



NTSC U/C

PlayStation®



SLUS-01249
01249



BALL BREAKERS



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:

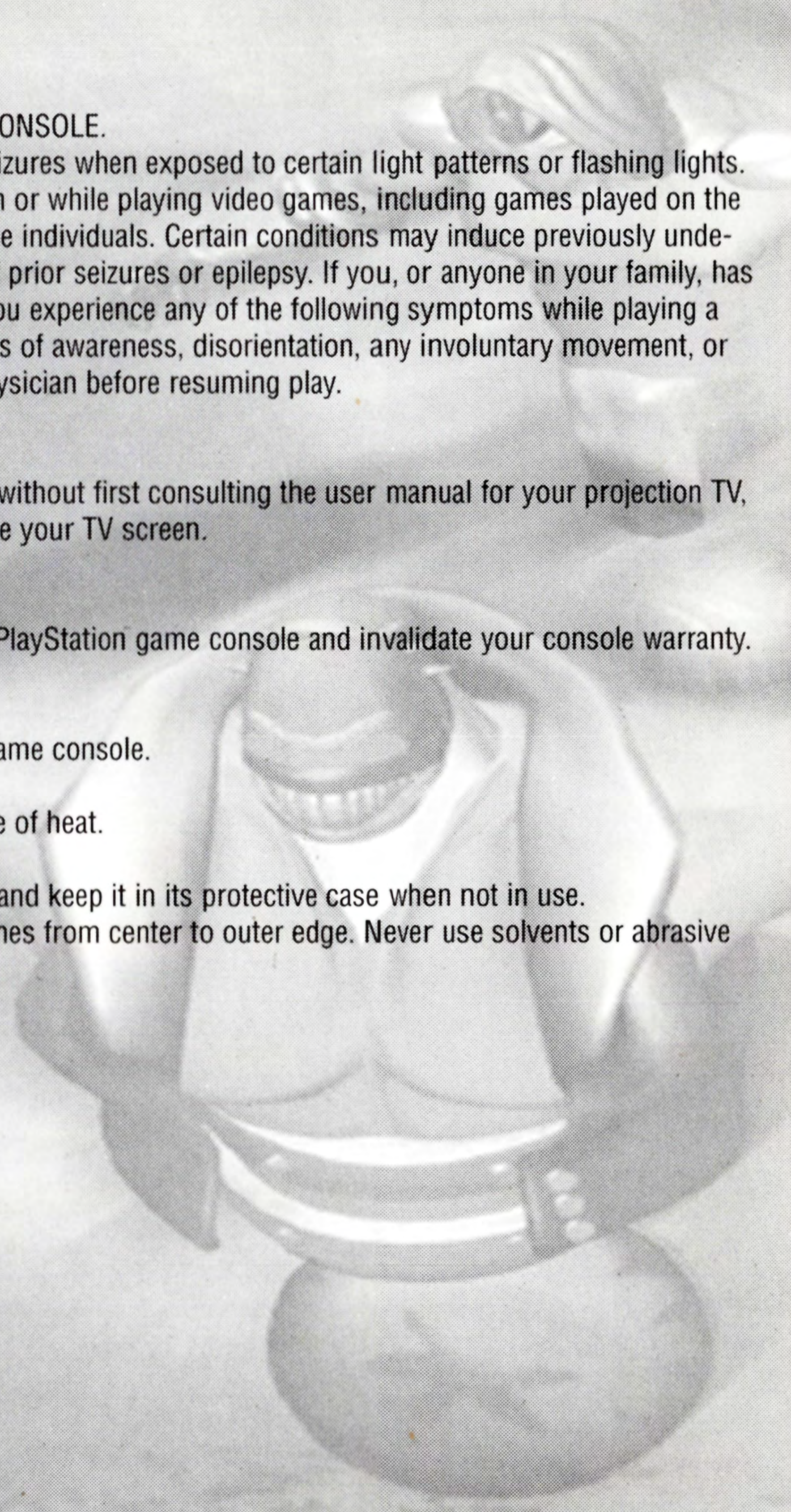
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

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.






TABLE OF CONTENTS

Getting Started	2
Controls	3
Single Player Menu	5
Options Menu	5
Game Modes	10
Combat	12
Arena Features	14
Player Characters	16
Saving Your Progress	19
Gameplay Tips	20
Credits	20

GETTING STARTED

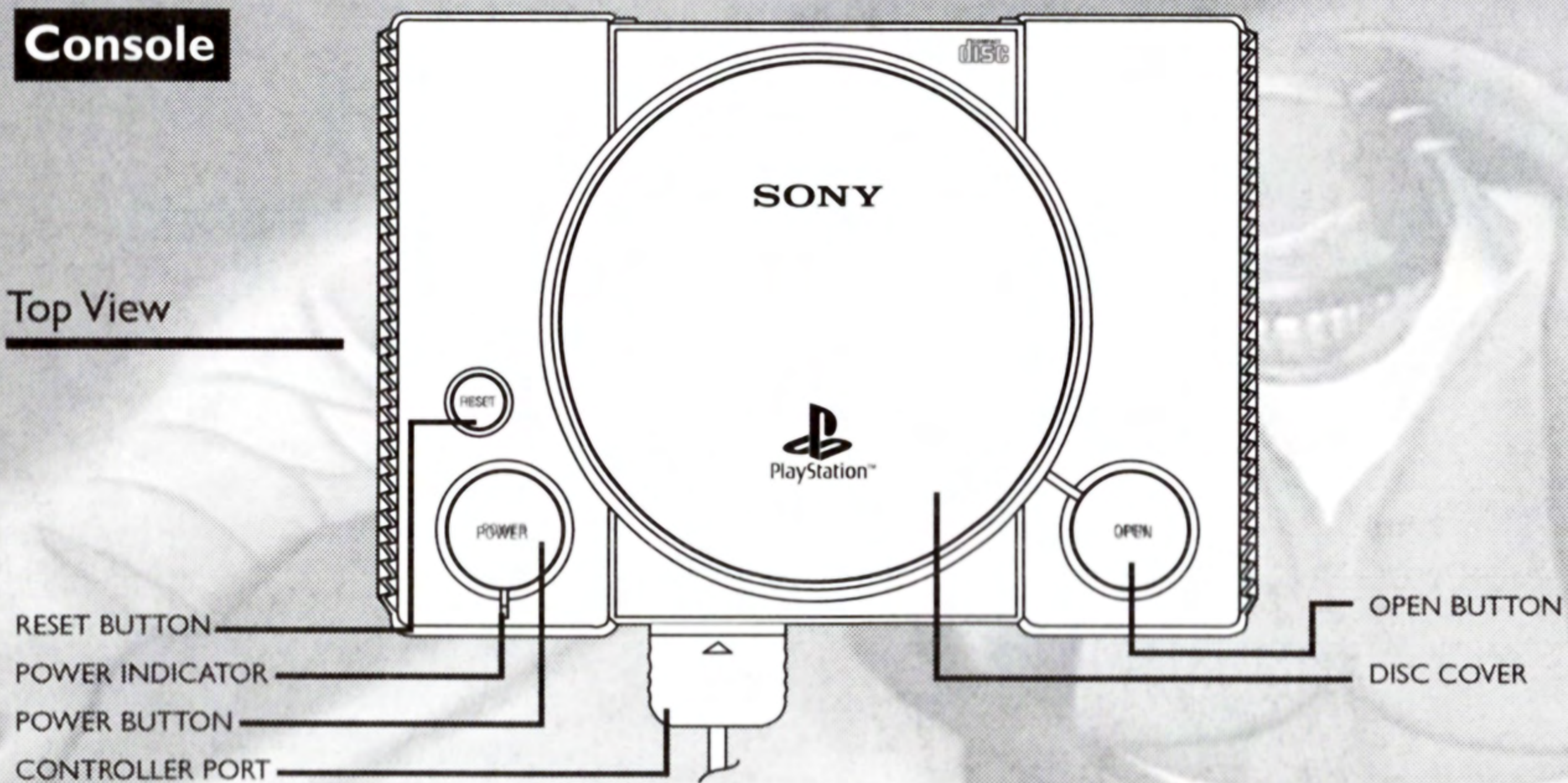
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Ball Breakers disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow onscreen instructions to start a game.

NOTE:

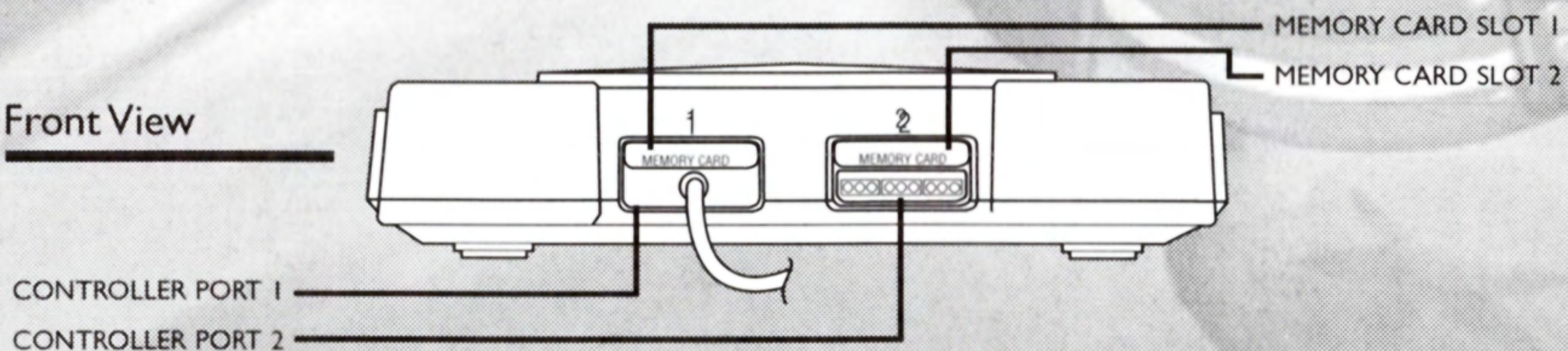
Ball Breakers only supports **MEMORY CARDS** inserted into **MEMORY CARD** slot 1.

Console

Top View

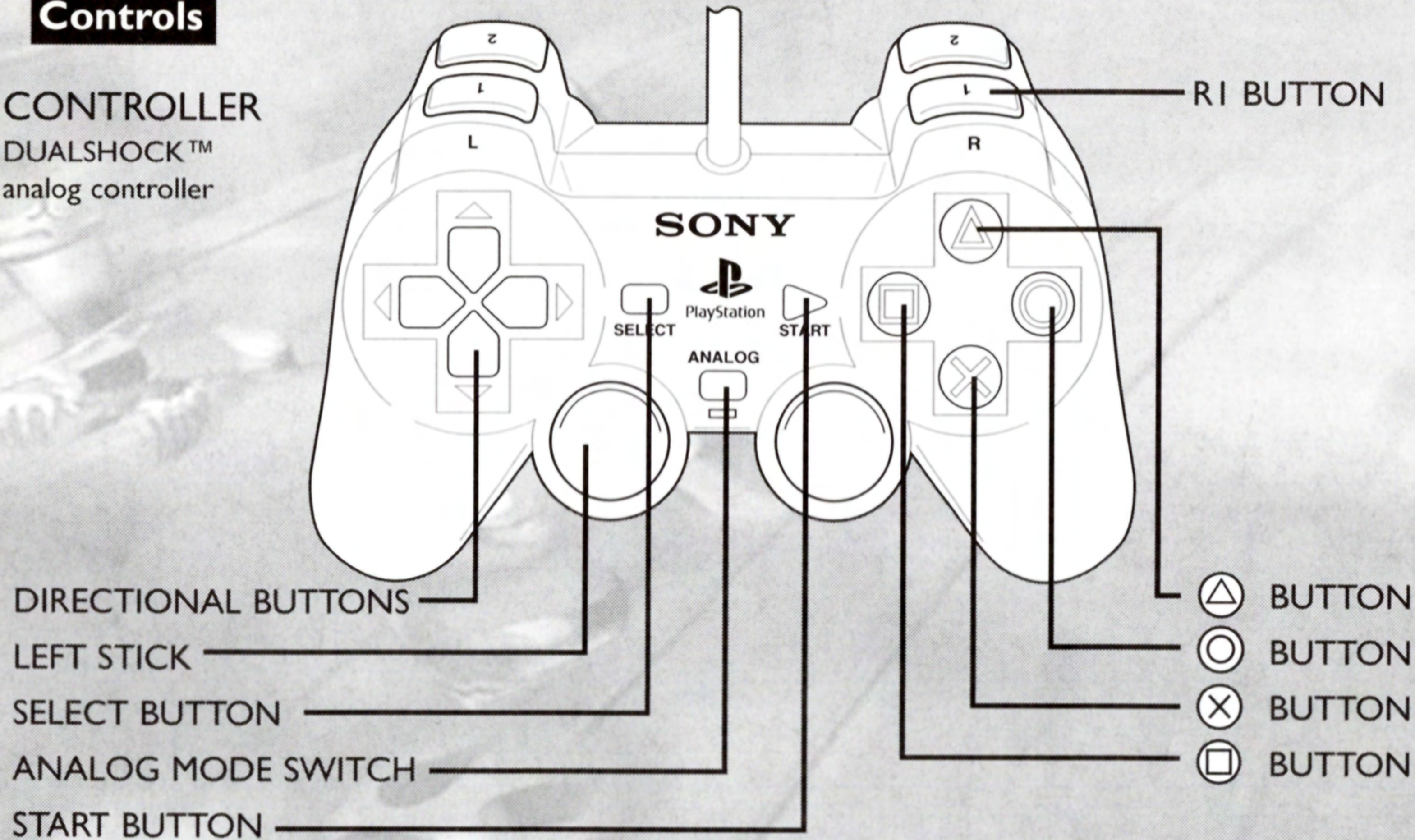


Front View



Controls

CONTROLLER
DUALSHOCK™
analog controller



DEFAULT CONFIGURATION IS AS FOLLOWS:

LEFT STICK	-MOVE YOUR CHARACTER IN THE RELEVANT DIRECTION
⊗ BUTTON	-JUMP
○ BUTTON	-ATTACK
△ BUTTON	-BLOCK
□ BUTTON	-THROW
R1 BUTTON	- BRAKE.
START BUTTON	- PAUSES GAME AND BRINGS UP PAUSE MENU.

Note that the directional buttons perform the same operations as the Left Stick. To use the Left Stick of the DUALSHOCK™ analog controller, first make sure that the Analog mode is activated by pressing the Analog mode switch (LED will light up Red).

INTRODUCTION

The universe is divided into 2 classes, human life forms and synthetic life forms. Synthetic life forms are considered by their human counterparts as second-class citizens, and are treated as such.

Our story takes place on the prison planet Alpha Prime, a world completely designed for the detention of criminals. Not just any criminals, mind you; only Synthetics ever get sent here.

MENU CONTROLS

On menu and selection screens use the directional buttons or left stick to highlight your choice, then press the \otimes button to confirm its selection. Pressing the \triangle button will return you to the previous menu.

MAIN MENU

Use the Up and Down directional buttons to highlight one of the following, then press the \otimes button to confirm your selection:

- | | |
|---------------|--|
| Single Player | - Start a single player game. Takes you to the Single Player Menu. |
| Multiplayer | - Start a multiplayer game. Takes you to the Character Screen. |
| Select | |
| Options | - Configure the game options. |
| Credits | - See who's responsible for all of this. |

SINGLE PLAYER MENU

Use the Up and Down directional buttons to highlight one of the following, then press the ⊗ button to confirm your selection:

- Continue Game - Continue your game from where you left off. If no game is in progress then this option will not be available.
- New Game - Start a new game from scratch. Starting a new game whilst an existing game is in progress will cause the old game to be lost.
- Load Game - Load a previously saved game from a MEMORY CARD. This will cause any existing game in progress to be lost.

OPTIONS MENU

Use the Up and Down directional buttons to highlight one of the following, then press the ⊗ button to confirm your selection:

- Configure Controller - Configure the Controller buttons.
- Sound Volume - Use the Left and Right directional buttons to alter the volume of the sound effects (Please note: In-game "Sound Volume" is referred to as "SFX Volume").
- Music Volume - Use the Left and Right directional buttons to alter the volume of the background music.
- Stereo - Use the Left and Right directional buttons to toggle between stereo and mono sound.
- Vibration - Use the Left and Right directional buttons to enable and disable the vibration function of the Analog Controller (DUALSHOCK).
- Save - Save the current game progress.

NOTE: Ball Breakers only supports **MEMORY CARDS** inserted into **MEMORY CARD** slot 1.

CHARACTER SELECT SCREEN

This is where you select your character. An image of the current character is displayed along with the various statistics associated with him / her.

SINGLE PLAYER

Use the Left and Right directional buttons to highlight the various characters, then press the ⊗ button to confirm your selection. This will then take you to the Prison Select Screen.

MULTIPLAYER

Use the Left and Right directional buttons to highlight the various characters, then press the ⊗ button to confirm your selection. You may also cancel your current selection by pressing the △ button. When both players have selected their characters, pressing the ⊗ button on Player One's Controller will take you to the Tournament Select Screen. Note that both players cannot select the same character.

PRISON SELECT SCREEN

This is where you select the prison to compete in. Note that the later prisons will only become available when you have completed a certain number of arenas earlier. Completing a certain number of arenas to Gold Medal standard will also enable you to select the Leisure Mountain bonus prison.

Use the Left and Right directional buttons to highlight the various prisons, then press the ⊗ button to confirm your selection. This will then take you to the Arena Select Screen. Use the Up directional button to select the Leisure Mountain prison when it becomes available.

Pressing the Down directional button will bring you back from Leisure Mountain. Pressing the \triangle button will move you back to the Character Select Screen.

ARENA SELECT SCREEN

Each prison has a number of different arenas in which to compete. Here you can select which arena you would like to try next. More details on the arenas can be found in the Arena Types section. Use the Left and Right directional buttons to highlight the various arenas, then press the \otimes button to confirm your selection. Pressing the \triangle button will move you back to the Prison Select Screen.

TOURNAMENT SELECT SCREEN

There are a variety of multiplayer tournaments to choose from. Each one encompasses a different selection of arena types. Use the Left and Right directional buttons to highlight the various tournaments, then press the \otimes button to confirm your selection. Pressing the \triangle button will move you back to the Character Select Screen.

PAUSE MENU

Use the Up and Down directional buttons to highlight one of the following, then press the \otimes button to confirm your selection:

- | | |
|---------------|--|
| Continue | - Returns you to the action. |
| Restart Arena | - Starts the arena again from the beginning. |
| Exit Arena | - Aborts the current attempt at this arena. |

Sound Volume

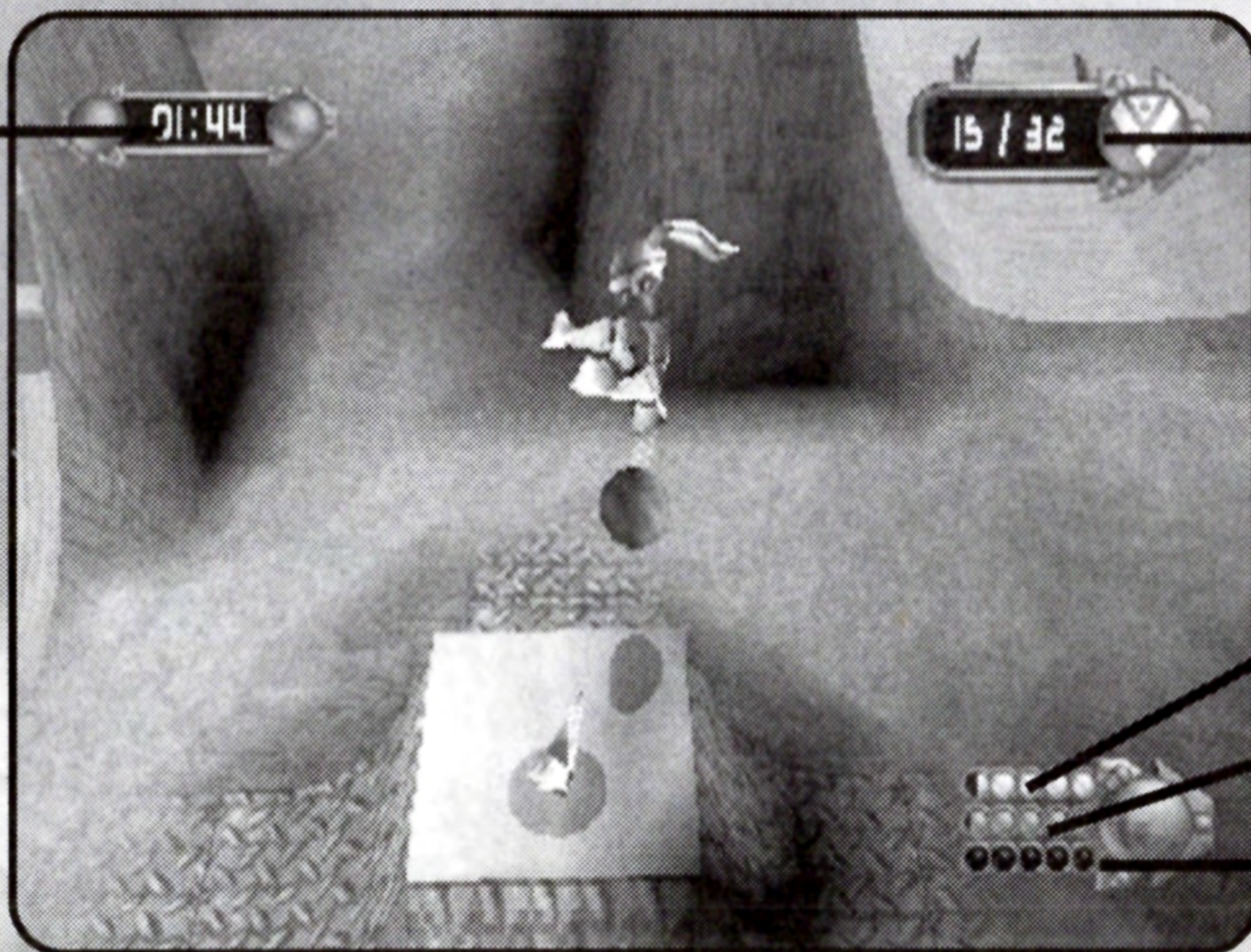
- Use the Left and Right directional buttons to alter the volume of the sound effects (Please note: In-game "Sound Volume" is referred to as "SFX Volume").

Music Volume

- Use the Left and Right directional buttons to alter the volume of the background music.

DISPLAY

Level Timer



Arena Status

Health

Energy

Rage

There are a number of features that you should keep an eye on whilst you are competing in the arenas:

Level Timer

- Time remaining to complete the level.

Arena Status

- Indicates which type of arena you are currently attempting and, in some cases, how close you are to completing it.

Character Status

- Displays the Health, Energy and Rage levels of the character.

HEALTH

Damage to the character is taken off this health gauge. You can receive damage in a multitude of ways, from being shot or burnt to falling too far or bringing the magnetic coupling in contact with water. If the gauge ever reaches zero then the character breaks and the level ends. Don't worry, though; The Doctor will have your character up and rolling again in no time.

ENERGY

Energy is used to stop the ball from rolling. It is also expended when you block enemy attacks or use your Spin Attack. If you have no Energy left then none of these functions will work.

RAGE

Each time you take damage your character gets more and more annoyed. Even if you block an enemy attack your Rage will still build up slightly. If your Rage meter ever reaches maximum then your Rage Attack becomes available and can be carried out with the SPIN ATTACK buttons (pressing both Attack and Block together). Your Rage meter will also build up when you lag behind in Multiplayer Race levels and applying the Spin Attack buttons when the meter reaches maximum will give you a rather handy turbo boost.

ARENA TYPES

Each prison has a number of different arenas to offer. Each arena has different victory conditions based on its type as follows:

RUN THE GAUNTLET



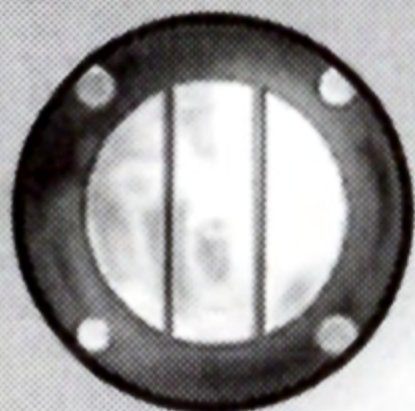
The aim here is to simply reach the exit point before the time limit runs out. You will have to overcome hazards ranging from angry inmates and fields of electrified spikes to flame throwers and gun turrets.

PURSUIT



Similar to Gauntlet arenas but with the added feature of the Pursuit wave. The aim remains the same, to reach the exit point, but there is added pressure as the arena gradually falls away into the water.

LAST MAN ROLLING



As the name suggests, Last Man Rolling requires there to be but one survivor by the end of the time limit. Sometimes you will have to seek out and eliminate your opponents and other times they will come to you. Either way you must use any technique at your disposal to ensure that you are the sole survivor.

KING OF THE HILL



A central raised area or 'hill' must be defended at all costs in this free-for-all arena. Each inmate must attempt to accumulate a set amount of time on the top of the hill before the overall time limit runs out. Hill time is gained by being the sole person on the hill's summit and at a slower rate if you are sharing that position with someone else. At any given point in time the current King is denoted by a gold crown over his head.

RACE



Race arena rules are simple with the winner being the person who completes a set number of laps first. Of course, along the way you will have to deal with all forms of obstructions, not least of which is your opponents elbowing you in the face.

POWERBALL



Collect the balls from the dispensers and try to get them to the goal post. Sticking a ball on the post scores 1 point and a set number of points must be achieved in the time limit to qualify. Point yourself at the post and hit the Throw button to launch the ball.

TAG



These specially constructed arenas feature plenty of smooth halfpipes and ramps to enable easy cruising and carving. Scattered around the level are a number of tokens that must all be collected within the time limit. Again, the usual array of spikes, guns and flamers are present, all to ensure that the viewing public gets to see what they want; namely danger and destruction.

GOLD MEDALS

Completing an arena under a certain time limit will earn you a Gold Medal. Gold Medals are used to reveal the Leisure Mountain bonus prison and the arenas within.

COMBAT

There will be times when you will be forced to resort to violence in this game. In fact we recommend, nay - actively encourage it! That's what gets the viewers watching and all the corporations who own the prisons are always after higher TV ratings.

PUNCH ATTACK

The simplest method is to use the Attack button on its own. Your character will punch whatever is directly in front of him. Pressing Attack a few more times in succession will launch bigger attacks until whatever is taking the hits either falls down or breaks. Note that in Race arenas your character will elbow people to either side. This is useful for preventing those annoying over-taking maneuvers.

CHARGE ATTACK

If your character is moving pretty fast then a tap of the Attack button will instigate a charge attack. This attack can be used to knock down opponents. It can also be aborted by pressing the Jump button at any time.

FLYING ATTACK

Pressing the Attack button whilst in the air will perform a bigger attack that will instantly knock down anyone it hits.

WEAPON ATTACK

Occasionally you may find weapons either lying around the arena or in the hands of enemies. If you can get hold of one of these then a simple tap on the Attack button will cause you to swing the weapon, knocking down anyone it hits. If you are hit whilst carrying a weapon you will drop it. Alternatively you can elect to fling the weapon away by using the Throw button.

SPIN ATTACK

Another move is the dangerous Spin Attack. Ideal for when you're surrounded, the Spin Attack will stun everyone around you in a 360-degree arc. Be warned that it uses up your Energy and if you are too low on Energy then you cannot use this attack. Pressing both Attack and Block together performs the Spin Attack.

RAGE ATTACK

Finally we have the Rage Attack. This only becomes available when your character has been pushed too far and been attacked too many times. The Rage Attack can be launched when the Rage gauge is full by pressing the Attack and Block buttons together. In Race levels, this energy transforms itself into a powerful Speed Boost maneuver instead of an attack.

BLOCKING

Sometimes it is advisable to take a more defensive stance. Blocking an opponent's attack will knock them off balance and allow you to counter strike. You may only Block attacks that occur in front of you but even things like Shots may be deflected away safely. Simply face the attack and hold the Block button down.

Certain attacks may not be Blocked and are best avoided. If someone attacks you with a weapon then you will not be able to Block unless you are holding a weapon too.

ARENA FEATURES

SWITCHES

Switches are used to activate or deactivate certain other features in an arena. You may activate a switch by simply rolling your ball over it. Some clue as to what will happen when you use the switch is provided by the design visible on its surface. Switches may activate or deactivate a weapon aimed at you, trigger a landscape-altering effect, or douse a wall of flames.

Of course, this isn't a guarantee that only those things will happen when you activate a switch. The only option is to experiment. Cautiously.

GENERATORS

Most turrets have their own internal power sources to enable them to function. However some require an external source. This is where these Generators come in. They are normally found quite close to the thing that they are providing power for and they can be traced by following the path of the ground cables. Destroying a Generator that is powering a turret will cause that turret to stop functioning.

HEALTH PADS

Providing a welcome relief for the injured, Health Pads may be used to heal wounds and restore lost energy. They were added after the 74th season when many viewers thought that the inmates were dying out too quickly.

BOOSTER PADS

Utilizing old rail gun technology, these devices provide a rapid burst of acceleration to anything metallic that touches them. That means you. A large arrow on the surface of the pad indicates the direction of travel.

TELEPORTATION PADS

Using a matter/anti-matter scrambler, this apparatus will dematerialize anything (like you) that enters its energy cloud, and rematerialize it somewhere else. Be very alert when you come out of teleportation, as you don't know what surprises are awaiting you.

CRATES

Scattered around some arenas are old storage crates. Smashing them open may reveal useful items. Of course, it could just as easily reveal nothing at all. Still, it gets rid of some aggression.

PLAYER CHARACTERS

ANGEL



Angel is a high-spec, top of the line Assassination Droid. She's never once backed down from a mission or failed to eliminate her target. Her lightweight frame is disarmingly strong and she is programmed with the knowledge of countless weapons and assassination techniques. In her latest mission, she has been forced to get herself placed in the prison just so she can get an opportunity to get close to the Governor and take him out. Of course, not just anyone gets to see the Governor but the winner of the games is surely in with a shot.

APOSTLE



Precious little is known of Apostle's construction or, indeed, purpose. He was discovered slaughtering Humans in a remote village in an effort to 'Cleanse the Universe of Human Oppression.' He was captured by the military and brought to the prison complex for high security Robo-psych tests. Apostle proclaims himself as a revolutionary and styles himself as a crusader for his own brand of justice and redemption. Nobody really knows what he believes in although it is painfully obvious that he's not entirely dealing with a full deck.

BENNY



A Mining Droid by trade, Benny has never been top of the class by any stretch of the imagination. However his robotic heart is in the right place and he is usually very passive in nature. Unfortunately when he gets riled there's not much that can contain his temper or brute force. Mining Droids are built to last! Whilst working in the unstable ore mines of Mohorovicic IV he inadvertently caused a major collapse by accidentally leaning on and subsequently destroying a vital support pillar. 114 humans in the nearby township were killed in the ensuing landslide not to mention several million credits worth of mining machinery and droids caught in the mine itself. Benny clawed his way out relatively unscathed only to find himself in more trouble than he ever could have imagined.

LOCKDOWN



Lockdown has been a menace to society ever since he was first assembled in the seedy, industrial skunk works. Something about him just couldn't accept the system and consequently he has broken or at least fractured every major law on the planet. He has been in prison off and on for pretty much his entire life but is in at the moment for the murder of 20 law enforcement officers who attempted to arrest him while he was robbing a bank. In fact, it was only the timely intervention of an attack helicopter that enabled him to be brought to justice. Lockdown competes in the games for the fun of it. He enjoys causing damage to as many things as possible and as such, life in this prison isn't at all bad. At last he seems to have found somewhere he can call home.

S0-PH-1E



S0-PH-1E was constructed at the Marine academy as part of the successful Robo-Marine program. She was designed for military use and is well-versed in a wide assortment of weaponry and combat techniques. Her body shell is well-armored but still allows a surprising degree of maneuverability. During Operation Stormhammer she was involved in a deep strike mission well behind enemy lines. Her human commanding officer ordered the artillery bombardment of a civilian village.

S0-PH-1E's self-fitted morality chip forced her into action to prevent this so she disabled the artillery unit. When he realized what she'd done, her commanding officer attacked, forcing S0-PH-1E to defend herself. The outcome of the fight was never in doubt and S0-PH-1E was consequently incarcerated for the murder of a superior officer.

GUARDS



Some guards have taken the bold step of following the prisoners and having their legs removed to compete in the games. Their superior training and levels of equipment maintenance give them a considerable advantage over the standard prisoner, which in turn boosts the TV ratings. People love a good massacre.

Guards are color-coded to denote their function:

Blue: Standard model. General-purpose security unit.

Red: Increased power and an anti-inflammatory armored shell allows this model to operate in harsher conditions than a standard Blue.

Silver: Sophisticated electronics unit allows them to be linked to switch units or terrain modifiers. On their death a pulse will be sent to whatever they were linked to.

SAVING YOUR PROGRESS

You can only save your game if you have a MEMORY CARD with one free block inserted into MEMORY CARD slot 1. It is recommended that you do not insert or remove MEMORY CARDS (or any peripherals) while the power to your console is ON.

Having successfully completed a Prison Arena, you will be returned to the Select Arena screen and asked if you wish to save your game. Highlight the YES or NO option as appropriate and press the ⊗ button to continue. Alternatively, press ⊞ on the Select Arena screen at any time to save.

NOTE: Ball Breakers only supports MEMORY CARDS inserted into MEMORY CARD slot 1.

GAMEPLAY TIPS

Jumping can be used to get up slopes quickly.

Use the Spin Attack when you are surrounded to give yourself time to fight.

Try to land on slopes to minimize damage from falling.

Keep your momentum up for the best times.

CREDITS

DESIGNED AND DEVELOPED BY LOST TOYS:

Project Lead / Lead Programmer:

Lead Artist:

Lead Designer:

Programming:

Art:

Additional Art:

Music:

Sound Effects:

Jeremy Longley

Darran Thomas

Alex Trowers

Glenn Corpes

Damian Stones

Stuart Gillam

Mark Pitcher

Jolyon Kemp

Chris Hill

James Boty

Axis Animation

James Hannigan

Richard Joseph

Special Thanks to: Les Edgar, Audrey Adams, John Cook and Alison Beasley.

Thanks to: Mark Adami, Ben Board, Mark Feldman, Mike Man, Fin McGechie, A-D Moore, Morten Pedersen, Richard Reed, Bjarne Rene, Andy Trowers, Larabie Fonts, Shaen Dobson, Mark Lambert, Tim Howarth, Simon Handby, Mike Pawley and Imran at KFC.

Thanks also to all those on GGDev.

ROCKSTAR UK:

Producer:

Assistant Producer:

UK Marketing Manager:

International Marketing Manager:

Group Production Manager:

Luke Vernon

Lee Brown

Rachel England-Brassy

Sarah Seaby

Jon Broadbridge

ROCKSTAR NY:

Executive Producer:

Chief Technical Officer:

Producer:

Associate Producers:

Production Staff:

Product Manager:

Production/Graphic Designers

Sam Houser

Gary J. Foreman

Jamie King

Neil J. McCaffrey and Rich Rosado

Terry Donovan, Jennifer Kolbe, Jeff

Castaneda, Jung Kwak and

Brandon Rose

Kevin Gill

Alexis Fleisig, Stanton Sarjeant

QA Manager:

Jeff Rosa

Lead Analyst:

Jeremy Pope

Analysts:

Mark Garone, Bobby McCarthy,
Joe Greene and Richard Huie

Special thanks go to Rich Rosado

TARANTULA STUDIOS (QA HQ):

Test Manager:

Mark Lloyd

Lead Testers:

Jim Thompson, Denby Grace, Matt

Hewitt and Kevin Hobson

Testers:

Kit Brown, Andy Mason, Charlie
Kinloch, James Cree, Julian Turner,
Lee Johnson, Paul Byers, Rob Dunkin,
Tim Bates and Wil Kirton

TECHNICAL SUPPORT

For technical support please call 410-933-9191 Monday through Friday
9 am to 5 pm, EST.

notes:



notes:



WARRANTY

Take-Two Interactive Software, Inc. warrants to the purchaser only that the disc provided with this manual and the software program coded on it will perform in accordance with the description in this manual when used with the specified equipment, for a period of 90 days from the date of purchase.

If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the disc to Take-Two or its authorized dealer along with a dated proof of purchase. Replacement of the disc, free of charge to the original purchaser (except for the cost of returning the disc) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Take-Two shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by the law, damages for personal injury, even if Take-Two has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of any incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law, which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights, which may vary from state to state.

You may not reproduce, prepare derivative works based on, distribute copies of, offer for sale, sell, transfer ownership of, rent, lease, or lend to others the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation; provided, however, that you may transfer the entire Program and accompanying documentation on a permanent basis as long as you retain no copies (including archival or backup copies) of the Program, accompanying documentation, or any portion or component of the Program or accompanying documentation, and the recipient agrees to the terms of the Agreement. Further, you may not modify, reverse engineer, disassemble, decompile or translate the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation, nor may you make any copies of the Program modules for use with other programs. This program is intended for private use only.

TAKE-TWO INTERACTIVE SOFTWARE, INC.
575 BROADWAY 3RD FLOOR
NEW YORK, NY 10012

ESRB RATING

This product has been rated by the Entertainment Software Ratings Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

ACTION BASS™

TM

Also Available
for \$9.99!*



*suggested retail price

Take Two Interactive, 575 Broadway New York NY 10012
©2000 Take Two Interactive, Inc.



Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.