

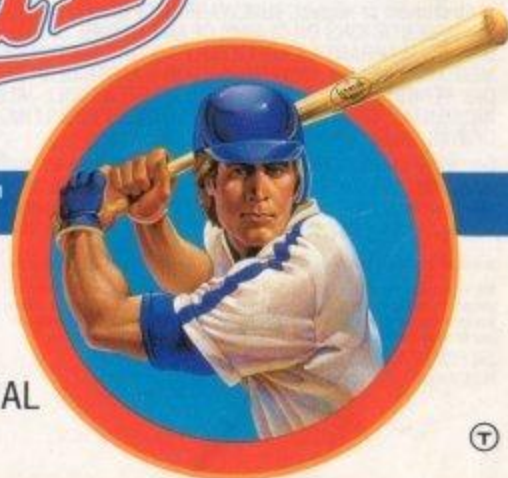


JALECO™

NES-L2-USA

# Bases Loaded II

SECOND SEASON™



INSTRUCTION MANUAL



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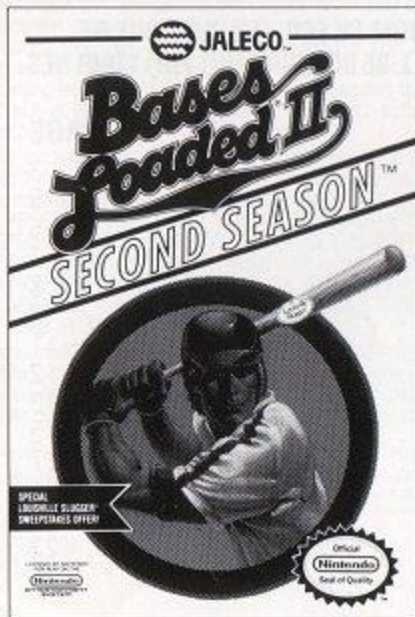
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THANKS FOR BUYING BASES LOADED II FROM JALECO. IT'S JUST ONE OF MANY NEW AND EXCITING GAMES WE WILL BE BRINGING OUT FOR YOUR NES.

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## BASES LOADED II: SECOND SEASON

It's been a long season. Your team has endured lengthy batting slumps by most of the starting lineup throughout August. And your team's number one starter, Rubin, has been erratic over his last three starts. But still, your team clings to a tenuous three game lead over the rest of the Eastern division, and there are only two weeks remaining in the season.

But forget about the future, you need to score runs now! You trail 4-3 in the bottom of the ninth with one out and your leadoff man, Weir, is taking a long lead off first. Your number three hitter, Siano, has been on a tear this past week. An ideal hit-and-run situation! The opposing team's pitcher goes into his windup and... Weir takes off for second! Siano chops the fastball through the open hole on the right side of the infield-- a perfectly executed hit-and-run. Runners at the corners with one down, perhaps the perfect time for a suicide squeeze...

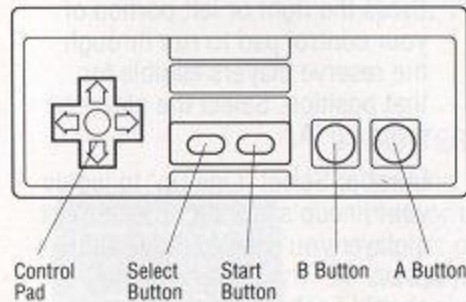
Bases Loaded II: Second Season takes you through a 130 game season in either the Eastern or Western division of a fictional professional baseball league. If you win 75 games, you win the pennant and a trip to the World Series. So grab your cleats and your glove. The "Second Season" is about to begin!

## OPTIONS

You can play a full season vs. the computer, or play head-to-head against a friend. If you're playing against the computer, you will be given a password at the completion of every game. Write it down to continue your season from where you left off.

To continue your season, press the "select" button during the opening screen. The arrow will move next to "continue." Press the A button, and the "input password" screen will appear. Change the letters of the password with the control pad. When a letter is correct, advance to the next letter by pressing the right side of the control pad. Once the complete password has been entered, your starting lineup will appear on the screen.

## THE CONTROLLER



Use button "A" to swing the bat, bunt, throw the ball, pitch, advance the screen, enter selections or make runners retreat.

Use button "B" to advance runners, dive for a ground ball, jump for a fly ball or cancel a selection.

Use "Start" button to call "Time Out."

## YOUR LINEUP

You have a nine man lineup to set up in the most effective batting order. The order your players start in is usually effective, but as you learn your players' individual strengths and weaknesses, you may wish to alter the lineup to best suit your playing style. You should also take into consideration which players on your team are "hot," and which are "cold."

**Player Change:** Select "Player Change" to replace a starter with a bench player before the game starts. Move the arrow next to the player you wish to replace.

Press the right or left portion of your control pad to run through the reserve players eligible for that position. Select the player by pressing "A."

**LineUp:** Select "Line Up" to juggle your lineup's batting order. Select a player you wish to move and press "A." The player's name should flash. Move the arrow to the other player you wish to switch and press "A." The players' order should now be changed.



## PLAYBALL

Select "Playball" to start the game.

## PLAYER PERFORMANCE RATINGS

Starting with the second game of league play, or the first time you bring in a relief pitcher or pinch hitter, you will have to read the **Player Performance Ratings** charts. Players are rated on a scale of -9 to +9 in three categories. The categories are **physical**, **sensitivity** and **intellectual**, and they affect pitchers and hitters differently.

## PITCHERS:

The **physical rating** controls the stamina of a pitcher. How long a pitcher can throw at a high speed and control his pitches is determined by his physical rating.

The **sensitivity rating** determines emotion or adrenaline level for a pitcher. A pitcher with a positive sensitivity rating will be able to throw at a higher speed than when he has a negative sensitivity rating.

The **intellectual rating** affects the pitcher's curveball. A positive intellectual rating will allow a pitcher to make the ball break sharply (assuming that pitcher has the ability to throw a curveball originally).

## BATTERS:

The **physical rating** affects a player's hitting ability. A positive physical rating could cause even poorly hit balls to drop in for base hits. A low negative rating, and your batter may not be able to buy a base hit.

The **sensitivity rating** determines emotion for a hitter. Emotion governs powerhitting ability for a batter. A positive sensitivity rating can be the difference between a dinger and a long fly out.

The **intellectual rating** governs the timely hit, or clutch hit. It affects the ability of the batter to get a base hit when there are men in scoring position.

The player performance rating for starters for the next game to be played will be shown at the end of every game (one player mode). Every player's performance rating follows a cycle similar to a biorhythm.

Player performance ratings will not alter a player's ability unrealistically (i.e. a light-hitting shortstop will not suddenly go on a power tear if he has a high positive sensitivity rating). Player performance ratings are designed to make Bases Loaded II players go through streaks and slumps like real major leaguers. As manager, you must decide if an average-ability starter is in enough of a slump to warrant benching him for a game or two.



## HOW TO PITCH:

Pitching is accomplished by pressing the control pad and the "A" button at the same time. When the pitcher goes into his wind-up, you can curve the ball either horizontally or vertically by pressing the control pad again. The longer you hold the control pad, the more movement you will put on the pitch. The ability to move or curve the ball is primarily determined by numerical ratings under the pitcher's curve ability (see team charts in back of manual). There are three types of curves: vertical, right and left.

**Wild Pitches:** A pitch that is far out of the strike zone sometimes will get by your catcher and roll to the backstop. If this happens, move your catcher to the ball quickly. Any player on base may advance on a wild pitch.

## HOW TO HIT:

Batting and bunting are accomplished by pressing the "A" button.

Press the control pad in conjunction with the "A" button to alter your batter's swing. Or, just hit "A" for a regular swing.

Like in real baseball, if you hit the ball on the bat's "sweet spot," it will go further than if you hit it on the end of the bat.

**Bunting** can be accomplished one of two ways. You can bunt by swinging halfway and then adjusting the bat with the control pad to make it meet the ball, or you can press the "A" button lightly when the ball reaches the plate. Either way will make your player attempt a bunt.

## HOW TO FIELD:

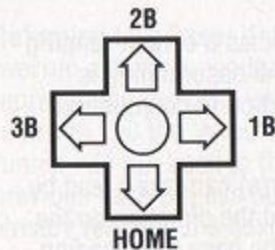
The infielder or outfielder closest to a hit ball will be activated automatically. You can move your fielder using the control pad.



**Diving:** By pressing the control pad and the "B" button at the same time, you can make your fielder **dive** for the ball. Your fielders can dive in any of eight directions.

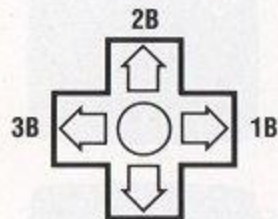


**Jumping:** By pressing the "B" button without the control pad, your fielder will jump in the air. This is an important skill to master to catch those long fly balls.



**Throwing:** Throw the ball to a base by pressing the "A" button and the control pad. See diagram for base determination.

**Pickoff Plays:** Pickoff base runners taking too long a lead by pressing the "B" button and a direction to throw the ball to a base rather than pitch.



## HOW TO RUN BASES:

Every player on your team has a certain running speed (see team charts). All baserunning is controlled using the "B" button in conjunction with the control pad.

**Stealing:** Your baserunner(s) can take a lead by pressing the "B" button and the direction on the control pad representing the base he is leading from. Continue pressing "B" and the control pad to attempt to steal a base. To cause more than one baserunner to steal, press the "down" arrow on the control pad and the "B" button.

**Returning to a Base:** If you should overrun a base, press the arrow representing the base you wish to return to and the "A" button. Your runner will run back to the previous base (unless he has already **reached** the next base).

**Hit and Runs:** Send your baserunner into motion with the "B" button and the control pad. Swing at the pitch using the "A" button as usual.



## HINTS AND TIPS:

**Pitching:** The big, breaking curve ball and the "back-door" slider are two excellent strike out pitches. Some of your team's pitchers will be able to throw these pitches, and once mastered, will make these pitchers more effective.

A big, breaking curve ball can be thrown by pressing "down" and the "A" button together (selecting a breaking ball), then pressing "up" on the control pad while the pitcher is in his motion (aiming for the upper part of the strike zone), then pressing "down" when the ball is on its way to the plate. Depending on the pitcher, the pitch will rise towards the batter's eyes, then drop sharply to his ankles. A tough pitch to hit!

The "back-door" slider is a pitch the computer players hate. Most pitchers can throw this pitch, although some pitchers will be more effective with it than others. Press the right arrow and the "A" button for a right-handed batter (the opposite for a left-handed hitter). The pitcher will go into his motion, and the catcher will set up on the inside part of the plate. When the pitcher releases the ball, press the lower left diagonal part of the control pad (7 o'clock position, 4 o'clock position for lefties). Depending on the pitcher, the ball

will move from the inside part of the plate to the middle of the plate. It also will break slightly. Computer players hate this pitch. It rarely is a strike, but it's close enough that they will swing (and usually miss!) at it.

### **Called Game or the "Mercy"**

**Factor:** After the 5th inning, if one team maintains a nine run or more lead over the other, the game will be "called." The victory will be awarded to the leading team. Consider this a "rain shortened" game.

## BUILDING THE PERFECT BEAST

### Juggling your lineup for maximum effectiveness.

Forgetting about player performance ratings for a moment, the ideal offense will feature a basestealer leading off, a contact hitter (hopefully batting over .300) batting second, and two or three powerhitters batting third through fifth. The theory behind this is: The basestealer will get on base to lead off the inning, the contact hitter will move him to second or third base and one of the power hitters will drive him home. In theory, it sounds great, but theory and reality are two different things.

Your basestealer will not always be leading off an inning. Sometimes your power guy will be leading off, or perhaps, your light-hitting catcher. An effective way to keep your lineup productive in all situations is to build three lineups within your one large lineup. Each lineup consists of a speed guy, a contact guy, and a power guy. A typical lineup would be speed, contact, power, speed, contact, power, speed, contact, power.

Of course this is assuming you have three speed guys, three power guys and three contact guys on your team. If not, the first strategy may be your best bet.



## MIX UP YOUR PITCHES

Nothing sets up a good curveball better than a couple of fastballs. Your pitcher will be much more effective if he mixes up his pitches. Don't fall in love with any one pitch, or you'll find the batters falling in love with it too!

One exception to this suggestion is if your team has an ace reliever who specializes in throwing 96 mph fastballs. Most ace relievers never pitch more than an inning and a half at any one time, so throwing their best pitch is usually recommended.

## BASES LOADED II

### Team Charts and Player Ratings

The following pages list all players on each East Coast and West Coast team and their individual statistics and ratings.

It is important to know the definition of the team chart headings as they relate to the team and player you select.

AVG.—Batting average

POSITION—Position played

HRs—Home runs

SPEED—Base stealing speed rated 0 to 31. The top base stealers are rated between 28 to 31.

BATS—Left, right or switch hitter

ERA—Earned run average

AVG. TOP SPEED—Pitchers are rated according to how fast they can throw. This is the average speed of their fastball. Occasionally, your pitchers will be able to throw a little faster.

CURVE ABILITY—Vertical, right or left. Pitchers can make their pitches curve vertically and horizontally and are rated in each category 0 to 16. The higher the number, the better their curve ability. Vertical curve is the amount of drop on a regular curve. Right curve and left curve is the amount of movement "in and out."

S/R/ST—Starting pitcher, **Reliever**, **STopper**

## PLAYER "BESTS":

### Eastern League

### Western League

#### TOP BASE STEALERS

|                |    |
|----------------|----|
| Weir (Jersey)  | 31 |
| Kramer (Miami) | 31 |

|               |    |
|---------------|----|
| Moy (Utah)    | 31 |
| Worth (Texas) | 29 |

#### ERA LEADERS

|                |      |
|----------------|------|
| Crown (Boston) | 1.56 |
|----------------|------|

|           |      |
|-----------|------|
| Kahn (LA) | 1.57 |
|-----------|------|

#### HOMERUN LEADERS

|                |    |
|----------------|----|
| Angel (Jersey) | 39 |
| Simon (D.C.)   | 37 |
| Lovell (Miami) | 35 |

|                 |    |
|-----------------|----|
| Bergen (LA)     | 43 |
| Yu (Kansas)     | 40 |
| Binder (Kansas) | 34 |

#### BATTING AVERAGE

|                 |      |
|-----------------|------|
| Porter (NY)     | .333 |
| Weir (Jersey)   | .333 |
| Teylan (Boston) | .331 |

|                |      |
|----------------|------|
| Brooks (Utah)  | .336 |
| Lauer (Hawaii) | .332 |
| Yu (Kansas)    | .331 |

# **EAST COAST TEAMS • NEW YORK**

|        | AVG. | POSITION | HRs | SPEED | BATS |
|--------|------|----------|-----|-------|------|
| LOLLAR | .287 | RF       | 15  | 24    | L    |
| HACKER | .262 | SS       | 5   | 18    | L    |
| ALBIN  | .300 | CF       | 28  | 19    | L    |
| LUKAS  | .307 | 3B       | 34  | 20    | R    |
| PALMER | .322 | LF       | 30  | 23    | L    |
| PORTER | .333 | 2B       | 7   | 17    | L    |
| MARVIN | .321 | 1B       | 10  | 22    | R    |
| FRANZ  | .273 | C        | 22  | 11    | R    |

## **THE BENCH**

|        |      |     |    |    |    |
|--------|------|-----|----|----|----|
| SUTOR  | .252 | C   | 2  | 8  | R  |
| ROTH   | .268 | C   | 3  | 15 | SW |
| VICTOR | .292 | INF | 4  | 26 | R  |
| VANCE  | .260 | INF | 2  | 18 | L  |
| GREEN  | .251 | INF | 0  | 20 | R  |
| GREY   | .300 | OF  | 15 | 22 | R  |
| POWERS | .250 | OF  | 2  | 18 | R  |
| COTTON | .282 | OF  | 15 | 20 | R  |
| CHIARO | .282 | OF  | 5  | 30 | SW |

| PITCHERS | ERA  | AVG.<br>TOP SPEED | CURVE ABILITY |       |      | S/R/ST |
|----------|------|-------------------|---------------|-------|------|--------|
|          |      |                   | VERTICAL      | RIGHT | LEFT |        |
| ABBEY    | 3.35 | 82                | 8             | 14    | 1    | R      |
| BENSON   | 3.40 | 93                | 15            | 0     | 6    | S      |
| STAMER   | 2.17 | 93                | 10            | 0     | 12   | S      |
| AYOUB    | 2.32 | 94                | 12            | 10    | 15   | S      |
| MONROE   | 3.03 | 86                | 13            | 12    | 13   | R      |
| NOLAN    | 3.63 | 83                | 2             | 15    | 10   | R      |
| TAKSEN   | 2.81 | 87                | 5             | 13    | 14   | ST     |
| GERALD   | 2.61 | 91                | 15            | 0     | 13   | R      |

# **EAST COAST TEAMS • BOSTON**

|        | AVG. | POSITION | HRs | SPEED | BATS |
|--------|------|----------|-----|-------|------|
| BAHR   | .254 | CF       | 1   | 22    | R    |
| SMITH  | .265 | RF       | 16  | 18    | L    |
| DEAFF  | .317 | 1B       | 24  | 16    | L    |
| TEYLAN | .331 | 3B       | 33  | 13    | R    |
| STORM  | .270 | 2B       | 30  | 20    | R    |
| JUNG   | .291 | LF       | 16  | 19    | L    |
| NORTON | .289 | SS       | 5   | 26    | L    |
| WISE   | .253 | C        | 3   | 18    | R    |

## **THE BENCH**

|        |      |     |    |    |   |
|--------|------|-----|----|----|---|
| DAVIS  | .250 | C   | 1  | 15 | R |
| HIRATA | .286 | C   | 2  | 17 | R |
| DORDEK | .256 | INF | 1  | 20 | R |
| POWESK | .287 | INF | 11 | 20 | R |
| HARRIS | .258 | INF | 0  | 23 | R |
| BLOK   | .288 | OF  | 1  | 24 | L |
| LEIFER | .250 | OF  | 0  | 21 | L |
| STARK  | .289 | OF  | 5  | 15 | L |
| FRANCO | .253 | OF  | 3  | 21 | R |

| PITCHERS | ERA  | AVG.<br>TOP SPEED | CURVE ABILITY |       |      | S/R/ST |
|----------|------|-------------------|---------------|-------|------|--------|
|          |      |                   | VERTICAL      | RIGHT | LEFT |        |
| BOBROW   | 4.45 | 94                | 13            | 13    | 0    | S      |
| KADLEK   | 3.02 | 94                | 12            | 0     | 12   | R      |
| IMHOFF   | 4.32 | 88                | 8             | 0     | 10   | R      |
| ANGEL    | 2.40 | 88                | 10            | 6     | 11   | R      |
| JUAREZ   | 2.74 | 94                | 15            | 0     | 15   | S      |
| CAIN     | 4.33 | 88                | 13            | 15    | 6    | S      |
| NORRIS   | 4.50 | 88                | 14            | 7     | 12   | R      |
| CROWN    | 1.56 | 93                | 15            | 10    | 13   | ST     |

# **EAST COAST TEAMS • JERSEY**

|        | AVG. | POSITION | HRs | SPEED | BATS |
|--------|------|----------|-----|-------|------|
| PROKOP | .294 | RF       | 12  | 27    | SW   |
| WEIR   | .333 | 2B       | 0   | 31    | SW   |
| SIANO  | .281 | SS       | 11  | 30    | SW   |
| JACOBS | .281 | 1B       | 24  | 16    | L    |
| ANGEL  | .218 | LF       | 39  | 16    | L    |
| KAZMER | .288 | CF       | 15  | 26    | L    |
| FARRAR | .319 | 3B       | 6   | 17    | R    |
| DION   | .276 | C        | 8   | 22    | R    |

## **THE BENCH**

|        |      |     |    |    |   |
|--------|------|-----|----|----|---|
| ZIGGE  | .252 | C   | 0  | 14 | R |
| OLSON  | .265 | C   | 0  | 18 | L |
| QUAY   | .252 | INF | 3  | 22 | L |
| ROUGH  | .250 | INF | 1  | 25 | L |
| POPP   | .268 | INF | 10 | 20 | R |
| NORKUS | .264 | OF  | 1  | 18 | R |
| FAVARO | .261 | OF  | 1  | 17 | L |
| BIERUM | .274 | OF  | 1  | 16 | L |
| SEALY  | .252 | OF  | 0  | 18 | R |

| PITCHERS | ERA  | AVG.<br>TOP SPEED | CURVE ABILITY |       |      | S/R/ST |
|----------|------|-------------------|---------------|-------|------|--------|
|          |      |                   | VERTICAL      | RIGHT | LEFT |        |
| SEITZ    | 1.64 | 95                | 15            | 7     | 10   | ST     |
| RUBIN    | 3.38 | 95                | 13            | 5     | 12   | S      |
| MEYERS   | 3.69 | 88                | 8             | 0     | 9    | R      |
| SKAJA    | 3.60 | 80                | 15            | 15    | 15   | S      |
| BERKE    | 3.23 | 88                | 15            | 11    | 11   | R      |
| MAIN     | 2.42 | 93                | 13            | 12    | 13   | R      |
| HORI     | 2.95 | 89                | 12            | 15    | 8    | S      |
| CONELL   | 3.51 | 82                | 8             | 12    | 3    | R      |

# **EAST COAST TEAMS • PHILLY**

|        | AVG. | POSITION | HRs | SPEED | BATS |
|--------|------|----------|-----|-------|------|
| JAMES  | .301 | LF       | 9   | 23    | L    |
| HANNON | .251 | CF       | 0   | 30    | SW   |
| BITNER | .258 | SS       | 13  | 23    | R    |
| PINKE  | .304 | 1B       | 24  | 18    | L    |
| SAKOL  | .284 | RF       | 19  | 20    | R    |
| MIZEL  | .288 | 3B       | 21  | 18    | R    |
| KARASH | .252 | 2B       | 6   | 19    | R    |
| MILLER | .280 | C        | 9   | 16    | R    |

## **THE BENCH**

|        |      |     |    |    |   |
|--------|------|-----|----|----|---|
| GOLD   | .252 | C   | 3  | 20 | L |
| OKO    | .251 | C   | 0  | 19 | R |
| WEBB   | .275 | INF | 15 | 21 | R |
| BAILEY | .286 | INF | 5  | 18 | R |
| SILLS  | .280 | INF | 5  | 21 | R |
| PEREZ  | .300 | OF  | 10 | 22 | L |
| SHIGET | .268 | OF  | 2  | 18 | L |
| WITT   | .256 | OF  | 11 | 18 | R |
| ARON   | .253 | OF  | 0  | 18 | L |

| PITCHERS | ERA  | AVG.<br>TOP SPEED | CURVE ABILITY |       |      | S/R/ST |
|----------|------|-------------------|---------------|-------|------|--------|
|          |      |                   | VERTICAL      | RIGHT | LEFT |        |
| GOTZY    | 5.07 | 88                | 13            | 8     | 12   | S      |
| FRESER   | 4.52 | 84                | 15            | 6     | 10   | R      |
| JONSON   | 4.27 | 89                | 10            | 5     | 13   | S      |
| WEBER    | 4.01 | 81                | 10            | 8     | 11   | R      |
| LASSER   | 2.65 | 91                | 15            | 3     | 13   | R      |
| MARSH    | 3.75 | 93                | 5             | 7     | 12   | R      |
| FEELEY   | 3.96 | 86                | 15            | 12    | 15   | S      |
| BENNET   | 4.02 | 91                | 15            | 0     | 10   | ST     |

# **EAST COAST TEAMS • MIAMI**

|        | AVG. | POSITION | HRs | SPEED | BATS |
|--------|------|----------|-----|-------|------|
| FLORAN | .291 | 2B       | 12  | 28    | L    |
| ELISON | .262 | 3B       | 0   | 21    | R    |
| KRAMER | .291 | CF       | 9   | 31    | SW   |
| LOVELL | .323 | RF       | 35  | 23    | R    |
| WILSON | .298 | 1B       | 13  | 15    | L    |
| CUCCIA | .289 | LF       | 20  | 20    | R    |
| FERNIN | .258 | SS       | 2   | 29    | SW   |
| BARKLY | .301 | C        | 4   | 18    | R    |

## **THE BENCH**

|        |      |     |    |    |    |
|--------|------|-----|----|----|----|
| MACKEY | .250 | C   | 0  | 12 | R  |
| HARBER | .266 | C   | 3  | 16 | R  |
| FINE   | .263 | INF | 3  | 22 | SW |
| BOZMAN | .268 | INF | 10 | 16 | R  |
| HUDSON | .255 | INF | 5  | 11 | R  |
| EGGERS | .250 | OF  | 0  | 24 | R  |
| GARSON | .268 | OF  | 1  | 28 | SW |
| OLDHAM | .252 | OF  | 1  | 18 | R  |
| HAWKIN | .256 | OF  | 2  | 28 | L  |

| PITCHERS | ERA  | AVG.<br>TOP SPEED | CURVE ABILITY |       |      | S/R/ST |
|----------|------|-------------------|---------------|-------|------|--------|
|          |      |                   | VERTICAL      | RIGHT | LEFT |        |
| BARR     | 5.26 | 89                | 16            | 14    | 7    | R      |
| JUSTES   | 4.58 | 85                | 12            | 5     | 12   | S      |
| McCALL   | 2.17 | 89                | 15            | 8     | 14   | ST     |
| PAULL    | 5.17 | 91                | 12            | 0     | 12   | R      |
| DUNIS    | 3.96 | 78                | 10            | 11    | 3    | R      |
| RUNYON   | 2.88 | 89                | 15            | 9     | 15   | S      |
| BETSON   | 4.26 | 88                | 15            | 13    | 5    | S      |
| SCOTT    | 3.70 | 88                | 13            | 0     | 10   | R      |

# **EAST COAST TEAMS • D.C.**

|        | AVG. | POSITION | HRs | SPEED | BATS |
|--------|------|----------|-----|-------|------|
| ABZUG  | .282 | 3B       | 2   | 30    | SW   |
| PORTER | .281 | CF       | 7   | 27    | L    |
| FOREST | .292 | RF       | 11  | 28    | R    |
| BRADLY | .263 | SS       | 9   | 19    | R    |
| ONEILL | .260 | 1B       | 8   | 20    | L    |
| KEAN   | .268 | LF       | 12  | 20    | R    |
| SPEND  | .256 | 2B       | 6   | 24    | R    |
| MEESE  | .252 | C        | 3   | 12    | R    |

## **THE BENCH**

|        |      |     |    |    |   |
|--------|------|-----|----|----|---|
| PARDO  | .277 | C   | 3  | 13 | R |
| SPEAKS | .258 | C   | 9  | 15 | R |
| HALL   | .303 | INF | 9  | 21 | R |
| SIMON  | .252 | INF | 3  | 19 | R |
| MILLER | .252 | OF  | 3  | 17 | R |
| GREEN  | .252 | OF  | 2  | 29 | R |
| SANCEZ | .254 | OF  | 4  | 18 | L |
| PEREZ  | .260 | OF  | 0  | 20 | L |
| NORTH  | .332 | DH  | 33 | 11 | R |

| PITCHERS | ERA  | AVG.<br>TOP SPEED | CURVE ABILITY |       |      | S/R/ST |
|----------|------|-------------------|---------------|-------|------|--------|
|          |      |                   | VERTICAL      | RIGHT | LEFT |        |
| FORD     | 4.38 | 86                | 12            | 13    | 8    | R      |
| NIXON    | 3.32 | 91                | 15            | 5     | 15   | S      |
| REGAN    | 6.22 | 88                | 10            | 8     | 13   | R      |
| BUSH     | 3.38 | 88                | 8             | 0     | 15   | R      |
| QUAIL    | 3.20 | 84                | 9             | 6     | 13   | S      |
| BUDGIT   | 3.94 | 90                | 10            | 7     | 12   | R      |
| SPIRO    | 2.94 | 88                | 15            | 12    | 15   | ST     |
| DUKE     | 4.34 | 91                | 15            | 14    | 15   | S      |

## WEST COAST TEAMS • L.A.

|        | AVG. | POSITION | HRs | SPEED | BATS |
|--------|------|----------|-----|-------|------|
| KELLY  | .269 | 3B       | 11  | 24    | R    |
| CARSON | .252 | 2B       | 2   | 20    | R    |
| BERGEN | .262 | CF       | 43  | 27    | R    |
| STEWAR | .259 | 1B       | 29  | 23    | R    |
| KAZAN  | .271 | LF       | 7   | 19    | L    |
| GARLAN | .247 | C        | 10  | 21    | R    |
| TRACY  | .282 | RF       | 15  | 19    | L    |
| COLLIN | .251 | SS       | 0   | 19    | SW   |

## THE BENCH

|        |      |     |    |    |    |
|--------|------|-----|----|----|----|
| CRAWFO | .294 | C   | 2  | 18 | R  |
| COSBY  | .234 | C   | 3  | 17 | R  |
| HOFMAN | .255 | INF | 7  | 28 | R  |
| ASTARE | .256 | INF | 7  | 19 | R  |
| ROGERS | .260 | INF | 10 | 20 | L  |
| PACINO | .265 | OF  | 5  | 22 | L  |
| HACMAN | .258 | OF  | 5  | 21 | R  |
| HEPBUR | .258 | OF  | 8  | 28 | L  |
| WELSH  | .268 | DH  | 4  | 28 | SW |

| PITCHERS | ERA  | AVG.<br>TOP SPEED | CURVE ABILITY |       |      | S/R/ST |
|----------|------|-------------------|---------------|-------|------|--------|
|          |      |                   | VERTICAL      | RIGHT | LEFT |        |
| KAHN     | 1.57 | 86                | 15            | 10    | 15   | R      |
| TAYLOR   | 3.82 | 88                | 12            | 8     | 15   | R      |
| BURTON   | 3.61 | 88                | 10            | 6     | 13   | R      |
| GRANT    | 3.02 | 94                | 15            | 5     | 15   | S      |
| CRUISE   | 2.59 | 88                | 15            | 12    | 15   | S      |
| MASON    | 5.82 | 84                | 8             | 13    | 0    | R      |
| BROSON   | 3.11 | 88                | 15            | 0     | 15   | ST     |
| DRYFUS   | 2.41 | 91                | 15            | 15    | 15   | S      |

## WEST COAST TEAMS • KANSAS

|        | AVG. | POSITION | HRs | SPEED | BATS |
|--------|------|----------|-----|-------|------|
| GOODE  | .284 | 2B       | 8   | 20    | R    |
| BATES  | .303 | LF       | 20  | 25    | L    |
| YU     | .331 | 1B       | 40  | 10    | R    |
| SAIGUN | .287 | CF       | 10  | 28    | L    |
| DELL   | .290 | 3B       | 12  | 19    | SW   |
| NORTON | .291 | RF       | 11  | 25    | R    |
| CUTLER | .272 | C        | 1   | 19    | R    |
| BAXTER | .261 | SS       | 8   | 28    | R    |

## THE BENCH

|        |      |     |    |    |   |
|--------|------|-----|----|----|---|
| BANY   | .209 | C   | 2  | 15 | R |
| ELBAR  | .248 | C   | 9  | 17 | R |
| RACINE | .250 | INF | 5  | 17 | R |
| WASLEY | .265 | INF | 0  | 20 | R |
| CLARK  | .252 | INF | 1  | 18 | R |
| BLEDIG | .251 | OF  | 3  | 18 | R |
| BLAYER | .281 | OF  | 2  | 21 | L |
| MALITZ | .278 | OF  | 8  | 22 | R |
| BINDER | .317 | DH  | 34 | 15 | R |

| PITCHERS | ERA  | AVG.<br>TOP SPEED | CURVE ABILITY |       |      | S/R/ST |
|----------|------|-------------------|---------------|-------|------|--------|
|          |      |                   | VERTICAL      | RIGHT | LEFT |        |
| ANDERS   | 3.98 | 88                | 15            | 8     | 13   | S      |
| HOLLER   | 2.75 | 89                | 15            | 5     | 15   | S      |
| MAY      | 3.72 | 84                | 10            | 9     | 8    | S      |
| BALTA    | 4.96 | 86                | 15            | 11    | 13   | R      |
| PAXOS    | 3.87 | 88                | 12            | 13    | 5    | R      |
| ANTMAN   | 3.95 | 88                | 15            | 7     | 13   | ST     |
| ZATZ     | 5.05 | 86                | 15            | 6     | 12   | R      |
| MODINE   | 6.05 | 91                | 8             | 0     | 12   | R      |

# WEST COAST TEAMS • OMAHA

|        | AVG. | POSITION | HRs | SPEED | BATS |
|--------|------|----------|-----|-------|------|
| PRINCE | .263 | CF       | 5   | 18    | L    |
| FISHER | .265 | 2B       | 15  | 23    | SW   |
| HARNET | .269 | 1B       | 15  | 13    | R    |
| LIEBER | .251 | SS       | 9   | 13    | R    |
| WEISS  | .309 | LF       | 9   | 11    | L    |
| LERNER | .278 | RF       | 2   | 18    | L    |
| FOX    | .260 | 3B       | 15  | 18    | R    |
| ATLAS  | .275 | C        | 12  | 18    | R    |

## THE BENCH

|        |      |     |    |    |   |
|--------|------|-----|----|----|---|
| BELAM  | .250 | C   | 0  | 15 | R |
| STRUVE | .269 | C   | 1  | 14 | R |
| WAYNE  | .275 | INF | 5  | 18 | R |
| HOWARD | .279 | INF | 2  | 21 | R |
| ROWE   | .284 | INF | 3  | 12 | L |
| GATEN  | .251 | OF  | 2  | 15 | R |
| CHERRY | .282 | OF  | 5  | 20 | L |
| BENDER | .289 | OF  | 20 | 20 | L |
| CURTIS | .280 | DH  | 25 | 19 | R |

| PITCHERS | ERA  | AVG.<br>TOP SPEED | CURVE ABILITY |       |      | S/R/ST |
|----------|------|-------------------|---------------|-------|------|--------|
|          |      |                   | VERTICAL      | RIGHT | LEFT |        |
| JONES    | 4.50 | 89                | 10            | 0     | 13   | R      |
| BAKER    | 3.40 | 88                | 10            | 7     | 14   | R      |
| KALOU    | 4.28 | 91                | 15            | 0     | 15   | R      |
| REVERE   | 4.08 | 84                | 8             | 15    | 3    | R      |
| LOPES    | 4.96 | 88                | 15            | 0     | 15   | S      |
| HARDY    | 2.89 | 91                | 10            | 0     | 15   | S      |
| ALBERT   | 5.10 | 91                | 15            | 2     | 15   | S      |
| MOSS     | 4.28 | 81                | 10            | 0     | 15   | ST     |

# WEST COAST TEAMS • TEXAS

|        | AVG. | POSITION | HRs | SPEED | BATS |
|--------|------|----------|-----|-------|------|
| WORTH  | .288 | CF       | 11  | 29    | L    |
| KANE   | .250 | SS       | 0   | 15    | R    |
| DEITH  | .308 | 2B       | 28  | 18    | R    |
| BREWER | .252 | 3B       | 5   | 22    | R    |
| SINGER | .272 | LF       | 7   | 20    | L    |
| BETTI  | .285 | RF       | 22  | 22    | R    |
| ZEGLIN | .312 | 1B       | 5   | 21    | R    |
| LARSON | .250 | C        | 11  | 9     | R    |

## THE BENCH

|        |      |     |    |    |   |
|--------|------|-----|----|----|---|
| YOUNG  | .247 | C   | 2  | 16 | L |
| CORSAR | .274 | C   | 9  | 18 | R |
| LARSON | .252 | INF | 3  | 18 | R |
| RHODES | .256 | INF | 5  | 26 | R |
| CATLIN | .273 | INF | 10 | 19 | R |
| CHEZ   | .254 | OF  | 5  | 16 | R |
| THORPE | .257 | OF  | 7  | 18 | R |
| GILDAR | .260 | OF  | 2  | 19 | R |
| CHASE  | .317 | DH  | 31 | 10 | L |

| PITCHERS | ERA  | AVG.<br>TOP SPEED | CURVE ABILITY |       |      | S/R/ST |
|----------|------|-------------------|---------------|-------|------|--------|
|          |      |                   | VERTICAL      | RIGHT | LEFT |        |
| BARON    | 3.24 | 89                | 15            | 6     | 12   | ST     |
| IMHOFF   | 4.52 | 86                | 8             | 13    | 5    | R      |
| LIPKIN   | 3.23 | 89                | 15            | 9     | 14   | S      |
| REUTER   | 3.22 | 90                | 15            | 6     | 13   | R      |
| BRADY    | 4.19 | 88                | 15            | 8     | 15   | S      |
| HINES    | 3.15 | 89                | 15            | 10    | 15   | S      |
| GRANT    | 4.63 | 84                | 13            | 15    | 10   | R      |
| TEWNER   | 3.99 | 86                | 6             | 6     | 10   | R      |

# WEST COAST TEAMS • HAWAII

|        | AVG. | POSITION | HRs | SPEED | BATS |
|--------|------|----------|-----|-------|------|
| DEVITO | .256 | CF       | 2   | 28    | SW   |
| NELSON | .267 | SS       | 1   | 26    | SW   |
| FULLER | .294 | 3B       | 22  | 17    | L    |
| LUNDIE | .320 | 1B       | 37  | 13    | L    |
| SUELZE | .291 | 2B       | 24  | 18    | R    |
| BRAND  | .270 | RF       | 23  | 20    | R    |
| FELL   | .274 | LF       | 10  | 16    | R    |
| DANGER | .256 | C        | 4   | 19    | R    |

## THE BENCH

|        |      |     |    |    |    |
|--------|------|-----|----|----|----|
| PARIS  | .252 | C   | 6  | 16 | R  |
| OLIFF  | .250 | C   | 2  | 12 | R  |
| REED   | .258 | INF | 2  | 29 | R  |
| LAUER  | .261 | INF | 3  | 24 | R  |
| HUBNER | .250 | INF | 2  | 31 | SW |
| CAHILL | .285 | OF  | 10 | 15 | R  |
| CABLE  | .256 | OF  | 3  | 22 | L  |
| MANDEL | .291 | OF  | 12 | 19 | L  |
| McFEE  | .272 | DH  | 15 | 16 | R  |

| PITCHERS | ERA  | AVG.<br>TOP SPEED | CURVE ABILITY |       |      | S/R/ST |
|----------|------|-------------------|---------------|-------|------|--------|
|          |      |                   | VERTICAL      | RIGHT | LEFT |        |
| HO       | 4.22 | 86                | 10            | 6     | 10   | R      |
| SUESS    | 3.80 | 90                | 15            | 10    | 15   | S      |
| KANE     | 2.94 | 86                | 12            | 11    | 7    | R      |
| TEMPO    | 5.10 | 88                | 8             | 12    | 8    | S      |
| SUBECK   | 3.91 | 88                | 14            | 8     | 14   | ST     |
| FOUTS    | 4.96 | 88                | 7             | 12    | 5    | R      |
| MELLOR   | 3.09 | 86                | 12            | 7     | 10   | R      |
| QUEST    | 3.93 | 88                | 14            | 5     | 12   | S      |

# WEST COAST TEAMS • UTAH

|        | AVG. | POSITION | HRs | SPEED | BATS |
|--------|------|----------|-----|-------|------|
| MOY    | .265 | 2B       | 5   | 31    | R    |
| BROOKS | .336 | LF       | 13  | 22    | L    |
| THALL  | .268 | 3B       | 14  | 16    | R    |
| BLUM   | .262 | RF       | 21  | 21    | R    |
| CABOT  | .263 | CF       | 13  | 20    | R    |
| SMITH  | .281 | 1B       | 6   | 19    | L    |
| GARA   | .238 | SS       | 2   | 18    | R    |
| QUERO  | .233 | C        | 6   | 18    | R    |

## THE BENCH

|        |      |     |    |    |   |
|--------|------|-----|----|----|---|
| LONDON | .255 | C   | 2  | 22 | R |
| OHSIEK | .266 | C   | 5  | 17 | R |
| VILLEC | .253 | INF | 4  | 15 | R |
| BLANC  | .268 | INF | 3  | 20 | L |
| PATEL  | .251 | INF | 2  | 16 | R |
| NAGY   | .298 | OF  | 6  | 18 | L |
| FAVIA  | .255 | OF  | 0  | 18 | R |
| LOWRY  | .310 | OF  | 1  | 18 | R |
| MAY    | .300 | DH  | 24 | 20 | L |

| PITCHERS | ERA  | AVG.<br>TOP SPEED | CURVE ABILITY |       |      | S/R/ST |
|----------|------|-------------------|---------------|-------|------|--------|
|          |      |                   | VERTICAL      | RIGHT | LEFT |        |
| FOLEY    | 4.65 | 86                | 8             | 6     | 12   | R      |
| MAYO     | 3.24 | 94                | 15            | 15    | 8    | ST     |
| SPROUT   | 2.88 | 95                | 15            | 15    | 15   | S      |
| TERRY    | 5.40 | 94                | 12            | 11    | 13   | R      |
| MAYCAN   | 4.70 | 93                | 10            | 8     | 14   | S      |
| LAZAR    | 4.52 | 86                | 15            | 8     | 15   | R      |
| VICK     | 4.78 | 94                | 15            | 13    | 10   | R      |
| PETERS   | 4.92 | 85                | 10            | 15    | 3    | S      |

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

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Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns

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Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip Code \_\_\_\_\_

How did you get this game? ☐ bought it ☐ got as gift

How many games do you own for your Nintendo? \_\_\_\_\_

How long have you owned your Nintendo? \_\_\_\_\_

Does your Nintendo have any other accessories? \_\_\_\_\_

☐ gun ☐ robot ☐ power pad ☐ other joystick

If you own another joystick for your Nintendo, which one is it, and why did you want another stick? \_\_\_\_\_

What kind of games do you like to play on your Nintendo?

- ☐ role-playing ☐ movie hits ☐ arcade titles ☐ sports games  
☐ war games ☐ adventure ☐ driving games

How often do you play your Nintendo? \_\_\_\_\_

Do you ☐ play alone? ☐ with friends?

How do you learn about new games for your Nintendo? ☐ friends  
☐ advertising ☐ call Nintendo ☐ call other companies ☐ from TV

Which TV shows do you watch? \_\_\_\_\_

Which magazines do you read? \_\_\_\_\_

Which movie did you last see? \_\_\_\_\_

Do you have any brothers? \_\_\_\_\_ how old? \_\_\_\_\_

Do you have any sisters? \_\_\_\_\_ how old? \_\_\_\_\_

**Thanks for answering our questions and telling us about yourself  
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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.

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