

# Bee-Ball



**Use joystick controllers**  
**1 or 2 Players**  
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**AtariAge**

## INTRO

In the animal kingdom, bees are widely known as efficient workers. But there's an interesting fact that we as humans don't know--bees enjoy having fun! Every year bees from many places gather in one spot to play in a competitive tournament of Bee-Ball! This unique insect game is a mix of tennis and volleyball where bees hit a honey ball over a net using a racquet. A bee judge watches over the match and serves new balls as needed. If the ball touches the floor or flies out of bounds, a point is scored. Avoid fouling the ball out, use your dexterity to block your opponent's shots, slam the ball to score, learn new tactics to outwit your opponent, and you could be the next Bee-Ball champion!

## GAME RULES

Your goal is to score 10 points against your opponent to win a match. If the ball is on your side of the net you can swing at the ball to send it flying over to your opponent's side. If the ball is on the opposite side of the net, you can block your opponent's shot. If the ball is about to fly over your head, you can head butt the ball in an attempt to stop it.



Points are scored when:

- The ball touches the floor. In this case the point is scored by the player on the net opposite of where the hit occurs.
- The ball flies out of bounds on the left or right side of the screen. The point is scored against the player that last touched the ball.

You must successfully serve before you can score a point.

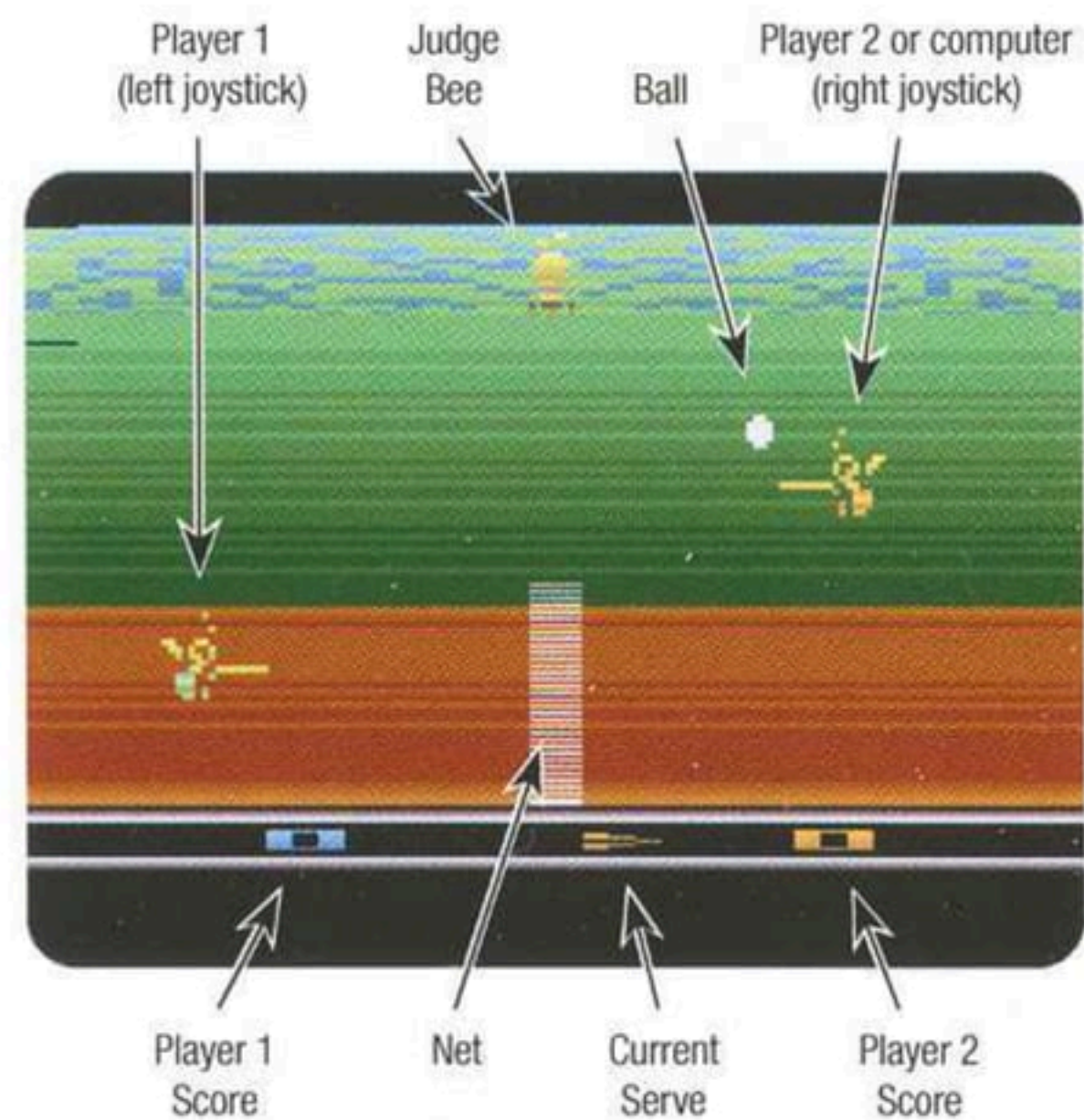
The game ends when one bee has scored 10 points.

The judge bee will throw out a new ball for the player who last scored. When starting a new game the first ball is served to the player on the right.

## HOW TO PLAY

Use your joystick controller to fly around your half of the court in all directions.

Press the fire button to either swing at the ball or block (if the ball is in the opposite court).



Pay attention to your current vertical and horizontal speed, as this will be the speed of the ball after it bounces off your racquet.

A good method of handling the ball is to tap the controller briefly in a particular direction. Keep in mind that when you have the ball you must periodically tap the joystick in the up direction or you will drop the ball.

When blocking, you can fly in all directions.

When you want to take a swing at the ball, you can hold down the button in anticipation and then release the button to take the stroke at the most opportune time. You cannot move while you are swinging.

### Stroke Tactics:

Push up on the joystick while pressing the fire button to swing at the ball. This will cause the ball to move in an arc.

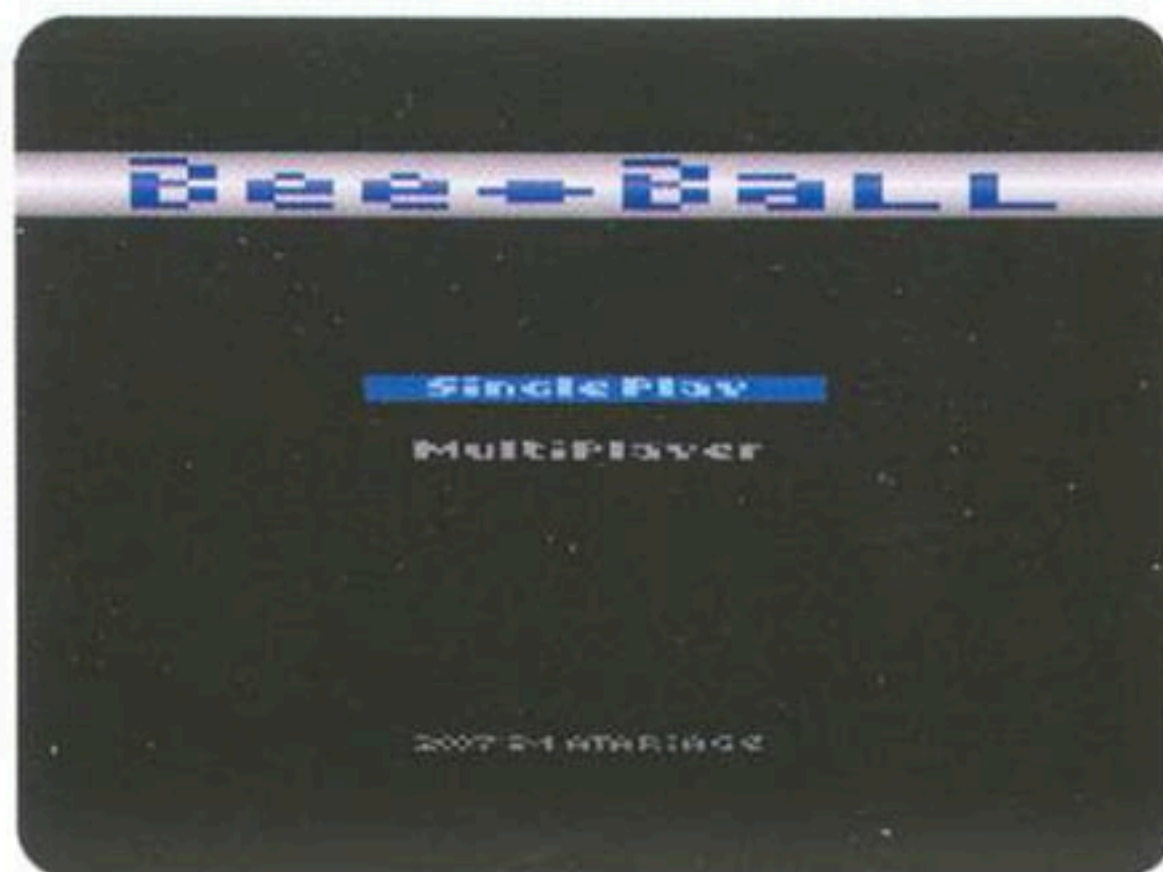


If you swing at the ball and hit it while it's falling, the ball will move in a downward direction after being hit.



## TITLE SCREEN

On the Bee-Ball title screen you can use the left joystick controller to move up and down to select between Single Player and Multiplayer game modes. Press the fire button to begin a new game.



Choose "Single Play" if you want to play against a computer opponent. The left joystick controller will control the left bee and the right bee will be controlled by the computer.

Choose "Multiplayer" to play against a friend. The left joystick controller will control the left bee and the right joystick will control the right bee.

## TIPS

To avoid an opponent's block, you can hit the ball offscreen

by swinging while moving up quickly with a slight forward speed. This will cause the ball to fly past the top of the screen and force your opponent to back up and move down in hopes of returning your shot.



You can use a "head-butt" if the ball is going to hit the back of your bee's head. This can be useful for surprise attacks or as an alternative block move.

If you are careful, you can cause the ball to bounce on the top of the net, which might surprise and throw off your opponent. Be careful not to hit the net on your side or the ball will bounce back into your court!

## CREDITS

The Bee-Ball game concept was created by my friend Thiago Portela. He gave me authorization to port his concept to the Atari 2600.

I need to say thanks to all the people in the AtariAge community who contributed ideas or gave feedback during development of Bee-Ball.

Thanks to Alex\_79 and Rheffera, the PAL beta testers.

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Thanks to Nathan Strum for many things, including this manual.

Thanks to Albert Yarusso, for putting new life in the Atari 2600 by producing homebrew games.

And most importantly, thanks to God for giving me the patience to learn 2600 programming.

Bee-Ball is my gift for the Atari 2600's 30th Anniversary.

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