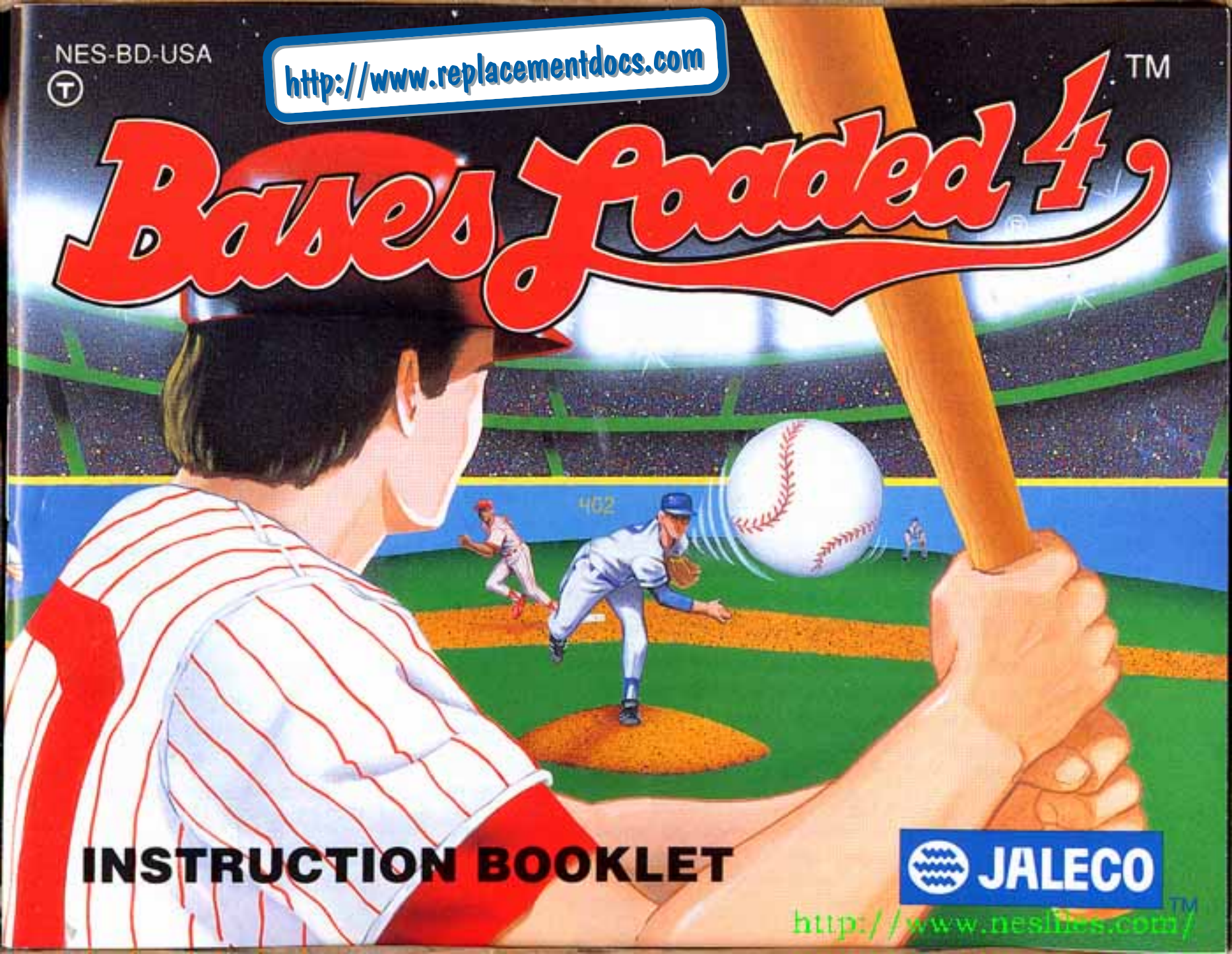


NES-BD-USA



<http://www.replacementdocs.com>

Bases Loaded 4™



INSTRUCTION BOOKLET



JALECO

<http://www.nesfiles.com/>

JALECO® USA INC. LIMITED WARRANTY

Jaleco USA Inc. warrants to the original purchaser of this Jaleco software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Jaleco software program is sold "as is," without express or implied warranty of any kind, and Jaleco is not liable for any losses or damages of any kind resulting from use of this program. Jaleco agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Jaleco software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Jaleco software product has arisen through abuse, unreasonable use, mistreatment, or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE JALECO. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL JALECO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS JALECO SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Nintendo®, Nintendo Entertainment System®, and NES are registered trademarks and trademarks, respectively, of Nintendo of America Inc. Jaleco®, the Jaleco logo, Bases Loaded®, and Bases Loaded® 4™ are registered trademarks and trademarks, respectively, of Jaleco USA Inc. Bases Loaded® 4™ & © 1993 Jaleco USA Inc. All rights reserved.

LICENSED BY



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 Nintendo Entertainment System. All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.

JALECO USA INC.

685 Chaddick Drive / Wheeling, Illinois 60090
(708) 215-1811

<http://www.nesfiles.com/>



ADVISORY READ BEFORE USING YOUR NES

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. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or 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 convulsions.

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Jaleco U.S.A. Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.



WHY SHOULD YOU JOIN THE JALECO MAJOR PLAYER'S CLUB?

Here's what you get if you join:

- **WIN FREE GAMES**
You'll be eligible to win free Jaleco games from our once-a-month drawings!
- **FIND OUT ABOUT NEW GAMES**
Find out about new Jaleco games before they're released! Get in on special Jaleco promotions and contests! *And more!*
- **TEST GAMES BEFORE THEY'RE RELEASED**
Hey, maybe we'll even ask a few of you if you'd like to test Jaleco games *before they're released!* You could be selected as a **Jaleco Major Player!**

Here's what you get if you don't join:

- **YOU GET NUTTIN' IF YOU DON'T JOIN!**
And there's only one way you can get in on all this good stuff — and all it's going to cost you is a few moments of your time and the price of a postage stamp!

Here's how to join:

- Find the Jaleco Major Player's Membership/Warranty card enclosed in this package.
- Fill in the information requested on the card.
- Put a stamp on the card.
- Drop the card in the mail.

That's right, all you gotta do is fill out the card, mail it to us, and you're in! **Even if you've joined before, fill out the card and send it again. It will increase your chances of winning!** Welcome to the club!



TABLE OF CONTENTS

■ INTRODUCTION	6
■ OBJECT OF THE GAME	7
■ GETTING STARTED	9
■ CONTROLLER FUNCTIONS DURING A GAME	19
■ ON-SCREEN DISPLAYS	22
■ MORE ABOUT PLAYER CONTROLS	26
■ TEAM ROSTERS	31
■ GAME TIPS — THE JALECO MAJOR PLAYER'S HOTLINE	36
■ TAKING CARE OF YOUR JALECO GAME	37



INTRODUCTION

Batter up! Jaleco hits another one out of the ballpark with Bases Loaded® 4™ ...the ultimate experience for baseball fans who just want to get out there and play ball. We've included all the best features to create the greatest baseball game ever — you get lineup changes, realistic player stats, a centerfield perspective, easy-to-use controls, exhibition and regular season games, two-player mode, even a Super Series.

In Bases Loaded® 4™, you coach your team just like they do in the big leagues. Study your players' stats, then assemble a lineup that'll stop the

opposition in their tracks! A simple black and white star system shows you how each player is doing at a glance. If a player's performance starts to lag, you can send in a replacement from the bench or the bullpen. Study the opposing teams' lineups, too, so you'll know what you're up against when you meet that ace pitcher in the bottom of the ninth!

The umpire decides when your players make an outstanding play or really blow it...and believe me, it affects how they play. You may not agree with the decision, but you can't argue with the ump — ask any big league coach! Because the computer



keeps track of how your players are doing, you can throw yourself into the game — and we know you will. Whether you're pitching, fielding, batting, or stealing a base, just concentrate on winning and keep your eye on the ball...we'll take care of the rest!

OBJECT OF THE GAME

Bases Loaded® 4™ brings home the excitement and challenge of big league baseball with all the great features you'd expect...phenomenal graphics and sound, realistic action, and options that put you in control of the game. We think you'll agree, it's the next best

thing to being there!

In Bases Loaded® 4™, you can play it your way. Choose a one- or two-player exhibition game, or enter the regular season of 130 games and play against the computer. The league includes 12 different teams — six in each division. Your goal is to capture the pennant in your division by winning 70 games. Once you do, you're on your way to the Super Series! Hey, there's even a "couch potato" mode. If you just want to sit back and enjoy the action, select WATCH and have the computer play against itself.

Getting started couldn't be easier. Just choose a game type, pick your



team, then take a quick look at the roster. Players are rated with easy-to-understand stats like batting average, homerun average, and ERA. You can change the starting order, or use the default lineup and get right into the action. Precise controls let you fine-tune your pitching motion, adjust your swing, or position your fielders for an easy out. The center field perspective keeps you focused on the action, and an overhead view of the diamond shows you where the baserunners are at all times.

Wanna really know how your guys are doing? Just watch the stars. Player stats don't change, but the computer does keep track of their

performance in each game using black and white stars. Great plays (like a spectacular catch or a homerun) get a white star. If you strike out or make a bad throw, your player earns a black star. Why should you care? 'Cause it affects their batting and pitching abilities, that's why.

Think you're ready for the big leagues? Then pick your team and start loosening up your throwing arm. Sure, it'll take a little practice, but in no time at all you'll be hitting homeruns, catching line drives, and maybe even pitching no-hitters. Any way you look at it, Bases Loaded® 4™ is a great game for baseball fans of all ages...so get out there and play ball!



GETTING STARTED



1. Place the Bases Loaded® 4™ Game Pak (label side up) into your NES and turn on the unit. The title screen appears. If you don't make any selections on this screen, a demo sequence appears after a short time. Press START or the A Button to return to the title screen.
2. Your options on the title screen are PLAY or OPTIONS. Use the Control Pad to position the little character next to the option you want to select, then press START (or the A Button) to choose that option.

NOTE: Unless otherwise indicated, all options must be chosen with Controller 1.

Options

If you select OPTIONS from the title screen, you will see the two options shown below. Press Up or Down on the Control Pad to select an option (the selected option will begin to flash). Press the A Button to change that option. Select EXIT or press START to return to the title screen.

MUSIC

Turn the music ON or OFF. The default is ON. You will hear the sound effects even when the music is turned off.



DH

Abbreviation for DESIGNATED HITTER. Turn this option ON or OFF. The default is ON. If you turn this option OFF, no designated hitter will appear in the starting lineups. (The DH bats in place of the pitcher, but does not field.)

Type of Game

After choosing your options, return to the title screen and select PLAY to continue. Next, you're asked to select either a REGULAR SEASON or an EXHIBITION game. Choose your option as before and press the A Button.



REGULAR SEASON

If you choose REGULAR SEASON, you must select either START or CONTINUE. Select START to begin a new season. Select CONTINUE if you are in the middle of a season. If you select CONTINUE, you will be asked to enter the password you were given at



the end of the last game you played. A later section explains how to enter your password.

The regular season consists of a maximum of 130 games. However, as soon as you win 70 games, you will be awarded the pennant for your division and advance immediately to the Super Series. The season will also end if you lose 61 games, since at that point you are statistically out of the running for the pennant.

EXHIBITION

If you select EXHIBITION, you are given three options:

1P

2P

WATCH

Choose 1P to select a One-Player game against the computer. You will choose both teams. Choose 2P to play a Two-Player game against an opponent. Each player chooses his own team. Choose WATCH to have the computer play both sides. Again, you choose the teams. There is one drawback to simply watching a game — once the game starts, you have no control over the action and cannot even call time (i.e. pause the game). You'll just have to wait until the game is over...or restart your system!



Passwords

You are given a password after every regular season game. Each password consists of 10 letters or numbers. Be sure to write down your password exactly. After turning off your system, you will need to enter your password before you are allowed to continue the regular season.



Press Up or Down on the Control Pad until the desired letter or number appears. Press Right on the Control Pad to move to the next digit, and press Left to move to the previous one. When you have finished entering your password, move the cursor to the rightmost digit and press the A Button.

If you have entered your password correctly, the next game in the regular season will begin. If you enter an invalid password, you are given the option of trying again or returning to the title screen.



Choosing Teams

The logos of all twelve teams appear on the SELECT TEAM screen. These teams are:

Eastern Division

New York
Atlanta
Boston
Philadelphia
Chicago
Washington D.C.

Western Division

Hawaii
Los Angeles
Seattle
Kansas City
Utah
Texas

The flashing cursors indicate who may select a team (1P, 2P, COM1, or COM2). Use the Control Pad to highlight a team. The names of the

selected teams appear under the player boxes at the top of the screen — Player 1 (or COM1) appears on the left, Player 2 (or COM2) appears on the right. Press the A Button to make your selection.



Exhibition Games: In a One-Player exhibition game or in a WATCH game,



Player One chooses both teams. In a Two-Player exhibition game, each player chooses their own team. In exhibition games, your team may play any other team in the league.

Regular Season Games: In a regular season game, you choose your team and the computer chooses your opponent. During the regular season, you will play only other teams in your own division (Eastern or Western).

The Lineup

After both teams have been selected, the BATTING ORDER screen appears for the team that will bat first. In an exhibition game, this is the first team

selected. In a regular season game, the computer decides who will bat first. Players available on the bench appear on the right side of the screen.

Available pitchers appear in the lower right corner of the screen. The starting lineup appears on the left side of the screen.

CHICAGO BATTING ORDER			
ORDER	STARTING LINEUP	BENCH	PITCHERS
1	ST. LOUIS	1	1
2	ST. LOUIS	2	2
3	ST. LOUIS	3	3
4	ST. LOUIS	4	4
5	ST. LOUIS	5	5
6	ST. LOUIS	6	6
7	ST. LOUIS	7	7
8	ST. LOUIS	8	8
9	ST. LOUIS	9	9
10	ST. LOUIS	10	10
11	ST. LOUIS	11	11
12	ST. LOUIS	12	12
13	ST. LOUIS	13	13
14	ST. LOUIS	14	14
15	ST. LOUIS	15	15
16	ST. LOUIS	16	16
17	ST. LOUIS	17	17
18	ST. LOUIS	18	18
19	ST. LOUIS	19	19
20	ST. LOUIS	20	20
21	ST. LOUIS	21	21
22	ST. LOUIS	22	22
23	ST. LOUIS	23	23
24	ST. LOUIS	24	24
25	ST. LOUIS	25	25
26	ST. LOUIS	26	26
27	ST. LOUIS	27	27
28	ST. LOUIS	28	28
29	ST. LOUIS	29	29
30	ST. LOUIS	30	30
31	ST. LOUIS	31	31
32	ST. LOUIS	32	32
33	ST. LOUIS	33	33
34	ST. LOUIS	34	34
35	ST. LOUIS	35	35
36	ST. LOUIS	36	36
37	ST. LOUIS	37	37
38	ST. LOUIS	38	38
39	ST. LOUIS	39	39
40	ST. LOUIS	40	40
41	ST. LOUIS	41	41
42	ST. LOUIS	42	42
43	ST. LOUIS	43	43
44	ST. LOUIS	44	44
45	ST. LOUIS	45	45
46	ST. LOUIS	46	46
47	ST. LOUIS	47	47
48	ST. LOUIS	48	48
49	ST. LOUIS	49	49
50	ST. LOUIS	50	50
51	ST. LOUIS	51	51
52	ST. LOUIS	52	52
53	ST. LOUIS	53	53
54	ST. LOUIS	54	54
55	ST. LOUIS	55	55
56	ST. LOUIS	56	56
57	ST. LOUIS	57	57
58	ST. LOUIS	58	58
59	ST. LOUIS	59	59
60	ST. LOUIS	60	60
61	ST. LOUIS	61	61
62	ST. LOUIS	62	62
63	ST. LOUIS	63	63
64	ST. LOUIS	64	64
65	ST. LOUIS	65	65
66	ST. LOUIS	66	66
67	ST. LOUIS	67	67
68	ST. LOUIS	68	68
69	ST. LOUIS	69	69
70	ST. LOUIS	70	70
71	ST. LOUIS	71	71
72	ST. LOUIS	72	72
73	ST. LOUIS	73	73
74	ST. LOUIS	74	74
75	ST. LOUIS	75	75
76	ST. LOUIS	76	76
77	ST. LOUIS	77	77
78	ST. LOUIS	78	78
79	ST. LOUIS	79	79
80	ST. LOUIS	80	80
81	ST. LOUIS	81	81
82	ST. LOUIS	82	82
83	ST. LOUIS	83	83
84	ST. LOUIS	84	84
85	ST. LOUIS	85	85
86	ST. LOUIS	86	86
87	ST. LOUIS	87	87
88	ST. LOUIS	88	88
89	ST. LOUIS	89	89
90	ST. LOUIS	90	90
91	ST. LOUIS	91	91
92	ST. LOUIS	92	92
93	ST. LOUIS	93	93
94	ST. LOUIS	94	94
95	ST. LOUIS	95	95
96	ST. LOUIS	96	96
97	ST. LOUIS	97	97
98	ST. LOUIS	98	98
99	ST. LOUIS	99	99
100	ST. LOUIS	100	100



The statistics given for each player on the BATTING ORDER screen will not change — use these numbers to get a general idea of a player's strength and to compare one player with another. You may change any of the players in your starting lineup before a game begins. During the game, you may only substitute a new pitcher or a pinch hitter. Look at your roster carefully...you may find some strong players sitting it out on the bench or in the bullpen. See below for instructions on changing your lineup.

Bench

The letter next to each position player indicates how that player bats: left-

handed (L), right-handed (R), or switch (S). This is followed by their batting average and the number of homeruns they hit in the last season.

Bullpen

The letter next to each pitcher indicates how that pitcher throws (and bats): left-handed (L) or right-handed (R). This is followed by their Earned Run Average (ERA) and their speed rating (SP). Speed ratings vary from about 40 to 60. Players with higher numbers tend to throw faster pitches.

Order

The starting lineup is listed in batting order, from top to bottom. The number



in front of each player's name indicates that player's position:

- | | |
|---|--------------|
| 1 | Pitcher |
| 2 | Catcher |
| 3 | First Base |
| 4 | Second Base |
| 5 | Third Base |
| 6 | Shortstop |
| 7 | Left Field |
| 8 | Center Field |
| 9 | Right Field |

If you are using a Designated Hitter, the letters DH will appear in front of this player's name. (You may turn this option OFF on the OPTIONS screen.) The pitcher is normally listed at the bottom of the batting order, in parentheses. The letter next to each

player indicates how they bat (or pitch). To view the batting or pitching statistics for the players in the starting lineup, press Up or Down on the Control Pad. The selection arrow will move up and down the list of players. The statistics for the selected player appear in the lower left corner of the screen.

Changing Your Lineup

Before a game, you can swap any of the players in your starting lineup with one of the players on the bench or in the bullpen. You also may change the batting order of the players in the starting lineup. During a game, you may only substitute a new pitcher or pinch hitter.



Press Up or Down on the Control Pad to move the selection arrow next to the player you wish to swap and press the A Button. A second arrow now appears. Press Up or Down on the Control Pad to move this arrow next to the replacement player and press the A Button to swap the two players. Naturally, only position players may replace position players, and only pitchers may replace pitchers. Press the B Button to remove the second arrow without making a swap.

When you have finished making all your changes, position the selection arrow next to the word READY and press the A Button. The BATTING ORDER screen for the opposing team

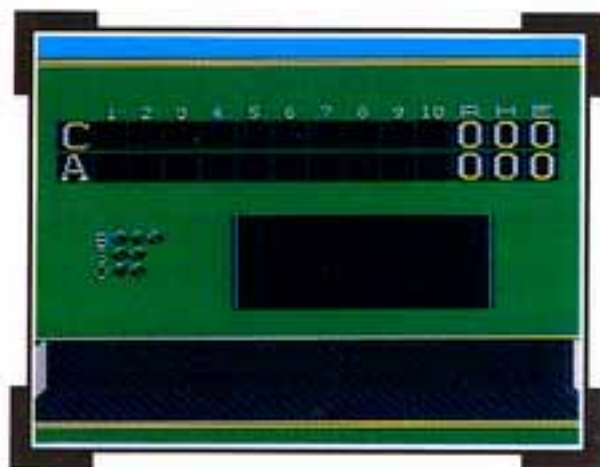
now appears. In a One-Player game (exhibition or regular season), Player 1 may view, but not change, the opposing team's lineup. In a WATCH game, Player 1 may change the lineup for both teams. In a Two-Player game, each player makes their own changes (Player 2 uses Controller 2).

The Scoreboard

As you might expect, the scoreboard shows each team's score by inning, along with the total number of runs (R), hits (H), and errors (E) for each team. The positioning of the teams on the scoreboard indicates who bats first. The visiting team appears first on the scoreboard, since they always bat at



the top of the inning. The home team appears second, and will bat in the bottom of the inning. Ten innings are displayed on the scoreboard at one time. If the game goes into extra innings, the scoreboard will scroll left. After 18 innings, a tie game is called.



Your current standing is displayed at the end of each regular season game. In addition to giving you the password for the next game, the score screen shows your total number of wins (W), losses (L), and ties (T).

Slaughter Rule

Bases Loaded® 4™ includes a “slaughter” rule. That is, when either team is ahead by nine or more runs in the bottom of any inning, the game is called and the team that is ahead gets the win. Hey, if things are going that bad, you’ll probably want out anyway!

Super Series

A regular season consists of 130



games (maximum). Once you win 70 games, the season ends and you enter the Super Series. In the Super Series, your team competes against the pennant winner from the other division. The first team to win four games is the world champion.

CONTROLLER FUNCTIONS DURING A GAME ■

BATTING

Swing Bat Level	A Button
Swing Bat High	Up + A Button
Swing Bat Low	Down + A Button

Bunt

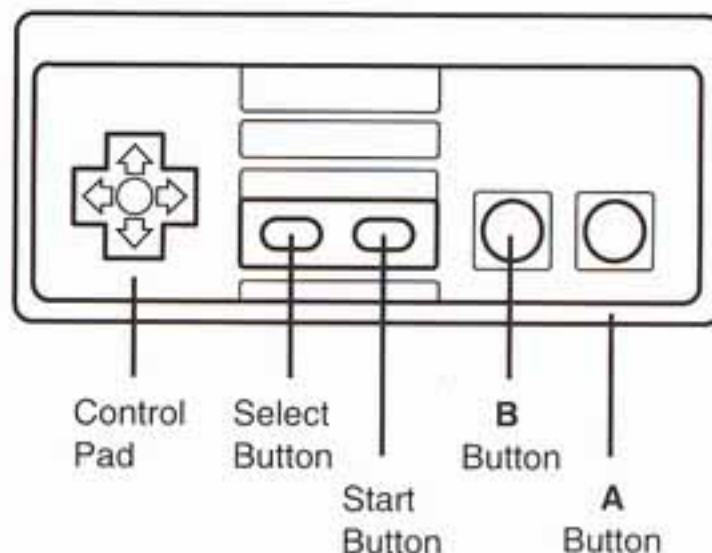
Cancel a Bunt

Move Batter in Batter's Box

B Button

A Button

Left, Right, Up,
or Down
on Control Pad

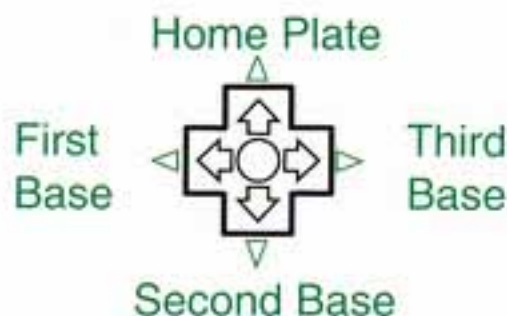




BASERUNNING

To select a base using the Control Pad:

Home Plate	Up
First Base	Left
Second Base	Down
Third Base	Right



**Advance
Baserunner
or Steal a Base**

Control Pad (to
choose base)
+ **B Button**

Return to Base

Control Pad (to
choose base)
+ **A Button**

**Stop
Baserunners**

**A Button + B
Button** (press
and hold both
buttons at the
same time)

PITCHING

Use the Control Pad to select one of
eight pitch locations:



You may also increase
the direction of a pitch
during the windup, or
make a breaking pitch.



These controls are explained below.

Pitch Control Pad (choose direction) + **A Button**

Increase Pitch Direction Tap the **A Button** one or more times during the windup (the more taps, the greater the increase in direction)

Breaking Pitch

Press the Control Pad in one of eight directions during the windup:

SLIDER	FAST BALL	SFF*
CURVE	NO BREAK	CHANGE UP
SLOW CURVE	OFF SPEED	SINKER

*SPLIT-FINGERED FAST BALL

NOTE: This diagram is for right-handed batters. Reverse the directions when you are pitching to left-handed batters.

Attempt a Pickoff **B Button** (change to Fielding screen) followed by throw to base — see below



FIELDING AND THROWING

Catch Ball Use the Control Pad to move your fielders toward the ball — the first player to reach the ball picks it up automatically

Jump to Catch Ball **B Button**

Dive to Catch Ball **Left or Right + B Button**

Throw Ball Control Pad (to choose base) + **A Button**

Run to Base Control Pad (to choose base) + **B Button**

MAKING SUBSTITUTIONS

Call Time **START**

Display Roster **A Button** when time is called

ON-SCREEN DISPLAYS ■

Game stats are displayed on the screen at all times, as well as information about the current batter and pitcher. When a ball is hit, a “radar” indicator shows you the location of the ball and your fielders.

Batter Stats

Batter statistics are shown on the left side of the screen. These include the batter’s position in the batting order,



his name, batting average, and number of homeruns in the last season.

Pitcher Stats

Pitcher statistics are shown on the right side of the screen. These include the pitcher's name and Earned Run Average (ERA). If the batter does not hit a pitch, BALL or STRIKE and the speed of the throw appear in the center of the screen. If a pitch hits the batter, the word BEANBALL appears and the batter advances to first base. The batter also advances to first in a BASE ON BALLS situation (the pitcher throws 4 BALLS).



Stars

Black or white stars appear above the batter and pitcher's name to indicate how that player is performing. Each time a player makes a fine play he is awarded a white star. If a player has one or more white stars and makes a bad play, he will lose one of those stars. If he makes a bad play and does not have any white stars, he gets a black star. A player may collect up to eight stars of one color. These stars affect a batter's hitting ability, or a pitcher's speed and effectiveness. Stars only affect performance in the



current game and do not carry over to the next game.

Pitchers:

Pitchers tire quickly, and will lose one white star after each inning due to fatigue. After a pitcher has played five consecutive innings, he will begin to lose two white stars after each inning. Take the hint and send in a replacement! A pitcher may lose all of his white stars in this manner, but he will not be given any black stars because of fatigue.

Batters

- | | |
|------------|--|
| White star | Making a spectacular play (like a homerun) |
| Black star | Striking out |

Pitchers

- | | |
|------------|-----------------------|
| White star | Striking out a batter |
| Black star | Allowing a run |

Fielders

- | | |
|------------|---------------------------------------|
| White star | Making a good catch or throw |
| Black star | Missing a catch or making a bad throw |

Catchers

- | | |
|------------|--|
| White star | Preventing a stolen base |
| Black star | Making an error (like missing a catch) |

Game Stats

Game stats are displayed on either the left or the right side of the screen, depending on whether the current pitcher is left-handed or right-handed.



Diamond

The diamond shows the position of the baserunners. Home plate is at the top, first base on the left, second base at the bottom, and third base on the right.

Inning

The number of the current inning (as well as TOP or BOTTOM) appears below the diamond.

Score

The current score is displayed directly below the inning number. Each team's score appears next to the first letter of the team name. The underlined letter indicates which team is at bat.

Stats

The number of BALLS and STRIKES for the current batter, as well as the number of OUTS for his team in this inning appear below the score. The number of baseballs next to each letter (B for BALLS, S for STRIKES, and O for OUTS) indicates the current count.

Radar

When a ball is hit, the screen switches automatically to the Fielding screen. A radar indicator appears in the upper right corner of this screen. A diamond shows the position and movement of the baserunners. Again, home plate is at the top of the



diamond. The ball appears as a flashing white dot. Your players appear as white "O's."

The radar will show the position of the three outfielders, as well as the two infield players who are closest to the action. Use this radar indicator to quickly move your players toward the ball. When a player touches the ball, he will pick it up automatically.

MORE ABOUT PLAYER CONTROLS ■

Complete player controls are provided in the section of this manual



entitled Controller Functions. The following information provides more insight on the finer points of playing the game.

Batting

Batting is pretty simple...just press the **A**

Button as the pitch nears the plate. You can move your player in the batter's box using the Control Pad, and adjust your bat either high or low by pressing **Up** or **Down** on the Control Pad as you swing. It may take a little practice before you're batting like a pro, but don't get discouraged...we all went through it! Timing is everything, so be sure to allow enough time for the



bat to come around after the swing. To try a different tactic, press the **B Button** to perform a bunt. Press the **A Button** to return to a normal stance.

NOTE: If your batter is a switch hitter, he automatically will bat left to a right-handed pitcher and bat right to a left-handed pitcher — this gives him the advantage over the pitcher every time.

Baserunning

When a ball is hit, the batter automatically runs to first base. However, once he reaches first, he'll stay put unless you direct him to continue. To advance a runner to the next base, press and hold the direction on the Control Pad that indicates which

base you want him to run to, then press the B Button. If you have more than one baserunner, you'll need to advance each one separately. Start the lead runner, then start any trailing runners. The same controls apply to stealing bases.

Like the batter, baserunners also advance to the next base automatically when the ball is hit. This is good in some circumstances (like a long drive down the left field line), but bad in others. If the batter hits a routine fly ball which gets caught, you'll have to get your baserunners back to their original bases pretty quickly to avoid getting picked off. This is especially true when the ball is caught in the



infield (sorry...no infield fly rule!). You also can tag up on a fly ball by getting your runner back to the base, then advancing him after the ball is caught — if you think he can make it!

To send a runner back to a base, press and hold the direction on the Control Pad that indicates which base you want to send him to (remember, Up is home plate, Left is first base, etc.), then press the A Button.

Pitching

To pitch, all you need to do is press the A Button. Of course, if you do that you'll be the batter's best friend! To make things a little harder, you'll have to throw a few curve balls and sliders.

Complete instructions for these maneuvers are provided in the Controller Functions section of this manual. Basically, you just press the Control Pad along with the A Button to indicate where you'd like the ball to go, then press the Control Pad again during the windup to select a breaking ball.

For instance, to throw a high fast ball, press Up and the A Button, then press Up again during the windup to select a Fast Ball. To throw a really high fast ball, press the A Button more than once during the windup. The computer always determines the speed of the throw, which will be displayed on the screen if the batter misses the pitch.



Oh, yeah, and be sure to pay attention to whether the batter is right-handed or left-handed...you'll need to adjust your pitching controls accordingly.

If you see that one of the baserunners is trying to steal a base, you can attempt a pickoff. First, press the B Button to switch to the Fielding screen. Next, use the Control Pad to select the base to throw to, then press the A Button to throw the ball. You'll have to do all of this pretty quickly if you want to pick off the runner!

Fielding

This may be the easiest move yet...just get one of your players next to the ball and he'll pick it up

automatically. Once the ball is hit, a radar indicator appears in the upper right corner of the screen. Watch the radar indicator to see where the ball is going, then use the Control Pad to move your players into position. To catch a fly ball, press the B Button to jump up in the air. Press Left or Right and the B Button to dive left or right.





Once you've got the ball, get rid of it fast. We can't emphasize this strongly enough, O.K.? The longer it takes your player to throw, the worse the throw will be. Trust us on this one...when you've got the momentum, you've gotta keep it going. To throw the ball, press the direction on the Control Pad that corresponds to the base you want to throw to, then press the A Button. If you need to you can look at the radar indicator in the upper right corner of the screen to see where the baserunners are located.

You may occasionally need to send one of your infielders to a particular base — for instance, during a rundown. To do this, first press the direction on the Control Pad that

indicates which base you want your player to run to (Up for home plate, etc.), then press the B Button.

Making Substitutions

After calling time (by pressing START on Controller 1), you can bring up the team rosters and select a relief pitcher (if your team is pitching) or a pinch hitter (if your team is batting). Note that in a Two-Player game, Player 2 has to ask Player 1 to call time for him — so Player 1, be a sport! Changes are made just as they are before a game — see the section of this manual entitled Changing Your Lineup for detailed instructions. After selecting a new player, press the A Button to return to the game.



One important fact to remember about replacing your pitcher: Once you pull a pitcher out, he's gone for the duration of the game. In fact, his name even disappears (temporarily) from the roster. Don't worry, though...he'll be well-rested and ready to play in the next game!

player should be used only as a general guide — much of a team's performance will depend on your skill as a player. Note that the player stats shown on the screen will not change during a season, as Bases Loaded® 4™ does not keep track of statistics generated during game play.

TEAM ROSTERS

Bases Loaded® 4™ includes 12 teams — six Eastern Division teams and six Western Division teams. Each team's roster is shown below. These same rosters are displayed on the screen before each game, and also can be displayed during a game if time is called. The statistics given for each



Eastern Division Teams

New York			
Starting Lineup	AVG.	HR	
Henrie S	.259	3	
Favell R	.288	9	
Gage L	.287	22	
Kilbor R	.303	25	
Tambur L	.327	14	
Beck R	.300	25	
Glazer L	.289	6	
Payne R	.273	13	
Theoly R	.300	20	
Bonds (P) R	2.50 (ERA)	40 (SP)	
Bench	AVG.	HR	
Tosca R	.254	7	
Wooley R	.250	1	
Russ L	.284	9	
Dias R	.209	2	
Smerko R	.290	10	
Janson L	.200	1	
O'Hara R	.249	4	
Burns R	.271	3	
Bullpen	ERA	SP	
Lewis R	3.96	50	
Perry R	2.16	48	
West L	3.68	46	
Shard L	3.68	44	
Henter R	1.96	45	
Joel R	2.70	55	
Jarvis R	2.90	40	

Atlanta			
Starting Lineup	AVG.	HR	
Alfons S	.301	3	
Cunnif L	.259	1	
Ireton S	.287	16	
Pivnic L	.310	13	
Fried R	.239	15	
Buchan L	.283	17	
Nye L	.300	20	
Kaufma R	.265	3	
Caputo S	.294	7	
Fine (P) R	3.52 (ERA)	49 (SP)	
Bench	AVG.	HR	
Utter R	.200	5	
Tobino R	.286	1	
York L	.284	0	
Sachs L	.273	0	
Roscoe R	.300	2	
Flynn R	.313	25	
Cortez L	.268	11	
Umars L	.250	0	
Bullpen	ERA	SP	
Gross R	3.14	48	
Bird L	3.96	47	
Guido R	4.38	40	
Pacos R	2.58	43	
Page R	2.70	48	
Greene L	3.16	46	
Rosa R	4.92	43	

Boston			
Starting Lineup	AVG.	HR	
Rutkos L	.303	11	
Murphy R	.280	4	
Newkir L	.300	25	
Striet R	.290	34	
Carson L	.274	22	
Juby R	.280	2	
Vogler R	.289	27	
Gregor R	.299	0	
Price L	.246	2	
Greco L	3.86 (ERA)	48 (SP)	
Bench	AVG.	HR	
Damrow R	.279	13	
Mathew L	.271	2	
Gillis R	.298	4	
Cooper R	.200	0	
Gropp R	.200	0	
White L	.277	7	
Lowrey R	.286	6	
Slater R	.249	12	
Bullpen	ERA	SP	
Westin L	3.50	50	
Vinson R	3.00	50	
Scott R	3.30	45	
Bondi R	3.26	56	
Acker R	3.00	46	
Bailey R	2.24	48	
Kozar R	4.10	45	



Philadelphia

Starting Lineup		AVG.	HR
Sulvan	L	.323	10
Gelman	R	.250	0
Vasta	S	.310	25
Donahu	R	.326	17
Becker	R	.309	1
Kitzie	R	.264	4
Wasser	S	.310	0
Muller	R	.283	2
Abner	R	.310	5
Hodges (P)	L	3.50 (ERA)	48 (SP)
Bench		AVG.	HR
Vinson	R	.250	3
Walker	R	.200	3
Tucker	S	.226	2
Fink	R	.279	0
Elias	R	.200	2
Flood	L	.259	4
Panka	L	.276	1
Mussio	L	.286	1
Bullpen		ERA	SP
Shyder	R	3.92	50
Carter	R	4.06	40
Philip	R	2.66	45
King	R	5.60	46
Darcy	R	2.16	48
Shotz	L	3.78	40
Cory	L	3.70	45

Chicago

Starting Lineup		AVG.	HR
Novits	R	.279	6
Rothma	S	.250	6
Able	L	.282	8
Philip	R	.317	25
O'Riley	R	.303	31
Erving	L	.292	11
Mulvey	R	.250	3
Morrow	R	.300	5
Adair	S	.310	20
Fox (P)	R	4.04 (ERA)	50 (SP)
Bench		AVG.	HR
Sykes	L	.250	1
Verona	R	.200	0
Singer	R	.301	6
Nyer	L	.244	8
Filson	S	.237	4
Manter	R	.227	0
Reaves	R	.200	7
Easton	L	.200	5
Bullpen		ERA	SP
Lawson	R	4.06	45
Gantos	R	3.16	42
Morris	R	2.08	45
Car	L	4.04	44
Marx	R	3.00	48
Stone	R	4.08	50
Rush	R	4.98	45

Washington D.C.

Starting Lineup		AVG.	HR
Niler	R	.304	17
Amadio	R	.304	8
Hart	R	.265	20
Silbur	L	.300	25
Foster	L	.300	20
Steven	R	.250	28
Shea	L	.280	11
Anders	R	.235	5
Leff	L	.261	3
David (P)	R	4.90 (ERA)	46 (SP)
Bench		AVG.	HR
Sanner	R	.206	1
Woods	R	.200	1
Sherm	R	.282	1
Hesher	R	.221	4
Draber	R	.300	0
Glass	R	.207	9
Ennis	L	.263	0
Radson	R	.270	2
Bullpen		ERA	SP
Allan	L	3.26	47
Knapp	L	3.00	44
Sether	R	4.00	45
Knight	R	4.60	46
Morgan	L	4.06	48
Fenner	R	4.06	43
Finn	R	4.68	46



Western Division Teams

Hawaii				Los Angeles				Seattle			
Starting Lineup		AVG.	HR	Starting Lineup		AVG.	HR	Starting Lineup		AVG.	HR
Fenz	R	.266	3	Lynn	R	.211	1	Berman	S	.283	0
Pardi	S	.267	2	Leigh	R	.260	5	Jones	L	.281	0
Wolfor	R	.256	35	Patton	S	.284	21	Gentz	R	.267	11
Woods	R	.307	37	Baker	R	.273	37	Baca	L	.278	35
Mogica	S	.263	42	Simon	R	.307	20	Shab	R	.300	20
Miller	R	.298	8	Quorb	L	.285	37	Davids	L	.290	4
Bahr	L	.260	1	Bonner	R	.250	20	Sanzo	L	.244	2
Topjia	R	.281	11	Elkin	R	.283	12	Strick	R	.244	4
Pokors	R	.239	6	Schick	R	.289	3	Wright	R	.287	18
Cook (P)	R	2.96 (ERA)	50 (SP)	Ryan (P)	L	4.02 (ERA)	40 (SP)	Hunt (P)	R	3.88 (ERA)	50 (SP)
Bench		AVG.	HR	Bench		AVG.	HR	Bench		AVG.	HR
Kelly	R	.200	0	Ramis	R	.248	6	Newton	R	.200	0
Farber	R	.200	2	Conway	R	.200	0	Small	R	.239	1
Fletch	R	.271	0	Dagget	R	.231	3	Dunn	R	.236	1
Carol	L	.259	10	Harrek	R	.238	1	Justin	R	.235	1
Moller	R	.250	0	Baum	L	.302	0	Brent	R	.250	0
Yury	S	.239	0	Felder	L	.246	6	Gilson	R	.253	11
Wells	L	.282	2	Haber	R	.326	3	Eckers	S	.250	0
Grant	R	.250	15	Donnis	L	.331	2	Halper	R	.262	6
Bullpen		ERA	SP	Bullpen		ERA	SP	Bullpen		ERA	SP
Bettis	R	3.54	48	Mills	R	3.74	45	Bardo	R	3.46	46
Hinner	L	3.36	47	Black	R	4.10	46	Myers	L	3.46	46
Craine	R	3.38	52	Sako	R	4.00	45	Jenson	R	3.10	43
Vick	R	3.38	47	Willis	R	4.70	45	Rosen	R	2.98	45
Malton	R	1.84	44	Patson	L	2.94	48	Manley	L	3.26	46
Waxman	R	3.00	42	Carter	R	4.80	45	Tucker	L	3.62	40
Tamino	R	2.82	46	Baer	L	4.12	46	Walsh	R	4.70	48



Kansas City				Utah				Texas			
Starting Lineup		AVG.	HR	Starting Lineup		AVG.	HR	Starting Lineup		AVG.	HR
Winton	R	.314	20	Malvoe	S	.338	3	Croix	L	.274	14
Camber	L	.292	6	Laino	L	.240	3	Zwick	S	.247	4
Young	L	.300	20	McFee	L	.243	21	Moran	R	.258	20
Lyons	L	.303	24	Marcus	R	.311	33	Anson	L	.280	31
Beale	R	.300	22	Fallon	R	.270	6	Mertz	L	.300	30
Ott	R	.274	17	Grogan	R	.254	0	Callif	R	.221	12
Carlin	R	.270	22	Forge	R	.265	18	Lemon	L	.317	7
Harms	R	.301	12	Munoz	R	.250	2	Shakly	R	.265	5
Dulsey	R	.217	8	Potter	R	.271	9	Belamy	R	.251	3
Anders (P)	R	2.90 (ERA)	52 (SP)	Kramar (P)	R	3.26 (ERA)	46 (SP)	Larker (P)	R	4.92 (ERA)	46 (SP)
Bench		AVG.	HR	Bench		AVG.	HR	Bench		AVG.	HR
Kraft	R	.250	4	Balzak	R	.250	6	Strick	R	.250	2
Gerard	R	.250	2	Banks	L	.292	6	Faust	L	.200	1
Spears	R	.231	0	Emilio	L	.250	3	Payton	L	.250	3
Ephrom	L	.243	2	Carlos	R	.270	2	Samson	R	.222	1
Reiner	R	.250	1	Webb	R	.221	2	Harlan	R	.244	5
Vandor	R	.327	10	Oliver	L	.200	3	Plumb	R	.200	2
Brady	L	.285	3	Madden	R	.326	0	Marsh	L	.304	6
Cribbs	L	.304	3	Baron	L	.320	1	Garret	L	.313	8
Bullpen		ERA	SP	Bullpen		ERA	SP	Bullpen		ERA	SP
Tate	L	4.62	50	Perez	R	4.22	45	Staver	R	3.94	43
Hunt	L	.410	46	Unsel	L	3.98	44	Tillis	L	4.98	42
Watts	R	4.00	44	Walls	R	3.78	56	Belton	R	3.30	46
Gibbs	R	3.38	48	Major	L	4.44	45	Kling	R	4.00	44
Miles	R	3.94	45	Tunney	R	4.82	48	Corbin	R	4.56	45
Maters	R	4.36	46	Robert	R	3.32	45	Murray	R	4.70	47
Rennor	R	4.06	45	Newton	L	4.62	43	Lundt	R	4.48	40



GAME TIPS —

THE JALECO MAJOR PLAYER'S HOTLINE ■

If there's something you don't understand about your new Jaleco game, or if you're having problems with your Game Pak, or if you're just plain stuck, you're welcome to call the Jaleco Major Player's Hotline between the hours of 8:30AM and 5:00PM Central time Monday through Friday (except holidays). One of our friendly game counselors will be happy to give you tips or help you out with any problems you're having.

Here's the number to call:

708-215-2359

- **Note:** *Normal telephone charges apply when you call the hotline number. It is not a toll-free call.*
- **Kids:** *get your parent's or guardian's permission to call before dialing the Jaleco Major Player's Hotline!*



TAKING CARE OF YOUR JALECO GAME

- This Jaleco 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 NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the 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 the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. 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 NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal 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.



CONTRIBUTING STAFF

JALECO LTD. (Tokyo, Japan)
Y. Kanazawa, President

Product Management
T. Kaneko, H. Nunokawa,
S. Ohta, and all at Jaleco Ltd.

JALECO USA (Wheeling, IL)
Howard Rubin, President

Product Management
Jeff Hill, Scott Lawrence

International Coordination
Masao Ohata, Oliver Tang

Package Design & Layout
MarketForce, Inc. - Tim Hill
(Account Executive),
Tim Kocher (Designer)

Package Copy Writer
Tim Kocher

Instruction Manual Writer
Kate Hunt

Instruction Manual Design & Layout
Jack Nichols
(Jack Nichols Design)

Game Testers (USA)
Baki Allen, Mike Lee,
Butch O'Malley, Joe Sislow

If you can't find that, drop it.



Watch for new Jaleco video games for the Nintendo Entertainment System® in coming months. And remember, Jaleco makes great video games for the Super Nintendo Entertainment System® and the Nintendo Game Boy® as well!

JALECO USA Inc.

685 Chaddick Drive

Wheeling, IL 60090

(708) 215-1811 (Main Office)

(708) 215-2359 (Game Help)

Jaleco®, the Jaleco logo, Bases Loaded®, and Bases Loaded® 4™ are registered trademarks and trademarks, respectively, of Jaleco USA Inc. Nintendo®, Nintendo Entertainment System®, Super Nintendo Entertainment System®, and Nintendo Game Boy® are registered trademarks of Nintendo of America Inc. © 1993 Jaleco USA Inc.

All rights reserved. Printed in Japan.

<http://www.nesfiles.com/>