

# Great Volleyball™

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SEGA®







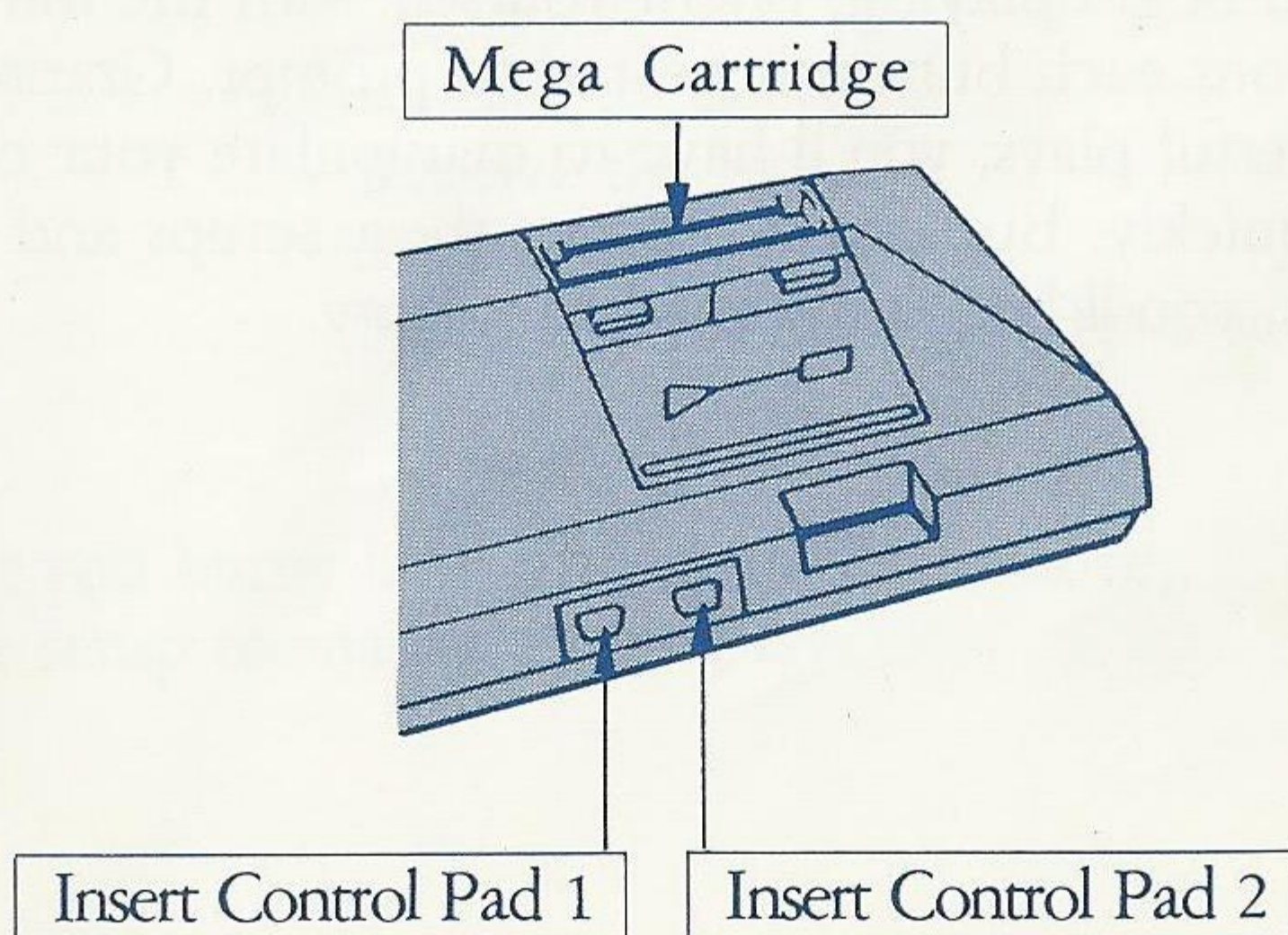
## Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the GREAT VOLLEYBALL™ cartridge in the power base (shown below) by following instructions in your SEGA SYSTEM™ manual.
3. Turn the power switch ON. If nothing appears on screen, recheck insertion.

**IMPORTANT:** Always make sure the power base is turned OFF when inserting or removing your Sega Card/Cartridge™.

For 1 Player: Press Button (1) on Player 1 control pad.

For 2 Players: Press Button (2) on Player 2 control pad.





## **The Challenge.**

You can be one of eight nations which sponsors their own professional volleyball team. And to rise above the rest, you must singlehandedly guide your players to menacing spikes, smashing serves and cunning delayed attacks.

Agility is second only to speed in this fast thinking game. You have to anticipate returns while also scanning for weak spots to infiltrate with your next play. Then, you must react quickly.

So, once you've encountered any one of the three challenging game levels, you're sure to feel the pressure of fast-paced precision athletics.

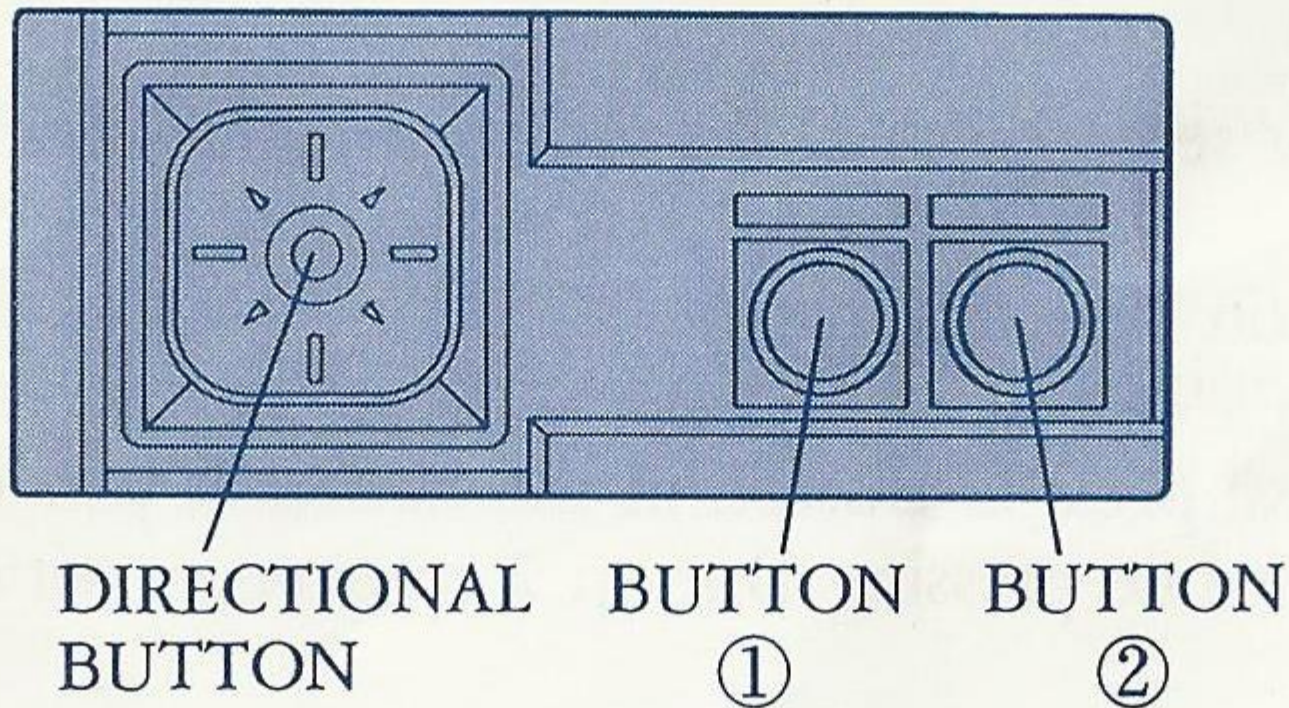
## **Now Make Your Move.**

Before you begin playing, orient yourself with the movements and functions each button is geared to prompt. Granted, for more powerful plays, you'll have to manipulate your control pad very quickly. But if you practice these setups and executions, you'll be on the road to victory.



## Basic Functions:

Your control pad is equipped to execute these moves with its various buttons.



### Your Directional Button

- (D-Button)
- Moves players
  - Guides the direction of the ball's flight.

- Button 1:
- Cause the jump
  - Force a block

- Button 2:
- Release the serve
  - Receive the ball
  - Set the ball
  - Spike or dink the ball after a setup

Now that you know how to activate each move, here's the setup to master all the plays.



## Service:

Service begins every set and can only be played from the service area.

- Move your server with D-Button to set your position.
- Press Button 2 for the toss.
- During toss, press D-Button in the direction you want the ball to fly while pressing Button 2 to execute service.

## Receive:

Anticipate where the ball will fall and react.

- Press D-Button towards the dropping point while pressing Button 2 to activate players in that direction.
- The player closest to the ball will make contact.

## Set:

For point winning spikes or dinks, this play is critical.

- Move the setter with the D-Button towards the ball's anticipated dropping point.
- Then, press D-Button towards the attacker you're setting for while pressing Button 2, to set the ball.\*

\* The D-Button can only control the ball's direction when it's right above the player.

To set best, choose a nearby attacker.



## **Spike or Dink:**

After the set has been executed, the play must be completed by either one of these offensive moves.

- Move the attacker into position near the ball with D-Button and press Button 1 for the jump.
- While pressing D-Button for the ball's direction, press Button 2 for player to strike the ball. (Player is in mid-flight).

## **Block:**

When receiving a spike or dink, plan this move for the best defense.

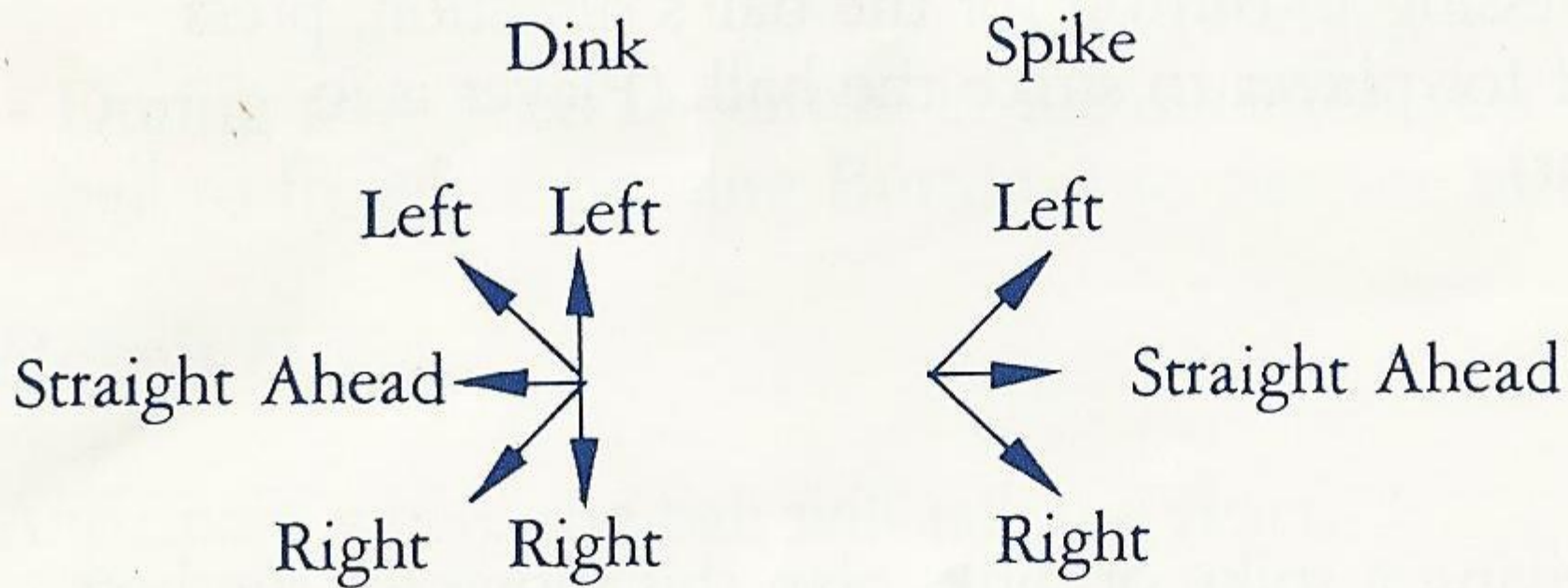
- First determine which players will form the block. Then, press Button 2 once for two forward players to move together and press Button 2 twice for three players to move forward together.
- Now, move the desired squad into position with the D-Button and press Button 1 to execute the block.



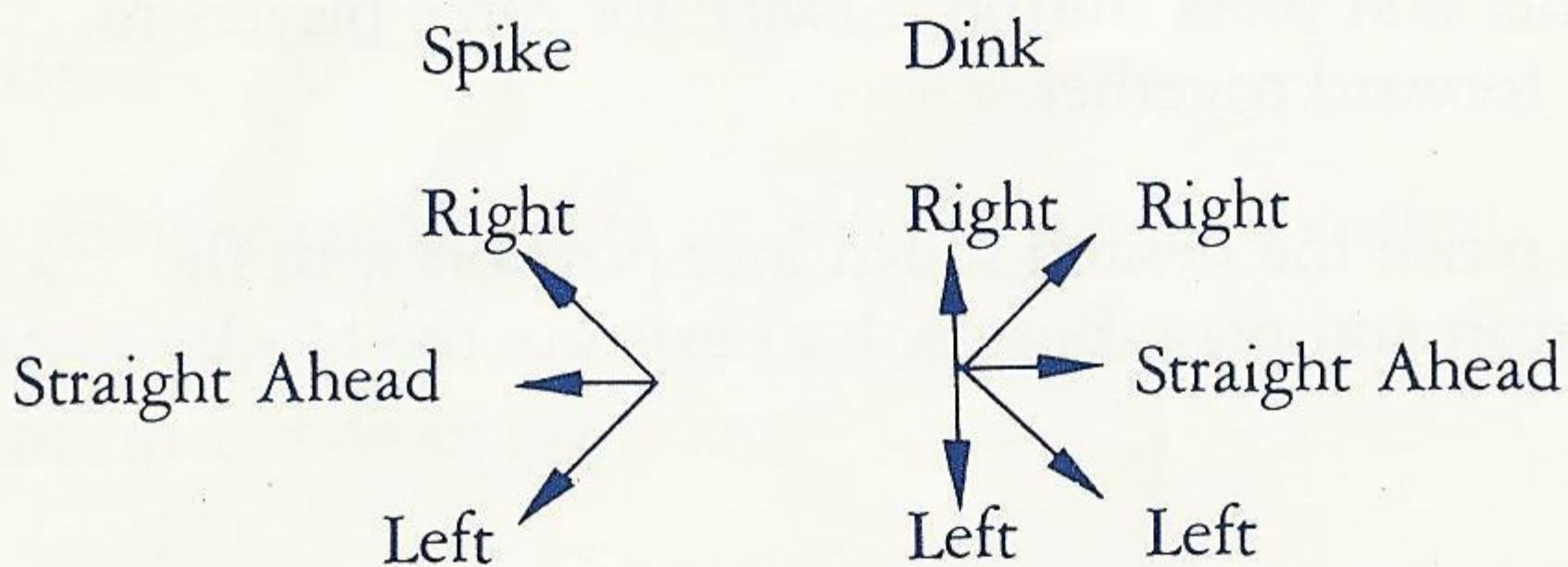
## Changing Sides:

During the match, you'll automatically change sides. These arrows illustrate that the direction of the ball's flight will be determined by the side you occupy.

When attacking from the left side court.



When attacking from the right side court.





## The Attack

Here's a summary of all the plays put into practical use: the attack. Since you can master the moves individually; it's even more challenging to synchronize them for complex strategies.

### The Delayed Attack:

- First, by using Button 2 you should receive and then set your ball.
- Then, position two forward players under the ball (Block) by using your D-Button with Button 2.
- Now, press Button 1 (Spike). Both forwards will jump for the ball so turn your D-Button towards one forward alone and press Button 2 to finish the play. The opposition will not know which player to expect the ball from.

### The Dummy Attack:

- First, receive and set the ball to the left or right by using your D-Button.
- Then, point D-Button at your center and press Button 1 (Spike). But don't press Button 2.
- Immediately, turn your D-Button to the next forward and with a quick jump (Button 1) cause him to spike the ball (Button 2).



## Know The Score

Winning is easy in Sega Great Volleyball because each game follows the same guidelines and scoring procedures. Here's the facts.

Each game is played until the best of three sets is earned for a match. And each set is played to 15 points with a two-point margin needed to win. So, if you've played to 14-All, one of you must establish a two-point lead for the win.

During the third set, you'll change court sides when one team scores 8 points. And during play in general, refer to the score-board to remind yourself who's winning. Naturally, the winner of the first two sets, takes the match.

## Take Control

### Choose Your Team:

The nation of your choice awaits. Will you rely on U.S.A., CHINA, JAPAN, CUBA, U.S.S.R., KOREA, BRAZIL or FRANCE for the upcoming event? In order to choose, move the arrow up or down and across the flags until you've settled on one. Then, make sure the flag is enclosed by a box and press Button 1.





## Set Team Features:

At this time you can set your team's expert playing features to better equip yourself for the match. These three playing areas are your choices for increasing skills.

- Service -- -- Determines speed of service
- Spike -- -- -- Determines speed of spiked ball
- Receiving -- Determines speed of players' movements

You're given an initial set of points for each feature. And when you increase their numerical value, your playing skills sharpen because you're now playing with faster features.

- Service 1 \*
- Spike 1 \*                      \* Feature Point
- Receiving 1 \*

The preprogrammed Team Features' Points are:

- Tournament Play ..... 4
- Goodwill Match ..... 5
- 1P vs. 2P ..... 5

Now to reset any point, guide the arrow to the feature of your choice and use your D-Button from left to right to decrease and increase numerical value. Press Button 1 to enter the court.

One final note: During Tournament Play, your points will increase by 2 when you've won a match.



## **Time-Outs:**

Once you've started playing, this option lets you reset a failing feature which is costing you points.

You need to call a Time-Out right after an error's been made (you lose the point or serve), and before the judge blows the next service whistle.

So, press Button 1 while pressing down on the D-Button.

And choose your time-outs wisely because there are only two allowed per set.

## **Let The Games Begin**

In Sega Great Volleyball, you're challenged by three types of games for 1 Player or 1 Player vs. 2 Player. The games are PRACTICE, GOODWILL MATCH and TOURNAMENT PLAY.

Now, if you're ready for real action, move your arrow across the Select Screen, stop at your choice and press Button 1.

Each game is composed of its own characteristics, so approach them differently.



## If You're One Player:

- Practice is made easy. Improve your serving and spiking techniques by selecting from the menu. Press Button 1 to begin practicing.

If you choose Service, you can practice from the various points in the service area. To quit, press Button 1 and return to the Menu Screen.

To Spike, press Button 2 and the ball will be tossed to the setter. If he doesn't set properly, you'll never hit a spike. So use your D-Button to guide the ball carefully.

Once the ball's layed-up, press Button 1 for the jump and then Button 2 to spike.

To quit, press Button 1.

When you're ready to discontinue practice, select this item and exit the practice mode back to the Select Screen.

- A Goodwill Match requires short play. You are now challenged by one game with a team and opponent of your choice. So, choose your team, set their features and then do the same for your opponent.
- Tournament Play is the longest. Choose your team and set their features, then press Button 1. The scoreboard will appear on screen and you can begin playing after the service whistle sounds.

You'll continue to play until you've been eliminated by losing a match or until you win the Championship Match by virtue of surviving all the preliminary matches.



## If You're Two Players:

This playing proves grueling. But first choose your game and press Button 1.

- A 1 Player vs. 2 Player Game begins after Player 1 has chosen his team, set their features and Player 2 has repeated the procedure. Press Button 1 to activate playing and the game is over when either of you has won two sets.
- Tournament Play begins after Player 1 has chosen his team and set their features. Player 2 can then repeat the procedure. Press Button 1 for the competition to start and wait for the Tournament Scoreboard to appear.

Player 1 will begin and play against a team for the match in these preliminary rounds.

Then, Player 2 will compete in the first match whether Player 1 wins or loses his first match.

If either of you is eliminated, the remaining player will continue competing until he is eliminated or reaches the Championship Match.

Now, if you both win all your matches, you can qualify to play the Championship Match against one another.



## Sega's Glossary of Terms

Let's review the Volleyball terms so you can control your game.

### **Score Point:**

When an error is made on the receiving end, the serving team wins the point. If the serving team loses the ball, service changes hands (side out).

### **Side Out:**

Serving team change. When the serving team makes an error, serve changes to the receiving team.

### **Rotation:**

When a team is awarded service, its players move one position clockwise.

### **Overtimes:**

When the players of one team make contact with the ball four-times in a row before returning it to the opponent, this is a rule violation. Except when the attack ball is blocked by opponents, then, the first contact for a return is O.K.

### **Set Point:**

Last point to win a set.

### **Match Point:**

Last point to win a match.

\* Computerized judge makes accurate rule determinations.



## Handling The Mega Cartridge™.

- The Mega Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids .
- Do not leave in direct sunlight or near a radiator or other source of heat.



# Scorebook

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# Scorebook

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# 90-Day Limited Warranty

## Sega® Card/Cartridge

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### 90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™/Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

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Sega's service center is located at the following address:

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