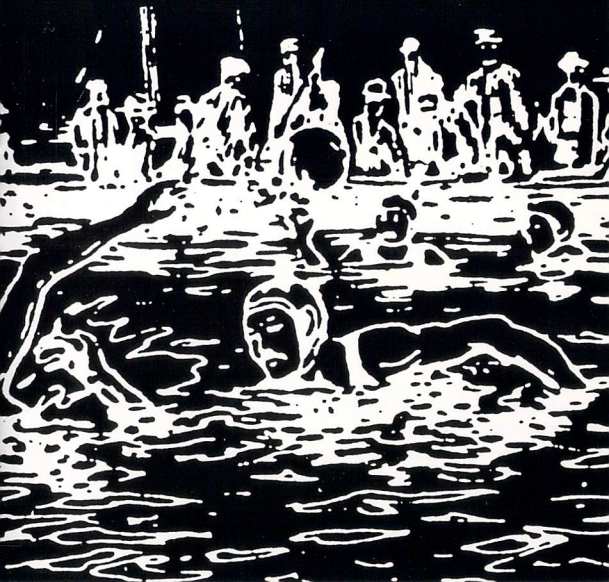# WATERPOLO

A stunning simulation of this fast and furious game, that combines elements from soccer and basketball in a swimming pool. The game requires speed, strength and agility, as well as teamwork, strategy and tactics.

In L.A. at the last Olympics, the U.S. won the Silver medal; this game gives you the opportunity to join them in the comfort of your own home.

WATER POLO – A BRIEF HISTORY

Water Polo is a relatively new sport, as well as being somewhat of a minority one, although it was the first team game to be included into the Olympics. It started in the 1860s on the River Dee at Aberdeen in Scotland, the Bon Accord Club, a swimming club, organized annual contests between swimmers from the rivers Dee and Don. The object of these games was to get a pig's bladder to the opposite bank.

In 1870 in London the game started its progression towards the modern form, when the London Swimming Club formed a committee to draw up rules for the game, then called Water Football, the term Water Polo arrived later in the decade, first used by the Bournemouth Premier Rowing Club, who played the game in the English Channel off Bournemouth Pier. The first published rules were those of the Midland Counties Swimming and Aquatic Football Association of 1884.

Meanwhile back in Scotland the Glasgow Association Swimming Club drew up its own rules in 1886, with regular tournaments being held; these rules added goalposts for the first time the following year. Here they used a fully inflated soccer ball, instead of a partially filled one.

The addition of goalposts, and the fact that the ball could now be thrown through them, instead of carried as before, opened up the game and brought in speed and tactics instead of just brute strength.

The English continued with their own rules, introducing a national league in 1888, the first international was held between the two nations in London in 1890, and although played to English rules, the Scots were victorious. Their success came from playing and passing the ball instead of trying to dunk their opponents.

By 1892 the Scottish rules were introduced throughout Britain, these prohibited standing on the bottom and playing with both hands, and had introduced the time rule to prevent delays.

The game was spreading, within Britain it had entered the establishment with the first Oxford vs Cambridge Varsity match being held in 1891, won by Oxford. These have continued annually to the present, the game ranking a Half-Blue, that is slightly less than a "Full Blue" awarded for competitions such as the "Boat Race".

Internationally the game had spread to Europe, with teams in Belgium, Germany, Austria and Hungary by the end of the 1890s. It had also crossed the Atlantic to the U.S., where the first recorded team was founded at Boston, Mas. in 1888.

In the 1900 Olympics in Paris, France, Great Britain took the Gold Medal, defeating the Belgium team 7–2 in the final. France took the Bronze Medal as the only other nation competing. In 1904

in St Louis, American softball rules were played, and the Europeans declined to enter. Britain retained the Olympic title at the next three Olympiads, with more nations entering each time.

In 1911 Water Polo was recognized by the Federation International de Nations Amateurs – FINA, translated from the French it means International Federations of Amateur Swimmers, who fixed the British rules as standard throughout the world. In 1929 it formed the International Water Polo Board, to control the rules of the game. They published new rules in 1930 and continue to regulate the game to the present.

Few further rules have occurred since then, with only the abandonment of the "non-moving rule" in 1950, which had prevented players moving after the referee's whistle, and the adoption of a synthetic ball, being significant changes. All these have made Water Polo into one of the fastest, most furious games played today.

RULES

The game is played between two teams of thirteen, two goalies and eleven field players, with seven players in the water at any time, in a swimming pool, at least 1.8 metres deep, twenty metres wide by thirty long. There is a goal 1 metre high by 3 metres wide at each end. Play is over four five-minute quarters.

The object, as with most ball games, is to get the ball into the opponent's goal, more times than they get it into yours, one point being scored for each goal. The ball can be thrown or carried, though only with one hand, except the goalie who may use both hands.

A goal is scored when the ball passes entirely into the goal. A team is only allowed possession of the ball for 35 seconds before they must take a shot. Failure to do so gives the ball to the opponents.

Physical contact between players is prohibited, though as in basketball it happens and it is up to the referee to decide how much he will allow. Contact off the ball is definitely a foul.

Fouls are divided into five categories.

Ordinary fouls, which give the opponents a free pass.

Major fouls, such as holding or sinking an opponent, which get you sent off for forty-five seconds, or until a goal is scored.

Personal fouls are major fouls committed against an individual player; commit three of these and you are sidelined for the rest of the game, though a substitute is allowed.

Penalty Throw fouls are fouls that prevent a score. An offended team is allowed a penalty throw at the goal, taken from the four yard line, with only the goalie defending.

Dead Time fouls – any fouls occurring while the ball is out of play. This causes the offender to be ejected as for major fouls.

The referee's whistle does not stop the action; play continues, with the aggrieved party taking the free pass, which can be to himself. You must take your free shot within a reasonable time, normally ruled to be three seconds. Play only stops for penalty throws and when a player is

ejected after his third personal foul. At other times the player sent off must make his own way out of the pool without interfering with play.

The referee will also play "advantage" and not blow a foul, if blowing for a foul would only aid the side being penalised.

TACTICS

The tactics in Water Polo are more or less the same as in all other ball games, the object is to win the ball, and to get it up the pool and into the opponent's goal. There are two distinct styles of play, the British and Europeans play in a style based on their familiarity with soccer, whereas the Americans base their tactics on basketball. This is further added to by the fact that most top class American Water Polo players have a strong swimming background, with experience up to National Level as opposed to the Europeans where there are more specialist Water Polo players. European players tend to be larger and stronger than their American counterparts, and though perhaps slower swimmers, they tend to be better when they are stationary, with greater leg power to hold them in position while they take their shots.

American Water Polo therefore concentrates on fast and fluid movement with the ball. This leads to fast counterattacks and drives with down the court, pressing their opponents hard when in defence.

Scoring tactics tend to revolve around the two-metre man. This is the Water Polo equivalent of the centre forward in games such as soccer and field hockey. Play tends to involve moving the ball around looking to open up a gap in the defence. Often the ball will be passed repeatedly to the two-metre man with the aim of making a defender commit a major or personal foul on him, and be ejected from the pool, allowing the offence the luxury of attacking with an extra man.

Defence is based either on tight man-to-man marking, or a zonal type defence, with each player taking a specific area of the pool. This is especially used when playing with a man down after a player has been ejected following a foul. The aim of the defence is to prevent a goal from being scored within the 35 seconds the offence is allowed. Therefore all the easy shots must be covered, forcing the offence to take a difficult shot either from a wide angle or from long range, with the hope that the goalie will save and set up the counterattack.

Counterattacks are becoming ever more important and exciting in Water Polo. This is especially true in the U.S. with the competitive swimming background of most players. The counterattack often allows the attacker to get round his man and gain an easy shot at goal, or it may lead to the defence panicking and committing a major foul, allowing the offence a further 35 seconds with a man up on their opponents.

Play is fast and furious; keep the ball in play, drive forwards after a foul, get the ball towards the net, create an opening, shoot and score. When you are defending, cover the angles, keep the men marked, and turn over the play for a fast counter and a quick goal.

THE COMPUTER GAME

LOADING INSTRUCTIONS

Insert Disc into the Drive. Type LOAD "*",8,1 and press RETURN. When you see the title screen with the waves and the ball, press RETURN to start the game.

OPTIONS

The first screen gives you a menu of options.

Move the joystick up and down to select between options. Move the joystick left and right to choose speed to play, press fire to select. If you make a mistake press RESTORE to reset the game to this table.

DEMO. This runs the game with the computer playing both teams, just to show you what it should be like. Select the level of each team, from 1–0 (effectively 10), then press RETURN.

ONE PLAYER. Against the computer; uses a joystick in port two. Enter your team's name from the keyboard, pressing RETURN when you have finished, select level, again 1–0 (10) this is the level the computer will play at against you. You play the team in the red caps. Use a joystick in port 2.

TWO PLAYER. Uses two joysticks. Select the name of the two teams, pressing RETURN at the end of each name. You do not select level as both teams are real players. Player one uses the joystick in port two, and plays the team with red caps, player two uses the joystick in port one and plays the team in blue caps.

CHAMPIONSHIP. A four team tournament, with the choice of playing one or more teams. First select the level of the tournament from 1–0 (10), and press RETURN.

You will then see a league table. This gives the name of each of the teams, followed by their points score – there are two points awarded for a win and one for a draw, then the number of games won, drawn and lost, the number of goals scored and the number conceded, and finally whether the team is controlled by the computer or a player. Initially all teams are controlled by the computer and all the numbers are zero.

Use the joystick to pick a team, pressing fire when the one you want is highlighted in white. You can then rename it; press RETURN when you have finished. If you do not want to rename it just press RETURN. Selected teams will be played by the player. This is indicated in the final column of the table.

When you have selected your teams, move the highlighted bar down to EXIT and press Fire.

You are then shown a screen with the matches to be played in the first round. If the match is highlighted in red, it must be played as one or more teams is a player team. If it is highlighted in white, then both teams are computer teams and you may not want to watch it. If you do want to watch this match, move the white square next to it using the joystick, and press fire. This turns the names red. Pressing Fire again turns the names back to white.

When you have decided which matches to see, move the square down till it is next to START and

press Fire. The game will then start. The team names on the left will be controlled from the joystick two and play in red; the team on the right from joystick one and play in blue.

At the end of the game the score will appear; press Fire and you will start the second game in the round, if selected. After both games have been played, you will see both scores; press Fire to move to the league table, and press Fire again to select the games to be watched in the next round. Each team plays each of the others twice, so there are six rounds, at the end of the tournament the team with the most points is declared the winner.

Move between options using the joystick, press Fire to select option.

Press Fire to start Quarters.

RESTORE returns you to this option page from anywhere in the game.

WHAT YOU SEE

The screen shows the pool and the far bank. Only part of the pool is on screen at any time. At each end of the poolside there is the 35-second clock; this shows you how much time the offence have left to score. There is also a scoreboard showing the quarter being played, the total time left in the quarter and the score; this has the team's names in the colour of their caps. A referee dressed in white patrols the poolside; he will signal all fouls. In the real game there would also be a referee on the nearside of the pool, but in order to see the play he has disappeared. He does this with his flag and a whistle. In the water you will see the two teams, the ball which is bright yellow, and the two goals.

PLAYER CONTROL

Moving the joystick in any direction will move the player with it. Note that forward on the joystick is up the screen, back on the stick is down on the screen, and up and down the pool are left and right on the stick.

The computer automatically selects which is the most appropriate player to move. This is indicated by the player with the different coloured swimming cap (yellow for player one and white for player two – the computer in the one-player game).

You will be given control of the player closest to the ball, and will retain control for as long as he remains in motion. As soon as he stops moving control will swap to the player who is now closest to the ball.

If the controlled player does not have the ball then he will move in the direction that you move the joystick. If you centre the joystick, he will raise hisarms to try and catch the ball.

If the controlled player has the ball the joystick works in two ways. With out the Fire button being pressed, it works as above, controlling the player's movement. He will keep control of the ball as he moves.

If you press the Fire button you will change over to the second mode controlling the shot.

With the fire button held down move the joystick to set the power and strength of the shot.

For a low, hard shot push the joystick in the direction of the throw. This travels the longest distance. For a normal shot leave the joystick centred. For a high slow shot, pull the joystick in the opposite direction to the throw. To put sidespin on the shot, pull the joystick to the side, the shot will travel in an arc bending in the direction you pull. The longer you hold the stick sideways the more spin you will impart on the shot. These can be combined by moving the joystick diagonally.

A cursor will appear showing where you have aimed. This will be a circle with a cross in it if the shot is inbounds, and an exclamation mark if the shot is going out of play.

To take the shot, release the Fire button and press it again quickly. If you do not press the Fire button again, you revert to normal control over player's movement.

CONTROLLING THE GOALIE

The goalie is automtically activated if circumstances dictate it. He is controlled just as the other men except that if he does not have the ball and the fire button is pressed, he will raise his arms and throw himself at the ball in order to try and make a save. Also he can only swim out as far as the halfway line.
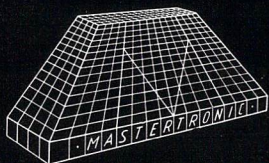
When you commit a foul the referee, the man in white on the far side of the pool, will indicate this. If you persist, he will become very angry. The computer will automatically make a player leave the pool after a major foul.

At the start of each quarter the players start at the ends of the pool, the computer automatically swims them to the centre. Both teams will arrive at once; it is then up to you to get the ball.

After a goal has been scored the computer will show you an instant action replay, indicated by the large white R in the corner.

At the end of the quarter all the players swim back to the end of the pool automatically, ready for the start of the next quarter. Press Fire to start the quarter. At the end of the game the final score and winner will be displayed.

To gain proficiency at controlling the players, practice using the two-player mode, without an opponent. This will enable you to practice taking passes and making shots, without an opponent getting in your way.

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