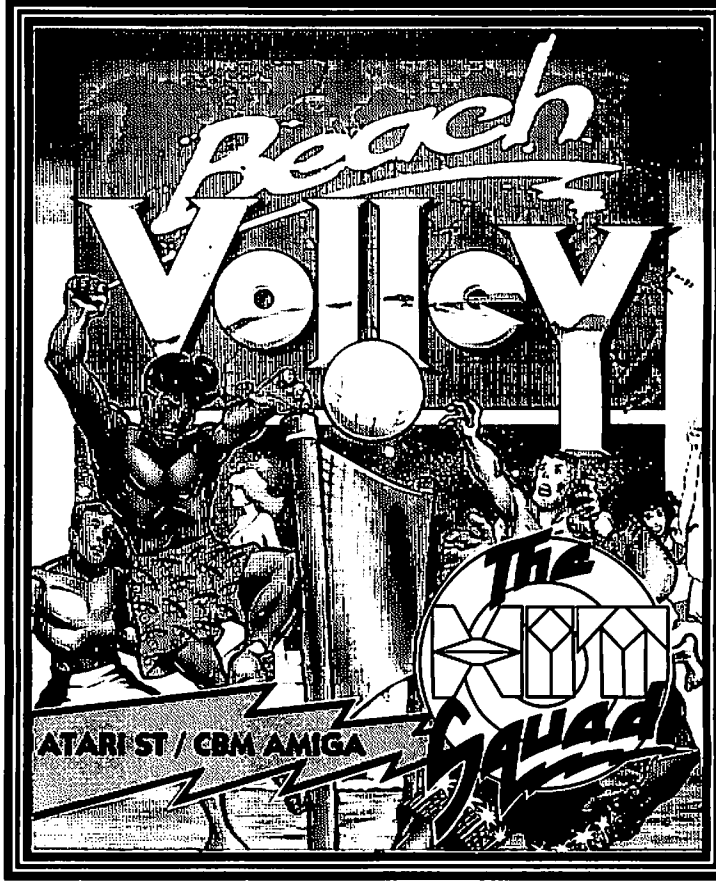


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BEACH VOLLEY

The sun's beating down, Rock 'n' Roll music's playing, it's time for Beach Volley - let's take on the world! Your team travels the globe from London to Sydney challenging all comers in the latest craze that's sweeping the beaches. Fantastic action with variable service and play controls as you lob the defences, try a lightning reflex short smash to win back your service, jump block to defend your match winner. This is Beach Volley ... you may even catch a tan! Before every match a world map will automatically appear to show you your destination.

LOADING

AMIGA 500

When the workbench disk illustration appears, insert the game disk in drive A. The program will then automatically load and run.

AMIGA 1000

Insert the systems disk; when the workbench disk illustration appears insert the game disk. The program will then load automatically and run.

ATARI ST

Switch on the power to the computer and disk drive, then insert the game disk into the drive. This program will then load automatically.

CONTROLS

The game may be played by one or two players and is controlled by joystick only.

KEYBOARD

P = PAUSE
 F1 = ONE PLAYER
 F2 = TWO PLAYER

Press fire on joystick to start match.

GAMEPLAY

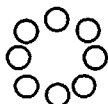
THE CURSOR



The cursor indicates the point where the ball will land. When the ball is near the cursor press the fire button on the joystick to play the ball. It is not necessary for you to be exactly on the cursor to land the ball. The computer controlled man will pass the ball in the direction you are standing. In all cases you play the ball on the first touch and it will automatically go directly to the second player and

after the second hit the ball will go to the opposing side.

THE TIMER



You have a limited amount of time in which to win the match. When the 3/4 time period has passed you will hear a "Rock and Roll" tune which will indicate that time is running out.

THE HAND



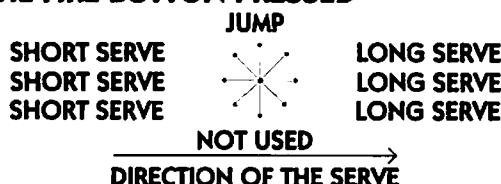
This indicates which man is in play to be controlled.

THE SERVICE

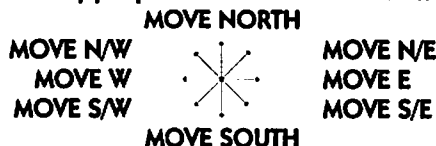
There are two kinds of service which can be used:

1. Normal service - Press the fire button on the joystick to throw the ball into the air. Press again when the ball is near your hand to hit it.
2. Smash service - Press the fire button on the joystick to throw the ball into the air. Press again with the joystick in the up position to jump. Press a third time when the ball is near your hand to hit it. The joystick position will control the length of service as indicated below:-

WITH THE FIRE BUTTON PRESSED



Moving the joystick without the fire button pressed will move the player in the appropriate direction as shown below:-



SERVICE DIRECTIONS



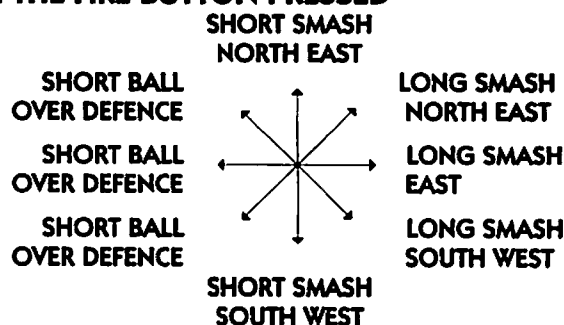
The direction in which the service lands will be dependant upon the position of the service player:-

ATTACK

To smash the ball jump by pressing the fire button pushing up on the joystick. When you are in the air wait a few seconds and press the button again to smash the ball. The direction of the joystick will allow you to do either a short or long smash in the required direction. If the opposing team smashes the ball you can jump in defence by pressing the fire button and moving the joystick upwards at the same time.

MOVES DURING THE SMASH -

WITH THE FIRE BUTTON PRESSED



THE BLOCK

If a player from the opposing team tries to smash the ball you can jump and block the ball by pressing the fire button and pushing the joystick up (as for the smash). If the ball goes past the block you can play again with your second player by pressing the fire button again.

SCORING

The winner will be the first team to reach 7 points or the team with the higher score at the end of the time limit.

HINTS & TIPS

There are two ways of scoring

- A) By attacking when you have the ball.
- B) By defending when the opposition have the ball.

DURING THE ATTACK

Change your smash position as much as possible. The closer you are to the second player and the lower the ball, the less time your adversary will have to block you. It is possible to smash a serve - keep trying!

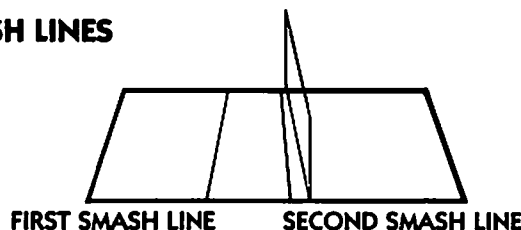
DURING THE SERVICE

Change the length and direction of your serve as much as possible. Smashing a service is much faster so use it.

DURING DEFENCE

The block has to jump later than the player smashing the ball. If your opposition smashes the ball a long way from the net then you must anticipate the correct time to jump. During the first few levels the computer will not serve too far away from you.

SMASH LINES



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