



Beach Spikers (GDS-0014)

MANUAL

MANUAL COVER (FRONT)

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.

Thank you for purchasing Beach Spikers™. Please note that this software is designed only for use with the Nintendo GameCube™. Be sure to read this instruction booklet thoroughly before you start playing.



BEACH SPIKERS



TABLE OF CONTENTS

SETTING UP	4	VS MODE	20
HOW TO PLAY	5	TUTORIAL	24
MODE SELECT	10	OPTIONS	25
ARCADE	11	ATHLETES	27
WORLD TOUR	14	CREDITS	31

SETTING UP

HARDWARE SETUP

Beach Spikers is a one to four player game (with some modes, only up to two players). Connect the Nintendo GameCube™ Controllers to the Nintendo GameCube™ Controller Socket 1, 2, 3 and 4 (depending on the number of players participating).



USING PROGRESSIVE SCAN TV

This software is compatible with progressive scan video output, using the Component Cable (sold separately). Please refer to the instruction manual of Nintendo GameCube™ for the direction on how to connect.

- 1 Connect your TV set and Nintendo GameCube™ with the Component Cable.
- 2 Place the Beach Spikers Nintendo GameCube™ Game Disc inside the GameCube, close the Disc Cover, and press the POWER Button.
- 3 After the Nintendo GameCube™ logo is displayed, press and hold the B Button.
- 4 You will be asked whether to display in Progressive Mode. Select "Yes" and the game will be displayed with Progressive Scan output.

Once the Progressive Mode is selected, unless the video cable is changed, the Display Mode Select screen will be displayed each time the power is turned on, without pressing the B Button. Also, depending on the type of television set you are using, the horizontal/vertical ratio of the screen may be changed.

SAVE FILES

Beach Spikers is a Nintendo GameCube™ Memory Card compatible game (Nintendo GameCube™ Memory Card sold separately). Although the game recognizes the Memory Card in either of the two Memory Card Slots, it is recommended that you insert the Memory Card into Memory Card Slot A. 3 blocks are needed to save a game file.

When you start the game, the game will automatically look for the game file. If the Memory Card does not contain a game file, the game will ask you to create a game file. If there are no Memory Cards inserted, the game will warn you and ask if you would like to Retry (insert the Memory Card first) or Continue without saving. Follow the on-screen instruction to start the game.

The game will automatically save game data during the game, and a message will be displayed to notify that such action is taking place. Never turn OFF the Nintendo GameCube™ power or remove the Memory Card while the game data is being saved or loaded.

4

HOW TO PLAY

BRIEF RULES ON VOLLEYBALL

In volleyball, each team must send the ball over the net to the opponent's side of the court and drop it on the ground. The team must also prevent the ball from being grounded on its side of the court.

The game begins by serving the ball to the opponent's side of the court. Except for the first serve of the match, the team who scored the point last has the right to serve.

The team is allowed three hits (or contacts) before returning the ball to the opponent's side of the court, but the same player may not hit the ball twice in succession (please also see BLOCKING on p. 9 for the only exception to this rule).

You score a point when you successfully ground the ball to the opponent's side of the court. Your opponent scores when you allow the ball to ground on your side of the court, when you fail to send the ball back to the opponent's side in three hits, or when you ground the ball out of bounds untouched by your opponent. In Beach Spikers, the first team to score 15 points, with at least a two-point advantage, wins the game. If the score becomes 14-14 (deuce), the game will continue to a score of 20 or until one team takes the two-point advantage.

In this game, the Rally Point Scoring system is used, i.e. both the serving and receiving teams can score a point. (In Sideout Scoring system, only the serving team can score a point.)

GAME SCREEN

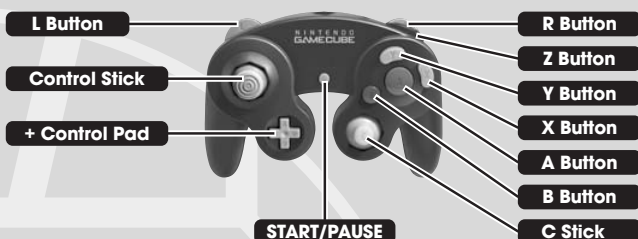


- | | |
|--|--|
| <ol style="list-style-type: none"> 1 Player Marker
Indicates which player on the field is being controlled.
1P: RED 2P: BLUE
3P: ORANGE 4P: GREEN 2 Indicates the players controlling in the team. | <ol style="list-style-type: none"> 3 Match Score 4 Country Representing the Team 5 Court Map
Indicates the position of each player. |
|--|--|

5

HOW TO PLAY

NINTENDO GAMECUBE™ CONTROLLER



MENU CONTROLS

Control Stick	Select menu item
+ Control Pad	(←→ to toggle menu settings, if any.)
A Button	Enter selection
B Button	Return to previous screen
C Stick	Change camera angle*
L Button	Zoom the Camera in*
R Button	Zoom the Camera out*

* These are available only during the character edit of the World Tour mode (p. 14).

CONTROLS IN THE GAME (GENERAL)

For controls specific to particular mini-games of the VS MODE, please see p. 22~23.

Control Stick	Move the player around
+ Control Pad	
START/PAUSE	Pause the game and prompt Pause Menu

While the ball is in play, use the Control Stick/+ Control Pad to move your player around the court. Except when an edited team is being selected (Arcade Mode), the control will automatically switch to the player on the field closest to the ball receiving a serve/return, and switches to the other player on the team after each action. Naturally this will not be the case if two players are teaming up.



HOW TO PLAY

NOTES ON BUTTONS WITH SAME FUNCTIONS

The Control Stick and the + Control Pad function in the same manner in this game, in the menu controls or during the game. Where it is written Control Stick, it applies to the + Control Pad also. Also, during the game, pressing either the X Button or the Y Button has the same effect as pressing the A and B Buttons simultaneously. Where it is written A Button + B Button, you may press either the X or Y Button alone.

SERVING

The first thing you need to do is serve the ball to the opponent's side of the court.

Control Stick	Select serving position; Select the course to serve
A Button	Overhand serve
B Button	Underhand serve
A Button + B Button	Jump serve

When you serve the ball, first you have an option to change serving position. Use the Control Stick ←→ to move the player. The power gauge displayed to the left of the screen indicates the power put into the service. Press any serve button at the desired power level to serve. Be careful though as you are required to have at least the minimal amount of power to make a successful Overhand and Jump serve.



TYPES OF SERVE

Overhand Serve

The size of the area to aim is rather narrow, but you can hit a fast ball if the power gauge is high.

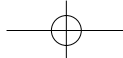
Underhand Serve

It is rather low in power, but has wide area to aim. You will not make a service error.

Jump Serve

The area to aim is very narrow, but your serve can hit with force. You will also need to hit the power gauge at a higher level.

NOTE: In Arcade mode, you serve in a different manner according to the game style selected. See p. 13.



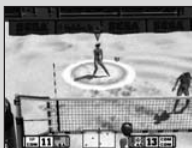
HOW TO PLAY

RECEIVING

Receiving is usually the first of three contacts allowed in the game.

A Button	Normal receive
B Button	Low receive
A Button + B Button	Call for Two Attack

When the ball is in the air, there will be a marker on the ground indicating the location where the ball will drop. You can press any receiving button around the marker, but try to receive in the center. When you receive the ball by pressing both A and B Buttons, the next player will perform an attack (Two-Attack).



TOSSING

This is usually the second of three contacts, setting up for an attack.

A Button	Normal toss
B Button	Quick toss
A Button + B Button	Two-Return

As with receiving, go under the marker and press any receiving button. You can also toss the ball to the opponent's side of the court (Two-Return — pressing both A and B Buttons) to catch them off guard.



POWER GAUGE: SETTING UP FOR ATTACK

On the power gauge, there will also be an indicator for potential maximum power for an upcoming attack. The power gauge will appear when you set up for an attack on your second contact (or when you call for Two Attack). The key to the attack is a good set-up, so go under the ball quickly and press the toss button as early as possible for a higher potential toss. If the power gauge does not appear, this indicates that you were not in the position well enough to set-up an attack. In this case, you will not be able to attack on your third contact. Press any tossing button to send the ball to the opponent's side.



HOW TO PLAY

ATTACKING

This is usually the last of the three contacts, sending the ball to the opponent's side of the court.

Control Stick	Select the course to attack
A Button	Spike
B Button	Feint shot
A Button + B Button	Spike at blocker's hands

When attacking, watch the power gauge to the left side of the screen. Press the A Button, with the gauge as high as possible, to spike the ball with maximum force. Press the B Button to perform a feint shot (send the ball over the blocker's hands or drop it near the net). Press both the A and B Buttons to attempt to spike the ball at the blocker's hands for a one-touch out of bounds.



BLOCKING

Block and deflect your opponent's attack.

A Button	Block
-----------------	--------------

When your opponent is about to attack, move in front of the attacking player, and press the A Button to attempt a block.

The block counts as a contact. If you attempt a block and the ball stays on your team's side of the court (rather than bouncing back to the opponent's side), your team has only two contacts left to send the ball back. However, the player who attempted the block can immediately chase and receive the ball and it will still count as the first contact. This is the only time a "double-hit" is allowed.



ATTACKING & BLOCKING: KNOW YOUR POSITION

When a player on the court (you or your opponent) attacks, there will be markers on the ground, in front of the feet of both attacker and potential blocker, indicating the left-right position of the two.

When you're blocking, try to exactly match your position with that of the attacker. If you're attacking, watch the blocker's position and make the quick decision on whether to hit the ball towards the open course, hit it over the blocker's hands or to spike it off the blocker's hands out-of-bounds.



MODE SELECT

On the Title Screen, press START/PAUSE to display the Mode Select Screen. Use the Control Stick $\uparrow\downarrow$ to select a menu item, and press the A Button to enter. Press the B Button to return to the Demo Loop.

ARCADE

This is a conversion of the arcade game where you participate in an 8-team tournament.

WORLD TOUR

This is a mode where you create your original team and participate in a series of tournaments. Have your CPU-controlled partner develop skills, and aim for the top in the world.

VS MODE

Play against the CPU or other players with various settings. You can also compete in mini-games.

TUTORIAL

Learn the basic controls of "Beach Spikers."

OPTIONS

Adjust various game settings, or perform sound tests. You can save and load game settings as well.

In the game and in this instruction booklet, the player using the controller connected to the Controller Socket 1 will be referred to as 1P, the player using the controller connected to the Controller Socket 2 will be referred to as 2P, and so forth



ARCADE

This is an 8-team tournament mode where you compete against the teams from all over the world.

FLOW OF THE GAME

First select the team you are going to use. Use the Control Stick to select a team, and press the A Button to enter. If you are playing by yourself, you will control both players on the team.

A tournament chart will be displayed, and the match begins. By default, the match in the Arcade Mode begins with the game count at 10-10. The starting count can be modified in Options (p. 25).

Play through Quarterfinals, Semifinals, and Finals to win the tournament.



PAUSE MENU

Press START/PAUSE during the game to pause the game and display the Pause Menu. Use $\uparrow\downarrow$ to select a menu item and press the A Button to enter. Select BACK TO GAME (or simply press the START/PAUSE again) to continue the game, or QUIT GAME to quit the game and return to the Mode Select screen.



TOTAL POINTS & NAME ENTRY

Apart from scores of each match, total points are calculated based on evaluations of your play. At the end of the game, if your total points are among the top 20, you can enter your name. Use the Control Stick to select a letter, and press the A Button to enter (select Del to delete a letter, and Ent to end Name Entry). You may enter up to 3 letters.



ARCADE

ARCADE

TEAM PLAY & MATCH PLAY

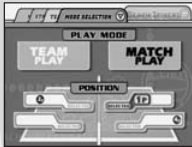
During the game, press START/PAUSE on any controller currently not in use to have another player join in for Team Play or Match Play.



When a player joins in for a 2-player game, the joining player has the option of selecting Team Play (2 players cooperating on the same team) or Match Play (the joining player selects his/her team for a versus match). Use the Control Stick ←→ to select, and press the A Button to enter.



The game automatically becomes a Match Play if there are more than two players in the game. Each player selects the player on the field to control. Use the Control Stick to select the player on the field, and press the A Button to enter.



With three players, one of the players must control both players on the team. With four players, each player controls an assigned player on the field.



With Team Play, as soon as you select the team you wish to use, you will enter the tournament for Team Play.



With Match Play, after selecting the teams to use, you will select the stage to play in. Use the Control Stick to select the stage, and press the A Button to begin the match. Note that the stage with "?" displayed cannot be played at this point. These stages will be uncovered and will become selectable as you progress in other modes.



When the match is over, the winner will play in the tournament.

GAME STYLE

In Arcade mode, there are two game styles that can be applied. You can change this in Arcade Rules of the Options (p. 25).



ORIGINAL

If you set the Game Style to ORIGINAL, each team (country) will be ranked in four levels of strength (SS, S, A, B). So there will be a difference in abilities during the match.



ARCADE

If you set the Game Style to ARCADE, each team will have an even strength. Also, rather than using different buttons for different serves, you will serve differently according to the level of the power gauge. You will not make any service errors.

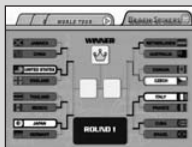


WORLD TOUR

WORLD TOUR

Create a team and characters, and compete in a World Tour to aim for the championship.

In each stage, you will compete in a 16-team tournament. There are 8 tournaments in all, and you will be ranked according to the overall points.



You control only one player on the team, as the CPU controls your partner. Depending on how you communicate with your partner, the level of teamwork increases or decreases. Also, by distributing ability points to your partner's attributes, you can help your partner develop into a great athlete.



USING ORIGINAL TEAMS IN THE ARCADE & VS MODES

By selecting EDIT during the Team Select screen of the Arcade and VS Modes, you can play with your original team saved on your Memory Card. Again, the CPU controls your partner in either mode (unless two players are playing on the same team). Try winning the tournament with your original team.



STARTING THE MODE

At the beginning of the World Tour mode, you will be asked whether to start a New Game or to Continue the previously saved game. Use the Control Stick $\uparrow\downarrow$ to select, and press the A Button to enter.

If you select CONTINUE, please see p. 18 for how to load the previously saved game.



CREATING YOUR TEAM

When you start a new game, you will create two characters: a player's character which you control, and your partner which the CPU controls. First, you will edit the player-controlled character. Use the Control Stick to select the menu item, and press the A Button to switch to the set-up screen for each setting. Select OK when you are done in each setting.



You can also use the C Stick to change the camera angle of the character displayed on the left side of the screen, and L/R Buttons to zoom the camera in/out.



NAME



Name your team's character. Use the Control Stick to select a letter (move cursor), press the A Button to enter the selected letter, and the B Button to delete a letter. You can enter up to 7 alphanumeric characters. When done, select OK and press the A Button.

COUNTRY (NOT AVAILABLE WITH YOUR PARTNER)



Select the country your characters will represent. Use the Control Stick to select the country (flag), and press the A Button to enter.

NOTE: This selection is not available when editing your partner, since both characters play for the same country.

HAIR



Edit your characters' hair. Use the Control Stick $\uparrow\downarrow$ to select menu item, and $\leftarrow\rightarrow$ to select from available hair styles or change hue/brightness of the hair. When done, select OK and press the A Button.

WORLD TOUR

FACE



Edit your characters' face and skin color. Use the Control Stick \updownarrow to select menu item, and $\leftarrow\rightarrow$ to select from available face styles and sunglasses or change hue/brightness of the skin. When done, select OK and press the A Button.
NOTE: The sunglasses are worn only with the matches played during the daytime.

UNIFORM (NOT AVAILABLE WITH YOUR PARTNER)



Select the uniform that your characters will wear. Use the Control Stick $\leftarrow\rightarrow$ to select from the available uniforms.
NOTE: This selection is not available when editing your partner.

When you are done with your player-controlled character, you will then edit your partner.



NOTE ON PLAYER/PARTNER PARTS

During the game, when certain requirements are met, you will earn new parts that can be used to create players, such as new hair styles, sunglasses, faces and uniforms. Try your luck with other modes as well.



WORLD TOUR

WORLD TOUR MENU SCREEN

When you are finished with team creation, the World Tour Menu screen will be displayed. Verify your team's condition here, and develop your partner.



- 1 Current Teamwork Percentage
- 2 Your partner's attribute values.
- 3 World Tour Menu

DISTRIBUTING ABILITY POINTS

Before the game, you will assign ability points to each attribute. Use the Control Stick \updownarrow to select the attribute, and $\leftarrow\rightarrow$ to distribute the desired Ability Points.



- Serve** Ability to serve with higher skill and greater power.
- Receive** Ability to receive powerful serves and attacks.
- Attack** Ability of attacking technique and decisiveness of the course to attack.
- Block** Ability to block, in terms of timing, positioning, and accuracy.
- Toss** Ability to toss the ball accurately.
- Power** In relation with all actions, raise this to strengthen each.
- Response** In relation with all actions, raise this to respond more alertly.

At the beginning of the game, you are given 5 ability points. After each match, you are evaluated on the result of the match and on the Teamwork percentage, and given ability points based on evaluation.

START THE GAME

Select START GAME to start the World Tour. Afterwards, select NEXT GAME to advance to the next match.

WORLD TOUR

WORLD TOUR

RAISING YOUR TEAMWORK PERCENTAGE

During the match, there will be a timeout during every other court change. There you have a choice of conversation with your partner. Reflecting on your partner's performance, use the Control Stick $\uparrow\downarrow$ to select the type of conversation (Praise, Encourage, Reprimand, or Do nothing), and press the A Button to enter. Depending on your selection, the Teamwork percentage will increase or decrease. If the Teamwork percentage is high, your partner can perform her maximum. But if it is low, she will perform more erratic. As a team, there are times when it is necessary to reprimand. Choose your actions wisely.



RANKING

During the World Tour Menu screen, select RANKING to view your current rank in the World Tour. Use the Control Stick $\uparrow\downarrow$ to scroll the list. Press the A Button to view the result of each stage.



POINTS EARNED IN THE WORLD TOUR

On each tournament, your team earns points depending on the rank of the tournament.

1st Place	20 pts.	5th Place	5 pts.
2nd Place	15 pts.	7th Place	3 pts.
3rd Place	10 pts.	9th Place	2 pts.
4th Place	8 pts.	13th Place	1 pt.



SAVE/LOAD

During the World Tour Menu screen, select SAVE to save the current game onto the Memory Card. Select LOAD to load and continue the saved game. Note that only the contents of World Tour Modes are saved or loaded.



EXIT

Select EXIT to quit the game and return to the Mode Select screen.

FEW TIPS ON WORLD TOUR MODE

Having a good partner is the key to this mode. Equally, the Teamwork Percentage affects your partner's performances in the match. Here are some tips on developing your partner.

The player that receives becomes the attacker. If you want to have your partner attack, then distribute the Ability Points to improve her receiving also.



On the other hand, if you want to attack, receive the ball yourself. Your partner will then need to improve on tossing.



Your partner can improve on serving, receiving, tossing, attacking, or blocking in combination with either power or response. Even if she has higher skill to serve or to attack, she can't hit a powerful ball. Likewise, even with technique to receive or to toss, it's no use if she can't reach the ball. Furthermore, she will not be a powerful partner, if you raise only her power or response. Think balance.



To be successful on selecting either Praise or Reprimand, think about these three points: the current point differential, the contents of your performance, and the contents of your partner's performance. Even if your team is leading in the match, what if you're making all the mistakes and your partner is performing well... Praise, reprimand, or do nothing... Think well before you select.



VS MODE

VS MODE

Play a free match, or in a mini-game.

During the VS Mode Menu screen, use the Control Stick $\uparrow\downarrow$ to select the game to play, and press the A Button to enter. There are four games available.



Each game has its own rules and/or settings to set up. Use the Control Stick $\uparrow\downarrow$ to select the menu item, and $\leftarrow\rightarrow$ to modify the setting. Select RESET and press the A Button to revert the game settings back to default value. Select OK to advance to the next screen.



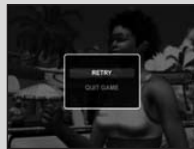
Next, each player selects the position on the court to play. Use the Control Stick to select the position, and press the A Button. Additional player(s) can join in by pressing START/PAUSE of the vacant controller connected. When OK is highlighted, press the A Button to advance to the next screen.



Now, select the team to use. Use the Control Stick to select the team, and press the A Button to enter.



At the end of the game, the Retry Menu will be displayed. Use the Control Stick $\uparrow\downarrow$ to select the menu item, and press the A Button to enter. Select RETRY to play the same game again with the same conditions. Select QUIT GAME to return to the VS Mode Menu screen.



BEACH SPIKERS

Play a free match, alone or with up to four players.

RULES AND SETTINGS

START POINT

Select the starting game count, from 0 to 12.

LAST PLAY

Selects the maximum plays to be played after the deuce at 14-14 (i.e., if 3 is selected, regardless of the two-point advantage rule, the team that scores 16 points automatically wins the match). Select from the odd numbers of 3 to 19.

RALLY LEVEL

Select the level of balls going out of control on long rallies, from EASY, NORMAL, and HARD. The ball rarely goes out of control on EASY, but goes out of control early with HARD.

CPU LEVEL

Select the difficulty level of CPU, from EASY, NORMAL, HARD, and VERY HARD.

BGM

Select the background music to be played during the game.

After the team to be used has been selected, the Stage Select screen will be displayed. Use the Control Stick to select the stage to be played on, and press the A Button to start the game. As with the Match Play of the Arcade mode, the stage with "?" displayed cannot be played until they are uncovered.



VS MODE

VS MODE

BEACH FLAGS

Play in a game of Beach Flags.

RULES AND SETTINGS

CPU LEVEL

Select the difficulty level of CPU, from EASY, NORMAL, HARD, and VERY HARD.

BGM

Select the background music to be played during the game.

The object of the game is to grab the flag before your opponent does. The players will first line up on the ground. The player who selected ① in the Position Select will position herself at ①, ② position herself at ②, and so forth.



The game will be played in two rounds. In the first round, the player at position ① will compete against the player at position ③, and ② against ④. When the message "Heads Down" is displayed, press and hold the Control Stick ↓ to get ready.



With the signal "GO!," release the Control Stick, and tap on the A Button repeatedly to run. The gauges at the top indicate the speed of each player running. At the jump zone, press the B Button at the correct time to jump (dive) and grab the flag.



Two winners will advance to the second and deciding round to compete with each other.



BEACH COUNTDOWN

Play a rally with a bomb.

There will be a counter on the bomb which you will play with. On every contact, the counter will decrease according to the button pressed: 1 point for A Button, 2 points for B Button, and 3 points for pressing both A & B Buttons simultaneously. Your team has two contacts to return the bomb to your opponent's side of the court. The bomb explodes when the counter reaches zero or when the bomb drops on the ground, in which case that team will lose the game.



RULES AND SETTINGS

START POINT

Select the starting game count, from 0 to 12.

RANDOM RULE

When this rule is enabled, once in a while there will be a brief change in the rules. The amount of points deducted from the counter may be double (or even triple) the assigned amount, or fixed to certain amount regardless of the button pressed. The counter may even increase. The rule in effect will be displayed at the top of the screen.

CPU LEVEL

Select the difficulty level of CPU, from EASY, NORMAL, HARD, and VERY HARD.

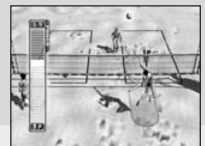
BGM

Select the background music to be played during the game.

BEACH P.K.

Play in a P.K. Shootout, volleyball style. 1 or 2 players can play.

Each player takes turns attacking the opponent's goal (court), while the other player defends it. When attacking, the CPU will toss the ball, so watch the power gauge and attack to drop the ball into the opponent's goal. When defending, try to keep the ball from dropping within the goal by blocking or receiving. The game is played in a best of 5 rounds, but the game will continue into sudden death rounds when the winner is not decided.



RULES AND SETTINGS

CPU LEVEL

Select the difficulty level of CPU, from EASY, NORMAL, HARD, and VERY HARD.

GOAL ZONE

Select the size (or type) of goals to defend.

BGM

Select the background music to be played during the game.

TUTORIAL

Practice basic actions to hone your skills.

TEAM SELECT

First, select the team to be used in Tutorial mode, and press the A Button to advance. Note that edited teams cannot be selected in this mode.



TRAINING SELECT

In Tutorial, you can practice the following: SERVE, RECEIVE, TOSS, ATTACK and BLOCK. Use the Control Stick \updownarrow to select from the menu, and press the A Button.



Each training menu contains 5 training programs and TIPS TO WIN (a short demo). Use the Control Stick \updownarrow to select from the menu, and press the A Button to begin your training.



Each training has a quota to clear. Practice to clear all of the trainings.



There will be an OK mark next to the menu item after you have cleared it.



OPTIONS

Change game settings and save/load game data.

Use the Control Stick \updownarrow to select the menu item, and press the A Button to enter.



ARCADE RULES

Here you can change settings for the ARCADE mode. Use the Control Stick \updownarrow to select the menu item, and $\leftarrow\rightarrow$ (where applicable) to change settings.



GAME STYLE ... Select the Game Style to be played (p. 13).

DIFFICULTY ... Change the difficulty level of the game from EASY, NORMAL, HARD, and VERY HARD.

START POINT ... Change the starting point for the matches to start with.

RANKING ... View score ranking of the Arcade mode. Use the Control Stick \updownarrow to scroll through the list, and $\leftarrow\rightarrow$ to switch between SINGLE PLAY and TEAM PLAY modes.

SOUND

Here you can change sound related settings or listen to the background music used in the game.

AUDIO ... Change audio output between STEREO and MONAURAL.

BGM VOLUME ... Change the volume level of the background music during the game.

SE VOLUME ... Change the volume level of the sound effects during the game.

SOUND TEST ... Listen to the selected background music. Press the A Button to play.



OPTIONS

RUMBLE FEATURE

You can enable/disable the rumble feature for each controller separately. Use the Control Stick $\uparrow\downarrow$ to select the controller, and $\leftarrow\rightarrow$ to select ON/OFF.



SAVE/LOAD

Select SAVE to save the current Option settings to the Memory Card; select LOAD to load settings from the Memory Card.

After either SAVE or LOAD is selected, use the Control Stick $\uparrow\downarrow$ to select the Memory Card Slot A or B (the slot without the Memory Card will be dimmed and will not be selected), and press the A Button to save or load.

Upon saving, if a save file already exists on the selected Memory Card, you will be asked whether to overwrite the existing data.



INITIAL SETTING

Select this and press the A Button to return all Options settings to their default value.

ATHLETES

UNITED STATES (USA)



Lisa Mayer
Thelma Garnett

BRAZIL (BRA)



Veronyca Marques
Akasha Costa

AUSTRALIA (AUS)



Mira Joyce
Nicole Fraser

SPAIN (ESP)



Gloria Sanchez
Elena Garcia

ATHLETES

ATHLETES

JAPAN (JPN)



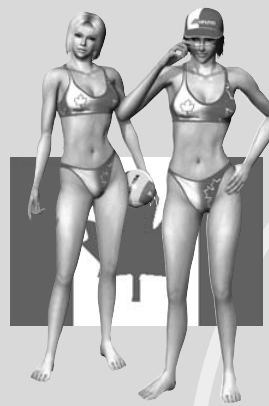
Naomi Wakui
Hikaru Sunaga

ITALY (ITA)



Irene Fano
Loretta Gilardi

CANADA (CAN)



Jullia Quilico
Luca Olvis

MEXICO (MEX)



Angela Sandi
Jessica Salinas

FRANCE (FRA)



Carine Lafont
Sophie Rouch

CUBA (CUB)



Debra Gomez
Petra Fleta

THAILAND (THA)



Pinjai Tankul
Ratee Savana

NETHERLANDS (NED)



Nel Feilke
Manon Renesse

BEACH SPIKERS

BEACH SPIKERS

ATHLETES

CHINA (CHN)



Xiuhua Lee

Ling Cui

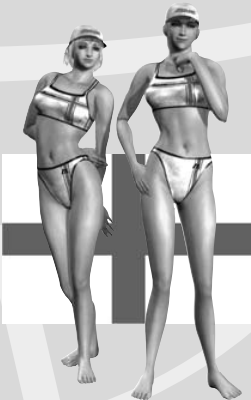
GERMANY (GER)



Anita Erhart

Hilda Wolff

ENGLAND (ENG)



Mary Clare

Susan Evans

JAMAICA (JAM)



Lynda Howell

Irie Coxe

CREDITS

SEGA-AM2

Director

Eigo Kasahara

Main Programmer

Hideya Shibazaki

Main Designer

Tatsuya Sato

Programmers

Shigenobu Iga
Takeshi Hisajima
Toshihiko Gouya
Masato Shimoyama
Junnichiro Matsuura

Designers

Mami Abe
Jinya Itoh
Miyuki Noda
Shigemi Ohmori
Erika Aihara

Planner

Tohru Murayama

Sound

Tatsutoshi Narita
Sachio Ogawa
Shinichi Goto
Fumio Ito
Megumi Takano

SEGA OF AMERICA

Associate Product Manager

Cord Smith

Senior Product Manager

Rob Alvarez

VP of Entertainment Marketing

Mike Fischer

SOA Creative Services

Robert Schonfisch
Erica Forte
Vicki Morawietz
Arianne McCarthy

VP of Product Development

Jin Shimazaki

Localization Manager

Osamu Shibamiya

Localization Producer

Jason Kuo

Test Lead

Nestor Protacio Jr.

Testers

Brian Matt
Patrick Sullivan
Paul Garcia
Anthony Taylor
Bruce Dumlao

MANUAL PRODUCTION (SEGA OF JAPAN)

Text Editor

Masaru Kobayashi

Text Editor/Translator

Makoto Nishino

Designer

Satoru Ishigami

Supervisor

Yoshihiro Sakuta

Special Thanks

Peter Moore
Chris Gilbert
Kirsten Merit
Bryce Baer
Caroline McNiel
Teri Higgins
Stacey Kerr
Sirr Less
Koji Kuroki (SOJ)
Sega.com

NOTES



Lined area for notes with a large 'BEACH SPIKERS' watermark.

***THIS LIMITED WARRANTY IS VALID FOR U.S. AND CANADIAN NINTENDO GAMECUBE™ GAME DISC MANUFACTURED FOR SALE IN AND PURCHASED AND OPERATED IN THE UNITED STATES AND CANADA, ONLY!**

Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that the Nintendo GameCube™ Game Disc shall be free from defects in material and workmanship for a period of 90-days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective Nintendo GameCube™ Game Disc or component will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the Game Disc, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Sega to obtain support.

Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

- * web site <http://www.sega.com>
- * e-mail support@sega.com
- * telephone 1-716-650-6701

LIMITATIONS ON WARRANTY

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90-DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, DREAMCAST INC., BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Sega is registered in the U.S. Patent and Trademark Office. Beach Spikers is a registered trademark or a trademark of Sega Corporation and its affiliates. All Rights Reserved. © SEGA-AM2 / SEGA, 2001, 2002. This game is licensed for use with The Nintendo GameCube System only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. Sega of America Dreamcast, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. www.sega.com. Programmed in Japan. **Made and printed in the USA.**

Fonts used in this game are supported by FONTWORKS International Limited. FONTWORKS product-names and FONTWORKS logos are registered trademarks or trademarks of FONTWORKS International Limited. Copyright 1994-2002 FONTWORKS International Limited. All rights reserved.

MANUAL COVER (BACK)

