

# HOLO-SQUASH

LINDASOFT 1992

HOLO-SQUASH is an Electronic Tennis Squash transmitted to Us by ESP (Extra Sensorial Perception) from a distant Planet, where this Sport is much spread. Two players throw a ball with a bat against a wall, on which there are two sets of eight circles each one. When the ball hits one of these circles, it lights up with the colour of the player.

Object of the game is to win the higher number of points into three sets

**1 First Set** - (Five minutes) Each player try to choose the best trajectories and shoot in order to conquer more circles than the opponent. Shooting to your own circles in this level they don't change the colour. Pay much attention, playing with computer opponent, to avoid a "full strike" (eight circles enlightened!) from the computer player!

**2 Second Set** - (Five Minutes) Is the same as the first except that when you shoot an your coloured circle it becomes of the colour of your opponent! Pay much attention! Use strategy..and learn to wait the right moment!

**3 Third Set** - (Three Minutes) Is for sure the most difficult. You got to try to enlight three circles (TRIS). This will give you great points. Beware the computer!

## THE MAIN MENU

**One Player** - You are Kron and officially play three sets with the first opponent Synthar. If you win you will have to play against Axiora and if you are so strong you'll have to face with the terrible Champion of the Galaxy ..."**Blue Hotz**".

**Demo** - Is a demo sequence of the Game. Watch it to learn 3D trajectories.

**Two Players** - Here you can play with an human opponent. Choose to fight in one Single Set or in a Tournament Way.