

GAME BOY color

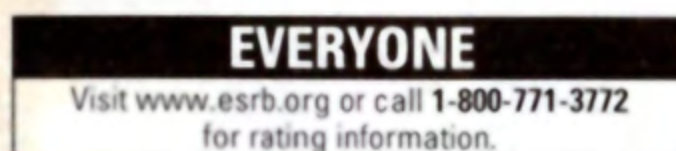
Nintendo

BALLISTIC™

DMG-ALIE-USA

INSTRUCTION BOOKLET

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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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Introduction

W**elcome to *Ballistic™***, the exciting new action puzzle game that everyone's talking about! It's simple to play and offers endless hours of fun. Your goal is to keep the balls from reaching the center gate. Rotate the launcher and shoot the balls into the constantly growing string of balls. Matching 3-of-a-kind creates a "chain reaction" and makes them disappear. Combine multiple chain reactions for even more points!

Ballistic offers three exciting modes of solo play along with a VS Mode for head-to-head competition. Get ready for some addictive fun on your *Game Boy®* and *Game Boy® Color* video game system!

How To Play

Playing **Ballistic** is easy with your *Game Boy!*

A Button

- Shoot
- Confirm selection

B Button

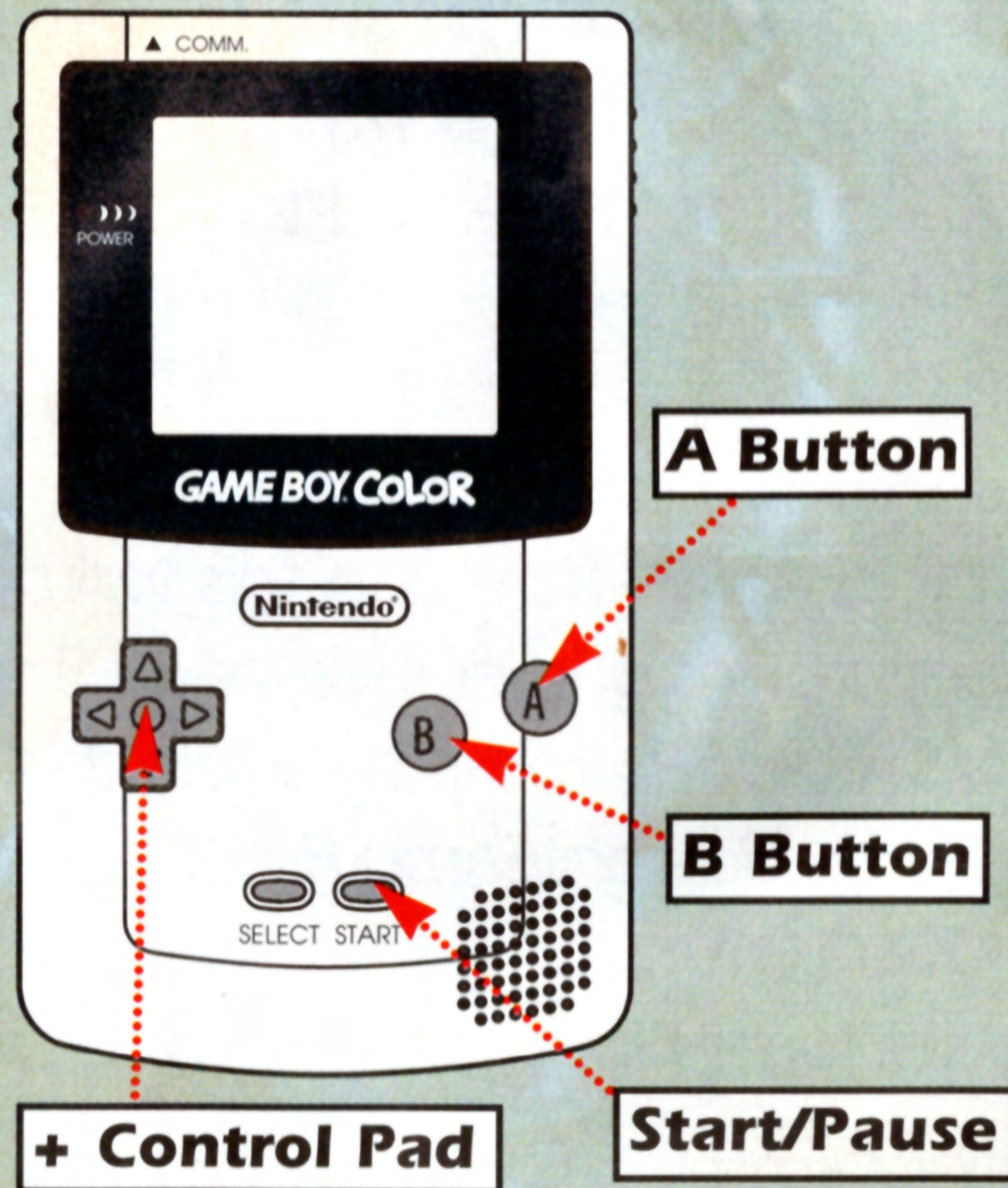
- Return to Start Screen from Mode Select menu
- Accelerate the spiral

+ Control Pad

- Press UP or DOWN to move the menu cursor.
- Rotate ball launcher by pressing LEFT or RIGHT

Start

- Press START to pause during a game.
- Press START to begin a game.



The Main Menu

After starting **Ballistic**, several menu options will be presented to you. Choose between the menu selections by moving the + Control Pad UP and DOWN. Press the A Button to confirm a selection.



1P GAME: Selecting this will display the Mode Select screen for one-player games. See page 5 for more details.

VS GAME: You may select this option if you're linked to another *Game Boy* or *Game Boy Color* system via a Game Link® cable.

OPTION: You can set the Game Level difficulty (Easy, Medium, Hard) and listen to BGM (background music) and SE (sound effects).

RANKING: Select this to view the the high score tables for one-player games. Press the A Button to cycle to the next table.

Mode Select

For 1P Games, select from three exciting games:

Panic: In Panic Mode, you're faced with a never-ending string of balls. What stage can you get to?

Checkmate: A strategy game where you must unravel the puzzle and find the exact solution of how to eliminate all of the balls in the spiral.

Time Attack: How fast can you eliminate a set number of balls? Find out in this challenging mode.



Panic Mode

In **Panic Mode**, the object is to stay alive as long as possible. The more balls eliminated, the higher the stage and final score will be. The game is over when a ball reaches the



center gate. Shoot groups of two or more identical balls with a matching ball to eliminate them from the spiral. Start multiple **“chain reactions”** by eliminating balls that separate three or more matching balls. By planning ahead you can set up long strings of chain reactions and temporarily relieve pressure from the never-ending string of balls. The diagram on the next page identifies and explains the images on the game screen. When balls get too close to the center of the spiral, the gate will begin to flash and a warning





Hints and Tips

- **Shoot quickly!** Remember, the string of balls keeps advancing. It's better to shoot fast rather than take time to set up the perfect shot.
- **Plan ahead!** Look at what the next ball in the launcher is and plan ahead. Good planning can go a long way!

Checkmate

The **Checkmate Mode** is a series of puzzles to solve. It begins with a Stage Select screen where you select which puzzle(s) to play. To start, you can only select from the top row of five puzzles. Complete three of the five puzzles in each row to unlock the next row.



You are presented with a set string of balls. The goal is to eliminate them all from the screen. As an added twist, you will have a pre-determined number of shots to complete the puzzle. In the upper right-hand corner of the screen is a list of balls. It displays the type and number of balls available to solve the puzzle. Each will be presented in the same order as they appear. Like a Chess master, think **three or four moves ahead**. Even if unsuccessful, you will be offered a chance to try the puzzle again.

Stage: Current stage.



Upcoming Balls:

The leftmost ball shown will appear in your launcher after the two balls currently loaded are used.

Hints and Tips:

- **Create chain reactions.** The easiest shot is not always the best shot. In many cases, consider passing up the easy shots to build multiple chain reactions.
- **Look for patterns.** This is essential to becoming an expert player. Identify the patterns and set up the most efficient chain reactions to clear them out.

Time Attack

In **Time Attack Mode**, you are faced with the challenge of eliminating the string of balls as quickly as possible. Unlike the never-ending string of balls in Panic Mode, the chain in Time Attack Mode is fixed at 200 balls long. The number of balls remaining in the round is displayed in the upper left-hand side of the screen.

The upper right-hand side displays a clock, showing how much time has been used to complete the level. Remember to clear the balls **as fast as possible**! Finishing as one of the top five fastest times will allow you to enter your initials. Compete with friends to see who's the fastest!



Ball Counter: Number of balls remaining.

Time: How much time has elapsed.

Hints and Tips

- **The obvious choice isn't always the best choice.** Sometimes, the best ball to shoot isn't the one that will remove a string of three or four balls. It might be best to use your shot to set up potential chain reactions.
- **Don't get flustered!** Keep focused and plan ahead.

VS MODE

The **VS Mode** provides the ultimate challenge: Match your **Ballistic** skills against another player! You must be linked to another *Game Boy* or *Game Boy Color* system via a Game Link to start a VS Mode game.

At the beginning both players will play against the same string of balls. However, a special feature allows players to set different handicaps. This allows players of differing skill levels to play against each other.



The objective is stay alive until your opponent's string of balls reaches the center gate. It's as simple as that! However, there's a twist. As one player creates chain reactions and remove balls from one screen, more balls are added to the opponent's screen! The bigger the chain reaction, the longer an opponent's chain will become! Play the best two out of three rounds for a match win.



Chain Reactions:
Create multiples to
sink an opponent!

Hints and Tips

- **Remember Panic Mode?** The game play here is identical. Use the same strategies to be victorious.
- **Go for multiple chain reactions.** The more chain reactions you create, the more balls are added to an opponent's chain! Drive your opponent crazy with multiple chain reactions!

Pausing The Game

You can **Pause** the game at any time during play by pressing **START**. The screen will black out, so it can't be used to plan moves.

Options

Set the **Difficulty Level** from the Options menu. Choose **Easy, Medium** or **Hard** difficulty. **Medium** is the default setting.

You can also listen to the BGM (background music) and SE (sound effects) in this mode. Enter the Options menu, toggle down to the BGM or SE and move the + Control Pad LEFT and RIGHT to make a selection. Press the A Button to listen.

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