ACCOLADE™

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FOR PLAY ON THE SEGA GENESIS SYSTEM

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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 may experience epileptic seizures or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a television screen and while playing video games. These seizures have various manifestations. If you experience any of the following symptoms, immediately discontinue use and consult your doctor.

HANDLING YOUR CARTRIDGE

The Sega Cartridge is intended for use exclusively with the Sega Genesis system.

Do not bend, crush or submerge in liquids.

Do not leave near direct sunlight or near heat or other source of heat.

Be sure to take an occasional rest break during extended play, to rest yourself and the Sega Cartridge.

Keep your television screen clean. Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or overextended use of video games on large screen projection televisions.

Genesis™ system 6010-00216

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Balz

SOMETIMES YOU PLAYZ THE GAME

SOMETIMES THE GAME PLAYZ YOU

combat — pure, rude, and simple. You don't need to know any more than that, so don't ask. You either [illegible] 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 Smackin'.
Probable Pulverizer.
Tyrant of Trash Talk.
Duke of Dazed.
Ayatollah of I-told-ya-sos.
Godfather of Gone-Outs.

You wanna beat my Balz? Lotsa luck, chuck. It's going to take you a while to get to my level.

You're fightin' for belts but you're fightin' welts.
You start with nuttin' and you take a whoopin'.
Pa[illegible] red or you'll wind up dead.
W[illegible] to g[illegible]? Your c[illegible]
[illegible] to [illegible] what you got [illegible] clue.
A[illegible] black when you get to black.

Pick up belts [illegible] way, cause you can't a[illegible] to the next level without e[illegible] probably won't need to [illegible] with, because you'll probably wheeze some[illegible] [illegible] head.

But [illegible] rude comments on [illegible] board. They'[illegible] way you'll be [illegible] — [illegible] exactly what I want to happen to you, dingle[illegible]. When you lose, I laugh. Nobody ever said that the Ba[illegible] nice place. Also, to [illegible] place [illegible] tively, we like [illegible] little slide shows up on the [illegible] ck wall. If you're doing well, we'll put your score up there. [illegible] just another distraction.

[illegible] some [illegible] meters, you mana[illegible] up [illegible] Belt level, you then meet [illegible] head [illegible] losing [illegible] losers just thinking about it. When I get through blasting your Balz, you might as well put on pink pedal pushers and ask a first grader if [illegible] either [illegible].

But you're [illegible] when [illegible] exter, [illegible] fighting style [illegible]

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.

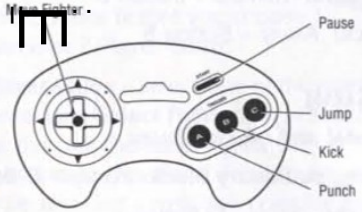
Note: Always make sure your system is turned off before inserting or removing a cartridge.

Quick Start – 1 Player Mode

1. When the Test 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)

Jump 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 HOUSE gauntlet of opponents to reach the deadly leader. You will be awarded a new belt color for each opponent you defeat. The background scene changes with each new opponent you meet. Fight on until you defeat the Master, or run out of lives (see **Difficulty**, pg. 8).
- **2 Player Game** - Each player chooses a fighter (see **Select Fighter**, pg. 15-22) and battles against or against another player. Keep moving forward and fighting for the **Title**. The background scene is set by whichever player has the most matches. The victor of each match is shown the Instant Replay Game 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 games you must win to win a match: **1-out-of-1**, **2-out-of-3**, **3-out-of-5** or **5-out-of-7**.

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 when you run out of Lives.

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

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

Music: Lets 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.

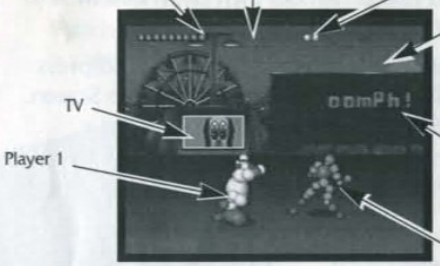
- **Controller** – Highlight **Controller** and press **START** to go to the Controller Set-Up screen. Move the **D-Button ▲/▼/◄/►** to select a controller configuration. Press **START** to return to the **Options** Menu.

SELECT YOUR 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 wins/loss record and rank (or Belt Level) will be displayed below his image. Press **START** to advance to the next screen.

Ball

IN THE ARENA



General Rules

- Your fighter's health is indicated by the row of little 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 referee pulls the plug on the fight, and the fighter with the most balls left in a few seconds. Whoever has the 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. (Fireballs 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 Fighters Grapple

- **Grapple Attacks:** A grappling duel begins when fighters are close to their 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 deliver a crushing attack.

Escapes

- If you are being held by your opponent (or, if you are pinned by Divine), you are [illegible] when you are incapacitated, try pressing the **Punch Button** rapidly to escape or recover.

Special Moves

- The Balz 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 on your own.
- 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

- Special moves will let you morph into any of the 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.

Regenerative Self-Healing

- Automatically gain health back when fatigued, but vulnerable while you're doing it... and it's time-taking.

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

Taunts

- Performing the taunt will increase the damage the opponent suffers from an 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** (at the same time).

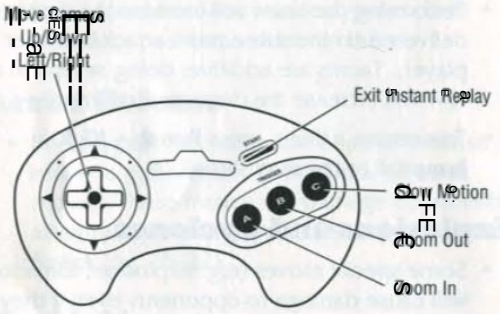
Explosions and Cyclones

- 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 modes, or make other changes, press RESET to return to the Balz Logo Screen. (The Win/Loss record for Player 1 or Player 2 will reset to 0.)

INSTANT REPLAY

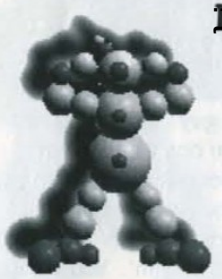
When a complete match is won, the victor gets to play "director" for an instant replay of the last round of the match.



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

FIGHTER SPECS

BOOMER



Just remember: it only hurts when you laugh.

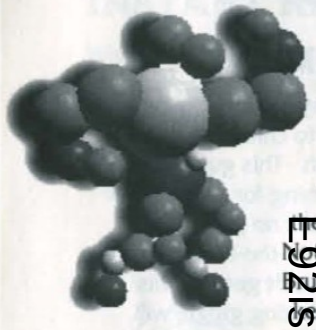
RATINGS (1-5)

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

SPECIAL MOVES

Left Handstand Kick:	◄, ▲, **Kick**
Head Hurl:	◄, ►, ▲, **Punch**
Jack-in-the-Box:	▲ **Punch**
Self Destruct:	►, ▼, ◄, ▲, **Punch**

And 4 more...



BRUISER

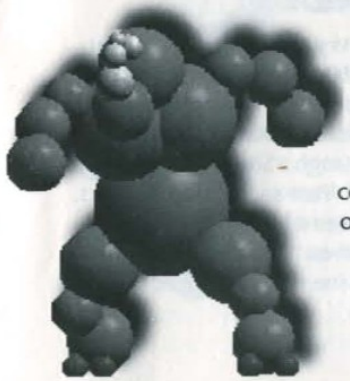
If brains were dynamite, this guy couldn't blow his nose. No wonders about brain-damage for this guy. You can't hurt what he don't have. But then brain doesn't need it. He's with the walls, he packs. Boiler-tankers, lumps and chunks of thumpin'. You'll be shocked when you see him.

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
Torquend: ►, ▼, ◄, ▲, Punch
And 11 more...



CRUSHER

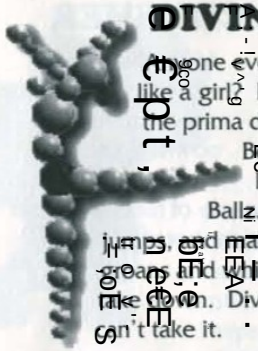
A sad case. The mutant moves a little slow, but he's powerful enough to batter any fighter in a couple of hits. Stay clear of the horn.

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
Hurtmill: With grapple (Punch when close)
Underhand Hoop Heave: Away, Toward, Punch
And 8 more...



DIVINE

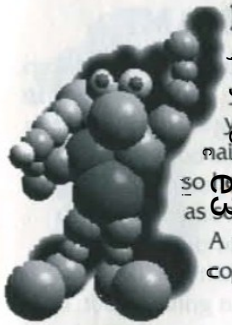
Anyone ever tell you that you fight like a girl? Ha — you will! Divine is the prima donna of damage with a British inflection. Don't laugh. She's kicked a lot of Ballz. Fast and nasty, she kicks, jumps, and makes a lot of security girl groans and grimaces. She's also easy to take down. Divine can dish it out, but she can't take it.

RATINGS (1-5)

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

SPECIAL MOVES

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



KRONK

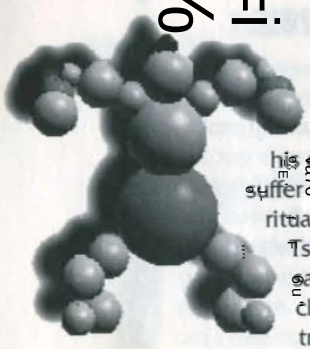
You know what they say. If your only tool is a hammer, you'll treat every problem as a nail. All Kronk's got is his club... so he sees everything around him as something in need of clubbing. A few good whacks and nobody comes back.

RATINGS (1-5)

Speed	●●●●●	Charge/Rush Attacks	●●●●●
Turn 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
Lobby Lobbing: Away, Punch
The Gut: 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

Turbo is a pound-for-pound wimp. He's matched too much with politically correct kid video. Flies fast, can attack from above, but is Mr. Super-Polite. If Warren Harding had as high, he doesn't care.

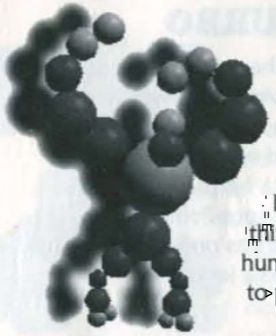
RATINGS (1-5)

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

Ballz



YOKO

The original sick little girl, Yoko is a completely deranged one. Never know what's going to happen to you when you tumble in the jungle. Yoko thinks apes are smarter than humans — and you aren't going to prove him wrong!

RATINGS (1-5)

Speed	3	Charge Attacks	3
Jump Damage	2	Aerial Attack Damage	3
Kick Damage	3	Explosion/Cyclone Damage	3
Missile Attacks	1	Other Special Moves	5
Throw Damage	5	Defense	1
Grapple Damage	4	Aerial Defense	1

SPECIAL MOVES

Backflip: ↑, Kick
Crab Pole Spring: Jump, ↑
Stun Fart: Away, Away, Away, Away

And 13 more...

THE BOSSES

The Boss fighters are generally more powerful than the characters they face. Bosses can't 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 they do have some kind of Achilles' heel.

EDGE 16™

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 speed modem that fits into the top of your Genesis and connects with your phone line. It also has a speaker and a microphone that clips to your controller so you can talk and play the game at the same time.

Connecting to a Remote Opponent

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

Plug the modem port 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 down firmly.

4 Turn the power switch ON. The Sega and Sega Screen 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. Turn the Genesis off, make sure your Edge is plugged in, [illegible] and, then turn the Genesis on again.

6 Select the your Edge 16 [illegible] options on placing the [illegible] connection.

7 When the connection is made, the *Ballz* Logo Screen [illegible]. You should hear the opponent [illegible] the speakerphone.

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

Player Interruptions

[illegible] interruptions noisy, the game will [illegible] #5 [illegible] from time to time, and an "hourglass" cursor will appear.

With 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 Input Replay Information (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 characters. Refer to the Edge 16 manual for details.

If you have an Edge Character Card, and are playing One Player Game (not using the Edge Modem), insert the card in slot #1. If you are playing Two Player Game, insert a Character Card into slot #2 if Player #2 wishes to use a Character Card.

After you have Character Card properly inserted, the new characters appear in the Fighter Select screen. If you want to play a standard character, remove your Character Card.

CUSTOMER SUPPORT

Accolade, Inc. warrants for a period of 90 days from the date of purchase that the cartridge that it will be free of defects in material and workmanship. A defective cartridge which has not been subjected to misuse, abuse, wear or damage due to ordinary use may be returned during the 90-day period without charge. To obtain warranty service:

1. 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 Genie, America On Line, CompuServe or our BBS system. America On Line keyword: Accolade, CompuServe: GO GAMPUB or [illegible] for Accolade: 7600,2132; BBS: 300, 1200, 2400 and 9600 baud rates: (408) 296-8800. 9600 and 14.4 baud: (408) 2[illegible] Settings for all baud rates are 8 Data, No parity and 1 Stop Bit.

3. If 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 TO ACCOLADE OR [illegible], together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Accolade Service, 5300 Stevens Creek Blvd.
Santa Clara, CA 95129

Defective cartridges may be replaced at [illegible] rates [illegible] shipping; plus

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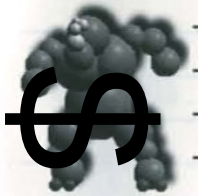
#63
Nirbhay Parch
Ashutosh Gupta
Kaushik Vaidyanathan

ADDITIONAL SPECIAL MOVES LOG

Boomer

Bruiser

Crusher



Divine

Ball Z

Kronk

Tsunami

Yoko

this seal to be sure that they are compatible with the Sega™ Genesis™ system.
6010-00216

CREDITS

PE Magic Credits

Game Design and Concept: **Keith Kirby**; Producer: **[illegible]**; Lead Programmer: **Keith Kirby**; Lead Animator: **Frank Saxon, Jr.**; Main Character Animators: **Adam Frank, Will Friedewald, Kyle Kirby, Dan Lopez, Joe Richter**; Character Design: **Adam Frank, Will Friedewald, Kyle Kirby, Bill Maher**; Creative Producer: **[illegible] Nevis**; Sound Programmers: **Larry Garner, Mark Hubbard, Ron Young**; Shell Art: **Connie Brat, Chris Donovan, Charles Haskayle, Richard Hermanson**; Main Replay Programmer: **Matthew Hubbard**; Arena and Background Art: **Chris Donovan, Brad** and Be[illegible]: **Ronnie Brat, Richard Hermanson**; Musical Sound Effects: **Neptune Magic Productions, Mark Miller, [illegible] Scher**; Voice Casting and Coaching: **SmartTalk, Beth J. Kaufman**; Voices: **Colin Hussey, Heather McClure, Shayna Olv[illegible]**; [illegible] Tow[illegible] Editor, Programming: **[illegible] Powell**; Manual Text - Reed Words: **Film Dis[illegible] Buzz**; Lead Tester: **Mike Al[illegible]**; Site Testers: **Travis [illegible]man, Steve [illegible]**; Storyboard Art: **Film Dis[illegible], Reed Kirby**; [illegible] and Created by **Reed Kirby Rahmann**; [illegible] **Connie Brat, Chris Donovan, Richard Hermanson, Dan Lopez, Rick [illegible]**; Executive

CREDITS (continued)

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Accolade Entertainment

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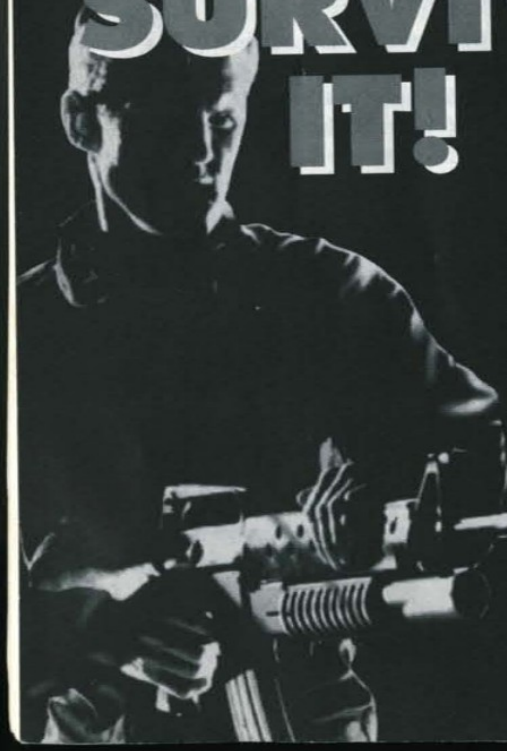

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