

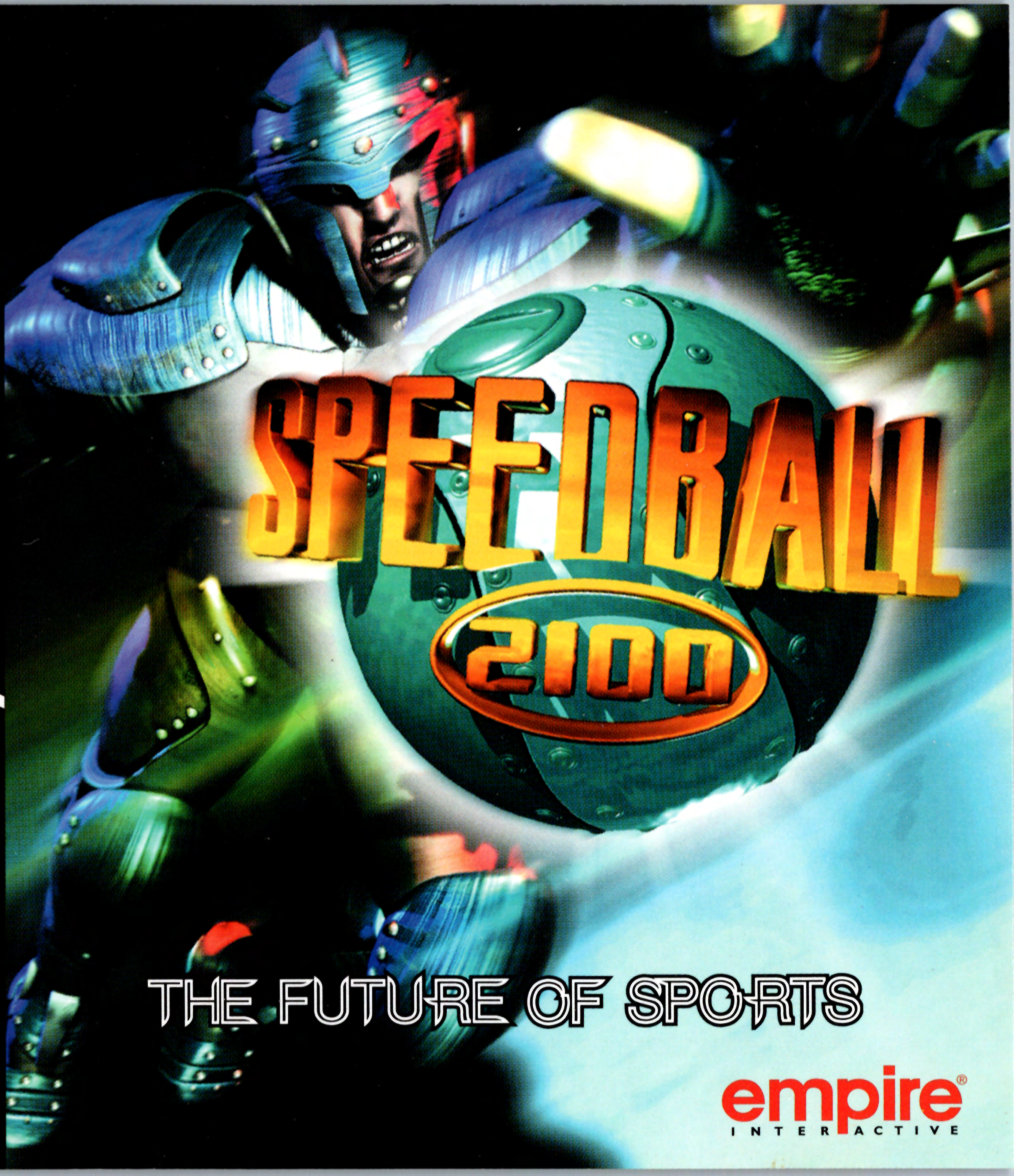


NTSC U/C

PlayStation



SLUS-01218



# SPEEDBALL

## 2100

THE FUTURE OF SPORTS

empire<sup>®</sup>  
INTERACTIVE

**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.

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# SET UP

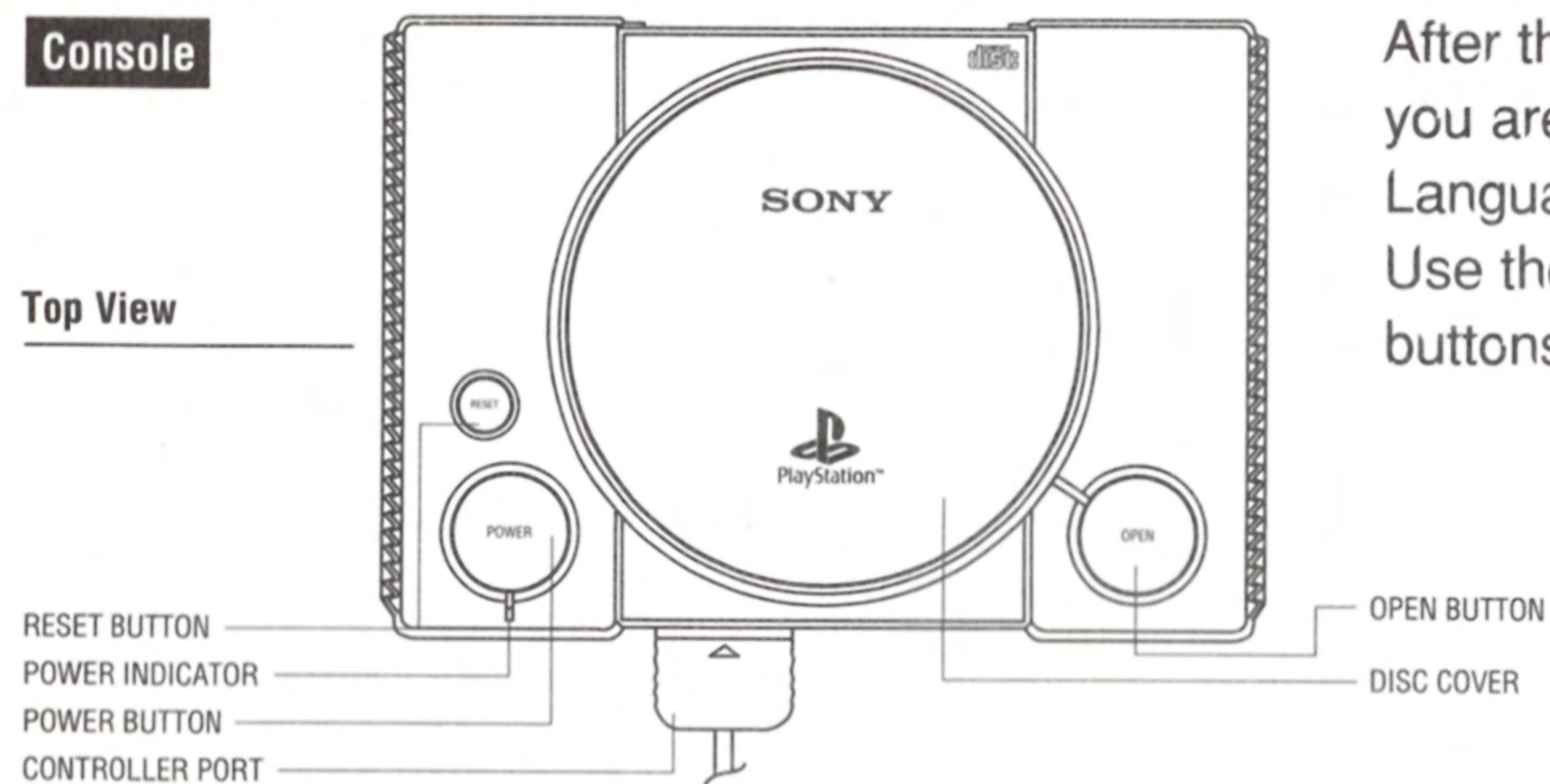
To play 'Speedball 2100' on your Console:

1. Set up your Console in accordance with its instruction manual.
2. Following your system's directions, insert your Speedball 2100 disc (printed side up) in the drive.
3. Close the disc cover and press the **POWER** button to begin loading the game.

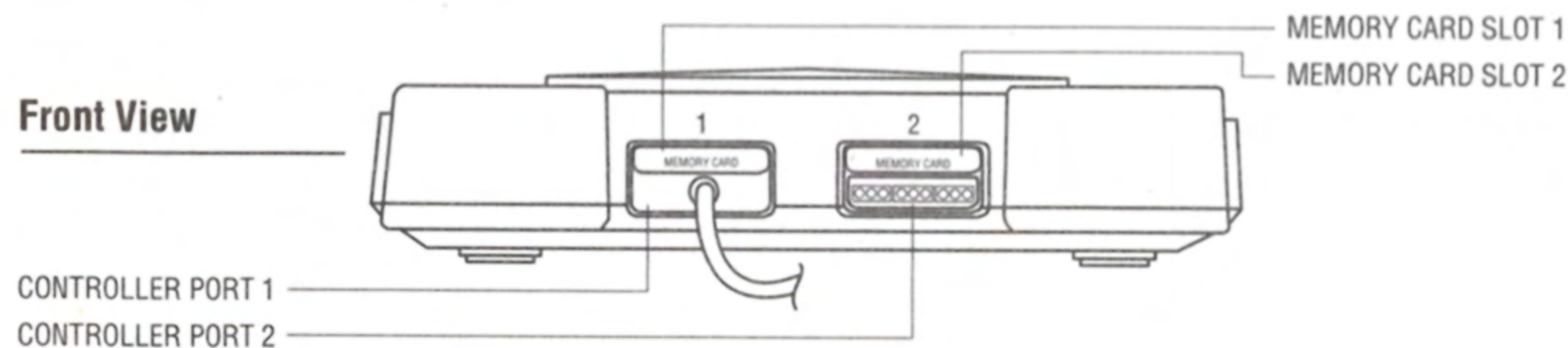
**NOTE:** We advise that you do **not** insert or remove peripherals (controllers, etc.) from your Console while it is switched on.

## Console

### Top View

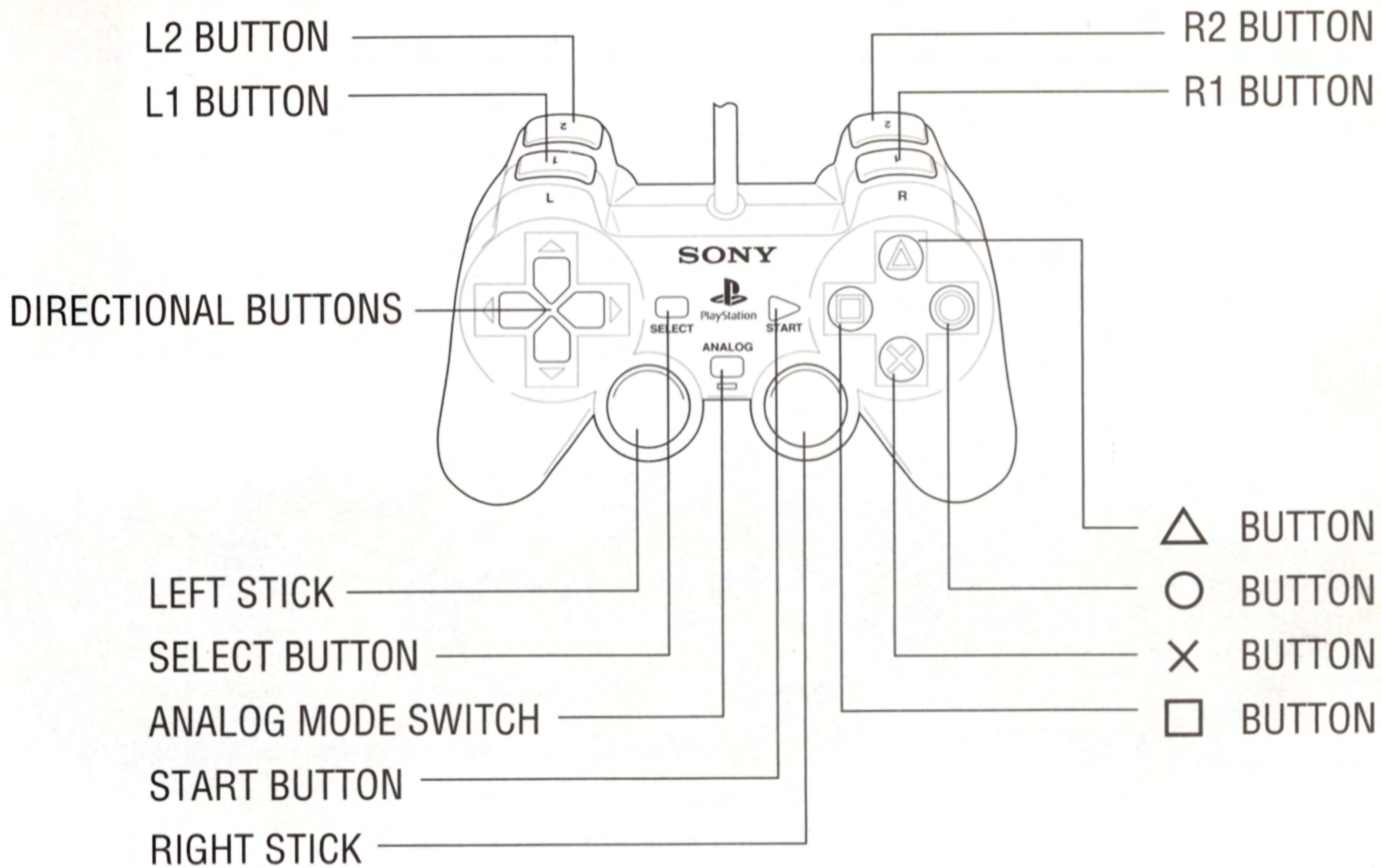


### Front View



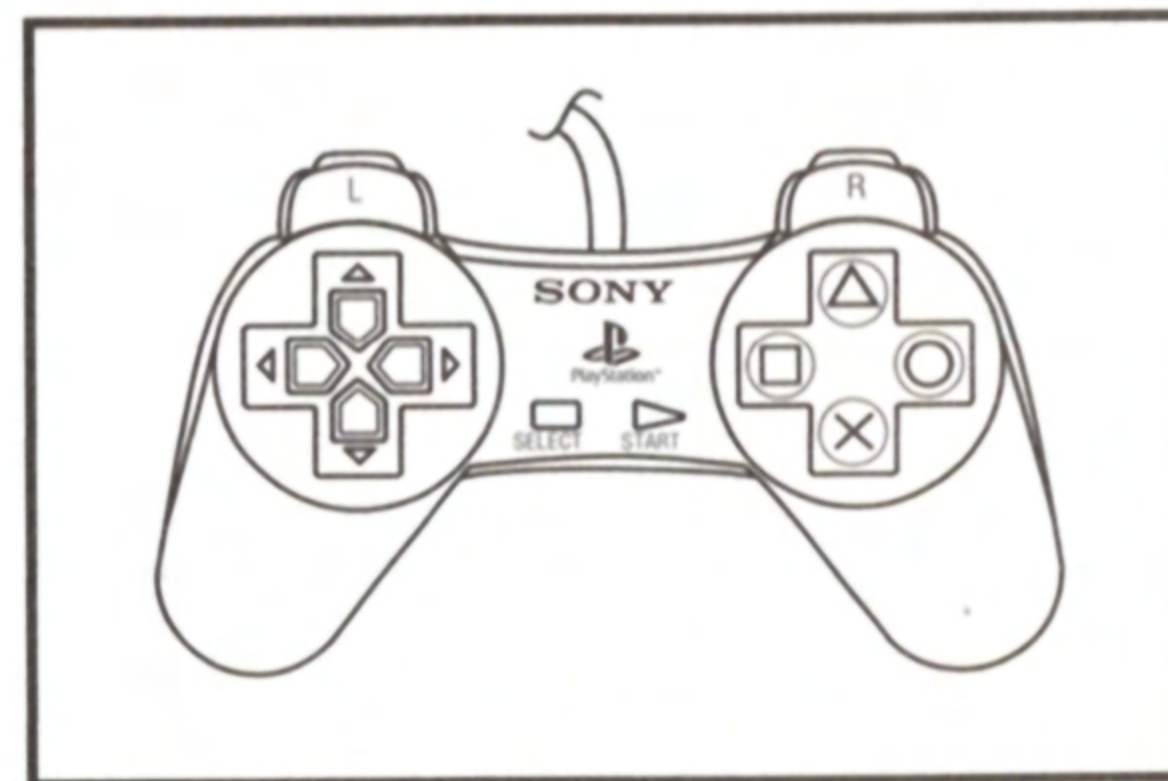
After the introduction sequence, you are presented with the Language Selection screen. Use the **Up** and **Down** Directional buttons to move through the text and the **X** button to confirm your selection.

# DUALSHOCK™ analog controller



**NOTE:** Compatible only in Digital and Analog mode  
or  
Compatible only in Digital and Vibration mode  
or  
Compatible only in Digital mode

**NOTE:** You may have a controller that looks like this,  
if so please follow the digital instructions outlined above.



# CONTROL SUMMARY

<b>DIRECTIONAL BUTTONS</b>	Navigate menus, keyboard and player movement
<b>LEFT STICK</b>	Player movement. Only available in Analogue Mode (LED: RED)
<b>X</b>	Confirm, throw (low and high), punch, slide and jump.
<b>△</b>	Exit to previous screen without saving changes in front-end menus only.
<b>□</b>	Tackle
<b>○</b>	Jump
<b>START</b>	Pause, skip introduction sequence
<b>R2</b>	Exit replay
<b>L2</b>	Repeats replay when button held down during a replay
<b>L1/L2</b>	Activates up/down arrows on left-hand side of icon panel in management system.
<b>R1/R2</b>	Activates up/down arrows on right-hand side of icon panel in management system.
<b>SELECT</b>	Toggles camera view during a match.

Players can move, throw, catch, slide and tackle.

Pressing the **X** button has varying effects according to the circumstances:

(In possession):	THROW BALL
(Not in possession):	TACKLE
(Ball on the ground):	SLIDE
(Ball in the air):	JUMP FOR BALL

# MAIN MENU

You will be presented with this screen after the introductory sequence:

## SINGLE PLAYER



This option will take you to the Single Player GAME MODES screen.

if DUALSHOCK™ is turned off on one controller then DUALSHOCK™ will also be turned off on the other player's controller.

## EXHIBITION

This mode allows you play a 'friendly' match outside of the competition modes against other teams in the Speedball divisions.

## CUSTOMIZE TEAM

This option allows you to 'personalise' your team.

## GAME OPTIONS

Customize screen positioning, audio settings and view the credits.

## MEMORY CARD

Access MEMORY CARD to Load, View or Save data.

## NEW GAME

Resets the current game state and starts a brand new game.

## TWO PLAYER

Takes you straight into a set of games against a human opponent. Choose from one round, best of three, best of five or a MEMORY CARD competition against a friend. In the MEMORY CARD competition both players can load their customized team data from a MEMORY CARD and pit their teams against each other. Within the two player mode,

## MEMORY CARD

Make sure there is one free block on your MEMORY CARD before commencing play. When the game is loading it will automatically check for Speedball 2100 saves on the MEMORY CARD in MEMORY CARD slot 1 and load the data found.

If you have saved your customized team or it's position within a knockout, cup or league competition, you may restore the data using this option and continue where you left off by following the on screen instructions.

# GAME MODES

## KNOCKOUT

This takes you into a match against the computer, via the KNOCKOUT options screen.

If you want to skip the options, just select the GO key. In a KNOCKOUT game you face a series of ever-tougher teams.

## LEAGUES

There are two League game modes available.

**Player Manager** mode gives you control of all aspects of the team including player control during a match.

**Team Manager** mode only allows you to control the management aspects of your team (upgrading players in the Gym, substitutions and transfers), whilst the artificial intelligence controls the team during a match. Success is based upon your skill while as a manager.

You are able to watch the match in full or run the game at a higher speed to get the result quicker. To enable Fast View, select the FV icon in the Options screen (OPT icon in the Management screens). To return the action to normal speed, select the FV icon again to turn Fast View off.

## CUP

This is a knockout, which consists of 4 rounds. In each round you play a match over two legs. If you draw over the two legs you play a decider to determine which team goes through to the



In the League competition you control a team which is initially the weakest. Each league season lasts for 14 weeks. If you finish in first place you are promoted and if you finish second you enter a playoff against the team second from bottom in the first division. 10 points are awarded for a win and 5 for a draw, plus 1 for every 10 you score. Points difference (for and against) is significant if you tie on points with another team.

On winning the KNOCKOUT, the LEAGUE or CUP you are awarded a trophy and if you attempt to play again you will find the opponents this time round are a little bit tougher than before.



## TRAINING

This is like an instant game, except there's no opposition: it's just you, the ball, and 90 seconds each end to perfect those trick shots and passes.

## MATCH SCREEN

Player identifier – active player,  
position (GK, LD, RD etc.) \_\_\_\_\_

Player info – Name, Health \_\_\_\_\_

Score \_\_\_\_\_

Time \_\_\_\_\_



To pause the match in progress, press the **START** button. The pause menu includes a variety of options; Continue Match, Options (DUALSHOCK, sound options and screen adjust), Statistics on all of the players updated constantly throughout the match and Quit which takes you out of the current match.

## CUSTOMIZE TEAM

**NAME TEAM:** Allows you to rename your team using the onscreen keyboard.

**NAME PLAYER:** Using the onscreen keyboard, you can change the name of your 'chosen' player.

**CHOOSE PLAYER:** Use the **LEFT/RIGHT** Directional buttons to select which head you wish to customize by moving it to the central position.

**CHANGE HAIR COLOR:** Use the **LEFT/RIGHT** Directional buttons to cycle through various hair colors for your 'chosen' player.

**CHANGE SKIN TYPE:** You are able to change the skin type of your chosen player in a similar manner to changing the hair color.

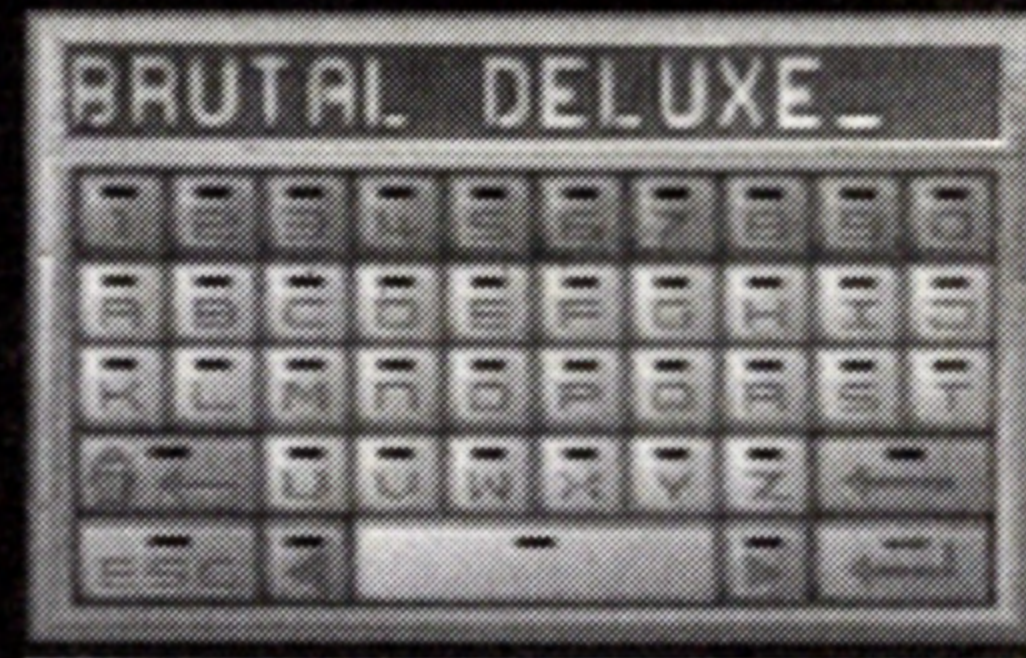
**CANCEL:** Cancels any changes made.

**OK:** Accepts any changes made.



## THE ONSCREEN KEYBOARD

When clicking on 'Name TEAM' and 'Name PLAYER' the letter A on the keyboard will highlight. Use the Directional buttons to navigate around the onscreen keyboard. Press the **X** button to make the selection and the letter will appear at the cursor in the text window of the onscreen keyboard.



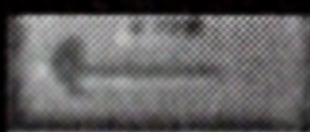
As well as the alphanumeric keys there are a number of special keys:



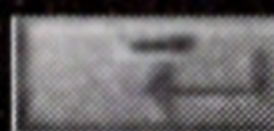
Deletes the current player/team name from the onscreen keyboard window.



EXITS keyboard and returns to left hand menu without accepting changes.



Deletes one character back from the cursor (or the **O** button for ease of use).



Accepts the text in the window and returns the player to the left hand menu.



Moves cursor left or right.

## GAME OPTIONS

### SET SCREEN POSITION

Adjust the screen position by selecting either bar and press the left or right and/or up and down Directional buttons to move the screen left or right and/or up and down respectively.

### SOUND OPTIONS

**EFFECTS VOLUME:** Adjusts the volume of the game's sound effects.

**SOUND MODE:** Clicking on this switches the sound effects between stereo and mono.

**MUSIC VOLUME:** Adjusts the volume of the game's music.

**DEFAULT:** Returns to the game's original sound settings

**CANCEL:** Cancels any changes made.

**OK:** Accepts any changes made.

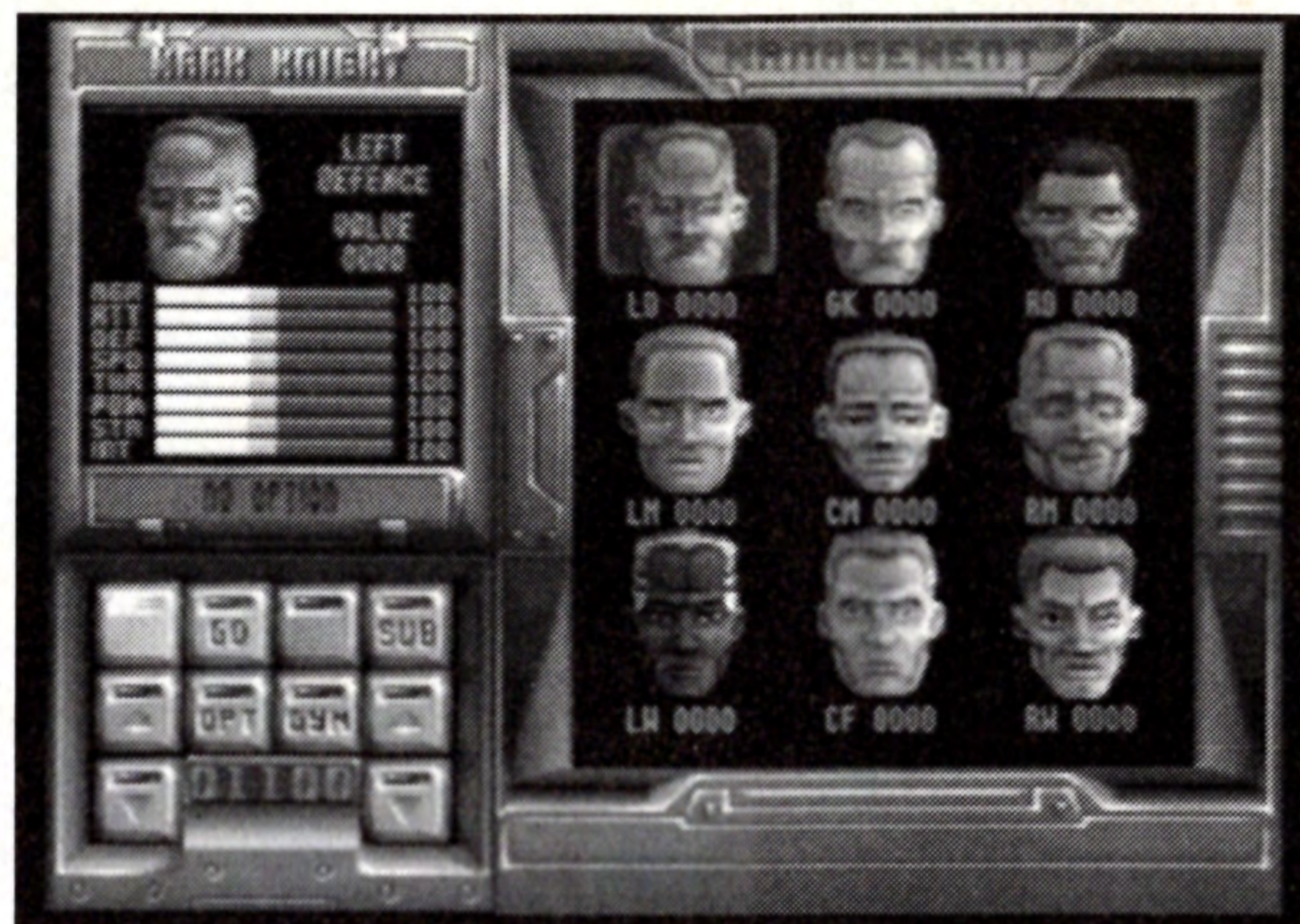
### VIBRATION

Press the **LEFT/RIGHT** Directional Buttons to turn the vibration function **OFF/ON** respectively. (DUALSHOCK only).



# MANAGEMENT SCREEN

The management side of Speedball 2100 allows you to strengthen your squad of twelve (nine team members and three subs) by buying and selling players and improving their attributes. At the start of the game you have a set amount of money in the bank. This screen allows you to select the GYM or the TRANSFER (TRF) screens, examine the attributes of your team and their opponents, and make substitutions. Using the Directional buttons, move the highlight over the desired icon and press the **X** button. Letters next to the pictures of the players indicates their position and the numbers indicates the current market value of the player.



## CHANGING TEAM POSITION

There are two steps required to swap the positions of player's in your team. Using the **UP/DOWN** icons on the left hand side of the icon panel, select the position where the player will be swapped into.

The current player/position will be displayed in the window above the icon panel. Once you are happy with the position that the new player will assume, you must select the player you wish to swap by moving the highlight over them in the right-hand window by using the **UP/DOWN** icons on the right-hand side of the icon panel (or **R1/R2**). When you have made your desired selections, move the icon highlight over the **SUB** icon and press the **X** button.

# THE GYM

The gym screen allows you to improve your squad's attributes. These can be temporarily supplemented on the field with pieces of armour or tokens, but any work you do in the gym is permanent. You can enhance the attributes for an individual player, group of players (Defense, Midfield, Attack or Substitutes) or the entire team.

In order to train the squad, first select who you want to train using the three icons on the left-hand side of the icon panel: Individual players, Groups of players (Defense, Midfield, Attack, Subs) or the whole team. If you want to improve specific areas (such as aggression or power), use the **UP/DOWN** icons on the right-hand side of the icon panel (or **R1/R2**) to move the highlight over the desired attribute (this illuminates the corresponding area on the training panel). If you want to improve all eight attributes (see **ATTRIBUTES** below), select the **ALL** option. Finally, activate the **BUY** icon using the **X** button to buy that attribute, subsequent presses of the **X** button will increase the attribute again with the cost automatically deducted until you have reached the maximum level of the attribute or you have insufficient funds available.

## ATTRIBUTES

A player's attributes determine his/her individual strengths during a match.

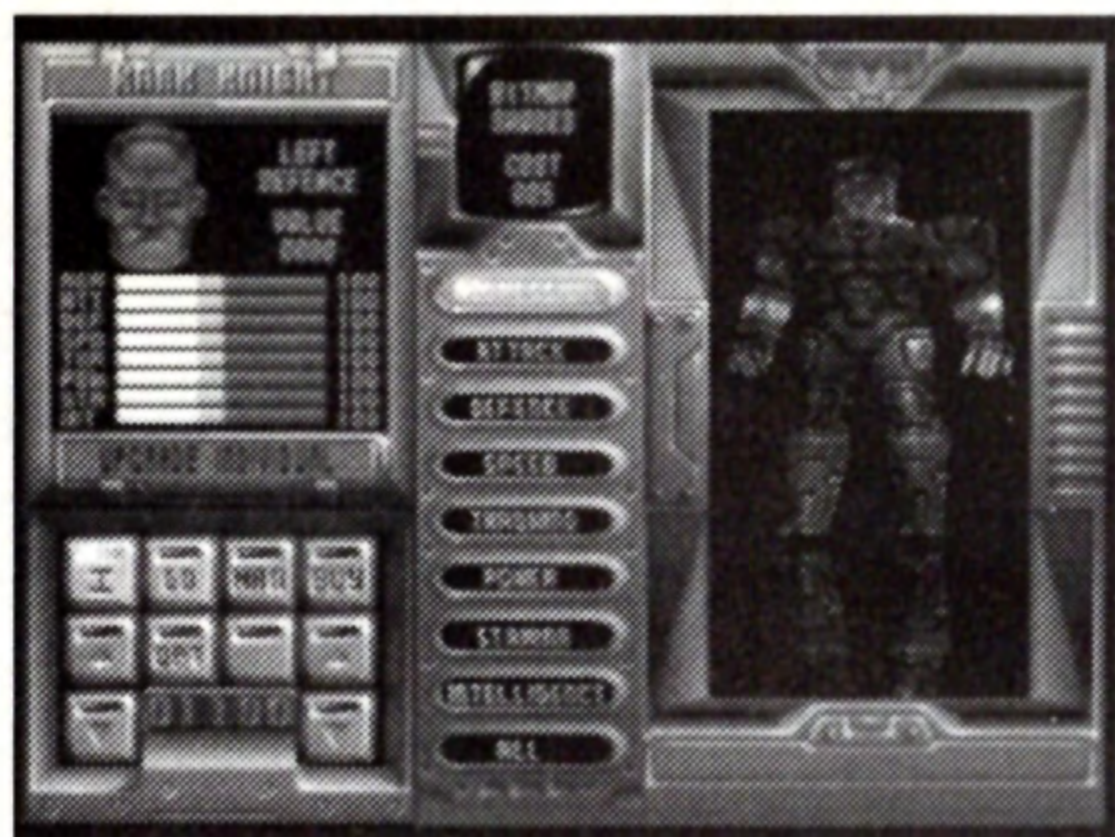
**AGGRESSION:** Defines whether a player will attack or avoid an opponent in his area. Aggressive players go off and fight their opponents rather than actually playing the game.

**ATTACK:** This determines how successful you are when trying to take a ball from an opponent.

**DEFENSE** The stronger this is the harder it is for someone to take the ball from you.

**SPEED:** Determines your speed, slide and jumping distance.





**THROWING:** Determines throwing ability.

**POWER:** A player with more power tackles harder and injures his opponent more severely.

**STAMINA:** This is a defense against POWER. A player with a high stamina will be injured less severely when tackled.

**INTELLIGENCE:** Controls prediction of player position or ball, reaction time and how far the player can look around himself. A smart player has quicker reactions and moves into intelligent attacking positions more frequently.

## TRANSFER SCREEN

The transfer screen allows you to purchase any of the Star Players available in exchange for a member of your own team and a cash fee. Star Players are characterized by their great strength in all departments and can have higher attributes than normal team members.

To buy a Star Player, use the **UP/DOWN** icons on the left-hand side of the icon panel (or **L1/L2**) until the player you wish to purchase appears in the Star Player panel. You must then select the player you wish to use in exchange for the Star Player by using the **UP/DOWN** icons on the right-hand side of the icon panel (or **R1/R2**) until you highlight the player you wish to transfer from your squad. Finally, highlight the **BUY** icon, and press the **X** button. Money is automatically deducted and the Star Player should now appear as a member of your team. If nothing happens then you can't afford the transaction.

## KIT CUSTOMIZATION

You can decide whether you want to create a totally new kit colour combination for your team or pick from 10 default schemes (that can also be modified to your own personal taste) by using the arrow icons that are on screen.

# PLAYING A MATCH

Speedball 2100 is played over two halves lasting 90 seconds each. Teams swap ends at half time: the action starts when the ball is launched into play in the centre of the pitch. This happens at the beginning of each period, after a goal is scored, or after a player has been substituted. The object of the game is to score more points than your opponent – how you do it is entirely up to you.



## CONTROLLING YOUR PLAYERS

You control the player on your team who is nearest to the ball: this is your control player (CP). The selected player will be highlighted with a circle in your team's colour around their feet. When the player has the ball they will have letters next to the circle denoting their group position: CF – centre forward, RM – right midfield, LD – left defense etc. Each member of the team can move and throw the ball in any direction. To throw the ball, press the **X** button: a short press releases it at waist height; a longer press means that the ball is thrown high in the air.

If your team is not in possession, pressing the **X** button can have one of three effects. If the ball is in the air near your CP, the selected player will jump to catch it. If the ball is on the ground or at waist height, your player will slide to intercept it. If a member of the opposing team has the ball, pressing the **X** button will attempt a tackle.

## THE GOALKEEPER

The goalkeeper is fully automatic. When roving away from the goal-line he can jump up and catch the ball, throw it and tackle as normal; additionally, when the ball is moving, the goalkeeper will dive for the ball. However, he can't travel outside his own 'goal area'.

## TACKLING

Successful tackles depend on the relative attack/defense attributes of the two players involved; if you win the tackle, your opponent loses energy and vice versa. Tackling a player also reduces their attributes. You can tackle any player at any time – even off the ball. Players are most vulnerable when jumping and facing away from you.

## INJURIES / SUBSTITUTIONS

When their energy is reduced to zero, players are unable to move and have to be stretchered off by the attendant RoboDocs; a substitute is brought on as a replacement. Substituted players' attributes do not reset to their starting levels after a match.

## SAVING THE GAME

Games can be saved at any point during the game regardless of which competition you are playing in (knockout, league or cup). Simply leave the current competition to return to the main menu and enter the Memory Card options screen - then select the save game option. When saving, follow any on screen prompts.

## SCORING POINTS

012

050

### GOALS

Scoring a goal has two important benefits: firstly, it gives you 10 points. To help you know where the goal is when you can't actually see it, there are markings on the pitch at the top of the screen or at the bottom depending on which half of the pitch you are in.

Each goal is followed by an action replay. To repeat the replay press and hold **L2** at any point during the replay. To cancel a replay press **R2**.

## OTHER BONUSES AND EQUIPMENT

Points can also be scored by **INJURING PLAYERS** (for every opposing player you injure you score 10 points) or by using the **BOUNCE DOMES** and **STARS**. Scores can be multiplied by gaining control of the **SCORE MULTIPLIER**.

**THE SCORE MULTIPLIER:** This is a simple way to increase every score you make by up to 100%. To activate the SM (Score Multiplier), throw the ball up the ramp. Your opponents can regain control by throwing the ball up the ramp themselves: two throws cancel out your advantage, another two increase their score by 100%. Two sets of lights (in the colours of the two teams) on top of the SM signal who is in control and by how much. The SM also effects the **BOUNCE DOMES**, **STARS** and **ELECTROBOUNCE**.

**BOUNCE DOMES:** Two on the pitch: one just in front of either goal. 2 points every time you hit them. The SM will increase the number of points you can receive each time you hit a bounce dome to either 3 or 4 points.

**STARS:** Five for each team; light them to score 2 points each. The team playing up field hits the cluster at the top left; the team playing down hits the cluster at the bottom right. A 10 point bonus is awarded for lighting up all of the stars. Teams can 'turn off' each other's stars. This subtracts 2 points from the opponents score. Targets are reset at half time. The SM will increase the number of points you can receive each time you hit a star to either 3 or 4 points with the bonus for all five stars increased to 15 or 20 points.

**ELECTROBOUNCE:** There are two Electrobounce units: when you throw the ball against one of them the ball becomes electrified and stays so until it comes to a complete stop. When electrified, the ball will tackle the first opponent it hits. If you retain possession of the ball after it has tackled an opponent it will remain electrified. If the opposition take possession or the ball stops moving it will be cancelled. The SM effects the electrified ball as follows; if you have one light it will tackle two opponents; if you have two lights it will tackle three opponents. Opponents can steal the electrified ball by tackling the player who is holding it.

**WARP GATE:** Four warp gates (two in each half) transport the ball from one side of the pitch to the other. They can be an effective way to disorientate your opponent!

## INJURING PLAYERS

A team is awarded 10 points for every opponent that has to be stretchered off although if the SM is in play, the bonus can be either 15 or 20 points.

## POINTS TABLE

This is a summary of the points system. Standard (Std) points scores can be increased by using Score Multiplier (SM) feature once (+50%) or twice (+100%).

	Std	+SM1	+SM2
GOALS	10	15	20
ONE STAR	2	3	4
5 STAR BONUS	10	15	20
BOUNCE DOMES	2	3	4
INJURE PLAYER	10	15	20



# PICK-UPS

There are two basic kinds of Pick-Up on the Speedball 2100 pitch: tokens and armour/weaponry.

## TOKENS

Tokens effect the entire team, and almost all of them are fixed by a time limit of 6 seconds. Collecting one that operates on a timer cancels any currently active token.



**FREEZE TEAM:** Freezes opponents for a limited period.



**REVERSE CONTROLS:** Reverses opponents' controls (2 player game only).



**REDUCE TEAM:** Reduces all opponents' attributes to minimum.



**INCREASE TEAM:** Increases all your players' attributes to maximum.



**MANIC:** Increases both teams' attributes to maximum.



**FULL ENERGY:** Boosts a single players' energy and attributes to initial values.



**ZAP TEAM:** Tackles all on-screen opponents, reducing their attributes as if a player had tackled them.



**SLOW TEAM:** Reduces all opponents' speed ratings to minimum.



**GRAB BALL:** Gives you possession of the ball.



**TRANSPORT:** Transports the ball to your centre forward.



**GOAL DOOR:** Prevents the ball entering your goal.



**SHIELD:** Makes your team immune to attacks.



**COINS:** Coins aren't strictly tokens, but they are worth 100 credits (200 in a Cup match).

Computer teams can pick them up, but don't use them, except to restore injured players attributes, preferring to invest their money overseas. As a result they can't buy Star Players or enhance their attributes.

## ARMOR AND WEAPONRY

Items of hardware effect individual players and are found lying on the pitch at various intervals. Both teams can pick them up and benefit from their effect, until they're tackled and forced to drop them. Items can be picked up a maximum of twice only.



**BITMAP SHADES** Enhances aggression.



**SHOULDER** Stronger attacking ability.



**CHESTPLATE** Increases defensive ability.



**BOOTS** Enhance speed.



**ARMPLATE** Gives greater throwing ability.



**GLOVE** Increases power.



**CAN** A glucose solution providing extra stamina.



**HELMET** Greater intelligence.

# NOTES

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## WARRANTY

Empire Interactive 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 empire interactive 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.

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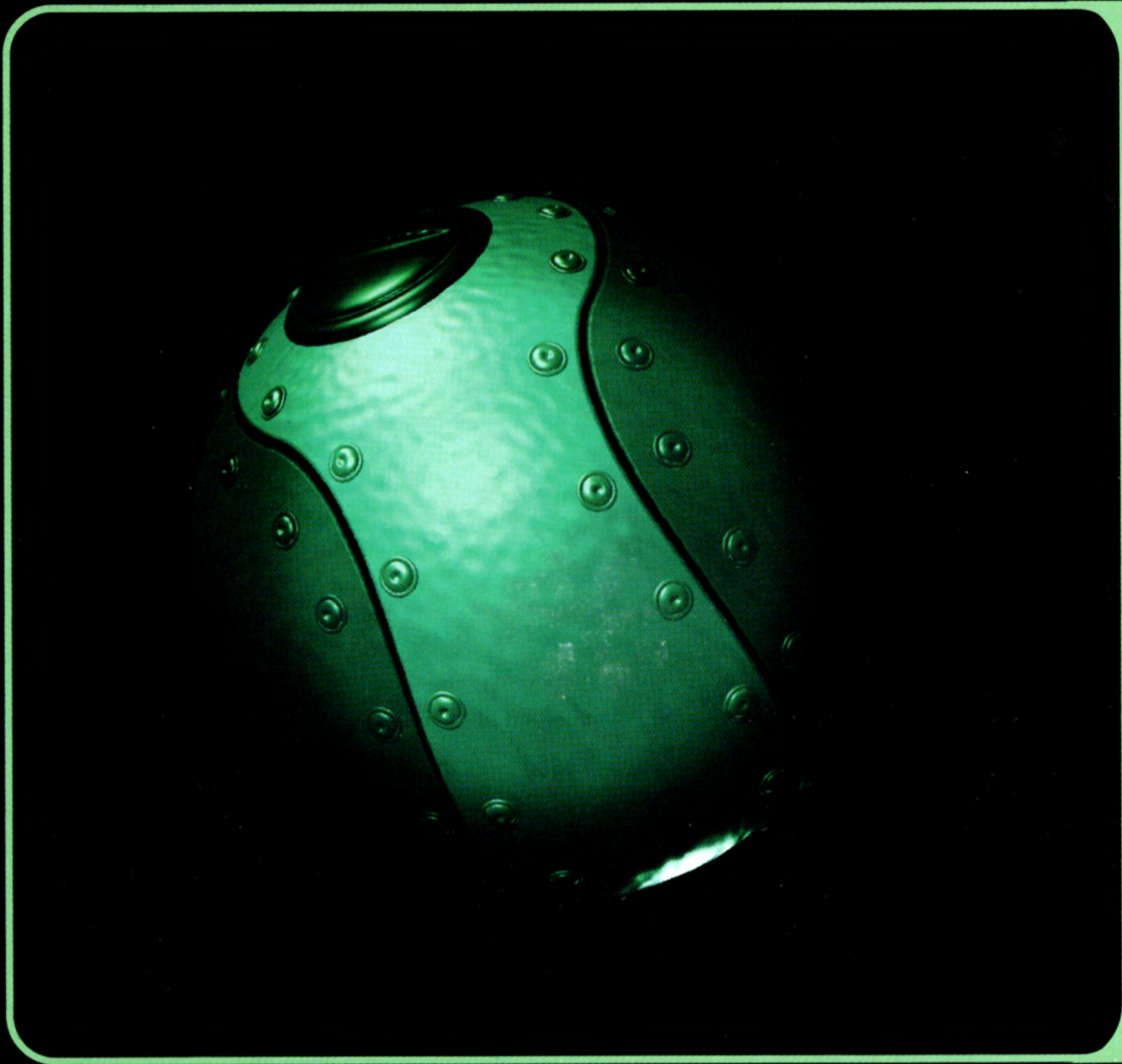
EMPIRE INTERACTIVE  
CALIFORNIA STREET, FIFTH FLOOR,  
SAN FRANCISCO, CA

### 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.

## TECHNICAL SUPPORT

if you need technical assistance with this product, call us at:  
(410) 933-9191  
monday through friday  
9am to 5pm eastern standard time.



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