

Nintendo

GAME BOY®

DMG-AFKE-USA

FRANK
THOMAS

BIG HURT

BASEBALL



STATS INC.
SPORTS TEAM ANALYSIS & TRACKING SYSTEMS

INSTRUCTION BOOKLET

Akkaim
entertainment, inc.

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SAFETY FIRST...

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the Game Pak in its protective case.
- Don't clean with benzene, paint thinner, alcohol or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.

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America's Pastime just got hotter! The mightiest bat around today brings you the greatest home baseball game ever, with a ball-crushing homerun derby, the most generous and realistic play features, and the real attributes of all today's players. Join Frank 'Big Hurt' Thomas for big league action the way it was meant to be, with all the players, all the stats, all the exciting strategy that make baseball the best-loved sport of all time! From exhibition play all the way to the championship, you'll guide your team and all the players in the most realistic diamond diversion ever devised. Get off the pine and join the nine!

As you battle from Opening Day all the way to the coveted championship ring, you'll enjoy game features like the swing-for-the-fences Home Run Derby. This is baseball with plenty of mustard, using renowned proprietary motion-capture technology that brings the actual look and feel of major league ball into your home!

PLAY BALL!

LOADING:

1. Make sure the power switch is OFF.
2. Insert the Frank Thomas 'Big Hurt' Baseball™ Game Pak as described in your Nintendo Game Boy instruction manual.
3. Turn the power switch ON.

When the Frank Thomas 'Big Hurt' Baseball™ 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 FRANK THOMAS 'BIG HURT' BASEBALL™ SCREENS: There are several different sets of options and settings to consider in the various game modes. As a rule, press UP or DOWN on the CONTROL PAD to scroll through/select options, lists/rosters, LEFT or RIGHT 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 any button except the **START 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

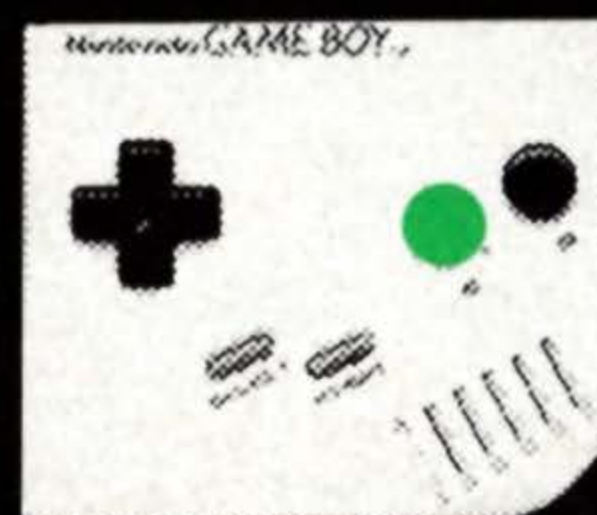
Just ask Frank Thomas: hitting is all about timing! To control the bat when at the plate, use the following controls:

Swing

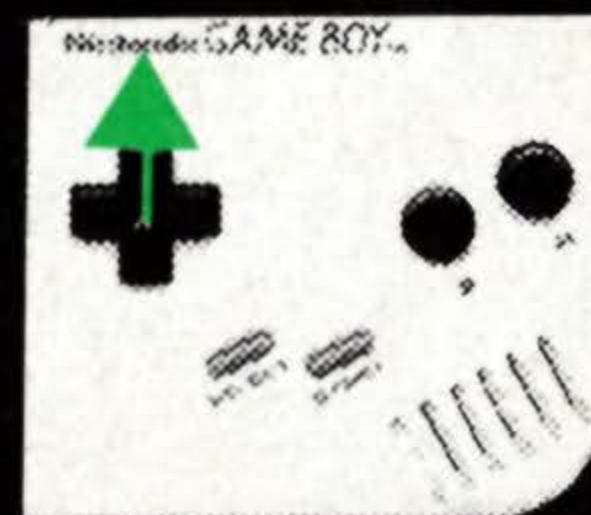
Press and hold the **B BUTTON**

Power Swing (to hit a fly ball) Press **UP + B BUTTON**

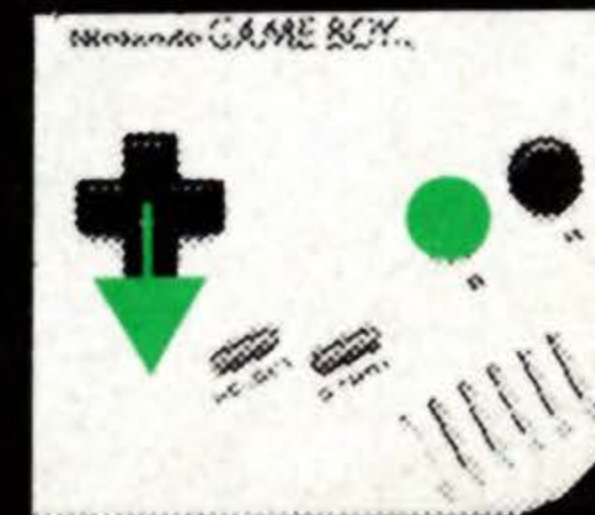
Contact Swing (to hit a grounder) Press **DOWN + B BUTTON**



Swing



Power Swing



Contact Swing

Left Handed Batting

Pulling the ball: Press RIGHT + B BUTTON

Pushing the ball: Press LEFT + B BUTTON

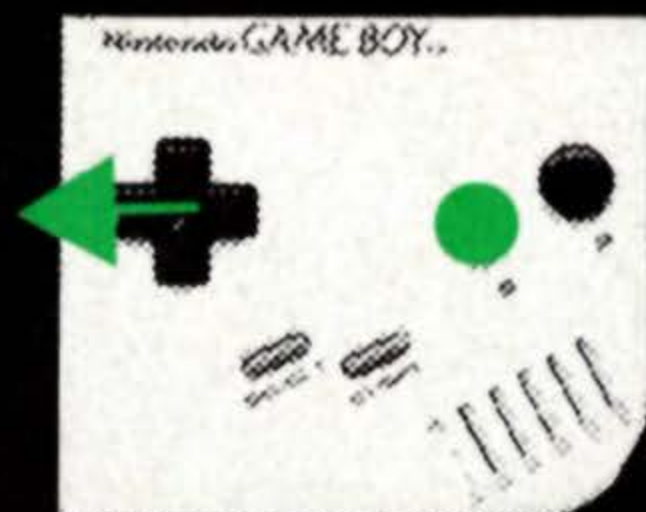
Right Handed Batting

Pulling the ball: Press LEFT + B BUTTON

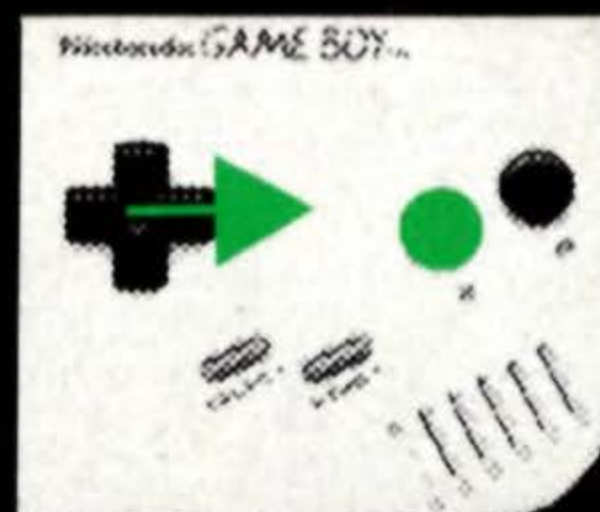
Pushing the ball: Press RIGHT + B BUTTON

Bunting

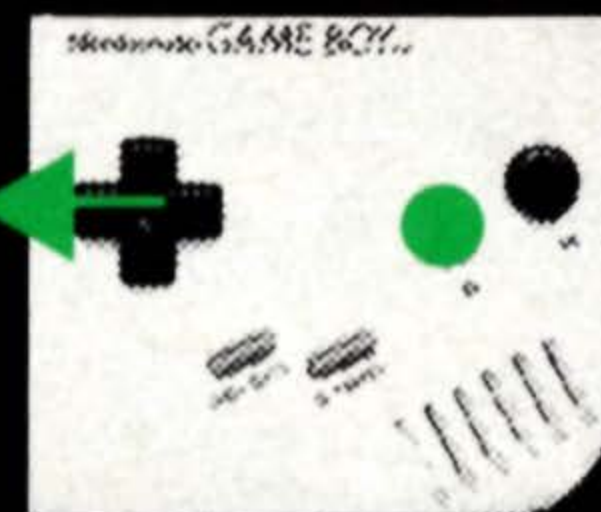
Press and hold the A BUTTON to bunt. Release the A BUTTON to pull out of a bunt. Pressing UP while bunting will give a bunt more power. Pressing DOWN while bunting will pull back and give it less power. Press LEFT or RIGHT while bunting to push or pull the ball as described under left and right handed batting.



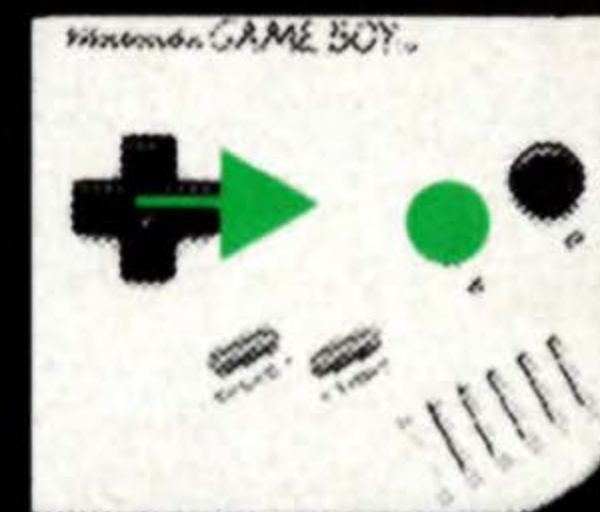
Left handed
batting-push



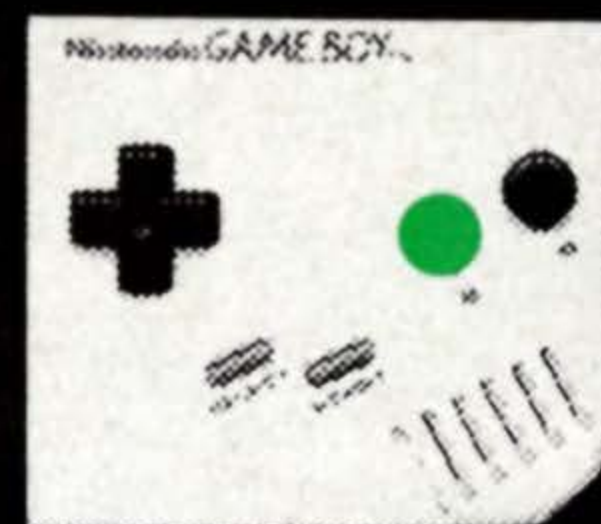
Left handed
batting pull



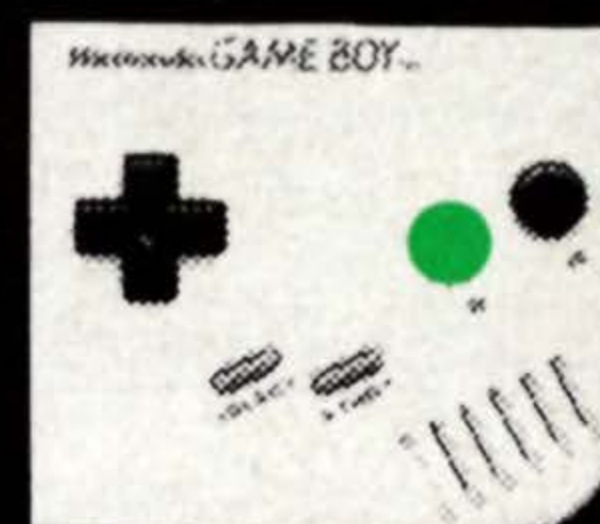
Right handed



Right handed



Bunt



Check your swing

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.

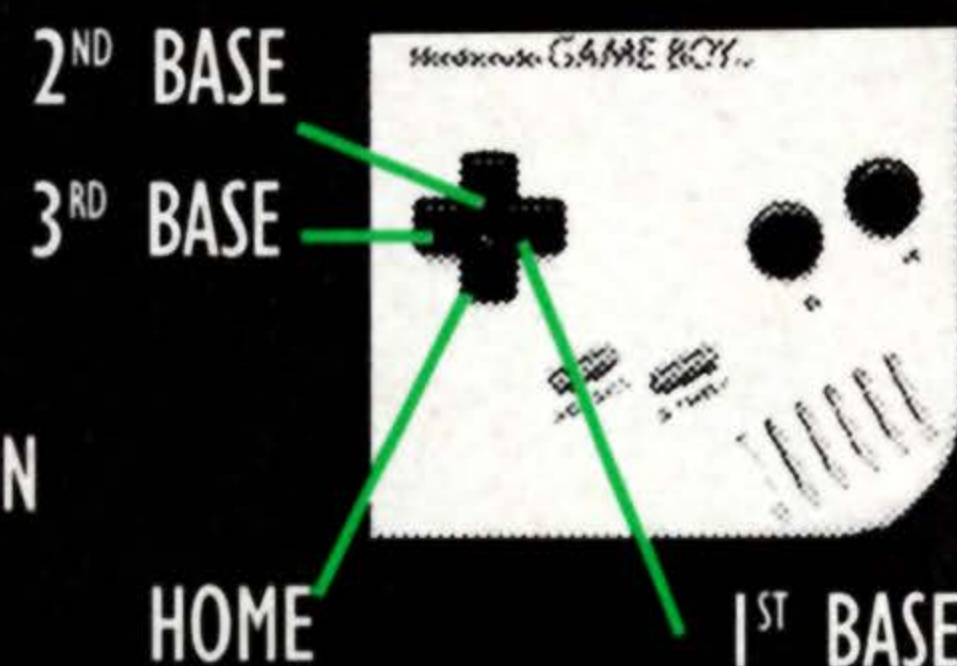
Advancing Multiple Runners

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 LEFT on the CONTROL PAD + B before your runner reached second.





Leading Off

To lead off a base a step, press and hold the B + A 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're 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. You'll seldom escape from a bone-headed base running error, but what have you got to lose?

PITCH SELECTION AND CONTROLS

In Frank Thomas "Big Hurt" Baseball™, you select Pitch Location, Pitch Type and Pitch Speed. Once you've 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

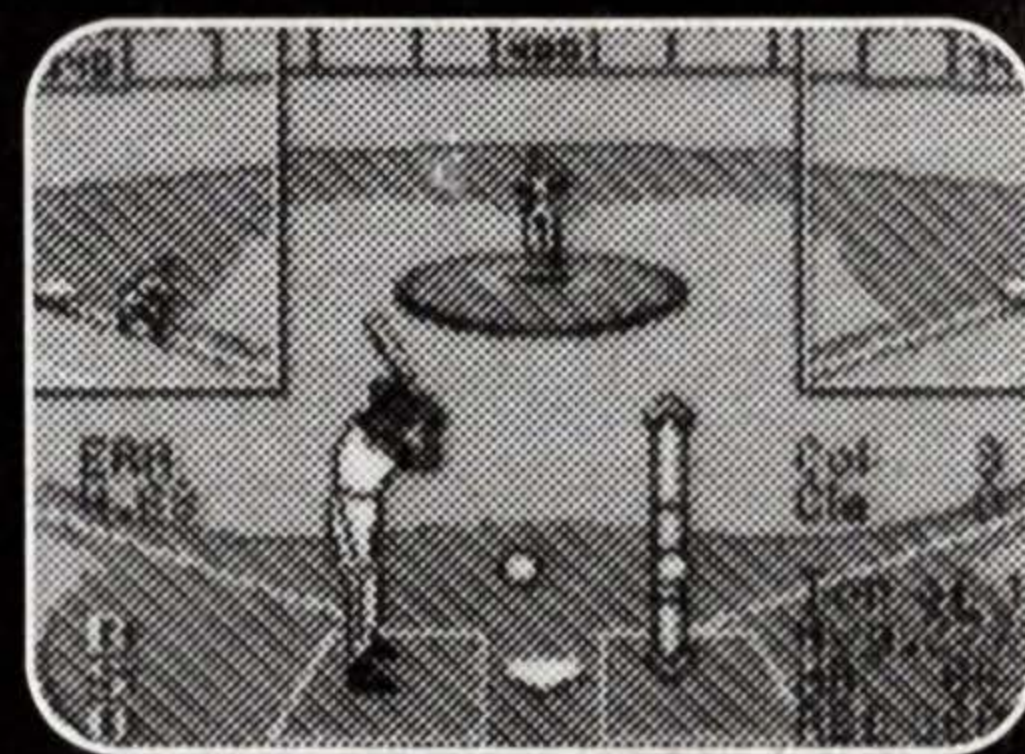
To intentionally walk a batter, move the ball to the far outside edge of the plate. For example, to walk a right handed batter, move the ball to the far right hand side of the Area Meter and press the B BUTTON three times. Repeat until you've thrown four balls.

Pitch Type

After selecting your pitch location, a display showing eight pitch types will appear. Press UP or DOWN on the CONTROL PAD to highlight 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 UP or DOWN on the CONTROL PAD to highlight 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.

Strike Count/ Balls/ Strikes/ Outs

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

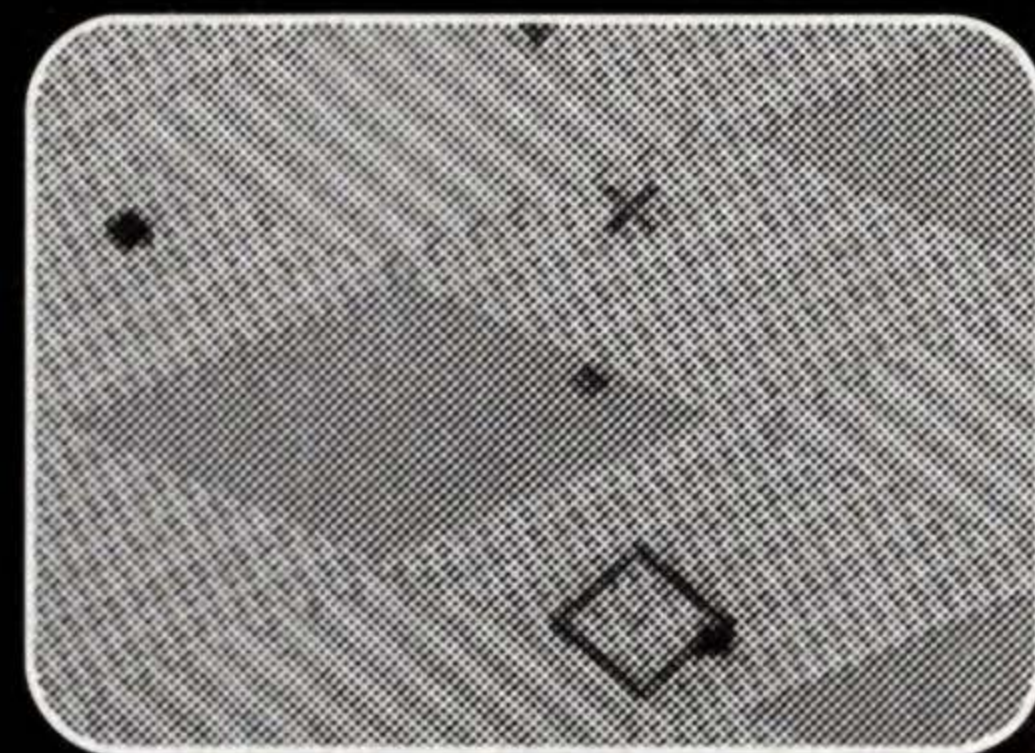
Pitch Speed/ Radar

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 square icon (■). The position of the ball is indicated by a small circle icon (●). An outfielder under player control in a particular zone appears as a small (✕).

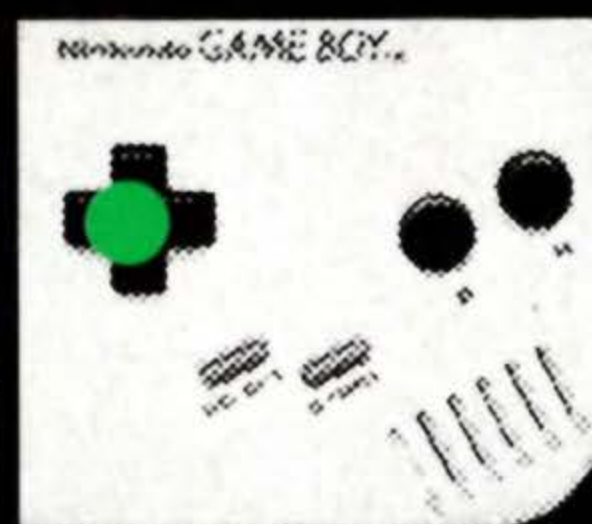


Moving Fielders

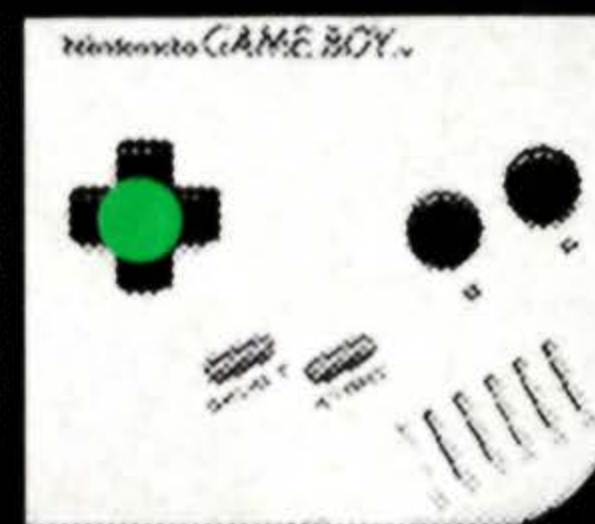
Press the CONTROL PAD to move your fielder in any direction.

Catching the ball

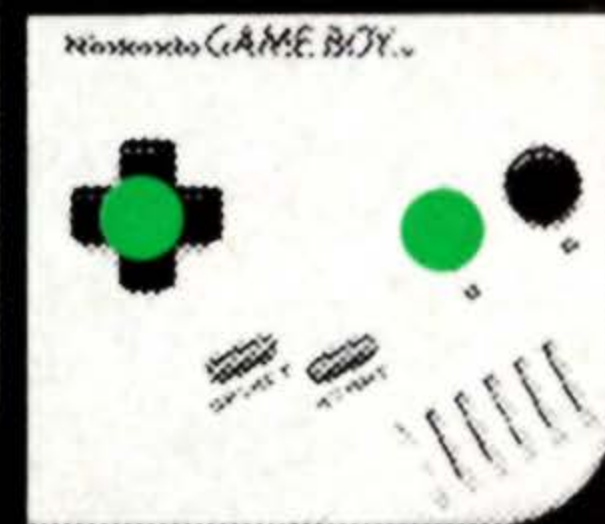
To catch a ball, move your fielder to the spot where the ball is (or will land). If you time your movement properly, the player will automatically make the catch.



Moving fielders



Catch the ball



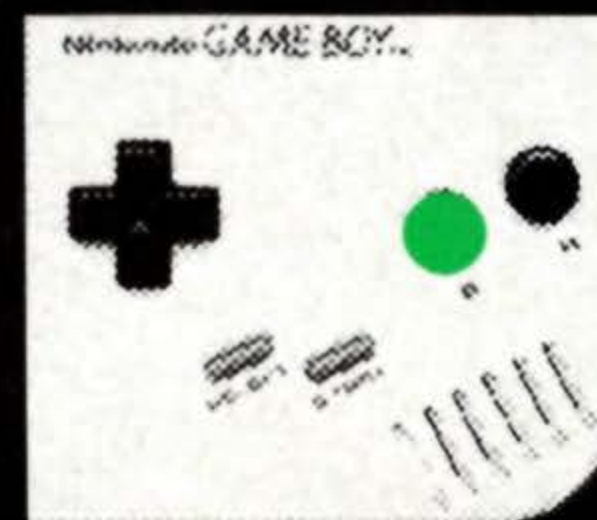
Dive

Dive

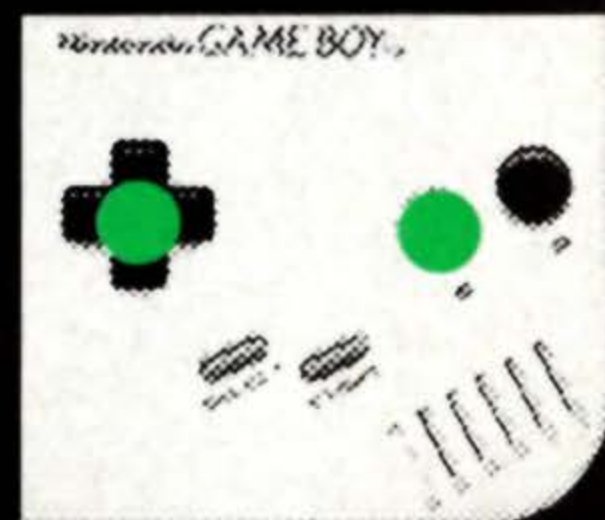
When trying to field a ball that is out of reach, press the B BUTTON and the CONTROL PAD to dive for the ball.

Jump

Press the B BUTTON to make a jumping catch.



Jump



Throwing



Throwing

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

MAIN OPTIONS

Frank Thomas "Big Hurt" Baseball™ 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. Highlight the desired option, then press any button.

Play Modes

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 Frank Thomas 'Big Hurt' Baseball™ ! This is big league ball! To select a particular game mode, press UP or DOWN on the CONTROL PAD to select the desired game type, then press any button. Once you've 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

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



SEASON MODE

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

RESUME GAME/ PASSWORD

This option will bring you to the Password Screen, where you have the ability to enter a password from any previously played game. Use the CONTROL PAD to move up/down/left/right through the password character grid, and press the A BUTTON and B BUTTONS to move the current password character entry field left or right. Use the START BUTTON to register your password. If your password isn't 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 you left off at.

SEASON LENGTH: FULL AND '95 SEASON PLAY

When you choose to start a New Season, Frank Thomas "Big Hurt" Baseball™ gives a choice between playing a Standard season schedule or an Adjusted '95 schedule. Once you make your choice, you can also choose the length of your season: Short, Medium or Full Season.

THE ALL-STAR GAME

A perennial summer highlight, the All-Star Game pits the best players of each conference against each other. Or you can play a National vs. National or American vs. American Conference All-Star Game!

THE PLAYOFFS

In Playoff mode, the first place team plays the wild card team, while the 2nd and 3rd place teams play each other. The winners then battle for the conference title. If you make it that far, you'll go on to the Championship Series! You can select which conference you wish to play in, and which team you will compete as. Once conference and team have been chosen, you'll 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 doesn't 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've 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 and randomly assign player control.



Changing the Derby Contestant Roster

To change control of each Derby contestant, highlight a particular contestant, then press LEFT or RIGHT 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'd like to swap out and press any button. You will then see a list of teams. Scroll to 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.

BP (BATTING PRACTICE)

Batting Practice 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 scrolling to 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 the A or B BUTTON to toggle the selection indicator between YES and NO.

MANAGING YOUR TEAM:

PRE-GAME TEAM OPTIONS

Once you've 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.

DEFENSIVE FIELDER ADJUST

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In all game types except Home Run Derby and Batting Practice, this option allows the player controlling the defense 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 UP or DOWN 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 LEFT or RIGHT on the CONTROL PAD. You will see the players on the display screen shift position.

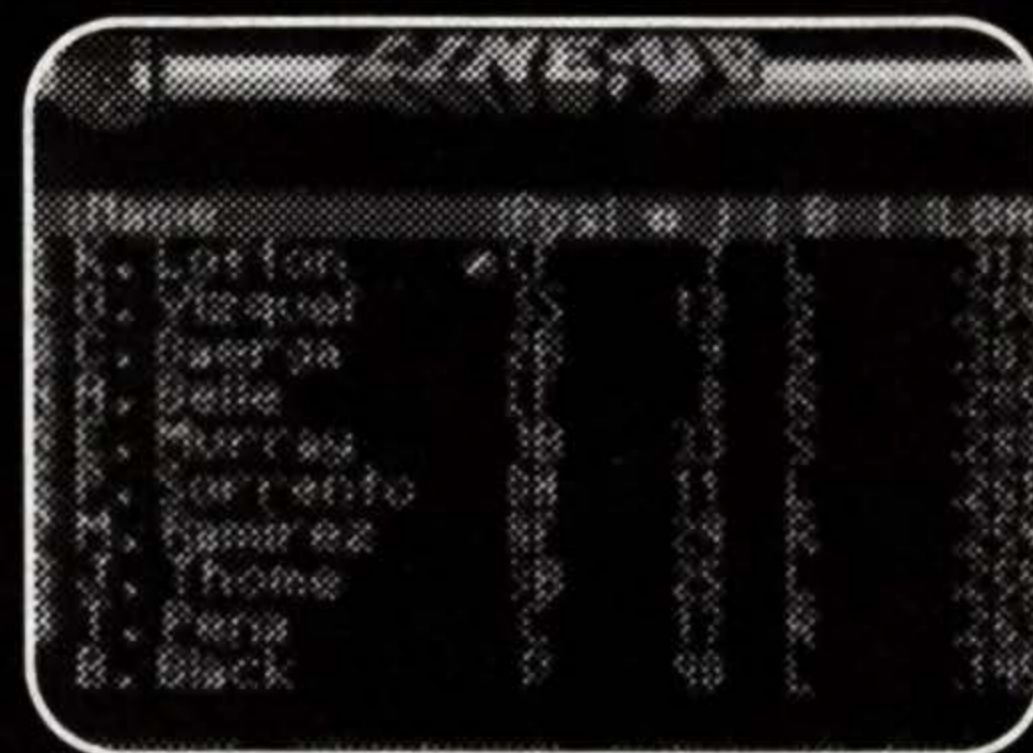
LINE UP

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 featur-



ing 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 **UP** or **DOWN** 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 three option boxes: View Bench, Done and Cancel. Press the START BUTTON to cycle through the options. When the desired option is highlighted, press any button to access it.

View Bench: This allows you to review your players on the bench. When the Bench is being viewed, this option changes to View Starters.

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 pitcher on a team, along with his number, which arm he throws with (R or L), his pitcher type (Starter, Middle Reliever or Closer) and other stats. Scrolling left or right will let you view career stats for each pitcher, as well as to see his average number of pitches and other valuable information. The bullpen screen is divided into three areas: On The Mound, Warming Up and Available Roster.

On The Mound

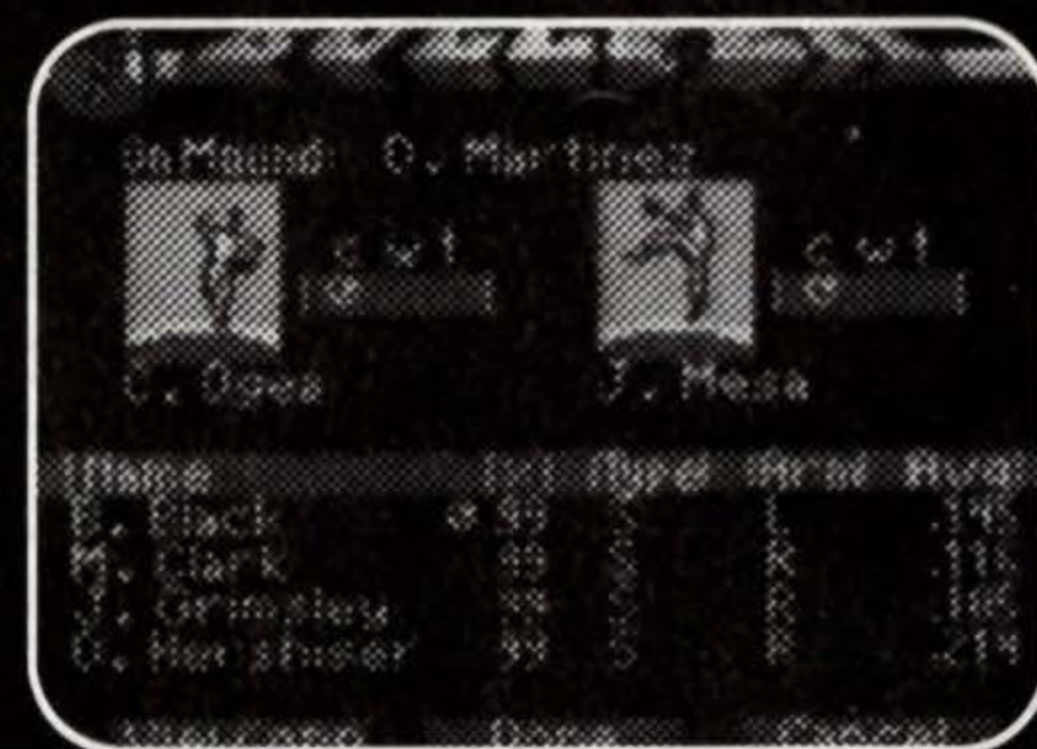
When you highlight Bullpen, you will see the default starting pitcher under On The Mound. In a season game, this pitcher will automatically vary with the pitcher's place in the rotation. To change the pitcher on the mound, see Place on Mound.

Available Roster

A pitcher's current status/ availability can be judged by his effectiveness percentage and the number of days of rest he has left. A pitcher at less than 100% is a risky choice.

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 LEFT or RIGHT 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

21 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's 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 LEFT or RIGHT 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 any button to return.

PAUSE OPTIONS

Frank Thomas 'Big Hurt' Baseball™ features several Pause Options which are available at any time during gameplay, though not all pause options are available in all game types. To access these options, press the **START BUTTON** at any time to pause the game and bring up the Pause Options Screen. Press **UP** or **DOWN** on the **CONTROL PAD** to highlight the desired option, then press any button. You can then make any needed changes to the selected option.

Play Ball

See Main Options

Bull Pen

See Main Options

Line Up

See Main Options

Defensive Fielder Adjust

See Main Options



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Pinch Hitter

In some situations, you may wish to substitute a player who's hitting skills are likely to foil an oppos-



ing team's strategy. Once you've 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 Conference 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 Conference 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.

Conference Standings

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

NOTES



NOTES

JOIN THE



Home Run Hitter Option

For \$19.99 your membership includes:

- Official Big Hurt Quarterly Newsletter
- Membership I.D. card
- Big Hurt pencil
- Big Hurt stickers
- Big Hurt key chain
- Black & white autographed print
(No personalized photos)

MVP Option

For \$39.99 your membership includes:

- Official Big Hurt Quarterly Newsletter
- Membership I.D. card
- Big Hurt pen & pencil
- Big Hurt stickers
- Big Hurt watch
- Authentic autographed photo
(No personalized photos)

Items subject to change.

BIG HURT™ 1996 APPLICATION

<input type="checkbox"/> Home Run Hitter Option	\$ _____
<input type="checkbox"/> MVP Option	\$ _____
Plus \$3 for shipping & handling	\$ _____
TOTAL ENCLOSED	\$ _____

Child's name

Parent/Guardian's Name

Address

City

State

Zip

A check or money order payable to the
BIG HURT FAN CLUB should be sent to:

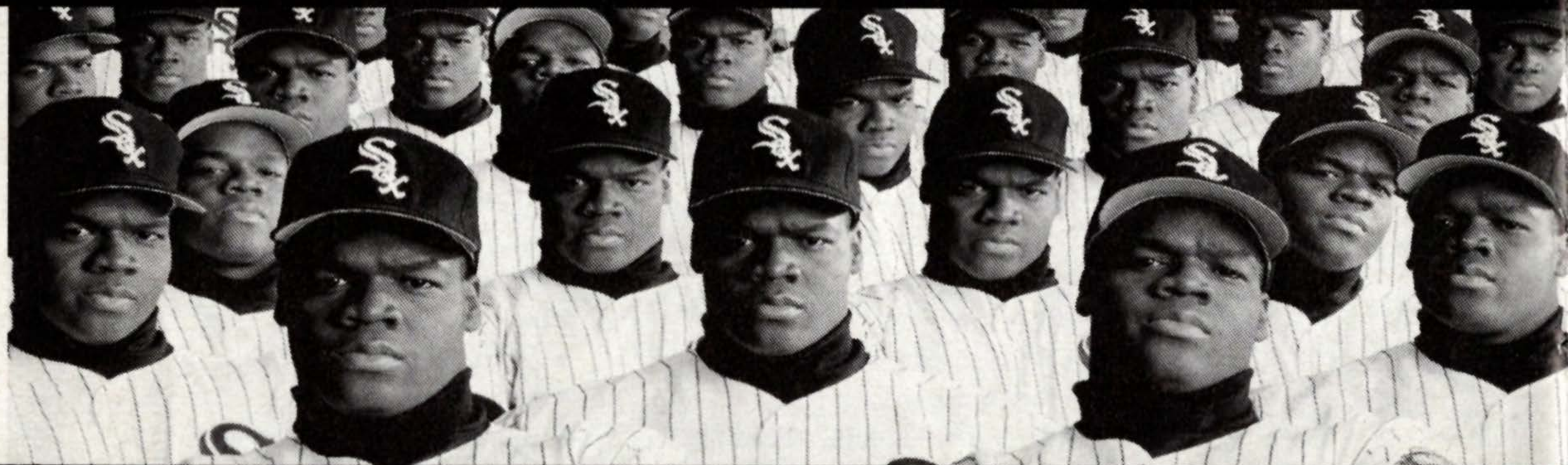
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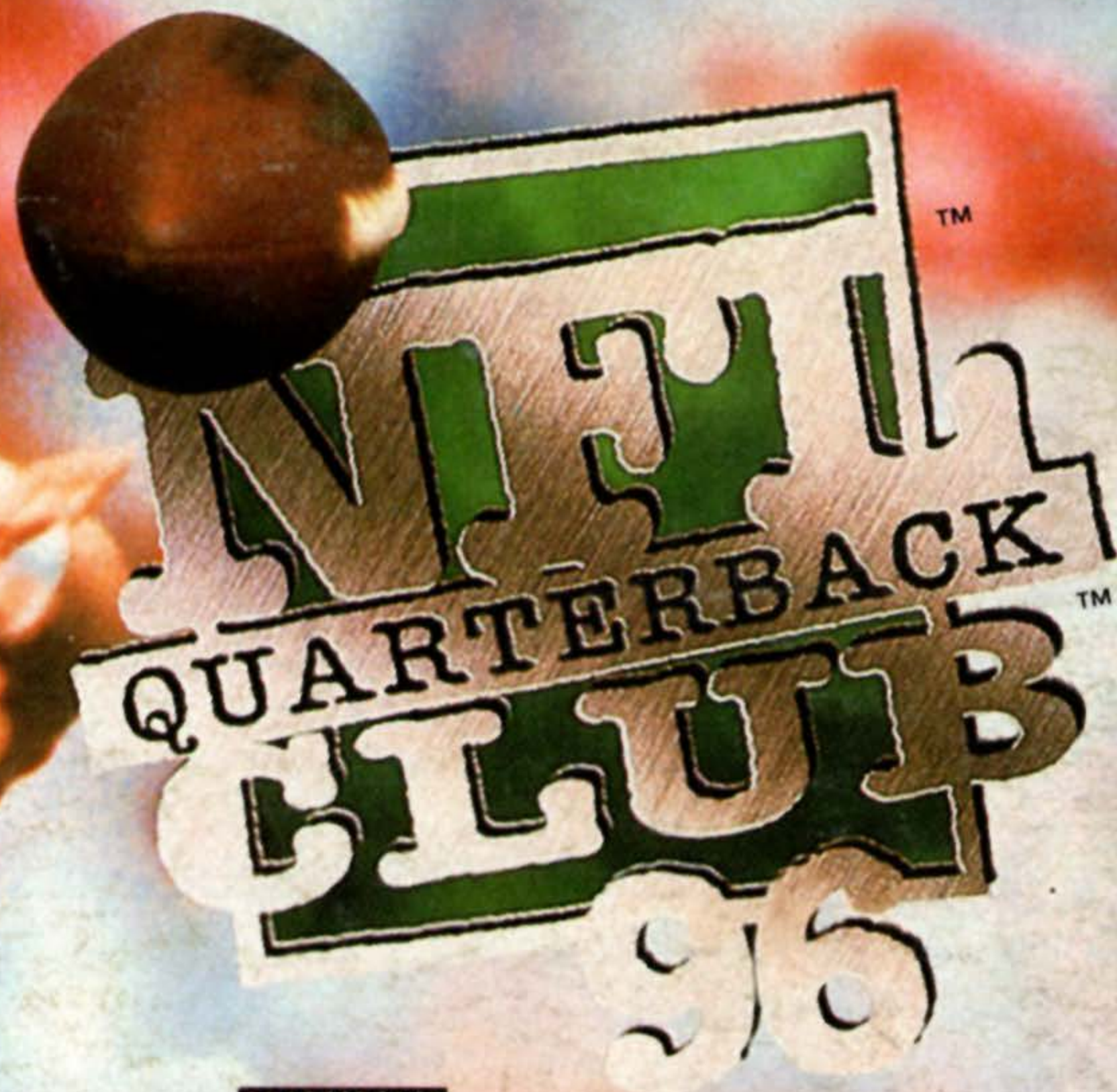
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PRINTED IN JAPAN