



NTSC U/C

PlayStation™

BATTLESPO[®]RT



MAJOR LEAGUE
DEATHSPORTS



AKkaim[®]

KIDS TO ADULTS



CONTENT RATED BY
ESRB

SLUS-00389
#21085

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.

HANDLING YOUR PlayStation™ DISC:

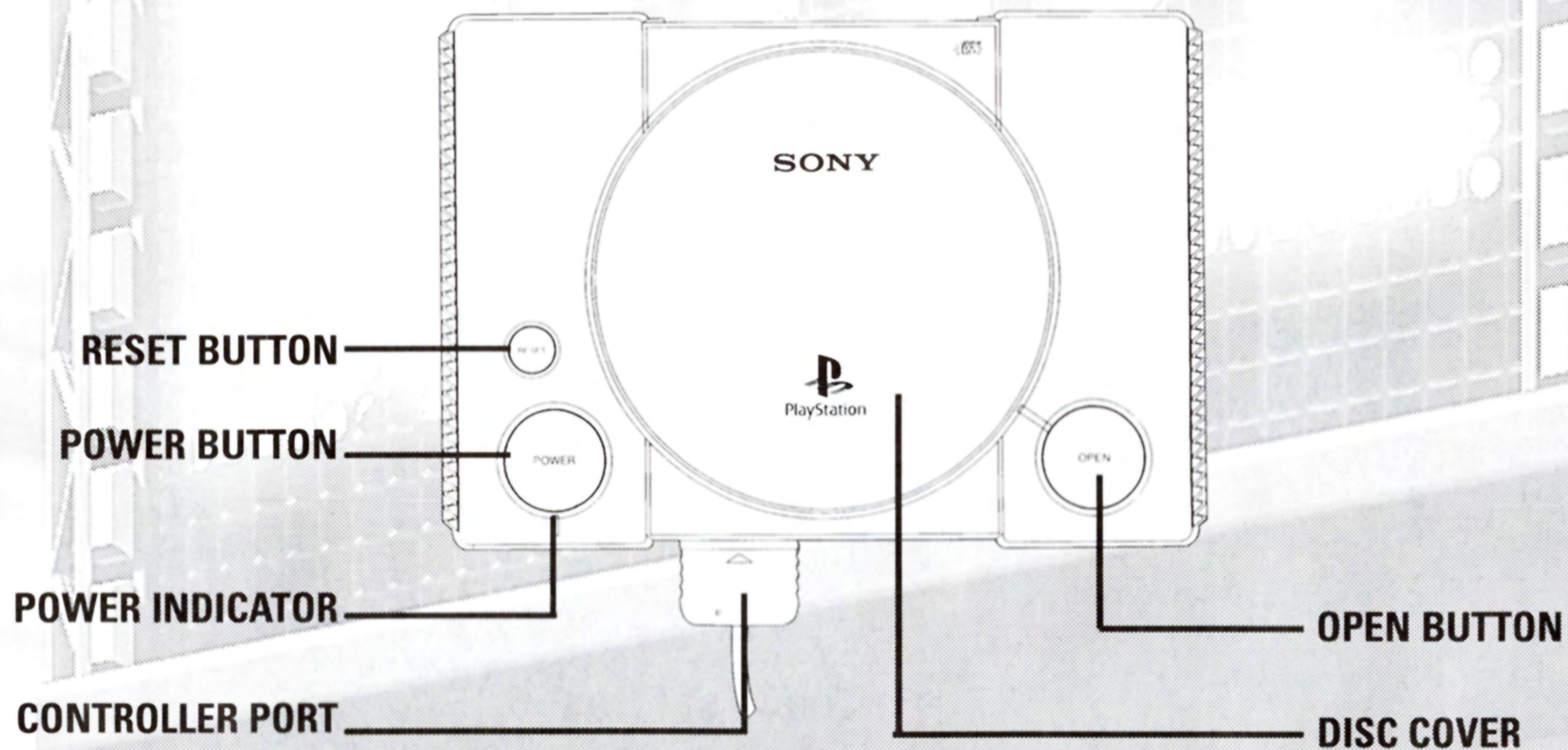
- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact 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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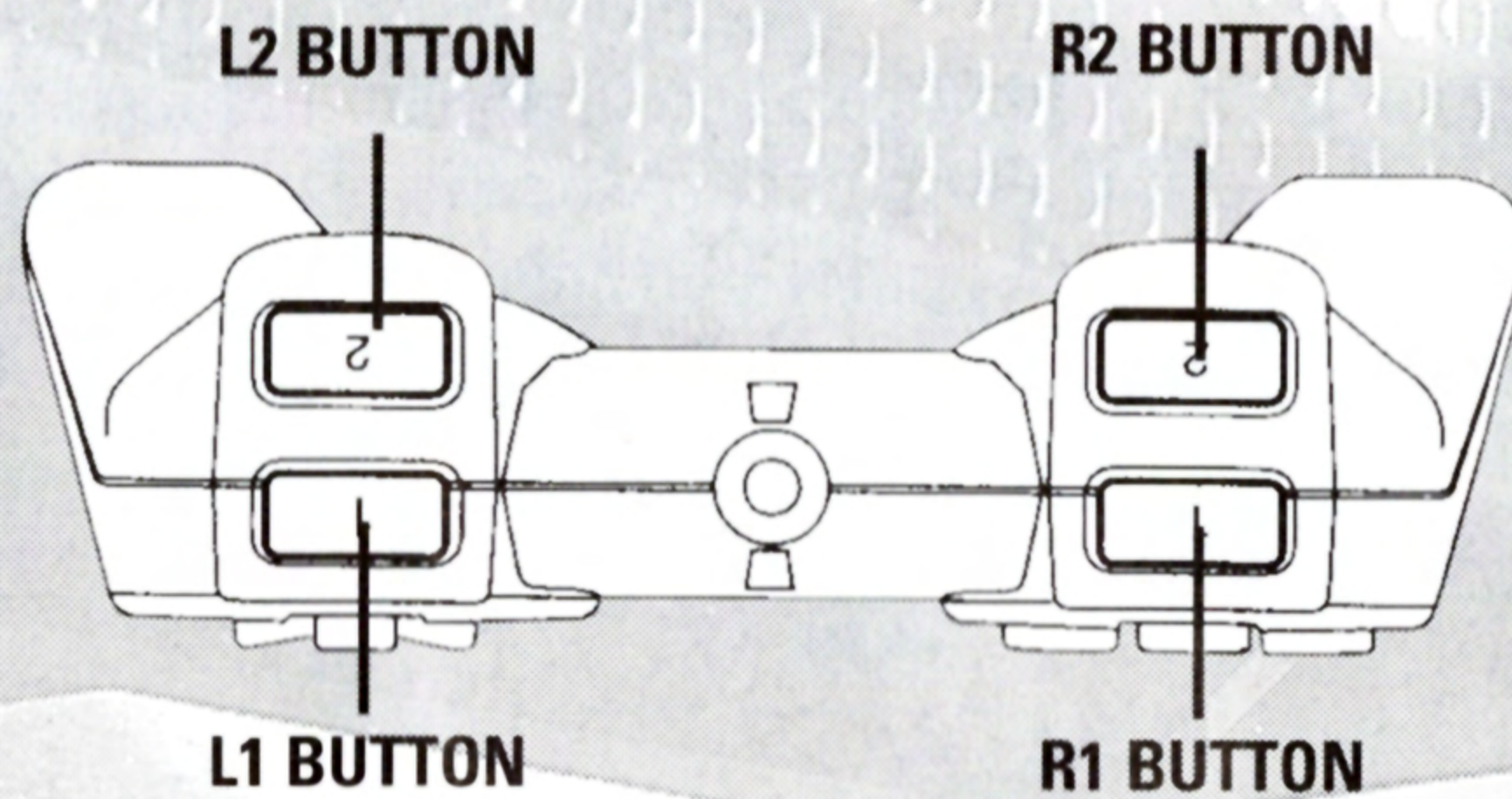
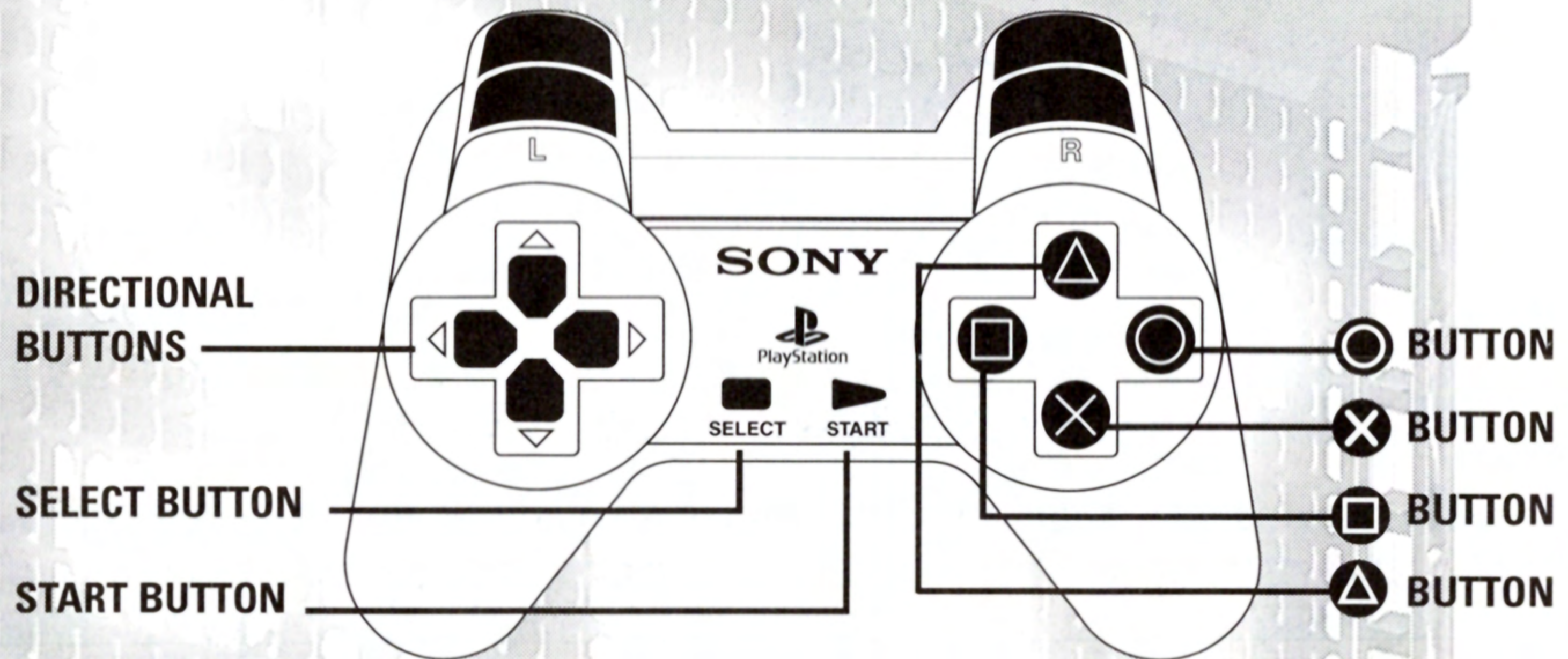
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LOADING

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 BattleSport® disc and close the Disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.



DEFAULT CONTROLS



QUICKSTART

At the introduction, press START to get to the Main Menu.



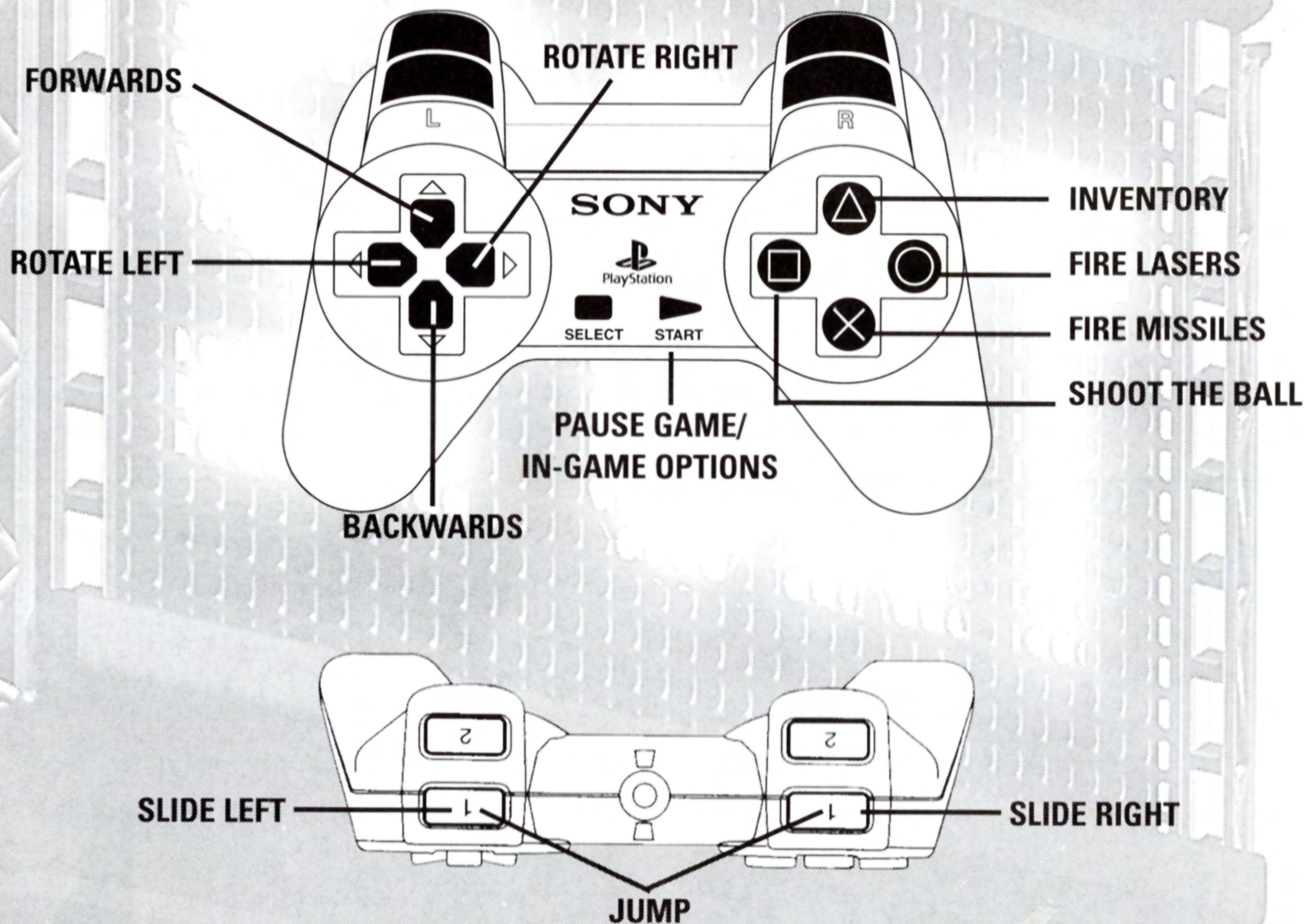
From the Main Menu, choose 1 or 2 Player Exhibition Mode and press the START BUTTON. Pay attention to the announcer and he'll guide you through the sign-in process. After you set up the Arena options, pick an opponent (If you're in 1 Player Mode) and then pick a tank. With that done, you can go to the Equipment Store to pick up a few "accessories" and then you'll head straight into battle.


Note: Exhibition Mode is the recommended mode for the new player because it lets you learn about each opponent and tank option and configure the game accordingly. Instant Action mode, on the other hand, uses the default settings and takes you immediately into battle. When you want to change any of the Instant Action defaults, choose Instant Action Setup. There you can configure Instant Action mode for 1 or 2 players, pick an Arena to play in, etc. Experienced players should enjoy using Instant Action Mode to get quickly into a new game.

Both the Instant Action Mode and the Exhibition Mode can be played by either one or two players. The Tournament Mode is played by one player against a set of increasingly difficult computer-controlled opponents and tanks. Tournament Mode is for the experienced BattleSport competitor who knows his or her tanks and weapons -- enter at your own risk!





Pay attention to the announcer and he'll guide you straight into competition.

CONTROLS



Load up one of your surprises. In Exhibition or Tournament Modes, pressing the L2 or R2 BUTTON puts a small view-window on-screen that shows what you're packing and lets you select whichever one you happen to need. Once it's selected, keep pressing L2 or R2 to cycle through your equipment. Then press the  BUTTON to activate that item.

MAIN MENU OPTIONS

- Press the START BUTTON to lock in a menu choice and advance screens.
- Press the SELECT BUTTON to return to a previous screen.
- Press the  or  BUTTON to cycle option values forward.
- Press  or  BUTTON to cycle option values backwards.

INSTANT ACTION

When you hit Instant Action, the game uses the preferences that you set in Instant Action Setup and takes you immediately to the game. This mode is the fastest way to get straight into BattleSport. Once you've set your preferences, the game goes automatically to the arena, although you can set up Instant Action mode to let you sign-in (enter your name) before entering the arena.

INSTANT ACTION SETUP

Instant Action Setup, with three 3 minute periods, allows you to choose one or two player mode, which arena to play in (random or 1-50), which opponent to play against (in one-player mode), and what tank you want to use. If you set Instant Action for two players, it also allows you choose both players' tanks.

Additional options for Instant Action Setup include:

Shot Clock Allows you to turn the shot clock On or Off and to set count down time.





Name Entry (Yes/No) Lets you enter your name before the Instant Action game starts.

Note: When you exit the Instant Action Setup screen, your setup data will automatically be saved if a Memory Card is present. This data uses up 1 memory block.

1 PLAYER EXHIBITION MODE





Go up against some of the meanest and best BattleSport gladiators. This is the recommended mode for the beginning player; it allows you to choose your tank and your opponent and provides lots of data on each option. It also lets you choose the arena and shows you what power-ups are available and what type of goal you're aiming for. Here's what you'll configure in Exhibition Mode:

Signing In

Enter your name in the Sign-In window. Use the DIRECTIONAL BUTTONS and  or  to select each letter, then press the START BUTTON (or select END and press  or  to save your sign-in name and continue.)

Setting Up

Set up your upcoming battle. Scroll down to the other choices to set the Game Type, Equipment Store and Shot Clock options.

Arena Selection Use your ACTION BUTTONS (, , , ) to scroll through the Arena choices and pick one you think you can handle. There's over 50 of them, and no two are alike. See the Arena Features section for more details.

Game Type Lets you play three timed periods (ranging from 1 to 9 minute periods) or score-based battles (ranging from 1 to 99 goals).

Exhibition Mode can be played with or without the **Equipment Store**, where you can load up on weapons and defenses. See the Equipment Store section for details on what's available.

If you want, adjust the Shot Clock – shot clock violations mean immediate loss of possession. FUMBLE!

Press the START BUTTON to confirm your choices and continue.



Select Your Opponent

Choose your first opponent. Don't waste time agonizing over it--you'll go up against each of them in time. Press any ACTION BUTTONS (\triangle , \bigcirc , \square , \times) for additional data. Pick one and press the START BUTTON to continue.



Select Your Vehicle

Check out what each tank's strengths are, then pick one that you think can do the job. When you've found one that reflects your style, press the START BUTTON to continue.

Tank Configuration

If you're playing Exhibition Mode with the Equipment Store ON, you'll soon be staring at a mouth-watering selection of missiles, lasers, radar jammers and other toys of ill-will. Lucky for you, money isn't needed when playing one or two player Exhibition Mode. See the Equipment Store section for details on each item. Press the START BUTTON to enter the arena.

2 PLAYER EXHIBITION MODE

You and a friend can enter into some real head-to-head competition. With split-screen monitoring of both cockpits you have everything you need to search, destroy and score. The setup procedure for two-player mode is the same as for one-player Exhibition Mode – refer to the previous section for details.

TOURNAMENT MODE

Start from the bottom of the heap and face one opponent after another, in a different arena each round. Tournament Mode doesn't let you rest, as each round puts you in a different arena with a unique collection of power-ups. One player only. After you Sign-In, you'll see the Tournament Options menu.

The first thing you have to do is select a tank, so highlight BUY NEW TANK and press the START BUTTON. There are several tanks to choose from, each with varying amounts of firepower, speed, cornering ability, armor, etc. Select one and press the START BUTTON to lock in your choice and return to the Tournament Options menu.

New tanks will become available as you progress through the tournament. When you've played with one tank for awhile, and are ready to upgrade, the store will automatically trade in the old tank for a new one.


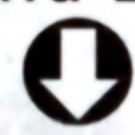
Next, select Equipment Store and press the START BUTTON. If you start winning and collecting cash, your trips to the store get more and more interesting as your tank gets more and more deadly. See the Equipment Store for more information on the store and how to choose items.


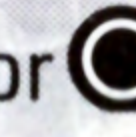




You can view your overall totals by selecting Career Stats. This will show you statistics for your player name (the name you entered in the Sign-In window).

TOURNAMENT GAME OPTIONS





In Tournament Mode, you can use the Game Options feature to alter your sound settings and to Save and Load Tournament games. Use the  /  DIRECTIONAL BUTTONS to highlight an option, then press the START BUTTON to access it.

Sound Settings You can alter the Music and Sound F/X volumes by pressing  or  to increase levels and  or  to decrease them. You can choose to play with or without the Announcer and Crowd Noise on by selecting YES or NO.

Save Game Games are saved under the name you entered in the Sign-In window. If you have a Memory Card inserted, you will be given the option to save to it. To save your current game, select 'New File', or, if all the slots are full, select a previously saved game to overwrite. You will be asked to confirm your choice. Do so, then press the START BUTTON.

Note: This game requires a Memory Card with a minimum of 1 free memory block in order to advance in Tournament Mode.

Load Game Use the  or  DIRECTIONAL BUTTONS to select a previously saved game from the Memory Card.

Exit Choose Exit to leave the Game Options menu.



Once you've set up your Game Options, bought a tank and outfitted it with some personal touches from the store, select Play Next Game and get ready for battle!

The next thing you know, you'll be dropped into the arena and the battle begins. After you've "paid your dues" during the early going, earn serious cash as you advance through the higher levels. Grab a couple of cash power-ups and outfit your tank at the store between rounds. You'll be able to purchase some very helpful hardware—helpful in making your opponent's life a living hell! Are you ready for the ultimate challenge of Battle and Sport? Play wisely, save often, and you just might make it to the top.



LOAD GAME

Load Game lets you return to a previously saved game on your Memory Card and pick up where you left off. At the Load Game window, select the game you want from the list and press the START BUTTON.

QUIT GAME

Press the START or SELECT BUTTON to bring up the pause menu, move the directional button down to move the cursor to QUIT GAME, and press either the START,  or  BUTTONS to exit game.

CHEAT CODES

Cheats. Yep, we got 'em. Of course, we can't tell you what they are, but it seemed only fair to tell you how to enter them. You must enter cheats as player 1 on the two-player exhibition name entry screen. To get numbers, hold down both R1 and R2 buttons and press L1 and L2 at the same time as  or  (while over letters A-J). Enter the code and advance past the menu to turn on a cheat; do it again to turn it back off. Cheats are saved with your instant action setup.



EQUIPMENT STORE



There's enough lethal technology available in the store to satisfy a small hostile nation. In fact, there's more than you can handle -- you can only carry 3 items at a time.

Use the DIRECTIONAL BUTTONS to scroll left/right through the inventory. When an item is highlighted, its cost and description appear right above it. (In Exhibition Mode, everything is free!) You'll also see how long that item lasts in battle.

Use the **X** to buy items. Press the **△** BUTTON to discard a purchased item (while it's still highlighted). Spend wisely, and remember-- you can only carry 3 items.

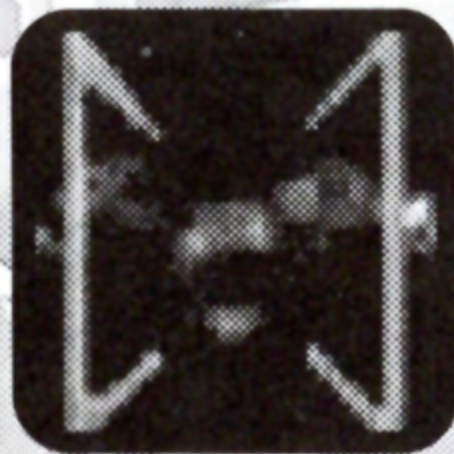
INVENTORY

Here's a brief rundown of what's in inventory:



Add Period

Adds one more period to the current battle if you need more time to complete your comeback.



Advanced Target

Adds homing/tracking missiles. No ball/goal.



Ball Attract

Makes the ball come to you.



Ball Guidance

Helps your shot find the goal.



Basic Targeter

Helps locate the ball and the goal.



Blind Enemy

Temporarily blinds your opponent's tank.



Double Damage

Doubles the damage inflicted on your opponent.



ECM

Befuddles missiles' targeting systems.



Flight

Lets you take to the sky by holding down the L1 + R1 BUTTONS.



Freeze Ball

Stops the ball temporarily.



Freeze Goal

Stops the goal from moving.



Fumble Missiles

Missiles that force the opponent to drop the ball.



Fumble Protection

Helps you hold onto the ball when being slammed with missiles and lasers.



Goal Shield

Blocks your opponent's shots on goal.



Heavy Lasers

The most powerful of the 3 laser items, Heavy Lasers recharge instantly and inflict untold damage.



Instant Fumble

Forces your opponent to lose possession.



Invisibility

Makes you temporarily invisible to your opponent.



Medium Lasers

Gives your opponent something to remember you by, but only good in close combat.



Missile Attachment

Adds additional missile bays to your tank, increasing your firepower significantly. Maximum of 4 missiles on each tank.



Radar Jammer

Confuses your opponent's radar.



Super Missile

The big boy. Smart and very final.



Super Shielding

Extra bullet-proof armor for your tank.



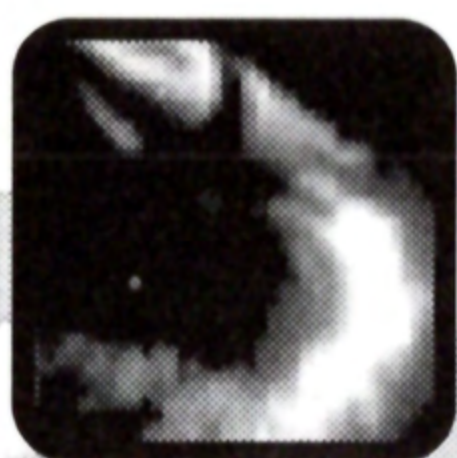
Super Sight

Lets you see invisible opponents and prevents you from being blinded.



Super Speed

A whole other level of speed, makes your acceleration and top speed as high as any opponent.



Super Targeter

The most sophisticated of 3 target items.



Time Addition

Adds one minute of battle time to the current game clock.

POWER UPS

It would be a short game indeed if there weren't power-ups located around the arenas. Power-ups (and power-downs--there, you've been warned) may be collected by either player during combat simply by driving through them. All power-ups are time based. Most last under 30 seconds.



Ball Attract

Brings the ball to you.



Ball Guidance

Brings your shots closer to the goal.



Blind Enemy

Temporarily blinds your opponent.



Cash

Makes your next trip to the Equipment Store that much more fun (Tournament Mode only).



Double Damage

Doubles the destructive force of your missiles and lasers.



Flight

Takes you airborne.



Fumble Protection

Helps you hold onto the ball when being slammed with missiles and lasers.



Health

Restores your health to its original condition.



Invincibility

Makes you unstoppable for a short time.



Invisibility

Makes you temporarily invisible.



Mystery

Most power-ups are good, but ...



Shielding

Gives you an extra level of armor.



Speed

Gives you a quick burst of speed.



Stabilizer

Prevents incoming missiles from throwing you across the entire arena.



Turbo Lasers

Recharge lasers instantly.

ARENA FEATURES

PLAYER ONE
HEALTH METER

RADAR

GOAL

POSSESSION INDICATOR



OPPONENT
HEALTH METER

SCORE

SCORE BOARD

SHOT CLOCK

Once the battle starts you've got to keep moving to stay alive. Try to keep an eye on your radar and health meters, and remember to watch the shot clock if you've got the ball.

No two Arenas are the same. Each has different combinations of power-ups, obstacles and rewards. Don't act surprised when that new level you just reached throws any of these tourist attractions at you:

Goals

There are 1, 2 and 4 sided goals. Some spin, some are above the ground, some are spinning above the ground, some move, some teleport, and some are a combination of all of the above.

Computer-controlled gun

A heavy presence that keeps you focused on the action.

Jumps

Use the jump ramps to fly over obstacles and enemies.

Lighting

Fog, darkness and limited lighting.

Haze, darkness and poor lighting add to the challenge.

Obstacles

Some of the arenas have hazards and debris that can't be driven through.

Jumping is your only option.

Teleporters

Instantly takes you to another part of the current arena.

TANKS

Choose from a variety of tanks, each possessing a different combination of things we all know make up a great fighting vehicle. When selecting a tank, check the equipment overview to find the one with the right combination of

tricks to suit your playing style. One tank might emphasize speed and ball handling, while another might be a thrash machine with lots of firepower and armor.

Let's face it, the opponents you'll face in BattleSport are an ugly, mean-spirited bunch. Been to the post office lately? Maybe you'll recognize a few of these mugs.



YOUR OPPONENTS



Brick

Big in every way except charm. Brick is a brutal killer. Hint: His biggest weakness--what's inside his skull.



Arson

Arson would rather see fire in your cockpit than scores under her name.



Snyper

Very little is known about Snyper, except that he likes to lurk and strike from out of nowhere.



Rage

A highly aggressive opponent who can guard the goal well. Try not to run at him, he will open fire on you.



Shadow

Earned his nickname from his mastery of cloaking and deception, but he's also a good jumper.



Bull

Short for "Bully". Bull will try to ram you out of the way so he can grab the ball.

Other Options

There are in-game options which allow you to adjust music and sound volumes, toggle announcer on/off, and toggle crowd noise on/off. Access these by pressing the START BUTTON during play.

NOTES

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