**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.
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.

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BEACH SPIKERS

BEACH SPIKERS

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**BEACH SPIKERS**

**SETTING UP**

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.

**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**

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.**

3. **Match Score**

4. **Country Representing the Team**

5. **Court Map**
   - Indicates the position of each player.
HOW TO PLAY

NINTENDO GAMECUBE™ CONTROLLER

<table>
<thead>
<tr>
<th>Button/Control</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>L Button</td>
<td>Control Stick</td>
</tr>
<tr>
<td>R Button</td>
<td>A Button</td>
</tr>
<tr>
<td></td>
<td>C Stick</td>
</tr>
<tr>
<td></td>
<td>Y Button</td>
</tr>
</tbody>
</table>

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

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.

MENU CONTROLS

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

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.

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.
**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.

**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 of the blocker’s hands out-of-bounds.
On the Title Screen, press START/PAUSE to display the Mode Select Screen. Use the Control Stick ▲▼ 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.

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 ▲▼ 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.

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.
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.

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.
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 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 to select menu item, and to select from available hair styles or change hue/brightness of the hair. When done, select OK and press the A Button.
Before the game, you will assign ability points to each attribute. Use the Control Stick to select the attribute, and 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.
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 ↑↓ 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 ↑↓ 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.

<table>
<thead>
<tr>
<th>Place</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>20 pts.</td>
</tr>
<tr>
<td>2nd</td>
<td>15 pts.</td>
</tr>
<tr>
<td>3rd</td>
<td>10 pts.</td>
</tr>
<tr>
<td>4th</td>
<td>8 pts.</td>
</tr>
<tr>
<td>5th</td>
<td>5 pts.</td>
</tr>
<tr>
<td>7th</td>
<td>3 pts.</td>
</tr>
<tr>
<td>9th</td>
<td>2 pts.</td>
</tr>
<tr>
<td>13th</td>
<td>1 pt.</td>
</tr>
</tbody>
</table>

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

During the VS Mode Menu screen, use the Control Stick 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 to select the menu item, and to modify the setting. Select 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 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.

**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.
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.

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  down 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.

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.

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Two winners will advance to the second and deciding round to compete with each other.
**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 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 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 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 to select the menu item, and (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 to scroll through the list, and 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 ↑↓ to select the controller, and →← 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 ↑↓ 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
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
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

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
Shinichiro 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 Higginson
Stacey Kerr
Sirr Less
Koji Kuroki (SOJ)
Sega.com

CHINA (CHN)
Xiuhua Lee
Ling Cui

GERMANY (GER)
Anita Erhart
Hilda Wolff

ENGLAND (ENG)
Mary Clare
Susan Evans

JAMAICA (JAM)
Lynda Howell
Irie Coxe
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