



PlayStation

TM

NTSC U/C

PlayStation™



# PITBÁLL™

The Only Sport In The 23<sup>RD</sup> Century

**MULTI-PLAYER ACTION!**  
For up to 4 players via PlayStation Multi Tap

KIDS TO ADULTS



CONTENT RATED BY  
**ESRB**

SLUS-00146  
PITSX

ACCOLADE™

## 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 PITBALL™ DISC:

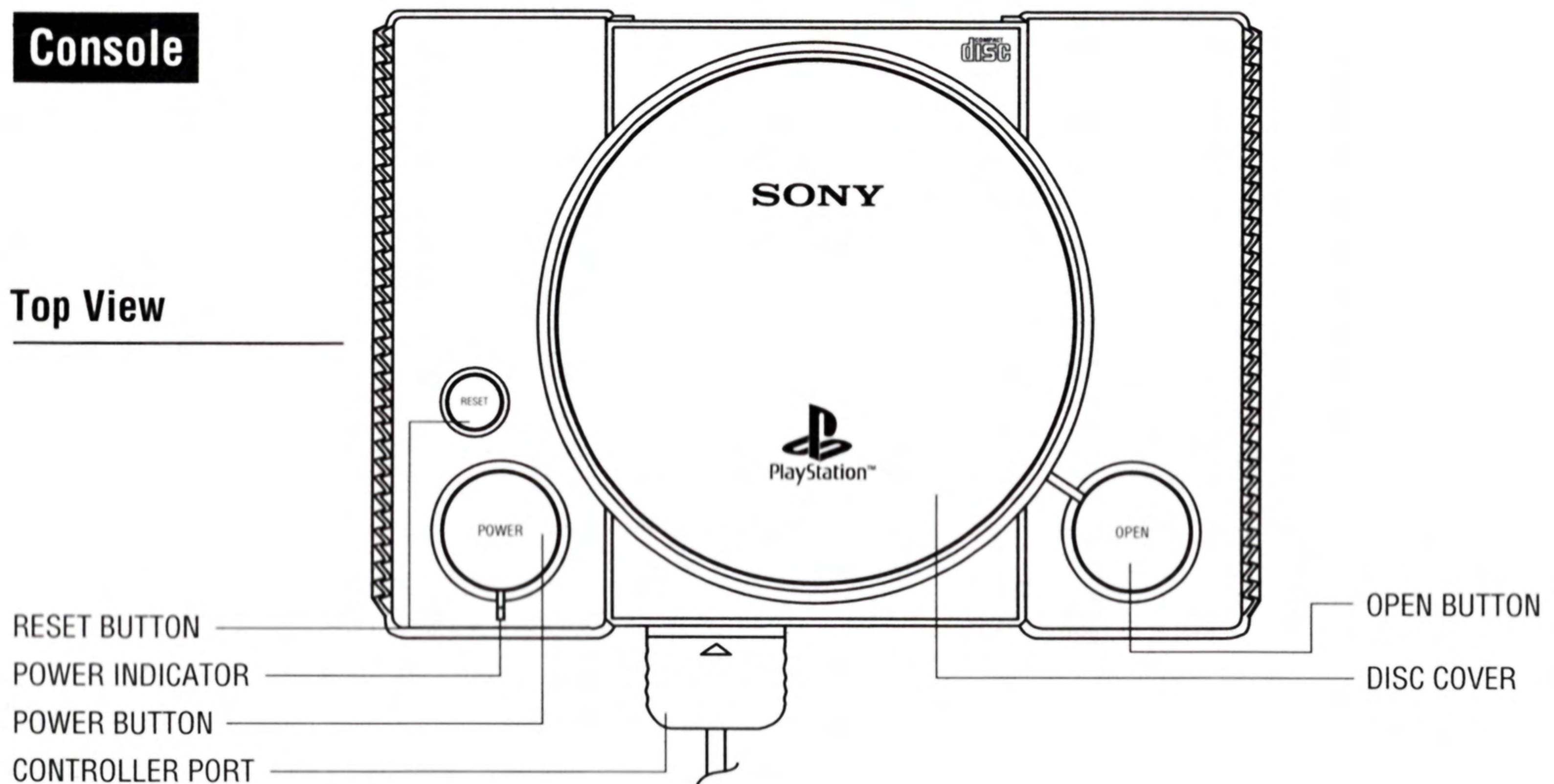
- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact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

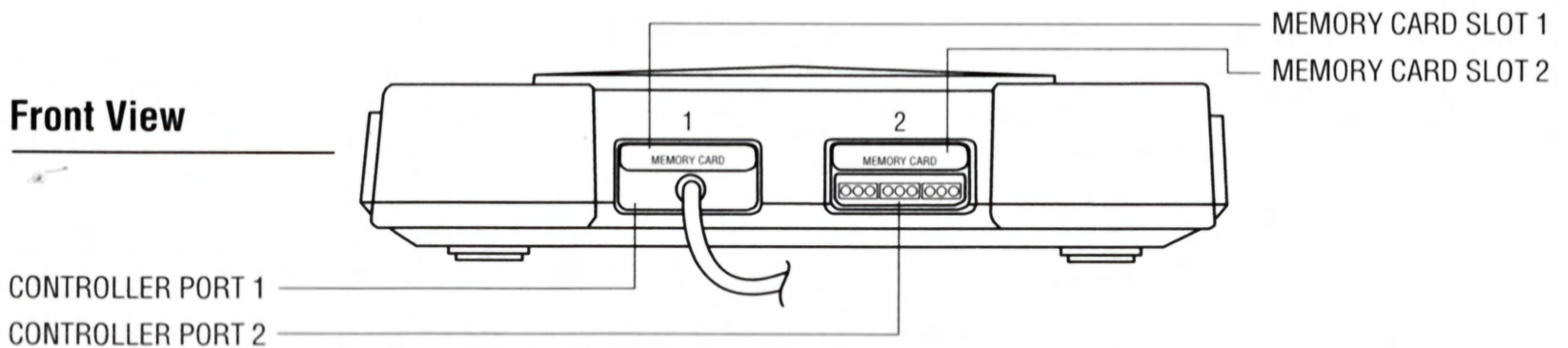
PlayStation Game Console Diagrams	2
Starting the Game	4
General In-Game Button Functions	4
Special Techniques	5
Using the Multi-Tap	6
Modes of Play	6
General Rules of Play	7
Configure Controller	10
Pitball Season Mode	10
Memory Card	14
Character Profiles	16
Jazz & Funk	16
Blubba & Grunge	16
Shrapnel & Krush	17
Shanilla & Kareen	17
Ripsaw & Savij	18
Blade & Saber	18
Gaius & Julius	19
Stampede & Rawhide	19
Speedstar & Ash	20
Meli & Sara	20
Ki-Tar & Tri-Ang	21
Icarus & Thorax	21
Credits	22
Customer Support	24

# Console

## Top View



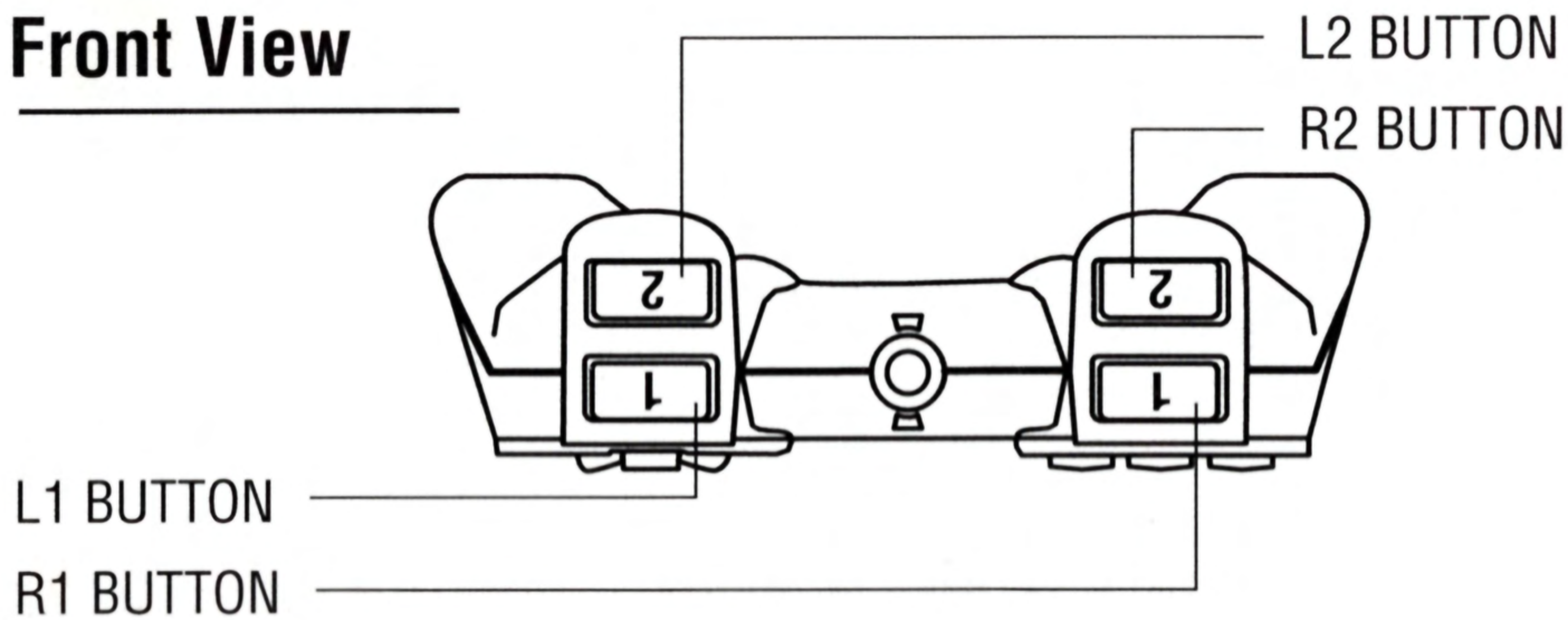
## Front View



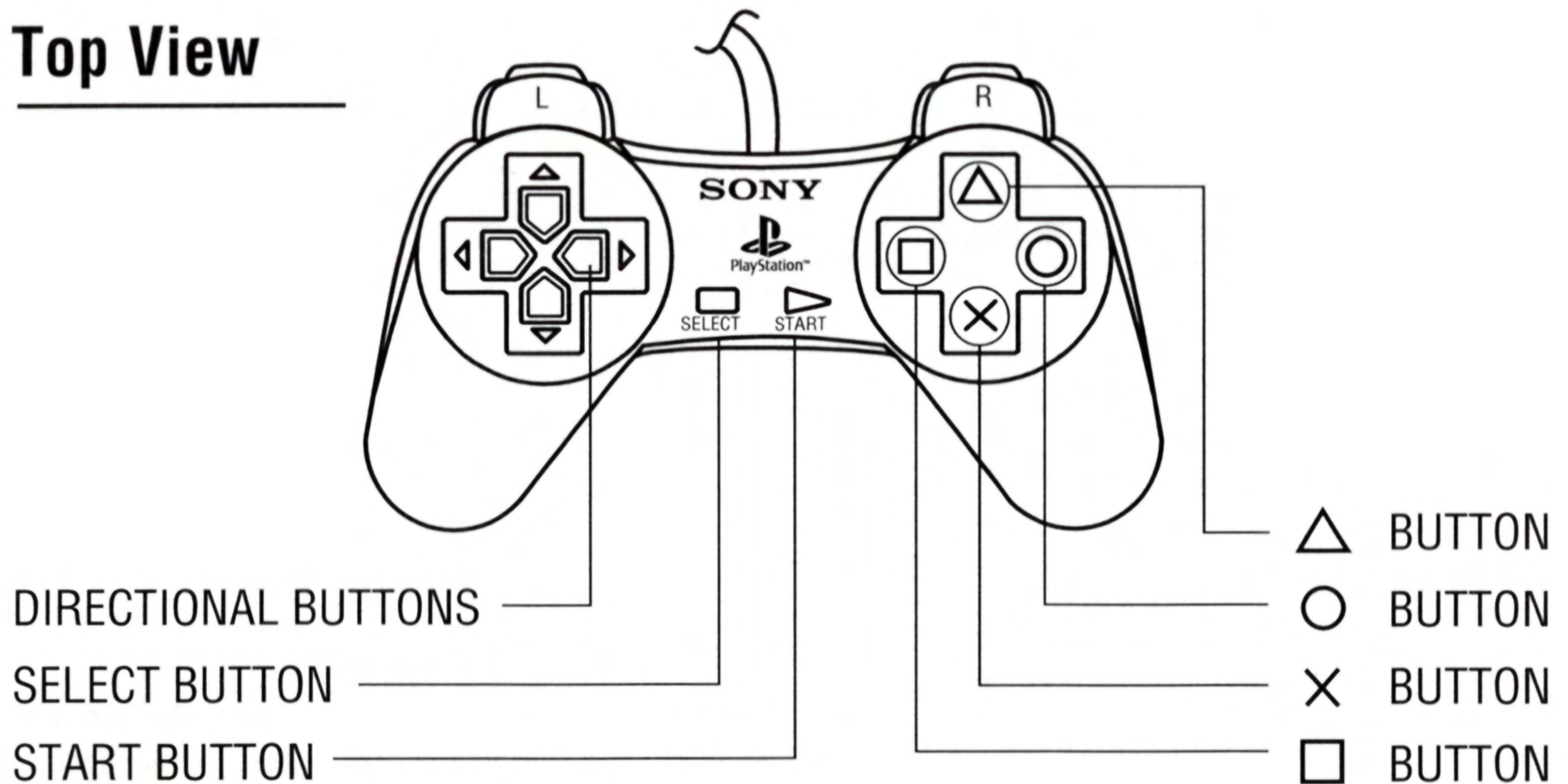
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Pitball disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen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

# Controller

## Front View



## Top View



## **PITBALL**

Welcome to the roughest, toughest, slam 'n' jamminest, full-on contact sport of the 23rd Century! Join twelve of the strangest and strongest teams ever seen, strap on your power-glove and blast head first into the most dangerous and addictive pastime in the Galaxy!

Rules - Who needs 'em? Just let those punches, kicks and nuclear warheads fly as you rocket round Pitball's lethally enclosed arenas, attempting to slam that white-hot ball of energy into the goal – A small hole, high up on the pit wall.

.... And, the competitors - Talk about weird!! Twelve renegade races from the Galaxy's most hostile planets, each with a range of brutal attacks, weapons and slammin' scoring techniques - The Galaxy ain't felt a rumble like this since the big bang!

## **STARTING THE GAME**

To play Pitball on your PlayStation™ Game Console:

- 1) Set up your PlayStation Game Console™ in accordance with the instruction manual supplied with the system.
- 2) Follow your system directions to open the CD drive and place the CD onto the bed of the drive, ensuring the printed side faces upwards.
- 3) Close the CD drive and press the power button. The Sony Computer Entertainment Logo will appear followed by the PlayStation™ logo. You can now begin to play.

**Note:** Multi-tap should not be removed after game commences. Users must not remove or insert Memory cards during saving or loading a saved game!

## **GENERAL IN-GAME BUTTON FUNCTIONS**

The following control functions are the default settings. Refer to page 10 for other control settings.

### **Direction Buttons**

The direction buttons move your characters around the court in the direction pressed. To Sprint, press the direction button twice, holding the button down on the second press to gain a burst of speed.

× This button makes the character Jump. Press and release × quickly for a small jump.

For a longer, higher jump, hold × down.

n Fast Attack - When pressed, your character performs a weak, but quick, attack in the direction he/she is facing.

● Fierce Attack - When pressed, your character performs a hard, but slow attack.

▲ Defend - Your character defends himself (and the ball, if he has it) against another player's attacks, though a player cannot defend himself if he is running. Note: some attacks are fierce enough to break through a player's defenses.

**R1** - When the ball is in your possession, **R1** passes the ball to your team mate. The ball can be thrown at various speeds:

\* Press and quickly release **R1** for a slow pass or,

\* Hold **R1** longer for a faster, but less accurate pass.

**R1** - When the ball is in the possession of your computer-controlled teammate, **R1** calls for a pass from the computer player.

**R2** - Shoot For Goal - A character can shoot from any position on the court, from the ground or in mid-jump.

\* Press and quickly release **R2** for a slow shot or,

\* Hold **R2** longer for a faster, but less accurate shot.

**L1** - Swap Player Control - When you have a computer controlled team mate, this enables you to take over control of him (will not work in mid-jump).

### **Special Techniques:**

▲▲● Turbo Attack. Propels your character at blinding speed in the direction he's facing. The turbo attack increases in speed and duration if your character's running. The turbo attack's effectiveness as an actual fighting move varies from one character to another, but generally speaking this is a very quick way to forge a path across the pit.

▲▲■ Special Attack. The simplest special move to perform, this attack varies in style and effect from player to player. Some characters fire powerful projectiles, others vanish in a burst of lethal energy or create huge plasma shields to ward off other players.

See **Character Profiles** for details on the various characters' special attacks.

XXX Jump Attack. This special attack can only be performed when your character is in mid-air. Like the other attacks, each race has their own style of jump attack. See **Character Profiles** for details.

▲▲L2 Super Special Attack. Only available when your character has collected special crystal orbs. Also activates your character's slammer move. See **Crystal Orbs** section later in this manual.

### **Using The Multi-Tap**

If your multi-tap is plugged into controller port one, all four multi-tap ports are used on a four-player game. However, if your multi-tap is in port two, player one's controller is plugged into controller port one on the PlayStation™ itself. Player two is in multi-tap port A, player three in port B, and so on.

## **MODES OF PLAY**

Once Pitball is loaded you will be presented with a variety of different ways to play the game.

### **One Player Game**

The player controls one character from team 1 (left-hand team at the start of the match). The player's team-mate is controlled by the computer. If the player's team is defeated, he is permitted a number of rematches – five in Easy Mode, three in Medium Mode, one in Hard Mode.

### **Two Player Team**

The rules for this are the same as the one-player game. A two player team has identical objectives as a one-player game.

### **Two Player Versus Mode**

Players one and two control one character from each team and play head-to-head.

### **Three and Four Player Game (With Multi-Tap Only)**

In three player mode players one and two control team 1, with player three taking control of one character from team 2, the remaining character is computer-controlled. In four player mode all the characters are under player control.



Like **Versus** mode, these head-to-head matches are recorded on a league table.

### **Training Mode**

Recommended for first-time players, training mode takes place on a specially-constructed holographic pit.

The training pit shows slam zones in front of each goal. Inside these zones, the characters can use their slammers to score a goal.

### **Team Selection Screen**

Once the mode of play is selected, the team selection screen appears. Use the direction pad to highlight your chosen team from the selection of badges shown. Press **X** or **START** to select your team.

\* On two player team mode, player one selects the team.

\* On three and four player mode, players one and three select the teams.

To leave the hologram pit, press **START** and follow the on-screen instructions.

### **Venue Selection Screen**

On this screen, player one uses left and right on the direction pad to highlight the desired planet. Press **X** or **START** to start the match.

Each planet has its own gravity and surface friction so be careful which you choose.

### **GENERAL RULES OF PLAY**

Pitball features two teams of two players. Each player is equipped with a power glove - the only safe way of carrying the ball, which is generated from pure energy. Players attempt to score points for their team by gaining possession of the ball and shooting it into the opposing team's goal. The team with the most goals at the end of the time limit wins the match. Players are permitted to use any force necessary to retrieve or defend their possession of the ball. Players can only lose the ball when punched hard enough to knock them over. Their glove will then release the ball.

### **The Game Screen**

Once the main game is loaded, the match begins. On the match screen, the following information is constantly displayed: Team Badge, Goals, Energy, and Time Remaining.

## What It's All About

**Energy Bars:** Two separate bars showing each team member's energy. A character under human control has his energy bar highlighted in white. Energy is lost when a player is punched or hit by a bomb. The energy bar slowly re-fills if a player avoids such unfortunate events.

**Player Tag:** When a human-controlled player runs off the screen - and out of view - a tag at the screen's edge gives an indication of where he is. In addition, large colored circles under a character's feet indicate if he is a player-controlled character.

**Scanner:** A diagram of the court showing where all the characters are positioned. Objects are also shown, as colored dots.

### Pausing The Game

Pressing the **START** button will pause the game. Once paused, you will be offered a menu which allows you to: continue, quit, or change camera view.

A player can score from anywhere on the court. Normally the ball glows white, but when a player presses his shoot button the ball turns red. The ball will only enter the goal in its red state.

### Defense

The goal can be defended by jumping in front of it and catching or deflecting the ball.

### Aftertouch

After shooting the ball, for a few seconds the player can influence its flight by holding a direction on the Direction pad. Pushing the Direction pad in the direction the ball is travelling will speed it up slightly; a push in the opposite way slows it down. The other directions steer the ball accordingly.

### Items To Look Out For During Play:

**Bomb:** This has a built-in timer. When the bomb flashes, it is about to explode. Any character caught in its blast is knocked flying and loses energy.

**Note:** Before it explodes, a bomb can be kicked around the pit, simply by running into it.

**Landmine:** unlike bombs, landmines explode on contact with a player. Landmines defuse after a few seconds, and vanish from the arena.

**Boots:** These come in various colors, each with a unique effect.

- **Green** - Grip and Gravity. On planets with unusual gravity and friction, these boots make running and jumping much easier.
- **Blue** - Shield boots. A light blue shield is activated around the player, protecting him from bombs, mines and other attacks.
- **Red** - Rockets. The player's speed is temporarily increased.

**Gloves** - These add special powers to the player's glove. Like boots, they come in a variety of colors.

- **Green** - Targeting. The player's shooting becomes more accurate.
- **Red** - Punch Power. One punch from this glove is enough to flatten another player and significantly reduce his energy.
- **Blue** - Megashield. Protects you in a similar way to the shield boots, but this blue type of shield is deadly to other players. Try touching them and see!

**Note :** Special boots and gloves can be worn permanently by your character, until you pick up a different type to replace your current one. The exceptions are the shield boots and gloves, which last only a short time.

**Medikit** - collect these to quickly restore your full quota of energy.

**Crystal Orbs** - These powerful and mysterious objects enhance the player's abilities. A player can hold up to three orbs at a time. Orbs are shown under the player's energy bar.

### **Orb Super Special Moves**

Only available when a player is carrying one or more orbs, these moves are the most dangerous in the game. The more orbs a player has, the more powerful the move. Once the move is executed, all the player's orbs are drained of their energy and disappear.

### **Slammer Move**

When a player is in the slam zone – a small area of the opponent's goal – and he has the ball, the

orb special move changes to a slammer move. This is a special way of scoring and is worth two points. Only one of the player's orbs is spent doing the slammer.

**Note:** In training mode you do not need any orbs to perform the slammer move. Try this move while carrying three orbs and the ball, to reveal the true power of the orbs.

**Season Play** - Choose this option to manage your own team. See **Season Play** section later in this manual.

**Options** - This opens up another set of game options:

\* **Music Test** - Push left and right on the direction pad to choose one of the game's tunes. Press X to hear the chosen tune.

\* **Sound Test** - Similar to the music test. With this option you can listen to the game's sound effects.

\* **Difficulty Level** - Push left and right to adjust the game's difficulty level in one-player or two-player team mode.

\* **Match Time** - Push left and right to select the length of your matches in minutes.

## CONFIGURE CONTROLLER

When you play **Pitball**, the controller buttons will be the default settings (see the section **General Button Functions** for a full breakdown of the controls). However, if you feel more comfortable using a different arrangement, you can select another configuration. First, select the controller you wish to change. Simply press the controller button you wish to assign to that action. Press **SELECT** to return the buttons to their previous settings.

## PITBALL SEASON MODE

After successfully playing the arcade **Pitball** game, now is your chance to manage your favorite team to victory and become Champion of the Galaxy!

## Starting The Game

To play the **Pitball** Season Game select the Seasonal option on the main **Pitball** screen.

**First Screen: Load Game** Use this option to resume a previously-saved season game. Select the file you wish to load. You will be asked for confirmation. Press the check box or cross box for the required response.

**Memory:** The slot that is currently active will be highlighted here. Just select which card. Select the one you require to change.

**New Game:** Here you will be able to start a new management game. Confirmation is needed by clicking on the cross box or check box.

**Exit:** Goes back to main arcade menu.

#### **Direction Buttons:**

× Selects an option.

■ or ● Takes you back one step in the menu.

▲ Takes you back to the main option screen within the tournament game.

Certain screens can be scrolled left and right to reveal more information off-screen. On these screens pressing **L1** or **R1** will scroll the screen accordingly.

#### **Selecting A Team To Manage**

The seasonal game begins with yourself acting as a newly appointed coach of a struggling Pitball team. The team you choose will initially be positioned in the lowest league (ie. third league). It will then be your task to build your team up to glory by coaching them triumphantly to become the overall champions of League One.

When starting the tournament game, the team selection screen appears. Choose your favorite race then select them by using the check box.

#### **Main Menu Screen**

Here you will find a list of options which can help you to build up your team and follow their progression from game to game.

Each option on the main screen will reveal either a further menu of options or a single screen.

#### **Playing The Game**

The first screen you enter allows you to select the two squad members you wish to play in the next match. When you select a player their current statistics will be revealed. By clicking, this will select

them to play. After making your choice, click on the arrow to progress to the next screen.

You can also equip your team by highlighting each character, then selecting the piece of equipment you want that character to use. A maximum of three items can be chosen to be taken into the game, so remember to choose carefully.

Once in the Arena, press the **SELECT** button to change between Player and Computer control.

### **League Schedule**

When you select this option it will show you your leagues' games for that week. Your team will be highlighted.

### **League Standings**

This option will take you to your league and selecting a league will show you how your team is progressing with statistics including number of games played, how many your team have won, drawn, lost, points for and against, and finally the number of points your team currently have. Scrolling here will reveal the other leagues.

### **Team Data**

Team data will reveal the three leagues screen. Selecting a league will display all the information about each team in that particular league.

From here you can select one of the six portraits of your squad members and you will see the abilities of that particular player. Scrolling will reveal the other squad members.

### **Money**

This option will reveal a sub menu that deals with all money aspects of the game. These will include:

#### **Bank**

Upon entering this screen a control panel will appear. From here you can obtain a loan for your team. The top panel on the control pad is the amount you want to borrow. To select an amount use the top **UP** arrow. The left increases the amount in 10,000's and the right increases by 1,000's. The top down arrow decrease the amounts by, left 1,000 and right 10,000.

The next panel down lets you choose how many weeks you wish re-pay the loan. Using the left up arrow, will increase the number of weeks by ten, and the right up arrow by one week at a time. The left down arrow decreases the number of weeks by one week and the right down arrow by 10.

The next panel down will display the amount you have to pay each week.

And finally, the bottom panel indicates the amount you have in the bank at present.

If you are not satisfied with your loan terms you may click the cross box to start again, or if the loan is fine, click on the check box to finalize the agreement.

### **Sponsorship**

If upon entering this screen you have not been approached by a sponsor, you will need to exit this screen and return later, hopefully when a sponsor is waiting to make you an offer. If you have been approached by a sponsor the deal will be displayed and you have the option to either accept it (by pressing the check box) or, if you think a better offer might come next week, reject it (by pressing the X box).

### **Gambling**

When you enter this screen the first league will appear (again you can scroll through this). Find a team you wish to place a bet on and click on them. If you have already made a bet that week you are not allowed to make another.

Now you have chosen your bet; you are allowed to choose the amount of money you wish to bet on your chosen team. By clicking on the pre-set amounts your total will be displayed above your own bank balance. If you are satisfied with the amount click on the check box, if not, click on the cross.

### **Bribe**

You will only be able to bribe a team that is above you in your league. Selecting this option will display any teams that are open to a bribe. If you have previously bribed a team within that week you will be informed of this.

### **Free Agents**

Selecting this option displays a screen where you can buy and sell players. Your bank account is displayed at the bottom of the screen with the price of the player for sale or to buy above it. Just select the appropriate player. If you want to sell this player, click on the cross box. If you want to buy a player, click on the check button. Use the scroll buttons to reveal more players who are for sale.

### **Team Statistics**

When selecting this particular screen you will be presented with a wealth of information, including league statistics, loan statistics, season number, and your current bank balance.

## **View Results**

Again, this screen displays the three league tables. Selecting the league will show all the results for the games that have been played in that week and your team will be highlighted.

## **Equipment Shop**

This is one of the main screens in the tournament game. Here you can purchase equipment that will help your team progress through the game.

**BOOTS** - Anti-gravity to overcome the variations in planet gravity.

**SPEED** - These come in three variations.

**GLOVES** - Accuracy, which is the same as the targeting in the arcade game.

**STRENGTH** - Which is the same as the punch power in the arcade game.

**SMART GLOVE** - Allows the team to take orbs into the game.

**HEAD POWER** - Allows the player to receive more blows to the head.

**BODY POWER** - Allows the player to receive more blows to the body.

**LEG POWER** - Allows the player to receive more blows to the legs.

Now that you are aware of what the equipment can do, all you need to do is to select an item, its name and icon will then appear on the screen. The price of the item is in the blue box and your bank account is in the green box. To buy an item just click on the check box.

## **MEMORY CARD**

Make sure you have a memory card inserted into a slot. Do not insert or remove a memory card during the game. After selecting this option a sub-menu will appear. Here you can:

**Load Game:** Select the file you wish to load.

**Save Game:** You will then be asked to enter a game description. You will choose between "New Save" or "Overwrite". Overwrite will prompt you to select a file to overwrite.

**Delete Game:** Select a file you wish to delete.



**Memory Card Slot:** The slot that is currently active will be highlighted here. Just select the one you require to change.

**Format Memory Card:** You are asked for confirmation.

**New Game:** Here you will be able to abandon a game and start a new one.

**Exit:** You will be asked for confirmation.

To confirm your choices, press X or the check box.

## **CHARACTER PROFILES**

### **JAZZ & FUNK (ASTARIANS)**

Pitball presented the ideal chance for these two brazen young aliens to rebel against their stuffy elders. The smallest challengers in the tournament, Jazz and Funk may look an easy target, but appearances can be deceptive.

#### Special Techniques

- Turbo Attack : Fire Boots
- Special Attack : Teleport Flash
- Jumping Attack : Surfboard
- Super Special Attack : C.D. Spray

#### Characters' Planet: Aldebaran 4

The Aldebaran system is inhabited by a very old and noble race who until recently ventured little further than their mother planet's twelve moons. Aldebaran 4 is one of the more hospitable of these, boasting extensive leisure complexes.

### **BLUBBA & GRUNGE (SLORILLIANS)**

The unlikeliest entrants in the tournament, these two are not only completely comprised of mud and stones, but also have the ability to spew rocks and lava from their bodies.

#### Special Techniques

- Turbo Attack : Rocksmash
- Special Attack : Sludgebelly
- Jumping Attack : Lava Flow
- Super Special Attack : Boulder Spray

#### Characters' Planet: Slithmire

Little is known about this volcanic planet, except that the atmosphere on the surface is unbreathable to all but the sturdiest creatures; and that the majority of Slorillians are extremely protective of their territory, and notoriously hostile to outsiders.

## **S H R A P N E L   &   K R U S H (ARQUONS)**

As agile and strong on land as they are in the water, Shrapnel and Krush have mastered the secret arts of Zeta, and have harnessed the unstoppable power of the sea.

### Special Techniques

- Turbo Attack : Spine Slicer
- Special Attack : Bubble Blast
- Jumping Attack : Sea Spray
- Super Special Attack : Mega Bubble Trouble

### Characters' Planet: Zeta AquarII

AquarII has been almost completely submerged for around eight million years, during which time its humanoid inhabitants have evolved into amphibious creatures, living mostly in vast cities on the sea bed.

## **S H A N I L L A   &   K A R E E N (TCHARIDS)**

The Tcharid Queen decides the vocation of all new-born Tcharids, so Shanilla and Kareen's athletic training has been intensive from birth.

### Special Techniques

- Turbo Attack : Spine Jab
- Special Attack : Web Sling
- Jumping Attack : Spin Kick
- Super Special Attack : Mucus Blast

### Characters' Planet: Lazillia

Lazillia's endless deserts are home to little intelligent life. The Tcharids' gigantic hives represent the only oases of civilization. A mostly female race of insect-like creatures, they have a complex hierarchical society led by a single vicious queen.

## **RIPSAW & SAVIJ (LYKIRI)**

With no formal training, and using glove technology clearly donated by a more advanced people, the Lykiri's techniques are quick, scrappy and effective.

### Special Techniques

Turbo Attack : Manic Spinner

Special Attack : Ice Ball

Jumping Attack : Ice Floe

Super Special Attack : Blizzard

### Characters' Planet: Rigel

Archaeological digs have revealed evidence of an advanced long-extinct civilization five miles beneath Rigel's snowbound surface, but in recent millennia the planet has become home to a savage species of humanoid wolf, The Lykiri.

## **BLADE & SABER (CYBORIANS)**

Two robotic knights from a mystical order of cybernetic holy warriors. The knights utilize ultra-high technology and wield it like ancient magic.

### Special Techniques

Turbo Attack : Driller

Special Attack : Cybershield

Jumping Attack : Sword Shower

Super Special Attack : Blade Spray

### Characters' Planet: Astrocosm 1

Created around three million years ago by an incredibly advanced race of planetary designers (now presumed extinct). The bizarre, inside-out world of the Astrocosm is inhabited entirely by evolving, self-replicating robots. These creatures have their own culture, religions and complex society.

## **GAIUS & JULIUS (ANCIENTS)**

The ancients are the rulers of their sector, presided over by their incredibly old emperor. Gaius and Julius are the emperor's top generals and personal bodyguards.

### Special Techniques

Turbo Attack : Crusher

Special Attack : Earthquaker

Jumping Attack : Hover Gas

Super Special Attack : Jungle Scream

### Characters' Planet: Activis IV

Activis's jungle covered surface is home to a noble civilization of gorilla-like creatures, whose war-like society and need for conquest hark back to earth during Roman times.

## **STAMPEDE & RAWHIDE (TORONS)**

After being dominated by the gorilla-like ancients for hundreds of years, the now-nomadic torons are their sworn enemies. Experts in creating technology from junk.

### Special Techniques

Turbo Attack : Overdrive

Special Attack : Noxious Fumes

Jumping Attack : Exhaust Pipe

Super Special Attack : Frag Bomb

### Characters' Planet : Toron Minor

What was once a prosperous homeworld to the Nomadic, bull-like Torons, is now little more than a dumping ground for the system's disused space facilities. Few Torons stayed after the planet was mined dry of ores and declared bankrupt.

## **S P E E D S T A R   &   A S H (AURORANS)**

Trained personally by the originators of Pitball, Speedstar and Ash use the powerful spirits of those now-deceased athletes as part of their weaponry.

### Special Techniques

- Turbo Attack : Lightspeed
- Special Attack : Earth Spirit
- Jumping Attack : Star Spin
- Super Special Attack : Spirit Force

### Characters' Planet : Borealis

The planet on which Pitball originated, Borealis has undergone extensive modernizing over recent millennia. As big as four regular planets, vast cities swarm over its space station-like surface. Ancient religions and martial arts still survive amongst the skyscrapers, however.

## **M E L I   &   S A R A (HUMANS)**

Two marines from a specialist squad handling riots on old earth. Experts in weaponry and heavy robotic artillery, they are more than a match for the mutant criminals on their world, and among the top contenders for this year's title.

### Special Techniques

- Turbo Attack : Flaming Corkscrew
- Special Attack : Flame Thrower
- Jumping Attack : Napalm Uplifter
- Super Special Attack : Napalm Arc

### Characters' Planet: Earth

Rebuilding after a huge asteroid collision 50 years ago, Earth itself has become a battlefield for looting gangs. The wealthier population and large corporations reside in domed cities on the planet's single moon.

## **KI-TAR & TRI-ANG (KREELS)**

These small octopus-like creatures are perfectly mobile outside their huge robotic suits, except on their home-world which they have ruined with unbelievably destructive weapons. Ki-Tar and Tri-Ang are testing a new type of modified suit, a faster and more agile version of their combat suits, specially adapted for battle sports.

### Special Techniques

- Turbo Attack : Ground Jets
- Special Attack : Plasma Shield
- Jumping Attack : Exhaust Heat
- Super Special Attack : Plasma Swarm

Characters' Planet: Famera

Rendered a freezing poisonous wasteland by senseless nuclear wars, Famera is home to the trigger-happy Kreels, who themselves cannot survive on the planet without their heavy combat suits.

## **ICARUS & THORAX (KORPICANS)**

Although prohibited from over-using their flying powers in the pit, Icarus and Thorax still have plenty of potential to be this year's champs. The magical forces in their planet's atmosphere have resulted in a range of colorful and lethal attacks.

### Special Techniques

- Turbo Attack : Flapcharge
- Special Attack : Windraiser
- Jumping Attack : Rainbow Flash
- Super Special Attack : Rainbow Burst

Characters' Planet: Korpicus

A quiet planet at the edge of the galaxy, Korpicus is known for its tranquil cities which float in the atmosphere and provide a home for the peaceful bird-like Korpicans.

## CREDITS

### ACCOLADE

Executive Producer: Chris Downend  
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Product Marketing Manager: Steve Allison  
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Manual: W.D. Robinson

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Characters:

Daniel Betton  
Natalie Lipscomb

Dean Betton

Jon Eggelton  
Dean Belfield  
Darren Betton  
Allan Shortt  
Stuart Mulcahy  
Tony McColgan  
Steve Davis

Jazz & Funk  
Meli & Sara  
Shanilla & Kareen  
Speedstar & Ash  
Ripsaw & Savij  
Blubba & Grunge  
Shrapnel & Krush  
Blade & Saber  
Ki-Tar & Tri-Ang  
Stampede & Rawhide  
Icarus & Thorax  
Gaius & Julius  
Referee

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