

Nintendo®

GAME BOY®

DMG-VM-USA

ROGER CLEMENS MVP BASEBALL™



INSTRUCTION BOOKLET





THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY® SYSTEM. ALL NINTENDO® PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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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.

ADVISORY READ BEFORE USING YOUR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

THE
Rocket



ROGER CLEMENS

P

Cut Along Dotted Line

HT: 6'4 WT: 220 THROWS: RIGHT BATS: RIGHT DRFT: RED SOX #1-JUNE, 1983
 ACQ: VIA DRAFT BORN: 8-4-62, DAYTON, OHIO HOME: KATY, TEXAS

ROGER CLEMENS • P

COMPLETE MAJOR LEAGUE PITCHING RECORD (LEAGUE LEADER IN ITALICS, TIE •)

YR	CLUB	G	IP	W	L	R	ER	SO	BB	GS	CG	SHO	SV	ERA
84	RED SOX	21	133.1	9	4	67	64	126	29	20	5	1	0	4.32
85	RED SOX	15	98.1	7	5	38	36	74	37	15	3	1	0	3.29
86	RED SOX	33	254	24	4	77	70	238	67	33	10	1	0	2.48
87	RED SOX	36	281.2	20•	9	100	93	256	83	36	18	7	0	2.97
88	RED SOX	35	264	18	12	93	86	291	62	35	14•	8	0	2.93
89	RED SOX	35	253.1	17	11	101	88	230	93	35	8	3	0	3.13
90	RED SOX	31	228.1	21	6	59	49	209	54	31	7	4•	0	1.93
91	RED SOX	35	271.3	18	10	93	79	241	65	35	13	4	0	2.62

MAJ. LEA. TTL. 206 1513 116 51 535 486 1424 425 205 65 25 0 2.89

Roger's 291 Strikeouts In 1988 Is Red Sox' record.

© MLB & MLBPA 1991

OPENING

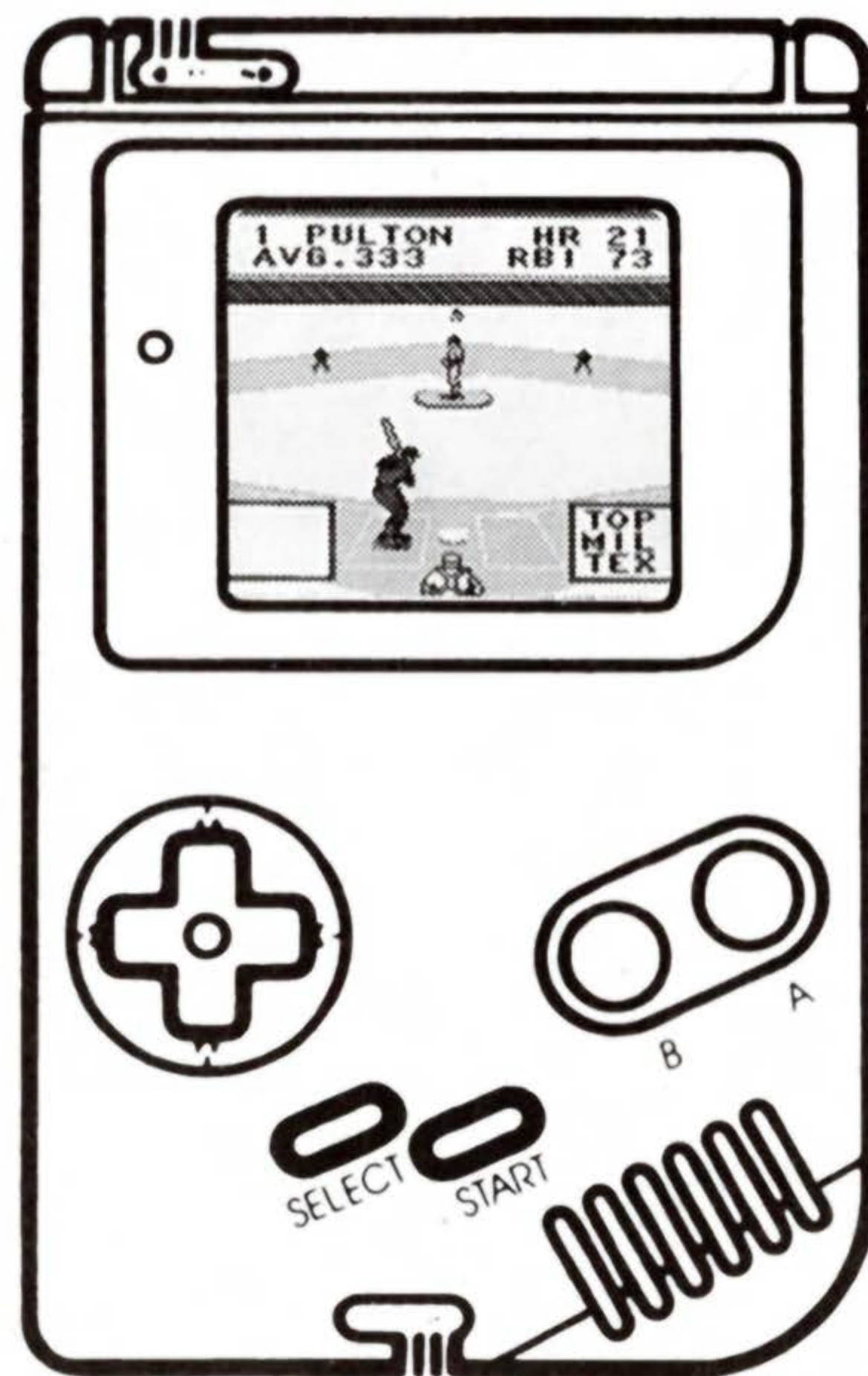
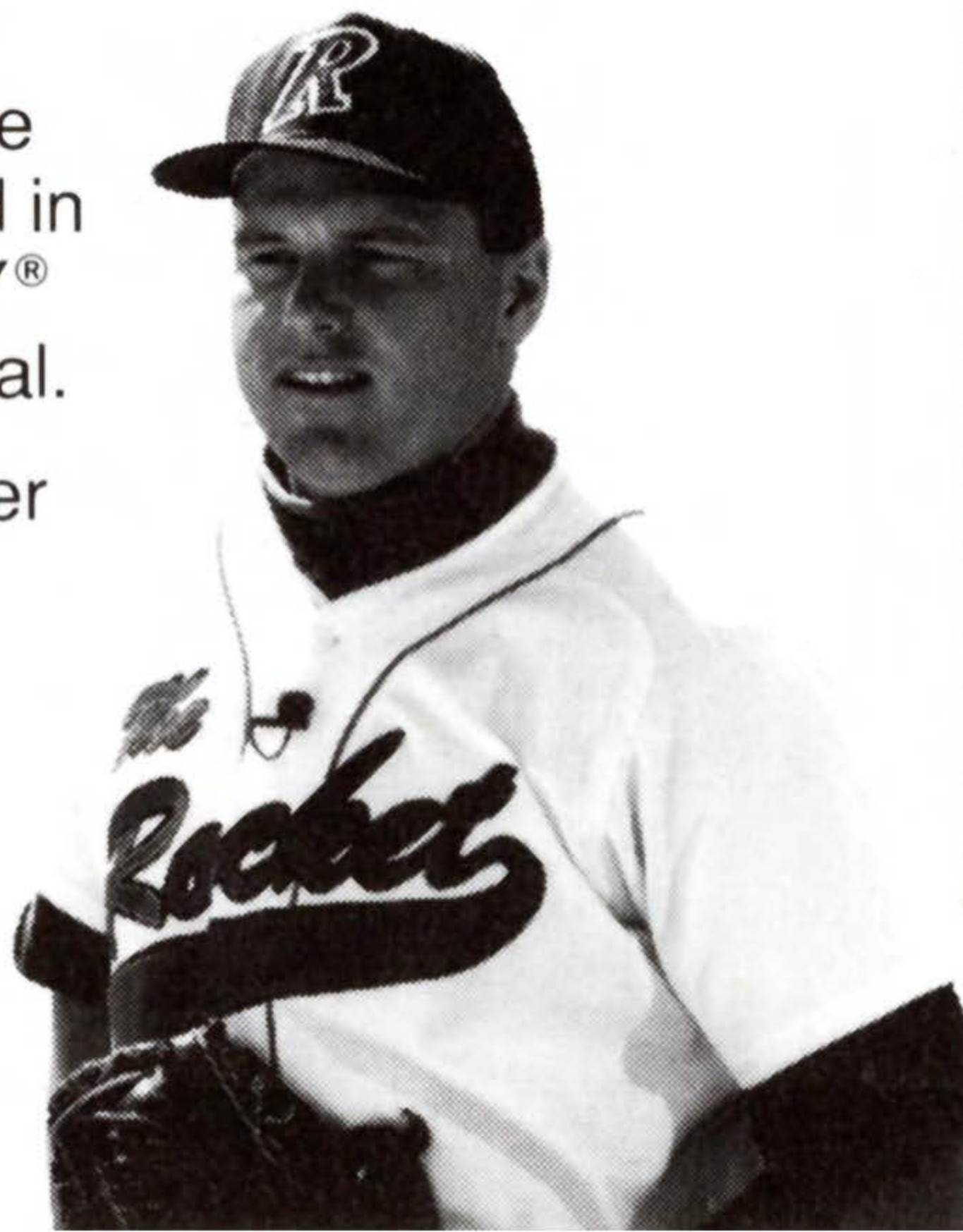
You know the fun of cheering your team from the stands. You've felt the edge of your seat excitement of a play-off game on TV. You've enjoyed baseball at its best when the newest World Champions stole victory from what at the bottom of the ninth looked like certain defeat. But that was just spectating. . . imagine being out there with the players. Here's your chance! With **Roger Clemens MVP Baseball** you're not watching from the outside anymore. . . you're in the game, in the field, and seeing from the same view as the pros.

So grab your mitt and get out there! It's a long season and these batters mean business. But that's just what you dreamed of. . . playing with the big guys like Roger "The Rocket" Clemens and going all the way to #1.

Get ready with that fastball. Batter up!

GETTING STARTED

1. Make sure the Nintendo® GAME BOY® power switch is OFF.
2. Insert the ROGER CLEMENS MVP BASEBALL game pak as described in your GAME BOY® instruction manual.
3. Turn the power switch ON.



PLAYER SELECTION

When the title screen appears, to select a 1-PLAYER game, press the A BUTTON. To select a 2-PLAYER game, press the B BUTTON.

1-Player - you against the computer.

2-Player - you against a friend (See a 2-PLAYER BASEBALL on page 3)

2-PLAYER BASEBALL

To enjoy head-to-head baseball with a friend, connect two Game Boy units together with the Game Link. Insert a **Roger Clemens MVP Baseball** game pak into each unit and *simultaneously* turn on both power switches.

When the title screen appears, whoever first presses the B BUTTON is PLAYER 1, selects their team first and as the home team, fields first.

Note: In 2-player mode you can only play exhibition games.

GAME SELECTION

The game selection screen allows you to select the type of game you wish to play, to return to a season in progress, and to alter the orientation of your control pad.

To move the cursor, press the UP and DOWN CONTROL PAD ARROWS.

To confirm your selection, press the A BUTTON.

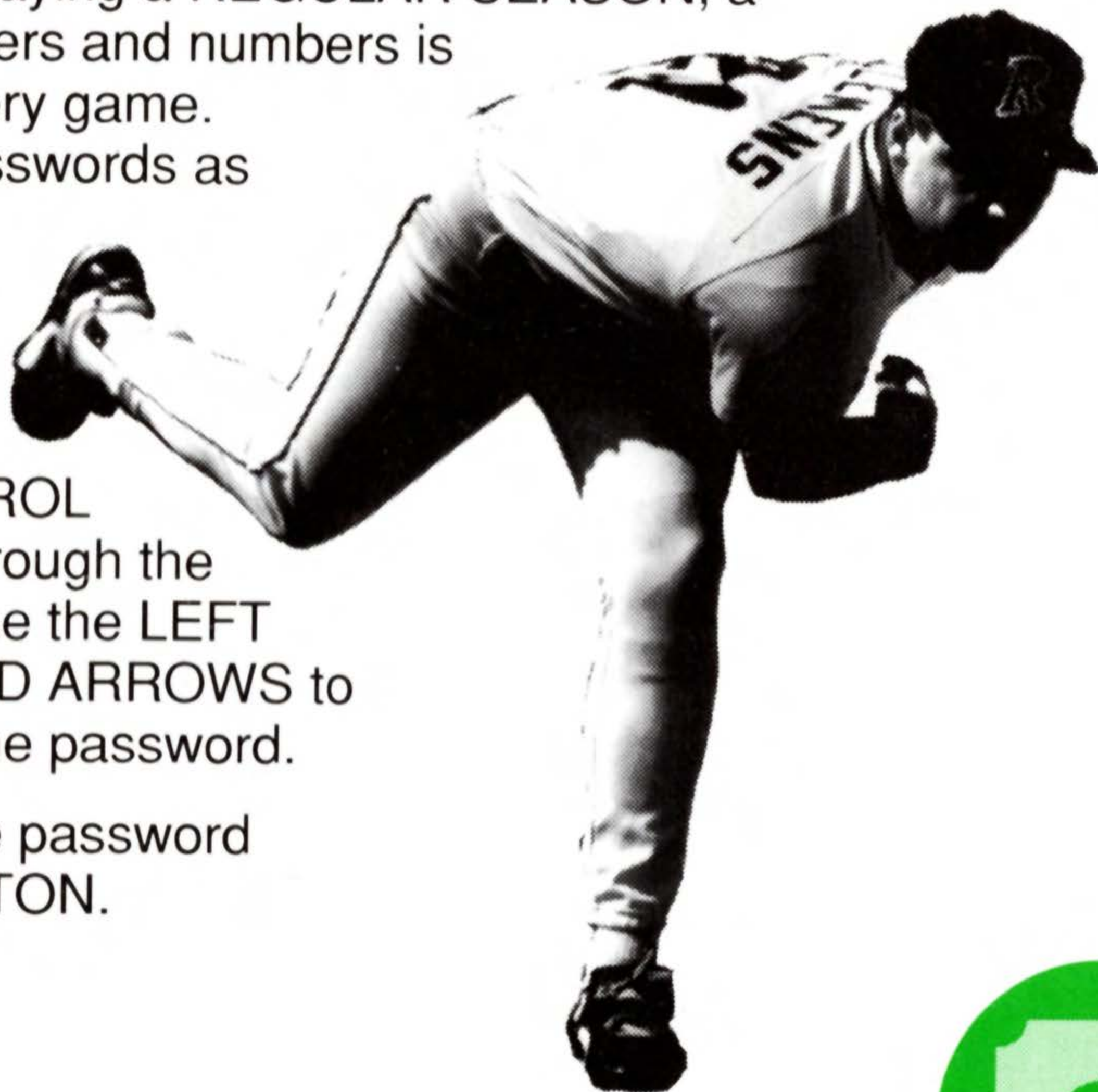
EXHIBITION - One game against either the computer or another player.

REGULAR SEASON - You play three (3) games against each team in your division. Thus, a National Division Season consists of 33 games as opposed to 39 games for the American Division. If your team qualifies, there will also be a best-of-7 game play-off, followed by a best-of-7 game Championship Series. The Regular Season is played entirely against the computer.

PASSWORD - When playing a REGULAR SEASON, a password consisting of letters and numbers is displayed at the end of every game. Keep a record of these passwords as they appear so you can resume the season at the next scheduled game.

To enter a password, use the UP and DOWN CONTROL PAD ARROWS to scroll through the alphabet and numbers. Use the LEFT and RIGHT CONTROL PAD ARROWS to move left and right along the password.

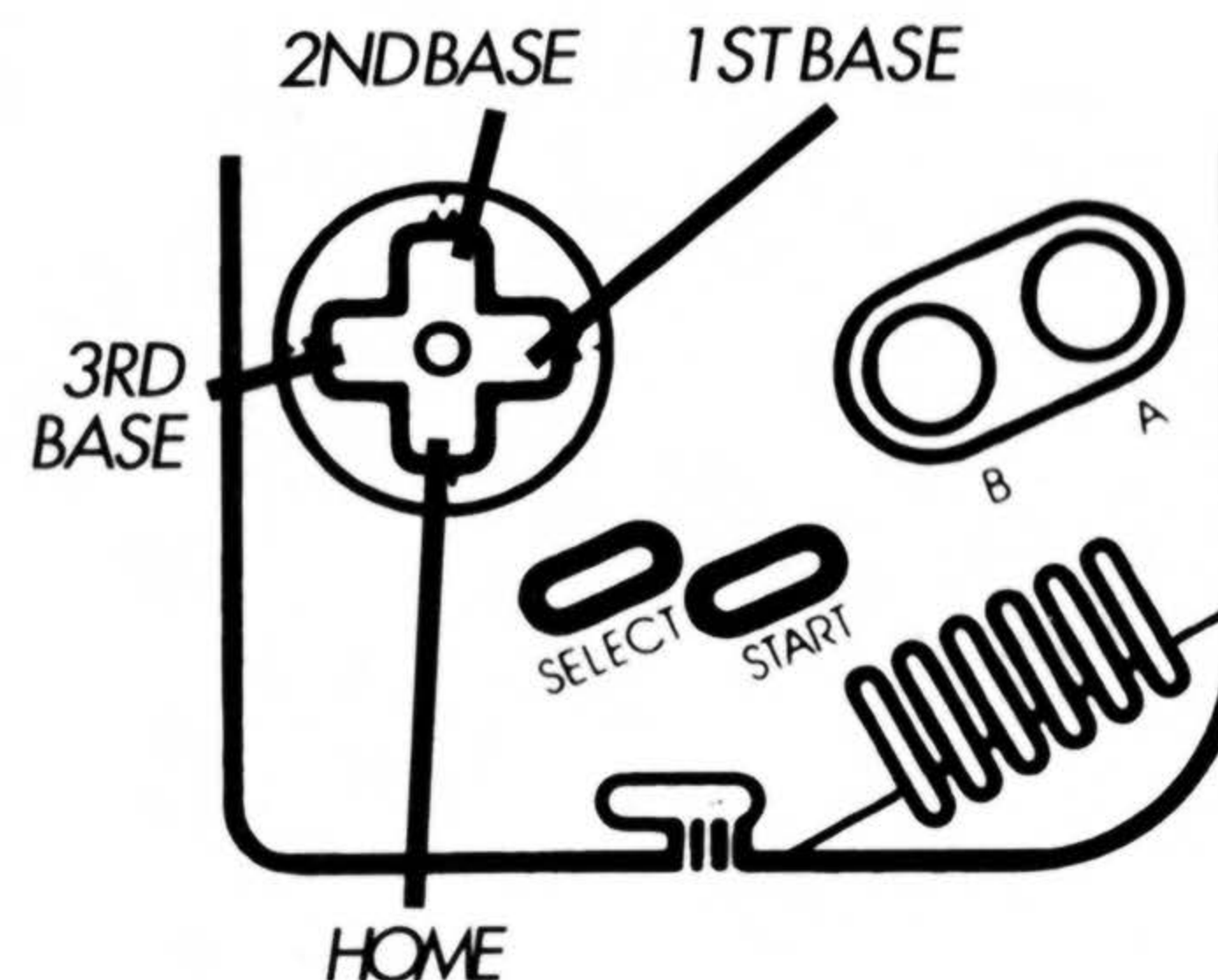
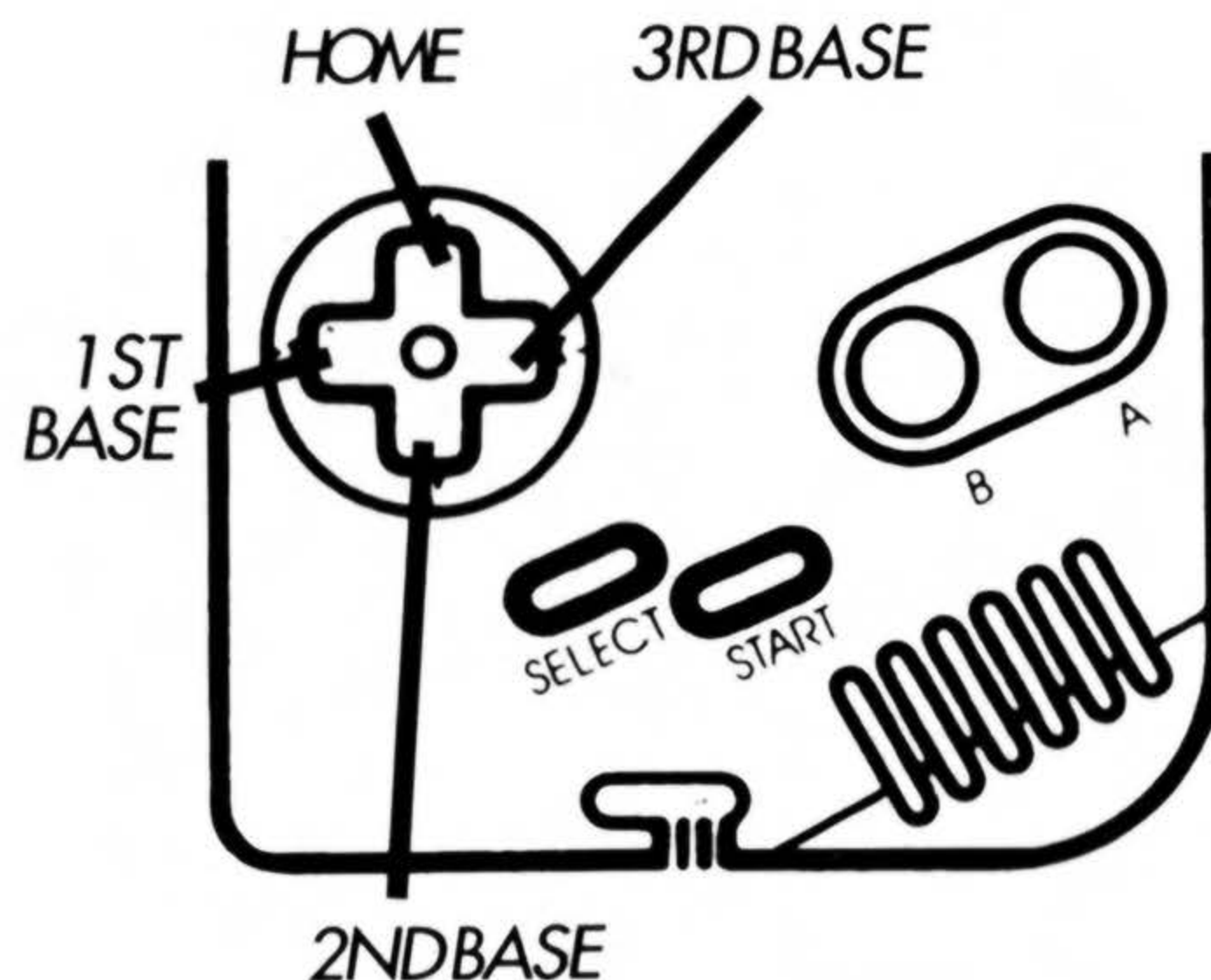
Once you have entered the password correctly, press the A BUTTON.



OPTIONS - When in the field, the CONTROL PAD matches your perspective as if looking in toward home plate:

However, to re-orientate the CONTROL PAD so that it always matches the perspective from behind home plate, select OPTIONS. Use the UP and DOWN CONTROL PAD ARROWS to move the cursor to STANDARD and press the A BUTTON or the B BUTTON to confirm your selection.

For more information about perspectives and the controls, see GENERAL GAME CONTROLS on page 11.



DIVISION SELECTIONS

To move between the four divisions, use the LEFT and RIGHT CONTROL PAD ARROWS.

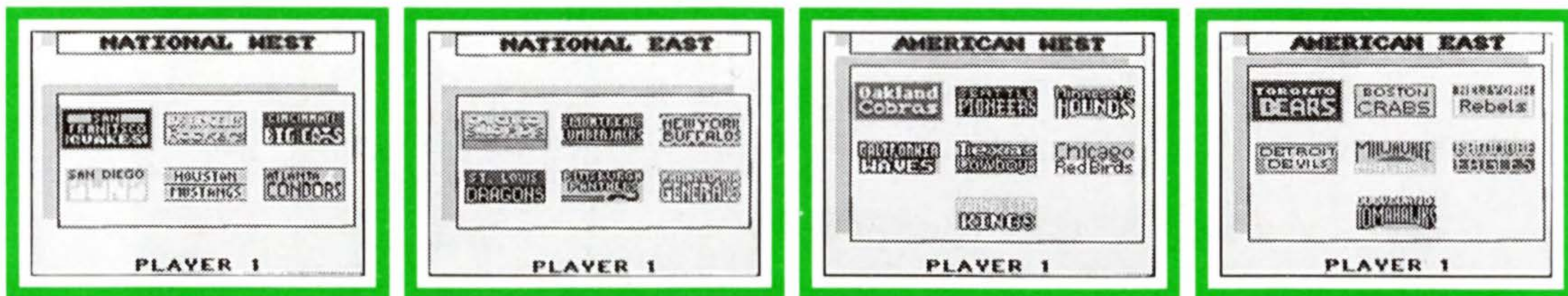
To confirm your selection, press the A BUTTON.



DESIGNATED HITTERS

The American Division has the designated hitter rule in effect. In interdivisional games, the rule only applies when the home team is from the American Division.

THE TEAMS



To move through the teams, use the LEFT and RIGHT CONTROL PAD ARROWS.
To return to the Divisional Selection Screen without choosing a team, press the B BUTTON.

To confirm your selection, press the A BUTTON.

If you are playing a 1 Player Exhibition game against the computer, once you have chosen your own team you must then select the computer team in the same manner.

If you are playing a 2 Player Exhibition game, Player 2 selects his or her team in the same manner.

Note: During Regular Season play, once you have selected your team, you will then see the season schedule.

To alternate between the 2 months of the schedule, press any CONTROL PAD ARROW. During the Regular Season, the computer will be whichever team the schedule dictates. After reviewing the schedule, to reach your pitching roster, press any BUTTON.

SEASON SCHEDULE						
AUGUST						
SUN	MON	TUE	WED	THU	FRI	SAT
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20 H MW	21 H MW	22 H MW
23 H DE	24 H DE	25 H DE	26 H CL	27 H CL	28 H CL	29 H BA
30 H BA	31 H BA					

PITCHING ROSTERS

To scroll through the starting pitchers, use the UP and DOWN CONTROL PAD ARROWS.

To confirm your selection, press the A BUTTON.

TEXAS GARAGE			
	T	ERA	STS
NOLAN	R	2.96	RDY
WHITLEY	R	3.46	RDY
STOLLER	R	4.03	RDY
EISNER	R	4.91	RDY
BLACK	L	5.70	RDY
LANCMAN	R	1.50	RDY
HESTER	R	1.80	RDY
GARLOCK	R	2.94	RDY
JACKSON	L	4.57	RDY
BURTON	L	4.77	RDY
KENNY	L	6.23	RDY

NOTE: During Regular Season play, starting pitchers must have 3 full days rest between starts. Use the season schedule to calculate the most efficient use of your best pitchers.

TEAM ROSTERS

To scroll through the roster, use the UP and DOWN CONTROL PAD ARROWS.

To view batter's home runs scored and RBI's, press the RIGHT CONTROL PAD ARROW.

To change the batting order, select the player to be repositioned and press the A BUTTON. Then select the player with whom the first player is to exchange places and press the A BUTTON again.

To accept the line-up, press the B BUTTON.

Texas Cowboys		POS	B	AVG
Ⓢ CRENS	2B	R	.306	
DALTRY	LF	S	.256	
HILPERT	1B	L	.323	
RUBENS	RF	S	.335	
GODDARD	DH	L	.372	
HARRIS	C	L	.265	
BARKIN	3B	R	.272	
HUDSON	SS	L	.250	
GRIFFITH	CF	S	.284	
FERGIS		R	.226	
YOUNG		R	.208	
HELLMAN		R	.299	
SOLOMON		R	.278	
LORENZO		R	.287	

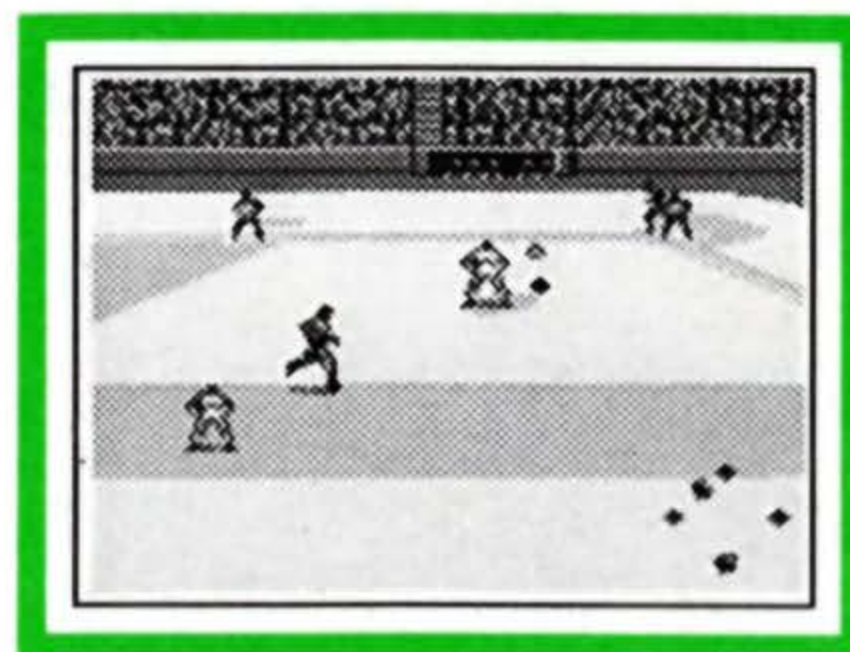
GENERAL GAME CONTROLS

Except for close-ups at the bases, the game is viewed from 2 different perspectives.

1. For pitching and hitting, the perspective is from behind the catcher.
2. For fielding, the perspective is from the field looking toward home plate. (The specific view varies depending upon where the ball is hit.)

The controls operate differently depending upon which of the 2 perspectives is on the screen.

NOTE: This is called “intuitive controls.” You make believe that you are the player and the screen is showing you what you are looking at as if you are in the game. If first base is to the left in your field of view, then it will be reached by pressing the LEFT CONTROL PAD ARROW. . . and so on. (To change the controls from intuitive to the standard “behind home plate” orientation, see GAME SELECTION SCREEN, OPTIONS on page 4.)



PITCHING CONTROLS

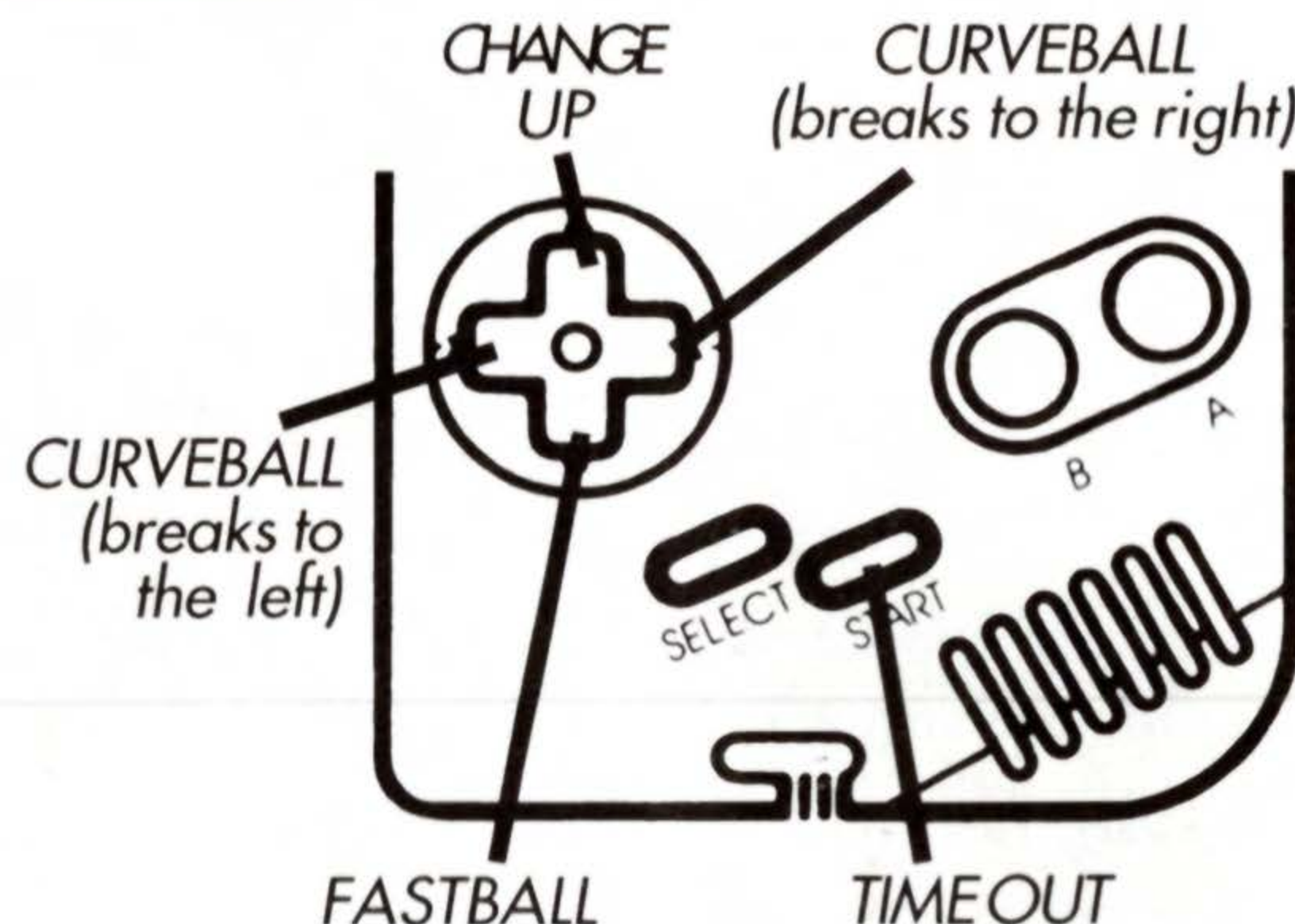
TO REPOSITION THE PITCHER ON THE RUBBER prior to the pitch, use the LEFT and RIGHT CONTROL PAD ARROWS.

TO PITCH THE BALL, press the A BUTTON.

TO CONTROL THE TYPE OF PITCH, use the CONTROL PAD ARROWS while pressing the A BUTTON.

TO TAKE A TIME OUT, press the START BUTTON

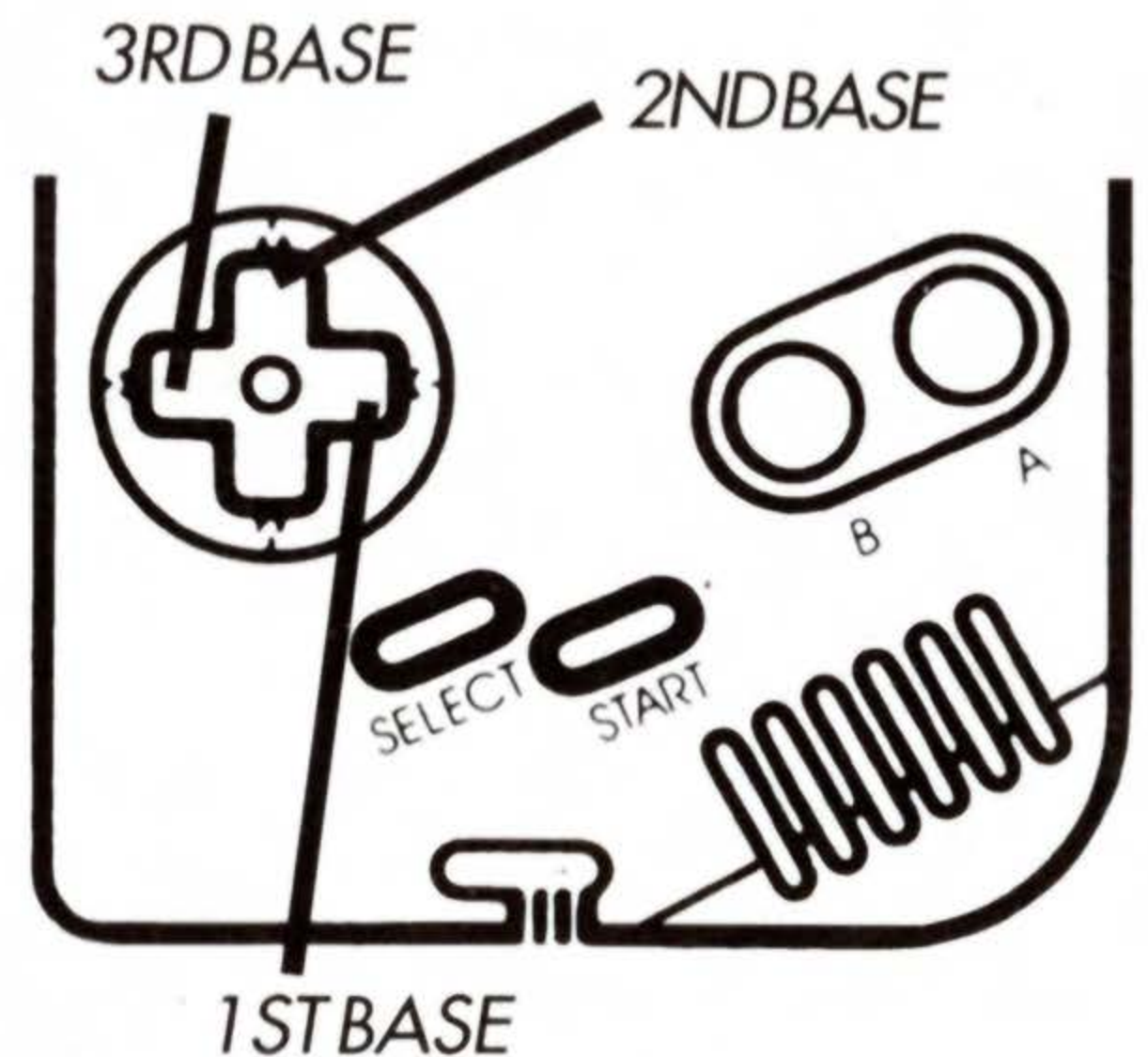
TO RESTART, press the START BUTTON again



PICK-OFF ATTEMPTS

TO PICK-OFF A BASE RUNNER, press the B BUTTON plus the CONTROL PAD ARROW for the appropriate base:

FIELDING CONTROLS



Once the ball is hit the perspective changes to the fielder's perspective. Which specific view of the infield, outfield, base, or bases depends upon where the ball was hit.

NOTE: Though the screen is seen from the fielder's perspective, the radar display in the corner always shows the runners' positions as seen from the batter's point of view. Home is at the bottom, 1st is to the right, 2nd is at the top, and 3rd is to the left.

TO MOVE YOUR FIELDERS, press the appropriate LEFT, RIGHT, UP or DOWN CONTROL PAD ARROW. To move diagonally, press in-between the arrows.

TO CATCH A BALL, use the CONTROL PAD ARROWS(S) to maneuver your player into position. You do this by following the shadow of the ball.

TO DIVE FOR A BALL, press the B BUTTON plus the appropriate LEFT or RIGHT CONTROL PAD ARROW.

TO JUMP FOR A FLY BALL, press the A BUTTON.

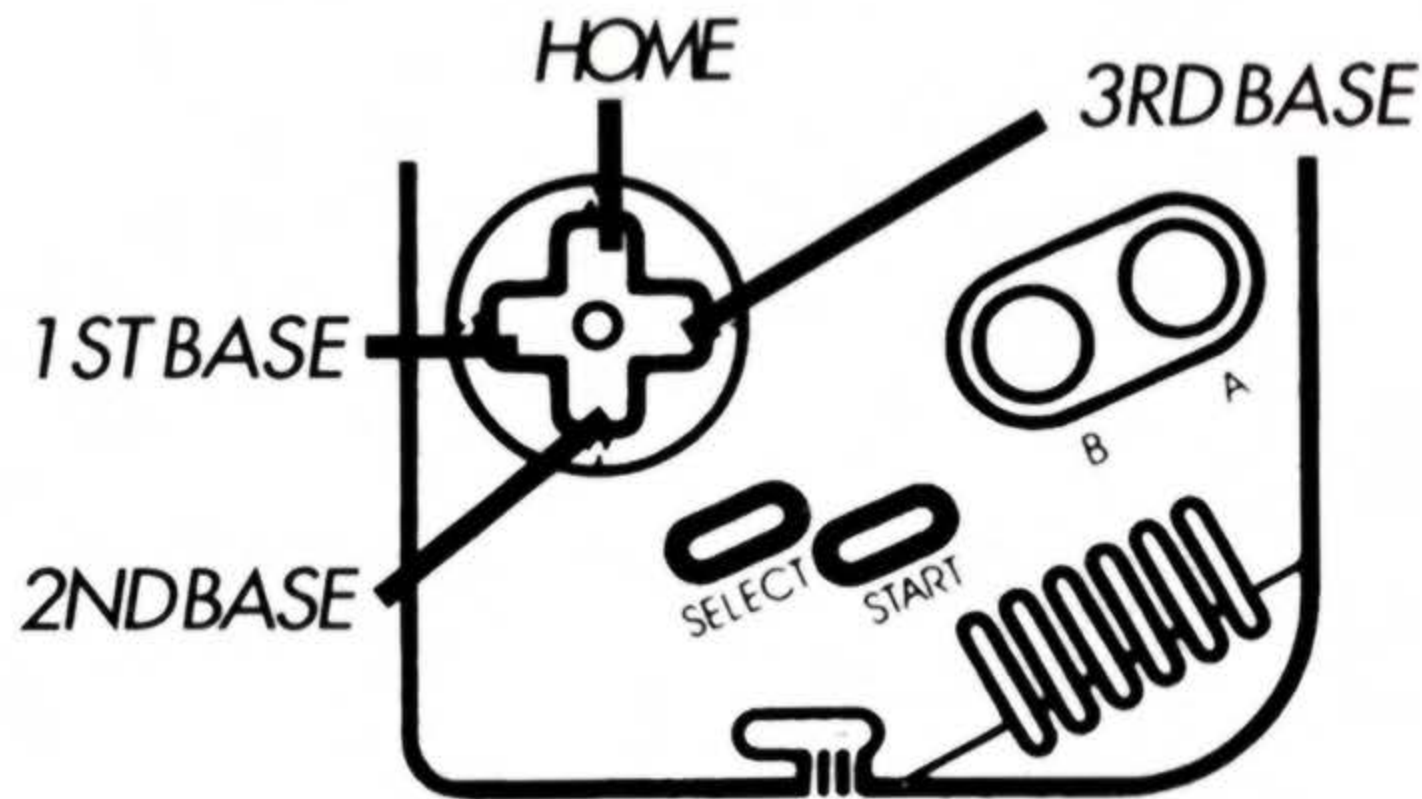


THROWING

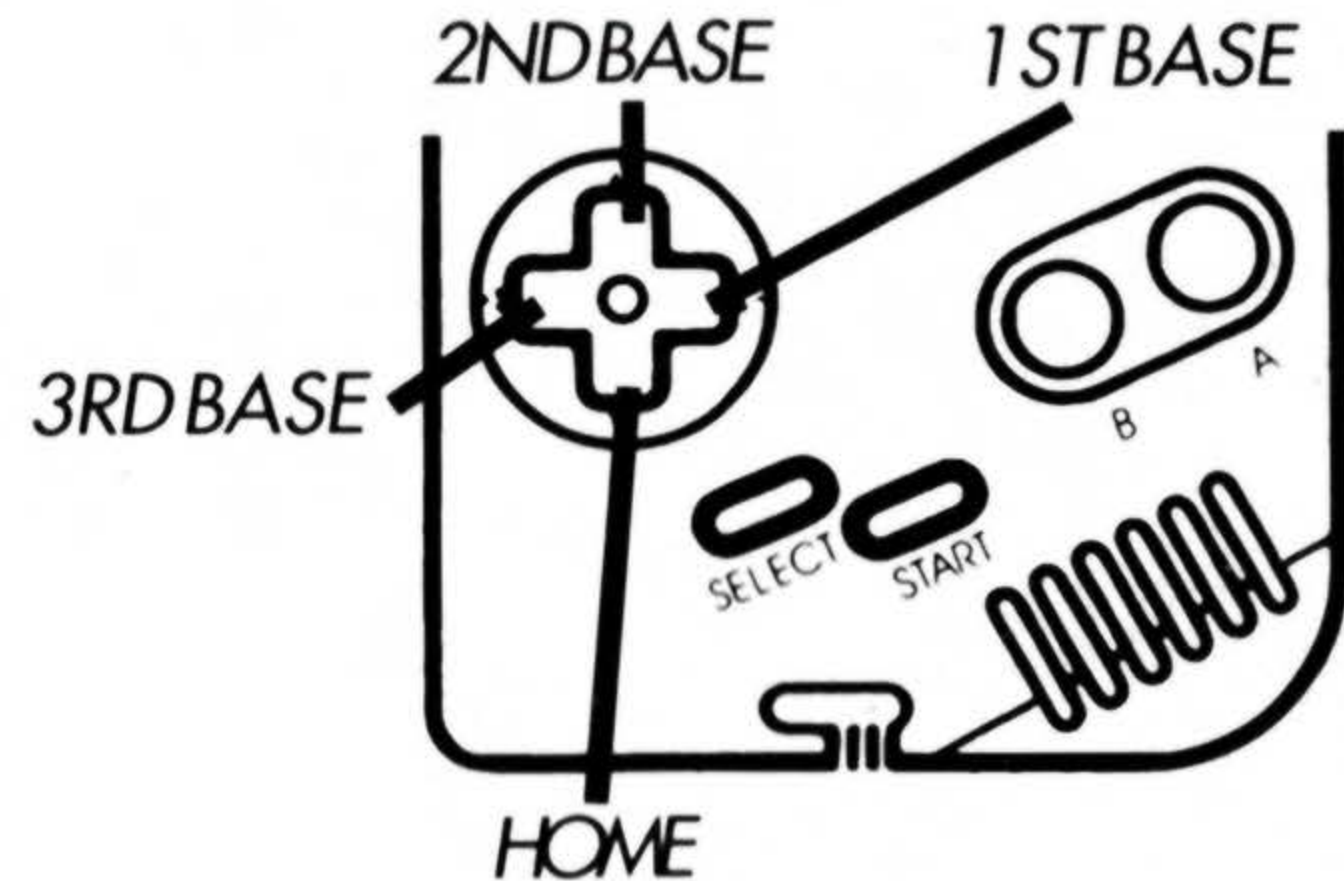
TO THROW A BALL, once it is fielded, press the A BUTTON plus the appropriate CONTROL PAD ARROW for the base you want to throw it to.

Note: The “appropriate” CONTROL PAD ARROW depends on whether you have set your controls to the intuitive or standard setting:

INTUITIVE CONTROLS:



STANDARD CONTROLS:



TAGGING

TO RUN WITH THE BALL - either to tag a base or a runner - press the appropriate LEFT, RIGHT, UP or DOWN CONTROL PAD ARROW for the direction you want to move. To move diagonally, press in-between the arrows.

MANAGER'S CLIP BOARD

(PITCHING)

The Manager's Clip Board Screen can be called up whether you are in the field or up at bat. It's options differ depending on the situation.

To check on the status of your pitcher, relieve him, check the scoreboard, or get some advice from the "Rocket," press the SELECT BUTTON while your team is in the field.

To scroll through the options, use the UP and DOWN CONTROL PAD ARROWS.

To reach the option, press the A BUTTON.

PITCHER STATUS - This tells you the speed of your pitcher's last fastball, as well as the total number of pitches he has thrown so far. To return to the Clip Board, press the A BUTTON or the B BUTTON.



RELIEF PITCHER - Shows your team's pitching roster. To scroll through the relief pitchers, use the UP and DOWN CONTROL PAD ARROWS.

To return to the Clip Board without making a pitching change, press the B BUTTON.

To change pitcher, move the cursor to the relief pitcher desired and press the A BUTTON.

CHECK SCOREBOARD - Shows the line score, your batting order, and the opposing team's batting order.

To switch between team batting orders, press any CONTROL PAD ARROW.

NOTE: The score and the batting orders are also shown between innings.

To return to the Clip Board, press the A BUTTON or the B BUTTON.

ASK THE ROCKET - Strategic advise from Roger Clemens. To return to the Clip Board, press the A BUTTON or the B BUTTON.

EXIT - Returns you to the game.

BATTING CONTROLS

TO POSITION THE BATTER, press the LEFT, RIGHT, UP or DOWN CONTROL PAD ARROW.

TO SWING, press the A BUTTON.

TO BUNT, tap the A BUTTON.

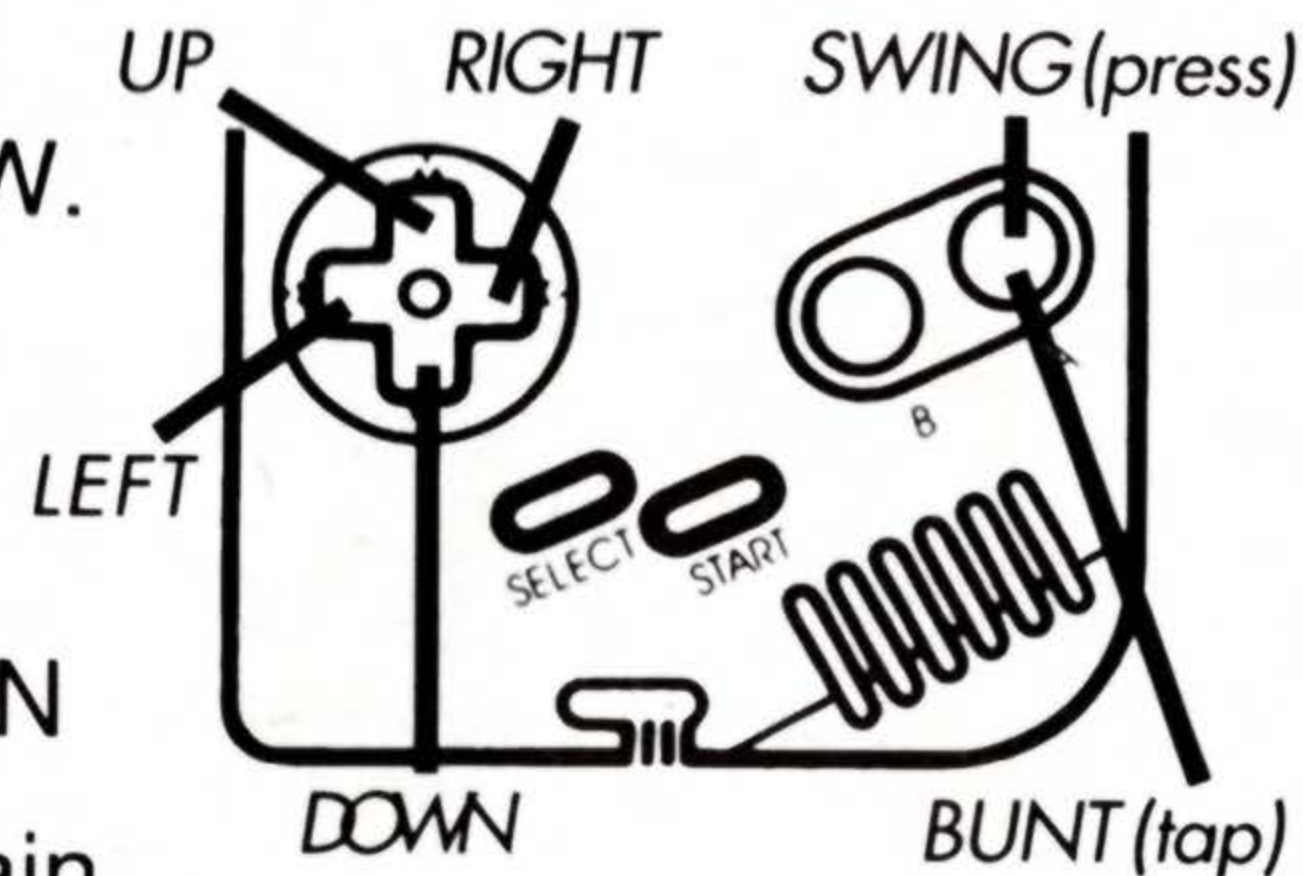
TAKE A TIME OUT, press the START BUTTON

TO RESTART, press the START BUTTON again.

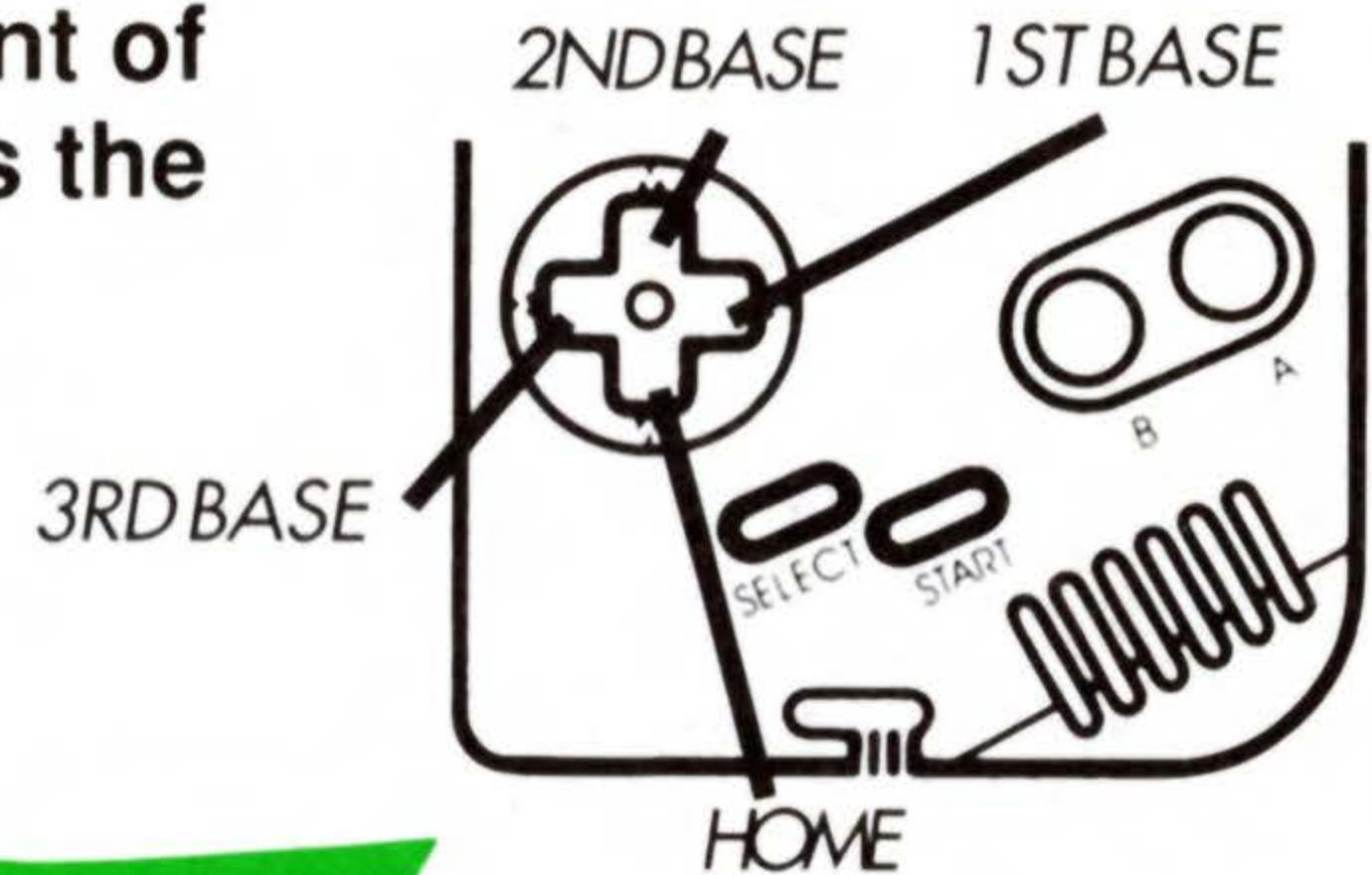
RUN OR STEAL BASES, press the B BUTTON plus the appropriate CONTROL PAD ARROW for the base you wish to advance to.

TO RETURN TO A BASE, press the A BUTTON plus the appropriate CONTROL PAD ARROW for the base you wish to return to.

STOP BETWEEN BASES, press the A BUTTON plus the DOWN CONTROL PAD ARROW.



NOTE: Regardless of the fielder's point of view, the radar screen always displays the position of the base runners from the batter's perspective.



MANAGER'S CLIP BOARD

(BATTING)

To put in a pinch hitter, check the score, or get advice from Roger Clemens, press the **SELECT BUTTON** while your team is up at bat.

To scroll through the options, use the **UP and DOWN CONTROL PAD ARROWS**.

To choose the option, press the **A BUTTON**.

PINCH HITTER - Use the **UP and DOWN CONTROL PAD ARROWS** to select the pinch hitter and then press the **A BUTTON**.

An "X" next to a player's name indicates that he has already been substituted and has played in the current game. He cannot, therefore, be again selected in that game. To return to the Clip Board, press the B BUTTON.

NOTE: Switch hitters default to the opposite hand of the pitcher. This means that a switch hitter will always bat lefty against a right handed pitcher and righty against a left handed pitcher.

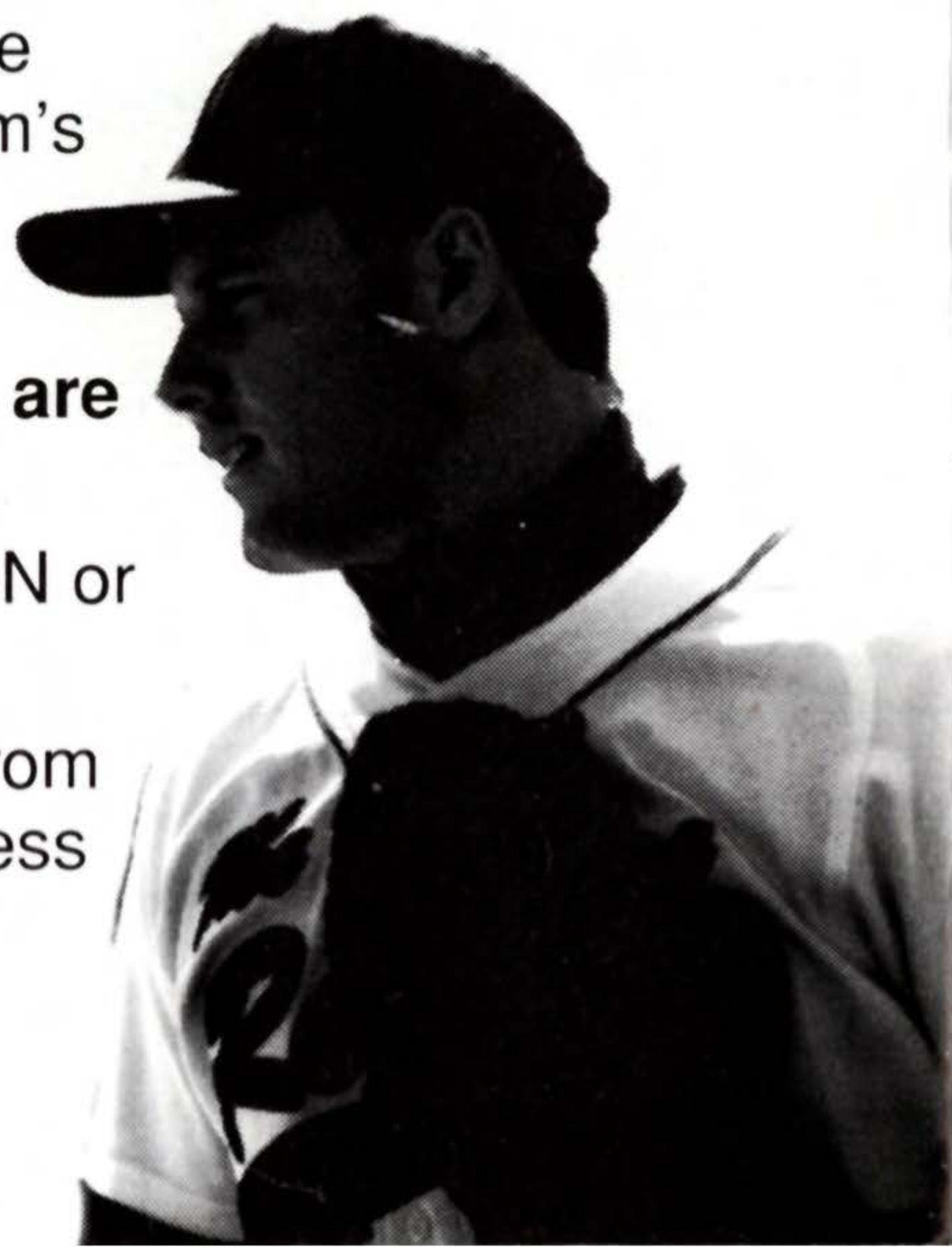
CHECK THE SCOREBOARD - Displays the line score, your batting order, and the opposing team's batting order. To switch between team batting orders, press any CONTROL PAD ARROW.

NOTE: The score line and the batting orders are also shown between innings.

To return to the Clip Board, press the A BUTTON or the B BUTTON.

ASK THE ROCKET - Strategic batting advice from Roger Clemens. To return to the Clip Board, press the A BUTTON or the B BUTTON.

EXIT - Returns you to the game.



CLOSE PLAYS AT THE BAG

When a close play occurs at any of the bases, the perspective switches to a close-up of the baseman and the runner sliding in. The CONTROL PAD functions also change depending upon whether you are the baseman or the runner.

BASEMAN - To tag the runner, you must judge which way and when he will slide. Press the appropriate CONTROL PAD ARROW to “slap on the tag” in the direction you think he will slide.

LEFT-left side of the bag / **RIGHT**-right side of the bag / **DOWN**-center of the bag

BASE RUNNER-To avoid being tagged, you must determine which way the fielder is going to go and slide “around” his tag.

LEFT-slide to the inside of the bag / **RIGHT**-slide to the outside of the bag / **DO NOTHING**-and you will automatically slide to the center of the bag.

NOTE: Once you have committed to a direction for the tag or slide, you cannot change it. So be careful, but don't be foolish. You will probably find that this part of the game plays like “chicken,” where you see who lasts the longest without making the first move.

REGULAR SEASON

When the regular season starts, you will see that your team is situated two (2) games out of first place in your sub-division (eg. National East, National West, American East, or American West). In order to capture first place and move onto the Division Championships you must obtain the best won-lost record of the season.

NOTE: If there is a tie at the end of the regular season, there will be a one (1) game tie-breaker to determine who advances.

If you manage to win the best-of-seven Division Championship...it's on to the Championship Series between your team and the top team from the other division. This series is also a best-of-seven games.

Note: You will notice, when you check the standings that they function just like real baseball standings. While your team is playing so are other teams in your division. The results of their games are random and determined by the computer. However, what this means is that your "standing" compared to other teams is never actually known until you view the standings screen to see how all the other teams did in that day's play.

Spring training is through. The season's begun. And it looks to be the best ever.

Four of your batters average over .300, your shortstop's in the record books, and the "Rocket's" on the mound every 4th day to guarantee the shut-outs. Clear the front page. This team is going to the Championships. The "Star Spangled Banner" is over. Pitcher's ready. Ump's at the plate... PLAY BALL!

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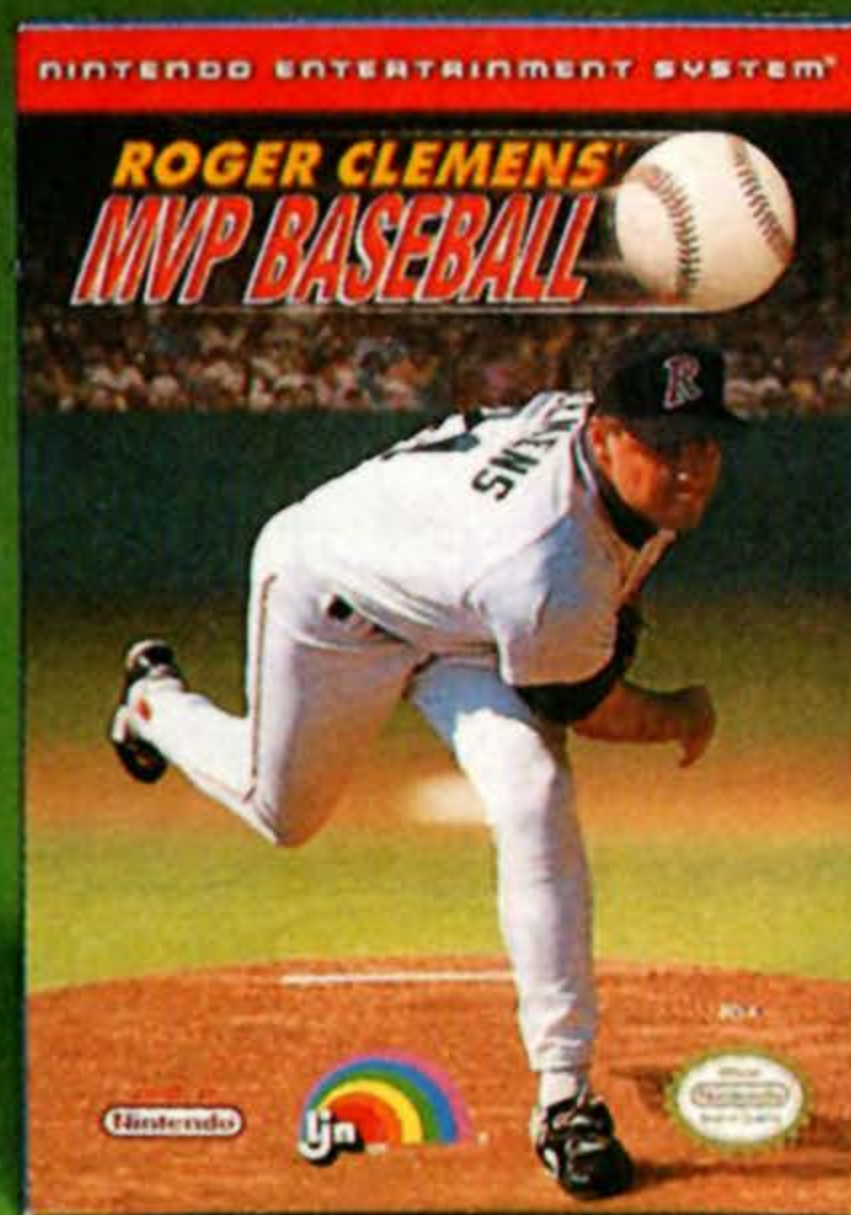
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**FEEL THE HEAT
with the best in
Super NES Baseball**



**Close-up plays
at the base**



**Over the
shoulder fielding**



Full Season Play

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