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* 1-4 players. Each player must have a Game Boy System and a Game Pak. Four Player Adapter sold separately.

FaceBall 2000™
Instruction Manual

Bullet-Proof Software™

TABLE OF CONTENTS

FOREWORD

Enter the fantastic world of FaceBall 2000 and experience the greatest Virtual Reality sport of the future. Players from all over the globe can enter the Arena where participants can compete against the computer or each other in a contest of skill, bravery and survival. Or test your skills to the limit by entering the CyberScape, the ultimate cybernetic obstacle course.

When you begin FaceBall 2000, the "Inter-Face" assigns you a Holographically Assisted Physical Pattern Yielded For Active Computerized Embarkation (HAPPYFACE) represented in the CyberScape as a smiling sphere. You may team up with other players or go it alone in your quest for fame and fortune.

Standing in your way are the Smiloids, programmed to pursue you relentlessly. Luckily, they are without the cunning and instinct of human players. Despite this, they are unflinching in their prime directive: Delete the Intruder.

So, either alone or with a group of friends prepare for FaceBall 2000!

INTRODUCTION

You are about to enter a computer-generated world where you may compete with your friends singly or in teams in the Arena, or tackle the ever more difficult challenges of the CyberScape.

In CyberScape, the object is quite simple: defeat the Master Smiloid and become the new CyberScape Champion. To do this, you must make your way through more than seventy challenging mazes filled with secret doors, clues, power-ups and hostile Smiloids.

In the Arena, you and up to three other players play a computerized version of tag. The first player or team to get ten "tags" is the winner, at least until the next match begins. You may also try your hand (or face) against a selection of Smiloids.

GETTING STARTED

One player:

To start playing FaceBall 2000, turn off your Game Boy and insert the cartridge as described in your Game Boy owner's manual. Turn on your game system and wait for the title screen. Then press START to display the Inter-Face Menu.

Two players:

To play with two players, you will need the following:

2 Game Boy systems

2 FaceBall 2000 Game Paks

1 Game Link cable

1. Connect the Game Link cable as shown in the figure on the right. Insert both FaceBall 2000 Game Paks and turn both units' POWER switch ON at the same time.

2. After making sure that the title screen appears on the two Game Boy units, push START to set your options and choose which scenario you would like to play - either CYBERSCAPE or ARENA.
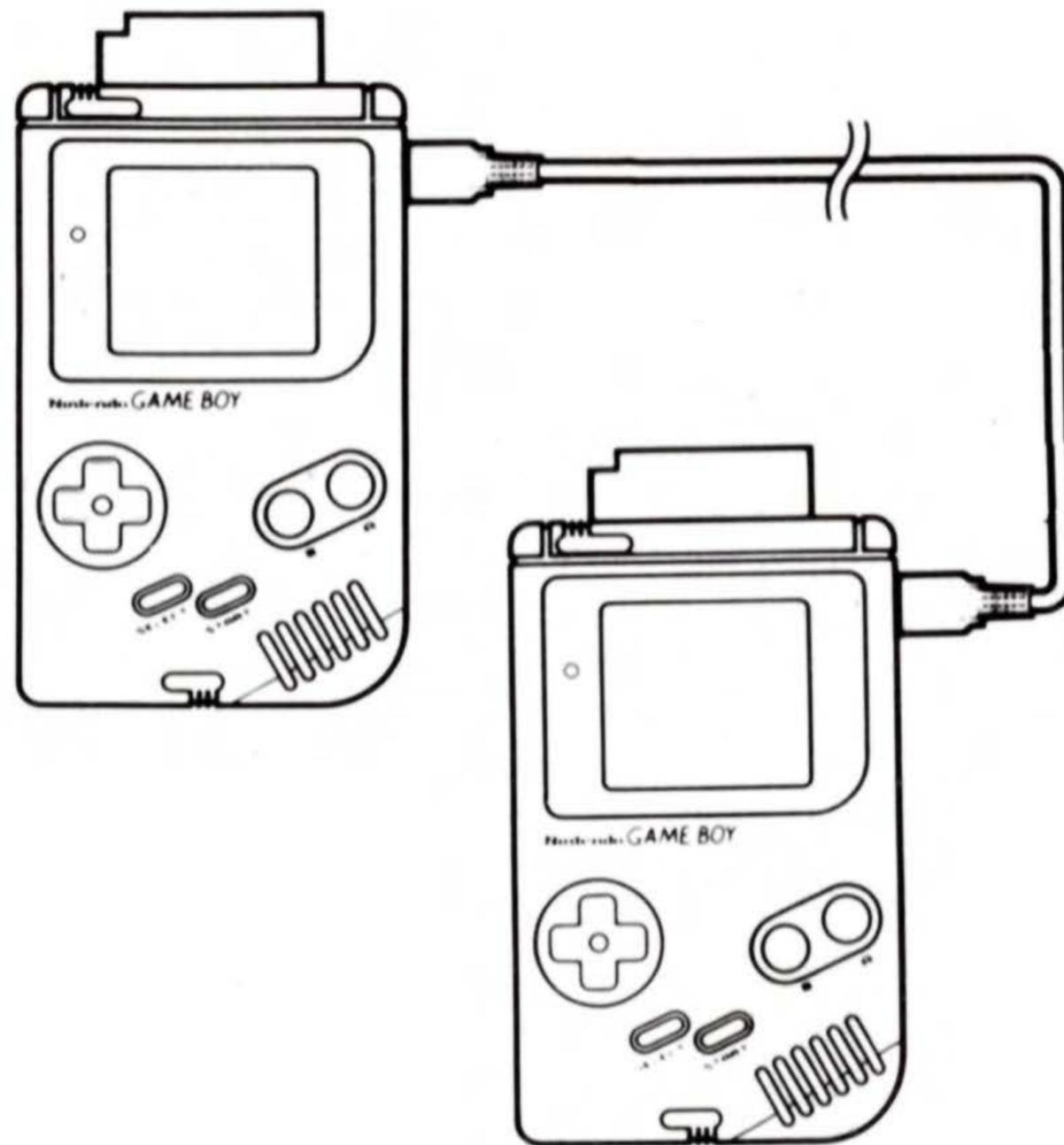
Three or Four players:

To play with three of four players, you will need the following:

    3 or 4 Game Boy systems

    3 or 4 FaceBall 2000 Game Paks

    2 to 3 Game Link cables

    1 Four Player Adapter

1. Connect the first Game Boy unit to the Four Player Adapter using the cable that is connected to it. Then use the 2 or 3 Game Link Cables to connect all other Game Boy units to the Four Player Adapter (use 2 Game Link cables for 3 players; 3 Game Link cables for 4 players).

2. Correctly insert the FaceBall 2000 Game Paks into all of the Game Boy units. Starting with the first Game Boy unit, turn all of the power switches ON.

10

3. After making sure that the title screen has appeared on all units, push start to set your options and choose which scenario you would like to play — either CYBERSCAPE or ARENA.

NOTE: If the Game Link cable is not securely connected, or it is pulled out and re-connected during play, the game will not function correctly. If this happens, turn all units OFF and start again from step one. If the message "FPA Improperly Connected" appears, turn off all Game Boys for at least five seconds, check to make sure all cables are properly connected and start again from step 1.

Four Player Adapter

Game Link Cable
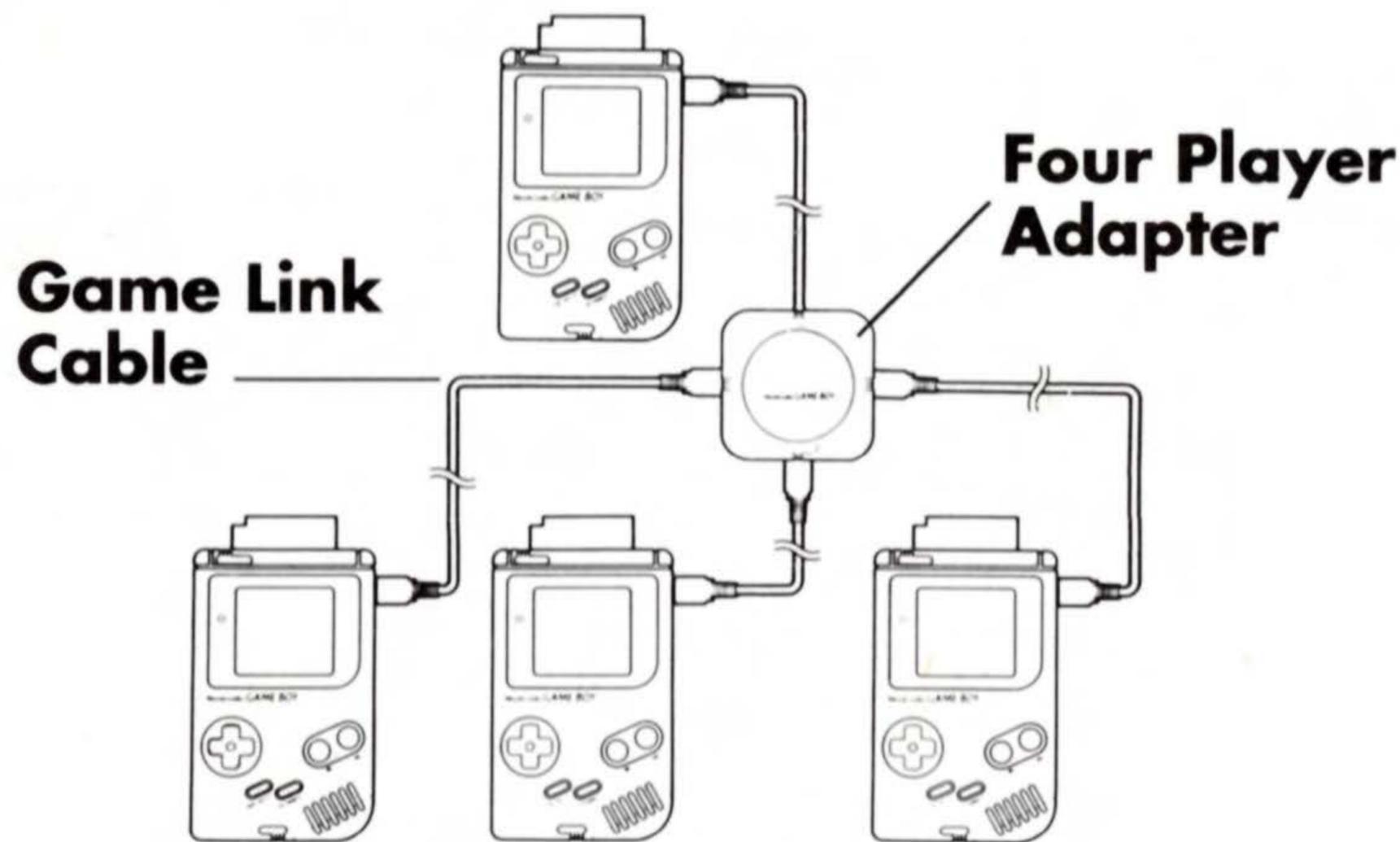
INTER-FACE MENU
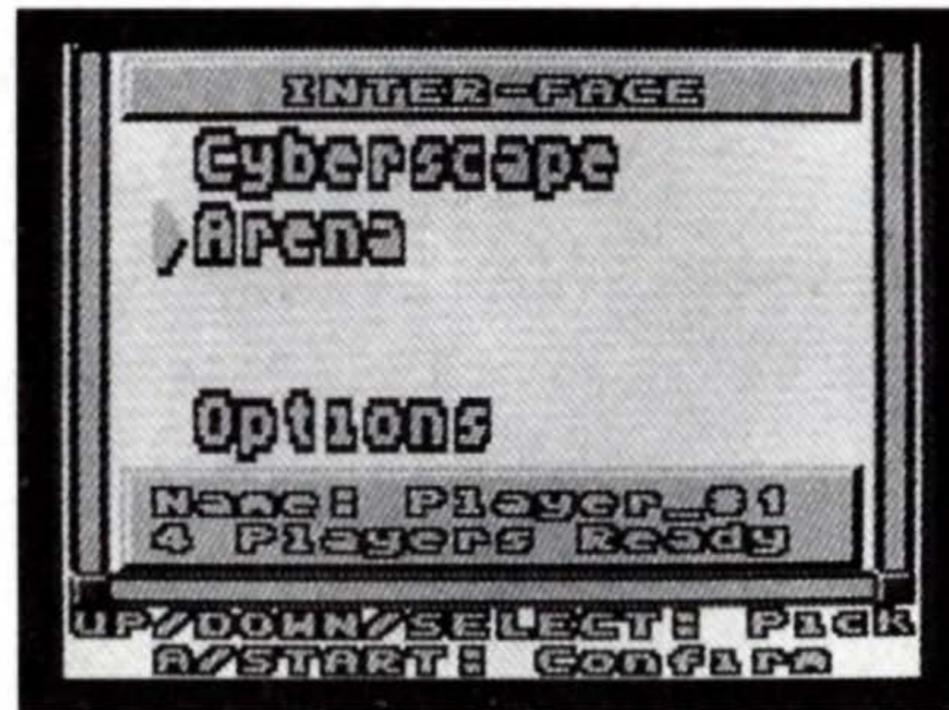
CyberScape

The object is to complete a series of mazes guarded by Smiloid opponents and ultimately eliminate the Master Smiloid. Multiple players may go in as teams or individually. Choose your starting level based on your experience. First time players should start at Very Easy. (See page 20 for more details).

Arena

In Arena mode, you may compete against other players or computer-controlled Smiloids in a maze that you select. The first player to score ten tags, wins. Arena can be played free-for-all or in teams. (See page 35 for more details.)

Options

Move cursor to the desired menu item and press "A". Press "B" to return to the previous menu.

Name:

You may enter your own name using this option. Move the control pad to the desired letter and press "A" to enter your name. Select End when you are done.

Face:

You may select the type of FACE that other players will see you as. Use the control pad to cycle through the selections and press "A". There are four different faces to choose from.

Team Play:

Use UP/DOWN to select the player and LEFT/RIGHT to assign that player to a team. Each team has a different face with this option. Players' shots will not affect their team mates. Note: If you select a level in Arena that has computer-controlled Smiloids (level "EASY" and higher) the Smiloids are always on Team 4.

Strength:

This determines how many hits you are able to withstand when you start the game: Happy = 3 Hits, OK = 2 hits, Hurt = 1 hit

Music:

This turns the background music on and off. Sound effects are not affected.

CONTROLS

Control Pad:

Controls your movement. Pressing up or down moves you forward or back. Pressing left or right turns you to the left or right.

"A" Button Fire.

"B" Button In CyberScape, the "B" button is used to collect the contents of an open Pod.

**"Start"** Pauses the game. You will also be able to read the last clue you found .

"Select" Displays player's map. The player appears as a blinking dot. Other players and computer controlled Smiloids appear as non-blinking dots. The arrow indicates the direction you're facing. In CyberScape, only the area a player has explored is visible.

PLAY SCREENS

CyberScape Play Screen:

1. Playing field.
2. Message window - shows targeted opponent's name and pod contents.
3. Crosshairs - visible only when you are reloaded.
4. Hit status indicator. (See page 18 for descriptions.)
5. Timer - When the timer runs out, you lose a life, all your power-ups and start the level over.
6. Lives remaining.
7. Score - For every $1000, you earn a life.
8. Power Up indicator bar - Icons for active power-ups are displayed here. An icon will flash when that power-up is about to be used up.

Arena Play Screen:

1. Playing field.
2. Message window-shows targeted opponent's name.
3. Crosshairs - visible only when you are reloaded.
4. Hit status indicator-Happy   3 or more hits remaining
                                   OK   2 hits remaining
                                     Hurt   1 hit remaining
                                     Unconscious   tagged

*Happy*   *OK*   *Hurt*   *Unconscious*
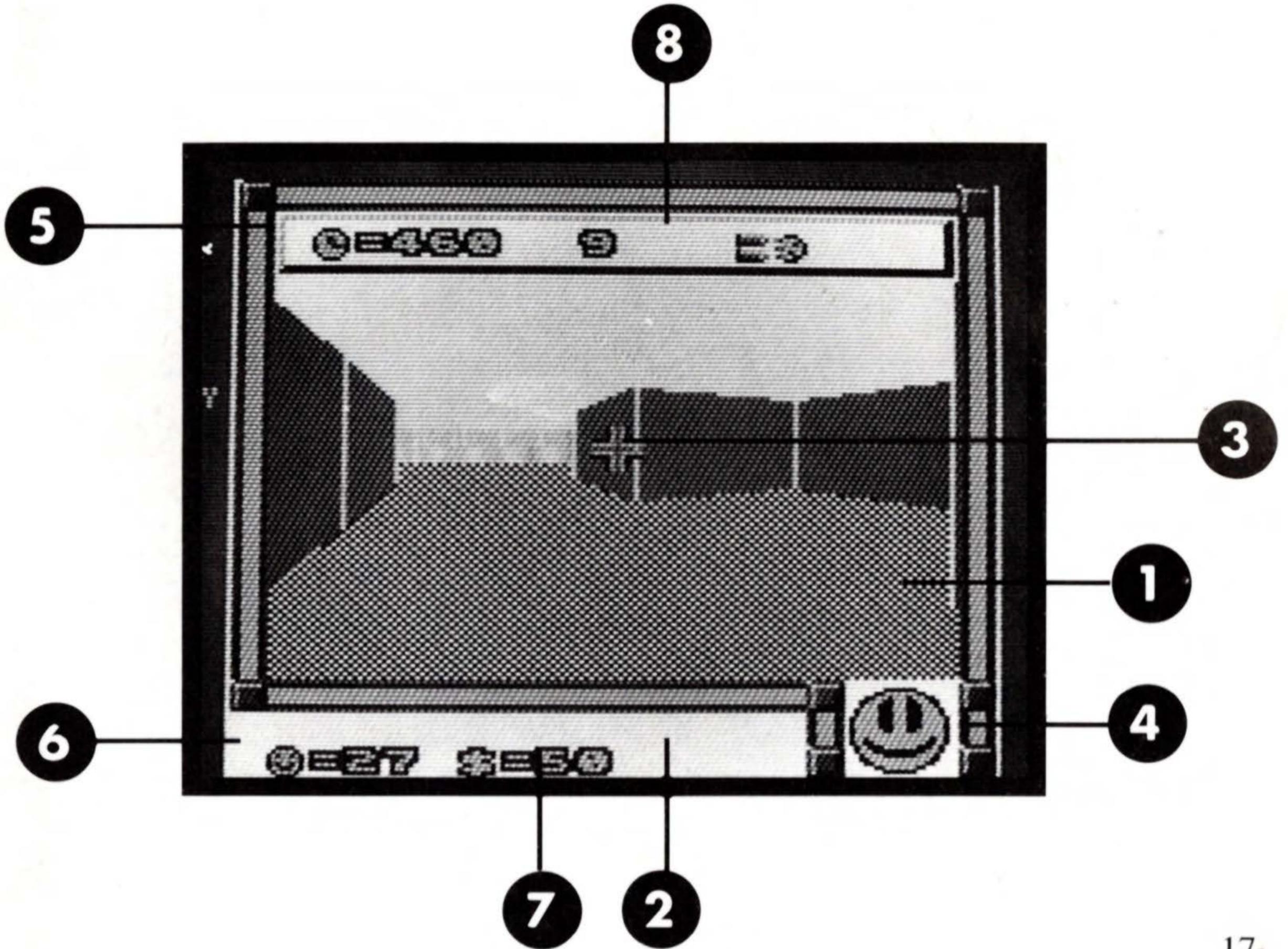
5. Tags - How many opponents you or your team have tagged. Get 10 tags and you or your team wins. Dashes indicate how far ahead in tags the lead player/team is.
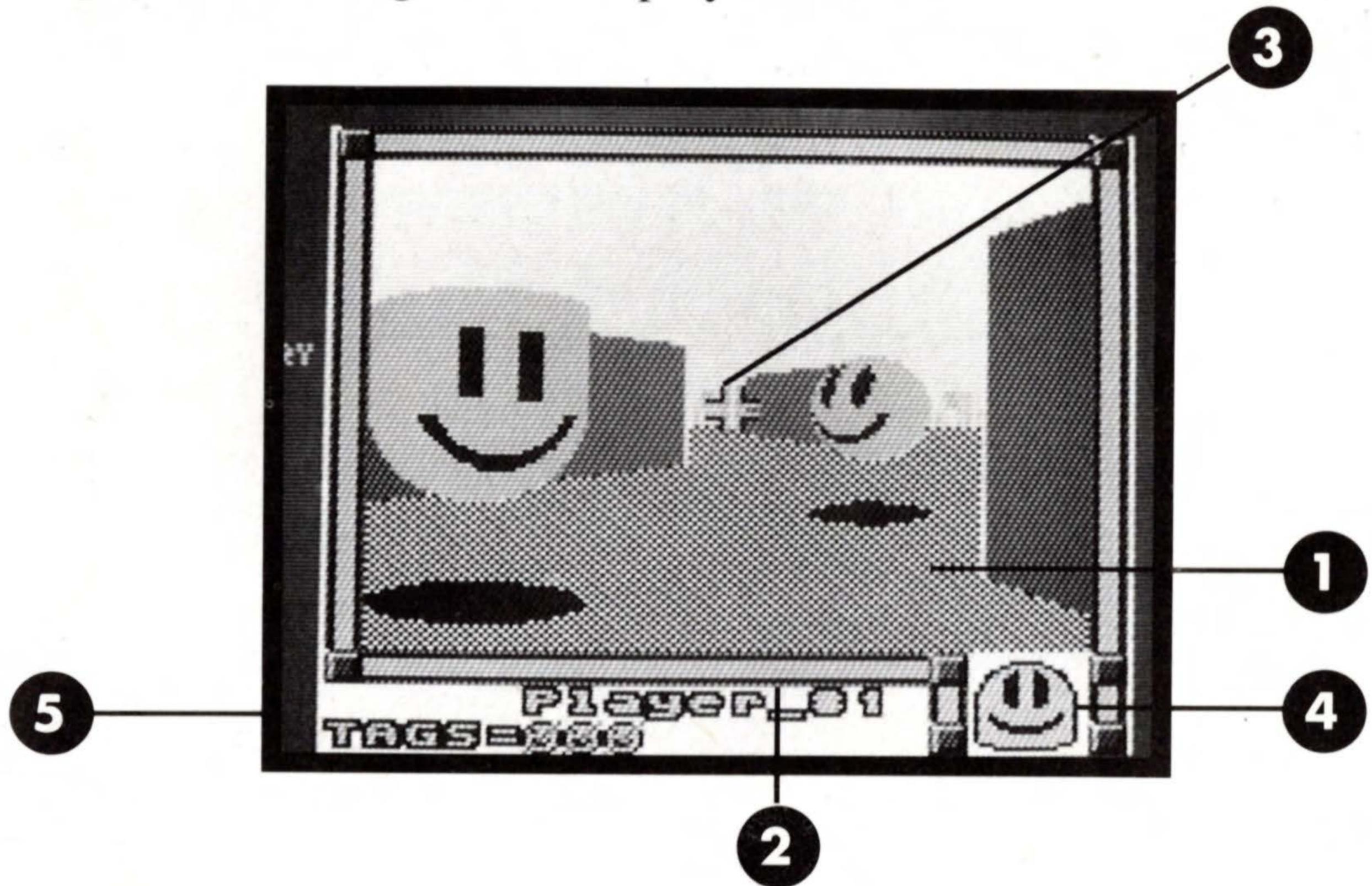
CYBERSCAPE

The object is to complete a series of more than seventy mazes guarded by Smiloid opponents, and ultimately eliminate the Master Smiloid. Each maze has secret doors, clues, and power-ups. Players may go in as teams or individually.

Completing a Level:

Each maze contains an exit that takes the player to the next level. If one player completes the level, all players complete that level.

Lives:

You start the game with three lives. You will gain lives as your score increases. When you lose a life by getting tagged, you lose

all prize effects and enter at the current level. When you lose your last life, the game is over.

If there are two or more players, a player that loses his last life waits for the other players to complete the level, at which time the group proceeds to the next level. If every player loses their last life on the same level, the game is over. The first player to pass through an exit will go to the next level and all other players will follow, thus ending that level.

Score:

Your score increases by shooting Smiloids and completing a level quickly. A player will gain a life every $1000 earned.

Timer:

The timer affects the score you get for completing the level. When the timer runs out, you lose a life, all of your power-ups and prizes, and you restart the level. The timer varies by the level. The timer will blink when time is almost out.

Pods:

Pods appear as small flashing balls. Pods contain Prizes and Power-Ups. If a player presses against a pod, the pod will pop open and reveal the contents. The player may take the contents of an open pod by pressing "B".

PRIZES:

When a prize is in effect, its symbol will appear in the Indicator Bar at the top of the play field. **Note:** The symbol that you see in the Bar is sometimes different than the symbol used in the Pod.

Temporary prizes have a time limit. Other prizes will have an immediate, one-time effect.

Pod Symbol   **Bar Symbol**

Shield:

The player is briefly immune to all shots.

	Pod Symbol	Bar Symbol

Freeze:

Freezes all Smiloids for awhile.

STOP   **F**
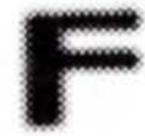
Camo:

Smiloids will temporarily ignore
the player.
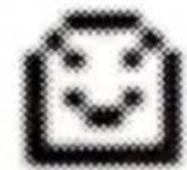
First Aid:

Restores one or more hits to the
player.

none

24

	Pod Symbol	Bar Symbol

Life:

Adds one or more lives to the player.

none

Map:

Reveals a map of the level with location of all players and/or Smiloids.

none

Clue:

Reveals a text message. The message appears when picked up. The last clue may be reread by pressing Start.

none

25

	Pod Symbol	**Bar Symbol**

Key:

When a player picks up a key, one or more doors open or close somewhere in the level. There are three keys of different colors, each opens a door of the corresponding color.

none

Coin:

Adds $ to a player's score.

none

100

POWER-UPS:

Power-Ups have a permanent effect that lasts until the end of the game or until the timer runs out. They have a cumulative effect, meaning the more you pick up, the stronger, faster, etc. you are. **Note:** The symbol that you see in the Indicator Bar is sometimes different than the symbol used in the Pod.

Pod Symbol	Bar Symbol

Armor:

The player gains 1 hit in addition to the hits he/she already has.

1-9
(# indicates hits gained)

## Automag:

Reduces reload time, but you can only have one shot in the air at a time. This means you can choose to fire quickly, but with a limited range.

Speed Up:

Increases player's movement and turning speed.
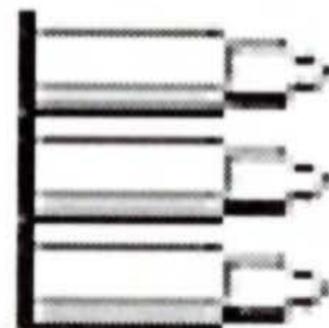
FEATURES

Game features include the following:

Door:

A door is a light gray wall. Some doors can be opened or closed by pressing a certain button. Other doors may be affected by touching or shooting. Some may be locked and can be opened only with a key.

There are secret doors that look just like a wall. These can be opened in the same ways as regular doors.

Some doors are invisible. These may be made visible in a number of ways, usually by touching or shooting them.

Black Wall:

These are unstable. They may do different things in different locations.

Button:

Opens/closes certain doors when passed over. A button may affect more than one door. It may open and close different doors at the same time. The button color controls the door of the same color.

Teleport:

A pulsing white spot on the floor that instantaneously sends the player to another location in the maze.

Exit:

A flashing wall section that allows access to the next level.

Warp:

This is an exit that sends you to a deeper level. These are usually well hidden. This is a good way to skip the easy levels once you have some experience.

SMILOIDS

These are your computer opponents. Some Smiloids attack by touch, while others are able to shoot. Each type of Smiloid has strengths and weaknesses. It will be up to you to discover these. Some can be very tricky. They may look like a familiar type of weak Smiloid, but they bounce or pulsate. Watch out! This is a completely different type of Smiloid and will probably be tough. Here are some of the types of Smiloids you will run into: (The name of the opponent you are looking at will show in the message window near the bottom of the screen.)

	Hits	Speed	Reload	Sensors	Comments
SHOOTME:	1	none	none	none	A target Smiloid.
SHOOTME2:	1	slow	touch	none	Self destructs on contact, causing 1 hit.
ISHOOTU:	1	none	slow	none	Spins and shoots randomly.
ISHOOTU2:	1	slow	slow	none	Moves and shoots randomly.
TURKEY:	1	slow	slow	short	Weak, but has sharp eyesight.
GREMLIN:	2	average	touch	short	Basically a guided missile.
ROVER:	3	average	slow	short	Can be dangerous in groups.

	Hits	Speed	Reload	Sensors	Comments
BOUNCER	3	fast	average	average	One tough cus-tomer.

Hits: The number of hits the Smiloid can take.

Speed: Average speed is about equal to a player's normal movement.

Reload: Time it takes to reload, average is a player's starting reload time.

Sensors: How far and how well the Smiloid detects the player. A player's vision is average.

ARENA

In the Arena, you can play a single game against other players or against computer-controlled Smiloids. The first one to score 10 tags wins the round.

• **1 player:** When entering the Arena by yourself, the object is to compete against computer-controlled Smiloids in a maze that you select. You choose the type and number of computer-controlled Smiloids by selecting the difficulty level.

• **2-4 players:** You can choose to compete against each other, or create different combinations of teams (2 on 2, 1 on 2, 1 on 1 on 2, etc.). **NOTE:** Multiple players can also compete against computer-controlled Smiloids in team play mode by first selecting "TEAM PLAY-YES" under "OPTIONS," and then selecting the difficulty level "EASY" or higher. Smiloid opponents will always

be on Team 4. In multi-player mode, level "VERY EASY" contains no computer-controlled Smiloids, allowing players to compete against each other in free-for-all or team play modes.

DIFFICULTY LEVELS

Very Easy:	Single-player mode: One Turkey
	Multi-player mode: No Turkey
Easy:	Two Turkeys
Average:	Three Gremlins
Hard:	Two Rovers
Very Hard:	Two Bouncers
Radical:	Two Rovers/Two Bouncers
Custom:	Player(s) can select up to eight computer-controlled opponents, any combination.

Free-for-all:

The first player to score ten tags wins the game. When a player has a score of seven or more, his shadow will blink. If several players have a score of seven or higher, the player with the highest score blinks. If two or more players have the same high scores of seven or more, they all blink.

Team Play:

A team has a single, pooled score. When a player tags an opponent, a point is added to the team score. When the team score reaches ten, that team wins.

1. Your team mates' shadows blink.

2. There is no effect if a player hits a team mate.

3. Computer-controlled Smiloids always appear on Team 4.

4. Players and/or computer-controlled Smiloids that are on the same team do not affect each other.

PLAYING TIPS

Here are a few tips to get you going:

1. Throughout CyberScape you will discover clues. Pay attention to these, as they are often useful.

2. Keep moving! You are an easy target standing still.

3. Practice moving and shooting at the same time.

4. It is possible to dodge long range shots. Weave from side to side.

5. You will recover lost hits with time. Keep an eye on how happy you are.

6. Try peering out from a corner, taking a shot and then retreating around the corner again.

7. You can have only one shot in the air at a time. If you fire with a shot already on its way to a target, the shot on its way disappears.

PRECAUTIONS

- This Game Pak is a precision instrument. Do not expose to extreme temperatures, physical shock, etc. Do not take it apart.

- Do not touch or moisten edge connectors.

- Do not apply solvents such as benzene, acetone, or alcohol to any plastic surfaces.

- Be sure to turn off the power before swapping Game Paks.

- If you play for long periods, take 10 to 15 minute breaks every 2 hours.

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NOTES
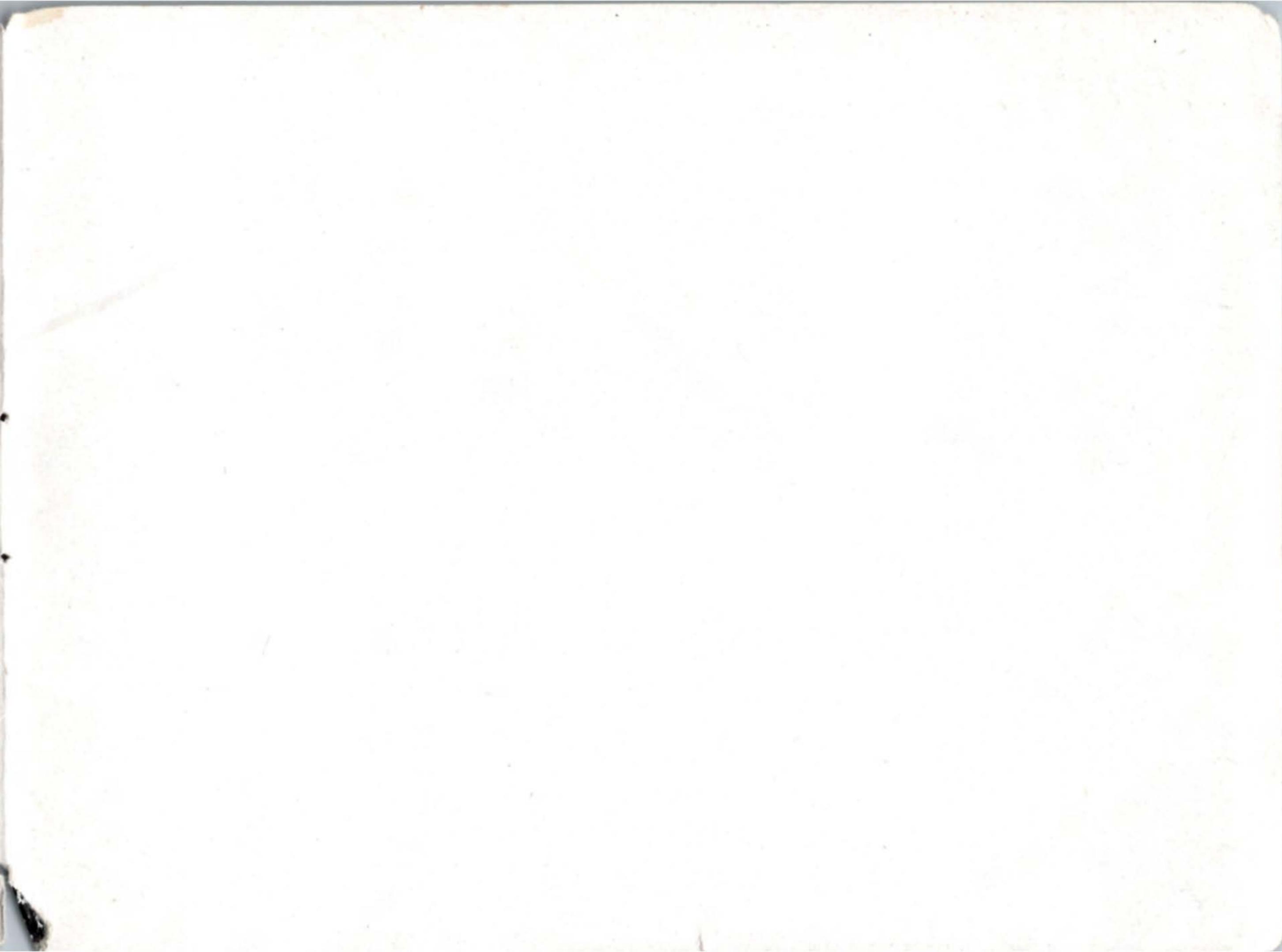
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