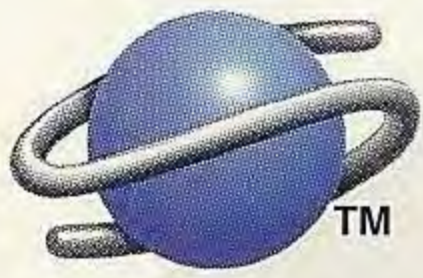


SEGA™

AKKlaim®



SEGA SATURN™

# BATTLESPORT®



MAJOR LEAGUE  
DEATHSPORTS



BATTLESPORT  
ON N. OF M. W. X  
P. S. C. E. R. T. I. F. I. C. A. T. I. O. N.



T-8149H

LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA SATURN™ SYSTEM



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

### **HANDLING YOUR SATURN DISC**

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:** Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

### **WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

# CONTENTS

|                           |       |
|---------------------------|-------|
| Starting Up .....         | 1     |
| Controls .....            | 2     |
| Main Menu Options.....    | 3     |
| Select Your Opponent..... | 5     |
| Select Your Vehicle ..... | 5     |
| Tournament Mode .....     | 6     |
| In The Arena.....         | 8     |
| Equip Tank.....           | 9     |
| Inventory.....            | 10-12 |
| Power Ups.....            | 13-14 |
| Arena Features .....      | 15    |
| Your Opponents.....       | 16    |

## STARTING UP

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pads.  
Note: BattleSport™ is for one or two players.
2. Place the BattleSport™ disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn logo appears on screen.

(If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



### QuickStart

At the introduction, press START to get to the Main Menu. From the Main Menu, choose 1 or 2 Player Exhibition Mode and press the START BUTTON. Pay attention to the announcer and he'll guide you through the sign-in process. After you set up the Arena options, pick an opponent (If you're in 1 Player Mode) and then pick a tank. With that done, you can go to the Equipment Store to pick up a few "accessories" and then you'll head straight into battle.

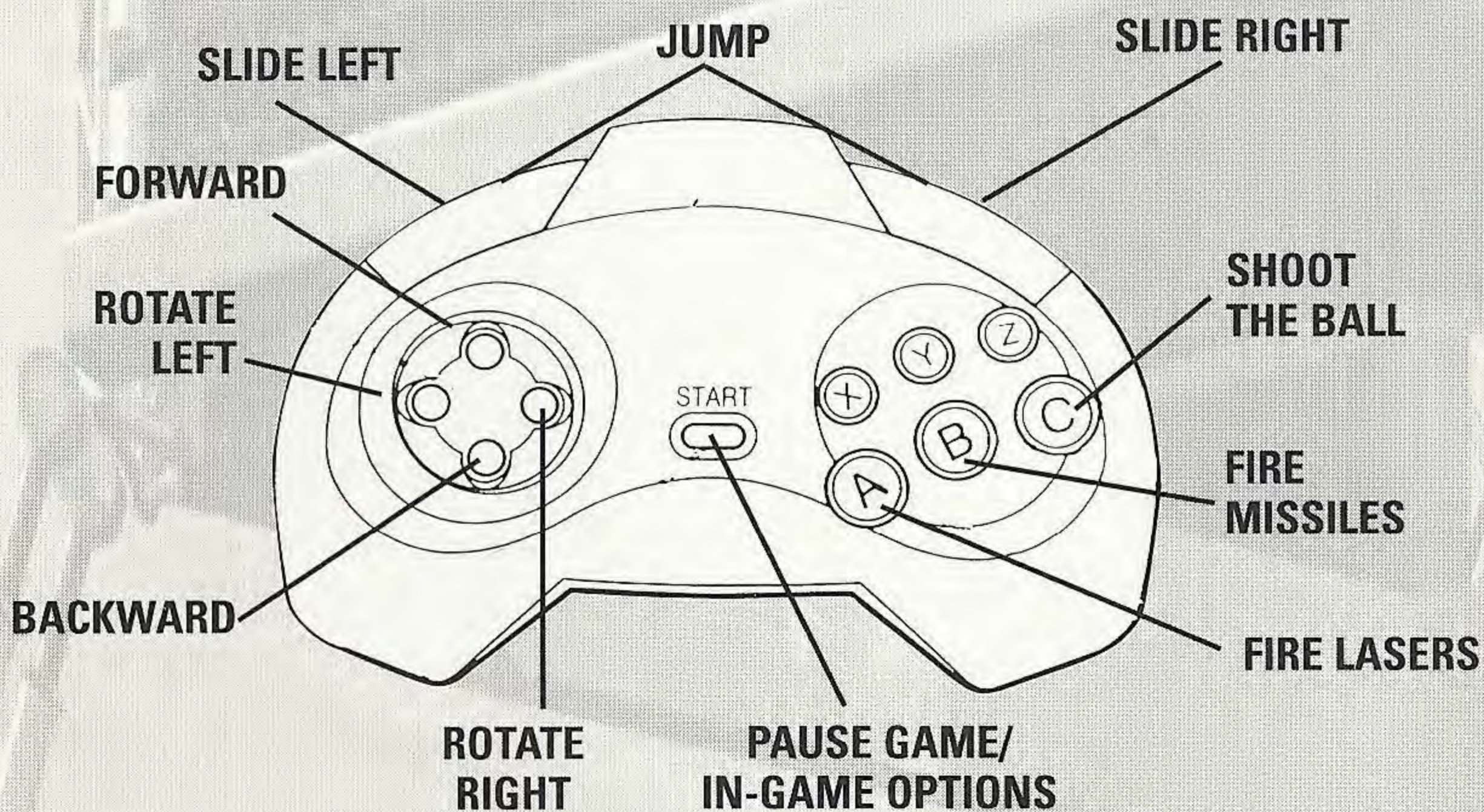
**Note:** Exhibition Mode is the recommended mode for the new player because it lets you learn about each opponent and tank option and configure the game accordingly. Instant Action mode, on the other hand, uses the default settings and takes you immediately into battle. When you want to change any of the Instant Action defaults, choose Instant Action Setup. There you can configure Instant Action mode for 1 or 2 players, pick an Arena to play in, etc. Experienced players should enjoy using Instant Action Mode to get quickly into a new game.

Both the Instant Action Mode and the exhibition Mode can be played by either one or two players. The Tournament Mode is played by one player against a set of increasingly difficult computer-controlled opponents and tanks. Tournament Mode is for the experienced BattleSport competitor who knows his or her tanks and weapons – enter at your own risk!

Pay attention to the announcer and he'll guide you straight into competition.

## CONTROLS

Load up one of your surprises. The X or Y BUTTON puts a small view-window on screen that shows what you're packing and lets you select whichever one you happen to need. Once it's selected, press the X or Y button to cycle through your equipment. Then press the Z button to activate.



# MAIN MENU OPTIONS

To lock in Menu Choices, press the A or START BUTTON.

## Instant Action

When you hit Instant Action, the game uses the preferences that you set in Instant Action Setup and takes you immediately to the

game. This mode is the fastest way to get straight into BattleSport. Once you've set your preferences, the game goes automatically to the arena, although you can set up Instant Action mode to let you sign-in (enter your name) before entering the arena.



## Instant Action Setup

Instant Action Setup, with three 3 minute periods, also allows you to choose one or two player mode, which arena to play in (random or 1-50), which opponent to play against (in one player mode), and what tank you want to use. If you set Instant Action for two players, it also allows you to choose both players' tanks. Your Instant Action Setup settings will automatically be saved to either the internal or external memory.

Additional options for Instant Action Setup include:

**SHOT CLOCK:** Allows you to turn the shot clock On or Off and to set count down time.

**NAME ENTRY:** (Yes/No) Lets you enter your name before the Instant Action game starts.

# 1 Player Exhibition Mode

Go up against some of the meanest and best BattleSport gladiators. This is the recommended mode for the beginning player; it allows you to choose your tank and your opponent and provides lots of data on each option. It also lets you choose the arena and shows you what power-ups are available and what type of goal you're aiming for. Here's what you'll configure in Exhibition mode:

**SIGNING IN:** Enter your name in the Sign-In window. Use the D-PAD and the A BUTTON to select each letter, then press the START BUTTON (or select END and press the A BUTTON) to save your sign-in name and continue.

**SETTING UP:** Set up your upcoming battle. Scroll down to the other choices to set the Game Type, Equipment Store and Shot Clock options.

**ARENA SELECTION:** Use your LEFT/RIGHT D-PAD to scroll through the Arena choices and pick one you think you can handle. There's over 50 of them, and no two are alike. See the Arena Features section for more details.

**GAME TYPE:** Lets you play three timed periods (ranging from 1 to 9-minute periods) or score-based battles (ranging from 1 to 99 goals).

Exhibition Mode can be played with or without the Equipment Store, where you can load up on weapons and defenses. See the Equipment Store section for details on what's available. If you want, adjust the Shot Clock --shot clock violations mean immediate loss of possession. FUMBLE!

Press the START or A BUTTON to confirm your choices and continue.

# SELECT YOUR OPPONENT

Choose your first opponent. Don't waste time agonizing over it--you'll go up against each of them in time. Press C for additional data. Pick one and press the START or A BUTTON to continue.



# SELECT YOUR VEHICLE

Check out what each tank's strengths are, then pick one that you think can do the job. When you've found one that reflects your style, press the START or A BUTTON to continue.

## Tank Configuration

If you're playing Exhibition Mode with the Equipment Store ON, you'll soon be staring at a mouth-watering selection of missiles, lasers, radar jammers and other toys of ill-will. Lucky for you, money isn't needed when playing one or two player Exhibition Mode. See the Equipment Store section for details on each item. Press the A BUTTON to enter the arena.

## 2 Player Exhibition Mode

You and a friend can enter into some real head-to-head competition. With split-screen monitoring of both cockpits you have everything you need to search, destroy and score. The setup procedure for two player mode is the same as for one player Exhibition mode-- refer to the previous section for details.

# TOURNAMENT MODE

Start from the bottom of the heap and face one opponent after another, in a different arena each round. Tournament mode doesn't let you rest, as each round puts you in a different arena with a unique collection of power-ups. One player only.

After you Sign-In, you'll see the Tournament Options menu.

The first thing you have to do is select a tank, so highlight BUY NEW TANK and press the A BUTTON. There are several tanks to choose from, each with varying amounts of firepower, speed, cornering ability, armor, etc. Select one and press the A BUTTON to lock in your choice and return to the Tournament Options menu.

New tanks will become available as you progress through the tournament. When you've played with one tank for awhile, and are ready to upgrade, go to the store and trade in the old tank for a new one.

Next, select Equip Tank and press the A BUTTON. If you start winning and collecting cash, your trips to the store get more and more interesting as your tank gets more and more deadly. See the Equipment Store for more information on the store and how to choose items.

You can view your overall totals by selecting Career Stats. This will show you statistics for your player name (the name you entered in the Sign-In window).



# Tournament Game Options

You can use the Game Options feature to customize BattleSport for your own preferences, and to Save and Load games. Use the UP/DOWN D-PAD to highlight each option, then press the START BUTTON to edit that option's choices. After you've edited the option, press the START or A BUTTON again to lock in your choice.



**VIEW CONTROLS:** A handy reference to in-game controls.

**SOUND F/X:** Press the D-PAD UP or DOWN to raise or lower the sound effects volume.

**MUSIC:** Press the D-PAD UP or DOWN to raise or lower the music volume.

**SAVE GAME:** If a Memory Cartridge is present at start up, you will be asked if you wish to save to the internal memory or to the Memory Cartridge. Games are saved under the name you entered in the Sign-in window. To save your current game, make your selection from the list using the UP/DOWN D-PAD.

**LOAD GAME:** Use the UP or DOWN D-PAD to select a previously saved game.

**EXIT:** Choose Exit to leave the Game Options menu.

Once you've set up your Game Options, bought a tank and outfitted it with some personal touches from the store, select Play Next Game and get ready for battle!

The next thing you know, you'll be dropped into the arena and the battle begins. After you've "paid your dues" during the early going, earn serious cash as you advance through the higher levels. Grab a couple of cash power-ups and outfit your tank at the store between rounds. You'll be able to purchase some very helpful hardware—helpful in making

your opponent's life a living nightmare! Are you ready for the ultimate challenge of Battle and Sport? Play wisely, save often, and you just might make it to the top.

## Load Game

Load Game lets you return to a previously saved game and pick up where you left off. At the Load Game window, select the game you want from the list and press the **START** or **A BUTTON**.

# IN THE ARENA



Once the battle starts you've got to keep moving to stay alive. Try to keep an eye on your radar and health meters, and remember to watch the shot clock if you've got the ball. To access your weapons, press the **X** or **Y BUTTON**. A 3-way selector will appear in the bottom of your screen. Repeatedly press the **X** or **Y BUTTON** to select which of the 3 special items you want to use, then press the **Z BUTTON** to activate that item. Press the **LEFT + RIGHT SHIFT BUTTONS** together to **JUMP**. Keep moving! One more thing: get possession of the ball and **SCORE!** Be sure to check out the **POWER UPS** and **ARENA FEATURES** sections to learn more about what you'll find in the arena.



# EQUIP TANK



There's enough lethal technology available in the store to satisfy a small hostile nation. In fact, there's more than you can handle -- you can only carry 3 items at a time.

Use the D-PAD to scroll left/right through the inventory. When an item is highlighted, its cost and description appear right above it. (In Exhibition mode, everything is free!) You'll also see how long that item lasts in battle.

Use the A BUTTON to buy items. Press the B BUTTON to discard a purchased item (while it's still highlighted). Spend wisely, and remember-- you can only carry 3 items.

# INVENTORY

Here's a brief rundown of what's in inventory:



## **ADD PERIOD**

Adds one more period to the current battle if you need more time to complete your comeback



## **ADVANCED TARGET**

Adds homing/tracking missiles. No ball/goal



## **BALL ATTRACT**

Makes the ball come to you



## **BALL GUIDANCE**

Helps your shot find the goal



## **BASIC TARGET**

Helps locate the ball and the goal



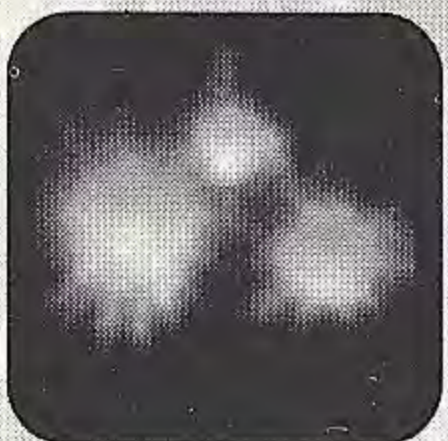
## **BLIND ENEMY**

Temporarily blinds your opponent's tank



## **DOUBLE DAMAGE**

Doubles the damage inflicted on your opponent



## **ECM**

Befuddles missiles' targeting systems

# INVENTORY



## FLIGHT

Lets you take to the sky by holding down the LEFT and RIGHT SHIFT BUTTONS



## FREEZE BALL

Stops the ball from moving



## FUMBLE MISSILES

Missiles that force the opponent to drop the ball



## FUMBLE PROTECTION

Helps you hold onto the ball when being slammed with missiles and lasers



## GOAL SHIELD

Blocks all shots on goal



## MEDIUM LASERS

Gives your opponent something to remember you by, but only good in close combat



## INSTANT FUMBLE

Forces your opponent to lose possession



## INVISIBILITY

Makes you temporarily invisible to your opponent



## HEAVY LASERS

The most powerful of the 3 laser items, Heavy Lasers recharge instantly and inflict untold damage





### **MISSILE ATTACHMENT**

Adds additional missile bays to your tank, increasing your firepower significantly. Maximum of 4 missiles on each tank



### **RADAR JAMMER**

Confuses your opponent's radar



### **STABILIZER**

Prevents incoming missiles from throwing you across the entire arena



### **SUPER MISSILE**

The big boy. Smart and very final



### **SUPER SHIELDING**

Extra bullet-proof armor for your tank



### **SUPER SIGHT**

Lets you see invisible opponents and prevents you from being blinded



### **SUPER SPEED**

A whole other level of speed, makes your acceleration and top speed as high as any opponent



### **SUPER TARGETER**

The most sophisticated of 3 target items



### **TIME ADDITION**

Adds one minute of battle time to the current game clock

# POWER UPS

It would be a short game indeed if there weren't power-ups located around the arenas. Power-ups (and power-downs--there, you've been warned) may be collected by either player during combat simply by driving through them. All power-ups are time based. Most last under 30 seconds.



## **BALL ATTRACT**

Brings the ball to you



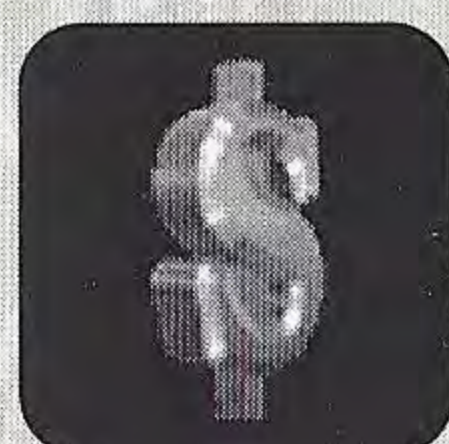
## **BALL GUIDANCE**

Brings your shots closer to the goal



## **BLIND ENEMY**

Temporarily blinds your opponent



## **CASH**

Makes your next trip to the Equipment Store that much more fun (Tournament Mode only)



## **DOUBLE DAMAGE**

Doubles the destructive force of your missiles and lasers



## **FLIGHT**

Takes you airborne



## **FUMBLE PROTECTION**

Helps you hold onto the ball when being slammed with missiles and lasers



### **HEALTH**

Restores your health to original condition



### **INVINCIBILITY**

Makes you unstoppable for a short time



### **INVISIBILITY**

Makes you temporarily invisible



### **SHIELDING**

Gives you an extra level of armor



### **SPEED**

Gives you a quick burst of speed



### **MYSTERY**

Most power-ups are good but....



### **STABILIZER**

Prevents incoming missiles from throwing you across the entire area



### **TURBO LASERS**

Recharge lasers instantly



# ARENA FEATURES

No two Arenas are the same. Each has different combinations of power-ups, obstacles and rewards. Don't act surprised when that new level you just reached throws any of these tourist attractions at you:

## GOALS

There are 1, 2 and 4 sided goals. Some spin, some are above the ground, some are spinning above the ground, some move, some teleport, and some are a combination of all of the above.

## COMPUTER-CONTROLLED GUN

A heavy presence that keeps you focused on the action.

## JUMPS

Use the jump ramps to fly over obstacles and enemies.

## FOG, DARKNESS, AND LIMITED LIGHTING

Haze, darkness, and poor lighting add to the challenge.

## OBSTACLES

Some of the arenas have hazards and debris that can't be driven through. Jumping is your only option.

## Tanks

Choose from a variety of tanks, each possessing a different combination of things we all know make up a great fighting vehicle. When selecting a tank,

check the equipment overview to find one with the right combination of tricks to suit your playing style. One tank might emphasize speed and ball handling, while another might be a thrash machine with lots firepower.



# YOUR OPPONENTS

Let's face it, the opponents you'll face in BattleSport are an ugly, mean-spirited bunch. Been to the post office lately? Maybe you'll recognize a few of these mugs



## **Brick:**

Big in every way except charm. Brick is a brutal killer. Hint: His biggest weakness--what's inside his skull.



## **Arson:**

Arson would rather see fire in your cockpit than scores under her name.



## **Snyder:**

Very little is known about Snyder, except that he likes to lurk and strike from out of nowhere.



## **Rage:**

A highly aggressive opponent who can guard the goal well. Try not to run at him, he will open fire on you.



## **Shadow:**

Earned his nickname from his mastery of cloaking and deception, but he's also a good jumper.



## **Bull:**

Short for "Bully". Bull will try to ram you out of the way so he can grab the ball.

## **OTHER OPTIONS**

There are in-game options. Access these by pressing the **START BUTTON** during play.

## ACCLAIM® LIMITED WARRANTY

ACCLAIM warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the software product, free of charge to the original purchaser (except for the cost of returning the software product) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

**Repairs/Service after Expiration of Warranty-** If your software product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

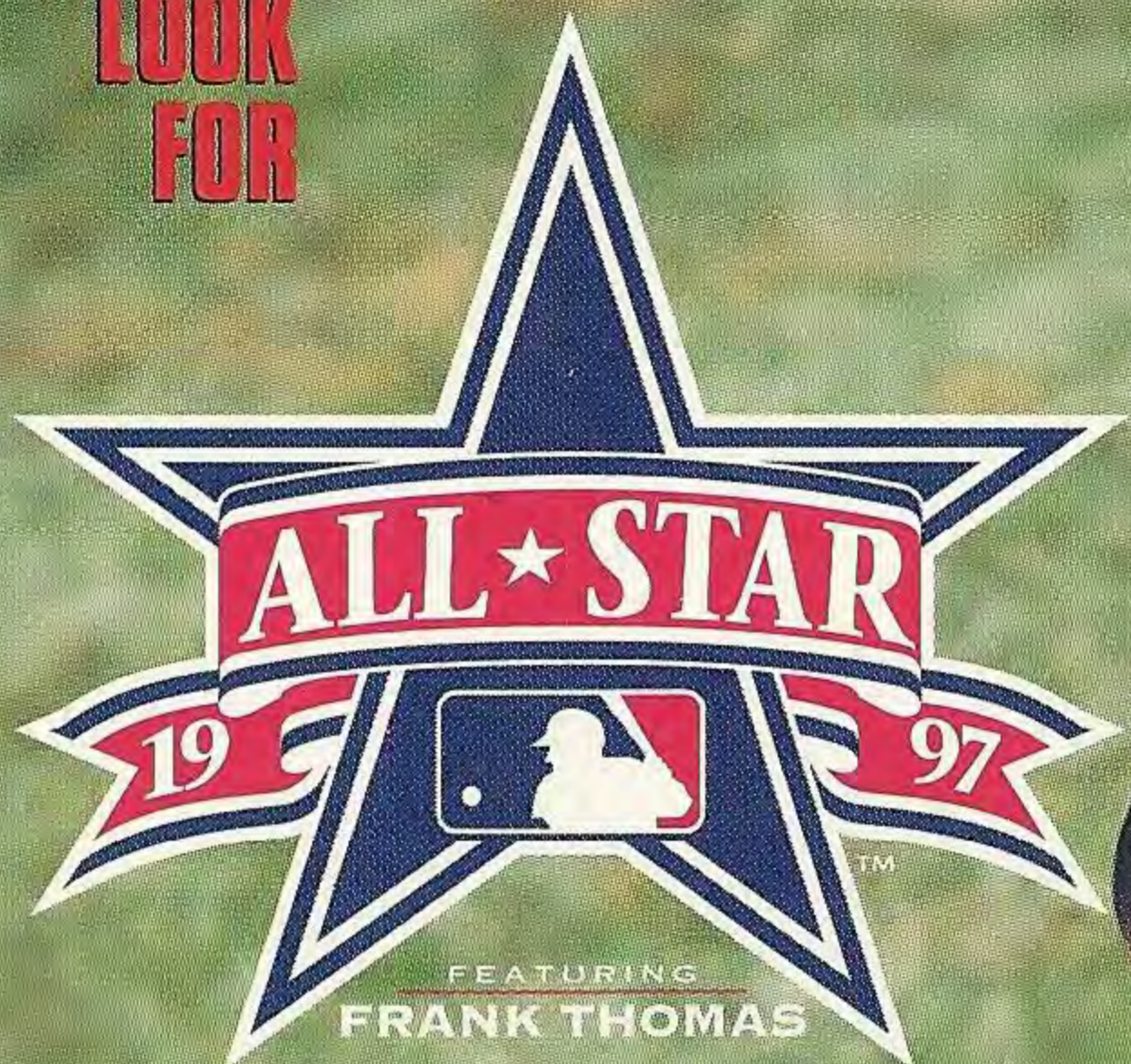
### **Acclaim Hotline/Consumer Service Department (516) 759-7800**

3DO, the Studio 3DO logo and BATTLESPORT are the trademarks and/or registered trademarks of The 3DO Company. © 1995, 1996, 1997 The 3DO Company. All rights reserved. This game has been developed and distributed under license from The 3DO Company, Redwood City, CA. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. ©MLBPA Officially Licensed By Major League Baseball Players Association. Officially licensed by Big Hurt Enterprises, Inc. Developed by Iguana Entertainment. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. © 1997 Acclaim Entertainment, Inc. All rights reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc. One Acclaim Plaza, Glen Cove, NY 11542-2777.

**[www.acclaimnation.com](http://www.acclaimnation.com)**

Patents: U.S. #'s 4,442,486/4,454,594/4,462,076/5,371,792; Europe # 80244;  
Canada # 1,183,276; Hong Kong # 88-4302; Singapore # 88-155; U.K. # 1,535,999.

LOOK  
FOR



SEGA SATURN™



Acclaim®

Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. For more information on game ratings contact the ESRB at 1-800-771-3772. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. © 1997 Acclaim Entertainment, Inc. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777.

This game is licensed for use with the Sega Saturn™ system only. Security Program ©SEGA 1994 All Rights Reserved. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. All rights reserved.