All-Star Baseball 2004 FAQ

by VinnyVideo   Updated to v1.1 on May 17, 2008

This walkthrough was originally written for All-Star Baseball 2004 on the GBA, but the walkthrough is still applicable to the PS2 version of the game.
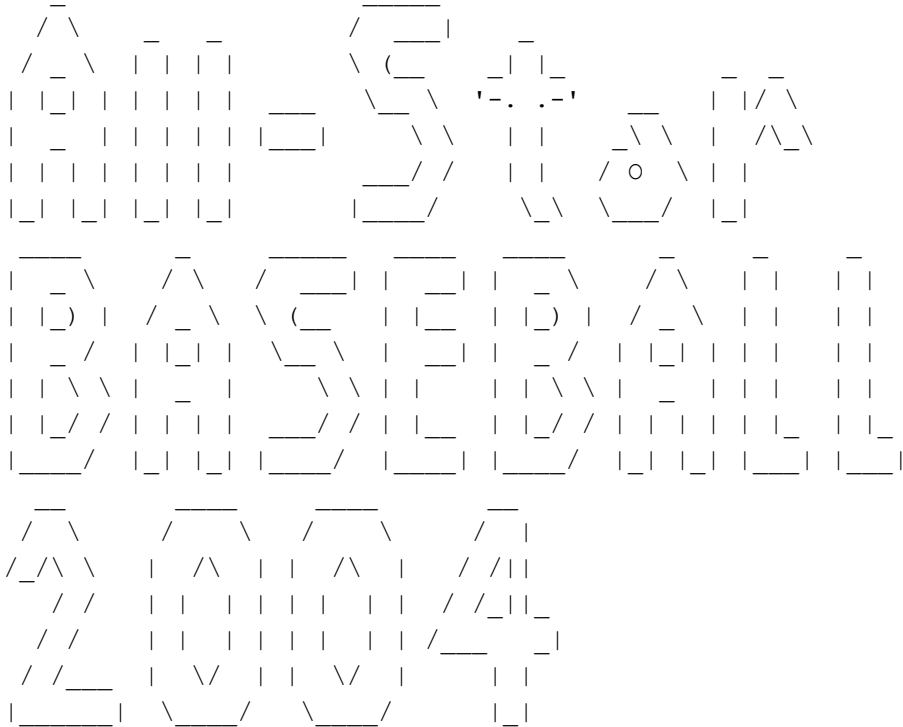
```
     _               _____
   / \     _   _    / ___|        _
  / _ \   | | | |   \ (__   _| |_        _   _
 | |_| |  | | | | |  ___    \__ \  '-. .-'   __    | |/ \
 |  _  |  | | | | | |___|     \ \   | |    _\ \   | /\_\
 | | | | | | | | | |        ___/ /  | |   / o \ | |
 |_| |_| |_| |_|          |___/    \_\  \__/  |_|

  ___   _    ___   ___   ___    _   _   _   _
 | _ \   / \   / __| | __| | _ \   / \  | |   | |
 | |_) | / _ \ \ (__  | |_  | |_) | / _ \ | |   | |
 |  _ /  | | | |  \__ \  | _| | _ /  | |_| | | |   | |
 | | \ \ | _   |    \ \ | |  | | \ \  | _   | | |   | |
 | |_/ / | | | |  ___/ / | |_  | |_/ / | | | | | | |   | |_
 |____/  |_| |_| |___/  |___| |___/  |_| |_| |___| |___|

  __   ___   ___    __
 /  \   /  \  /  \    /  |
/_/\ \   |  /\  | |  /\  |  / /||
   / /    | | | | | | | |  | | / /_||_
  / /     | | | | | | | | | | /___  _|
 / /___   | \/  | | \/  |     | |
|_____|  \___/  \___/     |_|
```

```
================================================================================
Table of Contents
================================================================================

[INTRO] Introduction
[MODES] Modes of Play
[TEAMR] Team Ratings
[TEAMS] Team Summaries
[QUEST] Frequently Asked Questions
[REALL] Comparing to Reality
[VERSN] Version History
[COPYR] Copyright
[CONTC] Contact Information


Navigation tip: Press Ctrl and F to bring down a search bar. Then type in the
name of the section you're looking for - like [VERSN] for the ever-popular
Version History.


================================================================================
Introduction                                                           [INTRO]
================================================================================
```

Baseball season is back underway, so Vinny's next project is an outdated
baseball game! What a way to spend a few kilobytes of disk space, a few hours
of time, and space on your walkthrough list (21 and counting). But really, All-
Star Baseball 2004 is still a pretty fun game with effective game play and
groovy music, even though the game is basically All-Star Baseball 2003 with
updated lineups. In fact, it's not much different from the N64 All-Star
Baseball games. Best of all, you can spend a short time reliving the good old
days of Major League Baseball when fans cared more about HRs than HGH and when

the media talked about pitching lines instead of silly Congressional hearings. What's more, this is a great new addition to the VinnyVideo brand's ever-growing portfolio of FAQ/Walkthroughs. Okay, I do read the Business section of the newspaper sometimes...

Note: Since you're playing an old baseball video game, I'm assuming you know at least a little something about the rules and strategies of baseball (i.e. you know what strikeouts and shortstops are). If you don't, then go to your local library or visit Wikipedia or MLB.com and find out.

```
===============================================================================
Modes of Play                                                           [MODES]
===============================================================================
```
---Single Player---
These are one-player games.

Quick Game: Play an exhibition game with two randomly selected teams. All you have to do is select the team you control and the difficulty level, and that's it. This is good if you want to get to the game quickly.

Exhibition Game: Play an exhibition team using the teams, venue, and time of day of your choice. You can also change the difficulty level.

All-Star Game: Play a single game between teams consisting of the best players of the National and American Leagues. You can change the team you control, the time, and the difficulty level, but you can't pick the players on your roster.

Batting Practice: Practice hitting with any batter in Major League Baseball at any venue. You can also select a specific pitch or plate location to work on and choose between a right-handed pitcher and a lefty.

Home Run Derby: The Home Run Derby matches up sluggers in a free-swinging contest to smash as many home runs as possible. You can change the players involved, and you can also use the Options menu to change team selection, venue, time, and game type. The Innings mode can take a while, so you may prefer the Modern style.

Season: Season mode lets you play through a Major League Baseball season. Since a full 162-game season may get boring after a while, a variety of schedule types are available. After selecting the schedule, you will pick your team and difficulty level. Before you start playing games, though, you might want to adjust your pitching rotation and set your rosters for left- and right-handed pitchers and for DH and non-DH games. You can also make trades with other teams. Just remember that the game won't let you trade players of widely differing abilities; for example, Benji Gil for Alex Rodriguez. You can also view schedules and statistics. Press A on the schedule screen to simulate games up to that point. Your progress is saved after each game so you don't have to play through a marathon of games to see how long your batteries last.

World Series: Play a best-of-seven series between the A.L. and N.L. teams of your selection. The only option you can change is the difficulty level. The game will save your current status after each game.

---Multiplayer---
I believe all of the one-player games are available in Multiplayer mode except for Season play. I am not absolutely sure about this because I don't have a Game Link cable, a second Game Boy Advance, and a second ASB2004 cartridge. Also, I think you're able to play with three or four players, which is about as much fun as watching the tarp get wet during a rain delay.

---Trading Cards---
You receive a special trading card at the conclusion of every game. This
feature lets you view the list of cards you've collected. Also, if you have the
right equipment, you can trade duplicate cards to another copy of All-Star
Baseball 2004.

---Options---
Options changes settings, mostly settings related to sound. I like to turn
Crowd Noise and In-Game Music (familiar bouncy ballpark organ tunes) on, and I
would strongly consider turning Auto Fielding on for beginning players. These
settings can also be adjusted from the in-game pause menu.

---Statistics---
This lets you view the hitting and pitching statistics for any team in the
game. Press Up or Down on the Control Pad to select a team. Then choose between
Hitting and Pitching to view the desired stats. Scroll through the stats with
the Control Pad, and remember that you can press A on a column to sort players
using that statistic.

---Credits---
See who helped produce this game. Give them a round of applause while covering
your yawning mouth. Press B to end the credits.

```
================================================================================
Team Ratings                                                            [TEAMS]
================================================================================
```

	OVR	SPD	POW	CON	DEF	BEN	PEN	ROT	.AVG	HR	SB	ERA
Anaheim Angels	65	61	45	51	66	53	82	99	.282	133	122	3.77
Arizona Diamondbacks	65	56	47	60	56	59	87	95	.272	120	89	3.31
Atlanta Braves	71	61	60	69	65	68	80	95	.267	162	75	3.91
Baltimore Orioles	66	56	49	60	58	71	80	88	.250	150	82	4.21
Boston Red Sox	69	59	51	64	48	65	95	100	.280	168	89	3.32
Chicago Cubs	69	58	51	63	82	44	84	100	.254	160	56	3.85
Chicago White Sox	69	54	57	55	83	55	96	86	.269	185	32	4.30
Cincinnati Reds	70	60	59	66	56	67	99	83	.247	145	101	4.34
Cleveland Indians	63	52	48	59	67	52	85	82	.261	112	41	5.16
Colorado Rockies	69	58	55	66	83	44	90	84	.270	140	69	4.74
Detroit Tigers	61	57	50	61	69	60	52	79	.240	89	52	4.85
Florida Marlins	64	59	46	56	44	60	87	94	.268	95	175	4.01
Houston Astros	73	59	54	65	85	69	91	91	.270	197	70	3.80
Kansas City Royals	63	58	47	59	76	54	65	82	.266	127	102	5.14
Los Angeles Dodgers	70	60	53	68	65	51	91	100	.257	160	89	3.47
Milwaukee Brewers	59	51	49	51	52	44	91	79	.258	72	79	4.31
Minnesota Twins	67	59	49	58	64	59	79	100	.275	142	76	3.96
Montreal Expos	69	59	51	63	80	52	87	95	.268	144	40	3.56
New York Mets	72	59	53	64	82	59	95	94	.256	151	94	3.42
New York Yankees	70	56	59	64	57	65	91	100	.277	241	107	3.75
Oakland A's	68	56	51	57	65	59	91	100	.261	173	50	3.46
Philadelphia Phillies	68	54	50	62	83	45	87	95	.267	183	74	3.85
Pittsburgh Pirates	68	55	51	60	83	59	90	79	.257	164	69	3.78
St. Louis Cardinals	71	57	53	66	90	54	90	91	.270	172	88	3.78
San Diego Padres	66	55	47	59	74	53	74	100	.264	108	43	3.69
San Francisco Giants	69	59	51	64	65	59	94	96	.269	150	65	3.57
Seattle Mariners	69	60	48	53	71	59	97	95	.279	145	145	3.67
Tampa Bay Devil Rays	61	58	44	54	74	48	83	70	.249	86	31	5.45
Texas Rangers	69	54	54	64	86	58	89	82	.265	201	47	5.08
Toronto Blue Jays	63	54	50	58	78	63	85	52	.270	149	61	4.40

The first set of ratings are provided by the game: Overall, Speed, Power,
Contact, Defense, Bench, Bullpen, and Rotation. The last four numbers are the

team's total batting average, home runs, stolen bases, and earned run average. I think some of the game's ratings are dubious, and I don't know how they came up with them.

```
================================================================================
Team Summaries                                                        [TEAMS]
================================================================================
```

Anaheim Angels: The Angels were the World Champions at this time, much to the surprise of followers of the game. The Angels aren't going to hit a lot of balls out of the park, but they can certainly play "small ball," as the lineup is full of threats on the basepaths and high-average hitters. Their pitching is pretty good, and Troy Percival is a lights-out closer.

Arizona Diamondbacks: The 2003 D-backs still have the core players from their 2001 World Series team. The lineup is good but not spectacular. The Diamondbacks win ballgames from their pitching - specifically, their starting pitching, and especially Randy Johnson and Curt Schilling. When one of them is on the mound, expect a 10-strikeout performance and a victory. Arizona has the best team ERA in the game. Incidentally, the D-backs lost 111 games next season in a disastrous 2004 campaign.

Atlanta Braves: A lot of people thought the Braves were in decline around this time, but this is a playoff-caliber team. There's power and contact throughout the lineup. Even 44-year-old first baseman Julio Franco is an important contributor. With Tom Glavine gone and John Smoltz moving to the bullpen, the pitching isn't as great as it once was, but it's still OK, especially when Greg Maddux is on the mound.

Baltimore Orioles: The weak Orioles have a few good sluggers, but most of them boast pitiful batting averages. Rodrigo Lopez is the best member of a fairly weak pitching staff.

Boston Red Sox: Manny Ramirez and Nomar Garciaparra are going to keep pitchers busy, and the pitching is outstanding. In this game, they might even be better than the Yankees!

Chicago Cubs: As a Cubs fan, I'm not going to talk about what happened in Game 6 of the NLCS. The Cubbies don't really look like a team that's going to the playoffs (look at that .254 team batting average), but they managed to do so anyway. Sammy Sosa is the only significant threat with the bat. There's not much on the bench, especially since the Cubs carry 12 pitchers. Kerry Wood, Mark Prior, Carlos Zambrano, and Matt Clement are the key components in a young and extremely talented starting rotation that was decimated by injuries in later years.

Chicago White Sox: The White Sox have four great sluggers in Paul Konerko, Magglio Ordonez, Carlos Lee, and Frank Thomas. However, the team stole a paltry 32 bases. What's more, the starting pitching is mostly unproven and the talent of the relief pitching is unevenly distributed.

Cincinnati Reds: This is a good example of a team that just can't hit the ball consistently. There's decent power and quite a bit of speed, though. Adam Dunn and Russell Branyan will strike out 150 times or more, and they're not the only free swingers on this club. Worse pitching is around, but the pitchers are basically mediocre. In addition, the Reds are loaded with bad gloves.

Cleveland Indians: The Indians were rebuilding in 2003, and you can tell. Ellis Burks is the only real power hitter (although Travis Hafner will be in the near future), and there's no speed except for Omar Vizquel. I can't say anything good about the pitching staff, whose total ERA is an astronomical 5.16.

Colorado Rockies: The Rockies have some superb hitters like Larry Walker and Todd Helton, but the pitching looks pretty shaky. Get ready for high-scoring baseball if you select this team.

Detroit Tigers: How does a Major League Baseball club lose 119 games? Let's see... a .240 team batting average, 89 home runs, and a team ERA of 4.85. Unless you really follow baseball, you probably don't remember many of their starters, like Shane Halter and Warren Morris.

Florida Marlins: Mike Lowell, Juan Encarnacion, and Derrek Lee supply almost all of the Marlins' home runs. However, this year's surprising World Series champions prefer to win games on the basepaths with speedsters like Luis Castillo and Juan Pierre. The Marlins have a young and fairly talented pitching staff. Most of the players on the roster came from the Marlins' farm system.

Houston Astros: Jeff Kent and the Killer B's provide plenty of pop in the Astros' bats, and the pitching is pretty good, too, especially ace Roy Oswalt. According to the game's ratings, the Astros are the best team in the game, although those ratings should be taken with a grain of salt.

Kansas City Royals: This was easily the best Royals team of recent times. They even had a winning season! This lineup is actually pretty good. Mike Sweeney, Raul Ibanez, and Carlos Beltran can all hit the ball, and Beltran is very fast. A lousy pitching staff will keep the Royals from contending for the playoffs.

Los Angeles Dodgers: The Dodgers' diversity of players makes the team look like a United Nations conference. The hitters can't consistently hit for average, but they've got decent power and speed. The pitching staff is one of the best in the National League.

Milwaukee Brewers: This is not a good team! Speedsters Eric Young and Alex Sanchez and slugger Richie Sexson are all the lineup has to offer. The weak pitching won't do anything to bail out the offense, which hits fewer home runs than any other team in the game. According to the game's slightly dubious rating system, this is the worst team in All-Star Baseball 2004.

Minnesota Twins: The Twins' roster consists almost entirely of "home-grown" players. There aren't a lot of stars on the team, but the abundance of good players will win ballgames. The Twins have numerous great contact hitters, and they can also pitch and run.

Montreal Expos: Rumors of "contraction" had finally ended by now, but the final years of the Expos were marked by instability as they played many of their home games in Puerto Rico (not included in the game). Vladimir Guerrero, who had 37 or more doubles, homers, and steals in 2002, is quite possibly the best player in Major League Baseball. While there aren't a lot of other great hitters, this better-than-average Expos team achieved a winning season. The pitching, led by 20-game winner Bartolo Colon, is quite good.

New York Mets: The Mets were a team marked by a very little stability. Injuries to key players like Mo Vaughn and Roberto Alomar devastated the team. Even when healthy, the batting order is aging and power-heavy. The pitching staff, bolstered by the addition of Braves fixture Tom Glavine, is quite strong in both starting and relief.

New York Yankees: The Yankees are probably the most powerful team in All-Star Baseball 2004 and are arguably the best overall. Alfonso Soriano is a 40-40 (or really 39-41) man, and Jason Giambi, Derek Jeter, Bernie Williams, and Jorge Posada are among the Yankees' superstars. The starting pitching is superb (I'm

not going to talk about Roger Clemens). While Mariano Rivera is one of baseball's best closers, parts of the bullpen are quite shaky.

Oakland A's: The Oakland A's play like the Oakland A's. The "Money-Ball" system hits plenty of home runs, draws walks, doesn't always hit for average, and steals very few bases. The rotation is one of the best in baseball.

Philadelphia Phillies: Jim Thome, Pat Burrell, and Bobby Abreu are major threats in a fairly strong lineup. The Phillies' top three starters are great, but the rest of the pitching staff is merely average. In real life, the fairly strong Phillies just missed Playoff Land.

Pittsburgh Pirates: The Pirates have a lot of players with mediocre batting averages and moderate power, although Brian Giles is a great all-around hitter. The pitching staff is fairly good, but not good enough to keep the Bucs out of their ship's cargo hold.

St. Louis Cardinals: The Redbirds boast a well-balanaced lineup. A wise pitcher will strongly consider pitching around to Albert Pujols and Jim Edmonds. The Cardinals' Gold Glove-laden fielding is the best in the game. There are a few potential holes in the pitching staff that may prevent the Cardinals from reaching the very top.

San Diego Padres: This team has a few decent contact hitters, but the Padres have as much power as a gymnast and are as dangerous on the basepaths as a broken-down Geo. There's almost nothing in the way of proven pitchers, although the ones they have aren't bad. The best pitcher is closer Trevor Hoffman, who will have very few games to close.

San Francisco Giants: The Giants have plenty of players who hit for a respectable average and slam 15 home runs. However, the offense is clearly built around super-superstar left fielder (and alleged steroid user) Barry Bonds. In most situations, if you're pitching against him, go ahead and intentionally walk him like they did 198 times in 2002. Heed not the boo birds! Kirk Rueter and Jason Schmidt are the most prominent members of an effective group of pitchers.

Seattle Mariners: The Mariners have one of the most balanced lineups in the game, with plenty of contact, power, and speed to go around. Ultra-speedy Ichiro Suzuki is one of baseball's best pure hitters. You'll like the pitching, too.

Tampa Bay Devil Rays: Yuck. Aubrey Huff is a good hitter, but that's all the lineup has. The Devil Rays (now just the Rays) have the lowest home run and speed totals among all the American League teams, and their team ERA is a sky-high 5.45, far worse than any other team's. There's very little to like about that pitching staff.

Texas Rangers: The Rangers have a swing-for-the-fences style, slugging 201 home runs and stealing only 47 bases. Much of the power comes from lampooned superstar Alex Rodriguez and Rafael Palmeiro (accused of using steroids, but maybe he got that power from the sildenafil citrate drug he endorsed). The Rangers' pitchers are generally obscure and not very good - especially the starters.

Toronto Blue Jays: The Blue Jays have a decidedly average-looking lineup (the Jays are very good at being a very average team). 2003 Cy Young Award recipient Roy Halladay isn't enough to make up for a so-so group of pitchers.

Statistics are based on the 2002 season.

```
================================================================================
Frequently Asked Questions                                          [QUEST]
================================================================================
Q: What are the controls?
A:

---Hitting---
Control Pad: Move hitting cursor
A: Swing the bat
B: Hold to bunt
R+Control Pad: Select the swing angle (left/right, up/down)
L: Hold to manipulate runners (see Running section below)
SELECT: Toggle between a contact and power swing

---Pitching---
A: Confirm pitch type/throw pitch
Control Pad: Select pitch/Select pitch's plate location
B+Control Pad: Throw over to corresponding base (Right = first base, etc.)
R: Cycle through infield defensive shifts
L: Cycle through outfield defensive shifts
SELECT+L/R: Change view to check baserunners

---Running---
R: Return runners who aren't on a base to last base (especially helpful if you
overshoot the intended base).

On force plays, just press the Control Pad direction corresponding to the
runner's current base - for instance, Right to move a runner from first to
second.

If it isn't a force play, press the Control Pad direction corresponding to the
runner's current base and then the next base. For example, to move a runner
from second to third, press Up+Left.

To steal a base, hold L, use the button combination you would for a non-force
play to get a lead, and then apply that combination again to take off running.
It may not work though, so be careful. For example, to steal second with a
runner on first, hold L and press Right+Up twice.

---Fielding---
Control Pad: Move fielder
A+Control Pad: Throw ball to corresponding base (Up = second base, etc.)
A: Attempt diving catch/throw to pitcher
B: Change player to control/throw to pitcher
L: Throw to cutoff man

Press START at most times to pause the game and bring up a menu that allows you
to view game statistics, change your lineup, or adjust game settings.

On game menus, the A button will select an option, and B will take you back to
the previous screen.

Q: Should I hit for contact or power?
A: As a batter, you can press SELECT to choose between the two. There are many
factors when deciding. If your batter is Ichiro Suzuki, you'll have a massive
contact zone and a tiny power zone, so using a power shot with him is stupid.
If you're using a well-rounded hitter like Sammy Sosa, you'll probably want to
use a power shot if runners are on base. If you're using a lousy contact hitter
who has some power, like Todd Hundley, power is the way to go. There are some
```

other factors as well; for example, if the count is 2-0, there's a good chance you'll be getting a sluggable fastball down the middle - an invitation for power. An 0-2 count may force you to use a more defensive contact hit. Having runners on base makes power more useful; empty bases is usually a more desirable condition for contact. And lastly, if you're bunting, using power won't help you bunt farther and will make it harder to angle your bunt. []

Q: What are the differences between the difficulty levels?
A: The main difference between the Rookie and All-Star levels is the speed. On harder difficulty levels, the pitches seem quite a bit faster (even though the radar gun says the same speed as in Rookie mode), giving you much less time to react, whether hitting or fielding. Also, opposing pitchers are a little more willing to work the corners of the plate and hitters are less likely to ignore a fastball down the middle. In short: If you're inexperienced or have poor reaction time (maybe because you're drunk!), stick with Rookie or Veteran mode.

Q: How do I change team lineups before the game?
A: You can't in exhibition games. You can pinch-hit, make substitutions, and change pitchers from the pause menu once the game is started, though. This is probably the game's biggest shortcoming. However, you can set starting lineups, positions, and rotations in Season mode.

Q: How can I bring in a pinch-runner?
A: You can't. You can only pinch-hit.

Q: Does anything special happen if I pitch a no-hitter?
A: No. Sorry.

Q: Why are the team ERAs so low?
A: There are three reasons. First, 2002 was one of the best recent years for pitchers, and All-Star Baseball 2004's stats are based on the 2002 season (the game was made right before the 2003 season began). Second, most teams in this game hold just 11 pitchers on their 25-man rosters. Third, the relatively few pitchers the game does have tend to be the team's best available. Not all of them made the opening day roster (like Rick Ankiel), often because of injury.

Q: What tips do you have for the game?
A: Here are a few tips that might help you out:

---Hitting---

* To make good contact with the ball, swing the bat when your cursor overlaps squarely with the pitcher's aiming sight. Watch the latter closely, as it may dip or curve, especially on breaking balls.
* At the plate, don't try to chase bad pitches that are well outside the strike zone.
* If you're hitting for power and aim just a little above the ball, you'll hit a hard line drive. Aim a bit under the ball to hit a higher ball, perhaps increasing the chances of a sacrifice fly. The same applies to hitting left or right of the ball if you want a push or pull. The R button doesn't work for power hits, even if you set an angle for the contact hit and then changed to power.
* Don't angle the ball with R too sharply, or you'll hit a foul ball or a puny pop-up. To keep the latter from happening, I'd just change the horizontal angle, leaving the flat vertical angle unchanged.
* If you don't angle your cursor a little, every contact hit will go straight down the middle, regardless of the batter's handedness and tendencies.
* With practice, you can bunt well. Angle the cursor so you'll hit the ball slightly down and strongly toward the third base foul line. Don't angle too sharply, though, especially horizontally. One notch below the sharpest angle

possible is best. There's no point in using the power cursor when bunting.
* Use pinch-hitting to your advantage, especially when a tired pitcher is at
the plate. But don't pinch-hit for an effective, energized pitcher.
* Baserunning isn't easy, so expect to make some mistakes early on. But don't
feel bad: Real runners have the advantage of having base coaches, in addition to
the ability to see the entire field.

---Pitching---

* In All-Star Baseball, your pitching will be most effective if you aim for the
corners of the strike zone. Unlike real umpires (who can be quite
inconsistent), the game's strike zone never changes.
* The changeup is the most effective pitch in the game, but don't use it
exclusively.
* If your pitcher is getting tired, don't throw high breaking balls to a heavy
hitter unless you'd like to give up a home run.
* Different pitches have different pitches to choose from, and some pitchers
(like Greg Maddux) have bigger repertoires than others.
* If you're ahead in the count (like 0-2), throw a tempting pitch at the edge
of the strike zone or a weak pitch in the dirt.
* You can aim breaking balls a little off the plate, and if done properly,
they'll curve back for a strike (keep in mind whether you're a lefty or a
righty).
* A pitcher's energy is shown on the meter below the pitch selection dialog. If
the meter starts flashing, be ready to bring in a new pitcher if he gets into
trouble. You can also tell your (and your opponent's) pitcher's energy level by
watching the aiming sight, which turns from white to green, yellow, and finally
red as the pitcher becomes more fatigued.
* Remember that you don't have to warm a pitcher up in the bullpen before
making a pitching change.

---Fielding---

* In this game, fielding is tough. The small screen (unless you're playing on a
GameCube or emulator) can make it worse. You may want to use the auto-fielding
option when you're starting out with the game.
* If you're manually fielding, check the radar on the upper-right corner of the
screen to help position your fielder (the yellow dot) near the red circle
(where the ball will land).
* Bring the infield in (check the Controls section) if you think the opposition
is planning to bunt. Use infield and outfield shifts to your advantage.
* When making substitutions, don't insert a player into an unnatural position -
for example, don't play a first baseman in center field. Remember that "CO"
stands for Corner Outfielder and "MI" is a Middle Infielder.

---Other Game Notes---

* On any screen that shows stats (such as the game's Statistics option or the
end-of-game box score), press L or R if you want to view the Glossary that
shows what each stat means.
* Use the "Change Controls" option on the in-game pause menu to change the team
you're controlling. The other options are self-explanatory.
* I've seen several hit batters, but as far as I know, the game doesn't have
balks, wild pitches, passed balls, catcher's interference, or other rare
events. And, of course, there aren't rain delays or bench-clearing brawls.
* Remember that in season mode, you can trade anyone to and from the Free
Agents team (scroll all the way down to find it); you can even trade an A
player for a C (or vice versa). The Free Agents have some pretty good players,
notably Ivan Rodriguez, David Ortiz, and Bill Mueller.
* The game's rendition of the U.S. national anthem sounds terrible, even though

you hear just the last couple of words. The Canadian national anthem isn't
heard when you play with Montreal or Toronto.
* Some things in this game aren't realistic; for example, Jamie Moyer's
fastball won't ever approach 94 MPH in real life. Also, home runs are
frequently longer than they would usually be in real life.
* Several ballparks in this game obviously include signs that advertise
Anheuser-Busch's most popular brand.
* The hill in center field at Minute Maid Park doesn't affect play.
* Reminder for the announcer: "Drived" isn't a word.

==
Comparing to Reality   [REALL]
==
The "Comparing to Reality" section is used in many of my sports guides to
provide a brief summary of the season upon which the featured game is based or
to show discrepancies between the game and real life. More detailed information
about the 2003 MLB season can be found at MLB.com, Wikipedia.org, and other
Internet and print sources.

The 2003 Major League Baseball season is best remembered for the Florida
Marlins' stunning World Series win as they overcame a terrible start, a
managerial change, and an almost-insurmountable deficit in the National League
Championship Series. The Marlins, consisting mostly of home-grown minor-
leaguers and bargain-basement free agents, beat the well-compensated Yankees
four games to two in the World Series.

Numerous statistical milestones were achieved during the 2003 season: Alex
Rodriguez became the youngest player to hit 300 home runs, Sammy Sosa hit his
500th home run (and was later ejected in a game for using a corked bat), Roger
Clemens won his 300th game and struck out his 4000th batter, and manager Tony
La Russa won his 2000th game. Kevin Millwood threw a no-hitter on April 27, and
six Astros pitchers teamed up to no-hit the Yankees. Mike Maroth set a more
dubious milestone, becoming the first 20-game loser since 1980. On a less happy
note, Bobby Bonds and Warren Spahn were among the more prominent players who
passed away during 2003.

And I must admit that any kind of season summary is not complete without at
least mentioning a certain event that occurred during the eighth inning of Game
6 of the NLCS, where a here-to-be-unnamed Cubs fan has been blamed for
preventing left fielder Moises Alou from catching a fly ball that would have
otherwise still been difficult to reach. From there, the Cubs gave up eight
runs in the inning and went on to lose the deciding final game of the series.
Of course, I earlier said I wouldn't mention this event (at least not in the
Cubs team summary).

==
Version History   [VERSN]
==
Date | Version | Size |
---------|---------|------|---
3- 9-08 | 0.1 | 10KB | Began guide.
3-11-08 | 0.15 | 12KB | Did some stuff.
5- 3-08 | 0.2 | 11KB | Did a little stuff.
5-10-08 | 0.3 | 13KB | Worked on team summaries and other things.
5-11-08 | 0.5 | 21KB | Completed team summaries.
5-12-08 | 0.6 | 26KB | Worked mostly on FAQ section.
5-13-08 | 0.8 | 31KB | Close to completion.
5-14-08 | 0.9 | 35KB | Proofread guide.
5-15-08 | 1.0 | 37KB | Added season summary. Guide is now complete.
5-28-08 | 1.1 | 38KB | Made a few small changes.

```
================================================================================
Contact Information                                             [CONTC]
================================================================================
```
If you have any questions or comments about this guide, please send an e-mail
to VHamilton002@gmail.com. That's zero-zero-two, by the way. Remember that not
all e-mail messages will be read. Please follow these guidelines:

Do include "All-Star Baseball" in the subject line.
Do send polite suggestions for ways to make this walkthrough better.
Do tell me about any errors or omissions you find in this guide.
Do send information about any glitches, tricks, or codes you discover.
Do ask any questions you have about All-Star Baseball 2004 gameplay. I will
respond eventually if you follow all of these rules.
Do make a reasonable effort to use decent spelling, grammar, usage,
punctuation, and capitalization so I can understand what you're trying to say.
Do use patience. I check my e-mail quite sporadically.
Do not send spam, pornography, chain letters, "flaming," or anything that
contains profanity or vulgarity. Again, violating this rule will result in
deletion of the message and permanent constipation.

```
********************************************************************************
```
Current list of VinnyVideo guides available on GameFAQs.com and Neoseeker.com:
F1 ROC: Race of Champions FAQ/Walkthrough
F1 ROC II: Race of Champions FAQ/Walkthrough
SimCity 3000 Walkthrough/Strategy Guide
Nigel Mansell's World Championship Racing FAQ/Walkthrough
Kyle Petty's No Fear Racing Strategy Guide/FAQ
Madden NFL '96 (SNES) Strategy Guide/FAQ
Madden NFL '98 (SNES) Strategy Guide/FAQ
Madden NFL '97 (SNES) Strategy Guide/FAQ

```
ESPN SpeedWorld (SNES) Strategy Guide/FAQ
The Oregon Trail: Fifth Edition (PC) FAQ/Walkthrough
The Legend of Zelda: Ocarina of Time Master Quest Low-Spoiler FAQ/Walkthrough
Off Road Challenge (N64) FAQ/Walkthrough
F-1 World Championship Edition (SNES) FAQ/Walkthrough
Donkey Kong 64 FAQ/Walkthrough
Where in America's Past is Carmen Sandiego FAQ/Walkthrough
Michael Andretti's Indy Car Challenge FAQ/Walkthrough
Mario Open Golf (Japan) FAQ/Walkthrough
Donkey Kong Country 2: Diddy's Kong Quest (SNES) FAQ/Walkthrough
MicroLeague Football 2: The Coach's Challenge Strategy Guide/FAQ
Scooby-Doo: Unmasked! (GBA) FAQ/Walkthrough
All-Star Baseball 2004 Strategy Guide/FAQ
********************************************************************************
Proposed future guides:
All-Star Baseball 2003 Strategy Guide/FAQ
Donkey Kong Country 2: Diddy's Kong Quest (GBA) FAQ/Walkthrough
The Legend of Zelda: Link's Awakening Low-Spoiler FAQ/Walkthrough
The Legend of Zelda: Ocarina of Time Low-Spoiler FAQ/Walkthrough
The Legend of Zelda: Twilight Princess Low-Spoiler FAQ/Walkthrough
Madden NFL '95 (SNES) Strategy Guide/FAQ
Where in the World is Carmen Sandiego (PC) FAQ/Walkthrough


And lastly, a public service message: Fight for and affirm the rights of all
humans, regardless of race, age, or creed! And... Say no to bullying and
bullies, whether bully-like activities occur in person or over the Internet. No
one's likely going to read this, anyway.
```