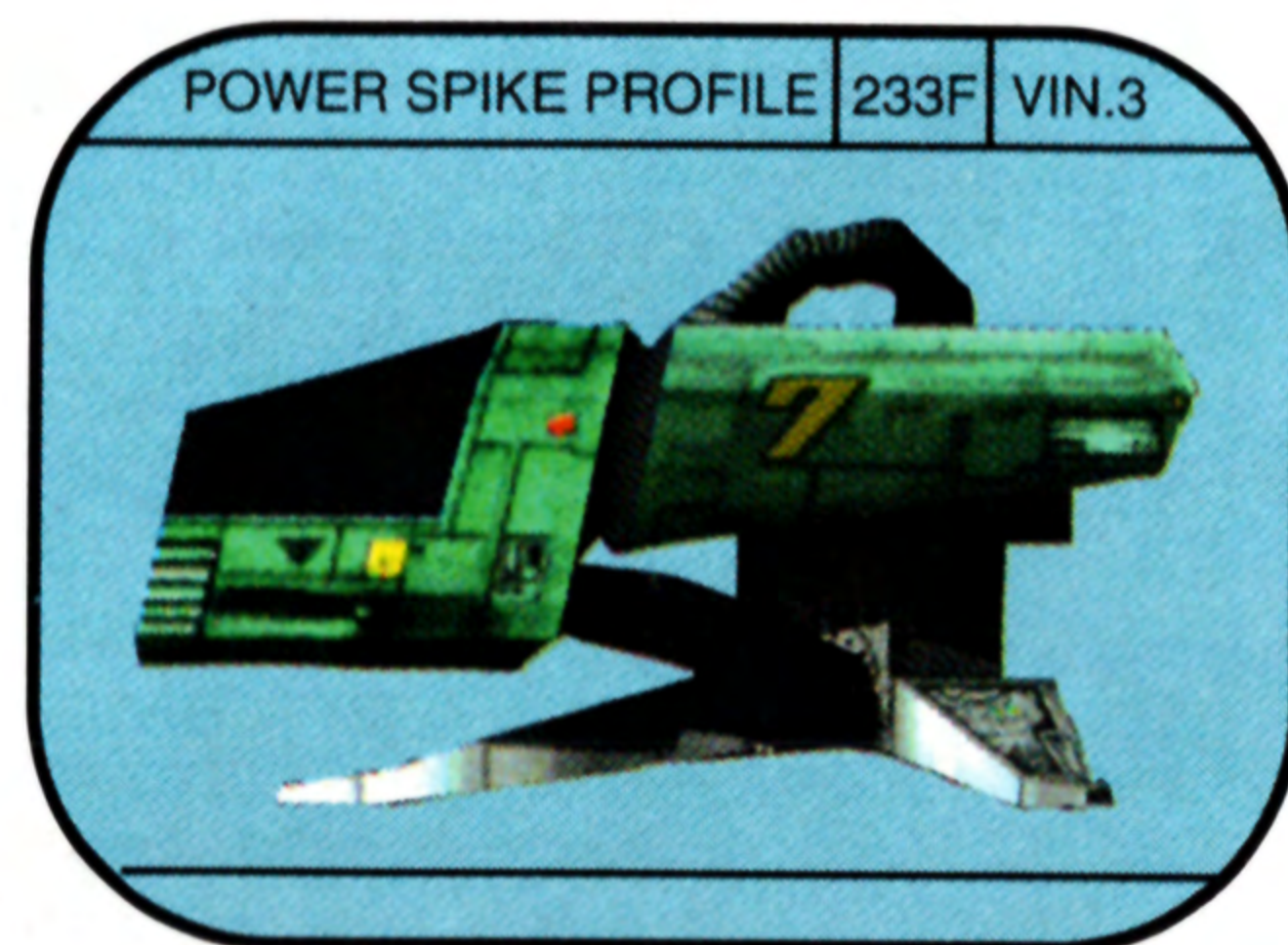
rotofoil ratings

Speed: Poor

Handling: Fair

Launcher: Good

Energy: Good



Torque

From 3102 to 3104, Torque won three straight Championships. But the parties along with the endless parade of pleasure droids have slowed the former Master Blazer. Accountants estimate he has blown 100 million credits on frivolous schemes...and at least that number in expensive (for a droid) brain cells. Even his friends agree, "The monitor's on, but his CPU's sleeping."

A new generation of more sophisticated rotofoilers can leave this big fella confused out there at times, but Torque can often stand his own against the new West Galaxy offense.

rotofoil spec's

Rotofoil: The Black Catapult

Default Power-Up: Mines

Special Ability: Best Strafing

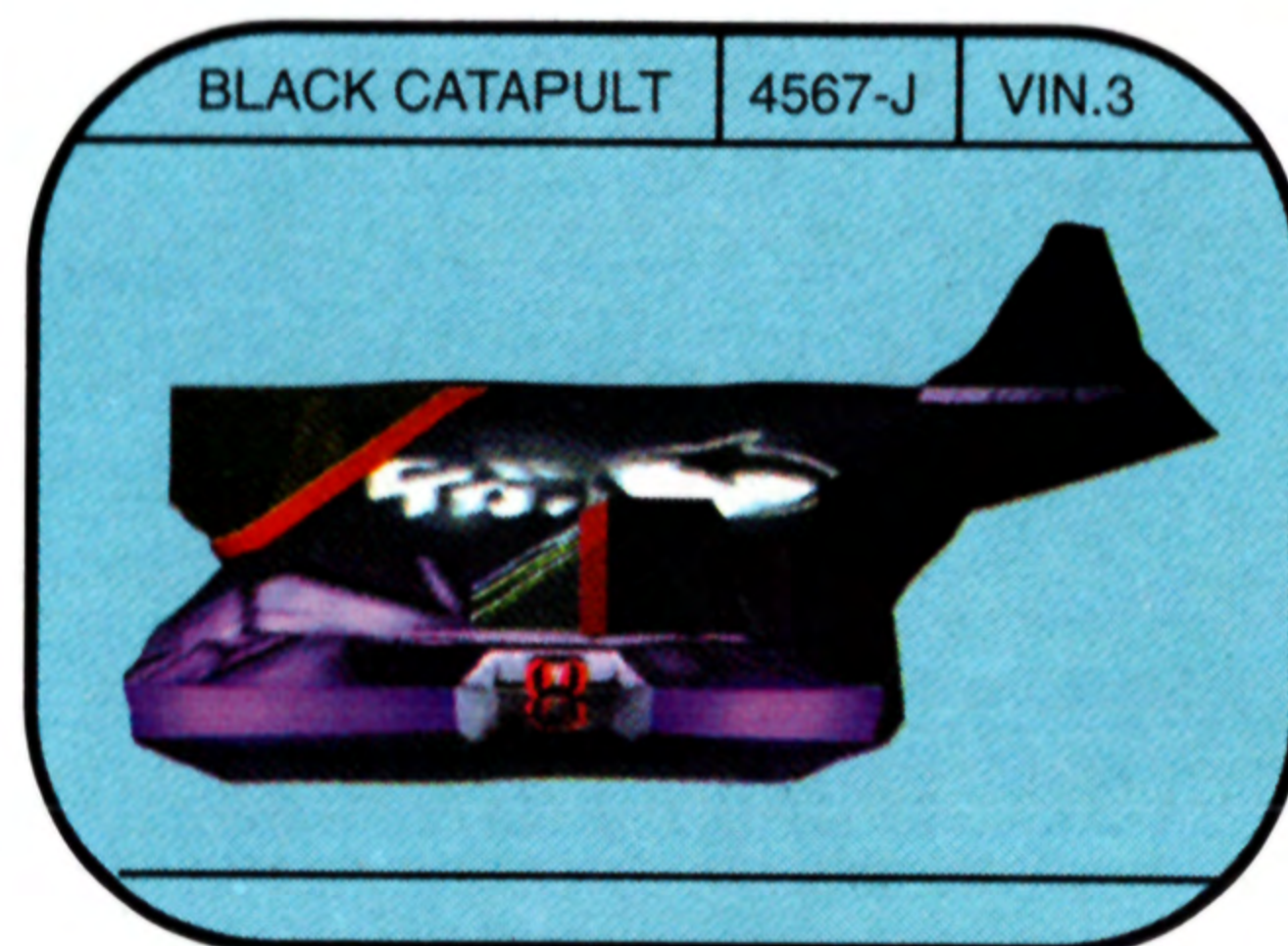
rotofoil ratings

Speed: Fair

Handling: Excellent

Launcher: Poor

Energy: Fair



The Stadiums

The Interstellar BallBlazer Conference endorses four arena types for official competition: the Basic Stadium, the Bowl, the Canyon and the Half-Pipe. While an arena must conform to one of the four types, each one is designed to favor a particular style of play.

Each of the four stadium types are broken into three variations on that type. In all, there are 12 different stadiums in which to immerse yourself in BallBlazer competition!

The Basic Stadium



The BASIC STADIUM

When the IBC introduced the Bowl as a playing surface, traditionalists protested that the BallBlazer governing body had abandoned the roots of the game. An architect was hired to revisit the grand arena and create a structure that was reminiscent of the classic style. The Basic Stadium's surface recalls the Flatland Stadium, the first lady of BallBlazer stadiums. Gentle ramps and valleys demand deft handling and throttle control.

The BOWL

When Jugboe Hinderron and Grol settled a grudge match in a satellite dish, they had no idea they'd made BallBlazer history. They battled for hours, playing an unsupervised version of the BallBlazer sport, unaware that the satellite was still in operation. Sector homelife was on hold until Grol launched the plasmorb through the goal for the final score. With its flat bottom and ramped sides, the Bowl favors good acceleration and shot accuracy. Goals sit at the top edge of the Bowl, making chases for the plasmorb a mad dash downhill.

The Bowl



The CANYON

Shaped like a crater, the Canyon is dappled with pillars and pits to resemble the landscape of the poorest of provinces. Between the two goals there is never a straight line. Curved sides and smoothed obstacles offer as many shot possibilities as 3D bumper asteroids. As Commissioner Trin notes, "The IBC wants to embrace all peoples and all planets. We think the Canyon facility does just that."

The Half-Pipe



The Canyon



The HALF-PIPE

Fans don't often become famous, but Dugan McCoog's concept of "a toilet-paper tube, like, with its top cut off," won the IBC's Designarena competition. Inspired by a hoverskate park, Dugan sketched a half-tube with goals at either end. According to Dugan, "It's not totally tubular. It's, like, half-tubular, you know?" The Pipe calls for a slick surface and no gravity for "way-gnarly spinouts." Variations include full-pipe layouts and terrain hazards.

Power-Ups



CLOAKING DEVICE

The cloaking device temporarily makes a rotofoil virtually invisible for a short period of time. *Note: Only the rotofoil is cloaked, so its shield when activated can still be seen.*



PLASMORB MAGNET

The Plasmorb Magnet pulls the plasmorb toward you even if your opponent controls it. *Note: The PM has a limited range, so pull up close when trying to steal the ball.*



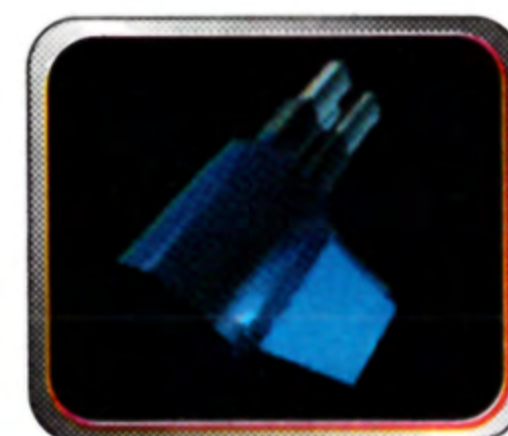
DESTABILIZATION FIELD DISPENSER (DFD)

Activating the DFD causes any rotofoil passing through it to skid and spin out of control. A DFD will also stop the plasmorb—a great tactic to use in front of your goal.



LAND MINES

Land mines drain energy, strip a rotofoil of the ball, and throw the rotofoil into the air.



FREEZE GUN

When hit by repeated shots from the Freeze Gun, your opponent will be temporarily frozen. *Note: To be most effective, hit your opponent quickly and with as many shots as possible.*



HOMING MISSILES

The Homing Missile is very accurate. It drains energy from your opponent and strips him of the plasmorb. *Note: Shoot three consecutive missiles to completely immobilize your opponent, temporarily.*



Non-Homing Missiles

Aim carefully. Non-homing missiles can knock away the plasmorb from your opponent and drain his energy.



PLASMA GUN

The Plasma Gun drains energy from opposing champions and can knock the plasmorb and the opponent around the field.



CREDIT CRYSTALS

Coins can be accumulated and used to purchase rotofoil upgrades.



UPGRADES SCREEN

Upgrading Your Rotofoil

After you've won a Tournament match or in Freeplay, you enter the Upgrades screen. Here you may buy upgrades for your rotofoil with your accumulated credit crystals. Improve your rotofoil's ball launcher, engine, shields, handling, turbo capacity and energy capacity depending on how many credit crystals you have.

Using the left and right arrow keys, highlight your choice of upgrade. Press the **X** button to select. Press **▲** to abort selection. There are six possible upgrades, but only four

available slots. Note that the Power and the Shield upgrades occupy one slot. The same applies to the Engine and Turbo upgrades.

Once you've selected your upgrade and its slot, you have a choice of three upgrade options. As you might expect, the more expensive ones bring better performance. Use the arrow keys and the **X** button to select.

When both you and your opponent have finished selecting your upgrades, move the cursor to the "Exit" button and press the **X** button to begin BallBlazing. *Note: If you're playing 1-player Freeplay, you have the option to select upgrades for your opponent.*



LAUNCHER

Purchasing an improved ball launcher enhances your rotofoil's plasmorb launches.



SHIELDS

Provides a degree of protection from offensive weapons and minimalizes their effects.



ENGINES

Upgrade your engine for increased rotofoil speed and acceleration.



HANDLING

Increases your rotofoil's turning and strafing abilities.



POWER

Increases your rotofoil's total energy capacity and recharge rate.



TURBO

Gives your rotofoil maximum turbo boost.



Setting Game Options

At the Main Menu, select Options. Use the up and down arrow keys to move to the option that you want to change. Except where noted, the left and right arrow keys change the value of that option.

CONTROLS

BallBlazer Champions has four controller configurations. Layout A is the default configuration, but novice Blazers should experiment with different options to find the best setup.

RECORDS

Records is where the high scores are kept.

DIFFICULTY

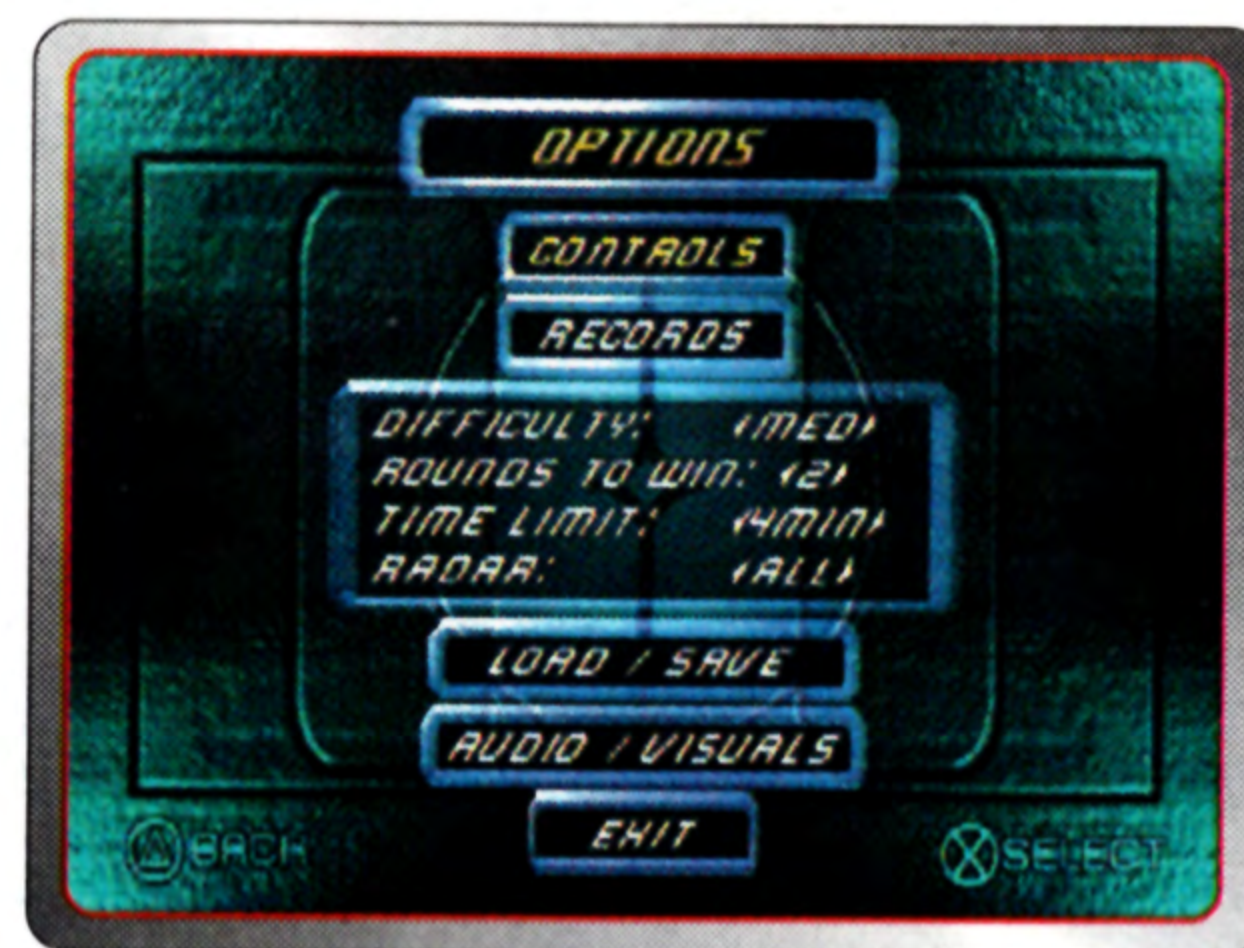
There are three levels of skill in BallBlazer Champions: Easy, Medium and Hard. Novice Blazers should start on Easy until they feel comfortable with the controls. Sanctioned matches are played at Medium level, but Hall-of-Famers play on Hard level.

ROUNDS TO WIN

You can play five-goal rounds. If you don't score five goals within the time limit, the highest number of goals wins. *Note: One-round games can only be played in the Freeplay modes.*

TIME LIMIT

Rounds can be three, four or five minutes



OPTIONS SCREEN

long. Setting the limit to "None" ends the game when a Blazer scores five goals.

RADAR DISPLAY

Beginning Blazers should set Radar Display to "on" to illuminate key features like the goal, the opponent and the plasmorb. As you get comfortable with BallBlazer Champions, you can switch "off" the Radar Display.

LOAD/SAVE

The following options allow you to save and load to a memory card or to enter a passcode if you do not have a memory card. *Note: Do not remove or insert a memory card during a save or load operation.*

LOAD GAME

Loads the game saved on the memory card. BallBlazer Champions will save only one game at a time.

SAVE GAME

Saves the game to the memory card. When you save a game, the Continue Tournament option on the Title Screen will load the Saved Game. Only one game can be saved at any time.

LOAD SETTINGS

Loads previously saved options settings.

SAVE SETTINGS

Saves current options settings to the memory card.

AUTO SAVE

An On/Off setting, AutoSave saves the game to the memory card after each match. By default, it's "off" because AutoSave will automatically overwrite a previously saved game after every match.

ENTER PASSCODES

After each match, you'll be given a passcode to restore a game at the last completed stadium.

AUDIO/VISUALS

Selecting Audio/Visuals opens a new window where you can change the following options:

CAMERA CUTS

The game shows great plays or post-goal launches as short movies. Here, you can choose to see Instant Replays, Launches, both or none during your matches.

MUSIC VOLUME

The left and right arrow keys adjust the volume of the music.

F/X VOLUME

The left and right arrow keys adjust the volume of the sound effects. Depending on your television's capabilities, you can set the sound to play in Stereo or Mono format.

STEREO/MONO

If you do not have stereo capabilities you should change to "mono" in order to hear the proper mix of sounds and music.

ANNOUNCER VOLUME

The left and right arrow keys adjust the volume of the announcer.

MUSIC

Lets you listen to various pieces of music in BallBlazer Champions.

EXIT

Returns you to the previous menu.



BallBlazer Pro Hints and Tips

- 1)** Holding the plasmorb for long periods of time will drain your energy, slow down your rotofoil and reduce the launcher distance. The experienced champion will shoot often and then use the turbo-boost to quickly retrieve the plasmorb (the “dribble” tactic).
- 2)** Driving over the green energy strips on the arena floor is a great way to recharge your energy. Avoid the red strips. They will deplete your rotofoil’s energy and slow it down. While on a green strip, hold the plasmorb and then turbo-boost repeatedly without draining your energy reserves.
- 3)** Try strafing (moving sideways, L1 and R2 on your controller) to help evade your opponents and to set up for a goal shot.
- 4)** Pick up as many credit crystals as possible to allow for maximum upgrades.
- 5)** In order to steal the plasmorb, get as close to your opponent as you can, then use your launcher to “shoot” the plasmorb away.
- 6)** Experiment with the various camera positions and find a setting that matches your playing style.





Interview with Xarta

The reigning Master Blazer, doesn't often sit for an interview, but he did take a few minutes between rounds to talk to Moosh. Here's what Xarta had to say:

MOOSH: *What do you expect from the upcoming season?*

XARTA: *I've got to take it one day at a time, just doing what I do best. That's what BallBlazing is all about – coming to the park, treating each match individually and giving 100 percent to the fans and the game I love.*

MOOSH: *Meaning...?*

XARTA: *Kick tail, win the Championship and make lots of dough.*

MOOSH: *Do you have any advice for potential opponents?*

XARTA: *Nah, not really, since no one can beat me. Still, there are always a few who want a piece of me, so to them I say, come get me, but your foil better be fully loaded and you better know what you're doing.*

MOOSH: *Otherwise?*

XARTA: *I'm gonna turn you into a Besmoolian dung heap.*

MOOSH: *Thank you for your time.*



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Very Special Thanks

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