



NATIONAL PROFESSIONAL
NPPL
PAINTBALL LEAGUE

CHAMPIONSHIP PAINTBALL 2009



ACTIVISION

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

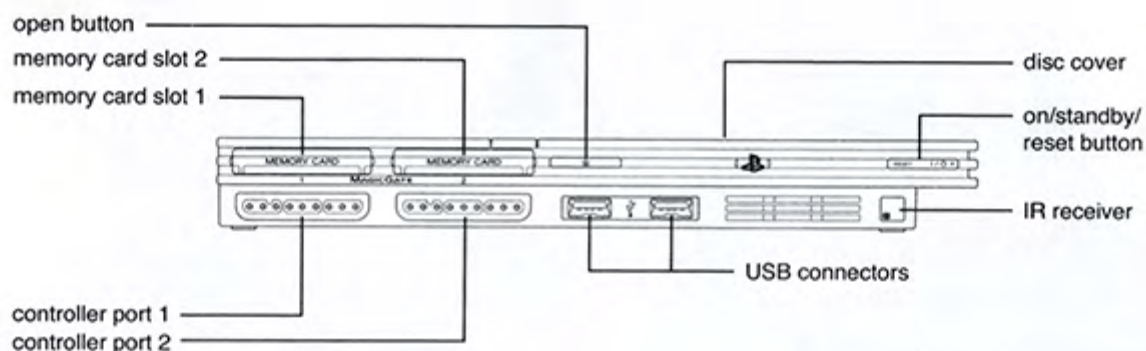
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



GETTING STARTED	2
STARTING UP	3
DEFAULT CONTROLS	3
MENU NAVIGATION	4
GAME MODES	4
EXHIBITION MODE	4
GAMEPLAY TIPS	5
SOUNDTRACK	7
CUSTOMER SUPPORT	8
SOFTWARE LICENSE AGREEMENT	9

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the NPPL® Championship Paintball 2009 disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software

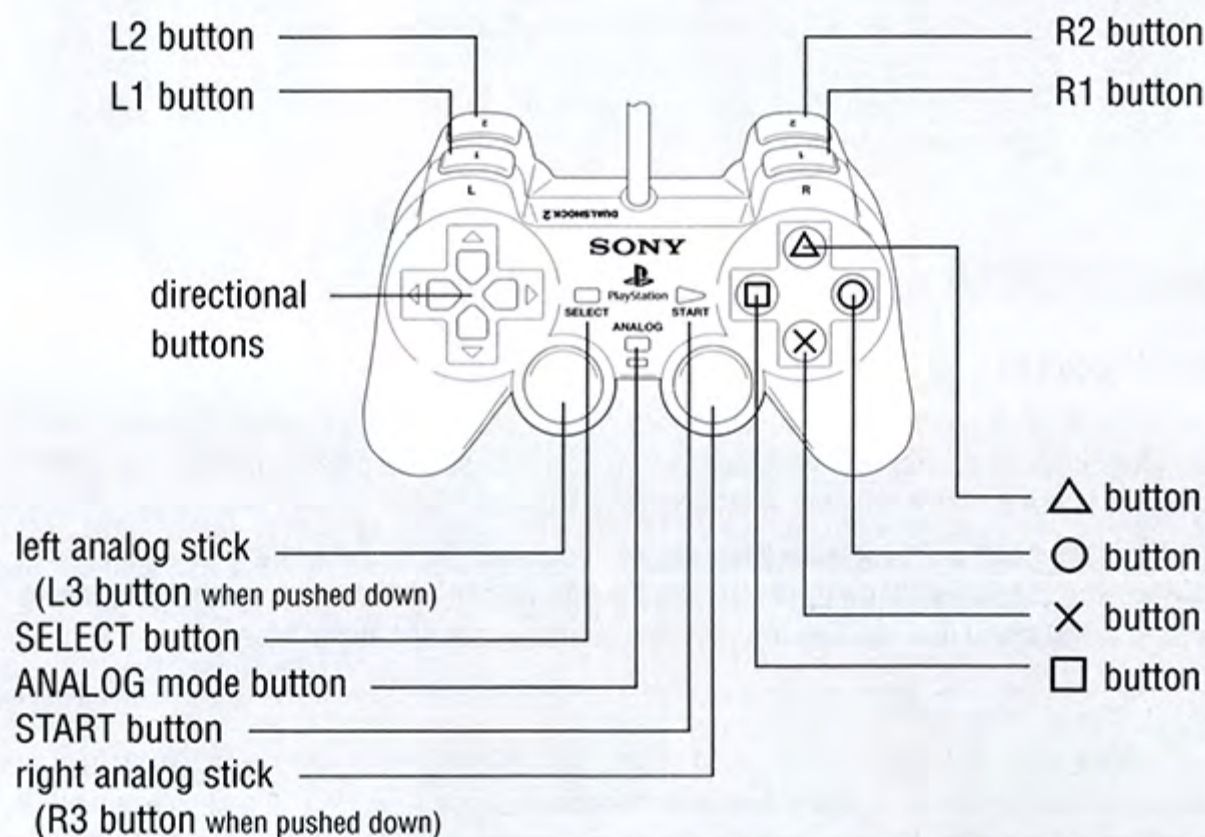
Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



DEFAULT CONTROLS

left analog stick	Move
right analog stick	Look/Aim
×	Jump/Slide (From Running) Dive (From Sprinting)
□	Change Marker Hands
△	Toggle Snap/Lean
○	Cycle Stand/Crouch/Prone
L2 button	Lean/Snap
L1 button	Sprint
R2 button	Fire
R1 button	Fire
START button	Pause
SELECT button	Song Info
directional buttons	Team Commands
R3 button	Reload

MENU NAVIGATION

To get straight into gameplay, please use the following options:

1. Select "New Game" from the menu.
2. Choose your character in the "Character Selection" screen.
3. Name your profile or accept the default name.
4. Select a team to join and then choose the difficulty level you want to play on.
5. Save your career or continue without saving.

GAME MODES

Career Mode

The Career Mode takes you and your team through a succession of Speedball tournaments. You have complete control over your team, as you can decide who plays in each game, what strategies to use for each round or what gear to buy for your team.

Both your character and your teammates evolve throughout the course of the game. You can improve your character's skills by completing the training courses available under the "Dynasty Training Drills" menu and you can also buy skill points for specific teammates.

Quick Play

This mode throws you right into some fast action. Just choose among the maps presets available and jump right into the heat of battle. Your performance during Quick Play matches won't affect your stats in Career Mode.

EXHIBITION MODE

This mode gives you a lot of freedom over tweaking the details of a match. You can select who plays against whom, the game type or the number of players. This is also the place where you can play Woodsball matches on any of the five fields available.

And if you designed any custom maps using the Field Creator, this is the mode that allows you to play them.

Dynasty Training Drills

This mode serves both as a means to grasp the essentials and as a place where you can improve on (and eventually master) the skills that form the arsenal of any paintball pro. The drills are modeled after Team Dynasty's own workout regimen and - to make sure you make the most out of them - you'll be mentored by Team Dynasty themselves.



Field Creator

Try your own field configurations, devise new strategies, be creative and have lots of fun with this easy to use field editor. When you're done, save your map and give it a try in Exhibition mode.

GAMEPLAY TIPS

Field Tactics

Apart from great accuracy and marker handling skills, paintball players need to be able to minimize the profile they expose to their opponents' paintballs in order to stay in the game. That is why it is so important to make full use of the tactics and maneuvers specific to paintball: leaning/snapping, sliding and diving. In the "Dynasty Training Drills" section you will find a number of drills specifically conceived to help you improve on these skills.

Leaning will be performed in the same direction as your current marker hand (i.e. if you're holding the marker in your right hand you will lean right). If you need to lean towards the other side, change marker hands first – this is a skill no serious paintball player can do without.

Sliding and diving are proven ways to get into a bunker without being hit by incoming paint. Remember: you can shorten the length of the slide/dive by pulling backwards on the left analog stick but you cannot change the direction of a slide/dive once initiated. That might be a fatal disadvantage in some situations, so carefully time your slides and dives.

Also, the controls for sliding and jumping are contextual - they are both initiated by the same button but each can be performed within different ranges from the bunker, so watching the prompts in the lower left side of the screen is a good idea, until you master this difficult skill.

"Walking" the trigger is also a crucial skill: you'll notice that firing your marker can be performed using two of the controller buttons. Rapidly alternating these two button presses will result in fire rates impossible to achieve using only one trigger finger. Practice this as much as you can, as shooting half the amount of paint that your opponent does is not going to get you too far in the game.

Controlling Your Teammates

As the captain of your team you will need all the control you can get over your teammates.

Team Management

The basic control is, of course, deciding who plays. You can field or bench players in the Team Management screen. With most tournament formats you can do this only before the match but there will be some where you will be allowed to do this between rounds.

Note that you will always need to field the number of players required by that specific tournament format.

Breakout Planner

The breakout – the initial part of a round, despite being very short, has a tremendous importance on the evolution of the game. That's largely because in this phase all players are uncovered, trying to reach their initial bunkers (these will be the key positions on the field). This "sets the table" for the rest of the game, given that, once these initial position are reached, it becomes much more difficult to move from bunker to bunker without being hit. So the most important objective during the breakout is to make it to the first bunker alive.

But that's obviously not all there is to it. Since you know your opponents are uncovered and that some bunkers have more strategic importance than others, you will probably want to carefully analyze the field, identify these key bunkers and stop your opponents from reaching them, hopefully eliminating a few of your adversaries right from the start.

The breakout planner allows you to control all these aspects of the break. It is a schematic top down view of the field and allows you to set initial bunkers for each of your teammates and yourself, decide who will be shooting during the breakout (the "breakshooters") and at what. It's worth remembering that breakshooters will need to move more slowly, so they'll be exposed for a longer time.

Plan your breakouts carefully. They many times draw the line between victory and defeat.

Team Commands

A paintball game will rarely proceed as you have envisioned it before the breakout.

Things change fast on the paintball field and you must react quickly and effectively or be prepared to hit the dead box.

To make sure you never lose control over your teammates, the game allows you to issue team commands during the course of a round.

Gear Selection

The sport of paintball is very keen to adopt the latest technological advances and paintball gear gets better every year.

You may be an exceptional sharpshooter but if you're not behind the right marker then you'll be pretty frustrated to see your shots missing most of the time. Simply put, some gear is just better than other (but also usually more expensive).

When outfitting your team, pay attention to the gear attributes (e.g. accuracy, speed or air efficiency for markers) and choose the items that best fit your playing style (and your team's budget).

Character Skills and Tactical Positions

Just like real life paintball players, your virtual teammates each possess unique skills that make them more suited to filling certain positions in your tactical scheme.

Generally the paintball players on the field fall into one of three categories: front, mid and back players.



Front players are somewhat of a paradox: although they shoot the least amount of paint they are actually the players who make the most kills. This is because they can move very fast to take the most advanced positions and are usually exquisite shooters.

Mid players are multivalent players that can play virtually any position. This makes them able to fill in for front or back players who are eliminated.

Due to their position on the field— between the front and back players - they also serve an important role in communication.

Back players carry and shoot lots of paint and are responsible for providing the suppressive fire necessary for the front players to advance. They usually occupy the backmost positions that allow them to cover a large portion of the field.

When selecting a new teammate or when choosing who plays on a tournament, carefully consider the character's attributes, his/her preferred tactical role and how well they fit your plans.

Both your character's and your teammates' stats can evolve throughout the course of the career. To increase your character's skills you can play the training drills (hosted by Team Dynasty). You can buy training points for your teammates and distribute them to specific skills.

SOUNDTRACK

"Heavy"

By B.Lloyd feat. Phunk Junkeez and produced by Jiggolo

Music and Lyrics by Brandon Lloyd, Jiggolo and Jim Woodling

B.Lloyd courtesy of Flight Eighty 5 Publishing, LLC

"The Blackstone"

Performed by Comeback Kid

Written by Andrew Neufeld, Kyle Profeta, Jeremy Hiebert, Kevin Call

Published by Another Victory
Courtesy of Victory Records

"Boat Day At The Marina"

Performed by Forensics

Written by Brent Eyestone, George Crum

Published by Magic Bullet Records
Courtesy of Magic Bullet Records

"One"

Performed by Shootyz Groove

Written by Miguel Rodriguez, Nelson Ramirez, Jr., Donald Radeljic

Published by Shootyz Groove
Courtesy of Asti Artist Management, LLC

"Stand Up"

Performed by Shootyz Groove

Written by Miguel Rodriguez, Jose Baez, Nelson Ramirez Jr., Donald Radeljic

Published by Shootyz Groove
Courtesy of Asti Artist Management, LLC

"More Fire"

Performed by Shootyz Groove

Written by Miguel Rodriguez, Jose Baez, Nelson Ramirez Jr., Donald Radeljic

Published by Shootyz Groove
Courtesy of Asti Artist Management, LLC

CUSTOMER SUPPORT

Online Support

Internet: support@activisionvalue.com
or <http://www.activisionvalue.com>

Other Contact Methods

Fax

(952) 918-9560, 24 hours/day

Mail

Activision Value, Customer Support
7800 Equitable Drive
Eden Prairie, MN 55344

Phone

(952) 918-9500. Contact a customer service representative between the hours of 1:00 p.m. and 4:00 p.m. (Central Time) Monday, 10:00 a.m. and 4:00 p.m. (Central Time) Tuesday through Thursday, except holidays.

Registration

Register your product online at <http://register.activision.com> so we can enter you in our monthly drawing for a fabulous Activision prize.

NPPL Championship Paintball 2009 uses Havok™: ©Copyright 1999-2008 Havok.com Inc. (or its licensors). All Rights Reserved. See www.havok.com for details.

This software product includes Autodesk® Kynapse®, property of Autodesk, Inc. "2008, Autodesk, Inc. Autodesk, "Autodesk® Kynapse®" and "Autodesk® Human IK®" are registered trademarks or trademarks of Autodesk, Inc. All rights reserved.

SOFTWARE LICENSE AGREEMENT

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION PUBLISHING, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Hack or modify (or attempt to modify or hack) the Program, or create, develop, modify, distribute or use any software programs, in order to gain (or allow others to gain) advantage of this Program in an on-line multiplayer game setting including but not limited to local area network or any other network play or on the internet.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product discs only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you have encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per disc replacement. Note: Certified mail recommended. In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 7800 Equitable Drive, Eden Prairie, MN 55344, USA, (952)-918-9400, Attn: Business and Legal Affairs.

THE REAL
SCORE INTERNATIONAL
BAJA 1000

EXPERIENCE ADRENALINE
PUMPING ACTION IN WHEEL-
TO-WHEEL RACING OVER
SOME OF THE WILDEST
AND MOST TREACHEROUS
TERRAIN THE BAJA HAS TO
OFFER!

**BUCKLE UP
& HOLD ON!**

5 AGGRESSIVE RACING CIRCUITS: EACH RACE IS A
STAGE ALLOWING THE PLAYER TO PROGRESS FURTHER
DOWN THE BAJA PENINSULA.

OVER 90 VEHICLES IN 6 OFFICIAL SCORE VEHICLE CLASSES,
INCLUDING TROPHY TRUCKS, ATV'S, AND DIRT BIKES.

**COMING
THIS
FALL!**

PlayStation 2

BAJA 1000

ACTIVISION

activision.com



PlayStation 2

Activision Publishing, Inc. P.O. Box 67713, Los Angeles, CA 90067

75729.226.US

©2008 Activision Publishing, Inc. All Right Reserved. Activision is a registered trademark of Activision Publishing, Inc. All Rights Reserved. Score International and Baja 1000 are registered trademarks of Score International. All Rights Reserved. Developed by Left Field Productions. The ratings icon is a registered trademark of the Entertainment Software Association. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

