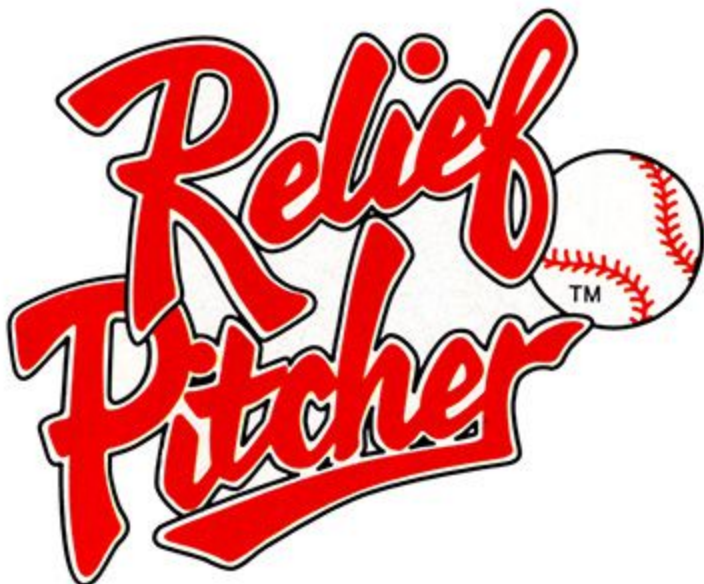# Relief Pitcher

LEFT FIELD
enter tainment
™

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

Relief Pitcher ™

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INTRODUCTION

"Welcome ladies and gentlemen. It's a great day for baseball!" And you'll hear that very statement along with dozens of others from the actual, digitized voice of Jack Buck, one of the most famous baseball announcers in history. Jack Buck's play-by-play is just one of many great features that makes *Relief Pitcher*™ one of the most realistic baseball games ever produced for the Super NES. Based on the original coin-op hit, *Relief Pitcher*™ blends arcade-paced action with the kind of baseball simulation options you'd expect from a home videogame.

Take the long walk in from the bullpen and toe the rubber in a tense, game-saving situation as the stopper, or take it right from the national anthem as the starter. And don't let the game title fool you - *Relief Pitcher*™ won't take the bat out of your hands! You'll be taking your cuts in the batter's box too, as well as fielding, throwing, and running the bases against either the computer or another player.

As fireman or starter, we hope you enjoy *Relief Pitcher's* detailed pitching, batting, fielding, and baserunning animation, straightforward controls (fielding has never been easier!), coaching options, and realistic game play - *Relief Pitcher*™ has it all!

OBJECT OF THE GAME

Relief Pitcher™ adheres to the normal rules of baseball -- so what you want to do is score more runs than the opposing team! This instruction manual makes no attempt to explain the rules and strategies of the sport -- we assume that you're already familiar with the finer points of baseball.

You can start a game in the late innings as a reliever or begin from the beginning as a starter in either a one-player game against the computer or a two-player game against another person. Each pitcher has a full repertoire of pitches available -- fast ball, curve ball, and a unique specialty pitch of your choosing. Batters can use the power swing to hit for the fences, pull the ball to the power field, go with a pitch and hit to the opposite field, bunt, and swing high or low. Strategies such as the hit & run, stealing bases, safety squeeze, and suicide squeeze are available. You can play it one game at a time or, if you begin the game in the late innings as a reliever, a 12-game "season" (one-player) or a best-of-seven series (two-player) option is available.

PRE-GAME ACTIVITIES-GETTING STARTED
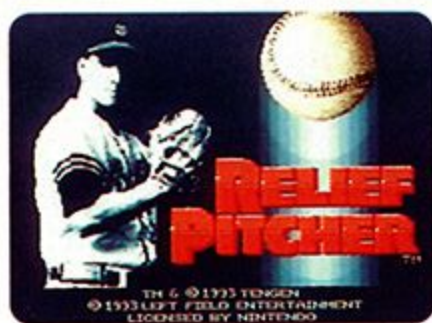
Place the *Relief Pitcher*™ Game Pak into your Super NES and turn on the unit. The title screen appears, followed automatically by the GAME SELECT screen.

◆ GAME SELECT SCREEN

There are two types of game situations to choose from in either a one-player or a two-player game. In a one-player game, you can begin a game as the starting pitcher and play an entire game or you can come in as a relief pitcher in the late innings in any of a variety of game situations that are determined by the computer. When you choose to begin a game as a relief pitcher, there's a 12-game season for you to play. As a starter, there is no season - just one game at a time.

You have similar options in two-player, head-to-head action - either start a game in the first inning or start the game in the late innings with the game on the line. When you choose the RELIEF PITCHER option in a two-player game, you'll play through a best-of-seven series, in which the first player to win four games wins the series.

To choose an option from the GAME SELECT screen, press **Up** or **Down** (or **SELECT**) on the Control Pad to move the highlight (blue background with yellow outline) from one option to another, then press **START** (or the **A** or **B Button**) to select the highlighted option.

There are four teams from which to choose: The Boston Bashers (a good power hitting team), the Houston Dusters (a good fielding team), the Los Angeles Speeders (a team with a lot of speed), and the Chicago Strokers (a solid, all-around good hitting team).

The team chosen from the left side of the SELECT TEAM screen is the home team unless you choose RELIEF PITCHER - 12 GAME SEASON (one-player) or RELIEF PITCHER - BEST OF 7 SERIES (two-player game), in which case the home team varies from game to game. Each team plays in a different stadium, so the field graphics vary depending on the team you select. The four stadiums are modeled after real, big-league ballparks. Boston plays in a stadium modeled after Fenway Park complete with the famous "Green Monster" wall. Houston plays in a stadium that closely resembles the spacious Astrodome. Los Angeles plays in a typical Dodger Stadium atmosphere including palm trees. Chicago plays in the "Friendly Confines" --- venerable Wrigley Field, complete with vined outfield walls.

In a one-player game, the computer selects your opponent automatically. In a two-player game, each player chooses a team, although the two players can't choose the same team.

To select a team, press **Up** or **Down** on the Control Pad (or **SELECT**) to move the highlight from one team to another. Press **START** (or the **A** or **B Button**) to select a highlighted team. In a one-player game, you'll select from the left side of the screen while the computer's team appears on the right side of the screen. In a two-player game, player one's team selection appears on the left side while player two's team selection appears on the right side. After making team selections, press any button to move on to the SELECT PITCHER screen.
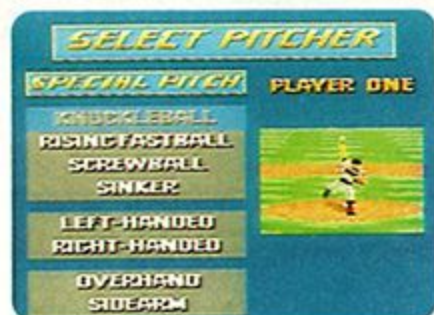
◆ SELECT PITCHER SCREEN

The SELECT PITCHER screen has three parts. In the top section, choose your pitcher's special pitch from among the four choices given (knuckleball, rising fastball, screwball, or sinker). In the middle section, choose your pitcher's throwing arm (left-handed or right-handed). In the bottom section, choose whether your pitcher throws overhand or sidearm.

First, press **Up** or **Down** on the Control Pad (or **SELECT**) to move the blue highlight to the special pitch you want for your pitcher. Then press the **A** or **B Button** (or **START**) to select the highlighted pitch. Next, use the same procedure to highlight and select LEFT-HANDED or RIGHT-HANDED. Finally, highlight and select OVERHAND or SIDEARM. In a two-player game, player one makes selections first, then player two gets a chance. When you've made all selections, press any button to advance to the next screen (or just wait a few seconds and the screen will advance automatically). Jack Buck appears to make an announcement. Again, press any button to advance to the next screen (the SELECT LINEUP screen) or wait for the screen to advance by itself.

◆ SELECT LINEUP SCREEN

The SELECT LINEUP screen shows the current on-field lineup, reserve players, and player statistics and enables you to change the lineup and/or the batting order. The first nine players listed (with their positions to the left of their names) make up the current lineup. They are listed in the order in which they bat.

The player at the top of the list (highlighted in white) is the current batter. The player listed beneath him is the next batter, and so on. Note that the batting order on the SELECT LINEUP screen always shows the current batter at the top of the list. After a batter has completed his turn at bat, his name moves to the bottom of the list and every other name moves up one line.

The five players at the bottom of the screen are reserves. You can make lineup changes before a game or during a game when the ball is not in play. Press **SELECT** to bring up the SELECT LINEUP screen during a game. There are some darn good hitters on the bench, so take a close look at your lineup before you begin and make changes as you see fit. Don't worry too much about what position a bench player plays.

The batting statistics given on the SELECT LINEUP screen represent an estimate of how a player will perform over the course of the season based on his skills. The statistics do not change from game to game, and *Relief Pitcher*™ does not track or save individual player statistics from the games that you play. Of course, a great deal depends on your skill as a game player, so if you keep track of individual statistics yourself, don't be surprised if your results do not match the statistics given on the SELECT LINEUP screen. The SELECT LINEUP screen stats are meant just to give you a rough idea of how one player stacks up against another in batting average (AVG), home runs (HR), and stolen bases (SB). "B" indicates the side of the plate that a player hits from (left, right, or switch hitter).

To change the lineup, press **UP** or **Down** on the Control Pad (or **SELECT**) to highlight the player you want to change in the batting order, remove from the lineup, or bring in from the bench, and press the **A** or **B Button**. Now move the highlight to the place in the batting order you want the selected player to hit (or to the player on the bench that you want to replace the player with) and press the **A** or **B Button** again. The players will switch positions on the list. **START** always exits the SELECT LINEUP screen, whether you have made any lineup changes or not.

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BATTER UP! PLAYING THE GAME

◆ QUICK START - OVERVIEW OF THE CONTROLLER FUNCTIONS

BATTING

|	
Up (Control Pad)	Swing high
Down (Control Pad)..........	Swing low
Left (Control Pad)	For right-hand batter, pull inside pitch to left field. For left-handed batter, hit outside pitch to left (opposite) field.
Right (Control Pad)..........	For right-hand batter, hit outside pitch to right (opposite) field. For left-handed batter, pull inside pitch to right field.
A Button	Power swing
B Button.............................	Regular swing
X Button.............................	Bunt
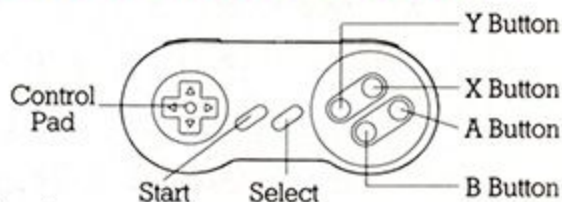
PITCHING

Control Pad....................	Controls direction of pitch
A Button	Curve ball
B Button	Fast ball
X Button..........................	Special pitch

FIELDING & THROWING

Right (Control Pad)	Directs throw to first base
Up (Control Pad)..............	Directs throw to second base
Left (Control Pad)...........	Directs throw to third base
Down (Control Pad)	Directs throw to home plate
A Button	Run with ball to base (in conjunction with Control Pad)
B Button	Throw ball to base (in conjunction with Control Pad)
X Button	Outfielder throws fielded ball to infield cut off man

BASERUNNING

Right ....Directs baserunner to first base

Up ....Directs baserunner to second base

Left ....Directs baserunner to third base

Down ....Directs baserunner to home plate

A Button ....Advance baserunner to next base (in conjunction with Control Pad)

B Button ....Return baserunner to previous base (in conjunction with Control Pad)

SPECIAL SITUATIONS

A Button ....These three buttons select specified

B Button   options, such as BIG LEAD, SHORT LEAD,

Y Button   STEAL, HIT & RUN, SAFETY SQUEEZE, and SUICIDE SQUEEZE from the Coaching Display when runners are on base.

◆ BATTING

Press the **B Button** to take a normal swing. If you want to swing for the fences, press the **A Button** to swing the bat. This power swing may jack a few more over the wall, but it also increases strikeouts and fly outs. To bunt, press the **X Button**. To swing high, press **Up** on the Control Pad. To swing low, press **Down** on the Control Pad.

Hint: If you find that the batter doesn't swing the bat after you press the button, you're pressing the button too late. Swing earlier than your mind tells you to and you'll make contact in no time.

In addition, there's an on-screen message that tells you why you missed a pitch and a graphic that shows where the ball ended up (marked by an "X") in relation to the strike zone (marked by a rectangle). The messages tell you if you swung early or late, high or low. There also are "BALL" and "STRIKE" messages. And or course, Jack Buck keeps you on top of the situation. (Note: you cannot move the batter around the batter's box.)

◆ PITCHING

Pitching is a four-step process:

1) Select the location of the pitch by pressing and holding the appropriate direction on the Control Pad (including diagonals). For example, to pitch a right-handed batter low and inside, press the **Down/Left** diagonal on the Control Pad. To pitch low and inside to a lefty, press the **Down/Right** diagonal on the Control Pad.

2) While still pressing on the Control Pad in the direction you want the pitch to go, press the appropriate button to select the pitch you want and to initiate the windup. Use the **A Button** to throw a curve ball, the **B Button** to throw a fast ball, and the **X Button** to throw the special pitch that you selected for your pitcher on the SELECT PITCHER screen.

3) The Pitching Meter begins to run in an upward arc from left to right on the lower left side of the screen. Press the **A**, **B**, or **X Button** (it doesn't matter which one you press) when the meter reaches the "Perfect Grip" (a white slash indicates the optimal point to press the button) segment of the meter (or as close as you can get to the white slash). Note: If you want to walk a batter intentionally, let the meter run into the INT. WALK area of the meter before pressing the button.

4) Now the Pitching Meter begins to run in an upward arc from right to left. Press the **A**, **B**, or **X Button** when the Pitching Meter reaches the "Maximum Power" segment (the optimal power is indicated by a slash line in the meter) of the meter (or sooner if you want to take something off the pitch or to throw a changeup). After many of your pitches, Jack Buck announces the result. In addition, "BALL" and "STRIKE" messages appear on the screen.

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◆ FIELDING & THROWING

When a ball is hit, fielders automatically move toward the ball and catch it or pick it up (which may come as a relief to those of you who have been frustrated by fielding control on other video baseball games). You do not control the fielders until after they have possession of the ball, at which point you select the base toward which to throw and fire the ball as follows:

1) After a fielder has possession of the ball, press and hold the direction of the Control Pad that corresponds to the base to which you want to throw.

  Right ....aims the throw to first base.
  Up ....aims the throw to second base.
  Left ....aims the throw to third base.
  Down ....aims the throw to home plate.

2) While still holding a direction on the Control Pad, press the **B Button** to throw the ball.

3) If you want a fielder to run to a base with the ball rather than throw the ball, press and hold the direction on the Control Pad that represents the base to which you want the fielder to run and then press the **A Button**

4) If you want an infielder to cut off a throw from the outfield, press the **X Button** to throw the ball instead of the **B Button**. An infielder will intercept the outfielder's throw. Once an infielder cuts off a throw, press the direction on the Control Pad that corresponds to the base to which you want the infielder to throw and press the **B Button** (if you don't do so within a few seconds, the infielder simply will throw the ball back to the pitcher). This technique is useful to prevent trailing baserunners from taking an extra base ---- or, on occasion, to throw them out trying ----- if you think you have no real chance of throwing out the lead runner.

◆ BASERUNNING

During any on-field play, an inset of a baseball diamond appears on the lower left (if Player 1 is up) or lower right (if Player 2 or the computer is up) side of the screen. This inset shows you the location on the basepaths of any runners on base. In the inset, the bottom of the diamond is home plate, the right side is first base, the top is second base, and the left side is third base.

Hitters run to first base automatically. Baserunners who have been instructed to execute HIT & RUN, STEAL, SUICIDE SQUEEZE, or SAFETY SQUEEZE (when the batter makes contact with the pitch) from the Coaching Display move toward the next base automatically on the ensuing pitch. Otherwise, you have to direct your baserunners around the basepaths.

To advance a runner, press and hold the direction on the Control Pad that corresponds to the base to which you want the baserunner to move. Then press the **A Button**. For example, to advance a baserunner from first base to second base, press and hold **Up** on the Control Pad and then press the **A Button**. To make a baserunner go back to a base, use the same procedure except press the **B Button** instead of the **A Button**. You control each baserunner individually, so you have to direct each one. For example, trailing runners will not move to the next base automatically just because the lead runner has been instructed to do so. With regard to baserunning, here's how the Control Pad corresponds to the bases:

Down ....Home plate
Right ....First base
Up ....Second base
Left ....Third base

A number of special baserunning and hitting options will appear when you have men on base. These option include HIT & RUN, BIG LEAD, SHORT LEAD, STEAL, SAFETY SQUEEZE, and SUICIDE SQUEEZE. Any three of these options will appear at one time on a random basis in a "Coaching Display." The **A Button**, **B Button**, and **Y Button** are used to select one of the three available options, as indicated in the Coaching Display. The Coaching Display appears on the screen for a few seconds. You must press the button that corresponds to your choice to execute one of the options. If you don't want to choose any of the options, just wait a few seconds for the display to disappear from the screen.

Here's an explanation of each option:

BIG LEAD

Makes your base-runner take a big leadoff, making him more susceptible to a pickoff play by the opposing pitcher.

SHORT LEAD

Keeps your baserunner's leadoff short.

HIT & RUN

Makes your baserunner head for the next base on the next pitch if the batter hits the ball, This will help your baserunner advance an extra base on a base hit or perhaps will make a double play more difficult for the opposition on a ground ball, On the down side, your baserunner is more likely to be doubled off the base in the event of a line drive that is caught.

STEAL   Makes your baserunner attempt to steal a base on the next pitch.

SAFETY SQUEEZE   This option only appears with a runner on third. It makes your batter attempt a sacrifice bunt to try to score the runner from third. Your baserunner on third will head for the plate, but only if the batter makes contact with the ball.

SUICIDE SQUEEZE   This option only appears with a runner on third. It makes your batter attempt to bunt to try to score the runner from third. Your baserunner on third will head for the plate without waiting to see if the batter makes contact with the ball. If the batter fails to make contact, your baserunner is, in essence, attempting to steal home plate, which is extremely difficult to do.

◆ MAKING SUBSTITUTIONS

Whether you're at bat or in the field, you can make substitutions by pressing **SELECT**, which brings up the SELECT LINEUP screen. Follow the instructions given in the Select Lineup section of the manual. Note: You cannot change pitchers.

◆ ON-SCREEN DISPLAYS

The ball and strike count and the number of outs appears on the outfield wall. A red lamp lights for each ball, strike, or out in the current half of the inning. In addition, a lamp lights to the right of the inning number to indicate whether the visiting (top lamp lit) or the home team (bottom lamp lit) is at bat. The visitor's score appears to the right of the "V" and the home team's score appears to the right of the "H" on the scoreboard.

In addition, an inset of a baseball diamond appears on the lower left (if Player 1 is up) or lower right (if Player 2 or the computer is up) side of the screen. This inset shows you the runners on base.

Other displays include the Pitching Meter, Coaching Display (HIT & RUN, BIG LEAD, SHORT LEAD, STEAL, SAFETY SQUEEZE), the rectangular strike zone indicator, the EARLY/LATE /HIGH/LOW swing indicator, and the BALL/STRIKE messages, all of which are discussed elsewhere in the manual.

And, when you clobber one over the fence, a message appears to tell you how many feet your prodigious blast traveled.

THE STATS

The following information about stadiums and team rosters may help you pick your team and lineup. The starting lineups given below are the game's default lineups when you select STARTING PITCHER (in either a one-player game or a two-player game) from the GAME SELECT screen. If you choose RELIEF PITCHER (again, either one-player or two-player) from the GAME SELECT screen, the lineup is different from game to game and probably will not appear as listed below, although the makeup of the roster as a whole and the player statistics will be the same.

You can alter the lineup before or at any time during a game when the ball is not in play (see the section of this manual entitled Select Lineup) in any way that you want. Don't worry about what position a bench player plays. Just plug any bench player into whatever position you want him to play.

Note: Player statistics do not change and cumulative individual player and team statistics are not tracked or saved in *Relief Pitcher*™. You will get a summary of your team's statistics after each game, but this information will be lost as soon as you leave the screen or turn off your Super NES™.

◆ STADIUM INFORMATION

STADIUM	SURFACE	LF	LCF	CF	RCF	RF
Boston	Grass	320	390	420	380	300
Houston	Artificial	350	400	420	400	350
Los Angeles	Grass	330	385	395	385	330
Chicago	Grass	350	370	400	370	350

◆ PLAYER ROSTERS

Legend:

Pos	Player's defensive position
Avg	Estimate of player's batting average based on his ability.
B	Batter's orientation (L=Lefthanded, R= Righthanded, S=Switch Hitter)
HR	Estimate of player's seasonal homerun total based on his ability.
SB	Estimate of player's seasonal stolen base total based on his ability.

BOSTON BASHERS

Starters

Player	Pos.	Avg.	B	HR	SB
Sandoval	SS	.268	R	4	22
Deak	2B	.342	S	7	9
Drobny	1B	.273	L	21	3
Hally	LF	.274	R	42	7
Rofo	RF	.267	R	32	6
Taylor	C	.310	R	5	1
Downend	3B	.270	R	14	6
Benzler	DH	.267	R	12	1
Eyler	CF	.275	R	6	15

Bench

Player	Pos.	Avg.	B	HR	SB
Bates		.364	S	4	6
Lopez		.268	R	34	4
Clark		.273	R	3	36
Anderson		.276	R	4	17
Young		.270	S	5	29

HOUSTON DUSTERS

Starters

Player	Pos.	Avg.	B	HR	SB
Vernon	2B	.327	S	6	7
Sherman	SS	.273	S	3	36
Morgan	DH	.312	R	7	5
Comstock	RF	.260	R	24	6
Klug	1B	.269	L	18	8
Murphy	3B	.308	R	5	8
Perez	C	.271	R	13	4
Moore	LF	.276	R	4	17
Slocum	CF	.270	S	5	29

Bench

Player	Pos.	Avg.	B	HR	SB
Rushing		.364	S	4	6
Klein		.268	R	34	4
Olson		.268	R	4	22
Allen		.274	R	42	7
Gonzalez		.275	R	6	15

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LOS ANGELES SPEEDERS

Starters

Player	Pos.	Avg.	B	HR	SB
Momoda	RF	.284	R	5	54
Owens	C	.314	R	4	5
Stern	3B	.327	R	7	6
Flanagan	1B	.270	L	23	6
Clayton	DH	.262	R	16	7
Williams	LF	.275	R	8	20
Ford	CF	.283	S	2	29
Vejar	SS	.268	S	5	18
Logg	2B	.261	S	3	17

Bench

Player	Pos.	Avg.	B	HR	SB
Hughes		.364	S	4	6
Jones		.268	R	34	4
Ellis		.273	S	3	36
Padilla		.274	R	42	7
Floyd		.270	S	5	29

CHICAGO STROKERS

Starters

Player	Pos.	Avg.	B	HR	SB
Lipson	2B	.364	S	4	6
Sava	SS	.281	R	2	28
McNamara	RF	.348	R	8	7
Rotberg	3B	.268	R	34	4
Loper	1B	.332	L	8	5
McDowell	LF	.270	R	16	6
Beaird	DH	.306	L	8	3
Pierce	C	.310	R	5	2
Meyer	CF	.265	S	7	20

Bench

Player	Pos.	Avg.	B	HR	SB
Wilson		.342	S	7	9
Reed		.327	R	7	6
Phillips		.273	S	3	36
Gates		.274	R	42	7
Jennings		.270	S	5	29

TAKING CARE OF YOUR LEFT FIELD ENTERTAINMENT GAME

- This Left Field Entertainment Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

- Always make sure your Super NES   Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the Super NES   Control Deck.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the Super NES   with respect to the receiver.
- Move the Super NES   away from the receiver.
- Plug the Super 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 Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402.
Stock No. 004-000-00345-4.

Watch for more games for the Super Nintendo Entertainment System"
... from out of Left Field!

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