ACCOLADE™

5300 Stevens Creek Blvd., San Jose, CA 95129, (408) 985-1700

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FOR PLAY ON THE SEGA GENESIS SYSTEM

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Singapore # 88-155; U.K. #1,535,999; France # 1,607,029;
Japan #'s 1,632,396/82-205605 (Pending)

3050-00231
Rev. A

EDGE 16



INSTRUCTION BOOKLET

ACCOLADE™

FOR THE SEGA ™ GENESIS™ SYSTEM

EPILEPSY WARNING

PLEASE READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM OR ALLOWING YOUR CHILDREN TO USE THE SYSTEM.

A very small percentage of people have a condition that causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a television screen and while playing games. Please take the following precautions to minimize any risk:

Prior to use:

- If you or anyone in your family has ever had an epileptic condition or has experienced altered consciousness when exposed to flicker lights, consult your doctor prior to playing.
- Sit at least 2.5 m (8 ft) away from the television screen.
- If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.
- Make sure that the room in which you are playing is well lit.
- Use the game on as small a television screen as possible preferably 14" or smaller).

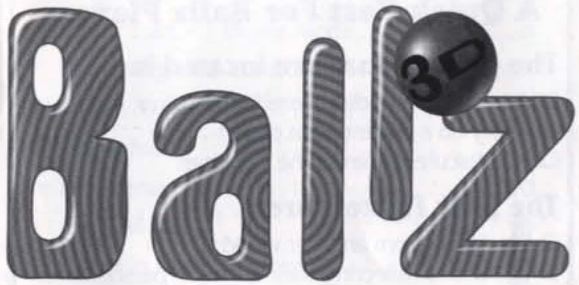
During use:

- Rest for at least 10 minutes per hours while playing a video game.
- Parents should supervise their children's use of video games. If you or your child experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any in-voluntary movement or convulsions IMMEDIATELY discontinue use and consult your doctor.

HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively with the Sega Genesis System.
- 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 recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated overextended use of video games on large-screen projection televisions.



Ballz

A Quick Test For Ballz Players

The Ballz Arenas are located in:

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

The Ballz Fighters are:

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

The Ballz Bosses are:

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

Answers:

Who cares?



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Ballz



SOMETIMES YOU PLAYZ THE GAME



SOMETIMES THE GAME PLAYZ YOU

BALLZ is arena combat — pure, rude, and simple. You don't need to know any more than that, so don't ask. You either whop 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're fightin' for belts but you're takin' welts.
You start with nuttin' and you take a whoppin'
Punch your way to red or you'll wind up dead.
Wanna get to green? Your clock we'll clean.
Advance to blue when you got a clue.
And I'll cut you no slack when you get to black.

Pick up belts along the way, 'cause you can't advance to the next level without 'em. You probably won't need to know that, because you'll probably wheeze somewhere around red.

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 the Ballz Arena was a nice place. Also, to keep the place looking lively, we like to project pointless little slide shows up on the back wall. If you're doing well, we'll put your scene up there. It's just another distraction...

If, by some miracle of genetics, you manage to get all the way up to the Black Belt level, 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.

Ballz

GETTING STARTED

1 Make sure the power is **off** on your Sega Genesis.

2 Plug a controller into port 1. For 2 players, plug a second controller into port 2.

3 Insert the *Ballz* cartridge into the cartridge slot and press it down firmly.

4 Turn **on** your TV or monitor, then turn **on** your Sega Genesis. If nothing appears on screen, switch the power **off**, make sure the cartridge is firmly inserted and then switch the power **on** again.

5 Press any button, after viewing the title sequence, to advance to the Main Menu.

Note: Always make sure your system is turned off before inserting or removing a cartridge.

Quick Start - 1 Player Mode

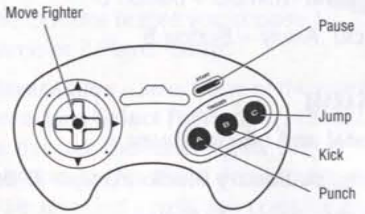
1 When the Jester Screen appears, press **START** and the Main Menu will appear.

2 Press **START** again and the Select Fighter Screen will appear.

3 Press **START** a third time, and the Arena Screen will appear. You will play as Kronk and your first opponent will be randomly selected.

Operating Your Controller

Before you begin playing *Ballz*, take a minute to familiarize yourself with the layout of the controller and what each button does. In addition to the basic moves, each *Ballz* fighter can execute a variety of special moves (see **Fighter Specs**, pages 15-22).



Basic Moves (Default Setting)

Punch: Button A

Kick: Button B

Jump: Button C (the longer you hold, the higher you'll jump. You can steer while in the air. Lighter weight fighters jump higher and/or float longer.

Pause game: START

Move fighter: D-Button

Advanced Attack Moves (Default Setting)

Low punch: Button A + D-Button ▼

Lunging punch: Toward + Button A

Short punch: Away + Button A

Low kick: Button B + D-Button ▼

Lunging kick: Toward + Button B

Short kick: Away + Button B

Blocking

Back-pedal and block: Away

Crouching, stationary block: Away + D-Button ▼

High block: Away + D-Button ▲

Roll away when knocked down: A Button + D-Button ▲/▼

THE MAIN MENU



Press **START** at the Title Screen to see the Main Menu. This is where you set up the game to your specifications. It's best to stylize the Options before you choose 1 Player Game or 2 Player Game.

- **1 Player Game** - Select one of the eight Ballz fighters (see **Select Fighter**, pg. 15-22), then fight through the Jester's gauntlet of opponents to reach and defeat the Jester. You will be awarded a new belt color for each opponent you defeat. The background scene changes with each new opponent you meet. You fight until you defeat the Jester or run out of lives (see **Difficulty**, pg. 8).
- **2 Player Game** - Each player chooses a character (see **Select Fighter**, pg. 15-22) and battles head-to-head against the other player. You can even choose the same character for the battle. The background scene is set by whichever player has won the most matches. The victor of each match controls the Instant Replay camera for the last round (see **Instant Replay**, pg. 14). You can fight as many times as you wish.

- **Options –** Press the **D-Button** ▲/▼ to highlight a category then press ◄/► to change the option. When all the options are set the way you want, Select **Exit** and press **START** to return to the Main Menu.

  Match Wins (2 Player Mode Only): Sets the number of rounds you need to win to win a match: **1-out-of-1**, **3-out-of-5**, **6-out-of-11**, or **11-out-of-21**. **Note:** In 1 Player Mode you must win 2-out-of-3 rounds to advance to the next opponent.



  Difficulty (1 Player Mode only): Sets the number of Lives per game (Easy = 6, Medium = 3, Hard = 1). Your game ends whenever you run out of Lives.

  Handicap (2 Player Mode Only): Changes the damage delivered by each player's attack. Higher handicaps (e.g. Blue, Black) deliver more damage.

  Instant Replay: Lets you turn the Instant Replay feature off between matches.

  Music: Press the **D-Button** ◄/► to turn the music off or on.



  Music Test: Press the **D-Button** ◄/► to select a song number then press **Button A** to listen to the music.

  Sounds: Press the **D-Button** ◄/► to select a sound effects number then press **Button A** to listen to the sound.

- **Controller –** Highlight **Controller** and press **START** to go to the Controller Set Up Screen. Move the **D-Button** ▲/▼/◄/► to select a controller configuration. Press **START** to return to the Options Menu.

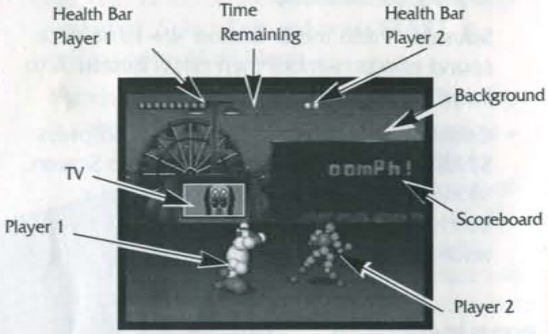
SELECT FIGHTER



Highlight **1 Player Game** or **2 Player Game** on the Main Menu to see the Select Fighter Screen. Press the **D-Button** ◄/► until the fighter you want is displayed (the fighter's name, match win/loss record and number of Perfektas will be displayed below his image). Press **START** to advance to the arena.

Ballz 3D

IN THE ARENA



General Rules

- Your fighter's health is indicated by the row of life balls at the top of the screen. When you run out of balls, 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 life balls left at the end of the round will win. The other opponent will be shattered.
- In 1 Player Mode each match is always a best-of-three match. The first fighter to win two rounds is the winner. In 2 Player mode, you



can change the match settings to 1-of-1, 3-of-5, 6-of-11, or 11-of-21 (see **Options**, pg. 8).

- One Perfekta is awarded if you shatter your opponent with no damage to your fighter. (A fireball will appear on the TV's.)
- Kicks are generally slower than punches but cause more damage.
- If you are hit three times in a row without blocking or fighting back, your fighter will become dizzy.

When in Close Quarters

- **Grapple Duels:** A grappling duel begins when you move close to your opponent and press the **Punch Button**. Both players must then rapidly press the **Punch Button** and whoever presses it faster will win the grapple and deliver a special attack.
- **Close Grab:** Press the **Kick Button** when you're close to your opponent to grab him and execute a devastating attack.

Escaping

- Whenever you are being held by your opponent (e.g. spanked by Divine), you are dizzy, or otherwise incapacitated, try pressing the **Punch Button** rapidly to escape or recover.

Special Moves

- The Ballz fighters have many special moves. A small sample of their moves is listed in the **Fighter Specs Section**, pg. 15-22. The rest you'll have to explore and discover for yourself.
- Some special moves work only when in a crouching position or when in the air.

Aerial Defense

- Every fighter has some sort of aerial defense move (e.g. Boomer's **D-Button ▲ + Punch** move). These moves will damage opponents attempting to attack from the air (see **Fighter Specs**, pg. 15-22).

Morph Moves

- Secret key combos will let you morph into any of the 8 fighters to take advantage of the different fighting styles.
- You will remain morphed into the new fighter until the end of the round (or until you choose to morph into another).

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 the **D-Button ▼** several times rapidly whenever you are fatigued to begin groveling. You must keep tapping the **D-Button ▼** to gain back health.

Taunts

- Performing the taunt will increase the damage delivered on the subsequent attack by either player. Taunts are additive: doing several in a row will increase the damage even more.
- To execute a taunt, press **Punch** + **Kick** + **Jump** (all at the same time).

Explosions and Cyclones

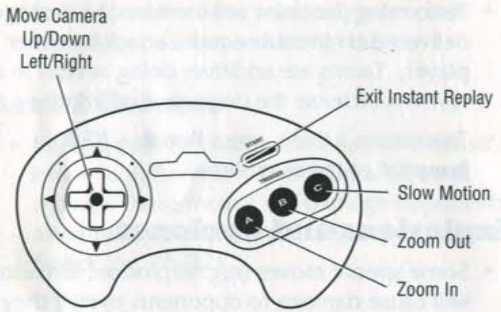
- Some special moves (e.g. explosion, tornado) will cause damage to opponents even if they are blocking.
- If an explosion or cyclone attack is executed but the opponent is not hit, the player executing the move will end up "scrambled" and helpless until the opponent hits him.

Note: If you wish to change Options, player mode, or make other changes, press RESET to return to the Ballz Logo Screen. (The Win/Loss record for Player 1 or Player 2 will reset to 0.)

Ballz

INSTANT REPLAY

When a complete match is won, the victor gets to play "director" for an instant replay of the last round of the match.



Note: In 1 Player Mode if a boss or other opponent wins the match, Instant Replay is not available.



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. Just remember: it only hurts when you laugh.

RATINGS (1-5)

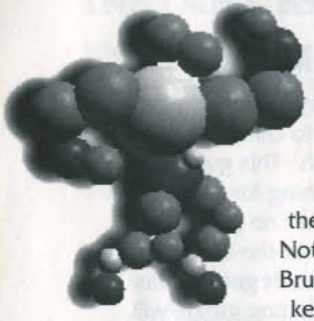
●●● Speed	● Charge Attacks
●●● Punch Damage	● Aerial Attack Damage
●●● Kick Damage	●●●●● Explosion/Cyclone Damage
●●●●● Missile Attacks	● Other Special Moves
●●●● Throw Damage	●● Defense
●●●● Grapple Damage	●●● Aerial Defense

SPECIAL MOVES

Left Handstand Kick: ◄, ◄, **Kick**
Head Hurl: **Away, Toward, Punch**
Jack-in-the-Box: ▲ + **Punch**
Self Destruct: ►, ▼, ◄, ▲, **Punch**
And 4 more...

Ballz 3D

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 doesn't need it. Not with the wallop he packs. Bruiser takes a lumpin' and keeps on thumpin'. You'll be shocked when you see him.

RATINGS (1-5)

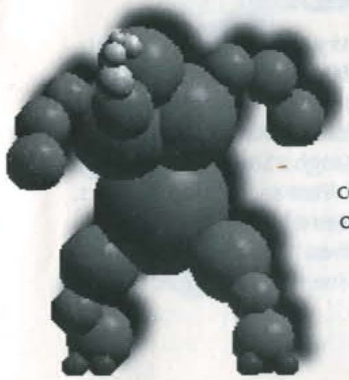
●●●	Speed	●●	Charge Attacks
●●●●	Punch Damage	●●●	Aerial Attack Damage
●●	Kick Damage	●●●●	Explosion/Cyclone Damage
●●●	Missile Attacks	●●●	Other Special Moves
●●	Throw Damage	●●●	Defense
●●	Grapple Damage	●●●●●	Aerial Defense

SPECIAL MOVES

Cartwheel Left: ◄, ◄, Kick
Cartwheel Right: ►, ►, Kick
Slide Tackle: ▼, ▼, Kick
Torqueno: ►, ▼, ◄, ▲, Punch
And 11 more...



CRUSHER



A sad case. 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.

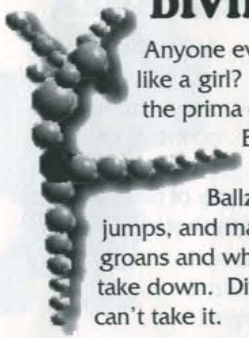
RATINGS (1-5)

●	Speed	●●●●●	Charge Attacks
●●●●●	Punch Damage	●●●●	Aerial Attack Damage
●●●●●	Kick Damage	●●●●	Explosion/Cyclone Damage
●●	Missile Attacks	●●●	Other Special Moves
●●●●	Throw Damage	●●●●●	Defense
●●●	Grapple Damage	●●	Aerial Defense

SPECIAL MOVES

Charge: Toward, Toward, Toward
Pummel: Win grapple (Punch when close)
Underhand Horn Heave: Away, Toward, Punch
And 8 more...

Ballz



DIVINE

Anyone every tell you that you fight like a girl? Ha — you wish! Divine is the prima donna of damage 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.

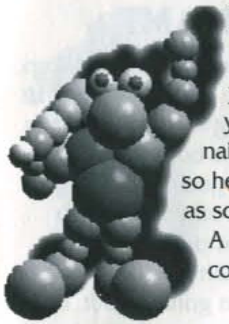
RATINGS (1-5)

●●●●●	Speed	●	Charge Attacks
●●	Punch Damage	●●●●●	Aerial Attack Damage
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●	Missile Attacks	●●	Other Special Moves
●●●	Throw Damage	●●●	Defense
●●●●	Grapple Damage	●●●	Aerial Defense

SPECIAL MOVES

Flip & Throw: Punch + Kick when close
Spanking: Win grapple (Punch when close)
Reverse Cartwheel Head Scissors: Toward, Toward, Toward
And 9 more...





KRONK

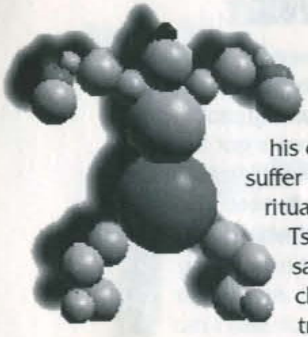
You know what they say. If your only tool is a hammer, you treat every problem as a nail. All Kronk's got is his club... so he sees everything around him as something in need of clubbing. A few good whacks and nobody comes back.

RATINGS (1-5)

●●●●	Speed	●●●	Charge Attacks
●●●	Punch Damage	●●	Aerial Attack Damage
●●	Kick Damage	●	Explosion/Cyclone Damage
●●	Missile Attacks	●●	Other Special Moves
●●●●	Throw Damage	●●●	Defense
●●●●	Grapple Damage	●●●●●	Aerial Defense

SPECIAL MOVES

Overhead Club: ▲, Punch
Lobber Loogie: Away, ▲, Punch
Tee Off: Kick (when close)
Duck, Dive & Roll: Toward, Toward, Toward
And 6 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.

RATINGS (1-5)

●● Speed	●●●●● Charge Attacks
●●●●● Punch Damage	●●●● Aerial Attack Damage
●●● Kick Damage	●● Explosion/Cyclone Damage
● Missile Attacks	●●●● Other Special Moves
●●●●● Throw Damage	●●●● Defense
●●● Grapple Damage	●●● Aerial Defense

SPECIAL MOVES

Belly Charge: Toward, Toward, Toward
Flying Sommersault Kick: Away, Away, Jump
Morph into Tsunami: ◄, ►, Punch + Jump
And 5 more...





TURBO

The original 98 pound wimp who watched too much politically correct kid video. Flies fast, can attack from above, but is Mr. Super-Polite. If he weren't as powerful as he is, he'd be a joke.

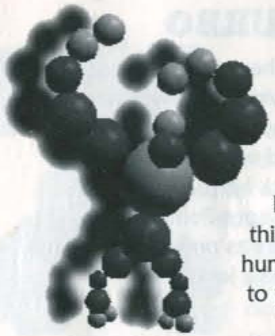
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●●●● Grapple Damage	●●● Aerial Defense

SPECIAL MOVES

Charge Flip Kick: Toward, Toward, Toward
Flying /Hover: Jump, Kick + Jump
Super Blow: Toward, Toward + Punch
And 4 more...

Ballz 3D



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 thinks apes are smarter than humans — and you aren't going to prove him wrong!

RATINGS (1-5)

●●● Speed	●● Charge Attacks
●● Punch Damage	●●●● Aerial Attack Damage
●● Kick Damage	● Explosion/Cyclone Damage
● Missile Attacks	●●●●● Other Special Moves
●●●●● Throw Damage	●●● Defense
●● Grapple Damage	●●●● Aerial Defense

SPECIAL MOVES

Backflip: ▲, Kick
Grab Pole & Swing: Jump, ▲, ▲
Stun Fart: Away, Away, Away, Away
And 13 more...



THE BOSSES

The Boss fighters are generally more powerful than the character fighters. Bosses cannot be picked up and thrown, nor can they be made dizzy. We can't tell you much about them 'cause we don't want to spoil the surprise, but most have some kind of Achilles' heel.

EDGE MODEM

Ballz can be played over the telephone line in Two Player Mode, if you and your friend have *Ballz* and the Edge 16™ Genesis peripheral from AT&T.

The Edge 16 is a high powered modem that fits into the top of your Genesis and connects with your phone line. It includes a speaker, and a microphone that clips to your controller so you can talk and play at the same time.

Connecting to a Remote Opponent

1 Make sure the Edge 16™ is installed properly. Refer to the documentation that came with your Edge 16 for details.

2 Each player should plug a controller into port #1.

If you are receiving the phone call, you will play as player #2 and your character will appear on the right side of the screen at the start of each match.



3 Place the *Ballz* cartridge into the cartridge slot in your Edge 16, and press it down FIRMLY.

4 Turn the power switch ON. The License and Sega Screens will appear, followed by the Accolade Logo Screen.

5 When the *Ballz* Logo Screen appears, select **Edge Modem** from the menu. The standard Edge Modem Dialing Screen will appear; if not, turn the Genesis off, make sure your Edge is plugged in and properly installed, then turn the Genesis on again.

6 Refer to your Edge 16 manual for instructions on placing or receiving an Edge call.

7 When the connection is made, the *Ballz* Logo Screen will re-appear. You should hear your opponent's voice over the speakerphone.

8 Select the **Two Player** menu item to select fighters and begin your game.

Player Instructions

- If the phone connection is noisy, the game will pause for 5-6 seconds from time to time, and an "hourglass" cursor will appear.
- When you choose your players, you will not be able to see who your opponent has chosen until the game begins. (A Mystery Foe character will appear on the Character Select Screen.)



- The Pause (**START**) and Instant Replay slow-motion (**Button C**) features are disabled during Edge modem games.

Edge Cards

If you have an Edge 16™, you can purchase Edge Character Cards containing new *Ballz* characters. Refer to the Edge 16 manual for details.

If you have an Edge Character Card, and are playing a One Player Game (or using the Edge Modem), insert the card in slot #1. If you are playing a Two Player Game, insert a Character Card into slot #2 if Player #2 wishes to use a Character Card.

When your Edge Character Card is properly installed, the new character appears in the Fighter Select screen. If you want to play a standard character, remove your Character Card.

Ballz

CUSTOMER SUPPORT

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of this cartridge that it will be free from defects in materials and workmanship. A defective cartridge which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge. To receive warranty service:

1 DO NOT return your defective cartridge to the retailer.

2 Notify Accolade Customer Service of the problem by calling (408) 296-8400 between the 8 AM and 5 PM (Pacific Standard Time) Monday through Friday. Please do not send your cartridge to Accolade before calling Customer Service. We can also be reached 24 hours a day through America On Line, Compuserve or our BBS system. (America On Line keyword: Accolade, Compuserve: GO GAMPUB or leave a message for Accolade 76004,2132; BBS: 300, 1200, 2400 and 9600 baud rates: (408) 296-8800, 9600 and 14.4 baud: (408) 296-8810. Settings for all baud rates are 8 Data, No parity and 1 Stop Bit.

3 If the Customer Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Record this number on the outside packaging of your defective cartridge, and return it FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Accolade, Customer Service, 5300 Stevens Creek Blvd. #500, San Jose, CA 95129

After the 90-day period, a defective cartridge may be replaced in the United States for $15 (U.S. dollars; plus



8.25% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. (To speed up processing, return only the cartridge, not other materials.)

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Ballz 3D

ADDITIONAL SPECIAL MOVES LOG

Boomer



Bruiser





Crusher



Divine



Balz

Kronk



Tsunami



Turbo





Yoko



Ballz 3D

CREDITS

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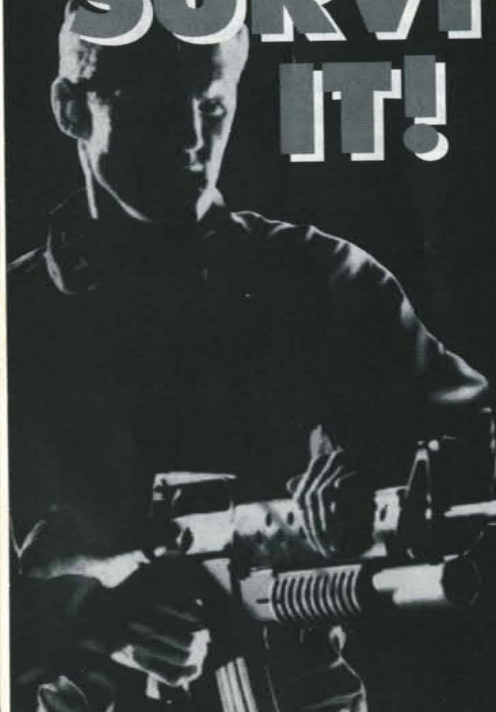
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