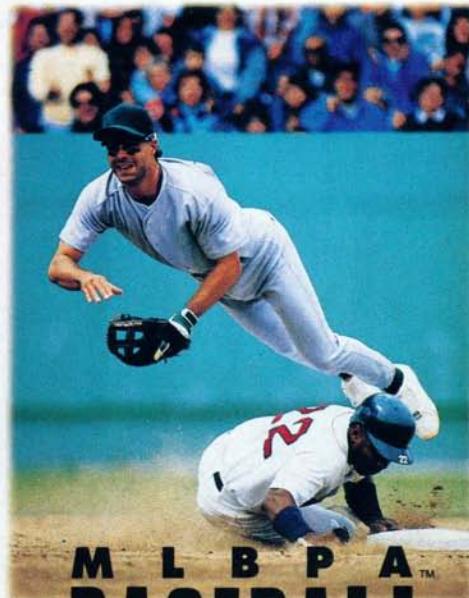
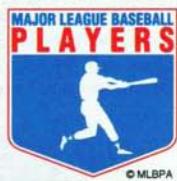


EA SPORTS
PRESENTS



MLBPA
BASEBALL



INSTRUCTION BOOKLET



ELECTRONIC ARTS®

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PRINTED IN JAPAN



ELECTRONIC ARTS®

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING:

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

**About the Artists**

Founded in May, 1988, Visual Concepts was created with the goal of bringing video game development to new heights. Consisting of a talented staff of twenty-six employees, Visual Concepts strives to create great video games through innovative design and technical excellence.

Tim Meekins, the lead programmer for *MLBPA™ Baseball*, is a 26-year-old native of Columbus, Ohio, who graduated from Ohio State University with a degree in computer science. He has been with Visual Concepts for 1 year. *MLBPA Baseball* is the first game Tim has worked on. He characterizes his 8 months on the project as a time of "no sleep" and lots of long nights. His favorite baseball team Cincinnati Reds.



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TABLE OF CONTENTS

Starting The Game.....	2
Command Summary.....	3
Teams.....	5
Game Modes.....	6
One Game.....	6
League Playoff.....	7
The Series.....	9
Full Season.....	9
Restore Season.....	11
Teammates/Head-to-Head.....	12
The Field Of Play.....	13
The Count.....	14
Pausing The Game.....	14
The Options Screen.....	15
Return to Game.....	15
Roster.....	15
Starting Player Stats.....	16
Rearranging the Batting Order.....	16
Reassigning Fielders.....	17
Sending In Players from the Bench.....	17
Double Switch.....	18
Instant Replay.....	18
Defensive Positioning.....	18
Other Scores Today.....	19
League Standings.....	19
Season Schedule.....	19
User Control Roster.....	20
Automatic Controls.....	20
Pitching.....	22
Pitch Types.....	22
Pickoff Plays.....	22
Hitting.....	23
Base Running.....	23
Fielding.....	24
Catching A Ball.....	24
Diving And Jumping Catches.....	24
Throwing.....	24
Running To A Base/Run Down Plays.....	25
Credits	26

STARTING THE GAME

1. Flip OFF the power switch on your Super Nintendo Entertainment System®.

WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a controller is plugged into Controller Socket 1 on the Super NES®.

If you're playing against a friend, plug the other controller into Controller Socket 2.

3. Insert the Game Pak into the slot on the Super NES. Press firmly to lock the Game Pak in place.

4. Turn ON the power switch.

The EA Sports and High Score logos appear. If you don't see them, begin again at step 1.

COMMAND SUMMARY

Pitching

- | | |
|---------------------------|--------------------------------|
| Throw Pitch | A (also see Pitch Types below) |
| Position pitcher on mound | Control Pad LEFT/RIGHT |

PITCH TYPES

- | | |
|----------------|-----------------------|
| Fast ball | A + Control Pad DOWN |
| Sinker | A + Control Pad UP |
| Curve to left | A + Control Pad LEFT |
| Curve to right | A + Control Pad RIGHT |

PICK OFF PLAY

- | | |
|--------------------------|-----------------------|
| Pick off throw to first | B + Control Pad RIGHT |
| Pick off throw to second | B + Control Pad UP |
| Pick off throw to third | B + Control Pad LEFT |

Fielding

THROWING TO A BASE

- | | |
|-----------------------|-----------------------|
| Throw to first | A + Control Pad RIGHT |
| Throw to second | A + Control Pad UP |
| Throw to third | A + Control Pad LEFT |
| Throw to home | A + Control Pad DOWN |
| Throw to a cutoff man | A |

DIVING CATCH

A + Control Pad in the direction you want to dive.

JUMPING CATCH

Press A without using Control Pad.

RUNNING TO A BASE (RUN DOWN)

Run toward first	B + Control Pad RIGHT
Run toward third	B + Control Pad LEFT
Run toward second	B + Control Pad UP
Run toward home	B + Control Pad DOWN

CHANGING FIELDER CONTROL

Switch control to fielder nearest a ball	B
---	---

Batting

Full swing	A (press and hold)
Checked Swing	A (tap)
Bunt	X (press and hold)

Base Running

Run toward first	B + Control Pad RIGHT
Run toward third	B + Control Pad LEFT
Run toward second	B + Control Pad UP
Run toward home	B + Control Pad DOWN

NOTE: Runners automatically circle the bases after a home run, but don't run for extra bases.

RUN BACK (RETURN TO PREVIOUS BASE)

Run toward first	A+ Control Pad RIGHT
Run toward third	A+ Control Pad LEFT
Run toward second	A+ Control Pad UP

TEAMS

MLBPA™ Baseball consists of two leagues, each of which are divided into East and West divisions:

A League

East	West
Baltimore	Anaheim
Boston	Arlington
Cleveland	Chicago
Detroit	Kansas City
Milwaukee	Minneapolis
New York	Oakland
Toronto	Seattle

N League

East	West
Chicago	Atlanta
Miami	Cincinnati
Montreal	Denver
New York	Houston
Philadelphia	Los Angeles
Pittsburgh	San Diego
St. Louis	San Francisco

GAME MODES



There are four Game Modes: One Game, League Playoff, The Series, and Full Season.

- To select a Game Mode, press the Control Pad UP/DOWN and press START.

One Game

One Game is a single game between two teams. It is not part of a regular season or playoff series. One Game play can be between any two teams, regardless of what league or division they are in. A team can even play against itself.

One Game Options

- Home Team: Press the Control Pad LEFT/RIGHT to scroll through teams.
- Visiting Team: Press the Control Pad LEFT/RIGHT to scroll through teams.
- Designated Hitter: Replaces your pitcher in the batting order with another batter. Press the Control Pad LEFT/RIGHT to turn Designated Hitter on/off.

- Field Type: Press the Control Pad LEFT/RIGHT to select Grass or Turf field surface.
- Press START to Exit the One Game Option Screen and play ball.
- Press X to cancel and return to the Game Mode screen.

League Playoff

League Playoffs are a best-of-7-games series between the divisional champions in both leagues. The winner of a League Playoffs series goes on to the League Championship.

Play To Date

You can play one or more days of the League Playoffs, or through the entire League Playoff to The Series, with the Play To Date option.

1. Press the Left or Right button to highlight the date at the top of the screen. A selector box appears around the current date on the season calendar in the upper section of the screen.
2. Press the Control Pad UP/DOWN/LEFT/RIGHT to change the date. (If you advance the date far enough, team names will be replaced by A Champs and N Champs, which means you will played through the League Playoffs.)
3. To play the season through to the new date, press Y. This will change the playoff standings.
4. Press the Left or Right Button to move the selector box around the games for that day. Highlight the game(s) you want to play and press B.

Playoff Team Selection

There are four teams in League Playoffs: The A League Eastern and Western Division champions (shown on your screen as A East and A West), and the N League Eastern and Western Division champions (N East and N West). When you choose League Playoff, four teams are chosen at random as divisional champions.

1. If you want to proceed into the playoffs with the randomly chosen teams, press **START**.
2. If you want to select different teams for the playoffs, press the Control Pad UP/DOWN to highlight a division.
3. Press the Control Pad LEFT/RIGHT to scroll through the other teams in the division. Change any other divisional champions in this same manner.
4. When you have chosen the divisional champions you want, press **START**.
5. To leave the team selection screen without starting a playoff series, press **X**.

Starting A Playoff Game

1. Press the Control Pad LEFT/RIGHT to highlight the playoff game you want to play.
2. Press **B** to mark (or select) that game. If you want to play the other playoff game that day as well, highlight it and press **B** again to mark it.
3. Press **START** to start playing the playoff games you have marked.

The Series

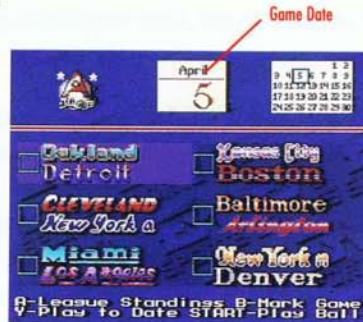
The Series is the best-of-seven-game championship playoffs between the A and N league champions in MLBPA Baseball. When you choose The Series, one team from each league is chosen at random as league champion.

- To leave The Series screen without playing a Series game, press **X**.

Series Team Selection

- Follow the team selection procedures for Playoff Team selection.

Full Season



Full Season sets up a complete MLBPA Baseball season. You can either play out the full season game by game or in sections (a day at a time, a week at a time, etc.). League Playoffs follow the conclusion of a Full Season, and the Series follows the League Playoffs.

- To leave the Full Season screen without playing a full season, press **X**.

Play A Single Game In A Full Season

1. Press the Control Pad UP/DOWN/LEFT/RIGHT to highlight the game you want to play.
2. Press **B** to mark (or select) the game. A baseball appears in the box by the marked game.
3. Press **START** to begin playing the marked game

Play Multiple Games In A Full Season

- Follow the instructions for Playing A Single Game In A Full Season above, but mark all the games you want to play on a particular game day.

Play To Date

1. Press the **Left** or **Right** Button, to highlight the date at the top of the screen. A selector box appears around the current date on the season calendar in the upper section of the screen.
2. Press the Control Pad UP/DOWN/LEFT/RIGHT to change the date.
3. To play the season to the new date, press **Y**. To see the new league standings, press **A**. To leave the calendar and return to the game selection portion of the screen, press the **Left** or **Right** Button.
4. To play selected game(s), press **START**. If you want to return to the Game Select screen, press **X**. (Note: If you press **X**, you must restart the season or use a password to restore a season.)

League Standings

- At the Play To Date screen, press **A** to see the current League Standings.
- Press **B** or press the Control Pad UP/DOWN to see standings for the other league.
- To leave the League Standings screen, press **START**.

Getting A Password

1. At the Play To Date screen, press **A** to bring up the League Standings.
2. Press **A** to get a Password. Copy down passwords *carefully*. You cannot restore a season without a correct password. (See the Restore Season section immediately following.)

If a team wins its division at the end of a Full Season, it advances to the League Playoffs.

Restore Season

Restore Season resumes a partially completed season or playoff at any point. To resume a season to a certain date, you must have a password you received during previous play.

1. Press the Control Pad UP/DOWN/LEFT/RIGHT to highlight a letter.
2. Press **B** to select a letter; press **A** to erase a letter. To erase more than one letter, press **A** repeatedly.
3. Press **START** to enter a password. If the password is valid, the season is restored. If the password is invalid, you return to the Game Options screen.
4. To leave the Restore Season screen without entering a password, press **START**.

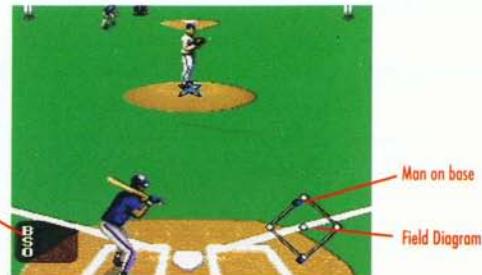
TEAMMATES/HEAD-TO-HEAD

After you have chosen a Game Mode, Game Mode Options, and Teams, the Side Selection screen appears. You choose which team each Player controls from this screen. The home team appears on the right side of the selection screen and the visitors are on the left side.

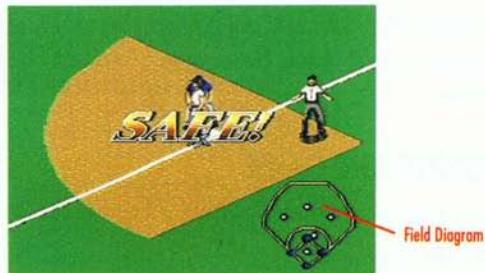
A numbered controller icon appears in the middle of the screen for each controller you have plugged in. If a corresponding numbered controller icon does not appear for one of your controllers, check to see if the controller is plugged in securely.

- Press each control pad LEFT/RIGHT to put its corresponding numbered icon under either the home or away team.
- When you have chosen which team each player controls, press **START**. Make sure you have assigned each numbered controller icon to one of the teams; if an icon remains in the middle of the screen when you press **START**, the corresponding controller will not function during the subsequent game.
- You can also "lock" a controller onto a team when the controller icon is under a team name by pressing **B**. Once all controllers are locked to a team, press **B** again to advance to the Roster screen.

THE FIELD OF PLAY



When a batter is up and the ball is not in play, a diagram of the infield appears in the lower corner of the screen opposite the batter. If the batter is left handed, the diagram is in the left corner; if he is right handed, the diagram is in the right corner.



When the ball is in play, a diagram of the entire field appears in the lower corner of the screen opposite the batter (left corner if he is a lefty, right corner if he is a righty).

Batters, baserunners, and fielders are marked by dots on the field diagram, except for fielders under the direct control of a player while the ball is in play, who are marked by crosses. Batters, baserunners, and fielders under

Automatic Control are marked by blue diamonds. (See *Automatic Control* section on page 21.)

Players on the field are color coded according to who controls them:

Player 1 - Yellow

Player 2 - Light Blue

Players on the field under the control of the Super NES appear as dark blue dots.

THE COUNT

While a pitcher is pitching to a batter, the count appears in the corner of the screen (in the left corner if a right handed batter is up, in the right corner if the batter is left handed).

S stands for strikes, B for balls, and O for outs. The count in each category is represented by baseball icons. (For example, S followed by two icons means two strikes.)

PAUSING THE GAME

Between pitches, you can pause the game and view the Options Screen and current line score.

- Press **START** to pause the game. Press **START** again to resume gameplay.

OPTIONS SCREEN

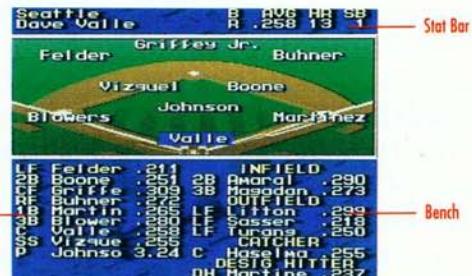


1. Press **START** to call up the Options Screen.
2. To select an Option, press the Control Pad UP/DOWN to move the highlight bar. When the Option you want is highlighted, press **A**.

Return to Game

Leave the Options Screen and return to the game.

Roster



The Roster screen shows you the names of players on the field at each position; your batting order; and the names, positions, batting averages, and ERAs, Home Runs (HR), and Stolen Bases (SB) of your players on the bench.

From the Roster screen, you can look at the stats of your starting players, rearrange your batting order before a game starts, reassign players on the field, and send players on the bench into the game.

Starting Player Stats

1. To see a player's stats, press the Control Pad UP/DOWN to highlight his name.
2. Look at the Stats Bar at the top of the screen. The highlighted player's name appears, along with his handedness and stats.
3. A player's handedness appears in the column marked either B or T; B stands for bats and T stands for throws. L for left or R for right appears beneath them.
4. If a player is a pitcher, his Earned Run Average (ERA) appears. If the player is not a pitcher, his stats are Batting Average (Avg), HR, and SB.

Rearranging The Batting Order

1. Press the Control Pad LEFT/RIGHT, or press the **Left** or **Right** button, until the selection box is around the batting order in the lower left of the screen.
2. Press the Control Pad UP/DOWN to move the highlight bar to the name of one of the players you want to reposition in the batting order.
3. Press **B** to select the highlighted player; a baseball appears by his name when he has been selected. To cancel a player selection, press **B** again while the player is highlighted.
4. Press the Control Pad UP/DOWN to highlight the place in the batting order where you want to reposition the selected player.

5. Press **B**; the selected player changes places with the player already in that position.

Note: You can only change the batting order at the start of a game.

Reassigning Fielders

1. Press the Control Pad UP/DOWN to move the highlight bar around the field diagram.
2. When the highlight bar is on a player you want to assign to a different position on the field (for instance, moving him from shortstop to third base), press **B** to select him. A spinning baseball appears beside his name.
3. Press the Control Pad UP/DOWN until the highlight bar is over the name of the other player you want to trade positions with. Press **B** and the selected player trades fielding assignments with the highlighted player.

Sending In Players From The Bench

1. Press the Control Pad LEFT/RIGHT, or press the **Left** or **Right** button, until the selection box is around the roster of players on the bench in the lower right corner of the screen.
2. Press the Control Pad UP/DOWN to move the highlight bar to the name of the player you want to send into the lineup.
3. Press **B** to select that player; a spinning baseball appears by his name when he has been selected. (Press **B** again to deselect a player.)
4. Press the Control Pad LEFT, or press the **Left** button, to move the selection box to the batting order. Press the Control pad UP/DOWN to move the highlight bar to the player you want to replace.

5. Press **B** to replace the player in the batting order with the selected player from the bench.

- To leave the Roster screen, press **START**.

Double Switch

To perform a double switch, substitute the new pitcher and another player from the bench into the batting order. Then, go to the field diagram and make the appropriate position switch.

Instant Replay

View the most recent play. When Instant Replay is active, the game "rewinds" to the beginning of the last play and pauses. A diagram of the controller buttons and a timer appear in the lower left of the screen. While an instant replay is in progress, the timer displays the passage of time.

Instant Replay controls are:

Fast Forward	A
Forward at normal speed	B
Forward a single frame	X
Rewind	Y

- To leave Instant Replay mode and return to the Options Screen, press **START**.

Defensive Positioning

From the Defensive Positioning screen, you can reposition your fielders to respond to specific game situations. There are six Defensive Positioning options, all of which are displayed on this screen.

Normal: Standard defensive positioning.

Double Play Depth: Set the second baseman and shortstop for a double play.

Bunt Defense: First and third basemen play close in to charge the ball in case there's a bunt attempt.

Guard The Lines: First and third basemen play near the lines to protect against hits for extra bases.

All In: All fielders play in to protect a slim lead if there's a runner on third base.

Infield In: Bring infield in when there is runner at first, fewer than two outs, and you are trailing by less than three runs.

To select a Defensive Position:

1. Press the Control Pad UP/DOWN/LEFT/RIGHT to highlight the Defensive Position you want.
2. Press A to select the highlighted position.

Other Scores Today

Check scores in other games around the league. In League Playoff and Series modes, this option updates you on the won-loss records in the best-of-seven game series. This option is not available in One Game mode.

League Standings

Check current league standings and get passwords. (See the *League Standings* section on page 12 for more information.) Not available in One Game, League Playoff, or Series modes.

Season Schedule

Check upcoming game days in the schedule and other scores on the same game day.

To see the upcoming schedule:

1. Press the **Left** or **Right** Button to highlight the date at the top of the screen.
2. Press the Control Pad **RIGHT** to advance through the schedule day by day. Press the Control Pad **LEFT** to go back through the schedule.
3. Press **START** leave the Season Schedule screen and return to the Options Screen

This option is not available in Single Game mode.

User Control Roster

Switch between player and automatic control. (See *Automatic Controls* section below for more information.)

AUTOMATIC CONTROLS



Defensive control, offensive control, or both, over any or all players on the field can be held by players or turned over to your Super NES.

When you first begin a game of MLBPA Baseball, offensive and defensive play is player controlled. Control can be shifted back and forth on the User Control Roster screen, which appears at the beginning of a game and can be accessed during a game from the Options screen.

When the User Control Options screen appears:

1. Press the Control Pad **UP/DOWN** to highlight a player. The "F" in the column to the right of player stands for Fielding; the "B" in this column stands for batting. When F and B are both in the columns marked 1P or 2P, fielding and batting are both under player control.
2. Press **B** to put the highlighted player's batting under computer control. Batting control is transferred to the Super NES, indicated by a "B" moving from the player column to the column marked CM. To shift an entire team's batting control, press the **Left** or **Right** Button.
3. Press **B** twice to put the highlighted player's fielding and batting under Super NES's control. Fielding and batting control is transferred to the Super NES, indicated by the "F" and "B" moving from the player's column to the column marked CM. When a fielder is under a player's control, a star appears by his name on the field diagram. When a fielder is under Super NES control, there is no star by his name.
4. To transfer batting or fielding control from the Super NES back to a player, press **B** until the "B" and "F" move from column marked CM back to the player's column.

PITCHING

To position your pitcher, press the Control Pad LEFT/RIGHT. You can position a pitcher only before he goes into his windup.

- To throw a pitch, press **A**.

After each strike that is not hit, the umpire's call and the speed of the pitch appear in the middle of the screen.

Pitch Types

There are three types of pitches in MLBPA Baseball: Fast balls, sinkers, and curve balls. You pick the type of pitch you throw as you throw it.

- To throw a fast ball, press **A** + Control Pad DOWN.
- To throw a sinker, press **A** + Control Pad UP.
- To throw a curve ball left, press **A** + Control Pad LEFT.
- To throw a curve ball right, press **A** + Control Pad RIGHT.

No matter what type of pitch you throw, its effectiveness is affected by a number of factors, such as the pitcher's position on the mound, how hard the pitcher can throw, the pitcher's control, and the pitcher's fatigue. (A pitcher often shows signs of fatigue after 4 innings on the mound.)

Pickoff Plays

Keep an eye on the diagram of the infield to look for baserunners taking big leads. If they look like they are getting too far off base, you can try a pickoff play.

- To throw a pick off to first, press **B** + Control Pad RIGHT.
- To throw a pick off to second, press **B** + Control Pad UP.
- To throw a pick off to third, press **B** + Control Pad LEFT.

HITTING

When a batter comes to the plate for the first time in a game, his name, batting average (AVG), home runs (HR), and runs batted in (RBI) appear near the bottom of screen. Each subsequent at bat will show the results from the player's previous at bat. When the batter's name is gone, the pitcher will begin to throw to the batter.

- Press the Control Pad UP/DOWN/LEFT/RIGHT to position the batter at the plate.
- To take a full swing at a pitch, press and hold **A**.
- To check swing, tap **A**.
- To Bunt, press and hold **X**.

BASE RUNNING

Batters who make contact with the ball automatically run toward first base, But baserunners won't try for extra bases unless you direct them to. Men on base try to advance on line drives and high pop flies, but they won't return to base until you direct them to.

To run forward on the base paths:

- To run to second base, press **B** + Control Pad UP.
- To run to the third base, press **B** + Control Pad LEFT to run to third base.
- To run to home plate, press **B** + Control Pad DOWN to run to home plate.

To run back on the base paths:

- To run back to first base, press **A** + Control Pad RIGHT.
- To run back to second base, press **A** + Control Pad UP.
- To run back to third base, press **A** + Control Pad LEFT.

FIELDING

When fielding is in automatic mode, fielders automatically track and attempt to catch, but throwing the ball is under player control. When fielding is under player control, fielders must be directed to catch and where to throw. If you are controlling the fielder, use the diagram to direct your fielder towards the ball.

Catching A Ball In Play

When the ball is in play, but before it has been caught, yellow crosshairs appear on the field where the ball will come down; on the diagram of the field, a yellow X appears in this spot.

Diving and Jumping Catches

Some hits, such as line drives and hard grounders, are not as easy to catch as fly balls. You can also catch a ball in the air or on the ground by making a diving or jumping catch.

- To make a diving catch, press **A** + Control Pad in the direction you want the fielder to dive.
- To make a jumping catch, press **A** when the ball is passing directly over the fielder.

Throwing

To throw, press the Control Pad in the direction of the target base and press **A**. Remember, even when your team's defensive play is controlled by the Super NES, you must direct fielders' throws.

- To throw to first, press **A** + Control Pad RIGHT.
- To throw to second, press **A** + Control Pad UP.
- To throw to third, press **A** + Control Pad LEFT.
- To throw to home, press **A** + Control Pad DOWN.
- To throw to a cutoff man, press **A**.

Running To A Base/Run Down Plays

If a base is not being covered by another fielder, or if a base runner is caught in a run down, the fielder who catches the ball may need to run to that base rather than throw to it, or run down the base runner and tag him.

- To run toward first base, press **B** + Control Pad RIGHT.
- To run toward second base, press **B** + Control Pad UP.
- To run toward third base, press **B** + Control Pad LEFT.
- To run toward home plate, press **B** + Control Pad DOWN.
- To run in any direction, press the Control Pad in the direction you want to run

Switching to the Fielder Nearest the Ball

Sometimes, you may want to select a specific fielder to make a play. This situation may arise when you want a fielder to make a jumping or diving catch.

- To select the fielder nearest the ball, press **B**.

NOTE: If you do not move your player with the Control Pad once he is selected, he won't move towards the ball.

Credits

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Additional Programming: **Scott Patterson**
Executive Producers: **Scott Orr**
Director: **Happy Keller**
Associate Producers: **Mike Rubinelli, Randy Delucchi**
Graphics: **Dean Lee, Ray Wong, Heather Snitzer**
Sound and Music: **Brian Schmitt**
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Quality Assurance: **Erik Whiteford**
Special Thanks: **Greg Thomas, Kyra Woody Pehrson**

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MLBPA PLAYER RATINGS — N EAST

RATING KEY	# Number	POS	S Starting Pitcher
	THR Throws (L=Left, R=Right)	R Reliever	
	BAT Bats (L=Left, R=Right, S=Switch)	2 Catcher	
	POS Position	3 First Base	
	ERA Earned Run Average	4 Second Base	
	CTL Control of Pitches	5 Third Base	
	VEL Velocity of Pitches	6 Shortstop	
	END Endurance	7 Left Field	
	SPD Speed (Running)	8 Center Field	
	PWR Power (Hitting)	9 Right Field	
	RNG Range (Fielding)	10 Designated Hitter	
	ERR Errors		



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CHICAGO

PITCHERS	NAME	#	THR	POS	ERA	CTL	VEL	END
Greg Hibbard	37	L	S	3.96	6	2	6	
Mike Morgan	36	R	S	4.04	4	3	6	
Jose Guzman	29	R	S	4.32	4	6	6	
Frank Castillo	49	R	S	4.84	6	4	5	
Mike Harkey	22	R	S	5.24	5	2	6	
Randy Myers	28	L	R	3.12	4	8	1	
Jose Bautista	38	R	R	2.80	7	3	2	
Shawn Boskie	47	R	R	3.44	5	3	2	
Bob Scanlan	30	R	R	4.52	4	4	1	
Dan Plesac	32	L	R	4.76	4	5	1	

BATTERS	NAME	#	BAT	POS	SPD	PWR	RNG	ERR
Ryne Sandberg	23	R	4	6	5	8	7	
Mark Grace	17	L	3	5	5	7	5	
Steve Buechele	24	R	5	3	5	5	8	
Derrick May	27	L	7	3	4	4	7	
Sammy Sosa	21	R	9	5	6	6	4	
Rick Wilkins	2	L	2	4	7	1	3	
Glenallen Hill	34	R	9	5	7	3	5	
Steve Lake	10	R	2	4	4	1	3	
Eric Yelding	20	R	4	5	3	3	2	
Rey Sanchez	11	R	6	6	2	8	15	
Karl Rhodes	25	L	8	4	5	3	1	
Willie Wilson	6	S	8	6	3	5	1	
Kevin Roberson	19	S	9	4	6	1	3	

MIAMI

PITCHERS	NAME	#	THR	POS	ERA	CTL	VEL	END
Charlie Hough	49	R	S	4.28	5	3	6	
Luis Aquino	27	R	S	3.40	5	3	3	
Chris Hammond	11	L	S	4.64	5	3	6	
Jack Armstrong	77	R	S	4.48	4	4	5	
Ryan Bowen	46	R	S	4.44	2	4	6	
Bryan Harvey	34	R	R	1.68	7	8	1	
Matt Turner	54	R	R	2.88	4	6	1	
Richie Lewis	24	R	R	3.24	2	5	1	
Rich Rodriguez	42	L	R	3.76	3	3	1	
Pat Rapp	48	R	R	4.00	4	4	6	

BATTERS	NAME	#	BAT	POS	SPD	PWR	RNG	ERR
Chuck Carr	21	S	8	7	2	4	6	
Henry Cotto	29	R	8	6	3	2	1	
Jeff Conine	19	R	7	4	3	2	2	
Gary Sheffield	10	R	5	5	6	2	34	
Orestes Destrade	39	S	3	1	5	4	19	
Benito Santiago	9	R	2	2	4	1	11	
Bret Barberie	8	S	4	4	2	6	9	
Walt Weiss	22	S	6	5	1	4	15	
Rich Renteria	6	R	4	3	2	5	2	
Mitch Lyden	52	R	2	3	4	1	0	
Bob Natal	13	R	2	3	3	1	0	
Alex Arias	26	R	4	3	2	3	2	
Nigel Wilson	30	L	7	3	4	5	0	
Matias Carrillo	25	L	9	5	4	3	0	
Darrell Whitemore	17	L	9	5	3	3	3	

MONTREAL

PITCHERS	NAME	#	THR	POS	ERA	CTL	VEL	END
Dennis Martinez	32	R	S	3.84	6	4	6	
Ken Hill	44	R	S	3.24	4	4	7	
Jeff Fassero	13	L	S	2.28	4	6	3	
Kirk Rueter	42	L	S	2.72	8	2	6	
Chris Nabholz	43	L	S	4.08	3	4	4	
John Wetteland	57	R	R	1.36	6	9	1	
Denis Boucher	38	L	R	1.92	7	3	6	
Mel Rojas	51	R	R	2.96	5	4	1	
Jeff Shaw	31	R	R	4.16	5	3	2	
Brian Barnes	41	L	R	4.40	3	4	2	

BATTERS	NAME	#	BAT	POS	SPD	PWR	RNG	ERR
Delino DeShields	4	L	4	7	2	4	11	
John VanderWal	23	L	3	5	4	5	3	
Marquis Grissom	9	R	8	10	4	5	7	
Larry Walker	33	L	9	7	7	8	6	
Darrin Fletcher	24	L	2	1	4	1	8	
Moises Alou	18	R	7	6	6	5	2	
Mike Lansing	3	R	5	6	2	5	13	
Wil Cordero	12	R	6	6	4	2	33	
Sean Berry	5	R	5	5	6	4	15	
Joe Siddall	26	L	2	3	4	1	0	
Tim Spehr	2	R	2	4	4	1	9	
Oreste Marrero	46	L	3	2	4	3	2	
Randy Ready	39	R	4	5	3	4	4	
Lou Frazier	7	S	7	5	2	4	1	
Rondell White	37	R	7	4	4	5	0	

NEW YORK

PITCHERS	NAME	#	THR	POS	ERA	CTL	VEL
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MLBPA PLAYER RATINGS — N WEST

RATING KEY	POSITIONS
# Number	S Starting Pitcher
THR Throws (L=Left, R=Right)	R Reliever
BAT Bats (L=Left, R=Right, S=Switch)	2 Catcher
POS Position	3 First Base
ERA Earned Run Average	4 Second Base
CTL Control of Pitches	5 Third Base
VEL Velocity of Pitches	6 Shortstop
END Endurance	7 Left Field
SPD Speed (Running)	8 Center Field
PWR Power (Hitting)	9 Right Field
RNG Range (Fielding)	10 Designated Hitter
ERR Errors	



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ATLANTA

PITCHERS	NAME	#	THR	POS	ERA	CTL	VEL	END
Greg Maddux	31	R	S	2.36	8	5	7	
Tom Glavine	47	L	S	3.20	3	3	7	
Steve Avery	33	L	S	2.92	7	3	6	
John Smoltz	29	R	S	3.60	4	6	7	
Pete Smith	25	R	S	4.36	4	4	5	
Greg McMichael	38	R	R	2.04	5	7	1	
Steve Bedrosian	36	R	R	1.64	6	4	1	
Jay Howell	52	R	R	2.32	6	4	1	
Kent Mercker	50	L	R	2.84	2	6	2	
Mike Stanton	30	L	R	4.64	3	6	1	

BATTERS	NAME	#	BAT	POS	SPD	PWR	RNG	ERR
Otis Nixon	1	S	8	7	2	6	3	
Jeff Blauser	4	R	6	5	5	4	19	
Ron Gant	5	R	7	7	7	4	11	
Fred McGriff	27	L	3	3	8	4	17	
Terry Pendleton	9	S	5	4	5	5	19	
Dave Justice	23	L	9	4	7	4	5	
Damon Berryhill	11	S	2	4	4	1	6	
Mark Lemke	20	S	4	2	3	5	14	
Sid Bream	12	L	3	2	5	5	3	
Greg Olson	10	R	2	3	3	1	6	
F. Cabrera	19	R	3	4	5	3	0	
Brian Hunter	14	R	3	5	5	4	1	
Rafael Belliard	2	R	4	4	2	6	1	
Bill Peota	32	R	5	4	3	4	0	
Deion Sanders	24	L	8	6	6	6	2	

CINCINNATI

PITCHERS	NAME	#	THR	POS	ERA	CTL	VEL	END
Jose Rijo	27	R	S	2.48	7	6	7	
Tom Browning	32	L	S	4.72	7	3	5	
Tim Pugh	40	R	S	5.24	5	3	5	
John Smiley	57	L	S	5.64	6	3	6	
John Roper	44	R	S	5.60	3	4	5	
Rob Dibble	49	R	R	6.52	2	9	1	
Jerry Spradlin	48	R	R	3.48	8	3	1	
Jeff Reardon	41	R	R	4.12	9	3	1	
Scott Service	34	R	R	4.28	4	7	2	
Bobby Ayala	59	R	R	5.60	3	4	2	

BATTERS	NAME	#	BAT	POS	SPD	PWR	RNG	ERR
Bip Roberts	10	S	4	6	2	3	5	
Bobby Kelly	30	R	8	6	5	4	1	
Hal Morris	23	L	3	2	3	5	5	
Kevin Mitchell	7	R	7	2	8	3	7	
Barry Larkin	11	R	6	6	4	5	16	
Chris Sabo	17	R	5	4	6	4	11	
Reggie Sanders	16	R	9	6	5	5	7	
Joe Oliver	9	R	2	1	4	3	7	
Juan Samuel	8	R	4	5	3	2	9	
Dan Wilson	6	R	2	4	3	1	1	
Jeff Branson	20	L	6	4	2	3	5	
Thomas Howard	22	S	7	5	3	5	1	
Gary Varsho	42	L	7	4	4	3	0	
Jacob Brumfield	46	R	8	5	4	3	4	
Tim Costo	18	R	9	4	4	3	0	

DENVER

PITCHERS	NAME	#	THR	POS	ERA	CTL	VEL	END
Armando Reynoso	42	R	S	4.00	5	4	6	
Greg Harris	27	R	S	4.60	5	3	6	
Kent Bottorffield	46	R	S	5.08	4	2	4	
Dave Nied	17	R	S	5.16	4	4	5	
Willie Blair	19	R	S	4.72	6	3	3	
Darren Holmes	40	R	R	4.08	6	6	1	
Bruce Ruffin	18	L	R	3.88	3	6	2	
Steve Reed	39	R	R	4.48	5	4	1	
Gary Wayne	53	L	R	5.04	4	5	1	
Jeff Parrett	38	R	R	5.40	2	7	2	

BATTERS	NAME	#	BAT	POS	SPD	PWR	RNG	ERR
Eric Young	21	R	4	6	3	3	15	
Alex Cole	5	L	8	5	2	3	4	
Andres Galarraga	14	R	3	3	6	4	11	
Dante Bichette	10	R	9	4	6	3	9	
Charlie Hayes	13	R	5	4	6	4	20	
Jerald Clark	24	R	7	3	5	4	7	
Joe Girardi	7	R	2	2	3	1	6	
F. Benavides	12	R	6	4	3	3	12	
Daryl Boston	6	L	7	4	6	2	2	
Danny Sheaffer	16	R	2	4	3	4	2	
Jimmy Tatum	20	R	3	4	3	5	1	
Roberto Mejia	8	R	4	4	5	3	12	
Vinny Castilla	9	R	6	4	4	4	11	
Nelson Liriano	4	S	6	4	4	1	3	
Chris Jones	33	R	8	5	6	1	2	

HOUSTON

PITCHERS	NAME	#	THR	POS	ERA	CTL	VEL	END
Mark Portugal	51	R	S	2.76	4	4	6	</td

MLBPA PLAYER RATINGS — A WEST

RATING	KEY	DEFINITION
#	Number	
THR	Throws (L=Left, R=Right)	
BAT	Bats (L=Left, R=Right, S=Switch)	
POS	Position	S Starting Pitcher
ERA	Earned Run Average	R Reliever
CTL	Control of Pitches	2 Catcher
VEL	Velocity of Pitches	3 First Base
END	Endurance	4 Second Base
SPD	Speed (Running)	5 Third Base
PWR	Power (Hitting)	6 Shortstop
RNG	Range (Fielding)	7 Left Field
ERR	Errors	8 Center Field
		9 Right Field
		10 Designated Hitter



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ANAHEIM

PITCHERS	NAME	#	THR	POS	ERA	CTL	VEL	END
Chuck Finley	31	L	S	3.12	4	5	7	
Mark Langston	12	L	S	3.20	5	5	7	
Joe Magrane	32	L	S	4.64	4	3	5	
John Farrell	38	R	S	7.36	3	3	4	
Phil Leftwich	45	R	S	3.80	5	2	7	
Joe Grahe	19	R	R	2.88	3	3	1	
Mike Butcher	23	R	R	2.88	3	6	1	
Steve Frey	41	L	R	2.96	3	2	1	
Ken Patterson	47	L	R	4.56	2	4	1	
Hilly Hathaway	48	L	R	5.04	3	2	5	

BATTERS	NAME	#	BAT	POS	SPD	PWR	RNG	ERR
Luis Polonio	22	L	7	8	2	2	5	5
Chad Curtis	9	R	8	6	3	5	9	
J.T. Snow	6	S	3	5	5	2	6	
Chili Davis	44	S	10	4	6	2	0	
Tim Salmon	15	R	9	6	7	5	7	
Greg Myers	11	L	2	3	3	1	6	
Rene Gonzales	88	R	5	5	3	4	10	
Damion Easley	1	R	4	5	3	6	5	
Gary DiSarcina	33	R	6	5	2	6	14	
Torey Lovullo	10	S	4	4	3	5	8	
Eduardo Perez	21	R	5	4	4	3	5	
Rod Correia	5	R	6	4	2	4	3	
Kurt Stillwell	3	S	6	4	2	1	10	
Stan Javier	25	S	7	6	3	5	2	
Chris Turner	53	R	2	4	4	1	1	

ARLINGTON

PITCHERS	NAME	#	THR	POS	ERA	CTL	VEL	END
Kevin Brown	41	R	S	3.56	5	4	7	
Roger Pavlik	59	R	S	3.40	3	5	6	
Kenny Rogers	37	L	S	4.08	5	5	6	
Nolan Ryan	34	R	S	4.88	2	6	5	
C. Leibrandt	32	L	S	4.56	6	4	6	
Tom Henke	50	R	R	2.88	4	7	1	
Cris Carpenter	31	R	R	3.52	4	5	1	
Matt Whiteside	27	R	R	4.32	5	3	1	
Brian Bohanon	45	L	R	4.76	3	3	3	
Craig Lefferts	11	L	R	6.04	6	4	2	

BATTERS	NAME	#	BAT	POS	SPD	PWR	RNG	ERR
David Hulse	15	L	8	7	2	5	3	
Julio Franco	14	R	10	4	4	1	0	
Rafael Palmeiro	25	L	3	6	7	4	5	
Juan Gonzalez	19	R	7	6	9	4	4	
Dean Palmer	16	R	5	4	8	3	29	
Jose Canseco	33	R	9	4	7	2	3	
Ivan Rodriguez	7	R	2	3	4	1	8	
Mario Diaz	6	R	6	3	3	4	3	
Doug Strange	20	S	4	5	3	3	13	
Billy Ripken	3	R	4	4	2	5	1	
Manuel Lee	2	S	6	5	1	6	10	
Butch Davis	13	R	7	4	5	3	1	
Doug Dasenko	29	S	8	5	3	4	0	
Dan Peltier	17	L	9	4	3	6	4	
Gary Redus	5	R	9	5	5	5	2	

CHICAGO

PITCHERS	NAME	#	THR	POS	ERA	CTL	VEL	END
Jack McDowell	29	R	S	3.36	6	4	8	
Alex Fernandez	32	R	S	3.12	6	4	7	
Wilson Alvarez	40	L	S	2.92	2	5	7	
Tim Belcher	36	R	S	4.44	4	4	6	
Jason Bere	51	R	S	3.48	2	7	6	
R. Hernandez	39	R	R	2.28	6	6	1	
Jose DeLeon	48	R	R	2.96	3	5	2	
Jeff Schwarz	49	R	R	3.68	1	6	1	
Scott Radinsky	31	L	R	4.32	4	6	1	
Kirk McCaskill	25	R	R	5.24	4	3	4	

BATTERS	NAME	#	BAT	POS	SPD	PWR	RNG	ERR
Tim Raines	30	S	7	7	4	5	0	
Joey Cora	28	S	4	6	2	4	19	
Frank Thomas	35	R	3	5	5	7	14	
Robin Ventura	23	L	5	5	5	7	14	
George Bell	21	R	10	3	4	2	0	
Ellis Burks	26	R	9	4	5	3	6	
Lance Johnson	1	L	8	8	3	9	9	
Ron Karkovice	20	R	2	5	6	1	5	
Ozzie Guillen	13	L	6	5	3	8	16	
Mike LaVallier	10	L	2	2	1	2	0	
Craig Grebeck	14	R	6	3	3	6	3	
Bo Jackson	8	R	7	1	7	2	0	
Steve Sax	7	R	7	5	3	3	0	
Ivan Calderon	27	R	9	5	3	4	0	
Dan Pasqua	44	L	9	5	5	4	1	

KANSAS CITY

<table border

MLBPA PLAYER RATINGS — A EAST

RATING KEY	#	Number
THR	Throws (L=Left, R=Right)	
BAT	Bats (L=Left, R=Right, S=Switch)	
POS	Position	
ERA	Earned Run Average	
CTL	Control of Pitches	
VEL	Velocity of Pitches	
END	Endurance	
SPD	Speed (Running)	
PWR	Power (Hitting)	
RNG	Range (Fielding)	
ERR	Errors	

POSITIONS	S	Starting Pitcher
R	Reliever	
2	Catcher	
3	First Base	
4	Second Base	
5	Third Base	
6	Shortstop	
7	Left Field	
8	Center Field	
9	Right Field	
10	Designated Hitter	



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DETROIT

PITCHERS	NAME	#	THR	POS	ERA	CTL	VEL	END
	David Wells	16	L	S	4.16	7	4	6
	John Doherty	44	R	S	4.44	7	2	6
	Mike Moore	21	R	S	5.20	4	2	6
	Bill Gullickson	36	R	S	5.36	6	2	6
	Mark Leiter	13	R	S	4.72	4	4	4
	Mike Henneman	39	R	R	2.64	4	6	1
	Bill Krueger	30	L	R	3.40	4	4	3
	Joe Boever	37	R	R	3.60	3	4	2
	Tom Bolton	49	L	R	4.48	3	4	2
	Storm Davis	48	R	R	5.04	3	5	2

BATTERS	NAME	#	BAT	POS	SPD	PWR	RNG	ERR
	Tony Phillips	4	S	7	5	3	6	2
	Lou Whitaker	1	L	4	5	5	4	11
	Travis Fryman	24	R	6	7	6	4	19
	Cecil Fielder	45	R	3	1	7	3	10
	Kirk Gibson	23	L	8	6	5	3	1
	Dan Gladden	32	R	7	5	4	5	3
	Mickey Tettleton	20	S	2	2	8	4	1
	S. Livingstone	7	L	5	2	2	7	6
	Chad Kreuter	19	S	2	4	5	3	7
	Skeeter Barnes	9	R	3	5	4	4	2
	Chris Gomez	35	R	6	3	3	3	4
	Alan Trammell	3	R	6	6	5	5	3
	Eric Davis	33	R	7	6	5	7	2
	Milt Cuyler	22	S	8	6	3	6	7
	Gary Thurman	15	R	8	6	3	4	1

BALTIMORE

PITCHERS	NAME	#	THR	POS	ERA	CTL	VEL	END
	Mike Mussina	35	R	S	4.44	7	4	7
	Ben McDonald	19	R	S	3.36	4	5	6
	Jamie Moyer	51	L	S	3.40	5	4	6
	F. Valenzuela	34	L	S	4.92	3	2	6
	Rick Sutcliffe	40	R	S	5.72	3	3	6
	Gregg Olson	30	R	R	1.60	4	7	1
	Jim Poole	45	L	R	2.16	4	3	1
	Alan Mills	75	R	R	3.24	3	4	2
	Todd Fehnrich	49	R	R	3.84	3	3	1
	Arthur Rhodes	53	L	R	6.52	2	4	5

BATTERS	NAME	#	BAT	POS	SPD	PWR	RNG	ERR
	Brady Anderson	9	L	7	6	5	4	2
	Mark McLemore	2	S	9	5	3	3	4
	Mike Devereaux	12	R	8	7	5	4	4
	Harold Baines	3	L	10	1	5	2	0
	Cal Ripken	8	R	6	5	5	7	17
	Mike Pagliarulo	13	L	5	3	4	4	8
	Chris Hoiles	23	R	2	3	8	1	5
	David Segui	21	S	3	2	3	2	5
	Harold Reynolds	25	S	4	6	3	4	10
	Leo Gomez	10	R	5	3	5	4	10
	Tim Hulett	36	R	5	3	3	8	8
	Jeffrey Hammonds	11	R	7	4	5	3	1
	Lonnie Smith	27	R	7	6	5	5	1
	Jack Voigt	28	R	7	5	5	2	0
	Sherman Obando	42	R	9	3	4	5	1

BOSTON

PITCHERS	NAME	#	THR	POS	ERA	CTL	VEL	END
	Frank Viola	16	L	S	3.12	4	3	6
	Danny Darwin	44	R	S	3.24	7	4	7
	Roger Clemens	21	R	S	4.44	6	6	7
	Aaron Sele	36	R	S	2.72	3	6	6
	John Dopson	40	R	S	4.96	4	3	5
	Jeff Russell	25	R	R	2.72	5	6	1
	Scott Bankhead	29	R	R	3.48	3	5	2
	Ken Ryan	50	R	R	3.60	2	6	1
	Greg Harris	27	R	R	3.76	3	6	1
	Paul Quantrill	49	R	R	3.88	5	3	3

BATTERS	NAME	#	BAT	POS	SPD	PWR	RNG	ERR
	Scott Fletcher	5	R	4	5	3	5	11
	Billy Hatcher	22	R	8	6	3	2	2
	Mike Greenwell	39	L	7	4	4	2	2
	Andre Dawson	10	R	9	4	5	4	0
	Mo Vaughn	42	L	3	3	6	3	16
	Rob Deer	23	R	9	3	7	6	8
	Scott Cooper	34	L	5	3	3	3	24
	John Valentini	13	R	6	4	5	4	20
	Tony Pena	6	R	2	4	1	1	4
	Bob Melvin	3	R	2	2	3	4	2
	Tim Naehring	11	R	4	4	3	3	2
	Ernest Riles	12	L	4	3	4	5	0
	Luis Rivera	2	R	6	4	3	5	3
	Carlos Quintana	18	R	9	2	1	2	0
	Bob Zupcic	28	R	9	5	4	3	2