All-Star Baseball 2003 FAQ/Strategy Guide

by VinnyVideo   Updated to v1.1 on Jun 2, 2008

This walkthrough was originally written for All-Star Baseball 2003 on the GBA, but the walkthrough is still applicable to the PS2 version of the game.
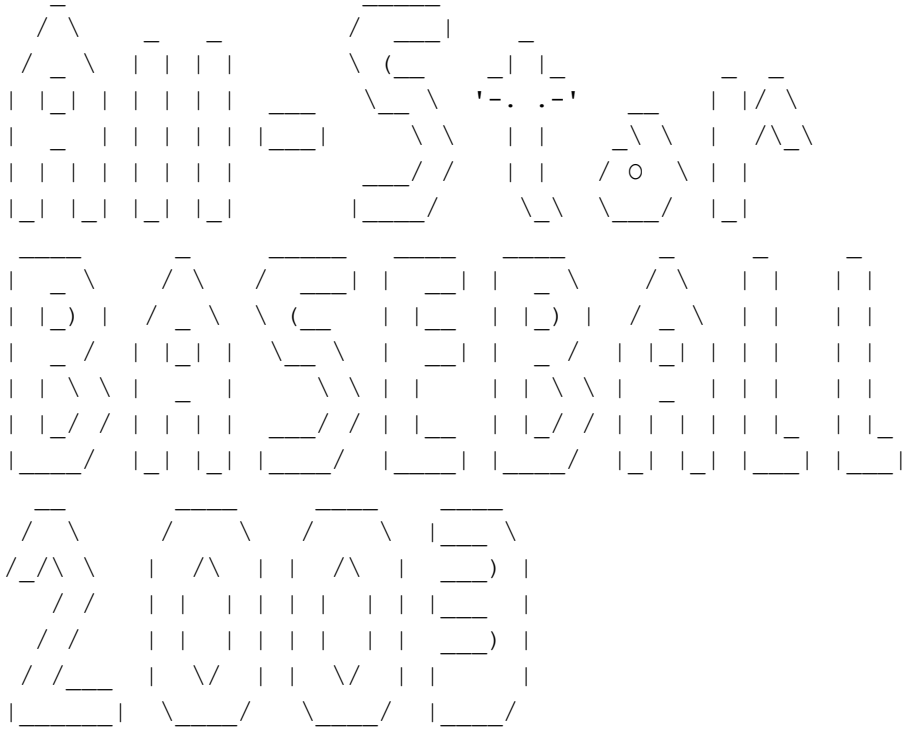
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Table of Contents
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Navigation tip: Press Ctrl and F to bring down a search bar. Then type in the name of the section you're looking for - like [VERSN] for the ever-popular Version History.

==
Introduction   [INTRO]
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Baseball season's here again, so Vinny's next project is an outdated baseball game! What a way to spend a few kilobytes of disk space, a few hours of time, and space on your walkthrough list (26 and counting). But really, All-Star Baseball 2003 is still a pretty fun game with effective game play and dramatic music. In fact, it's not much different from the N64 All-Star Baseball games. What's more, this is a great new addition to the VinnyVideo brand's ever-growing portfolio of FAQ/Walkthroughs. Okay, I do read the Business section of the newspaper sometimes...

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

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

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

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

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

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

Home Run Derby: The Home Run Derby matches up sluggers in a free-swinging contest to smash as many home runs as possible. You can change the players involved, and you can also use the Options menu to change team selection, venue, time, and game type. The Innings mode can take a while, so you may prefer the Modern style. The best American League sluggers are Manny Ramirez (Boston), Alex Rodriguez (Texas), Jason Giambi (New York Yankees), and Carlos Delgado (Toronto). Pick Sammy Sosa (Chicago Cubs), Barry Bonds (San Francisco), Luis Gonzalez (Arizona), and Ken Griffey Jr. (Cincinnati) or Todd Helton (Colorado) for the N.L.

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

World Series: Play a best-of-seven series between the A.L. and N.L. teams of your selection. There are no options to adjust, but you can view series statistics. The game will save your current status after each game.

---Multiplayer---
I believe all of the one-player games are available in Multiplayer mode except for Season play. I am not absolutely sure about this because I don't have a Game Link cable, a second Game Boy Advance, and a second ASB2003 cartridge. Also, I think you're able to play with three or four players, which is about as much fun as watching the tarp get wet during a rain delay.

---Trading Cards---
You receive a special trading card at the conclusion of every game. This
feature lets you view the list of cards you've collected. Also, if you have the
right equipment, you can trade duplicate cards to another copy of All-Star
Baseball 2003.

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

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

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

                       OVR SPD POW CON DEF BEN PEN ROT
Anaheim Angels          76  68  53  54  94  82  91  91
Arizona Diamondbacks    77  59  57  59  88  85  92 100
Atlanta Braves          78  66  60  60  97  78  89  97
Baltimore Orioles       71  65  50  54  86  77  82  82
Boston Red Sox          74  58  56  57  91  73  92  95
Chicago Cubs            74  66  54  57  89  77  86  94
Chicago White Sox       75  64  58  59  94  79  86  87
Cincinnati Reds         74  63  54  56  92  83  85  85
Cleveland Indians       74  62  52  56  86  82  93  89
Colorado Rockies        76  67  57  64  93  82  84  85
Detroit Tigers          72  67  52  55  88  78  80  85
Florida Marlins         71  60  49  51  90  71  82  96
Houston Astros          76  70  52  55  93  80  89  91
Kansas City Royals      74  70  53  55  91  80  85  84
Los Angeles Dodgers     75  69  53  56  93  77  85  94
Milwaukee Brewers       71  59  53  56  86  71  85  86
Minnesota Twins         75  70  54  55  91  79  84  92
Montreal Expos          71  62  50  54  89  77  80  89
New York Mets           76  62  55  58  94  84  90  94
New York Yankees        79  65  58  60  98  76  99 100
Oakland A's             78  68  59  56  96  80  89  97
Philadelphia Phillies   73  65  52  54  92  74  85  93
Pittsburgh Pirates      72  66  52  54  91  77  82  83
St. Louis Cardinals     74  63  50  55  91  79  90  92
San Diego Padres        74  69  54  53  89  87  88  83
San Francisco Giants    78  63  62  63  95  80  95  91
Seattle Mariners        78  71  53  56  97  83  85  96
Tampa Bay Devil Rays    71  68  46  51  84  76  88  83
Texas Rangers           77  65  60  60 100  78  87  89
Toronto Blue Jays       74  70  52  54  89  80  85  91


Worst                   71  58  46  51  84  71  80  82
Best                    79  71  62  64 100  87  99 100
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Ratings are (in order) Overall, Speed, Power, Contact, Defense, Bench, Bullpen,
and Rotation.

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================================================================================
Team Summaries                                                        [TEAMS]
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Anaheim Angels: The Angels were the World Champions this year, much to the surprise of followers of the game. The Angels aren't going to hit a lot of balls out of the park, but they can certainly play "small ball," as the lineup is full of threats on the basepath. Their pitching is pretty good, and Troy Percival is a lights-out closer.

Arizona Diamondbacks: The D-backs are the defending World Series champions. The lineup is good but not spectacular, even with Luis Gonzalez at his peak. Instead, the Diamondbacks win ballgames from their pitching - specifically, their starting pitching, and especially Randy Johnson and Curt Schilling. When one of them is on the mound, expect a 10-strikeout performance and an Arizona victory.

Atlanta Braves: As usual, this is a playoff-caliber team. There's power and contact throughout the lineup, especially for Chipper Jones, Gary Sheffield, and Andruw Jones. Even 43-year-old first baseman Julio Franco is an important contributor. Don't overlook the Braves' fine defensive play. Greg Maddux and Tom Glavine are the main members of a strong rotation, while John Smoltz is the new closer.

Baltimore Orioles: This is not a good team. Marty Cordova is the only bright spot in a terrible lineup, although Tony Batista will hit home runs despite his terrible batting average. Rodrigo Lopez is the best member of a terrible pitching staff. According to the game's ratings, the O's have the game's worst starting pitching and are tied for the worst fielding.

Boston Red Sox: Manny Ramirez and Nomar Garciaparra are real superstars. There aren't many threats on the basepaths, though, with this lumbering ballclub, and there's little depth from the bench. The pitching is very good. In real life, the Sox missed the playoffs despite career years from Pedro Martinez, Derek Lowe, and Tim Wakefield.

Chicago Cubs: The Cubbies don't really look like a team that's going to the playoffs. Sammy Sosa, of course, is a menace to pitchers, and Fred McGriff and Moises Alou are also great players. However, there are many near-automatic outs in the rest of the lineup. The Cubs' rotation is quite good, even if two of their best pitchers - Carlos Zambrano and Mark Prior - weren't called up until later in the year, and another key pitcher (Matt Clement) was acquired from the Marlins before the season and isn't on the Cubs' roster in this game.

Chicago White Sox: The White Sox have four talented sluggers in Paul Konerko, Magglio Ordonez, Carlos Lee, and Frank Thomas. The team ranks in the middle of the pack in every rating - except the most important one, starting pitching, where they lag near the rear. Keith Foulke is one of the best relievers in the game, though.

Cincinnati Reds: The Reds have a fairly average-looking lineup. Ken Griffey Jr. is the main threat when he's not on the disabled list. The Reds' hurlers are mediocre at best. In addition, the Reds are loaded with bad gloves and chronic whiffers.

Cleveland Indians: By this time, the Indians' days of automatically winning the A.L. Central were over. Ellis Burks and Jim Thome are the main threats in the lineup, but otherwise there's not much. Another problem is the poor defense. The bullpen is pretty good, but the starters aren't much good.

Colorado Rockies: The Rockies have some superb hitters like Larry Walker and Todd Helton and one of baseball's best leadoff men in Juan Pierre, but the pitching stinks. Get ready for high-scoring baseball if you select this team. The game gives pretty generous ratings to this 89-loss franchise.

Detroit Tigers: This is a really bad team; that's why they lost 106 games in 2002 (and 119 the next year). There's little to like about the lineup, but the pitching is even worse, particularly in relief.

Florida Marlins: Mike Lowell, Derrek Lee, and Preston Wilson supply almost all of the Marlins' home runs on this low-power team. The Marlins have the worst Contact and Bench ratings in the game, and they're tied for worst overall. I think they're better than the other 71's, though. The Marlins were just a year away from a World Series title, mostly thanks to their young and talented pitching staff, which includes future stars like Josh Beckett and Brad Penny. The majority of the players on the roster came from the Marlins' farm system.

Houston Astros: The Killer B's provide most of the pop in the Astros' bats, and the pitching is pretty good, too, especially ace Roy Oswalt and closer Billy Wagner. The speed rating of 70 is much higher than it should've been.

Kansas City Royals: The Royals have a young, fleet-footed lineup. Carlos Beltran is a superb all-around player, and Raul Ibanez and Mike Sweeney are also major threats. Unfortunately, the pitching is just too poor to keep Kansas City in contention.

Los Angeles Dodgers: The Dodgers' diversity of players makes the team look like a United Nations conference. The hitters can't consistently hit for average, but they've got decent power and speed. The pitching staff is pretty good, mostly thanks to Kevin Brown. You'll notice a lot of past and future Cubs on this team.

Milwaukee Brewers: This is not a good team! Speedsters Eric Young and slugger Richie Sexson are all the lineup has to offer. The weak pitching won't do anything to bail out the offense, which can't hit for average at all. According to the game's slightly dubious rating system, this team is tied for worst in All-Star Baseball 2003. The Brew Crew has serious problems with arm, bat, glove, and foot.

Minnesota Twins: The Twins shocked the baseball world by making the playoffs despite speculation that the Twins would be "contracted." The Twins' roster consists almost entirely of "home-grown" players. There aren't a lot of stars on the team (except Torii Hunter, as David Ortiz wasn't in his prime yet), but the abundance of good players will win ballgames.

Montreal Expos: Vladimir Guerrero, who had 34 or more doubles, homers, and steals in 2001, is one of the best players in Major League Baseball. While there aren't a lot of other great hitters, this better-than-average Expos team achieved a winning season even with the distraction of possible contraction. They're easily the best of the All-Star Baseball 2003's five worst teams. The pitching, led by Javier Vazquez and Carl Pavano, is pretty good.

New York Mets: The Mets stumbled to a 75-86 despite having a plethora of prominent players. Mike Piazza, Mo Vaughn, and Jeromy Burnitz will hit home runs, Roberto Alomar is a good overall hitter, and Roger Cedeno has super speed. The pitching, led by starters Al Leiter and Steve Trachsel, should also be pretty good.

New York Yankees: The Yankees are arguably the best overall team in All-Star Baseball 2003. Jason Giambi, Derek Jeter, Bernie Williams, and Jorge Posada are among the Yankees' Hall of Fame-caliber superstars, although some of the reserves are iffy. The starting rotation boasts an impressive group of Roger Clemens, Andy Pettitte, David Wells, Mike Mussina, and Orlando Hernandez (I won't talk about steroids). Closer Mariano Rivera forms the base of the game's

best relief corps.

Oakland A's: The Oakland A's play like the Oakland A's. The "Money-Ball" system hits plenty of home runs, draws many walks, doesn't always hit for average, and steals very few bases. The rotation, led by Tim Hudson, Barry Zito, and Mark Mulder, is one of the most skilled in baseball.

Philadelphia Phillies: Pat Burrell, Bobby Abreu, and Scott Rolen are the main threats in an unremarkable lineup. Jimmy Rollins is ultra-fast. The Phillies' pitching staff is merely average, although Robert Person and Randy Wolf are good starters.

Pittsburgh Pirates: The Pirates have a lot of players with mediocre batting averages and moderate power, although Brian Giles is a great all-around hitter. The pitching staff is too weak to keep the Bucs out of their ship's cargo hold.

St. Louis Cardinals: The Redbirds boast a well-balanced lineup even after the retirement of Mark McGwire. A wise pitcher will strongly consider pitching around to Albert Pujols and Jim Edmonds. The pitching staff is generally sound.

San Diego Padres: This team has some fleet-footed runners and a little bit of power, but there's not much contact hitting. The starting pitching is very bad. The best pitcher is closer Trevor Hoffman, who will have very few games to close. Note that Mike Darr is on the game's roster even though he was killed in a car accident before the season started.

San Francisco Giants: The Giants have plenty of players who hit for a respectable average and slam 15 home runs. However, the offense is clearly built around super-superstar left fielder and 2001 home run champ (and alleged steroid user) Barry Bonds. In most situations, if you're pitching against him, go ahead and intentionally walk him like they did 198 times in 2002. Heed not the boo birds! Kirk Rueter and Jason Schmidt are the most prominent members of an effective group of starting pitchers. The bullpen is even better.

Seattle Mariners: The 2002 Mariners faltered a bit, missing the playoffs a year after a 116-win 2001 campaign. The Mariners have one of the most balanced lineups in the game, with plenty of contact, power, and speed to go around, in addition to good fielding. Ultra-speedy Ichiro Suzuki is one of baseball's best pure hitters. You'll like the pitching, too.

Tampa Bay Devil Rays: Yuck. Greg Vaughn is a good hitter, but that's all the lineup has. The Devil Rays (nowadays just the Rays) have the lowest power, contact, and defense ratings in the game, and there's very little to like about that pitching staff, which includes a lot of mediocre players you've never heard of.

Texas Rangers: The Rangers have a swing-for-the-fences style, slugging many homers and stealing very few bases. Much of the power comes from lampooned superstar Alex Rodriguez and Rafael Palmeiro (accused of using steroids, but maybe he got that power from the sildenafil citrate drug he endorsed). The Rangers' pitchers are hardly remarkable, although they're not awful. The Rangers are much overrated in this game - in real life, they lost 90 games, and injuries are only partially to blame.

Toronto Blue Jays: The Blue Jays have a decidedly average-looking team (the Jays are very good at being in the middle of the pack), although they do have a lot of speed.

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Frequently Asked Questions   [QUEST]

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Q: What are the controls?
A:


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


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


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

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

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

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


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

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

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

Q: Should I hit for contact or power?
A: You'll often want to hit for power if you have a player who has a high Power
rating (like Sammy Sosa). There are some other factors as well; for example, if
the count is 2-0, there's a good chance you'll be getting a sluggable fastball
down the middle - an invitation for power. An 0-2 count may force you to use a
more defensive contact hit. Having runners on base may make power more useful;
empty bases is usually a more desirable condition for contact. And lastly, if
you're bunting, using power won't help you bunt farther and will make it harder
to angle your bunt.
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Q: What are the differences between the difficulty levels?
A: The main difference between the Rookie and All-Star levels is the speed. On harder difficulty levels, the pitches seem quite a bit faster (even though the radar gun says the same speed as in Rookie mode), giving you much less time to react, whether hitting or fielding. Also, opposing pitchers are a little more willing to work the corners of the plate and hitters are less likely to ignore a fastball down the middle. In short: If you're inexperienced or have poor reaction time (maybe because you're drunk!), stick with Rookie or Veteran mode.

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

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

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

Q: I can't hit a home run in the Home Run Derby. What's wrong?
A: First of all, make sure the participants have high Power ratings (check the Modes of Play for my recommended hitters). Second, always hit the ball with a power swing (press SELECT after each pitch). Third, hold R to tilt the contact zone to the proper area: Press Down a notch or two to hit a slightly higher ball. If you're left-handed, hold R+Left until the cursor is just a notch or two from reaching its most extreme angle. If you're a righty, use R+Right. This way, you'll pull the ball fairly high, and it should go out of the park. Lastly, remember that different ballparks have unique dimensions, making it easier or harder to slam home runs.

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

---Hitting---

* To make good contact with the ball, swing the bat when your cursor overlaps squarely with the pitcher's aiming sight. Watch the latter closely, as it may dip or curve, especially on breaking balls.
* At the plate, don't try to chase bad pitches that are well outside the strike zone.
* You can use the R button to change the angle of power shots, too. However, make sure to set the angle before pressing the SELECT button; otherwise, you won't be able to see how far you're tilting the contact zone.
* Don't angle the ball with R too sharply, or you'll hit a foul ball or a puny pop-up. To keep the latter from happening, I'd just change the horizontal angle, leaving the flat vertical angle unchanged.
* If you don't angle your cursor a little, every contact hit will go straight down the middle, regardless of the batter's handedness and tendencies.
* With practice, you can bunt well. Angle the cursor so you'll hit the ball slightly down and strongly toward the third base foul line. Don't angle too sharply, though, especially horizontally. One notch below the sharpest angle possible is best. There's no point in using the power cursor when bunting.
* Use pinch-hitting to your advantage, especially when a tired pitcher is at the plate. But don't pinch-hit for an effective pitcher who still has gas in the tank.
* Baserunning isn't easy, so expect to make some mistakes early on. But don't feel bad: Real runners have the advantage of having base coaches, in addition to the ability to see the entire field.

---Pitching---

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

---Fielding---

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

---Other Game Notes---

* All-Star Baseball 2003's stats are based on the 2001 season (the game was
made right before the 2002 season began).
* On the box score screen, press L or R to cycle through to different stat
types.
* Use the "Change Controls" option on the in-game pause menu to change the team
you're controlling. The other options are self-explanatory.
* I've seen several hit batters, but as far as I know, the game doesn't have
balks, wild pitches, passed balls, catcher's interference, or other rare
events. And, of course, there aren't rain delays or bench-clearing brawls.
* Kenny Lofton is the best free agent, but there aren't a lot of other stars
who didn't have a team when the game was made. Remember that in season mode,
you can trade anyone to and from the Free Agents team (scroll all the way down
to find it); you can even trade an A-rated player for a C (or vice versa).
* Most teams in this game have 11 pitchers on their 25-man rosters.
* Some things in this game aren't realistic; for example, Jamie Moyer's
fastball will never approach 100 MPH in real life, and Wrigley Field doesn't
have a grass infield.
* Two venues - Turner Field and The Ballpark at Arlington - obviously have
signs advertising Anheuser-Busch's most popular brand. Also notice the massive
ENRON sign across Astros Field. The energy giant had collapsed just a few
months before this game was released. However, by the time the game was

released, the stadium was known as Astros Field.
* The hill in the outfield at Astros Field doesn't affect play; in this game,
you can't even see it.
* On game menus, the positions for players who play multiple positions are
separated by backslashes (\) instead of the more conventional slashes (/). A
useless observation.

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

Was 2002 the best season of the millennium, or was it the worst? It's hard to
say. It may have been both. This was the season that brought us a tied,
shortened All-Star Game, the death of a prominent active pitcher (Darryl Kile),
an umpire savagely assaulted by two intoxicated spectators, labor strife, and
endless speculation about "contraction." It also brought us some exciting
pennant races and a memorable World Series comeback, where the Angels came from
behind to win Game Six and force a deciding seventh game, which the Angels won
to wrap up a Cinderella-like season.

In February, Jeffrey Loria bought the Florida Marlins and sold his old team,
the Montreal Expos, to a group owned by the 29 other major league teams. This
was not a good arrangement, so at this point, the lords of baseball began
threatening to "contract" the Expos - folding the team. Since a 29-team league
would not be operable, a contraction plan would have had to kill off another
team - usually the Twins, although sometimes the Devil Rays, Marlins, Angels
(often including an A's move to Anaheim), or other teams. Fortunately,
contraction did not occur, as people realized that such a plan would be
devastating to the game of baseball.

The 2002 season was not high on parity; the Tigers, Brewers, and Devil Rays
each lost 106 games. The Oakland A's won an amazing 20 consecutive games in
August and early September, propelling them to an A.L. West title, even as
their division rivals won fewer games yet took home a World Series
championship.

Former slugger Ken Caminiti made the rather sensational claim that 50% of
major-leaguers used some form of performance-enhancing steroids. Soon
afterwards, the players' union finally agreed to begin drug testing programs.
The players even agreed to the new collective bargaining agreement without
going on strike, though not before a few threats from union chief Donald Fehr.

Several individuals reached significant milestones; Barry Bonds hit his 600th
home run, and Rafael Palmeiro his 500th, while shortstop Mike Bordick broke
fielding records. Some more unusual records were set as well. A record 62 home
runs were hit during the games played on July 2. On August 29, Mark Bellhorn
became the first player to homer from both sides of the plate in the same
inning. On September 3, Joaquin Benoit achieved a statistical oddity as he
recorded a seven-inning save - the longest in major league history. The next
day, another Ranger, Aaron Myette, started back-to-back games - extremely rare
nowadays.

In addition to Darryl Kile, notable baseball personalities who died during 2002
include Mike Darr, an active pitcher killed in a car crash before the season,
along with Jack Buck, Pete Gray, Ted Williams, Enos Slaughter, and Dave

McNally.

Now that I really think about it, that was a lot longer than I usually make
these segments. However, a season as eventful as 2002 deserves a long Comparing
to Reality segment.

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Version History   [VERSN]
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Date | Version | Size |
---------|---------|------|---
5-15-08 | 0.2 | 33KB | Began guide based on my All-Star Baseball template.
5-16-08 | 0.3 | 34KB | Completed Team Ratings section.
5-22-08 | 0.4 | 36KB | Did some stuff.
5-24-08 | 0.6 | 36KB | Completed Team Summaries.
5-26-08 | 0.7 | 36KB | Did a little.
5-27-08 | 0.8 | 36KB | Did some more.
5-28-08 | 1.0 | 38KB | Finished things up.
3-25-10 | 1.1 | 38KB | Completed updating.

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

Do include "All-Star Baseball" in the subject line.
Do send polite suggestions for ways to make this walkthrough better.
Do tell me about any errors or omissions you find in this guide.
Do send information about any glitches, tricks, or codes you discover.

Do ask any questions you have about All-Star Baseball 2003 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.

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Current list of VinnyVideo guides available on GameFAQs.com and Neoseeker.com:
F1 ROC: Race of Champions FAQ/Walkthrough
F1 ROC II: Race of Champions FAQ/Walkthrough
SimCity 3000 Walkthrough/Strategy Guide
Nigel Mansell's World Championship Racing FAQ/Walkthrough
Kyle Petty's No Fear Racing Strategy Guide/FAQ
Madden NFL '96 (SNES) Strategy Guide/FAQ
Madden NFL '98 (SNES) Strategy Guide/FAQ
Madden NFL '97 (SNES) Strategy Guide/FAQ
ESPN SpeedWorld (SNES) Strategy Guide/FAQ
The Oregon Trail: Fifth Edition (PC) FAQ/Walkthrough
The Legend of Zelda: Ocarina of Time Master Quest Low-Spoiler FAQ/Walkthrough
Off Road Challenge (N64) FAQ/Walkthrough
F-1 World Championship Edition (SNES) FAQ/Walkthrough
Donkey Kong 64 FAQ/Walkthrough
Where in America's Past is Carmen Sandiego FAQ/Walkthrough
Michael Andretti's Indy Car Challenge FAQ/Walkthrough
Mario Open Golf (Japan) FAQ/Walkthrough
Donkey Kong Country 2: Diddy's Kong Quest (SNES) FAQ/Walkthrough
MicroLeague Football 2: The Coach's Challenge Strategy Guide/FAQ
Scooby-Doo: Unmasked! (GBA) FAQ/Walkthrough
All-Star Baseball 2004 Strategy Guide/FAQ
BS Super Mario USA 2 FAQ/Walkthrough
BS Super Mario USA 1 FAQ/Walkthrough
BS Super Mario USA 3 FAQ/Walkthrough
BS Super Mario USA 4 FAQ/Walkthrough
All-Star Baseball 2003 Strategy Guide/FAQ
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Possible future guides:
Donkey Kong Country 2: Diddy's Kong Quest (GBA) FAQ/Walkthrough
The Legend of Zelda: Link's Awakening Low-Spoiler FAQ/Walkthrough
The Legend of Zelda: Ocarina of Time Low-Spoiler FAQ/Walkthrough
The Legend of Zelda: Twilight Princess (GCN) Low-Spoiler FAQ/Walkthrough
Madden NFL '95 (SNES) Strategy Guide/FAQ
Where in the World is Carmen Sandiego (PC) FAQ/Walkthrough

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