



NATIONAL PROFESSIONAL
NPPL
PAINTBALL LEAGUE

CHAMPIONSHIP PAINTBALL 2009



ACTIVISION®

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system 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.

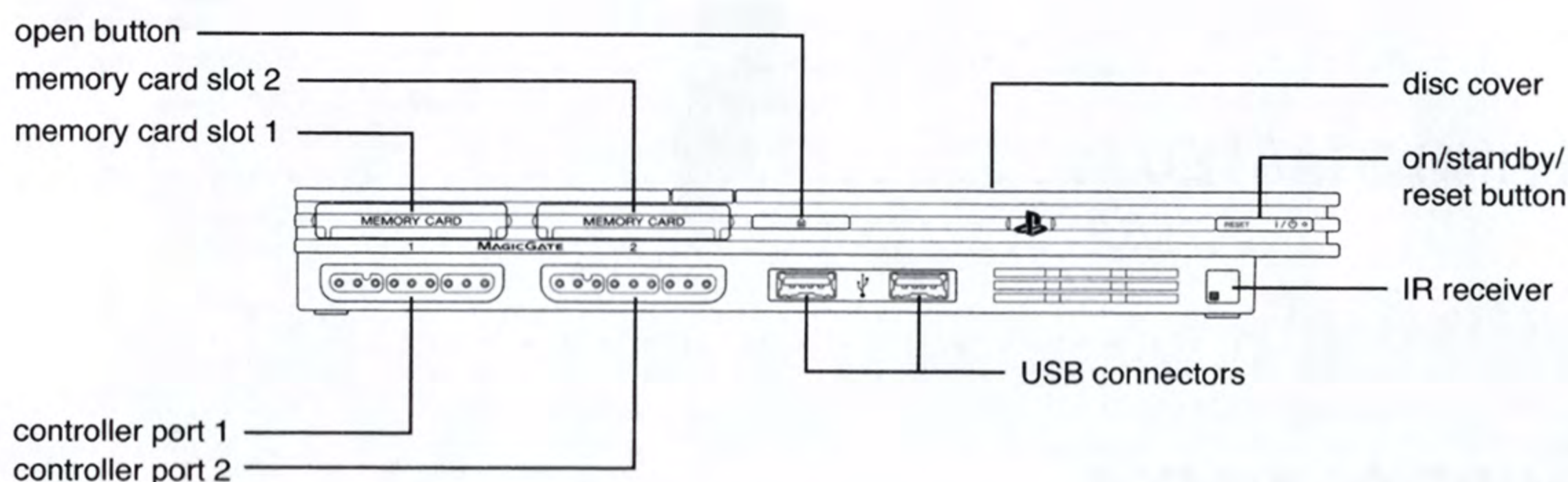
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- 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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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the NPPL® Championship Paintball 2009 disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software

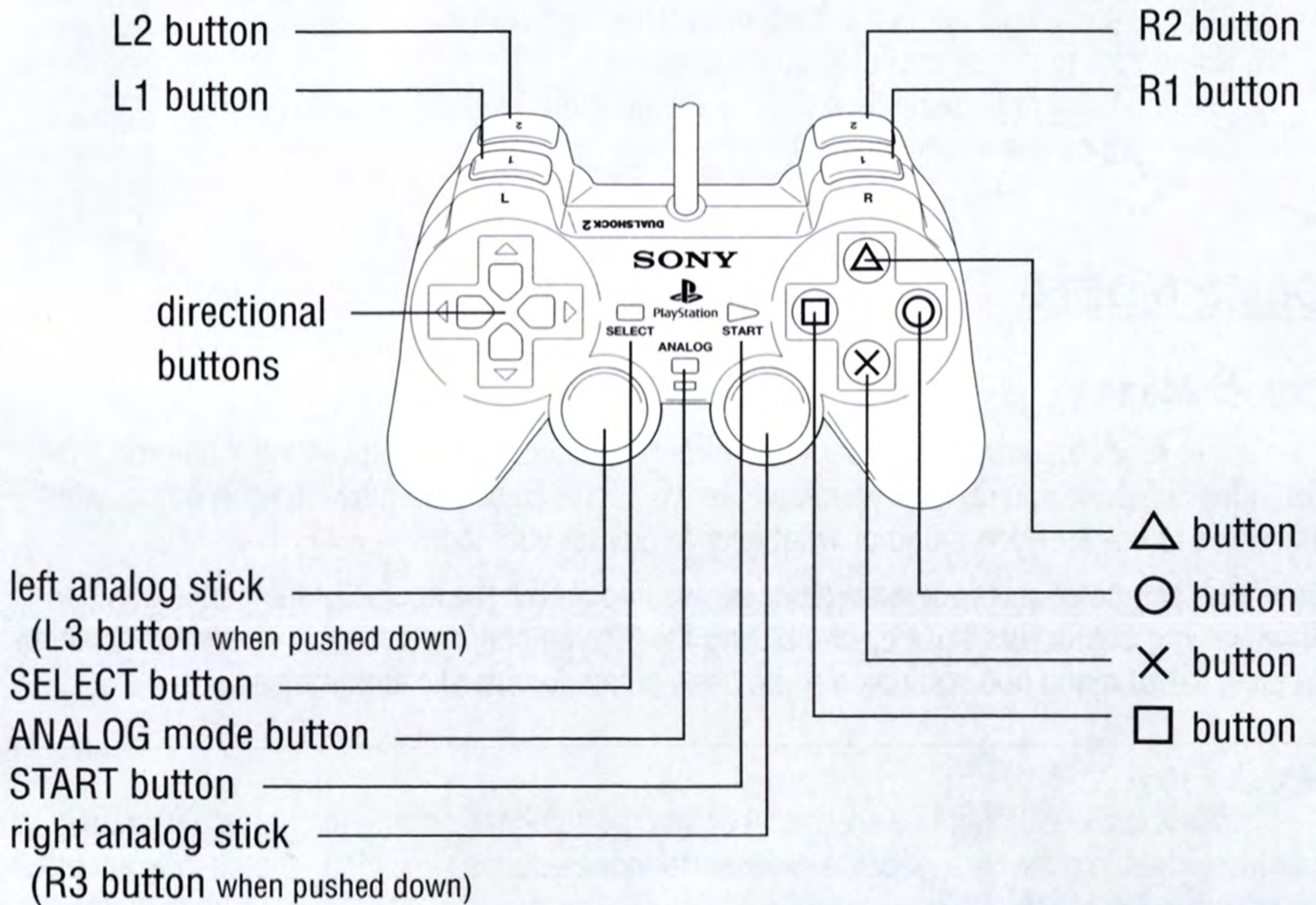
Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



DEFAULT CONTROLS

left analog stick	Move
right analog stick	Look/Aim
×	Jump/Slide (From Running) Dive (From Sprinting)
□	Change Marker Hands
△	Toggle Snap/Lean
○	Cycle Stand/Crouch/Prone
L2 button	Lean/Snap
L1 button	Sprint
R2 button	Fire
R1 button	Fire
START button	Pause
SELECT button	Song Info
directional buttons	Team Commands
R3 button	Reload



MENU NAVIGATION

To get straight into gameplay, please use the following options:

1. Select "New Game" from the menu.
2. Choose your character in the "Character Selection" screen.
3. Name your profile or accept the default name.
4. Select a team to join and then choose the difficulty level you want to play on.
5. Save your career or continue without saving.

GAME MODES

Career Mode

The Career Mode takes you and your team through a succession of Speedball tournaments. You have complete control over your team, as you can decide who plays in each game, what strategies to use for each round or what gear to buy for your team.

Both your character and your teammates evolve throughout the course of the game. You can improve your character's skills by completing the training courses available under the "Dynasty Training Drills" menu and you can also buy skill points for specific teammates.

Quick Play

This mode throws you right into some fast action. Just choose among the maps presets available and jump right into the heat of battle. Your performance during Quick Play matches won't affect your stats in Career Mode.

EXHIBITION MODE

This mode gives you a lot of freedom over tweaking the details of a match. You can select who plays against whom, the game type or the number of players. This is also the place where you can play Woodsball matches on any of the five fields available.

And if you designed any custom maps using the Field Creator, this is the mode that allows you to play them.

Dynasty Training Drills

This mode serves both as a means to grasp the essentials and as a place where you can improve on (and eventually master) the skills that form the arsenal of any paintball pro. The drills are modeled after Team Dynasty's own workout regimen and - to make sure you make the most out of them - you'll be mentored by Team Dynasty themselves.



Field Creator

Try your own field configurations, devise new strategies, be creative and have lots of fun with this easy to use field editor. When you're done, save your map and give it a try in Exhibition mode.

GAMEPLAY TIPS

Field Tactics

Apart from great accuracy and marker handling skills, paintball players need to be able to minimize the profile they expose to their opponents' paintballs in order to stay in the game. That is why it is so important to make full use of the tactics and maneuvers specific to paintball: leaning/snapping, sliding and diving. In the "Dynasty Training Drills" section you will find a number of drills specifically conceived to help you improve on these skills.

Leaning will be performed in the same direction as your current marker hand (i.e. if you're holding the marker in your right hand you will lean right). If you need to lean towards the other side, change marker hands first – this is a skill no serious paintball player can do without.

Sliding and diving are proven ways to get into a bunker without being hit by incoming paint. Remember: you can shorten the length of the slide/dive by pulling backwards on the left analog stick but you cannot change the direction of a slide/dive once initiated. That might be a fatal disadvantage in some situations, so carefully time your slides and dives.

Also, the controls for sliding and jumping are contextual – they are both initiated by the same button but each can be performed within different ranges from the bunker, so watching the prompts in the lower left side of the screen is a good idea, until you master this difficult skill.

"Walking" the trigger is also a crucial skill: you'll notice that firing your marker can be performed using two of the controller buttons. Rapidly alternating these two button presses will result in fire rates impossible to achieve using only one trigger finger. Practice this as much as you can, as shooting half the amount of paint that your opponent does is not going to get you too far in the game.

Controlling Your Teammates

As the captain of your team you will need all the control you can get over your teammates.

Team Management

The basic control is, of course, deciding who plays. You can field or bench players in the Team Management screen. With most tournament formats you can do this only before the match but there will be some where you will be allowed to do this between rounds.

Note that you will always need to field the number of players required by that specific tournament format.

Breakout Planner

The breakout – the initial part of a round, despite being very short, has a tremendous importance on the evolution of the game. That's largely because in this phase all players are uncovered, trying to reach their initial bunkers (these will be the key positions on the field). This "sets the table" for the rest of the game, given that, once these initial position are reached, it becomes much more difficult to move from bunker to bunker without being hit. So the most important objective during the breakout is to make it to the first bunker alive.

But that's obviously not all there is to it. Since you know your opponents are uncovered and that some bunkers have more strategic importance than others, you will probably want to carefully analyze the field, indentify these key bunkers and stop your opponents from reaching them, hopefully eliminating a few of your adversaries right from the start.

The breakout planner allows you to control all these aspects of the break. It is a schematic top down view of the field and allows you to set initial bunkers for each of your teammates and yourself, decide who will be shooting during the breakout (the "breakshooters") and at what. It's worth remembering that breakshooters will need to move more slowly, so they'll be exposed for a longer time.

Plan your breakouts carefully. They many times draw the line between victory and defeat.

Team Commands

A paintball game will rarely proceed as you have envisioned it before the breakout.

Things change fast on the paintball field and you must react quickly and effectively or be prepared to hit the dead box.

To make sure you never lose control over your teammates, the game allows you to issue team commands during the course of a round.

Gear Selection

The sport of paintball is very keen to adopt the latest technological advances and paintball gear gets better every year.

You may be an exceptional sharpshooter but if you're not behind the right marker then you'll be pretty frustrated to see your shots missing most of the time. Simply put, some gear is just better than other (but also usually more expensive).

When outfitting your team, pay attention to the gear attributes (e.g. accuracy, speed or air efficiency for markers) and choose the items that best fit your playing style (and your team's budget).

Character Skills and Tactical Positions

Just like real life paintball players, your virtual teammates each possess unique skills that make them more suited to filling certain positions in your tactical scheme.

Generally the paintball players on the field fall into one of three categories: front, mid and back players.



Front players are somewhat of a paradox: although they shoot the least amount of paint they are actually the players who make the most kills. This is because they can move very fast to take the most advanced positions and are usually exquisite shooters.

Mid players are multivalent players that can play virtually any position. This makes them able to fill in for front or back players who are eliminated.

Due to their position on the field— between the front and back players - they also serve an important role in communication.

Back players carry and shoot lots of paint and are responsible for providing the suppressive fire necessary for the front players to advance. They usually occupy the backmost positions that allow them to cover a large portion of the field.

When selecting a new teammate or when choosing who plays on a tournament, carefully consider the character's attributes, his/her preferred tactical role and how well they fit your plans.

Both your character's and your teammates' stats can evolve throughout the course of the career. To increase your character's skills you can play the training drills (hosted by Team Dynasty). You can buy training points for your teammates and distribute them to specific skills.

SOUNDTRACK

"Heavy"

By B.Lloyd feat. Phunk Junkeez and produced by Jiggolo

Music and Lyrics by Brandon Lloyd, Jiggolo and Jim Woodling

B.Lloyd courtesy of Flight Eighty 5 Publishing, LLC

"The Blackstone"

Performed by Comeback Kid

Written by Andrew Neufeld, Kyle Profeta, Jeremy Hiebert, Kevin Call

Published by Another Victory
Courtesy of Victory Records

"Boat Day At The Marina"

Performed by Forensics

Written by Brent Eyestone, George Crum
Published by Magic Bullet Records
Courtesy of Magic Bullet Records

"One"

Performed by Shootyz Groove

Written by Miguel Rodriguez, Nelson Ramirez, Jr., Donald Radeljic

Published by Shootyz Groove
Courtesy of Asti Artist Management, LLC

"Stand Up"

Performed by Shootyz Groove

Written by Miguel Rodriguez, Jose Baez, Nelson Ramirez Jr., Donald Radeljic

Published by Shootyz Groove
Courtesy of Asti Artist Management, LLC

"More Fire"

Performed by Shootyz Groove

Written by Miguel Rodriguez, Jose Baez, Nelson Ramirez Jr., Donald Radeljic

Published by Shootyz Groove
Courtesy of Asti Artist Management, LLC

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or <http://www.activisionvalue.com>

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Registration

Register your product online at <http://register.activision.com> so we can enter you in our monthly drawing for a fabulous Activision prize.

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