

D-Pad ----- Base Select / Position Hitter
 - Down ----- Home Plate
 - Right ----- 1st Base
 - Up ----- 2nd Base
 - Left ----- 3rd Base
 Left Bumber ----- Time Out
 X ----- Bunt
 A ----- Swing Bat / Return to Base*
 B ----- Stolen Base / Lead Off*

DEFENSE:

PITCHING:

D-Pad ----- Move Pitcher (+B to step off mound) / Curve Ball
 - Down ----- Speed up Pitch
 - Right ----- Move right / Break Pitch right
 - Up ----- Slow down Pitch
 - Left ----- Move left / Break Pitch left
 A ----- Pitch
 Left Bumper ----- Time Out

FIELDING:

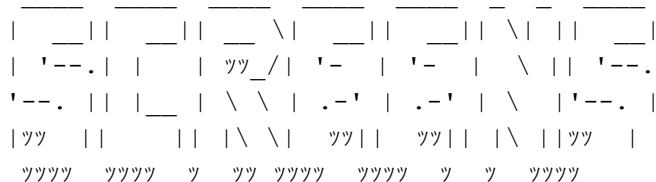
D-Pad ----- Base Select (+ A to throw to select Base)
 (+ B to run with ball)
 - Down ----- Home Plate (+ A for Diving Catch)
 - Right ----- 1st Base
 - Up ----- 2nd Base
 - Left ----- 3rd Base
 Left Bumber ----- Time Out
 A ----- Jump
 B ----- Base Touch / Feint Ball*

*Mentioned in more detail below in the "Tips" section.

That is it. If the button is not mentioned, it is not used. Wow, I almost forgot how simple controls were. Oh well, time always advances.

~~~~~

> GAME <



2.0

If you continue to watch the intro, you can see a demo of the game. When you are ready, press START. The first screen you come up to is "Select Game," where you can choose between "1P League" and "1P VS 2P."

- 1P LEAGUE: "Win all 15 games with a choice of 5 strong teams and go for the league championship. The world series awaits the champion!"

You will play 15 full games of baseball with your chosen team. Each game has 9 Innings. You will play against the other teams

from your chosen League three times each. If you are in first at the end of the 15 games, you will go to the Super Baseball 2020 World Series, and play against the first place team from the other League. If you tie for first, your team will always head to the World Series, and you will always be up to bat first.

- 1P VS 2P: "Play against a selection of 6 teams. There are no draws! And only one loser!"

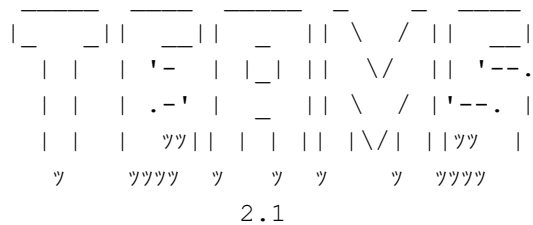
This is a 2 Player game and the player to press a button on their controller first is the 1st Player. Must choose teams from the same League.

Since we are working on the main game, go ahead and choose 1P League by pressing any of the four X, Y, A, or B buttons.

The next screen will be "Input Password," with the choice of "Yes" or "No." If you do not have a password, select "No." I will not be using passwords either, as I consider that cheating, however I do not mind exploiting the game for any bugs and glitches.

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!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
!  CAUTION CAUTION CAUTION CAUTION CAUTION CAUTION CAUTION CAUTION CAUTION  !
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
! Speaking of a little bug, or just bad programming, I noticed on my version  !
!that if I selected "Yes" for the password, but did not have a password, I was!
!unable to get back out of the password input screen. I had to reset the game !
!and then select "No."                                                         !
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
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Next, you get to the "Select League" screen. Here is where you will pick what team you want to play as...



There are two boards to choose a team from, "Exciting League" and "Fighting League." Each team has a different set of stats and player lineups. As for the stats, here are their meanings:

- PPWR = Pitching Power (Defense Mode)
  - How fast and accurate you will be able to pitch a ball (pitchers only).
- HPWR = Hitting Power (Offense Mode)
  - How far you will be able to hit a ball.
- FPWR = Fielding Power (Defense Mode)
  - How quick and accurate you will be able to catch and throw a ball.
- ???? = Chance
  - Heightens odds of being a better player, such as lucky hits or catches.

ERA = Earned Run Average

- The average number of runs given by the pitcher per every 9 innings. The average is determined by dividing the number of earned runs allowed by the number of innings pitched, multiplied by nine. [Cited Wikipedia.] Basically if the pitcher ERA is low, then the pitcher is good. (Make sure you take into account their pitching power though!)

BA = Batting Average

- Determined by the number of hits by at bats, and pronounced as if it were multiplied by 1,000. A batting average of .300 is "batting three-hundred."  
[Cited Wikipedia.] Unlike ERA where the lower number is better, the better BA is higher.

If you would like to see the stats of a specific team, and realizing how long this list is with all the stats, I have made a mini ctrl+f feature for this section, just in case you want to skip directly to your team. Please note that there is a time limit to select your team. If you do not select a team within this limit, one will be chosen for you.

EXCITING LEAUGE:

FIGHTING LEAGUE:

|                         |  |                         |
|-------------------------|--|-------------------------|
| American Dreams [AMD]   |  | Battle Heroes [BAH]     |
| Tokyo Samaurais [TOS]   |  | Ninja Blacksox [NIB]    |
| Naples Seagulls [NAS]   |  | Aussie Battlers [AUB]   |
| Taiwan Megapowers [TAM] |  | Mechanical Brains [MEB] |
| Korea Dragoon [KOD]     |  | Metal Slashers [MES]    |
| Battle Angels [BAA]     |  | Tropical Girls [TRG]    |

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
 ! CAUTION CAUTION CAUTION CAUTION CAUTION CAUTION CAUTION CAUTION CAUTION !  
 !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
 ! Again, when selecting a team board, I was unable to go back to check out the!  
 !other board. Once more I had to restart the game and then click the second. !  
 !I suggest going ahead and reading through the list I typed just below before !  
 !making your selection. If you wanted to, that is. !  
 !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

--- EXCITING LEAGUE - EXCITING LEAGUE - EXCITING LEAGUE - EXCITING LEAGUE ---

- American Dreams: Hitting [AMD]
  - Players: 15 Humans, 1 Robot
  - PPWR: 5
  - HPWR: 10
  - FPWR: 3
  - ????: 4
- Kent: Catcher ----- BA .292
  - PPWR: 4
  - HPWR: 2
  - FPWR: 3
  - ????: 5
- Marty: 1st Baseman - BA .260
  - PPWR: 3
  - HPWR: 4
  - FPWR: 2
  - ????: 5
- David: 2nd Baseman - BA .325
  - PPWR: 5
  - HPWR: 3
  - FPWR: 2
  - ????: 10
- Phil: 3rd Baseman -- BA .256
  - PPWR: 3
  - HPWR: 9
  - FPWR: 3
  - ????: 10
- Glenn: Short Stop -- BA .320
- Fireman: Pitcher -- ERA 6.61
  - PPWR: 3
  - HPWR: 2
  - FPWR: 3
  - ????: 0
- Howard: Pitcher --- ERA 7.68
  - PPWR: 5
  - HPWR: 0
  - FPWR: 5
  - ????: 6
- Don: Pitcher ----- ERA 6.90
  - PPWR: 6
  - HPWR: 0
  - FPWR: 7
  - ????: 8
- Iceman: Pitcher --- ERA 1.37
  - PPWR: 1
  - HPWR: 0
  - FPWR: 0
  - ????: 0
- Gary: Trade ----- BA .350

|                                    |                                |
|------------------------------------|--------------------------------|
| - PPWR: 3                          | - PPWR: 2                      |
| - HPWR: 8                          | - HPWR: 4                      |
| - FPWR: 4                          | - FPWR: 3                      |
| - ?????: 0                         | - ?????: 1                     |
| - Chad: Left Field --- BA .300     | - Douglas: Trade ---- BA .200  |
| - PPWR: 6                          | - PPWR: 6                      |
| - HPWR: 5                          | - HPWR: 2                      |
| - FPWR: 5                          | - FPWR: 5                      |
| - ?????: 2                         | - ?????: 8                     |
| - Juan: Center Field - BA .310     | - Richard: Trade ---- BA .282  |
| - PPWR: 3                          | - PPWR: 4                      |
| - HPWR: 2                          | - HPWR: 4                      |
| - FPWR: 5                          | - FPWR: 5                      |
| - ?????: 0                         | - ?????: 3                     |
| - James: Right Field - BA .298     | - Americal: Trade --- BA .150  |
| - PPWR: 9                          | R - PPWR: 7                    |
| - HPWR: 4                          | B - HPWR: 8                    |
| - FPWR: 0                          | O - FPWR: 0                    |
| - ?????: 10                        | T - ?????: 0                   |
| - Tokyo Samaurais: Hitting [TOS]   |                                |
| - Players: 14 Humans, 2 Robots     |                                |
| - PPWR: 6                          |                                |
| - HPWR: 8                          |                                |
| - FPWR: 5                          |                                |
| - ?????: 3                         |                                |
| - Kaleo: Right Field ----- BA .272 | - Hayna: Pitcher ---- ERA 4.96 |
| - PPWR: 6                          | - PPWR: 0                      |
| - HPWR: 3                          | - HPWR: 0                      |
| - FPWR: 5                          | - FPWR: 0                      |
| - ?????: 3                         | - ?????: 2                     |
| - Chaka: Catcher ----- BA .265     | - Arigato: Pitcher -- ERA 9.33 |
| - PPWR: 3                          | - PPWR: 4                      |
| - HPWR: 1                          | - HPWR: 0                      |
| - FPWR: 5                          | - FPWR: 4                      |
| - ?????: 0                         | - ?????: 4                     |
| - Sukiyaki: Center Field - BA .302 | - Tokyo-1: Pitcher -- ERA 6.61 |
| - PPWR: 3                          | R - PPWR: 3                    |
| - HPWR: 6                          | B - HPWR: 2                    |
| - FPWR: 2                          | O - FPWR: 3                    |
| - ?????: 0                         | T - ?????: 5                   |
| - Susi: Short Stop ----- BA .340   | - Yoshi: Pitcher ---- ERA 5.35 |
| - PPWR: 2                          | - PPWR: 7                      |
| - HPWR: 8                          | - HPWR: 0                      |
| - FPWR: 2                          | - FPWR: 5                      |
| - ?????: 5                         | - ?????: 0                     |
| - Sakura: 3rd Baseman ---- BA .302 | - Tunami: Trade ----- BA .220  |
| - PPWR: 2                          | - PPWR: 5                      |
| - HPWR: 2                          | - HPWR: 3                      |
| - FPWR: 3                          | - FPWR: 4                      |
| - ?????: 8                         | - ?????: 4                     |
| - Katana: Left Field ----- BA .260 | - Kit: Trade ----- BA .308     |
| - PPWR: 1                          | - PPWR: 6                      |
| - HPWR: 5                          | - HPWR: 2                      |
| - FPWR: 7                          | - FPWR: 6                      |
| - ?????: 2                         | - ?????: 6                     |
| - Tenpura: 1st Baseman --- BA .265 | - Sasimi: Trade ----- BA .282  |
| - PPWR: 6                          | - PPWR: 2                      |
| - HPWR: 2                          | - HPWR: 1                      |
| - FPWR: 3                          | - FPWR: 2                      |

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- ?????: 3
- Sayonara: 2nd Baseman -- BA .270
- PPWR: 2
- HPWR: 3
- FPWR: 3
- ?????: 0

- Naples Seagulls: Balance [NAS]
- Players: 13 Humans, 3 Robots
- PPWR: 6
- HPWR: 6
- FPWR: 6
- ?????: 6
- Lucia: 1st Baseman ---- BA .332
- PPWR: 2
- HPWR: 4
- FPWR: 2
- ?????: 4
- Logi: 3rd Baseman ----- BA .230
- PPWR: 7
- HPWR: 0
- FPWR: 6
- ?????: 0
- Aldo: Left Field ----- BA .330
- PPWR: 3
- HPWR: 8
- FPWR: 2
- ?????: 6
- Naples-1: Right Field - BA .245
R - PPWR: 7
B - HPWR: 4
O - FPWR: 6
T - ?????: 0
- PHYL: Center Field ---- BA .312
- PPWR: 1
- HPWR: 6
- FPWR: 2
- ?????: 5
- ANGERO: Short Stop ---- BA .205
- PPWR: 7
- HPWR: 0
- FPWR: 7
- ?????: 0
- Loredana: 2nd Baseman - BA .300
- PPWR: 2
- HPWR: 3
- FPWR: 2
- ?????: 4
- Naples-2: Catcher ----- BA .233
R - PPWR: 9
B - HPWR: 0
O - FPWR: 8
T - ?????: 0

- Taiwan Megapowers: Hi-Tech [TAM]
- Players: 14 Robots, 2 Humans
- PPWR: 9
- HPWR: 9
- FPWR: 6
- ?????: 5

- ?????: 0
- Tokyo-2: Trade ---- BA .398
R - PPWR: 0
B - HPWR: 2
O - FPWR: 0
T - ?????: 0

- Tony: Pitcher ----- ERA 5.64
- PPWR: 5
- HPWR: 1
- FPWR: 5
- ?????: 2
- Sabrina: Pitcher -- ERA 8.65
- PPWR: 3
- HPWR: 0
- FPWR: 3
- ?????: 1
- Vince: Pitcher ---- ERA 6.90
- PPWR: 3
- HPWR: 2
- FPWR: 3
- ?????: 6
- Naples-3: Pitcher - ERA 5.35
R - PPWR: 0
B - HPWR: 0
O - FPWR: 0
T - ?????: 0
- Patrizia: Trade --- BA .331
- PPWR: 0
- HPWR: 2
- FPWR: 7
- ?????: 8
- Frank: Trade ----- BA .230
- PPWR: 4
- HPWR: 2
- FPWR: 4
- ?????: 4
- Mario: Trade ----- BA .240
- PPWR: 5
- HPWR: 0
- FPWR: 4
- ?????: 9
- Veronica: Trade --- BA .390
- PPWR: 3
- HPWR: 1
- FPWR: 3
- ?????: 0

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- Li: Center Field -- BA .299
  - PPWR: 10
  - HPWR: 2
  - FPWR: 10
  - ?????: 0
- Wang: Right Field - BA .306
  - PPWR: 8
  - HPWR: 2
  - FPWR: 8
  - ?????: 0
- Dong: 1st Baseman - BA .390
  - PPWR: 6
  - HPWR: 4
  - FPWR: 5
  - ?????: 0
- Liu: Catcher ----- BA .405
  - PPWR: 8
  - HPWR: 10
  - FPWR: 8
  - ?????: 10
- Chen: 2nd Baseman - BA .390
  - PPWR: 5
  - HPWR: 2
  - FPWR: 4
  - ?????: 0
- Jiang: Left Field - BA .275
  - PPWR: 8
  - HPWR: 2
  - FPWR: 7
  - ?????: 0
- Hong: 3rd Baseman - BA .302
  - PPWR: 9
  - HPWR: 0
  - FPWR: 9
  - ?????: 0
- Guo: Short Stop --- BA .220
  - PPWR: 6
  - HPWR: 5
  - FPWR: 8
  - ?????: 0
- Lu: Pitcher ----- ERA 0.11
  - PPWR: 6
  - HPWR: 6
  - FPWR: 6
  - ?????: 4
- Song: Pitcher ----- ERA 8.94
  - PPWR: 3
  - HPWR: 0
  - FPWR: 1
  - ?????: 0
- Taiwan-1: Pitcher - ERA 7.68
  - PPWR: 2
  - HPWR: 2
  - FPWR: 7
  - ?????: 0
- Taiwan-2: Pitcher - ERA 6.90
  - H - PPWR: 0
  - M - HPWR: 1
  - A - FPWR: 0
  - N - ?????: 0
- Zhuang: Trade ----- BA .150
  - PPWR: 0
  - HPWR: 0
  - FPWR: 0
  - ?????: 0
- Sun: Trade ----- BA .150
  - PPWR: 0
  - HPWR: 0
  - FPWR: 0
  - ?????: 0
- Ding: Trade ----- BA .150
  - PPWR: 0
  - HPWR: 0
  - FPWR: 0
  - ?????: 0
- Taiwan-3: Trade --- BA .405
  - H - PPWR: 0
  - M - HPWR: 1
  - A - FPWR: 0
  - N - ?????: 0
- Korea Dragoon: Pitching [KOD]
  - Players: 13 Humans, 3 Robots
  - PPWR: 6
  - HPWR: 5
  - FPWR: 8
  - ?????: 4
- Sun Nee: Short Stop --- BA .280
  - PPWR: 6
  - HPWR: 1
  - FPWR: 6
  - ?????: 4
- Mee Ja: 2nd Baseman --- BA .285
  - PPWR: 5
  - HPWR: 2
  - FPWR: 7
  - ?????: 4
- Ann Sun: Catcher ----- BA .314
  - PPWR: 6
  - HPWR: 6
- Yea On: Pitcher --- ERA 6.32
  - PPWR: 6
  - HPWR: 0
  - FPWR: 5
  - ?????: 0
- Ha Ho Ra: Pitcher - ERA 8.94
  - PPWR: 5
  - HPWR: 1
  - FPWR: 3
  - ?????: 0
- Dong Il: Pitcher -- ERA 7.97
  - PPWR: 4
  - HPWR: 2

|                                   |                                |
|-----------------------------------|--------------------------------|
| - FPWR: 5                         | - FPWR: 4                      |
| - ?????: 8                        | - ?????: 0                     |
| - Korea-1: Center Field - BA .360 | - Yee Sul: Pitcher -- ERA 6.90 |
| R - PPWR: 5                       | - PPWR: 1                      |
| B - HPWR: 6                       | - HPWR: 0                      |
| O - FPWR: 6                       | - FPWR: 1                      |
| T - ?????: 6                      | - ?????: 0                     |
| - Bong On: 1st Baseman -- BA .292 | - Yong Joo: Trade --- BA .301  |
| - PPWR: 4                         | - PPWR: 2                      |
| - HPWR: 2                         | - HPWR: 5                      |
| - FPWR: 5                         | - FPWR: 3                      |
| - ?????: 0                        | - ?????: 0                     |
| - Akk Jil: 3rd Baseman -- BA .270 | - Jae Bok: Trade ---- BA .250  |
| - PPWR: 6                         | - PPWR: 3                      |
| - HPWR: 4                         | - HPWR: 1                      |
| - FPWR: 6                         | - FPWR: 2                      |
| - ?????: 0                        | - ?????: 5                     |
| - Kang On: Right Field -- BA .300 | - Chan Sok: Trade --- BA .305  |
| - PPWR: 6                         | - PPWR: 3                      |
| - HPWR: 1                         | - HPWR: 0                      |
| - FPWR: 6                         | - FPWR: 4                      |
| - ?????: 7                        | - ?????: 2                     |
| - Korea-2: Left Field --- BA .225 | - Korea-3: Trade ---- BA .287  |
| R - PPWR: 9                       | R - PPWR: 9                    |
| B - HPWR: 1                       | B - HPWR: 0                    |
| O - FPWR: 7                       | O - FPWR: 8                    |
| T - ?????: 5                      | T - ?????: 3                   |
| - Battle Angels: Chance [BAA]     |                                |
| - Players: 15 Humans, 1 Robot     |                                |
| - PPWR: 6                         |                                |
| - HPWR: 5                         |                                |
| - FPWR: 7                         |                                |
| - ?????: 8                        |                                |
| - Pamela: 2nd Baseman - BA .377   | - Ariane: Pitcher --- ERA 2.63 |
| - PPWR: 7                         | - PPWR: 3                      |
| - HPWR: 7                         | - HPWR: 2                      |
| - FPWR: 6                         | - FPWR: 3                      |
| - ?????: 10                       | - ?????: 1                     |
| - Sonia: Left Field --- BA .190   | - Rachel: Pitcher --- ERA 8.65 |
| - PPWR: 4                         | - PPWR: 6                      |
| - HPWR: 1                         | - HPWR: 0                      |
| - FPWR: 4                         | - FPWR: 2                      |
| - ?????: 8                        | - ?????: 0                     |
| - Debbie: 3rd Baseman - BA .190   | - Louise: Pitcher --- ERA 7.68 |
| - PPWR: 5                         | - PPWR: 3                      |
| - HPWR: 2                         | - HPWR: 2                      |
| - FPWR: 5                         | - FPWR: 4                      |
| - ?????: 8                        | - ?????: 8                     |
| - Jackie: 1st Baseman - BA .170   | - Angel-1: Pitcher -- ERA 9.33 |
| - PPWR: 2                         | R - PPWR: 5                    |
| - HPWR: 1                         | B - HPWR: 0                    |
| - FPWR: 3                         | O - FPWR: 2                    |
| - ?????: 8                        | T - ?????: 0                   |
| - Elle: Right Field --- BA .290   | - Carla: Trade ----- BA .250   |
| - PPWR: 4                         | - PPWR: 5                      |
| - HPWR: 2                         | - HPWR: 1                      |
| - FPWR: 4                         | - FPWR: 4                      |
| - ?????: 10                       | - ?????: 5                     |
| - Mieko: Catcher ----- BA .230    | - Dina: Trade ----- BA .260    |

|                                 |                              |
|---------------------------------|------------------------------|
| - PPWR: 5                       | - PPWR: 7                    |
| - HPWR: 4                       | - HPWR: 1                    |
| - FPWR: 5                       | - FPWR: 7                    |
| - ?????: 8                      | - ?????: 0                   |
| - Charise: Short Stop - BA .240 | - Alexa: Trade ----- BA .200 |
| - PPWR: 4                       | - PPWR: 4                    |
| - HPWR: 5                       | - HPWR: 2                    |
| - FPWR: 7                       | - FPWR: 5                    |
| - ?????: 10                     | - ?????: 2                   |
| - Lynn: Center Field -- BA .250 | - Maria: Trade ----- BA .300 |
| - PPWR: 4                       | - PPWR: 2                    |
| - HPWR: 4                       | - HPWR: 4                    |
| - FPWR: 4                       | - FPWR: 1                    |
| - ?????: 10                     | - ?????: 8                   |

--- FIGHTING LEAGUE - FIGHTING LEAGUE - FIGHTING LEAGUE - FIGHTING LEAGUE ---

- Battle Heroes: Hitting [BAH]

- Players: All Human
- PPWR: 3
- HPWR: 9
- FPWR: 4
- ?????: 6

|                                  |                                |
|----------------------------------|--------------------------------|
| - Dick: 3rd Baseman ---- BA .250 | - Marty: Pitcher ---- ERA 7.68 |
| - PPWR: 3                        | - PPWR: 3                      |
| - HPWR: 2                        | - HPWR: 2                      |
| - FPWR: 2                        | - FPWR: 3                      |
| - ?????: 2                       | - ?????: 0                     |
| - Mac: Short Stop ----- BA .287  | - Mike: Pitcher ----- ERA 9.33 |
| - PPWR: 2                        | - PPWR: 1                      |
| - HPWR: 2                        | - HPWR: 2                      |
| - FPWR: 5                        | - FPWR: 1                      |
| - ?????: 0                       | - ?????: 0                     |
| - Raymond: Right Field - BA .356 | - John: Pitcher ----- ERA 7.97 |
| - PPWR: 5                        | - PPWR: 6                      |
| - HPWR: 6                        | - HPWR: 0                      |
| - FPWR: 3                        | - FPWR: 6                      |
| - ?????: 6                       | - ?????: 0                     |
| - Bobo: 2nd Baseman ---- BA .235 | - Konan: Pitcher ---- ERA 4.96 |
| - PPWR: 7                        | - PPWR: 0                      |
| - HPWR: 9                        | - HPWR: 5                      |
| - FPWR: 2                        | - FPWR: 1                      |
| - ?????: 4                       | - ?????: 0                     |
| - Harry: Catcher ----- BA .350   | - Tracy: Trade ----- BA .390   |
| - PPWR: 4                        | - PPWR: 9                      |
| - HPWR: 5                        | - HPWR: 1                      |
| - FPWR: 3                        | - FPWR: 9                      |
| - ?????: 2                       | - ?????: 0                     |
| - Alex: 1st Baseman ---- BA .288 | - Pancho: Trade ----- BA .210  |
| - PPWR: 5                        | - PPWR: 3                      |
| - HPWR: 2                        | - HPWR: 2                      |
| - FPWR: 5                        | - FPWR: 0                      |
| - ?????: 10                      | - ?????: 0                     |
| - Clark: Left Field ---- BA .257 | - Axel: Trade ----- BA .260    |
| - PPWR: 8                        | - PPWR: 4                      |
| - HPWR: 2                        | - HPWR: 1                      |
| - FPWR: 6                        | - FPWR: 3                      |
| - ?????: 1                       | - ?????: 10                    |
| - Howard: Center Field - BA .252 | - J.J.: Trade ----- BA .393    |
| - PPWR: 4                        | - PPWR: 0                      |

- HPWR: 4  
- FPWR: 1  
- ?????: 0

- HPWR: 10  
- FPWR: 0  
- ?????: 0

- Ninja Blacksox: Running [NIB]

- Players: 13 Humans, 3 Robots  
- PPWR: 5  
- HPWR: 6  
- FPWR: 8  
- ?????: 5

- Sasuke: Left Field ---- BA .232  
- PPWR: 3  
- HPWR: 0  
- FPWR: 9  
- ?????: 0

- Kirikaze: Short Stop -- BA .198  
- PPWR: 2  
- HPWR: 0  
- FPWR: 10  
- ?????: 0

- Jube: Center Field ---- BA .222  
- PPWR: 1  
- HPWR: 4  
- FPWR: 5  
- ?????: 6

- Kamui: 2nd Baseman ---- BA .351  
- PPWR: 5  
- HPWR: 6  
- FPWR: 4  
- ?????: 2

- Ninja-1: Right Field -- BA .267  
R - PPWR: 1  
B - HPWR: 5  
O - FPWR: 4  
T - ?????: 5

- Maru: 3rd Baseman ----- BA .250  
- PPWR: 8  
- HPWR: 2  
- FPWR: 5  
- ?????: 0

- Kisaragi: Catcher ----- BA .270  
- PPWR: 4  
- HPWR: 6  
- FPWR: 7  
- ?????: 8

- Kumosuke: 1st Baseman - BA .175  
- PPWR: 5  
- HPWR: 0  
- FPWR: 9  
- ?????: 0

- Taro: Pitcher ----- ERA 7.68  
- PPWR: 3  
- HPWR: 0  
- FPWR: 0  
- ?????: 0

- Ninja-2: Pitcher -- ERA 7.39  
R - PPWR: 2  
B - HPWR: 0  
O - FPWR: 1  
T - ?????: 0

- Ikazuchi: Pitcher - ERA 9.91  
- PPWR: 2  
- HPWR: 0  
- FPWR: 6  
- ?????: 0

- Jecy: Pitcher ----- ERA 5.93  
- PPWR: 3  
- HPWR: 0  
- FPWR: 0  
- ?????: 0

- Raizo: Trade ----- BA .276  
- PPWR: 0  
- HPWR: 2  
- FPWR: 0  
- ?????: 0

- Hayabusa: Trade --- BA .199  
- PPWR: 0  
- HPWR: 1  
- FPWR: 0  
- ?????: 0

- Ninja-3: Trade ---- BA .189  
R - PPWR: 5  
B - HPWR: 0  
O - FPWR: 5  
T - ?????: 10

- Ukkari: Trade ----- BA .197  
- PPWR: 0  
- HPWR: 0  
- FPWR: 7  
- ?????: 5

- Aussie Battlers: Chance [AUC]

- Players: All Human  
- PPWR: 5  
- HPWR: 5  
- FPWR: 5  
- ?????: 5

- Murray: Catcher ----- BA .280  
- PPWR: 6  
- HPWR: 1

- Malcolm: Pitcher -- ERA 5.93  
- PPWR: 6  
- HPWR: 0

|                                    |                                |
|------------------------------------|--------------------------------|
| - FPWR: 6                          | - FPWR: 5                      |
| - ?????: 7                         | - ?????: 0                     |
| - Trevor: Center Field - BA .285   | - Eddie: Pitcher ---- ERA 6.61 |
| - PPWR: 6                          | - PPWR: 5                      |
| - HPWR: 2                          | - HPWR: 1                      |
| - FPWR: 7                          | - FPWR: 3                      |
| - ?????: 2                         | - ?????: 0                     |
| - Ernie: Short Stop ---- BA .314   | - Jaci: Pitcher ----- ERA 8.94 |
| - PPWR: 7                          | - PPWR: 4                      |
| - HPWR: 6                          | - HPWR: 2                      |
| - FPWR: 5                          | - FPWR: 4                      |
| - ?????: 8                         | - ?????: 0                     |
| - Bryan: Left Field ---- BA .360   | - Warren: Pitcher --- ERA 7.39 |
| - PPWR: 6                          | - PPWR: 1                      |
| - HPWR: 8                          | - HPWR: 0                      |
| - FPWR: 6                          | - FPWR: 1                      |
| - ?????: 6                         | - ?????: 0                     |
| - Syd: 1st Baseman ----- BA .292   | - Mike: Trade ----- BA .305    |
| - PPWR: 5                          | - PPWR: 3                      |
| - HPWR: 2                          | - HPWR: 0                      |
| - FPWR: 5                          | - FPWR: 4                      |
| - ?????: 0                         | - ?????: 2                     |
| - Lynda: 2nd Baseman --- BA .270   | - Mr. Jinno: Trade -- BA .287  |
| - PPWR: 6                          | - PPWR: 9                      |
| - HPWR: 4                          | - HPWR: 0                      |
| - FPWR: 6                          | - FPWR: 8                      |
| - ?????: 0                         | - ?????: 0                     |
| - Hillary: Right Field - BA .300   | - Jenny: Trade ----- BA .301   |
| - PPWR: 6                          | - PPWR: 2                      |
| - HPWR: 1                          | - HPWR: 6                      |
| - FPWR: 6                          | - FPWR: 3                      |
| - ?????: 7                         | - ?????: 10                    |
| - Frank: 3rd Baseman --- BA .225   | - Meryle: Trade ----- BA .300  |
| - PPWR: 9                          | - PPWR: 6                      |
| - HPWR: 1                          | - HPWR: 4                      |
| - FPWR: 7                          | - FPWR: 0                      |
| - ?????: 4                         | - ?????: 0                     |
| - Mechanical Brains: Hi-Tech [MEB] |                                |
| - Players: 15 Robots, 1 Human      |                                |
| - PPWR: 7                          |                                |
| - HPWR: 9                          |                                |
| - FPWR: 9                          |                                |
| - ?????: 3                         |                                |
| - Diode: 2nd Baseman ---- BA .268  | - Roby: Pitcher ----- ERA 5.64 |
| - PPWR: 10                         | - PPWR: 1                      |
| - HPWR: 6                          | - HPWR: 0                      |
| - FPWR: 10                         | - FPWR: 1                      |
| - ?????: 0                         | - ?????: 0                     |
| - Gunhead: 1st Baseman -- BA .345  | - Maria: Pitcher ---- ERA 9.91 |
| - PPWR: 10                         | - PPWR: 1                      |
| - HPWR: 3                          | - HPWR: 0                      |
| - FPWR: 8                          | - FPWR: 1                      |
| - ?????: 0                         | - ?????: 0                     |
| - Johnny6: 3rd Baseman -- BA .315  | - Replacer: Pitcher - ERA 6.61 |
| - PPWR: 10                         | - PPWR: 0                      |
| - HPWR: 4                          | - HPWR: 0                      |
| - FPWR: 6                          | - FPWR: 3                      |
| - ?????: 0                         | - ?????: 0                     |
| - Murphy: Short Stop ---- BA .399  | - Night: Pitcher ---- ERA 0.11 |

- PPWR: 10  
- HPWR: 8  
- FPWR: 6  
- ?????: 10  
- Termin: Left Field ---- BA .250  
- PPWR: 6  
- HPWR: 10  
- FPWR: 4  
- ?????: 0  
- Ed-309: Right Field --- BA .304  
- PPWR: 2  
- HPWR: 2  
- FPWR: 9  
- ?????: 0  
- Replica: Center Field - BA .278  
H - PPWR: 9  
M - HPWR: 4  
A - FPWR: 8  
N - ?????: 0  
- Cap: Catcher ----- BA .405  
- PPWR: 9  
- HPWR: 2  
- FPWR: 8  
- ?????: 0

- PPWR: 7  
- HPWR: 6  
- FPWR: 7  
- ?????: 10  
- Goat: Trade ----- BA .150  
- PPWR: 0  
- HPWR: 8  
- FPWR: 0  
- ?????: 0  
- Max-1: Trade ----- BA .160  
- PPWR: 0  
- HPWR: 0  
- FPWR: 0  
- ?????: 0  
- Hector: Trade ----- BA .200  
- PPWR: 0  
- HPWR: 2  
- FPWR: 0  
- ?????: 0  
- Mogera: Trade ----- BA .199  
- PPWR: 0  
- HPWR: 0  
- FPWR: 0  
- ?????: 0

- Metal Slashers: Hitting [MES]

- Players: 13 Humans, 3 Robots  
- PPWR: 6  
- HPWR: 8  
- FPWR: 4  
- ?????: 7  
- Stinger: 1st Baseman -- BA .405  
- PPWR: 4  
- HPWR: 0  
- FPWR: 8  
- ?????: 0  
- Comet: Right Field ---- BA .150  
- PPWR: 4  
- HPWR: 4  
- FPWR: 6  
- ?????: 6  
- Crusher: 2nd Baseman -- BA .380  
- PPWR: 5  
- HPWR: 2  
- FPWR: 0  
- ?????: 0  
- Slasher: Catcher ----- BA .222  
- PPWR: 7  
- HPWR: 9  
- FPWR: 6  
- ?????: 7  
- Masher: Left Field ---- BA .320  
- PPWR: 4  
- HPWR: 1  
- FPWR: 4  
- ?????: 4  
- Steeler: Center Field - BA .201  
- PPWR: 5  
- HPWR: 5  
- FPWR: 5

- Jon: Pitcher ----- ERA 0.11  
- PPWR: 8  
- HPWR: 2  
- FPWR: 8  
- ?????: 8  
- Metal-1: Pitcher -- ERA 8.36  
R - PPWR: 0  
B - HPWR: 0  
O - FPWR: 0  
T - ?????: 0  
- Metal-2: Pitcher -- ERA 8.36  
R - PPWR: 0  
B - HPWR: 0  
O - FPWR: 0  
T - ?????: 0  
- Metal-3: Pitcher -- ERA 9.91  
R - PPWR: 0  
B - HPWR: 6  
O - FPWR: 0  
T - ?????: 9  
- Diamond: Trade ---- BA .150  
- PPWR: 0  
- HPWR: 10  
- FPWR: 0  
- ?????: 0  
- Ziggy: Trade ----- BA .405  
- PPWR: 0  
- HPWR: 0  
- FPWR: 9

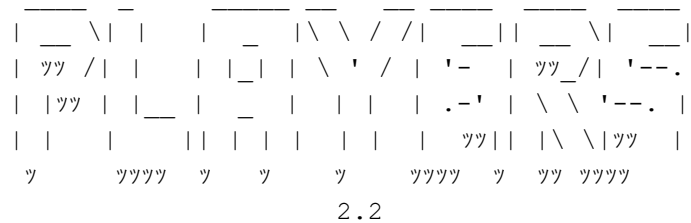
|                                    |                                 |
|------------------------------------|---------------------------------|
| - ?????: 0                         | - ?????: 0                      |
| - Blade: Short Stop ----- BA .350  | - Reggie. B: Trade -- BA .150   |
| - PPWR: 6                          | - PPWR: 10                      |
| - HPWR: 0                          | - HPWR: 0                       |
| - FPWR: 6                          | - FPWR: 0                       |
| - ?????: 0                         | - ?????: 0                      |
| - Ironatoes: 3rd Baseman - BA .179 | - Ingye: Trade ----- BA .280    |
| - PPWR: 3                          | - PPWR: 6                       |
| - HPWR: 4                          | - HPWR: 2                       |
| - FPWR: 2                          | - FPWR: 6                       |
| - ?????: 0                         | - ?????: 2                      |
| - Tropical Girls: Fielding [TRG]   |                                 |
| - Players: All Human               |                                 |
| - PPWR: 8                          |                                 |
| - HPWR: 5                          |                                 |
| - FPWR: 6                          |                                 |
| - ?????: 10                        |                                 |
| - Carla: Right Field ---- BA .289  | - Yukiko: Pitcher --- ERA 5.35  |
| - PPWR: 8                          | - PPWR: 2                       |
| - HPWR: 1                          | - HPWR: 2                       |
| - FPWR: 9                          | - FPWR: 4                       |
| - ?????: 2                         | - ?????: 7                      |
| - Susan: Center Field --- BA .264  | - Daria: Pitcher ----- ERA 4.96 |
| - PPWR: 4                          | - PPWR: 3                       |
| - HPWR: 2                          | - HPWR: 0                       |
| - FPWR: 7                          | - FPWR: 4                       |
| - ?????: 7                         | - ?????: 0                      |
| - Jessica: Left Field --- BA .312  | - Faye: Pitcher ----- ERA 9.91  |
| - PPWR: 7                          | - PPWR: 5                       |
| - HPWR: 4                          | - HPWR: 0                       |
| - FPWR: 6                          | - FPWR: 5                       |
| - ?????: 2                         | - ?????: 0                      |
| - Erin: Short Stop ----- BA .381   | - Dorothy: Pitcher -- ERA 3.60  |
| - PPWR: 10                         | - PPWR: 3                       |
| - HPWR: 8                          | - HPWR: 0                       |
| - FPWR: 6                          | - FPWR: 4                       |
| - ?????: 7                         | - ?????: 0                      |
| - Ayumi: 3rd Baseman ---- BA .251  | - Sharon: Trade ----- BA .241   |
| - PPWR: 4                          | - PPWR: 1                       |
| - HPWR: 6                          | - HPWR: 3                       |
| - FPWR: 3                          | - FPWR: 2                       |
| - ?????: 5                         | - ?????: 6                      |
| - Barbara: 2nd Baseman -- BA .254  | - Yukimo: Trade ----- BA .271   |
| - PPWR: 5                          | - PPWR: 2                       |
| - HPWR: 4                          | - HPWR: 6                       |
| - FPWR: 3                          | - FPWR: 1                       |
| - ?????: 1                         | - ?????: 8                      |
| - Jennifer: 1st Baseman - BA .210  | - Carol: Trade ----- BA .286    |
| - PPWR: 6                          | - PPWR: 3                       |
| - HPWR: 1                          | - HPWR: 5                       |
| - FPWR: 6                          | - FPWR: 2                       |
| - ?????: 2                         | - ?????: 5                      |
| - Deborah: Catcher ----- BA .287   | - Wolf: Trade ----- BA .150     |
| - PPWR: 6                          | - PPWR: 3                       |
| - HPWR: 5                          | - HPWR: 10                      |
| - FPWR: 5                          | - FPWR: 3                       |
| - ?????: 1                         | - ?????: 10                     |

Once you choose a team, the Computer will randomly choose its own team to play

against you. Before you do choose a team though, continue reading on so you can make sure you choose your right team. (More about making a team selection below.)

After you choose your team, the next screen will be "Select Pitcher." Their pictures will show you which hand they throw with

You are also probably wondering what this whole situation is with the Robots, Humans, and Mixed are, right? Well...



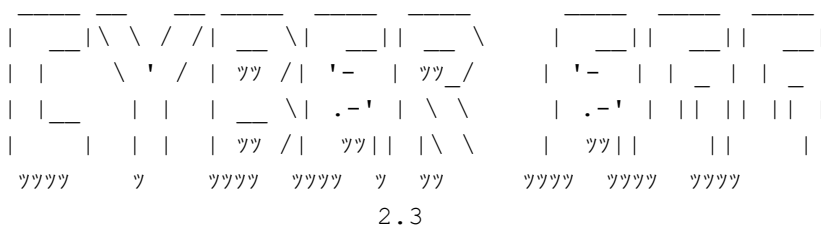
Super Baseball 2020 houses both male and female players. However, since we are in the apparent future (the year 2020 in case you haven't figured it out yet), we also get to play as Robots! Sound pretty nifty, right? Well, read on.

All human players have the same basic attributes, give or take minor variation in strengths. Robots however, have heightened power in almost all attributes. While this seems like a first pick, there are some setbacks.

Humans, though their attributes are lower, will never tire during an entire game and can go on forever. Robots on the other hand, will eventually wear down and break. Doing extra moves like jumping or diving will wear them down even faster. You will eventually see sparks coming from the Robot, then small... explosions (or red puffs of smoke) appear. Finally, the Robot will completely break down and turn gray, but not be entirely useless. You can still play the Robot, but once gray, all their attributes fall to a big, fat 0.

During the game, you will not be able to repair Robots, but you can between games if you have the money. They can last for a while though, and when a Robot pitcher turns gray, change in for a new pitcher as soon as you can. Personally, I always choose a Mixed- or Human-player team.

I bet you are wondering where our lovely living and powered players are going to play at, right? Think of a futuristic stadium. Think of...



Cyber Egg Stadium to be exact. This futuristic stadium may seem like a normal stadium at first, but you will soon notice some major changes. For the first part, at home base, you notice that the players actually teleport in. [How the Humans survive this, I do not know, if you are thinking scientifically.]

Second, the foul zone area has been shortened from today's baseball standards. If you know your bases, you swing from home, then run to second, then third, then back home. The foul zone area sits from behind first to third base and along the paths. Normally this is spread beyond first and third.



The outfield has also been reduced for homeruns. Since we are playing as enhanced players, the outfield now rests at the far fence in center field. In other words, a good hitter would have to hit the ball directly away from them and over the fence border. If it is hit over any other area, it is still in game due to protective glass that sits over the audience. When a ball lands on the glass, it will simply bounce off, back into the field of play.

There are also new zones within the field. If a ball rolls into a Stop Zone, it will force the ball to stop dead in its tracks, no matter how fast it is rolling. Another are the Jump Zones, which allow a field player to jump extra high for a ball. In older version, the Jump Zones are spread all along the stadium walls. In the Super Nintendo version however, the Jump Zones are only placed at the outfield wall and right in front of home base.

Sometimes, little mines known as "Crackers" are placed out in the field. If a field player steps on one, they will be blown into the air, then land back down, dazing them for a few seconds. Naturally, this would hurt their, or your, play. You do not have to worry too much about this though, as it is normally rare for a player to step on a... Cracker.

Now that we know the stadium, let's work on the stadium...

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## 2.4

First, I'll explain the basic rules and definitions of baseball, or you could say the ones that are still in effect for this futuristic game. [Credited from Dictionary.com or just my own memory of the game.]

- Fly Ball: These are balls that are batted in a high arc, usually to the outfield.
- Sacrafice Fly: A fly ball when there are fewer than two players out that enables a base runner, usually at third base, to score after the ball is caught. In other words, when a fly ball is caught in the outfield to trigger an out for the hitter, a base runner (normally at third base) will take advantage of the distance for the ball to reach him and make a dash for home base.
- Tagging Up: This has a couple of meanings. A baserunner can be tagged up when a field player touches him with a ball in hand before the baserunner touches his destination base. Another meaning is when the baserunner actually manages to touch his base after a fly ball is caught, but not taken out.
- Sacrafice Bunts: When a hitter, usually a person who knows they cannot hit will, purposely bunts the ball, forcing the field players to run up, grab the ball, and try to take a baserunner out. This normally allows the baserunners enough time to make it to their destination base. I suggest trying not to bunt a ball if a baserunner is on third and going home, as the ball could land right by home, also known as a Sacrafice Squeeze Bunt.

- Hit By Pitch: In the game, it is also known as Deadball. This happens when a batter is hit by the pitcher's thrown ball. If the batter is hit, he or she is to move on to first base automatically. If there is another player on that base, they too are to move to their next base. Naturally, if a player is on third base and is to move home, the team scores a point.
- Ball 1 - 4: If the pitcher throw a ball at the batter and flies over either standing plate instead of home base, it is considered a Ball. If the pitcher throws 4 balls at one batter, then the batter gets to Walk, or take their base. They go to first base, moving everyone else forward by one base.
- Strike: If the pitcher throws a ball at the batter and it does fly over home base, but the batter fails to strike the ball, it is considered a strike. Three strikes and the batter is out.
- Out: If a runner gets tagged by a player with a ball, or if the hitter strikes three times or lands three balls in the foul zone (foul ball), then it is considered an out. Once three outs are made, the teams switch up; offense becoming defense, and defense becoming offense.

There are other rules and defintions for baseball, but for this game, the basic rules listed above only apply. Now for the new rules of Super Baseball 2020. A lot of these are repeats from the previous section, but it's always good to read things twice to get a better idea of them. I also explain them a little differently.

- Foul Zones: As mentioned above, this section has been reduced to be only behind the plates instead of stretching across the lower part of the field. If a ball lands in this area, it counts as a strike.
- Homeruns: Again, as mentioned above, this has also been reduced to the center field fence area directly across home base. It is where the scoreboard is located and only the best, or upgraded players can hit it there.
- Jump & Stop Zones: I mentioned these above too, with Stops stopping a ball and Jumps allowing a player to jump extra high with A.
- "Lucky" Inning: In your 7th Inning, all players will get an offensive boost, allowing them to run faster and hit better.

So what if you want to make your players faster and better before the 7th Inning? Then you need...

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A pretty neat feature that sets this baseball game apart from many others is the ability to gain - and lose - money. Money is used only to purchase upgrades for your players, making them even more powerful than they already are.

- MONEY -

As stated, you need money to purchase upgrades. There are multiple ways to gain money for your team, and multiple ways to lose it. It is easier to gain money though, so do not worry too much about it. Okay, let's get into how money is made!

When you are playing Offensive, or batting and running, there are about five different amounts you can gain, and 3 you can lose:

|                | OFFENSE     | DEFENSE | MEANING                                  |
|----------------|-------------|---------|------------------------------------------|
|                | -----       | -----   | -----                                    |
| Single         | = +\$300    | -----   | 1st Base in one run.                     |
| Double         | = +\$500    | -----   | 2nd Base in one run.                     |
| Triple         | = +\$800    | -----   | 3rd Base in one run.                     |
| In Homerun     | = +\$3000   | -----   | Batter makes a Homerun, ball inside park |
| Single Homerun | = +\$4,000  | -----   | Batter makes a Homerun, ball out of park |
| Double Homerun | = +\$6,000  | -----   | Batter and 1 player Homerun.             |
| Triple Homerun | = +\$8,000  | -----   | Batter and 2 players Homerun.            |
| Grand Slam     | = +\$10,000 | -----   | Batter and 3 players Homerun.            |
| Beanball       | = +\$1000   | -\$1000 | Pitcher hits batter with the ball.       |
| Strike         | = -\$10     | +\$100  | Batter misses a good pitch.              |
| Strikeout      | = -\$100    | +\$1000 | Batter misses three good pitches.        |
| Jump Catch     | = -\$50     | +\$1000 | Fielder jumps to catch a ball            |
| Dive Catch     | = -\$50     | +\$1500 | Fielder dives to catch a ball            |
| Catch Out      | = -\$50     | +\$800  | Fielder catches a ball normally.         |
| Tag Out        | = -\$100    | +\$1000 | Fielder tags a Runner with the ball.     |
| Walk           | = -----     | -\$300  | Pitcher throws four bad pitches.         |
| Injure Bat     | = -----     | -\$2000 | Pitcher seriously harms batter.          |

As you can see, there are many different ways to gain a lot of money, and only a few ways to lose it. Remember it is all hand-eye coordination and quick thinking. Now that you know how to make money, let's see how to spend it.

- UPGRADES -

In the Teams section, you should remember all the player stats that I typed down. Upgrades will boost each of these stats by a percentage, except Chance, and when it comes to Robots, an upgrade can increase their overall playing abilities.

I will mention this again in the "Gameplay" section, but in order to get to the upgrades section, you must press the Left Bumper: Offensive - Before the pitcher throws the ball, or Defensive - Before you throw the ball during each play. In that menu, choose "Team Power Up" at the bottom and press A. Please note that you can only access this menu once you have gained \$1000 or more.

Here, you will be able to see all the team players and their current abilities; the ones I listed above. Use the D-Pad to select which team member you want to upgrade. The screen will also let you know if it is a Robot by saying "Robot," or a Human by not showing anything. After you purchase an upgrade, this screen will also show you the upgrade on that player.

After selecting the player, if Human, you can use all four D-Pad arrows to select the upgrade or Pitching (only for pitchers), Hitting, or Fielding. For a

Robot, you are only able to upgrade the Robot selection, pressing only left or right. Here are the power-up costs and percent increases:

|          | A          | %     |  | B        | %     |  | C        | %     |
|----------|------------|-------|--|----------|-------|--|----------|-------|
| Hitting  | = \$2,000  | - 15% |  | \$5,000  | - 25% |  | \$10,000 | - 40% |
| Fielding | = \$1,000  | - 12% |  | \$3,000  | - 25% |  | \$10,000 | - 42% |
| Pitching | = \$10,000 | - 14% |  | \$15,000 | - 26% |  | \$20,000 | - 45% |
| Robot    | = \$5,000  | - 40% |  | \$10,000 | - 60% |  | \$30,000 | - 80% |

Know that after you purchase an upgrade, you will not see that actual stat number change. Instead of say, HPWR: 6 changing to a higher number, it will only show the upgrade name. Your character will also glow if they are upgraded.

Another interesting deal you can do is changing a Human player into a Robot player by selecting one of the Robot upgrades for a Human. Remember, though the percents are much higher for a Robot, there is still that drawback of them breaking down, dropping all their stats to 0.

There is a way, however, to repair a Robot, and that is simply purchasing one of the Robot upgrades for that Robot. In order to save money, I would suggest to wait on upgrading a Robot until they are burning up or turned gray, and even then, possibly doing the smaller upgrade. This is especially helpful if you have a Robot-ran team.

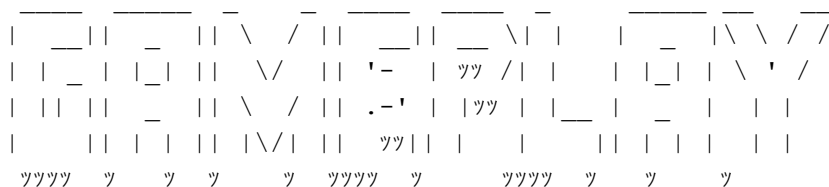
- EXPLOITS - 2.5.1 - EXPLOITS -

There are a couple of exploits you can work with to gain a little extra money.

1) If you are playing Defense (pitching), then if a fly ball is hit out to the field and you know you are positioned directly under it to catch it, then press A just before it reaches the player's glove in order to make it count as a Jump Catch, netting you \$200 more than just a normal "out" bonus.

2) This has happened to me a couple of times, but if you hit a foul ball, yet make it to first base before the ball touches the foul zone, and nobody on the Defending team catches it, you will still get credit for a Single (\$300). Yes, you will have to hit the ball again and will have a Strike against you, but you will not lose any money either. Remember, hitting a foul ball does not lose you money.

Now that we know about the teams, the type of players, the stadium, the rules of the game, and how to gain money and purchase upgrades, let get into the actual...



With this section, I decided to go about it as if we are starting from square one in the actual game when you are up to bat, or Offense, and when it switches out to the field, or Defense, and beyond. Remember, when you are doing a 1P game, you will always be up to bat first, thus why I will start with Defense.

"PLAY BALL!" The rotation of players batting will be as listed in the Team's section. When it gets to the pitcher's, only the player that you chose to pitch will be up to bat. They will teleport in on either the left or right plate, depending on which is their dominant hand.

Now, after the batter shows up and before the pitcher throws the ball, you can press the Left Bumper to call a Time Out. In this screen, you can select either

EXIT - Exit the Time Out screen and go back to playing.

PINCH HTR. - On each team, you have four players you can Trade. If you do not like the stats of the current Hitter, you can trade them out for someone else, but usually the Trades' stats are not great at all. It is recommended to only use this when a Robot is about to break down, because you cannot trade them back until the next game.

PINCH RNR. - If you have a slow Runner, that is, someone who has already hit the ball and is at a base, then you can also trade them out for a Trade player. Again, it is recommended that you only use this if a Robot is smoking or gray.

Team PWR.UP - This is the selection you go to in order to upgrade your Human and Robot players. I had gone into detail on the Upgrade section just above. Remember, you cannot choose this until you have at least \$1,000 pooled.

POOLED - At the bottom, this is where it shows the dollar amount that you have accumulated throughout the game. Naturally, if you purchase upgrades, the money numbers will decrease.

(Basically, at this early point in the game, you really do not need to go into the Time Out screen. When a Robot breaks down or when you have over \$1,000, you can go in.)

Back with players, you will be able to move the batter around their plate with the D-Pad. Remember it is A to swing the bat, so if you want, you can take a couple of swings before the pitcher throws the ball to see where the thickness aligns. Know that you do not have to worry about distance from the ground, only verticle distance for the ball.

The pitcher will throw the ball, noticed by the "wind up" animation. Just like normal baseball, pay close attention to the ball as it heads towards you. It could be a curved ball, meaning it will start in one direction, then curve to another. There are different results when the ball gets to you:

- 1 -

If you swing but miss or don't swing at all when the ball goes over home base, then you will score a strike. If you hit, but the ball goes behind you into the foul zone, you will also score a strike, but only up to two. Three strikes and the batter is out. If you hit the ball and the offensive team catches it, the batter is also out.

- 2 -

If you hit the ball and it goes directly away from you across the field and over the fence, you will score a home run, gaining the amount of money listed above in the Money section.

- 3 -

If you swing and the ball makes it to the stands on either side of the batter, and not in the foul zone, you will notice a glass plate over the stands. This will cause the ball to bounce and roll off, back into the field. The ball is still in play, and even if an offensive player catches the ball, it is still good, as the first place the ball touched was glass, not a fielder's glove.

Finally, if you hit the ball and it just lands anywhere in the field, you are still in play.

If you did not get an out, the batter will automatically run to first base. If a fielder manages to get the ball, they will throw it to first base right away in hopes of getting the batter - now known as a runner - out. This is done by the first baseman catching the ball before the runner makes it to the base. Sometimes it will be a very close call, and a screen will appear showing if you got an out, or was safe.

Now, if the ball manages to fly far out into the field, a fielder has yet to pick it up, and you see your player icon make it to first base, you can choose to steal second base by pressing D-Pad Up and then A. The runner will start heading to second base, however if a fielder does pick up the ball as you just leave the base, you can press B to head back to first and stay safe. If you continue, the fielder will throw the ball to second base. Again, it all depends on what gets to the base first - ball or player.

Please note that this is true for all the bases, as after the play is done, the second batter will appear, repeating the whole process. After the batter hits the ball, they will automatically start running to first base. Your first runner will stay on their base until the ball hits the ground. If it does, the runner will start heading to the next base. If a fielder catches it, the second batter will get an out, but your first batter will stay safe on their base.

There is another option to this as well. (Yes, this game is full of options to choose from, so please try and pay attention.) After the second batter hits the ball - becoming the second runner - you can use the first runner to try and steal the next base. If the ball hits the ground, you will be safe after making it to the base. If the ball gets caught, causing the second batter an out, then you must run back to the previous base. Unfortunately, even if you make it to the next base, if the ball is caught, you can still get a second out when the ball is thrown to the base the first runner is on. Sounds confusing, but either way, if the ball is caught, immediately start running back to the base the runner was on.

Continue this whole process, trying to score as many points as possible by having runners make it all the way around the field and score points.

Remember, after you have gained \$1,000 or more, you can always call a Time Out before the next pitch and upgrade any players you need.

Once you gain three Outs, the field will switch, having the other team become the Defending team, and you becoming the...

---- OFFENSE - OFFENSE - OFFENSE - OFFENSE - OFFENSE - OFFENSE - OFFENSE ----

Your selected pitcher will now be, well, pitching. If you need to call a Time Out, now is the "time" to do it. (Haha... Anyway.) You can move the pitcher left and right on the pitching mound. Remember, they could be a left- or right-hand pitcher. When you are ready to throw the ball, press A.

You can cause the ball to curve, as well as control the speed. This all works with the D-Pad controls. You can press A while holding D-Right, and the ball will head right, but mid-flight, you can press D-Left and the ball will start to drift left. Hold D-Up to slow down the ball, and D-Down to speed it up. From here, there are different outcomes:

You throw the ball over either of the batting plates, forcing a Ball. Four balls and the batter takes a walk to the first place. (This also accounts for you when you are up to bat.)

- 2 -

You hit the batter, having them automatically go to first base. Also, you could injure the batter, so be careful.

- 3 -

You cause a strike, which the rules to this are mentioned above.

- 4 -

You pitch and the batter hits. Again, foul ball rules are mentioned above, but what really matters is if the ball goes out towards the field.

The camera will follow the ball. You can watch the runner locations, just like you could with yours. Depending on your team players' fielding and chance ratings, your fielders could be right under the ball, ready to catch it. This will of course cause an automatic out for the other team.

Sometimes the ball will come close to the fielder, and you can try a dive catch or jump catch. Remember, doing these moves (controls mentioned in the Controls section) as a Robot wears it down quicker.

Other times, the ball will hit the ground, and the fielder could be close to it. You must run to the ball and it will be picked up automatically. Next, look at the runner positions. if the runner is still heading to a base, press the D-Pad in the direction the base is located it and press A to throw the ball to that base.

Hopefully the ball reaches the base before the runner does in order to cause an out. If not, the next batter will be up and the process repeats.

Once you take the other team out, the Inning will be over, and a score board will show up, showing your points for that Inning. There are 9 Innings total per Game. After the score board goes away, the next Inning will start, with your team up to bat again. Rinse and repeat, trying to end the Game with more points than the other.

After the Game is over with, a Password will appear on screen. Write it down! This is used in the password screen when you started up the game itself. There is a different password for each combination of teams and Games. If you want to quit the game, you can come back where you left off (but at the first Inning) by inputting the password.

Hopefully everthing has been taken in of what I have written thus far. With a good understanding of how the game works, let me give you some extra help by going into...

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```

- Upgrade Robots when they are smoking or gray in color only. This will help preserve them longer throughout the game.

- If you have base runners, you can only try stealing the next base as soon as the pitcher throws the ball. Remember, if the ball is caught, run back!

- Basemen will not go after a ball even if it is inches away from them, thus leaving it up to the fielder or even pitcher to catch.

- Going off the last tip, the game does have semi-automatic fielding, so you cannot choose who goes after a ball.

- A ball can, but rarely, get stuck in the stands, thus allowing the batter and any runners to score complete runs.

- Expect the computer players to try and always hit the ball straight out to the home run zone. It will not always happen, but more often they will try.

- If during a Game, you manage to score 100 runs, the counter will go back to 0. In the screen, there is only enough input fields for two number. So it will become 98, 99, 00. This does NOT mean that the 1 is off screen. It means you have 0 points. So if you do get past 99, and the game ends 00-06 with favor to the computer, you lose.

- Remember, if needed, you can trade out players, but the trades are usually less talened than the actual players. (Reminds me of why I was always on the bench... Sad times.)

- I noticed that when your team is try to catch a ball, their arms will start to raise up when they are in the correct area for catching the ball. Not spot on, but close.

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> PASSWORDS <

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3.0

Okay, I know some of you do not want to try and play every game. Hey, I was the exact same way--I just wanted to make it to the end. Well, this section is where those dreams can become reality (really, Philip?). However you want to go about it, here are all the passwords for advancing each team in their game, listed in alphabetical order. Normally I do not provided passords/cheats in my guides, but for a game this old, I think it is okay to make an exception.

Please let me know if any are wrong, of course.

By the way, O = "oh," and 0 = zero. You will see both of them. Notice the shape difference.

NAME	GAME #	PASSWORD
------	--------	----------

~~~~~



American Dreams

|         |              |
|---------|--------------|
| Game 2  | D833556885A  |
| Game 3  | C8436569881A |
| Game 4  | B953756A88DA |
| Game 5  | D964766A88D9 |
| Game 6  | F974776B88C9 |
| Game 7  | E984877B88C5 |
| Game 8  | D994978B88C1 |
| Game 9  | F9A4988C88B1 |
| Game 10 | E9B4998D84B1 |
| Game 11 | DAC59A8D84BD |
| Game 12 | FAD69B8D84BC |
| Game 13 | EAE69C8E80BC |
| Game 14 | 0BF6AC8F80BB |
| Game 15 | F906AD808CBB |

| NAME            | GAME #       | PASSWORD |
|-----------------|--------------|----------|
| Aussie Battlers |              |          |
| Game 2          | 29235668DA9A |          |
| Game 3          | 49236769D39A |          |
| Game 4          | 3924776AD35A |          |
| Game 5          | 2A24886BDF5A |          |
| Game 6          | 1A34987BDF1A |          |
| Game 7          | 0A44A88BDB1A |          |
| Game 8          | FA54B89BDBDA |          |
| Game 9          | EA55C8ABDBD6 |          |
| Game 10         | DA65D9ABDBD2 |          |
| Game 11         | FA66E9ACDBD1 |          |
| Game 12         | EB67F9BCDBDD |          |
| Game 13         | 0B6809CCDADD |          |
| Game 14         | 2B6919CDDADC |          |
| Game 15         | 4B6A29DDD9DC |          |

| NAME          | GAME #       | PASSWORD |
|---------------|--------------|----------|
| Battle Angels |              |          |
| Game 2        | A8244578288A |          |
| Game 3        | C8254679278A |          |
| Game 4        | E825568A268A |          |
| Game 5        | 0926578B258A |          |
| Game 6        | 2936588C257A |          |
| Game 7        | 1946688D253A |          |
| Game 8        | 3956788E2539 |          |
| Game 9        | 2966798F2139 |          |
| Game 10       | 487689802138 |          |
| Game 11       | 39868A812D38 |          |
| Game 12       | 29968B822938 |          |
| Game 13       | 49A69B832937 |          |
| Game 14       | 69A79B942927 |          |
| Game 15       | 5AA98BA529E7 |          |

| NAME          | GAME #       | PASSWORD |
|---------------|--------------|----------|
| Battle Heroes |              |          |
| Game 2        | 19344577988A |          |
| Game 3        | 394455789889 |          |
| Game 4        | 295456799489 |          |
| Game 5        | 496557799488 |          |
| Game 6        | 6975587B94F8 |          |
| Game 7        | 5985687B9438 |          |
| Game 8        | 4A96688B94F8 |          |
| Game 9        | 3AA6788C94B8 |          |
| Game 10       | 2AB6788C94B8 |          |

|         |              |
|---------|--------------|
| Game 11 | 4AC6898E90B8 |
| Game 12 | 3AD6999E90B3 |
| Game 13 | 2BE6A9AE90BF |
| Game 14 | 1BF6B9BE90BB |
| Game 15 | 3A06BABF90AB |

| NAME          | GAME #  | PASSWORD      |
|---------------|---------|---------------|
| ~~~~~         |         |               |
| Korea Dragoon | Game 2  | 58335577085A  |
|               | Game 3  | 48435687045A  |
|               | Game 4  | 68436698035A  |
|               | Game 5  | 884466A9034A  |
|               | Game 6  | 795467B90F4A  |
|               | Game 7  | 995567B90F4A  |
|               | Game 8  | 896568DA0B3A  |
|               | Game 9  | 7A6668EB0BFA  |
|               | Game 10 | 9A6678FCOAF A |
|               | Game 11 | 8967780D0ABA  |
|               | Game 12 | A967881E09BA  |
|               | Game 13 | C977892E09AA  |
|               | Game 14 | B987993E09AA  |
|               | Game 15 | A997A94E09A2  |

| NAME              | GAME #  | PASSWORD     |
|-------------------|---------|--------------|
| ~~~~~             |         |              |
| Mechanical Brains | Game 2  | 79244668F899 |
|                   | Game 3  | 99345768F898 |
|                   | Game 4  | B9355869F897 |
|                   | Game 5  | D935696AF797 |
|                   | Game 6  | F9366A6BF787 |
|                   | Game 7  | 1A376B6CF777 |
|                   | Game 8  | 3A476C7CF763 |
|                   | Game 9  | 2a577d7cf763 |
|                   | Game 10 | 1B678E7cf76f |
|                   | Game 11 | 3b688f8cf66f |
|                   | Game 12 | 2A69809CF66B |
|                   | Game 13 | 1A7981ACF26B |
|                   | Game 14 | 0B8982BCFE6B |
|                   | Game 15 | FA9983CCFA6B |

| NAME           | GAME #  | PASSWORD     |
|----------------|---------|--------------|
| ~~~~~          |         |              |
| Metal Slashers | Game 2  | 68334677149A |
|                | Game 3  | 583447871496 |
|                | Game 4  | 783547981486 |
|                | Game 5  | 684548A81086 |
|                | Game 6  | 894649B81F86 |
|                | Game 7  | A94749C91F76 |
|                | Game 8  | 994759DA1B76 |
|                | Game 9  | 895769EA1B72 |
|                | Game 10 | 7A586AFA1B7E |
|                | Game 11 | 99587A0B1A7E |
|                | Game 12 | B9597B1B197E |
|                | Game 13 | A95A7B2C193E |
|                | Game 14 | 9A6A8B3C19FE |
|                | Game 15 | BA6B8BAD19EE |

| NAME            | GAME # | PASSWORD     |
|-----------------|--------|--------------|
| ~~~~~           |        |              |
| Naples Seagulls | Game 2 | 19235668C49A |

|         |              |
|---------|--------------|
| Game 3  | 09336678C45A |
| Game 4  | 29347688C35A |
| Game 5  | 1A348789CF5A |
| Game 6  | 0A449799CF1A |
| Game 7  | F945A7A9CF16 |
| Game 8  | E955B7B9CB16 |
| Game 9  | D956C7C9CB12 |
| Game 10 | CA57D7CACBD2 |
| Game 11 | EA58E7DACAD2 |
| Game 12 | 0B68F8DACAD1 |
| Game 13 | 2A6908EAC9D1 |
| Game 14 | 4A6A18EBC9D0 |
| Game 15 | 6B6B28ECC9DF |

| NAME            | GAME #  | PASSWORD     |
|-----------------|---------|--------------|
| ~~~~~           |         |              |
| Ninja Black Sox | Game 2  | 39344667B899 |
|                 | Game 3  | 59355668B898 |
|                 | Game 4  | 79365769B888 |
|                 | Game 5  | 99475779B878 |
|                 | Game 6  | B948587AB868 |
|                 | Game 7  | A959588AB828 |
|                 | Game 8  | 9A5A688BB8E8 |
|                 | Game 9  | 8A6B689BB8A8 |
|                 | Game 10 | AA6C789CB8A7 |
|                 | Game 11 | CA6D799DB7A7 |
|                 | Game 12 | BA6E89ADB7A3 |
|                 | Game 13 | DA6F8AAEB6A3 |
|                 | Game 14 | CA708BAEB6AF |
|                 | Game 15 | BA719BBEB6AB |

| NAME              | GAME #  | PASSWORD     |
|-------------------|---------|--------------|
| ~~~~~             |         |              |
| Taiwan Megapowers | Game 2  | 39334677E49A |
|                   | Game 3  | 29435777E496 |
|                   | Game 4  | 49535887E486 |
|                   | Game 5  | 39635997E086 |
|                   | Game 6  | 59645A98E085 |
|                   | Game 7  | 4A646B99EC85 |
|                   | Game 8  | 6A647C9AEB85 |
|                   | Game 9  | 8A657D9BEB84 |
|                   | Game 10 | 7A758E9BEB80 |
|                   | Game 11 | 9A768F9CEB70 |
|                   | Game 12 | BA86909CEB7F |
|                   | Game 13 | AA8791ACEB7B |
|                   | Game 14 | CA8892BCEA7B |
|                   | Game 15 | EA88A3BDE97B |

| NAME           | GAME #  | PASSWORD     |
|----------------|---------|--------------|
| ~~~~~          |         |              |
| Tokyo Samurais | Game 2  | F8344667A896 |
|                | Game 3  | 19355668A895 |
|                | Game 4  | 09465678A855 |
|                | Game 5  | 29476688A755 |
|                | Game 6  | 49487689A754 |
|                | Game 7  | 39597699A714 |
|                | Game 8  | 2A6A76A9A7D4 |
|                | Game 9  | 4A6B86B9A6D4 |
|                | Game 10 | 6A6C96BAA6D3 |
|                | Game 11 | 5B6DA6CAA6DF |

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Game 12      7B6EA7CBA6CF
Game 13      6B7FA8CBA6CB
Game 14      8A80A8DBA6BB
Game 15      AA81B8EBA5BB

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| NAME           | GAME #    | PASSWORD     |
|----------------|-----------|--------------|
| Tropical Girls | Game 2    | 88244578385A |
|                | Game 3    | 78254589381A |
|                | Game 4    | 9835468A380A |
|                | Game 5    | B845568B3809 |
|                | Game 6    | A955668C38C9 |
|                | Game 7    | C956678D37C9 |
|                | Game 8    | B966688E33C9 |
|                | Game 9    | AA76698FCFC9 |
|                | Game 10   | 997679903BC9 |
|                | Game 11   | B97689A13AC9 |
|                | Game 12   | D98699A23AC8 |
|                | Game 13   | F986A9B339C8 |
|                | Game 14   | 1A87AAB439C7 |
|                | Game 15   | 3A88AAC539B7 |
|                | Last Game | 6A87BBC439E7 |

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Alright everyone, this is it! It actually took me a bit longer to complete this guide than what I thought! I hope you all enjoyed and gained a lot of information from this guide. Also, I hope I did not confuse you too much with the setup. I'm use to writing in a style that is streamlined in a sense where there are missions; go here, go there; do this, do that; you will find this and use it for that. If you have any quesitons at all, remember you can always email me at the email address posted at the top of this guide. Thank you for reading and remember to support me by clicking the "click here" link at the top of the page to recommend it to other people!

Love you all in a strictly non-prison kind of way!  
Phillnanas