

HYPABALL

SCENARIO

Beyond fieldsport, deep into the future of mankind lies the greatest team game in the known Universe - Hypaball.

Take first choice from the ten men available in the selection for your team, the Hawks, as they prepare to do battle with the Vipers in the ultimate challenge, the Odin Super Cup. Judge the players according to their abilities, complete your selection and wait for the fanfare to herald your teams arrival in the superb arena that is the Hypa-dome.

Within a few short seconds of the players having taken their positions the ball is rocketed into the arena. The hardened steel sphere whips past the grounders, out of left-zone, through the shield and into right-zone. The two strike I players can't follow it, so it's left for the strike II players in right-zone to compete for the now slowing ball.

And the ball is with the Hawks. Strike II passes it down to his grounder, who puts an early shot towards the ever moving target. The ball rattles against the central pillar, passing both strike's and goes back into left-zone. Vipers pick it up, but the Strike I is unsure. He prepares to pass down to the grounder but it's too late, he held it for more than 2½ seconds, so it's a free shot to the Hawks grounder. And that's it 1:0 up with eight-fifty seven to go.

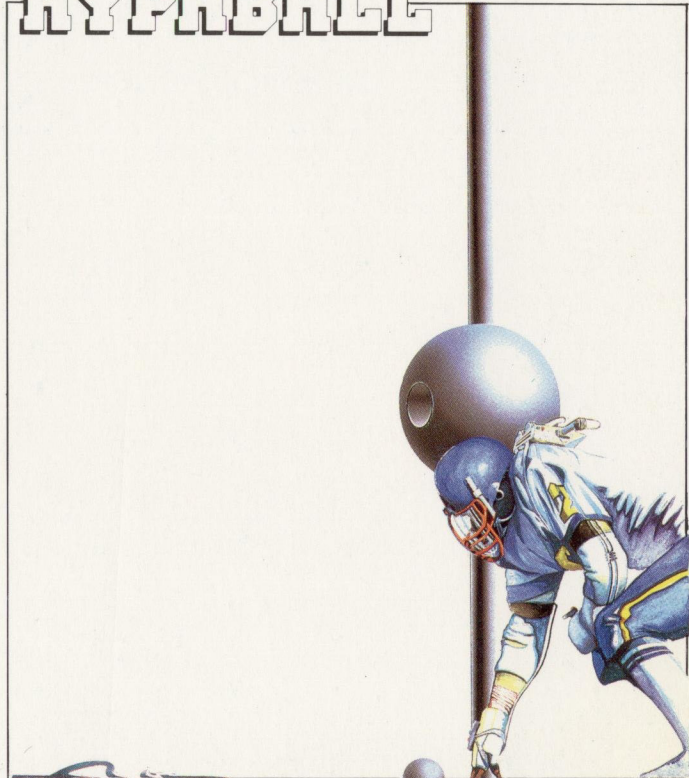
And don't forget, 'The Echo' gives a match report after every game.

The challenge of Hypaball awaits you.

MADE IN (LIVERPOOL) ENGLAND

HYPABALL

HYPABALL



Odin
COMPUTER GRAPHICS LTD

HYPABALL

LOADING INSTRUCTIONS

Spectrum 48/128K

Put the 128K system in 48K mode. Place the cassette in your data recorder, connect the **EAR** socket on your Spectrum to the **EAR** socket on the data recorder and make sure the **MIC** socket is disconnected.

Type **LOAD "" ENTER**

Press play on the data recorder, the program will now load and run automatically.

Commodore 64/128 cassette

Place the cassette into the data recorder and rewind the tape.

Hold down the **SHIFT** KEY AND PRESS **RUN/STOP**. Press play on the data recorder, the game will now load and run.

Commodore 64/128 disk

Place the disk into the drive and type:

LOAD "" 8 RETURN

RUN RETURN

The game will now load and run.

GUARANTEE

ALL GAMES FROM ODIN COMPUTER GRAPHICS LIMITED HAVE A LIFETIME GUARANTEE. IF THIS TAPE EVER FAILS TO LOAD, IT WILL BE REPLACED TOTALLY FREE OF CHARGE, IF RETURNED WITH DETAILS, DIRECTLY TO ODIN COMPUTER GRAPHICS IN LIVERPOOL. IF THE TAPE SHOWS ANY FORM OF PHYSICAL DAMAGE, PLEASE INCLUDE £2.50 TO COVER REPLACEMENT COSTS. THIS GUARANTEE DOES NOT AFFECT, AND IS IN ADDITION TO YOUR STATUTORY CUSTOMER RIGHTS.

COPYRIGHT

'Hypaball' Copyright 1985 Odin computer Graphics Ltd. 'Odin Computer Graphics Ltd' and Trade name Copyright 1985 Odin Computer Graphics, all rights reserved worldwide. 'Hypaball' may not be copied, lent, hired, transmitted, distributed without express written permission of Odin Computer Graphics Ltd.



First Floor, 64-76 New Oxford Street
London WC1A 1EU.

Tel: NAT 01-631 5206

INT +44 1-631 5206

HOW TO PLAY

OPTIONS

One or two players

0, 1 or 2 joysticks.

Keyboard 2 player mode

Player		Player
1		2
Q	UP	*
A	DOWN	;
Z	LEFT	<
X	RIGHT	>
C	FIRE	/

Keyboard 1 player mode

UP	:
DOWN	/
LEFT	Q
RIGHT	W
FIRE	SPC