



NTSC U/C

PlayStation®



SLUS-01380
#21257



BLAST

Lacrosse



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.

BLASTTM

LACROSSE

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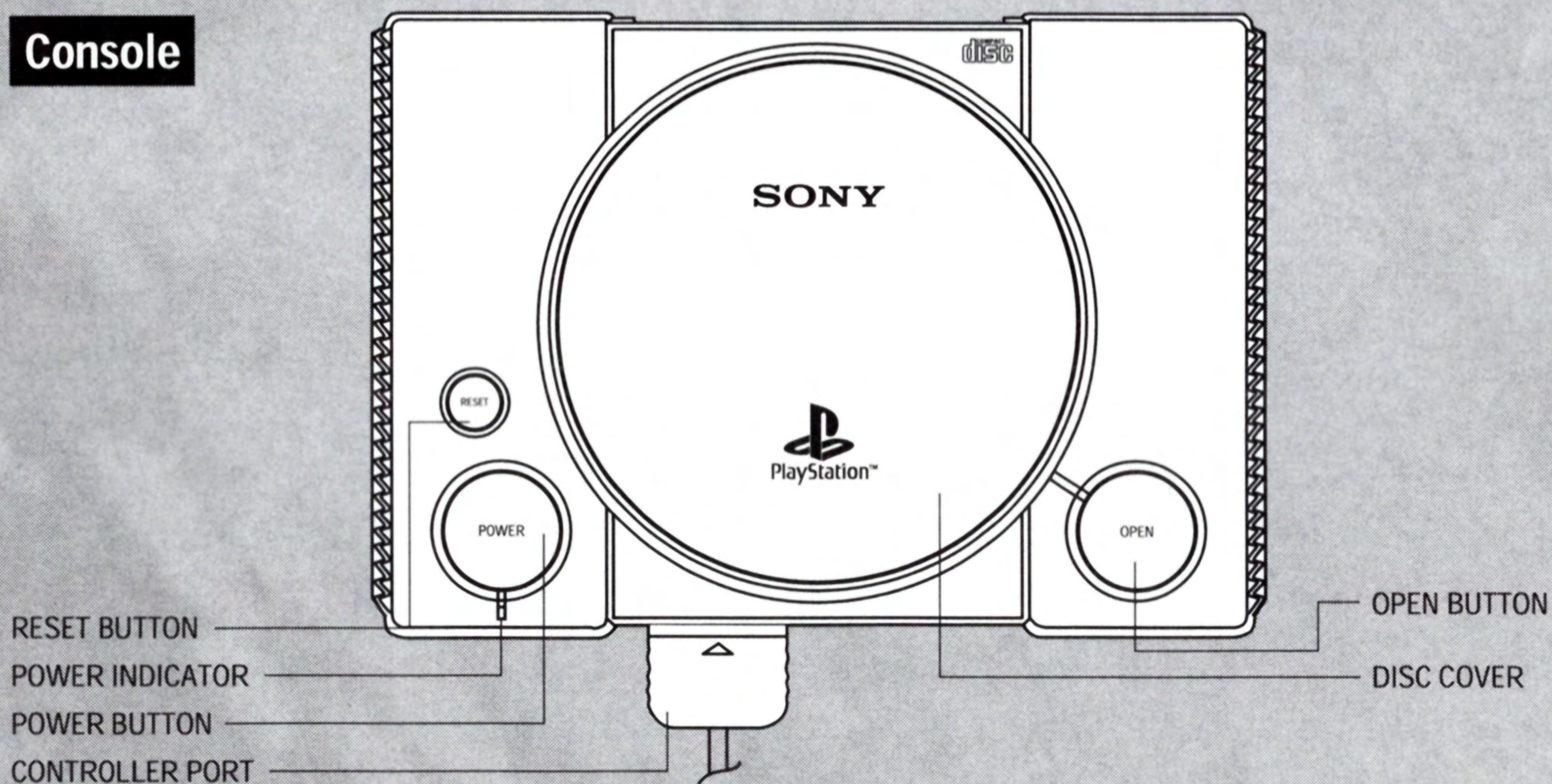
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LOADING

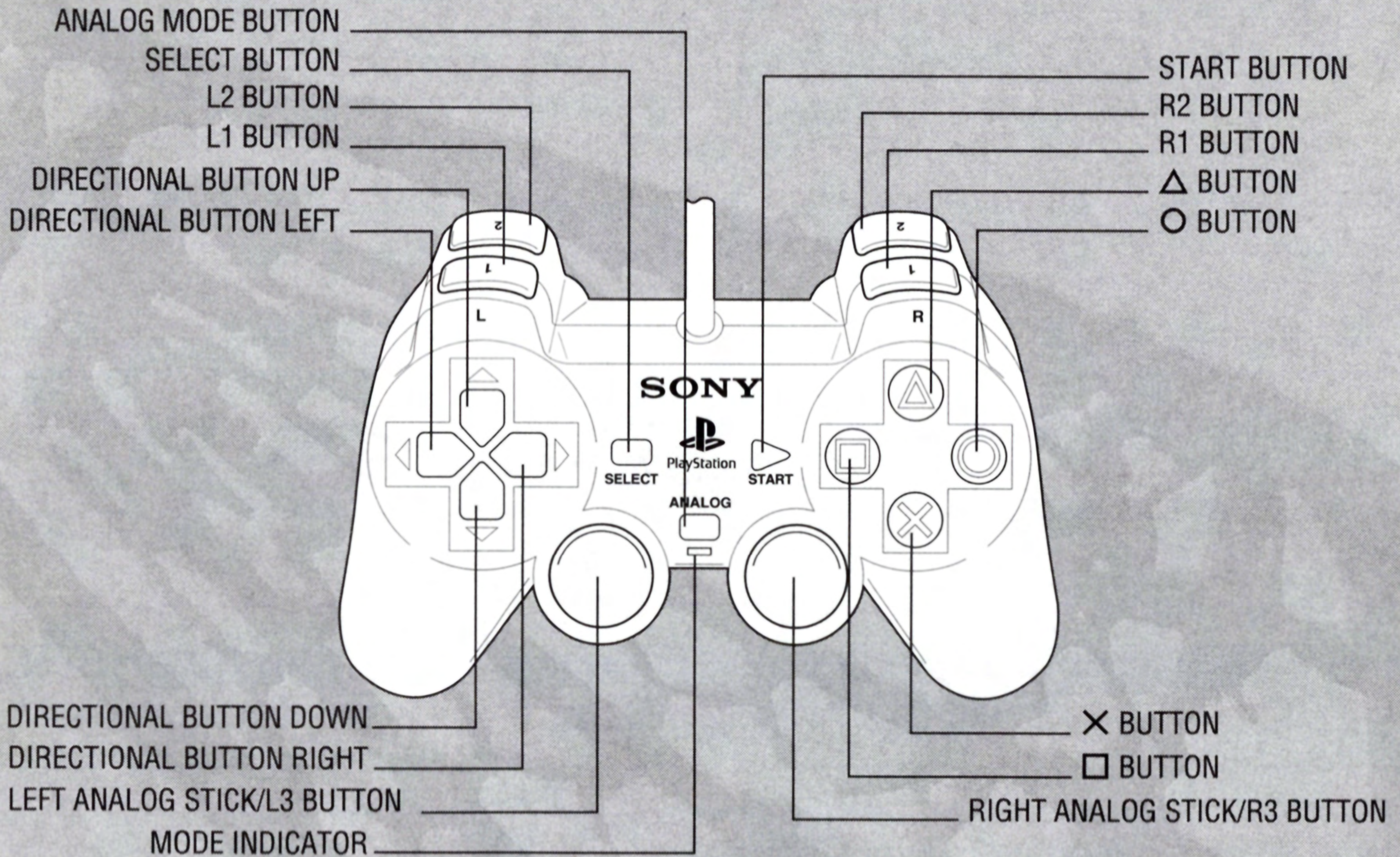
1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is **OFF** before inserting or removing a compact disc. Insert the **BLAST LACROSSE™** disc and close the disc cover. If you wish to save your game, insert a memory card (sold separately) into **MEMORY CARD slot 1**.
3. Insert game controllers and turn on the PlayStation® game console.
4. Follow on-screen instructions to start a game.

Note: BLAST LACROSSE™ is for up to 2 players.

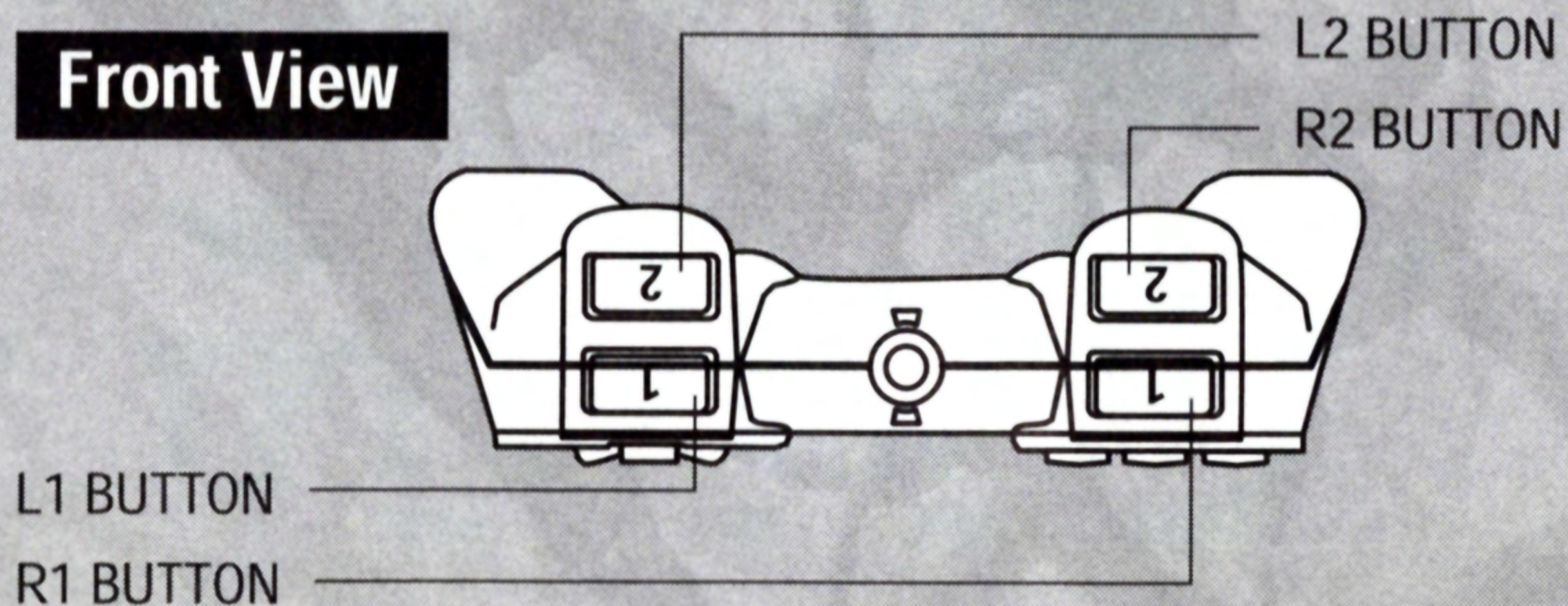
Console



DUALSHOCK™ analog controller



Front View

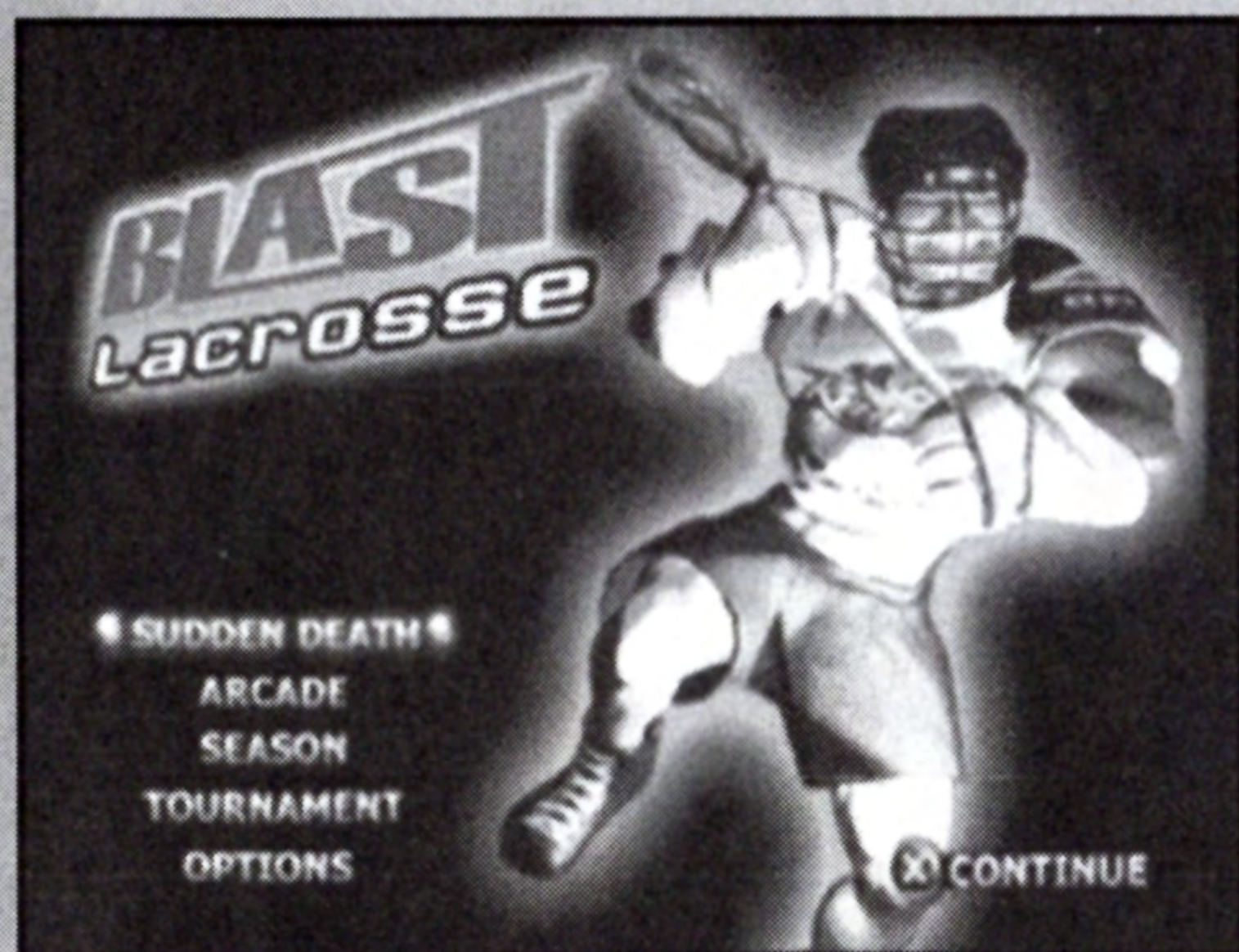


INTRODUCTION:

STICK IT WHERE THE SUN DON'T SHINE

Welcome to Blast Lacrosse, the first-ever lacrosse video game, featuring all the great teams from the National Lacrosse League. You're about to enter a wild world of fast-paced action and violent sport. This is the game that millions of people around the world play and watch. Come see what the sensation is all about! If you like furious sticking action and high octane, high impact excitement, you've come to the right place. All the indoor lacrosse action you can handle is waiting for you, with all the powerful checking and harmful injuries. If you have the guts, a full Season will test your skill and will to win. Or try your hand at Tournament mode or a Sudden Death match. Whichever mode you choose, you've got a hard-sticking handful of frantic fun in front of you. So put on the pads and helmets and get down to the indoor sensation that's rockin' the nation: Blast Lacrosse!

MAIN MENU

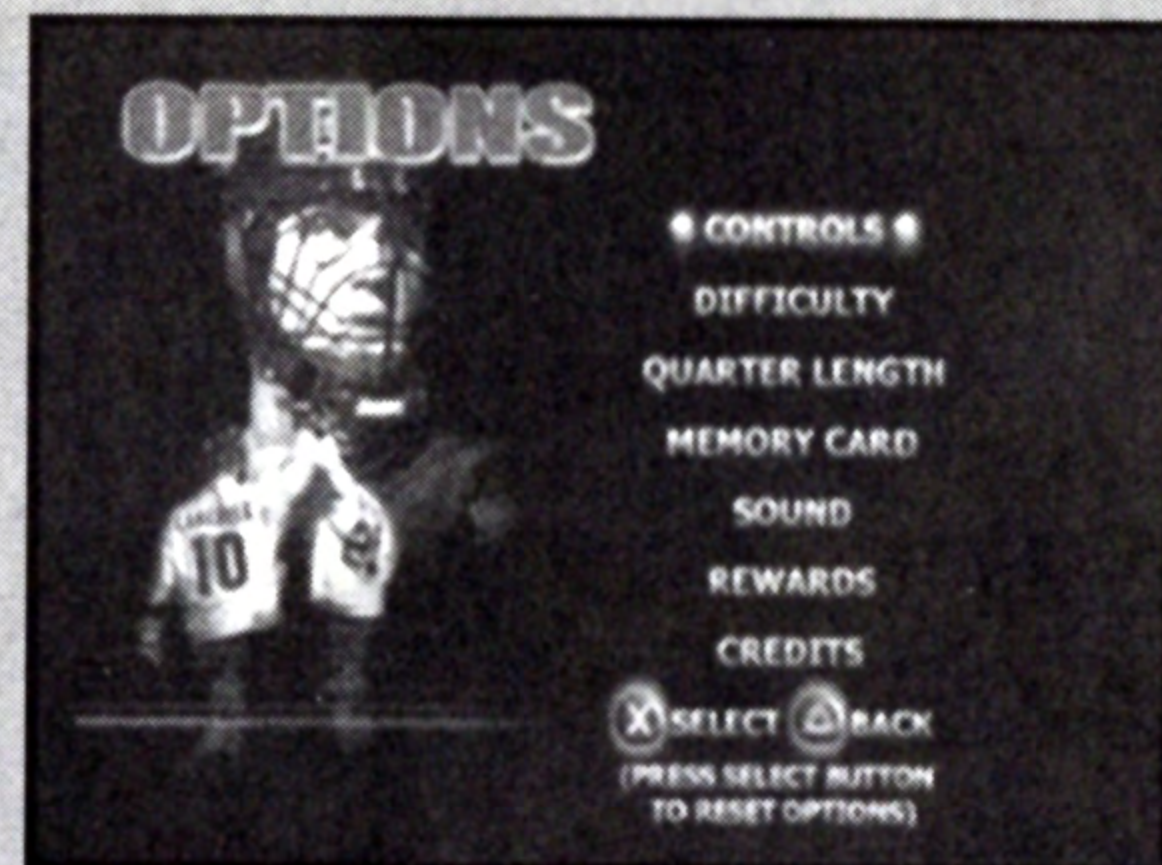


At the main menu, you will see these choices:

- Sudden Death** Play a sudden death overtime period where the first team to score is the winner.
- Arcade** The action is fast in a one-game arcade shoot out.
- Season** Guide your team through a full 14 game season.
- Tournament** Climb the tournament ladder to the top!
- Options** Set the game up to suit your preferences.

OPTIONS

Before jumping into the various modes, let's take a look at the option settings available. To set an option, press **UP** or **DOWN** on the directional buttons to highlight an option, then press the **X** button. Press **LEFT** or **RIGHT** on the directional buttons to cycle option settings. Press the **△** button to return to the option menu.



Controls You can assign any in game function to any button. Simply scroll to the desired action and press the button you wish to perform that action. When you are satisfied, highlight **SAVE AND EXIT** and press the **X** button.

Vibration If using a **DUALSHOCK™** analog controller, you can turn the vibration effect **ON** or **OFF**.

Difficulty The level of difficulty may be set to easy, not so easy, and deadly. The default setting is Not So Easy.

Quarter Length The default length of quarters is three minutes. You can increase the length to five or ten minutes. The same settings apply to Sudden Death overtime.

Memory Card Access your memory card for these functions:

Load Game The game will automatically load on start up. The user may reload the last saved game.

Save Game The user may save the current state of the game to a memory card.

Sound Adjust the overall sound volume with the top slider. Below this is your CD Sound slider. Move it to hear either Music, Voice or nothing (None).

Rewards Check this menu for any unlocked rewards.

Credits Check out the list of talented people who made Blast Lacrosse.

Press the **SELECT** button to reset options to default settings.

BLAST LACROSSE BASICS

Blast Lacrosse pits two teams of five against each other. Each team has four runners and a goalie. The runners try to place the ball in the opposing team's net in order to score a goal. The goalie tries to prevent the opposing team from scoring. A game consists of four quarters. At the end of each quarter the teams will switch ends. The team that scores the most goals within the allotted time limit is the winner

Sudden Death

A sudden death condition occurs when the score remains tied at the end of regulation play. In sudden death play, players can eliminate opposing team members by performing a turbo check. When a player is turbo-checked during sudden death play, he is badly injured; he will remain a writhing obstacle on the floor and cannot be substituted for.

A team is declared the winner when it scores or when the opposing team has been reduced to only a goalie. If the end of a sudden death period is reached without a score or complete elimination of one team, over time will continue.

Shot Clock

Blast Lacrosse uses a shot clock. The clock allows a team ten seconds to shoot on net once they have gained possession of the ball. If possession is lost and then regained, the clock will be reset.

If a team violates the shot clock, the words "KA BOOM" will appear on screen and possession reverts to the opposing goalie, who will then put the ball into play.

On Fire

When a player's team scores three goals in a row, that team is "on fire", making it much more likely that shots will go in.



Substituting Players

When a player is injured or you're just sick of the sad way he plays, yank him out and pop in a substitute off the bench.

Note: *You cannot substitute for an injured player in overtime.*

First, press the **START** button to pause the game. (the player who pauses the game is only shown the substitution selection for his team). Next, select which

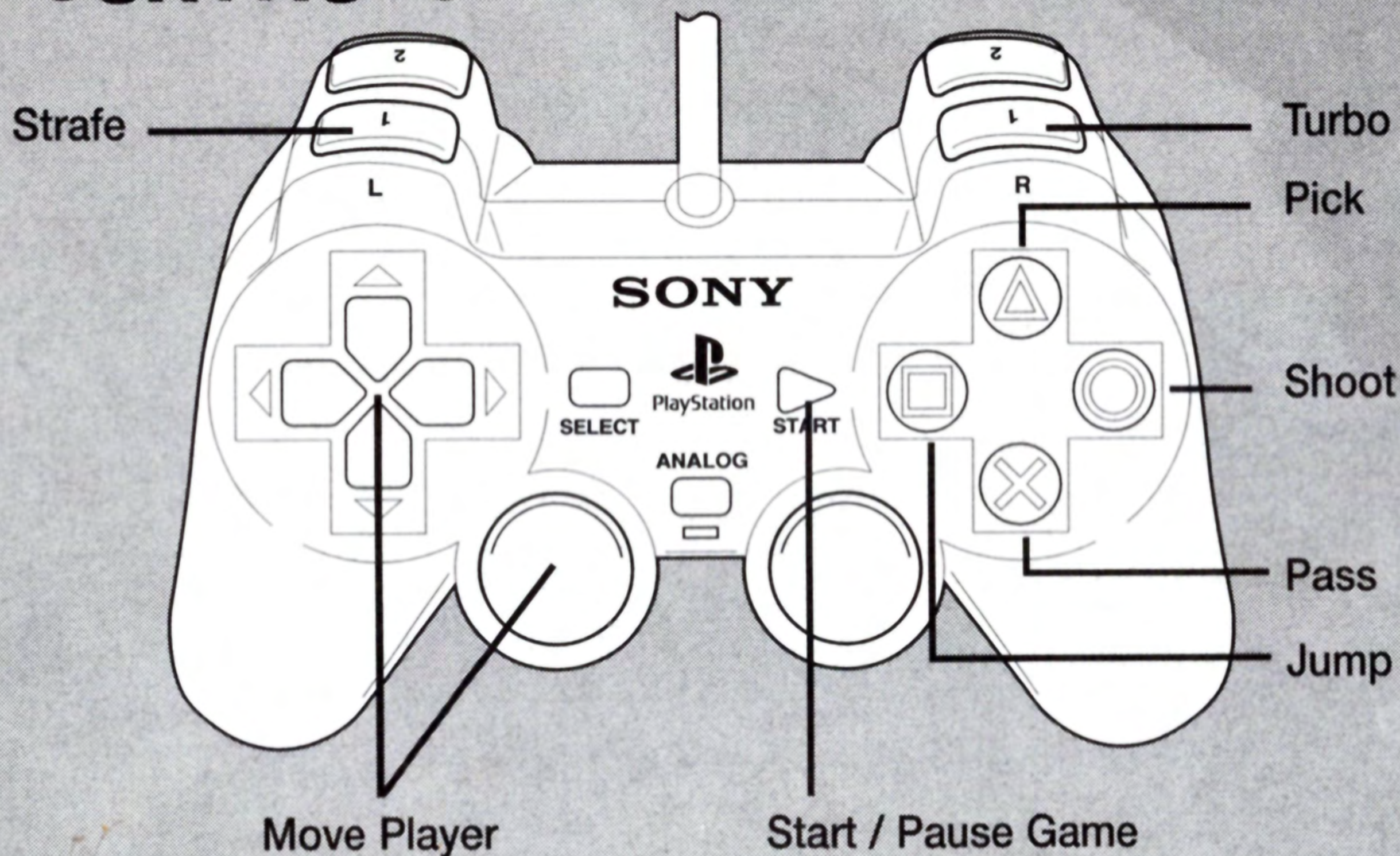
human player is making a substitution (you cannot substitute for a CPU controlled team). You will come to your substitution screen. As you move the highlight, note the player attribute meter changes to reflect each player's ratings in these categories:

- Speed** In lacrosse, speed only kills if you don't have any
- Power** The higher the power ranking, the stronger his shots are.
- Passing** A high passing ranking means fewer interceptions.
- Accuracy** How accurate a shooter the player is.
- Strength** How resilient (and resistant to injury) a player is.
- Weight** Is your man bulky or brittle?

To substitute players highlight a player you wish to swap out and press the **X** button to select him. Next, highlight the player you wish to substitute in his place. Press the **X** button. My goodness! They've traded places. Back to the action!

DEFAULT CONTROLS

OFFENSE




The Goalie

The goalie is under computer control until he is in possession of the ball, when he will assume the offensive control scheme. In all cases, the goalie's range of movement is limited to the goal crease.


Turbo

Turbo gives you extra speed and power. You have limited amounts, so use it wisely. Earn unlimited turbo when you score three times in a row and become "on fire".


Passing

Press the  button (default) to pass the ball to a teammate.

Lob pass

To perform a lob pass, the user must quickly tap the  button. A lob pass will travel slowly along an arc. The arc of its flight will help prevent the opposition from intercepting the ball. However, the lack of speed may increase the possibility that the receiver will be checked upon gaining control of the ball.


Direct pass

A direct pass will occur if the user presses and holds the  button. A direct pass will travel much faster than a lob pass. The increase in speed will give the receiver more time to avoid a check, but the trajectory will increase the probability that the pass is intercepted.

Turbo Pass

The turbo feature may be used to increase the speed of a pass. Turbo passes travel very quickly and are more difficult to intercept than a direct pass.

Shooting

The offensive player may take a shot on the opposition's net by pressing the  button. Shots will always travel towards the opposing net.

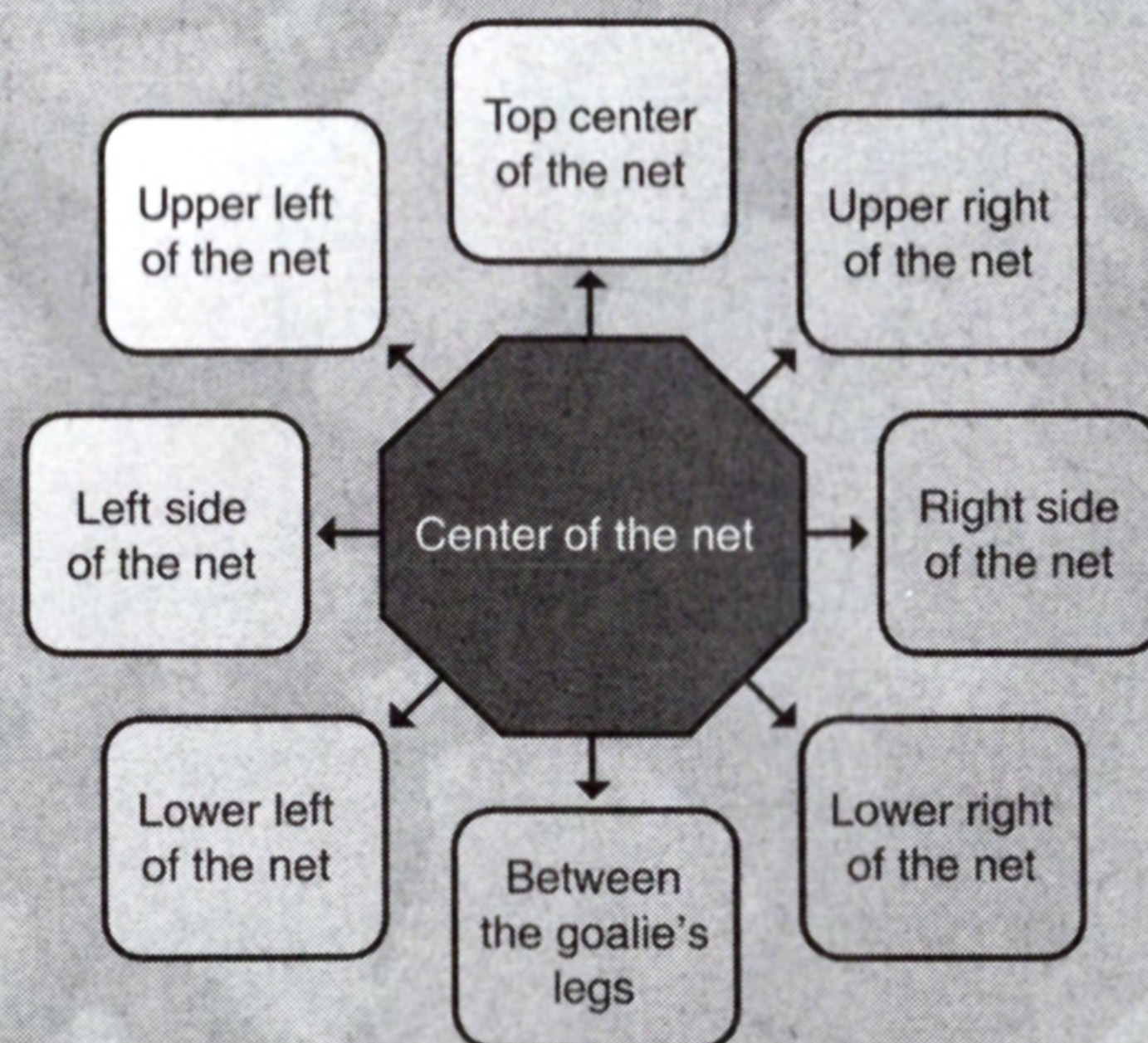
The power of the shot is controlled by the amount of time you hold down the shoot control. The longer the button is held the harder the shot will be. Harder shots have a greater chance of scoring, but the shooter has a greater chance of being checked in the process.

To direct a shot, you must press a direction on the directional button or left analog stick while shooting. When a shot is being taken, the directional control could be thought of as a 'head on' view of the net with the different areas of the net matching the directions on the directional control.

If the player does not press a direction while shooting, the shot will default to the center of the net.

One Timer Shot

You can quickly fire at the net by performing a quick-stick shot. To perform a quick-stick shot,




you first pass the ball to a teammate. You must then press the shoot button while the ball is en route to the receiver. When the receiver gains possession of the ball he will immediately turn and shoot at the opposing net with maximum force.

Turbo Shot

When the turbo is combined with a shot, the speed of the shot will be greatly increased, which in turn will increase the likelihood of a goal.

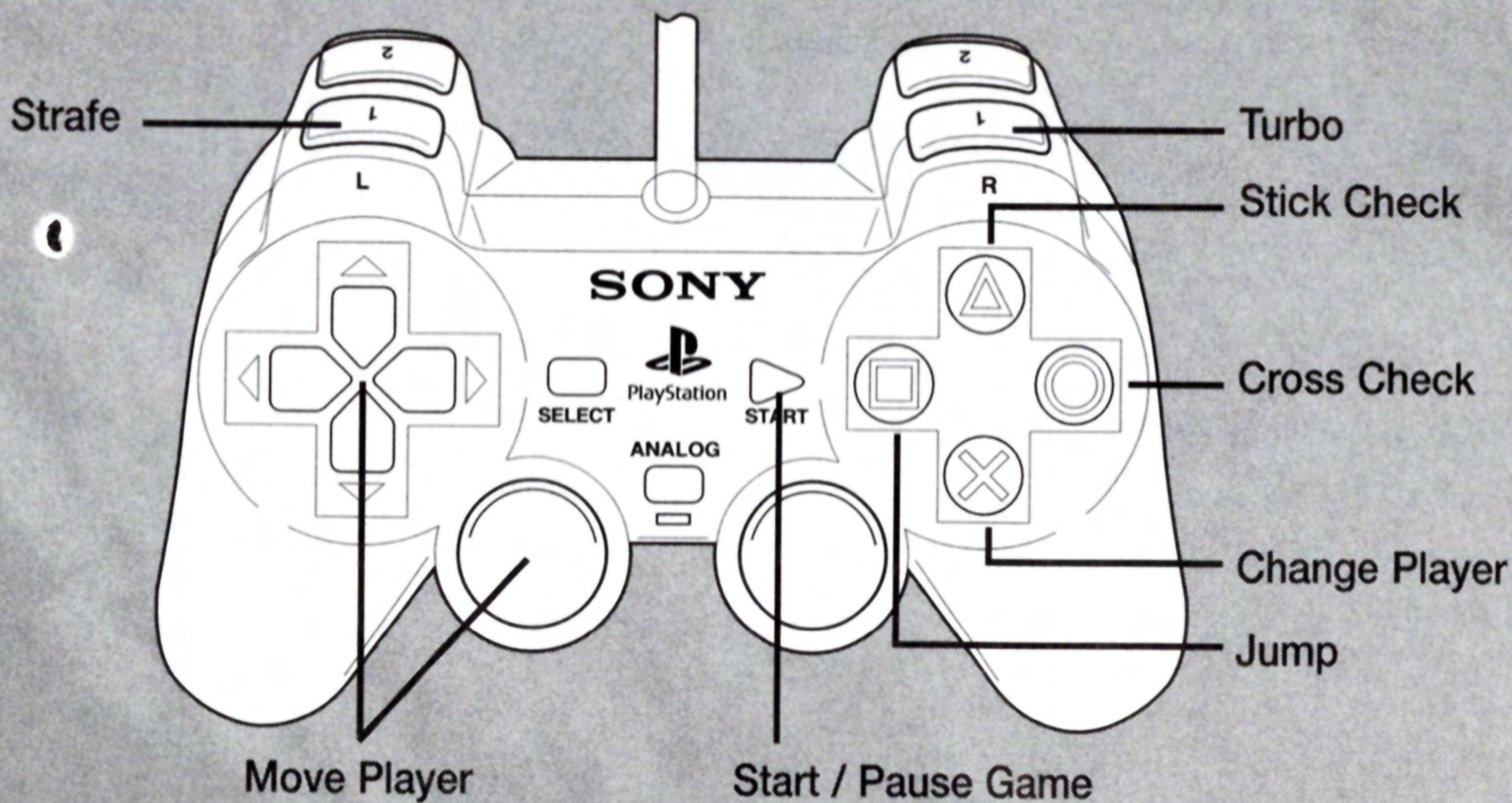
Picks

In addition to passing and shooting, the offensive player can set up picks and screens. If the user presses the  button at this time, the selected teammate will check his nearest opponent.

Turbo Pick

When the turbo feature is combined with a pick maneuver, the checking player will perform a vicious turbo pick on the opposing player.

DEFENSE




Turbo

Turbo gives you extra speed and power. You have limited amounts, so use it wisely. Earn unlimited turbo when you score three times in a row and become "on fire".

Stick Checking

When the stick check is performed within range of the opposition, the opposing player will be knocked to one side, allowing you to steal the ball.

To perform a stick check on an opposing player, the user must press the  button (default). The stick check causes a player to reach out with his stick.

Turbo Poke

The turbo feature may be combined with the stick check command to cause the defensive player to perform a vicious and damaging attack on an opposing player.

When a player is hit with a successful turbo poke, he may be injured and will remain that way for an extended period of time.

Cross Checking


When the crosscheck is performed within range of an opposing player, the opposing player will be knocked to the ground. If the checked player is in possession of the ball, he will lose control of the ball and it will bounce onto the floor. A crosscheck may not be performed on a fallen player.

Turbo Check

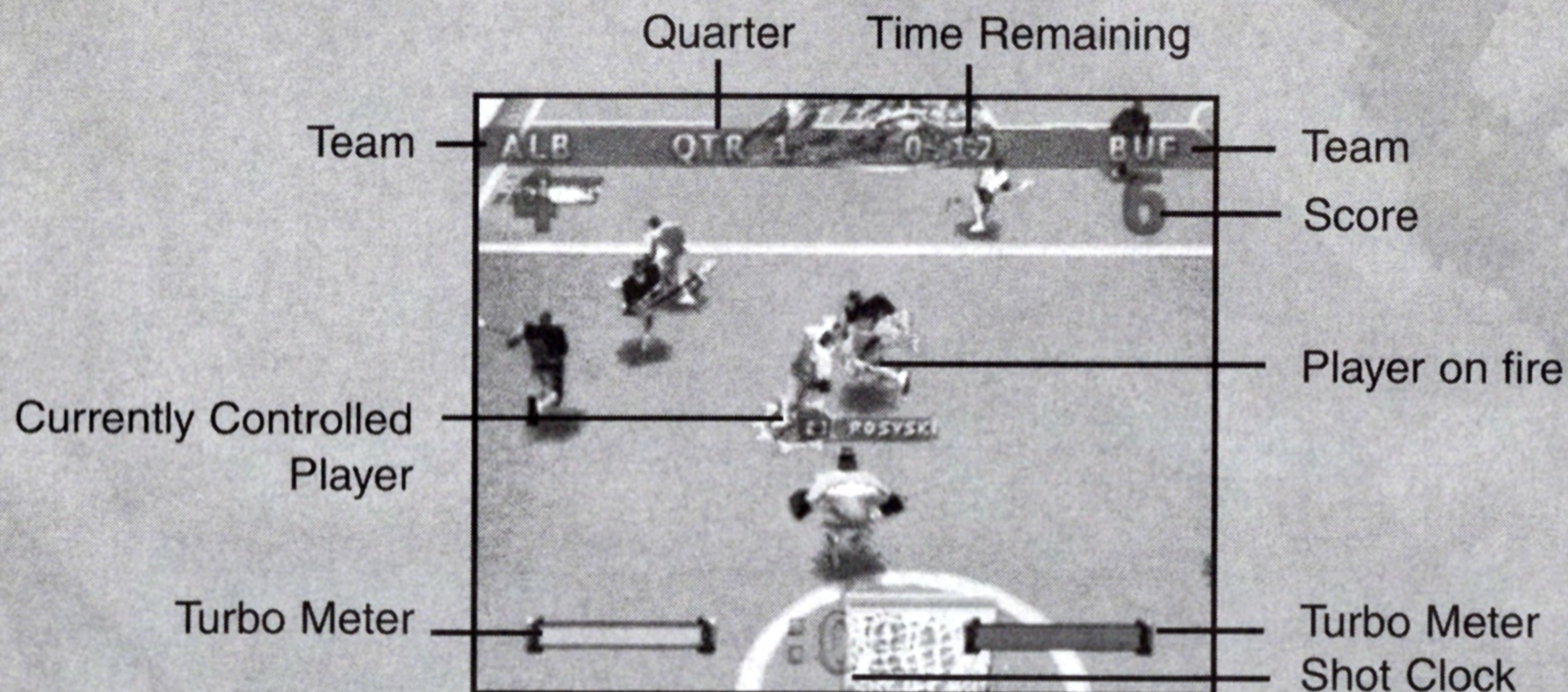
The turbo feature may be combined with the crosscheck command to make the defensive player perform a vicious and damaging attack on an opposing player. When a player is hit with a successful turbo check, he may become injured and remain so for a short time.

When a player is injured he will writhe on the ground for several seconds. Injured players will move slower and will be unable to make use of the turbo feature.

Changing Players

By default, the  button is the change player button, which allows the user to switch control to the player nearest the ball. The user will not be able to switch to a player who is writhing on the floor.

GAME DISPLAY



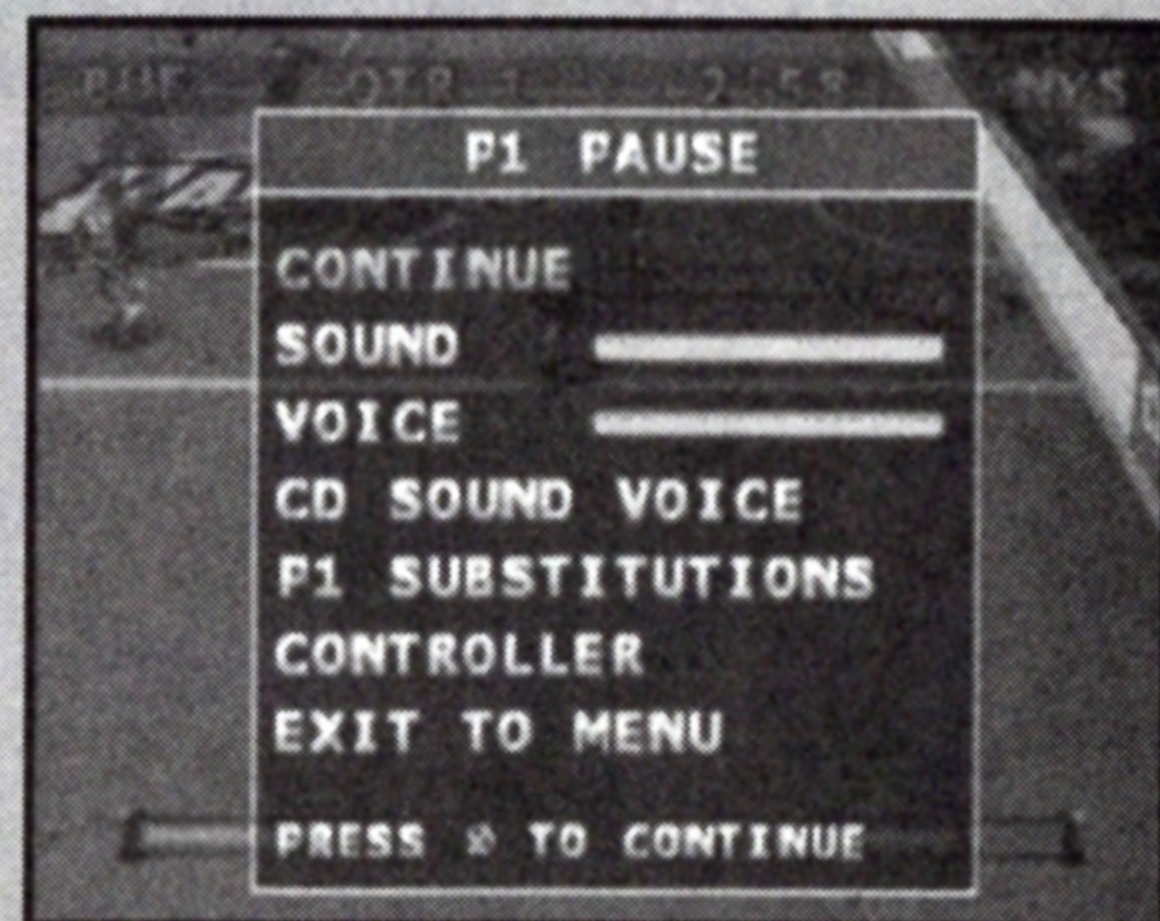
Turbo meter Watch the turbo meter at the bottom of the screen to gauge the amount of turbo remaining. Each time you score, the turbo meter changes color. Green is the default state. The meter turns yellow with your first score, and orange with the second score. It turns red with your third score, at which time you're on fire and have unlimited turbo (until another team scores).

PAUSE MENU

Press the **START** button at any time during a game to pause the game and view the pause menu. You will have these options:

Continue Resume play where you left off.

Sound Adjust the sound volume by moving the slider left to decrease, right to increase.



Voice or Music

Select in-game voice or music volume by moving the slider.

P1 or P2 Substitutions

The player who paused the game (P1 or P2) selects to swap in fresh players (see Substitutions on page 7 for details on substituting players).

Exit to Menu

Quit the current game and return to the Main Menu. Your current progress will be lost. You will be asked to verify that you wish to exit.


GAME MODES

On the Main Menu, there are four modes to choose from: Sudden Death, Arcade, Season and Tournament. Select the mode that suits your mood, then advance through the various setup menus, and pretty soon you're pounding your way to victory! Or, you know, defeat. If you lose.

1 Player or 2 Players

After selecting a game mode, you must choose the number of human players. In a 1 Player game, the player competes against the computer. In a 2 Player contest, two players compete against each other.

Player Records

After you choose the number of players, you'll be prompted to enter a three character name. Enter your name to have your wins and losses tracked. Once a name has been entered, that player's win/loss record (in Tournament and Season play) will be displayed. Press the  button to continue to the team selection menu.

Team Selection

There are nine great teams to choose from. As you move the highlight to a team, you will see a graphic display of that team's attributes. Teams are rated in these important categories:




Speed
Passing
Strength



Power
Accuracy
Weight



In a 1 Player game, player one selects both the 1P team and the CPU team.

In a 2 Player game, each player selects his or her team. In Tournament and Season modes, you select one team to control throughout the Tournament or Season.

To select a team, press the directional buttons to highlight a team, then press the  button to select it. To have the computer randomly select a team, highlight the team box

that has the question mark and press the  button. To cancel a team selection, press the  button.

SUDDEN DEATH

There are four fun ways to play sudden death! A natural disaster? Unwise intake of painkillers? Unexpected illness? A bad accident? No, but losing in overtime can feel like any of the above when you're passionate about winning! Too bad they don't sell game insurance! So don't lose! Sudden Death overtime mode is a tense moment in any game. The score is tied, and the first team to score will win.

Basic Overtime

Standard overtime period in which the team to score first wins.

Last Man Standing

As the name implies, this game is over when one entire team has been eradicated. In addition to injuring a player with body checks, an opposing player is injured with each goal scored.

Hot Potato

In hot potato, the shot clock is set to just three seconds. If the player explodes, he is injured.

Suicide

In suicide, you try to eliminate your own players (!) by holding on to the ball and allowing your players to explode.

ARCADE MODE

Arcade Mode is a single game contest with one or two players. In a one player Arcade contest, the computer controls the opposing team. In a two player Arcade game, each player controls a team. An Arcade game lasts for four quarters. Arcade games do not count in the standings.



TOURNAMENT MODE

Which team will claw its way to the top of the Tournament ladder? Which club has the skill and tenacity to take it all? Find out by leaping right into Tournament play. All nine teams compete.

SEASON MODE

Once Season mode is selected, you can choose a New Game or Continue a previously saved Season where you left off.

New Game

Once you choose New Game, you're ready to begin a new season. Enter



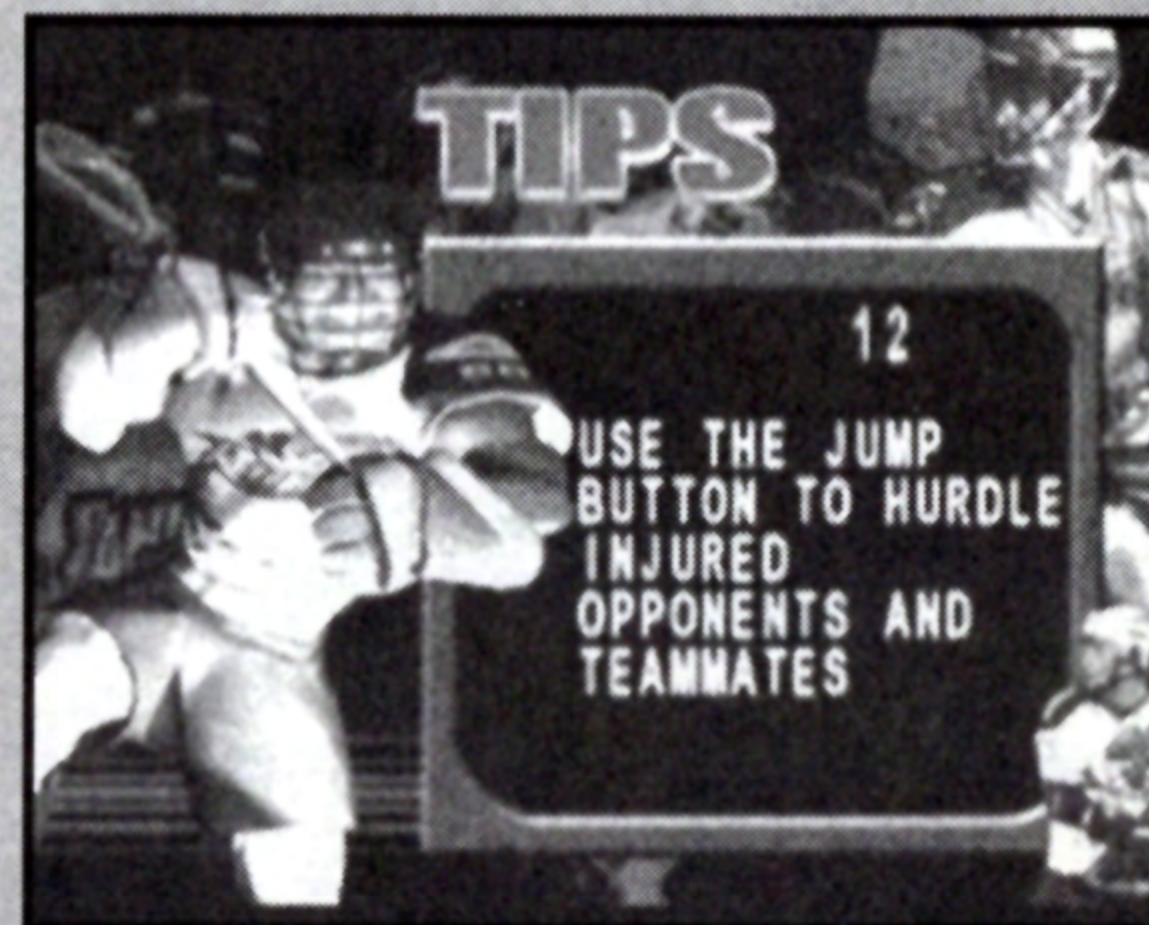
your three character name to track your record. Next, select the team you wish to guide through the season.

Schedule

After selecting your team, you'll come to a schedule screen, which shows your upcoming matches. As the season progresses, the win/loss record for any games you've completed will also be displayed. Check out the ratings on each team on the Match Up screen, then get out on the field and rock!

HINTS & TIPS

- Professional indoor lacrosse is different than amateur indoor lacrosse. As a young amateur, you're much more likely to break a lamp or valuable original oil painting, making Mom pretty angry.



For the hottest hints and codes on ACCLAIM titles:

Please call 1-900-407-Tips (8477).

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