

Super Real Baseball '88 FAQ

by Da Hui

Updated to v1.0 on Jan 23, 2017

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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:

<http://faqs.retronintendo.com>

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*Please Note - This entire FAQ/Walkthrough has been designed for easy access. This means that you can use your browser's search function to find any section immediately. Just bring it up by pressing ctrl+f and search for either the section name or the code to the right. You will go right to that section.

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- 1. - Rules of Baseball SRB01

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Baseball is played between two teams. The goal is to score more runs than the opposing team. At any given moment, only one team is on offense and one team is on defense. Each team has 9 innings with 3 outs in each inning to outscore their opponent.

There are multiple ways a batter can be called out:

- * Strike Out - Once the batter gets 3 strikes, he will be called out. A strike is when a batter swings and misses, fouls the ball outside of the lines, or the ball passes through the strike zone which is directly over the home plate.
- * Pop Out - When the batter hits the ball, if a fielding player catches the ball before it touches the ground, the batter will be out. This applies if the ball is caught in fair or foul territory.

* Tag Out - If the batter is touched by the ball while he is not on a base, he will be called out. He will also be called out if the fielding team touches the base the batter has to go to. This will always be when the fielding team beats the runner to first or in the case that there's multiple runners, and a runner has to run to the preceding base (ie, a runner is on first, the batting team hits the ball, the runner on first has to go to second because two players can not be on the same base and the batter who just hit the ball has to go to first.)

To score runs, a runner has to run around all the bases. There are a couple options to getting onto bases:

- * Hits - When batting, you want to hit the ball into fair territory which is a 90 degree angle that is straight in front of you. You will see a line that goes straight out to the left and to the right. In between those two lines is fair territory and outside of those lines is foul territory. Get onto base without getting out with one of the methods above.
- * Walks - If the pitcher throws 4 balls, which is 4 balls thrown outside the strike zone that the batter did not swing for. The batter gets to go freely to first base. If there is a runner at first, this will also cause that runner to advance as well. This only applies for when there is not a free base ahead. For example, if there is a runner on second but not first, the batter at second will not advance because there is not a runner at first to force him to advance.
- * Hit by Pitch - If the pitcher hits the batter with the ball, the batter gets to advance to first base for free. Similar to walks, this will force runners to advance if needed.
- * Home Runs - Home runs are simply hitting the ball into fair territory and above the wall in the outfield. This will cause all runners on bases to advance to home plate as well as the batter.

Running is the final key point. You cannot have two runners on one base. Therefore, if you have multiple runners, a runner may be forced to advance. However, if there is not a runner at a preceding base, you are allowed to have that runner run back to a previous base if that is the safer option. You also have to remain on a base on a pop out and retag it after the out before you can advance. This can be used as a sacrifice fly when you have a runner on third base and a batter hits it deep into the outfield. The runner on third base can wait on third until the fielder catches the ball and then run to home before the outfielder can throw the ball to home.

2. - How to Play SRB02

Game Modes

The main menu gives you three options:

- * 1P - Player vs AI
 - * 2P - Player vs Player
 - * WATCH - AI vs AI
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Batting

Batting is very difficult in Super Real Baseball 88. You will notice your batter starts with his bat half swung. At this point the controls are as follows:

- * D-Pad - Moves batter in batter box.
- * A - Swing rest of the way to be ready.
- * B - No Use
- * Start - Pause (Only works before pitcher pitches the ball.)
- * Select - No Use

The pitcher will throw the ball every 2-3 seconds whether you swing your bat to be ready or not. Once you get ready and the bat is behind your head, the controls will change.

- * D-Pad - Move Target
- * A - Swing
- * B - No Use
- * Start - Pause (Only works before pitcher pitches the ball.)
- * Select - No Use

You want to time your swing appropriately and watch where the ball is going. If the ball is not going over home plate, don't swing. It will be a ball, four balls will give you a free walk to first, and if you even are able to reach the ball with a swing, it won't be a good hit. The tricky part of this game is the target. You will see a blue target over home plate. When you're in the second stage of batting, you can move the target. Moving the target to where the ball is going will give you the best hit. Aiming a little high will cause the ball to ground forward. If aim a little low, you will pop it up. Aiming too far to one side will likely foul the ball. It's actually quite difficult to judge height with the target but judging the target left or right isn't too hard once you get the hang of the game. It's really just practice.

Running

Running the bases is just as important as hitting the ball as you will have to do it after every hit. Review the controls below:

- * D-Pad - Target Base
- * A - Return Runner to Base
- * B - Advance to Next Base
- * Start - No Use
- * Select - No Use

When hitting the ball, you want to advance as many bases as you can without getting tagged out. You want to target the appropriate bases when having a runner return or advance to a base. For example, if you have a player on first and want him to run to second, you have to hold up and press B. If a player is running from first to second and you want him to return because it's not safe, hold right and press A.

It's all a judgement call for when it's safe to advance or not and sometimes you will want to return players to a previous base. There will be times when you want one player to advance and the other to stay put as well. For example, if you have a runner on first and you hit the ball into deep right field, you may want to have the runner pass second and go to third but keep the batter on

first because the right fielder will have to throw the ball further to get to third, allowing the runner more time to reach it.

Pitching

There are two stages to pitching. The first is before you actually pitch. You can move left and right on the pitcher's mound and you will notice the rest of your field will adjust to the pitcher's movement. The goal is to get the batter out whether it's fielding him out or striking him out. Striking out a batter is always the safest option. However, you shouldn't always aim for the strike zone or the batter will catch on. Throw some balls to keep the batter on his toes. The controls for pitching are as follows:

- * D-Pad - Aim Pitch
- * A - Pitch
- * B - Fielding Mode (Meant to try to throw out runners)
- * Start - Pause
- * Select - No Use

Holding down while pitching will throw a fast ball and holding up while pitching will throw a change up. Holding left or right will curve the ball in that direction.

The height of your pitch is adjusted by tapping A. You will notice if you just press A once, that every pitch will be low and a ball. If you tap it a few times, it will aim the pitch higher which will put the ball in the strike zone.

Fielding

- * D-Pad - Move/Aim at Base
- * A - Pick Up Ball/Catch Ball Hit Towards Fielder/Throw
- * B - Baseman Catches the Ball Thrown by Another Fielder
- * Start - No Use
- * Select - No Use

Fielding feels off in this game. For one, the camera angle doesn't pull way out like every other baseball game you've played. The camera only move left and right from behind home plate. This can make fielding in the outfield very difficult, especially with the depth of field. You will also have to press A to pick up and catch the ball whenever it comes to a fielder. The game won't just pick up or catch the ball by itself for you so keep that in mind. You want to try to throw it to each person on base to tag a runner out, just be mindful you have to press B to catch the ball on the base.

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3. - Disclaimer

SRB03

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