



PlayStation

NTSC U/C

PlayStation

EVERYONE



CONTENT RATED BY ESRB

SLUS-00869




WARNING




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:


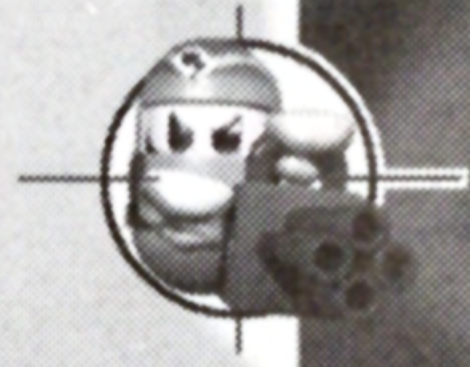
- This compact disc is intended for use only with the PlayStation game console.
 - Do not bend it, crush it or submerge it in liquids.
 - Do not leave it in direct sunlight or near a radiator or other source of heat.
 - Be sure to take an occasional rest break during extended play.
 - Keep this compact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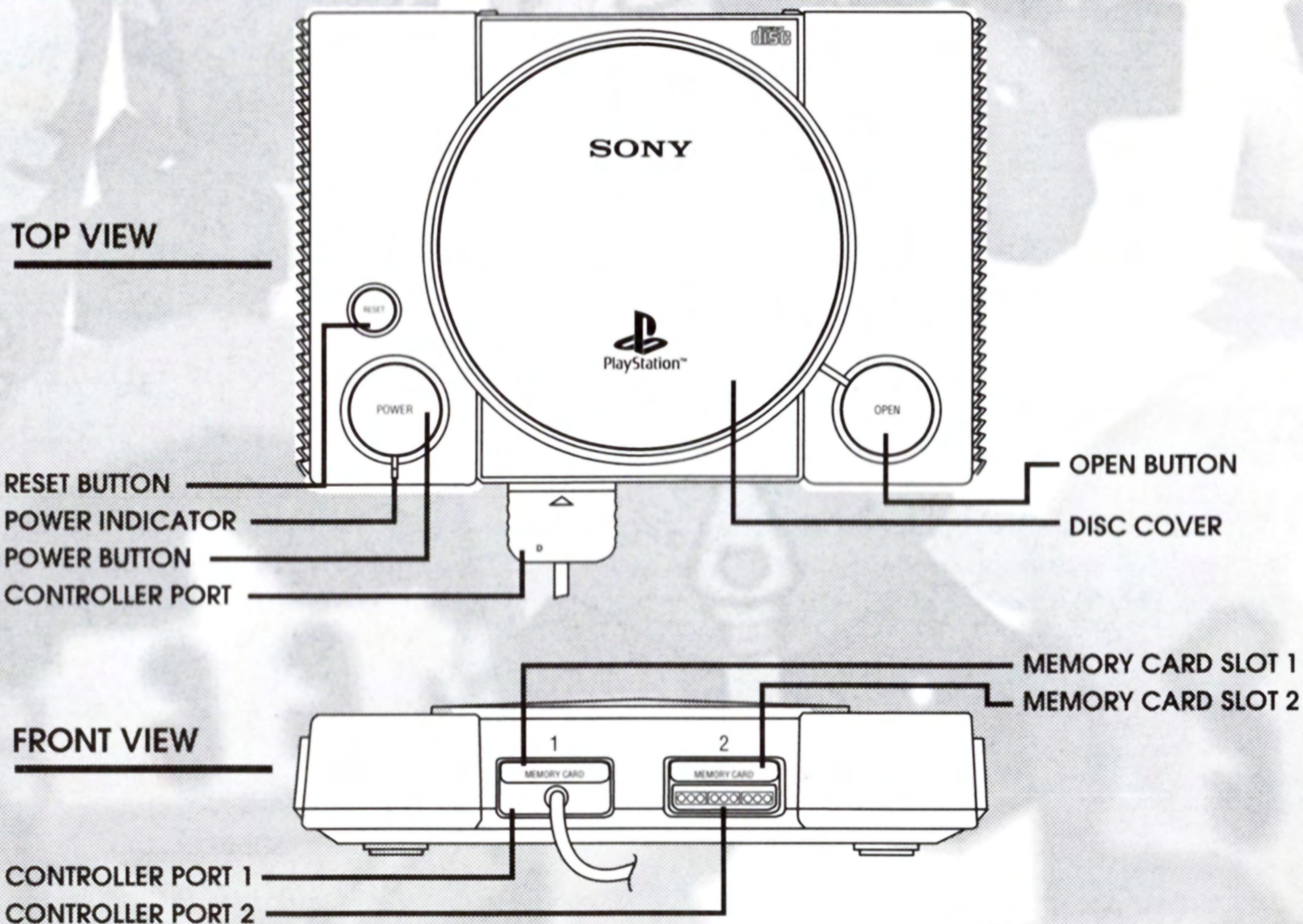
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GETTING STARTED

If you go running off into battle without knowing what to do, you're going to get your butt shot off. Make sure you read through this instruction manual first. There's lots of information here that you'll find useful.

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 (Team Buddies™) game disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

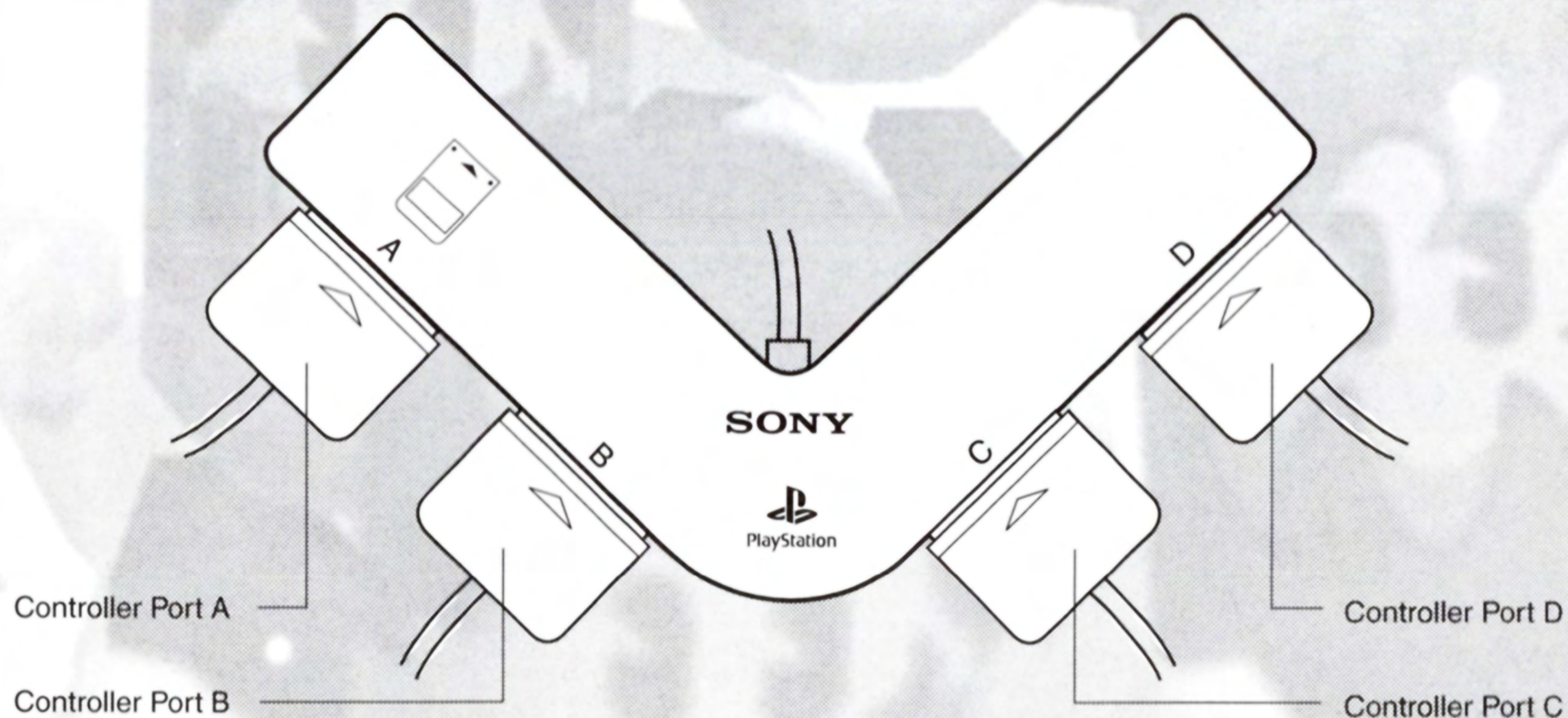


GETTING STARTED

Team Buddies™ supports up to Four Players. If you choose to play a multi-player game, you'll need the Multi Tap. This will allow all players to play at one time. The game supports the Memory card to save game data. Make sure that you insert your Memory card in Memory Card Slot 1 on your PlayStation® game console before turning the power on.

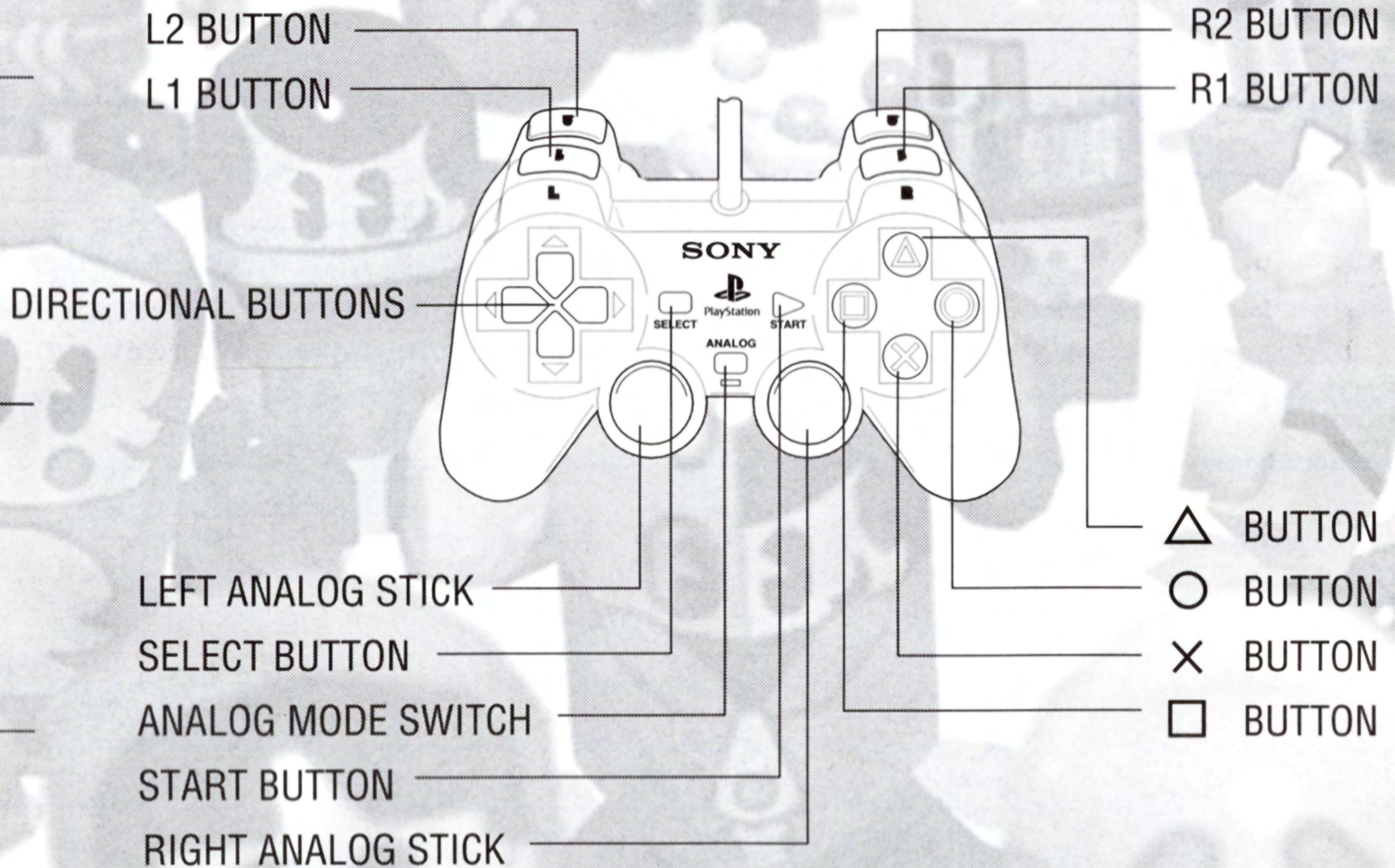
WARNING

If you choose to use the Multi Tap, remember that a controller must be plugged into Controller Port A on the Multi Tap before you connect the Multi Tap to Controller Port 1 on the PlayStation game console. Also, additional controllers must be connected in consecutive Controller Ports. If you are using a Memory card, be sure that you insert the Memory card into Memory Card Slot 1-A on the Multi Tap to save your game data.

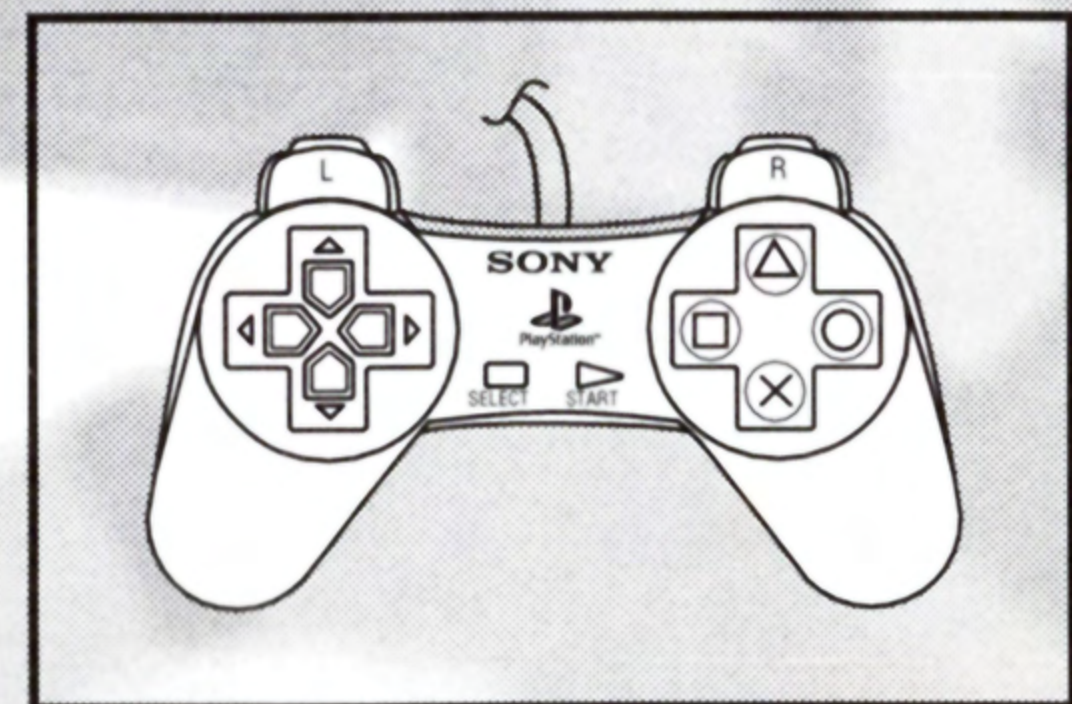


GAME CONTROLS

DUALSHOCK™ analog controller



NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined on Page 6.



GAME CONTROLS

Here's all the controls you'll need to play the game. If you need to, check out the opposite page for locations of buttons on your controller. Remember that if you're using a DUALSHOCK™ analog controller, you'll need to make sure to press the Analog button (the LED will light up Red when activated) in order to activate the Left Analog Stick. The Vibration Function of the controller can be turned ON or OFF and some of the control configurations can be adjusted in the game's Control Menu (see Page 11).

BASIC CONTROLS

Move Player - Directional buttons or Left Analog Stick (if activated).

■ - Fire weapon, Pick up / Drop / Throw crate.

⊗ - Jump.

○ - Action (using vehicles, kicking crates, etc.). Insult (Multi-Player games only).

△ - Swap Buddie control. Use this to switch to another Buddie.

L1 - Give order (use with or without binoculars).

L2 - Give build instructions.

R1 - Target Lock-On. Tap twice to auto-center tank turrets.

R2 - Use binoculars.


▶ - Pause game and access the Pause Menu.

■ - Rotate view.


Well, that's about it for the controls. Remember, don't be stupid and start playing the game without reading through the manual! Now if you're just crazy and want to start eating bullets, then go right ahead and begin. If not, keep reading for information on build orders, menu structures and how to play the game!




THE STORY SO FAR




Ages ago, way back before any of us can remember, Buddieland was really sweet – the sort of place you could take your kids and not worry that they'd see something they shouldn't, know what I'm sayin'? All types of buddies used to live together in perfect harmony. We'd often spend hot sunny days walking our dogs and passing the time of day with our fellow buddies. It was a beautiful haven of love, peace and happiness.




Then one day, there was a great eclipse. In fact, the eclipse was so great, we called it "The Great Eclipse"! Crates started falling from the sky and slowly we began to learn how to use them. First we discovered how to build more of our own kind of Buddie. Then we worked out that we could stack the crates differently to build loads of new weapons and gadgets.



What we didn't know was, all the other Buddie tribes were doin' the same thing. By the time we'd built a tank they all had mega-serious weapons trained at our heads. They won the battle that day, but we made sure they didn't win the war. The very next day they woke up to find their base sendin' smoke signals that said "We're a bunch of losers!" right across Buddieland.



That's how things have been and will stay for a while I guess. As long as a Buddie builds weapons, there'll always be another Buddie waiting to build bigger ones and even more Buddies waiting to use them! It may not be the most civilized thing to do, but it sure is fun!



MAIN MENU

OK, you know the story and you've seen the movie. Now it's time to get busy! After the introduction movie (you can skip it if you want by pressing **X** at any time) you'll reach the Main Menu. There are four squares to choose from in the Main Menu, each taking you to another sub-menu.

Highlight the sub-menu you want to go by using the Directional buttons or Left Analog Stick. To access the sub-menu, press **X**.

Here's what each sub-menu contains:

SINGLE

Go to the Single sub-menu to begin a one-player game.

MULTI

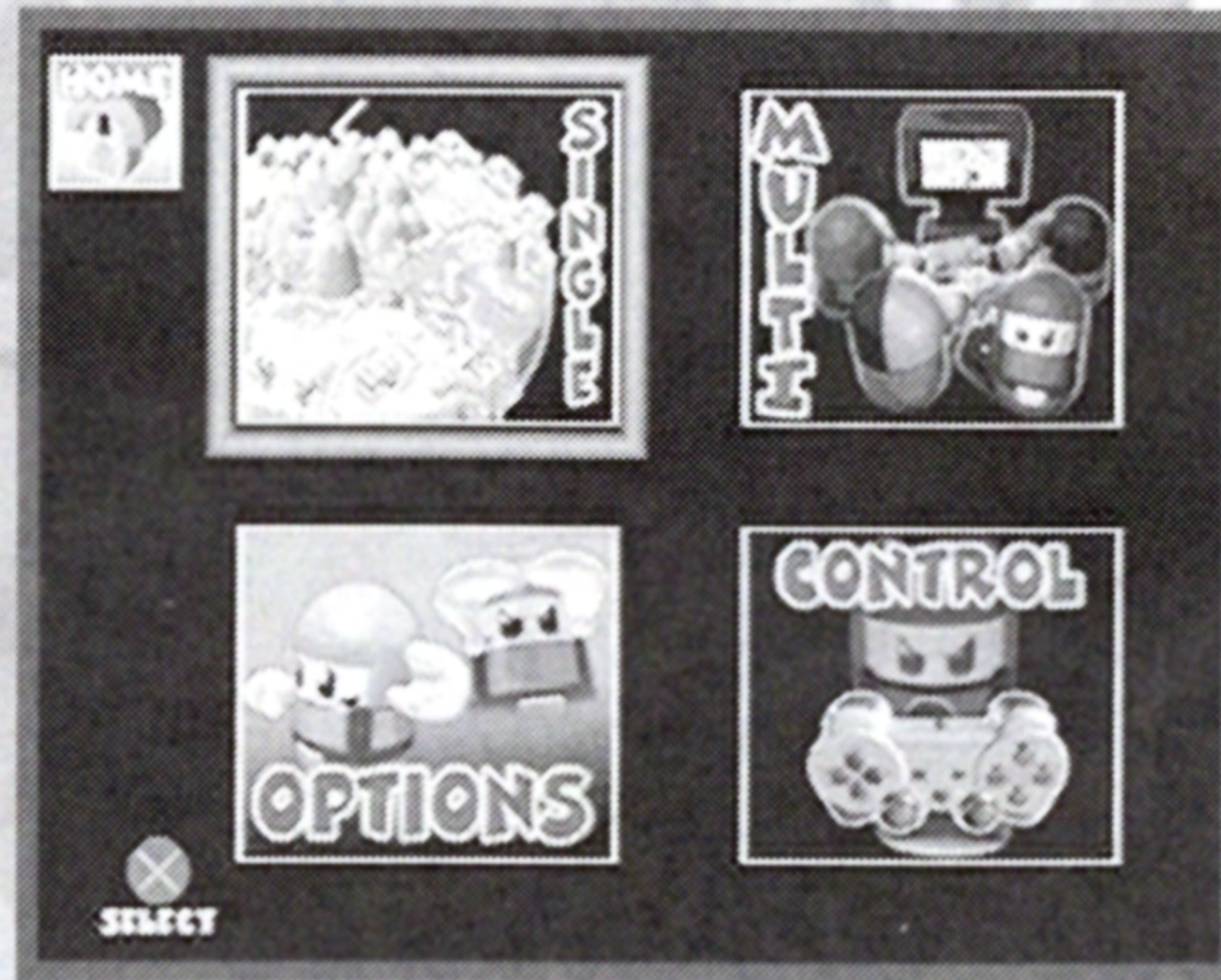
Go to the Multi sub-menu to begin a multi-player game.

OPTIONS

Go to the game's Options Menu, where you can configure the game settings to your personal preference. You may also **LOAD** and **SAVE** game information from your Memory card.

CONTROL

Go to the Control Menu where you can configure the settings on your controller.



OPTIONS MENU

Now there's a bunch of settings in the game that you can adjust. Since the Options Menu has the most of them, we'll cover that first.

At the Main Menu, highlight **OPTIONS** and press **X**. To highlight an option, use the **Directional** buttons or **Left Analog Stick**.

SFX

This controls the volume of the game's **Sound Effects**. Press **Left** and **Right** to adjust the volume bar.

MUSIC

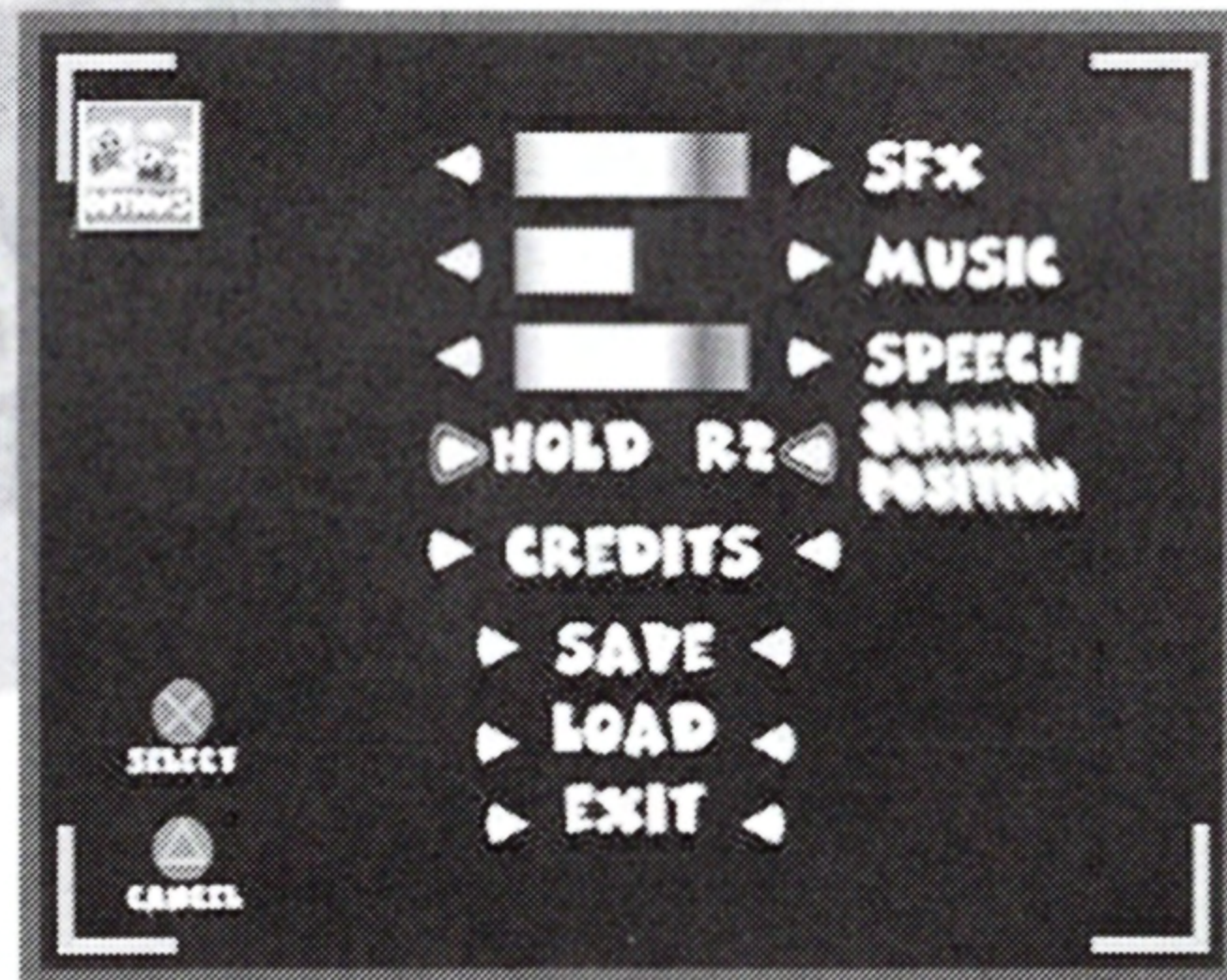
This controls the volume of the game's **Background Music**. Press **Left** and **Right** to adjust the volume bar.

SPEECH

This bar controls the volume of the **Buddies' Speech**. Once again, press **Left** and **Right** to adjust the volume.

SCREEN POSITION

This allows you to change the position of the game on your screen. Press and hold **R2** to begin. Four corners will appear to guide you. Keep holding **R2** and use the **Directional** buttons or **Left Analog Stick** to position the screen.



OPTIONS MENU

CREDITS

This will show you all the names of the people who worked on the game. Highlight this sub-menu and press **X**.

SAVE

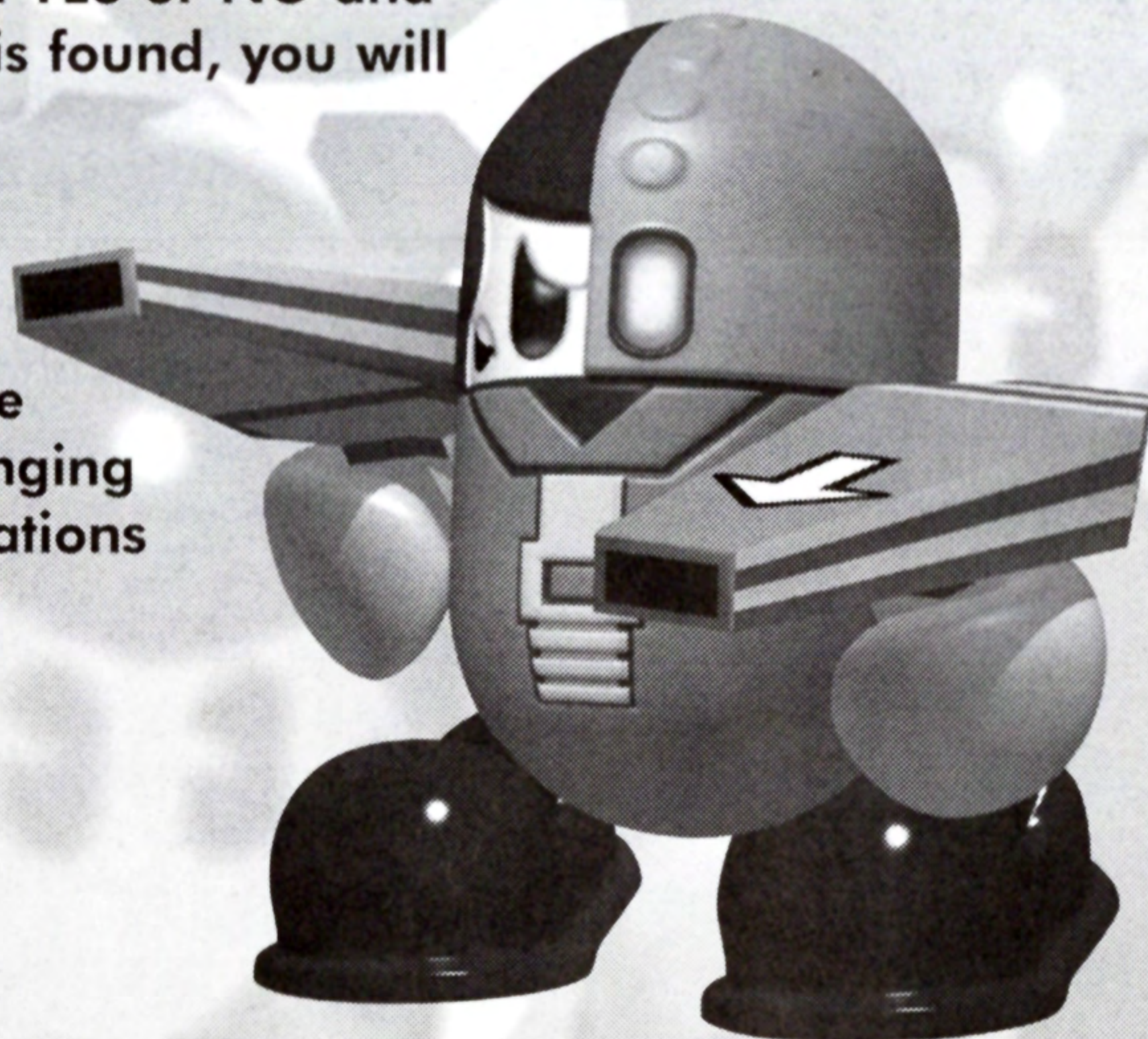
This is where you can save game data to your Memory card (if one is inserted). Highlight SAVE and press **X**. The game will look for an inserted Memory card with saved information on it. If you have saved information, the game will ask to overwrite it. Select YES or NO and press **X**. If there is no saved information present, a new file will be created for you.

LOAD

You must have saved Team Buddies data on your Memory card in order to use this sub-menu. Press **X** to begin loading your saved game. The game will search for saved information on your Memory card. If found the game will ask if you want to load. Select YES or NO and press **X**. If no saved information is found, you will exit back to the Main Menu.

EXIT

Highlight this and press **X** to go back to the Main Menu. Make sure you exit in this manner when changing options. Otherwise, your configurations will not be available in the game.



CONTROLLER SETTINGS

Want to change the settings on your controller? Highlight **CONTROL** at the Main Menu and press **X**. Only one player at a time can change their controls. The Control Menu will display how many players' controllers are present. Players can only change controller settings individually. In other words, once a player is finished making their adjustments, the next player can make theirs.






There are three different control settings to choose from (A, B or C). Press Left or Right to view each setting. The callouts on the screen will show you what button will correspond with what action. If you are using a controller that supports a Vibration Function, you can turn the function ON or OFF. Highlight **VIBRATION** at the bottom of the screen and press Left or Right to activate or deactivate the vibration. When you are finished, highlight **EXIT** and press **X**.

Remember that each player must enter this sub-menu individually in order to change their control settings. Also, each player must exit out of the screen via the **EXIT** command otherwise their control settings will not be activated.



USING CRATES

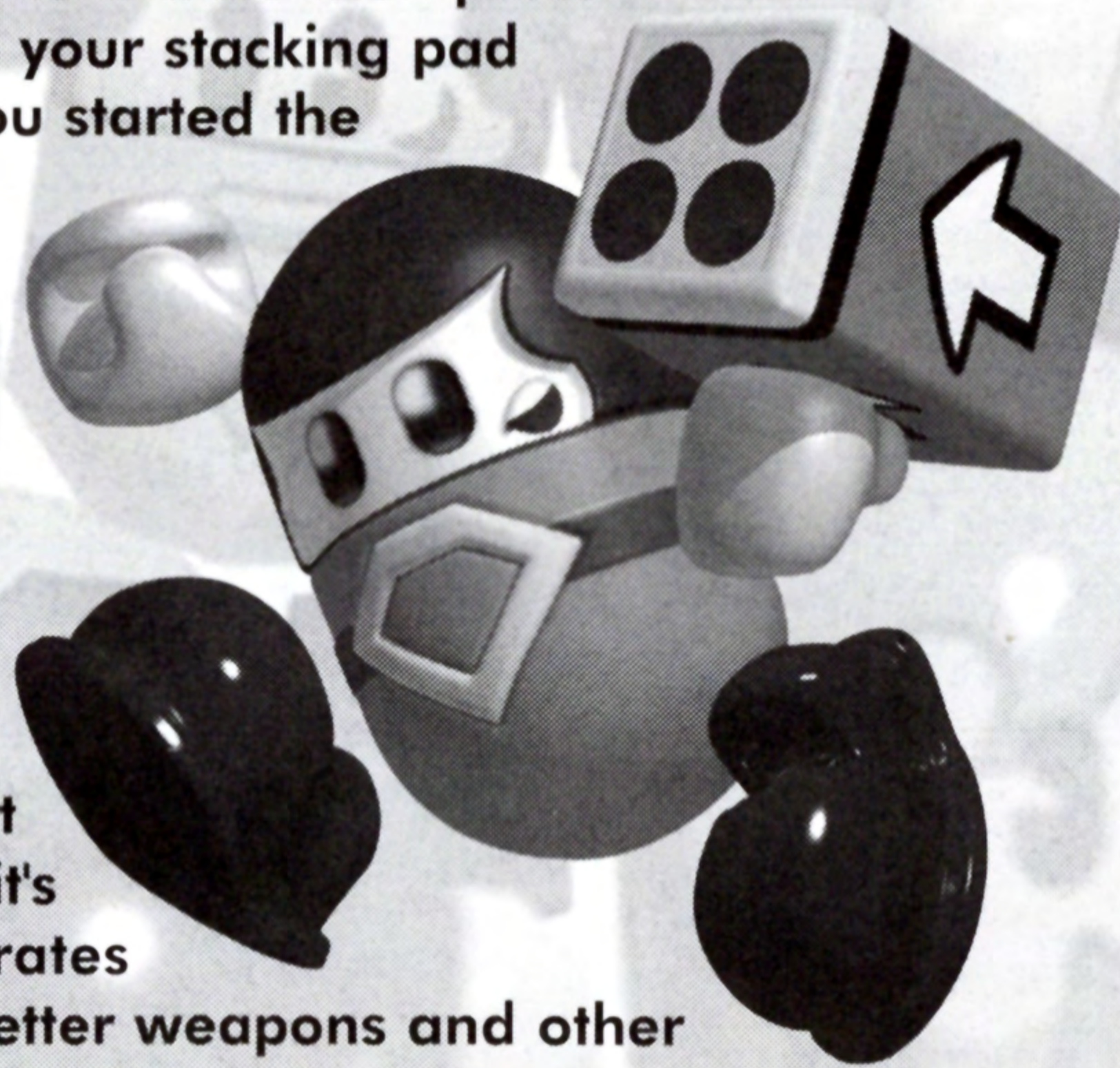
This is where you've got to really pay attention! Remember, the law of the land is Destroy or be Destroyed and these next few pages will help you do just that. The first thing we'll talk about are those wonderful little gifts from the sky known as crates.

STACKING CRATES

First thing you need to learn is how to arm yourself. Somewhere near your base you'll see there's an area where red & yellow crates fall from the sky. These are your supplies. Stand next to a crate then press  to pick it up. Now take it over to your stacking pad (the block of four squares where you started the game). Press  again to drop the crate on the stacking pad. An icon will appear above the crate to tell you what's inside the crate. Stand by the crate and press  to kick the box open and reveal the weapon inside.

Now walk over the weapon to pick it up. Be quick, though; after a short while the weapon will disappear if it's not collected. Learn how to stack crates in different combinations to get better weapons and other useful gadgets.

Sometimes there'll be quite a distance between the crate collection point and the stacking pad. A quicker way to get the crate to the pad is to throw it. Simply jump up (press ) and then quickly press  to throw the crate. It'll take a few tries to get it right, but after a few attempts, you'll get the hang of it.



USING CRATES

ADVANCED STACKING

There's a very good reason why there are four squares on your stacking pad. If you stack more than one crate at a time, you can create stacking combinations. Each combination will provide you with something different. For example, place two crates on top of each other and kick them open to create a new Buddie. Or you can place two crates next to each other to create a stronger weapon. Try different combinations to see what you can build!

SUPER-CRATES

Occasionally, you might find blue crates that are different from the others. These are Super Crates and can be used to enhance whatever you are building – you need only one to turn an ordinary object into a more powerful weapon, Buddie or Tank.

MEGA-CRATES

These are large black and yellow crates that are dropped under certain circumstances and contain special weapons or flying vehicles that cannot be built ordinarily. These crates can be activated by walking over switches, shooting unique static objects or are linked to specific game events. Try shooting the statue in "THAT'S RUBBISH" to see what we're talking about.

SHOOTING TACTICS

ADVANCED SHOOTING AND TACTICS

Once you've built a weapon, you'll be able to defend yourself against attacking enemies. When your Buddie is carrying a weapon, a crosshair will appear over all potential targets as you pass them. Whatever is underneath the crosshair is what you'll be shooting at as you fire. Make sure you have as much ammo as possible. The quickest and easiest way to load your weapon is to kick a crate that is not on your stacking pad. Crates opened in this way will release either extra ammo or extra health.

STRAFING

Strafing is just a fancy way of saying "side-stepping". If you don't have a target in sight, press and hold down **R1**, then press Left or Right on the Directional buttons or Left Analog Stick to side-step. This can be handy if you want to duck behind something for cover against an enemy attack.

STRAFE-LOCKING

If you have something in your crosshairs, you can hold down **R1** (as you did when you were strafing) and lock onto your target. If you move left or right, you will circle round your target and always be facing it – very useful in combat situations! But be careful as the lock can be broken if you take too much damage.



WEAPONS OF THE GAME

One thing this game has lots of is WEAPONS! I'm not going to spoil the fun for you, but you'll find loads of different weapons to crush the enemy with. Remember – stacking a Blue Super-Crate in with your normal crates will upgrade each weapon to a super-weapon! Here are just a few of the more common ones:

Weapons are split into categories. This is consistent for each world.

Light weapons = 1 crate

Grenades = 2 crates (horizontal)

Heavy weapons = 4 crates (horizontal)

SHOTGUN

A very powerful weapon, but also slow and difficult to aim accurately. The shotgun blasts out one cartridge at a time in the direction your Buddie is facing. It works best at short range.

BAZOOKA

A handheld weapon with massive firepower that takes less crates to build than some of the other super-weapons. While it's a handy weapon to have, it does tend to use up a lot of ammo and it's not that fast either. But if an enemy Buddie catches a Bazooka-blast straight in the chest it'll send him flying back and out of the immediate area.



WEAPONS OF THE GAME

UZI 9mm

A medium-rate weapon that's good for quickly hitting the enemy where it hurts.

GRENADES

The grenade belt allows your buddies to convert ammo into grenades. These have a short fuse, and can be thrown forward, allowing your Buddie to get clear before they detonate.

FLAME THROWER

Well I'm sure you can work out what this does. That's enough – there might be enemy Buddies reading this; we don't want to let them find out too much.

VEHICLES

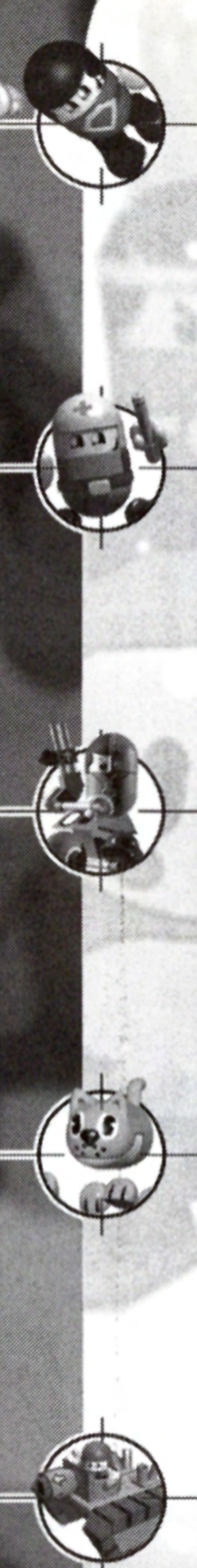
If you stack eight crates together you can even build yourself a new vehicle! Stand next to it and press **○** to climb aboard. When you approach the vehicle, a small arrow will be pointing to the seat. This is especially useful when you build two-seater vehicles that allow you to choose whether to drive or "ride shotgun". Press **⊗** to drive forward, or press Down to reverse. Press Left and Right to steer.

For vehicles with weaponry, such as tanks, press **■** to fire. To rotate the turret, press and hold **R1** and press Left or Right to turn. This allows you to keep enemies in your target sights as you drive by.

When driving a tank, double-tap **R1** to center the turret. Press and hold **R1** when driving turretless vehicles for tight turns.



BUILD ORDERS



Get your Buddies to make weapons and gadgets for you by pressing **L2** (tap **L2** to cycle through available options). When you're in the middle of a bloodthirsty battle, the last thing you want to do is take time out to build things. That's where your team-mates can really help you out. Now they won't do anything unless you tell them to, so don't let them slack, boss them around! To issue a build order, press **L2**, which will cycle through the order icons in the top-right corner of the screen. Keep check of your Buddies, though. If you leave an item on the stacking pad for too long, they'll take it for themselves, so if you want something yourself, be ready to jump in and take it as soon as it's ready.

The colored silhouette that appears on the stacking pad indicates the shape of the configuration that you have asked your team to build. This way you can see what you've told them to do, and how complete it is.

AUTO BUILD

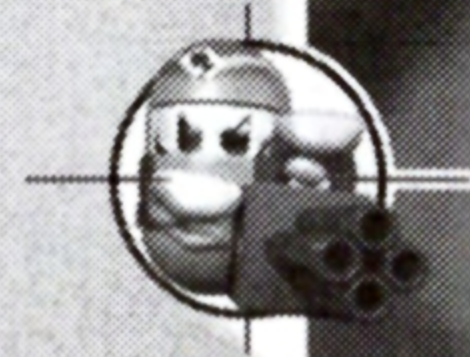
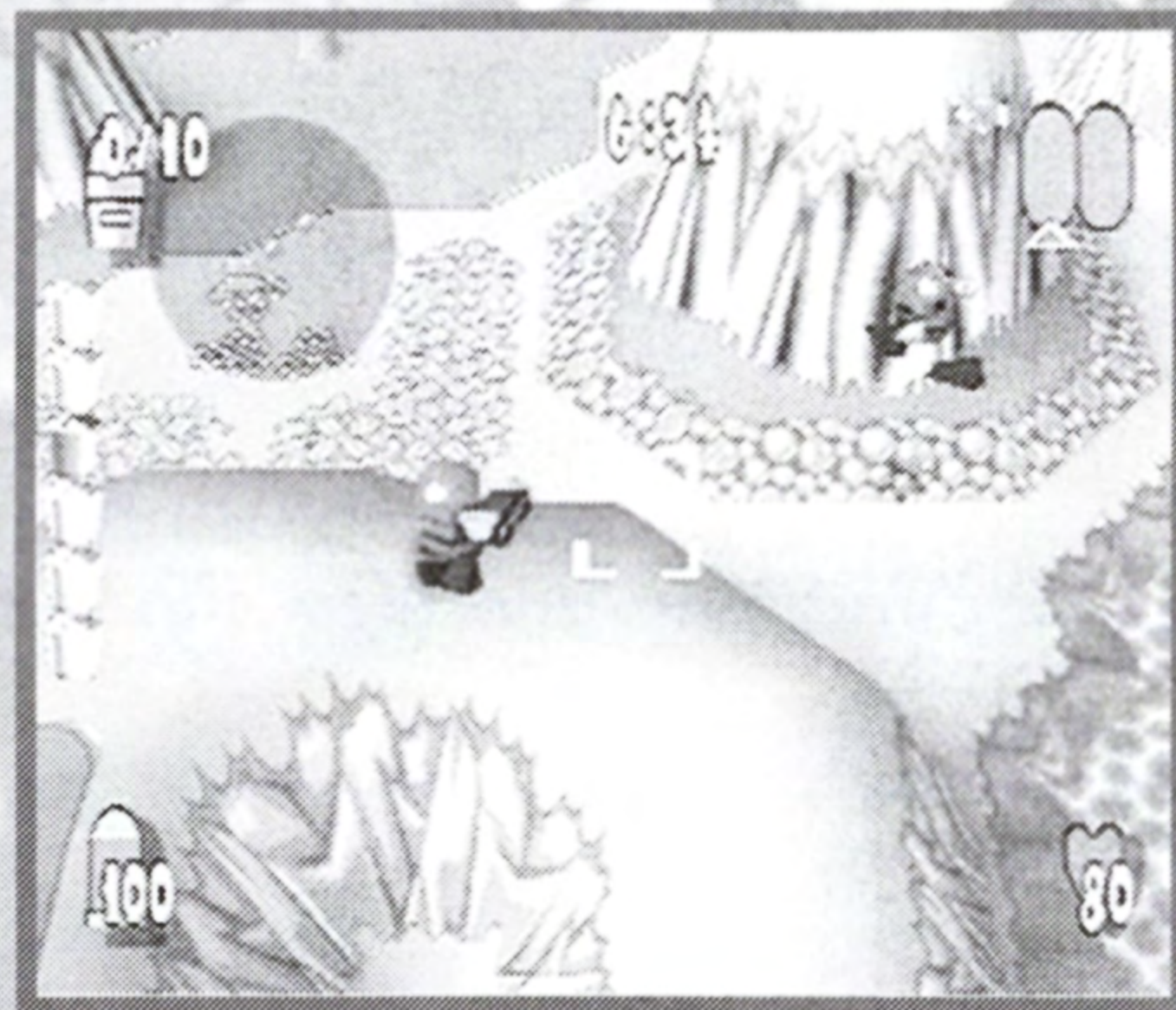
This mode instructs any team mates to make building decisions for you, without you needing to worry about equipping your team. They will decide what to build based on what resources are available and the current equipment held by the team (including you, the player).

However, the trade-off is that while this mode is active you will not be followed by your team mates if you go roaming because they'll prefer to build instead. To activate, press and hold **L2** until the 'WORLD' icon appears next to the team indicators. Tap **L2** to deactivate Auto-build mode and return to the normal player-selected mode.

BUDDIE ORDERS

Once you've assembled your team, you'll need to give them orders relating to the mission briefing. This can be achieved at the press of a button. Simply look at the object you wish to affect and press **L1**. If you tap **L1**, the nearest Buddie will respond, if you hold it down, your whole team will respond. The order button is context sensitive: - your Buddies will attack enemies and enemies' bases but defend your Buddies and base. If you are looking at an enemy or enemy object the red crosshairs will appear. Pressing the **L1** will issue the attack order at whatever is surrounded by the crosshairs. This can be used in conjunction with the strafe lock. The target crosshairs will not appear if you look at team members or friendly objects but a defend order will be issued on them if **L1** is pressed.

The order button (**L1**) can also be used in conjunction with the binoculars. Enter binoculars mode and move the cursor over something that you wish your team to interact with. If the object can be destroyed the cursor will turn red. If it is friendly it will turn blue. Then press **L1** to command your team. For example, you might want your team to attack the enemy base while you get on with fulfilling the rest of the mission objectives. Press **R2** to switch to binoculars mode and move the cursor over to the enemy's base. Now hold **L1** until an "attack" icon is displayed. Your entire team will now launch an attack against the enemy base while you get on with something else.



BUDDIE ORDERS

If an order is successful an icon will appear and the object that you highlighted will flash one of two colors. If it flashes green and a shield icon appears the object will be defended. If it flashes red and a sword icon appears then the object will be attacked. Buddie orders can be issued while on foot, driving or flying. Here's some examples of Buddie orders.

- Look at or highlight an enemy sends your nearest buddie or entire team after them, guns blazing!
- Look at or highlight an empty vehicle and they'll get in the driving seat and drive it home.
- Look at or highlight a crate and they'll pick it up and take it back to your base.
- Look at or highlight your base and they will defend it to the last.
- Look at or highlight any other object and your team will let out all their stress and destroy it. These little guys are stupid but they won't attack their own base.
- Look at nothing and they'll follow you about and help you out of trouble.
- Highlight a location and they'll move to it and defend as long as they can.

If your team members are busy they will refuse orders until they become free, in the heat of combat for example. They will also refuse if they are asked to attack something when they are unarmed.

BUDDIE TYPES

BUDDIE TYPES

Two different Buddie types can be built on the stacking pad. As you progress through the game new types will become available depending upon the world and the mission. Each new buddie type has different abilities and combat skills. Try to experiment with them. For example the Ninja can run fast, jump high and can use his katana to smash enemy crates that have already been stacked.



BUDDIE

NORMAL BUDDIES ARE THE BASIC BOUHEY CHARACTERS. THEY'RE INCREDIBLY STUPID AND ITCHING FOR SOME MISCHIEF AND A LAUGH?



COMMANDO

COMMANDO BUDDIES ARE BY FAR THE BRAVEST OF ALL. THEY WILL DO ANYTHING THAT THEY ARE TOLD, EVEN IF IT'S A SUICIDE MISSION?



MEDIC

MEDICS CAN VISIT THEIR INJURED TEAM-MATES AND PUMP THEM BACK TO FULL HEALTH.

SUPER BUDDIE

USING HIS AMAZING BLIPTONITE POWERS, SUPER BUDDIE CAN FLY, HURL TANKS AND BUILDINGS AROUND, AND ZAP ENEMIES WITH HIS LASER VISION.



KARATE

KARATE BUDDIES TRAIN VERY HARD AND HAVE PERFECTED THE 'CRATE-BREAKER CHOP' THAT SPLITS JOINED CRATES BACK INTO SINGLE ONES.



STEALTH

STEALTH BUDDIES WEAR A LIGHT-BENDING KIND OF LYERA COSTUME THAT MEANS THAT THEY CAN APPEAR INVISIBLE TO ENEMY BUDDIES.

CYBORG

CYBORG BUDDIES ARE SLOW BUT HAVE A WICKED LASER-SIGHTED AIM AND ARE AS TOUGH AS TITANIUM BALLOONS?



SINGLE PLAYER GAMES

Select **SINGLE** from the Main Menu and press **X**. This will access the Game Select Menu of the **SINGLE** game mode.

Highlight **NEW GAME** and press **X**. Now choose your team – press Left or Right on the Directional buttons or Left Analog Stick to scroll through the different colored Buddies – each color represents a different Buddie tribe. Now press **START** to begin a new game, or chicken out and press **△** to return to the Game Select Menu (press **△** again to return to the Main Menu).

If you have loaded in a saved game, you can choose the player name you used previously. At this point you'll be offered the chance to **CONTINUE** the game, **EDIT** or **CLEAR** the saved game.

WORLD MENUS

CENTRAL PARK is the first of the worlds your Buddies will encounter, but all the World Menus work in pretty much the same way. Press Left or Right to cycle round the World Menu; press **X** to choose a location; press **○** to open the **INFO** Menu (see the **INFO** section for more... um, info); press **△** to return to the Main Menu.



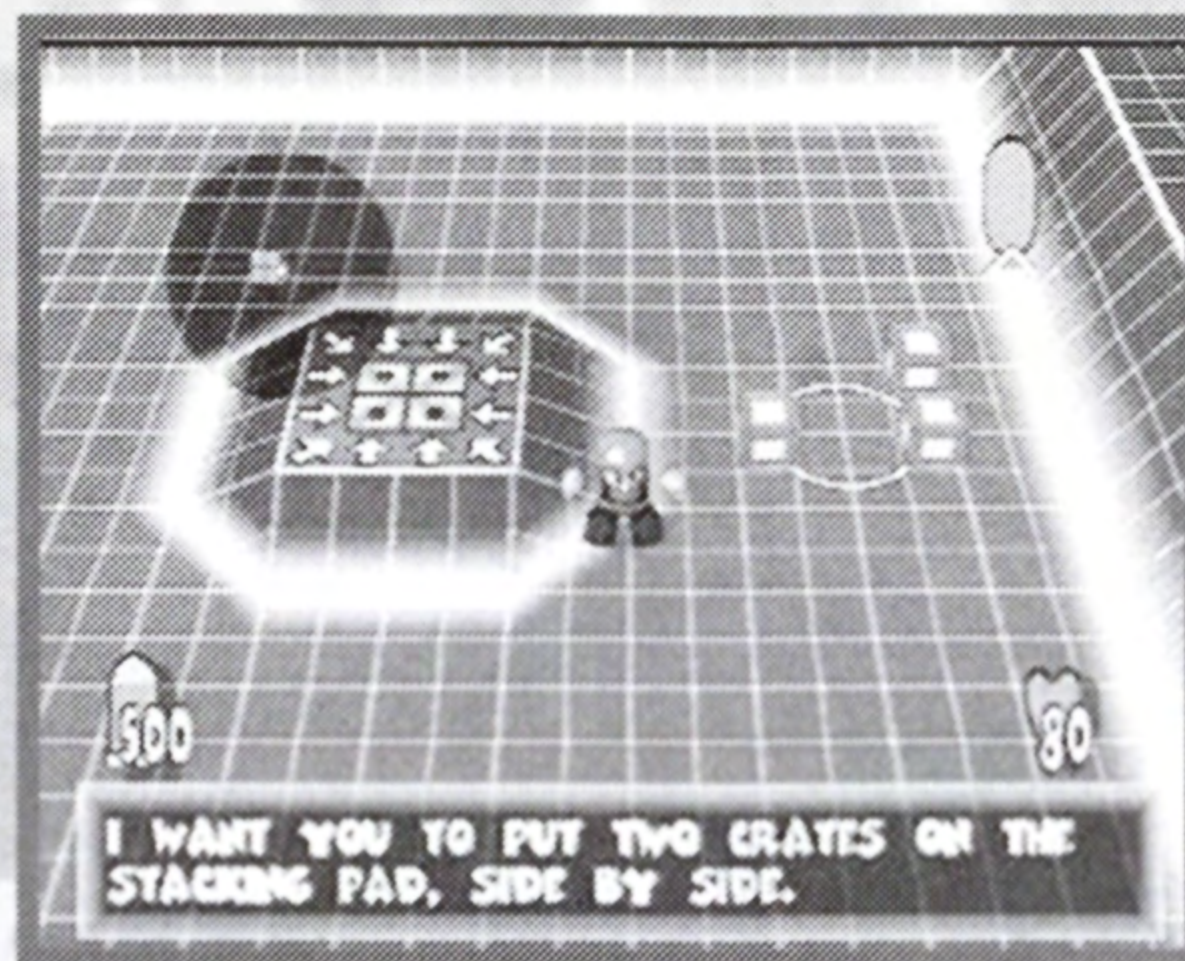
Around the World menu you'll see crates that lead to new levels. If the level is open, it'll look like one of the Red and Yellow crates that you find in-game. Press **X** to kick it open and start the level. If the level-crate is grey, that means it's locked. You'll probably have to complete an earlier level before it'll open. You'll also find a dark crate – this is the gateway to the **VR TRAINING** room (see the **VR TRAINING** section for details).

Once all levels in this World are completed, use the **L1** / **R1** buttons to scroll to the next / previous World.

SINGLE PLAYER GAMES

VR TRAINING

When you select this crate from the World Menu, a new menu will pop up. Use the Directional buttons to highlight any available training tutorials, then press **X** to begin. As you progress through the game, more and more of these tutorials will become available to you. They provide useful info that will help you annihilate the enemy, so pay attention and keep checking back for more lessons. An educated Buddie is a strong Buddie – don't forget that!



INFO MENU

On the first page of info, you can view your Battle statistics as well as save your progress to a Memory card. Use the Directional buttons to highlight an icon or press **△** to return to the World Menu.

RIP Icon: Enemies killed.

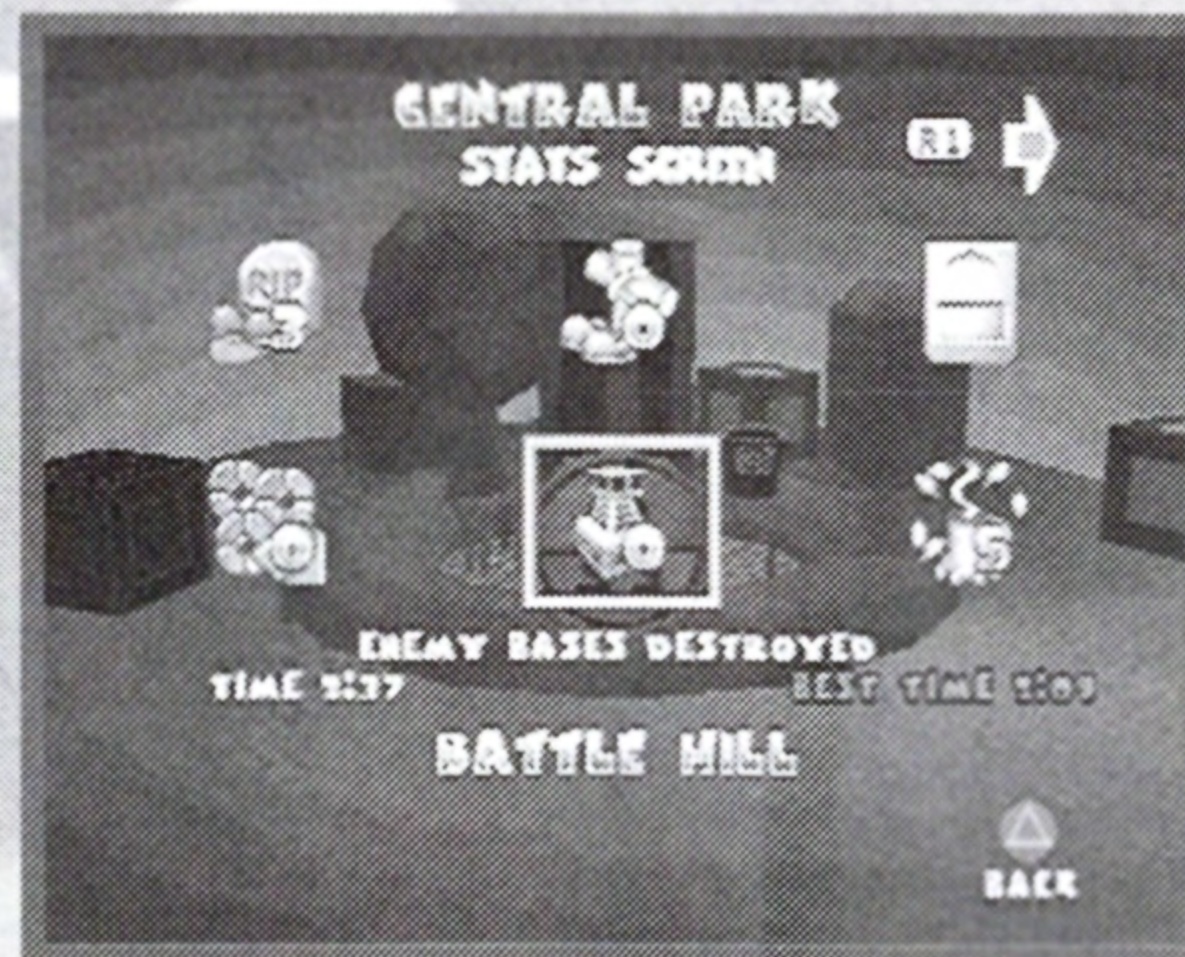
CROSS Icon: Non-playing characters killed.

MEMORY CARD Icon: Press **X** to open the Memory Card Menu.

FLOWERS Icon: Own Buddies lost.

BASE Icon: Enemy bases destroyed.

SMOKING TREE Icon: Wanton destruction bonus



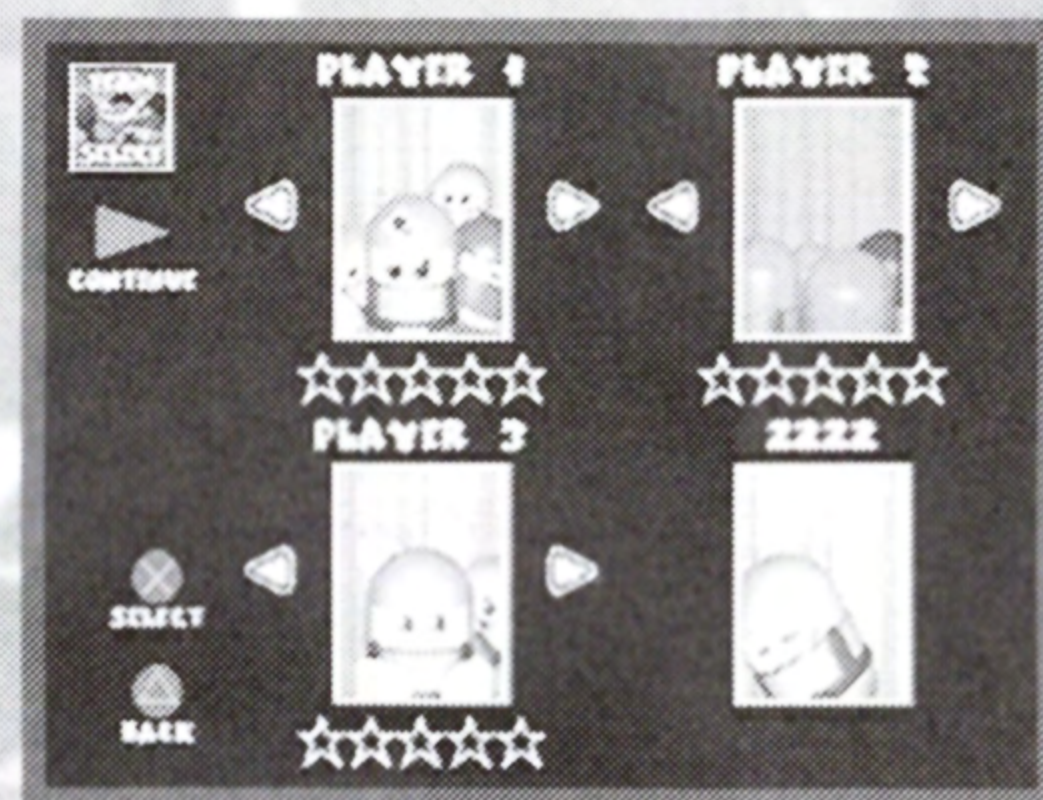
Use the **L1** / **R1** buttons to scroll through the other Info pages to check on your progress through the chosen level.

Okay, that's enough waiting time – we've got a war to fight!

MULTI-PLAYER GAMES

NOTE: TO PLAY GAMES WITH 3 OR 4 PLAYERS YOU'LL NEED TO INSERT A MULTI TAP INTO CONTROLLER PORT 1. SEE THE 'SETTING UP' SECTION AT THE BEGINNING OF THIS MANUAL FOR MORE INFORMATION.

Select **MULTI** from the Main Menu to enter the Team Select Menu. Player 1 can press Left or Right to choose a team; each additional player must press **○** to join, then select a team like Player 1 did. Once all players have selected their team, Player 1 must press **▶** to continue (NOTE: Any teams not adopted by a player may be set as either CPU-controlled or asleep ("ZZZZ") by Player 1 only).



Next you'll come to the **BATTLE SELECT** screen, where you can choose the **BATTLE TYPE**, location (**MAP**) and **BATTLE LIMIT** for the game.

BATTLE LIMIT

Highlight **BATTLE LIMIT** and press Left or Right on the Directional buttons or Left Analog Stick to toggle through the Battle Limit options. There are time-limit and point-limit games. Time games are short, medium or long and the game is over once the time has run out. Point limit games end once a team has achieved the selected amount of points.



Once you've made your selections, press **⊗** to enter the game or **△** to return to the Team Select Menu.

MULTI-PLAYER GAMES

There are various games available in Multi-Player mode, though not all are immediately available. The more you play the game, the more Multi-Player games you will unlock.

DEATHMATCH


Deathmatch is the standard game type. All opposing teams must be destroyed within the time limit to win.

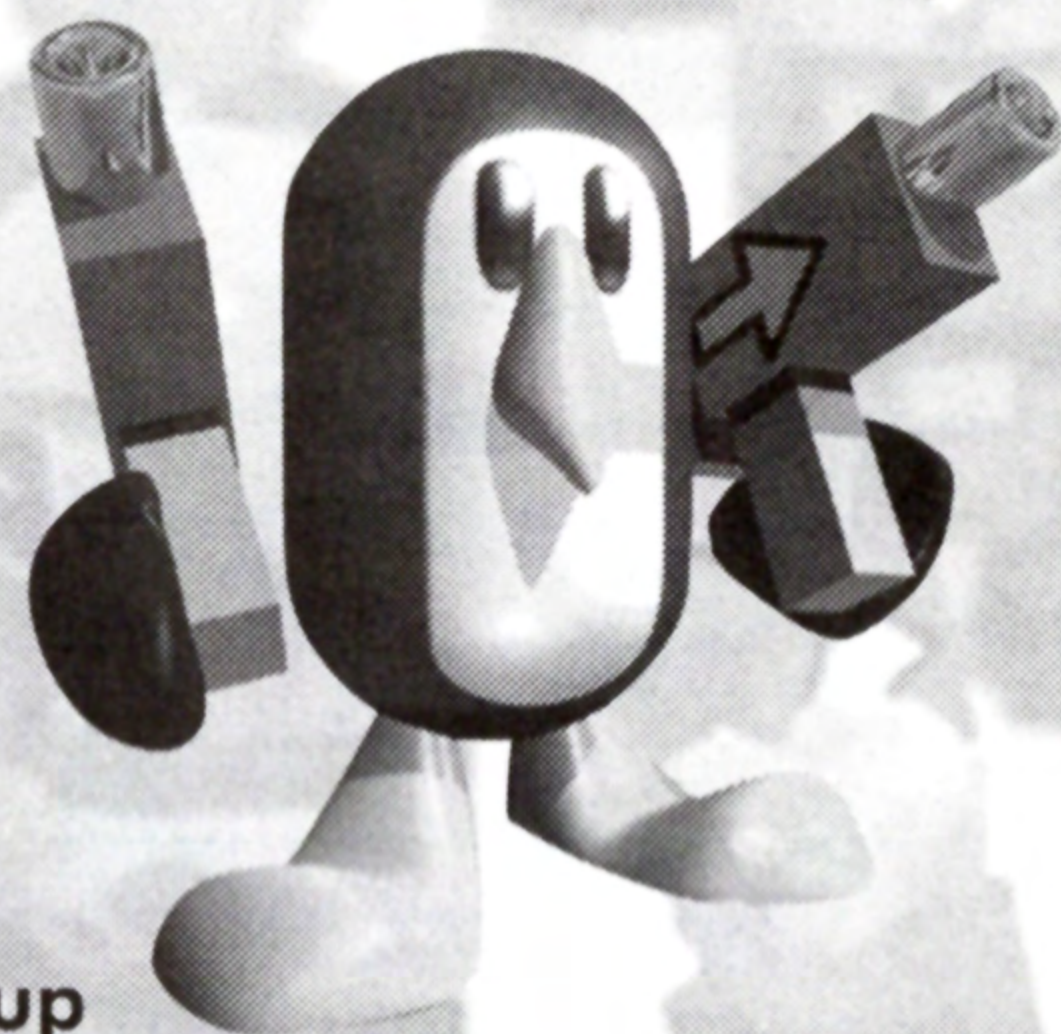
DOMINATION

The aim of a Domination game is to control "domination points", areas of the arena that are up for grabs and must be captured. Change the domination points to your color by touching them. The color of a domination point is changed when a member of a team comes in to contact with it. If a domination point stays your team's color for 5 seconds you score one point. If a team is eliminated, that team is given another Buddie who starts at their stacking pad. If a team is eliminated and their stacking pad is deactivated, new buddies will appear armed with the lowest weapon of the level's crate contents.

CAPTURE


Each team has a pen containing their animal. The aim of the game is to capture enemy animals and place them in your pen for points. Victory is determined by the number of times that your team manages to steal the enemy's animal and return it to their pen.


Capture enemy animals by stunning them with a quick slap and picking them up with . Animal carriers may not travel in vehicles and will run slower during the duration of being an animal carrier. They will drop the animal if shot. You get 10 points when you drop an enemy animal into your team's pen or 15 points if your team's animal is also in the pen.




MULTI-PLAYER GAMES

BOMBALL

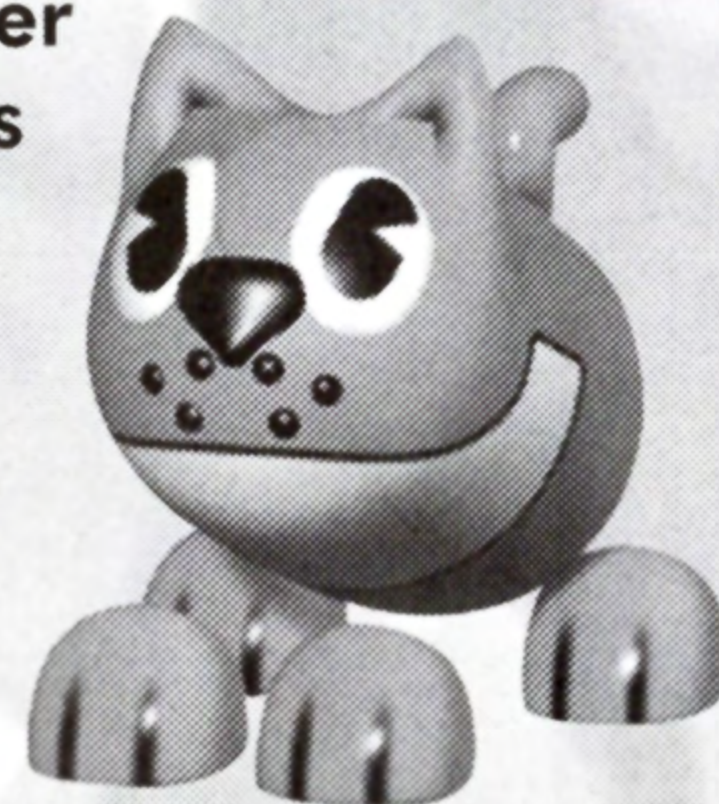
A bomball is placed in the center of a pitch at the start of the game, or at the restart of a game (i.e. after the previous bomball has exploded). The aim of the game is to get the bomball to explode in your opponent's goal. Throw a bomb ball by jumping and pressing . When the ball is thrown, the 3 second fuse is lit. Throw it between the posts to score 1 point. If it then goes off in your opponent's goal area you will score a bonus 5 points. No points are awarded for simply carrying the ball across the line.

A player carrying the Bomball is forced to drop the Bomball if they are shot. A dropped Bomball bounces in random directions. If a bouncing Bomball crosses the goal line then a point is awarded. There are no boundaries in a game of Bomball, the only limitation is the timer on the Bomball itself. The game is over once the timer has run out. Teams always start with a full complement of armed Buddies, and always start by their pad. If a Buddie is killed he will reappear from the stacking pad after a short period of time. There are no crates and no stacking in Bomball games. Weapons and power-ups are scattered around the map. Keep an eye open for them! Press  during Multi-Player games to insult enemy teams.




GHOSTS

Ghost mode becomes available once the game has been completed. When a player dies they will reappear as a ghost and can scare buddies by pressing . They also have a chance to return to the game if they can walk into the smoking boots of a recently killed Buddie. The number of ghosts selected will determine the amount of times the players can resurrect themselves. Ghost mode can only be used in Deathmatch games when there are 3 or more teams overall and 2 of those must be human players.

Now get ready to kick each other's butts!!



HINTS AND TIPS

- REMEMBER TO DO SOME VR TRAINING AND READ THE INCOM BRIEFINGS BEFORE EACH MISSION! THIS IS VITAL TO YOUR SUCCESS!
- If you haven't got a Buddie yet, build one by stacking two crates on the stacking pad (one on top of the other). Kick the crates open by pressing .
- Build some weapons and go kick butt.
- Shoot the enemy's base – this will stop their stacking pad from working.
- Try looking around the environment for discarded or hidden weapons, gadgets and vehicles.
- Shooting static objects like trees and buildings will release pick ups and sometimes activates MEGA-CRATES.
- If you see a weapon in the environment you like better than the one you are carrying, discard the weapon you are holding by pressing the  and  buttons at the same time.
- Blue Super Crates release double the usual amounts of health and ammo.
- Try and include a Super Crate as often as possible when stacking for awesome weapons and gadgets.
- Look out for non-player-controlled characters (NPCs) – they might prove dangerous to you, but remember that if they'll attack you, they might also attack your enemy. Learn how to judge the situation to your advantage.
- Enemies that are frozen will take double the usual amount of damage from your weapons. Use this to your advantage!
- If you are on fire, try running into water.

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