



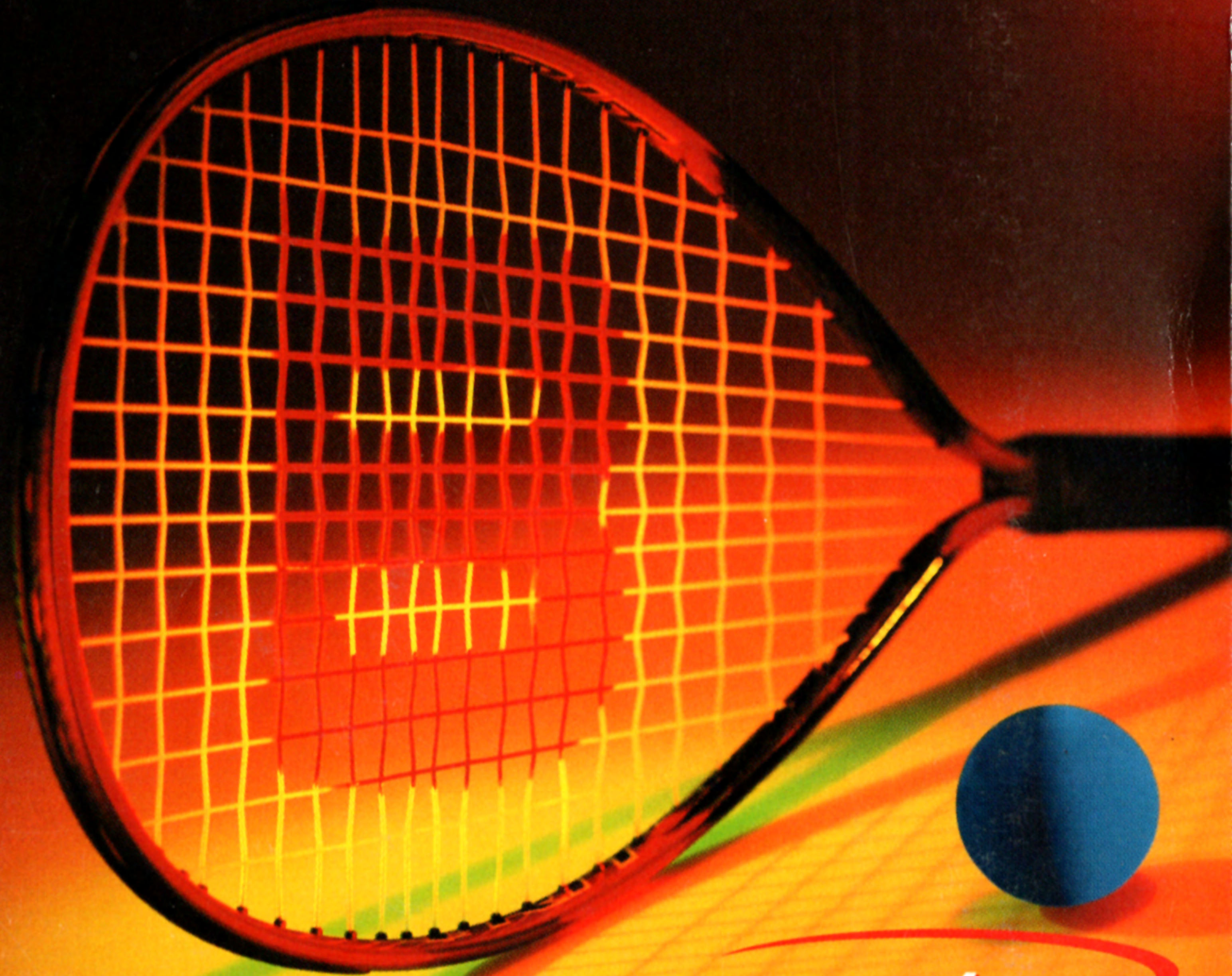
NTSC U/C

PlayStation



SLUS-01450
01450

STREET RACQUETBALL™



agetec

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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 UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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.

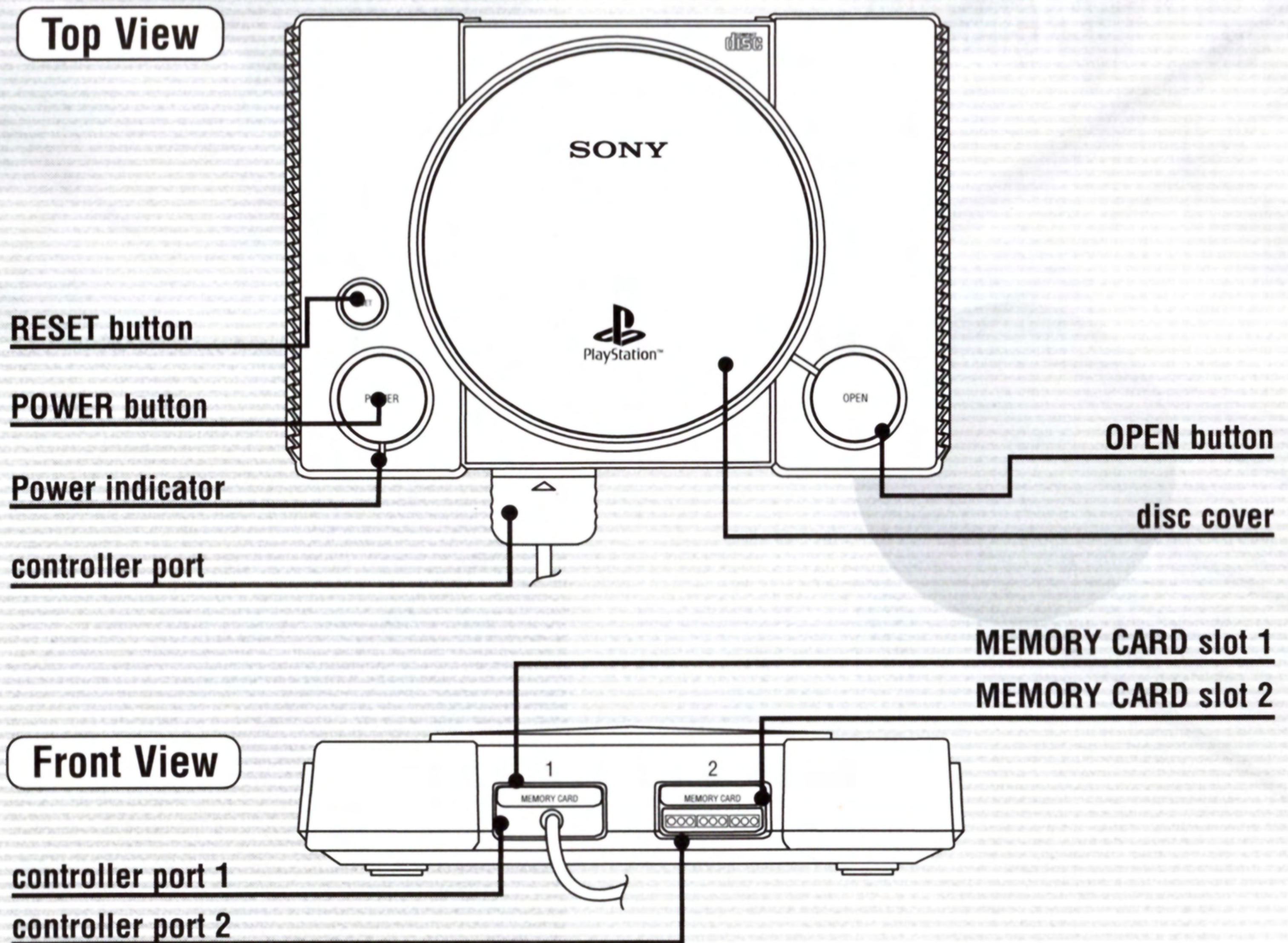
CONTENTS

| | | |
|------------------------|-------|----|
| CONSOLE INSTRUCTIONS | ---- | 02 |
| OPERATING INSTRUCTIONS | -- | 03 |
| START GAME | ----- | 04 |
| PLAY GAME 1 | ----- | 05 |
| PLAY GAME 2 | ----- | 06 |
| RULES 1 | ----- | 07 |
| RULES 2 | ----- | 08 |

Thank you for purchasing STREET RACQUETBALL™, software designed for use with the PlayStation® game console. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety considerations. Keep this manual in safe place for your reference.

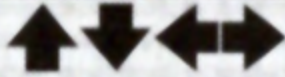


CONSOLE INSTRUCTIONS

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the STREET RACQUETBALL™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.



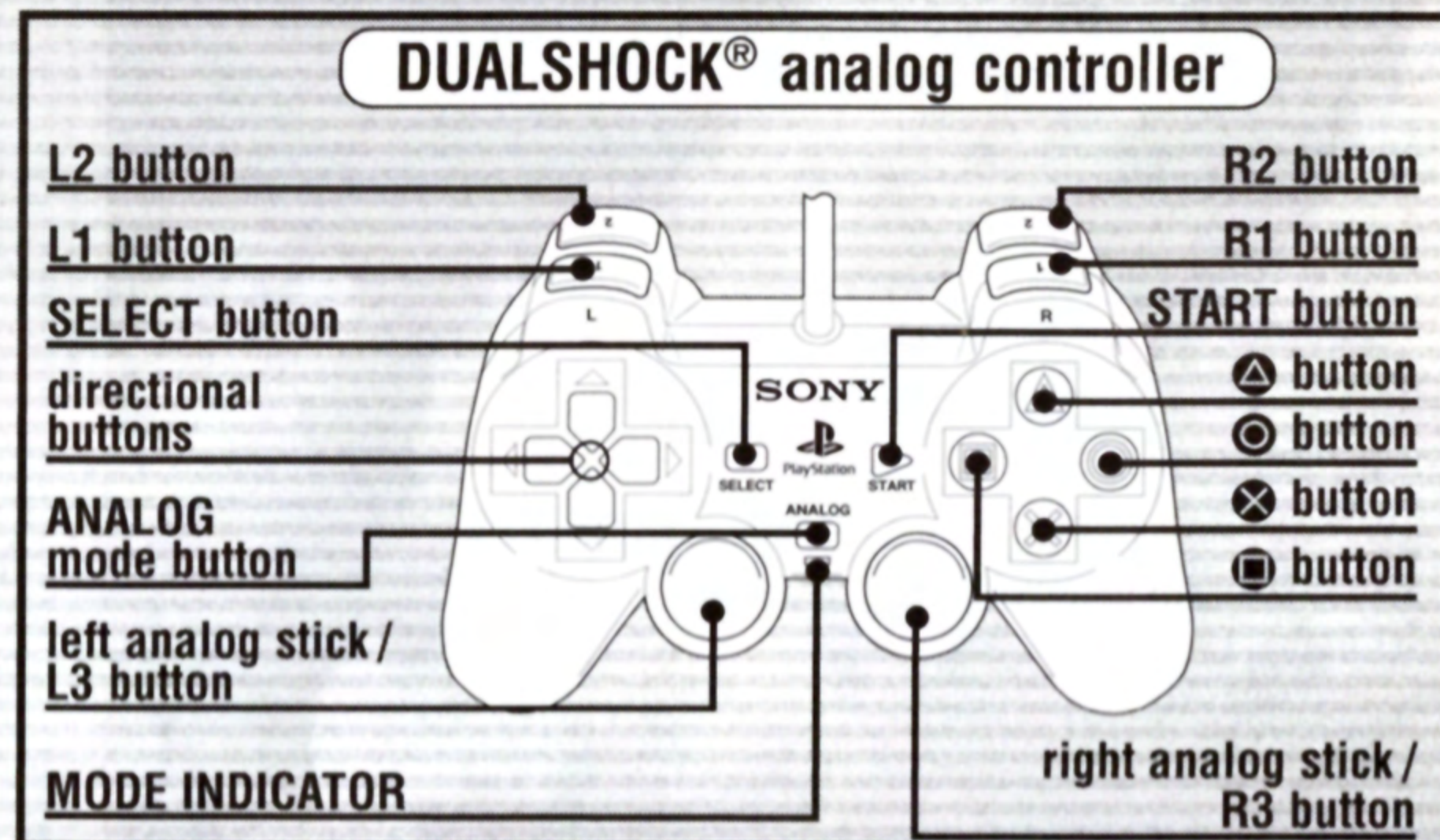
OPERATING INSTRUCTIONS

Menu







| | |
|---|-------------|
| directional buttons  | Move cursor |
|  button | Confirm |
|  button | Cancel |

Note: To switch the mode from Digital to Analog, press the ANALOG MODE SWITCH to lit the LED ON or OFF. If the LED is ON, the player can use the ANALOG STICKS. Only LEFT ANALOG STICK is available for this game.

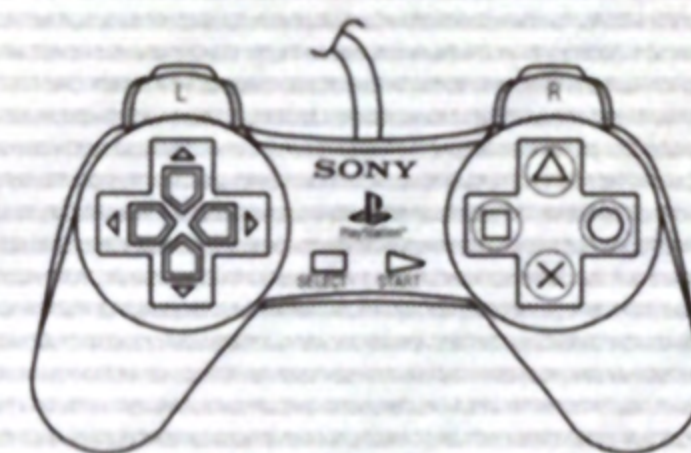
Note: When using a MEMORY CARD to save game data, please insert it into MEMORY CARD slot 1 prior to turning on the PlayStation game console. This game requires 1 block of MEMORY CARD to save data.



During game

| | | |
|--|-----------|-----------------------------------|
| Directional button  | Move | Move the character left or right. |
| | Hit | Hit the ball left or right. |
| Directional button  | Move | Move character front or back. |
| | Hit | Hit the ball top or bottom. |
|  button | Rally | Strong, straight hit |
| | Service | Forehand shot |
|  button | Rally | Weak, straight hit |
| | Service | Backhand shot |
|  button | Lob-shot | |
|  button | Drop-shot | |
| Start button | Pause | |

Digital Controller



Note: You may have a controller that looks like this, if so please follow the digital instructions outlined left.

*Control the LEFT ANALOG STICK to the same direction as you play with DIRECTIONAL BUTTON.

When using a memory card (for PlayStation®) for PlayStation®2 computer entertainment system, make sure the color of RESET button is green when inserting a memory card (for PlayStation®). When you turn off the PlayStation®2 computer entertainment system, the color changes to red.

START GAME

TITLE Screen

Mode Select Screen appears after pressing the START button at the TITLE Screen.



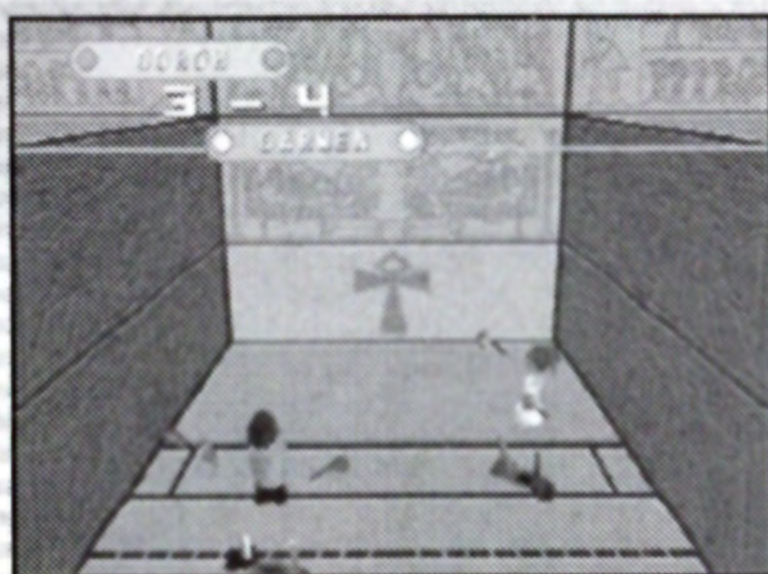
MODE SELECT Screen



DATA

Save and Load the Game Data

* Be sure to save new characters and/or courts. By loading the saved game data, the player is able to select the saved new characters and/or courts to play for the next time.



EXHIBITION MODE

1-Player Only.
- Compete a match in a 1P VS COM.

VS MODE

2- Players Only.
- Compete 1P VS 2P.
- Insert an additional DUALSHOCK® analog controller to the Controller port 2 before selecting the VS Mode.

CHALLENGE MODE

1- Player Only.
- Compete in 3 consecutive matches in a 1P VS COM.
- After clearing/completing with each character, the player gets 4 new characters and 4 new courts.
* This mode requires you to play the game with the existing rules (no changes allowed in this mode only).

TRAINING MODE

1-Player Only.
This is for continuous rally solo play (Player's Character only).

CREDITS

Check out the names of the folks who brought you this game.



GAME LEVEL

There are 3 difficulty levels: [EASY], [NORMAL], [HARD] to play in this game. Confirm your selection by pressing the  button.

PLAY GAME 1

GAME SCREEN

Street Racquetball is played outdoors, in a room that has four walls and no ceiling. The back wall is located on the opposite side of Front wall behind the Back-wall-line.

FRONT WALL

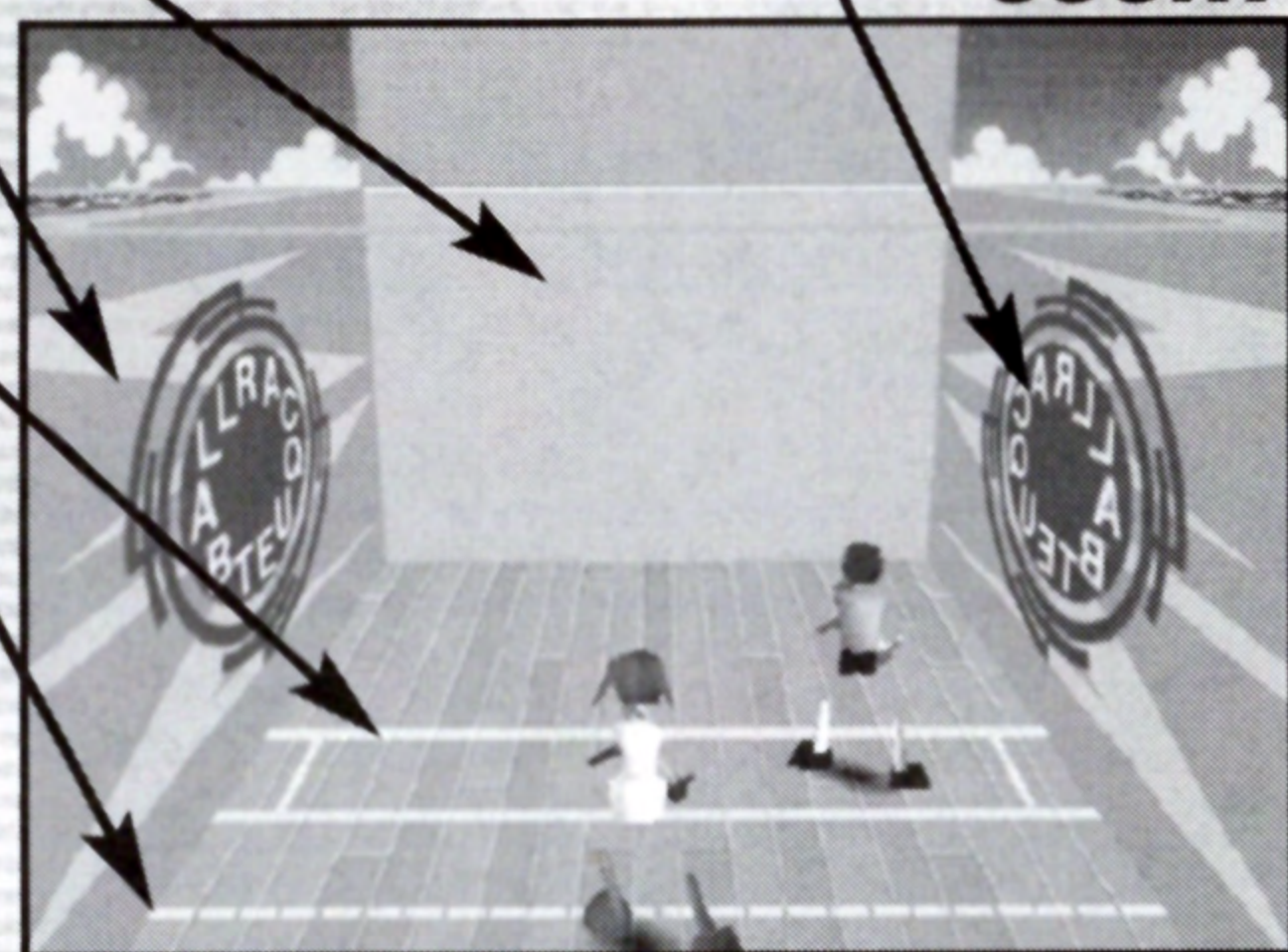
SIDE WALL

COURT

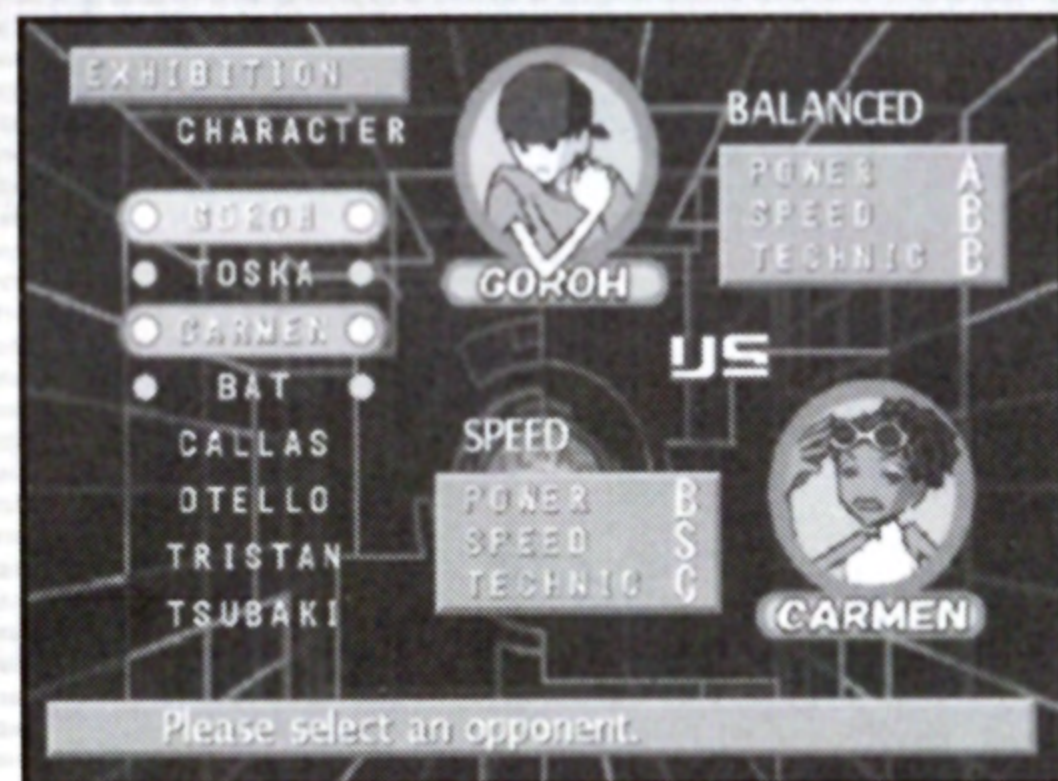
SIDE WALL

SERVES ZONE

RECEIVING LINE



CHARACTER SELECT SCREEN



- Select a Character or VS opponent.
- You cannot choose the same character as the opponent's in the same match.

In Challenge Mode, after choosing your 1-Player Character, 3 opponents are selected randomly.

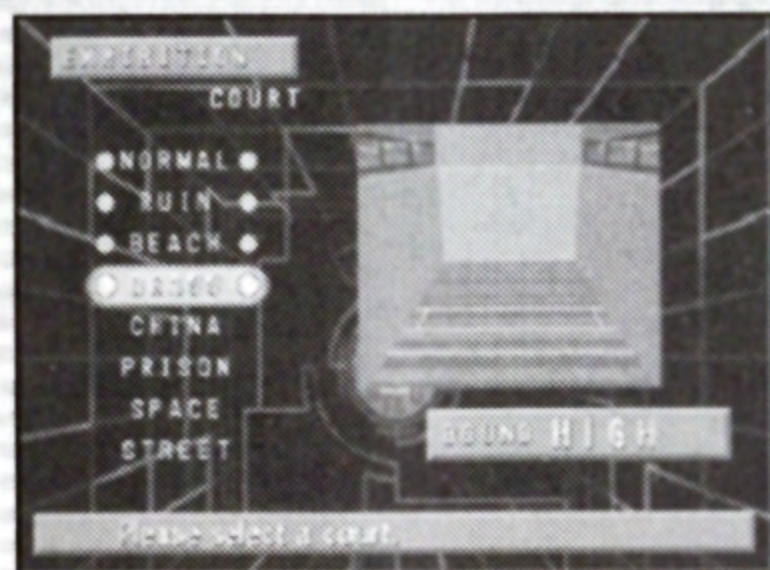
VS Characters will not be selected as the same character as the Player has selected.

CHARACTER PERFORMANCE

| Type | Type of game/play |
|-------|--|
| Power | Speed of the ball (after you hit it) |
| Speed | Character's moving Speed |
| Skill | Way of aiming the ball to hit to the left, right, top, or bottom |

* Performance levels increase from C ➔ B ➔ A ➔ S.

* There are a total of 4 characters to choose from at the beginning of the game. The number of characters increases (up to a maximum of 8 characters) by clearing/completing the Challenge Mode.



COURT SELECT SCREEN

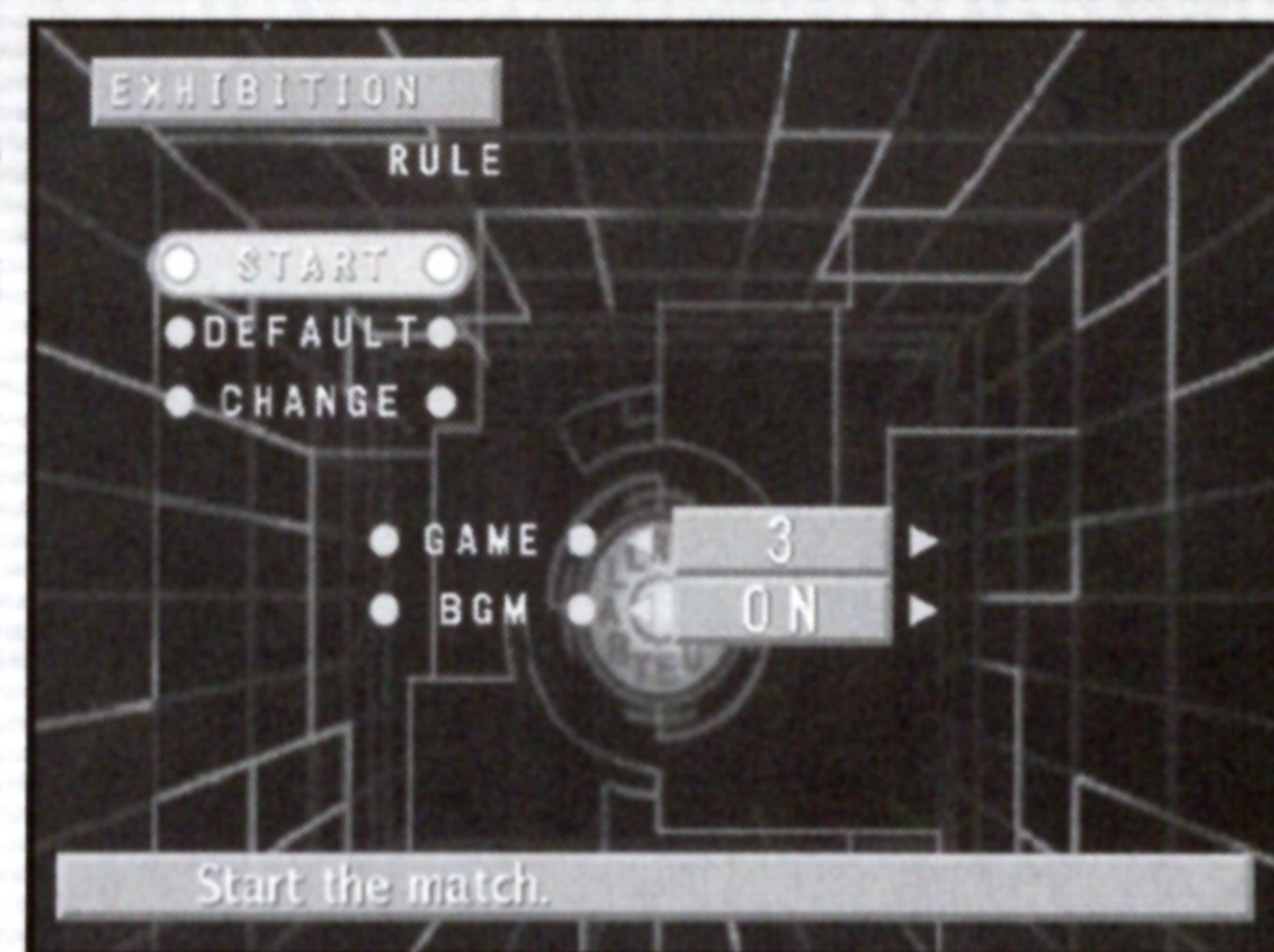
- Select a court.
- "Bounce" indicates the bouncing level of the ball. There are three levels of Bounce: Low, Middle, and High. The higher the level, the higher the ball will bounce.

PLAY GAME 2

MATCH SETTING SCREEN

To change the rules, select the item you wish to change using the $\uparrow\downarrow$ directional button, and confirm your change using the $\leftarrow\rightarrow$ directional button.

| | |
|---------|--|
| START | Start a match. |
| DEFAULT | Change the rules for the default setting |
| CHANGE | Change the rules |

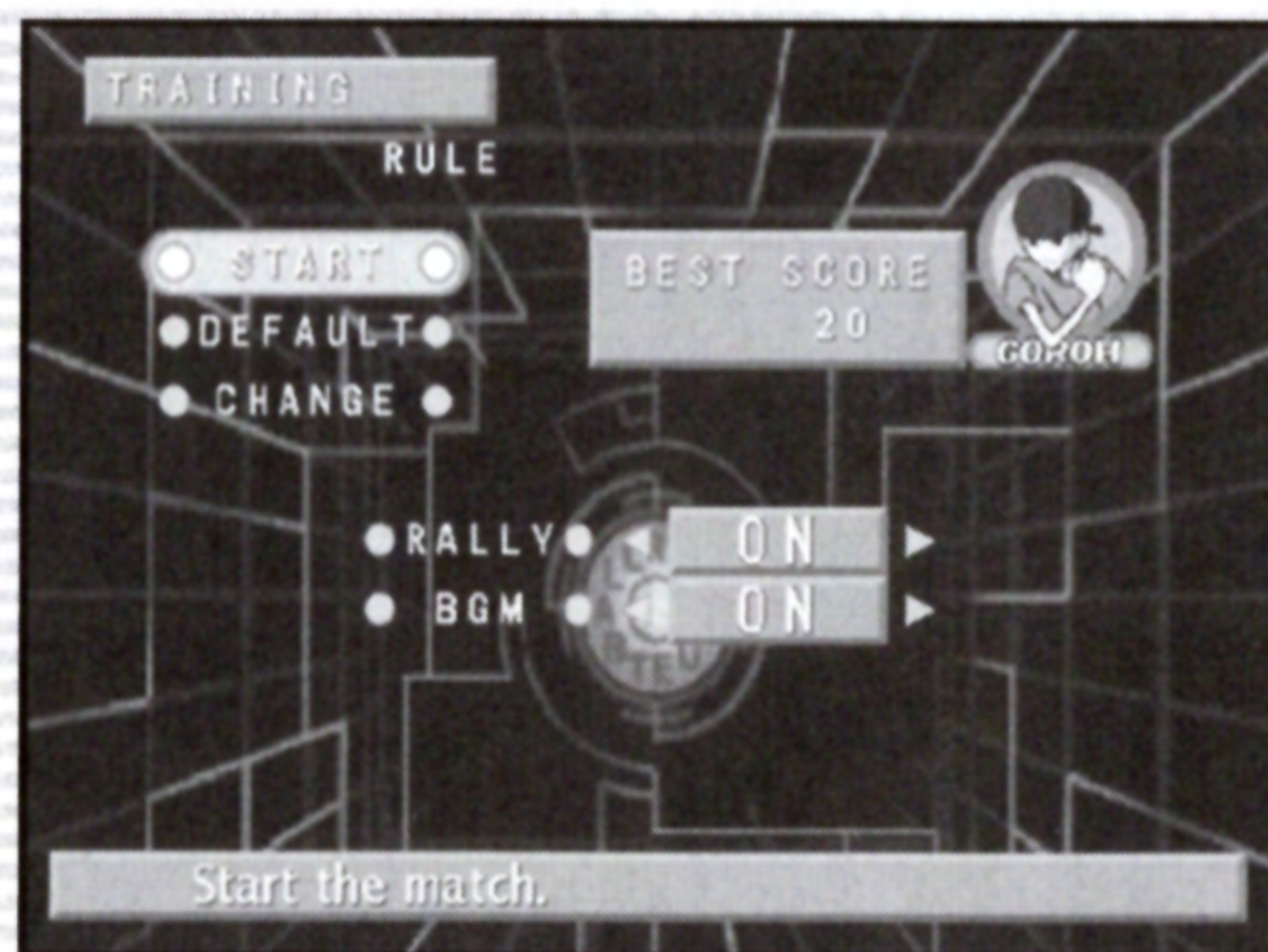


Changeable rules (Exhibition - VS)

| | |
|------|---------------------------------------|
| GAME | Change the number of games in a match |
| BGM | Change the BGM On/Off during a game |

Changeable rule (Training)

| | |
|-------|------------------------------------|
| RALLY | Display the Rally Score. |
| BGM | Turn ON/OFF the BGM during a game. |



* Rules in the CHALLENGE Mode are already set up and not changeable.

RULES 1

RULES of STREET RACQUETBALL

GENERAL RULES OF STREET RACQUETBALL

* In a Three games Match, the first player who wins two games wins the match. The first two games of a match are played to 15 points. If each side wins one game, a tiebreaker game is played to 11 points. In a Five games Match, the first player that wins three games wins the match.

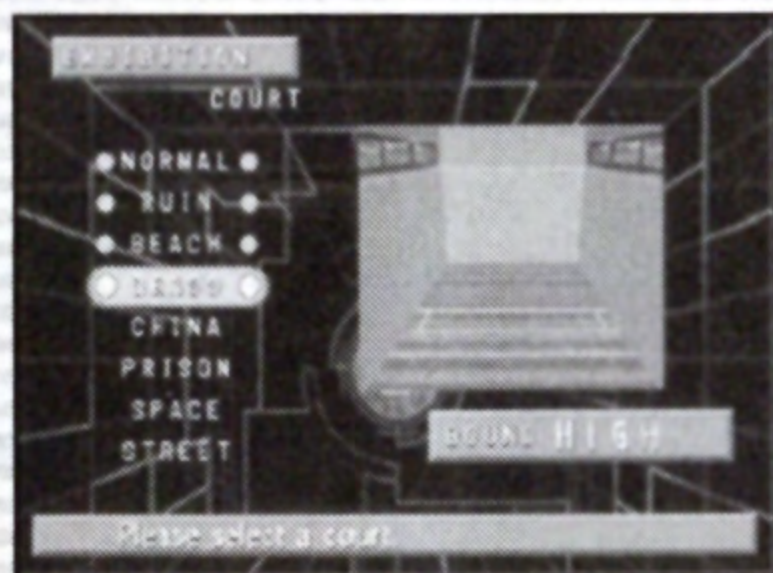
* Play stops when;

- 1) the ball touches the floor a second time
- 2) the ball goes out of the court.

The ball remains in play until it touches the floor a second time regardless of how many walls it makes contact with—including the front wall. Note: If a player swings at the ball and misses it, the player may continue to attempt to return the ball until it touches the floor for the second time.

* A server continues to serve until a player loses a rally, OR fault serve.

* Only the serving side scores points.



SERVE

* The server can select a position of serving from either right or left side of Serves Zone.

* When the server wins the rally, he/she gets a point. If the server loses the rally, opponent won't get a point, but now the opponent is the server.

* Always start from the Player Character (1-Player) on serving.

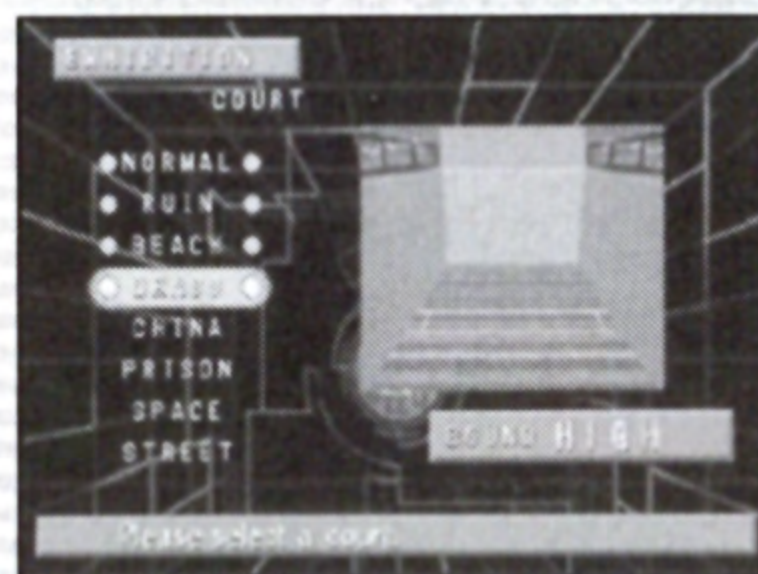
* When you have the serve, the serve position cannot be

selected and the position will automatically be switched to the opposite side. (For example, Left to the Right side, and Right to the Left side.)

* Pressing either the or buttons begins the match. Pressing either of these buttons causes the player to bounce the ball to the ground, as the ball bounces into the air and falls back toward the ground, the player presses either of these buttons again to initiate the first serve. Pressing a direction on the D-Pad when serving will add extra movement to the ball.

* The following serves are faults;

- 1) Short Service. A short serve is any served ball that first hits the front wall and, on the rebound, hits the floor on or in front of the receiving line either with or without touching a side wall.
- 2) When the bouncing ball touches the floor before player hit the ball.



HIT THE SHOTS

* During a VS play, the ball in red is the 1 Player's shot and the ball in blue is 2 Player/CPU's. The player returns the ball by pressing the Hit button.

| | |
|------------------------------|--|
| Strong Straight () button) | Fast and Straight |
| Low/Weak Straight () button) | Slow and Straight |
| Lob Shot () button) | Long and high distance hit |
| Drop Shot () button) | No bounce, but the ball drops near the wall after it hits the wall |

* If the ball is too high, you may only hit a straight ball.

* Use the directional button to change the direction of the ball during the hit motion.

RULES 2

Game Over and Match Over



* **EXHIBITION / CHALLENGE / VS**

The following menu appears after completing the match.

RETRY — Start over the same match with the same conditions.

EXIT — Go back to the Mode Select Screen.

*[Game] Similar to “Set” in Tennis.

*Starting a new game, the character that won the previous game has the option to serve first.

* **TRAINING**

The following screen appears if you lose on Rally.



- Today's Score

- Best Score

- Today's Best Score

*Today's Score shows the highest record in between the time you turned the Power on until pressing Reset.

SPECIAL RULE

When the two players' score is 14 (in case of tiebreaker game, score is 11), the receiver (not the server) selects either [last point is 1 point] or [last point is 2 points] to win the match.

For example, when the game tied 14-14, [1POINT] ends when either character wins 15 points first, and 16 points for [2 POINTS].

1 POINT — Win a tied match when any player earns 1 point.

2 POINT — Win a tied match when any player earns 2 points.

WARRANTY AND SERVICE INFORMATION

AGETEC, INC. LIMITED WARRANTY - SOFTWARE

Agetec, Inc. warrants to the original purchaser of this Agetec, Inc. product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Agetec, Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, the Agetec, Inc. product. You must call (408) 736-8001 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the Agetec, Inc. product has arisen through abuse, unreasonable use, mistreatment or neglect. **THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE AGETEC, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL AGETEC, INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE AGETEC, INC. SOFTWARE PRODUCT.**

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Repair/Service After Expiration of Warranty -- If your game disc requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Agetec, Inc. Customer Service Department/Technical Support Line (408) 736-8001 - Call this number for help in installing or operating our products or for general product questions. Representatives are available Monday-Friday, 8:30am-4pm Pacific Time.

Agetec, Inc. Online at <http://www.agetec.com> - Our news is always cool! Visit our website and find out what's happening at Agetec, Inc. - new titles, new products, and fresh tidbits about the new gaming world!

Look for these other exciting titles from Agetec for the PlayStation® game console!



A1 Games P.O. Box 70158 Sunnyvale, CA 94086-0158
 All-Star Slammin' D-Ball: ©2001, 2002 access / D3 PUBLISHER, INC.
 Billiards: ©2000-2002 argent/ D3 PUBLILSHER, INC.
 Bowling: ©1999-2002 TAMSOFT / D3 PUBLISHER, INC.
 Chess: ©2001, 2002 F. Schneider / SUCCESS
 Putter Golf: ©2001, 2002 AMEDIO / D3 PUBLISHER, INC.
 Street Racquetball: ©2002 HIGHWAYSTAR/D3 PUBLISHER, INC.
 Tennis: ©2000-2002 Nekogumi / D3 PUBLISHER, INC.

All rights reserved.

D3 PUBLISHER and the D3 PUBLISHER logo are trademarks of D3 PUBLISHER, INC.

SUCCESS and the SUCCESS logo are trademarks of SUCCESS CORPORATION.

All-Star Slammin' D-Ball and the All-Star Slammin' D-Ball logo, Chess and the Chess logo, Billiards and the Billiards logo, Bowling and the Bowling logo, Putter Golf and the Putter Golf logo, Street Racquetball and the Street Racquetball, Tennis and the Tennis logo, A1 Games and the A1 Games logo are trademarks of Agetec, Inc. Agetec and the Agetec logo are registered trademarks of Agetec, Inc.

Licensed for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

SUCCESS™



agetec®
www.agetec.com

A1
 GAMES™

www.a1games.com

