Super R.B.I. Baseball FAQ/Walkthrough

by VinnyVideo   Updated to v1.11 on May 2, 2009

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name of the section you're looking for - like [CONTC] for the Contact
Information.

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===============================================================================
Introduction                                                           [INTRO]
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I guess I'm now officially addicted to writing guides for Super NES baseball
games. This is my fifth such guide in the last month! I know this is beginning
to sound psychotic, but I like writing guides for games that lack walkthroughs.
Plus, once you've written this many baseball guides, you can reuse sizable
chunks of the previous guides in your new guides, since many elements of the
games overlap with one another. And best of all, I conclude this guide with my
most shocking dedication yet! 99.9% of you won't know what I'm talking about,
but who cares when you can feel so shocking?

Anyway, frankly, I don't think Super RBI Baseball is a very good game. The
clunky graphics are as bad as those of a 1992 Super NES game - and this was
made in 1995. Even with the various batter stances and stadium details (Wrigley
Field's ivy, Fenway Park's Big Green Monster, Kauffman Stadium's fountain, Shea
Stadium's Big Apple, etc.), the graphics are lousy overall. Sounds are so-so.

The ubiquitous ballpark organ songs in this game sound pretty good, as do the national anthems (they even remembered Canada's), but there's no music at all on the menus. The bats sound pretty good, and the announcer voice is better than most. The umpire boasts a distinct Homer Simpson feel (and not just in his voice, which reeks of cluelessness and ineptitude). The controls can sometimes be awkward, and pressing Y to swing the bat is unconventional yet tolerable. Gameplay isn't that great. The camera is too zoomed-in on pop flies for fielding to feel right. Meanwhile, batting can be way too easy, thanks to the ease of sacrifice bunting. Another complaint is that the umpire is often way too generous on checked swings. The game has names of actual players of the time, although official team nicknames aren't used. They get most of the players' skin colors right. Game statistics aren't as deep as many games of its time. The inclusion of a small number of classic teams is a nice touch, and NES veterans might feel a little nostalgic about the RBI Baseball name. Overall, I don't think this is a great baseball game, even by Super NES standards. But two-player play makes everything better, and I guess the game isn't too bad considering a lot of people didn't think there was going to be a 1995 baseball season.

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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---
START: Pause game/call time

---Hitting---
Control Pad Left/Right/Up/Down: Change hitter's position in batting box
Y: Swing the bat
B: Bunt
L: Hold to increase baserunners' jump off the bag
R: Hold to return baserunners to a safer position

---Pitching---
Control Pad Left/Right: Change pitcher's position on mound
Y: Throw pitch; Down for fastball, Up for sinker, Left/Right during pitch for
   curve
A + Control Pad: Throw over to corresponding base (A + Down doesn't work)

---Fielding---
Control Pad: Move selected fielder
A: Jump
B: Dive
Y: Throw to first base
Y + Control Pad: Throw to corresponding base (Up = second base, etc.)

---Baserunning---
L + Control Pad: Advance to corresponding base (L + Up to go from first base to
   second, for example)
R + Control Pad: Retreat from corresponding base (R + Up to go back to second
   when between second and third)

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

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Modes of Play                                                          [MODES]
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The game selection screen in this game is pretty confusing, but there are quite
a few different ways to play. Press Y or A to scroll through each option, and
START to begin your game.

---Game Type---
This lets you choose between the various modes of play:

~~~Play Ball~~~
Choose this option once you've selected all the options and are ready to hit
the diamond.

~~~Home Run Derby~~~
In Home Run Derby, you can control any player in the game and try to hit as
many balls out of the park as possible. You can even choose the speed of the
pitches!

~~~Game Breakers~~~
One of the more interesting features in this game, Game Breakers puts two teams
of your choice in one of various game situations, often trying to come from
behind or maintain a lead in a tight game. It's pretty cool.

~~~Create Teams~~~
This lets you copy players from other teams (including the classic teams) to
the team of your choice. Press Y to highlight a player to trade, and B to
change between teams. The Control Pad changes the current "source" team.

~~~Sound Test~~~
Use this feature to listen to all 45 of the sound effects and songs in the
game.

~~~Stadium Tour~~~
This lets you take a tour of every venue in the game. Press B or Y to cycle
through the various stadiums, and use the Control Pad to move the camera around
the park.

~~~View Teams~~~
This feature shows detailed statistics for each team in the game. Press Up or
Down on the Control Pad to scroll through the teams, and press Y to toggle
between hitting and pitching stats.

~~~Practice Defense~~~
Great for beginners, this mode places the ball on a tee. When you press Y, the
ball will go into play, and it'll be up to you to field the ball cleanly. Try
this mode the first time you play so you can get used to the defense.

---Play---
This option applies only to "Play Ball" mode. Single Game matches up the teams
of your choice in one game, while Best of Seven pits two teams against each
other in a World Series-style elimination series. In League mode, the team of
your choice will face all the teams in your league (including your own team) in
order, while All Teams includes teams from both leagues. In multi-game modes,
you'll receive a password after each game, allowing you to resume at a later
time.

---Players---
This option decides whether you're playing the computer or a friend. You can

also watch the computer play a game against itself. This option also determines
which side is home or away; the first side listed is the visitor (for example,
Human vs. Comp. means you're the away team).

---Difficulty---
There are three difficulty levels in this game. On the Easy level, a red X will
indicate the landing spot for fly balls, and the computer pitcher won't throw
curveballs. On Medium mode, the red X will be abolished, and the computer will
start throwing curves. And on the Hard difficulty, the computer learns how to
throw sinkers. Actually, there isn't a huge difference between Medium and Hard.
The step up from Easy to Medium, however, is noticeable.

---Music---
This turns in-game music on or off.

---Password---
When Password is set to On, you'll be prompted to enter a password when you
begin your next game. Whenever you get a password, be sure to write it down
carefully so you can resume play at a later time.

---Defense---
This option determines how much control the computer will exert over your
fielders. In Manual mode, the fielders will never move unless you make them.
Assisted mode moves the fielders in the general direction of the ball, but
you'll have to make the final move yourself. And in Automatic mode, the
computer does everything except throw the ball. Experiment with different
settings and see what you like best.

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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, to a lesser extent, third base) works pretty
reliably if you get a good jump and have a speedy runner. To steal a base, just
hold L before the pitch to increase your runner's jump, and if you do this long
enough, you'll take off running. Use the Control Pad to select the desired base
if you just want one runner to steal. If the pitcher throws a fastball or you
think you're going to be called out, just press R and Right on the Control Pad
to return to first or the applicable base.

One of the most important aspects of baserunning in this game deals with fly
outs and line outs. As soon as the ball is hit on force plays, the computer
sends all of your runners toward the next base. However, if the ball is caught,
your runners can be doubled off if you don't return them to their original
bases. Use R and the respective Control Pad directions to turn back just before
the ball is caught. If you reverse too late, you'll be doubled off, but if
you're too quick to turn back and the ball is dropped, you'll miss the chance
for extra bases and could get thrown out heading to the next base. Of course,
you can throw caution to the wind when there are two outs.

I wouldn't try to get extra bases through sacrifice flies unless the runners stayed at their base as the outfielder caught the ball.

Don't go for the extra base unless you're sure you can do it. If the opponent's throw is good, you can simply turn back to your previous base, and you won't get caught in a rundown. Do bear in mind that the outfielders have pretty good arms, and on close plays the loser is typically the runner. Doubles in this game are pretty rare, and I've never successfully hit a triple.

-----------------------------------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. Fielders don't always position themselves properly automatically in Assisted fielding mode, so you have to figure out which plays you have to move the fielders yourself on. It's often best to stay fairly deep on infield hits. Also remember that fielders can't move when they're standing on a base.

Two strategies can make certain plays easier. One is jumping (press A), which helps you reach balls over your head and can be useful when catching balls against the wall. The other special move, diving (B), is helpful for reaching balls that are far from the nearest fielder. Remember that you can only dive sideways; never forward or backwards.

To make catching outfield flies easier, watch the ball's flight on the radar from the moment it leaves the bat.

I know this is frustrating, but pitchers can never pick up a fielded ball in this game. I don't know why either.

Errors occur randomly, but they're pretty rare. I think they occur a little more frequently if you play someone out of position.

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. Similarly, you can often throw out the batter on a hard hit to right field (the rare 9-3 play), and it's often possible to double runners off on fly outs.

Another play that deserves special consideration is the dribbler to the first baseman; you must wait for the pitcher to cover first base to get the runner out; you can't throw to first for a while, since it takes a while for pitcher to cover the bag. If you throw too quickly, you're sure to make a dreadful error. And the game doesn't let your first baseman run to the base to make the play.

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

The computer doesn't throw many balls (walks are virtually nonexistent). The CPU is pretty good about mixing up different speeds and movements on the higher difficulty levels, so you're going to strike out sometimes. That's why bunting (more on that later) is so great. Don't be afraid to swing at the occasional iffy pitch, since the umpire is pretty generous with checked swings on balls.

Some patience is good, however, because the computer pitchers often hit you with pitches - an easy yet painful way to get a free base. HBPs, by the way, are counted as walks on the scoreboard.

Moving up and down in the batter's box doesn't make much difference, so I usually stay near the middle and shift left or right in response to the opposing pitcher's movements; if he's on the left side of the mound, you should move left in the batter's box.

Success with bunting for a hit is kind of iffy, but it can yield great results if you have a runner with a speed rating of 6 or better. Sacrifice bunting is a different story; the computer will usually try to throw out the lead runner (or whoever's trying to take second), but if the runners are fast and get a good lead, everyone (including the batter) will be safe. Once you have a runner or two on, a succession of sacrifice bunts is the best way to ensure a big inning. Don't get too big a lead for your runners too early, or they'll steal, and that's not what we're trying to do. Squeeze bunts are wonderful, too, but think twice when bunting with a count of two strikes. Also, keep in mind that a very small percentage of bunts will be tipped and caught by the catcher for an out.

I know this sounds nuts, but it's possible to gain extra bases on a bunt. Seriously. Let's say runners are on first and second. Both have a good jump and you lay down a good bunt. The pitcher takes the bunt and throws to second (as the computer usually does). The bases are loaded for this brief instant. Everyone is safe. Then send the man on third toward home, and a split-second later send everyone toward the next base. Usually the 2B will throw home, and the catcher will immediately throw toward second (idiotically!). Then retreat the runner to first, and two runners have advanced two bases on what was supposed to be a sacrifice bunt. This trick takes practice, but it's lots of fun!

It's hard to hit home runs in this game, so your best approach is to get a couple of runners on base with singles and doubles and then bunt away.

Pitchers in this game are terrible at hitting the ball - they'll strike out or ground out almost every time. Bunting, though, works great. Pitchers bunt as well as anyone else, and they've got better speed than many field players, so sometimes you can even bunt for a hit when no one is on base.

Hit-and-run plays are not recommended because of the risk of runners getting doubled off.

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

In this game, any player can play any position, so feel free to swap weak hitters for a bench player with a spiffier bat. The differences among hitters isn't huge, but someone like Albert Belle for the Indians has a much better chance of hitting the ball out of the park than a pitcher. 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 system). Many teams' lineups make no sense, like the Cubs', so significant changes are recommended (Mark Grace ain't no #8 hitter).

Even the best managers disagree on the best way to set up a batting order. The default lineups for many teams 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. Speed is pretty important in this game, since a fast player can steal bases, reach base on bunts, and beat out infield hits.

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.

The game won't let you start a pitcher every day in league play; he'll require three days' rest before he can return to the mound. Every pitcher in your rotation will have a turn before he can start again.

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.

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

In Super RBI Baseball, the best way to pitch, especially against the computer, is by switching between sides of the mound after every pitch, and throwing balls that curve to the opposite side of the plate. Be careful when throwing slow pitches that curve inside; these often hit batters, giving your opponent a base the easy (yet painful) way. Remember that the computer will often swing at terrible pitches. Also, when you're playing a real person, you'd be wise to throw some balls to keep opponents on their toes.

You can't get as much movement on fastballs as you can on regular pitchers. Sinkerballs (hold Up during the windup) aren't recommended because if the hitter makes contact, they can be hit just as well as a regular pitch, and if they're not hit, they'll always be called a ball. Also consider the fact that different pitchers have different styles; some have more velocity or better movement than others, and this isn't always reflected in ERA.

Pitchers lose a bit of velocity as the game wears on, so if you start getting hit hard, it may be time to bring in a new hurler. Pitching changes are conducted from the main pause menu.

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.

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Frequently Asked Questions   [QUEST]
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Q: What team should I use?
A: If you want to make the game easier, you'd be wise to pick a strong team like the Braves or Indians. Cincinnati is also very strong thanks to their speed. If you're playing someone who's inexperienced or you want a challenge, weak teams include the Tigers and Brewers.

Q: Does anything special happen if you throw a perfect game?
A: No. The same champagne-drenched newspaper photo will appear no matter what happens in your victory.

Q: How do I get a good score in the Home Run Derby?
A: Pick a powerful hitter whose home ballpark has short fences. Consider your pitch speed, too; it's easier to get more power on faster pitches, but they're also harder to hit. 80 MPH has worked best for me. My current record is 11 homers, and I used Frank Thomas of the White Sox.

Q: How do they determine the MVP of each game?

A: It's always the last pitcher to enter the game for the winning team.

Q: What's a good password to enter to take me to the World Series?
A: This game doesn't have a World Series, but MH8HBTHCFGHBBBB will take you to
the last game of League play with the Chicago Cubs on Medium difficulty.

Q: What other miscellaneous notes do you have?
A: A few random notes:
 * All statistics are based on 1994 numbers, although some ERAs are rounded in
a strange way.
 * You'll hear "O, Canada" at the start of the game when you play in Montreal
or Toronto.
 * Some of the game text is pretty dull, like "OUT" on a strikeout and "RUN" on
a home run.
 * The umpires, complete with pulsating beer bellies, are not very attractive.
 * Unlike some baseball games, Super RBI Baseball doesn't have a "mercy rule"
that ends the game when you take a 10-run lead over the computer. I don't know
if human players can lose by the mercy rule, though, since I've never dropped
that far behind.

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Comparing to Reality   [REALL]
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The 1995 Major League Baseball season was derailed by the strike that began in
1994 and pushed into the start of the 1995 season, forcing the season to a
shortened 144 games. Even though both the owners and players were far apart on
many issues, the players agreed on the eve of Opening Day to return to work
after owners threatened to use "replacement players." Fans were still fuming
after the strike wiped out the 1994 World Series, and attendance dropped for
nearly every team.

On September 6, Orioles legend Cal Ripken Jr. broke Lou Gehrig's consecutive-
games streak as he played his 2,131st game in a row.

The Atlanta Braves defeated the Cleveland Indians in six games to win the World
Series. The Braves' pitching, led by unanimous Cy Young winner Greg Maddux,
prevailed over the Indians' superior bats.

The Indians did achieve a couple of noteworthy accomplishments. Albert Belle
became the first player ever to hit 50 doubles and 50 home runs in the same
season, and the team became the fastest ever to clinch a division championship.

As for oddities, the Dodgers became the last victim of a forfeit when fans
pelted the Dodger Stadium field with souvenir baseballs. In addition, Greg
Harris attempted "switch-pitching" in a late-season game. And for things best
left forgotten, MLB started the "Baseball Network" program - which did not go
well.

The most notable death of the year was of Yankees legend Mickey Mantle.

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Version History   [VERSN]
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Date | Version | Size |
----------|---------|------|--
 4-19-09 | 0.3 | 20KB | Began guide. Did the title art and introduction.
 4-20-09 | 0.9 | 26KB | Made significant progress in nearly every section.
 4-21-09 | 1.0 | 27KB | Finished things up.
 4-27-09 | 1.1 | 28KB | Expanded the season summary a bit.
12-29-10 | 1.11 | 28KB | Made a very small change.

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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 "Super RBI 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 Super RBI 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... Bullying is wrong, no matter
who you are. No one's going to read this, anyway.

For Thomas Rich (I dare Mac Brunson and/or Angela Corey to excommunicate me for
writing the shocking dedication of this otherwise boring work!)