Super Baseball Simulator 1.000 FAQ

by antseezee

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                            FAQ
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                       For Super Nintendo
                          Version 1.0
                        By Chris Zawada
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                        Created: 02/23/04
                      Last Update: 02/24/04
                    Copyright 2004 Chris Zawada
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Author's Note

Baseball has always been America's sport. While it may not be as exciting as
the raging tackles of professional football, or swish-like as the NBA, it has
always kept a sense of resiliency amongst itself. One of the more classic
(although often forgotten) baseball titles is Super Baseball Simulator. Inside
this game, it allows you to customize every nook-n-cranny of players. You can
go in-depth by creating your own team, or using special powerups to increase
your playing abilities on the field. The following guide will basically
outline special hints and tips, along with team profiles, controls, and codes.
Enjoy, and may the next homerun be yours!

Contributing/Feedback

If you have any contributions, feedback, or strategies you'd like to have
added to the guide, contact me via e-mail or on GameFAQs. I'll be more than
content to add your segment of information, and will also provide credit. If
you have any questions you'd like added to the Common Questions section, ask.
I simply don't have the time to sit around thinking of questions. Provide me
with what you want to know!

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Updates
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=02/23/04= v1.0
Started the FAQ. This is sort of a "pro-tempore" project as I like to call it.
I'm looking forward to FAQing other games, but this one is basically just
something to write out in my spare time. Going to start by outlining the guide
and detailing the basic sections. Looking for a release date sometime around
the 26th...perhaps.


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============================
- 1) Introduction          -
============================
Out of the numerous baseball games for several systems, very few exceed beyond
expectations. In most cases, you'll receive your typical baseball game with
expected results. However, during the 16-bit era, companies were trying to
experiment with limited 2D engines. Some developers managed to create unique
masterpieces, while others just came up with generic mixes. Super Baseball
Simulator 1.000 is unlike any other game of its time. It basically permits the
player with more options to choose from, such as editing teams or abilities.
Not only does it contain a sense of realism, but you can also use special
powerups to increase your abilities on the field. Imagine a pitch that gets
shocked with lightning and disappears into thin air. Or perhaps a power swing
that yields an instant home run upon contact.

All of these elements are made available thanks to Super Baseball Simulator.
The customization features only extended the replayability as you could
emulate the real MLB profession. Statistics are kept track of, along with any
outside circumstances (playoffs, world series). In a typical sense, this is
the ultimate baseball game as it combines realistic results with unparalleled
options.

Here's a brief excerpt from the back of the box (credit to Culture Brain):

This is the ultimate baseball game! Precise pitching, bulls-eye batting, and
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Awesome fielding! It's all under your control with simpler yet more
sophisticated operation. With loads of features, you'll be an All Star! It is
the ultimate baseball simulation you've dreamed of.

_____
GAME INFO
//////////|\\\\\\\\\\
Players: 1-2
Developer: Culture Brain
Released: 1991
Rarity: fairly rare
Special Features: Internal Battery
Cover Art on cartridge:
- Shows three different frame animations of a player pitching, swinging, and
making contact with the ball

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- 2) Game Basics   -
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The SNES controller fits fairly well to the entire baseball theme. Most of
your primary functions are set to the four main buttons, and there's no really
worry about pressing side triggers to affect your swing or anything. It
basically comes down to your timing skills when hitting, and what directions
you press when pitching.

KEY representation for each button:

                Y = Y button (pink)
                X = X button (pink)
                B = B button (dark purple)
                A = A button (dark purple)
                L = L button (gray, top left)
                R = R button (gray, top right)
      Control Pad = directional pad (black)
            START = start button (black))
           SELECT = select button (black)

_____
/Menu Controls/
-=-=-=-=-=-=-=-=-=-=-=-=-=
      START - advances through most menus
          A - confirms selection
          B - rejects selection
Control Pad - navigates through menus

_____
/Batting/
-=-=-=-=-=-=-=-=-=-=-=-=-=
      START - calls time
          X - picks powerup (if available)
          A - swings bat
          Y - tells runner (on base) to steal
Control Pad - moves batter in box, affects where bat hits ball

- To perform a full swing while batting, simply hold down A. You must time the
swing so that it makes contact with the pitch when tossed by the pitcher.

Whereever the ball makes contact with the bat usually affects its direction.
If you press and hold the control pad along with a swing, this can often
affect the pull of the ball. For example, pressing up and to the left on an
inside pitch will cause for you to pull the ball in that direction if you time
it right. This increases your chances of homeruns.

- Try to hit the pitch with the fat chunk of the bat. You can often miss
pitches that are too far inside, or too far outside. To bunt, simply tap A for
a short period, and wait for the player on-screen to put his bat halfway out.
To direct the bunt, aim the bat in a certain angled direction.

_____
/Pitching/
-=-=-=-=-=-=-=-=-=-=-=-=-=
      START - calls time
          X - picks powerup (if available)
          A - tosses pitch
          Y - pitcher steps off rubber, pickoff move
Control Pad - moves pitcher on white rubber (horizontally)
            - also affects velocity, stamina used per pitch, and direction

- The longer you hold down the A button, combined with the pressing down of a
specific direction, affects the velocity and direction of your pitch. Charging
the pitch longer causes for a more speedy pitch while pressing down towards
the plate. However, pressing up the entire time will cause for a slower
changeup to occur. Experiment by curving pitches back and forth slightly
before the release of the pitch. The pickoff move zooms out to a whole portion
of the field. After you press Y, simply press the direction of the base + A to
toss the ball to that base.

_____
/Fielding/
-=-=-=-=-=-=-=-=-=-=-=-=-=
Direction + A - tosses baseball to respective base
Direction + Y - has fielder run towards that base
  Control Pad - controls direction of player
            B - player dives

- You can move your fielder around by using the control pad. To catch pop
flies, direct him under the path of the ball, and a "catching" animation will
appear. To toss the ball to a specific base, press the direction of the base
on the field (left = 3rd, up = 2nd, right = 1st), and tap A. Players are prone
to making errors, so be weary.

_____
/Running/
-=-=-=-=-=-=-=-=-=-=-=-=-=
        B + Direction - causes for base runner to advance to that base
A + Opposite Direction - causes for runner to go back to the previous base

- Baserunning is fairly easy. To advance to the next base, press the
corresponding one base on where your runner is. For example, if you want to go
to second base, press Up + B and your runner will go from first to second. A
small icon should pop up in the lower left corner to designate so. To run back
to the previous base, press Right + A (to go back to first). It's a simple
concept. Runners slide on their own.

_____
/Player Ratings/
-=-=-=-=-=-=-=-=-=-=-=-=-=

Super Baseball Simulator 1.000 makes exclusive use of player ratings
throughout the game. While it may not seem like much, these ratings affect how
your players compete on the field. Ratings are usually universal for all
players, but there are also some exclusive ones for specific positions as well.

          _____
      {[^ Hitter Ratings ^]}

   B = bats left or right
  St = batting stance (different selections)
   P = position
  Av = batting average, chance of contact with a pitch (higher is better)
  Hr = home run chance, chance of a homerun per hit
   R = running speed (on the bases and the field)
   F = fielding abilities, aka less errors/diving plays

          _____
      {[^ Pitcher Ratings ^]}

ERA = earned run average, how many runs the pitcher gives up per 9 innings
SPD = velocity of the average pitch, higher means faster pitches
   R = running speed (on the field)
   L = location, accuracy when throwing pitches at the plate
   F = fielding abilities, aka less errors/diving plays
  St = stamina, how durable the pitcher is before getting tired

   _____
/Hints, Tips/
-=-=-=-=-=-=-=-=-=-=-=-=
In the game of baseball, there isn't much you can do. Most of the actual
gameplay in Super Baseball Simulator comes down to smart decision making and
knowing when to swing at a pitch. Here are some key points in specific areas
of the game.

        _____
      {[^ Batting ^]}

- Batting can be a difficult process if you don't take it conservatively. The
primary objective when you bat is that you want to get on base. Regardless of
how you do it doesn't matter. To essentially get a hit, you need to time your
swing of the bat with the pitch from the pitcher. To do so, hold down A right
when the pitch is about 2 feet in front of the batter. It all depends on the
velocity of the pitch, and where it's curving.

- Move yourself in the direction parallel to where the pitcher moves. If you
notice the pitcher moving to the right side of the rubber, cheat yourself in
the box, and move a tad to the right. Chances suggest that the pitch is going
to be on the outside corner, and you have to be ready to pound it.

- Use your ultra powerups sparingly. Save them for times when the bases are
juiced, and you need a guaranteed hit to score some runs. Always press in the
same direction of where the pitch is, respective to when you swing. For
example, if an inside pitch is coming towards you (and you're a right handed
batter), press Up + Left + A to perform an upward leftern swing. While it may
not look like it on the screen. You'll actually pull the ball in that
direction. If you time the swing right, you can often pull off easy homeruns
without the help of powerups.

- Bunting isn't too difficult. Simply tap the A button till your batter holds
the bat out about halfway. Don't give it away too early. To angle your bunt,

move the batter in the box while the pitch comes towards you, or pick a tilted
swinging animation to fend it towards a certain base.


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   {[^ Pitching ^]}

- There are primarily four different pitches in Super Baseball Simulator
(excluding the powerups). To throw a fast ball, hold down the A button for the
longest time, and press down on the controller. A fast ball usually has the
most velocity, and is a good surprise pitch for catching hitters off-guard.
Unfortunately, it's also prone to giving up easy homeruns.

- A curve ball is one that tends to sway from one direction to another. In an
essence, it looks similar to a curve, hency why it's called a curve ball. To
toss one, hold down the A button, then press left or right while doing so. You
can alter the course of the ball while it's in the air by pressing left/right
on the control pad. Great for nudging the edge of the base for a corner
strike, or having a batter swing into thin air. Unfortunately, curve balls
tend to get pulled quite a lot, and can turn into "hanging" pitches if not
performed correctly.

- Changeups are sort of like slow-down pitches. The idea is to pitch a ball
that "looks" fast, but ends up going slow. Simply hold Up + A when pitching,
and you'll toss a changeup. Again, these should be used sparingly. Changeups
hardly have any velocity, and can be pickings for any homerun hitter out
there. Only use them when you're 80% sure the batter is expecting a fast ball.

- Sinkers, as I like to call them, are a very interesting pitch. Hold Up + A,
but then press Down right before the pitch is released. If performed
correctly, you'll hear a drooping sound as the pitch approaches home plate.
This drooping sound is actually the pitch dropping in altitude. Eventually,
sinkers can drop below the batter's range, and he'll swing right through it.
These are excellent pitches for striking hitters out as they "appear"
hittable, but are actually unhittable. Unfortunately, sinkers are guaranteed
balls as they drop out of the strike range all the time. Don't overuse them,
but toss as least one per batter.

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- 3) Game Modes           -
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Culture Brain decided to be fairly innovative in their production techniques
when they developed Super Baseball Simulator. While it contains the usual
season mode, and exhibition games, you can actually edit your own options.
This was rarely seen back in the 8 and 16-bit eras, where elements of this
sorty were hardly heard of. The following section will detail the game modes
available, along with options that can be customized.


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/Exhibition/
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Your typical non-accountable game where nothing is kept track of. It's
basically a practice match between two teams. Thankfully though, exhibition is
great for testing out your skills, competing against friends, and trying to
break your previous records. After selection the option, Exhibition Mode
splits into:

1 Player
2 Players

^ Each let's you select the amount of human players. The number of innings can
be set as well:

  9, 5, 3, or 1 innings >> From here, you must select any available teams

- After you've picked your two teams, you have the option of selection
additional "changes."

 > Errors (Yes/No) --> Players will make mistakes and fielding errors
 > Computer (Standard, Advance, Expert) --> decides upon difficulty of CPU

Finally, you're able to select from 6 different stadiums to play in:

        Dome Stadium -=- 120 meters by 100 meters
      Harbor Stadium -=- 112 meters by 90 meters
        Town Stadium -=- 122 meters by 85 meters
       Grass Stadium -=- 122 meters by 100 meters
          CB Stadium -=- 110 meters by 90 meters
       Brown Stadium -=- 120 meters by 85 meters

From here on, you may select whether or not you want to control your team
(HUM), let the CPU take control (CPU), or manage the team (MGR). You also
select your starting pitcher (four starters, two relievers to choose from),
along with your starting lineup. This is how all games are start inside Super
Baseball Simulator.

  _____
/Season/
-=-=-=-=-=-=-=-=-=-=-=-=-=
In a realistic sense, season mode is basically like your MLB season. Teams
compete in full-game schedules to reach the playoffs, and eventually become
world champions. Of course, the path is no easy challenge. You must wield your
way through the schedule to have the best record. You'll also need players of
superstar caliber, who can hit homeruns on command, and close out games when
needed. This is the primary mode of Super Baseball Simulator. After selecting
this mode, you have the option of selecting from:

  - 5, 15, 30, or 165 game series for your season.
  - 9, 5, 3, or 1 innings per game

From here on, you must pick a league that you will compete in. There are four
different leagues to choose from (Atlantic, Northern, Ultra, or Original). In
the original league, you compile your own teams by adding the default game
ones, or your own created ones. A menu will pop up. You have to pick which
teams will be CPU, HUM, or MGR commanded. If you only want to control one
team, set only one to Human control, and the others to CPU control.

In season mode, statistics can be viewed via the top 30 hitters, pitchers,
along with team standings.

  _____
/Edit/
-=-=-=-=-=-=-=-=-=-=-=-=-=
This is the unique feature of the entire game. Edit Mode allows you to
customize every aspect of the game. You can assign Ultra Powerups to specific
players, create your own team with custom uniforms. Heck, you can even emulate
the real major leagues by naming all of the players as their real counterparts.

  Edit Mode is split into three types:

```
     Enter - allows you to customize data
     Erase - permits you to delete any saved data you don't want
   Display - views statistics and ratings without editing them



               &&^\\ Creating a Team //^&&


- Start off by going to Edit Mode, and selecting Enter. Now, pick one of the
18 teams in the game you don't want anymore. You may then name the team, by
selecting letters from the alphabet. The name should resemble the actual team
name, such as the "Phillies", or the "Orioles."

- After you've named the team, the game advances to the uniform pop-up. You
can edit the colors of the uniform, and T-Shirt until you get a combination
that looks mighty fine. Afterwards, the game allows you to select the 'type'
of team you'll be playing with.


         Standard - typical balanced team with no specialties

         Special  - let's you select two categories your team excels in
            > Options include: Accuracy, Power Hit, Sprinter, Fast Ball,
                               Curve Ball, Stamina

         Moderate - slightly more average, but has a few perks

- Now you may edit the ratings of the players on your teams, such as batters
and fielders. Refer to the Player Ratings section for more information. You
have allotted point totals at the bottom of the screen which are designated
based on which option you picked before (Standard, Special, Moderate). More
points are rewarded for specialist categories if you picked Special.

Finally, you can save the options, then use that created team in any
season/exhibition game you want. Truly an innovative feature on Culture
Brain's part.


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- 4) Team Profiles        -
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As with any sport, the team is what makes the game excel. In most cases,
people usually associate themselves with a team because it represents their
pride and joy. In the real sports world, teams are often better or worse than
each other. Certain ones have strengths that others lack, while another may
have a specific advantage over another. This is why sports are so competitive;
it all comes down to the talent available. The following section will give a
brief overview of each "default" team available in the game. Rosters are not
listed.


  _____
/Atlantic League/
-=-=-=-=-=-=-=-=-=-=-=-=
Your typical "eastern" coast league which has some of the big-name teams.
Although not my preferred league, it has a lot of popular teams people can
associate with.

       _____
     |((= Boston =))|
/////================\\\\\   UNIs: Solid Blue
: Average Hitters, very well-spread, but nobody specializes in a specific
```

category of hitting.
: Great starting bullpen, all in the 3.00 to low ERA range. Plenty of stamina,
  speed, and specialty available.
: Nice team if you're looking to break the old Bambino curse.

      _____
      |((= Toronto =))|
/////=================\\\\\   UNIs: Red T-Shirt/White
: Low average hitters, not much contact, strikes out a lot. Few homerun hitters
  though to make up for the loss.
: Starting bullpen is weak, high ERA (4.00s). Excellent closer, good locational
  pitchers.
: Not much to work with here. One of the worst teams in the game that most
  people overlook because of their Canadian origin.

      _____
      |((= Detroit =))|
/////=================\\\\\   UNIs: Purple T-Shirt/Yellow
: Has one of the best homerun hitters in the game (Tom, 55 HRs). However, low
  contact hitting team.
: One of the worst bullpens/starting rotations in the game. High ERA, although
  a decent closer.
: This can be a fun team to work with as they have a few specialties, but
  nothing worthy of a glass of champagne.

      _____
      |((= Oakland =))|
/////=================\\\\\   UNIs: Blue T-Shirt/Light Blue
: One of the best leadoff hitters in the game. Has a few homerun hitters in the
  middle of the lineup. However, they lack depth in the lineup.
: Best closer in the game with an amazing ERA. Starting bullpen is solid with 2
  starters, but shaky in the rest.
: Probably a true playoff caliber team. As you can see, they certainly have
  talent to compete, it's just a matter of key timing.

      _____
      |((= Chicago =))|
/////=================\\\\\   UNIs: Blue T-Shirt/Pink
: Hitters are nothing worthy of great. Low contact, hardly any homerun bombers.
  Lacks any true superstars.
: Excellent closer, starters are actually well-rounded and seem to be very
  stable.
: Reminds me of the Cubs. Unfortunately, this was before they had any Sammy
  Sosas, but another challenging team to take on in the game.

      _____
      |((= Texas =))|
/////===============\\\\\   UNIs: Black T-Shirt/Green
: Horrible contact hitting team. Great fielders though.
: Closers are nothing exceptional. Starting bullpen is great though, plenty of
  speed and accuracy combined.
: Not what one would expect from the desert-filled state. Not much talent up
  front, and too lacking in the hitting department to be a legit contender.

  _____
/Northern League/
-=-=-=-=-=-=-=-=-=-=-=-==
My personal favorite league. Has a nice combination of teams that are very
competitive. Great balance of talent as well.

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           _____
          |((= Pittsburgh =))|
/////====================\\\\\   UNIs: Dark Blue T-Shirt/Blue
```

: Decent hitters, with about 2 power hitters tossed in the mix. Lack speed
  though on the bases.
: Superb starters, except their bullpen is only mediocre. Could use a
  shutdown reliever.
: Nothing exceptional here, but Pittsburgh is reminiscent of a comeback team.
  Never ready to give up.

```
           _____
          |((= New York =))|
/////==================\\\\\   UNIs: Red T-Shirt/White
```

: Great contact hitting team with a well balanced approach to hitting. There's
  even depth on the bench.
: Competitive bullpen with low ERA starters, and lots of stamina. Closer is
  decent as well.
: Maybe not your New York Yankees, but this team certainly has talent that can
  lead to a world championship.

```
           _____
          |((= Montreal =))|
/////==================\\\\\   UNIs: Black T-Shirt/White
```

: Low contact hitting team, lack of power as well. Nothing exceptional in
  fielding, or even speed in this case.
: Excellent bullpen with two solid relievers. Starters are all very similar,
  and have below average ERAs.
: Unfortunately, Montreal doesn't have much to offer with. They're an
  underpowered team without much outlet to back up their claims.

```
           _____
          |((= Cincinnati =))|
/////====================\\\\\   UNIs: Blue T-Shirt/White
```

: Average contact team that makes up for it with fast runners. Two power
  hitters as well.
: Amazing low ERA bullpen. Starters could use improvement, but they do have
  one shutdown starter.
: My personal favorite team. Uses a combination of speed and low ERA support to
  win games.

```
           _____
          |((= Los Angeles =))|
/////=====================\\\\\   UNIs: Black T-Shirt/Gold
```

: High contact hitting team. Possesses a superb homerun hitter.
: Bad starting bullpen, high ERAs. Pitching is nothing worthy of a medal.
: Nothing like the modern day Dodgers. LA is basically a notched-up hitting
  team that just suffers in the pitching department.

```
           _____
          |((= Houston =))|
/////=================\\\\\   UNIs: Dark Red T-Shirt/Pink
```

: Mediocre contact team with 3 great power hitters. Very slow team though.
: Starting bullpen has its ups and downs. Some starters are good, others are
  bad. Closers are a mixed bag.
: Nice uniforms, but not quite as good as the actual roster. Relievers could
  use some boosts.

```
  _____
/Ultra League/
-=====================-=======
```

If you've ever wanted to play in a league of All-Stars, this is it. The Ultra
league is basically teams composed of All Stars with Ultra Powerups. This can
provide for both fun and agonizing experiences.

```
       _____
      |((= All Stars =))|
/////=====================\\\\\   UNIs: Black T-Shirt/Gray
```
: Amazing contact team, along with 3-4 power hitters.
: Starting bullpen has a shutdown starter with perfect accuracy. Two excellent
  closers as well.
: Great All Star team with plenty of talent, but not quite as good as I
  expected.

```
       _____
      |((= Homers =))|
/////=================\\\\\   UNIs: Blue T-Shirt/Red
```
: Excellent lineup full of power hitters. Unfortunately, none of them have
  extreme numbers, but certainly worthy of homerun hitters. Contact is very
  good as well.
: Their one closer has amazing speed. Starting bullpen is very good, each with
  fast pitching speeds as well.
: Not quite as explosive as I expected, but a great team nonetheless. Bullpen
  was much more composed than I was expecting.

```
       _____
      |((= Sweepers =))|
/////===================\\\\\   UNIs: Purple T-Shirt/White
```
: Beyond realistic, perfect leadoff hitter. Has Olympic-like speed with a very
  high AVG (.492). There are even a few power hitters tossed in as well. The
  AVGs seem to plummet though.
: Pitchers have varying amounts, including extremely high stamina (80s). A few
  have high velocities as well.
: One of my favorite souped up teams. They're fairly odd, but it seems like
  they have extreme ratings that no other teams have.

```
       _____
      |((= Powers =))|
/////================\\\\\   UNIs: Yellow T-Shirt/Purple
```
: Amazing contact hitters, along with some of the highest homerun hitters as
  well. Few speedy runners tossed in the mix.
: Shutdown starters with fast velocities and extremely low ERAs. One reliever
  sucks though with 44 speed.
: Really a powerful team if you look at their overall basis. Great pitching,
  superb hitting, not much more to ask for.

```
       _____
      |((= Heroes =))|
/////================\\\\\   UNIs: Dark Red T-Shirt/Pink
```
: Averages seem to boost from really high to really low. Speedy runners along
  with several power hitters. Pinch hitters absolutely suck.
: Top three starters have fast pitches, high stamina, and accuracy. However,
  closers are nothing to brag about.
: Not as heroic as I expected, although I could probably imagine one of the
  players screaming "Freedom!"

```
       _____
      |((= Winners =))|
/////==================\\\\\   UNIs: Sky Blue T-Shirt/White
```
: Excellent contact hitters, along with hybrid combinations of power hitting.
  Well balanced speed and ALL have excellent fielding abilities.

```
  : Starting bullpen is well balanced, but not quite as guaranteed as hopeful.
    Closers are superb.
  : If anything, they truly represent winners. Great overall capabilities, and
    could probably handle the specialized teams in the league.


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  - 5) Ultra Powerups       -
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One of the fairly interesting aspects of Super Baseball Simulator 1.000 is
that it allows you to utilize special powerups. Better known as Ultra
Powerups, these give your hitters and pitchers special abilities never seen
before in the sport of baseball. Ever wanted to toss a baseball that splits
into three separate forms, or maybe cause for a hit to get ricocheted back and
forth? All of this can be made available thanks to the Ultra Powerups. To use
Ultra Powerups, you must first select a team (or player) that has them. You
can do this by using Edit Mode, and creating your own team, then assigning
them. Or, you can use the Ultra teams included in the game. Press X to pop up
a small icon in the corner which represents one of the powerups. The following
section will state the purpose of each powerup. I'd like to give credit to:

The Evolution's Ultra Pitch and Swing Guide

- for the definition of some of these powerups. I did not have an instruction
manual to refer to.

IMPORTANT: The number next to each ultra powerup designates how many
                 ultra points it costs to use the powerup. For example, a
                 powerup that uses 9 points mean your team needs 9 powerup
                 points to use the ability. Once you run out of Ultra points,
                 there is no way to replenish the lost points. Use them
                 wisely!

  _____
  /Hitting Powerups/
  -=-=-=-=-=-=-=-=-=-=-=-=-=

       Hyper Hit (9) - powerful fast swing that boosts your hitting power
     Missile Hit (5) - hits the ball in a straight line-drive pattern
      Tremor Hit (4) - if ball is on ground, launches an earthquake that freezes
                       everyone except runners
        Bomb Hit (4) - explodes upon contact with a fielder's glove or the ground
      Shadowless (5) - when hit in the air, leaves no shadow
       Invisiball (3) - when hit in the air, the entire ball disappears
      Meteor Hit (2) - ball turns into a hot meteor, if attempted to be caught,
                       dazes fielder, only effective on pop flies
    Squirrel Hit (2) - balls move back and forth in an S pattern when hit
     Spinner Hit (4) - if the ball is hit in the air, screen will spin for a few
                       seconds
        Leaf Hit (2) - if hit in the air, ball transforms into a leaf, and will
                       slowly float to the ground, makes it harder to catch
      Shadow Hit (5) - multiple shadows appear when the ball is hit in the air
        Hyper-Run (8) - gives batter super speed after the ball is hit up until
                        first base
        Freak Hit (2) - bounces in random patterns when hit in the ground/air,
                        much harder to snag as a ground ball
       Dizzy Ball (3) - directional pad controls for the fielders are reversed,
                        must navigate in reverse controls to field the ball
        Orbit Hit (3) - when the ball reaches a fielder, it will spin around the
```

```
                    player 2-3 times before being tossed to its destination


   _____
  /Pitching Powerups/
  -=-=-=-=-=-=-=-=-=-=-=-=

       Fire Ball (6) - extremely fast pitch with flames surrounding it
    Stopper Ball (9) - after the ball is thrown, press A to stop it
    Phantom Ball (3) - balls becomes translucent halfway to the plate
      Snake Ball (3) - balls move in an S pattern after being tossed
      Ninja Ball (3) - ball splits into several balls, only one is the true one
                        to hit
      Spark Ball (4) - pitch surrounded in lightning, usually shatters bat
       Iron Ball (5) - solid pitch made out of iron, usually shatters bat upon
                        contact
    Speeder Ball (6) - default pitch that speeds up at the end
     Photon Ball (8) - super fast pitch that is nearly impossible to make contact
                        with
     Zigzag Ball (3) - zig zags back and forth, but works better when shifted
                        like a curve ball
     Spiral Ball (2) - twirls around in a circle as it approaches the batter
     Jumper Ball (5) - stays along a default path until you press A to cause for
                        it to stray out of its normal path
      Tremor Ball (2) - after the pitch is thrown, an earthquake erupts
       Change-Up (7) - hit the A button to cause for the ball to alternate
                        between speeds
    Floater Ball (4) - ball morphs into a leaf, causing it to slow down heavily
       Multiball (3) - pitcher morphs into separate forms, each tossing a ball
        Fade Out (4) - pitcher becomes translucent, thus becoming unpredictable
                        on delivery of pitch
       Warp Ball (5) - hit the A button for the ball to shift from one point to
                        another
      Lotta Ball (3) - numerous balls appear all at once
          ? Ball (1) - tosses a random powerup (good or bad) sometimes


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  - 6) Codes                 -
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Unfortunately, Culture Brain never truly decided upon adding codes to Super
Baseball Simulator. While it's partially sad to see that a developer never
took the time out to do so, you can practically cheat by yourself. Simply edit
teams, and boost point totals above and beyond the call of duty. However,
there is one game genie code available for the game. I'd like to give credit
to:

http://www.gamewinners.com/

- for this sole game genie code.

```
         ++ --------------------- ++ --------- ++
         == Unlimited Added Points <> DDCD-646C ==
         ++ --------------------- ++ --------- ++
       --> This code allows you to receive unlimited point allocations when
           creating/editing players, assigning Ultra powerups, and so on. Great
           for creating god-like teams.
```

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- 7) Common Questions     -
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)) Gameplay ((
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<< How does this compare to other baseball games on the SNES? >>

- Quite frankly, I believe it is one of the best baseball games available on
the SNES. While it may not have realistic rosters, it certainly was unique
when compared to other games of the time. Unfortunately, there truly was no
definitive competition in the baseball genre during the 16-bit era. Unlike
football with its Madden, and basketball ruled by NBA Live, baseball was sort
of left in the dark. This is probably the closest you can get to stat-tracked
baseball, along with customization options.

<< Are there any other versions of this game available? >>

- Yes, there's also an NES version of the game. Surprisingly, it actually has
nearly the same amount of detail as the SNES version, with the exception of
graphics and sound. Nearly all of the same ultra powerups and teams are
available. Other than that though, there never was another "official" sequel
developed for the series. However, I've read about a Super Baseball Simulator
2 being released in Japan.


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- 9) Proper Credit       -
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I'd like to thank the following people for their help in making this FAQ
possible:

)) CJayC (( for constantly updating GameFAQs, and dedicating his entire life
to it. Takes a lot of effort to keep a site going this long.
```

```
)) Gamewinners.com (( for providing the sole game genie cheat code. It may not
be much, heck it may not be anything, but it's nice to know that you've
dedicated a page on your website for this old baseball classic.

)) The Evolution's Ultra Swing and Pitch Guide (( for providing a few key
definitions of what some powerups were. I never was able to use all of the
powerups in the game, so your brief descriptions helped me interpret their
effects.

)) Culture Brain (( for creating a decently good baseball game that has tons
of replay value. Seriously, this was a step forward in the progress of the
sports genre. If only modern day developers did something along these lines...

   "Some people make sacrifices to make other people happy." - Chris Zawada
```