



*WORLD CHAMPIONSHIP*TM **PAINTBALL**

INSTRUCTION MANUAL



⚠ 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.

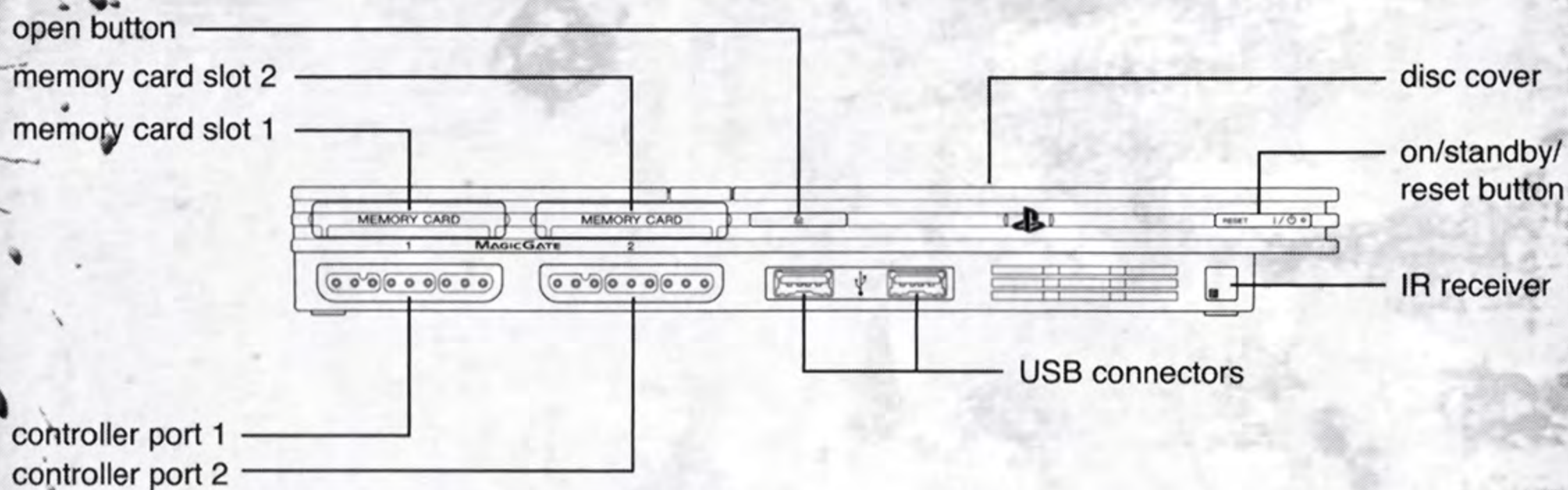
WORLD CHAMPIONSHIP™ PAINTBALL

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GETTING STARTED



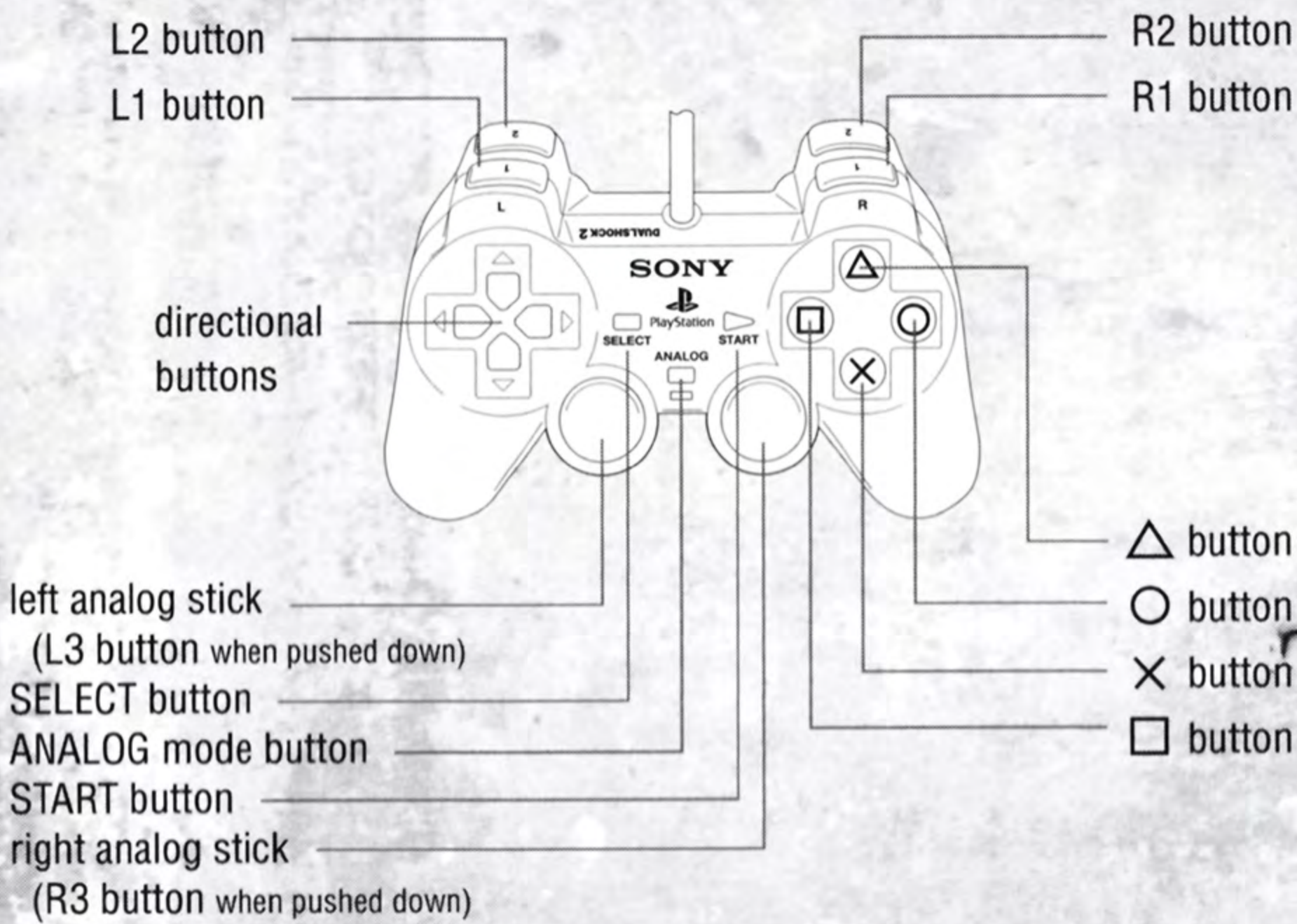
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the World Championship Paintball™ disc in the system with the label side facing up. Attach game controllers and 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.

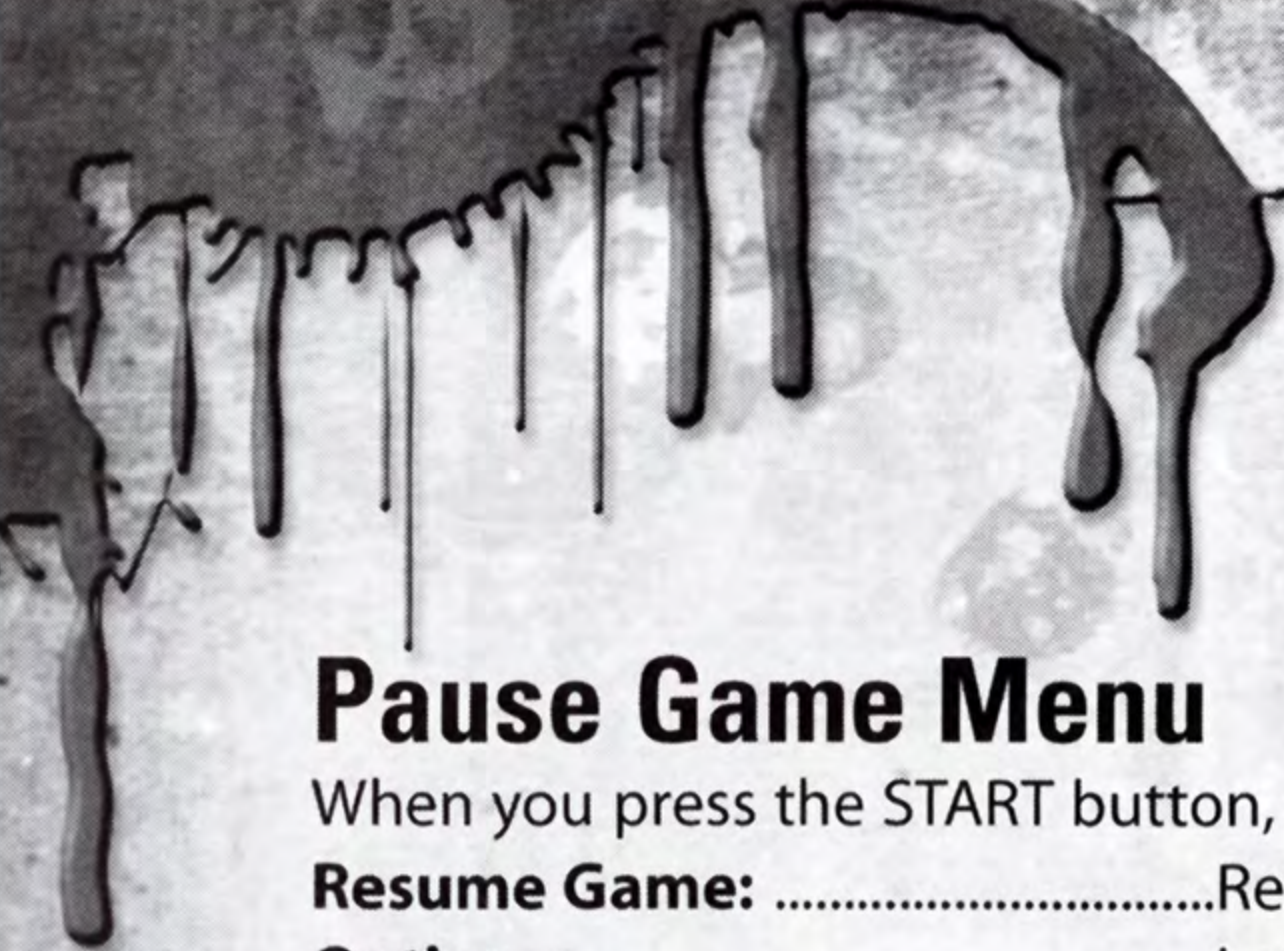
STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Game Controls

- Left analog stick:Move
- Right analog stick:.....Aim
- L1 button:Raise Stance (jump when standing)
- L2 button:.....Lower Stance
- L3 button:.....Run
- R3 button:.....Focus View
- R1 button or R2 button:.....Shoot
- ⊗Dive or stand if prone
-Fire Secondary Weapon
-Communicate with team
- △Reload
- Select button:.....Switch to another active player on team
- Left directional button:Lean to the left
- Right directional button:Lean to the right
- START button:Pause game






Pause Game Menu

When you press the START button, the following options appear:

Resume Game:Return to game

Options:Lets you change several settings (see below)

Quit:Exit Game

Use the directional buttons to highlight the menu options and the  button to continue. Then use the directional buttons to change the settings for that option and the  button to confirm your change. The  button returns you to the previous menu.

You can change the following settings under the Options Menu:

- Master volume
- Music volume
- Control Sensitivity
- Invert Vertical Axis
- Wipe Meter
- Player Count Display
- Friendly Fire
- Network Configuration

INTRODUCTION

Paintball is one of the fastest growing sports in America. Get into the action with World Championship Paintball™! You'll have access to all the gear the professionals use so you can equip your team with the perfect mix of accuracy and power. On top of that, you'll be in direct contact with each team member as you play so you can choose the best strategy to win the match and take home the trophy.

Load and go – it's time to play paintball!



MAIN MENU

First up, let's get you into the game. The Main Menu gives you the following choices:

- Play Paintball**Once you've loaded an old game or started a new game, select this to start playing.
- Playfield Builder**.....Ready to make your own field? Select this after you've loaded an old game or started a new one.
- Load**.....This loads up an old game.
- Save**.....This saves your current game.
- New**.....Create a new team.
- Tutorial**New to the game? Take the Tutorial first to get a feeling for World Championship Paintball™.
- Options**.....This opens up the Options Menu which also allows you to configure your PlayStation®2 for on-line Network play.
- Credits**.....Check out the credits of the folks who wrote the game.

LET'S PLAY!

In World Championship Paintball™, you choose your team, arm them with the latest and greatest paintball gear and struggle to win the Pro World Championship trophy. Along the way you'll be able to train and equip your team members, play matches in some of the most exciting arenas in the world, and create your own unique challenges. You can also play with friends online!

Quick Action: Quick Action lets you get into a game right away. If you want to practice on a particular field, play on one of your custom-created arenas or try out new tactics - this is the place.

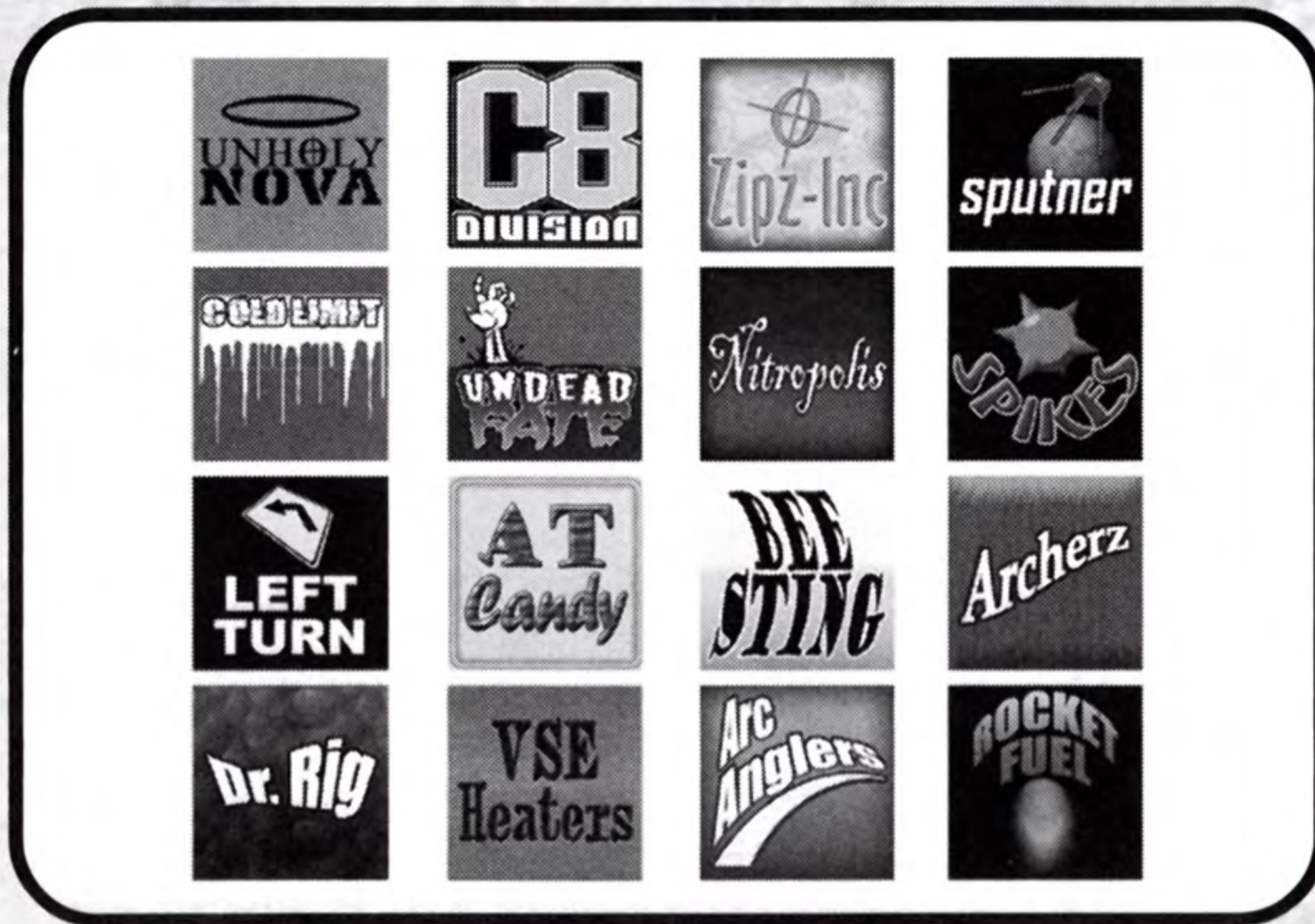
Career: In Career Mode, you'll create a character and team and develop them into the best paintball players there are. You'll get to pick from a wide variety of matches posted on the Tournament Calendar.

Online: Online lets you match wits against friends. You can jump into games and play a few rounds or use a filter list to sort features that allow you to find the kinds of games you want to play.

Manage Team: Here's where you get to deal with your team, customizing their clothes and gear and training them in the attributes that will make them a truly competitive unit.

Trophies: You can bask in the glory of your past wins by accessing the trophy section.

YOUR TEAM



World Championship Paintball™ lets you mold a team into the perfect competitors. You have a team of 4 players (3 + you) and \$1000 to train and equip them to your satisfaction. Of course, to get even better training and gear, you'll need more cash from winning tournaments and matches.

Character Stats

Team members have a range of stats that affect how they behave on the playfield. Stats can be improved by paying for training.

Accuracy: Accuracy determines how well a character can aim; the higher the accuracy, the better his or her shot.

Speed: Speed is a rating of the character walking, running, crouching and prone. It affects the maximum speed a character can move.

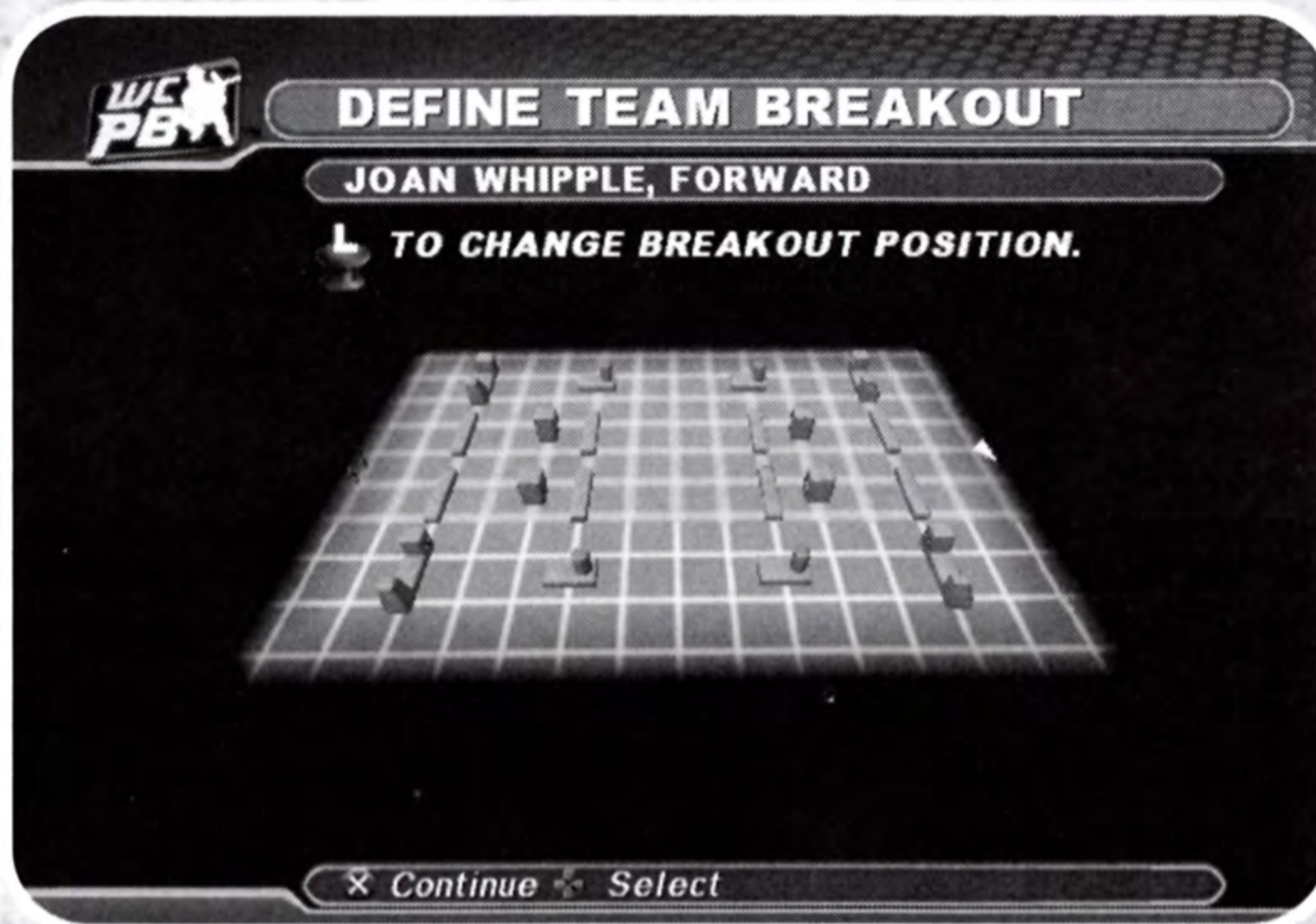
Strategy: Strategy governs how well a character is able to navigate on the playfield.

Position: Position affects how the character behaves on the field in relation to their role.



Team Member Positions

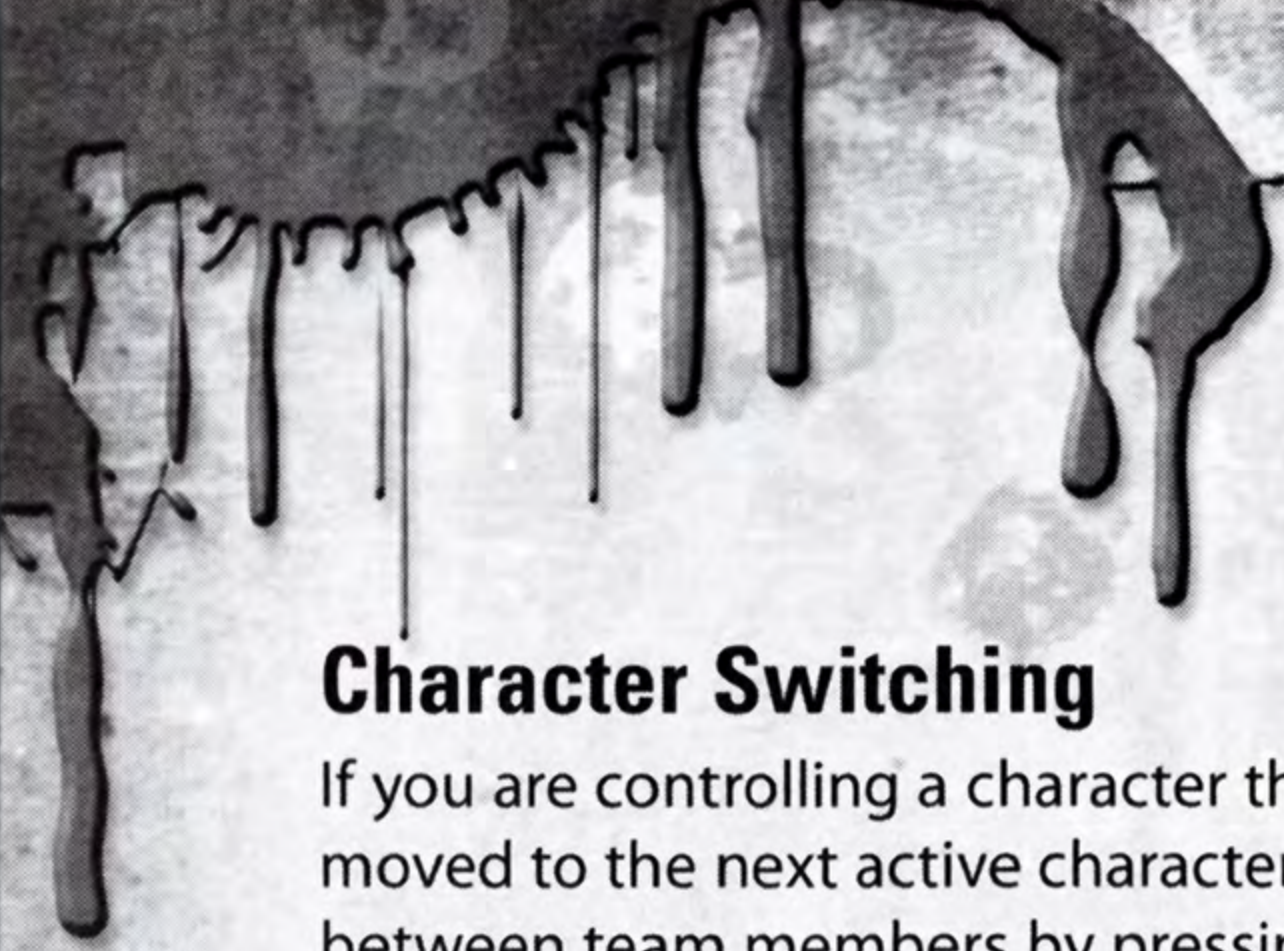
There are three basic positions in paintball: the Forward, the Mid and the Back player. A good team has a combination of team members. Part of playing paintball is figuring out which types of team members you want to have on the field in a particular match.



Forward: The Forward team member's main goal is to move up field and acquire objectives on the field. This player is all about going into enemy territory and taking care of business.

Mid: The Mid team member has the best of both worlds. At the center, this player watches over the center of the field, eliminating any advancing opponents and supporting their own team Forwards.

Back: Back players are all about defense. They have the most complete view of the field and the most protection. A good Back player pins down enemy advances with a hail of fire.



Character Switching

If you are controlling a character that is eliminated you are automatically moved to the next active character. You may also manually switch between team members by pressing the SELECT button.

Opponents

Paintball features a number of teams that you'll meet up with in a variety of matches. Some of them are wet-behind-the-ear newbies and others are cold, hard pros. Don't sell any of them short. Even the weakest team can be tough if they are playing to their strengths.

Team Management

On the field, you bring a maximum of 3 team members with you per match. It'll be up to you to decide who to put in the field. When you first setup your team you'll be able to choose your team logo and input a name for your team. Choosing Manage Team from the Play Menu will take you to the following options:

1) Customize & Train

Don't like how your players are working out on the field? Here's the section that can make the difference. Your choices are:

Team Member: Lets you switch between active team members.

Sex: Choose the gender of the team member.

Voice Type: Alters their voice.

Customize: Allows you to change their goggles, gloves and shoes. Paying for better shoes will give that player a speed advantage on the field but can be expensive.

Training: Lets you to alter a character's stats (Accuracy, Speed or Strategy) or change their position on the field (Forward, Mid, or Back). This can cost you money.

Change Name: Changes a character's name to something you want.

2) Team Uniform

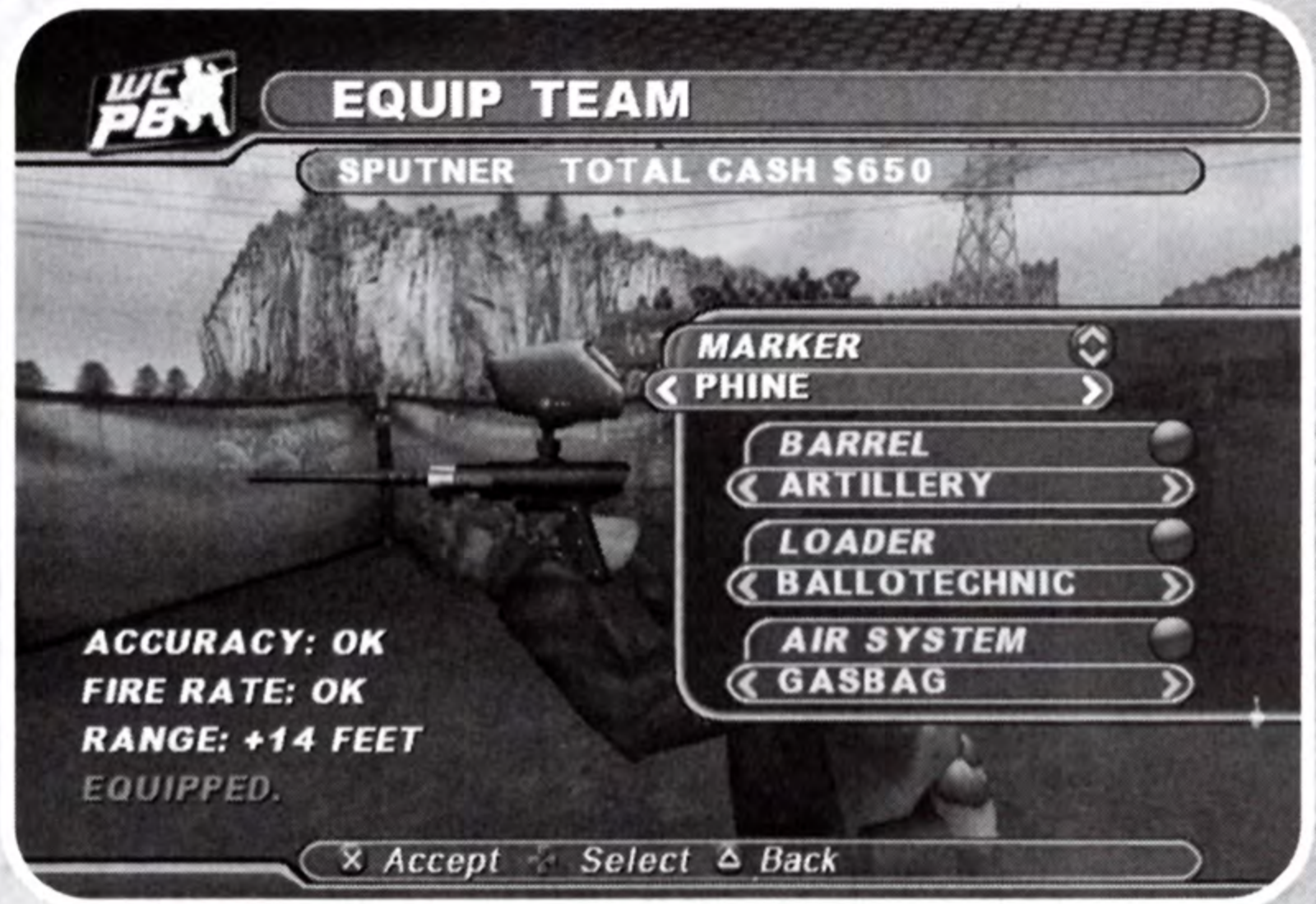
From this option, you can select the shirt, pants and logo of your team. You can also alter your paintball color and the team's name.

3) Team Order

This is the screen that allows you to choose who is Team Captain and who the other three players are. There are a total of ten characters you can use to fill in the four active positions.

4) Equip Team

Paintball guns are assembled from 4 key parts: the **Marker**, the **Barrel**, the **Loader** and the **Air System**. The base marker itself is the most important part but a great marker with a bad barrel can be worse than a cheap marker with an exceptional barrel. Mix and match parts to discover what works best for your team.



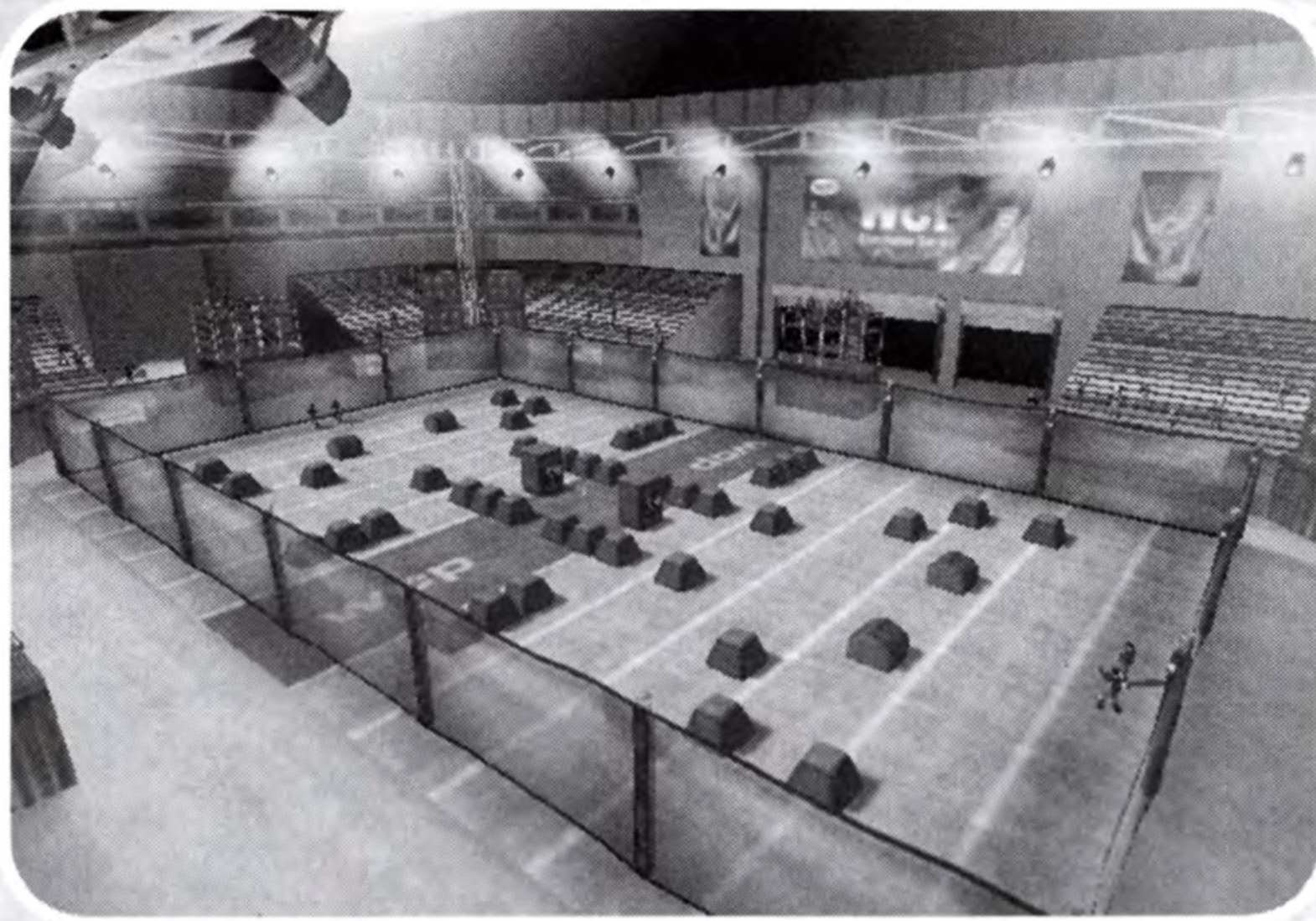
Markers: The markers have different stats that affect firing rate, accuracy and range. Combining different types of barrels and other gear with the marker can modify these stats. The cheapest marker, Parabola, is \$150 with low rate of fire and accuracy, and a range of +11 ft. The \$2000 model – the Gungnir -- has excellent accuracy and rate of fire and 32 ft to its range.

Barrels: Barrels affect accuracy and range. The most basic barrel (the Hurlball) you can purchase increases your accuracy by 2% and your range by five feet and is a bargain at \$35. The spendy Ozone barrel (\$420) increases your accuracy by +20% and range by 40 ft.

Loaders: Loaders affect a marker's rate of fire. For \$250, you can get a Queue, with an increase of +10bps. For \$30, the Parabola, with +2bps.

Air Systems: Air Systems affect a marker's range adding from as little to 2 feet (\$40) to as much as 15 ft (the \$300 Rocket Fuel).

QUICK ACTION



Think you've got what it takes? Is your team ready to hit the field? Maybe you're set for some Quick Action. The Quick Action Menu lets you set these options before you play:

Skill Level: You can set your challenges to one of three difficulty modes: Easy, Medium and Hard. In each difficulty mode, your opponents get more skilled with better training and equipment.

Location: There are twelve different locations to choose from, from San Bernardino, California to exotic Morocco and three unique variations on each field. Think you've got what it takes to play through all of them?

Custom Layout: Have you tried out the Playfield Builder? It will let you create up to ten custom built levels that you can drop into most of the places set in the Locations option. Just choose the number of your custom layout and you are ready to go!

Game Type

Paintball is traditionally a one hit sport, where a single shot can take a player right out of the game. However, each game also has a different objective. The objectives you can choose from are:

Center Flag: Grab the flag and get it to your opponent's base. The flag begins in the center and can be grabbed by anyone on either side. If a player with the flag is shot, the flag drops onto that spot. After a flag is captured all defeated team members return for next round.



Capture the Flag: In this game, go grab your opponent's flag and return it to your base before your opponents can take your flag back to their base.

Duel: In a duel, you either work alone or as a team to eliminate your opponents. The first team to reach a set number of points wins. You also get a limited number of paintballs which makes marksmanship count.

Elimination: Between 2-8 paintball players from different teams show up. The winner is the last player left standing. Typically, you get a number of 'lives' before you are completely out of the game.

Team Elimination: In a team elimination, you try to score as many points on another team before the time runs out. Like Elimination, players can have a number of 'lives.'

Castle Siege: (Only in the Scotland arena) Castle Siege has 2 players fighting against 6 in an objective based battle. One side has the advantage of being in a fortress while the others must storm the castle and secure the upper interior.

Team Setup

This sets the amount of players on the field. Typically, the smallest battle is one on one, the largest is 4 vs 4. Certain scenarios (like Castle Siege) can set things unevenly (i.e. 2 vs 6) and in Elimination games, no matter how many people are on the field, it's everyone for themselves.

Number of Lives

This shows the number of times a player can re-enter the game after being taken out. Team Elimination and Elimination matches allow you to change this value.

Dead Time

This shows the amount of time a player must wait before re-entering the game after being shot. This only applies to games where you have more than one life. This value can be changed in Team Elimination and Elimination matches.

Win Condition

There are two separate win conditions. One is based on points (the first to reach a set number of points wins) and the second is timed (highest points in a limited amount of time wins). Sometimes, the win conditions are limited by your game type (for example, in Duel, the win is always point based).

Ammo Limit

This category applies to Duel games where your ammunition can range from a limit of only 1 to 100 paintballs.

Secondary Weapon Type

Paint Grenades and Paint Rockets are some serious 'backyard' favorites. Think you can handle adding one of these to your games?

Secondary Weapon Ammo

This sets the amount of ammunition your Paint Grenades or Paint Rockets come in with.

CAREER MODE



When you choose **Career Mode**, this will take you to the Tournament Screen. The Tournament Screen is broken up into several parts. Across the top of the screen is your **Rank**, which is based on how many tournaments you have won.

On the left side of the screen, you have your **Tournament Calendar** which shows a list of all 36 tournaments available for that season. You can scroll down this list by using the **left analog stick**. The Calendar will show the name of the Tournament and your ranking if you've played it before. The Calendar also has two 'locked' Tournaments that can only be opened once you've completed a certain number of challenges.

In the lower right of the screen is the **Tournament Information**. This presents the Game Name (as seen on the calendar), its location and the cash value for first and second prize.

The last section, in the upper right side of the screen, is the **Player's Options**. Here a player can use the directional buttons to **Advance** to another challenge, **Skip a Season**, **Save** their game, look over their **Team Stats**, or **Play** a tournament. To play, all they have to do is select the tournament they want on the Tournament Calendar and then click on Play to start. The Advance option becomes available when you have unlocked and completed the final tournaments of the Tournament Calendar. The Skip a Season option becomes available if the player's team does not have enough games remaining in the season to unlock the Series Final. When the Skip Season option is used it resets the status of all the matches and allows the player to start them over while still retaining all of the cash that was earned in the previous season.

Tournament Rules

For Tournament Style play, a Match is broken up into rounds. After each round the teams switch the sides of the field they play on. Tournaments use a tree system to match up teams. The first teams are matched up randomly. The team that wins a match moves on to face the next team while the losing team is eliminated.

The higher you place in a tournament the more cash you'll get to upgrade your gear and team members. You can save progress after the end of a tournament.

There are a number of different rules that affect how each match is played. These are shown in the Tournament Information area. Grenades and Rocket Launchers are not permitted in typical "professional" events.

Rewards

What fun would it be without some first class rewards? Each tournament in career mode has a number of different rewards that you can win.

- ← **Trophies**.....First and second place trophies are given out at each tournament.
- Cash**.....First and second places both have cash rewards. You can use cash to buy gear, new players or train your team.

GAMEPLAY



The in-game **Heads-Up Display** is simple and streamlined to keep out of your way while the action is going.

Ammo: The ammo indicator is in the upper left corner and shows you how many shots you have left before needing a refill.

Pods: Pods are used to refill your hopper; they can be found in the upper left corner, just underneath the Ammo counter.

Body Position Indicator: The body position indicator in the upper right shows whether you are standing, crouching or prone.

Extra Weapons: Grenade or Rocket Launcher remaining ammo amounts, if allowed, appear in the upper right, just next to your Body Position Indicator.

Team Score: Your team's score is located at the bottom of the screen slightly left from center.

Players Remaining: Just to the right of your team logo, this shows how many players are left on your team.

Team Logo: Your team logo is located to the left of your team's score.



Flag Marker: Appears next to the team logo that currently has the flag.

Opponent Score: Your opponent's score is located at the bottom of the screen slightly right from center.

Opponent Logo: Your opponent's logo is located to the right of their score.

Opponents Remaining: Just to the right of their team logo, this shows how many players are left on your opponent's team.

***Communication Menu :** The Communication Menu appears when you select the Square button. Use the directional buttons to issue commands.

***Cheat Meter:** The cheat meter interface appears sometimes when you are hit. When properly used, you can still continue playing.

***Not shown**

Movement


A big part of winning paintball is moving tactically. Before each round starts, you'll be asked to define your team breakout – where each player will go when the round starts. When defining the breakout you're determining the team strategy. Play aggressively or defensively, go right, go left or up the middle, a good breakout is a key strategy to success. Keep in mind the player's position when defining the breakout.


During the round, World Championship Paintball™ also gives you tons of personal movement options including leaning, diving and dodging. One of the main things your movement affects is your ability to hit your target. Your marker becomes less accurate the more active you are. Moving and shooting is tricky and much less accurate than stationary firing.

- Stationary and Prone – Best Shot
- Stationary and Crouched
- Stationary and Standing
- Prone and Crawling
- Crouched and Creeping
- Standing and Moving – Worst Shot


The marker and barrel you use also factor in heavily as to how accurate your shot is and how much accuracy decays over range.




Team Tactics

Remember, you're not alone out there! Tap the  button to talk to the rest of the team. This calls up the **Communications Menu** in the center of your screen which allows you to command your whole team or individual team members.

To command your whole team press the  button and use the directional buttons to issue a command.

- Up directional button**Attack
- Down directional button**Defend
- Right directional button**Cease Fire
- Left directional button**Cover Me

To command an individual team member press the  button and their corresponding Team Member button.

- Team Member 1
- Team Member 2
- Team Member 3

Communicating directly with any team member will give you additional command options:

- Up directional button**Advance!
- Down directional button**Retreat!
- Right directional button**Get Flag!
- Left directional button**Cover Fire!

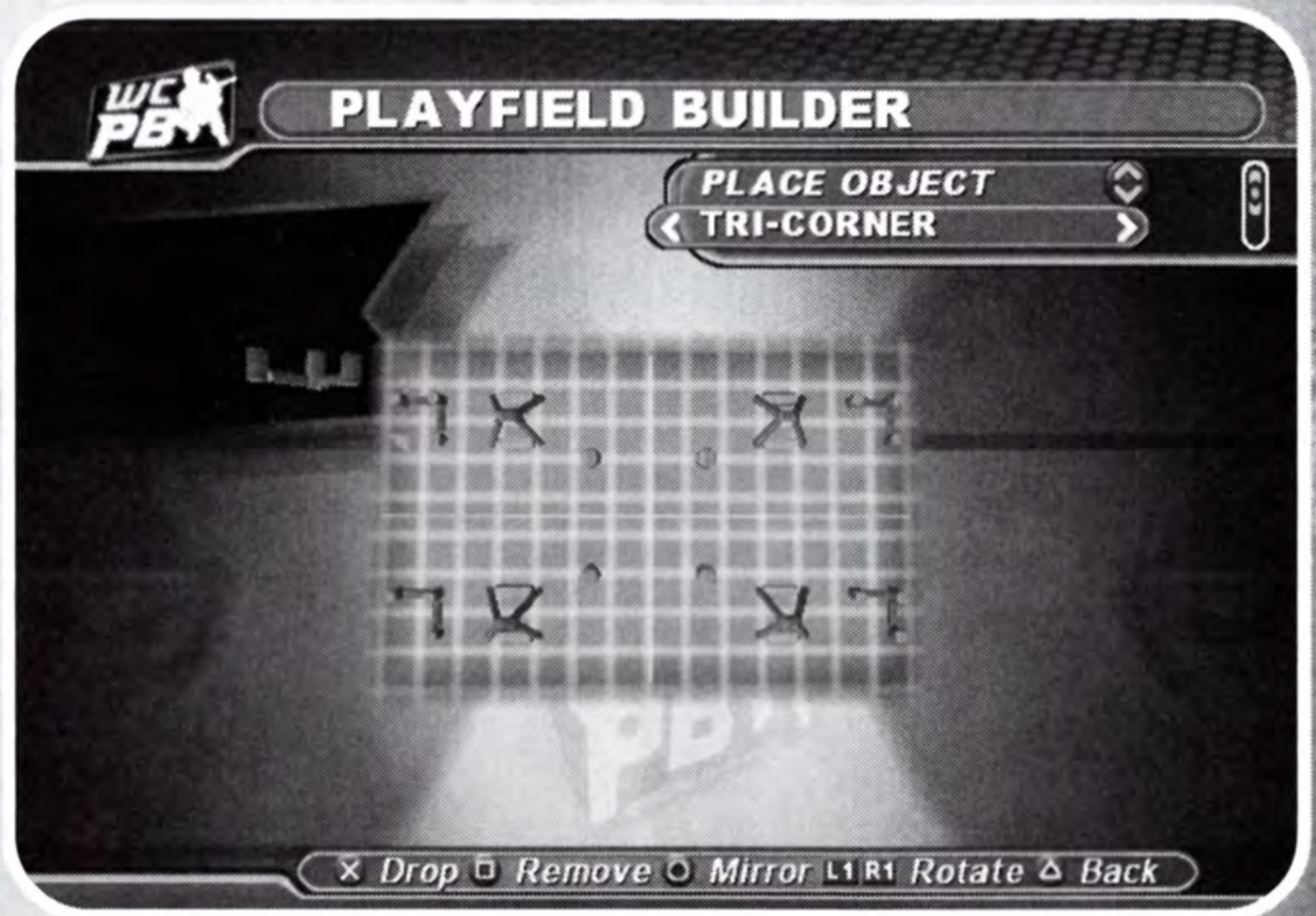


Bounces and Cheating

In Easy and Medium Skill Level when you've been hit, a cheat meter pops up in the center of the screen to give you a chance to wipe off the paint. Time it just right by hitting the **X** button when the hand icon hits the middle of the cheat meter and it might register the shot as a bounce; a little off and you'll be called out by a referee. Each time you wipe, it gets harder and harder. You'll see the referee's point at you if you are called out. If there are other active teammates on the field you will automatically be switched to them so you can continue to play.

CUSTOM LEVELS

The Playfield Builder, selected from the Main Menu, can be used to create 10 new custom levels all your own! When entering the Playfield Builder, you will see a typical



paintball field from above, marked out in grids to make placement easier. To the top right of the screen, above the grid, is a small selection menu. Use the directional buttons to navigate through this menu. The choices are:

Place Object: You can scroll through a number of objects including "tents," "pipes," and "smokestacks" to place on your field. Use the left analog stick to move items around and the following buttons to perform other options.

- ✕Drops the item you are carrying onto the field.
-Removes the last thing you dropped on the field.
-Creates a mirror image of what you are placing (so you can put down multiple items at once). Press it once to mirror your piece on the vertical axis, twice to mirror it on the horizontal axis, and three times to have four mirrored pieces (two vertical, two horizontal).
- L1 button / R1 button**.....These are used to rotate a piece.
- △This brings you back out of this menu.

View Layout: Here's where you set which layout you are working on (1 through 10).

Save: This saves your layout to be used later. You can access any custom layout by selecting it in Quick Action mode.

ONLINE

In World Championship Paintball™ you can set up a match type and configure it to your liking and play online. Center Flag, Capture the Flag, and Duel are available to online players.

Setting up a Network Connection

From the **Main Menu**, select **Options**. In Options, select **Network Configuration**. This will take you to your PlayStation®2 **Network Configuration Utility**. You have 4 options:

- Add Setting
- Edit Setting
- Delete Setting
- Test Connection

The utility will then scan your memory card to see if a setting exists and your hardware to make sure you have an existing connection to the Internet. If you do have a connection and your memory card is readable, you can configure your Network. Please follow the on-screen instructions to successfully complete your connection.

A new or edited profile will be saved to your memory card. Remember to use this memory card each time you play World Championship Paintball™ or you will have to setup your network again.



Also, if you find yourself having trouble while online, you may wish to use Test Connection to make sure your PlayStation®2 is connecting properly to the Internet.

Online Profile

When playing online you'll need to create an Online Profile. You can use any gear you have unlocked in Career mode. The one major difference online is, in order to keep the game balanced everyone starts out on even footing – player attributes are all set to maximum.

Online Gameflow

There are two different ways to play online. You can join a game as a player or start a game, which you and other players can join.

To join as a player

You can use the server browser to sort by Game Name, Game Type, Win Condition, Team Setup and Spots Open. World Championship Paintball™ supports voice chat allowing teams to coordinate easily online.

To set up a game

- 1. Choose a Game Name:** Create a game name for your sessions.
- 2. Password Protected (Yes/No):** By selecting Yes, you can only allow players who know the password to join your match. By selecting No, your game is open to anyone that wants to join as long as you have a spot open.
- 3. Password:** Enter the Password for your Password Protected match.
- 4. Location:** Select the location where you would like to play.
- 5. Game Type:** Select one of the three Game Types: Center Flag, Capture the Flag and Duel.
- 6. Team Setup:** Set the number of players allowed per team.
- 7. Win Condition:** Set the number of points needed to win a match.
- 8. Ammo Limit:** Set the number of paintballs allowed per player in a Duel match.
- 9. Secondary Weapon Type:** Allow Paint Grenades or Paint Rockets in the match.
- 10. Secondary Weapon Ammo:** Allow 1 to 5 Paint Grenades or Paint Rockets.
- 11. Match Results:** Ranked match data is posted to the Leaderboards while no data is posted in an Unranked match.

CREDITS



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"World Championship Paintball" Produced By: Switch for Gamut Artists Records
Music By: Switch (R. Bennett/Switch says SoMusic/ASCAP) Lyrics By: Mike Notar
(Penny Benjamin Publishing/ASCAP)



LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with our product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 46109. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is", without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Sony Computer Entertainment America or THQ (including but not limited to, non-licensed game enhancements and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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