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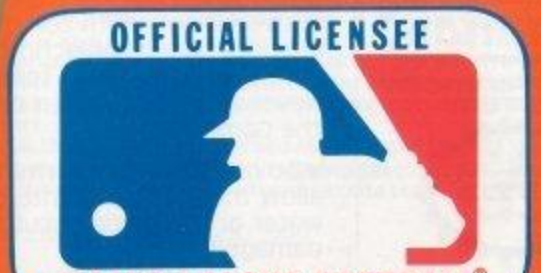

MAJOR LEAGUE BASEBALL®

# INSTRUCTION BOOKLET

THIS GAME IS LICENSED BY NINTENDO FOR PLAY ON THE

Nintendo ENTERTAINMENT SYSTEM®

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 Entertainment System®

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# Treat Your LJN Game Carefully

- This LJN Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.
- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.



# INTRODUCTION

Sure you've always wanted to be a professional ball player but have you ever thought about managing? Well, here's your chance to prove yourself both on and off the field.
- You choose your starting line-ups based on individual stats and playing situations. Each of the 26 major league teams is represented with its own full roster.
- You make managerial decisions like using a pinch hitter, bringing in a relief pitcher, choosing a D.H. to face a lefty or having a switch hitter swing from the other side.
- You pitch, catch, hit, bunt, pitch out, steal bases, make spectacular fielding plays and even throwing errors.

...and because this is the only officially licensed Major League Baseball video game cartridge, you can actually play American and National League regular season games, All-Star games and the World Series using all your favorite teams, complete with home and away uniforms.
This is Real baseball...for Real baseball fans.

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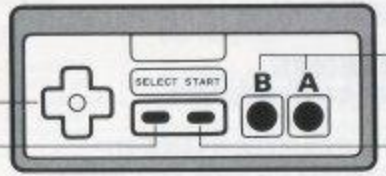
# 1 HOW TO USE THE CONTROLLER

The CONTROL PAD and A / B BUTTONS are used differently for fielding and batting. Please refer to pages 8 to 11 for details.

**CONTROL PAD**

**A/B BUTTONS**




**SELECT BUTTON:**
select game, league, team, players, etc.

**START BUTTON:**
start the game and for TIME OUT to change pitchers or insert pinch hitters.



# 2 GAME GUIDE

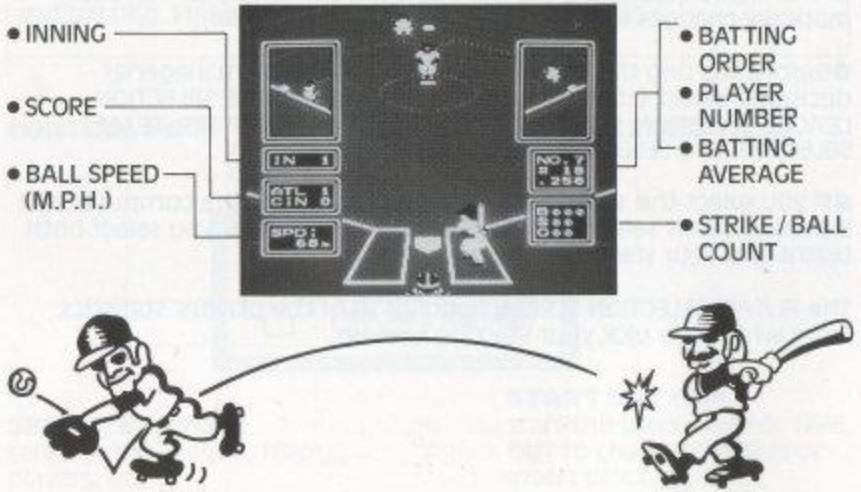
■There are two game screens; the Infield Screen and a scrolling view of the entire stadium. Once the ball is hit, the Infield Screen automatically changes to the scrolling Playing Field Screen.

■Before starting the game, you must make many managerial decisions; select either 1 PLAYER or 2 PLAYERS, GAME SELECTION, LEAGUE SELECTION, WITH or WITHOUT DESIGNATED HITTER, TEAM SELECTION and SELECTING THE STARTING LINE-UP.

■If you select the 1 Player mode, you play against the computer and it automatically selects its own starting line-up after you select both teams and your starting line-up.

The PLAYER SELECTION SCREEN contains all of the players' statistics, from which you pick your Starting Line-Up.

## ■ INFIELD SCREEN AND INFORMATION AREA

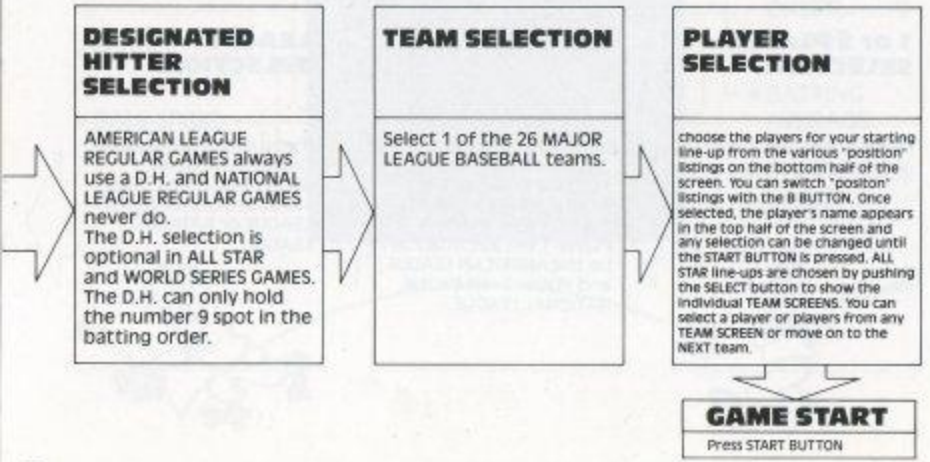





## 3 CHOOSING YOUR STARTING LINE-UP

Move the cursor with either the SELECT BUTTON or CONTROL PAD. Make the following selections with either the START or A BUTTON.

| 1 or 2 PLAYER SELECTION | GAME SELECTION | LEAGUE SELECTION |
|---|---|---|
| select either the 1 PLAYER or 2 PLAYERS mode. | select one of three games: REGULAR GAME, ALL STAR GAME or THE WORLD SERIES. If the ALL STAR GAME is selected, Player 1 will automatically be the AMERICAN LEAGUE and Player 2 will be the NATIONAL LEAGUE. | If you chose REGULAR GAME in the GAME SELECTION screen, then select either AMERICAN LEAGUE or NATIONAL LEAGUE. |






# 4 USING THE CONTROLLER—IN THE FIELD

## ■PITCHING:

**• Press the A BUTTON to pitch the ball, while using the CONTROL PAD to control its speed and course.**

upper position..... change up

lower position..... fast ball

right / left position ..... inside or outside, depending on batter

middle..... straight, at medium speed

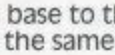
**• After pitching the ball, you can make the ball curve right or left with the CONTROL PAD.**

right position..... curve to the right

left position..... curve to the left

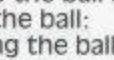
**■STAYING POWER**
A pitcher's staying power is directly related to the speed at which he throws and the number of specialty pitches he uses.

**■PICK-OFF PLAY**




Select which base to throw to with the CONTROL PAD and push B BUTTON at the same time.

**■FIELDING:**
• Catching the ball:
Direct the fielder to the ball using the CONTROL PAD.




• Throwing the ball:
After catching the ball, use the CONTROL PAD to pick which base to throw the ball to and press the A BUTTON at the same time.
If you press the B BUTTON instead, the fielder will run towards that base without throwing the ball.

**■RELIEF PITCHER:**
Press the START BUTTON to take a TIME OUT. The PLAYER SELECTION screen is displayed and you can select a relief pitcher.



# 5 USING THE CONTROLLER—AT BAT

**■BATTING**
Press the A BUTTON to swing the bat, while using the CONTROL PAD to control the swing as follows:

**right / left position:** hit an inside or outside pitch, depending on the batter.
Press the upper or lower positions of the CONTROL PAD to move the batter back and forth in the batter's box.
If you release the A BUTTON halfway through the swing, the batter will bunt or check his swing.

**■BASE RUNNING**
Use the CONTROL PAD to select which base to run to and press the B BUTTON at the same time. Also use this method to steal a base.
If you must return to the last base you were on after starting to run, select the base you want to return to using the CONTROL PAD and press the A BUTTON at the same time. You can cause all runners to return to their bases by pressing the HOME PLATE position of the CONTROL PAD and the A BUTTON at the same time.

**■PINCH HITTER**
Press the START BUTTON to take a TIME OUT and the PLAYER SELECTION screen is displayed. Select one of the PINCH HITTERS.

## 6 A/B BUTTONS AND CONTROL PAD

| PITCHER: | |
|---|---|
| **PITCHING** | A BUTTON |
| **SPEED AND COURSE** | upper and lower positions of the CONTROL PAD for speed, right and left positions for direction. |
| **BALL CONTROL** | after pitching the ball, right and left positions of the CONTROL PAD for direction. |
| **PICK-OFF PLAY: B BUTTON** | Select which base to throw to with the CONTROL PAD and push B BUTTON at the same time. |

| FIELDER | |
|---|---|
| **CATCHING** | use the CONTROL PAD to move the fielder to the ball. |
| **THROWING** | select which base to throw to with the CONTROL PAD and press the A BUTTON at the same time. |
| **TAGGING** | select which base to run to with the CONTROL PAD and press the B BUTTON at the same time. |



## FUNCTIONS

| BATTER | |
|---|---|
| **BATTING** | A BUTTON, plus right or left position of CONTROL PAD to hit an inside or outside pitch. |
| **POSITION** | upper or lower position of CONTROL PAD to move back and forth in the batter's box. |
| **BUNT/CHECK SWING** | release A BUTTON halfway through swing. |

| RUNNER | |
|---|---|
| **ADVANCING** | select which base to run to with CONTROL PAD, press B BUTTON at the same time. |
| **RETURNING TO BASE** | select which base to run to with CONTROL PAD, press A BUTTON at the same time. |

7

**EAST**

**BALTIMORE ORIOLES**
**BOSTON RED SOX**
**CLEVELAND INDIANS**
**MILWAUKEE BREWERS**
**DETROIT TIGERS**
**NEW YORK YANKEES**
**TORONTO BLUE JAYS**

**WEST**

**CALIFORNIA ANGELS**
**CHICAGO WHITE SOX**
**KANSAS CITY ROYALS**
**MINNESOTA TWINS**
**OAKLAND ATHLETICS**
**SEATTLE MARINERS**
**TEXAS RANGERS**

8

**EAST**

CHICAGO CUBS
MONTREAL EXPOS
NEW YORK METS
PHILADELPHIA PHILLIES
PITTSBURGH PIRATES
ST. LOUIS CARDINALS

**WEST**

ATLANTA BRAVES
CINCINNATI REDS
HOUSTON ASTROS
LOS ANGELES DODGERS
SAN DIEGO PADRES
SAN FRANCISCO GIANTS

# 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, DC 20402, Stock No. 004-000-00345-4.



# LIMITED WARRANTY

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