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INSTRUCTION BOOKLET

Bullet-Proof Software®

SUPER NINTENDO ENTERTAINMENT SYSTEM

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FaceBall 2000™

Instruction Manual

Bullet-Proof Software®

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Some background graphics by Roger Dean.

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Forward

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 CyberZone, 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 this cybernetic world as a smiling sphere. You may team up with another player 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 friend, prepare for FaceBall 2000!

Introduction

You are about to enter FaceBall 2000 where you may compete with a friend one-on-one in the Arena, or tackle the ever more difficult challenges of the CyberZone.

In CyberZone, the object is quite simple: defeat the Master Smiloid and become the new CyberZone Champion. To do this, you must make your way through 41 challenging levels filled with Power-Ups and hostile Smiloids.

In the Arena, play a computerized version of tag. The first player 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. One or two players may play free-for-all or on a team.

Getting Started

To start the game insert your FaceBall 2000 cartridge into your Super NES and turn the power switch on. The title screen will appear. Push start to begin. At this time you may select One or Two Players to play in either Arena or CyberZone.

Inter-Face Menu



CyberZone

The object is to complete a series of levels guarded by Smiloid opponents and ultimately eliminate the Master Smiloid. One or two players may go in as a team or individually. Choose your starting level based on your experience. First time players should start at Training.
(See page 12 for more details.)

Arena

In Arena mode, you may compete against another player or computer-controlled Smiloids in a maze of your choice. The first player to score ten tags, wins. Arena may be played free-for-all or in team play mode.
(See page 16 for more details.)

Options:

Move cursor to the desired menu item and press "A." Choose Done to return to the previous menu.

Face:

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

Name:

You may enter your own name using this option. Move the control pad Up/Down to the desired letter, press Left/Right to change the position of the cursor. Press "A" when you are finished.

Team-Play (2 player mode only):

Press Left/Right to turn Team-Play On/Off. When Team-Play is on, your shots will not affect your teammate.

Revive:

This determines how many hits you are able to withstand when you are materialized in the Arena: Happy = 3 hits, OK = 2 hits, Weak = 1 hit.

Revive-1, Revive-2 (2 player mode only):

This determines how many hits Player 1 and Player 2 are able to withstand in the Arena: Happy = 3 hits, OK = 2 hits, Weak = 1 hit.

Music:

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

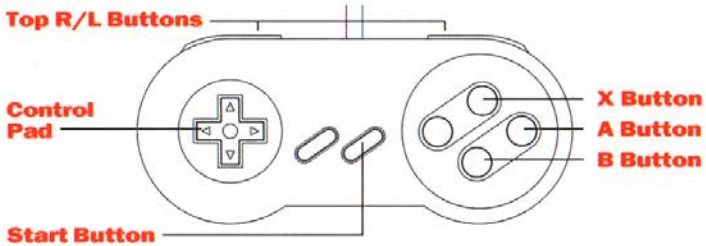
Stereo:

This turns stereo on and off. If you don't have your Super NES attached to a stereo television or speaker system, you should turn stereo off.

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 CyberZone, the "B" button is used to collect the contents of an open Pod.

Start

Pauses the game and displays the map. The player appears as a blinking dot. The other player and computer controlled Smiloids appear as non-blinking dots. The arrow indicates the direction you're facing. In CyberZone, only the player and other humans are visible, unless the player has the Sensor Special-Up (see page 14).

Top R/L Buttons

Turns the player right or left in smaller increments than the Control Pad. When used in combination with the Control Pad, the player can turn faster than normal.

X Button

Displays the map without pausing the game.

Play Screens



CyberZone 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-


Happy .....Over 2/3 of total hits remaining


OK .....2/3 to 1/3 of total hits remaining


Hurt .....Less than 1/3 of total hits remaining


Unconscious .....Lose one life

5 Tags- This indicates how many Smiloids need to be tagged before the exit opens. On Bonus levels, Timer appears. When the Timer runs out, you'll go to the next level.

6 Score - For every 5000 points, you earn a life.

7 Lives remaining.

8 Special-Up indicator bar - Icons for Special-Ups are displayed here. When a Special-Up is active, its icon will be highlighted. An icon will flash when that Special-Up is running out.

9 Power-Up indicator bar - Icons for Power-Ups are displayed here. As the player gains Power-Ups, the bar graphs below each Power-Up name will increase.

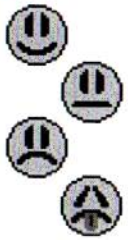
Arena Play Screen:

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 out



5 Tags - How many opponents you or your team has tagged. The first player or team to get 10 tags, wins the round. Shaded faces indicate how far ahead in tags the opposing player, drone or team is.

CyberZone

The object is to complete a series of 41 levels guarded by Smiloid opponents, and ultimately eliminate the Master Smiloid. Players may go in individually or as a team.

CYBERZONE is divided into eight zones. Each zone has 5 levels plus one bonus level. The master Smiloid is located on level 41. Bonus levels have no Smiloids, just pods with Power-Ups and points. Grab as many pods as you can before the time runs out. After completing a bonus level, a summary screen appears. It shows what type and how many pods you picked up. It also shows the percentage of total pods that you took.

Completing a Level:

Each level has an exit surrounded by black walls. When a player or team tags the required number of Smiloids, the black walls disappear, revealing the flashing exit. To finish the level, simply run across the exit. In 2-player mode, if one player completes the level, both players complete that level.

Lives:

You start the game with three lives. You will gain lives as your score increases and as you take Life Special-Ups. When you lose a life by getting tagged, you lose all active Special-Up effects and reenter at the current level. When you lose your last life, the game is over. You then have the option to play again from your original starting level.

If there are two players, a player that loses his last life waits for the other player to complete the level, at which time both players proceed to the next level. If both players lose their last lives on the same level, the game is over.

Score:

Your score increases by shooting Smiloids and picking up coins. A player will gain a life for every 5000 points earned.

Timer:

The timer only appears on bonus levels. The amount of time varies by the level. The timer will blink when time is almost out.

Pods:

Pods appear as small flashing balls and diamonds. Pods contain Special-Ups 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 a pod he touches (it does not have to be open) by pressing "B". You have to tag Pod-Drones to get a pod.

Pod-Drones:

Pods appear after a flashing Smiloid ("Pod-Drone") has been tagged. A pod will not appear if the Pod-Drone is tagged in a floor square that contains the exit or another pod. Pod-Drones start appearing after some Smiloids have been tagged. Pod-Drones require more hits than normal Smiloids. If you touch an exploding Pod-Drone, you don't get a pod.

Special-Ups

Special-Ups appear in diamond shaped pods. Some have a timed effect. The Special-Up icon will be highlighted when it is active, and will flash when it is about to run out.

Pod Symbol



Shield:
The player is briefly immune to all shots.



Freeze:
Freezes all Smiloids for awhile.



Camo:
Smiloids will temporarily ignore the player.



Life:
Adds one life to the player.



Sensor:
Reveals Smiloid locations on the map. This will go away if the player loses a life.



Coin:
Adds 500 points to a player's score.

Power-Ups

Power-Ups appear in round pods. Power-Ups permanently increase the player's abilities to move, shoot and take damage.

They have a cumulative effect, meaning the more you pick up, the stronger, faster, etc., you are.

Pod Symbol



Armor:
Adds 1 hit to the player's total hits. This will also heal any damage the player has taken.



Weapon (Shots):
Increases by 1 the number of shots that a player can have in the air at one time. The second shot fired will disappear when a player fires another, if his maximum number of shots are already in the air.



Speed Up:
Increases player's movement and turning speed.

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, up to a total of six.

2 players: You can choose to compete against each other, or play together on a team, against a team of Smiloids.

Free-for-all:

The first player to score ten tags wins the game.

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, the team wins. There is no effect if a player hits a team mate. Team play may be turned on or off in the Options Menu.

Handicapping

If you are playing with people of different skill levels, it is possible to even the game by giving one player an advantage. This can be done in two ways.

1. Give the more experienced player a weaker REVIVE. This is the number of hits he enters the game with. This is done on the OPTIONS screen.

2. Give the less experienced player more speed. This is done by holding down the top L & R buttons when pressing START at the Maze Selection Menu. In Two Player mode, you may only give Speed-Ups to the other player, not to yourself. You may give a variety of speeds:

L .....1 Speed-Up

R .....2 Speed-Ups

L+R .....3 Speed-Ups

You may also give yourself Speed-Ups in one-player Arena. This is done in the same manner as two-player mode.

Try experimenting with these options to provide a greater variety of play. Give one player more Speed-Ups and the other extra hits. In one player mode, try confronting a large group of strong Smiloids with alot of speed and low hits. Let us know what your favorite combinations are.

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 have a different color. Watch out! This is a completely different type of Smiloid and will probably be tough. Smiloids that flash contain pods and are tougher than normal Smiloids.

Here are some of the types of Smiloids you will run into: (An opponent's name will appear at the bottom of the Playfield).

	Hits	Speed	Attack	Reload	Sensors
SHOOTME: *A target Smiloid.*	1	none	touch*	none	none
SHOOTME2: *Moves randomly.*	1	slow	touch*	none	none
ISHOOTU: *Spins and shoots randomly*	1	none	shot/touch*	slow	none
ISHOOTU2: *Moves and shoots randomly.*	1	slow	shot/touch*	slow	none
TURKEY: *Weak, but shoots back.*	1	slow	shot	average	short
GREMLIN: *Basically a guided missile.*	2	average	touch*	none	very short
WALLY: *Tends to follow walls.*	2	slow	shot	slow	short
ROVER: *Can be dangerous in groups.*	3	average	shot	slow	short
BOUNCER: *One tough customer.*	4	fast	shot	average	average

Hits:
The number of hits the Smiloid can take.

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

Attack:
Indicates whether the Smiloid attacks by touch, shot or both.
* = Self destructs on contact, causing 1 hit.

Reload:
Time it takes to reload an attack, average is about half a player's reload time

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

Playing Tips

Here are a few tips to get you going:

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

2. Practice moving and shooting at the same time.

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

4. You will recover lost hits with time. You will hear a "ping" when you heal a hit. Keep an eye on how happy you are.

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

6. You can have a limited number of shots in the air at a time. If you fire when you already have the maximum number of shots in the air, the second shot fired disappears. You start with a maximum of 2 shots.

7. In CyberZone, be sure to grab all Pods before you exit a level. You will need them later.

8. You have to tag Pod-Drones to get a pod. If you touch a exploding Pod-Drone, you don't get a pod.

9. If you tag Pod-Drones on a floor segment containing the exit or another pod, you don't get a pod.

Notes

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