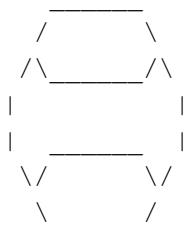


Major League Baseball Walkthrough

by The Lost Gamer

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001-General Information

This is a walkthrough for the Nintendo Entertainment System (NES) game called Major League Baseball. It's a game based on baseball (who knew). If you want to e-mail me about this guide (make sure it's relevant), make the subject blank. (see Random Stuff #1). If you want to use part of this guide for something, please ask first (see Random Stuff #2). Okay, let's start the guide.

002-Playing the Game

Press start to start the game.

You can choose one to two players. In one player mode, you play against the computer. In two player mode, you play against the player on the second controller.

Past that you get an option of which game you want. You can regular game, all star game, and world series (See Random Stuff #6). In the regular game, player one and two get to choose their own teams (if player two is the computer, player one chooses player two's team). In the all star game, player one can hand pick players from the American League, and player two gets the National League. In the World Series, you get to choose the teams, and the gameplay gets moved up a notch.

After you choose the type of game, you have to choose if you want to play as a team from the American League or the National League (not applicable if you choose all star game).

After that you may get the D.H. option. D.H. means designated hitter (see Random Stuff #7 for info on D.H.).

Now you need to choose your lineup. You need to select which players are playing, and what order they'll bat in. You press A to select a player, and B to your current lineup list. Press select to move between positions (infield, outfield, catcher, pitcher). You need four infielders, three outfielders, two catchers, and one pitcher. In the all star game, select also moves between teams.

Once you've selected the lineup, it's time to play! Player one is up first!

You're batting. Press up/down to move up/down in the batter's box. Press the A button to swing. Right/left controls where you swing (use this only if the pitcher gives you a pitch that is outside/inside). If you release A during your swing, the batter freezes (this is used for bunting).

Odds are you can hit the ball (sometimes you get a fastball). All your players begin running to the next base. They only move one base, so if you want them to move more, press B and the direction of the base they should go to (also works for stealing bases). If your player needs to run back to a base (say he's running to third but the third baseman has the ball), press the direction of the base and A. Pressing down and A makes all of your players go back to their respective bases.

Well, that's what you need to know when you're up at bat. But eventually you'll get three outs and soon you'll be fielding. Won't that be fun (see Random Stuff #8).

To pitch, press the A button. The control pad helps determine what kind of pitch it is. If you don't touch it, the pitch is straight at normal speed. Left/right makes the pitch go inside/outside. Down is a fastball, and up is a change-up. Remember this is before you release the ball.

After you release the ball, you can move the ball left/right with the corresponding controls.

You can press B and the direction of a base to throw the ball to the base. You try to get a runner out this way. Doesn't work most of the time. Press start and select a new pitcher for a relief pitcher.

Well, you do more than just pitching, and that's fielding. When someone hits the ball, you have to control all of your players. Here's how.

Use the control pad to get to the ball (you control the player who has the ball in their section). Press A and a direction to throw it to that base (up is second, left is third, right

is first, down is home). You can also press B and a direction to run instead of throw. That's used to tag a person.

Well, that's how to play the game. Go ahead and have some fun. And remember, this is the only way you'll get to see the cubs win the world series (see Random Stuff #9).

004-Additional Information

This section contains things that are relevant to this game.

Check out Random Stuff #3.

Hint: If you play the computer, you can figure out that it does things in a certain manner. It always tries to stop the man at the farthest base. For example, if a man is going to second and another is going to third, the computer will always try to get the guy going to third.

Second hint: If you have a guy on third and a guy on first, let the guy on first steal second. The computer will throw the ball to the catcher to stop the guy on third instead of to the second baseman.

Third hint: If you are really good, you can get a no hitter against the computer. Using the pressing left/right after you release the ball, have the ball barely pass over the corner opposite of the batter. It counts as a strike, but the batter won't be able to hit it.

005-Random Stuff

This section contains random stuff that got referred to in the rest of the guide.

Random stuff #1: I get a lot of junk mail (also known as spam). In fact, I get so much junk mail that I've stopped using my e-mail address (ilovecartoonssomuch@yahoo.com) for anything important. Changing the address for all my guides would be a real pain in the butt, so I'm keeping the address solely for this purpose. The reason why you need a blank subject is simple: there's never a blank subject on junk mail. Clever idea, huh?

Random stuff #2: Take a look at the credits section. That's right, buddy, this stuff is copyrighted! You need the author's permission to use copyrighted things, so ask first. Otherwise I could do something really bad to you! (Don't worry about me turning down your request to use this guide; there's a 99.9% chance I will).

Random stuff #3: It's a little known fact that mathematics plays a major role in baseball. It's a mathematical fact that it takes longer to get from second to third than it does to get from first to second. That's because when you go to third, you have to take a short stop! That's a bad baseball joke. For a more serious look at mathematics in baseball, see Random stuff #4. For another good baseball joke, see

Random Stuff #5.

Random stuff #4: Here's a little scientific trick. You need a dollar bill and someone else. Hold the dollar by the end (you are touching the shorter side). Hold it with your thumb and forefinger (don't cover too much of the bill). Have your friend hold his or her thumb and forefinger at the opposite side of the bill, so that he or she is almost touching the bill. Let go of the bill and see if your friend can catch it even if he or she doesn't know when you're going to drop it. Odds are they can. Do this a couple of times, and then have your friend move their hand up so that he or she is almost touching George Washington's head. Your friend will not be able to catch it as easily. The reason is that your friend's reaction time can't match the gravity and short distance (if they can, they predicted when you would drop the bill). Interesting enough, baseball players can do this without a sweat. You see, baseball players have supernatural reaction times. The reason is due to the fact that they play baseball. Take the distance between the pitcher's mound and home plate (probably about 20 feet). The baseball moves from the pitcher's mound to home plate at about 100 MPH. This gives the batter split second timing to react. Since baseball players do this activity so much, it makes their reaction times supernatural so they're better at hitting the baseball. If you don't believe me, try batting against a major league pitcher (or at least someone with a wicked fastball). They may be able to throw the ball so fast that you can't hit it no matter what. It's happened to me, I swung the second I saw the pitcher release the ball and it was too late. I whiffed every ball because he was just too fast for me. Betcha didn't think there was that much scientific/mathematic stuff to say about baseball. And that was just one aspect of the game, too.

Random Stuff #5: One night a breeze came up at the Red Rocks Theater in Denver while the orchestra was giving an open air rendition of Schubert's Ninth Symphony. During the intermission, most of the musicians spent their time trying to tie their sheet music to their stands. The bass players went into a nearby bar for a few quick drinks. When the conductor returned to the podium, he was dismayed to find that in the last half of the Ninth, the scores were tied and the basses loaded.

Random Stuff #6: The American League consists of the west half of the US, and the National League consists of the east half. The all star game is the best NL players VS the best AL players. The World Series consists of the best NL team VS the best AL team. A normal game is an AL team VS an AL team or an NL team VS an NL team.

Random Stuff #7: A designated hitter is a baseball player who is only a batter. He is not a catcher, pitcher, baseman, outfielder, or a shortstop. All he does is bats. AL games have designated hitters, but NL games do not. You can choose if you want one for the all star or world series game.

Random Stuff #8: It won't.

Random Stuff #9: The Chicago Cubs are the team that is always least likely to win the world series. Take back in '69. They were 13 games ahead of everyone else with a month and a half to go. They didn't make the playoffs. That really sucks.

006-Credits

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