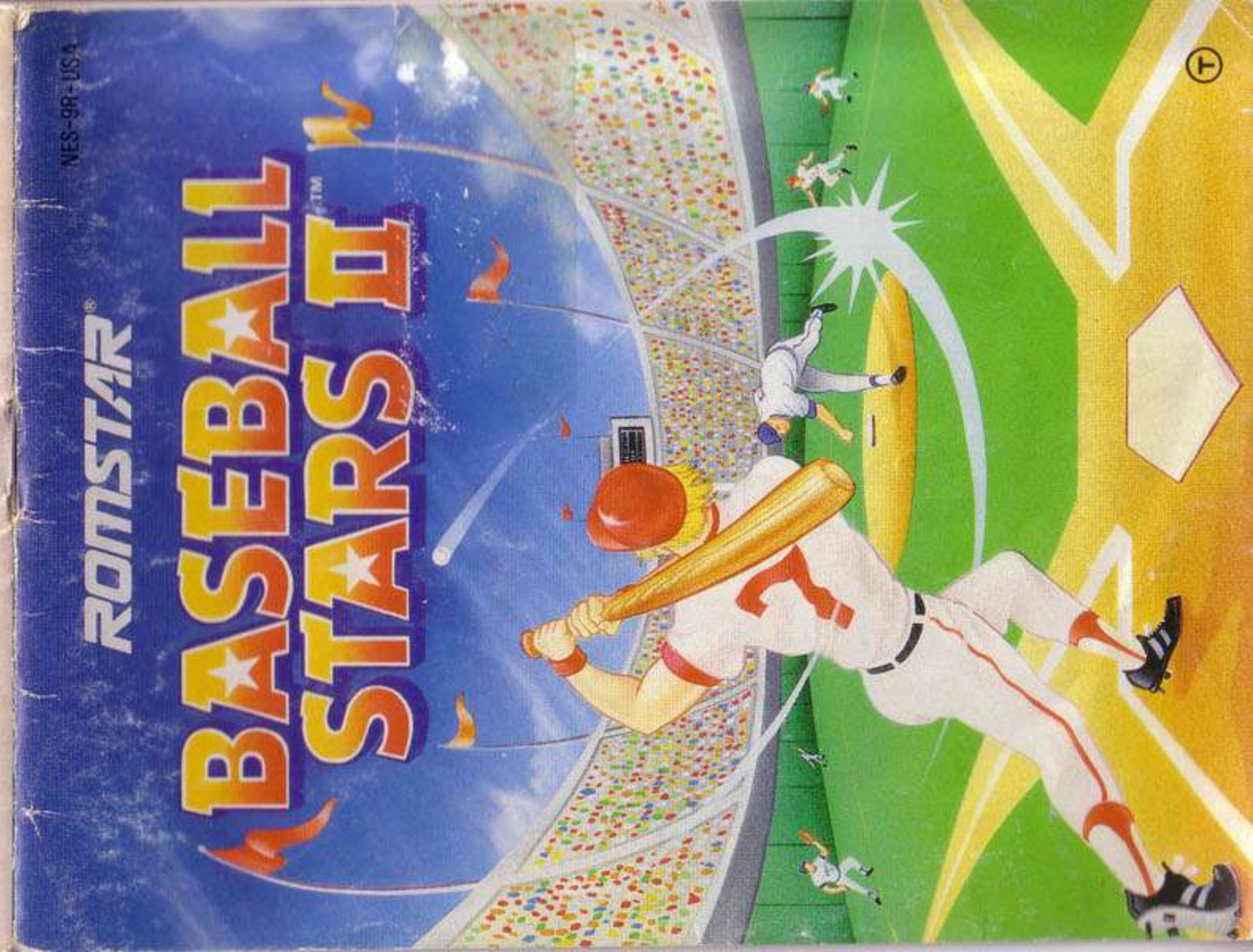
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ROMSTAR®

BASEBALL STARS II™



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PROJECTION TELEVISION WARNING

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Enterainment System® ("NES"), your Super Nintendo Enterainment System® ("Super NES"), or any NES™ or Super NES™ games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES or Super NES games, neither Nintendo nor any of Nintendo's licensees will be liable for any damage. This situation is not caused by a defect in the NES or Super NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR NES OR SUPER NES

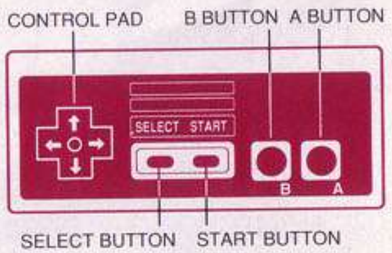
A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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THE CONTROLLER

Control Pad
Use to toggle between selections when choosing teams, players, etc. Also use to move players while fielding or batting.



Start Button
Press to start the game or press while playing to call a time out (pause), then press again to continue playing.

Select Button
Not used during game play.

A Button
Press A to select players, teams, etc. Also use to control batting, pitching, and fielding. Press to make player changes during time out.

B Button
Press B to go back one screen to correct mistakes when selecting teams, Players, etc. When your team is up to bat, use B for base running and stealing bases. When pitching, use B to bring up the pick-off screen, or to tag runners out.

QUICK FACTS

CONTROL PAD MENU SELECTIONS

Up on Control Pad moves cursor up
Down on Control Pad moves cursor down
Left on Control Pad moves cursor left
Right on Control Pad moves cursor right
B Button on Controller cancel or previous screen
A Button on Controller enter or next screen

MENU SCREEN OPTIONS:

League play – continue play • choose game
see standings • new league
View team – player stats • custom team power up
Make team – create custom team
Vs – select opponent
End play – quit game

CUSTOM TEAM FEATURES

Teams:
12 Normal teams TM, TT, LS, CF, OK, TC, HE, SS, BA, DD, NJ, MP
6 Custom teams TI, MR, DA, MB, NC, VC

Release player – remove player
Remove team – release team
Acquire player – add player
Trade player – swap players

DURING GAME PLAY FEATURES

Menu options:

Game start – change batting order • change player
change fielder • change pitcher
Choose stadium – Romstar • City • Dome • Country

PLAYER AT BAT

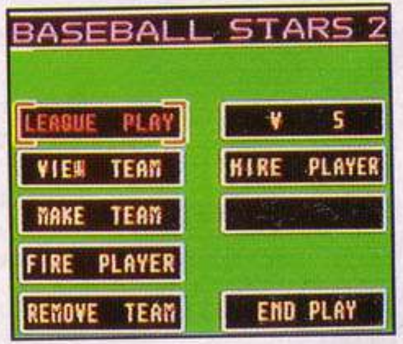
Start – time out
A Button – swing bat
A + down – bunt bat
A + Control Pad – run back
A + down – stop running
A (during time out) – pinch hitter • view team
B Button + Control Pad before wind up – lead off base
B Button + Control Pad during pitch – steal base
B (during time out) – continue game

PLAYER FIELDING

Start – time out
A Button – throw ball
A + up (Pitcher) – slider
A + down (pitcher) – fastball
A + left (pitcher) – left curve
A + right (pitcher) – right curve
A + up – throw to 2nd base
A + down – throw to home plate
A + left – throw to 3rd base
A + right – throw to 1st base
A (during time out) – relief pitcher • change fielder
change player • outfield formation
view team
B + up (when ball is overhead) – jump
B + left (when ball is near) – dive left
B + right (when ball is near)- dive right
B + up (when near wall) – climb up wall

SHIFT FORMATION (OUTFIELD)

Before pitch – **A Button** – normal fielding
Control Pad up, up – deep fielding
up – fielding shifted right
down – fielding shifted left
down, down – forward fielding



STARTING A LEAGUE OR GAME

NEW LEAGUE

Select the number of competing teams and how many games they will play. Press the Control Pad left or right to change the number of games. You may choose from 1 to 6 teams and from 1 to 25 games. When you start a league with two teams they must play at least three games. Once you have decided, press the A Button. (Remember, if you start a new league while one is already in progress, the old league will be erased.)



SELECTING TEAMS

After choosing the teams that will be playing you must decide whether they will be computer or player controlled. Press the Control Pad up to toggle between (C) Computer, and (P) Player. Press the Control Pad right to toggle between each team. Pressing the A Button will select that team.

CONFIRMING SELECTIONS

Throughout the game you will almost always be given a chance to change your mind on decisions that you will make. Use A Button to enter or B Button to cancel choice. With leagues, once you confirm your selections, all the statistics for all the competing teams will be set to zero for the duration of the league, i.e. win-loss record, batting avg., ERA. As you play, these will go up and down according to how well each Player performs during league play.

CUSTOMIZING YOUR OWN TEAM



Choose Make team from main menu.

SELECTING TEAM SPECIALITY

Select the main characteristic of your team. You may choose one of these different categories:

1) Consistent Hitters
2) Power Hitters
3) Good Defense
4) Fast Runners
5) Strong Pitchers
6) Veterans
7) Balanced Team
8) ? (unknown)

SELECTING YOUR TEAM

Move the Control Pad left or right to select your team. Press the A Button to confirm your choice.

ELIMINATING A TEAM

Choose remove team from main menu. Select the team you would like to remove and press the A Button. You can recall the team by going back to the Make team option. (The current stats will be erased.)

VIEWING A TEAM

To view a team choose the View team option from the main menu. You can look at each player's power stats and abilities.

INCREASING POINTS

This mode will let you improve a player's statistics and performance in one or more areas. The dollar amount next to the player's face is the amount needed to raise that particular player's ability. (If you don't have the necessary funds this option will not appear.) Once you choose (A Button) to pay the money to raise a player's stats, a random number between 1 and 6 will appear. This is the number of times that you can raise a stat for the

money paid. (You can raise one or more points each time you power up, they don't have to go all into the same category.) Pressing the Control Pad up and down will toggle between attributes and left and right will add to ability points. After using all your bonus points, press the A Button to continue. (You must use all the bonus points to continue.)



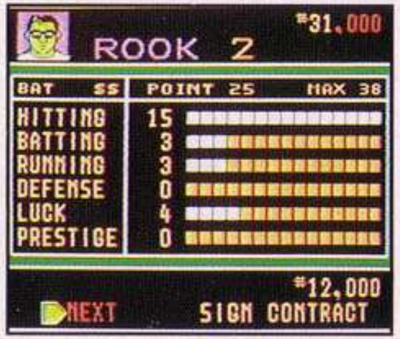
VIEW OTHER ABILITIES

The pitcher is the only player with two stat screens. If you wish to see how good a pitcher is at running and batting use the Control Pad to toggle over to Other abilities. You can raise a pitcher's pitching ability points just the same as you would raise any other stats. Pressing the B Button will take you backwards one screen if you make a mistake. When you are finished, press the A Button.

ACQUIRE, RELEASE & TRADE PLAYERS

RELEASING A PLAYER

Because each team may only have 18 members, you may find it necessary to release a player if you wish to improve your team. (You cannot acquire a player without first releasing one.) When you release a player, he will be gone forever. Choose the Release player option from the main menu and the team you wish to change. Select the player and decide to keep or release him. You will now have to hire a new player. (If you release too many players without acquiring any, a "need more players" message will appear when you wish to play a game with that team.)



ACQUIRING A PLAYER

You can improve your team line-up by purchasing stronger players, or by purchasing players with more room for improvement than ones you already have. To acquire a player you must first have released a player. You must have also accumulated enough money to purchase a new player. Choose the Acquire player option from the main menu. Use the Control Pad up, down, left, or right to find which

kind of player you want and press the A Button to select. (Each team may have no more than 6 pitchers and 12 fielders.)



PLAYERS YOU CAN ACQUIRE

Rookie: His ability points are low but his max ability points are high. This makes him a good choice for long term investment.

Veteran: Most veterans are near their maximum ability stats or at it. These players demand a fairly high price.

Star player: This player's ability scores are high. His prestige will draw a higher attendance.

Pitcher: Choose between overhand or side-arm style pitchers and whether they are left or right handed.

Batter: Choose between a good hitter, runner, or defensive player and whether he bats left or right handed.

CONTINUING A LEAGUE

VIEWING STATISTICS

This will let you see how well players are doing in league play. You can view games won and lost, win-loss percentage, games back (GB), batting avgs., top ten homerun hitters, top ten R.B.I.'s, top ten Era's, top ten Pitchers and pitchers with saved games. Press the Control Pad right to view those statistics and press the B Button when you are finished.
This mode will let you re-start a league that is already in progress.

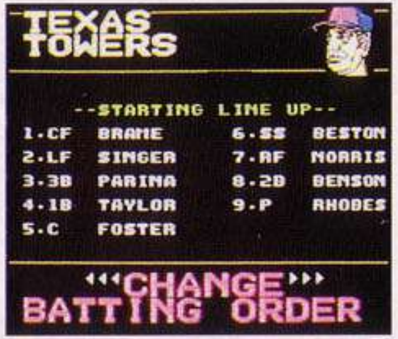
COMPUTER VS COMPUTER GAMES

You may either watch computer Vs computer games or you may end them instantly. Choose yes if you want to see the game or no if you want to advance to the game stats.

VS MODE

Select 1p (Player Vs computer) or 2p (player Vs player) or Computer play (computer Vs computer.) There is no instant end option in Vs mode. Move the cursor with the Control Pad and select the two competing teams with the A Button. Controller #1 bats first and controller #2 bats second. You may play in Vs mode even when a league is in progress. League statistics will be affected only if a player can be powered up. (Custom teams only.)

PLAYING THE GAME



CHANGING YOUR STARTING LINE-UP

If you are not happy with the way the computer has set your starting line-up you may change it on the first screen after starting a game. Select which category of players you wish to change and press the A Button, then move the cursor up and down to pick your player(s).

CHANGING THE BATTING ORDER

Move the cursor to the player you wish to change, then press the A Button. The cursor will turn blue to signify which player was chosen. Now move the red cursor to the next player, and press the A Button to swap. Repeat until you are satisfied with your line-up. Then press the B Button to return to the start mode.



CHANGE PLAYERS

This allows you to change your starting players with bench players. Follow the same instructions as "Changing the Batting Order," with one exception, the players' names will be at the bottom of the screen. Scroll through these names by pressing left and right on the Control Pad. Press the A Button to select.

CHANGE FIELDERS

Follow the same instructions as "Changing the Batting Order." With this mode you may move players to different field positions. If you have a catcher with a weak arm you may want to change him with somebody who has a strong arm so you can throw out players who steal a base. (Pitchers may only pitch. They may not be changed to any other position.)

GENERAL INFORMATION

LEAGUE PLAY PITCHER'S STAMINA

In league play if you use a pitcher too much he will get tired. This happens when you use up his stamina. He will need to rest for at least 1 game before he will be able to pitch at his peak performance level again.

FIELDER ABILITY POINTS

Hitting: Consistent ball hitting for high batting average.
Batting: Puts muscle behind your swings for home runs.
Running: Fast or strong legs for base stealing.
Defense: Good fielding for diving, jumping and high speed throws.
Luck: This can affect many things, like your chances of dropping an easily caught ball.
Prestige: This affects attendance.

PITCHER ABILITY POINTS

Stamina: Physical endurance will affect all other pitching abilities.
Speed: Controls the average speed of your pitcher's fast ball, curve, or slider. Each point added will add one degree to the ball curve.

MAX POINTS

This is the number you may not exceed when tailoring your team player ability stats. Decide what kind of player you want and use the points in the appropriate areas.

JUMPING CATCHES

Press the Control Pad up and press either A or B Button when the ball passes over the fielder.

CLIMBING THE WALL

When the ball is hit hard and you think it's a homerun, think again. You can catch the ball as it goes over the fence. Run your outfielder into the wall and press either the A or B Button while pressing up on the Control Pad.

THROWING

Point the Control Pad towards the base that you want to throw to and press A Button. If you press the Control Pad and the A Button at exactly the same time you can throw the ball faster. If no base is specified the ball will be thrown to first base.

TAGGING PLAYERS OUT

After a fielder has caught a ball you may make him run to any base by pressing the Control Pad towards the base you want the player to run to, then press the B Button. If the player with the ball beats the runner to the base the runner will be called out. If the player with the ball touches the runner before he reaches base, the runner will be called out also.

CONTROLLING THE TEAM AT BAT

Use the Control Pad to change the batter's position. Use the A Button to swing. Pressing the A Button while holding the down position on the Control Pad will bunt. As the batter is hitting the ball, moving the batter forward will cause him to swing upwards. Moving backwards will cause him to swing downwards.

BASE RUNNING

A runner will automatically run when the ball is hit. When he reaches the next base he will stop unless he is told to take another base. To advance a runner push the Control Pad towards the next base and press the B Button.

RETURNING TO BASE

If you don't want a runner to advance, point the Control Pad to the base the player just left and press the A Button. Once a player has reached next base he cannot go back.

STOPPING A RUNNER BETWEEN BASES

While a player is running towards a base, push the Control Pad down and Press the A Button. To make him start running again follow the same Procedure for Running or Returning to Base.

LEADING OFF AND STEALING BASES

Press the Control Pad towards the base you wish to steal. Tap the B Button once to lead off. This must be done before the pitcher starts his wind up. Press the B Button when the pitcher is in his wind up to steal the base. Once you lead off you cannot return to base until the pitcher actually throws the ball, or the pitcher brings up the pick-off screen.

CALLED GAME

If, at the end of an inning, one team has a leading margin of ten points, the game will be called. Victory goes to the team with the greater points.

EARNINGS

You will earn money for your custom team if: 1) You win in a 1 player Vs computer game. 2) You win in a 1 player game Vs any custom team (computer controlled). 3) You win a 1 player Vs 2 player game in league mode. (You will not win money in Vs mode if you are playing a 1player Vs 2 player game.)

ENDING THE GAME



When you wish to stop playing Baseball Stars II you must follow these important rules before turning the power off. Move the cursor to END on the main menu. Press the A Button Press reset and hold it in. While holding in reset, press the power button. Release them both at the same time. The chance of losing memory is very slight and will not hurt your game, but could make you very upset if you lost all you have worked for.

HARDWARE PRECAUTIONS/MAINTENANCE

- *Do not use any power plug other than the AC adapter provided with your NES. The AC adapter may become warm during use; this is normal and is no cause for concern.*
- *Do not use any RF switch other than the one included with your NES.*
- *Do not disassemble or try to repair the NES components. Doing so voids your warranty.*
- *Always turn the power switch of the Control Deck® off before loading or removing a Game Pak. Insert the Game Pak completely without forcing either the Game Pak or the Control Deck.* ***Load only*** *NES Game Paks into the NES Control Deck. To remove a Game Pak, push the eject button and carefully remove the game.* ***A Game Pak cannot be removed if the power switch is in the on position.***
- *After you have finished playing, be sure to remove the Game Pak from the Control Deck.*
- *Do not store the Control Deck in a humid place, on the floor or in any location where it may collect din, dust, lint, etc.*

- *Do not drop, hit or otherwise abuse the NES components.*
- *Do not leave the Control Deck turned on for extended periods when not in use.*
- *When disconnecting any plugs from the Control Deck first turn the Control Deck off, then carefully pull by the plug itself rather than by the cord. Do not step on, sharply pull or bend any wires or cables.*
- *Do not expose the Control Deck, Game Paks or any other of the NES components to extreme heat or cold.*
- *Do not spill liquids on the Control Deck, Game Paks or any other of the NES components. To clean, use a soft slightly damp cloth. Allow the component to dry completely before using again. (Use water only.)*
- *Do not rapidly turn the power switch on and off, as this may cause battery backed-up Game Paks to lose your stored game information.*

GAME PAK PRECAUTIONS/MAINTENANCE

- *If you are playing for a long time, take a 10 to 15 minute break every hour.*
- *The Game Pak is a high precision piece of electronics. Do not store it in places that are very hot or cold. Do not hit, drop or otherwise abuse it. Do not take it apart.*
- *Avoid touching the connectors with your fingers. Do not blow on them or allow to get wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.*
- *Do not clean with benzene, paint thinner, alcohol or any other solvent.*
- *Always store the Game Pak in its protective cover when not in use.*
- *Always check the Game Pak edge connector for foreign material before inserting the Game Pak in the Control Deck. To prevent the edge connectors from becoming dirty, we recommend that you regularly use the NES Cleaning Kit only. Cleaning kits are available at all Authorized Nintendo World Class Service Center locations and at most retailers.*

ROMSTAR 90-DAY LIMITED WARRANTY

Romstar, Incorporated warrants to the original consumer purchaser that this Romstar game 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 period, Romstar will repair or replace the pak, at its option, free of charge.

TO RECEIVE THIS WARRANTY SERVICE:

- *Do not return your defective game pak to the retailer.*
- *Notify the Romstar Consumer Products Service Department of the problem requiring warranty service by calling (213) 539-5283. Our Consumer Products Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.*
- *Do not send your pak to Romstar before calling the Consumer Service Department. Any unauthorized pak returned to Romstar will not be accepted.*
- *If the Romstar Service Representative is unable to solve the problem by phone, you will be provided with a Return Merchandise Authorization Number (RMA#).*
- *When you are returning your pak to Romstar, please proceed as follows:*
  - *Obtain an RMA# from a Romstar Service Representative*
  - *Reference this RMA# on all correspondence, shipping documents and it must be clearly visible on the outside of the package.*
  - *Be sure that your packaging is at least 4 inches by 6 inches. Many shipping companies will not ship anything smaller.*

- *Return your pak FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE. Use a shipping Company which will be able to provide a proof of delivery in the event your return is lost in transit. Include a brief letter (referencing your RMA#) explaining the defect. You must include the following with your return:*
  - *Full Name*
  - *Complete Mailing Address*
  - *Shipping Address if different than mailing address*
  - *Day Time Phone Number*
  - *Dated Sales Receipt or Similar Proof of Purchase*
  - *Name and Address of the store the pak was purchased*

Send your return to:

ROMSTAR, INCORPORATED
CONSUMER PRODUCTS SERVICE DEPARTMENT, DEPT. 112
22857 LOCKNESS AVENUE
TORRANCE, CA 90501

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

ROMSTAR REPAIR SERVICE AFTER EXPIRATION OF WARRANTY

If the pak develops a problem requiring service after the 90-day warranty period, you may contact the Romstar Consumer Products Service Department at (213) 539-5283. If the Romstar Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Romstar to repair or replace the pak and will be given a Return Merchandise Authorization Number (RMA#). Reference your RMA# on the outside packaging of the defective pak, on all correspondence, and on your shipping documents.

Return the defective merchandise FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Romstar and enclose a money order payable to ROMSTAR, INC. for the cost quoted to you. Please include the following with your return:

- *RMA Number* ■ *Full Name* ■ *Mailing Address* ■ *Shipping Address (if different than mailing address)* ■ *Day Time Phone Number*

If after personal inspection, the Romstar Service Representative determines the pak cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS: *Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Romstar be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of the warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.*

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- *Reorient the receiving antenna*
- *Relocate the NES with respect to the receiver*
- *Move the NES away from the receiver*
- *Plug the NES into a different outlet so that computer and receiver are on different circuits.*

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

ROMSTAR®

If you have any questions regarding your **BASEBALL STARS II®** Game Pak, please feel free to contact your Player Support Department at:

(213) 539-5283

Please return your Free Subscription Card to Romstar's Newsletter. In the newsletter we will update you on new games from Romstar, give hints and tips on Romstar games and run contests.

Look for other Romstar games — Coming soon from your local retailer.

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