

S U P E R
dodge ball



Printed in Japan

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dodge ball



NES-MD-USA

CSG IMAGES • FT INC

INSTRUCTION MANUAL

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Thank you for selecting CSG IMAGESOFT INC. Super Dodge Ball Game Pak. Please read the instruction booklet to ensure proper handling of your new game.

Precautions

1. This is a high precision game. It should not be stored in places of extreme cold or hot temperatures. Never hit it or drop it. Do not take it apart.
2. Avoid touching the connectors, and avoid getting them wet or dirty.
3. Do not clean with paint thinner, benzene, alcohol or any other solvents.

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This game is licensed by Nintendo for play on the



ENTERTAINMENT SYSTEM™

CSG IMAGESOFT INC.

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The Story of Super Dodge Ball

The newly formed U.S. Dodgeball Team must face a highly experienced group of teams from around the world in order to gain the title of World Cup Champions. The greatest opponent is the powerful Soviet Team who has dominated the sport for the last decade. The U.S. Team must pull together to meet the challenge to become the best in the world!

The Players of Team U.S.A.



Name: Sam Powers

Sam is the Team Captain and the backbone of the team. He's awesome!



Name: John Stone

John can take a lot of punishment. This man is a real rack.



Name: Mike Knopfler

Mike will catch anything. He is the best receiver on the team.



Name: Randy Sting

Randy may have the baddest breaking ball in the world.



Name: Bill Flash

Bill is quick, light-footed and nimble. He's the quickest man on the team.



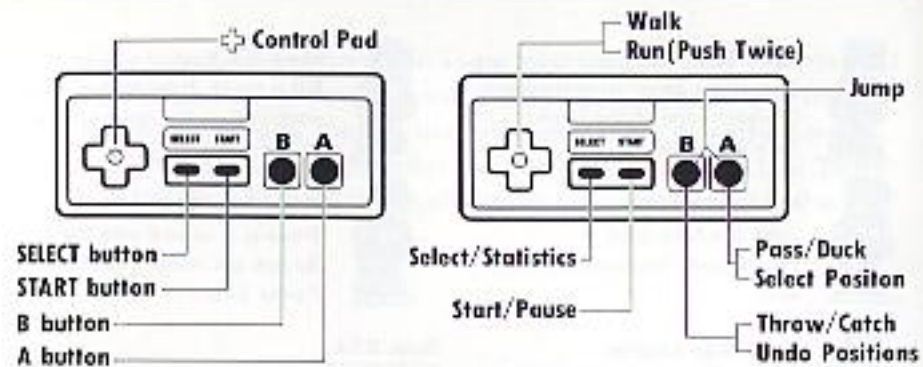
Name: Steve Sato

Steve is a wizard with the ball. He has got some awesome Power Shots.

Team U.S.A.

	Sam	John	Mike	Randy	Bill	Steve
Energy	40	20	20	32	32	36
Throw Power	12	7	7	8	8	9
Throw Tech.	9	7	7	9	7	12
Ball Break	7	9	9	12	9	8
Agility	7	8	9	8	12	7
Catch Tech.	8	9	12	7	8	7
Damage Cap.	7	12	8	7	7	7

How to Use the Controller



	⊕ Button	A button	B button	A + B
offense	walk/run*	pass	throw	jump
defense	walk/run*	duck	catch	jump

Note: You may only move one player at one time. The movable player will be marked by a "1" (Player 1), "2" (Player 2), or "C" (Computer).
* Push the Control Pad twice.

The Game Modes



START Button

After the Introductory Screen appears, press the START Button and the Game Mode Screen will appear.



The Game Mode and Skill Selection allows you to choose between three types of game modes and three different skill levels. Use the Control Pad to make your choices, then press START to go on to the next screen.

World Cup Play-allows you to play against world class opponents provided by the computer.

Versus Play-allows you to play against another friend.

Bean Ball-is a practice game between your own teammates; up to two people can play. There are no rules, you just throw the ball at each other.

Mode Selection ▶ World Cup Play (1 Player vs Computer) Skill Selection ▼



Versus Play (1 Player vs 2 Player)



Easy Normal Difficult

Bean Ball (1 or 2 Player)

World Cup Play START Button

Versus Play START Button

Bean Ball START Button

The Game Modes

World Cup Play



START Button

The Pre-Game screen shows who your next opponent will be. During this screen, you can press the SELECT Button to see your own team's statistics, press once more to see your opponents. Press it a third time to return to the Pre-Game screen.

SELECT = STATISTICS



A Button
or
START Button

Begin Game

The Change Position Screen allows you to select your own players. If you choose to change the line-up, use the Control Pad and the A Button to choose the players. The first three players selected will be on the inner court, and the last three chosen will be on the outer court. If you would like to change what you have selected, use the Control Pad and the B Button to erase the choices. Press the A Button to begin the game.

Change Positions?



▶ No
Yes

If No:
Press START to begin.

If Yes:
Use and Press A Button to Select
Use and Press B Button to Unselect
Press A Button to begin

The Game Modes

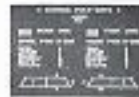
Versus Play



START Button

Team Selection allows two people playing against each other to select the team of their choice. Just use the Control Pad to select one of the nine teams and press START to go on to the next screen.

Team Selection



A Button
or
START Button

Begin Game

The Change Position Screen allows you to select your own players. If you choose to change the line-up, use the Control Pad and the A Button to choose the players. The first three players selected will be on the inner court, and the last three chosen will be on the outer court. If you would like to change what you have selected, use the Control Pad and the B Button to erase the choices. Press the A Button to begin the game.

Change Position?



▶ No
Yes

If No:
Press START to begin.

If Yes:
Use and Press A Button to Select
Use and Press B Button to Unselect
Press A Button to begin

The Game Modes

Bean Ball



START Button

The # of Players Screen allows you to choose how many players you want to play the game with. Up to two players can play. To select, use the Control Pad and then press START to move to the next screen.

of Players



▷ 1 Player

2 Player



START Button



Begin Game

Select Players Screen allows you to choose from six players, which player you want to play as. To select, use the Control Pad and press START to begin the game.

Select Players



▷ Sam

John

Mike

Randy

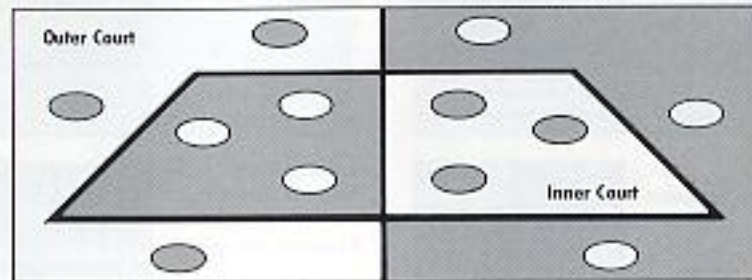
Bill

Steve

How to Play

World Cup or Versus Play

The object of the game is to throw the ball at your opponents on the inner court, and knock them out of the game. Each team has six players, 3 on the inner court and three on the outer court. (Bean Ball is played on an open court.)



How to Play

Basic Movements

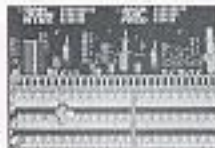
Walking

Press Control Pad in direction of movement.



Running

Press the Control Pad twice in the direction of movement.



Jumping

Press A and B together.



Throwing

Throwing

Face in the direction of the throw and press B.



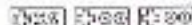
Running Throw

Press the Control Pad twice and press B to throw at will.



Running Jump Throw

Press the Control Pad twice and press A and B together then press B.



Controlling the Players

Catching

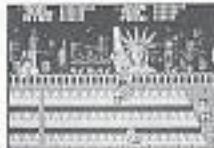
Catching

Face the direction of the ball and press B as the ball approaches.



Jumping Catch (Interception)

Face the direction of the ball and jump up (A+B) and catch it (B).



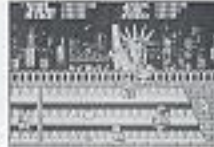
Picking Up the Ball

Go up to the ball and press A or B.

Passing

Passing

Select and face the direction of the pass and press A.



Jumping Pass

Face the direction of the pass and press A and B together then press B.



How to Play

Controlling the Players

Evasive Movements

Ducking
(Defense Only)

Press A.



Jumping

Press A and B together.



About the Opponents



Pro All-Stars - Team
U.S.A.'s first opponent.
The winner here will
represent the United
States in the World

Cup. The Pro All-Stars are a gung-ho
team with a lot of fancy throwing, but
are a little weak on defense.



England - Team England
is a high energy team
with excellent technical
ability. They are
consistent in making

clutch throws and will be a definite
threat to the American team.



India - Team India is
extremely quick and
hard to catch. They
have great defensive
power and can take

a great deal of punishment without
losing energy.



Iceland - Team Iceland
is a strong team with
big players. They
have a lot of strong
throwers with high

offensive power.

About the Opponents



China-Team China is very quick with consistent throwing ability. They are also defense oriented and are excellent receivers.



Kenya-Team Kenya is a strong and powerful team. They are powerful throwers as well as good receivers. They are a well balanced team.



Japan-Team Japan is a powerful all-around team. Though this team tends to rely on their best player, they are all excellent players in all aspects of play.



USSR-Team USSR is truly awesome. They are an all-around team with exceptional players. This team has no weakness to speak of.

About The "Power" Shots

"Power" Shots are super throws that have a special destructive power. There are all kinds of unique "Power" Shots, and most players have a "Power" Shot or two hidden under their sleeve. The "Power" Shot doesn't happen all the time, it requires a "special timing" for its occurrence.



The Blaster- Sam [Team U.S.A.]
This throw is fast, powerful and destructive. It flies straight toward its intended target.
The Upper Cut- Jack [Pro All-Stars]
This throw flies straight at the target and as it hits the opponent, rises straight up into the air, taking the opponent with it.
The Wave- James [Team England]
This throw moves in a wave-like motion and slams the opponent to the ground.
The Stinger- Rajiv [Team India]
This throw buzzes around and follows the opponent until it gives him a sting.

About The "Power" Shots

The Warp- Helgi (Team Iceland)

This throw disappears in mid-air and suddenly reappears in front of the opponent.

The Breaker- Wang (Team China)

This throw appears to fly straight, only to suddenly change direction, and slam into an unsuspecting opponent.

The Boomerang- Yemi (Team Kenya)

This throw flies straight over and past the opponent and then suddenly returns to slam an unsuspecting opponent.

The Compressor- Fuji (Team Japan)

This throw is so fast that the ball becomes compressed into a small sphere only to expand when it hits the opponent.

The Accelerator- Boris (Team USSR)

This throw gets faster and faster as it approaches the opponent.

The Spear- Other Players

This throw is an extremely powerful throw which does not stop even after it hits an opponent.

The Psycho- Other Players

This throw has such a spin on it that the ball appears to split up into many balls.

The Lightning- Other Players

This throw shoots straight up into the air and suddenly strikes the opponent from the sky.

The Sidewinder- Other Players

This throw winds through the air making it difficult for the opponent to judge the ball.

Statistics

ENERGY

- Total physical energy. Stamina.

THROW POWER

- Total offensive power. It represents the level of damage that can be inflicted on your opponents.

THROW TECHNIQUE

- The ability to make good throws.

BALL BREAK

- Amount of curve on a ball.

AGILITY

- The quickness of movement in a player.

CATCH TECHNIQUE

- The ability to make good catches.

DAMAGE CAPACITY

- Total defensive power. It represents the level of damage that can be received before there is a loss of ENERGY.

Pro All-Stars

	Jack	Tom	Fred	Ben	Paul	David
Energy	36	28	24	20	16	24
Throw Power	12	8	7	6	5	7
Throw Tech.	6	10	4	3	5	6
Ball Break	8	10	11	11	11	15
Agility	5	5	12	8	7	7
Catch Tech.	6	5	6	11	7	4
Damage Cap.	7	7	6	8	13	7

England

	James	Scott	Henry	Roger	Peter	Gill
Energy	48	36	44	40	36	40
Throw Power	11	6	8	7	6	7
Throw Tech.	12	10	15	12	10	10
Ball Break	4	6	5	9	6	6
Agility	4	6	4	5	5	9
Catch Tech.	6	10	5	5	7	6
Damage Cap.	4	5	4	4	9	4

India

	Rajy	Swami	Bata	Kumar	Zai	Akbar
Energy	20	16	16	16	16	16
Throw Power	9	6	6	6	6	6
Throw Tech.	7	7	7	7	7	10
Ball Break	10	10	10	10	13	10
Agility	11	11	14	11	11	11
Catch Tech.	5	5	5	8	5	5
Damage Cap.	13	16	13	13	13	13

Iceland

	Helgi	Knut	Hani	Bjorn	Nils	Gisl
Energy	64	52	56	52	44	48
Throw Power	14	9	10	9	7	8
Throw Tech.	9	9	13	7	8	6
Ball Break	3	10	5	6	6	6
Agility	3	5	3	10	5	6
Catch Tech.	7	5	6	7	8	12
Damage Cap.	8	8	8	7	14	9

Statistics

China

	Wang	Hsieh	Li	Chou	Mao	Tsai
Energy	40	36	36	36	36	36
Throw Power	11	8	8	8	8	8
Throw Tech.	10	10	10	10	13	10
Ball Break	7	7	7	7	7	10
Agility	10	13	10	10	10	10
Catch Tech.	13	13	16	13	13	13
Damage Cap.	6	6	6	9	6	6

Kenya

	Yeni	Oba	Taha	Eyo	Bwagi	Mwa
Energy	44	36	32	40	32	36
Throw Power	13	9	8	10	8	9
Throw Tech.	9	9	7	12	7	7
Ball Break	5	10	7	6	7	7
Agility	11	12	12	11	13	16
Catch Tech.	9	8	13	8	13	9
Damage Cap.	9	9	14	9	10	9

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Japan

	Fuji	Sato	Honda	Aeki	Oda	Hino
Energy	56	36	40	44	44	48
Throw Power	16	9	10	11	11	12
Throw Tech.	8	7	5	6	8	12
Ball Break	7	10	10	10	14	9
Agility	4	6	7	11	6	4
Catch Tech.	10	11	15	10	8	9
Damage Cap.	8	14	9	7	8	8

USSR

	Boris	Ivan	Pavel	Igor	Vaf	Yakov
Energy	60	56	56	56	56	56
Throw Power	15	12	12	12	12	12
Throw Tech.	8	8	11	8	8	8
Ball Break	8	8	8	8	11	8
Agility	7	7	7	10	7	7
Catch Tech.	11	14	11	11	11	11
Damage Cap.	13	13	10	11	10	13

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

SCORES

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