

Emoyan no 10-bai Pro Yakyuu FAQ

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----- [Emoyan no 10-bai Pro Yakyuu] -----
-----[by Ice Queen Zero]-----
-----[Nintendo Entertainment System]-----

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INTRODUCTION

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I have no idea what the programmer was thinking when they designed this game. The whole gameplay mechanism is beyond stupid like they expect the people who play this game to be mind readers. I might just right a review for this game too.

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DISCLAIMER

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For more guides by myself visit this link:
<http://www.gamefaqs.com/features/recognition/74803.html>

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CONTROLS

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Offense:

Press A to declare where you are going to swing the bat. When the ball gets near the plate, press A again to swing it. If you press A prior to the pitch then you will lay the bat out to attempt a bunt.

If you are on base, press B to attempt a steal while the pitch is in play.

Defense:

Press A to determine which area you want to pitch to then press A again and any direction to throw certain pitches: Curveball, fastball, slider, sinker, and slowball. Depending on the pitcher, the arrows will show.

Hold a button and press A to play to a desired base in correspondance with a direction. Right for first base, up for second base, left for third base and down for home plate.

Press Start to call timeout. Use this if yo want to send in a pitch hitter or a pinch runner or change pitches if on defense.

Press Select while on offense to determine the type of swing you want to use. Free, Regular, or Heavy.

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GAMEPLAY
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-At the start of the game, you can choose to start a fresh new game or you can continue the game where you left off if you have a game saved on your cart.

-There are six different teams to choose from: Daikons, G-Jans, Gappores, Waves, Smiles, and Tires.

-Once you choose your team, you can actually change the name of certain players as you feel like it. The menu choices are: Shinai (Accept) and Suru (Change). Most names are in Hirigana and some are in Katakana.

-Choose which game you want to play. There is the month and day. It will tell you which games are scheduled for that day including yours.

-After you chose a date, maneuver to the lower right to choose start. The two options to the left of "Start" are "Next month" and "Previous month" between April and August. If you choose a later date, you will simulate all games up to that date. Also noticable is the day of the week highlighted. Next, choose your pitcher.

-When it comes time to start the game you can choose to start outright, or you can choose to switch out a starter for someone on the bench, change players' positions or change batting order.

-The home team always start on defense and the opposing team always starts on offense.

-As the game progresses, you will see the batters hitting average for the day and how many pitches have been thrown by the current teacher.

-Be prepared for severe frustration as the gameplay mechanism is guaranteed to piss you off. For starters, on offense you will be batting in first person view and it's hectic. You have to predict where the ball is going to be thrown and hope you get a hit. If you get a hit, you will see stars. If you miss or decide to take a ball, you will see where the pitch went.

-As I played a little further, I notice a secret behind scoring hits. Notice the box where you set in the strike zone to get ready to take on the pitch. The key is to hopefully have the pitch ball strike within that zone which I'll refer to as the bat zone. Notice how some are small and narrow while others are wider. If you chose wisely, you will get a hit on the ball. Bear in mind that the one who bats ninth (pitcher) has an extremely small hit box. The opposing pitcher is most likely to throw balls against this guy.

-Once you get a hit, the frustration continues but it is moreso on defense than it is for offense as there is this weird isometric camera angle that is slanted severely. Luckily, your defense will attempt to field fly balls automatically.

-Throw three strikes and the batter is out. Four balls and the batter will go to first base automatically. The runners on base will advance automatically as well if the previous base at someone on it. So if first base is empty, there is no advancement. Get three outs to change sides.

-Getting hit by a pitches advances the batter to first base and any occupied

bases will advance the runner to the next available empty base including a run if it includes touching home plate.

-If the game is tied at the end of regulation, extra innings are played. The home team must take the lead to win the game or they will lose if they were behind at the start of the extra or last inning. However, since this game goes by Japanese rules, you will play up to three extra innings whereas a tied game after twelve innings results in a tie. Ties will not count against your win percentage.

-At the end of each game, the reporter will give the final words about the game and display the number of games each team played followed by how many wins they have, how many losses they have, winning percentage, and game out of first place the team is.

-There are a total of 144 games in the season but you can only simulate up to August 31st.

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ROSTERS

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Daikons

Kono	Kaaku	Ooniya	George
Komachi	Saitoma	Tonimura	Taihon
Nijimoto	Nakashima	Ochiaie	Kamawata
Suzamochi	Yoshinobi	Unyo	Animura
Yonemuri	Takamasa	Yasutomo	Komatsuza
Yamamote	Kabawata	Katahoka	Roto
Ueharu	Nakamura	Tachinami	Fuchioo
Kashimashi	Ooushi	Hikeno	Saitoko

G-Jans

Kuata	Ketori	Sugura	Kuromachi
Saikou	Masura	Shinojika	Haratatsu
Makiharuru	Mizono	Okazake	Kouono
Douda	Motomiya	Tsukue	Komanda
Katoo	Nakaho	Kawaai	Ruumin
Keda	Yamakora	Kufuou	Minuda
Garrison	Ariyata	Ogatta	Unoie
Hiruta	Natahaka	Uida	Shirohata

Gappores

Kitabepo	Kiyakawa	Akashiro	Osanui
Ounou	Uni	Nomuru	Nagashiya
Kawauchi	Kaabata	Chouda	Yamazaka
Nagatome	Dongou	Bayakawa	Ogaa
Shirotake	Kameishi	Masutaa	Nishira
Kawahima	Tatsukuwa	Koushin	Honmura
Kito	Uheda	London	Alele
Chida	Takahoshi	Harashin	Yaamada

Waves

Saitoa	Okamoru	Takigi	Ponta
Niiura	Ochimoto	Takamashi	Yashuki
Keppata	Ishikowa	Onono	Kattou

Nonmura	Aikowa	Tashira	Yamazake
Endoru	Shimezu	Chorushi	Bishibashi
Doimon	Tanishigi	Hiino	Katehira
Tanabi	Ichikowa	Murahoka	Miazato
Nakiyama	Hareba	Parcho	

Smiles

Mebana	Oke	Yaogashi	Tamashino
Tania	Nakumoto	Nakanushi	Suguura
Miyamoto	Kawasake	Sakurae	Ogara
Kattoo	Sakei	Yukeyama	Kuruyama
Ikel	Areki	Parrish	Hirosao
Ittoo	Davy	Nagashime	Araya
Takana	Yuno	Shibii	Wakamachi
Naiton	Hate	Sume	Takanin

Tires

Nakatto	Fukuna	Yosuda	Too
Itau	Sumitome	Shamada	Mayami
Ikida	Tooyami	Wade	Onno
Enomata	Watanabi	Hirate	Kanamoru
Shimoo	Okabi	Frider	Sanu
Ode	Kupo	Okade	Nakuno
Cow	Mikosebu	Yage	Kaniko
Nakanushi	Kiddo	Yamaaki	Tomaru

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CREDITS

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God almighty for he created everything you see before us.

Hector Playing Interface for making the game.

You for reading.

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CONTACT ME

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[at] = @ and [dot] = .

Don't want any email bots.

You can also find me at Zophar.net updating the emus on console so you can buzz me there if you have an account. <http://www.zophar.net/forums/member.php?u=2683>

Here is my Youtube account I share with my sisters.

<https://www.youtube.com/user/PurrfectTrio>

<https://www.youtube.com/user/PurrfectTunes>

Thank you for reading. Stay tuned for Somari, Famicom Yakyuuban and Kouishen

-Ice Queen Zero