

POWER SPIKES II SOFT DIP

PLAY TIME	05min 00sec
CONTINUE	INFINITE
2P CONTINUE	WITHOUT
DIFFICULTY	LEVEL 4
HOW TO PLAY	WITH
DEMO SOUND	WITH
1P POINTS	TYPE A

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▼NEXT	
2P POINTS	TYPE C
LEVEL	WITH
CREDIT	WITH
COUNTRY	EUROPE

1. PLAY TIME	Sets time limit for game
Controls : Move joystick up or down to "PLAY TIME" position, increase setting with button A and decrease setting with button B.	
Setting range : 00min 00sec ~ 29min 59sec Do not set to 30 seconds or less.	
Normal setting : 05min 00sec	
2. CONTINUE	Sets the number of continue repeats
Controls : Move joystick up or down to "CONTINUE" position, increase setting with button A and decrease setting with button B.	
Setting range : INFINITE/WITHOUT/1time ~ 99times	
Normal setting : INFINITE	
3. 2P CONTINUE	Selects extra player time with additional credits/coins for two players
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 40sec ~ 05min 00sec in 20second increments	
Normal setting : WITHOUT	
4. DIFFICULTY	Sets difficulty of game
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	
5. HOW TO PLAY	Selects how to play screen at start of game
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	
6. DEMO SOUND	Sets sound in demo game
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	
7. 1P POINTS	Sets initial score in play (WORLD MEN'S and WOMEN'S)
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	
8. ▼NEXT	Displays the next setting item.
9. 2P POINTS	Sets initial score for two players (WORLD MEN'S and WOMEN'S)
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 (see table below.)	
Normal setting : TYPE C	
10. LEVEL	Sets level display
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	
11. CREDIT	Selects credit display
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	
12. COUNTRY	Sets country in world mode (European version only)
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)

	1st game	2nd game	3rd game	4th game	Finals
TYPE A	12-11	12-12	11-12	9-11	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

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

	1P ~ 2P
TYPE A	8 ~ 8
TYPE B	6 ~ 6
TYPE C	10 ~ 10
TYPE D	12 ~ 12

Country change table (European version only)

EUROPE	Italy	USA	Korea	China	Spain	England	Germany	France
ASIA	Japan	USA	Korea	China	Italy	Spain	England	Taiwan

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.

HARDWARE TEST
SETTING UP THE HARD DIP
SETTING UP THE SOFT DIP
BOOKKEEPING
SETTING UP THE CODE NUMBER
SETTING UP THE CALENDAR
EXIT

THE FOLLOWING SCREEN WILL BE DISPLAYED:

CABINET SET UP
SLOT 1 (GAME TITLE)
SLOT 2 (GAME TITLE)
SLOT 3 (GAME TITLE)
SLOT 4 (GAME TITLE)
SLOT 5 (GAME TITLE)
SLOT 6 (GAME TITLE)

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!

JOIN-IN
for
MATCH PLAY ACTION!

VIDEOSYSTEM

POWER SPIKES II

Select
serve and
spike type



Receiver
movement

Serve
Spike
Block



Same as A

For Hyper
use only

Lethal serve
Lethal spike



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.

Great Range of Serves and Spikes with the Joystick/Button for perfect Attacks!

Serve

Underhand 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

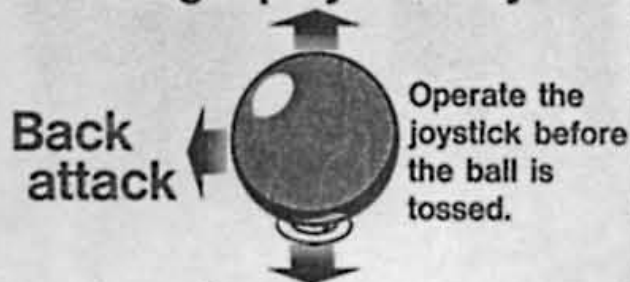
Move the joystick up when spiking.



Toss and Spike

The toss determines the attack pattern.

Single-player delay



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