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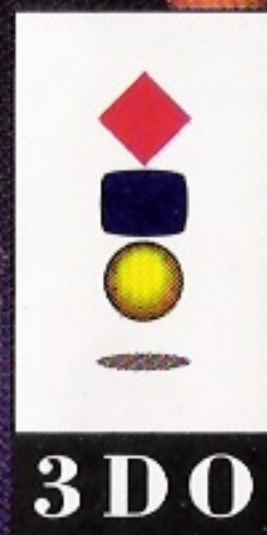
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Panasonic®

ballz

the director's cut



FZ-SW0004

For use with 3DO™ systems



SOMETIMES YOU PLAYZ THE GAME SOMETIMES THE GAME PLAYZ YOU

A Quick Test For
Ballz "The Director's Cut" Players

The Ballz "The Director's Cut" Arenas are located in:

- A heretofore undiscovered dimension
- A city on a distant alien planet
- An obscure corner of the Cybernet

The Ballz "The Director's Cut" Fighters are:

- Gladiators from another world
- Characters reflecting their creators' personalities
- Athletes of the future

The Ballz "The Director's Cut" Bosses are:

- Metaphysical manifestations of human neuroses
- Hand-picked mercenary bodyguards
- Vengeance-crazed warriors

Answers:

Who cares?



PF Magic

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Language Override Procedure:

To launch the **English** version:
 At startup, when the PF.Magic Logo Screen appears, press and hold **Left Shift + Right Shift + A** until the "Ballz" Main menu comes up. Release the buttons when you are at the Main menu. The Game will display Character names and Special Move Hints in English.

To launch the **Japanese** version:
 At startup, when the Panasonic Logo Screen appears, press and hold **Left Shift + Right Shift + C** until the "Ballz" Main menu comes up. Release the buttons when you are at the Main menu. The Game will display Character names and Special Move Hints in Japanese.

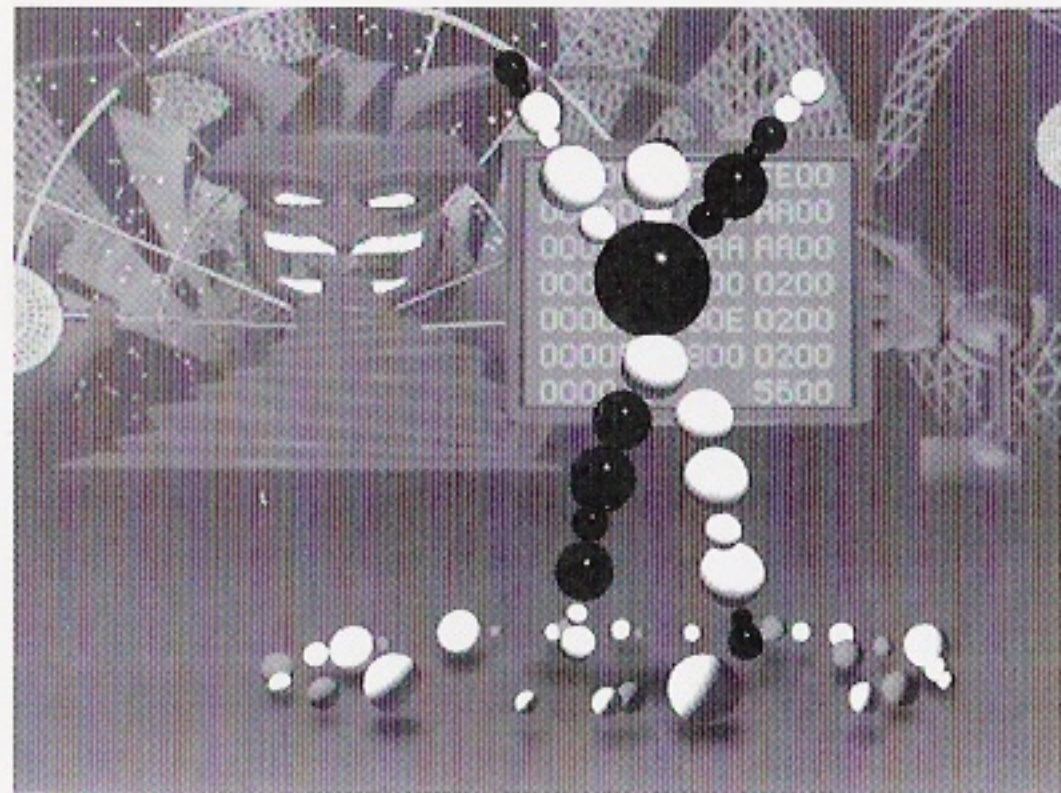
BALLZ "THE DIRECTOR'S CUT"

is arena combat

- pure, rude, and simple. You don't need to know any more than that, so don't ask. You either whup us or you go down!

Don't like it?

Hike it. You can be replaced.



**Who am I?
I'm The Jester.**

That's all... The Jester.
Wizard of Wit.
Sultan of insultin'.
Poohbah of Putdowns.
Tyrant of Trash Talk.
Duke of Dozens.
Ayatollah of I-Told-Ya-Sos.
Godfather of Gross-Outs.

You wanna bust my Ballz?

Lotsa luck, Chuck.

It's going to take you a while to get to my level.

You start with nuttin' and you take a whuppin'
You're fightin' to advance if you don't wet your pants
More wins than losses and you'll meet my bosses.

First the kangaroo's gonna pummel you,
He's a tail bouncin' foe and a boxer too.

The Ostrich may fool you into sneaking around,
but then he's gonna school you when his head's above ground.

Don't gloat or brag or even start to flex,
Before the deadly tailwag of the mighty T-Rex.

if you've made it this far you better rub your lamp
Because here comes the Genie before you face the champ.
(By the way, this boss is full of surprises
He's been known to appear in a few disguises.)

Lick 'em all and you'll meet the true tester
The ball bustin' don't trust 'em jukin' jivin' Jester.
You'll be beggin' for mercy but I'll slam you some more
to see your shattered remains all over my floor.

You won't survive without taking some falls
and you won't ever win, unless you've got Ballz.

By the way, it's real important that you stop and read the rude comments on the scoreboard. They're mine. This way you'll be distracted, get shattered, and lose - which is exactly what I want to happen to you, dingleberry. When you lose, I laugh. Nobody ever said that Ballz "The Director's Cut" was a nice place. Also, to rub it in, I'm cranking animations onto the scoreboard. Take a look up to remember who's losing. It's just another distraction...

If, by some miracle of genetics, you manage to get all the way up past my bosses, you then meet me head on. I'm trembling in my trousers just thinking about it. When I get through booting your Ballz, you might as well put on pink pedal pushers and ask a first grader if you can play with her dolly. But you're not going anywhere, Poindexter, until you pick a fighting style. We've got nine of 'em, all designed and programmed by real attitude problems. Read the Fighter Specs for details.

And if you're wondering why I called this "The Director's Cut," it's because with this version I can bust you up the way I've wanted to all along, without the censorship and stupid limitations placed on me by those boneheaded tiny-bit machines. Also it's 'cuz I'm Director of this place with more fighters, more moves and better Ballz than ever before!

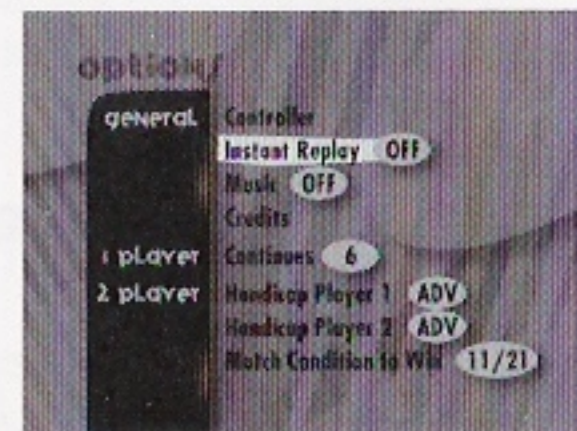
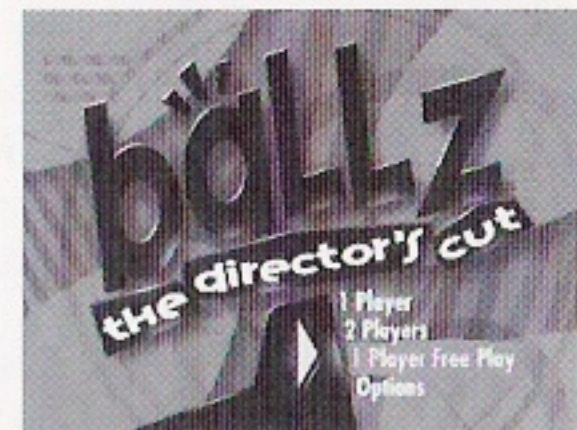


Bonan Nokton,
The Jester

Setting Up

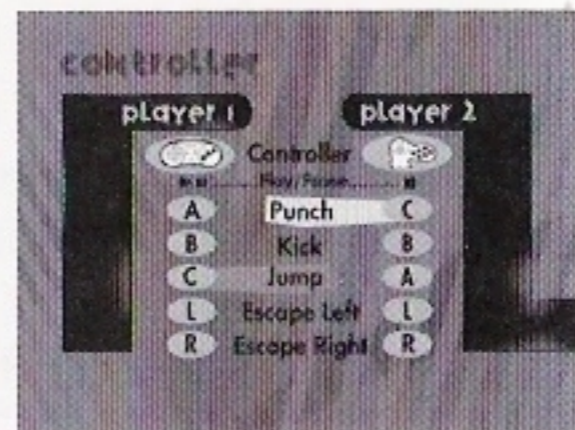
Options

- Press the Controller's D-pad UP/DOWN to highlight a category; press LEFT/RIGHT to change the setting. Press PLAY to select.
- Press STOP to move back a level to the previous screen.
- **Controller** takes you to a new screen where you can configure your joystick buttons.
- **Matches for Win** sets the conditions for a match victory in the Two Player game.
The default setting is a 2-out-of-3 match. When one player has won 2 rounds, that player wins the match. You can set the match conditions to 1-out-of-1, 2-out-of-3, 3-out-of-5, 6-out-of-11, or 11-out-of-21. The Match Wins setting has no effect in the One Player game. The One Player game always requires a 2-out-of-3 victory to advance to the next opponent.
- **Continues** sets the number of lives you have in the One Player game: 1, 3, or 6. Each "continue" allows you to continue playing at the same level after you have lost a match. The number of continues setting has no effect on the Two Player game.
- **Handicap** changes the damage delivered by a player's attacks in the Two Player game. More ballz (••••) means more damage - a hit is more powerful. The Handicap settings have no effect in the One Player game.
- **Music** lets you turn the background music on or off.
- **Instant Replay** is controlled by the winner's joystick: Press A to zoom the camera in, press B to zoom the camera out, press C to see the replay in slow motion. The D-pad controls the camera angle, including an overhead view by pressing UP. Press PLAY to skip the replay and begin the next fight.



Controller Configuration

- To change the button assignments for your controller, select **Controller** from the Options Menu.
- Move the highlight up or down with the D-pad and then assign a button on your joypad to the highlighted function by pressing that button.
- The standard setting is: A=Punch, B=Kick, C=Jump, L=Escape Left, and R=Escape Right.

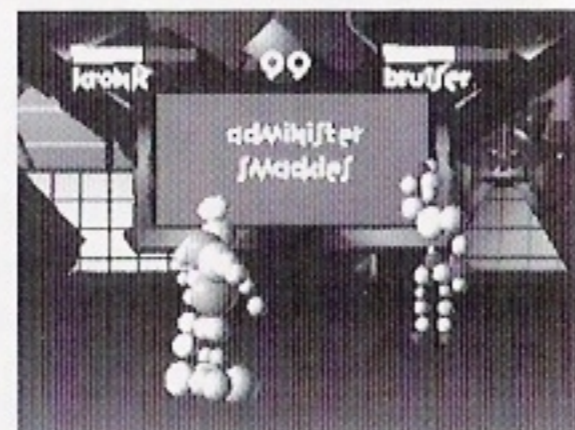


All of the standard and special moves in Ballz "The Director's Cut" were designed to work with a standard 3DO 3-button controller. Special controllers and extra buttons are not needed to pull off Ballz moves.

Rules of the Arena

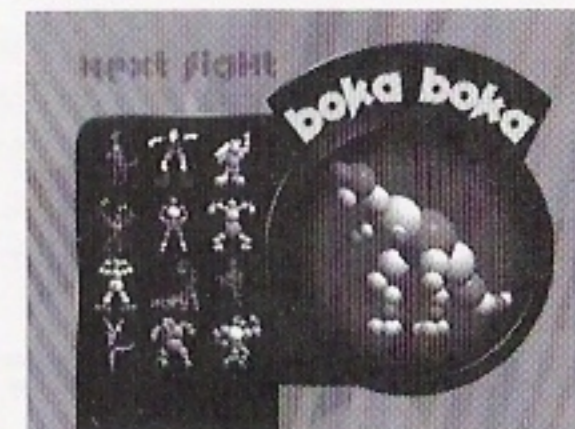
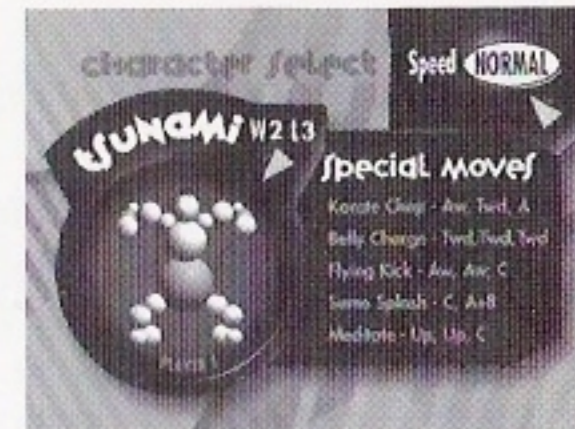
General Rules

- Your fighter's health is indicated by the life bar at the top of the screen. When you run out of life, your fighter is "shattered" and you lose the round.
- Each round lasts 99 seconds.
- When time runs out, The Jester pulls the plug on both fighters, draining their power in a few seconds. Whoever has more life left at the end of the round will win. The other fighter will be shattered.
- Each match is a best-of-three match. The first fighter to win two rounds is the winner. In the Two Player game, you can change the match settings under Options (to 1 out of 1, 2/3, 3/5, 6/11, or 11/21).
- During any fight, you can Pause and then Quit to the Main Menu.
- Once back on the Main Menu, you can change any setting or start a new fight.



One Player Game & Character Select

- Select one of the nine characters, then fight through The Jester's gauntlet of opponents to face The Jester.
- At the fighter select screen, view the characters by pressing the D-pad LEFT or RIGHT. Press PLAY to select the character displayed.
- Once you have chosen a character, choose the speed setting - Slower, Normal or Hyper.
- Once you have set the speed, you will enter the Arena and begin the fight.
- The background scene and theme song will be set by the current opponent. For example, if you are playing against Yoko, you will see her "jungle" background.
- When you lose any match, you will be allowed to continue until you run out of "continues." (The number of continues you have is set in the Options menu.)
- If you complete the One Player game and defeat The Jester, wait to see what happens...



Two Player Game & Character Select

- Two players can battle each other using any two fighters they wish – even the same fighter.
- At the fighter select screen, each player chooses a fighter by pressing the D-pad LEFT or RIGHT. Press PLAY to select the visible fighter.
- Next to each fighter, the name and match win-loss record will be displayed.
- After you have both selected a fighter, choose the speed setting - Slower, Normal or Hyper.
- Once you have set the speed, you will enter the Arena and begin the fight.
- The background scene and music are set by whoever is ahead in the game.
- You can fight as many times as you wish.

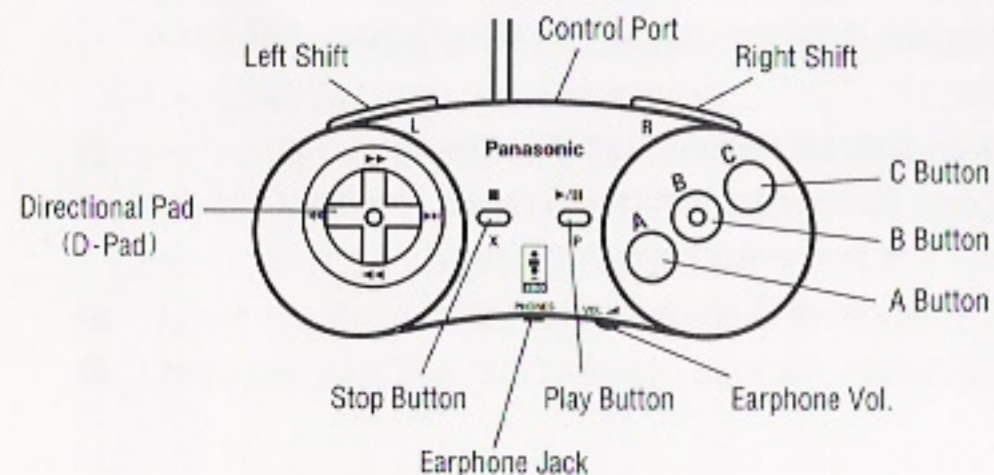
Free Play Mode

- This is the training mode - you get to select your opponent, including any of the bosses except the Jester.
- Play one match at a time, always set to 2-out-of-3.
- Select one of the nine fighters for yourself first, then choose your opponent.
- At the fighter select screen, choose a fighter by pressing the D-pad LEFT or RIGHT. Press PLAY to select the visible fighter. Then do the same for your Opponent.
- Next to each fighter, the name and match win-loss record will be displayed.
- Once you have set the speed, you will enter the Arena and begin the fight.
- The background scene and theme song will be set by the current opponent. For example, if you are playing against Yoko, you will see Yoko's "jungle" background and hear her song.
- You can fight as many times as you wish.
- If you wish to change Options, play a One Player game, or make other changes, press STOP during a fight and then choose Quit to Main Menu.

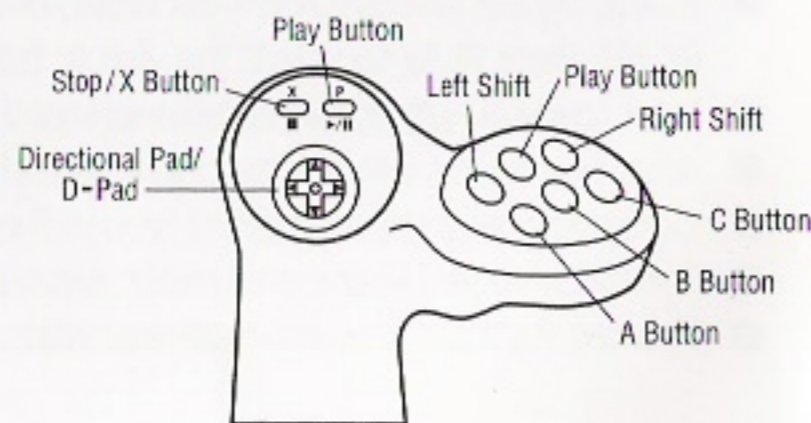
Ballz "The Director's Cut" Controls

Each Ballz fighter can punch, kick, jump, move laterally, and execute a variety of special moves. Read the Fighter Specs for a sample of each character's unique moves.

3DO Controller



6-Button Controller



Basic Moves

Button A **Normal punch**

Button B **Normal kick**

Kicks are generally slower than punches but cause more damage.

Button C **Jump - Hold C longer to jump higher**

You can steer while in the air. Lighter weight fighters jump higher and/or float longer. Letting go of C will cause you to drop quickly to the ground.

Left Shift **Escape Left**

Right Shift **Escape Right**

STOP or PAUSE **Pause Game (depends on Controller setting)**

D-Pad **Move fighter (directional walk)**

You can re-assign the A, B, C, L, and R buttons by choosing the Controller Menu on the Ballz "The Director's Cut" Options screen.

Advanced Attack Moves

A + Down **Low punch**

Toward + A **Lunging punch**

Away + A **Short punch**

B + Down **Low kick**

Toward + B **Lunging kick**

Away + B **Short kick**

A + D-pad (up or down) **Roll away when knocked to the ground**

Moves Key

- Toward (Td) and Away (Aw) are relative to opponent.
- Up (U), Down (D), Right (R), and Left (L) are absolute.
- A + B means press both keys at the same time.
- A, B means press the keys in succession (first press A, then press B.)

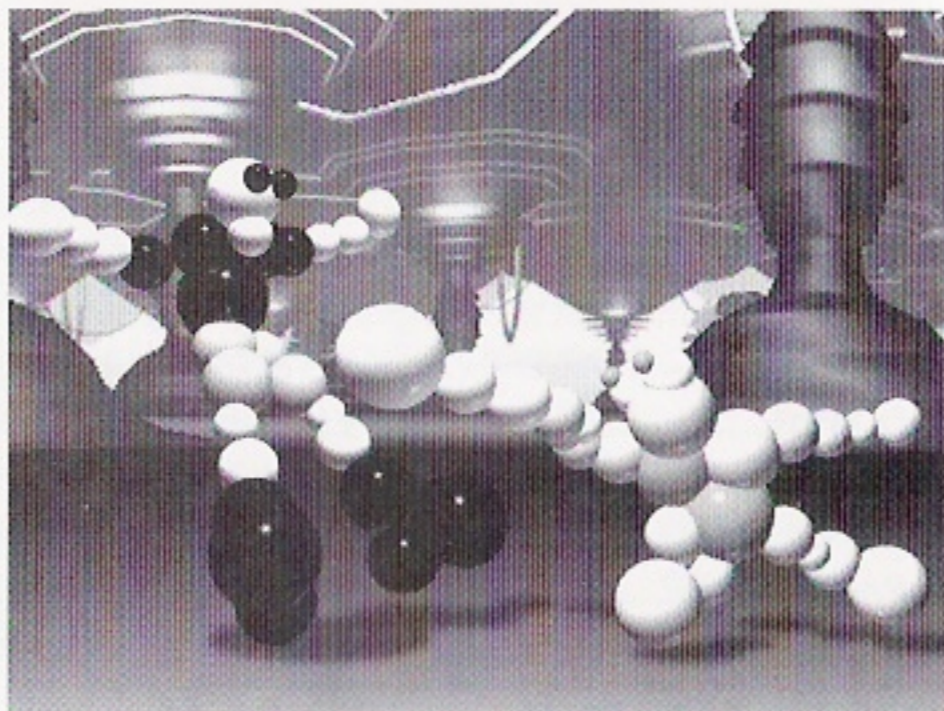
When in Close Quarters

Grapple Duels

When you move close to your opponent and press A, a grappling duel will begin. Both players must then press the A button as rapidly as possible. Whoever presses the A button faster will win the grapple and deliver a special attack on the opponent.

Close grab

When close to your opponent, press B to grab opponent and execute a devastating attack...



Escaping and Recovering

Whenever you are being held by your opponent (e.g., spanked by Divine, held by your ankles by Crusher, etc.) or you are dizzy or otherwise incapacitated, press A rapidly to escape or recover.

Blocking

Move directly away from your opponent to backpedal and block. Press Away + Down to go into a crouching, stationary block. Press the C button while in a crouching block to execute a defensive throw when your opponent comes at you. Press Away + Up to go into a high block. Note that if you are hit three times in a row without blocking or fighting back, your fighter will become dizzy.

Aerial Defense

Every fighter has some sort of aerial defense move (e.g., Boomer's Up + A move). These moves will damage opponents attempting to attack from the air.

Special Moves

The Ballz "The Director's Cut" fighters have many special moves. A small sample of their moves is listed in the Fighter Specs section. The rest you'll have to figure out for yourself.

Morph Moves

Secret key combos will let you morph into any of the 9 fighters to take advantage of the different fighting styles. You will remain morphed into the new fighter until you morph into another or until the end of the round.

Begging for Mercy

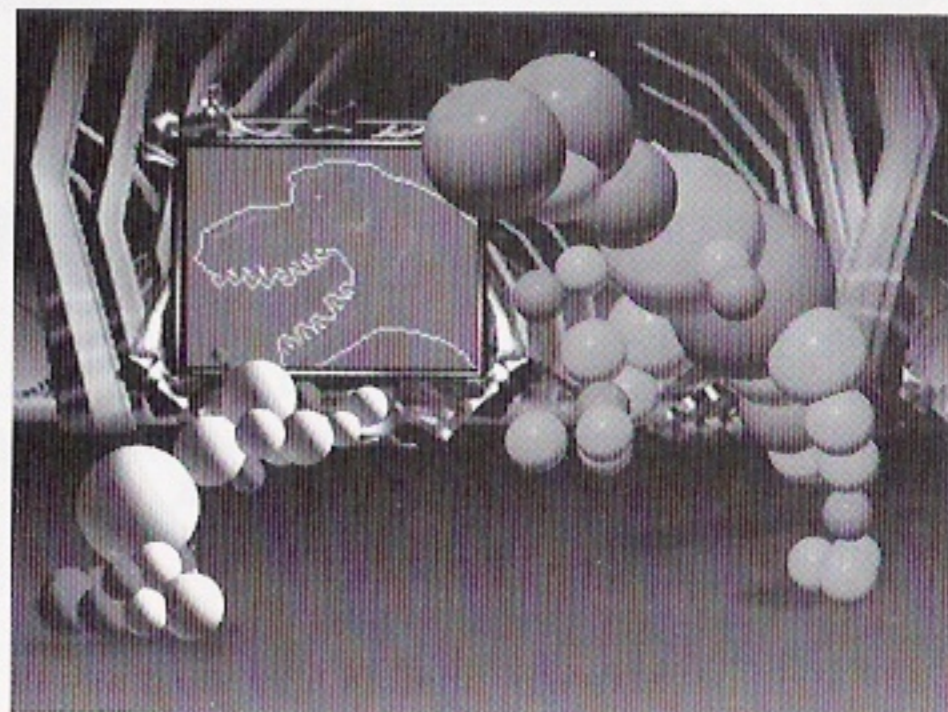
Allows you to gain health back when fatigued, but leaves you vulnerable while you're doing it... and it's humiliating. Press Down on the D-Pad several times rapidly whenever you are fatigued to begin groveling. You must keep tapping Down on the D-Pad to gain back health.

Taunts

Performing the taunt will increase the damage delivered on the next attack by either player. Taunts are additive: doing several in a row will increase the damage more. To execute a Taunt, press A + B + C.

Explosions and Cyclones

Some special moves (e.g., explosion and tornado) will cause damage to opponents even if blocking. If an explosion or cyclone attack is executed but the opponent is not hit and the cyclone or spinning move ends up too close to the edges of the arena, the player will become "scrambled" and helpless until the opponent hits them next. To recover from a "scrambled" state, press A rapidly.



Fighter Specs

BOOMER

Try playin' him. You won't have to change your looks much. This guy'll do anything for a laugh, but he ain't no joke. If his Jack-in-the-Box head doesn't get you, his irritating giggle will.

I won't say the guy who dreamed Boomer up is a sick little monkey, but he's got an autographed picture of Pennywise on his nightstand (look it up, pong-breath). Just remember: it only hurts when you laugh.

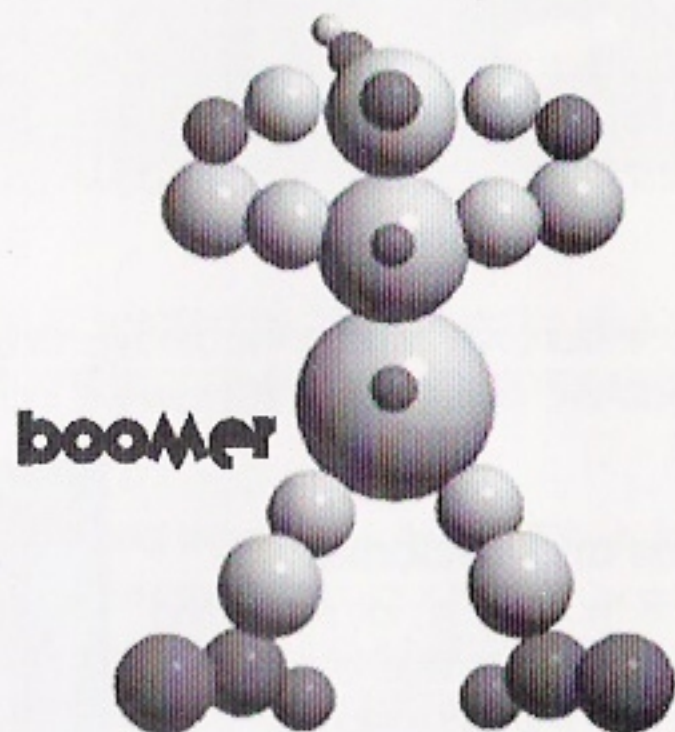
RATINGS (scale from 1-5)

| | |
|------------------------------|---|
| Speed | 3 |
| Punch Damage | 3 |
| Kick Damage | 3 |
| Missile Attacks | 5 |
| Throw Damage | 4 |
| Grapple Damage | 4 |
| Charge Attacks | 1 |
| Aerial Attack Damage | 1 |
| Explosion/Cyclone Damage ... | 5 |
| Other Special Moves | 1 |
| Defense..... | 2 |
| Aerial Defense | 3 |

SPECIAL MOVES

| | |
|------------------------|---------------|
| Self Destruct..... | R, D, L, U, A |
| Telescoping Arms | Aw+D+A+B |
| Throw Head..... | Aw, Td, A |
| Bowl Head..... | Aw, Td, B |
| Dive Bomb..... | D, U+C |

And many more...



BRUISER

If brains were dynamite, this guy couldn't blow his nose. No worries about brain-damage for this guy. You can't hurt what he don't have. But then Bruiser don't need it. Not with the wallop he packs. Bruiser takes a lumpin' and keeps on thumpin'. The guy who programmed him wasn't a genius, either, just a real nasty son-of-a-byte. You'll be shocked when you see him.

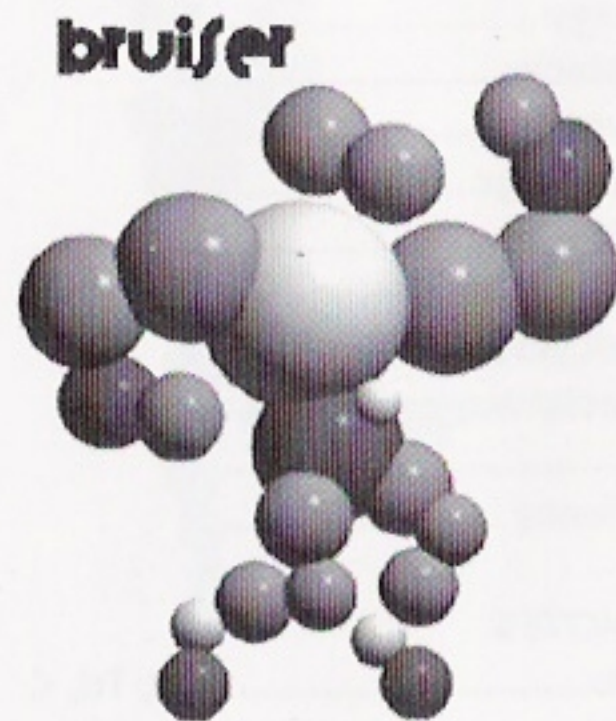
RATINGS (scale from 1-5)

| | |
|------------------------------|---|
| Speed | 3 |
| Punch Damage | 4 |
| Kick Damage | 2 |
| Missile Attacks | 3 |
| Throw Damage | 3 |
| Grapple Damage | 2 |
| Charge Attacks | 2 |
| Aerial Attack Damage..... | 3 |
| Explosion/Cyclone Damage ... | 4 |
| Other Special Moves | 3 |
| Defense..... | 3 |
| Aerial Defense | 5 |

SPECIAL MOVES

| | |
|--------------------|--------------------|
| Tornado..... | R, D, L, U, A |
| Cannonball..... | C+D, D |
| Slide Tackle | D, D, B |
| Jumping Jacks..... | U, D, U, D |
| Cartwheel | L, L, B or R, R, B |

And many more...



CRUSHER

A sad case. I never understood the nutcase that programmed him, but he sure knows how to design a warrior. This mutoid moves a little slow, but he's powerful enough to shatter any Fighter in a couple of hits. Stay clear of the horn.

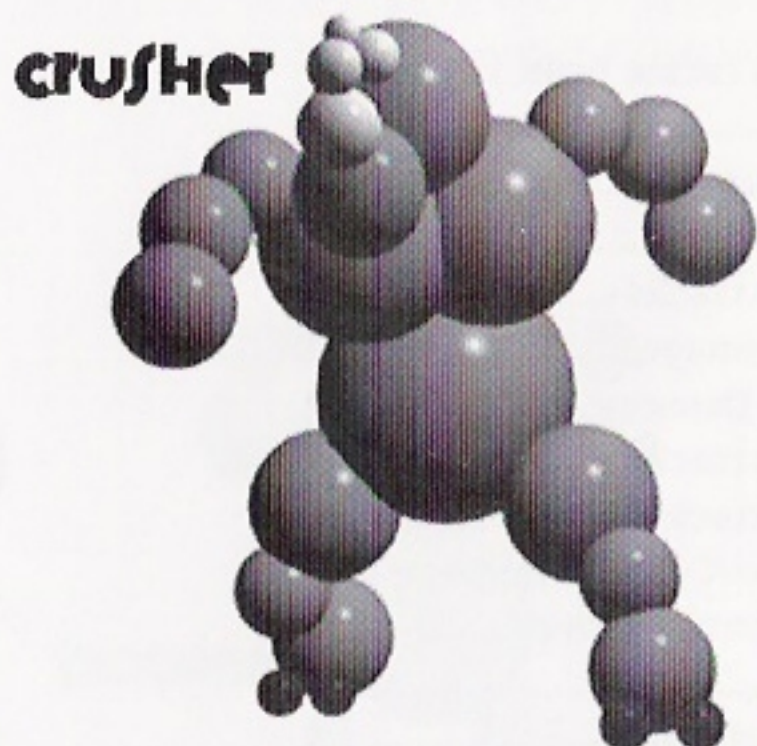
RATINGS (scale from 1-5)

| | |
|------------------------------|---|
| Speed | 1 |
| Punch Damage | 5 |
| Kick Damage | 5 |
| Missile Attacks | 2 |
| Throw Damage | 4 |
| Grapple Damage | 3 |
| Charge Attacks | 5 |
| Aerial Attack Damage..... | 4 |
| Explosion/Cyclone Damage ... | 4 |
| Other Special Moves | 3 |
| Defense..... | 5 |
| Aerial Defense | 2 |

SPECIAL MOVES

| | |
|------------------|------------|
| Horn Slide..... | Aw, Td, C |
| Horn Throw | Aw, U, A |
| Mad Charge | Td, Td, Td |
| Grand Slam | U, D, A |
| Horn Lunge | Td, Td, A |

And many more...



DIVINE

Anyone ever tell you that you fight like a girl? Ha - you wish! Divine is the prima donna of damage, programmed by a defective defector from the KGB with a Bolshoi fixation. Don't laugh. She's kicked a lot of Ballz. Fast and nasty, she kicks, jumps, and makes a lot of sorority girl groans and whines. She's also easy to take down. Divine can dish it out, but she can't take it.

RATINGS (scale from 1-5)

| | |
|------------------------------|---|
| Speed | 5 |
| Punch Damage | 2 |
| Kick Damage | 5 |
| Missile Attacks | 1 |
| Throw Damage | 3 |
| Grapple Damage | 4 |
| Charge Attacks | 1 |
| Aerial Attack Damage..... | 5 |
| Explosion/Cyclone Damage ... | 3 |
| Other Special Moves | 2 |
| Defense..... | 3 |
| Aerial Defense | 3 |

SPECIAL MOVES

| | |
|---------------------|----------------|
| Bump'n' Grind | Td, Aw, Td |
| Low Lunge Kick..... | Aw+D+B+C |
| Knee to Nuts | D, D, Td |
| Flip & Throw..... | A+B (up close) |
| Nutcracker | B (up close) |

And many more...



KRONK

You know what they say. If your only tool is a hammer, you treat every problem as a nail. All Kronk's got is his club... so he sees everything around him as something in need of clubbing. A few good whacks and nobody comes back. Kronk was dreamed up by an anthropology nut with a few rocks in his own noggin'.

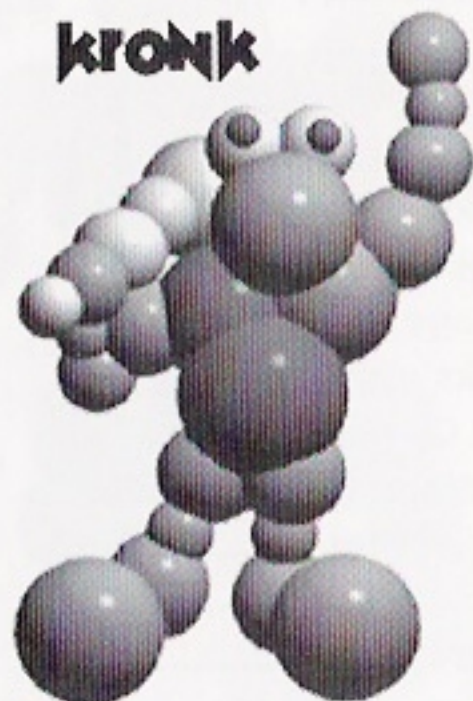
RATINGS (scale from 1-5)

| | |
|------------------------------|---|
| Speed | 4 |
| Punch Damage | 3 |
| Kick Damage | 2 |
| Missile Attacks | 2 |
| Throw Damage | 4 |
| Grapple Damage | 4 |
| Charge Attacks | 3 |
| Aerial Attack Damage..... | 2 |
| Explosion/Cyclone Damage ... | 1 |
| Other Special Moves | 2 |
| Defense..... | 3 |
| Aerial Defense | 5 |

SPECIAL MOVES

| | |
|--------------------|-----------|
| Nut Crush | D, D, A |
| Loogie..... | Aw, Td, A |
| Fencing Lunge..... | Td, Td, A |
| Flying Spear | C+D, D |
| Bone Sweep..... | D+Aw+A+B |

And many more...



TSUNAMI

This guy looks like a blimp, until he lands on you. The only thing more deadly than his chop is the boredom you suffer when he goes through all his ritual. Unlike other Fighters, Tsunami has pride. That is to say, it embarrasses him to fight clowns and gorillas. But, in the true eastern way, Sumo 'uses' this embarrassment to defeat his enemies.

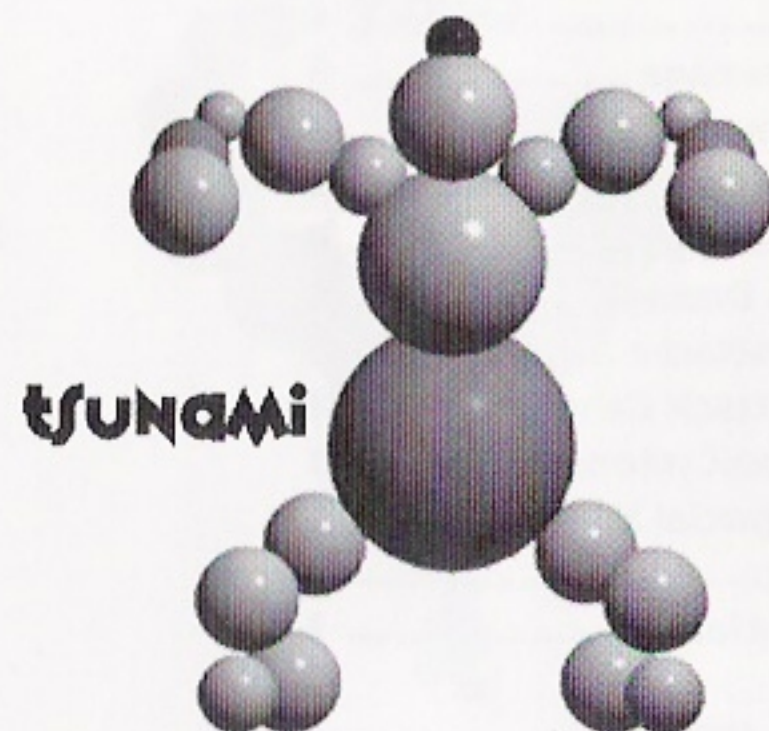
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| | |
|------------------------------|---|
| Speed | 2 |
| Punch Damage | 5 |
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| Missile Attacks | 1 |
| Throw Damage | 5 |
| Grapple Damage | 3 |
| Charge Attacks | 5 |
| Aerial Attack Damage..... | 4 |
| Explosion/Cyclone Damage ... | 2 |
| Other Special Moves | 4 |
| Defense..... | 4 |
| Aerial Defense | 3 |

Special Moves

| | |
|---------------------|------------|
| Flying Kick | Aw, Aw, C |
| Karate Chop | U, Td, A |
| Belly Charge | Td, Td, Td |
| Meditate | U, U, C |
| Jumpsides Kick..... | L, L, B |

And many more...



TURBO

The original 98 pound wimpus who watched too much politically correct kidvid. Coded by a major geek. Flies fast, can attack from above, but is Mr. Super-Polite. Boy, do I hate him. If he wasn't as powerful as he is, he'd be a joke.

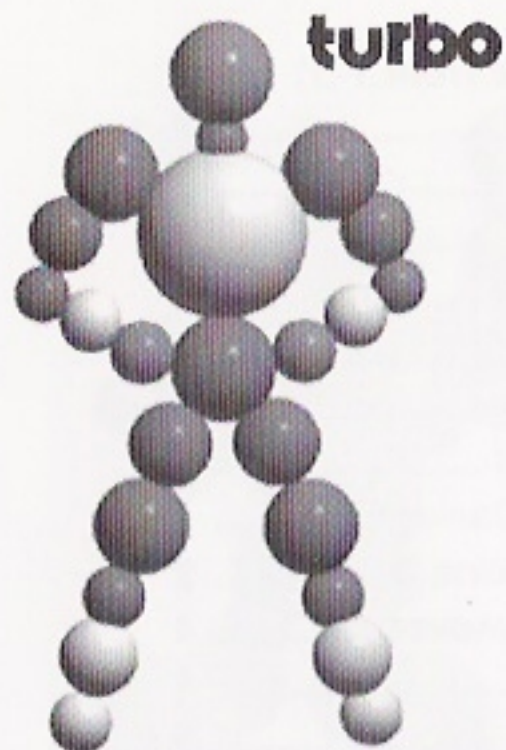
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| Charge Attacks | 3 |
| Aerial Attack Damage..... | 4 |
| Explosion/Cyclone Damage ... | 1 |
| Other Special Moves | 4 |
| Defense..... | 3 |
| Aerial Defense | 3 |

SPECIAL MOVES

| | |
|------------------|--------------|
| Hovering | C, B+C, C... |
| Flying Dart..... | C+D, D |
| Head Pound | U, Td, A |
| Super Blow..... | Td, Td, A |
| Torpedo | Aw, Td, C |

And many more...



YOKO

The original sick little monkey - a completely deranged ape. Never know what's gonna happen to you when you bungle in the jungle. Yoko's designer thinks apes are smarter than humans - and you aren't going to prove her wrong!

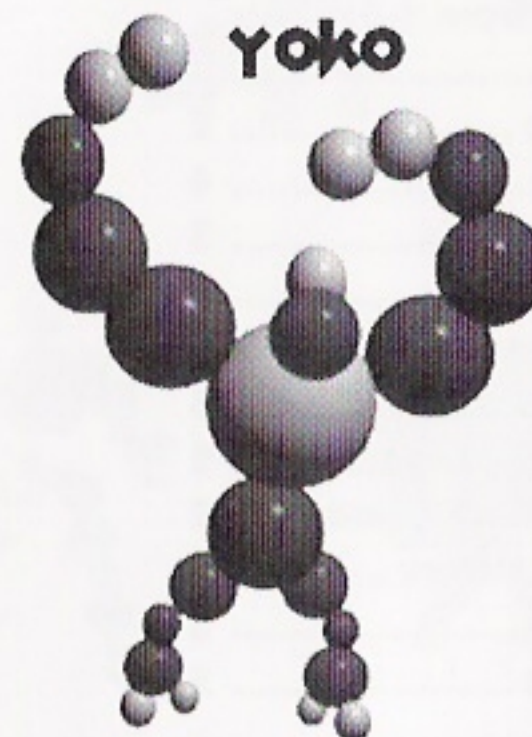
RATINGS (scale from 1-5)

| | |
|------------------------------|---|
| Speed | 3 |
| Punch Damage | 2 |
| Kick Damage | 2 |
| Missile Attacks | 1 |
| Throw Damage | 5 |
| Grapple Damage | 2 |
| Charge Attacks | 2 |
| Aerial Attack Damage..... | 4 |
| Explosion/Cyclone Damage ... | 1 |
| Other Special Moves | 5 |
| Defense..... | 3 |
| Aerial Defense | 4 |

SPECIAL MOVES

| | |
|----------------------|------------|
| Stun Fart | Aw, Aw, Aw |
| Spin Attack..... | Td, U, U |
| Swing in Trees | C, U, U |
| Leg Swing..... | D, B |
| Back Flip | U, B |

And many more...



ZOMBIE

Zombie's the new guy in town, and if you want to live, don't mess around. Programmed by a late night code-head with a death wish, Zombie's the grossest of all, with body parts flyin' and a rise from the grave that'll have you wishin' you were never born!

Ratings (scale from 1-5)

| | |
|------------------------------|---|
| Speed | 2 |
| Punch Damage | 2 |
| Kick Damage | 4 |
| Missile Attacks | 3 |
| Throw Damage | 4 |
| Grapple Damage | 5 |
| Charge Attacks | 3 |
| Aerial Attack Damage..... | 2 |
| Explosion/Cyclone Damage ... | 2 |
| Other Special Moves | 4 |
| Defense..... | 3 |
| Aerial Defense | 3 |

Special Moves

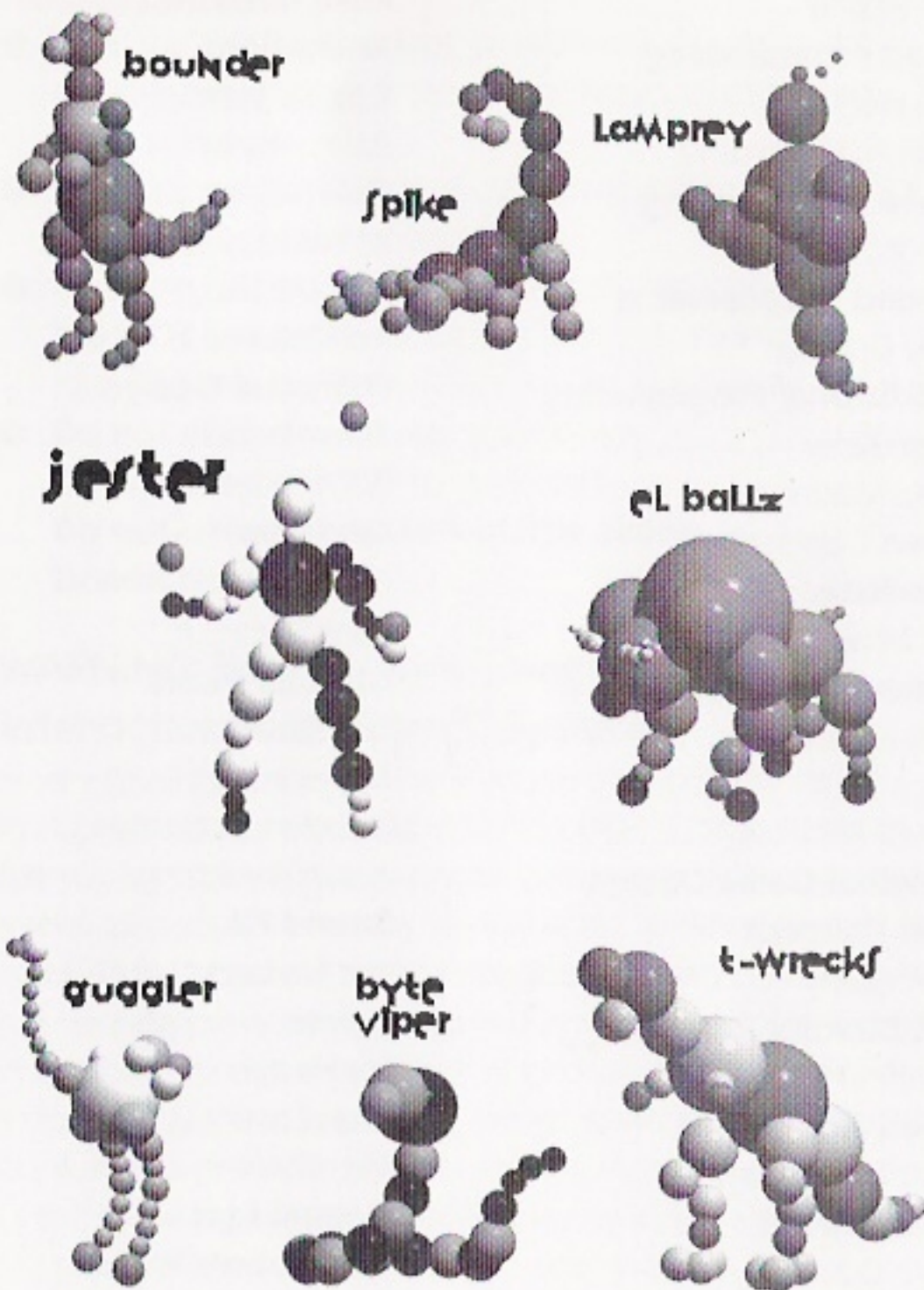
| | |
|---------------------|--------------|
| Shoot Eyeballs..... | U, Td, A |
| Coffin Chase..... | Aw, Td, B |
| Boomerang..... | Aw, Td, A |
| Pogo Stick | B (up close) |
| Grave Diver | D, D, B |

And many more...



THE BOSSES

Designed and coded by Yours Truly. I built them to keep joystick-wheenies like you out of my hair. I can't tell you much about them, 'cause that would spoil the surprise. Shatter them all and I'll pay you a visit. The Boss fighters are generally more powerful than the character fighters, but most have some kind of Achilles' heel you need to look for. Bosses cannot be picked up and thrown, nor can they be made dizzy.



Credits

Lead Programming

Les Hedger
William B. Norris IV

Shell Programming

André Burgoyne

Sound Programming

Joel Dubiner

Additional Programming

Keith Kirby
Brad McKee
Kevin T. Seghetti

Producer

Jonathan Shambroom

Executive Producers

Ted Barnett
John Scull
David Feldman

Original Game Design and Concept

Keith Kirby

Art Director

Charles Hacskaylo

Shell Art

Charles Hacskaylo

Arena Art

Chris Donovan
Trevor Grimshaw
Charles Hacskaylo

Main Character

Animations

Troy Bargatze
Adam Frank
Chris Fregien
Will Friedewald
Kyle Kirby
Frank Saxon, Jr.

Character Design

Adam Frank
Will Friedewald
Kyle Kirby
Bill Maher
Frank Saxon, Jr.

Original Music

Kurt Harland
Ted Hommel
Brendon McCarthy
Aaron Winett

Sound FX

Kurt Harland

Voices

Les Hedger
Sean Owens
Mari Thomas

Manual text -

The Jester's Words

Flint Dille
Buzz Dixon

Lead Tester

Mike Palsler

On-Site Testers

Alan Balodis
Travis Boatman
Tom Teuscher

Scoreboard Text

Flint Dille
Reed Kirk Rahlmann
Mike Palsler

Scoreboard Art

Chris Donovan
Trevor Grimshaw
Charles Hacskaylo
Dan Lopez

Lisa Wong

Localization

Byse, Inc.

Director of Marketing

Steven Feuling

Product Marketing

Brooke Boynton

Package and

Manual Design

Graff Advertising
Steve Graff
Gary Jones

Special Thanks to:

Rob Fulop
Jim Guerard
Cory Smith
Beth Kaufman
Mark Miller
Paul Wilkerson
3DO
Carrie Holder
Panasonic Software
Bill Gardner
Toshi Nakahara
Trayse Johnsen
Bonnie Schultz
Jim Jennings
Tim Takatani
Sherry Yaqub
Crystal Dynamics
Rob Dyer
Laila Atassi
Susan Bowman
Trisha Livorsi
Cave Logic
Information Society

Customer Support

If you feel stuck in the game, or just need a hint, don't worry! You can call the Panasonic Game Hint and Tip Line for help on this game.

1-408-653-1898

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- Hold the disc by its edges, or with your thumb on the edge and one finger in the center. Avoid touching the disc's surface.
- Don't expose the disc to direct sunlight or sources of high heat, such as a heating vent.
- Clean the disc by wiping it with a soft, dry cloth. **DO NOT use solvents** such as benzine, thinner, commercially available solvents or antistatic spray.
- **Do not stick the CD up your nose. Do not feed the CD to your cat. Do not attempt to defeat The Jester. Bonan Nokton.**

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