Beach Spikers FAQ

by CVXFREAK Updated on Sep 20, 2003

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Beach Spikers: Virtua Beach Volleyball is a Sega-AM2 volleyball game. Sporting extremely detailed, clean and fluid graphics, Beach Spikers plays a lot like a volleyball version of Virtua Tennis. The game, which is exclusive to the GameCube, as far as consoles are concerned, appeared in Japanese arcades, powered by the Naomi 2 arcade engine (the same engine that created the wonderful looking Virtua Fighter 4).

This FAQ may only appear at:

www.gamefaqs.com
www.neoseeker.com

Beach Spikers: Virtua Beach Volleyball is copyright 2001/2002 by Sega-AM2, all rights reserved. The game originally appeared in Japanese arcades under the Sega-owned Naomi 2 board, and is now on the Nintendo GameCube, owned by Nintendo.

1. VERSION HISTORY

AUGUST 15, 2002

Version 0.3

Added the Controls Section I forgot to add, as well as added some more information to the game. I also changed my e-mail.

AUGUST 5, 2002

Version 0.2

Added and completed a few more of the sections, the FAQ is now complete (for now). I decided to dwindle the FAQ down to an In Depth Arcade/Vs. Mode FAQ to keep things on my part a little easier.

July 30, 2002

Version 0.1

Began the FAQ and added all the basics of the import GameCube game, Beach Spikers. Added most of the content and information about the game.

2. CONTROLS

(Coming soon)

3. M O D E S

A. Arcade Mode

In this mode, you get to pick a country to play as. You can pick these following countries:

USA,

Brazil,

Australia,

France,

Spain,

Japan,

Italy,

Cuba,

Canada,

Mexico,

Thailand,

Netherlands,

Germany,

Jamaica,

China,

England.

Your goal is to face other countries to advance in the finals. Each match gets harder and harder each time. To win, look in the 'Strategies' section.

B. Vs. Mode

This mode allows 2 or more players to face each other in a volleyball game. Alternatively, up to 4 people can team up to play another team. Choose the mode, and choose the side everyone wants to be on. If 3 people are playing, and 2 want to team up, the lone player will get a partner from the computer. The teams play exactly like they do below, so look below for strategies.

C. Options

This is basically a translation of the appropriate page in the Japanese version instruction booklet. These are found in the OPTIONS menu when you turn the game on.

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ARCADE RULES

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Game Style

Change it to ORIGINAL or ARCADE.

Difficulty

Change it to EASY, NORMAL, HARD or VERY HARD.

Start Point

Change the amount of points the game starts on. The default level is 10.

Ranking

Display Single Mode Ranking or Team Play Mode Ranking.

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SOUND

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Audio

Change the sound from MONORAUL or STEREO. (Stereo is preferred)

BGM Volume

Adjust the BGM volume.

SE Volume

Adjust the SE volume.

Sound Test

Listen to sounds from the game.

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VIBRATION

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Turn the Vibration on or off. If you're using a WaveBird controller, there will be no rumble option.

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SAVE/LOAD

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Save the settings or load other settings.

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INITIAL SETTINGS

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Return the settings to how they initially were.

4. STRATEGIES

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You'll always be the first to serve when you're first player. Try to reach the max when the meter hits, and then press A so it hits them faster. When they hit it toward your team, look for the red circle on the ground and stand in the middle, and then tap A when it connects the player to send it to the other teammate. You'll automatically be controlling the other teammate so run to where the ball will land and wait for it to come and press A. The other player will then spike it toward the other team. When the bar meter comes up, press A when it is higher so it hit's the ground on the other side of the net giving you a score and a "Ball In." Sometimes they'll deflect it on the other side, so you should repeat the pattern above, unless they get a "Ball In" on you first, which cannot be stopped. After you earn 14 points, you can win the game by beating the other team by 2 points. A deuce happens when both players are tied.

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Serving

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To power the serve, you'll have a meter. When the meter is at the right place, press A to serve the volleyball. If you wanna serve further, go lower on the bar and if you want to serve closer, go higher. How far or close you should serve depends on the team.

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Vs. England

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England is a team that hits a lot lighter than other teams. When playing, wait for them to spike but usually expect them to hit a lot closer than other teams. They are easy to beat overall in arcade mode.

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Vs. Brazil ++++++

This team tends to hit toward the back of your side of the court, far away, so be prepared for their hits. When they serve they tend to be a lot farther as well, however, although sometimes they can hit closer. Sometimes when you serve them they'll hit to the person in back of them, so when they serve it'll hit the front area when you're expecting them to hit in the back area, so be careful.

Australia plays a lot like England except their a lot faster and they hit harder. However, they also tend to hit farther away. Try to be alert because they don't follow any particular patterns like the other teams do, and be prepared. They are also good at deflecting the ball after you spike it a second time, causing a "Ball In" on your side which gives the other teams points.

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Vs. USA
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The USA is a good team. You'll have to be quick because getting a Ball In with them is really difficult, so you can to be quick, and when you spike for a Ball In, try aiming for the middle to get a little farther. They are a super fast team, so be very careful and quick-thinking.

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Vs. Mexico
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Mexico is a slower and soft hitting team. They aren't too hard to overcome. Just be fairly quick and solid when you're playing with any team, and you have Mexico beat. However, they can pull off a few hard hits, so be prepared for that. They tend to spike closer than farther, however.

The Netherlands, exactly like Mexico, is a slower and soft hitting team. They aren't too hard to overcome. Just be fairly quick and solid when you're playing with any team, and you have the Dutch beat. However, they can pull off a few hard hits, so be prepared for that. They tend to spike closer than farther, however. They are probably the easiest team to beat in the game.

++++++++ Vs. Canada ++++++++

They play exactly like the Netherlands and Mexico. Canada is a slower and soft hitting team. They aren't too hard to overcome. Just be fairly quick and solid when you're playing with any team, and you have the Dutch beat. However, they can pull off a few hard hits, so be prepared for that. They tend to spike closer than farther, however. They are

probably the easiest team to beat in the game.

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Vs. Cuba

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Cuba is one of the harder teams to defeat. Players will have to be quick and spike the ball hard and close to the net. Players also have to be very quick because the Cubans are very speedy players, and they never follow any pattern of spiking the ball close or far on your side of the goal. Otherwise, be very aware of them.

5. SPIKERS LIST

Here is a list of Spikers you can choose to play as (also available on the back of the instruction booklet of the game for the Japanese version).

USA: United States

BRA: Brazil

JPN: Japan

ITA: Italy

AUS: Australia

ESP: Spain

FRA: France

CUB: Cuba

CAN: Canada

MEX: Mexico

THA: Thailand

NED: Netherlands/Holland

CHN: China

GER: Germany

ENG: England

JAM: Jamaica

Lisa Mayor (USA)

Thelma Garnett (USA)

Veronyca Marques (BRA)

Akasha Costa (BRA)

Naomi Wakui (JPN)

Hikaru Sunaga (JPN)

Irene Fano (ITA)

Loretta Gilardi (ITA)

Mira Joyce (AUS)

Nicole Fraser (AUS)

Gloria Sanchez (ESP)

Elena Garcia (ESP)

Carine Lafont (FRA)

Sophie Rouch (FRA)

Debra Gomez (CUB)

Petra Fleta (CUB)

Jullia Quilico (CAN) Luca Olvis (CAN)

Angela Sandi (MEX)
Jessica Salinas (MEX)

Pinjai Tankui (THA) Ratee Savana (THA)

Nel Feilke (NED) Manon Renesse (NED)

Xiuhua Lee (CHN) Ling Cui (CHN)

Anita Erhart (GER) Hilda Wolff (GER)

Mary Clare (ENG) Susan Evans (ENG)

Lynda Howell (JAM)
Irie Coxe (JAM)

6. CONCLUSION

Well, this in depth FAQ is pretty much complete, and my thanks goes to:

-Sega-AM2, for creating this game.

- -Nintendo for making the GameCube.
- -My brother, for letting me use his credit card to buy this game.
- -You, the reader, for reading this. You're giving me hits. That's good. ;)

If you have any problems or see any mistakes in the FAQ, feel free to e-mail me.

CVXFREAK

FireEmblemPride[at]hotmail.com

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