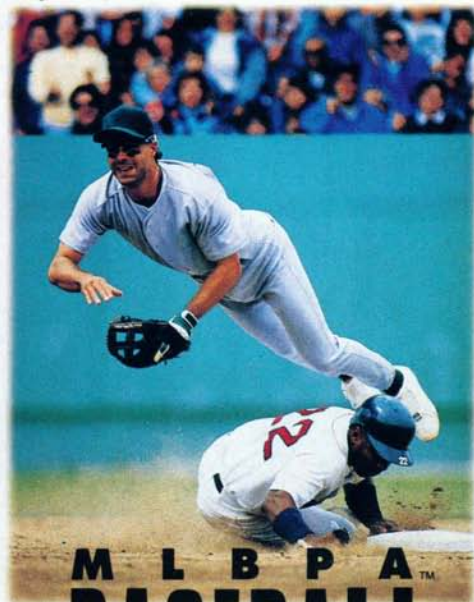


EA SPORTS
P R E S E N T S



M L B P A
BASEBALL
MAJOR LEAGUE BASEBALL
PLAYERS
© MLBPA

INSTRUCTION BOOKLET



ELECTRONIC ARTS®

P.O. Box 7578, San Mateo, CA 94403-7578

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 lost of long nights. His favorite baseball team Cincinnati Reds.

LICENSED BY



NINTENDO, SUPER NINTENDO ENTERTAINMENT
SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED
TRADEMARKS OF NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.



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 SUPER
NINTENDO ENTERTAINMENT SYSTEM.
ALL NINTENDO PRODUCTS ARE
LICENSED BY SALE FOR USE ONLY
WITH OTHER AUTHORIZED PRODUCTS
BEARING THE OFFICIAL NINTENDO
SEAL OF QUALITY.

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
Position pitcher on mound

A (also see Pitch Types below)
Control Pad LEFT/RIGHT

PITCH TYPES

Fast ball
Sinkers
Curve to left
Curve to right

A + Control Pad DOWN
A + Control Pad UP
A + Control Pad LEFT
A + Control Pad RIGHT

PICK OFF PLAY

Pick off throw to first
Pick off throw to second
Pick off throw to third

B + Control Pad RIGHT
B + Control Pad UP
B + Control Pad LEFT

Fielding

THROWING TO A BASE

Throw to first
Throw to second
Throw to third
Throw to home
Throw to a cutoff man

A + Control Pad RIGHT
A + Control Pad UP
A + Control Pad LEFT
A + Control Pad DOWN
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

Baltimore
Boston
Cleveland
Detroit
Milwaukee
New York
Toronto

West

Anaheim
Arlington
Chicago
Kansas City
Minneapolis
Oakland
Seattle

N League

East

Chicago
Miami
Montreal
New York
Philadelphia
Pittsburgh
St. Louis

West

Atlanta
Cincinnati
Denver
Houston
Los Angeles
San Diego
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



- Press **START** to call up the Options Screen.
- 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 players'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

Game Design: **Michael Kosaka, Happy Keller, and Scott Orr**

Lead Programmer: **Tim Meekins**

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**

Technical Director: **Rob Harris**

Product Manager: **Chip Lange**

Package Design: **E.J. Sarraile**

Package Photo: **Steve Babineau**

Package Art Direction: **Nancy Waisanen**

Documentation: **Michael "Three Finger" Humes**

Documentation Layout: **Jennie Maruyama**

Product Testing: **William Schmitt, Steve Imes, John Vilandre,**

Greg Kawamura, Mike Caldwell

Quality Assurance: **Erik Whiteford**

Special Thanks: **Greg Thomas, Kyra Woody Pehrson**

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts 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 Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. 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 Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS — THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRONIC ARTS. 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 ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRONIC ARTS 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.

RETURNS AFTER WARRANTY — To replace defective media after the ninety (90) day warranty period has expired, send the original Game Pak to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$30.00.

Electronic Arts
Customer Warranty
P.O. Box 7578
San Mateo, California 94403-7578

If you need to talk to someone about this product, call us at (415) 578-0316 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time.

Unless indicated otherwise, all software and documentation is © 1994 Electronic Arts.
All Rights Reserved.

EA Sports and the EA Sports logo are trademarks of Electronic Arts. Electronic Arts is an official licensee of the MLBPA. MLBPA, Major League Baseball Players Association and the MLBPA logo are trademarks of the MLBPA and used under license by Electronic Arts. ©MLBPA 1994.