

KlashBall FAQ

by Apathetic Aardvark

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Klash Ball

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ii) FAQ/Strategy Guide

----> Rules/How the Game Works

Klash Ball is a futuristic game not unlike soccer. It has a field which is 12 squares up/down and 6 squares left/right. At the middle of the field is a face off. A spinner will spin for a few seconds and launch the ball out in a random direction. The sides of the field have openings, if the ball goes through these openings it will appear on the other side of the field moving in the same direction as when it left. The openings at the top and bottom of the screen are the goals. If you are unfamiliar with soccer, simply score more goals than the other team!

The game lengths for Klash Ball are 1,2, and 3 minutes. Do not be fooled. Even a 2 minute game can take a substantial amount of time if one team is scoring goals left and right.

Klash Ball allows for 1 or 2 player action. In one player action, the two options for playing are a League play and a Knockout play. League play is a single match against other teams. The top teams meet in the respective finals. The other option, Knockout, pits your team against 10 other teams one at a time. These matches are best two out of three. The two player options are just single games, either one round or three rounds.

Unlike soccer, there are some obstacles on the field. The most notable are bumpers, which will knock the ball in a different direction upon contact. Each field in the game seems to have a different location for the bumpers, but they are always symmetrical from one angle or another.

Each team has four players and one goalie. The goalie moves only left and

right to defend the goal, the players may move in any direction. The player with an arrow above its head is the one you are controlling at any given time. Shooting the ball is done with the A button, it will fire in the direction you are facing. To get a slower shot with elevation, press and hold the A button. Klash Ball also allows you to catch the ball if it is over your head, this may be done by pressing the A button while the ball is above you. The B button enables players to dive. Diving may be done to block the progress of a ball or to attempt to knock down another player. Goalie's can also dive left and right across the goal plane to block shots.

----> Powerups

While playing, small tiles about 1/16th the size of a Klash ball field square will appear in random places. Each one has a letter and a different function. Simply run over the tile with a player to activate its power.

- F - Stops all movement from the other team for a short while.
- S - Decreases the speed of all players on the opposing team.
- R - Inverts the movement of opposing players. Pressing Up will cause them to go down instead.
- G - Gives one of your players the ball.
- D - Lowers the stamina of your opponent.
- B - Creates an automated goalie to aid yours. It bounces back and forth inside of the goal at a constant speed. While it is nice to have, it will seldom block any shots as it is easily avoided.
- I - Increases the stamina of your team.
- P - Protects your team from taking damage for a while.

----> Playable Teams/Team Bonuses

Now that we're familiar with the game, let's take a look at the playable teams. There are only three of them. I will list their beginning stats. My personal favorite is Draco, but the differences are not too large.

Team Verna
Stamina - 050
Power - 100
Skill - 140

Team Lacata
Stamina - 040
Power - 200
Skill - 140

Team Draco
Stamina - 040
Power - 100
Skill - 170

At the end of each game in a Knockout Challenge, teams are given one coin for how many goals they won by, so run up the score! A player may buy:

- Extra Time - 2 Coins - Creates a one minute overtime to the previous game.
- Extra Stamina - 3 Coins - Team Stamina increases by two!
- Extra Skill - 4 Coins - Team Skill increases by ten!
- Extra Power - 6 Coins - Team Power increases by one hundred!!! [300 max]
- Extra Goal - 8 Coins - In the next game you play, you start out one goal ahead of the other team!

Be aware, you may only buy up to one of each upgrade before each game. So

you can not buy three goals to give you a huge lead for the next game.

----> Opposing Teams

In the Knockout Challenge, here is a list of the opponents:

Round 1

Team Mira

Stamina - 035

Power - 100

Skill - 050

Round 2

Team Auriga

Stamina - 035

Power - 100

Skill - 090

Round 3

Team Castor

Stamina - 040

Power - 100

Skill - 090

Round 4

Team Volans

Stamina - 040

Power - 100

Skill - 130

Round 5

Team Dorado

Stamina - 045

Power - 100

Skill - 130

Round 6

Team Vela

Stamina - 045

Power - 200

Skill - 170

Round 7

Team Tucana

Stamina - 050

Power - 200

Skill - 170

Round 8

Team Antlia

Stamina - 050

Power - 200

Skill - 210

Round 9

Team Pavo

Stamina - 055

Power - 300

Skill - 210

Round 10
Team Persus
Stamina - 055
Power - 300
Skill - 250

----> Quick Tips

- Always shoot the ball on a diagonal, or a wall bounce, shooting straight at the goal will not often succeed beyond the first team.
- The dive/slide [B button] is way too powerful. Abuse this to no end. Use it for breakaway speed on offense and to slide beyond the goal for an essential free shot.
- Remember that you can catch balls overhead, this comes in very handy.
- Your goalie can slide too, it makes covering the net a breeze.
- In knockout mode, do not be afraid to run up the score so you have can afford any upgrade after every game. Having a stat advantage is very big in this game, and it is very possible to out-stat the first nine opponents.
- As players run low on stamina, they will become slower and slower. While it will drain their stamina even more, keep using slide/dive moves to keep them moving on pace with the rest of the field.
- Short periods are much better if you are looking for a challenge. One reason, you can not run up the score to get a lot of coins. For another, if you fall behind by two goals early, it is often a great challenge to come back in that game.

iii) Credits

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