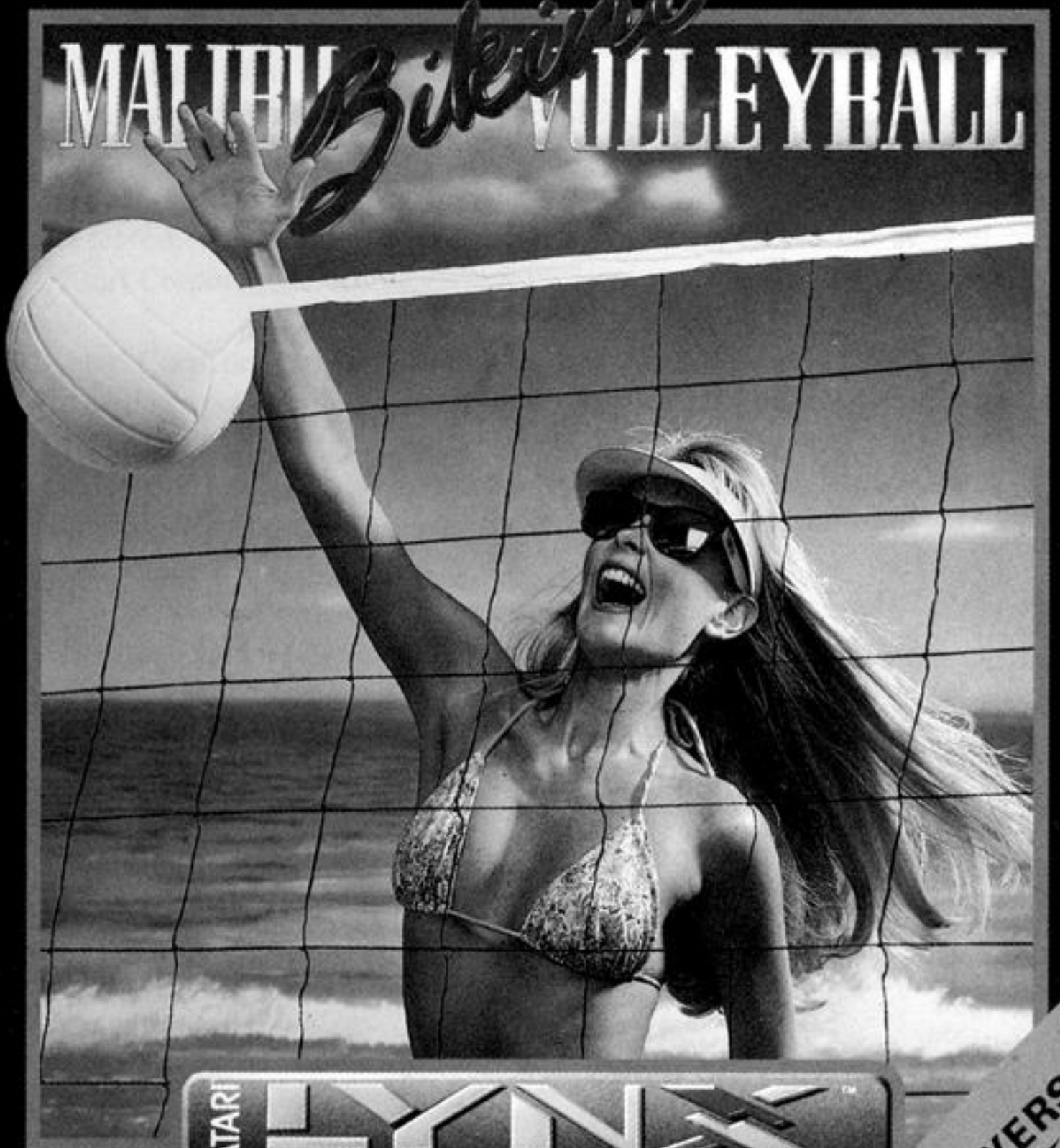
GAME MANUAL



ATARI LYNX™

VIDEO GAME CARD • CARTE DE JEU

1 TO 4 PLAYERS

ATARI®

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MALIBU BIKINI VOLLEYBALL

Sand, surf and sun. Throw in some hardbodies and a beach full of bikinis, and you've got Malibu: volleyball capital of the world. This is where the best come to play—and show off their stuff. If you want in, sign up! But you'd better love the taste of sand, the smell of cocoa butter, and the sensation of slapping a screaming 90 mph asteroid back into your opponent's face...and then being able to read the name of the ball embedded on his sun-scorched forehead.

Your serve, Spike. The first to 15 gets the blonde!!!

GETTING STARTED

1. Insert the Malibu Bikini Volleyball game cartridge in your Lynx machine.

2. Press ON.

3. If two or more are playing, connect the Lynx machines with the Comlynx cable as shown in your Lynx Instruction Manual.

4. You can skip past the intro screens and reach the Option Menu by pressing A.

5. Select "COOL" on the Option Menu to begin play.

CONTROLLING YOUR PLAYER

MOVING AROUND THE COURT: Press the joypad UP, DOWN, LEFT or RIGHT.

SHOT CONTROL: Press the joypad while hitting the ball to adjust the direction of your shot.

TRADITIONAL SHOTS

SERVE RETURN: Press A.

SET: Press either Button. "Set" allows you to position the ball so your teammate can hit it over the net.

SPECIAL SHOTS

SPIKE: Press B while close to the net. You can only "spike" the ball after your teammate has set the ball for you.

DIVING SHOT: Press either Button when ball is out of reach.

SHOT BLOCK: Press B while close to the net. This is a primary defensive move that allows you to slam your opponent's shot back into his face.

SERVING

BUMP SERVE: Press A. In order to serve the ball, you must be standing behind the red serve line.

OVERHAND SERVE: Press B to release the ball, and press A to hit it.

JUMP SERVE: Press B to release the ball, press B again to jump, then press either Button to hit the ball.

PAUSE GAMEPLAY: Press the Pause Button.

THE OPTION MENU (Screen 1)

The game begins at the Option Menu. To make a selection in the Options Menu, press the joypad UP, DOWN, LEFT or RIGHT to position arrow over an option and press A to toggle through the various selections under that option. To enter all your selections and begin play, select "COOL."

Under the Option Menu you can adjust the following:

GAME TYPE

You can develop your "V-ball" techniques in several levels of Friendly match play (Level 1 through Level 4), or take on the hardest bodies on the sand in a single-elimination tournament for the best on the beach.

GAME TIMES

You can play in either a 5, 10 or 15 minute game, or take part in a "No Limit" match where the first to reach the point limit is the winner.

WIND CONDITIONS

You can play with a light or strong breeze, or no breeze at all.

POINT LIMIT

You can choose to play in a 10, 12 or 15 point game.

GAME SPEED

You can adjust the game speed from 1 (slow) through 9 (fast)

BALL MARKER

You can elect to play with the Ball Marker on, or off. The Ball Marker is a red box that indicates exactly where the ball is going to land.

SIGN-IN

Before you begin play you can enter your initials, and choose to play as either a male or female. To toggle between your player choices, use the joypad to position the arrow beside the player box and press A to toggle through your options.

To enter your initials, position the cursor over the appropriate Player Box, press A to highlight a space, and press the joypad UP or DOWN to cycle through the alphabet. Once you've entered one initial, press A, move to the next slot and repeat. When you are ready to begin play select "OK."

COIN TOSS

After you've entered your game selection on the Options Menu, it's time for the coin toss. To skip past the coin toss sequence, press A or B. The outcome will determine whether you begin the game serving, or receiving.

PLAYING THE GAME

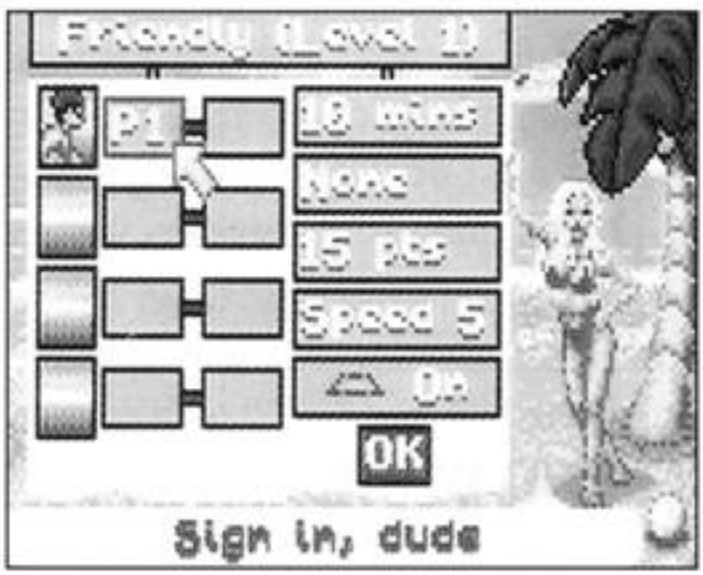
The object of Malibu Bikini Volleyball is to be the first to score the game-winning point, or out-score your opponent within the pre-set time limit.

The rules are: You can only score a point if you are the team who served the point. When the other team is serving you must defend your court and prevent your opponent from scoring. Each time your opponent is on the offensive and fails to return one of your shots, you get to serve again. This is called a "side out."

Points are scored when the non-serving team hits the ball out of bounds, into the net, or fails to return the ball. Everything inside the red boundary lines is considered live, or playable. Everything outside the lines, including those shots that end up in the net, is considered out of bounds, or dead. After every five points both teams will automatically switch sides.

PROGRAMMING YOUR CD PLAYER

To call up the CD player, press the Option 2 Button. You operate the CD system as you would a real one. Use the joypad to position the pointer over the appropriate button and press A to activate the various CD functions: Fast-forward, on and off, track select, track repeat, etc. To return to the Main Game Screen, press the Option 2 Button.


OK
Sign in, dude

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