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Introduction

A Jelcome to Power Spike Pro Beach Volleyball...the next best thing to having fun in the sun! Pick a team of two players among 20 of the top professional volleyball players, including top stars from the Federation of International Volleyball (FIVB) and superstar Gabrielle Reece, and compete in a friendly exhibition match or in one of several tournaments around the world. Engage in head-to-head competition against a friend using the Game Boy® Game Link®. Use speed, finesse, and power to claim sand superiority!



Playing The Game



It's easy to play like the pros with your Game Boy® Color! Use the + Control Pad to move your players around the court. You'll use + Control Pad ▲ & V to move the cursor between menu items and + Control Pad & ▶ to change your game options.

Press the A Button to bump the ball, set the ball, spike the ball (when you're in the air), throw the ball up for a serve and to actually serve the ball. The A Button is also used to make your selections on the menus.

Press the B Button to jump, block a shot or to jump to spike or serve the ball. START will pause your game.

(2)

Single Match

You can practice playing any team with this mode. You won't advance through the tournament ladder with these matches, but it is a great way to practice.

When you select Single Match, you will move to the Select Team screen. Here you can choose to play any of the teams. Use + Control Pad ◀ & ▶ to move between the various teams. You can choose which one of the team members you'd like to control by pressing SELECT; you'll control the one that says "Player" under the picture. Press the A Button to make your choice. Once you've done that, you'll move to the Select Court screen. Use the same controls to make your choice, and press the A

Button to go to the Select Level screen. Set the difficulty of your game with + Control Pad ◀ & ►. You can choose to play an Easy, Medium, or Hard game. Once you've decided on the difficulty, press the A Button to start the game!

Your team will have the first serve. Normally, you can only score points when you are serving. (However you can change this by setting the Scoring Options from Side Out to Rally Play;



see page 10 for more information.) You will keep serving until you lose a point. Then, it's your opponent's turn! To get the serve back, make them miss a point. You'll play until you reach the number of Rally Points you set in Options (see page 10).

During the game, you'll be able to move the player designated by the arrow. Move your player under the ball's shadow and press the **A Button** to bump it to your teammate for a set. Try to be close to the net on the third shot so you can jump up (**B Button**) and power spike the ball! (**A Button**)

Once your match is over, you'll have the choice to play again or return to the title screen.





Tournament

This is what it is all about: winning the Championship! By winning tournaments, you can unlock secret moves and even unlock a hidden court. If you win three consecutive matches, you win the Tournament. If you win all five of the Tournaments, you'll take the Championship!

A tournament starts like a Single Match, with you

selecting the team you'd like to use in the competition. After you've done that, you'll move to the World Tour screen, where you can choose to play any tournament you've unlocked. You'll only have access to the first tournament at the start of the game, but you'll unlock the next one by winning the first one, and so forth. Once you've selected the tournament, you'll move to the tournament ladder. Use the + Control Pad to scroll around the ladder and check out the match-ups, and then press the A Button when you want to move on. You'll see a screen showing your team and the team you're about to play. One more press of the A Button will start the game!



If you lose the match, you'll be eliminated from the tournament. If you win, you'll move on to the next match. If you win all of the matches, you win the tournament and unlock the next tournament and a special combination move. Make a note of the password you're given; you'll be able to use it to unlock the tournament in future games!







Versus Game

Give your playing skills the ultimate test by challenging another player to head-to-head volleyball action! Both players will need their own copy of Power Spike Pro Beach Volleyball, and you can only access the Versus Game mode if your Game Boy* Color is linked to another Game Boy* Color with a Game Link* cable. Once you've started this mode, you'll move to the Select Team screen, where you and your opponent can choose your players. Note that you cannot both select the same team. After the teams have been chosen, you can pick your court and then move on to the game, just like in the Single Match.



Password

DEL

If you have a password (from Championship mode), select this menu item to enter it. Use the + Control Pad to move among the letters and press the A Button to select them. When you have entered the password, highlight [END] and press the A Button. You'll return to play in the next tournament. If you make a mistake, highlight [DEL] and press the A Button to erase letters, and then enter the correct password.

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Note: As you progress through the Championship, you can find passwords for unlocking special moves and even a secret court!

Options

You can access various game options by selecting Options from the main menu.
Your choices are:

Ball Color: Choose the color of the volleyball by pressing + Control Pad ◀ & ▶ until the ball is the color you want.

Music: Use + Control Pad & ▶ to toggle the music on or off.

Scoring: Use + Control Pad ◀ & ► to switch between SO (Side Out; you can only score a point if your team is serving the ball) and RP (Rally Play; you can score a point no matter who served the ball).

Rally Points: Set the length of the game to 9, 12, 15, or 21 points with + Control Pad ◀ and ▶.

Main Menu: Return to the main menu.

How To Play Volleyball

ere's a brief rundown on some of Volleyball's rules and terminology.

Each team has three hits to get the ball over the net and to have it land on the ground in their opponent's side. Each hit must alternate between teammates. The first hit when returning a serve is often called a "bump" or a "pass". Serves can only be returned by bumps. A good bump to the setter is often called an "up".

The role of the setter is to "set" the ball, passing it high and near the net for the spiker. The spiker will often attempt to put the ball away by either "spiking" (hitting the ball hard in a downward direction) or "dinking" over blocks (softly lobbing the ball into an open area of the opponent's court).

A successful block attempt in which the blocking team causes the ball to hit the ground on the spiking team's side can also be called a "stuff". If a blocking team "touches" the ball while making a block attempt, and the ball stays in play on their side, the block does not count against their allotted three hits. If a blocking team makes contact with the ball during the block attempt and the ball remains in play on the spiking team's side, the play resets and the spiking team has three hits to get the ball over the net.

If, prior to a third hit, the ball bounces off the net, the ball is still playable but still must be hit over the net by the third hit.

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COMMON INFRACTIONS

- Double hit: When a ball is hit twice in succession by the same player. If this happens, the other team will either score a point (if they were serving) or get a side out (if they were receiving).
- Four hits: This is the fourth time a team hits a ball if they are unable to hit the ball
 over the net into the opponent's court within three hits. Again, the other team will
 either score a point or a side out if this happens.
- Net serve: A served ball that touches the net. The opposing team then gets to serve.
- Out of bounds: When a ball hits the ground outside of the boundary lines on the court.

Game Strategy & Tips

- Win a tournament in the Championship and unlock a special move!
- To play effective defense, complement your teammate by playing the opposite side
 of the court and by covering any open area.
- Frustrate your opponent by aggressively trying to block their spikes.
- Use your "hang time" to pull off some fierce spikes!
- Nail a jump serve by throwing the ball in the area, jumping as the ball is about to reach its apex, then hitting the A Button.



The Players

Vou'll have the opportunity to compete as some of the top-ranked beach volleyball players in the world. Here's a list of the players in the game:

MEN'S TEAMS:

Brazil:

Rogério 'Pará' De Souza Ferreira, Guilherme Luiz Marques

Canada:

John Child, Mark Heese

Switzerland:

Paul Laciga, Martin Laciga

United States:

Rob Heidger, Kevin Wong Sinjin Smith, Carl Henkel

WOMEN'S TEAMS:

Australia:

Kerri-Ann Pottharst, Natalie Cook

Canada:

Kathy Tough, Janette Solecki

The Netherlands:

Rebekka Kadijk, Debora Schoon Kadijk

United States:

Linda Hanley, Gabrielle Reece Elizabeth 'Liz' Masakayan, Elaine Youngs

Credits

CARAPACE

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DESIGNER: Jean-Philippe Parmentier ADDITIONAL DESIGN AND

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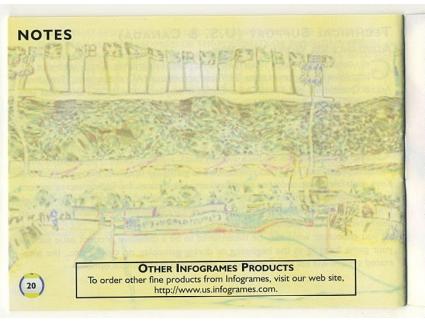
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HELP VIA TELEPHONE

all Infogrames, Inc.'s Tech Support at 425-951-7106. We have an Interactive Voice Response and Faxback system that's available 24/7. We will have automated support, our FAQ documents such as gameplay tips, information on Control Keys, possible cheat code combination keys, instructions for finding secret screens and/or additional game levels if they exist. Live support is available Monday through Friday, 8:00 AM until 6:00 PM (PT). We may be closed on major holidays. You can send faxes to: (425) 806-0480, or write to the address below.

If you encounter what may be determined to be a defective product issue such as your game freezing at the beginning or during gameplay, no display, etc., the automated system will tell you our product return and replacement options.



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