

BOUNCES

BOUNCES

IN THE SPORT OF THE FUTURE THERE ARE NO RULES AND NO MERCY
BUT AT LEAST EVERYONE GETS A FIGHTING CHANCE. TWO PLAYER
ACTION OR TAKE ON THE COMPUTER.

BOUNCES A FAST, FURIOUS FIGHTING FANTASY
IT'S A WHOLE NEW BALL GAME



FREE
T-SHIRT
OFFER
SEE INSIDE FOR
DETAILS

BEYOND

BEYOND

DENTON
DESIGNS

INTRODUCTION

Welcome to the future! Here there's no war, politics or unemployment. No, today everyone is a proud employee of one of the Eco-zone corporations. We're all genetically perfect, work hard and enjoy the fun, fun, fun of the **BOUNCES!** arena.

Our corporations sponsor warrior clones. They give them roller boots (with Fric-toe caps), personalised body armour and helmets. Stick a **BOUNCES!** ball snatcher in their right hand and put them into the **BOUNCES!** arena. The object is to pitch the **BOUNCES!** ball (Low-grav slugdomium sphere) through the goal slots. But the crowd goes **wild** when the players go for the in-fighting with its bloody knockdowns and slug-outs.

NOW YOU TOO CAN PLAY **BOUNCES!** IN THE COMFORT OF YOUR OWN LEISURE DOME!

FEATURING:

Sir Ashley Trueblood

Deadly in combat, chivalrous to the defeated!

Sponsor: Knight-Techni-Corp

Has suffered no knockdowns or slug-outs in two years of **BOUNCES!** play with the **KNIGHTS**.

VERSUS!

Erik the Red

He plays dirty to win!

Sponsor: Viking-Synthi-Corp

Undeclared world champion with the **VIKINGS!**

OBJECTIVE

Each **BOUNCES!** bout lasts just 3 minutes (90 seconds each way). In that time you must try to score as many points as possible. You do this by pitching the **BOUNCES!** ball through the slots in the ceiling of your opponent's half; Or you can do battle with your opponent and score points from Knockdowns or Slug-outs (hits with the ball).

Be wary though! If you pitch the ball through a slot in your own half the point(s) count as an 'own goal'.

LOADING INSTRUCTIONS

Spectrum 48K/Plus: Type LOAD "" then press ENTER & PLAY on your cassette player.

Commodore 64/128:

(Cassette) Press SHIFT & RUN/STOP then PLAY on your cassette player.

(Disk) Type LOAD "*" 8, 1 then press RETURN on the computer's keyboard.

Owners of other home computers should consult the relevant addendum sheet.

NOTE

BOUNCES! can only be played with a joystick on the Commodore 64/128. Spectrum 48K/Plus: The game is compatible with Fuller, Kempston, Sinclair and Protek joysticks. Commodore 64/128: If you are playing solo plug the joystick into either port.

KEYBOARD CONTROL ON THE SPECTRUM 48K/PLUS

- | | |
|-------------------|--------------------------------------|
| 1 = Advance | Control the position of the |
| 2 = Retreat | player's arm by holding down |
| 3 = Squat/duck | key 5 at the same time as you |
| 4 = Jump/Stand-up | press any combination of keys |
| 5 = Fire | 1-4. Release key 5 to fire the ball. |

GAME OPTIONS

After loading you will be presented with an options menu. For future reference these are the options keys:

Spectrum 48K/Plus
Caps Shift/Break returns
you to the options screen

H = Game pause
S = Restart game

Commodore 64/128

F1/Fire = Start game/stop
demo mode

F3 = Change number of players

F5 = Skill level

F7 = Player select

Restore = Resets total and returns
you to the options screen.

GAME CONTROLS

Each **BOUNCES!** player wears roller boots fitted with friction toe-caps, personalised body armour and helmet. Both carry the deadly **BOUNCES!** snatcher - part weapon, part ball scoop. And finally, just to make things difficult, each player is attached to his back wall by Plas-flex wire. Here's how you play the game:

JOYSTICK ONLY

Joystick Left/Right: Moves the **BOUNCES!** player towards his opponent or lets the plas-flex wire tow him backwards.

Joystick Centre: Makes the player stop. He will only be able to maintain his position for a few seconds, before the plas-flex pulls him backwards. NB this is not an option in the Spectrum version.

Joystick Up: Makes the player jump and allows the plas-flex to tug him back **fast!**

Joystick Down: Makes the player squat or duck. It also engages the friction toe-caps. In a squat the player can hold his position indefinitely.

JOYSTICK AND FIRE BUTTON

Gives you control over the player's arm which you can move through 360°.

CATCHING AND PITCHING THE BOUNCES! BALL

BOUNCES! players retain possession so long as you keep your finger on the fire button. Release the button and the **BOUNCES!** ball accelerates away from the player.

BATTLES

Press the fire button down and swing the player's arm forward to connect with his opponent.

SCORING GOALS

You score points each time you pitch the ball through one of the goal slots in your opponent's half. The slot nearest to the ball dispenser (at centre court) scores low. The slot closest to the opponent's back wall scores high. You'll score an own goal if you pitch the ball through a slot in your own half.

ATTACKS

You gain points each time you are able to batter your opponent to the ground (a Knockdown), or strike him with the ball (a Slug-out).

STAMINA

COMMODORE:

Each player begins the game at full strength. They maintain or regain stamina in their own half. They lose stamina as they advance into their opponent's half (against the strain of the plas-flex wire); Receive blows from the ball or suffer a Knockdown and collision with the back wall. If your player's stamina falls to zero he will not answer your commands until he recovers sufficient strength

SPECTRUM:

If your player's stamina falls to zero the game is forfeit to your opponent

CREDITS

Design: A Denton Designs Game

© 1986 Beyond Software

Produced under license from Monolith

All rights reserved.

GUARANTEE

If this tape fails to load it will be replaced free of charge, if returned with details and proof of purchase.

If the tape shows any form of damage, whether physical or due to the use of faulty equipment, please include £3.00 to cover replacement costs. This guarantee does not affect your statutory consumer rights.