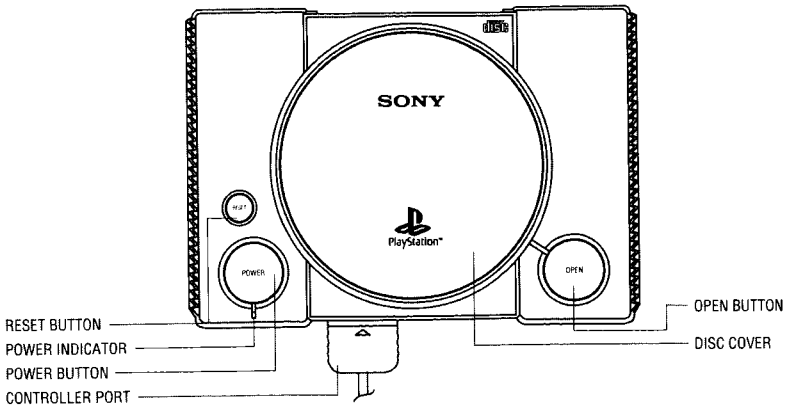

PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-00658
04-15502
DBZ
12
GT Interactive Software
DEAD BALL ZONE

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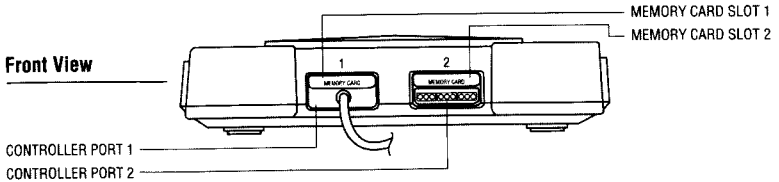
Set up your PlayStation® game console according to the instructions in its Instruction Manual.

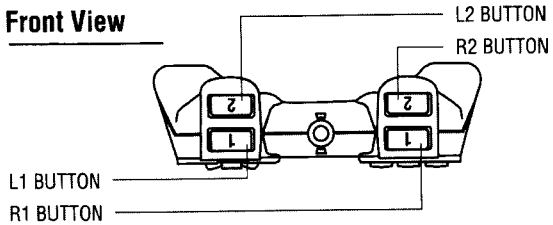
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Dead Ball Zone disc and close the disc cover.
- Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

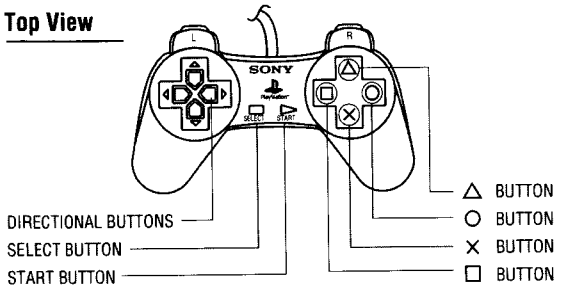


Two Soft Reset Methods:

1. Pressing select during gameplay, select "Concede Match + Exit", and selecting "Exit".
2. Pressing and holding select and start simultaneously, and selecting "Exit".







[Note: Controls can be customized to your preference through the Game Options menus]

WHEN IN POSSESSION OF THE BALL

○	PASS
X	SHOOT
R1	TURBO
L1	PLAYER LOCK (HELD DOWN, THIS LOCKS CONTROL ON THE PLAYER WHO IS HIGHLIGHTED WITH A RING. UNLOCKS AS SOON AS YOU RELEASE THE BUTTON)
L2	AFTER TOUCH LEFT
R2	AFTER TOUCH RIGHT
○, X	PASS SHOOT COMBO. RECEIVING PLAYER TAKES A SHOT THE MOMENT HE RECEIVES THE BALL
R1, ○ (HOLD DOWN)	TURBO PUNCH VOLLEY (PLAYER MUST HAVE TWO TURBOS LEFT BEFORE STARTING MOVE)
○, ○	PASS COMBO
R1, X	TURBO SHOT (IN OPPOSITION'S GOAL QUARTER)

WHEN NOT IN POSSESSION OF THE BALL

○	RUGBY TACKLE
X	PUNCH TACKLE
R1	TURBO

SPECIAL MOVES (WHEN NOT IN POSSESSION OF THE BALL)

△, □	PACKET CHECK	MEDIUM DAMAGE
△, X	BALL GRAB	TRIVIAL DAMAGE
△, ○	HEAD BUTT	LIGHT DAMAGE
△, ○, ○	DEATH FROM ABOVE	MEDIUM DAMAGE
△, ○, X	BACK SPLASH	MEDIUM DAMAGE
□, X, △	PILE DRIVER	HEAVY DAMAGE

WEAPONRY

△, △	ACTIVATE GUN
□, □	ACTIVATE CHAINSAW
△ + □ TOGETHER	BOMB

By the middle of the 21st century, Planet Earth was facing its most significant social and economic crisis of all time. The population was starving, the governments were effectively helpless, and drug abuse and violence in the cities were at an all-time high.

In 2081, the Japanese NKD Corporation released details of a GeoSphere complex it had been building in Japan. An enormous, hemispherical self-contained living and working environment, the center was designed to help restore order and prosperity, and to find ways to purify the earth's polluted rivers, seas and atmosphere. The NKD Corporation convinced all the major world powers to build their own GeoSpheres around the globe, with each center specializing in a specific skill or science. Each GeoSphere was to contain the world's experts in the relevant fields working toward solutions to the problems.

By 2090, the world had ten GeoSpheres. The process of reconstruction and reconstitution was finally under way.

Outside the centers, however, life was no better. With almost all international financing being ploughed into solutions for the future, answers for the present were non-existent. To amuse themselves, and to help control the populace, the crime lords fund a new game, Dead Ball Zone. Violent, fast and with few rules, this game becomes the lifeblood of many. Narcotics, food, clothing and weapons are gambled on the matches.

With the game having such an impact on the outside, the rulers of the GeoSpheres see it as a possible means of amusing their workers. Moves are made to televise the game within the GeoSpheres.

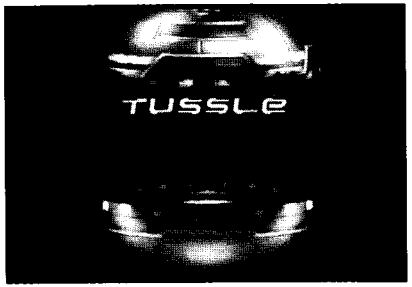
It's an instant hit. GeoSpheres invest training and resources into their own teams, and develop a global league of the meanest and leanest players. The stakes are high; fame and fortune await the victors, a life of humiliation awaits the losers.

Everything to play for. Everything to lose.

Use the directional button to move left and right to choose from English, French, German, Italian or Spanish.

MAIN MENU

From the main menu screen you can choose to start a single player League game, start a one or two player Tussle game, or go to the options screen.

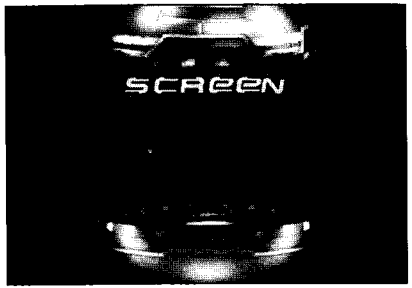


OPTIONS SCREEN

Use the options screen to modify the game to your preferences. These are detailed below. All options are saved to the Memory Card when you save your game. The last saved options are automatically loaded when you power on.

SCREEN

Some televisions may not display the image in the center of the screen. Use this option to move the image around until it is positioned to your liking.



CONFIG

The Config option allows you to customize your controller configuration. From this screen you can switch the Pass and Shoot buttons; switch the Turbo and Lock buttons, or switch the two After Touch buttons. Press one of the buttons you wish to switch, and the camera will zoom in on that button. Press the other button, and the two controls will switch. If you wish to change any other controls, wait for a few seconds before repeating the process with the new buttons. Otherwise, press △ to quit the Config screen. You can enter this screen and press □ at any time to restore the game default values.

AUDIO

Lets you play any of the game soundtracks and adjust the music and sound effects volume.

GAME

This screen contains the same options that you will find in the in-game options menu (accessed by pressing SELECT while playing the game). Changing an option in this menu changes the same option in the in-game menu.

CUSTOM

(This option will work only if you have a Memory Card inserted in one of the memory card slots).

As you progress in the one player League game (see below), your team will gradually improve their skills and abilities, and will wear different strips when they are promoted to a new league. By the time you reach the GeoSphere league, your team should be very strong and skilled, and capable of destroying many lesser teams. How good they are depends on your skills as a manager, and how well you've looked after their health and training needs.

DBZ's custom team mode allows you to gauge your team's strength by playing in a Tussle game, either against a console-controlled opponent, or against another human player. You can even play your custom team against a friend's custom team.

Saved games on your Memory Card contain information about your game progress, and also about your custom team. You can have up to fifteen custom teams on a single Memory Card.

The custom menu allows you to specify which of the saved games contains the custom team you wish to play with. By default, your custom team will be the team you last used in League mode

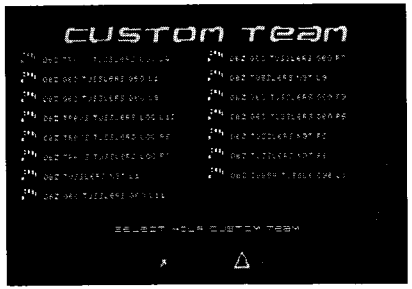
and saved to the memory card. To select a different custom team, access the custom menu, select a different saved game by highlighting it, then press X to select it. You will now be playing with the custom team in that saved game.

The next time you go to the Tussle Team Select screen (see Tussle Team Select, below), your custom team will be selectable as a team to play with. In addition, if your opponent has a custom team on a Memory Card, he can place his Memory Card in a free Memory Card slot, and select his team from the Tussle Team Select, allowing his custom team to play against your custom team.

To enable your custom team, press ○ once (this loads in your game progress, including strip and arena details), and then ○ a second time to load your custom team. It will now appear in the correct Team Select Tube.

Custom teams DO carry damage over from the League game, so if they were injured when you last saved the game, they will be injured in the Tussle game. Any damage done in the Tussle game is automatically healed after each Tussle match, however. No permanent harm can be done to your saved team in the Tussle game.

The slot with the custom team is the same one that loads the game options when you start the PlayStation.



The Tussle game allows one or two players to have a single match with selectable teams in a chosen arena. The available teams and arenas are detailed below.

TUSSLE TEAM SELECT

The Tussle Team Select menu is controller sensitive. Input from either controller enables selection of team to play against the computer. Any input from Controller 1 enables Team Select in the left-hand holographic tube, while any input from Controller 2 enables Team Select in the right-hand holographic tube. Highlight the desired team by pressing up and down on the Directional button, and press X to select it. You can then choose a team for the computer: press up and down to highlight a team, and then X to select it. Pressing X again takes you to the Stadium Select screen (see next page).

Input from both controllers enables Team Select in both tubes, allowing two players to play head-to-head. Players select teams by highlighting the desired team, pressing up and down on the Directional button, and then pressing X. Pressing X again takes the players to the Stadium Select screen (pressing □ when you have either of the tubes selected toggles between computer and Player control).

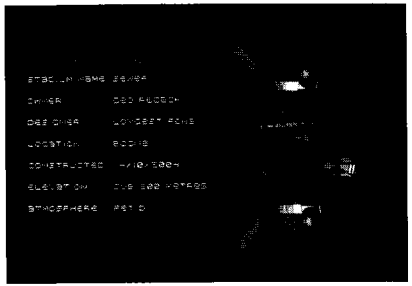
When you first play Dead Ball Zone, you will only be able to play with teams from the LOCAL division, but as you progress in the one player League game more teams become available to you. When you are promoted to a new division in the League game, all the teams from that division become available to you in the Tussle game. Your saved teams from the League game are also available for play in the Tussle game.

PRESS ○ ONCE TO LOAD IN THE TEAMS AND ARENAS FROM THE DIVISIONS YOU HAVE REACHED; PRESS ○ A SECOND TIME TO LOAD IN YOUR SELECTED CUSTOM TEAM.

REFER TO THE LEAGUE SECTION FOR MORE DETAILS ON HOW TO PLAY WITH TEAMS SAVED TO A MEMORY CARD IN THE LEAGUE GAME.

STADIUM SELECT

Before you start a Tussle game, you will have the opportunity to select a stadium to play in. When you first play Dead Ball Zone, you will only be able to play in arenas from the LOCAL division. As you are promoted to higher divisions in the one player League game, the arenas from these divisions become available.



Press up and down on the Directional button to highlight each arena; press X to select the highlighted arena.

After selecting a stadium, the Tussle game will load.

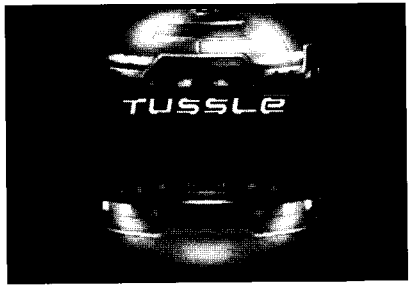
TUSSLE WEAPON SELECT

At the start of every Tussle match, you have the opportunity to select the weapons for that match. The weaponry available depends on the teams you have selected to play with, as certain weaponry configurations only become available to you as you progress in the one player League game. The game takes the highest division of the two teams selected to play with, and allows you to choose from any of the weapon configurations for that division.



The three columns represent the three different weapons that are available in Dead Ball Zone: Guns, Bombs, and Chainsaws. Each row indicates the quantity of each weapon that is available to you. Press up and down on the Directional button to highlight the desired weapons, and then press X to select each one. If you are playing against the computer, you must select a single weapons configuration to be used by both yourself and the computer.

The red highlight bar on the left shows the weapon configuration of Player 1, and the blue bar on the right shows the weapon configuration for Player 2. These colors are used throughout the game to indicate Player 1 and Player 2.



THE LEAGUE GAME

In the League game, you take on the role of a player/manager of a Dead Ball Zone team, taking your team from the lowest LOCAL division, to the NATIONAL division, and then finally to victory of the GEOSPHERE division. As you progress, your team's abilities improve and change, making your squad a reflection of your training style and skill. By saving your game to Memory Card, you can not only continue your game at leisure, but also play with your team in the Tussle game. This requires one block of a Memory Card per saved game.

STARTING A LEAGUE GAME

From the main menu screen, select League. You will have the option of starting a new game or loading a previously saved game. To start a new game, highlight New and press X. This displays the Team Select screen.

From the Team Select screen, you can select a starting team, and also choose to rename the team. Pressing up and down on the Directional button cycles through all available teams. Press ○ to change the team's name, using the Directional button to highlight the letters, and then select each one in turn with the X button. When you have finished, press ○ to return to the Team Select screen. You do not have to change your team's name; you can leave it as the default

team name. If you make a mistake at any point, use △ to go back.

Pressing X accepts the team and team name, and takes you on to the Management Menu.

MANAGEMENT MENU

As you play a League game, you will need to train your team, heal injuries, substitute players, save your game, and view your current league standing. All these actions are handled through the Management Menu.

Choosing PLAY from the Management Menu displays your team's current league standing and the standings of the other nine teams in your league. Pressing X from this screen takes you to your next match.

Choosing MANAGE takes you to the team management area. It is from here that you perform all substitutions, training, injury healing, and changing your team's formation.

Choosing SAVE takes you to the Memory Card Save screen. From here you can save your current game along with the details of your custom team.

TEAM MANAGEMENT AREA

As you play the Dead Ball Zone League game, your team will take damage and may need substituting and training (you can also substitute players at the end of each quarter during a match). This is handled from the Team Management Area.

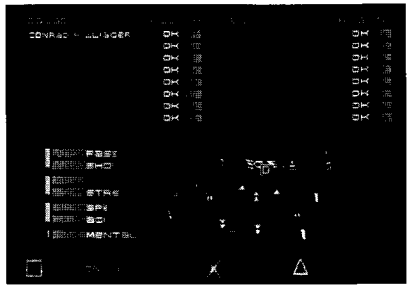
The Team Management Area is split into two halves: the upper half is a list of all your players: the ones on the left are the squad, while the ones on the right are the substitutes. To the right of each player's name is a colored bar indicating the player's health level. At 100% health the player is fine, at 0% the player is either dead or incapacitated. The lower half of the screen provides training, healing and formation information.

SUBSTITUTION

To substitute a player, highlight the name of the squad member you wish to substitute, and press X (a symbol appears next to the player, and the highlight bar moves down one notch). Move the highlight bar to the player you wish to replace him with and press X. The two players will exchange places.

From this half of the management area, you can press R1 at any time to switch to the league status screen. From here you can start a new game, switch back to the Management Area, or go back to the Management Menu.

TRAINING AND HEALING



As the player/manager of a Dead Ball Zone team, your single most important role (apart form scoring the goals) is to care for the training and health of your team. How well you train your team can seriously affect its chance of winning matches and getting promoted. Poorly managed teams will flounder in the higher division.

All healing and training takes place during the week between matches. At the end of each game, you will have the opportunity to set the training and healing priorities for you team. By going to the Status screen and pressing X to play, you are finalizing all your management decisions for the week, and agreeing to continue to the following week's match.

To switch to the training and healing part of the screen, press ○. On the bottom half of the screen you can assign training priorities for individual players. Each player has four status bars and an injury bar, each of which is made up of two separate components. On the right is a colored bar representing the player's ability in that field. The greener the bar, the greener the player: the redder the bar, the hotter the player's skill in that particular field. A full bar indicates that the

player is as skilled as possible in that particular discipline. The four slots on the left hold priority counters for each player. At the start of a new game, a single priority counter is placed in each of the four skill slots for every player. PLAYERS ALWAYS HAVE FOUR PRIORITY COUNTERS.

Note that within these four bars, seven different skills are represented: PASSING/SHOOTING; TOUGHNESS/STRENGTH; SPEED/AGILITY; and MENTALITY. This is because some skills are by their nature linked: PASSING and SHOOTING, for example, are very different skills, but are improved by the same training regime, and so are linked in the training area. TOUGHNESS and STRENGTH, although very different, are improved by using the same combination of training and chemicals. Although these skills are linked, they do develop at slightly different rates, so a player will always improve in the upper of the two skills at a greater rate than the lower of the two skills.

By assigning priority counters to the skill bars, you are specifying which skills you would like your player to improve in the most. A single counter in each bar means that you would like your player to improve at an even rate. Two counters in PASSING/SHOOTING, one counter in MENTALITY, and one counter in SPEED/AGILITY, means that you consider PASSING/SHOOTING the most important area for improvement, and SPEED/AGILITY and MENTALITY the next most important areas for improvement. No counters in TOUGHNESS/STRENGTH means that this player will not improve at all in this area.

If your player is injured during the game, you will want to heal this player to prevent his abilities from deteriorating. (See Death, Puke, Blood and Injury, below, for details on player damage and the effect it has on playing ability). To do this, you need to move priority counters from the skill bars to the injury bar. The effect this has is instantly visible, since the player's health bar goes up as counters are added.

To move a counter from a skill bar, highlight the correct bar and press right on the directional button to remove priority counters. The counters appear in the vertical chamber in the bottom left hand corner of the screen. Move the highlight over the skill bar you want to add the counters to (in this case the INJURY bar) and then press the directional button to the left to add the

counters to the bar. You can collect as many counters as you wish at any one time, and then distribute them as you see fit. You can change your mind and repeat this process indefinitely between matches.

Pressing R1 from the bottom half of the screen moves you to the next player's stats. Pressing L1 takes you back to the previous player.

Your team has an automatic physiotherapy service, which automatically moves priority counters from skills to injury when any player drops to beneath 80% health. The physiotherapists will move as many counters as necessary to bring the health level of the player above 80%. You can reassign these counters at any time between matches.

Injury and skill is calculated separately for each and every player. To be a skillful DBZ manager you must pay attention to your team's health and training regimes after every match.

TEAM FORMATIONS

As you develop your own team in DBZ, you may want to experiment with different playing styles to suit your players' abilities. DBZ has six team formations: STANDARD, SWEEPER, SWEEPER VARIANT, TUSSLE SQUAD, ATTACK WEDGE and OFFENSIVE. Each formation has its advantages and disadvantages, but it is up to you to find a formation that suits your playing style and your team's abilities.

Press □ on your controller to change the formation of your team.

PLAYER STATUS

When you are adjusting a player's skill training, you will also be able to see their playing record in the bottom right quarter of the screen. If your player has killed or incapacitated any players in the game, this will also be shown. An incapacitation is shown by a white block with a red cross, and a kill by a skull. The player who has scored the most goals for your team will have a rotating star in this quarter. This is your star player.

THE LEAGUE STRUCTURE

The Dead Ball Zone management game is played over three progressively more difficult leagues. You start out as manager of an under-funded, local team, battling against nine other similar teams. All of these matches take place in condemned buildings and reclaimed areas, situated in the slums of the outer zones. You play a season against the nine other teams, with each team playing nine matches. If you finish in the top five teams, you advance to the playoffs. The playoffs are a merit based knockout competition, with your team's final league standing having a direct effect on how easy it will be for you to get knocked out. If you finish fifth in the league, for example, you will have to win and play more matches than the person who finished first, who will only have to win two matches out of the three he plays. This structure is shown to you on the playoffs screen. The solid metal bar represents the winner's path, and the yellow bar shows the loser's path.

Victory in the playoffs secures promotion to the next league – the National League. If you lose the playoffs, you will have to play through the season again.

At the beginning of the new season, you will be allowed to choose a national strip for your team, and to rename your team. These strips represent the different countries that would like you and your team to represent them. When you have selected a strip, you will start the next league season.

If you are victorious in the National League, you will be promoted to the GeoSphere League. GeoSpheres are enormous research complexes situated around the globe, each specializing in a different skill or science. The GeoSpheres each have a representative DBZ team, but are always on the look out for fresh talent. Depending on your playing ability in the two lower leagues, different GeoSphere teams may offer you and your team the chance to play for that GeoSphere when you are victorious in the National playoffs.

If you take this team on to victory of the GeoSphere playoffs, you have completed the game. Well done! Your team will now retire for a life of leisure. If they continue winning, they're made for life. But if they start losing, there will always be another team waiting to dispose of them.

LA is the toughest team in the game. Can you get LA? (Word on the street is there may be new contenders for Geo status...)

SAVING YOUR PROGRESS

TO SAVE YOUR PROGRESS IN DBZ, YOU MUST HAVE AT LEAST ONE FREE BLOCK ON YOUR MEMORY CARD. IF YOU DO NOT HAVE ANY FREE BLOCKS, USE THE PLAYSTATION'S MEMORY CARD MANAGEMENT FUNCTION TO DELETE UNUSED SAVED GAMES. REFER TO THE DOCUMENTATION THAT CAME WITH YOUR PLAYSTATION FOR ADDITIONAL INFORMATION.

If you have a PlayStation Memory Card, you can save your progress and custom team statistics in the League game, so that you can continue the same game at a later date, and play with your custom team in the Tussle game. All the information required to do this takes up one block of a Memory Card. You can save as many games and teams as you have free Memory Card blocks.

From the Management Menu, highlight the word SAVE, and press X. You will be taken to the DBZ save menu. Any Memory Cards in Memory Card slots will now be read, and information about the saved games on them will be displayed. Pressing ○ toggles between the two Memory Card slots.

If the Memory Card in slot one is not formatted, you will be asked if you wish to format it. If you agree, the card will be formatted and you will proceed to the Save menu.

If the Memory Card in slot one is formatted, but the card in slot two is not, then the game will display the Memory Card screen, with two Memory Card icons showing that two cards are present. No data will be visible for the unformatted Memory Card. If you attempt to access this card, you will be asked whether you wish to format this card. If you agree the card will be formatted.

If you have one formatted Memory Card inserted in either slot, the game will default to that card, and display its data.

To save a game, move the highlight over the slot you wish to use, press X and your progress will be saved to this slot. If the slot already contains data, you will be asked if you wish to overwrite. If you agree, your progress will be saved to this slot and the previous game will be permanently deleted.

No Delete function. Press △ at any time to return to the save screen to return to the management menu.

LOADING A SAVED GAME

Select League from the Main Menu. You will be given two options: NEW and LOAD. Select LOAD.

If your Memory Card contains Dead Ball Zone saved games, you will be presented with a list of these saved games, along with any other saved games the Memory Card may have stored on it.

Using the Directional button, move the highlight up and down until you have highlighted the game you wish to load. Press X to load this game. You will be taken straight to the Management Menu screen, and can now continue from where you last saved the game.

PLAYING THE GAME

Whichever type of game you're playing, the basic control system and rules are the same. Refer to the beginning of the manual for a brief summary of the controls. For a more detailed description see the end of this section.

Dead Ball Zone is played by two teams of eight players, with eight waiting in reserve. Each team attempts to get the ball in the opposition's goal by whatever means possible, with bloodshed, ultra violence, and death being viable game tactics. Killing is not only fun, but may leave the opposing team without a player for a quarter of the match, giving you a deadly advantage. The game is split into four quarters (the length of each quarter is definable in the game options menu), with each team having the option to substitute at the end of each quarter. At the end of the match, the team with the most points wins. If both teams have the same amount of points, the game goes to SUDDEN DEATH, with the first team to score, cause a fatality, or cause an incapacitation winning the match. To win by a fatality or incapacitation, the ball must go out of play afterwards. Sudden Death only occurrs in Play Off games and Tussle matches.

SCORING

The Dead Ball Zone court has three scoring zones with bonus points for scoring goals from difficult play positions. Scoring from anywhere in front of the goal line gains 5 points for the scoring team; scoring from the two zones to the side of the goal area gains 3 points; scoring from within the goal area gains 1 point.

PLAYER POSITIONS

Each Dead Ball Zone player has a default playing position in the game. This position determines the player's starting position and his intended role. There are six different playing positions: Goalkeeper, Defender, Sweeper, Winger, Forward, and Midfielder. You can tell which player is which by the symbol that appears by their feet: these are listed below. By default, each player's attributes reflect the needs of the position he is in. (It will be possible for a player's attributes to change in the League game, as each player is trained throughout the league season). As a rule, it is best to substitute wounded players for ones with similar attributes.

SYMBOL	POSITION
□	Goalkeeper
^	Defender
<>	Winger
^^	Sweeper
vv	Forward
–	Midfielder

DEATH, PUKE, BLOOD AND INJURY

The speed at which a player takes damage varies, depending on the toughness of the player being hit, the strength of the player doing the damage, and the type of move the player is attempting. A strong player performing a pile driver on a weak player will do considerably more damage than a weak player making the same move on a tougher player.

As players take damage, they will begin to vomit on the arena floors. Vomiting players are nearing incapacitation, so treat them with care. One more pile driver will normally kill or incapacitate these players. Dead or incapacitated players are the ones lying on the floors of the arenas in pools of their own blood. Players can be substituted at the end of each quarter. (In the League game, dead players are out of the game permanently, but incapacitated players can be healed after the match has finished). Player damage adversely affects their ability levels. Badly damaged players do not perform as well as healthy players. THIS IS PARTICULARY IMPORTANT TO REMEMBER IN THE LEAGUE GAME. Above 80% health and the player is fine; below 80% health and the player starts taking ability damage. The lower his health the more his abilities are damaged.

SUBSTITUTING PLAYERS AND CHANGING FORMATIONS

At the end of each quarter the game stops and displays the statistics for that quarter. Pressing X from here takes you to the substitution menu. In the two-player game, it is the first player to press X who substitutes first.

As your players take damage, you may wish to substitute them to prevent them from being knocked out, killed, or from having their skill levels reduced. To do this, select the player you wish to remove from play by highlighting him and pressing X. Press ○ to go to the substitution screen, highlight a substitute player and press X again. The two players will be switched. You can substitute as many players as you have available, although any player taken off due to injury will be off for the whole match, and will not be available to you for the rest of this match.

To change the formation of your team, press □ in the team management menu. The formation panel at the right of the screen cycles through all available formations. The name of each formation appears at the top of the panel.

When you are happy with all substitutions and formation changes, press △ on your controller, and the game will proceed to the next quarter.

IN-GAME MENU

Pressing SELECT while playing DBZ will display the options menu. From here you have access to all adjustable game options.

Pressing START while playing DBZ will pause the game. Press START again to resume play.

TECHNICAL SUPPORT (U.S. & CANADA)

ASSISTANCE VIA WORLD WIDE WEB

Get up-to-the-minute technical information at the GT Interactive Software web-site, at http://www.gtisonline.com, twenty-four hours a day, seven days a week. Through this site you'll have access to our FAQ documents, (Frequently Asked Questions) which contain our latest product information. You'll have access to our Hints/Cheat Codes area where you can pick up some tips if they're available, an E-Mail area where you can leave us your tech support problems and questions, and other areas where you can get valuable information on GT Interactive Software products.

HELP VIA TELEPHONE IN THE UNITED STATES & CANADA

For phone assistance, call GT Interactive Software's Tech Support at 716-871-6646. We have an Interactive Voice Response and Faxback system that is available twenty-four hours a day, seven days a week. This console-based product will have automated support which will include information from our FAQ documents such as gameplay tips, information on Control Keys, possible cheat code combination keys, instructions for finding secret screens and/or additional game lev-