

All-Star Baseball '99 FAQ/Strategy Guide

by VinnyVideo

Updated to v1.0 on Mar 6, 2010

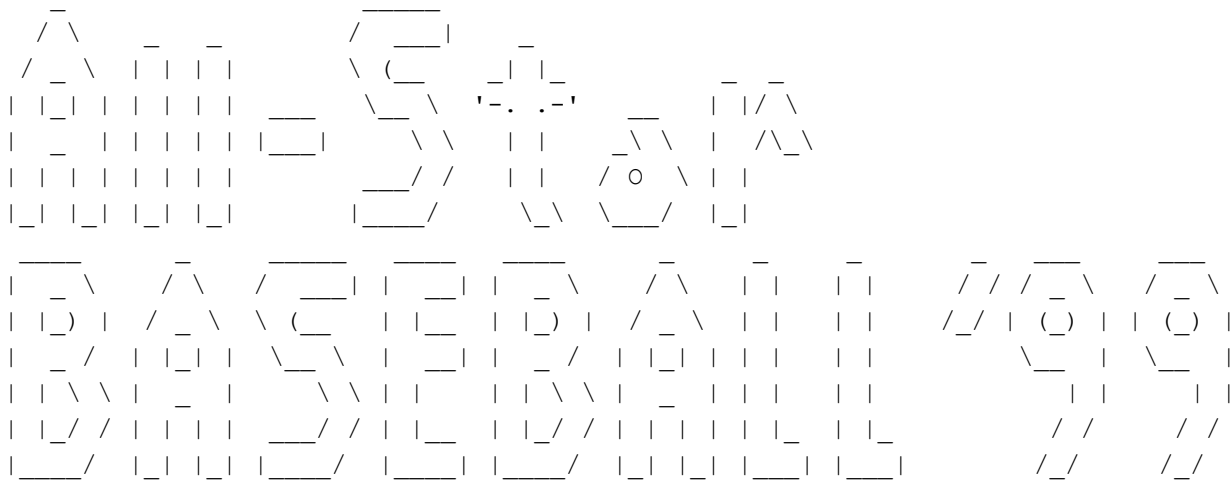


Table of Contents

[INTRO] Introduction
[MODES] Modes of Play
[CONTR] Controls
[TEAMS] Team Summaries
[STRAT] General Strategies
[CHEAT] Cheat Codes
[QUEST] Frequently Asked Questions
[REALL] Comparing to Reality
[VERSN] Version History
[COPYR] Copyright
[CONTC] Contact Information

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]

As usual, I'm writing a few guides for old baseball video games as the diamonds in real life begin heating up. You've probably realized by now that I've written a lot of guides for old baseball games. This one is a little different, because back in early 2008 I said I would write this guide, and it's 2010 as I write this. That's by far the longest hiatus I've ever had for one of my guides. Make any cynical comments you wish.

Anyway, All-Star Baseball '99 is one of the best baseball games for the Nintendo 64, although it's a small step down from ASB 2000 and 2001. The graphics are probably the best of any baseball game of its time. The ballparks look very realistic, and the player animations are pretty good. However, some things aren't as smooth as the later All-Star Baseball games, which used the Expansion Pak. Sound effects are good, but they're a notch below a PlayStation game. The announcers (John Sterling and Michael Kay) may get on your nerves; most of the lines don't sound like anything you'd ever hear a real announcer say. Later ASB games improve on the commentary department, however. The menu music is kind of annoying. Play control may take a little getting used to, and

certain plays (notably, bunts to the pitcher) seem awkward. Also, the hitting contact area is pretty small, so you'll be whiffing a lot at first. The batting cursor is smaller than the cursors in all the later All-Star Baseball games and doesn't let you tilt it so you can hit to a particular part of the field. Regardless, it doesn't take long to get the hang of this game. Two more big pluses: Your baserunners are smart enough not to get doubled off base every time you fly out, and the load times are short (especially compared to the PSX games). Beating the computer isn't very difficult, but there is some flexibility with variable difficulty levels, and you can of course make things tougher by using a weaker team or a less reliable pitcher. And, of course, playing a friend always makes things better. Overall, I think All-Star Baseball '99 is still quite a fun game, and if you don't care about the lack of current rosters, it might be worth a try.

=====
Modes of Play

[MODES]
=====

---MLB Play---

This has three options. Exhibition mode pits two teams of your choice against each other. You can determine things like the stadium and the time of day, and you can play two-player games or even watch the computer play itself.

Impossible matchups like Atlanta vs. Oakland in Cincinnati are possible - not that anyone would actually want to play at Cinergy Field.

New Season begins a season. While All-Star Baseball '99 lets you play 162-game campaigns based on the actual 1998 calendar, that might be a little bit too long for most players. That's why shorter schedules, like 28-game seasons, are also available for selection.

New Playoffs begins a new playoff series. Choose this if you want to head straight to the playoffs without going through a regular season.

---Home Run Derby---

All-Star Baseball '99's Home Run Derby mode is really fun. You're trying to hit as many home runs as possible in a low-pressure environment. You can select any player in the game to participate, but it's best to select sluggers like Mark McGwire, Sammy Sosa, and Ken Griffey Jr. Remember that if you don't like a pitch, you can take it and it won't cost an out.

---General Manager---

Here you can make player transactions and change lineups.

Trade Players makes trades between teams.

Create-a-Player lets you create a custom player - maybe a rookie who isn't in the game, a Cooperstown great, or even yourself! There are quite a few options for player creation, including skin color and stance, and you can also adjust every aspect of the player's abilities. You can create a 7'0, 100-pound beanpole or a 5'2, 250-pound lump if you want to, or you can give the guy a goatee or list his birthdate as 12/31/99 (born after the game was released). You can even list his home country as one of those baseball powerhouses of Vietnam or Singapore or let him throw spitballs.

Scouting Report shows detailed dossiers for every player in the game.

Player Draft is similar to a fantasy draft - every player in the game is dispersed into a pool of players, and each team is restocked round by round.

You can take control of as many or as few teams as you want. The first 25 players selected by each team will be part of the active roster, and the final 10 thereafter will make up the farm system. The computer selects players in extremely predictable fashion; most teams will start by selecting a 1B or 2B (occasionally a pitcher or catcher), followed by 3B-SS-LF-CF-RF-DH-pitcher. For this reason, it's smart to open the draft by picking a second baseman or third baseman, and then follow the order described above so you'll stay a step ahead of the majority of the computer-controlled teams. Once you get an RF, you should select a closer (which get scooped up pretty quickly) and then focus on starting pitching. The first base position is always very deep, so B-grade players will stay on the boards for an eternity. Middle relief also isn't a big priority. Remember that you may need to scroll down quite a bit to find a star player, since the players at each position aren't listed in order of ability. Keep in mind that after the draft is over, you may need to adjust each team's lineup and rotation, since the game's automatic lineups can usually be improved upon.

Roster Moves lets you sign free agents, call up players from the minor leagues, and manage the disabled list.

Set Lineup allows you to set each team's default starting lineup.

Set Rotation adjusts a team's starting rotation.

Reset Rosters undoes all roster moves you've made, reverting the game to the way it was when you first played it. Be careful before selecting this option!

Save saves all the roster moves and season progress to your Controller Pak. If you don't have an empty or semi-empty Controller Pak, you're out of luck.

---Controller Pak---

This lets you load modified rosters or a season in progress.

---Statistics---

This option lets you browse the complete statistics for every player in the game, courtesy of Stats Inc. All statistics are based on the 1997 season.

---Game Options---

These modify game settings. The most important option is the game style - Simulation or Arcade. Simulation play (the default) is designed to replicate real baseball, while in Arcade mode, pitches are easier to hit and games tend to be higher-scoring.

Many options affect conditions like time of day and wind. Some people find that it's a bit easier to hit at night because of better contrast.

Turn Pitch Aid off when humans are playing each other or when you want increased challenge (use the R button to redisplay the cursor when it's off). Ball Landing Target and Fielder Control make fielding easier or more difficult. You may want to experiment with different camera settings. And if you're playing on an unusual TV (especially an HDTV) or emulator - or if you want to make the commentators shut up - you might want to fiddle with the audio and video options.

You can also use the options menu to see the game's controller configuration or watch the credits.

---Enter Cheats---

This sounds interesting! "Enter Cheats" is where you can input passwords used to manipulate gameplay and do silly stuff. I explain this in greater depth in the "Cheats" section.

=====
Controls [CONTR]
=====

These are adapted from the advice given in the game.

---Before Pitch---

Batting

- A: Swing
- B: Toggle between contact and power swing
- C Buttons: Guess pitch type
- C Buttons + L/Z: Guess pitch type for arcade pitches (rarely useful)

Pitching

- A + Up/Down on Control Pad: Shift infield
- B + Up/Down/Left/Right on Control Stick: Shift outfield
- C Buttons: Throw respective pitch
- C Buttons + L/Z: Throw additional pitches in arcade mode

---Post-Pitch Selection---

Batting

- A: Swing
- B: Toggle between contact and power swing
- C-Down: Bunt (hold C-Left for power)
- C-Right: Steal runner on first
- C-Up: Steal runner on second
- C-Left: Steal runner third
- Z/L: Increase lead/steal all runners
- R: Return all runners

Pitching

- A: Throw pitch
- B: Pitchout/intentional ball
- C Buttons: Pickoff to respective base (C-Right = first base, etc.)
- Z/L: Catcher hold ball for pickoffs
- R: Display pitch target (when off)

---Ball in play---

Baserunning

- A: Slide
- A + Control Stick Left/Right: Slide left/right
- C Buttons + L/Z: Advance runner from respective base
- C Buttons + R: Return runner from respective base
- Z/L: Advance all runners
- R: Return all runners

Fielding

- A: Diving catch

B: Jump/wall catch
C-Down: Slide catch
C Buttons: Throw to respective base (C-Up = second base, etc.)
Z/L: Turbo; aggressive throws
R: Switch to closest player/cutoff throw

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

On game menus, the A button will select an option, and B will take you back to the previous screen. The L and R buttons often scroll through lists of teams, and C-Up displays a help screen that shows what each button does on a particular menu.

=====
Team Summaries

[TEAMS]

=====
Teams in this game are rated using a difficult-to-quantify bar graph system, so for this guide you'll have to be content with concise summaries of each team's strong points and weaknesses.

Anaheim Angels: While not quite playoff-caliber, the Angels have an above-average team. Tim Salmon, Jim Edmonds, and Garret Anderson are the key components of an OK lineup. Chuck Finley is a good starting pitcher, but otherwise the pitching isn't quite good enough.

Arizona Diamondbacks: The D-backs' first season in baseball wasn't particularly successful, considering they lost 97 games. However, the foundation is in place for much bigger things, and players like Jay Bell and Matt Williams are great assets. In All-Star Baseball '99, this is a decent team.

Atlanta Braves: Probably the second-best team in the game behind the Yankees. Chipper Jones, Andruw Jones, Javy Lopez, and Andres Galarraga all topped 30 homers, and Greg Maddux, Tom Glavine, John Smoltz, Denny Neagle, and Kevin Millwood make up one of the best pitching rotations of the decade. Relief pitching is also in good hands.

Baltimore Orioles: The Orioles entered 1998 as American League champions and favorites to make another World Series. However, the O's underachieved badly, even with stars like Rafael Palmeiro, Roberto Alomar, Cal Ripken Jr., and Brady Anderson in the lineup. The biggest problem is that the pitching is quite shaky after Mike Mussina. One good thing: Baltimore's aging gloves are among the best fielders in the game.

Boston Red Sox: Mo Vaughn contributes great power and a magnificent batting average, and Nomar Garciaparra has a scrumptious blend of power and speed. Even with Pedro Martinez leading the rotation and Tom Gordon racking up saves, the pitching still isn't as good as the Yankees'.

Chicago Cubs: An average team in All-Star Baseball '99, but the Cubbies managed to reach the playoffs on the shoulders of Sammy Sosa's magical year. The Cubs are too dependent on Sosa and Mark Grace for offensive production, and the pitching is not very good. Also, there's no speed whatsoever.

Chicago White Sox: Albert Belle is one of the best sluggers in the game, and Frank Thomas is among the best designated hitters. Unfortunately, the awful pitching keeps this team from being anything more than an average ballclub.

Cincinnati Reds: Not a great team, but not the worst. Barry Larkin is an elite

contact hitter, but basically there's little in the way of big names or star power on either offense or defense. Good closer, though.

Cleveland Indians: Again on top of the A.L. Central, the 1997 American League pennant winners boast one of the best leadoff men in Kenny Lofton and a number of excellent power hitters, including Jim Thome, Manny Ramirez, and Brian Giles (who should be the starting left fielder, pushing Dave Justice to DH). Unfortunately, while the bullpen was pretty good, the rotation consisted mostly of inexperienced or injured pitchers.

Colorado Rockies: The Rockies are one of the better teams in the game, even though their real 1998 season was a disappointment. The Rockies' lineup is a murderers' row that puts up astronomical batting averages and huge homer totals. Never mind the fact that their rotation is horrible and that there are some pretty iffy fielders on this team.

Detroit Tigers: The Tigers' first season in the A.L. Central saw them lose 97 games, earning them last place. Tony Clark and Bobby Higginson are promising hitters, but the lineup is stocked with too many automatic outs like Raul Casanova and Bip Roberts, and there's little to like about the Tigers' pitching.

Florida Marlins: An absolutely terrible club in 1998, losing a whopping 108 games despite winning the World Series the previous year. They're not great in All-Star Baseball '99, either, with horrible pitching and weak offense. A few of their '97 stars, like Gary Sheffield and Bobby Bonilla, are still with the team; most of them were traded away early in the season. The Marlins rebuilt with talented young prospects who formed the core of their 2003 World Series champions and are important contributors on other teams today.

Houston Astros: The lineup is populated with quick feet, especially prolific basepath bandit Craig Biggio. Jeff Bagwell is the team's best slugger. Shane Reynolds, Mike Hampton, Jose Lima, and Sean Bergman make up a pitching rotation that was, for a short time, one of the best in baseball, although they're not rated very highly in this game.

Kansas City Royals: The Royals lost 89 games, but they managed to finish third in a weak division. Jeff Conine is the team's best hitter overall, although Jeff King and Dean Palmer racked up a surprising number of dingers. K.C. has too many low batting averages, and the pitching is terrible.

Los Angeles Dodgers: The Dodgers have a decent but unremarkable team that lacked a certain degree of chemistry and cohesion. Changing managers in midstream didn't help. Still, Mike Piazza, Eric Karros, and Raul Mondesi provide some power, and Eric Young is a quality leadoff hitter. The pitching is among the best in the National League, even with its injury issues.

Milwaukee Brewers: The Brewers' first season in the National League met with little success, as usual. Jeromy Burnitz is the main offensive weapon, while the pitching staff is a hodgepodge of mediocrity.

Minnesota Twins: The Twins' lineup is pretty puny, although many players on this team - namely, David Ortiz - later developed into stars. For now, though, the Twins don't have much to offer, except for moderately effective starting pitcher Brad Radke and a serviceable bullpen.

Montreal Expos: Easily the weakest team in All-Star Baseball '99, and one of the worst teams in real baseball in 1998. It's hard to find much to like about this team, as Vladimir Guerrero's breakout year was a bit of a surprise and isn't reflected in the game's stats. Even the fielding is awful. The best thing

the Expos have going for them is closer Ugueth U. Urbina, but he won't have many games to close.

New York Mets: Bobby Valentine's Mets stayed in the playoff hunt all season but missed out on the postseason. John Olerud put up decent power and a splendid batting average of .354, but otherwise the lineup isn't that great. However, the Al Leiter-led pitching staff is strong, and John Franco is a lights-out closer.

New York Yankees: With the possible exception of the Braves, the Yankees are the best team in the game. There's no shortage of players who can drive in runs and hit the ball out of the park, and there's also have an abundance of speed. And with the best starting pitching and defense in the American League, it's not surprising this team won an amazing 114 games.

Oakland A's: Not a whole lot to like about this team. 39-year-old Rickey Henderson led the majors in steals, and Jason Giambi and Matt Stairs supply power. The pitching staff, however, is a glaring weakness, especially once you get past ace Kenny Rogers.

Philadelphia Phillies: Just a mediocre team. Scott Rolen and Bobby Abreu supply a nice combination of power and speed, and Doug Glanville maxes out the team's Speed rating. However, there's little power, and the pitching is pretty suspect when someone not named Curt Schilling is on the hill.

Pittsburgh Pirates: The Pirates led the N.L. Central for much of 1997 on an extremely tight purse, but by 1998 Pittsburgh was seeing more typical bad baseball. Jason Kendall is a durable contact hitter, and the quality pitching and reasonable speed will keep the Pirates alive.

St. Louis Cardinals: Even though Mark McGwire set a new home run record (albeit with possible asterisks) in 1998, and Ray Lankford and Brian Jordan had career years, the Cardinals are barely a .500 team because of their patchwork pitching staff (which is slightly better in All-Star Baseball '99 than in real life).

San Diego Padres: The Padres were the surprise National League champions, although the team didn't stay intact for much longer. Tony Gwynn is one of the best contact hitters in the game, even at age 38, and Greg Vaughn hit 50 home runs. Kevin Brown and Andy Ashby give the Padres a superb top of the rotation, and Trevor Hoffman is one of the best closers around. Middle relief is a question mark, however.

San Francisco Giants: The Giants missed out on the playoffs after losing to the Cubs in a one-game playoff. The offense relies heavily on Barry Bonds and Jeff Kent, and their rotation is merely average. The Giants boast one of the deepest benches in the game.

Seattle Mariners: The Mariners are one of the best teams in All-Star Baseball '99, but they faltered to a 76-85 record in real life. Ken Griffey Jr. and Alex Rodriguez are menaces to pitchers and are also threats on the basepaths, but after Randy Johnson, the pitching is suspect, particularly in relief.

Tampa Bay Devil Rays: The Devil Rays entered Major League Baseball with little success, losing 99 games, a number similar to most of their future loss totals. The offense rests entirely on the aging legs of Fred McGriff and Wade Boggs. In the actual 1998 season, the Rays' pitching wasn't too horrible, especially in relief, but All-Star Baseball gives their hurlers low grades.

Texas Rangers: The Rangers again finished on top of the A.L. West, with great hitting from Juan Gonzalez, Rusty Greer, and Ivan Rodriguez, and little to

speaking in terms of pitching.

Toronto Blue Jays: Mucho speed! The Blue Jays stole 184 bases in 1998, easily the most in the big leagues. Carlos Delgado, Jose Canseco, and Shawn Green supply plenty of power, and Roger Clemens and 1996 Cy Young winner Pat Hentgen lead a capable pitching staff.

American League All-Stars: The best team in the game.

National League All-Stars: The senior circuit's best have slightly more power than the American League All-Stars, but overall they're slightly weaker than the A.L. because of less reliable pitching.

=====
General Strategies

[STRAT]
=====

---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. Usually it's best to aim a little below the ball.

* At the plate, don't try to chase bad pitches that are well outside the strike zone.

* If you're hitting for power and aim just a little above the ball, you'll hit a hard line drive. Aim a bit under the ball to hit a higher ball, perhaps increasing the chances of a sacrifice fly. The same applies to hitting left or right of the ball if you want to push or pull the ball.

* If you think a pitcher will be throwing a particular pitch, press the corresponding C-Button before the pitch to "guess" that the pitcher will throw that particular pitch. If you guess correctly, your odds of hitting the ball will increase. If the pitcher throws something else, though, you might want to take the pitch. This is useful on certain counts; for example, you're likely to see a heater on a 2-0 count.

* Every hitter in the game has strong and weak spots of the plate. Your batter's contact area will be larger near the red portions of the box and smaller in blue areas. Keep this in mind if you're pitching, too.

* With practice, you can bunt well. Hold C-Down and use the Control Stick to angle the cursor so you'll hit the ball strongly toward the third base foul line. Use Up or Down on the Control Stick to raise or lower your bat to hit the ball; it's easy to make contact when bunting. Usually, and especially when bunting for a hit, you'll want to hold C-Left for a harder bunt. And on sacrifice bunts, it's a good idea to increase the runners' leads before you bunt. Lastly, remember that bunting is most effective with players who have high Bunting and Speed ratings.

* Use pinch-hitting to your advantage, especially when a tired pitcher is at the plate. But don't pinch-hit for an effective, energized pitcher.

* Be willing to take pitches. The computer will walk people on occasion, and swinging at the first pitch all the time is a great way to keep the opposing pitcher fresh. Moreover, whenever a new pitcher comes in, be patient so you can see what kind of "stuff" he has.

---Pitching---

* In All-Star Baseball, your pitching will be most effective if you aim for the corners of the strike zone. Even if the corners of the zone turn red, you can nail the corner for a strike. Unlike real umpires (who can be quite

inconsistent, especially in 1998), the game's strike zone never changes. Remember that you can aim closer to the corners if you have a fresh pitcher with good control.

- * 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.

- * If you're ahead in the count (like 0-2), throw a tempting pitch at the edge of the strike zone or a weak pitch 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).

- * Against human players, fastballs tend to be easier to hit than breaking balls.

- * Fastballs tend to have the best velocity when thrown high in the zone.

- * When pitching to an opposing pitcher, just blow by him with a few sizzlers. Against a human, though, pitchers can hit slightly more effectively.

- * Batters' vertical strike zones vary depending on stance; a player with a very erect stance (like Gary Gaetti) will have a bigger zone than someone who's more compact, like Quilvio Veras.

- * A pitcher's energy level is shown on the meter below the pitch selection dialog. If the meter drops into the orange region, be ready to warm someone up if your current pitcher gets into trouble. And when it starts flashing, you're going to see a rapid drop in performance and risk wild pitches and hit batsmen.

- * Remember that you have to warm a pitcher up in the bullpen before making a pitching change.

- * And yes, in arcade play (or if you create a custom player), you can throw the prohibited spitball with some pitchers. And it does work.

---Fielding---

- * In this game, fielding can be tough. You may want to use the auto-fielding option when you're starting out. However, even the computer seems to have trouble with dribblers and bunts to the pitcher.

- * If you're fielding manually, you'll need to start moving outfielders to the ball's landing area the instant the ball is hit. Assisted fielding gives you more leeway.

- * Bring the infield in (check the Controls section) if you think the opposition is planning to bunt. If you're an advanced player, 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.

- * If you throw the ball back and forth between second and home, computer runners will eventually take off for an extra base, making them an easy out.

---Other Game Notes---

- * Use the "Controllers" option on the in-game pause menu to change the team you're controlling. The other options should be self-explanatory.

- * I've seen several hit batters and wild pitches years ago, but as far as I know, the game doesn't have balks, catcher's interference, or other rare events. And, of course, there aren't rain delays, bench-clearing brawls, or mound conferences.

- * Some things in this game aren't realistic; many pitchers throw slightly harder than they would in real life. Also, home runs are often a bit longer than they would really be.

* Wrigley Field's standings flags seem to indicate only two divisions instead of three (no team flags on the middle pole).

=====
Cheat Codes

[CHEAT]
=====

Here are some passwords you can enter on the cheat entry prompt:

ABBTNCSTLO	Fat-Skinny Mode
ATEMYBUIK	Let the Abductions Begin (Unlocks Alienapolis Park, where the home players are green)
BBNSTRDS	Big Ball Mode
GOTHELIUM	Big Head Mode
GRTBLSFDST	Ball Trail Mode
PRPPAPLYR	Paperman Mode

Some codes can be entered from the pause menu:

- * Ball Trail Mode: Hold Z and press B, C-Left, C-Up, C-Right, C-Down, B, A, C-Left, C-Left
- * Big Ball Mode: Hold Z and press C-Left, A, C-Right, C-Down, B, A, C-Left, C-Left
- * Paperman Mode: Hold Z and press C-Up, C-Right, A, C-Right, A, C-Down, C-Down, C-Up, C-Up, C-Down
- * Big Head Mode: Hold Z and press C-Up, C-Right, A, C-Left, C-Left, B, C-Up, C-Left, C-Left

If you hit one of the "Win a Lizard" signs (like at Kauffman Stadium) in an exhibition game, all of your players will turn into lizards.

At the Title Screen, press R, A, Z, R, C-Right, A, and B to see the credits.

=====
Frequently Asked Questions

[QUEST]
=====

Q: How should I arrange my batting order?

A: The game provides default lineups, but if you change this lineup (and you probably will sometimes), you'll want to change the order.

- * Your leadoff man should hit for high average and be able to steal bases.
- * Your #2 hitter should be able to hit .300 and move runners over. Speed is also an asset.
- * The third spot should be occupied by your best overall hitter.
- * Your cleanup hitter should hit the ball out of the park a lot.
- * #5 batters should have power. Often someone who whiffs a lot.
- * Your sixth spot is often filled by someone who can drive people in but doesn't have a high batting average.
- * The seven hole is frequently a catcher or other relatively light hitter.
- * Your #8 hitter is usually your least reliable hitter.
- * The #9 spot almost universally goes to a pitcher in the National League. If you have a DH, this is usually a speedy guy with a mediocre batting average.

Q: How accurate are the rosters in this game?

A: I think the game's rosters were finalized at the start of spring training, so they're pretty good. But that's not to say that some things changed between the start of spring training and Opening Day. And, of course, lots of trades, signings, and other roster moves occurred during the 1998 season. I don't include a section about trades you can make to update your favorite teams, since some people might prefer rosters to look the way they looked in spring training, on Opening Day, or on the last day of the season. If you want to

tweak the rosters, try Baseball-Reference.com or other sites for 1998 stats. And if realism doesn't matter, feel free to make moves that never occurred at all in real life - trade Derek Jeter for Greg Maddux if it suits your fancy.

Q: What players on the free agents list played in the big leagues in 1998?

A: Here's the list, along with their respective teams:

Yorkis Perez - PHI

Tony Phillips - TOR/NYM

Jerome Walton - TB

Also, many rookies from 1998 aren't on the 25-man rosters or even in the farm system; one such example is National League Rookie of the Year Kerry Wood. Another such player is Carlos Beltran, who had a cup of tea in Kansas City.

Q: Do roster moves change the team ratings displayed on the team selection screens?

A: No, although they can certainly change the quality and chemistry of the teams.

Q: Why is Oriole Park at Camden Yards called "Baltimore" on the stadium selection screen while all of the other stadiums' names are used?

A: I don't know, although this seems to be the case in other baseball games made in 1998 and 1999. I think it has something to do with a controversy about what the stadium's name was supposed to be - the full "Oriole Park at Camden Yards" was sort of a compromise between "Oriole Park" and "Camden Yards."

Q: Should I hit for contact or power?

A: As a batter, you can press the B button to choose between the two. There are many factors when deciding. If your batter is Wade Boggs or Tom Goodwin, you'll have a massive contact zone and a tiny power zone, so using a power hit with them is stupid. If you're using a well-rounded hitter like Chipper Jones, you'll probably want to use a power hit if runners are on base. If you're using a lousy contact hitter who has some power, like Greg Vaughn, power is usually the way to go. 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 makes power more useful; empty bases is usually a more desirable condition for contact.

Q: What are the differences between the difficulty levels?

A: The main difference is the size of the contact areas and the quality of the AI. On Rookie difficulty, the hitting contact area is much larger than it is on the Veteran or All-Star levels. Also, the computer pitcher is a little trickier on higher difficulties.

Q: How do I change the difficulty level?

A: Use Up or Down on the Control Stick on the controllers screen before the game.

Q: Does anything special happen if I pitch a no-hitter?

A: No. Sorry.

Q: What's your favorite advertisement in the game?

A: "Nagle's Fabric Softener - Win a Helicopter." Other memorable signs include "Drink Tre-Z - Win a Lizard," "Crummack's X-terminators," "Thyssen Diet Cherry Soda, and, on the scoreboard, "Margaret will you marry me?" It should be noted that Margaret's name is sometimes substituted by Melinda, so perhaps one of the players is a potential polygamist.

Q: How many guides have you written?

A: Depending on what you count, this is #74! To see the complete, current list, visit www.gamefaqs.com/features/recognition/74793.html.

=====
Comparing to Reality

[REALL]

=====
1998 was the best major league season in recent years, and is often considered among the best ever. The season will be remembered most for the home run chase, with Mark McGwire and Sammy Sosa both breaking Roger Maris's 37-year-old home run record. McGwire ended up shattering the record with 70 home runs. Unfortunately, more recent events have shed light on some of the less pleasant details of McGwire's success (his admitted use of Andro and anabolic steroids).

The New York Yankees cruised to the World Series, easily sweeping the surprising San Diego Padres. The Yankees' season remains the second-winningest ever, going 114-48.

Other notable individual feats include the perfect game for David Wells, as well as Cubs rookie Kerry Wood striking out 20 Astros in May. Phillies pitcher Curt Schilling struck out an amazing 300 batters during the course of the season. Cal Ripken Jr. ended his consecutive game streak at 2,633.

As for events that took place off the field, Bud Selig "officially" became commissioner after shedding the interim label.

=====
Version History

[VERSN]

=====
Date | Version | Size |
-----|-----|-----|-----
3- 9-08 | 0.1 | 10KB | Began guide.
3-11-08 | 0.2 | 12KB | Did some stuff.
4-22-08 | 0.25 | 12KB | Made a couple of small adjustments.
2-23-10 | 0.5 | 36KB | Revived work on the guide after a two-year layoff.
2-24-10 | 0.85 | 37KB | Finished team summaries and did some other stuff.
2-25-10 | 0.95 | 38KB | Finished proofreading.
2-28-10 | 1.0 | 39KB | Added Cheats.
=====

=====
Copyright

[COPYR]

=====
(c) 2008-2010 Vinny Hamilton. All rights reserved.
=====

All copyrights mentioned in this guide are property of their respective holders.

- * You can print this guide out for your personal use.
- * You can download this guide to your computer for your personal use.
- * You can post this guide on your Web site as long as you give proper credit AND you don't change a single letter, number, or symbol (not even an tilde).
- * Remember that the latest version will always be available at GameFAQs.com, but don't count on there being frequent (if any) updates.
- * You can translate this guide into a foreign language (British, Southern, Australian, and New Yorker are not considered foreign languages) as long as you ask permission first.
- * You can't post this guide on your Web site and then say you wrote the guide yourself.
- * You can't post this guide on Web sites that contain (or have links to sites

that contain) explicit depictions of unclothed humans (also known as pornography), racism, gambling, or flattery of totalitarian regimes.

* You can't post this guide on your Web site if you're going to change anything in this guide that took me so many hours to write.

If you don't comply with these guidelines, your hard drive will be reformatted inexplicably and you will suffer from constipation for the rest of your life. Heed this warning.

=====
Contact Information

[CONTC]
=====

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 "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 in this game.
- * Do ask any questions you have about All-Star Baseball '99 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... Always get in your five fruits and veggies. No one's likely to read this, though.

For Martin Luther King