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GAME BOY™

DMG—SV—USA

ACTIVISION

Malibu Beach

VOLLEYBALL

INSTRUCTION BOOKLET

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Malibu Beach Volleyball™

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Featured on the package is Craig Moothart, a member of the Association of Volleyball Professionals.

For a recorded message about our newest software, call 415 329-7699. For technical help, call

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Malibu Beach—the seaside capital of the volleyball world. Four countries have sent their top men's and women's teams to battle it out. This isn't your casual, fun-in-the-sun kind of volleyball. This is down-your-throat spikes, screaming power serves, sand-eating dives. No sweat? Don't count on it!

Getting Started

1. With your Game Boy turned off, insert the *Malibu Beach Volleyball* cartridge with the label facing outwards.
2. Turn the Game Boy on. The title screen appears.

If the screen remains blank even though the Game Boy power switch is turned to the “on” position and the cartridge is inserted, adjust the contrast dial. Also, check the battery light to make sure your system is getting power.



Use the up or down arrows on the  Control Pad to select what type of game you want to play and press the **A** button: Player 1 against the Computer (**P1 VS COM**), Player 1 against Player 2 (**P1 VS P2**), or Player 1 and Player 2 against the Computer (**P1, P2 VS COM**).

When selecting the two-player games, the player who presses the **Start** or **A** button first at the title screen is **P1**. Players should *not* press the **Start** or **A** button at the same time.

Practice Makes Perfect

To get the hang of it, choose the American team and play a 3-game match in the Women's league, where the action isn't quite as fast. The first opponent is the Italian team, which plays a less



aggressive game. If you want to keep playing against the Italian Women's team, you can reset *Malibu Beach Volleyball* after each match and play that team again. **To reset**, press the **A,B, Select** and **Start** buttons at the same time.

To pause while playing, press the **Start** button. Press it again to resume play.

Choosing Your Opposition

To make your selection of League, Match and Music, use the up and down arrow keys of the  Control Pad to move between categories. There are two options in each category, and the option blinking indicates your selection. Use the left-right arrow to change the selection in a category.



After you make your selections, press the **A** button. If you press the **A** button *before* you've chosen each option, the computer will make the remaining selections for you.

On the Team Select screen, use the  Control Pad to move the **1P** cursor. Press the **A** button when the cursor is above the team you want to control. If you're playing against another player, the other player should follow the same procedure with the **2P** cursor to choose the second team.

The next two screens give you more information about the match. Press the **A** button to clear these screens. Then get ready for some hard and fast volleyball action!



Serve 'Em Up

There are two types of serves: regular and power.

To move the server along the base line before you serve, press the left and right arrow on the  Control Pad.

To perform a regular serve, press the **A** button once to toss the ball. Press the **A** button again to hit the ball.

To aim the serve, press the left or right arrows as you press the **A** button.

To perform a power serve, press the **B** button to toss the ball high, press the **B** button again to jump, then press the **A** button to hit it. You have to get your timing just right, or you'll miss the ball completely.



If you miss the ball, the ref calls “**Side Out,**” and the other team gets the serve.

To aim the **power serve**, press the **B** button to toss the ball, then *hold down* the right or left arrow as you press the **B** button the second time to jump and the **A** button to hit the ball.

You’ll lose your serve if you serve the ball outside your opponent’s court, serve the ball into the net, or touch the net with your serve.

Return to Sender

You can return the ball in a variety of ways: set it up for your teammate to volley it back to you for the old one-two-three play; spike it over on a one-two set-up shot; or just smash the ball back on a blazing return of service.



Controlling the Players

If you're playing a P1 VS COM or P1 VS P2 game, you control your two players one at a time. They can hit the ball over immediately, or volley it between themselves up to two times before hitting it over the net.

When the ball comes over the net, you control the player who's in the best position to receive the ball. As the volley continues on your side of the net, you'll control both of your players, one at a time.

If you're playing P1, P2 VS COM, you control one of the players and your friend controls the other. You can tell which player you're controlling by moving your  control pad. You'll control only that player throughout the whole game.



Hitting the Ball

When the ball is moving, an "x" appears where the ball will come down. And you can keep track of the ball by following its shadow on the court.

To position yourself under the ball, use the  Control Pad.

To hit the ball, press the **A** button.

To hit the ball directly over the net without setting up the one-two-three play, press the **up** arrow as you press the **A** button.

To spike the ball, press the **B** button to make your player jump, and press the **A** button at the height of the jump to drill the ball down the other side of the net.

To block an opponent's spike attempt, position your player directly in front of the spiker and press the **B** button to jump.



Scoring

If you're playing a three-game match, you play a best-of-three match to 12 points (if one side loses two games in a row, you don't play a third game). In the third game, you change sides when the score is a multiple of 5. You have to win by two points, up to 14 points for the winner.

If you're playing a one-game match, you play to 15 points. You change sides when the score is a multiple of 8. You have to win by two points, up to 17 points for the winner.

Only the side that's serving adds to its score. If you're serving and you lose the point, the serve goes to the other side.

If you're not serving but you win the point, you get to serve, but you *don't* get a point added to your score.



Team Characteristics

Each team has different strengths and weaknesses. Check the chart below to see how the teams stack up.

	USA	BRA	JPN	ITA
Spiking Strength	4	2	3	1
Running Speed	4	3	2	1



Strategy

- If you're playing against a friend of equal skill in a **P1 VS P2** game, choose Brazil against Japan for an evenly matched contest. To handicap a more skilled player, choose USA for the weaker player and Italy for the skilled player.
- Practice the power serve and the spike — these shots can take you all the way to the top.
- To leave your opponent flat-footed, work on aiming your serve into the far corner of your opponent's court.
- Angle your spikes to drill the ball into an open area of your opponent's court.



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2. Enclose your return address, typed or printed clearly, *inside* the package.
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4. Write the name of the product and the type of video game system you have on the front of the package.

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