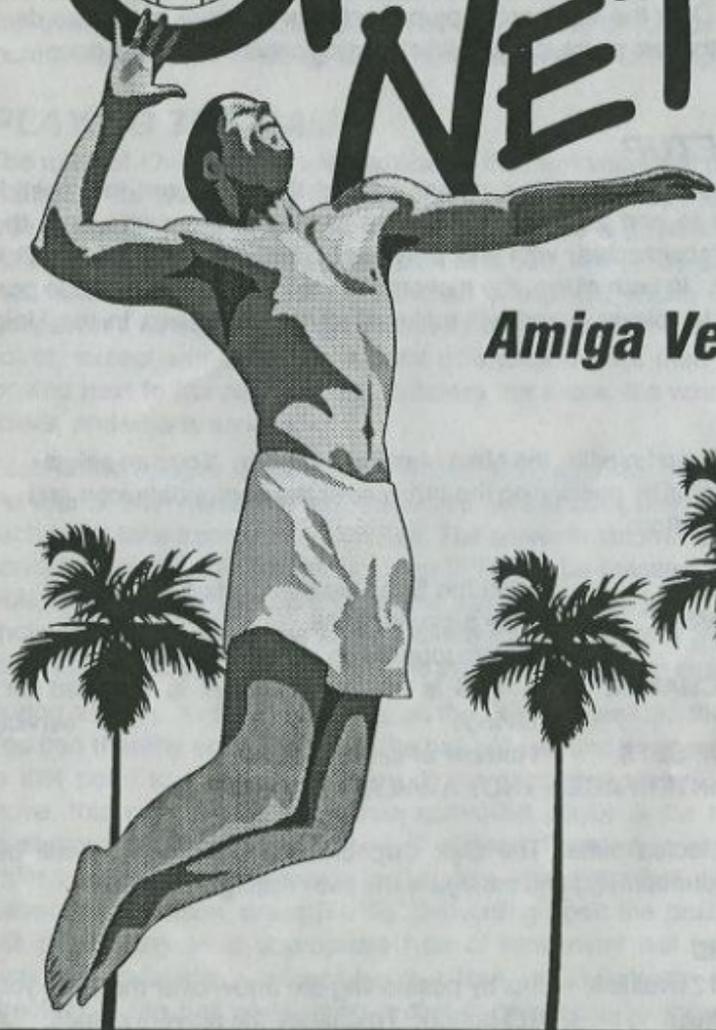


OVER THE NET!

Amiga Version



LOADING INSTRUCTIONS

1. Turn the power off on your Amiga and disconnect any external drives.
2. Turn on the power to your Amiga.
3. Insert the Kickstart 1.2 or 1.3 disk (Amiga 1000 ONLY) and wait for the Workbench prompt to appear on the screen.
4. Insert your *Over the Net* disk into the DF0 drive (internal drive).

Note: After a few moments a black screen will appear and the program will begin loading. DO NOT remove the disk from the disk drive, since your Amiga will need to access it to load various segments of the program.

Copy Protection: *Over the Net* is not copy-protected in any way, so please do not abuse the trust that we place in you by distributing copies to friends or co-workers.

JOYSTICK SETUP

When *Over the Net* is played with 1 player against the computer, the joystick must be connected to port 2. If 2 players wish to play at the same time, the mouse must be disconnected, with the power off, and the second joystick hooked up to port 1. In both cases, the player with the joystick connected to port 2 is considered to be player 1 and will make all of the selections in the Main Menu.

MAIN MENU

After the introduction and credits, the Main Menu will appear. You can select from the following items by positioning the arrow over the appropriate icon and pressing the [FIRE] button:

SEA CUP	Start the Sea Cup competition
SINGLE GAME	Play a single game
DEMO	Continuous demo of the game
POINT ON CHANGE	If YES is selected, a point is awarded on change of service
NUMBER OF SETS	Number of sets in a match
4 PLAYER INTERFACE	<NOT AVAILABLE>

Once you have selected either The Sea Cup or Single Game, you will be prompted to enter your name(s) and configure the two 'visiting' teams.

Choice of Teams

Choose any of the 12 available teams by positioning the arrow over the team you wish to select and pressing the [FIRE] button. To change the players names, select the name you wish to change and enter the new name from the keyboard.

Finally, you must decide which players are to be controlled by the computer and which will be controlled by a human. The "human" players are selected when a joystick appears, the computer is selected when the letters CPU appear. Thus *each of the two teams* can be controlled by a] Two joysticks (2 human players), b] Two CPU's (2 computer players) or c] One joystick and one CPU (1 human, and 1 computer player).

Sea Cup

If you select Sea Cup, the matches will take place in a series of seaside resort locations. A classification is gradually formed at each match between the various teams, and at the end of the tournament, the two teams with the lowest standing are eliminated for each location. The tournament proceeds in this manner at increasingly difficult levels up to the conquest of the much-aspired Sea Cup.

PLAYING THE GAME

The rules of *Over the Net* are identical to those of volleyball (3 contacts for each team, the ball must not be touched twice in succession by the same player, etc.) with the addition of an option which also awards a point for service out. This option was added to limit the duration of a set. The game consists of 1, 3 or 5 sets, and the game is terminated when one of the teams has mathematically won, even if all the remaining sets have not been played. Each set consists of 15 points, except when there is a point difference of less than 2. The scoreboard located next to the playing court indicates the score, the winning sets, the team colors, and who is serving.

Each human player is assigned one man and, depending upon how you set up the teams, the remainder are controlled by the computer. The two players on each team take turns serving the ball. The server is automatically positioned for a serve and waits, with ball in hand, for [FIRE] to be pressed. There are two possible shots: with or without a jump. For a shot without a jump, press [FIRE]. For a shot with a jump, move the joystick forward and then press [FIRE]. The power of the shot depends upon the timing and precision of the movement.

During a volley, a shadow appears on the beach to indicate the where the ball is. You can thereby estimate where the ball will fall, and the nearest player must go to that point to receive the volley. If the computer controlled player does not move, this means that the human controlled player *is* the nearest player and must move to the area where the ball will land. Remember, care must be given in order to anticipate your move to the area where the ball will land. Once the player is in position, press [FIRE]. Depending upon the proximity of the ball to this player, the most appropriate type of movement will be carried out automatically, including: a bagger pass, a toss, or, in extreme cases, a dive. The direction of the ball while doing a dive is calculated by the computer. For the other shots, the velocity, direction and arc of the ball depend entirely upon the

force of your blow, the direction of the joystick and the area of the ball that you hit.

To block a volley at the net, move the player up to the net and press [FIRE] with the joystick in the up position. The ball will be blocked only if it has not crossed the net. The smash is achieved using the same technique as a jump serve.

Notes: In all cases, the timing of the shot is critical. Also, every ball is considered to be playable, so if you see a ball that appears to be landing out-of-bounds and do not return it, a point will be awarded to the other team as if it were a missed play. During game play, pressing the ESC key will abort the current game and return you to the Main Menu. The score at the time you aborted will be taken as the final score. To pause the game, press the P key. Press the [FIRE] button to resume play.

CUSTOMER SERVICE

We at Merit Software are dedicated to providing the finest service and support to our customers. To do this, however, we need to know who you are. Only *registered* owners of our software are entitled to the use of our customer support hotline, product updates, discount privileges and disk replacements.

Please register! It only takes a moment, and will better help us to help you.

If you are experiencing difficulties with *Over the Net*, and are a registered user, you may call our technical support department at **800-238-4277**. A technician will be available to help you between the hours of 9am and 5pm Central time, Monday through Friday. Please have the following information available, so that our technicians can better serve you: The model number of your Amiga, installed RAM, Kickstart version, and quantity & types of mass storage devices.

We welcome your questions, comments or other feedback on *Over the Net* or any of our products. Please write to us at:

**Merit Software
13635 Gamma Road
Dallas, Texas 75244**

ATTN: Customer Feedback