

Hyper V-Ball FAQ

by Hyperactive

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| Hyper V-Ball (SNES)           |  
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| Version 1.0 of document      |  
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2. --- INTRODUCTION ---

Purusing through GameFAQs, figuring out what game I was going to now write an FAQ for, I came across the help list, which can be found in: Features -> Requestes FAQs and codes. I always go here to try and find out what game I want to next write for, and if it is high on the Request list, then it will give me more motivation to write for the game, seeing that alot of people need help for it.

I came across the Super Nintendo request list, and, near the top was a game called "Hyper V-Ball". If you have a brain, you will work out that Hyper V-Ball is the game I am now writing an FAQ for. So I got out my old Super Nintendo, and decoded to write an FAQ for it. It's been along time since I played it before now.

I am used to writing FAQs for games that are on the Playstation and the Playstation 2, so going back to a Super Nintendo game was quite hard, due to things like the graphics, and with the Playstation 2, there is alot more stuff packed into the games so there is much much more to write about. What I am saying is that this FAQ will not be that big in size.

For those interested on knowing where this was situated on the Request list, it is number 5, which is pretty high. To all those people who requested something for this game, then I hope this FAQ can help you with whatever you want to know about the game. Enjoy the guide.

3. --- CONTROLS ---

Introduction

In this section, I describe what button on the SNES controller does what. If you even have the game, you should know what the controls are yourself, but, due to the sake of completeness, I will list the controls here.

A Button

For the dumb people, the A button is the yellow button on the snes controller. This button can make you jump up in the air, r while you are in the air, press the A button again and you will spike/hit the ball over the net. Also, this button can be used to get your team mates to jump and try to block the ball coming over the net.

Y Button

This is the Hyper Play button. But, this button is used for all sorts of things to do. You can jump using this button, just likethe A button, and you can also hit the ball using the hyper play, once you are in the air. Also, this can be used to make your team mates try and block the ball coming over the net.

Left

This button is located on the top of the controller, and to the left side. Press this for the coaches comments, but for some reason, when I press it, it never comes up. Not sure whay, but it says this is the command in the options, configuration setting.

Right

This button is located on the top of the controller, and to the right. I have preset this to change the player that you want to be, out of the four that are on your side.

Start

This button is located in the middle of the controller, to the left of the select button. This button pauses the gameplay if you need to go do something else while playing or something.

4. --- ACTIONS ---

Introduction

This section, I guess is kind of the revers of the controls section, describing the actions, and how to do them.

Jump

Jumping is when you lift your feet off the ground, and spring up into the air. If you want to jump, usually the player does it himself on the 3rd touch, but if the ball is farther back, you can manually press either the Y button or the A button and you can jump up into the air.

Spike

To spike, you first need to be up in the air. So, use the technique for jumping I listed above. usually, the computer players jump automaticaly, and then you have to do the spike. Press either A or Y when the ball is by your arm and you will hit it over as a spike.

Hit

This really is done by no control. The computer automatically hits the ball as soon as it comes to you, and I think that is good because it would be a pain to press B or Y everytime the ball is going to be touched on your side.

5. --- V-BALL RULES ---

Introduction

This section will describe the rules in the game. Meaning, it will tell you how to play V-Ball, and not break any rules (Even though the game wont let you break any) In case you didn't know, V-ball stands for Volley ball.

People Per Side

In real life, there are all sorts of different people on teams, sometimes there are 2, other teams there are great amounts of poeple on one team, usually depending on where it is played. But, this is not real life.

The game allows you to have 3 players per team, and one lazy person who hardly does anything, except for get the ball when the first player stuffs up.

Hits Per Side

You will probably notice that your team doesn't always keep the ball on your side for really long. This is because there is a set limit of taps you can have before the ball is needed to go over the net. The amount of touches you are allowed to have on your side is 3. On the third tap, the ball must go over.

Bounces

From what I have figured out, the ball can have 0 bounces on your side, otherwise the point goes to the other team. Never let it bounce, at all

costs. There have been times when I have seen the ball bounce, and it says go that way, but then it just gives the opposition a point.

6. --- GAME MODES ---

1 Player

This is where you can just play against the computer teams. This is the style you will most likely play.

2 Player

Here, you can challenge a friend to play Hyper V-Ball. I have never done this mode, so I don't know how it plays (Like if the arrows still show and all that sort of stuff.)

Watch Mode

This is basically the computer vs the computer. Two computer controlled teams will battle it out.

7. --- GAME TYPES ---

Mens League

All players are men

Womens League

All players are Women

Hyper League

Wierdo style of players

8. --- YOUR SIDE PLAY ---

Introduction

This section here will describe how you get the ball over the other side when it comes to your side.

The first hit

When the player on the other team is about to hit it over, then you will see an arrow pointing to a certain place on the ground. When the arrow appears, go to that spot and stay there.

The computer player will hit it over, and then the ball will come over the net, and to the arrow section. Your character will automatically hit the ball up in the air.

The hit up

Hopefully, the first tap you just did should go to the guy standing closest to the net. If it does, thats good. If it doesn't, manouver a guy to where the ball is.

If it goes to the guy at the net, he will pop it up in the air, automatically. On the second touch, all the time the ball will be hit straight up in the air, cos it is pretty hard to hit a curving ball.

The Spike

If the ball was popped up by the net, then your character will automatically jump up in the aor, with his hand out ready to smack the ball.

When the guy is in the right position, and the ball is right next to him, then press either A or the Y button and the player will hit the ball over the other side. Make sure that you hit the ball at the right time, or you wont hit it at all.

If the ball isn't near the net...

Then you have a choice of 2 things. You can either try to spike the ball, or you can just let the ball hit your hand down low and just float over the other end.

Sometimes trying to jump and spike manually is a bit of a pain, so thats why there is an alternative method of just letting the ball tap your fist. You can't go wrong with this method.

9. --- GAME OPTIONS ---

Computer Level

Here, you can change the difficulty of the opposition. Easy means the computer team is crap, normal means that they are normal, and hard means it will take some skill to win.

No. Of Sets

I have never played up to one set in the game before. usually my points go for about 50 hits, seriously. I think that 14 points is actually one set. Here you can choose how many sets you want to play.

P1 Starting

Select a number. This acts as a handicap. The number you select will be the number of points that Player 1 starts with. For a fresh game, put it on 0.

P2 Starting

Select a number. This acts as a handicap. The number you select will be the number of points that Player 2 starts with. For a fresh game, put it

on 0.

Ball Speed

Toggle from Slow, Normal and Fast. Here you can change how fast the ball goes, this is good for precise timing of the ball.

Coach

Press either yes or no. I have never turned coach off, but if you did, I guess it would get rid of the tips when it shows the team you are versing.

Starting Sp

I think this means starting special, but I don't know how to use special, since hyper attacks don't take anything off of this.

Sp Increase

See the description above, although this is how much your special or whatever will increase over the game.

Sound

Choose between either Mono or Stereo. It really makes no difference, just the way the sound sounds.

10.

--- PROGRESSING ---

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-
- To progress in the game, you must beat the first team, and then go on from there.
 - If you don't want to spend about 1000 hours defeting a team, use the handicap system found in the options menu.
 - Also, you can set the amount of sets to just the 1, this will make the games go alot faster.
 - Canada is the first team that you will play against. But, if you choose canada, then you will first play Algeria
 - You can then move along the ranks and play all the teams, and hopefully win.

11.

--- GAME TIPS ---

Oppontents

All of your opponents have some weakness. Before the game, you can see what their weakness is, as the coahc will come up on screen and tell you. Use these tips to your advantage, they can prove very useful when playing.

Scoring

If you want to try and score a point, then you will have to try to spike it over the net and make the ball go down to the ground. Use the usual play where the guy at the front hits it up in the air, and then the next guy will automatically jump up. Hit the ball over the net, try at different times to make the ball go farther over the court.

Blocking

You can block the ball if you want to. it doesn't always work, and sometimes the ball goes through all of your players. To block, when the ball is on the other side of the court, press either the A button, or press the Y button. It can sometimes work, but can be hard to execute properly.

Diving

Sometimes the ball is out of a players normal range, so sometimes they dive for the ball. Diving is done automatically, so you don't need to worry about doing it manually.

Player Usefullness

Player 1: Hits the ball when it is first wacked over by the opposition.

Player 2: Left to clean up the crumbs if player 1 doesn't hit it right

Player 3: Stands at the net and pops the ball up

Player 4: Hits the ball over the net

Arrows

You will need to use the arrows on the ground to know where the ball is going to come over to. It will put an arrow somewhere on your side of the court. Go there, and wait there for the ball.

12.

--- OWN TEAMS ---

Introduction

Hyper V-Ball allows you to create your own teams to use in the game. Sure, it's not the best editor in the whole world of Super Nintendo games, but it adds to the funess of the game.

New

First, you must go to create a new team or whatever.

Slot

Then choose one of the four slots to hold your team. When selecting a team after you have created your team, your team will be in the slot you selected.

Players

Choose weather this is a Womens team, or a mans team.

Name/Number

Here, you can choose the name of the player. Call him what you like, but he must have a name at least 1 letter long. Make a team of your family or friends and play them.

Also, you can choose the number of the player. You can hardly see the number of players anyway, but just choose one. You cannot choose the same number for any other member of your team.

Points

Distribute points to your people and then save your team to one of the slots when you are done.

13. --- FREQUENTLY ASKED QUESTIONS ---

Q: When was this game released?

A: Check on the GameFAQs data page for this game. It was released somewhere in the year 1993, 10 years ago.

Q: Is there a way that I can set my own keys for different actions?

A: Yes, on the main menu go to key configuration.

Q: Am I allowed to download this file to my Hard Drive?

A: Yes

Q: Can I send something in so you can put it in the guide.

A: Yeah, if you have the right information.

Q: How can I contact the Author?

A: Wayalla's Email is Wayalla1(at)yahoo.com.au

Q: Can I use this FAQ on my gaming site?

A: Yeah I doubt anyone would want it though, due to the game being 10

years old, for SNES, and hardly anyone plays this game.

Q: Where can I buy this game?

A: I wouldn't have a clue. Check around.

14. --- COPYRIGHT ---

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Thats it, no one else, unless I decide otherwise. This must be stated specifically in the FAQ if I am allowing anyone else to use this guide. Anywhere else will have to e-mail me first. I have the right to deny your website use of the guide because it is mine. All of the contents in this file were written by Aarn Baker, unless stated otherwise in the credits section at the end of the guide. Cheat Code Central is forbidden to use this guide. If any websites are using this guide without my permission, the appropriate steps will be taken to get the guide off the site.

The author of this document can be contacted via e-mail, which is: Wayallal(at)yahoo.com.au! Most questions will be asnwered unless the question is answered in the guide, the title doens't include the games title or something like that, and also no Spam and stupid e-mails. You are allowed to download this file onto your hard drive, that's the whole point of the FAQ really, to print it because I doubt many people have the console and computer in the same room and no one will want to stay at the computer playing the game.

15. --- VERSION HISTORY ---

Version 1.0 | 8/4/03

First version of the document

16. --- ENDING ---

Credits

The only person I have to thank here is: CJayC, for posting this guide and all of my other works on his website.

About The Author

My name is Aaron Baker, I reside in Adeladie, South Australia, Australia. My hobbies include Writing Guides, Playing Sports, Video games and more.

Email Policy

What you can send me:

- Any alternative strategies for scoring points/hitting the ball over the net, or anything like that.
- Tips, Tricks, Secrets and Glitches about the game
- A question about about the game
- Anything that is useful to helping people

MY EMAIL: Wayallal(at)yahoo.com.au

What you can't send me:

- Hate mail, Spam and viruses
- Grammar/Spelling mistakes
- A false rumour

Ending

Well, that is the end of my guide for Hyper V-Ball. I hope you have enjoyed it very much.

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