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 rounded screens and may block out a portion of the image.

1. CONTROLLER PARTS AND OPERATING INSTRUCTIONS

* This game can be played by one or two players.

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.

THIS GAME IS LICENSED BY NINTENDO FOR PLAY ON THE
ENTERTEAINMENT SYSTEM
NINTENDO AND Nintendo ENTERTAINMENT SYSTEM ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
2. SELECTIONS (OPTIONS)

— SELECT DESIGNATED HITTER RULE —
You can select the DH option in any game mode. Move the cursor with the
cross and set the DH option with Button ©.

— 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.

— 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 ©.

NOTE

Certain “TECMO BASEBALL” playing rules may differ slightly from professional
baseball rules.
--- 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>PITCHERS</th>
<th>NATIONAL MAJORS</th>
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</tr>
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<tbody>
<tr>
<td>RANDY</td>
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<table>
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<tr>
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<td>LANNY</td>
<td>CHI.</td>
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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.

Note: The screen will show the perspective from center field.

4. HOW TO USE THE CONTROL CROSS DURING GAMES

Explain 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 A while moving the control cross upward or downward. This controls the speed of the pitch.

Fast ball

Normal (when not pressing at all)

[Diagram of control cross with directions for fast ball and slow ball]

Slow ball (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.

- 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.

- 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 can not throw fork balls.

Picking off the runner
First, press Button 3 to change the screen to the field perspective. Then, choose the base you want to throw to with the control cross and press Button 0. (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 0 while controlling the height of the swing with the control cross.
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 ◎.

FIELD SCREEN

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 🎮.

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 🎮. To bring him back, press Button 🎮.

Toward second base

Toward third base

Toward first base

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

**TECNO INC.**

This warranty is the original consumer that the **Tecmo Game Pak** 
(Accessory) is free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect occurs, this warranty will cover all defects under the 90-day warranty period. Tecmo Inc. will refund the purchase price, 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 Tecmo Consumer Division of the problem by calling: 1-210-329-9640
3. Obtain a Return Authorization Number from Tecmo. It is necessary to include this number on the outside packaging of your defective Game Pak and return your Game Pak to the address given by Tecmo Inc. Consumer Division:

**CONSUMER DIVISION: Victoria Business Park 10205 S. Anita Lane Rancho Cucamonga, CA 91730**

This warranty will not apply if the Game Pak has been damaged by negligence, and shall not be responsible for removal, installation, or by any person or entity to determine the material or workmanship. If the warranty on this Game Pak is not subject to the conditions above, the warranty will be for the remaining period of the warranty. The manufacturer of this warranty is not responsible for any unauthorized repairs, 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 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

Collect these and other fine games from Tecmo

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Collect these and other fine games from Tecmo

SEND TO:
TECMO, INC.
1660 S. KOREM MARU 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