Tecmo Super Baseball FAQ/Walkthrough

by VinnyVideo   Updated to v1.1 on May 2, 2009

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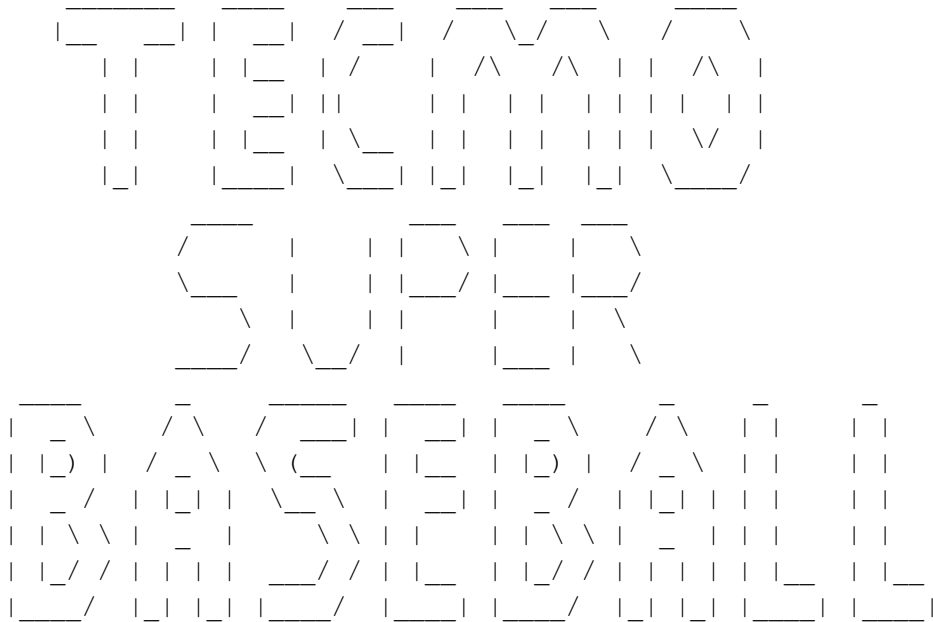
VinnyVideo's FAQ/Strategy Guide

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Table of Contents
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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 [CONTR] for the controls.

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Introduction   [INTRO]
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Considering I've been writing walkthroughs for about a year and a half now, you
may find this difficult to believe, but this is my 60th full guide! I know some
of those guides really haven't been that tough to produce, sometimes even
repeating certain sections word-for-word, but I always go to great lengths to
ensure that all of my work is of the highest quality possible, even when it's a
guide for an old baseball like this.

Tecmo Super Baseball was released for the Super NES in 1994. It includes names
of actual MLB players of that time, although it doesn't have official team
nicknames. Graphics are totally different from any other Super NES game, as you
will see. The 3-D design does a good job with scaling and depth, but the
constantly-spinning camera makes certain routine plays tricky. The sprites are
pretty good, but the pitcher looks like he's missing a frame or two in his
delivery. The game makers get the players' skin colors right, although all

Hispanic or otherwise medium-skinned players look white or black. All players
have photographs shown for them, even if they look grainy. The opening screen
and the overall format will remind you of the old Tecmo Super Bowl for the NES.
I like the jazzy, Big Band-y remix of "Take Me Out to the Ballgame" played on
the menus, even if this isn't the only game to use that song. The umpire's
voice is ultra-compressed, and the bat sounds like a whip, although the fans
sound good. Play control is pretty normal, but there is a bit of a learning
curve involved with the unusual graphics. Winning isn't too difficult,
especially since most pitchers throw everything straight down the middle of the
plate. The game strikes a pretty good balance between offense and defense. In
season play, the game keeps track of each player's cumulative stats, which is a
nice thing, and the statistics are pretty detailed. Overall, it's one of the
better Super NES baseball games, and it's a great way to have some fun
(especially when playing someone else) without spending huge amounts of money.

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Gameplay Controls   [CONTR]
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Chances are you can figure these out on your own, but here goes anyway:

                           ---Any time---
SELECT: Toggle camera angle (behind pitcher or behind batter)

                           ---Hitting---
(Before Hit Selection)
Control Pad: Select hit type
X: Call for a steal, double steal, or hit-and-run play
Y: Bring in a pinch hitter or pinch runner, or view score or either team's data

(After Hit Selection)
A: Swing the bat
B: Bunt
Control Pad: Change batter's position
Control Pad Left/Right: Hold to angle bunt towards third or first,
   respectively

Remember that nothing can happen until both sides have made their hit/pitch
selections.

                           ---Pitching---
(Before Pitch Selection)
Control Pad: Throw corresponding pitch
X: Change defensive shifts
Y: Check pitcher stamina, make defensive substitutions, switch defensive
   players, bring in a reliever, view either team's data, or view the
   scoreboard

(After Pitch Selection)
A: Throw the pitch
L, R: Change pitcher's position on the mound
X: Intentionally walk the batter
Y: Pitch out
B + Control Pad: Throw over to corresponding base (remember the camera goes
   into fielding mode, so bases are reversed; for example, B + Down is second
   base)

                           ---Fielding---
Control Pad: Move fielder
A (without ball, moving): Dive
A (with ball): Throw to cutoff man

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A + Control Pad (with ball): Throw to corresponding base (A + Down = second
   base, etc.)

                           ---Baserunning---
A + Control Pad: Advance to corresponding base (A + Down to go from first base
   to second, for example)
B + Control Pad: Retreat to corresponding base (B + Left to go back to first
   when between first and second)

                           ---Changing Lineups---
Use the Control Pad to highlight the player you want to replace, then press A.
Then scroll down, highlight the player you want to bring in, and press A to
make the switch.

                           ---Menus---
Press A to select an option, or B to return to the previous screen. In season
play, press A while highlighting a player's name to toggle between 1993 stats
and current season stats.


===============================================================================
Modes of Play                                                          [MODES]
===============================================================================
This game doesn't really have a lot of ways to play:

---Preseason---
Play a game using the teams of your choice. You can play against the computer
or against a friend, or you can even watch the computer play itself. Or you can
even set the lineups but watch the computer do everything else in Coach mode.

---Season Game---
For the patient person in all of us! Guide your favorite team through a
complete 162-game season following the real 1994 calendar. And help answer the
eternal question of who would have won the World Series had the season not died
prematurely. Of course, it'll take a REALLY long time to play through the full
season, but thankfully, the game allows you to simulate some or all of the
season if things get boring. Progress is saved automatically after each game.

On the main season screen:
 * Team Control lets you decide which team(s) you'll control. Remember that you
can press A to toggle between "MAN" (a human plays all games involving that
team), "COA" (a human coaches that team), and "COM" (which lets you watch all
of that team's games without taking part in them).
 * Game Start simulates all games not involving one of your teams. Then when
it's time for your game, you'll play ball. Keep pressing the A button until
your game comes up (or B to return to the main menu).
 * Standings shows the records of each team in the league.
 * Batting Leaders shows hitting leaders.
 * Pitching Leaders lets you see the pitching stats.
 * Team Data is the same as the Team Data on the opening screen.
 * Play Season lets you simulate the season for as long as you want - useful if
things get boring. However, it will bypass any manual team control settings.

---Super Stars---
MVP Game matches up the A.L. and N.L. All-Star teams (whose rosters can be
manually selected, by the way). Otherwise, it's just like an exhibition game.

---Team Data---
This useful feature allows you to see a list of players for any team in the
game. Much of this information, like runner speed, is not part of season
statistics and can be very helpful when selecting your lineups. Be sure to take
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a good look at the player data for your favorite team.

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===============================================================================
Strategies                                                              [STRAT]
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Here are some strategies used in various aspects of this game.

----------------------------------Baserunning----------------------------------

Stealing second base (and especially third base) is pretty iffy unless you have
a very speedy runner. To steal a base, press X before the pitch and select
"Steal" or "Double Steal." Remember you can turn back with B and the
appropriate Control Pad direction if you take off running and don't like the
way things are looking. Consider the runner's speed, as well as the opposing
catcher's arm strength; I wouldn't risk stealing against Ivan Rodriguez.

If you become overzealous in taking extra bases, you may end up getting caught
in a rundown; when that happens, just turn back and you shouldn't get caught.

Be careful on fly outs and line outs. As soon as the ball is hit on force
plays, the computer may send your runners toward the next base. However, if the
ball is caught, the baserunners can be doubled off if you don't return them to
their original bases. Use B and the respective Control Pad direction to turn
back just before the ball is caught. Of course, you can throw caution to the
wind when there are two outs.

Go for the extra base only when you're pretty sure you can succeed. Runners
aren't very fast, and triples are very rare (I've only gotten a couple).
Doubles, however, are very easy to do and are almost as common as singles.

The computer fielders almost always go for the lead runner. In some cases, you
may be able to take third while the computer outfielders are throwing home.

Only try to get extra bases through sacrifice flies when the ball was hit
pretty hard, the runner is fast, or you know the outfielder has a weak arm.

-----------------------------------Fielding------------------------------------

Fielding in this game is mostly a matter of learning the controls and
anticipating how to position your fielders against certain kinds of hits. For
example, balls that bounce off walls are often difficult to judge properly,
especially for beginners.

On fly balls, move your fielder to the middle of the large circle, which is
where the ball will land. Always stand directly in the middle of the circle,
even though the game is pretty generous with the fielding area. If you hear a
funny sound but can't see the circle, the ball is probably going over the
fence.

Never throw behind the runner, lest he take an extra base. On a hard single to
right, for example, throw to second, not first.

Even if you think you've got the ball on a fly out, be ready to throw to first
just in case the ball bounced.

Computer fielders sometimes take care of outfield flies. If another player gets
the ball, you take control of that fielder.

Be vigilant at all times! If an opponent hits a hard line drive to the center

fielder with a runner on first, throw over to second base and you can often get
the runner out (8-4, if you're keeping score). Similarly, on a hard single to
right field, you can sometimes throw out a slow runner at first (the rare 9-3
play) - something Andre Dawson did a few times. It's also possible to double
off a runner on first on an infield pop-up. All of these moves are very
satisfying, even if they're the fault of the AI's bonehead baserunning.

Another play deserves special attention because of the game's unusual camera
system: the high pop fly hit just in front of home plate. The catcher should
be able to catch the ball without difficulty, but be careful because the camera
will spin wildly on such plays.

-----------------------------------Hitting-----------------------------------

First, feel free to swing away. The vast majority of the pitches thrown by
computer opponents are strikes down the middle, since the computer pitcher
never changes position on the mound. Never swing at bad pitches, though,
because if you don't make square contact with the ball, you'll hit a weak popup
or foul ball. Computer pitchers who throw sliders can be tricky.

There are three types of swings: Contact, Normal, and Power. You can also call
for a bunt, although holding B serves the same function. Contact swings result
in a lower bat speed than a Normal swing or (especially) a Power swing. The
advantage of the Contact swing is that it makes it easier for you to make
contact with the ball. Power swings give you more power than a Normal swing,
but you'll have to time it just right. Normal is a balance between Power and
Contact. Personally, I only use Normal and Power swings, depending on the
batter and situation, although Contact swings may be worth a try when a pitcher
or other weak hitter is at the plate, or if you're facing a pitcher like Roger
Clemens who can throw very hard.

Remember the game's umpire is pretty generous when you check your swing, so if
a pitch appears to be heading off the plate, you can change your mind at the
last fraction of a second.

I haven't had much luck bunting for a hit, except with ultra-fast runners.
Sacrifice bunting can work, though, with a little practice. Remember that if
you don't like the way the pitch is looking, you can release the button and
avoid getting called for a strike. Also keep in mind the fact that you can aim
your bunt toward the corresponding foul line by holding Left or Right on the
Control Pad. And whatever you do, please don't bunt with two strikes.

Here's a good way to gain an easy base, usually by bunting: With a fast runner
on second (and other bases empty), bunt, immediately send the man on second
toward third, then turn back to second when the pitcher throws to third. If
you're lucky, the batter will be ignored and will thus reach base safely.

Hit-and-run plays are not recommended because of the risk of runners getting
doubled off. I'm not a big fan of squeeze bunts, either.

---------------------------------Management----------------------------------

Even the best managers disagree on the best way to set up a batting order. The
default lineups for each team are OK, but they may not be the best for your
situation and playing style. For example, when facing a left-handed pitcher,
you might bring in more right-handed batters, who tend to be stronger against
lefties (and vice versa). Personal preference plays a part, too; if you like
stealing bases, you might swap a lumbering slugger who strikes out a lot for

someone who runs and fields better. It might also be wise to put a speedy guy
with a sweet glove in the center field spot, since the CF is the most important
fielder in this game.

Feel free to tinker with the lineup to your heart's content, but
remember that after every game the lineups will return to their default
configurations (except for pitchers, who use a rotation by default).

In this game, you have a lot of flexibility as to where you play people, as any
player can play any position. However, I wouldn't recommend playing someone far
out of position, like a catcher at shortstop.

Remember that if you want to change the players in your lineup, you have to
select "Def. Lineup."

There's a moderate difference between player abilities in this game.

The game will let you start a pitcher every day in season mode, although I
usually keep the default rotation. Regardless, to change the starting pitcher,
just swap the pitcher you want to start with the current starter under
"Pitching Staff" on the lineup screen.

At the end of an inning where you pinch-hit for a pitcher, you'll be forced to
bring in a new pitcher. But you knew that.

Use pinch-hitting and pinch-running to your advantage.

Remember to press X before each game (on the pitching matchup screen) if you
want to change the lineup.

-----------------------------------Pitching----------------------------------

Here's a brief description of what each of the 16 pitches available in this
game can do. Not all pitches are available for all pitchers, of course, but the
regular fastball, curveball, and changeup are options for every pitcher.

 * Fastball: A fast pitch! This is always assigned to the Up direction on the
Control Pad. It's typically most effective when thrown toward the outside part
of the plate. Use this pitch to mow down pitchers and weak hitters, but against
stronger hitters, you'll need to mix this up with your other pitches.
 * Curveball: An OK pitch that curves gently and drops some, too. This is also
part of every pitcher's arsenal, in this case, in the Right slot. It's not very
effective if your pitcher has a low Movement rating.
 * Changeup: All pitchers in this game can also throw a changeup. This slow
pitch doesn't have any motion, but the reduction in speed can throw batters
off. If they're expecting it, however, it's possible to make pretty good
contact.

 * For the fourth pitch, some pitchers have a Fastball, Curveball, or Changeup
- a stronger version of the regular pitch. Others have one of various specialty
pitches:
 * Slider: Similar to a curveball, but this curves more sharply. A pretty good
pitch, and one of the more common pitches in the final slot.
 * Sinker: A little like the split-fingered fastball, this is a hard pitch that
sinks as it crosses the plate. It's great because it tends to result in ground
balls.
 * Offspeed: This pitch starts high but soon dips for a strike. Its speed is
about 10 MPH slower than your regular changeup.
 * Split Finger: One of the more common specialty pitchers, the split-fingered

fastball dips just before it crosses the plate.
 * Forkball: Almost the same as the splitter, only with a slightly sharper dip.
 * Screwball: This pitch curves in the opposite direction as a regular curveball and has more velocity. In real life, it can also "screw up" your elbow if you're not careful.
 * Slurve: The seldom-seen slurve is a cross between the slider and curveball.
 * Knuckleball: A rare pitch used by a handful of pitchers. It's very slow and dips sharply as it crosses the plate. In this game, it's not much different from the Offspeed pitch. Sadly, in real life, the knuckleball has almost died out in the 21st century.
 * Circle Changeup: This changeup is held with a different grip from a standard change. It dips sharply and is VERY slow - about 50 MPH. Frank Viola (Sweet Music) is one of its users.
 * Vulcan Change: This hard changeup curves very abruptly, making it easy to fool hitters. Randy Tomlin of Pittsburgh is the only pitcher who can use this.
 * Rising Fastball: I don't see how this pitch rises, but it's a very hard fastball that works well - but only if you're using Sid Fernandez.
 * Hard Slider: Used exclusively by Mark Gubicza and Pete Smith, the hard slider is a high pitch that dips for a strike, with a bit of horizontal motion as well.
 * Breaking Curve: Only available for Dwight Gooden, this looks a lot like the Hard Slider, just a little lower and probably less effective.

Be sure to set up properly when throwing sliders and other pitches that curve sharply.

Make sure to keep an eye on your pitcher's stamina, shown on the Pitcher Data screen under "Manager". If the Stamina rating gets too low, or you start getting hit hard, it may be time to bring in a new hurler. The longer a pitcher pitches, the more his velocity and control will decline and the less motion he'll have in his breaking balls. You can see how much he's lost by comparing Abilities to the Current Abilities on the Pitcher Data screen.

An intentional walk may be worth considering if first base is empty and a particularly dangerous hitter is up, especially if the rest of the lineup is weak.

I wouldn't waste my time on pickoffs.

On the Defense menu, you may find it helpful to adjust the defensive shift when facing certain hitters.

Consider stamina when selecting relief pitchers. If it's the sixth inning, it's best to bring in a pitcher who can go a fairly long time. In the ninth inning, pick a closer who can't throw very long.

Against the computer, I find alternating between sides of the plate can be very effective in fooling hitters. Against a human player, the fastball or super-fast fastball, followed by a changeup, is a great way to catch your opponent off guard.

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Frequently Asked Questions   [QUEST]
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Q: What team should I use?
A: If you want to boost your chances of winning, use a strong team like the Braves, Expos, or Blue Jays. If you're in the mood for a challenge or you're playing a less experienced human player, pick a weaker club like the Padres or Rockies.

Q: What's an easy way to get on base a lot?
A: Here's a tip sent to me by Dean VerNooy:
"I have won this game by over a hundred runs. I know it sounds ridiculous, but
as a kid I always looked for a way to just obliterate the opposition in every
sports game I ever got. In this game, I found a trick. What I found out was
that left-handed pitchers would always hit my right-handed batters whenever
they threw a curveball. If you simply took some pitches, they would usually
eventually throw a curveball, and if you moved your (right-handed) hitter as
close to the plate as you can, it would hit me and I would get on base. That's
how I could run up the score in this game. I would manipulate the other team's
bullpen so that they would use all of their left-handed pitchers before using a
right-hander."

I've experimented with this glitch myself, and it can be effective; just
remember that it might not work against every pitcher in the game - and hardly
ever against a human-controlled pitcher. Also, it seems to also work some with
right-handed pitchers and left-handed batters, but it's less useful then since
most teams have more right-handed batters than lefties.

Q: Does anything special happen if you throw a perfect game?
A: No.

Q: Can you make trades in this game?
A: No. You can't change the rosters in any way.

Q: How far have you gotten in season mode?
A: I used the Cubs to get to April 15, completing nine games in season mode.
I'm on top of the N.L. Central division, but there's 154 games left in the
season, and I'm not planning on trying to win the World Series.

Q: What other miscellaneous notes do you have?
A: A few random notes:
 * All statistics are based on 1993 numbers.
 * There's no "mercy rule" that ends the game when a team drops behind by ten
runs, at least when the human-controlled side is winning.
 * This game does have the Infield Fly Rule.
 * Injuries occur in this game and can put players out for a while.
 * The computer has been known to make strange substitutions, like pinch-
hitting Randy Milligan for Cliff Floyd against a right-handed pitcher while
behind 5-0 in the seventh inning. But the CPU usually won't pinch-hit for a
pitcher while in the bottom of the ninth.
 * "Todays Matchup," as seen before each game, is not good grammar, since it
omits a needed apostrophe.
 * My game has frozen up a couple of times, forcing me to reset.

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Comparing to Reality   [REALL]
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The 1994 MLB season was considered by many to be one of the best ever - until
its premature end, that is.

The owners and players spent a lot of time disagreeing on small-market teams,
revenue sharing, salary caps, and so forth. With neither side willing to
compromise on anything, the players went on strike on August 11, ending the
season and wiping out the World Series for the first time since 1904. The long-
futile Montreal Expos ended the season with the best record in baseball, while
the Yankees were the best American League team.

Major League Baseball's realignment into six divisions added a new round of
playoffs. While some fans thought this would lead to losing teams winning

divisions (like the 52-62 Rangers leading the A.L. West at season's end), this
has turned out not to be the case in recent seasons.

The miscarried 1994 season left many players chasing statistical feats. Frank
Thomas came close to the long-elusive Triple Crown, and both Matt Williams and
Ken Griffey Jr. were on pace to approach Roger Maris's home run record (since
broken, of course, with possible asterisks). On a less theoretical note, Greg
Maddux of the Braves won his third consecutive Cy Young Award. Also, Cubs
center fielder Karl Rhodes (usually known as Tuffy) hit three home runs on
Opening Day and never did anything again in American baseball.

And, of course, hoops legend Michael Jordan made his infamous attempt at trying
to play minor-league baseball. He soon decided to return to his day job -
wisely.

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Version History   [VERSN]
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Yay!

Date | Version | Size |
---------|---------|------|---
4-11-09 | 0.3 | 22KB | Began guide.
4-12-09 | 0.4 | 23KB | Did a little.
4-13-09 | 0.5 | 23KB | Completed guide to pitch types.
4-14-09 | 0.6 | 23KB | Did a little.
4-15-09 | 0.7 | 24KB | Worked on several things.
4-16-09 | 0.9 | 27KB | Made significant progress in various departments.
4-17-09 | 1.0 | 28KB | Completed guide.
7-27-09 | 1.1 | 29KB | Fixed a couple of errors (E-Me) on 5/27/09 and added
        | | | a reader tip on 7/27/09.

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Copyright   [COPYR]
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================================================================================
Contact Information                                                    [CONTC]
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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 "Tecmo Super 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 Tecmo Super Baseball 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.

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 anabolic steroids
and other performance-enhancing drugs. No one's likely going to read this,
anyway.

For Ryne Sandberg
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