



PlayStation

NTSC U/C

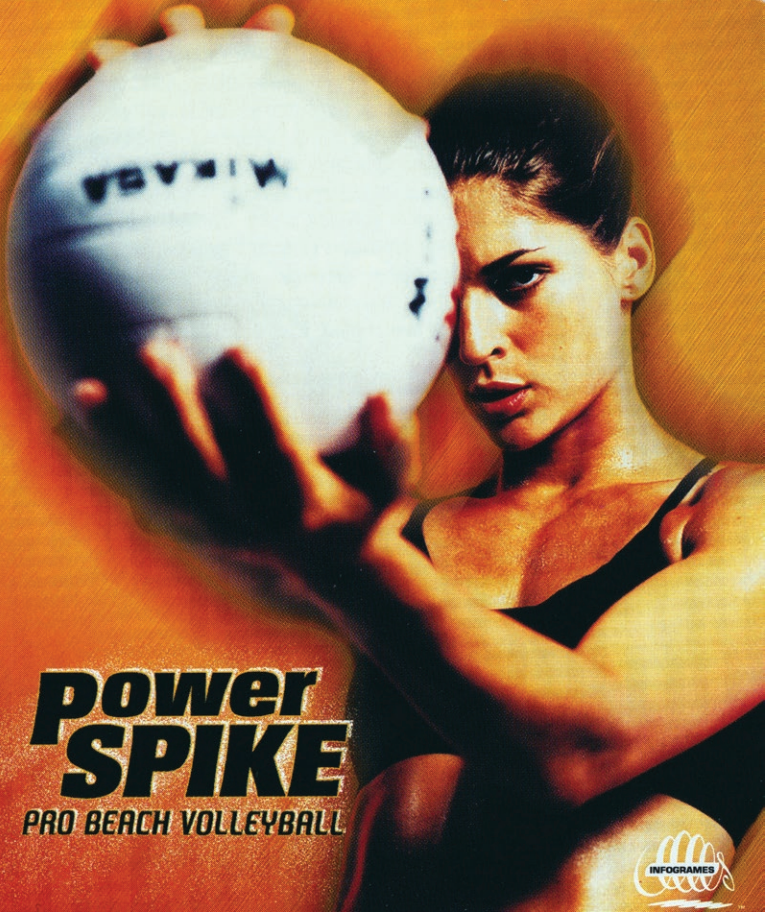
PlayStation

EVERYONE



CONTENT RATED BY
ESRB

SLUS-01196



**power
SPIKE**
PRO BEACH VOLLEYBALL



WARNING: READ BEFORE USING YOUR PlayStation® GAME CONSOLE

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures of images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions. Refer to your projection TV instruction manual for more details.

USE OF UNAUTHORIZED PRODUCT

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PlayStation® DISC

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other heat source.
- Be sure to take a break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping it in straight lines from the outer edge. Never use solvents or abrasives.

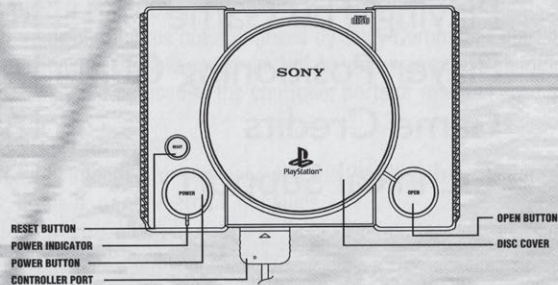
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Starting out

1. Set up your PlayStation® game console according to the instructions in the User's Manual.
2. Check that the Console is OFF before inserting or removing a Disc.
3. Insert the **Power Spike® Pro Beach Volleyball** Disc and close the Disc Cover.
4. To load a game or save a new game, insert a MEMORY CARD into MEMORY CARD Slot 1. Make sure you have at least one free MEMORY CARD block available.
5. Connect your Controllers and turn on the Console using the POWER Button (ON). Do not connect or disconnect peripherals or MEMORY CARDS while the PlayStation is turned on.

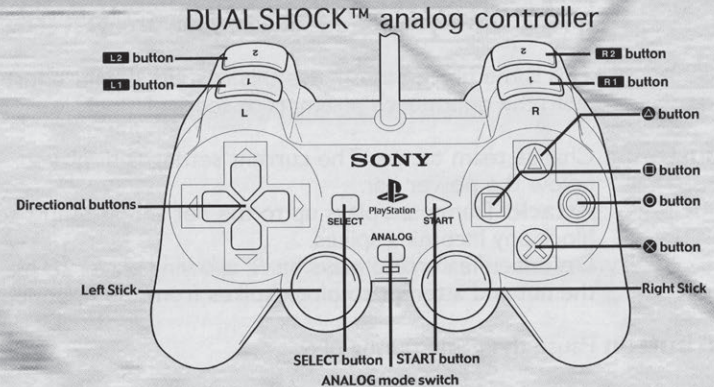
NOTE: Never remove or insert a MEMORY CARD or turn the PlayStation power OFF when loading or saving.



Power Spike® Pro Beach Volleyball showcases the sport of professional beach volleyball. Each pro volleyball team consists of two highly skilled athletes. Power Spike has over 40 of the top professional male and female players from around the world including superstar Gabrielle Reece! Compete for sand superiority in the World Tour, serve up a friendly Exhibition game or refine your volleyball skills in the Practice mode.

Up to four players can compete using a Multi Tap™ with their favorite pro player. Or create a custom player and see how you fare against the pros!

NOTE: When using the Multi Tap™, be sure to insert the Multi Tap™ into Controller port 1 and have at least one controller connected to Controller Port 1-A before powering up.



Controls

This is the default button configuration.

- X button** Use this to execute everything from setting and bumping to spiking. While defending, the X button sets the dig for your teammate to set.
- button** This button gives the CPU controlled teammates commands. For example, pressing ○ when you are about to hit the ball will instruct your teammate to spike the ball on the next hit. If the ○ button is pressed while your teammate is setting, he or she will bump the ball towards the net for you to spike. The ○ Button used while spiking will “dink” (aka: lob) the ball over the net.
- button** This is your power move button. When used, you will jump serve, execute a higher pass and a higher set. When spiking, this is your power attack; your strongest shot.
- △ button** This is the block button; use this to defend your court from the opponent’s attempts at scoring!
- L1 button** Change team tactics. The current setting is displayed below the power bar.
Attack: Teammate plays up to the net and attempts to block any incoming spikes.
Defense: Teammate plays back, allowing player to play at the net and attempt to block spikes from the opponents.

START button Pause the game during play.

Game Modes

Exhibition Mode

Select from over 40 of the top professional volleyball players in the world and serve it up in an exhibition game. Teams can be male, female or co-ed. You can even use custom players created in the Player Editor.

NOTE: Custom players upgraded during a World Tour cannot be used in Exhibition mode. Once that player has finished the tour, he or she can play in an Exhibition game with improved stats! However, the basic custom players can be used in Exhibition mode.

World Tour Mode

If you think you have what it takes to rule the sands, enter the World Tour! The World Tour consists of eight separate tournaments in which each team earns points based on their finish. Points are cumulative as each team progresses from tournament to tournament.

Points for Placing in Top 5 of a Tournament

1 st	30 points
2 nd	27 points
3 rd	24 points
4 th	21 points
5 th	18 points



TIP: Do well in the World Tour and you may be rewarded!

Practice Mode

Practice mode lets you hone your volleyball skills against the computer on the beach! In this mode, points are not awarded. You still play the game normally, the main difference is there is no winner and no loser. You simply play to practice.

Options Mode

Game Settings

Difficulty

Set the difficulty of your CPU opponents to **Amateur** (Default), **Pro** or **All-Star**

Default Camera

Set the default camera angle. One Lateral (side) view and 3 back views are available

Automatic Replay

Turn the Automatic Replay on **YES/NO**

Player Indicator Player Positioning Guide

Turn the Player Positioning Guide on **YES/NO**

Aiming Cursor

Set the Aiming Cursor to **Normal**, **Quick** or **No**

Auto-Load

Turn the Auto-Load feature on, **YES/NO**, save game will automatically be loaded at start up

Screen Adjustment

This option allows you to adjust the screen to best fit your television

Sound

The Sound FX and Ambient Sound Volume can be adjusted here

Controls

There are 3 set controller configurations to choose from

Save or Load

Save or Load settings to/from MEMORY CARD

NOTE: When saving or loading, do not insert or remove the MEMORY CARD when loading from or saving to the MEMORY CARD.



Replay Mode

The Replay mode captures the most recent play. While in Replay mode, press the START button to enter the Controlled Replay mode. The **Left** directional button reverses the replay and the **Right** directional button fast forwards the replay. The **Up** directional button zooms the camera in and the **Down** directional button zooms out. Press **L1** and **R1** to cycle through the various angles to get a better view of the action.

Player Editor

The first option given is the naming option. Press the **Up** and **Down** directional buttons to cycle through the characters and press the **Left** and **Right** directional buttons to change the cursor position. The name can be up to ten characters long. Initials can be up to 3 characters long. Press the **X** button to change the letters and once more to exit.

Physical Appearance

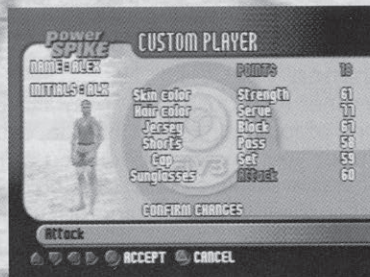
There are three skin tones to choose from, from fair to tan to dark. Your character can have one of four hair colors: blonde, brunette, red or black. Next choose an outfit for your custom player. You can mix and match the sixteen jerseys and shorts available to tailor the look of your player. Finally, you can choose whether they wear a cap and/or sunglasses.

Physical Attributes

Once you have chosen the overall appearance of your player, you must customize your character's attributes. Attributes determine the player's performance on the courts. The higher the stat for a particular attribute, the better the player is at that particular aspect of the game. All stats start with a base value of 50 and you are initially given 100 points to distribute amongst the various characteristics. The great thing about creating custom players is the ability to fine tune their abilities. You can specialize your characters this way.

As you progress through the World Tour, your custom player will receive attribute points for you to distribute.

- Strength:** Your character's overall strength
- Serve:** Skill of your serve technique
- Block:** Defensive prowess at the net
- Pass:** Determines passing accuracy
- Set:** How well the player sets the ball
- Attack:** Speed and strength when spiking



Pause Menu

Game Settings

Camera

Set camera position

Automatic Replay

Turn the Automatic Replay on **YES/NO**

Player Indicator

Turn the Player Indicator on **YES/NO**

Player Positioning

Turn the Player Positioning Guide on **YES/NO**

Guide

Aiming Cursor

Set the Aiming Cursor to **Normal, Quick** or **No**

Power Bars

Position the Power Bars on screen

Vibration

Turn Vibration on **YES/NO**

Sound Options

Sound FX Volume

Set the Sound FX level

Ambient Sound

Set the Ambient Sound level

Volume

Press the **X** button to enter and exit the Game Settings and Sound Options menus.

Replay

Replay

Press the **X** button to show the last volley

Controlled Replay

While in Replay mode, press the **START** button to enter the Controlled Replay mode

Resume Game

Return to the game in progress

Quit

Quits out to the Main Menu

NOTE: When you quit out of a World Tour match, you are also given an option to save your progress up to that point.

General Rules

The objective of the game is to hit the ball over the net and to have the ball land on the ground in the opponent's side of the court while preventing it from landing on your own side. When the ball is in play, a "rally" begins and continues until the ball touches the ground, lands out of the court, or fails to cross the net after the third hit. There are a few things to remember...

- Each team gets up to three hits to get the ball over into the opponent's court
- A player can use any body part to keep the ball in play (that includes feet!)
- A player cannot hit the ball twice consecutively – except after making contact with the ball during a block and any immediate contact with the ball afterward
- The ball is playable off the net as long as it bounces off the net after the first or second hit
- A ball served into the net results in a side out for the other team
- A ball that is hit on the line is considered in-bounds
- If a ball crosses the net outside of the red and white antenna extending upward at either side of the net, the ball is considered out of bounds

Serving

Only the serving team scores a point if it wins the rally. If the receiving team wins the rally, they earn a "side out" and a chance to serve for a point. The players on each team alternate who serves each time a side out is earned.

Scoring

The first team to score 15 points with at least a 2 point margin wins the match. In the event that the score is tied 16-16, the first team to score 17 points wins the match. After every 5 points played, the teams switch sides of the court.

Playing the game

Initially, the controls may take some getting used to. The important thing to remember is that in order to hit the ball with more control, you will need to press the button to hit the ball **slightly before** the ball gets to your player. If you press the hit button just as the ball gets to your player, you may still make contact with the ball but you will likely have less control, especially if you are still moving when the hit is made. Ideally, you want to be under the ball so you can maintain more control of any bump or set. At the Pro and All-Star difficulty levels, the importance of getting into position and pressing the hit button early to take advantage of Advanced Passing becomes more essential to winning.



Tip: Always try to position your player in an open area of the court. If you and your teammate are standing near the same area, an area of the court will be vulnerable for the other team to exploit.

Difficulty

Amateur

Amateur is the default difficulty setting. The speed of the game is slowed down a bit so that the players can become accustomed to the controls and to the feel of the game. The Amateur difficulty setting also incorporates Automatic Passing. The computer opponents aren't terribly aggressive but you'll fare better if you know where to position yourself on the court in relation to the location of your teammate.

Pro

Pro is the medium difficulty setting. The speed of the game is normal, a bit faster than the Amateur difficulty setting. Not only is the overall game speed quicker and the computer opponents more challenging, but Advanced Passing replaces Automatic Passing.

All-Star

All-Star is the most challenging difficulty setting. Your opponents are very aggressive, often aiming for baselines and hitting the ball over the net when you least expect them to. Game speed is even faster than in Pro Mode and you must use Advanced Passing.

Passing

Automatic Passing

A passing scheme in which each player automatically hits the ball to the best possible spot given the situation when contact is made.

Advanced Passing

Advanced Passing utilizes a user-controlled scheme where the player can direct an on-screen cursor while executing a hit. For example, while in the process of bumping/passing the ball, the cursor will appear on-screen. By using the directional buttons, you can precisely aim where you want the ball to go. The same holds true for setting as well.

Spiking

When in the act of spiking the ball, an aiming cursor appears on the opponent's court. Use the directional buttons to maneuver the aiming cursor around. By pressing and holding the hit button, you can adjust the strength of the spike by releasing the button when the power bar reaches the level you want.

Player Positioning Guide

The Player Positioning Guide is the expanding/contracting circle displayed on the court while the ball is in play. Although the center of the circle is the general area where the ball is going to land, the circle at its widest represents the area the player needs to be in order to make contact with the ball. Below are a couple of tips in regards to positioning yourself within the guide:



Tip: When bumping the ball, try to position yourself at the front of the circle (closest to net) and make sure you press the hit button slightly before the ball gets to the player.



Tip: When setting the ball, try to position yourself near the middle of the player positioning guide.



Tip: When spiking the ball, try to position yourself near the back of the player positioning guide (away from the net) when you press the hit button.

NOTE: The expanding/contracting circle has nothing to do with the height of the incoming ball. It is merely a “dynamic” way of showing the Player Positioning Guide.

Aiming Cursor

Each serve can be aimed using the aiming cursor. In addition, the aiming cursor can be used to direct bumps and sets in the Pro and All-Star difficulty levels. In Amateur Mode, the aiming cursor can be used to direct your spikes or third hits. The aiming cursor can be set to No, Normal, or Quick.

No:	No cursor is visible
Normal:	The cursor remains visible until the hit is executed
Quick:	The cursor is shown for a brief period of time (so that your opponent in a multiplayer game cannot “see” where you are aiming the ball)

Power Bars

The power bars are the strength meters located next to the player indicator icon which show the strength of a shot for that player. When the hit button is held during a shot, the bar fills up from left to right. Your hit strength increases according to the level at which the power bar is filled.



Tip: The harder the shot, the less control you have over it. The bar changes colors from green to red, from more control to less control respectively.

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Infogrames Entertainment S.A.
13110 NE 177th Place
Suite # B101, Box180
Woodinville, WA 98072-9965
Attn: Technical Support
RMA#: (include your RMA# here)

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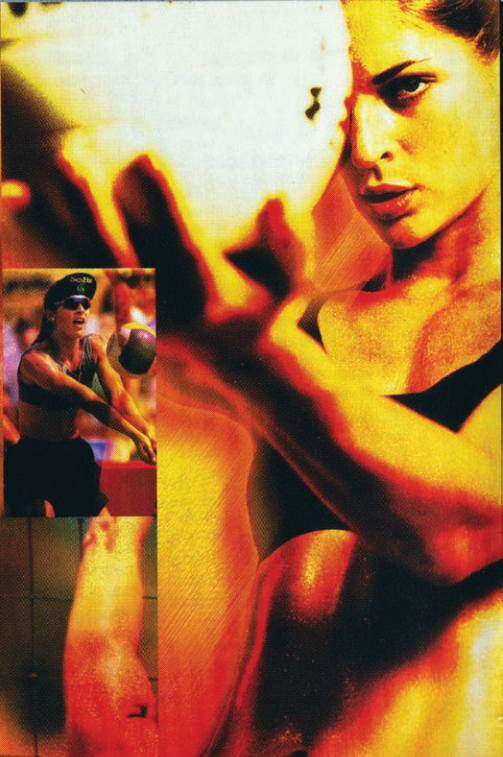
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