

Beach volleyball™

summer heat



AKKlaim®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

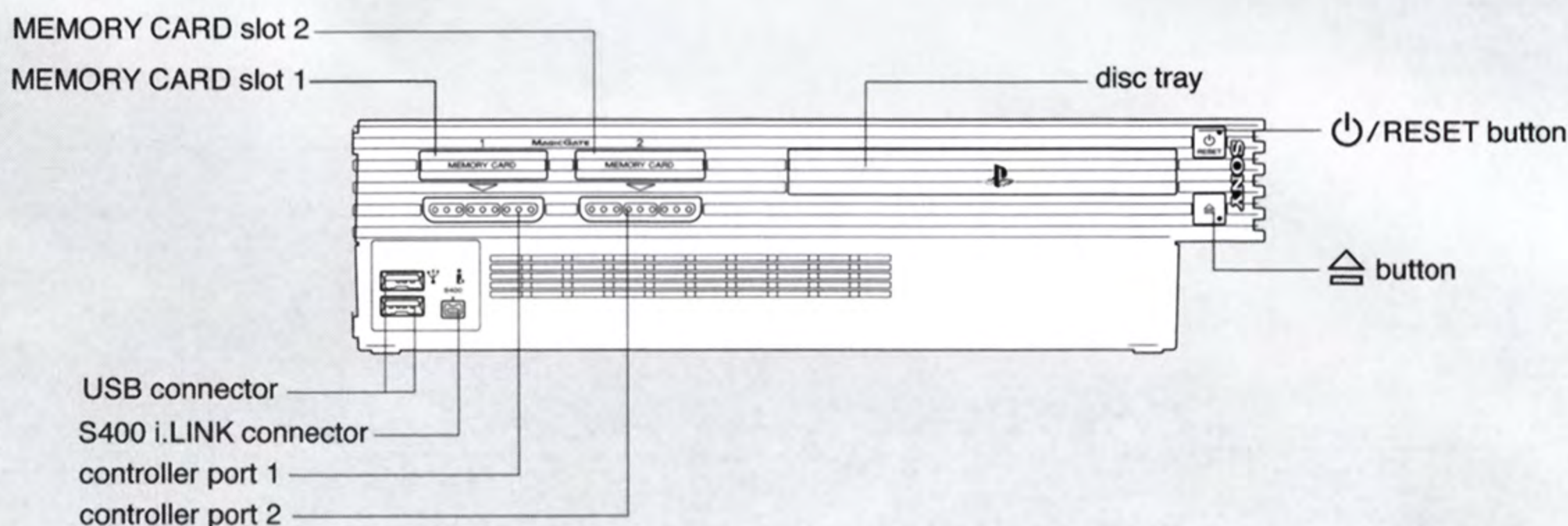
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the **MAIN POWER** switch (located in the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the open button and the disc tray will open. Place the **SUMMER HEAT BEACH VOLLEYBALL™** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals as appropriate.

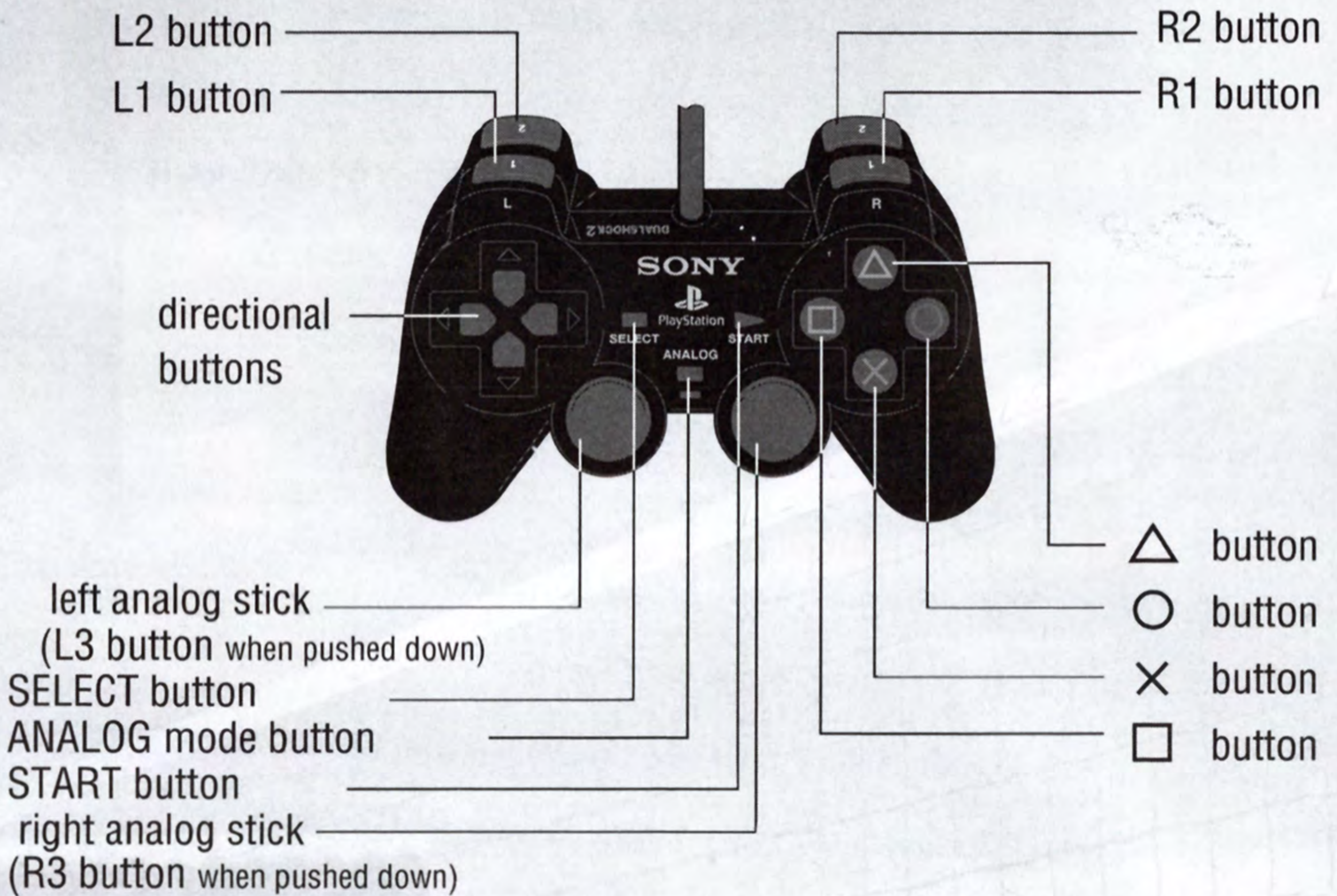
Note: **SUMMER HEAT BEACH VOLLEYBALL™** is for up to four players. To play with more than two players, you must have a Multitap for PlayStation®2 (sold separately) inserted in controller slot 1.

Follow on-screen instructions and refer to this manual for information on using this software.

If you wish to save your game, insert a memory card (8MB) (for PlayStation®2) (sold separately) into **MEMORY CARD slot 1**.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



SUMMER HEAT BEACH VOLLEYBALL™ is a one to four player game that is played using the **DUALSHOCK®2** analog controller. Connect the controller to be used to controller port 1 of the PlayStation®2 computer entertainment system. In a two-player or more game connect controllers to controller ports 1 and 2.

INTRODUCTION

WELCOME TO THE SIZZLING HOT WORLD OF
SUMMER HEAT BEACH VOLLEYBALL, WHERE...
THE SUNSHINE BAKES AND THE BOOTY SHAKES
AND THE PLAYERS DO WHATEVER IT TAKES
TO WIN EACH POINT AND ROCK THE JOINT
WHILE THEY WIN THE MATCHES
HER SHORTS GOT PATCHES
AND THE BA-BOM BA-BOM BOMS
WHILE THE DJ SCRATCHES
AND THE SAND IS FLYING LIKE A DESERT BATTLE
AND THE FREAK IS ON THE BEACH FROM
CAPE COD TO SEATTLE
WE VOLLEY HERE, WE VOLLEY THERE,
WE VOLLEY LIKE A PARTY CAUSE WE JUST DON'T
CARE
SAND ON YOUR TOES AND IN YOUR UNDERWEAR
BUSTING OUT A SPIKE AND SMACKING
DOWN FROM THE AIR...

DEF NETTING — DJ ANONYMOUS

VOLLEYBALL BASICS

Points, Sets, and Match Winning

This section highlights how the player wins rallies, matches and sets.

To Win A Match: The match is won by the team that wins the number of sets in the match.

To Win A Set: depending on the set limit (15 for example), the winner is the first team to reach the set limit.

To Win A Rally: Whenever a team fails in its service or fails to return the ball, or commits any other fault, the opposing team wins the rally. If the opposing team served, it scores a point and continues to serve. If the opposing team received the service, it gains the right to serve and also scores a point.

Preparation, Structure of Play

Positions

The players are free to position themselves within their court area. When the server hits the ball, each team must be within their own court (except the server).

Service Order

Service order must be maintained throughout the set. After the first service in a set, the player to serve is determined as follows:

- When the serving team wins the rally, the player who served before, serves again.
- When the receiving team wins the rally, the receiving team gains the right to serve and the player who did not serve last time will now serve.

Playing Actions

This section highlights the states of play in Beach Volleyball.

Ball “In”

The ball is “in” when it touches the ground of the playing court including the boundary lines marking out the court.

Ball “Out”

The ball is “out” when it:

- Falls on the ground completely outside the boundary lines.
- Touches an object outside of the court, or a person out of play.
- Crosses the vertical plane of the net totally or even partly outside the crossing space during service or the third hit of the team.

Team Hits

Each team is entitled to a maximum of three hits for returning the ball over the net. These team hits include both intentional hits and unintentional hits such as blocks and shots against the player.

A player is not allowed to hit the ball two times in a row.

Serving

The service is the act of putting the ball into play.

The player may move freely within the service zone. The moment of the service hit or take-off for a jump service, the server must not touch the court. After the hit, the server may step or land outside the service zone, or inside the court.

If the ball, after having being tossed or released by the server, lands without being touched or caught by the server, it is considered a service.

Blocking

Blocking is the action of players close to the net to intercept the ball coming from the opponent by reaching higher than the top of the net. The first hit after the block may be executed by any player, including the one who has touched the ball at the block.

Net Play

While the ball is crossing the net, it may touch the net.

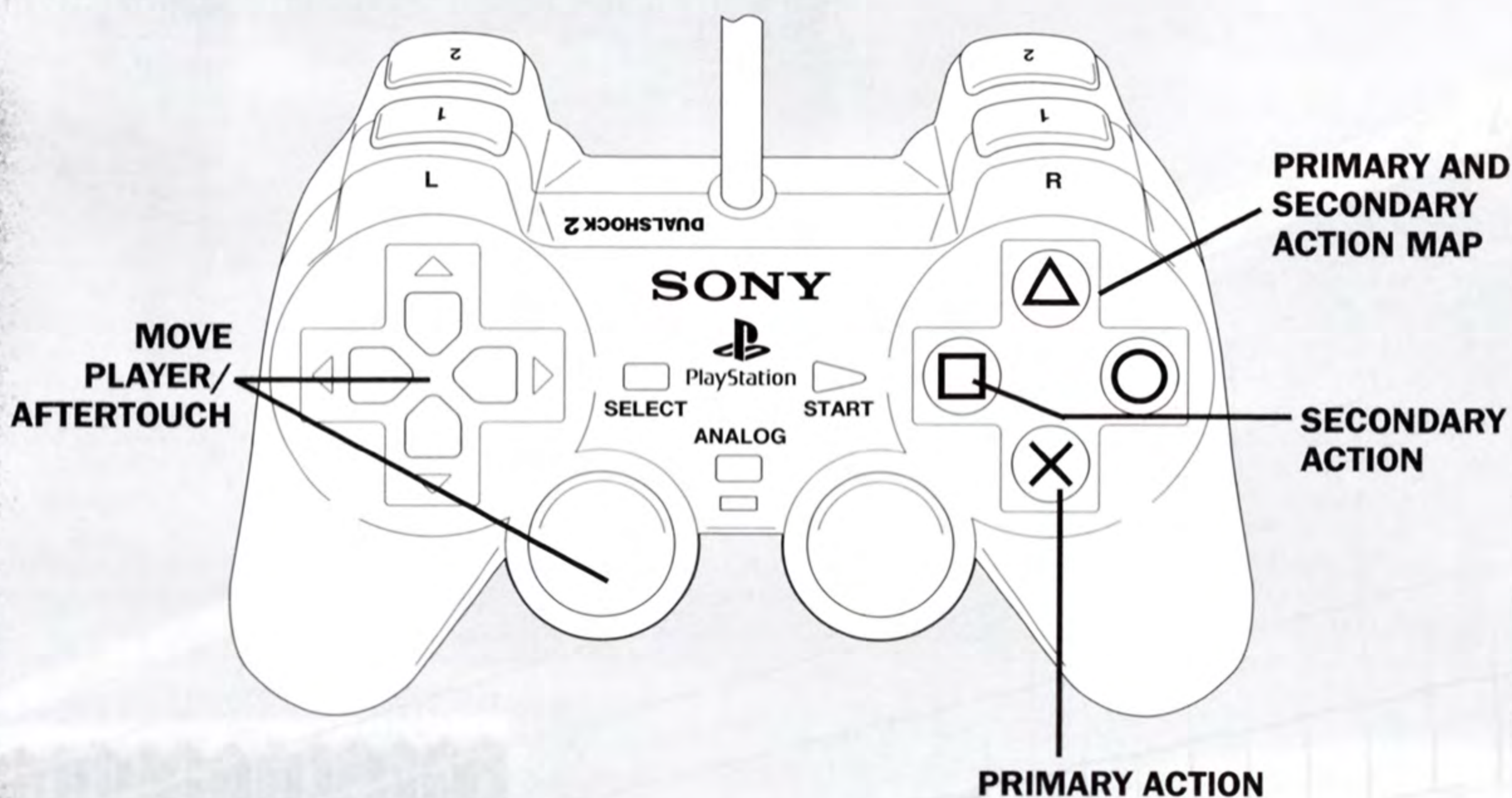
A ball driven into the net may be recovered within the limits of the three-team hits.

Time Outs, Delays and Switches

Court Change

The teams switch after every 5 points.

DEFAULT CONTROLS



Move Player: Press the directional buttons or left analog stick to move your character about the court

Aftertouch: Press the left analog stick while pressing an action button to add a degree of aftertouch (sometimes called "spin" or "English") to your spikes and smashes.

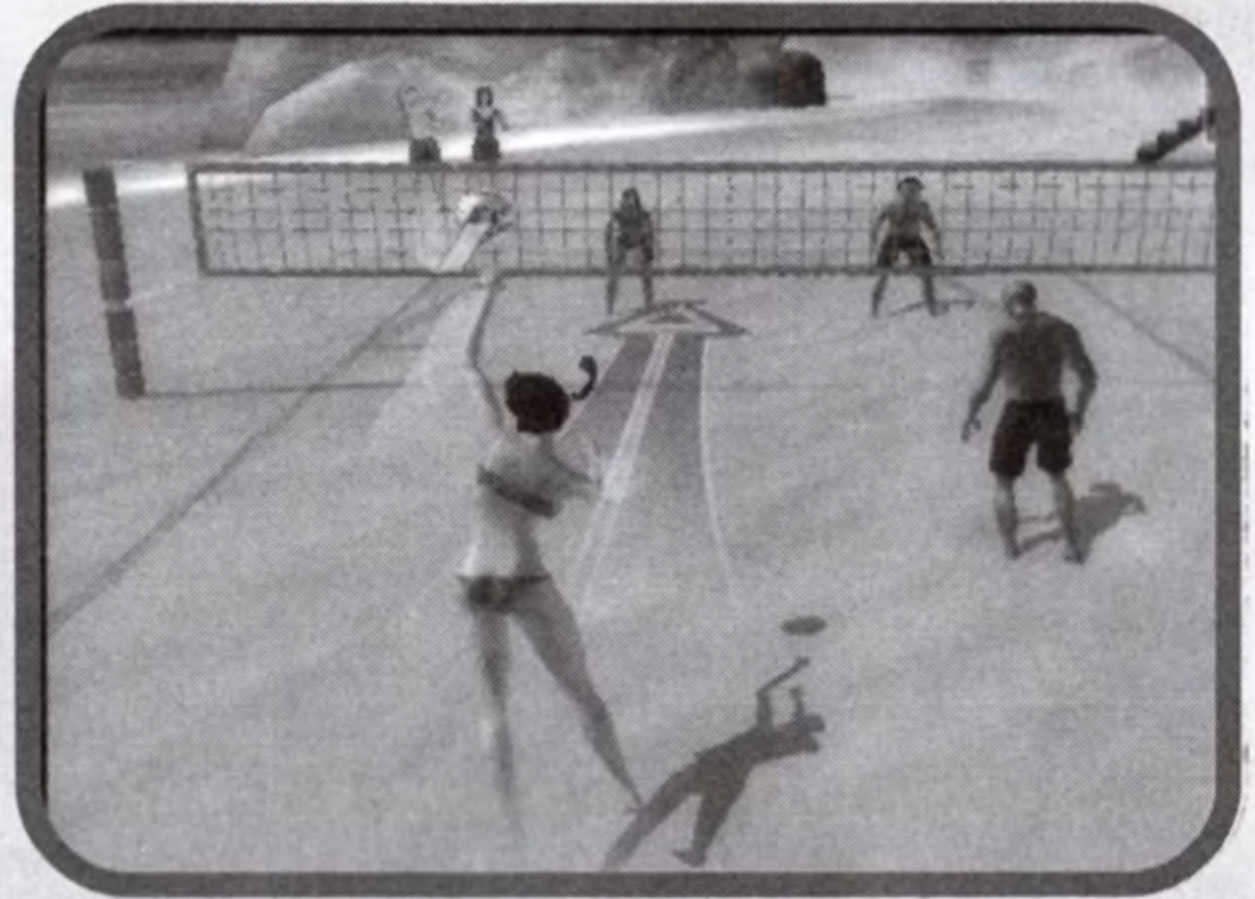
Primary Action: This is your main play control, and its function is determined by the play situation. For example, when serving, you would press the primary action button, when volleying you would move to the ball and press the primary action button.

Movement

Position a player by pressing the directional buttons or left analog stick.

Serving

Players on a team rotate the serve. One player serves until he loses the serve. You can move the server anywhere parallel to the serving line to position your serve.



Next, press and hold the button(s) for the type of serve you want. The serve position becomes locked in, and the directional buttons or left analog stick now control the aiming target. Move the directional buttons or left analog stick to aim your serve, then release the serve button(s) to serve the ball.

POWER

The longer you hold the button(s) for a serve, the more power the serve will have. Remember to let go of the button before the player hits the ball or the serve will hit the net.

AFTERTOUCH

Aftertouch, or ball spin, gives a serve (or any hit) a degree of spinning movement which can make it harder to return. To impart aftertouch on the ball, press the left analog stick left or right before the serve is released.

SERVE STYLES

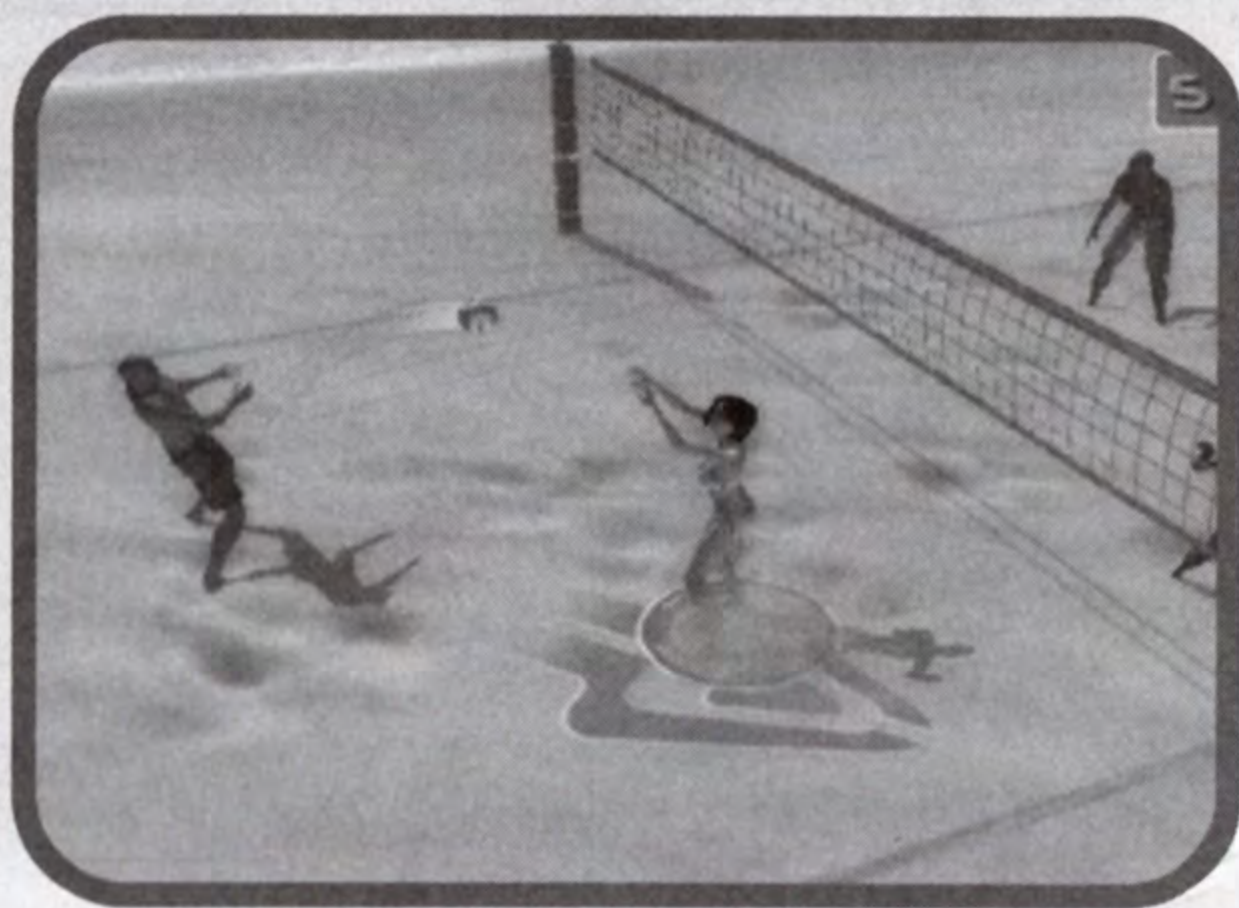
There are several types of serves:

Underhand Serve	△ button	Fairly soft and slow
Overhand Serve	× button	Medium serve
Jump Serve	□ button	The hardest and fastest serve

Remember, the more powerful a serve is, the less accurate the serve is.

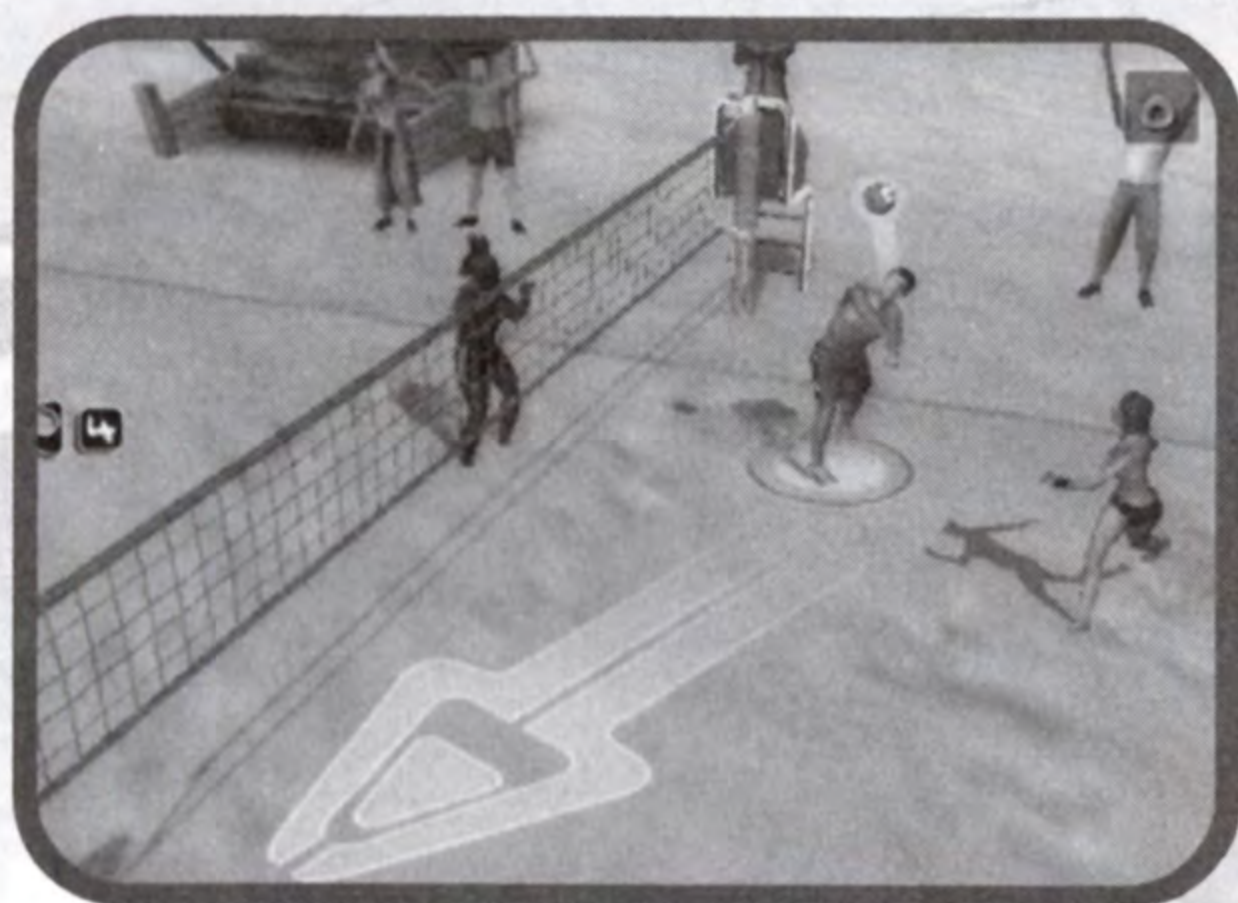
Passing and Digging

As in football and basketball, passing is integral to success in volleyball, if somewhat different. In volleyball, a pass moves the ball along towards a teammate. As in serving, the longer the pass button (X button) is held, the greater the accuracy, and again, make sure you release the button before the ball is hit. Of course, a lot depends on your teammate's position. Make sure you make a pass that your teammate can get to. Remember, too, that the faster the ball is going the greater the chance of a misplay.



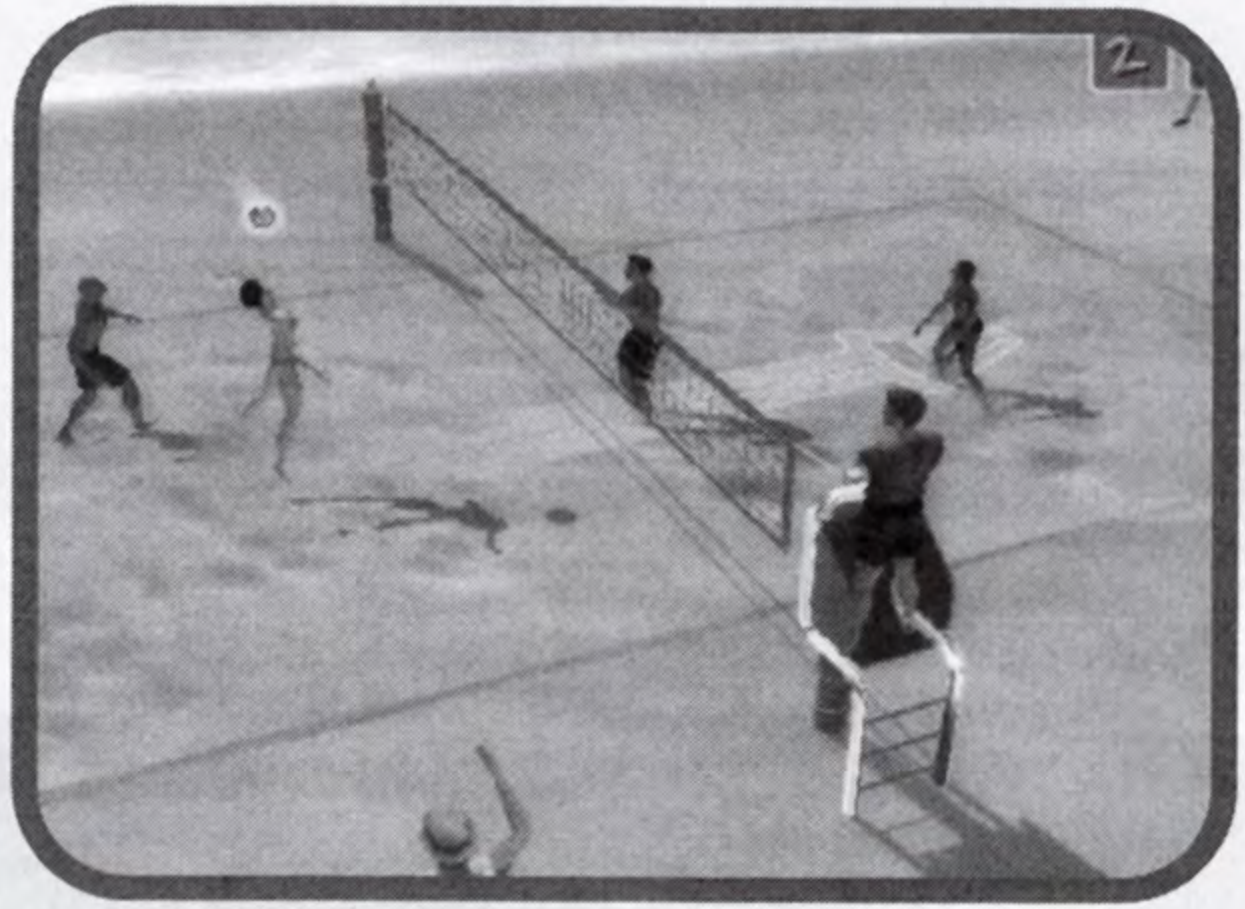
Setting

Sets are made by pressing the (square button) button. A set allows your teammate to prepare for a fierce Attack on the opposing net. A set is never followed by a pass. Pressing the (X button) button will also set the ball on the second hit of the ball. Again, release the button before the player hits the ball to retain the quality of the set.



Attacking

Once a teammate has made a good set, the receiving player is ready to unleash an Attack.



Type of Attack	Button	Move Examples
Power Attack	⊗	Power Spikes, Medium Power Spikes
Positional Attack	⊠	Weak Power Spikes, Positional Spikes, Pushovers
Feint Attack	⊡	Pushovers, Drop Shots, Returns, Pokey Attacks

The color of the aiming arrow shows you the power of a given attack. Colors range from yellow (weakest) to orange to red (strongest). While a feint attack is possible in the yellow to orange range, a power attack is only done in the orange to red range.

Blocking

Blocking a spiked ball can be the difference between hoots and hosannahs, so make sure to sharpen your skills. Positioning and timing are the keys to blocking. Blocks are made up by the net, and are performed by moving the player into position and then pressing



either the ⊗ button or ⊠ button. There are two styles of block:

Shallow Block (X button) This is the easier block to perform, and is good for defending against quick attacks.

Deep Block (□ button) This crouching block is more difficult to pull off, but quite effective.

Remember, blocking is time based. The better timed, the better the block.

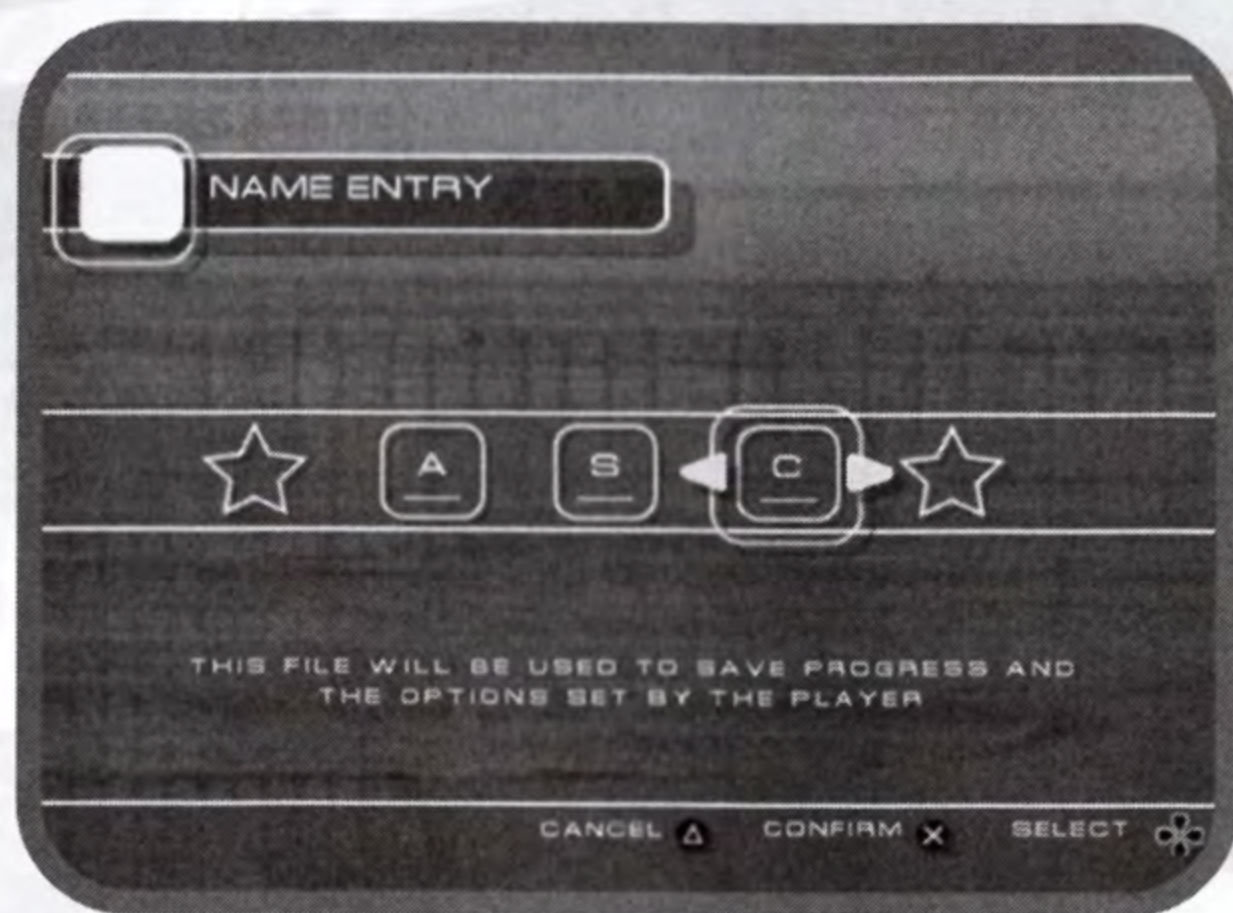
Player Reach Press a direction on the **left analog stick** to move your arms in a direction, allowing you to impart some spin (↺ or ↻) or to reach towards/over the net (↑) or back (↓).

STARTING PLAY

When you first boot up the game, you will be asked to create a Profile to store your game progress. If you do not have a memory card (8MB) (for PlayStation®2) inserted, your profile will not be saved.

Creating A Profile

A profile is a way of keeping track of player information on your memory card (8MB) (for PlayStation®2). To create a profile press the directional buttons or left analog stick to highlight a character, then press the X button to confirm. Continue until you have entered a name. Once you are finished, the profile will be saved to your memory card (8MB) (for PlayStation®2) and displayed on the front end screens.



MAIN MENU

Arcade

Play through a series of matches until you rule.

Exhibition

Play a single match.

Summer Heat US Tour

Join the Summer Heat US Tour and take on a whole season of play.

The Beach House

Chill in the Beach House with game and music videos.

Mini Party Games

It's volleyball party time! Make sure to try these out.

Training

Master the basics of volleyball before you make a fool of yourself in some other mode.

At the bottom of the Main Menu you will see some button prompts, including one to access Options.

Options

You have these options settings:

Game Settings

VIBRATION

Play with vibration function ON or OFF.

POINTS TO WIN

Choose the number of points in a set (5, 7, 10, 15).

SETS

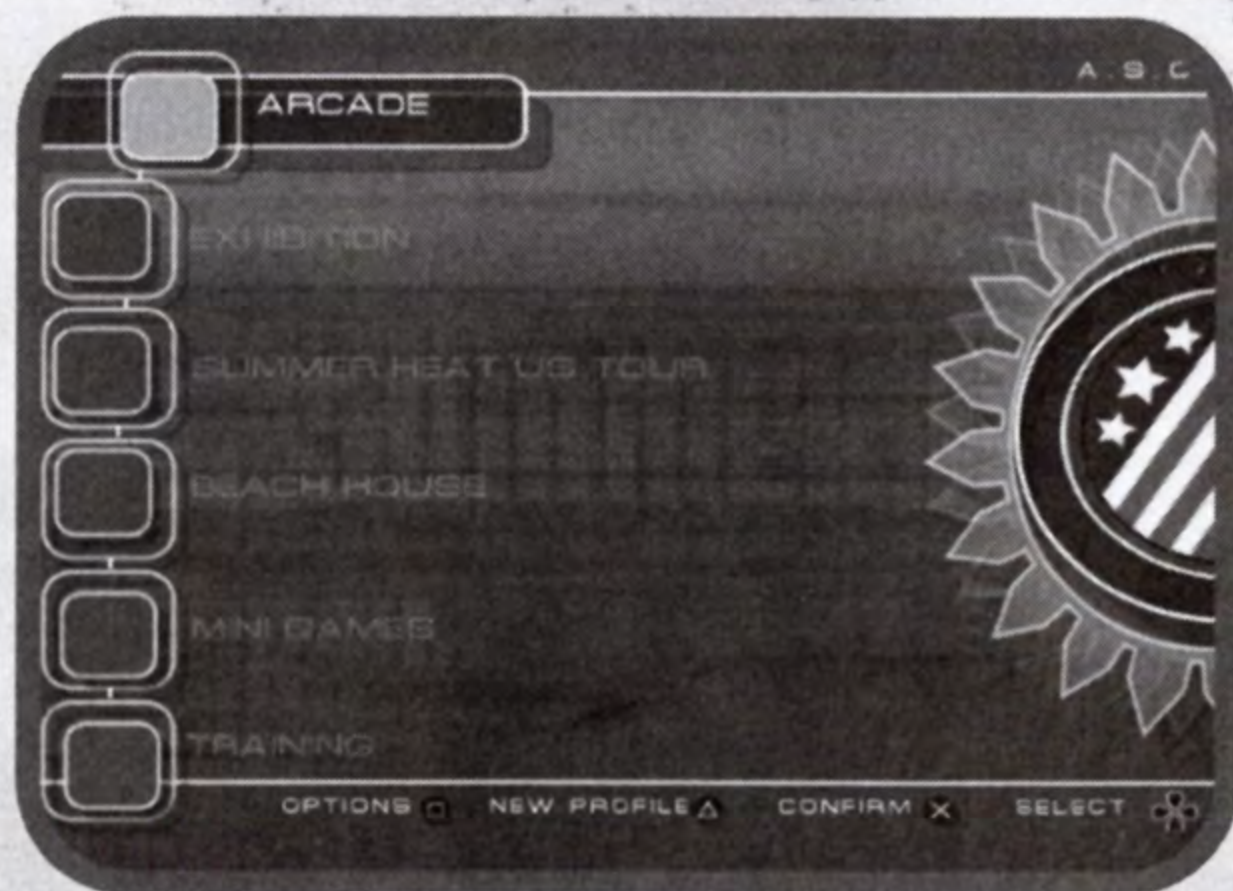
Choose the number of sets in a match (1, 3, 5, 7).

CHEATS

A menu to input any cheats you've earned.

Sound Options

Adjust various volume settings and toggle Dolby Pro Logic® II sound ON or OFF.



Controller

View controls.

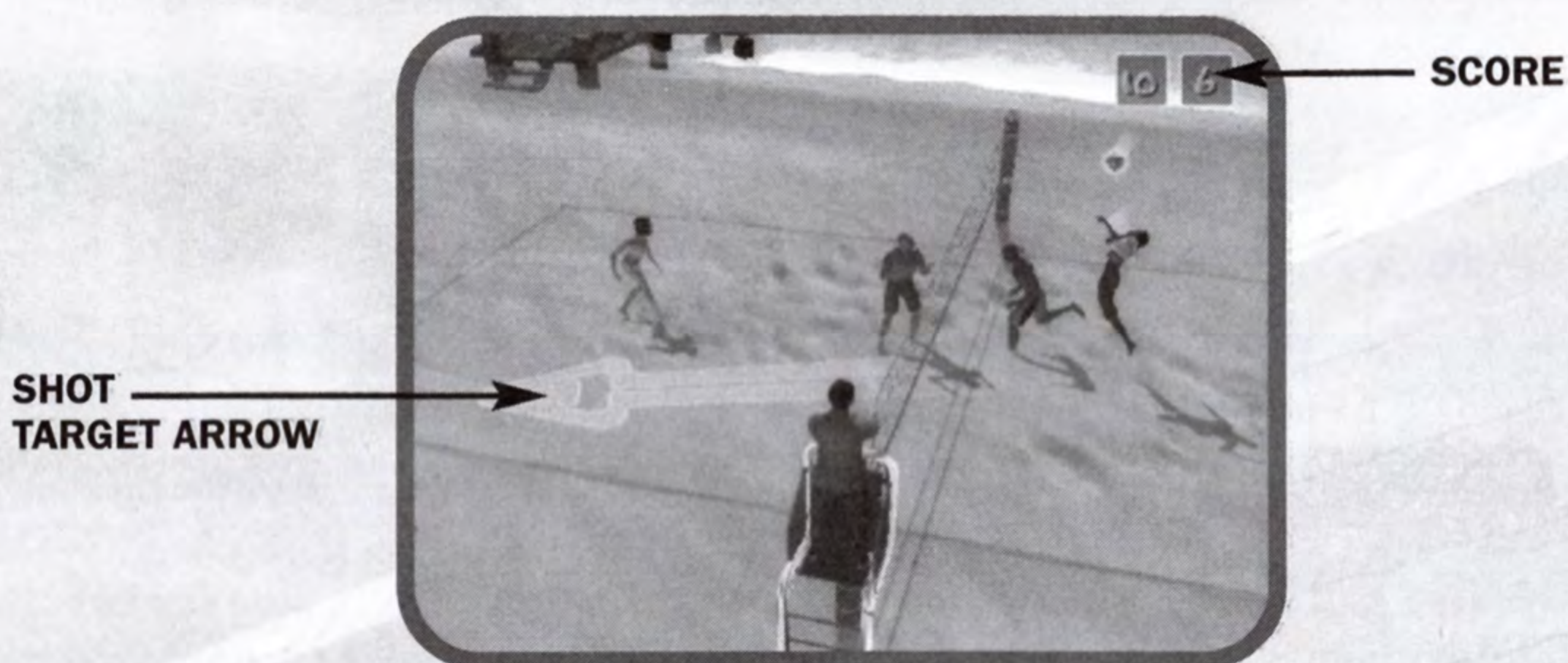
Screen Settings

Adjust the screen to suit your display.

Save Game

Save game data to a memory card (8MB) (for PlayStation®2).

GAME DISPLAY



ARROWS

At various times, transparent colored arrows appear on the screen indicating where the ball is aimed or will land.

Red

Excellent quality ball/ power hit.

Yellow

Average quality ball/ weak hit.

Green

Attack available (this appears after a set).

Orange

Good quality ball/ medium hit.

PAUSE MENU

Press the **START** button during gameplay to pause the action. A menu will appear with these options:

Resume Game

Resume play from pause point.

Music Track

Select any available music track to play during a game.

Settings

Music volume slider

Sound volume slider

Speech volume slider

Quit

Quit the current game and return to the main menu.

PLAY MODES

ARCADE

Arcade is a progressive game mode, with the emphasis on arcade fun. This is a single or two-player team game using all of the characters including any unlocked ones. You have to defeat teams consisting of the other characters one after another to complete this mode. The various matches will be held at various venues. Successful gameplay here will unlock rewards depending on difficulty level. The set up menu system for game play modes are similar, so we'll tell you about them here.

Difficulty

First, choose to play at Easy, Medium, Hard or Expert skill levels. Skill settings are chosen before each play mode.

Team Controller Selection

Each player chooses which team they wish to be on by moving the controller icon to Team A or Team B.

Character Selection

There are several sexy, sexy characters to choose from, and more to unlock as you progress. Each character has different levels of skill in these categories:

Power

Control

Speed



To select a character, press ← or → on the directional buttons or left analog stick to move the controller icon over the desired character and press the X button. Once a character has been selected, you can toggle his or her outfit and accessories unlocked in the game modes by pressing ← or → on the directional buttons or left analog stick then pressing the X button. Continue until all teams are populated.

Court Selection

There are many superfine courts to choose from, located all across this great land. Some courts must be unlocked. To select a court, move the highlight to the desired court and press the X button. In Arcade and Summer Heat US Tour mode, you will play on courts as they are presented.

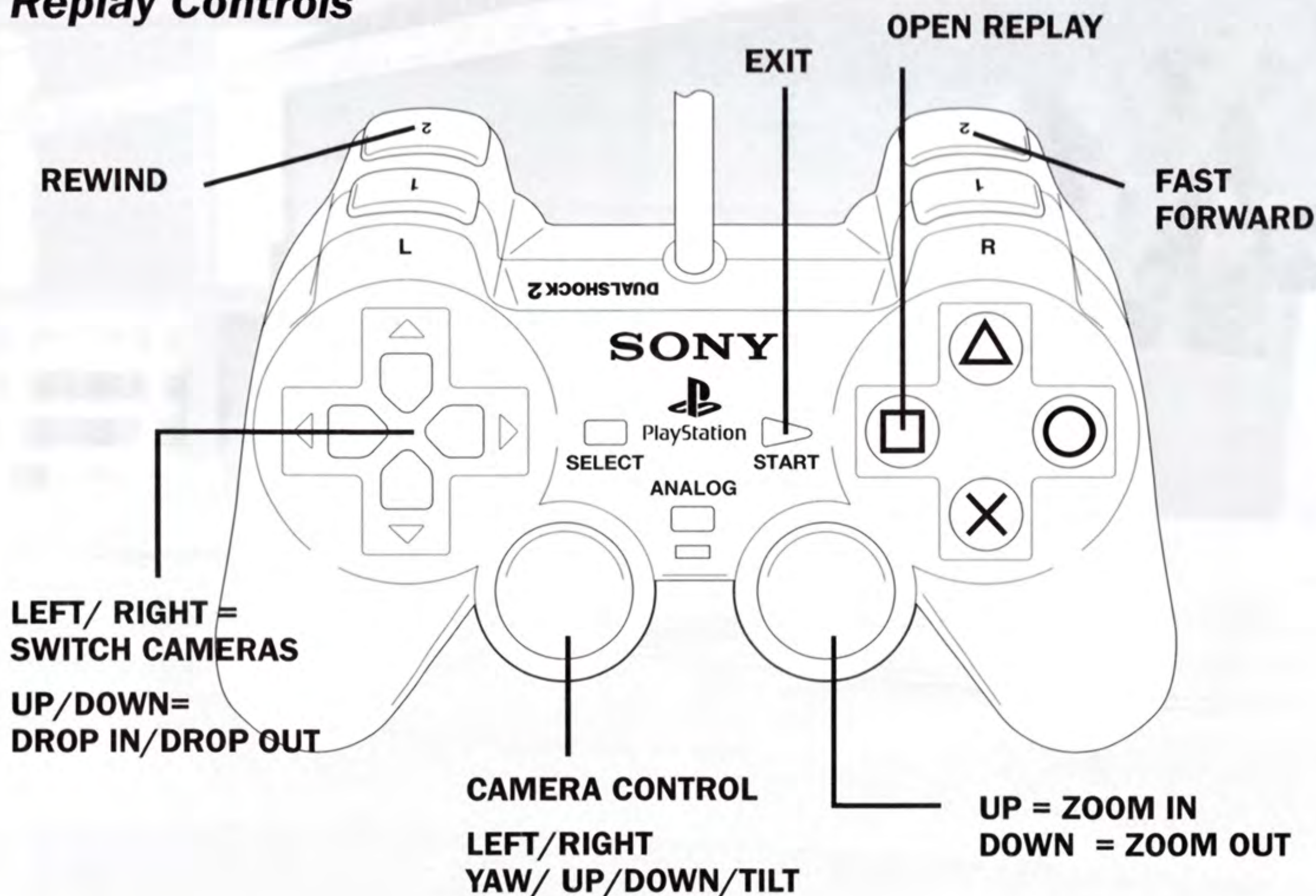
Beginning Play

Once you've selected your court, a brief intro will begin, displaying the court name, weather, etc. Players will also be introduced. To bypass any of these, press the X button.

Replays

The game automatically screens for great plays and will reward you with a replay after a sensational play or with Match Highlights at the end of a match or set of matches.

Replay Controls



Results/ Match Highlights

At the end of a match, you will be able to feast on a few screens showing match results, standings, etc., depending on the mode being played.

BRADLEY STEWART	WIN	LOS	TOT	MAXIMILIAN LUCAS	WIN	LOS	TOT
SERVES	0	0	1	SERVES	0	0	0
ATTACKS	0	0	7	ATTACKS	3	0	3
BLOCKS	0	1	0	BLOCKS	1	0	1
PICK UPS	0	1	0	PICK UPS	0	0	0

JESSICA JOHANSSON	WIN	LOS	TOT	ABBY BECKINGHAM	WIN	LOS	TOT
SERVES	0	0	0	SERVES	0	0	0
ATTACKS	0	0	0	ATTACKS	0	0	0
BLOCKS	0	0	0	BLOCKS	0	0	0
PICK UPS	0	0	0	PICK UPS	0	0	0

EXHIBITION

An exhibition match is a one game contest with nothing on the line but pride. Set your match options (difficulty, points per match, etc.) then jump into action. Watch out for suggestive jiggles, burning hot sand and gratuitous high fives!

SUMMER HEAT US TOUR

Imagine a life time spent going blithely from beach house to beach house, party to party, bed to bed, bar to bar, sporting goods chain store to sporting goods chain store, seldom changing clothes or showering, living only for the next match. Sound tempting, or like something you should tell Homeland Security about? Be alert, but have no fear! It's simply summer fun at its finest, as you cavort across the nation serving, setting, spiking and doing whatever it takes to reach the top. There are different game styles throughout the various stops on the tour. You begin with relatively modest ambitions and clothing, playing for fun and backrubs (not included). But you won't be content until you're the best! As you progress, your opponents become harder and the temptation to walk away sobbing may seem irresistible, but stick it out and you'll be grinning at yourself in the mirror for hours chanting "You, my friend, are a winner! A Summer Heat US Tour champ! And very sexy, too! Very sexy indeed!". This I swear to you. The first time you enter this mode, you will select New Game. After that, you can either select Continue to resume a saved tour from where you left off, or begin a New Game.

Select the team players you'll control throughout the tour. Then you'll advance to the tournament select screen, and from there to the Match screen, where you'll see the requirements for victory on the next leg of the tour. Good luck, champ!

THE BEACH HOUSE

Relax at the beach house with a CD player, a collection of great music and game videos. Now this is living, right in the living room!

Game Play Videos

Enjoy videos of upcoming games.

Music Videos

Who needs TV when you've got this! Enjoy music videos from the top talents who pepper your play with their prosaic pop.

CD Player

Speaking of pop, dig into the CD Player to listen to the tracks and change track lists.

MINI GAMES

Nothing says beach party like mini games, and we have plenty of them for you (three, to be exact)!

The first is available right out of the box, the others must be unlocked. So put down the sunblock, pull

up your socks and get ready to move those thumbs like a chimp on speed. Try your luck at these tantalizing teasers:



Beach Bowls

We have a well-compensated staff of psychos who come up with game ideas. They came up with this: Players throw balls at a target and try to get closest to the “jack”, whatever that is, all the while knocking other player's balls out of the way. It's some sort of crazy English bocce or something. I stayed up playing for hours, and you can, too!

Ice Court

Seasons in the sun are one thing, but things are definitely different when it's a holiday on ice! In this exciting mode, the court is made of ice and suspended high above. Your objective is to smash your opponent's ice court with vicious spikes. If you do, you'll send them tumbling to certain destruction while you tote up big scores!

Nerd Smash

It sounds pretty mean-spirited, doesn't it? Screw the pasty schmucks. Smash as many as you can while the timer ticks down! If you ever played Whack-A-Mole you'll understand all this game offers.

TRAINING

Master the mystic arts at the heart of Summer Heat Volleyball. This mode will give you all the tools you need to be the best video game volleyball player the planet has ever seen. Once you are a perfect volleyball puppet at one difficulty level, take on the next. As you do, you'll unlock rewards and extra characters. So get to it!

CREDITS

"Love At First Sight"

PERFORMED BY KYLIE MINOGUE
COURTESY OF EMI RECORDS

"Fat Lip"

PERFORMED BY SUM 41
COURTESY OF ISLAND RECORDS &
UNIVERSAL MUSIC ENTERPRISES

"Get The Party Started"

PERFORMED BY PINK
COURTESY OF ARISTA RECORDS & BMG
SPECIAL PRODUCTS

"Good Times"

PERFORMED BY SPRUNG MONKEY
COURTESY OF SURFDOG RECORDS

"Hawaiian Shirt Day"

PERFORMED BY FRESHMAKA
COURTESY OF DREAMWORKS RECORDS

LEAD PROGRAMMER

MARIO D'ONOFRIO

PROGRAMMERS

JOE BAMFORD
CHRIS MAJOR
NEIL PATERSON
JOHNNY TRAINOR
IAIN WALLINGTON

ADDITIONAL PROGRAMMING

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EWAN BROWN
MICHAEL PERCY

LEAD ARTIST

ED THOMAS

ARTISTS

NEIL BOUSEFIELD
TOM DICKEN
KEITH DUNNE
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24-Hour Support

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- ▶ **Arcade style handling and controls** – pick up and play.
- ▶ **Selection of riders each with different riding styles.**

PlayStation®2



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DEVELOPED BY **CLIMAX**



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