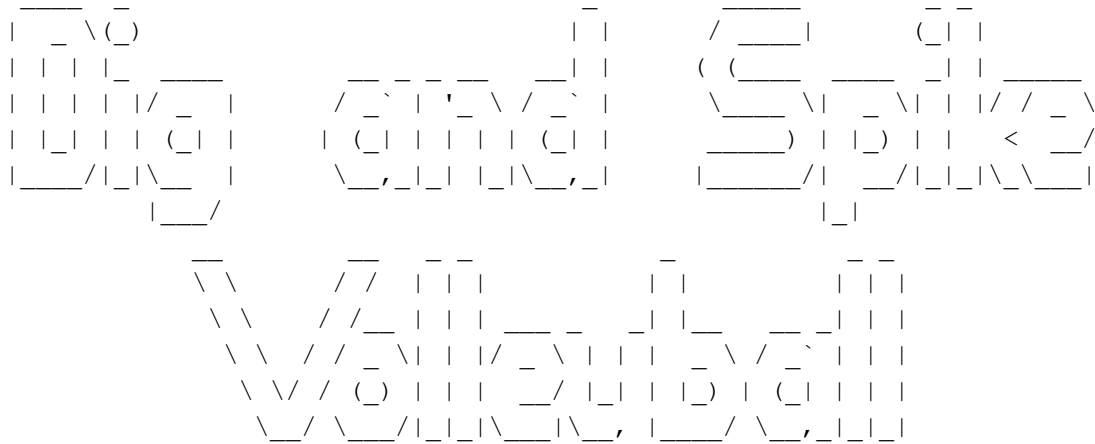


Dig & Spike Volleyball FAQ

by KeyBlade999

Updated to vFinal on Dec 3, 2012



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|           Dig & Spike Volleyball           |
|                   An FAQ                   |
|                   By KeyBlade999           |
|                                           |
|                   File Size: 12.0 KB       |
|                   Current Version: Final   |
|                   Time of Update: 9:31 PM 2/26/2013 |
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Section Negative One: Donations                **VOLLEY_-1**
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While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. Thank you so very much for considering this!!

keyblade999.faqs@gmail.com

By the way, this is also my contact e-mail, so if you want to contribute something to this or any of my other FAQs, or have a question to ask about one of them, go ahead and use this e-mail.

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Section Zero: Table of Contents                **VOLLEY_0**
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- 1. Donations **VOLLEY_-1**
- 0. Table of Contents **VOLLEY_0**

1. Intro **VOLLEY_1**
 2. Version History **VOLLEY_2**
 3. Legalities **VOLLEY_3**
 4. Basics of the Game **VOLLEY_4**

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 Section One: Intro **VOLLEY_1**
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Welcome to another FAQ of mine. This one covers the SNES game known as Dig & Spike Volleyball. This game is another one of your typical sports titles. It was a pretty good game for its time, but it by far below modern standards.

...

Yeah, I don't have much to say about this; not real good with this, you know. But try to enjoy.

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 Section Two: Version History **VOLLEY_2**
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Final - First and likely only version of this FAQ completed. 12:41 AM 12/3/2012
 - Thanks to Kyle Dohring for the Side-Out/Rally difference.
 9:31 PM 2/26/2013

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 Section Three: Legalities **VOLLEY_3**
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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

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Allowed sites for my FAQs	Forever-Banned Sites
O-----O	O-----O
GameFAQs (www.gamefaqs.com)	CheatCC (www.cheatcc.com)
Neoseeker (www.neoseeker.com)	www.cheat-database.com
SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
	Cheat Search (www.cheatsearch.com)
	www.panstudio.com/cheatstop
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)

Section Four: Basics of the Game **VOLLEY_4**

Modes of Play

There are two basic modes to this game, each with a number of sub-modes.

Volleyball:

This is general team volleyball. The modes are as follows:

- 1P vs. COM: You versus a computer player.
- 1P vs. 2P : You versus another human. Requires two controllers or the like.
- Training : Practice your techniques!
- World Cup : General set of sequential tournament-based matches. You can opt to start a new file, or load the current one.

Beach Volleyball:

Basically, volleyball, but just two-on-two. The modes:

- 1P vs. COM : You versus a computer player.
- 1P vs. 2P : You versus another human. Requires two controllers.
- 1P2P vs. COM : You control one person, another human controls another. You both compete against the computer.
- World Challenge: General set of sequential tournament-based matches. You can choose to start a new file, or load the current one.

Playing the Game - Setting Up

After choosing a mode to play, you'll generally have to configure a number of settings. If they appear, they generally consist of your team, the opponent team, and these:

- Match: Play 1, 3, or 5 games.
- Point Sys.: There are two systems you can use. According to Kyle Dohring, side-out is that you can only score a point off of the serve, and rally is that every play gives the team who won the play the point, regardless of who is serving.
- Starting Score: You will play to 15 points regardless. Thusly, you can start with 0, 5, or 10 points to shorten the game.

After the settings are done with, the coin will flip to decide who starts.

Playing the Game - The Game

The game is quite the same in both regular and beach volleyball. The only difference is the number of players - six for regular volleyball, and two in beach volleyball - per team.

At the top of the screen are the teams and their respective scores. Remember, we always play to fifteen here. At the top-right is the "radar". The dots will show the players. In most cases, the color groups on the radar move as a set with the D-Pad - that is how you can distinguish them.

Generally, however, you need not use the D-Pad unless the ball is way out there.

Anyways, if you're serving, press B once to lift the ball into the air, then again when it is near you to bop it over to the other side. Beyond that, except for the out-of-the-way balls, it is just pressing A or B. They seem to work similarly.

You will press A/B to hit a ball when over on your side. This generally is a pass to another player on your side, unless the ball goes up high, which is often after pressing B. (The A Button often passes.) When up high, you are usually spiking the ball (forcefully pounding to the opponent's ground).

While the ball is on the opponent's side, you cannot do a thing, unless the ball is about to be spiked by them. In that case, you may want to press A/B to jump and block it. If it passes you, you can still press those buttons to dive at the ball and, if you reach it in time, launch it back into the air, stopping them from getting a point.

Points are gotten in different ways, depending on the system.

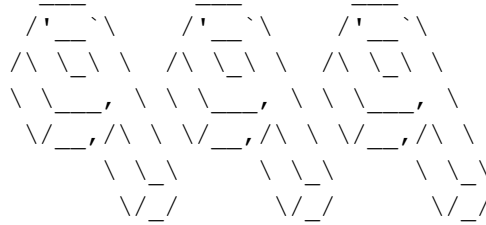
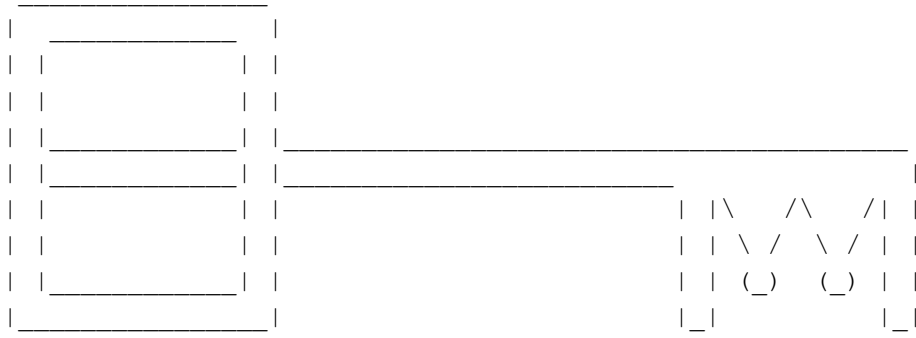
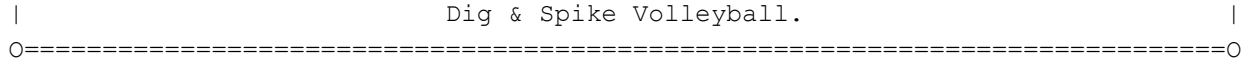
- Side-Out: You gain a point making opponents drop the balls from serves only.
- Rally: You gain a point only if your opponent drop the ball on their side of the court. Likewise, if you drop the ball, they get a point. This also counts if the ball hits the ground as the result of the opponent making it hit there.

At the time the points go beyond half of what is needed to win for a team, sides are switched.

The game ends when a team hits 15. If more than one game is in a match, another game is played. In the match of multi-game matches, whoever wins more games wins.

The tournament modes do rely on three-game matches before going on to the next round against the other team. You'll play them all, basically. You can opt to save between the matches. Other than that, it's all the same.

Dig & Spike Volleyball.



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