

**Nintendo**  
**GAME BOY™**

DMG—SV—USA

**ACTIVISION**

*Malibu Beach*

**VOLLEYBALL**

**INSTRUCTION BOOKLET**

THIS GAME IS  
LICENSED BY



NINTENDO, GAME BOY,  
AND THE OFFICIAL SEALS  
ARE TRADEMARKS OF  
NINTENDO OF AMERICA INC.



THIS OFFICAL SEAL IS YOUR  
ASSURANCE THAT NINTENDO® HAS  
APPROVED THE QUALITY OF THIS  
PRODUCT. ALWAYS LOOK FOR  
THIS SEAL WHEN BUYING GAMES  
AND ACCESSORIES TO ENSURE  
COMPLETE COMPATIBILITY WITH  
YOUR GAME BOY SYSTEM.





### ***Malibu Beach Volleyball™***

Developed by Tokyo Shoseki. Produced by Tom Sloper. Product Management by John Crompton.

Testing by Tom Bellamy, Jeff Glazier, Steve Imes, Stew Perkins, and Kelly Zmak.

Product Specialist: Tony Van. *Player's Guide* by Hunter Cone. Special thanks to Steve Cox.

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

Product Support between 8:30 a.m. and 5:00 p.m. Pacific time Monday through Friday:

415 329-7699.

For information about our products, write to:

Consumer Services

Activision

P.O. Box 3048

Menlo Park, CA 94025

For the best service, be sure to ***note the subject of your inquiry on the outside of the envelope.***

Nintendo, Game Boy, and the Official Seals are trademarks of Nintendo of America Inc.

©1989 Nintendo of America Inc.

Malibu Beach Volleyball ©1990 Activision. Game content ©1989 by Tokyo Shoseki Co., Ltd.

*Player's Guide* ©1990 Activision. All rights reserved.

### **Copyright Notice**

This software product is copyrighted and all rights are reserved by the copyright holder. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Copying or duplicating this product for sale or other distribution without the express written permission of the copyright holder are violations of U.S. Copyright Law and are hereby expressly forbidden.







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.





## **Activision Video Games Limited 90-Day Warranty**

Activision Video Games warrants to the original consumer purchaser of this computer software product that the recording medium on which the software program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision Video Games agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase, as long as the program is still being manufactured by Activision Video Games. In the event that the program is no longer available, Activision Video Games retains the right to substitute a similar product of equal or greater value, or to provide a refund of your full purchase price. Please see the special "RETURNS" information below for further instructions.

This warranty is limited to the recording medium containing the software program originally provided by Activision Video Games and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above.





EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION VIDEO GAMES. IN NO EVENT WILL ACTIVISION VIDEO GAMES BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION VIDEO GAMES HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.





## Returns

Certified mail is recommended for returns. For best service, please be sure to—

1. Send only the defective cartridge and a photocopy of your dated sales receipt.
2. Enclose your return address, typed or printed clearly, *inside* the package.
3. Enclose a brief note describing the problem(s) you encountered with the software.
4. Write the name of the product and the type of video game system you have on the front of the package.

**Send to:**

WARRANTY REPLACEMENTS  
Activision Video Games  
P.O. Box 3047  
Menlo Park, CA 94025





**NOTE:** Do not send any other materials which are essential to the use of the program. Activision Video Games assumes no responsibility for the return of original product packaging or any materials other than the replacement medium.



# ACTIVISION

©1989 Activision  
Distributed by MEDIAGENIC

Printed in Japan