

Nintendo

GAME BOY[®] color

INSTRUCTION BOOKLET

CGB-AATE-USA

ALL-STAR BASEBALL[™] 2000

Derek Jeter
2-TIME
WORLD CHAMPION

ACCLAIM
SPORTS



ONLY FOR
GAME BOY
color

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CONTENTS

Introduction	2	Exhibition Games	11
Play Ball	3	Season Games	12
Controls	4	Playoff Games	13
Batting	4	Home Run Derby™	14
Base Running	6	Managing Your Team	15
Pitching	7	Pre-Game Team Options	15
Fielding	9	Line-Up	16
Options	10	Bullpen	18
Play Modes	11	Team Options	20
Game Types	11		

INTRODUCTION

A Word From Derek Jeter



Welcome to ALL-STAR BASEBALL™ 2000. The best baseball game around is even better this year. There's nothing like winning a real World Series™, but winning one in ALL-STAR BASEBALL 2000 comes close! You still need the drive and talent to make it through a long season. The action starts opening day and continues through the All-Star break. I enjoy jumping into a Home Run Derby™ and slugging away against all the top home run hitters in the big leagues. Then, it's into the Playoffs and on to the ultimate goal: The World Series™. There's nothing like the feeling when you record that last out to take it all!

In short, with ALL-STAR BASEBALL 2000 you get everything but the peanuts. You'll have to pick them up yourself.

A handwritten signature of Derek Jeter in black ink. The signature is stylized and cursive, appearing to read 'Derek Jeter'.



PLAY BALL!

Loading

1. Make sure the power switch is OFF.
2. Insert the ALL-STAR BASEBALL 2000 Game Pak as described in your Nintendo Game Boy® Color instruction manual.
3. Turn the power switch ON. When the ALL-STAR BASEBALL 2000 title screen appears, press the **START BUTTON**. You will then see the Game Setup Screen. This screen allows you to select from 6 game play modes and to set Main Options.

A NOTE ABOUT MOVING THROUGH ALL-STAR BASEBALL 2000

SCREENS: There are several different sets of options and settings to consider in the various game modes. As a rule, press **↑** or **↓** on the **CONTROL PAD** to scroll through/select options, lists/rosters, or **←** / **→** on the **CONTROL PAD** to change various option settings within a screen, and any button to select a player, team or option setting. Press the **START BUTTON** to return to a previous screen. Throughout this manual, "Press any button" means the **A** or **B BUTTON**.

Undo If you make a mistake or wish to change a selection or option setting prior to game play, press the **START BUTTON** to return to the previous screen.



Fielding POV

When fielding a ball, the point of view automatically switches to an overhead 3/4 view of the field, allowing you to move your fielders to the appropriate spot in order to make a play.

Batting/Pitching POV

The Batting point of view is the default POV used when either Batting or Pitching, and uses a position similar to what a home plate umpire would see.

CONTROLS

Batting Controls

To control the bat when at the plate, use the following controls:

SWING

Press and hold the **B BUTTON**.

Power Swing (to hit a fly ball)

Press **↑ + B BUTTON**.

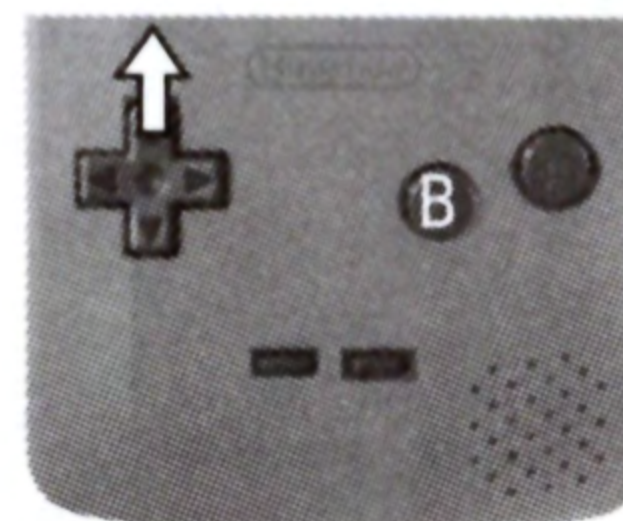
Contact Swing (to hit a grounder)

Press **↓ + B BUTTON**.

"IF YOU'RE BEHIND IN THE COUNT AND NEED TO GET ON BASE, TRY PRESSING DOWN ON THE CONTROL PAD WHILE YOU SWING FOR A CONTACT SWING."



SWING



POWER SWING



CONTACT SWING

LEFT HANDED BATTER

Pulling the ball Press → + B BUTTON.

Pushing the ball Press ← + B BUTTON.

RIGHT HANDED BATTER

Pulling the ball Press ← + B BUTTON.

Pushing the ball Press → + B BUTTON.

BUNTING

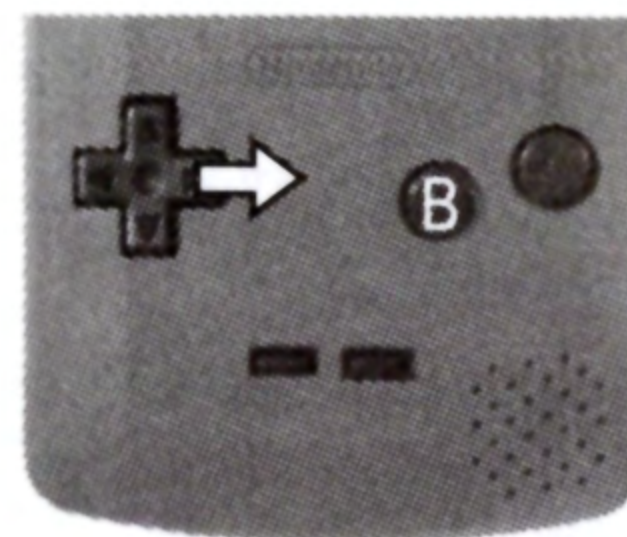
Press and hold the **A BUTTON** to bunt.

Release the **A BUTTON** to pull out of a bunt.

Pressing ↑ while bunting will give a bunt more power.

Pressing ↓ while bunting will pull back and give it less power.

Press ← or → while bunting to push or pull the ball as described under left and right handed batting.



LEFT HANDED PULL



LEFT HANDED PUSH



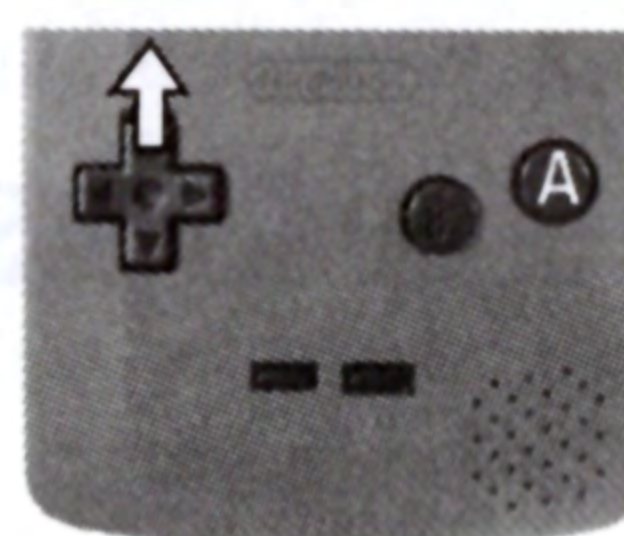
RIGHT HANDED PULL



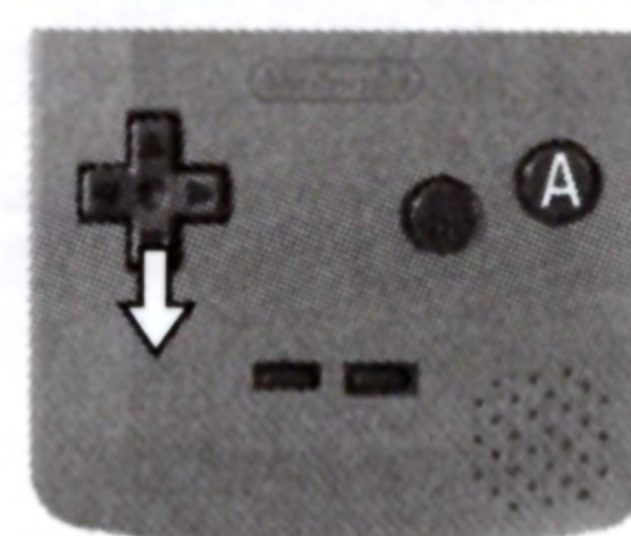
RIGHT HANDED PUSH



BUNT



MORE POWER

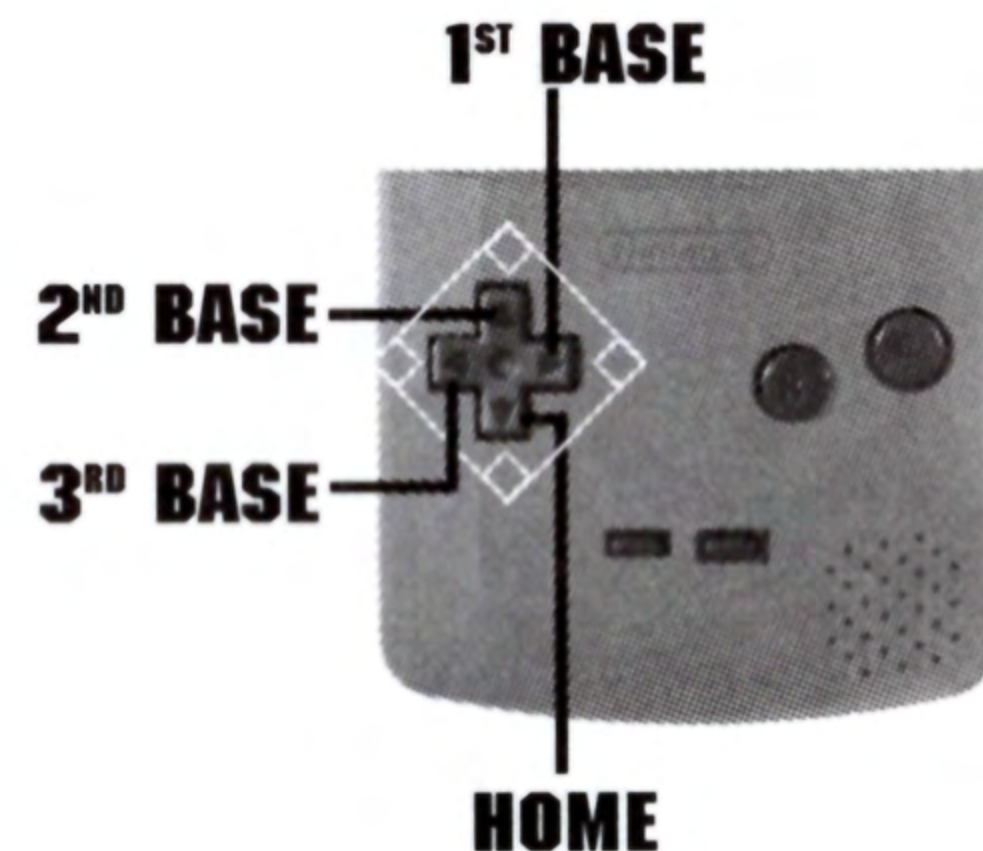


LESS POWER

Base Running

ADVANCING RUNNERS

Base runners are advanced by pressing the **B BUTTON** and the direction of the desired base on the **CONTROL PAD**. To return to a base, press the **A BUTTON** and the **CONTROL PAD** in the direction of the base.



ADVANCING MULTIPLE RUNNERS

When the game situation forces base runners to advance, they do so automatically. Otherwise, each one must be manually advanced by the player. To move multiple base runners, first advance one player, then advance any remaining base runners by again pressing the **CONTROL PAD** towards the desired base while pressing the **B BUTTON**. To return multiple base runners to a base, press the **A BUTTON** plus the **CONTROL PAD** in the direction of the base. In each case, you must move each runner separately.

ADVANCING MULTIPLE BASES

Once a ball is put into play, the batter automatically advances towards first. Any additional bases must be manually taken by the player by using the **B BUTTON** and the **CONTROL PAD**. To make a player advance without stopping at a base, press the control for the next base before he arrives at the one he is currently headed for. For example, if you think you can stretch a double into a triple, you would press ← on the **CONTROL PAD** + **B** before your runner reached second.

LEADING OFF

To lead off a base Press and hold the **A + B BUTTONS** and the **CONTROL PAD** towards the base you are leading off from.



STEALING BASES

To attempt a stolen base Press and hold the **START BUTTON** + **CONTROL PAD** towards the base the runner is on.

RUN DOWNS

You may find yourself in a rundown if you are caught off base and the ball arrives at your intended base ahead of you. Try to evade pursuing infielders by using the **CONTROL PAD** and the **B BUTTON** to advance or the **A BUTTON** to return to base, toggling between the two as needed.

Pitch Selection & Controls

You select Pitch Location, Pitch Type and Pitch Speed. Once you have made these decisions, the pitcher will control it from there.

PITCH LOCATION

To select where a pitch will be thrown, press the **CONTROL PAD** to move the ball on the Area Meter to the desired pitch location. Press the **B BUTTON** to initialize your selection.

INTENTIONAL WALKS

To intentionally walk a batter, move the ball to the far outside edge of the plate. For example, to walk a right handed batter, move the ball to the far right hand side of the Area Meter and press the **B BUTTON** three times. Repeat until you have thrown four balls.



"AIM YOUR PITCHES AROUND THE STRIKE ZONE, NOT NECESSARILY SQUARELY IN IT. AND CHANGE PITCH SPEEDS TO FOOL BATTERS."



PITCH TYPE

After selecting your pitch location, a display showing eight pitch types will appear. Press the **CONTROL PAD** to select the preferred pitch, and the **B BUTTON** to lock it in.

PITCH SPEED

After selecting your pitch type, choose the speed you wish it to be thrown at. Press **↑** or **↓** on the **CONTROL PAD** to select Fast, Medium or Slow speed, then the **B BUTTON** to lock it in.

PICK OFF THROWS

To execute a pick off throw, press the **A BUTTON** and the **CONTROL PAD** toward the base at any time during your selection of Pitch Location, Pitch Type and Pitch Speed. Once a runner is in motion (attempting to steal), the view shifts and you must press the **B BUTTON** and the **CONTROL PAD** towards the desired base.

STRIKE COUNT

The current count appears in a display at the bottom left corner.

PITCH SPEED/RADAR

You can see how fast a hurler is tossing the horsehide each pitch by checking the radar gun, which appears in the center of the screen once a pitch is completed.



Fielder Control

FIELDING RADAR

The position of base runners is indicated by a small (■) icon.

The position of the ball is indicated by a small (●) icon.

An outfielder under player control in a particular zone appears as a small (✕) icon.



MOVING FIELDERS

Press the **CONTROL PAD** to move your fielder in any direction.

CATCHING THE BALL

To catch a ball, move your fielder to the spot where the ball is (or will land). If you time your movement properly, the player will automatically make the catch.

DIVE

When trying to field a ball that is out of reach, press the **B BUTTON** and the **CONTROL PAD** to dive for the ball.



MOVING FIELDERS



CATCH THE BALL



DIVE

JUMP

Press the **B BUTTON** to make a jumping catch.

THROWING

When in control of the ball, press the **B BUTTON** and the **CONTROL PAD** in the direction of the base.



JUMP



THROWING

MAIN OPTIONS

All-Star Baseball 2000 allows you to customize game play in many exciting ways. See Pause Options for additional in-game options.

DIFFICULTY

Choose between Pro and All-Star skill levels. All-Star players run faster, throw harder, and are tougher to strike out than Pro players.

AUTO FIELDING

You can choose to play with or without Auto Fielding. When the Auto Fielding feature is ON, the computer automatically controls fielders during gameplay, taking responsibility for fielder movement and catching the ball. You will only have to control the timing and direction of the throw once the ball has been handled by an Auto-controlled fielder. When the Auto Fielder feature is OFF, you are completely responsible for controlling all fielder movements, including shifting position to field hit balls, catching balls, and throwing the ball to the proper position at the proper time.



PLAY MODES

Choose Regulation or Quick Play modes In Quick Play, each batter starts with two strikes against him. That's a quick game! Regulation Play follows the established big league rules.

SOUND EFFECTS

This option allows you to play with Sound Effects OFF or ON.

Game Types

You're ready to choose from among the 6 exhilarating game types available in All-Star Baseball 2000. To select a particular game mode, press **↑** or **↓** on the **CONTROL PAD** to select the desired game type, then press any button. Once you have selected a game mode, the options for that game type will appear.

EXHIBITION GAMES

An Exhibition Game is a one game event. Exhibition games do not count in the standings. It's a perfect chance to hone your skills.

SELECTING TEAMS

Use the **CONTROL PAD** to select a team, then press any button. You select both the team you wish to control and your CPU opponent.

**"WHEN RUNNERS ARE ON BASE,
USE THE CONTROL PAD LEFT OR
RIGHT TO HIT THE BALL TO THE
OPPOSITE FIELD."**



SEASON MODE

In Season mode, you will play as one team for an entire season as you battle towards a League title, and, if you are good and get some breaks, the World Series! Once Season Mode is selected, you will select the season length.

SEASON LENGTH

When you choose to start a New Season, you must select the length of your season.

A full season includes some Interleague games.

Because there are more teams in the National League (16) than in the American League (14), the number of games scheduled will vary depending on which league your team is in. For example, in a Short 13/15 game season (one game against each team in your league), a National League team will play two more teams/games. Other season lengths are a Medium 26/30 game season (2 games against each team in your league), 87 game season (3 games against every team, regardless of league) or realistic '99 Season schedule of 162 games (includes Interleague games).

**"KEEP AN EYE ON STANDINGS
IN YOUR DIVISION AND LEAGUE—
ONLY THE TOP TEAMS MAKE
IT TO THE PLAYOFFS. AND
REMEMBER TO WRITE DOWN
ALL YOUR PASSWORDS!"**



PASSWORD

(RESUMING A SEASON)

This option will bring you to the Password Screen, where you have the ability to enter a password from any previously played season game. Use the **CONTROL PAD** to move **↑/↓/←/→** through the password character grid, and press the **A BUTTON** and **B BUTTON** to move the current password character entry field right or left. Use the **START BUTTON** to register your password. If your password is not valid, you will receive a message letting you know that something is wrong. If the password is O.K., you will next be shown the Recap Screen, which will refresh your memory as to the game situation when you left off.

THE ALL-STAR GAME™

A perennial summer highlight, the All-Star Game pits the best players of each League against each other. Or you can play a NL vs. NL or AL vs. AL All-Star Game!

THE PLAYOFFS

In Playoff mode, you choose any team from either league, and the remaining seven teams are randomly chosen by the computer. The divisional playoff winners then battle for the League Championship title. If you make it that far, you will go on to the World Series! Once the League and team have been chosen, you will see the Elimination Ladder, which will update as the teams compete.

HOME RUN DERBY™

The Home Run Derby™ is the most honored hitting contest in all of baseball. In this mode, you compete to see who can hit the most homers. Up to 10 players (5 from each Conference) compete in the Home Run Derby™. Each batter is allowed 10 outs (any swing that does not result in a homer is an out in the Derby) at an unlimited number of pitches. Batters are scored by the number of homers they swat. Strength and consistent hitting are the keys to success here, so make sure you have had plenty of BP before you enter the Derby. First, choose Players. You will then see a Home Run Derby™ Contestant Roster screen. The computer will choose contestants from each conference. You choose which batters you wish to control (see Derby Contestant Roster).

"CHOOSE HITTERS WISELY. PLAYERS LIKE MARK MCGWIRE AND KEN GRIFFEY JR. WILL SUPPLY THE MOST POWERFUL HITS. REMEMBER TO PUSH UP ON THE CONTROL PAD WHEN YOU SWING. YOU'RE ONLY TRYING TO HIT HOME RUNS, SO GO FOR IT!"



DERBY CONTESTANT ROSTER

To change control of each Derby contestant, highlight a particular contestant, then press ← or → on the **CONTROL PAD** to toggle between Player, CPU and a dash (-). Toggling to the dash (-) will remove the player and slot position from Derby competition.

To substitute a different player for any Derby contestant, highlight the player you would like to swap out and press any button. You will then see a list of teams. Select a desired team and press any button. The Select Player screen will appear, displaying all players on that team. To select a player, highlight him and press any button. You will return to the Contestant Roster Screen, where the new player will appear in the chosen slot. Once your Contestant Roster is set, press the **START BUTTON**.

BATTING PRACTICE

Batting Practice (BP) allows you to practice against any type of pitching. After selecting BP, you will see Practice Options. You can choose to select the batter and pitcher or use the default players. Select the batter you wish to bring into practice by first selecting a team, then the player you want and pressing the **A** or **B BUTTON** to bring that batter into BP. If you wish to, you may select a particular pitcher in the same manner. To practice against particular pitches, select Pitch Type. Highlight the desired pitch or pitches and press **←** or **→** on the **CONTROL PAD** to toggle the selection indicator between YES and NO.

MANAGING YOUR TEAM

Pre-Game Team Options

Once you have selected a game type and made the appropriate decisions, it's time to set your pre-game team options. Note that in Season mode, there are a number of additional options. To select an option, highlight it, then press any button.

PLAY BALL

Select Play Ball to begin a game before or after setting options.

FIELDER ADJUST

In all game types except Home Run Derby™ and Batting Practice, this option allows the human player to change the positions of both infielders and outfielders, before or after play has begun. When this option is selected, the current player positions will appear on a fielding display screen, along with a list of available adjustments.

To make an adjustment, press **↑** or **↓** on the **CONTROL PAD** to move the highlight arrow to a desired adjustment option. You will see the current or default settings. To change a setting, press **←** or **→** on the **CONTROL PAD**. You will see the players on the display screen shift position.

LINE-UP

A team roster lists all players, except pitchers. Before a game, changes can be made to this line-up.

(You can also access and change your line-up at any time during a game via the Pause Options screen.) You can have players switch positions, but once a player is taken out of the game for a substitute, he cannot return.

STARTING LINE-UP

Each team has a default starting line-up made up of 9 players who normally start at their positions, but any player can be swapped into another position or brought off the bench and into the line-up in any position. Each player has the position he is most capable of playing listed with his name, number and career stats.

To view your line-up, highlight Line-Up and press any button. You will see a Line-Up screen featuring a default starting roster in batting order. To cycle through the various line-up areas, press the **START BUTTON**. Highlight 'Cancel' to undo any choice.

CHANGE BATTING ORDER

You must make any changes to the batting order before a game. To make changes, move the cursor to the player who occupies the position in the batting order you wish to change and press the **A** or **B BUTTON**. Highlight Bat Order and press the **A** or **B BUTTON**. Next, highlight the player you would like him to change places with and press the **A** or **B BUTTON**. The two players will exchange slots in the batting order. Check each player's stats to help you make batting order decisions.

SWAP FIELD POSITIONS

To swap player positions in the starting line-up, press **↑** or **↓** to cycle the highlight through them. Once a starting player is highlighted, press the **A** or **B BUTTON**. Highlight Field Position, then press the **A** or **B BUTTON**. Next, highlight the player you wish to swap field positions with and press the **A** or **B BUTTON** again. The players will swap positions.

SWAP BENCH

To swap positions with a player on the bench, press the **A** or **B BUTTON** to highlight a starting player, then highlight Bench and press the **A** or **B BUTTON**. You will then see the roster of players on the bench. Highlight the player you wish to bring off the bench and press the **A** or **B BUTTONS**. The players will exchange places.

At the bottom of the screen are four option boxes: View Opponent, View Bench, Done and Cancel. Press the **START BUTTON** to access this area, then press **←** or **→** on the **CONTROL PAD** to cycle through the options. When the desired option is highlighted, press any button to access it.

View Opponent This allows you to view the opposing team's Line-Up.

View Bench This allows you to review your players on the bench. To return to the starting line-up, press any button.

Done Leave Line-Up and retain all the changes just made.

Cancel Leave Line-Up and cancel all changes just made.

THE BULLPEN

The bullpen screen can be accessed from the Team Options screen before a game starts or when a game is paused. This screen lists every available pitcher on a team (starters are not available out of rotation during Season or Playoffs), along with his number which arm he throws with (R or L), and his pitch type. Scrolling left or right will let you view last year's stats for each pitcher.

The bullpen screen can be accessed.

ON THE MOUND

When you highlight Bullpen, you will see the default starting pitcher under On The Mound. In a season game, this pitcher will automatically vary with the pitcher's place in the rotation. To change the pitcher on the mound, see "Place on Mound".

AVAILABLE ROSTER

A pitcher's current status/availability can be judged by his effectiveness percentage. A warmed up pitcher is at peak effectiveness in the 60-80% range.

**"WARM UP BULLPEN
PITCHERS FOR AT
LEAST AN INNING
BEFORE BRINGING
THEM TO THE MOUND."**



WARMING UP

A pitcher who is warming up is removed from the Available Roster and appears next to one of the two warm up bullpen positions. See Warm Up Pitcher for details.

Bullpen Options

Once Bullpen is selected, pressing the **START BUTTON** will cycle you through the Available Roster, the warm up areas and the option area at the bottom of the screen. To scroll through options, press **←** or **→** on the **CONTROL PAD**. Press the **A** or **B BUTTON** to activate an option. As in Line-Up, you can select Done or Cancel to retain or cancel any Bullpen changes.

WARM UP PITCHER

Before entering a game, a relief pitcher should be warmed up in the warm up area. You can have up to two pitchers warming up at any time. The status of a pitcher in the warm up area varies from Cold to Warm to Tired. When the meter shows a pitcher is Warm, he is at his optimum state of readiness. To start warming up a pitcher, highlight the desired pitcher on your Available Roster and press the **A** or **B BUTTON**. Three options will appear on the bottom of the screen: Mound, warm up and Cancel. Press **←** or **→** on the **CONTROL PAD** to scroll to warm up. Press the **A** or **B BUTTON**. The selected pitcher will now appear in the warm up area, where he will continue to throw until placed on the Mound or returned to the Available Roster. To return a pitcher to the Roster from the warm up area, highlight his warm up area and press the **A** or **B BUTTON**. Next, highlight warm up and press the **A** or **B BUTTON**.

PLACE ON MOUND

To change the pitcher on the mound with a pitcher in the roster area, move the cursor to the desired pitcher and press the **A** or **B BUTTON**. Three options will appear on the bottom of the screen: Mound, warm up and Cancel. When the cursor is above "Mound," press the **A** or **B BUTTON** again. The highlighted pitcher will appear on the mound.

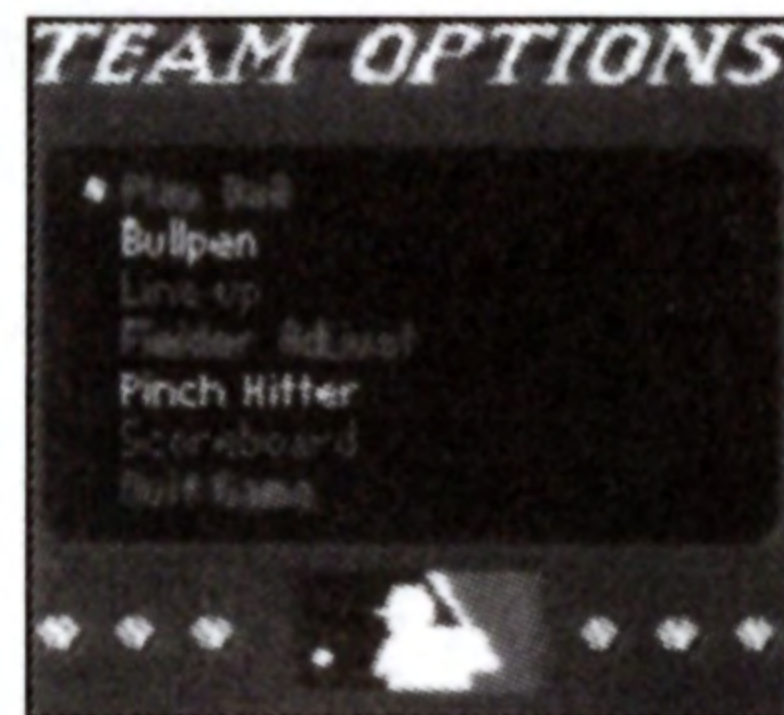
To move a pitcher from the warm up area to the Mound, highlight the desired warm up area with the **START BUTTON** and press the **A** or **B BUTTON**. When the cursor is above "Mound," press the **A** or **B BUTTON** again.

VIEW OPPOSING TEAM'S BULLPEN

After highlighting this option with the **START BUTTON**, press the **A BUTTON** to bring up your opponent's Bullpen. Press **START BUTTON** to return.

TEAM OPTIONS

All-Star Baseball 2000 features several Team Options (Practice Options in Batting Practice) that are available at any time during gameplay, though not all options are available in all game types. To access these options, press the **START BUTTON** to pause the game and bring up the Pause Options Screen. Press **↑** or **↓** on the **CONTROL PAD** to highlight the desired option, then press any button. You can then make any needed changes to the selected option. Please see Pre-Game Options for details on Play Ball, Line-up, Bullpen and Fielder Adjust options.



PINCH HITTER

In some situations, you may wish to substitute a player whose hitting skills are likely to foil an opposing team's strategy. Once you have selected this option, you will move to the Line-Up screen where the current batter is indicated (with a B). Highlight the player you wish to pinch-hit for, then press the **A** or **B BUTTON**. Move the highlight to "Bench" and press the **A** or **B BUTTON**. Select the player you wish to bring in as a pinch hitter and press the **A** or **B BUTTON**. The players will switch places. Note that once one player is substituted for another, the player switched out cannot return to the game in any capacity, while the substitute player takes on both the hitter's place in the batting order and his position in the field.

SCORE BOARD

Select this option to view the scoreboard with the current line score.

QUIT GAME

Any time you pause the game you have the option of ending the current game and returning to the Main Setup menu. Doing so will forfeit the current game.

Additional Season Mode Options

Season mode features extra season Schedule and League Standings options. To view any of these options, highlight it, then press any button.

SCHEDULE

To browse your season calendar, press any direction on the **CONTROL PAD** to highlight a particular date. Press the **B BUTTON** to toggle between American and National League schedules. Press the **A BUTTON** to display the current day's schedule. Highlight the two direction arrows in the bottom right corner and press the **A** or **B BUTTON** to flip to another month.

LEAGUE STANDINGS

This option displays current season team standings in each League. Press the **A** or **B BUTTON** to toggle between National and American Leagues.

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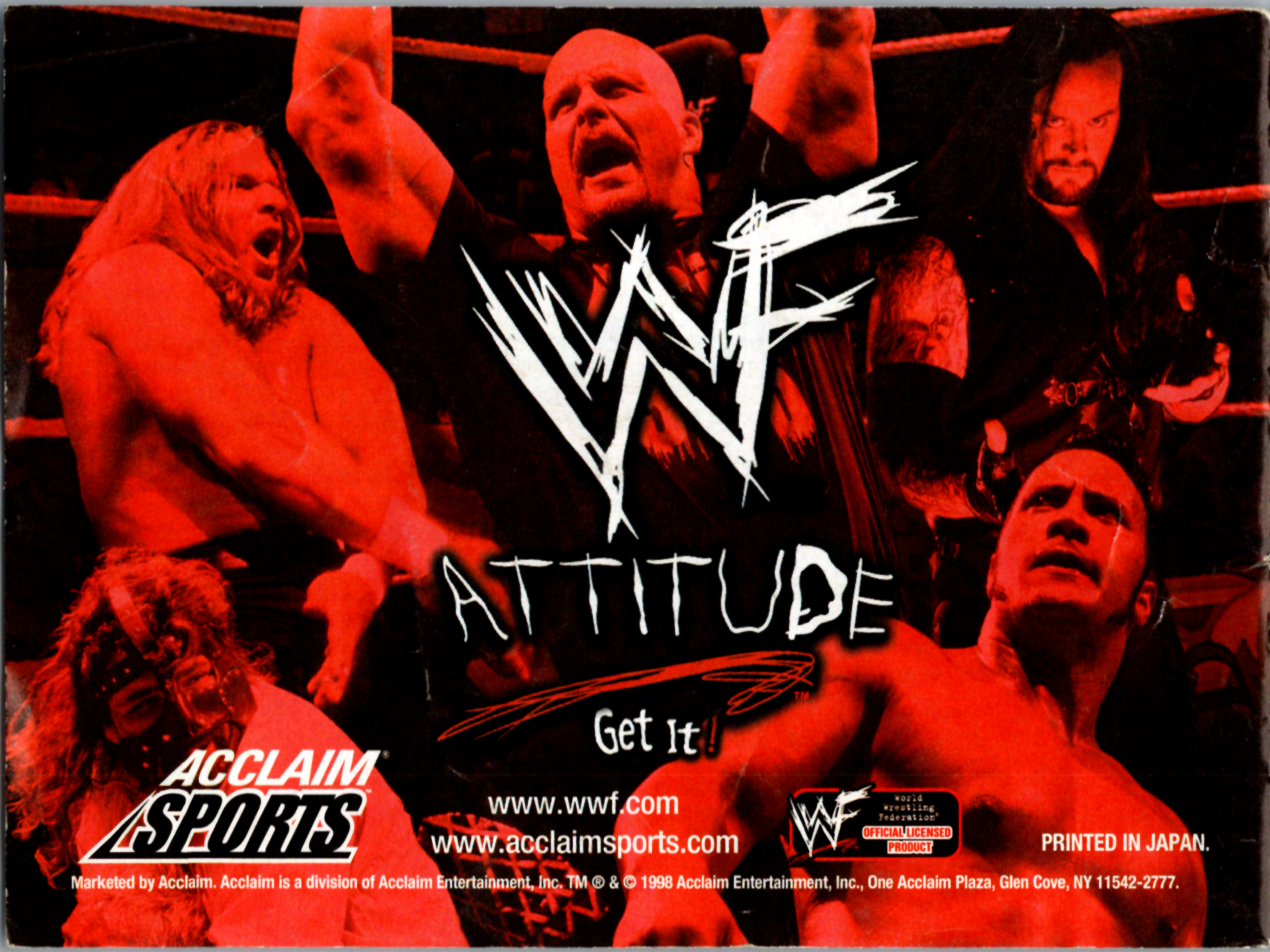
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A promotional image for WWF Attitude featuring several wrestlers in a ring. The image is tinted with a red and black color scheme. In the center, a large, stylized white 'WWF' logo is superimposed over the background. Below the logo, the word 'ATTITUDE' is written in a white, jagged, hand-drawn font. The background shows wrestlers in various poses: one in the foreground with arms raised, another in the background with a long black coat, and others in the lower corners. The overall mood is intense and aggressive.

WWF ATTITUDE

Get It!

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