

INSERT MANUAL COVER

INSERT MANUAL BACK

**PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **⚠ WARNING – Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions      Eye or muscle twitching      Altered vision  
Loss of awareness      Involuntary movements      Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING – Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

### **⚠ CAUTION – Motion Sickness**

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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REV-E



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### **⚠ CAUTION: WRIST STRAP USE**

*Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.*

*Also remember the following:*

- *Make sure all players put on the wrist strap properly when it is their turn.*
- *Do not let go of the Wii Remote during game play.*
- *Dry your hands if they become moist.*
- *Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.*
- *Stay at least three feet from the television.*

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## Introduction

Balls of Fury™, the hit movie, is now an action-packed ping pong game for the Wii™ Console! In Balls of Fury™, you actually play table tennis using the Wii Remote™ as your paddle. You will need to keep up with the ball as the pace gets faster and the opponents get tougher! There are many fun ways to play Balls of Fury™, including Exhibition Mode, Story Mode, Arcade Mode, and Tournament Mode. Also, if you have a friend and another Wii Remote, you can play against each other in exciting multiplayer matches!

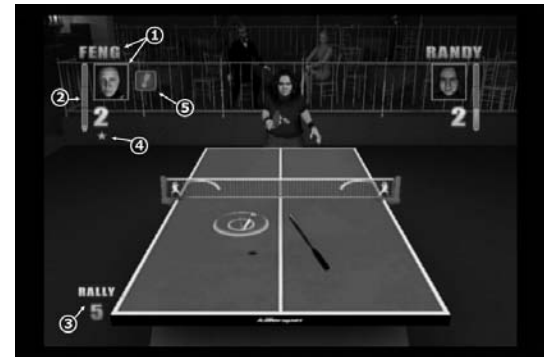
## Getting Started

To start a game, please put the Balls of Fury™ Game Disc in the Disc Slot and the power will turn on. Follow the instructions displayed on the screen.

## How to Play

The game of ping pong is simple – hit the ball to the opponent’s side of the table and they will hit the ball back. A point is awarded to a player when the other player fails to return the ball or when he or she hits the ball, but it does not bounce on the other side of table. The game continues until one player has reached a certain score or leads by a certain number of points (and sometimes both).

## In the Game



The in-game display will show the following elements:

- 1.Character Name & Portrait** – Left side is player one, right side is player two or AI player.
- 2.Power Meter** – Shows the amount of power built up. For every section that is full, you can do a Power Move.
- 3.Player’s Score** – Shows how many rallies have been won during this game.
- 4.Games Won** – There will be a star for each game won in the match.
- 5.Taunt Icon** – An exclamation point will show if you can use a taunt right now.

## Holding the Wii Remote

In order to correctly play Balls of Fury™ on the Wii, you must first be holding the Wii Remote correctly. The correct starting position has the infrared pointer aimed at the television and the A Button pointing straight up at the ceiling. You do not have to keep the Wii Remote flat during gameplay, but the direction that the Wii Remote is facing is important, as you will read in the next section.

## Controls

To hit the ball, you must use one of the following shots when the ball is within range. If you swing too early or too late, you will not hit the ball. Learning when to swing is an important part of the game and will take some practice.

## Left or Right Shots

To hit a left or right shot, swing the Wii Remote to the left or right (while keeping the Wii Remote flat). If you swing to the right, the ball will go to the right – if you swing left, the ball will go left.

## Slam

A slam is a straighter shot with more power behind it. To hit a slam, swing the Wii Remote downwards quickly. To get a better swing, it is good to move the Wii Remote upwards in preparation for the swing. Be careful not to move the Wii Remote upwards too quickly, as this could register as a different kind of swing.

## Lob

A lob is a floating shot with less power behind it, but it is harder to judge when it will land. To hit a lob, move the Wii Remote upwards quickly. This motion is the opposite of the motion made to hit a slam.

## Combo Shots

A combo shot is a combination of either a slam or lob with a left or right shot. For instance, if you swing the Wii Remote for a slam but also swing the Wii Remote to the left, you will end up with the Wii Remote moving diagonally. The resulting shot would be a slam to the left. You can do the same thing with lobs to either side.

## Spin

You can also spin the ball in either direction by holding in the B Button and swinging the Wii Remote in the direction opposite of where you want the ball to spin. Swinging to the right will create a spin to the left, while swinging to the left will create a spin to the right. Spin can be combined with any of the shot types, including combo shots. This can help to create a large variety of shots that are hard to predict.

## Serving

To serve the ball, simply swing the Wii Remote like you would a regular hit. You cannot lob or slam, but you can still spin the ball to the left or right just like a normal shot. You can also trigger a Power Serve if you have at least one full energy bar.



## Power Moves

Power Moves are special shots and serves that defy the laws of gravity and have special effects – some of them burst into flames and some follow irregular patterns. Each character has two power moves – one for serving (power serves) and one for during an active volley (power shots). You can use these as many times as you want as long as there is at least one full energy bar, which is the cost of using a power move. You can regain energy by volleying back and forth with your opponent. Every time you return the ball successfully, you get energy back.

To trigger that you want to use a Power Move, press the A Button. A power move will not actually activate until you make contact with the ball. You can cancel the power move by pressing the A Button again, but only if the move has not activated yet.

## Taunts

Each character has a taunt that you can use by pressing Down on the +Control Pad during an active volley. The taunt is meant to be a distraction, so it will not only play a line of dialogue spoken by your character, but it will also shake the opponent's camera and rumble their Wii Remote. When a taunt is used, you have to wait three rallies before you can use it again.

## Menus

### Menu Controls

Highlight an Option – Use the Wii Remote to point at the option on screen.

A Button – Confirm

B Button – Back

+ Button – Next (Only when a Next button is on screen)

### Title Screen

At this screen, you must press the A and B Buttons at the same time on the Wii Remote. This will take you to the Main Menu.

### Main Menu

In the Main Menu you can choose a mode, go to the trophy room, and go to the system settings page.

- **Exhibition Mode** – Play as any unlocked character in a single, stand-alone match against the AI or a friend. Customize the rules to play however you want to play.
- **Story Mode** – Play as Randy Daytona as the game goes through the story of the movie.
- **Arcade Mode** – Play as any unlocked character in a series of elimination matches, arcade style. Keep playing against opponent after opponent until you win it all.
- **Tournament Mode** – Play a four or eight person single-elimination tournament.
- **Trophy Room** – View the trophies that have been awarded.
- **Options** – Change the music and sound settings, view the credits, and also view the movie and game trailers.

### Exhibition Menus

The following menus are used to set up Exhibition Mode.

### Character Select Menu

The ten characters of the game will appear here, although any that have yet to be unlocked will not be selectable. At the bottom, there is also an option to change the Game Settings. If you have any paddles unlocked, you can change it after you have selected a character by clicking on the paddle toggle button that appears. Once you select a character for yourself and your opponent and then select the Next button, you move on to the Venue Select Menu. If you want to player a multiplayer match in

Exhibition Mode, the second player will need to press the A and B Buttons at the same time on a second Wii Remote. This will bring up an on-screen cursor for them to use. The second player can then select their character and paddle.

### Game Settings Menu

The following settings can be changed for exhibition games:

- Difficulty – (Easy, Normal, Hard)
- Rules – (3 Point, Official, Custom)
- Games to Win a Match [Custom & Official only] – (1, 2, 3)
- Score to Win [Custom only] – (0 to 15)
- Lead to Win [Custom only] – (1 to 7)
- Service Change [Custom only] – (1 to 5)

Leaving the Game Settings returns you to the Character Select Menu.

### Venue Select Menu

The six venues of the game will appear here. All are immediately selectable.

Once you select a venue, you will be taken to the Match-Up Preview screen, and then into the game itself.

### Exhibition Game Over Menu

The Exhibition Game Over Menu gives you three options: Rematch, Change Characters, and Quit. Selecting Rematch will take you to the Match-Up Preview screen with the exact same characters and venue that you just played in. Selecting Change Characters will take you to the Character Select Menu, while selecting Quit will take you to the Main Menu.

### Story Menus

The following menus are used in Story Mode.

### Difficulty Select Menu

This menu lets you set the difficulty to easy, normal, or hard.

### Loading a Game Menu

This menu lets you load your previous game in progress or start over from the beginning of Story Mode.

### Arcade Menus

The Character Select Menu, Difficulty Select Menu, and Loading a Game menu are used to set up Arcade Mode.

### Tournament Menus

The following menus are exclusively used in Tournament Mode along with the Venue Select Menu.

### Tournament Options

Tournament Mode begins with a setup screen where you can select the size of the tournament (four or eight players) and set how many of those players will be human (zero to eight.) You cannot change the number of human players unless you have a second Wii Remote active.

There are three options for venues:

- Random – The venue for each match will be randomly selected before the match begins.
- Once – The venue for the tournament is selected after the setup screen, and every match takes place in that venue.

• Always – The venue for each match is selected by a random player before each match begins.

You can also change the Game Settings from this menu, including the difficulty of the AI players. The game settings that are selected here will be used for every match in the tournament.

### Tournament Setup

After these options are set, you will be taken to a screen with the tournament bracket.

To change characters for a Human or AI player, point at the arrows on the left and right side of the character portrait and press the A Button. You can use these arrows to cycle through the different game characters and select the one you want. When everything is set up the way you want, click on the Next button to begin the tournament.

### Trophy Room

The Trophy Room will let you see all of the trophies that you've won. When a trophy is highlighted, you will see a picture the trophy and how it was earned. If you have yet to win the trophy, you will see the trophy's silhouette and how you can earn it.

### Options Menu

The Options Menu allows you to change the music volume and sound effects volume. There are also options to view the Credits, the Balls of Fury™ movie trailer, and the Balls of Fury™ game trailer.

### Pause Menu

Pressing the + Button during active gameplay will take you to the Pause Menu. There are only two options in the Pause Menu: Resume and Quit. Selecting Resume will take you back into the game, while selecting Quit will go to the Quit Confirmation. If you select Quit again, you are taken back to the Main Menu.

## Modes of Play

### Exhibition Mode

Exhibition Mode lets you pick any unlocked character and any venue for a quick challenge against either the computer or another player. Also, through the use of the Game Settings Menu, you can change the settings for how many points it takes to win, how many games are in a match, opponent difficulty, and more.

### Story Mode

Story Mode takes you through the events of the movie starting with cut-scenes with images from the movie. You will play as Randy Daytona, first in his youth and then as an adult. Before and after each match, the cut-scenes will continue to tell the tale of the movie.

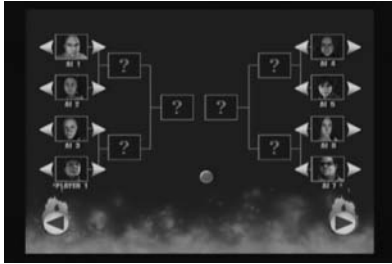
### Arcade Mode

Arcade Mode takes you through nine randomly-selected opponents that get harder and harder until you finally face off against your tenth and final challenge – Feng. To track your progress, there are portraits at the bottom of the Match-Up Preview screen. All the players that you have defeated will have an X over them, while your next opponent will not. Opponents will not be shown until you are ready to face them.



## Tournament Mode

Tournament Mode lets you set up either a four or eight player single-elimination tournament. This tournament can be filled with human players or computer opponents. (Note: At least two Wii Remotes are required for playing with at least two human players, as you may have to play against each other.)



## Gameplay Information

### Power Moves

The following is a list of power moves in the game, starting with the power shots and then the power serves. Each character has one power shot and one power serve each.

### Power Shots

Any time after a serve that you activate a power move, it will be a power shot. Here are the four types of power shots:

- **Teleport Shot** – This shot will disappear when the ball goes over the net, and after a short time the ball will reappear at another point over the net and go in a different direction that will still bounce off the table.
- **Fireball** – This shot will set the ball on fire after it hits your paddle and will zoom to the other side. The fire dies when the ball is returned or if the other player misses.
- **Loop-de-Loop Shot** – This shot will curve upward drastically once it gets over the net, will do a full loop back towards the hitting player, and then will quickly come down full circle to shoot off in a random position on the other side of the table.
- **Tornado Shot** – This is a wicked spin shot that, when it lands on the other side of the table, will bounce in a random direction.

### Power Serves

During your serve, before you hit the ball, you can activate a power serve. Here are the four types of power serves:

- **Zig Zag Serve** – This serve will zig zag in the air before shooting down on the other side of the table.
- **Shooting Serve** – This serve is a straight-forward shot that goes rapidly to the other side of the table, blazing a light trail behind it.
- **Stop-n-Go Serve** – This serve will stop just above the net, then after a short time, it will fire in a new direction on the other side of the net.
- **Reverse Spin Serve** – The ball will come in at a good curve and then will bounce in a random direction upon impact with the table.

## Characters

There are ten characters total in Balls of Fury™, although only six of them are available initially. Each of these characters are straight from the movie, so you will feel like you are playing against the likes of Randy Daytona, Master Wong, and Feng.

**Randy Daytona** – The hero of the game and film is not a typical hero. He's short, fat, and doesn't take care of himself well. He is, however, an excellent ping pong player.

- Power Shot – Fireball
- Power Serve – Zig Zag

**Maggie** – The butt-kicking, ping pong-playing niece of Master Wong and the girl for Randy to save – although sometimes she has to save him.

- Power Shot – Fireball
- Power Serve – Stop-n-Go

**Feng** – He is not just a member of the Triad and the man who killed Randy and Maggie's fathers, but also an avid and talented ping pong player.

- Power Shot – Teleport
- Power Serve – Shooting

**The Dragon** – Dragon is a ping pong savant – she is young but incredibly gifted when it comes to ping pong.

- Power Shot – Teleport
- Power Serve – Reverse Spin

**Freddy "Fingers" Wilson** – Fingers is the American champ with an attitude that's as strong as his ping pong shots.

- Power Shot – Tornado
- Power Serve – Zig Zag

**Yukito Nagasaki** – This Japanese bodybuilder can slice a ping pong ball in half with ease, and he's a good player too.

- Power Shot – Tornado
- Power Serve – Shooting

**Karl Wolfschtagg (Locked)** – The nasty German champion haunts Randy's nightmares due to his early win over Randy at the '88 World Championship.

- Power Shot – Tornado
- Power Serve – Stop-n-Go

**Master Wong (Locked)** – This master may be blind, but when it comes to ping pong, he can see all things.

- Power Shot – Loop-de-Loop
- Power Serve – Zig Zag

**Young Randy (Locked)** – This is our hero as he was at the '88 World Championship. He is only twelve, but in great shape.

- Power Shot – Fireball
- Power Serve – Reverse Spin

**The Hammer (Locked)** – The Hammer is a gum-chewing, slurpee-drinking pudgy powerhouse who can hold his own against the power players.

- Power Shot – Loop-de-Loop
- Power Serve – Shooting

## Venues

each of these venues is pulled directly from the movie and was carefully designed to not only look authentic, but to make you feel like you are in the movie. Here is a list of the venues:

- **Korean Olympic Gym** – The championship stadium in Korea is perfect for a world-wide ping pong tournament.
- **Reno Middle School** – Wooden bleachers, paper banners, and basketball goals mark the school gymnasium.
- **Master Wong's Training School** – This sparse attic room has everything you need for ping pong - and not much else.
- **Chinatown Gym** – This dimly lit basement room is perfect for betting on underground ping pong matches.
- **Feng's Tournament Room** – Huge columns, golden statues, and a majestic throne show off Feng's style.
- **Feng's Rec Room** – The woodwork and the many trophies accentuate Feng's private hideaway.



## Trophies

There are ten trophies that you can win by meeting specific requirements while playing the game. Here is the list of trophies and how to win them:

- **Got Game** – Win 30 Matches on any difficulty, any mode, against the AI.
- **Happy Ending** – Beat Story Mode.
- **The Best Around** – Beat Arcade Mode.
- **Marathon** – Win 15 Exhibition Matches in a Row against the AI (Normal or Hard).
- **Ping Pong Addict** – Play for 10 Hours [Note: Total time playing in game, not in one session].
- **Not Playing with Power** – Beat Arcade Mode without using Power Moves (Normal or Hard).
- **Playing with a Full Deck** – Unlock Every Character.
- **Everyone's a Winner** – Beat Arcade Mode with Every Character.
- **Story Perfection** – Beat Story Mode without losing a Point (Normal or Hard) [Note: This does not apply to points lost outside of the actual match due to pre-scripted events].
- **Arcade Perfection** – Beat Arcade Mode without losing a Point (Normal or Hard).



## Unlockables

There are four unlockable characters in the game. To unlock them, you must do the following:

- **Wong** – Beat Arcade Mode.
- **Young Randy** – Beat Story Mode.
- **Karl Wolfschtagg** – Win 20 Matches against the AI (Any mode, any difficulty).
- **The Hammer** – Play for Five Hours.

There are also alternate paddles for every character in the game. Beat Arcade Mode with a character to get his or her alternate paddle.

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