Thank you for choosing the fun-filled "TECMO BASEBALL" game pak by TECMO, INC.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

1) Avoid subjecting this high precision game pak to extreme temperature variances and shock. Furthermore, never attempt to disassemble your game pak.
2) Avoid touching terminal connectors, and keep clean by inserting game pak in protective storage case.
3) Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.
4) For best results, play the game a distance away from your television set.
5) Pause for 10-15 minutes after 2 hours or more of continuous game playing. This will extend the performance of your game pak.

* Please note that this game has been programmed to take advantage of the full screen. Some older models have truncated screens and may block out a portion of the image.

THIS GAME IS LICENSED BY NINTENDO FOR PLAY ON THE Nintendo ENTERTAINMENT SYSTEM

When the title screen appears, press the start button to load the game selection screen.

Move the cursor using the control cross and make your selections with Button A.

ONE PLAYER
Choose your team members and begin the game. If after winning six games you have won the pennant in your league, you can go on to play the winner of the other league. Try to win the series!

TWO PLAYERS
Both players choose their team members and then play three games.
- **ALL-STAR GAME [ONE PLAYER]**
  All-star teams have dynamite players. Choose one and play against the computer.

- **ALL-STAR GAME [TWO PLAYERS]**
  The same as one-player. But two people play against each other.

- **WATCH MODE**
  There is also a mode where you can select two teams from the list of candidates and have the computer itself play the two teams against each other while you watch. Three games will be played.

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### 2. SELECTIONS (OPTIONS)

#### SELECT DESIGNATED HITTER RULE

You can select the DH option in any game mode. Move the cursor with the control cross and set the DH option with Button ©.

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#### SELECT TEAM

- When in "one player", "two players", or "watch" mode, you can choose any team you wish.

When in "one player" mode, a brand new password input screen will appear. If you beat the opposing team, you will be shown a password recording your strength on the newspaper sports page screen. If you input this password, you will be able to play the next team.

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#### PASSWORD

The password is input using the control cross. Move the cursor up and down to select the proper letter for the first slot, then press the control cross to the right to move to the next slot. After inputting the whole password, press Button ©.

- When in "all-star game" mode (either one or two players), use the control cross to select your own league. Then press Button ©.
— SELECT STARTING PITCHER —

Selecting one team, the sub screen appears for starting pitcher selection. Choose with the control cross and set the order with button ©.

NOTE: Pitchers or designated hitters always come ninth in the batting order.

ADVICE: The three pitchers at the top of the screen have stamina and are capable of starting. The other three are not as strong, but are more technical than the starting pitcher and are more appropriate for shortinning relief.

— ALL-STAR MEMBERS —

<table>
<thead>
<tr>
<th>NATIONAL MAJORS</th>
<th>AMERICAN MAJORS</th>
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<tbody>
<tr>
<td>PITCHERS</td>
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<tr>
<td>BATTERS</td>
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</tbody>
</table>
3. EXPLANATIONS OF THE SCREENS

- WHEN PITCHING AND BATTING
  Whenever a pitch is hit by a batter, the screen will switch to the outfield perspective.

- THE SCREEN SHOWING THE FIELD
  When catching, throwing, and running the bases.

4. HOW TO USE THE CONTROL CROSS DURING GAMES

Explained below are some of the ways to use the control cross while a game is going on. For other kinds of operations (i.e., inputting passwords, team selection, etc.), please see their respective pages.

--- WHEN SHOWING THE MOUND SCREEN ---

- THE DEFENDING TEAM
  - To shift the pitcher’s position
    Move just the control cross up and down.
  - To pitch
    Press Button @ while moving the control cross upward or downward. This controls the speed of the pitch.

- Fast ball
- Normal (when not pressing at all)
- Slow ball

(Not used)  (Not used)
○ **Course (intended target of pitch)**
You can control where the ball will go through the strike zone by moving the control cross as shown below while the pitcher is winding-up.

![Diagram of control cross with targets](image)

**High left** → **High right**
**Center left** → **Center right**
**Low left** → **Low right**
**Dead center (do not press any direction)**

○ **Curve ball**
After the ball is released, you can make it curve or drop using the control cross.

![Diagram of control cross with curve options](image)

**Curve left** → **Curve right**
**Fork ball (downward curve)**

**Note:** You can fork the ball only when pitching slowballs. Also, there are a few pitchers who cannot throw fork balls.

○ **Picking off the runner**
First, press Button ⑧ to change the screen to the field perspective. Then, choose the base you want to throw to with the control cross and press Button ⑨. (The method of designating the base to be tagged is the same as when throwing. See the section on Throwing.)

○ **THE TEAM UP TO BAT (OFFENSE)**
○ **The batter's position**
Move the control cross left or right to shift the batter's position within the batter's box.

○ **The swing**
Press Button ⑨ while controlling the height of the swing with the control cross.

![Diagram of control cross with swing options](image)

**High** → **Low**
**Dead center (do not press at all)**
Bunting
You can bunt by stopping your bat in mid-swing.

Base Stealing
Designate the runner who is to steal a base with the control cross and press Button ©. (The method of designating the runner is the same as that for running the bases. See the section on Running.) Begin your steal after the pitcher has gone into his wind-up motion.

INSTRUCTIONS FOR BOTH THE OFFENSIVE AND DEFENSIVE TEAMS

Calling time-out
Press the start button before the pitcher goes into his wind-up motion.

Pinch hitting/relief pitching
While time is out, press Button © and the player list will come onto the screen. Select the relief player with the control cross and set it with Button ©.

THE DEFENDING TEAM

Moving the fielders
Move the players around with the control cross. (The fielder catching the ball is shown with one arm raised.)

Jumping
Push Button © and the fielder nearest to the batted ball will jump. However, if that fielder is unable to catch the ball, he will tumble to the ground and be out of play for a few moments.
**Throwing**

Choose the base you want to throw to with the control cross and press Button ⑥.

- To second base
- To third base
- To first base
- To home plate

---

**THE TEAM AT BAT (THE OFFENSE)**

**Running and touching-up**

Choose your runner using the control cross. To make him run to the next base, press Button ④. To bring him back, press Button ⑤.

- Toward second base
- Toward third base
- Toward first base
- Toward home plate

If during the flight of a high flyball the runners have already passed by the next bases, you can get them all to return to their original bases by pressing downward on the control cross.
### 5. SCORING REPORTS

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### 90-DAY LIMITED WARRANTY: TECMO GAME PAKS

**90-DAY LIMITED WARRANTY:**

TECNO, INC., ("TECNO") warrants to the original consumer that the TECNO Game Pak ("Game Pak") that includes Game Pak Accessories or Add-on Accessories shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect is covered by this warranty declared during the 90-day warranty period, TECNO will, at its option, (a) repair the defect, or (b) replace the Game Pak, at TECNO'S discretion, with one that is in warranty. To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the TECNO Customer Division of the problem requiring warranty service by calling: 1-213-329-9704
3. Your return must be received no later than 60 days from the date of purchase. You must include the Game Pak and the purchase receipt with the product return. Send the Game Pak to TECNO, INC., Customer Division: Victoria Business Park 1035 S. Atlantic Ave. Long Beach, CA 90841
4. TECNO reserves the right to repair your Game Pak or replace it with a similar Game Pak, if the Game Pak is not available, or at TECNO'S discretion, with a similar Game Pak.

This warranty shall not apply if the Game Pak has been damaged or destroyed, or is not in reasonable use condition, or if special or unusual wear and tear has been caused by the consumer.

**REPAIRS AFTER EXPIRATION OF WARRANTY:**

If the Game Pak is defective after the 90-Day warranty period, you may contact the TECNO Customer Division at the numbers noted above.

**WARRANTY LIMITATIONS:**

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. IN NO EVENT WILL TECNO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTY. THE EXTENT OF TECNO'S LIABILITY IS LIMITED TO THE COST OF REPAIR OR REPLACEMENT OF THE PARTS DEFECTIVE.

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 in strict accordance with the manufacturers' instructions, interference to radio and television reception may occur. 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 on and off, 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 Communication Commission helpful:

How to Identify and Resolve Radio - TV Interference Problems


SPECIAL BONUS OFFER

Collect the TECMO Game pak I.D. Badges for TECMO BASEBALL and save them! When you've collected a total of 5 TECMO game pak I.D. Badges, you can stick them with the enclosed stick-on seal and mail to TECMO in order to receive the Special Bonus Offer. It will be a gift you can share with your family and friends! For more information contact the TECMO, Inc., "Consumer Division Hotline", 1-213-329-5880.

MAIL DIRECTLY TO TECMO, INC.
ADDRESS LISTED BELOW

EYEBALL BITCH JACE SILENTO'S EYE STAR FORCE TECMO BASEBALL

Send these and other fine games from TECMO

TECMO, INC.
1000 S. ALEXANDER LANE
CARSON, CA 90745

Note: You must Print or type your name and address on the enclosed seal with block letters and mail together with the STICK-ON SEAL to receive your gift.

OFFICIAL I.D. BADGE