SNSP-CT-UKV

ON THE BALL™

INSTRUCTION BOOKLET

TAITO®
TAITO CORPORATION

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

INTRODUCTION



WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY.

Thank you for adding **ON THE BALL**™ to your video game library. We hope you enjoy many hours of entertainment as you bounce, rebound and blast through dozens of whirling, dazzling mazes!

Please take the time to read this instruction manual. This will allow you to thoroughly enjoy the action and excitement of **ON THE BALL**™. We truly hope you have a wonderful time with our product!

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The Basics

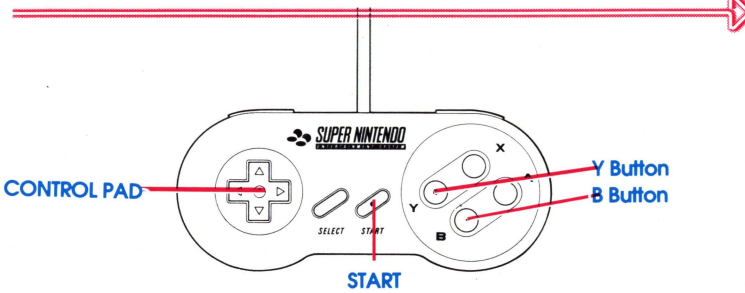


n The Ball is a hypersensation ball race against time. You have complete freedom and control to maneuver the ball around a maze-like map of twists, turns and dead ends. Essentially, the ball falls from top to bottom and changes direction by following the contours of the map.

You must reach the Goal before the clock runs out of time to clear the Round and advance to the next map. When you clear all the Rounds in the Course, you clear the Course. When all four displayed Courses have been cleared, you move on to the next "Plane".



CONTROLLING THE BALL



There are many ways to control the action of the ball. Experiment with the various ways to find the speed that works best for you.

Turning to the Left

SPEED	BUTTONS PRESSED
Slow	**Up** on the Control Pad.
Medium	**L Button** on the top of the Controller.
Fast	**Y Button** or **Left** on the Control Pad.

Turning to the Right

SPEED	BUTTONS PRESSED
Slow	**X Button.**
Medium	**R Button** on the top of the Controller.
Fast	**A Button** or **Right** on the Control Pad.

Shake or Jump: B Button or **Down** on the Control Pad. As soon as this button is pressed, the screen shakes and the ball jumps up from the floor.

Speed Control: While this button is pressed, the ball moves at a higher speed than usual.

Start Button: Pauses the Game.

Select Button: To select Game Mode.

***Special Note:** If you have the Nintendo mouse controller, please refer to page 12.

Time To Begin

When the title screen is displayed, press the **Start** button to see the Game Mode screen. There are several options to choose from:

1-Player One player only.

2-Players Two people compete by taking turns trying to get the best score for each Round.

Password By keying in the password for each Plane, the game can be re-started from a previously awarded level.

How to Key in a Password Press the **L** or **R** buttons to move through the row of letters and select the correct letters by pressing the **B** Button.

Starting the game After deciding the game mode, select a Course. With 2-Players, player 1 controls this function. Choosing a course begins the game.



SCREEN DISPLAYS

High Score	Shows the highest number of points for all Courses combined.
1P Score	Shows Player 1's score.
2P Score	Shows Player 2's score. (No display in Player 1 mode.)
Best Lap	The best recorded lap for that Round.
1P Lap	Shows the Lap Time for Player 1.
2P Lap	Shows the Lap Time for Player 2. (No display in Player 1 mode.)
Course Display	Shows the name of the Course that is currently being played.
Rounding Display	Shows the number of the Round that is currently being played.
Map Title	Shows the title of the Round that is currently being played.
Timer	Shows the amount of time remaining.



Clearing Rounds

If you reach the Goal within the time limit, you clear the Round and move on to the next one. If you clear the Round within 10 seconds of the time limit, a Slot Machine appears. The reels of the **Lucky Chance Slot** automatically begin to spin, press the **B Button** to stop them.

The total of the values shown after the reels stop is added to your timer in the form of bonus seconds. There is no Lucky Chance Slot in the Special Course or Master Course.

Each time a Round is cleared in the 2-Player Mode, the player who had the fastest lap time is given a time bonus of 5 seconds. There is no Lap Time Match when either of the players have finished the game. Like above, no bonus time is added in the Special Course or Master Course.



Time Up



When the timer reaches zero during the game, time is up and you move on to the **Number Match**. In the Number Match, a cursor moves randomly across 10 digits at the top of the screen. Stop the cursor by using the **B Button**. If the number you stop at coincides with the number at the bottom of the screen, an additional 20 seconds will be added to the level you were just in. The Number Match appears only once per Round.

Game Over - If you lose at the Number Match, or reach Time Up a second time after winning the Number Match, the game is over. When the game is over a Continue screen appears, giving you can select Yes or No. If you choose Yes, you start from the beginning of the Round in which the previous game finished.



PLANES

On The Ball has four "Planes" with varying compositions and levels of difficulty. Each Plane has four Courses, and when you clear all of the Courses you move on to the next Plane. For each Plane a password is displayed. By keying this in at the start of the game, you can return to the action at the next continuing Plane even after turning off the power.







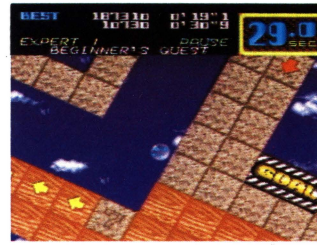


Traps and Bonuses

Various devices are set up in the maps which form each Round. They will either help you make it through the maze, or hinder your actions.

Arrow Blocks - These point in the direction way you should move in.

Distance Blocks - These are pointers for the distance left to the Goal. The smaller the number, the closer you are to the Goal.



Timer Down - If the ball hits one of these "X's", the timer is reduced (yellow: minus 2 seconds, red: minus 5 seconds).

Bumpers - If the ball hits one of these, it is flipped away.

Bricks - Build up speed to break through these obstacles.

Time Bricks - Smash one of these to increase your time! There are two types, plus 3 and plus 5.

Timer Down Bricks - Breaking one of these reduces your amount of time for that Round. There are two types, minus 3 and minus 5.

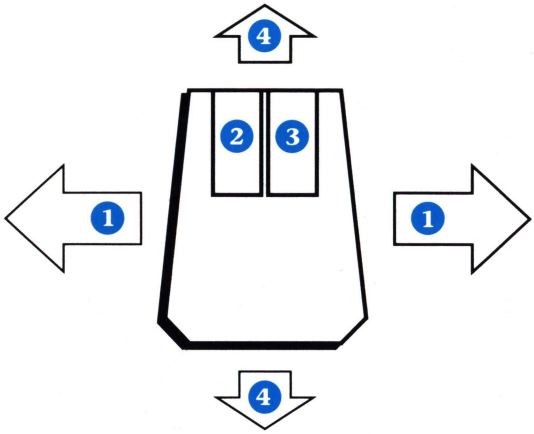
Score Flag - Touch this with the ball to earn 1,000 points!

Mystery Bricks - Breaking one of these produces various results including:



- Timer +3
- Timer +5
- Score +1,000
- Timer Stops for 5 seconds
- Hard Luck! (Nothing happens)

USING THE MOUSE CONTROLLER



1. Same as cross key of control pad. Slide the mouse to rotate the map to the left or right during the game or move the cursor left or right during the mode select screen.
2. **Shake Button;** Use to shake the map
3. **Start Button;** Use to start the game or pause the game. If you keep both buttons pressed when you turn on the power, the shake button and start button will be reversed. (For left-handed persons)
4. Slide the mouse to move the cursor up or down during the mode select screen only.

(Sold separately MODEL No.SNS-016E)

NOTES

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90-DAY LIMITED WARRANTY

Super Nintendo Entertainment System GAME PAKS

BANDAI UK LTD. («BANDAI») warrants to the original consumer purchaser that the Super Nintendo Game Pak («Pak») shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day limited warranty period, BANDAI will repair or replace the defective Pak, at its option, free of charge.

To receive this warranty service, return the Pak postage prepaid, insured, and with proof of the date of purchase to:

BANDAI UK LTD.
Nintendo Service Dept.
Bandai Distribution
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Tel: (0329) 243 300

Paks returned without proof of the date of purchase or after the 90-day limited warranty period will, at the option of BANDAI, be repaired at the service charge then in effect for out-of-warranty repair. Call our services at (0329) 243 300 for the amount of this charge. (Repair done after acceptance of the quotation.) Payments must be made by cheque or money order, payable to BANDAI UK LTD.

This warranty shall not apply if the Pak has been damaged by negligence, accident, abuse or modification subsequent to purchase. This warranty does not interfere with your statutory rights. For all information on this Game Pak or other Super NES Game Paks, call the Nintendo "Hotline" at: (0703) 652 222.

NINTENDO HOTLINE

Do you have a question about game play?
Are you being stomped by a Thwomp in Mario 3?
Or do gargoyles gang up on your Game Boy?

If your answer to these questions is yes,
then why not call the

NINTENDO HOTLINE
WE ARE OPEN 12 P.M. – 8 P.M.
MONDAY TO FRIDAY
10 A.M. – 3 P.M. SATURDAY AND SUNDAY

Why not telephone now, and one of our expert counsellors
will be more than happy to answer your call.

THE NUMBER TO CALL IS
0703 652222





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