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.

™ and ® are trademarks of Nintendo of America Inc. ©1989 Nintendo.
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, it's 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 (⅔ symbol indicates team currently at bat)
  f. inning: top or bottom of indication (T: top; B: bottom)

*Field screen
  g. ball
  h. runner
  i. runner display
Operation on the pitching screen

**Pitch**
1. **Control Pad...** Right and left movement at the plate and horizontal control of the pitched ball
   - Press once, set-position for the pitcher. (plate position is set)
2. **A Button...** 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.

**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

**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 pinch hitter displayed
4. Press the A Button to set.
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

Operation of an infielder not having a ball

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.

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

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.

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

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.

[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 is 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.....A 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!

<table>
<thead>
<tr>
<th>batter</th>
<th>AVE (battling average)</th>
<th>type</th>
<th>batting</th>
<th>skill</th>
</tr>
</thead>
<tbody>
<tr>
<td>MIKE</td>
<td>.301</td>
<td>left</td>
<td>B</td>
<td>A</td>
</tr>
<tr>
<td>TOM</td>
<td>.278</td>
<td>right</td>
<td>D</td>
<td>A</td>
</tr>
<tr>
<td>JIM</td>
<td>.333</td>
<td>right</td>
<td>A</td>
<td>C</td>
</tr>
<tr>
<td>JOHN</td>
<td>.341</td>
<td>right</td>
<td>C</td>
<td></td>
</tr>
<tr>
<td>BOB</td>
<td>.326</td>
<td>left</td>
<td>B</td>
<td>C</td>
</tr>
<tr>
<td>RICK</td>
<td>.291</td>
<td>right</td>
<td>C</td>
<td></td>
</tr>
<tr>
<td>DAVID</td>
<td>.270</td>
<td>right</td>
<td>D</td>
<td>B</td>
</tr>
<tr>
<td>EDDIE</td>
<td>.248</td>
<td>right</td>
<td>E</td>
<td>B</td>
</tr>
<tr>
<td>pinch hitter JACK</td>
<td>.292</td>
<td>right</td>
<td>C</td>
<td>C</td>
</tr>
<tr>
<td>pinch hitter ALAN</td>
<td>.280</td>
<td>left</td>
<td>C</td>
<td>B</td>
</tr>
<tr>
<td>pinch hitter FRED</td>
<td>.266</td>
<td>left</td>
<td>D</td>
<td>A</td>
</tr>
</tbody>
</table>

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.

<table>
<thead>
<tr>
<th>batter</th>
<th>AVE (battling average)</th>
<th>type</th>
<th>batting</th>
<th>skill</th>
</tr>
</thead>
<tbody>
<tr>
<td>JOE</td>
<td>.295</td>
<td>left</td>
<td>B</td>
<td>B</td>
</tr>
<tr>
<td>LOUIS</td>
<td>.286</td>
<td>right</td>
<td>C</td>
<td>A</td>
</tr>
<tr>
<td>TEDDY</td>
<td>.323</td>
<td>left</td>
<td>B</td>
<td>C</td>
</tr>
<tr>
<td>STEVE</td>
<td>.358</td>
<td>left</td>
<td>A</td>
<td>C</td>
</tr>
<tr>
<td>PETER</td>
<td>.301</td>
<td>left</td>
<td>B</td>
<td>C</td>
</tr>
<tr>
<td>SCOTT</td>
<td>.282</td>
<td>right</td>
<td>C</td>
<td>B</td>
</tr>
<tr>
<td>BRIAN</td>
<td>.284</td>
<td>left</td>
<td>D</td>
<td>B</td>
</tr>
<tr>
<td>JEFF</td>
<td>.247</td>
<td>right</td>
<td>E</td>
<td>B</td>
</tr>
<tr>
<td>pinch hitter DUKE</td>
<td>.290</td>
<td>right</td>
<td>C</td>
<td>C</td>
</tr>
<tr>
<td>pinch hitter JASON</td>
<td>.285</td>
<td>left</td>
<td>C</td>
<td>B</td>
</tr>
<tr>
<td>pinch hitter MAC</td>
<td>.271</td>
<td>left</td>
<td>D</td>
<td>A</td>
</tr>
</tbody>
</table>

pitcher
type stamina speed changeup

LUIGI right over arm B A C
PHIL right under arm B B C
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.

<table>
<thead>
<tr>
<th>batter</th>
<th>AVE (batting average)</th>
<th>type</th>
<th>batting</th>
<th>skill</th>
</tr>
</thead>
<tbody>
<tr>
<td>① WAKA</td>
<td>.301</td>
<td>left</td>
<td>B</td>
<td>A</td>
</tr>
<tr>
<td>② MICHI</td>
<td>.278</td>
<td>right</td>
<td>D</td>
<td>A</td>
</tr>
<tr>
<td>③ WAN</td>
<td>.333</td>
<td>left</td>
<td>A</td>
<td>C</td>
</tr>
<tr>
<td>④ CHO</td>
<td>.341</td>
<td>right</td>
<td>A</td>
<td>C</td>
</tr>
<tr>
<td>⑤ KOHJI</td>
<td>.326</td>
<td>right</td>
<td>B</td>
<td>C</td>
</tr>
<tr>
<td>⑥ BUCHI</td>
<td>.291</td>
<td>right</td>
<td>C</td>
<td>B</td>
</tr>
<tr>
<td>⑦ ISAO</td>
<td>.270</td>
<td>left</td>
<td>D</td>
<td>B</td>
</tr>
<tr>
<td>⑧ YOSHI</td>
<td>.248</td>
<td>right</td>
<td>E</td>
<td>B</td>
</tr>
</tbody>
</table>

pinch hitter KAKE | .292 | left | C | C |
pinch hitter MORIO | .280 | right | C | B |
pinch hitter DAI  | .266 | right | D | A |

<table>
<thead>
<tr>
<th>pitcher</th>
<th>type</th>
<th>stamina</th>
<th>speed</th>
<th>changeup</th>
</tr>
</thead>
<tbody>
<tr>
<td>IGAWA</td>
<td>right over arm</td>
<td>B</td>
<td>C</td>
<td>B</td>
</tr>
<tr>
<td>MURA</td>
<td>right under arm</td>
<td>A</td>
<td>C</td>
<td>A</td>
</tr>
<tr>
<td>KANE</td>
<td>left over arm</td>
<td>C</td>
<td>B</td>
<td>B</td>
</tr>
<tr>
<td>NATSU</td>
<td>left under arm</td>
<td>A</td>
<td>C</td>
<td>A</td>
</tr>
</tbody>
</table>

JPN MODE
R-EAGLES (Red Eagles)
Strong-armed pitcher INAHO, has an excellent batting lineup to support him.

<table>
<thead>
<tr>
<th>batter</th>
<th>AVE (batting average)</th>
<th>type</th>
<th>batting</th>
<th>skill</th>
</tr>
</thead>
<tbody>
<tr>
<td>① FUKU</td>
<td>.295</td>
<td>left</td>
<td>B</td>
<td>B</td>
</tr>
<tr>
<td>② JIROH</td>
<td>.286</td>
<td>right</td>
<td>C</td>
<td>A</td>
</tr>
<tr>
<td>③ HARIO</td>
<td>.323</td>
<td>left</td>
<td>B</td>
<td>C</td>
</tr>
<tr>
<td>④ FUTO</td>
<td>.358</td>
<td>right</td>
<td>A</td>
<td>C</td>
</tr>
<tr>
<td>⑤ KADO</td>
<td>.301</td>
<td>left</td>
<td>B</td>
<td>C</td>
</tr>
<tr>
<td>⑥ OCHI</td>
<td>.282</td>
<td>right</td>
<td>C</td>
<td>B</td>
</tr>
<tr>
<td>⑦ NOMU</td>
<td>.264</td>
<td>right</td>
<td>D</td>
<td>B</td>
</tr>
<tr>
<td>⑧ TOYO</td>
<td>.247</td>
<td>right</td>
<td>E</td>
<td>B</td>
</tr>
</tbody>
</table>

pinch hitter HIDE | .290 | left | C | C |
pinch hitter ERITO | .285 | right | C | B |
pinch hitter IROSE | .271 | left | D | A |

<table>
<thead>
<tr>
<th>pitcher</th>
<th>type</th>
<th>stamina</th>
<th>speed</th>
<th>changeup</th>
</tr>
</thead>
<tbody>
<tr>
<td>TONBI</td>
<td>right over arm</td>
<td>B</td>
<td>C</td>
<td>B</td>
</tr>
<tr>
<td>YAMA</td>
<td>right under arm</td>
<td>B</td>
<td>C</td>
<td>A</td>
</tr>
<tr>
<td>KESHI</td>
<td>left over arm</td>
<td>A</td>
<td>C</td>
<td>B</td>
</tr>
<tr>
<td>INAHO</td>
<td>left under arm</td>
<td>C</td>
<td>B</td>
<td>A</td>
</tr>
</tbody>
</table>
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: 400-605-0700.
   Our Consumer Service Department is in operation from 8:00 A.M. to 8:00 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 PREPAID and INSURED FOR LOSS OR DAMAGE, together with your name, address, and a description of the problem, to Nintendo of America Inc., Consumer Service Department, 4900-150th 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 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.

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. NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and 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.