

<Dodge Ball Advance Manual>

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STORY

It is a time when dodge ball is at the peak of its glory. The dream to become a professional dodge ball player is just as popular as the dream to become any other kind of athlete.

Only the best teams from around the world can participate in the championship tournament and compete to become the world's No. 1 team.

How far in the championship tournament can your team go?

The Dream Teams are only available when your team is ranked No. 1 after winning the tournament.

Do you have what it takes to become the dodge ball champion?

Let's play!

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BUTTON FUNCTION

* Name of the buttons

+ Control Pad

L Button

R Button

A Button

START

SELECT

B Button

* Button Function Chart

Button	Menu Screen	During game play	
		Offense	Defense
+ Control Pad	Move Cursor	Move player, Dash	
A Button	Confirm	Pass	Dodge
B Button	Cancel	Throw	Catch
START		Pause game	
SELECT		Switch between players	
L Button		Dashing attack	
R Button		Select Target	Not used

A + B Button		Jump	

P7 BASIC ACTION AND BUTTON CONTROL

MOVE You can move the player with the + Control Pad.

DASH You can get the player to dash by pressing either
▶ or ◀ on the + Control Pad twice.

JUMP You can get the player to jump by pressing A + B Button.

CATCH You can get the player to catch the ball by pressing the
B Button as the ball approaches.

DODGE You can get the player to dodge the ball by pressing the
A Button as the ball approaches.

PASS You can pass the ball to another teammate by pressing the A
Button.

By using the + Control Pad, you can control the direction of the
pass.

THROW You can throw the ball by pressing the B Button.

- You can control the direction of the throw by using the + Control Pad.

DASH JUMP You can execute a dash jump by pressing the A + B Button while dashing.

JUMP PASS You can execute a jump pass by pressing the A Button while jumping.

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DASH THROW You can execute a dash throw by pressing the B Button while dashing.

JUMP THROW You can execute a jump throw by pressing the B Button while jumping.

* There are 2 types of Super Throws; Dash and Jump.

SUPER THROW (Dash) Press the B Button on the 3rd step after you begin dashing.

SUPER THROW (Jump) Press the B Button at the peak of a Dash Jump.

SUPER PASS Press the A Button on the 3rd step after you begin dashing.

* After the pass is made, the player catching the ball can execute a Super Throw.

SUPER FLIP You can get the player to flip forward by pressing the A + B Button at the peak of a Dash Jump.

- While the player is doing a Super Flip, he can execute a Super Throw by pressing either the A or B Button before he lands.

Special Controls [Dashing Attack]

You can get the players inside the court to Dash Jump toward the centerline by pressing the L Button. (Up to 3 players at a time.)

A variety of tactics becomes available using the Dashing Attack.

See page 27 for some examples.

When you press START on the Title Screen, you will go into the Data Select Screen. There are 3 Data Files to choose from. As you proceed with game play, your information will be saved in the selected Data File. After you select the Data File to be used, the game will go to the Mode Select Screen.

GAME RULES

Each infield player has a set amount of health points that diminishes according to the amount of damage taken from an opponent's attack. When a player's health points reach zero, that player can no longer continue. When all the infield players of either team are out of the game, the game is over.

Each team consists of 7 players, 4 infield players and 3 outfield players. The outfield players do not receive damage.

P10 MENU SCREEN

MODE SELECT

There are 6 Game Modes to select from.
(See page 16 for the description of each Mode.)

STRATEGY SCREEN

You can set the Starting Line-up, the characteristics of each player, change the court surface and also change the player names and team names.

POSITION	Switch the players' positions
FORMATION	Change the formation
COURT	Change the court surface
DATA	View the characteristics of each player
PLAYER NAME	Change the names of the players
TEAM NAME	Change the names of the teams

* About court surfaces

GREEN	Normal Court
BLUE	Icy Court
RED	Slippery Court
YELLOW	Bouncy Court
PURPLE	Super Bouncy Court

Each location has courts with different characteristics. You can turn these characteristics on and off.

- You cannot change court surfaces in the Championship mode.

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GAME MATCH SCREEN

The user's team is located on the left side of the court.
(Except during Vs. Mode)

Active Player Cursor

Target Cursor

Damage Point

(Amount of damage inflicted when a player is hit.)

Name of Super Throw

POST GAME SCREEN

The Post Game Screen (shown below) appears after the match.

P12 PLAYER DATA

There are 10 attributes given to each player. A larger number represents higher skill.

- You can view the player's attributes on the Strategy Screen before the match.

Throw Power	Strength of a throw
Throw Speed	Speed of the ball
Throw Control	Controlling the curve of the ball
Agility	Player speed
Jump	Player's jumping ability
Catch	Ability to catch an opponent's ball
Dodge	Ability to dodge an opponent's ball
Toughness	Defensive ability when hit by a ball
Will Power	Ability to recover after being hit by a ball
Stamina	The total number of health points of a player

P13 FORMATION

You can change a player's position with [POSITION] on the Strategy Screen before the match. You can also change the Starting Formation with [FORMATION].

There are 5 types of formations that you can select. Choose your formation depending on your strengths and/or your opponent's abilities.

Basic Formation

The most basic formation has 2 defensive players in the front and 2 offensive players in the back.

Advanced Formation

An aggressive formation where players with high Stamina are positioned in front for maximum offensive capability.

Retreat Formation

are

A defensive formation where all players are positioned on the back line .

Cannon Formation

A formation with 3 defensive players for catching the ball and 1 power thrower to attack.

Machinegun Formation

A formation where the fourth player is the center of Offense and Defense.

P14 SUPER THROW

There are 50 Super Throws in the game.
Here are some of them.

MACH THROW

A super high speed ball.

WIDE SHOT

The ball multiplies in 7 and covers
a wide range of space.
To catch or not to catch...?

SURPRISER

It looks as if it is a pass but
surprisingly, it quickly changes
into a Super Throw.

PLAGUE SHOT

A countless number of balls cover the
player and they inflate as if they are
sucking health points out of the player. A
very powerful throw.

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FUNKY THROW

A very unpredictable throw that can throw your opponent's timing off. Your opponent will have a difficult time catching this throw.

TRIPLE SHOT

The ball splits into three separate balls and flies around the court with unpredictable movement.

List of all the Super Throws

1 MACH THROW	17 FUNKY THROW	33 WHIRLWIND
2 COMPRESSOR	18 SHAPE SHIFT	34 MOLE THROW
3 WIDE SHOT	19 PISTON SHOT	35 ROULETTE
4 ACCEL SHOT	20 PAUSE SHOT	36 METEOR SHOT
5 SNAKE SHOT	21 DIZZY THROW	37 PLAGUE SHOT
6 LIGHTNING	22 INSECT SHOT	38 SPLIT THROW
7 PIERCE SHOT	23 Z ATTACK	39 TWIN SHOT
8 GUIDED SHOT	24 STAR SHOT	40 EXPLOSION
9 RISING SHOT	25 SURPRISER	41 SATELLITE
10 SPIRAL SHOT	26 RETURN SHOT	42 LOOP THROW
11 SNAIL THROW	27 EXPAND SHOT	43 SIDEWINDER
12 BOOMERANG	28 POWER THROW	44 HAILSTORM
13 HEAT SEEKER	29 GRAVITY HIT	45 TRIPLES HOT
14 DIVE SHOT	30 BEHIND SHOT	46 TORNADO
15 WARP THROW	31 GAMBLE SHOT	47 SEVEN WAY
		48 MULTI THROW

16 SWEEP SHOT

32 CHAIN SHOT

49 RANDOM SHOT

50 COPY THROW

P16 GAME MODES

There are 6 different modes in this game.

(1) Championship

The goal of the Championship Mode is to win the tournament against teams from around the world and become the No. 1 team. When you are ranked No.1, stronger teams will challenge you.

They are called Dream Teams.

Who are the Dream Teams?

What will happen when you defeat them?

< Flow of the Championship >

1) Your team manager will introduce herself and explain what the goal of the Championship is.

2) You will then select a country your team will represent.

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3) You can move the Cursor from country to country using the ◀ and ▶ Button. Select the country you want your team to represent.

4) After you have selected your country, the Championship Tournament will start. Select a team to play against.

* You can switch between the two ranking screens by using the ◀ and ▶ Button.

5) After you select the team to play against, you will be taken to the Strategy Screen. You can change the various settings of each player and choose their starting position.

6) When you finish setting up your team, you are ready to start the game.
Good luck!

- You will go up in rank when you win against a team with a higher ranking.
- The game data will be saved automatically after the Game Result Screen, Configuration, and Initialization.

P18 GAME MODES

(2) Exhibition

In the Exhibition Mode, you can select any team you would like to play against.

There are no restrictions for which teams can be selected.

When you win against a Dream Team in the Championship Mode, more teams are added for selection.

(3) VERSUS MODE

You can play the game with a friend in the Versus Mode using the Game Link® cable (Sold separately). You and your friend can both select any team of your choice.

Both players should select Versus on the Game Mode Select Screen.

P19 < How to connect 2 Game Boy Advance systems using the Game Link® cable
>

* What you need.

- Game Boy Advance 2
- “Dodge Ball Advance” Game Pak 2
- Game Boy Advance Game Link® cable 1

* How to connect.

1. Make sure that the POWER switches of both Game Boy Advance systems are turned OFF.
Then, insert the Game Pak in each unit.
2. Connect the Game Link® cable to the socket on each system.
3. Turn the POWER switch ON for both systems.
4. Refer to Page 18 for setting up the versus mode.

- Player 1 is the system with the smaller plug. (See below)

* Warning

The game may not function correctly or the Versus Mode may not function in the following cases.

- When a cable other than an official Game Link® cable is being used.
- When the cable is not connected firmly into the sockets.
- When the Game Link® cable is either pulled out or inserted during a versus game.
- When the Game Link cable is connected to the Junction Box.
- When more than 3 Game Boy Advance systems are connected.

P20 **GAME MODE**

(4) CONFIG (Setting)

You can change the difficulty of the game, defensive strength, offensive strength, mobility, and super throw. These can be adjusted according to your skill level.

DIFFICULTY

You can change the difficulty of the game.

1 ball = Easiest 5 balls = Hardest

OFFENSE POWER

You can adjust the Ball Power, Ball Speed Jump, and Curve for all teams.

DEFENSE POWER

You can adjust the Catch, Dodge performing and Toughness of all teams.

MOBILITY

You can adjust the Agility, and Will Power for all teams.

SUPER THROW

You can adjust the ease of a Super Throw.

(5) Initialize

You can initialize the save data, settings and the strength of the CPU, etc.

NAME

The name will be changed to its original. Championship

CPU STRENGTH

The CPU becomes stronger as you play the game longer. You can reset the strength of the computer.

A.I. (Artificial Intelligence)

The A.I. becomes smarter as you play the game longer. You can reset the intelligence of the computer.

CHAMPIONSHIP

You can reset the Data.

ALL

You can reset all the data.

(6)EXIT

You can end the game and go back to the Title Screen.

P21 CHARACTERS

Ken

[Main Character/ Captain of the player team]

He is a passionate and fearless dodge ball player. When he gets too excited, he may say things that don't make sense, but has a good heart. He has the ability to lead his team to the Championship tournament. He is still learning but he certainly has the potential to become a great player.

Sara

[Manager of the player team]

Steve

[USA Braves]

Todd & Ted

[Australia Stars]

P22 TEAM PROFILE

Here are the profiles of all the teams in the game.

<Player team>

HEROES

This is your team! It's a team with good team work with Ken as the captain.
How good is this team? It's all up to YOU!

[Player name]

Ken (Captain)

Tom

Paul

Ben

Neal

Fred

David

Jack

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CHINA DRAGONS

National team of China

Lee (Captain)

Chen

This team does not have any outstanding plays but their balanced team follows the basics of dodge ball.

Lian

Chao

Wang

Tsai

Mao

Dung

ENGLAND KNIGHTS

National team of England.

James (Captain)

James, Harry, Scott and Goaty are brothers and their team coordination is outstanding.

Harry

Scott

Henry

Roger

Peter

Cliff

Goaty

USA BRAVES

National team of USA

Sam (Captain)

This team is a very strong-willed team

John

Mike

This team has the potential to go all

Randy

the way to the top.

Bill

P24 TEAM PROFILE

AUSTRALIA STARS

The players on this team are popular among girls for their good looks. Chad can catch just about anything.

RUSSIA BEARS

The captain of this team, Boris, is an outstanding player but the other players need some improvement.

HOLLAND ANGELS

A team with very high stamina
This team can take a beating!

Steve
Jim
Dick

Chad (Captain)
Will
Miles
Todd
Bobby
Colin
Ted
Dude

Boris (Captain)
Ivan
Vlade
Pavel
Igor
Andre
Volf
Yakov

Dirk (Captain)
Franz
Gino
Hank
Fritz
Johann
Rolf
Der

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JAPAN NINJAS

Their acrobatic style of play reminds you of a ninja.

Fuji (Captain)

Sato

Honda

Aoki

Oda

Hino

Inoki

Hori

Baba

CANADA FOXES

Their wild style of play can get them into trouble but they usually get the job done.

Roy (Captain)

Sid

Troy

Lyle

Clark

Bruce

Ray

Gage

KOREA BOMBERS

This team is rich with tradition.
Many great players have come out of this team.
Li's super throw is awesome!

Li (Captain)

Chung

Han

Kim

Pak

Choi

Soo

Rhee

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DREAM TEAM

Nobody knows who the Dream Teams are, but you can be sure that they'll be tough.

You get to challenge these teams only when your team is ranked No. 1 in the Championship Mode. Can you take your team all the way?

- There is a rumor that there are more mysterious teams...
It's up to YOU to find out.

TEAM/PLAYER SETTING

You can change the characteristics of the players on your team.

(1) Select the [Style] on the Strategy Screen.

(2) Select the style you want for that player with [Select] and confirm with [Accept].

- There are 3 styles to choose for each player; [Offense], [Defense] and [Mobility]. Only 1 style can be assigned to a player so you need to balance your team. You can change the player characteristics strategically according to your opponents. By doing this, you can customize your own team!

P27 SUPER PLAYS

There are a countless number of combination plays that are possible using different techniques.

Here are some examples.
the ball,

ball

Super Quick Attack

throw

correctly,

Immediately after your opponent's throw (before this maneuver will conclude with a

you catch it), start a Dashing Attack. And then Super Throw.

pass the ball to the player when he reaches the highest point of his dash-jump.

This attack will surely surprise the opponents.

Quick Attack

Immediately after catching

start a Dashing Attack. Pass the

to the player running, and then

the ball. If the pass is timed

Wide Attack

Initiate a Dash Attack and have your own player dash-jump parallel to that player on the opposite side of the court. Pass the ball to the other player while both of you are in mid-air to perform a Wide Attack.

Out-In Attack

Cross Attack

While distracting the opponents by passing
then pass

the ball among the players in the outfield, start the ball to that player after he
jumps

a Dashing Attack. And then, pass the ball to
that player for a surprise attack.

Perform a Dash Attack and

over the center line. Several
different kinds of combination
plays can be performed this way.

There are many more combination plays for you to discover.

Be creative and show off your moves!