Nintendo

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

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Nintendo

GAME BOY™

DMG-BS-USA

BASEBALL

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.



Thank you for purchasing the Nintendo® GAME BOY™ Game Pak "BASEBALL".

Before you start play, please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet safe for future reference.

CONTENTS

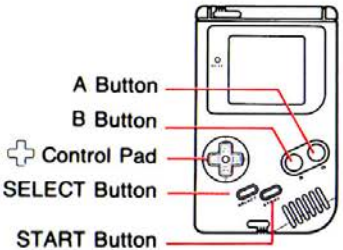
1. NAMES OF CONTROLLER PARTS AND GAME OUTLINE.....3
2. HOW TO PLAY THE GAME 4
3. HOW TO PLAY A 2-PLAYER GAME.....14
4. SPECIAL HINTS 15
5. SPECIAL RULES OF "BASEBALL".....15
6. DIRECTORY OF PLAYERS 16

Cautions During Use

1) If you play for long periods of time, take a 10 to 15 minute break every hour or so.
2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
3) Do not touch the terminals or let them come into contact with water, as this can cause malfunction.
4) Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
5) Store the Game Pak in its protective case when not in use.

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1. NAME OF CONTROLLER PARTS AND GAME OUTLINE



"Baseball" is a game where you can pitch, hit, field, and run just like in a real baseball game. You can choose between USA or JPN modes, two different teams, and among a lineup of unique players, so your game will be as unpredictable as the major leagues. In the 1-PLAYER game, you play against the computer, and in the 2-PLAYER game, your friend is your opponent. Let's play ball!

2. HOW TO PLAY THE GAME

■ Settings before playing the game

1. Game start

Insert the GAME BOY Game Pak, then turn ON the power switch. "Nintendo® " will be displayed followed by the title screen. You are the manager. Use the on-screen instructions to set the mode, starting pitcher, etc.

2. Title screen

*When the title screen is displayed, select either 1-PLAYER or 2-PLAYER

*After 1-PLAYER or 2-PLAYER is selected and set, the game mode select screen is displayed



Unless the Video Link™ cable is connected to the GAME BOY unit the 2-PLAYER mode cannot be selected.

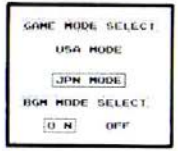
■ Button operation

Press the Control Pad or the SELECT Button to select 1-PLAYER (for solo play) or 2-PLAYER (for 2-player game)

Press the SELECT Button or the A Button to set.

3. Game mode select screen (GAME MODE SELECT)

There are two game modes: USA MODE (American specification) and JPN MODE (Japanese specification).



Both modes display the ball count indication used by the Big Leagues by showing B (ball), S (strike) and O (out). The ball speed is displayed in miles per hour (MPH) in the USA mode, and kilometers per hour (KPH) in the JPN mode.

*If the game mode is selected and set, the team and batting/fielding select screen is displayed.

■ Button operation

Press the ✣ Control Pad or the SELECT Button to select game mode:

USA MODE
JPN MODE

with or without background music (BGM)

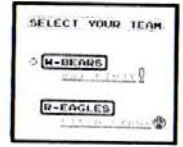
✣ Control Pad:

ON = BGM on
OFF = BGM off

Press START Button or the A Button to set.

4. Team select screen (SELECT YOUR TEAM)

*Select your team from the two teams shown
Whether you are batting or fielding is automatically determined, depending on the selected team.



*The W-BEARS, in white uniforms, is the batting team (BAT FIRST) The R-EAGLES, in black uniforms, is the fielding team (PITCH FIRST)
When the team is determined, the players of your team are displayed on the screen (In the case of a 2-PLAYER game, if one player sets the team, the other team is automatically determined.)

*When both teams are determined, the starting pitcher select screen is displayed

■ Button operation

Press the ✣ Control Pad or the SELECT Button to select your team:

W-BEARS
R-EAGLES

Press the START Button or the A Button to set.

5. Starting pitcher select screen

*Select the starting pitcher from the player lineup



*Only when both you and the computer (or the other player in a 2-PLAYER game) have determined the starting pitcher, are both pitchers displayed

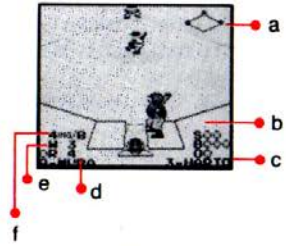
*When starting pictures are selected and set, its time to play ball!

■ Button operation

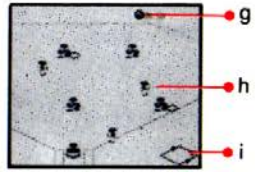
Control Pad or SELECT Button to select pitcher
Use the START Button or the A Button to set.

■ Operation during game

The game has two screens, the "pitching screen" in which the pitcher and batter confront each other, and the "field screen", where fielders run for a ball or runners steal a base.



*Pitching screen (JPN mode screen)
a. runner display
b. ball count
c. batter's name
d. pitcher's name
e. score ('' symbol indicates team currently at bat)
f. inning: top of/bottom of indication (T: top; B: bottom)



*Field screen
g. ball
h. runner
i. runner display

■ Operation on the pitching screen

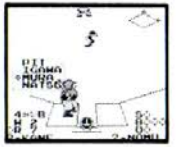
[Pitcher]

*Pitch

1) ✣ Control Pad...Right and left movement at the plate and horizontal control of the pitched ball
2) A Button.....Press once, set-position for the pitcher. (plate position is set)
   Press the A Button a second time and the ball is pitched.
3) ✣ Control Pad...Ball speed
   becomes slower if ↑ is pressed
   becomes faster if ↓ is pressed
4) START Button ...Press once, "TIME" is called.
   Press again, and the names of relief pitchers are displayed
   Press a third time and "TIME" is cleared

*Relieving pitcher

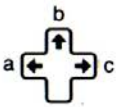
1) Press the START Button twice, and the name of the relief pitchers are displayed
2) Select with the ✣ Control Pad or the SELECT Button
3) Set with the A Button.



relieving pitcher displayed

*a pick-off

1) Change to the field screen with the B Button.
2) If you press (a. third base, b. second base, or c. first base) and the A Button at the same time, you can pick-off a runner



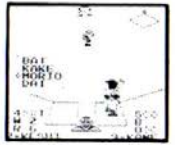
[Batter]

*Hit

1) ✣ Control Pad...within the batter box, a batter can move in the direction of the arrow.
2) A Button.....If this button is pressed, the batter swings. (By pressing quickly, a batter bunts.)
3) START Button ...Press once, for "TIME."
   Press again and the pinch hitter names are displayed.
   Press a third time and "TIME" is cleared.

*Pinch hitter

1) START Button...Press once, for "TIME."
2) START Button...Press again and the pinch hitter names are displayed
3) ✣ Control Pad or SELECT Button to select
4) Press the A Button to set.



Pinch hitter display

[Runner]
For runner operation, see the [RUNNER] section on page 13.

■ Operation in the field screen

Infielders and outfielders on the field screen have slightly different characteristics, the manner of throwing the ball is also different.

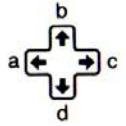
*infielders: can throw fast but not far
*outfielders: can throw far but not fast

[Infielder]
*Operation of an infielder not having a ball
✣ Control Pad...Player moves

*When a fielder moves onto a ball, he automatically catches it. When a player catches a ball other fielders cannot move until the player throws the ball to another player.

*Operation of infielder with a ball

✣ Control Pad and the A Button:
A fielder can throw the ball to the base selected by the ✣ Control Pad.



a. third base
b. second base
c. first base
d. home plate

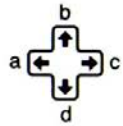
✣ Control Pad and the B Button:
A player advances to base selected by ✣ Control Pad. (When running, player can also throw to a base by using the ✣ Control Pad and the A Button.)

*Infielders will automatically move to cover a base. Once at a base, infielders cannot be moved, only the infielder with the ball can be moved.
*When the infielder with the ball touches the runner, the runner is tagged out.

[Outfielder]
Outfielders cannot run to a base with the B Button as the infielders can, but the other operations are the same as for the infielders.
★When the outfielder does not have the ball
✣ Control Pad
An outfielder can move in the direction of the arrow.

*When the outfielder has the ball

Control Pad and A Button:
The outfielder can throw to the base selected by using the Control Pad.



a. third base
b. second base
c. first base
d. home plate

[Runner]

*Advance

Control Pad and the B Button:
The runner can advance to the base selected by using the Control Pad.

*Return

Control Pad and A Button:
The runner can return to base selected by the Control Pad.

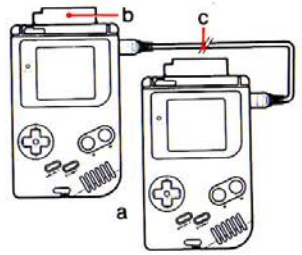
*When runner wants to steal a base he can do so by advancing while the game is on the pitching screen.

*Runners may automatically slide into a base when they get close to the base they are running to. Once the runner has slid into a base he cannot return to the previous base.

3. HOW TO PLAY A 2-PLAYER GAME

"BASEBALL" can be played by 2 people by connecting the units with a Video Link™ cable.

You need:
a) 2 GAME BOY units
b) 2 BASEBALL Game Paks
c) 1 Video Link™ cable



1. Connect the Video Link™ cable as shown in diagram. After checking that the Game Paks are set properly, turn the power switch of both units ON.
2. Check that both units display the title screen, then one of the two players selects "2-PLAYER".
3. For details on operation after this see "2. HOW TO PLAY THE GAME."

Note: If (1) is not done properly, or if cable is disconnected or re-plugged during the game, the game will not function. In this case, turn OFF both units' power switches then restart procedures from (1) above.

4. SPECIAL HINTS

In this game "auto-defense" is applied for both infielders and outfielders, in which players chase a ball without ✣ Control Pad operation. A ball that "auto-defense" cannot catch, can be caught by operating the buttons. Practice until you get the knack of doing this.
Besides this, a sacrifice bunt can be made by combining a bunt play and stealing a base. A squeeze play is also possible.

5. SPECIAL RULES OF "BASEBALL"

*When playing a 1-PLAYER game, you cannot steal a base, until the pitcher goes into his windup.

*When the player is walked or hit by a bean ball and a runner steals a base, the steal in invalid.

*When the difference in score is more than 10 points, the game is called. The game is terminated without continuing into the next inning.

*Extra innings go to the 10th inning. If both teams are tied at that time, the game is declared a draw.

6. DIRECTORY OF PLAYERS

Nintendo "Baseball" has a total of 4 teams, 2 teams in the USA MODE and JPN MODE respectively.
*USA MODE W-BEARS→first batting team
R-EAGLES→first fielding team
*JPN MODE W-BEARS→first batting team
R-EAGLES→first fielding team
Compared to JPN MODE pitchers, USA MODE pitchers are programmed to throw faster with more stamina, but have difficulties throwing a changeup pitch. There are more left-handed players in the USA MODE than in the JPN MODE. Try either MODE you like. Now let's introduce all the players of the 4 teams. Remember this information as you play.

■ How to view the table
*Batting.....A-E A has the highest chance to get a hit, E the lowest.
*Skill.....A-C. Indicates chance of a successful bunt.
*Stamina.....A-C A is tough, C tires out easily.
*Speed.....A-C A indicates a pitcher who throws, on the average, the fastest balls.
*Changeup...A-C indicates sharpness of curve and screwball
*All pitchers rank E in batting, A in skill and have a 150 AVE.

USA MODE

W-BEARS (White Bears)

Has a strong cleanup and ace, MARIO

One offensive team!

batter	AVE (batting average)	type	batting	skill
① MIKE	.301	left	B	A
② TOM	.278	right	D	A
③ JIM	.333	right	A	C
④ JOHN	.341	right	A	C
⑤ BOB	.326	left	B	C
⑥ RICK	.291	right	C	C
⑦ DAVID	.270	right	D	B
⑧ EDDIE	.248	right	E	B
pinch hitter JACK	.292	right	C	C
pinch hitter ALAN	.280	left	C	B
pinch hitter FRED	.266	left	D	A
pitcher	**type**	**stamina**	**speed**	**changeup**
MARIO	right over arm	A	B	C
PAUL	right under arm	B	B	B
ERIC	left over arm	B	A	C
JIMMY	left under arm	A	B	B

USA MODE

R-EAGLES (Red Eagles)

Team batting centers on left handed batters, and pitching on left handed speed ball pitcher RANDY. This is a team of strong individuals.

batter	AVE (batting average)	type	batting	skill
① JOE	.295	left	B	B
② LOUIS	.286	right	C	A
③ TEDDY	.323	left	B	C
④ STEVE	.358	left	A	C
⑤ PETER	.301	left	B	C
⑥ SCOTT	.282	right	C	B
⑦ BRIAN	.264	left	D	B
⑧ JEFF	.247	right	E	B
pinch hitter DUKE	.290	right	C	C
pinch hitter JASON	.285	left	C	B
pinch hitter MAC	.271	left	D	A
pitcher	**type**	**stamina**	**speed**	**changeup**
LUIGI	right over arm	B	A	C
PHIL	right under arm	B	B	B
RANDY	left over arm	A	B	C
SAM	left under arm	A	B	B

JPN MODE

W-BEARS (White Bears)

Dynamite batting lineup explodes!

High-ranking batters are the star players.

batter	AVE (batting average)	type	batting	skill
① WAKA	.301	left	B	A
② MICHI	.278	right	D	A
③ WAN	.333	left	A	C
④ CHO	.341	right	A	C
⑤ KOHJI	.326	right	B	C
⑥ BUCHI	.291	right	C	C
⑦ ISAO	.270	left	D	B
⑧ YOSHI	.248	right	E	B
pinch hitter KAKE	.292	left	C	C
pinch hitter MORIO	.280	right	C	B
pinch hitter DAI	.266	right	D	A
pitcher	**type**	**stamina**	**speed**	**changeup**
IGAWA	right over arm	B	C	B
MURA	right under arm	A	C	A
KANE	left over arm	C	B	B
NATSU	left under arm	A	C	A

JPN MODE

R-EAGLES (Red Eagles)

Strong-armed pitcher INAHO, has an excellent batting lineup to support him.

batter	AVE (batting average)	type	batting	skill
① FUKU	.295	left	B	B
② JIROH	.286	right	C	A
③ HARIO	.323	left	B	C
④ FUTO	.358	right	A	C
⑤ KADO	.301	left	B	C
⑥ OCHI	.282	right	C	B
⑦ NOMU	.264	right	D	B
⑧ TOYO	.247	right	E	B
pinch hitter HIDE	.290	left	C	C
pinch hitter ERITO	.285	right	C	B
pinch hitter IROSE	.271	left	D	A
pitcher	**type**	**stamina**	**speed**	**changeup**
TONBI	right over arm	B	C	B
YAMA	right under arm	B	C	A
KESHI	left over arm	A	C	B
INAHO	left under arm	C	B	A

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:
Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-255-3700.
   Our Consumer Service Department is in operation from 6:00 A.M. to 6:00 P.M. Pacific Time, Monday through Saturday. Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.
3. If the Nintendo Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Nintendo of America Inc.
Consumer Service Department
4820-150th Avenue N.E.
Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted at left. If the Nintendo Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Nintendo to repair or replace the PAK and will be given a Return Authorization number.
You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)
If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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