

A complex blend of the speed of Ice-hockey, the precision of Netball and the complex curves of Crown Green Bowls; played between two droids on a specially constructed pitch.

Unlike almost every other sport the pitch is not flat, instead there are a variety of pitches to choose from. In fact there are four different pitch types to choose from. They are:-

1. DITCHES
2. HILLS
3. RIDGES
4. VALLEYS

The pitches start off fairly simple but as you progress onto the later levels they become more and more convoluted, requiring all your gameplay skills.

The object of the game is to outscore your opponent. Goals are scored by manoeuvring the ball into the goal that is set in the middle of the end wall. As in netball, a player is not allowed to move with the ball. Instead he must remain stationary and shoot. Like basketball the time that a droid can hold the ball is limited, at the end of the time period the automatic systems cut in and the droid fires in whatever direction and speed is currently selected.

The pitch is bounded by a fence, so it is possible to bounce the ball off this to get past the opposing droid, and of course by using the contours of the pitch it is possible to set up quite complex curve shots. The power of shot selected is indicated by the length of the droid's 'neck'. The higher the droid's head is hovering above its body the more powerful the shot set up. This enables you to work out when your opponent will fire the ball, enabling you to set up the best defence.

The on-screen view is centred on the ball, it is not possible to show the entire pitch at once, so the view will scroll to follow movement of the ball, if your droid is out of the action he may end up off the screen, and you will have to play by instinct. Just don't say we did not warn you.

OPTIONS

At the start of the game you will be given an opportunity to select the following parameters for the tournament you are about to play.

TOURNAMENT	1 to 4
GAME LENGTH	
NUMBER OF PLAYERS	
THRUST	1 to 9
FRICTION	1 to 4
SHOT STRENGTH	1 to 9

PLAYING CONTROLS

JOYSTICK OR KEYBOARD

To Pause the game press ESC. This allows you to pause the game and also to change options whilst in play.

KEYBOARD CONTROLS

ONE PLAYER ONLY

Q - UP, A - DOWN, O - LEFT, P - RIGHT, M - FIRE

TWO PLAYER

PLAYER ONE - Q - UP, A - DOWN, X - LEFT, R - RIGHT,
D - FIRE

PLAYER TWO - . - UP, / - DOWN, 1 - LEFT, 9 - RIGHT,
5 - FIRE

1. Switch on your Computer and disc drive.
2. Load MS-DOS from another disc.
3. Insert program disc into disc drive.
4. Type AUTOEXEC and press RETURN.
5. Game will load and run automatically

PLAYING CONTROLS

JOYSTICK OR KEYBOARD

KEYBOARD CONTROLS

Q - UP, A - DOWN, O - LEFT, P - RIGHT, M - FIRE

TWO PLAYER

PLAYER ON into internal drive and press reset button. Game will load and run automatically.

1. Switch on your Computer and disc drive.
2. Load MS-DOS from another disc.
3. Insert programme disc into disc drive.
4. Type AUTOEXEC and press RETURN.
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FRENCH VECTORBALL

Vectorball est un mélange de plusieurs jeux traditionnels. Il se joue sur des terrains spécialement construits entre deux droïdes.

L'objet est de marquer plus de buts que votre adversaire. Les buts sont placés à chaque extrémité du terrain. Le joueur n'a pas le droit de courir avec la balle. Il doit se tenir en position stationnaire et tirer. Le temps pour tirer est également limité et à la fin du temps réglementaire, l'ordinateur force le joueur à tirer dans la direction à laquelle il fait face. La puissance du tir est indiquée par la longueur du cou du droïde. Plus le cou est long, plus le tir sera puissant.

Au début du jeu, vous pouvez choisir diverses options, par exemple les différents types de terrains (il y en a cinq), la longueur du jeu, etc . . .

COMMANDES DE JEU

OPTION UN JOUEUR –

Q – HAUT, A – BAS, O – GAUCHE

P – DROITE, M – FEU

OPTION DEUX JOUEURS –

JOUEUR UN

Q – HAUT, A – BAS, X – GAUCHE

R – DROITE, D – FEU

JOUEUR DEUX

Q – HAUT, / – BAS, 1 – GAUCHE

9 – DROITE, 5 – FEU

1. Allumez votre ordinateur et votre lecteur de disques.
2. Chargez MS-DOS d'un autre disque.
3. Introduisez le disque de jeu.
4. Tapez AUTOEXEC et appuyez sur RETURN.
5. Le jeu se chargera et se déroulera automatiquement.

ITALIAN VECTORBALL

Questo è una mescolanza di diversi giochi tradizionali. Viene giocato da due droidi, su campi appositamente costruiti.

L'obiettivo è di segnare più gol del tuo avversario. Le porte sono situate alle due estremità del campo. Il giocatore non può correre con la palla al piede, ma deve rimanere fermo e calciare da fermo. Inoltre, il tempo concesso per il tiro, è limitato, e al termine di questo, il computer ti forza a tirare, nella posizione in cui ti trovi. La potenza del tiro viene indicata dalla lunghezza del collo del droide. Più è lungo, più il tiro sarà forte.

All'inizio del gioco, puoi scegliere tra le varie opzioni, per esempio i diversi tipi di campo (ce ne sono cinque), durata della partita, ecc.

CONTROLLI DI GIOCO

OPZIONE A 1 GIOCATORE –

Q – SU, A – GIÙ, O – SINISTRA

P – DESTRA, M – FUOCO

OPZIONE A 2 GIOCATORI –

GIOCATORE 1

Q – SU, A – GIÙ, X – SINISTRA

R – DESTRA, D – FUOCO

GIOCATORE 2

Q – SU, / – GIÙ, 1 – SINISTRA

9 – DESTRA, 5 – FUOCO

1. Accendere il computer e il drive.
2. Caricare MS-DOS da un altro dischetto.
3. Inserire il dischetto gioco.
4. Battere AUTOEXEC e premere RETURN.
5. Il gioco si carica e grida automaticamente.

GERMAN VECTORBALL ÜBERSETZUNG

Vectorball ist eine Mischung von vielen verschiedenen, traditionellen Spielen. Es wird auf speziell dafür konstruierten Feldern zwischen zwei Robotern gespielt.

Ziel des Spieles ist es, mehr Tore als Ihr Gegner zu erzielen. Die Tore befinden sich gegenüberliegend auf beiden Seiten des Feldes. Dem Spieler ist es nicht erlaubt, mit dem Ball zu rennen. Der Spieler muß stehen bleiben, um den Ball zu feuern.

Außerdem ist Ihre Zeit zum Abfeuern beschränkt, und gegen Ende der Spielzeit zwingt der Computer den Spieler, in die Richtung zu feuern, in die er gerade schaut. Die Kraft des jeweiligen Schusses wird durch die Länge des Robterhalses angezeigt. Je länger, desto kräftiger wird der Schuß sein.

Zum Spielbeginn können Sie verschiedene Optionen wählen, zum Beispiel zwischen den verschiedenen Spielfeldern (es gibt fünf verschiedene Felder), die Spiellänge etc.

SPIELKONTROLLEN

OPTION FÜR EINEN SPIELER

Q – HOH, A – RUNTER, O – LINKS

P – RECHTS, M – FEUER

OPTION FÜR ZWEI SPIELER

SPIELER 1

Q – HOH, A – RUNTER, X – LINKS

R – RECTS, D – FEUER

SPIELER 2

. – HOH, / – RUNTER, 1 – LINKS

9 – RECHTS, 5 – FEUER

1. Schalten Sie Ihren Computer und das Laufwerk ein.

2. LADEN Sie MS-DOS von einer anderen Diskette.

3. Legen sie die Spieldiskette ein.

4. Tippen Sie AUTOEXEC und drucken Sie dann RETURN.

5. Das Spiel ladt und läuft automatisch.