

KINGS OF THE BEACH

PROFESSIONAL BEACH VOLLEYBALL

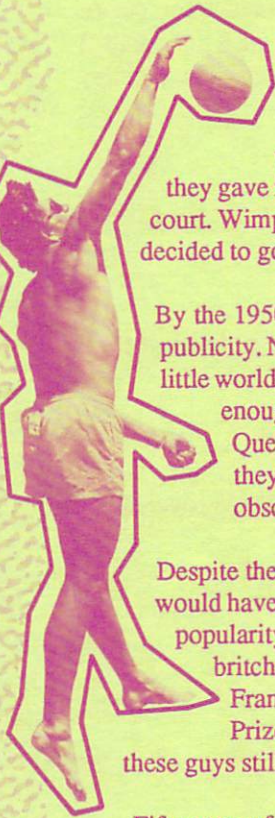


KINGS OF THE BEACH

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KINGS OF THE BEACH



Back in the 30s, the guys on the beach in Santa Monica, California, would get six-on-six volleyball games going. Sometimes there weren't enough players, but the guys wanted to play so bad their shorts ached. So, what the hell, they gave it a try: two on two. At first they played on a quarter of the court. Wimpy. Then they played on half a court. Still wimpy. So they decided to go whole hog and play the entire court...WILD!

By the 1950s, the sport was still uncomplicated. No audiences. No publicity. No prizes. No babes. The guys were just kings of their own little world. But twenty years of being kings without a kingdom was enough. So they coaxed a Hollywood star to be the Volleyball Queen (Greta Tyson for you trivia buffs) and the attention they — she — got was astounding. It was no longer just an obscure game; it was now a semi-obscure game...with babes.

Despite the promise of babes, the sport's popularity grew slowly. It would have to wait until the health-conscious 80s before rocketing in popularity. Today, the game has outgrown its Southern California briches. Pro beach volleyball has fans in places as diverse as San Francisco, Chicago, New York, Rio de Janeiro, and Australia. Prize money can go as high as \$100,000 for a tournament. If these guys still have a beach bum image, it's a gold-tinted one.

Fifty years after the first volleyball was dug out of the sand, life's a lot different for the beach volleyballer. One thing's still the same though. Motivation. It's all about being King of the Beach. Where else would the royal garb be a golden tan? And the queen be dressed in a leopard-skinned bikini?



This manual is for IBM and IBM compatible computers.

If you're playing *Kings of the Beach* on something other than an IBM or IBM compatible, please refer to the Command Summary card for any differences in game play for your computer.

GETTING STARTED

Whether you're a hard drive or floppy disk user, the first thing you have to do is boot your computer with DOS 2.1 or greater.

HARD DISK USERS

To install *Kings of the Beach* on your hard drive, do the following:

1. Insert Program Disk 1 in drive A or B.
2. Type **A:** or **B:** (whichever drive you stuck your disk in) and press <Enter>.
3. Type **INSTALL C:** and press <Enter>. (We're assuming your hard drive is C. If it's not, replace C with the correct letter.)
4. Follow the onscreen instructions to complete the installation.

To start *Kings of the Beach* from a hard disk:

1. Type **C:** and press <Enter>.
2. Type **CD\VBALL** and press <Enter>.
3. Type **VBALL** and press <Enter>. The game will load and you'll see the introduction screen.

FLOPPY DISK USERS

Before you do anything else, make copies of your disks to play from. If you're playing with 5.25 inch disks, you'll have to copy two disks. If you're using a 3.5 inch disk, all the information is packed onto a single disk so you only have to copy one disk.

On a single drive system: Put your DOS disk in drive A or B, type **A:** or **B:** (whichever drive you stuck your disk in) and press <Enter>. Type **DISKCOPY** and press <Enter>. With a single drive system, you'll have to swap disks during the copying process. You'll be prompted when to insert your source disk (the original) and when to insert your destination disk (the backup).

On a two drive system: Put your DOS disk in drive A, type **A:** and press <Enter>. Type **DISKCOPY A: B:** and press <Enter>. You'll be prompted to insert your original disk in drive A and the backup disk in drive B; when you've done that, press <Enter> to start copying. With a two disk drive system, you won't need to swap disks during the copying process. **NOTE:** This will only work if both drives are the same size.

☞ DOS commands may vary. If you have any difficulties with copying, refer to your DOS manual for specific information on how to copy files.

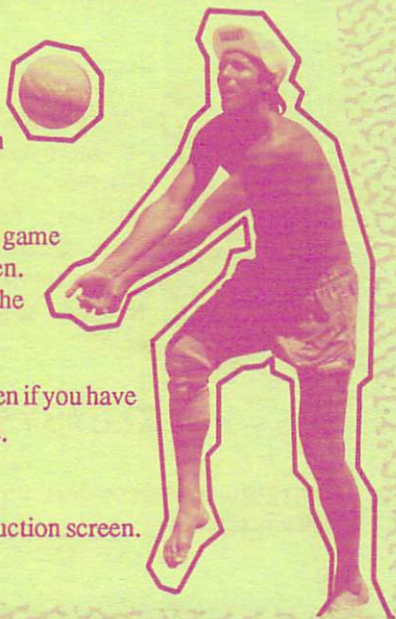
To start *Kings of the Beach* from a floppy disk:

1. Insert your *copy* of Program Disk 1 in drive A.
2. Type **A:** and press <Enter>.
3. Type **VBALL** and press <Enter>. The game will load and you'll see the introduction screen.
4. You'll be prompted to switch disks during the game when necessary.

☞ The game only runs on one disk drive. Even if you have two disk drives, the game will only use one.

INTRODUCTION SCREEN

Once the game loads, you'll see the introduction screen.



Tandy modes or machines with an Ad-Lib™ card, the “soca” sound track will keep you dancing until you hit any key. (If you have a system other than Tandy or a machine without an Ad-Lib card, you won't hear any music.) In CGA or EGA modes, if you *don't* press any key, the guys will come on and demo a point for you. When you're done looking at the intro/demo, press any key to move on to the profiles for Sinjin and Randy. When you're done reading the profiles, press any key to go to the beach.

CODEWHEEL

But before you're allowed onto the beach, you have to enter a pass number. That's to screen out those who think they're at a shark-skinning show or a sandcastle contest. Find the match number on the *outer edge* of the *inner wheel* and line it up with the tournament number on the outer wheel. Then find the court number in the center of the wheel; enter the number that's in the window above the court number.

THE BEACH SCENE



Meet Spike. He's kind of a volleyball perennial. Ever since he was old enough to clench his pudgy little fingers into a fist, he's been spikin'. Spike will be your beach escort. He'll make sure that you get into all the right places and that you don't get a third-degree sunburn before the day's out. When you want to enter a court or the registration tent, use Keypad 1 to move Spike on your choice; press <Enter> to get in.

REGISTRATION TENT

The registration tent shades the trophies from the hot sun. (The sponsors don't want you scorching your lips when you kiss it after your big victory.) The tent

also lets you take care of a few details before you start your match.

| REGISTRATION | | |
|----------------|---|--------------|
| SINJIN SMITH | X | KEYPAD ONE |
| RANDY STOKLOS | | COMPUTER |
| | | |
| PRACTICE CHAR. | | SINJIN SMITH |
| PLAYING MODE | | COOPERATIVE |
| MATCH LEVEL | | EASY |
| SOUND | | ON |
| PASSWORD | | |
| EXIT TO BEACH | | |
| | | |
| EXIT TO DOS | | |

Move the red x next to the option you want to change and press <Enter>. Then press the ← or → keys to scroll through all the options. When you've got the option you want, press <Enter> again to set your choice.

SINJIN SMITH/RANDY STOKLOS

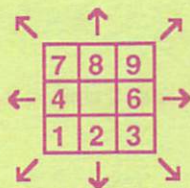
You need to pick the input devices that will control both players.

Keypad 1

What the key does depends on whether you're serving or making an offensive or defensive move.

| Key | Service | Offense | Defense |
|-----|----------|---------|---------|
| L | sky ball | spike | block |
| ; | jump | set | set |
| " | flat | bump | bump |

These keys control your player.



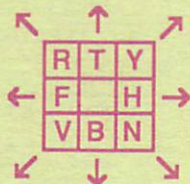
If your keyboard doesn't have a separate keypad, use the cursor (arrow) keys to move your player around the court. NOTE TO IBM PS/2 MODEL 25 USERS: You must deactivate the <Num Lock> key for your keyboard to work properly. To do this, press <Shift>-<Num Lock>.

Keypad 2

What the key does depends on whether you're serving or making an offensive or defensive move.

These keys control your player.

| Key | Service | Offense | Defense |
|-----|---------|---------|---------|
| A | skyball | spike | block |
| S | jump | set | set |
| D | flat | bump | bump |



Mouse and Joystick

| <u>Button</u> | <u>Service</u> | <u>Offense</u> | <u>Defense</u> |
|---------------|----------------|----------------|----------------|
| 1 | flat | bump | bump |
| 2 | jump | set | set |
| Both | sky ball | spike | block |

Using the mouse will require some skill and patience, but with practice it can be mastered. The mouse will move the player in the direction rolled, and he'll continue to move. The character will stop if the direction the mouse was rolled is reversed.

JOYSTICK NOTE: Your joystick should have two buttons. You'll have to play around with it to find out which button acts as button 1 and which acts as button 2.

Computer

The computer will control that player.

PRACTICE CHARACTER

Choose either **Randy** or **Sinjin**. This is the guy you'll use on the practice courts. Sinjin's the one who wears a tank top.

PLAYING MODE

Choose from **cooperative** or **competitive**. In a two-player game, cooperative lets you be partners with your friend, while competitive sticks him on the other side of the net. Two-player competitive can only take place on Match Court.

MATCH LEVEL

The Match court is the place where you'll polish your game in preparation for the big tournament. Choose from three skill levels for this court: **easy**, **medium**, **difficult**.

SOUND

Turn **off** to kill the music and shut up your enthusiastic crowd. Or leave it **on** and enjoy the sounds. Note: music/sounds on older machines with slower clock speeds may be impaired. We recommend turning off sound on machines slower than 4 mhz. Note: The Ad-Lib card is accessed only in the introduction.

PASSWORD

Each time you win a beach in the tournament (you gotta win three games to win the beach), you get a password for the next stop on the tour. This is where you enter the password to pick up where you left off. There's *one* password for each town.

EXIT TO BEACH

Takes you out of the registration tent and back to the beach. You can choose from any of the courts.



EXIT TO DOS

Takes you out of *Kings of the Beach* and returns you to DOS. You know the traffic leaving the beaches is always a drag. Maybe you should stay a while longer and work on that spike...

NOTE: If you have only 256K of RAM, you may need to reboot to get to DOS.

COMMAND KEYS

Here are a bunch of keys that you can use in the game:

- | | | |
|--------------------|--------------------|--|
| P | Pause | Pauses the game. Press P repeatedly to advance frame by frame Press any other key to resume regular play. |
| <F1> | Argue 1 | Sends Player 1 to argue a call in Tournament or Match Play. |
| <F2> | Argue 2 | Sends Player 2 to argue a call in Tournament or Match Play. |
| <F3> | Stat Screen | Shows the stats for the game in progress. Press the space bar to continue. |
| <Esc> | Beach | Returns you to the beach from wherever you are. |
| <F10> | Boss Key | Brings up a fake DOS screen (a blank screen with just a C> prompt). Press any key to pick up where you left off. |

1988 PRO BEACH VOLLEYBALL RESULTS

Sinjin and Randy won 10 pro tournaments in 1988, the most of any duo on tour. They topped their record winning season with the USA Pro Beach Volleyball Championship in Hermosa Beach, California.

PLAYING LIKE KINGS

Kings of the Beach builds in the playing styles of Sinjin Smith and Randy Stoklos. While you gotta play smooth and make all the right moves to be a winner, programmed player intelligence really helps out. Through hours of discussion and meetings with the two stars, we've set up statistical shooting percentages and accurate playing styles that simulate those of Smith and Stoklos in real life.

Randy Stoklos is the net man. He's a fearsome shot blocker and vicious spiker. Sinjin Smith — whose spikes can also bite — is a step faster in the sand and is great to have in the backcourt for covers and digs. On spikes and sets, the percentages help you locate shots and will actually help you place the ball to open parts of the court. Similarly, the computer intelligence will help you get to the spot where the ball is going to on serves and returns. Through practice and patience, you'll learn how to play these characters to their fullest potential...and become Kings of the Beach.




ON OFFENSE

Here's some advice for novices. No matter how pale you are, don't smear on the sunscreen. You'll grease the ball to high heaven. And don't wear the T-shirt that says, "Beach volleyballers do it in the sand." Lamé. They'll dub you "Dork of the Beach" and cast you adrift in a dinghy. And finally, don't forget to practice. Or else you won't know what to do when that big white satellite comes into your face at 100 mph.

THE PRACTICE COURTS

There are three practice courts. With enough practice, anybody can become a beach assassin. Each court concentrates on one shot.

 Only one player can practice at a time.

BUMP

The bump is a shot where your hands are clasped together and your forearms are extended. The ball should “bump” off your forearms a few inches above your clasped hands. In this court, your coach will serve the balls over the net so you can bump them back.

SET

Use this move to set your partner up for the spike. To set the ball, you’ll have your hands above your head with arms slightly bent. When the ball comes down, you’ll gently loft the ball skyward and towards the net. Your teammate will then attempt to spike the ball into your opponent’s court. A couple of coaches will help you out. One coach will bump the ball to you and let you set it towards the net for a return. It’s not a Hollywood move, but it’s a critical part of the game.

SPIKE

Make a fist. Jump real high. Smash the ball into the opponent’s court (or maybe even into the opponent). That’s a spike. It’s a tough one to master: too early or too late and you’ve got a fluff. For a spike to be really effective (or nasty), you’ll want to spike just at the right time and as close to the net as possible. This makes the ball rocket into the sand at a steep angle and makes it very hard to return.

A Tip on Hitting

The ball always lands on its own shadow. To be in the right position when the ball comes down, stay on the shadow. And don't forget to keep your eye on the ball unless you want a hand full of air.

Don't worry if Randy or Sinjin move without you touching your keyboard or joystick. If you're close to the ball, the computer will fine-tune your position; you can't move again until you hit the ball.

Sinjin: *The key to winning is setting up the attack. Effective use of your three hits is the only way you'll make it to the top. This gives the spiker time to set up for the real hammer.*

After I set Stoky for the spike, I try to stay close to the net in case of a short block return. But with Randy, there usually isn't a return to worry about.


Randy: *Once in a great while I'll spike on the second pass, but only when I really see a gaping wide open hole in the defense. This can catch your opponent by surprise. But if your shot is blocked, it can backfire if your partner wasn't ready for the quick play.*

1988 AVP PRO BEACH STANDINGS

| RANK/TEAM | 1ST | 2ND | 3RD |
|--------------|-----|-----|-----|
| 1. SMITH | 10 | 4 | 7 |
| 1. STOKLOS | 10 | 4 | 7 |
| 3. HOVLAND | 8 | 9 | 1 |
| 3. DODD | 8 | 9 | 1 |
| 4. STEVENSON | 6 | 6 | 2 |
| 5. POWERS | 6 | 6 | 1 |

ON DEFENSE

Defense is as important as offense. Without good D, your opponent will teach you how to count from one to fifteen in a hurry.



Unlike the special practice courts for offense which come complete with coaches, you have no special courts to practice defense on. To practice the following defensive moves, just go to the Match Court and do your stuff. You'll have to play a game as you learn, but it beats airing out your bad moves during a tournament.

BLOCK

To block a spike, you'll want to be at the top of your jump just as your opponent hits the ball. This gives you plenty of body area to block the ball with. Great blockers add an offensive twist to this defensive move. Randy uses his one-handed Kong Block to hammer the ball at the opponent while he's blocking it. More bang for the buck.

BUMP...DIG...DIVE

When you go for a ball that you're too far to get completely under yet too near to miss entirely, you'll automatically dive. To bump, move your player towards the ball and follow up with a bump. If the player is close enough to bump, he will. But if he's too far away, he'll dive and try to dig the ball out. Players like Sinjin with cat-like reflexes excel at the dig.

SET

The defensive set is the same as the offensive set. To set the ball, you'll have your hands above your head with arms slightly bent. When the ball comes down, you'll gently loft the ball skyward and towards the net. Setting up lets you move from defense to offense.

Sinjin: *Defense is such a vital, yet brutal, part of the game. I'll let Randy play the net for blocks and I try to stay deep in the court, mid-range, ready to move quickly to either side, in case the ball gets by him.*

Randy: *I love to block. When my Kong block is working, we can really intimidate the other team. Sinjin is a great partner to have behind me on D. He's just the best all-around defender in the game. If the shot is lobbed or poked over my block, I know that Sinjin will be there to dig it out.*

SERVES

You have three serves to choose from: the sky ball serve, the flat serve and the jump serve. Each serve has different characteristics.

☞ Unlike the special practice courts for offense which come complete with coaches, you have no special courts to practice serves on. To practice your serves, just go to the Match Court and do your stuff. You'll have to play a game as you practice, but it's better to choke your serves here (where there are far fewer spectators) than during a nationally-televvised tournament.

SKY BALL SERVE

This is a high-arcing serve that sends the ball deep into the opponent's court. It's effective in high wind conditions and can cause problems when served into the noonday sun. This serve also buys you plenty of time to get in place for your opponent's return. Just hit your sky ball serve key once and prepare for the return.

FLAT SERVE

The basic beach volleyball serve. It's a serve with a flat arc that forces your opponent to make quick adjustments for a good return. If you hit it right, you've got a rocket about two inches above the net. The wind can mess this serve up. Press once to toss the ball into the air; press again to hit the ball. You've got to time this serve right; try to hit too soon or too late, and the ball will thump to the sand. It's okay. You'll be concentrating too hard to hear the volley dollies giggling over it.

JUMP SERVE

A ferocious shot that demands high concentration from both server and returner. This is a difficult one to master. But if you do, its high speed and steep trajectory can force mistakes from your opponents and help establish net dominance. If you execute this right, the poor schmoes on the other side of the net will have to return a meteor with a nasty topspin.

Press once to toss the ball into the air, press again to jump and hit the ball. The second press should come quickly after the first one so you can get some air before smashing the ball. It's the least accurate serve, but you can nail some aces. The jump serve rates high on the impressive meter.

Randy: *Late in a game I like to go to my jump serve and really try to put it to my opponents. I feel stronger late in matches and if I can power up my jump serve, I think I have a great advantage over guys who are probably tiring. Of course, if we're way down on points or in a desperate situation, a few ace jump serves can get you back in the match.*

Sinjin: *Obviously with sideout rules, you've got to serve well to win. The key to serving is patience*

and practice; just to get the ball in play. A lazy sky ball is as good as a 100 mph jumper (jump serve) if it puts the ball in play for you. There's nothing more aggravating than a service error turnover because you automatically lose a chance to score.

RULES

Before you take off for Rio, you gotta study up on your pro beach volleyball rules.

SCORING AND SIDEOUT

Kings of the Beach uses "sideout" rules: only the serving team can score. If the ball touches the ground in your opponent's court, or if your opponent hits the ball and it lands out of bounds, you win the rally. If you served the ball, you get a point and you get to serve again. If you didn't serve the ball, a "sideout" occurs; nobody gets a point and your team gets to serve the next rally.

The first team to reach 15 points wins. You don't have to win by two points.

TEAM SIZE

Teams are composed of two players. But you already knew that.

BALL HANDLING

Each team is allowed to touch the ball up to three times before sending it back over the net. No player is allowed to touch it twice in a row.



ARGUING A LAME CALL

Occasionally, you and the referee will disagree on whether one of your shots went out of bounds. If you think the ref made a lousy call, you can “discuss” your feelings with him. (See “Command Keys” under “Registration Tent” for the keys that let you argue a call.) Through the fine art of intimidation, you may just reverse the call. If the call goes your way, be sure to say, “Good call, sir.” If not, be sure to keep “Near-sighted moron” under your breath.

Warning: Intimidating the referee may result in a fine of one point and loss of the serve; or, at the official’s discretion, you can instantly be transformed into a crazed sand gopher. A yellow card means you’ve upset the ref and he’s giving you a warning. A red card means the ref’s had enough of your barking and he’s docking you a point. Note: in CGA mode, the yellow card is black and the red card is magenta.

Sinjin: *I respect our AVP refs a great deal; their calls are almost always correct. However, if I feel the call was wrong, I want to be heard. You can’t be intimidated out there – by the ref or the other side.*

Randy: *Sometimes opponents who argue a lot tend to intimidate the refs. You’ve got to make sure that the ref isn’t going to play favorites. A team that does a lot of arguing usually gets me upset so I’ll complain too. I’ll also shut them up with my jump serve.*



MATCH COURT: WINNER TAKE ALL

This court lets you try out your shots against some real players. It's a one game, winner-take-all showdown. This is a great place to work out your kinks before you take your show on the road.

TWO-PLAYER GAMES

If you want to pair up with a friend and practice for the big tourney, set the Playing Mode on cooperative — this'll put you two on the same side of the net. You'll also need to choose your level of competition under Match Play; make your opponents wimpy or tough.

If you want to compete against each other, set the Playing Mode on competitive. You don't need to set a level of competition for Sinjin or Randy (just play your best), but you can set the level of competition for your computer teammates.



See "Registration Tent" for more details on these settings.

STATS SCREEN

At the end of each game, you'll see stats for aces, kills, digs, blocks, and service errors. This'll show you where your strengths and weaknesses are. If you fluff more spikes than you hammer, maybe you'll want to become a dig specialist.

| ALL TIME BEACH VOLLEYBALL OPEN WINNERS | | |
|---|---------------|----|
| 1. | Sinjin Smith | 91 |
| 2. | Randy Stoklos | 71 |
| 3. | Ron Von Hagen | 62 |
| 4. | Mike Dodd | 46 |
| 5. | Jim Menges | 43 |
| 6. | Tim Hovland | 42 |

TOURNAMENT PLAY: THE REAL THING

Competition play. Winning. Losing. Sixpacks and high fives. This is where the action is. Get a friend (or a computer teammate) and try to be crowned King of the Beach.

Beats staying home.

In your quest to be crowned King of the Beach, you'll travel around the world to places like Hawaii and Rio de Janeiro and try to take the center court honors over talented locals and savvy AVP pros who are just ACHIN' to cream a couple of guys like Randy and Sinjin. In your travels, you'll get to meet "sportsmen," like Gunter and Arnie, who like to introduce people to their Coffin Spike. The stakes are high and only one team can move on to the next tournament. Chump or champ, it's up to you.



You fluffed how many spikes?

At the end of each game, you'll see the stats screen. Exploit your strengths and work to overcome your weaknesses. If you've got a hammer of the gods, by all means, hammer away. But if you can't serve or defend worth beans, not even a hammer from heaven will save you.

Next city, please.

In a tournament, you must win three games in order to win a beach. If you win a beach, you're awarded a password. The password lets you resume play on the next beach level if you take a break and return to the tour later (each beach has *one* password). Just enter the password on the registration board in



the registration tent to pick up where you left off. If you don't take a break, you'll just go right on to the next location.

Good luck!

If your spike is lame and your bumps are off, you'll have to stay in the States and learn how to play Parcheesi®.

Here's to hoping you never learn Parcheesi.

| |
|---|
| <p>ALL TIME BEACH VOLLEYBALL WINNERS</p> |
| <ol style="list-style-type: none">1. Sinjin Smith2. Randy Stoklos3. Mike Dodd4. Tim Hovland5. Jon Stevenson |

GLOSSARY

- Ace:** A serve that's so hot, the other team can't get to it before it hits the sand.
- Attack:** Spike.
- AVP:** Association of Volleyball Professionals.
- Block:** When a player goes up and stops a spike, forcing the ball back into the other court.
- Bump:** A defensive hit used to dig and receive serves. Hands are clasped together and arms are straight out.
- Cover:** Backing up your partner's attack or block attempt.
- D:** Defense.
- Dig:** Bringing up an attack. Sinjin's forte.
- Dink:** A technique where the hitter goes up as if he'll spike, but taps the ball over the net instead. Excellent shot when the defender's too far back.
- Dive:** When you go belly-down in the sand to save the ball from hitting the ground.
- Fluff:** A poorly-timed spike.
- Hammer:** A hard hit spike that can travel as fast as 100 mph.
- Kill:** A spike that results in a point.
- Kong Block:** A one-handed attack block created by Randy. One of his specialties.
- Parcheesi:** A board game. Not nearly as exciting as *Kings of the Beach*.
- Poke:** An off-speed shot off the knuckles which is "poked" over the opponent's outstretched arms. Effective against a block.
- Return:** When you hit the ball over the net.
- Roof:** A blocked ball that comes straight back down on you. When you cover your head with your arms, your arms make a roof.
- Sand legs:** The ability to play in sand. Usually used in reference to guys who go from indoor play to outdoor play: "It took him a while to find his sand legs."

Set: A controlled shot used to “set up” a spike. A soft, high pass that is lofted towards your teammate. Usually the second of the three shots.

Sixpack: A spike that nails a guy in the head. Used to be when the guy who got nailed had to buy the guy who did the nailing a sixpack of beer.

Spike: When a player leaps into the air at the net and smashes the ball into the other court. One of Randy’s main weapons.

Taped: A ball that hits the top of the net and goes over.

Volley Dollies: Babes. The reason for beaches.

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PARCHEESI IS A REGISTERED TRADEMARK OF SELCHOW &
RICHTER GAMES.

Technical Support

If you have questions about the game, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support
P.O. Box 7578
San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Any additional system information (like type and make of monitor, video card, printer, etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

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