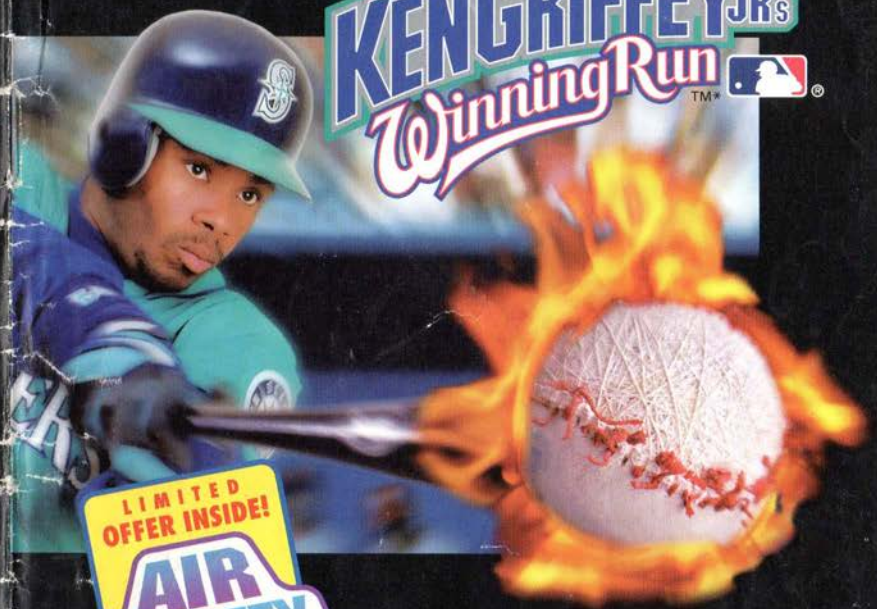
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U/SNS-A9GE-USA

KEN GRIFFEY JR.'S Winning Run™*



LIMITED OFFER INSIDE!
AIR GRIFFEY COLLECTIBLES

INSTRUCTION BOOKLET

Nintendo

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

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® SYSTEM, GAME PAK OR ACCESSORY.

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 Nintendo product.

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Thank you for selecting the Ken Griffey Jr.'s Winning Run™ Game Pak for the Super Nintendo Entertainment System®. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

CAUTION: If the POWER switch is switched ON and OFF repeatedly, saved data may be deleted. Avoid switching the POWER OFF before saving your game or it may be lost.

KIDS TO ADULTS K-A AGES 6+

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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THE GAME PLAN

Baseball's most popular and exciting player, Ken Griffey Jr., adds his name and baseball expertise to Nintendo's newest Super NES baseball game. It was the fifth game of the 1995 American League Wild Card Playoffs. Down by one run in the bottom of the eleventh inning, the Seattle Mariners, with Ken Griffey Jr. up to bat, were setting the stage for the most exciting finish in a divisional series. Ken Griffey Jr. smacked a single to center field to advance a runner to third base. Then the American League batting champ stepped into the batter's box and drove a pitch deep to left field; one run scored easily to tie the game.

But Wait!

Here comes Ken Griffey Jr. rounding third.
He's going to try the impossible,
scoring from first base.
The throw to the plate is on its way.
Ken Griffey Jr. hits the dirt.
The throw is not in time! The Seattle Mariners
advance to the American League Championship Series,
thanks in part to Ken Griffey Jr.'s winning run!

KEEPING THE GAME UNDER CONTROL

MENUS

B Button
Confirm selection

X Button
Exit.

START
Confirm selection.

DURING GAME

START
Pauses the game to view batter and pitcher information.

SELECT
Calls time out to make managerial decisions (change pitcher/batter/field positions).

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FIELDING

A Button
Used with the + Control Pad, to run fielder off his base when he has the ball.

B Button
Jump, Dive, and when used with the + Control Pad, throw to base.

X Button
Super Throw. This throw is more likely to go off line, but is slightly stronger.

Y Button
None.

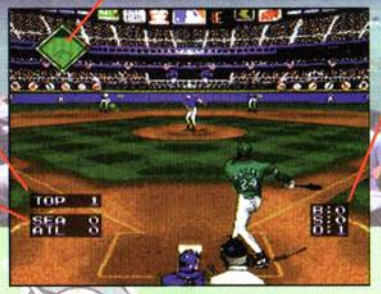
R Button
None.

L Button
If the ball is on the ground, holding this forces the closest fielder to run automatically to ball.

+ Control Pad
Moves fielder, directs which base to throw to.



This field icon shows you where your base runners are (red dots). It also shows you where the nearest player is (blue dot), where the ball is (white dot) and where the ball is going to land (flashing white dot).



This box shows you the current inning.

This box shows you the current score.

This box shows you the current count: Balls, Strikes and Outs.

PITCHING

A Button
When used with the + Control Pad, pitcher will attempt a pick off throw to a desired base.

B Button
When used with the + Control Pad, pitcher will throw a desired pitch.

X Button
None.

Y Button
None.

R Button
Check runner on 1st base.

L Button
Check runner on 3rd base.

+ Control Pad
Pickoffs: → is 1st base, ↑ is 2nd base, ← is 3rd base.
Pitching: → is Specialty Pitch, ↑ is Change Up, ← is Curveball, ↓ is Fastball.

SPECIALTY PITCHES

Press → on the + Control Pad and press the B Button at the same time to throw a specialty pitch.

SF	SUPER FAST
SC	SCREW BALL
CV	SUPER CURVE
SL	SLIDER
CU	CHANGE UP
KN	KNUCKLE BALL

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A Button
When used with the + Control Pad, runner will return to previous base indicated. Without the Control Pad, all runners will return to previous bases.

B Button
When used with the + Control Pad, batter will swing at pitch.

X Button
Stealing: when used with the + Control Pad, a runner will take a lead if pressed once (and steal if pressed twice) to the base indicated. Without the + Control Pad, all runners will take a lead if pressed once and steal if pressed twice.

When the ball is in play. When used with the + Control Pad, a runner will advance to the base indicated. Without the + Control Pad, all runners will advance.

Y Button
Bunt attempt. Releasing the Y button pulls bat back.

R Button
None.

L Button
None.

+Control Pad
Stealing.
- ▲ steal 2nd Base,
- ◀ steal 3rd Base.
- ▼ steal Home Plate.



Hitting.
- ▲ increases chance of a ground ball.
- ▼ increases chance of a fly ball.
- ▶ pulls ball right.
- ◀ pulls ball left.

Shifting the outfielders, changing your pitchers and substituting your hitters/fielders are key elements in successfully managing a game of baseball. During a game, press **SELECT** to bring up the managerial options screen.

To change a hitter/fielder, highlight the baseball bat icon and press **START** or the B Button. Highlight the player you want to bench and press **START** or the B Button. Highlight the replacement player and press Start or the B Button. Press the X Button when you're done with your changes.

To change a pitcher, highlight the baseball cap icon and press **START** or the B Button. Highlight the pitcher you want to use and press **START** or the B Button. You will be asked if you're sure. Highlight Yes and press **START** or the B Button. The current pitcher is automatically replaced with your selection.

To shift your outfielders, highlight the field icon and press **START** or the B Button. Highlight the desired location and press the X Button. You can position your outfielders to play normal, deep, shallow, left or right.

To return to the game, highlight the baseball icon and press **START** or the B Button.

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MLB™ CHALLENGE

A challenging mode in which you play each team once. You may play an opponent or select the CPU as your challenger.

1P VS COM: Play against the computer. Games progressively get harder.

1P VS 2P: Play against a human.

CONTINUE: Play a previously-saved game.

EXHIBITION: Play a single game against the CPU; You select both teams.



WORLD SERIES™

The World Series is a battle between the American League champs and the National League champs, played over seven games. Pick the team of your choice from each league to play in the championship.

1P VS COM: Play against the computer. Difficulty depends on chosen opponent, but all teams will play to the best of their ability in the World Series.

1P VS 2P: Play against a human.

CONTINUE: Continue a previously-saved World Series.



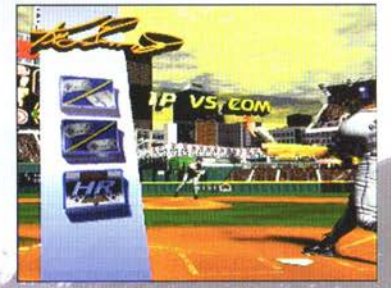
ALL-STAR GAME™

The All-Star game features the best players from both leagues at each position. The American League players form one team and the National League players form the other. There is a Homerun Derby where the top sluggers from each league compete against each other to see who can hit the most homeruns.

1P VS COM: Play against the CPU.

1P VS 2P: Play against a human.

HOMERUN DERBY: Enter the Homerun Derby contest with up to 8 players.

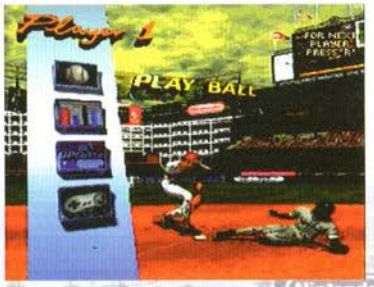


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MLB LEAGUE

Create a new season or continue a previously-saved season. Choose up to eight teams to compete in a 26-, 52- or 162-game season. At the end of your season, you might make the playoffs and maybe the World Series!

Select MLB League
Select Season Length
Select Team(s) to Play
Press R Button to toggle between player teams.





Then choose:

PLAY BALL: Play a game.

STANDINGS: This reports wins, losses, winning % and games back (wins & losses count as half a game).

MLB UPDATE: Get an update on the top players, review information on team strengths and check out the league's schedule.

PLAYER TEAMS: Individual team information.

LINE UP: Look at batter abilities. Look at batter stats.

BULLPEN: Look at pitcher abilities. Look at pitcher stats.

NEXT OPPONENT: Look at information about your next opponent.

TRADE PLAYER: Trade any MLB player of comparable talent.

OPTIONS: Change the game play features.



TRADING PLAYERS

The Trade Player option is only available in the MLB League mode. You can trade players from a player-controlled team for players from any of the other teams. The exception is Ken Griffey Jr.; he cannot be traded. The VAL (value) for the player you want to trade away must be within 5 points of the VAL for the player you want to acquire. The VAL for each player changes during the season according to his performance. You must make all trades by the August 31 deadline. You are allowed to make 15 trades for your team.

TO TRADE A PLAYER

Enter the MLB LEAGUE mode.

▼

Select a season.

▼

Select the team you want to play as.

▼

Select the PLAYER TEAMS option.

▼

Select the TRADE PLAYER option.

▼

Select the player you want to trade away.

▼

Select the team of the player you want to acquire.

▼

Select the player you want to acquire.

▼

Confirm your selection.

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STATISTICS

BATTING STATS

You can look at batting stats by selecting any icon with a baseball bat on it. You can view the stats of the leagues' **TOP BATTERS** in the **MLB LEAGUE** mode after selecting the **MLB UPDATE** icon.

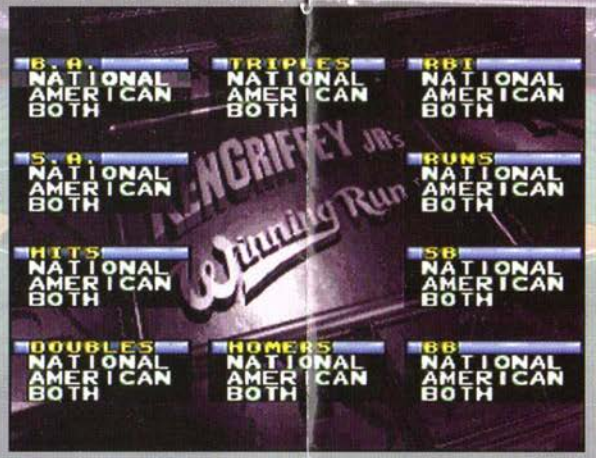
B.A.
Batting Average (Hits/At Bats)

S.A.
Slugging Average or Slugging Percentage (Total Bases from Hits/At Bats)

HITS
Hits are safely hitting the ball into fair play without an error.

DOUBLES
In this game, hits are recorded as doubles when a player makes it to 2nd base before the play is stopped by the umpire.

TRIPLES
In this game, hits are recorded as triples when a player makes it to 3rd base before the play is stopped by the umpire.



HOMERS
Homers are hits that go over the homerun fence in fair territory.

RBI
Runs Batted In. If a player gets a hit and a run scores as a result, the batter is given an RBI for bringing the run in. RBIs can be gained by walking-in a run but not on plays where an error allows the run to score.

RUNS
Runs are when a player safely makes it around the bases to score a run.

SB
Stolen Bases. If the batter hits the ball on a stolen base attempt it is a hit and run, and not considered a stolen base.

BB
Base on Balls or Walk. When a batter is pitched four balls before three strikes, he is awarded a walk to first base.

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PITCHING STATS

You can look at pitching stats by selecting any icon with a baseball hat on it. You can view the stats of the leagues' **TOP PITCHERS** in the **MLB LEAGUE** mode after selecting the **MLB UPDATE** icon.

ERA

Earned Run Average. Runs that a pitcher allows to score as a result of hits and walks that he has allowed. If a run scores as a result of an error, the run is uncearned and does not count against the pitcher.

WINS

Wins are registered by starting pitchers that pitch at least 5 innings, leave the game with their team winning and have their team retain that lead for the entire game. Relievers register a win when: their team takes the lead and retains it in the same inning that that pitcher is pitching. Tie scores during a game nullify the winning status of a pitcher.

LOSSES

Losses are registered by any pitcher that gives up his team's lead in the game, resulting in his team losing the game. Tie scores nullify the losing status of a pitcher.



SAVES

Saves are registered for relief pitchers when the relief pitcher is the finishing pitcher (but not the winning pitcher) in a game won by his team. He also must meet one of these three requirements: a) he enters the game with a lead of no more than 3 runs, and pitches at least 1 inning, b) he enters the game with the potential tying run on base, at bat or on deck, or c) he pitches effectively for at least 3 innings.

W-L

Win-Loss. Number of wins and losses.

IP

Innings Pitched is the number of innings a pitcher pitches in, with each out in a game equivalent to 1/3 of an inning. There are 27 total outs in a game, equaling 9 innings.

SO

Strike Outs occur when a batter is pitched three strikes before four balls.

BB

Base on Balls or Walk. When a batter is pitched four balls before three strikes, he is awarded a walk to 1st base.

BR/9

How many runners a pitcher allows on base (via hit or walk, not error) per 9 innings.

SO/9

Strike Outs per 9 innings.

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INDIVIDUAL STATS

This game is deep; Check out some of these cool batting stats! In the TEAM SUMMARY screens, highlight the TEAM SUMMARY for batters. Press the B Button or START. You can also view these stats from the LINE-UP menu. Highlight the baseball bat icon and press the B Button or START.

AB	**At Bats**
H	**Hits**
2B	**Doubles**
3B	**Triples**
HR	**Home Runs**
BA	**Batting Average**
G	**Games**
R	**Runs**
RBI	**Runs Batted In**
SB	**Stolen Bases**
BB	**Base on Balls**
SA	**Slugging Average**



During the season, you can toggle between historical stats and accumulated stats by pressing the A Button.

You want more? Take a look at all these pitching stats! In the TEAM SUMMARY screen, highlight the TEAM SUMMARY for pitchers and press the B Button or START. You can also view these stats from the BULLPEN menu. Highlight the baseball cap icon and press the B Button or START.

W	**Wins**
L	**Losses**
S	**Saves**
ERA	**Earned Run Average**
SO	**Strike Outs**
IP	**Innings Pitched**
BB	**Base on Balls**
H	**Hits**
ER	**Earned Runs**
SO/9	**Strike Outs per 9 innings**
BR/9	**Base Runners per 9 innings**



During the season, you can toggle between historical stats and accumulated stats by pressing the A Button.

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TEAMS

There are 28 teams divided into two leagues, the American League and the National League. Each league is divided into three divisions, the West, the Central and the East. Here's how it looks on paper:

AMERICAN LEAGUE

WEST
Seattle Mariners
California Angels
Texas Rangers
Oakland Athletics

CENTRAL
Cleveland Indians
Kansas City Royals
Milwaukee Brewers
Chicago White Sox
Minnesota Twins

EAST
Boston Red Sox
New York Yankees
Baltimore Orioles
Detroit Tigers
Toronto Blue Jays

NATIONAL LEAGUE

WEST
Los Angeles Dodgers
Colorado Rockies
San Diego Padres
San Francisco Giants

CENTRAL
Cincinnati Reds
Houston Astros
Chicago Cubs
St. Louis Cardinals
Pittsburgh Pirates

EAST
Atlanta Braves
Philadelphia Phillies
Montreal Expos
New York Mets
Florida Marlins

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REV-B

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or your local authorized Nintendo retailer.

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REV-I

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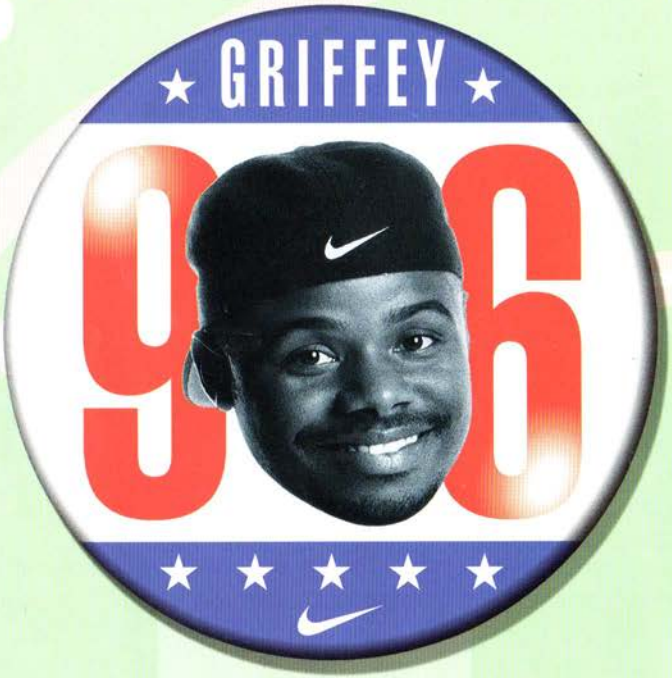
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Brand your wall with this scorching 23" round Air Griffey Poster.
$3.00





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Profile in style with the Official Air Griffey "Junior" Cap.
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Keep The Sweat Where It Belongs - On Your Opponents.

Your throwing/ autograph hand will stay dry when you strap on this extra-long Air Griffey Wristband.
$3.00



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Grab The Hottest Ticket In Town.

Sign on for Ken Griffey, Jr.'s INSIDE TICKET™* Fan Club and grab the gear you can't get anywhere else! One year membership includes:**



Get a close-up look of Ken Griffey Jr. in action with the limited edition Jr. poster

Stick with a winner when you wear the collectible Ken Griffey, Jr. pin.





A full color, 8" x 10" photo of "The Kid" swinging for the cheap seats. This is one shot you'll want to frame.

A personalized membership card.





A hard-hitting Ken Griffey, Jr. T-shirt, designed exclusively for Ken Griffey, Jr.'s Inside Ticket club members.

As a member, you'll also get members-only discounts on other Ken Griffey, Jr. collectibles by using your membership card. So sign on with Ken Griffey, Jr. for only $19.95 (plus shipping & handling). You'll save $10.00 with this exclusive offer!

Order by mail.

*** Inside Ticket is a registered trademark of Sports Fan Network, Inc.

Cut along dotted line to mail in coupon

Air Griffey Collectibles Mail-In Form (not redeemable in store)

To receive your Air Griffey collectibles you must purchase the Super NES® Ken Griffey, Jr.'s Winning Run™ Game Pak on or before 12/31/96 and enclose the following in a stamped envelope and send to the address listed below before 3/31/97:

- This completed original order form.
- The original UPC (bar code) from the package (copies not accepted).
- The original, or a copy of the original, dated cash register receipt with purchase price circled.
- Check or money order (payable to Air Griffey Collectibles) to cover the cost of the ordered item(s).

Please fill out all information below, printing clearly. Offer expires 12/31/96.

Please allow six to eight weeks for delivery. Offer good while supplies last. All merchandise must be paid in U.S. Dollars.

Name

Address

City State

Zip Telephone – –

Item	Size (circle)	Qty.	Price Each	U.S. SHIPPING & HANDLING	CANADA SHIPPING & HANDLING	Total
Poster	23" round		$3.00	$1.75	$3.50	
"Junior" Cap	One size fits all		$6.80	$1.75	$3.50	
Wristband	One size fits all		$3.00	$1.25	$2.00	
Fan Club 1-year membership	– – –		$19.95	$4.95	$10.00	

I wish to pay with: ☐ Check or Money Order ☐ MasterCard ☐ Visa

Credit Card Number

X _____ Exp. Mo./Yr.

Authorized Signature

Sub-Total	
W.A. Res. 8.2% Sales Tax	
Total Enclosed	

Order by mail.

Mail in a stamped envelope to:
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P.O. Box 581
Portland, OR 97207-0581

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