

# VOLLEYBALL!

**An electronic simulation  
so real you can even spike a shot!**

## IMPORTANT!

Always be sure that the power to your Odyssey<sup>2</sup> console is turned off before inserting a game cartridge. This protects the electronic components and extends the life of the unit.

### TO BEGIN:

1. Insert the cartridge into the slot of the Odyssey<sup>2</sup> console with the label side of the cartridge facing the alpha-numeric keyboard.
2. Turn on the power by pressing the power button of the console. SELECT GAME will appear on your TV screen. If it does not, press the RESET key on the alpha-numeric keyboard.

# VOLLEYBALL!

(One or two players)

1. Press 1 on the alpha-numeric keyboard.
2. A full size 59 foot volleyball court appears on your screen along with two regulation six player teams.
3. A digital scoreboard is at the lower part of the screen.
4. You can play against another person or the computer. Tell the computer how many people are in the game by moving the joy stick of the hand controls in any direction. If the computer does not receive a signal from one of the hand controls, it will change the color of the players on that side of the court and take over the team. If neither of the hand controls is activated, the computer will change the colors of both teams and play itself.
5. Any member of the team can pass the ball to another team member or hit the ball over the net. The ball will travel in the same direction as the player when contact is made. If the player is not in motion on contact, the shot is missed. Use the joy stick to move your team. The team will move in the same direction as the joy stick.
6. To spike a shot, press the action button as you hit the ball. This will increase the speed of the ball as it sharpens the angle of trajectory.
7. To serve, move the joy stick. The ball will travel at its slowest speed on the serve. The speed of the ball will then increase each time it is hit in succession. The ball will achieve full velocity after it has been hit seven times.
8. The computer will adjust its playing level to match the skill of a person playing against it.
9. The first team to score ten points wins the game. You only score points when you have served the ball. A points is scored when the ball hits the bottom line of your opponent's court. If this happens when you are not serving, you win the serve and an opportunity to score.

10. To play again, press the RESET key on the alpha-numeric keyboard and then press 1.

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