POWER SPIKES II

PLAY TIME
CONTINUE
DIFFICULTY
HOW TO PLAY
DEMO SOUND
1P POINTS

05min 00sec
INFINITE
LEVEL 4
WITH
WITH
TYPE A

NEXT PAGE

PLAY TIME
CONTINUE
DIFFICULTY
HOW TO PLAY
DEMO SOUND
1P POINTS

05min 00sec
INFINITE
LEVEL 4
WITH
WITH
TYPE A

CONTINUE
2P CONTINUE
3P CONTINUE
DIFFICULTY
HOW TO PLAY
DEMO SOUND

Sets time limit for game
Sets the number of continue repeats
Selects extra player time with additional credits/coins for two players
Sets difficulty of game
Selects how to play screen at start of game
Sets sound in demo game
Sets initial score in play (WORLD MEN'S and WOMEN'S)

Controls : Move joystick up or down to "PLAY TIME" position, increase setting with button A and decrease setting with button B.
Setting range : 05min 00sec ~ 999min 59sec
Normal setting : 05min 00sec

Controls : Move joystick up or down to "CONTINUE" position, increase setting with button A and decrease setting with button B.
Setting range : INFINITE/WITHOUT/Time ~ 99times
Normal setting : INFINITE

Controls : Move joystick up or down to "2P CONTINUE" position, increase setting with button A and decrease setting with button B.
Setting range : WITHOUT/00min 00sec ~ 05min 00sec in 00sec increments
Normal setting : WITHOUT

Controls : Move joystick up or down to "DIFFICULTY" position, increase setting with button A and decrease setting with button B.
Setting range : LEVEL 1 ~ LEVEL 8
Normal setting : LEVEL 4

Controls : Move joystick up or down to "HOW TO PLAY" position, increase setting with button A and decrease setting with button B.
Setting range : WITH/WITHOUT
Normal setting : WITH

Controls : Move joystick up or down to "DEMO SOUND" position, increase setting with button A and decrease setting with button B.
Setting range : WITH/WITHOUT
Normal setting : WITH

Controls : Move joystick up or down to "1P POINTS" position, increase setting with button A and decrease setting with button B.
Setting range : TYPE A ~ TYPE D (see table below.)
Normal setting : TYPE A

Displays the next setting item.
Sets initial score for two players (WORLD MEN'S and WOMEN'S)
Sets level display
Selects credit display
Sets country in world mode (European version only)

Controls : Move joystick up or down to "1P POINTS" position, increase setting with button A and decrease setting with button B.
Setting range : TYPE A ~ TYPE D
Normal setting : Type A

Controls : Move joystick up or down to "2P POINTS" position, increase setting with button A and decrease setting with button B.
Setting range : TYPE A ~ TYPE D
Normal setting : Type C

Controls : Move joystick up or down to "LEVEL" position, increase setting with button A and decrease setting with button B.
Setting range : WITH/WITHOUT
Normal setting : WITH

Controls : Move joystick up or down to "CREDIT" position, increase setting with button A and decrease setting with button B.
Setting range : WITH/WITHOUT
Normal setting : WITH

Controls : Move joystick up or down to "COUNTRY" position, increase setting with button A and decrease setting with button B.
Setting range : EUROPE/ASIA
Normal setting : EUROPE

| TYPE TABLE
| WORLD MEN'S and WOMEN'S
| 1P POINTS (1P Play) | WORLD MEN'S and WOMEN'S
| 2P POINTS (2P play) |
|---|---|
| TYPE A | 12~11 | 12~12 | 11~12 | 9~12 | 8~11 |
| TYPE B | 13~12 | 12~12 | 11~12 | 10~12 | 9~11 |
| TYPE C | 11~12 | 10~12 | 9~12 | 8~12 | 7~11 |
| TYPE D | 12~12 | 11~12 | 10~12 | 9~12 | 8~11 |

Country change table (European version only)

<table>
<thead>
<tr>
<th>EUROPE</th>
<th>Italy</th>
<th>USA</th>
<th>Korea</th>
<th>China</th>
<th>Spain</th>
<th>England</th>
<th>Germany</th>
<th>France</th>
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<tbody>
<tr>
<td>ASIA</td>
<td>Japan</td>
<td>USA</td>
<td>Korea</td>
<td>China</td>
<td>Italy</td>
<td>Spain</td>
<td>England</td>
<td>Taiwan</td>
</tr>
</tbody>
</table>

WORLD MEN'S and WOMEN'S 2P POINTS (2P play)

<table>
<thead>
<tr>
<th>TYPE</th>
<th>1P ~ 2P</th>
</tr>
</thead>
<tbody>
<tr>
<td>TYPE A</td>
<td>8 ~ 8</td>
</tr>
<tr>
<td>TYPE B</td>
<td>6 ~ 6</td>
</tr>
<tr>
<td>TYPE C</td>
<td>10 ~ 10</td>
</tr>
<tr>
<td>TYPE D</td>
<td>12 ~ 12</td>
</tr>
</tbody>
</table>
SETTING UP THE SOFT DIP
ON THE MULTI VIDEO SYSTEM

1. TURN POWER ON.

2. PUSH THE TEST BUTTON INSIDE THE CABINET.

3. THE FOLLOWING SCREEN WILL APPEAR.

MOVE LEFT JOYSTICK UP/DOWN TO MOVE THE POINTER TO "SETTING UP THE SOFT DIP". PRESS "A" BUTTON TO SET.

THE FOLLOWING SCREEN WILL BE DISPLAYED:

4. SELECT THE GAME TITLE YOU WANT AND PRESS "A" BUTTON TO VIEW THE SOFT DIP SETTING OF EACH INDIVIDUAL GAME.
For lethal techniques, use button B!

POWER SPIKES II

Select serve and spike type
Serve Spike Block
Lethal serve Lethal spike
Receiver movement
Same as A Same as B

When the ball turns red, it’s time to strike!

Hyper Mode - Lethal attack technique!

LETHAL SERVES
To make your serve "lethal", use the joystick as normal to select the type of serve then press button B to toss the ball.

LETHAL SPIKES
To perform a "lethal" spike, move the joystick quickly on receiving the ball then press button B to spike.

Press button A for normal spikes.

Lethal techniques help you to "knock out" your opponent.

If you go into Hyper Mode, you win the game when your opponent runs out of power. However, if you make a mistake you deplete your own power supply. Using a lethal technique when your power gauge is at maximum is extremely damaging to your opponent.
Serve

Underhand serve

Drop serve

Floater serve

Jump serve

Drive serve

When the ball turns red,

1. Toss up.
2. Serve!

Receive

Receiver flashes.

Move the joystick for a serve or spike.

No button is used.

Block

Operate the button in response to your opponent's strike.

Direct spike

Press the button again.

Feint

Move the joystick up when spiking.

Toss and Spike

The toss determines the attack pattern.

Single-player delay

Back attack

Operate the joystick before the ball is tossed.

Low toss

When the ball turns red,

Spike!

Spike varies with joystick operation used to hit the ball.

Delay

At a receive

Move the joystick up. Press the button.

Open attack

At a receive

Move the joystick up.

Double spike

Turn the joystick to the net side. Press the button.

Quick attack

At a receive

Move the joystick down.

Joystick operation on the second player side is laterally reversed.

Hyper Mode play is more radical and exciting with the exclusive Lethal button!

LETHAL SERVES

Vanish — Ball disappears

Illusion — Splits into three

Thunder — Turns into a thunderbolt and zigzags

Feint — Pauses and then shifts into high speed

Fire — High-speed fireball

Hopper — Hops twice

LETHAL SPIKES

Rocket — Flat, high-speed flight with a drop

Illusion — Splits into three on contact

Thunder — Turns into a thunderbolt and zigzags

Shuttle — Climbs high with a high-speed drop

Fire — High-speed fireball

Feint — High-speed feint