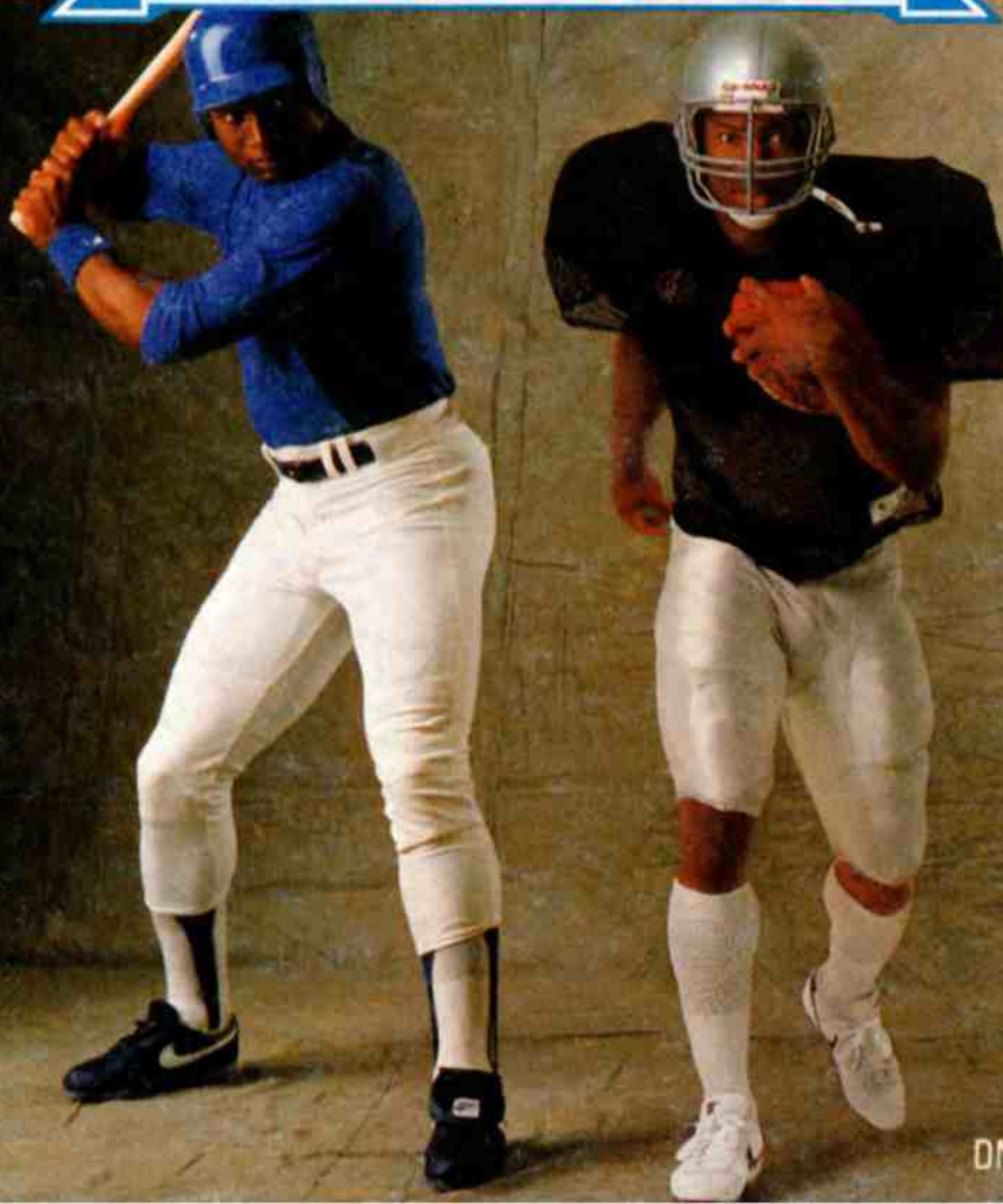


Nintendo®
GAMEBOY®

BO JACKSON

TWO GAMES IN ONE



INSTRUCTION MANUAL

DMG-BJ-USA

Bo JACKSON Hit and Run! Baseball and Football

Introduction

Thank you for purchasing **BO JACKSON Hit and Run! Baseball and Football** for the Game Boy. We hope you enjoy the double challenge of fast paced baseball and high impact football. Test yourself in either arena in solo action or with a two player Game link.

With Bo Jackson Hit and Run!, the choices are up to you...

Which play to call on 3rd and long? Do you down the kick-off in the end zone, or risk the odds (and your neck) on the run for the goal line? All the action of the two biggest leagues in professional sports await you!

But you won't be alone. Bo will be there to help you make a name for yourself in the Majors. So master the skills of Coach, Manager, and Athlete in this cross-training classic from T•HQ!



NINTENDO, GAME BOY
AND THE OFFICIAL SEALS
ARE TRADEMARKS OF
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 GAME BOY SYSTEM.

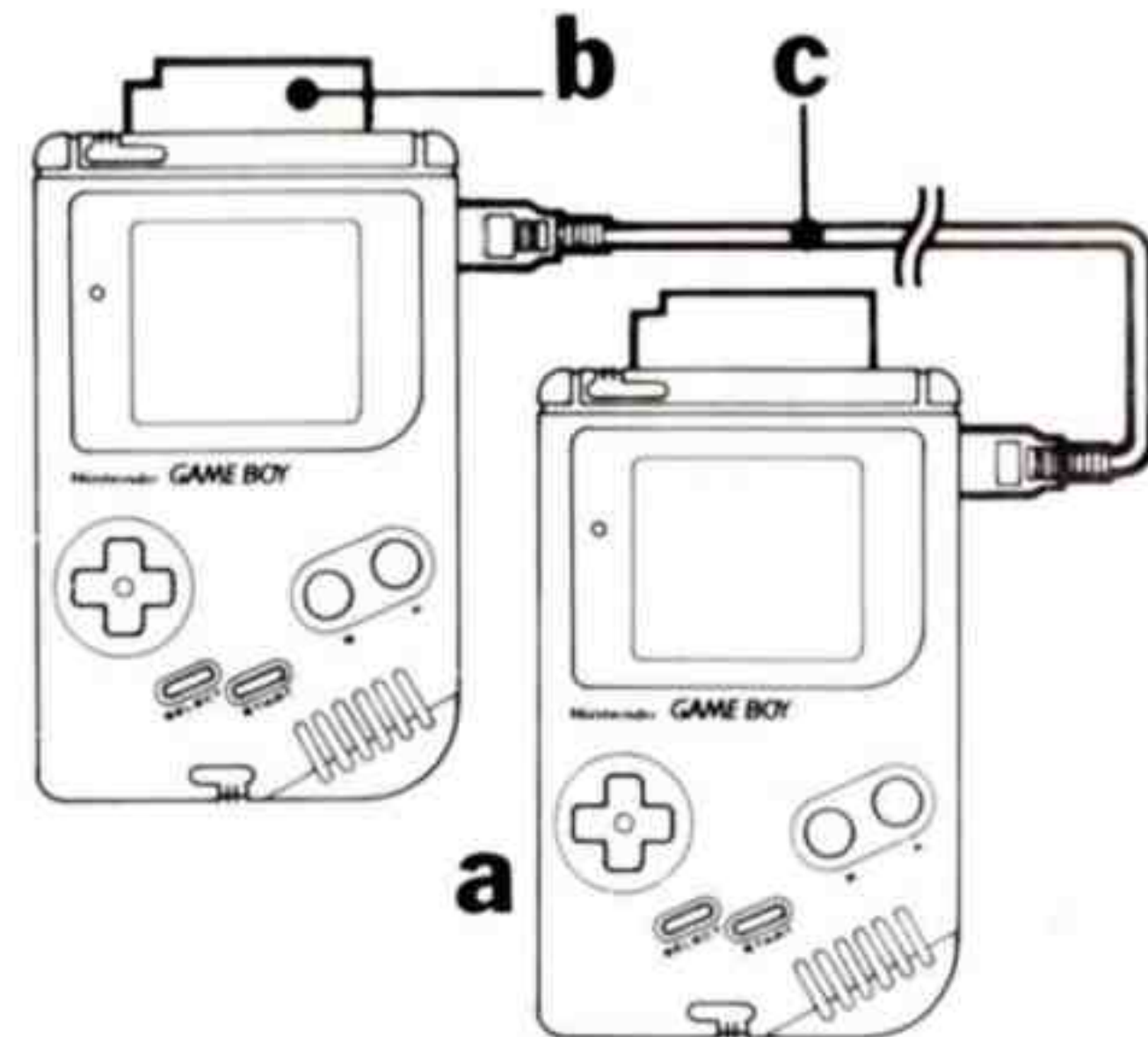
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SPORTS SELECTION

Choose between one or two players by moving the arrow button left and right and press **START**. A two player game requires two **BO JACKSON Hit and Run** cartridges as well as two Game Boy units and a Video Link cable. A picture showing a batter and a running back appears. To select **BASEBALL**, press the arrow pad **LEFT**. The scene shifts left, showing two baseball players. Press **START** to begin baseball.

To select **FOOTBALL**, press **RIGHT** on the previous screen. The scene shifts right, showing two football players. Press **START** here to begin.



You need:

- a) 2 GAME BOY units
- b) 2 Bo Jackson Game Paks
- c) 1 Game Link Cable



BASEBALL

Your first choice is the length of the game— move box to indicate number of innings desired (1-9) press **START**. Next you choose whether to pitch first and keep the home field advantage or to bat first. Use the arrow pad to make your selection and press **START**. The choice of team appears next. Choose your team by moving the lit border with the arrow pad to your selection and press **START**. The

game begins here with the home team taking the field.

INN	1 2 3 4 5 6 7 8 9	R	H
PHI	0	0	0
OAK	0	0	0

JEREMY	AV.350	HR01	L
JEREMY	STRIKES	0	
CARNEY	BALLS	0	
MENSCH	OUTS	1	
DURRETT	LOUIE		L
HOWELL			
WORLEY			
MONROE			
ROSS			
REAGAN			

The scoreboard appears showing a variety of stats involving the game and its players. At the top left is the inning, the two teams and the current score. The top right has the status for Runs and Hits. The

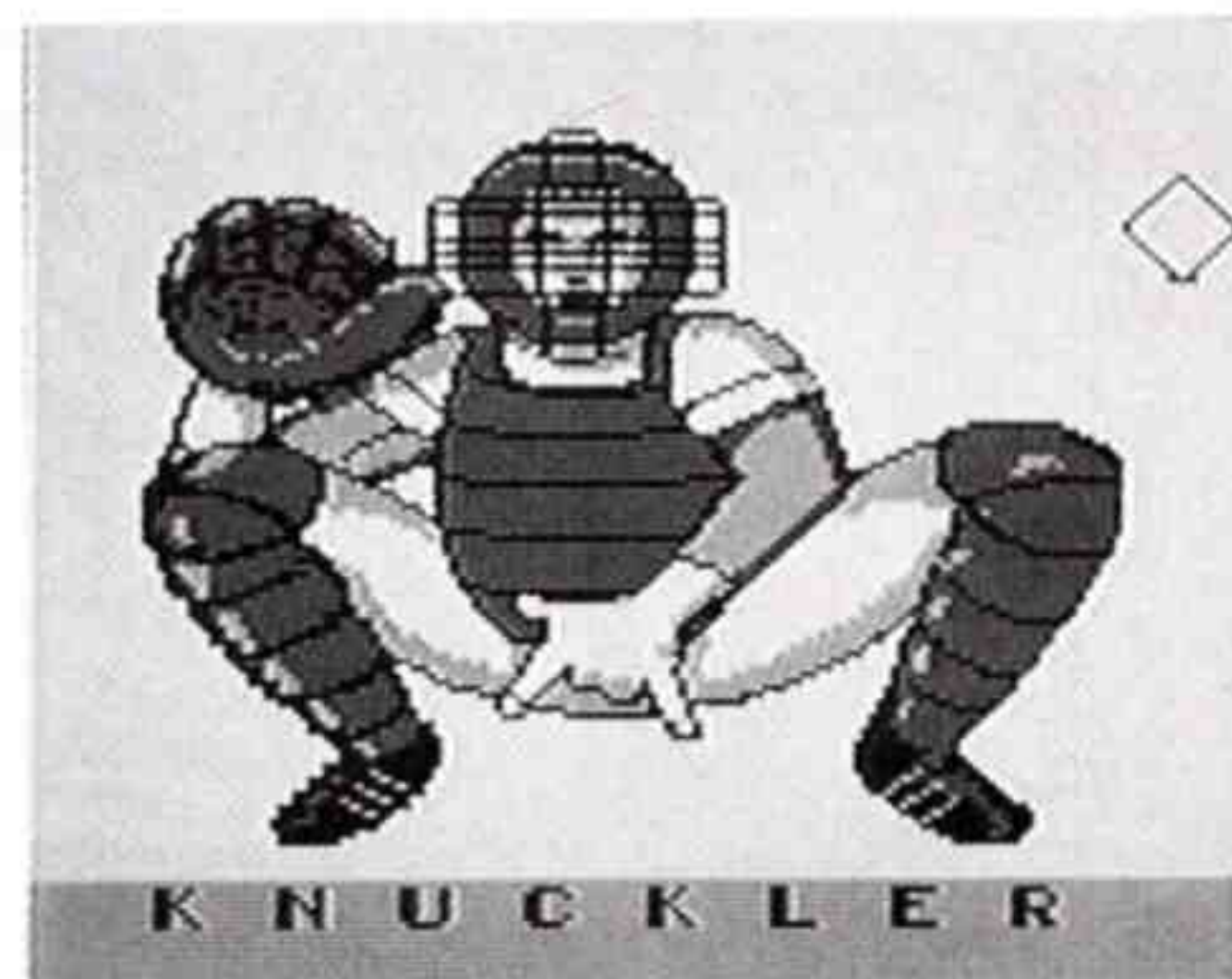


middle bar shows the current batter, his batting average, how many homers he has hit, and if he bats right or left handed. The column below the batter's name is the batting order of your team. To the right of the batter is the current count on the batter. The bottom right corner shows the pitchers name and if left or right handed. To change pitcher press **SELECT**. To turn music on or off press **START** while scoreboard is shown. Press **A** to go to pitch selection.

PITCHING

Accept the pitch by pressing **A**. To change the pitch move the arrow pad **LEFT** or **RIGHT**. Mini Diamond indicates

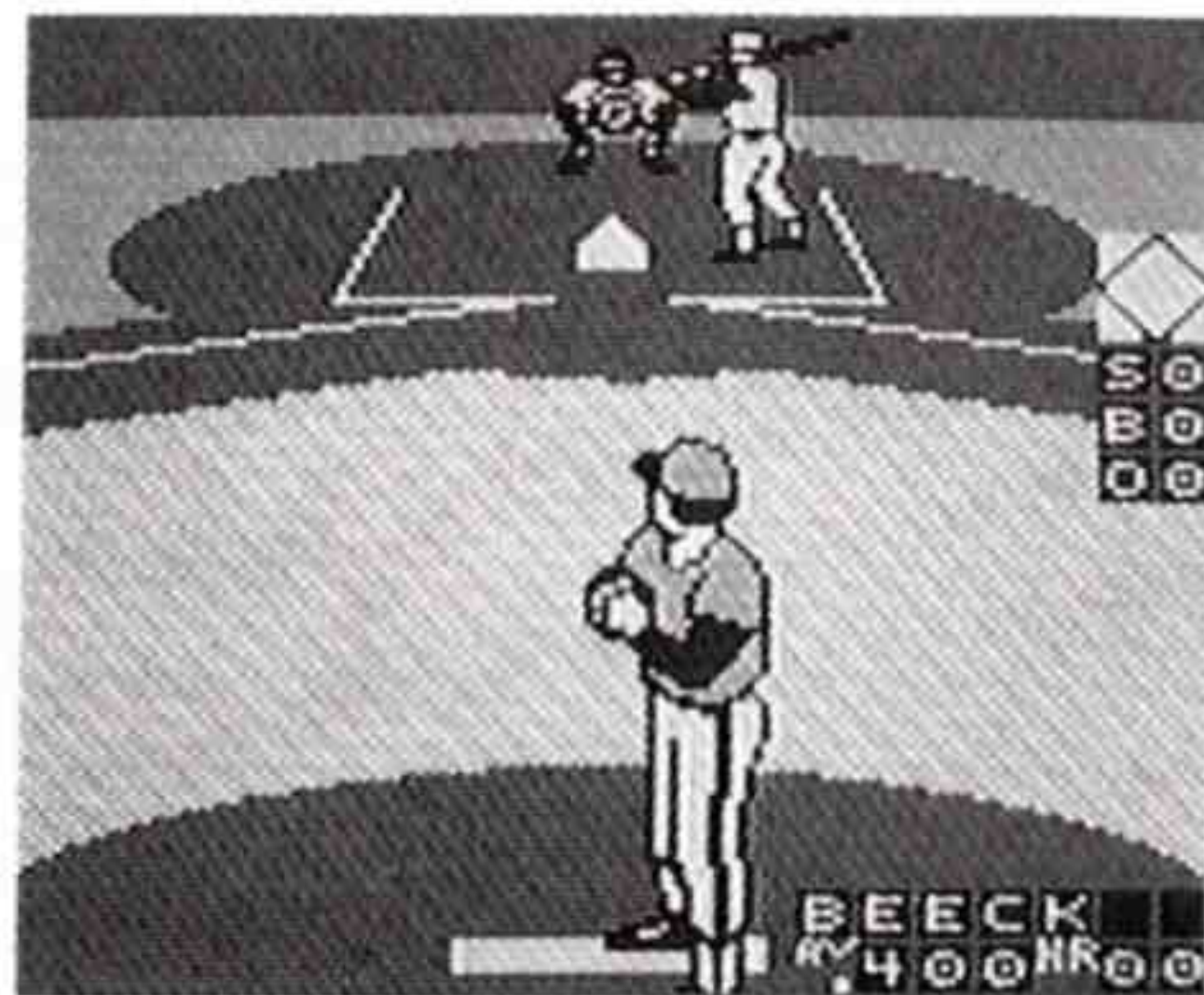
runners on bases. To pick off stealing runners press **B**. The pitching choices are: Fastball, Curve, Sinker, Slider, Knuckleball, Screwball and Slowball. When you have made your



selection, the screen shifts to a view behind the pitcher.

Position the pitcher and the catcher by pressing the arrow pad. Press **A** to set the pitcher. Press **A** a second time to deliver the pitch. During the pitch, press the arrow pad in the direction you would like your pitch to be sent. For example, press **LEFT** to make the pitch swerve left. These changes in pitching angles will keep the other team on their toes!

You can change a pitch by pressing **B** before pressing **A** the second time. Press **SELECT** to review the pitches once again. After each strikeout or walk, the scoreboard appears with the updated stats. The pitch selection continues for each new batter. If there are runners on the bases, you can pick them off by pressing **B** instead of **A** for the set up.



FIELDING

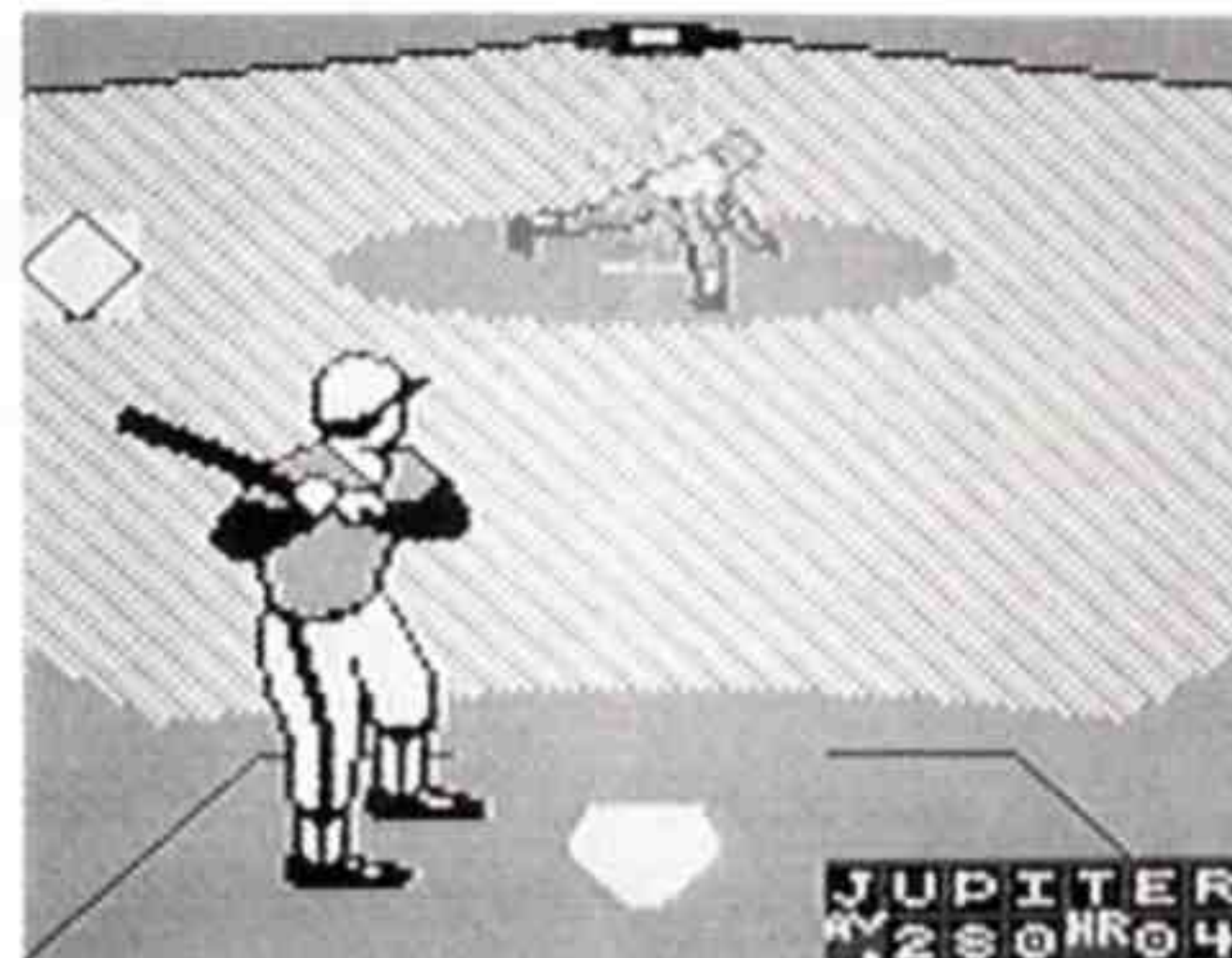
If the batter hits your pitch, the scene shifts to an overhead view of the diamond and field. Press **A** to maneuver your players toward the ball. You can make a jump catch by pressing **UP** on the arrow pad and **B** simultaneously. You can make a diving catch by pressing **LEFT** or **RIGHT** and **B**. Once you have the ball you can make your player run to base by aiming the arrow pad and pressing **B**.

You have two "cut-off" men, the pitcher and shortstop. To throw to the pitcher press **B**. To throw to the shortstop just press **SELECT-B**. Tag a player out by standing on the base for a forced out or by running into him while you are holding the ball. After you make the tag out, press **B** to throw to the pitcher and a new batter will come to the plate.



BATTING

Position the batter in the batter's box by using the arrow key pad. You have to be quick! The pitcher does not have to wait for you to be ready to pitch. Press and hold down **A** to swing freely. Tap **A** to bunt. After you hit the ball, base running is automatic to first. To continue running, press **B** and the direction on the arrow pad you wish to move the runner. Pressing **A** and the arrow pad moves the runner back to a base. To slide into a base, press **B** again while pressing the arrow pad. To slide when returning to a base press **A** again while pressing the arrow pad.



Runners who are on base can lead off by pressing **B** and the arrow pad. To return to a base press **START** and the arrow pad.



FOOTBALL

Versatility is the key to building a dominating football team. This game gives you the opportunity to custom design your team's plays. Use your skills as a coach to create a game plan that is as flexible as your imagination.

With the Playbook Editor you can temporarily alter existing plays and keep two original designs in your playbook. Baffle the opposing team with a wide variety of running and passing attacks.

Use your skills as a player to launch your battle plans. From Quarterback to Linebacker, you have the chance to prove your gridiron mettle against the toughest teams in the league.



Starting the Game

Before beginning the game you are asked how long you want the game to be. You are given four choices from the standard 1 hour (with 15 minute quarters), down to 15 minutes (with 3 minute, 45 second quarters). This screen also asks you whether you want to play a "practice" game or a "competition" game. In the practice mode the clocks do not run in the play selection screens; therefore, you can take your time and learn the various plays. This screen shows up before the coin toss.

In the 2 player version, the player who selected two player mode gets to determine the game length and mode. A referee appears for the coin toss. For one player, choose heads or tails. If you are correct, you can choose to kick or receive. If you miss the call, your team will kick. In two player mode, the person who selected two players controls the **HOME** team, and the other player controls the **VISITING** team. The **VISITING** team always calls the toss.



Press **START** to kick off. After the kick, the player that kicked off controls the kicker. Use him to tackle the ball carrier. The other player controls the ball carrier only after receiving the kick. If you received the kick in the end zone, you have two choices. The first is to press **START** to down the ball for a Touchback. This places the offense on their 20 yard line at the beginning of the next play. The other choice is to run the ball out for extra yardage and possibly a Touchdown. Remember that if you take the ball out of the end zone, you cannot go back. If you are tackled or run out of bounds in the end zone after taking the kick out, you will score a Safety (2 points) for the other team. You cannot down the ball in the end zone after you have taken it out from the kick off. This too will cause a Safety.

After the ball carrier is tackled, the next screen showing the score board briefly appears. The screen then shifts to the Offensive Playbook which contains the play selections.



①FFENSIVE SELECTION

The offensive player may select from one of the pre-designed plays in the playbook, or custom design his own play using the offensive play editor. To select one of the existing plays, press **UP** or **DOWN** on the arrow pad to highlight the desired play and then press **START**. The screen immediately shifts to an overhead view of both teams on the playing field. To begin the play, press **START**.

To custom design a play, highlight the selection as before and press **B**.

In the Play editor, you may choose the formation (from one of eight possible) and the assignment of three key players. These players are the ones that can receive either a hand-off or a pass. Pressing **SELECT** chooses between



changing a formation or changing one of the three player assignments. An arrow points to the current item being manipulated. To select a formation, move the arrow cursor to the formation line. Use the arrow pad to preview your options. When the selection you desire is shown on the line, press **A** to lock it in. If you release the arrow key pad without pressing **A**, the previous selection appears. The three key players for whom you will select the assignments are chosen by the specific formation. Each player is designated as a pass receiver (denoted by "RECV"), or a running back (denoted by "BACK").

The graphic display of the formation shows where the A, B, and C are in that particular formation. You may select the assignment for your A, B, and C targets. The pass receivers and running backs each have 8 route selections to choose from. Like the formation, you may preview your choice by moving the arrow pad; pressing **A** locks in your new choice and moves the cursor down to the next choice.



The pass tree displayed in the Play Editor shows the available routes for your receivers, the even numbered routes are on the right and the odd numbered ones are on the left. The higher the number of the pass route, the further down field it goes. The arrow pad selection is set up in the same manner: even numbers on the right, odd numbers on the left, and higher numbers on the top.

The running and blocking assignments are denoted by the "hole" through which the running back should be attempting to make his run. Even numbered holes are on the right, and odd numbered holes are on the left. As before, the higher the number the hole, the further outside it is.



STARTING PLAY

To start the modified or redesigned play from the Play Editor screen, press **START**. Press **B** to return to the play selection screen instead. Only the "Custom" plays from the play selection screen will retain any editing. All other edited plays revert back to their original designs.

IMPORTANT NOTE: *If the play clock expires before you have made your selection, you will be penalized for "Delay of Game".*



DEFENSIVE SELECTION

Select from the defensive formations shown in the defensive play book screen. Press **UP** or **DOWN** to highlight the desired alignment. Choose one of the three defenders to personally control during the play by pressing **RIGHT**, or **LEFT** on the arrow pad. The player that you control is designated with a square in the formation. Press **START** to set your defense. Make your selection quickly, as you only have until the offensive player chooses his play. If the offense is ready before the defense, the defensive play that was highlighted last will be played for that down.

After the offensive player hikes the ball by pressing START, play begins until the ball is dead. This happens when the ball carrier is tackled or runs out of bounds, an incomplete pass is thrown, or one team or the other scores.



0FFENSIVE PLAY

After the ball is hiked, the offensive player controls the quarterback. The options at this point are:

*1. Press **A**, **B**, or **SELECT**: If the quarterback has not yet passed the line of scrimmage, he may pass the ball to the designated target receiver by pressing the **A**, **B**, or **SELECT** button to pass the ball to the **A**, **B**, or **C** receiver respectively.*

Refer to the play selection screen to determine the identity of the receivers/running backs of each play. The quarterback can also hand off a ball to a running back, as long as the running back has not already passed him. When the running back passes the quarterback, he becomes a blocker for the remainder of the play. If the quarterback runs past the line of scrimmage, he cannot pass the ball to any player but runs with it until the play is dead.



2. Press **START**: Press **START** in the first two seconds of play to down the ball. This maneuver is used near the end of the first or the second half to stop the clock. It counts as an incomplete pass and a down is lost. If **START** is pressed after the first two seconds of the play, it merely downs the quarterback.

3. Keep the ball and run with it.

4. Kick the ball (Only if Punt or Field Goal are previously chosen). In the Punt formation, the kicker becomes the quarterback and receives the ball. If you take no action, the ball is kicked. However, if you press **START** before the ball is kicked, then the kicker becomes a quarterback and you may then run with the ball, pass to a receiver or hand it off to a running back. The same will happen on the Field Goal attempt, except the placeholder is the player that becomes the quarterback.



The ball carrier maneuvers across the field by pressing the directions on the arrow pad. Running out of bounds stops the game clock. Running into the end zone or receiving a pass in the end zone scores a touchdown for your team (6 points). After each touchdown, a point-after kick is made for an extra point. A successful field goal scores 3 points.

DEFENSIVE PLAY

On defense, you control the defender that was selected from the defensive play screen. However, if the ball is passed successfully to a receiver, you will control the nearest defender to the offensive receiver at the time the ball is caught. The objective is to tackle the receiver. To attempt to tackle the ballcarrier, make contact with him. *Warning*, your tackle can be broken. Multiple attempts may be necessary to complete the tackle successfully.



POINT-AFTER ATTEMPT

Press **START** to kick a point-after score. This is the only option for a point-after score, (no running or passing). As with the kickoff, a "shadow" appears on the ground which shows the actual direction of the ball's trajectory.

PENALTIES

Penalties are a reality of this game. The offended team will have the option to accept or decline any penalty. Bo will appear to the offender to inform him what caused the penalty. Certain penalties are automatically assessed by the officials and are not subject to being accepted or declined.



INTERCEPTIONS

Should a defense player catch or "intercept" a pass throw by the quarterback, the roles of offense & defense immediately reverse. The original ball carrier becomes a defender, and the former defender is now an offensive player and may down or advance the ball.

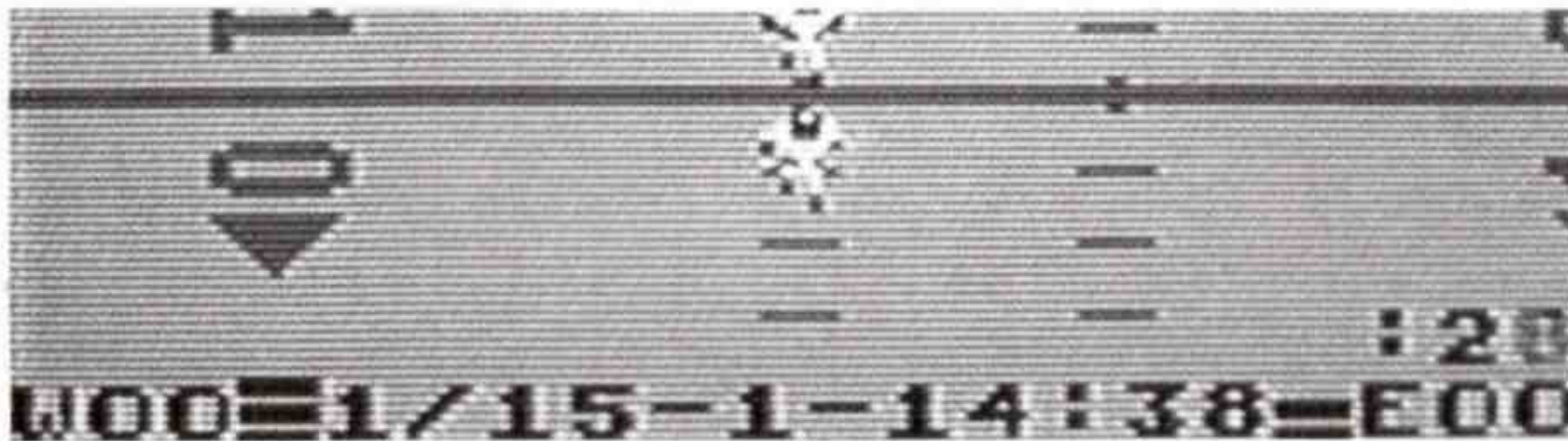
TIME OUTS

Each team receives three time outs per half. To call a time out, press **SELECT** before the ball is hiked or after a play ends. You may not call a time out from the Play Editor screen because **SELECT** performs a different function there. Press **B** to return to the offensive playbook and call time out from there.



STATUS LINE DISPLAY

The status line display is always present at the bottom of the play selection screens and at the bottom of the football field display. The status line gives the following information in this order: West (Home) team's score, West team's number of timeouts (designated by one to three horizontal bars), current down number, yards to go for a first down, quarter, game clock (time remaining in quarter), East (Visiting) team's number of timeouts remaining and East team's score.

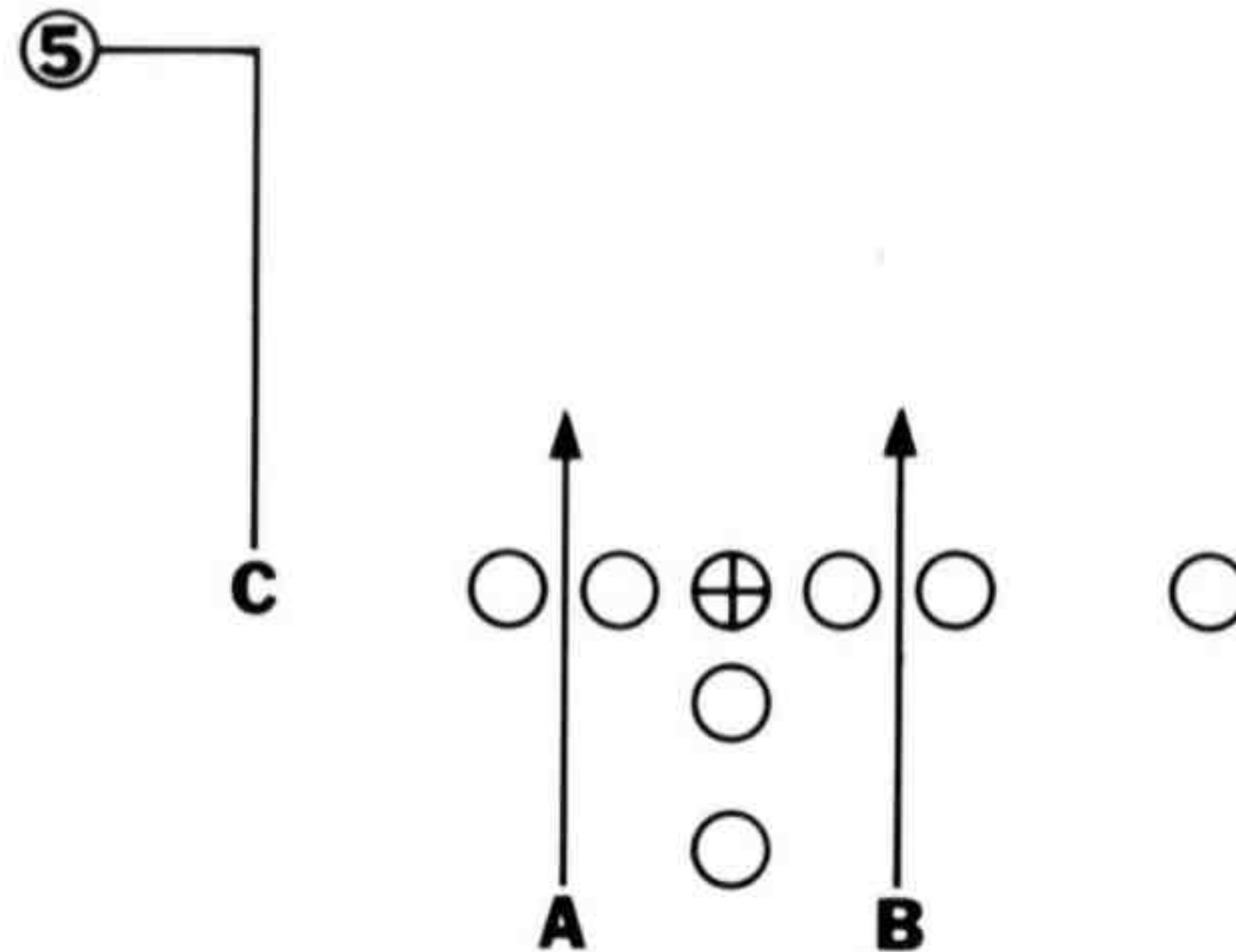


①FFENSIVE AND DEFENSIVE FORMATIONS

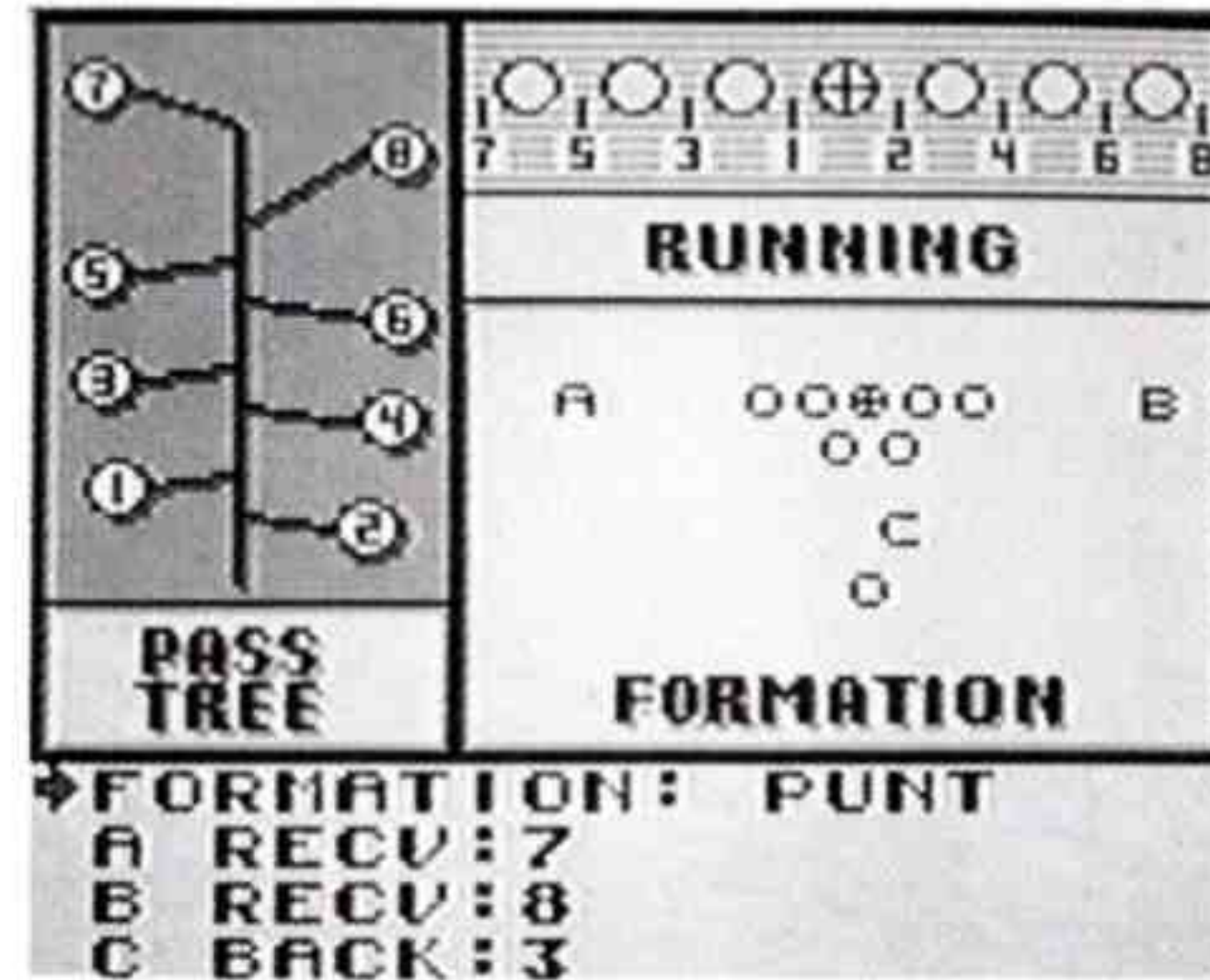
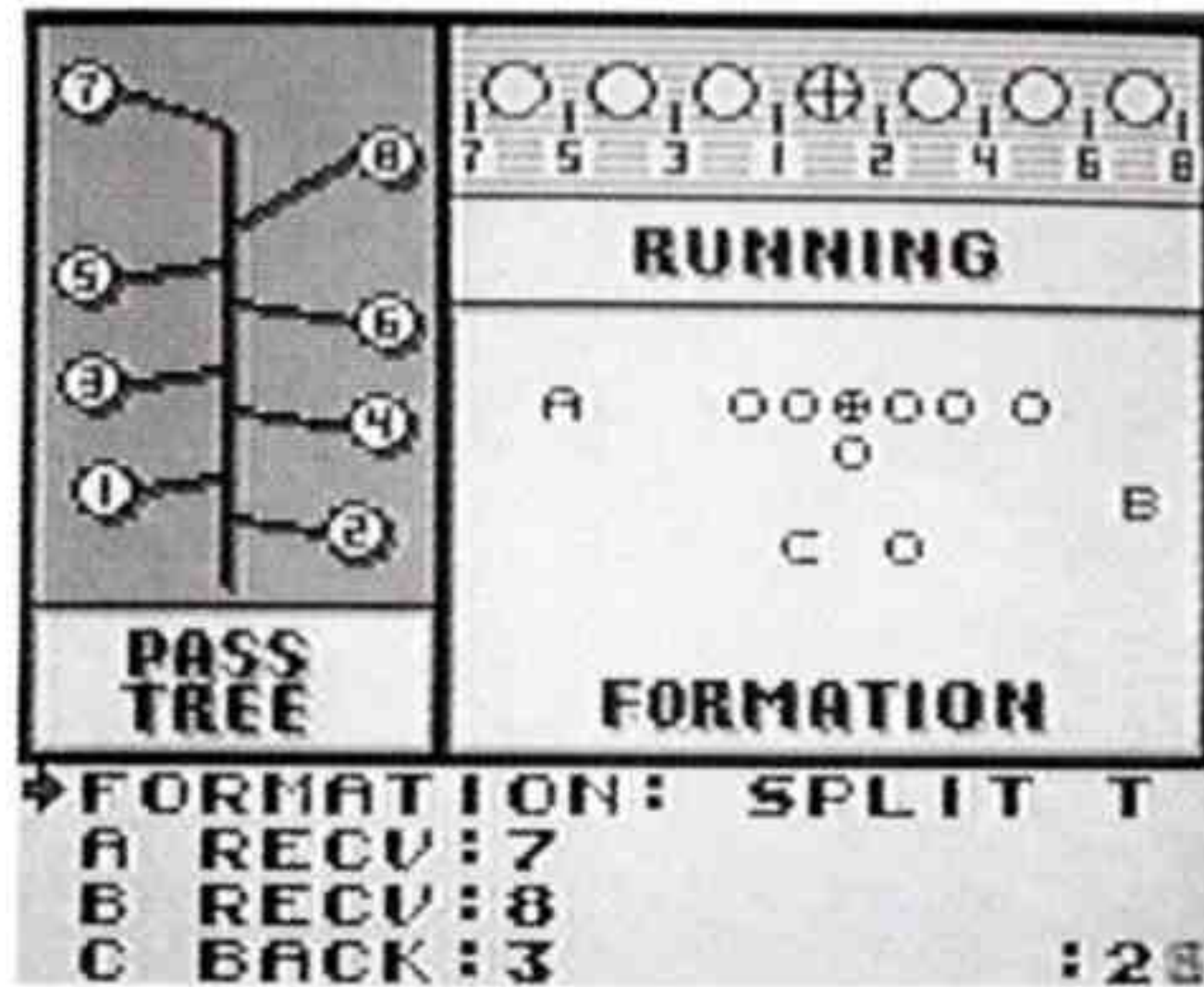
Offensive Formations

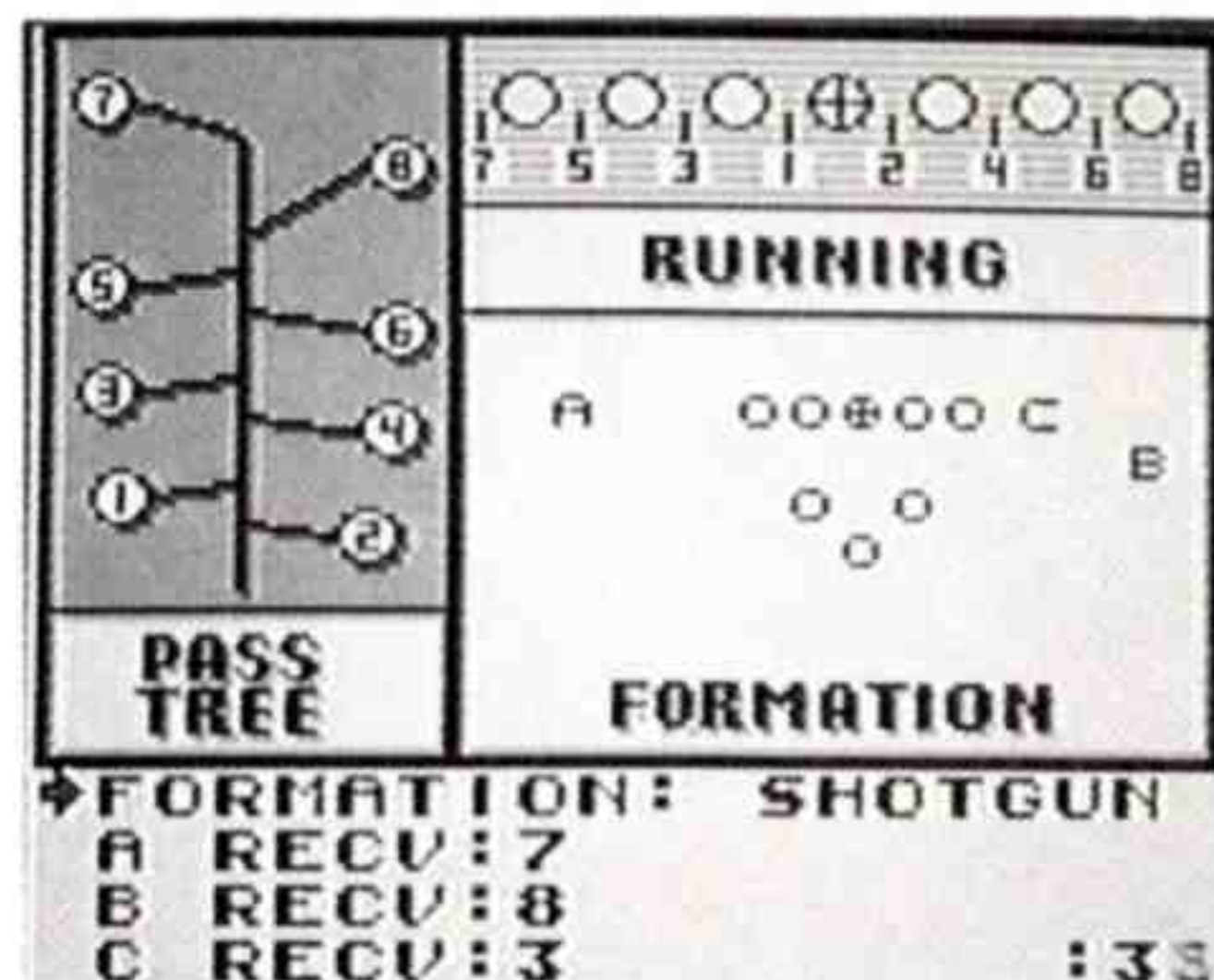
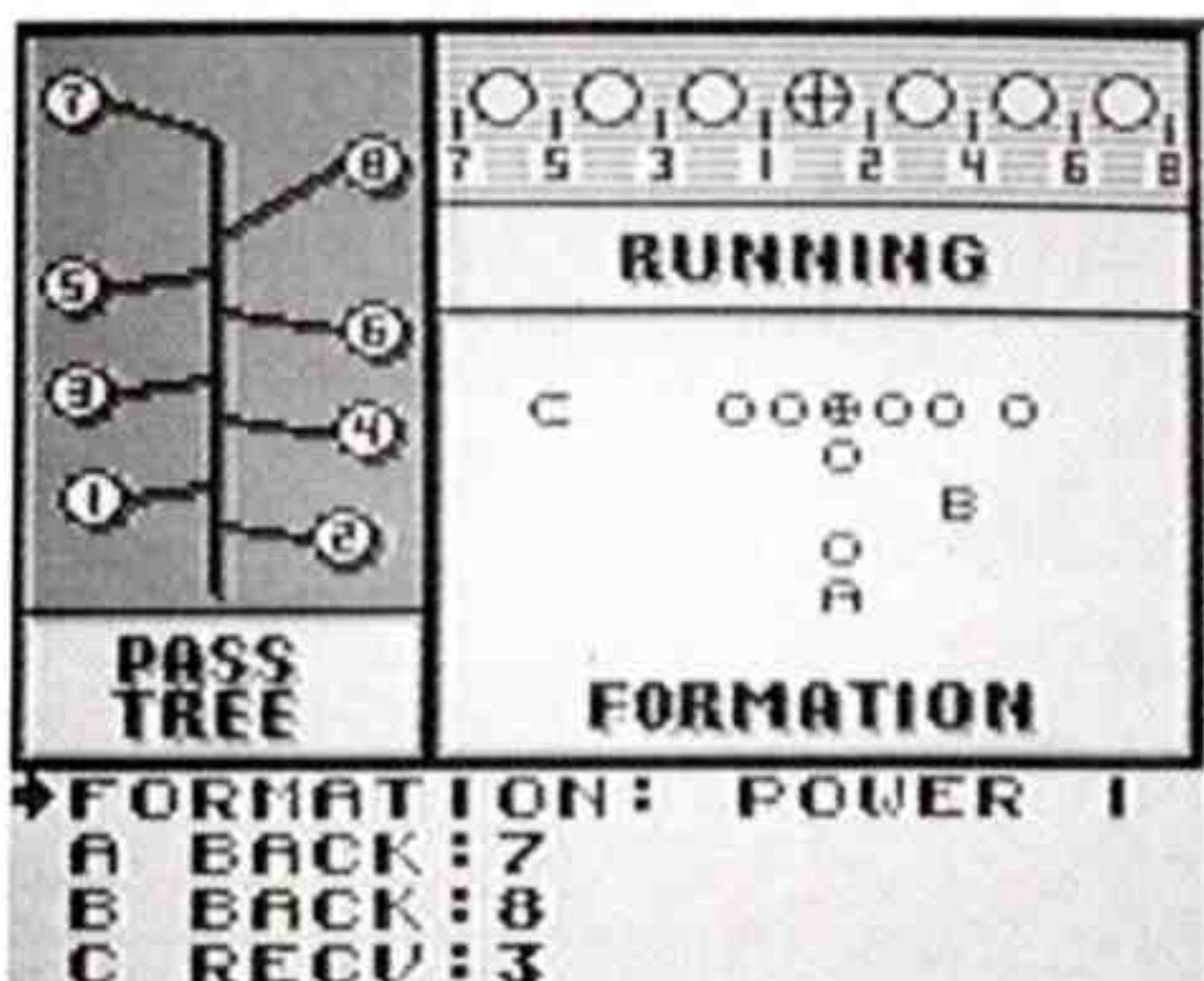
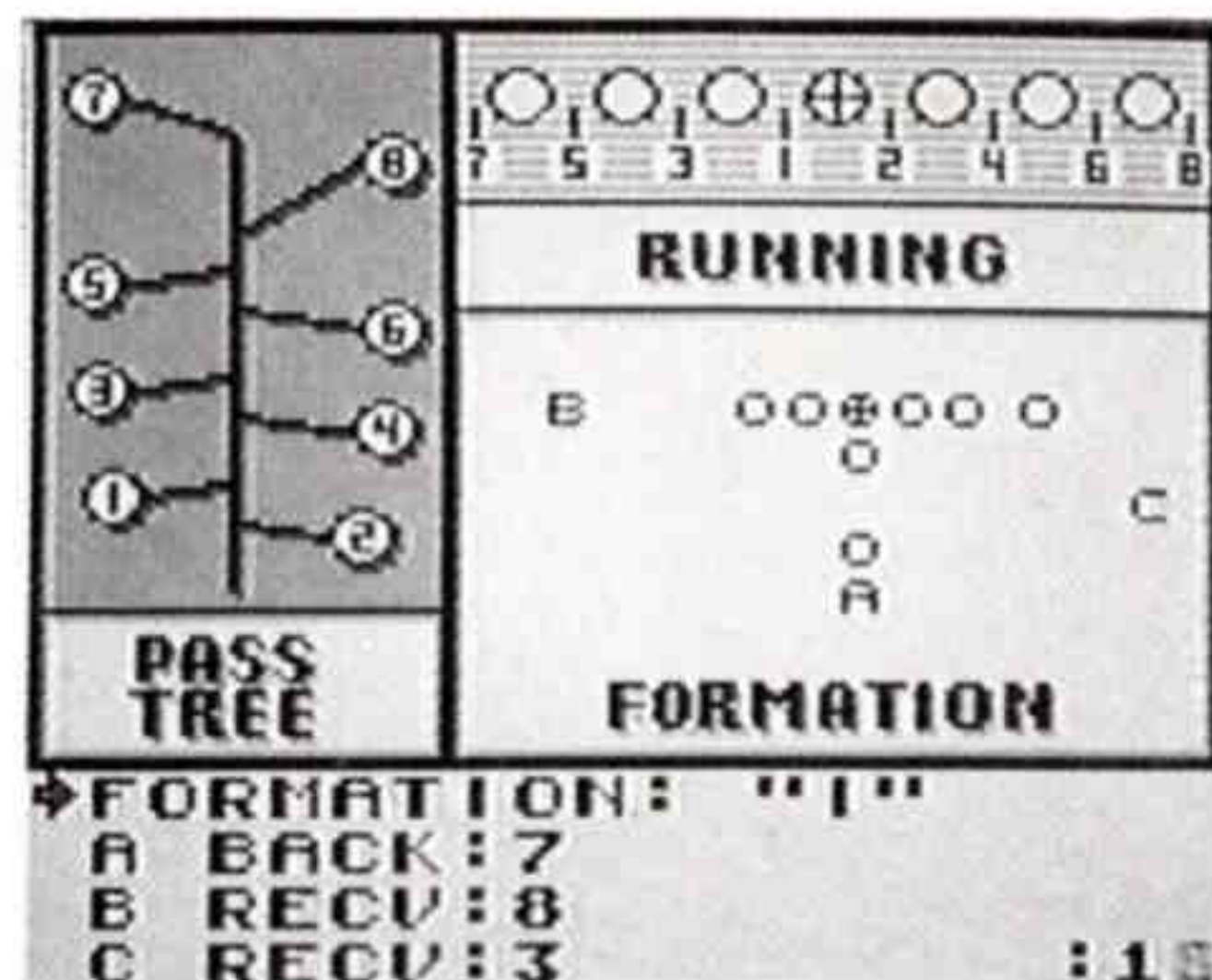
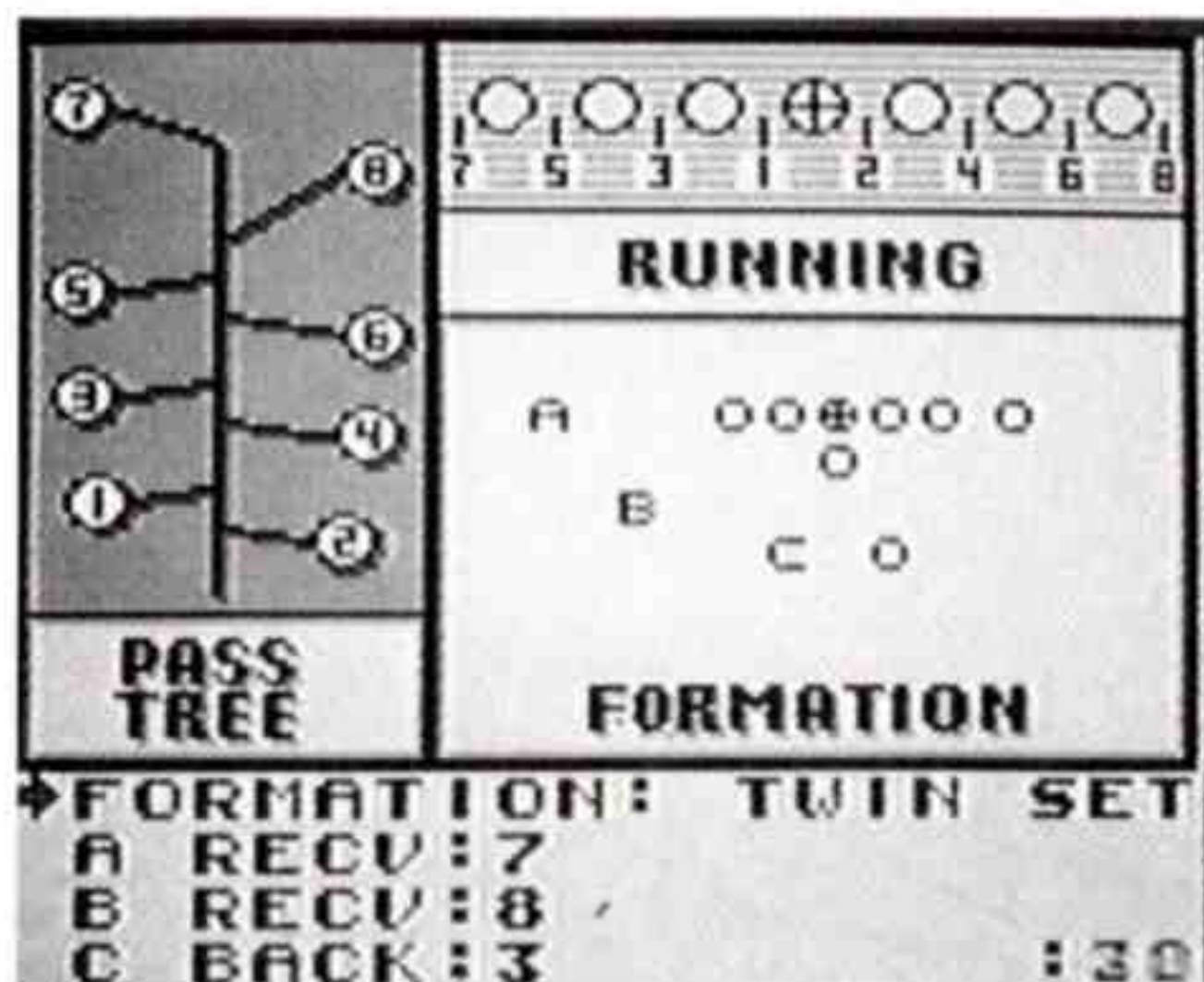
These plays offer a variety of formations. Keep the defense guessing and your strategies fresh by mixing up the formations within the plays.

The "Wishbone" formation shown below indicates the pass/run routes of the A,B and C players.



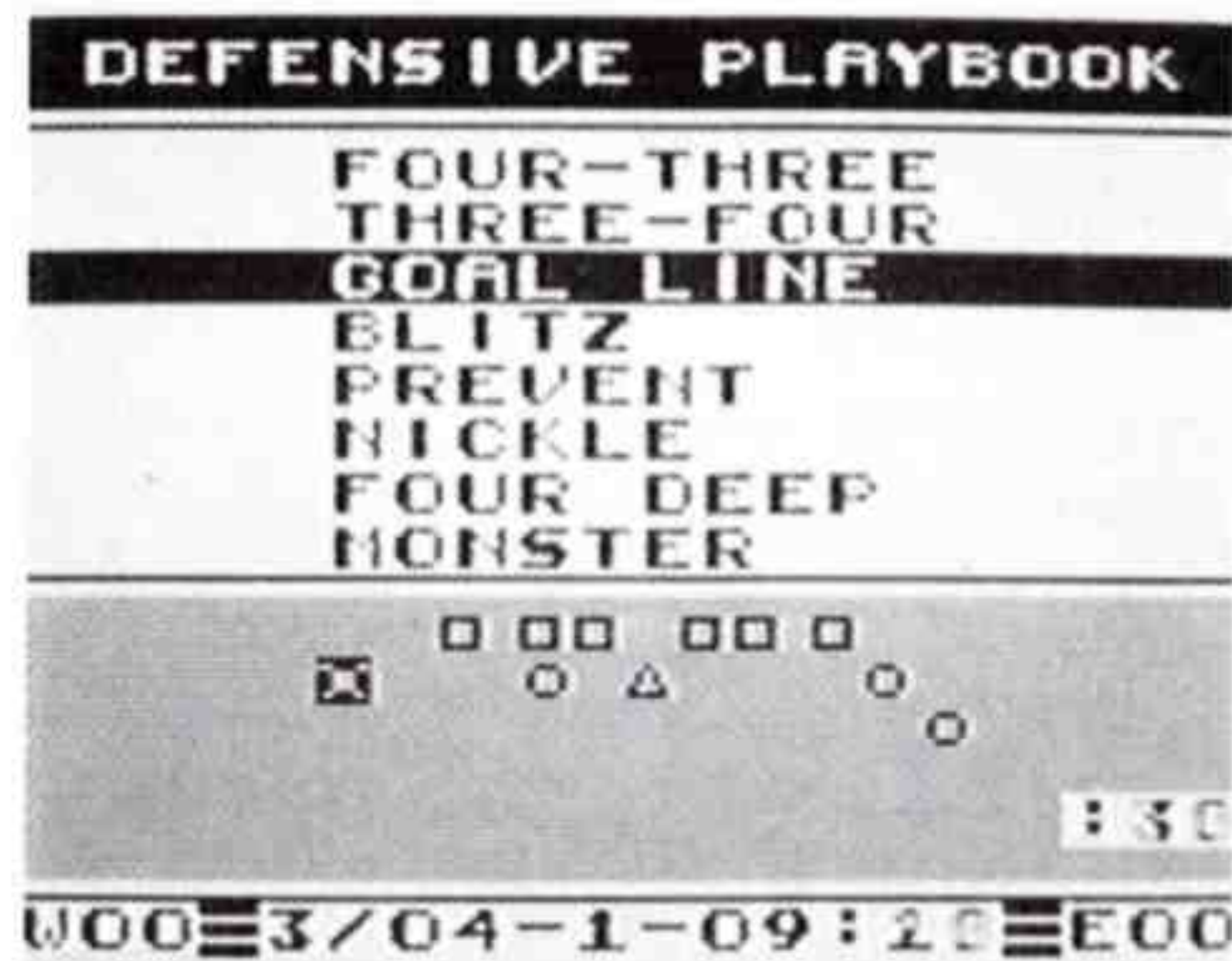
These are the other play formations. The circle with the inset cross indicates the center position.





Defensive Formations

The eight different defensive formations are illustrated below.



DEFENSIVE PLAYBOOK

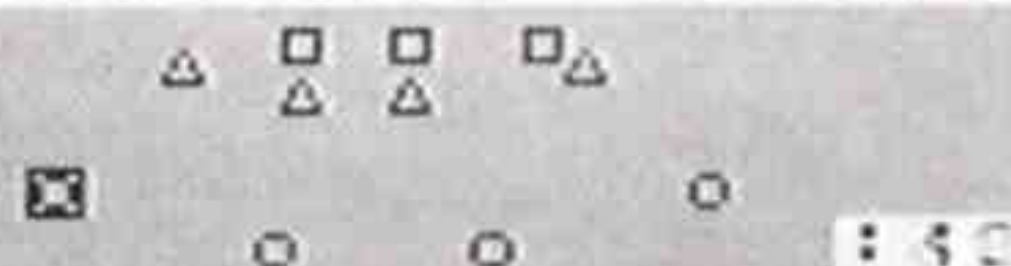
FOUR-THREE
THREE-FOUR
GOAL LINE
BLITZ
PREVENT
NICKLE
FOUR DEEP
MONSTER



W00≡2/10-1-09:32≡E00

DEFENSIVE PLAYBOOK

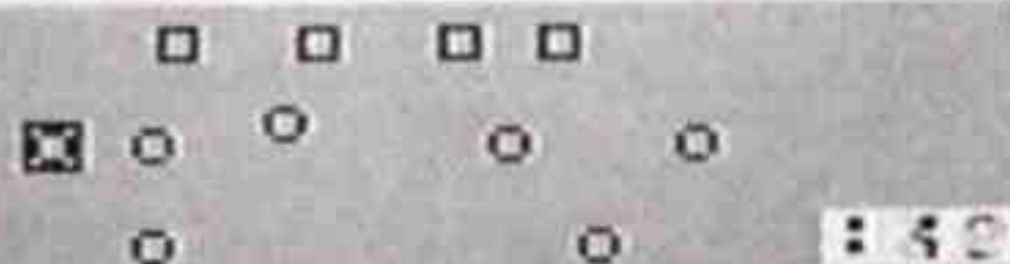
FOUR-THREE
THREE-FOUR
GOAL LINE
BLITZ
PREVENT
NICKLE
FOUR DEEP
MONSTER



W00≡1/10-1-12:41≡E00

DEFENSIVE PLAYBOOK

FOUR-THREE
THREE-FOUR
GOAL LINE
BLITZ
PREVENT
NICKLE
FOUR DEEP
MONSTER



W00≡3/10-1-12:34≡E00

DEFENSIVE PLAYBOOK

FOUR-THREE
THREE-FOUR
GOAL LINE
BLITZ
PREVENT
NICKLE
FOUR DEEP
MONSTER



W00≡2/GL-1-11:35≡E00

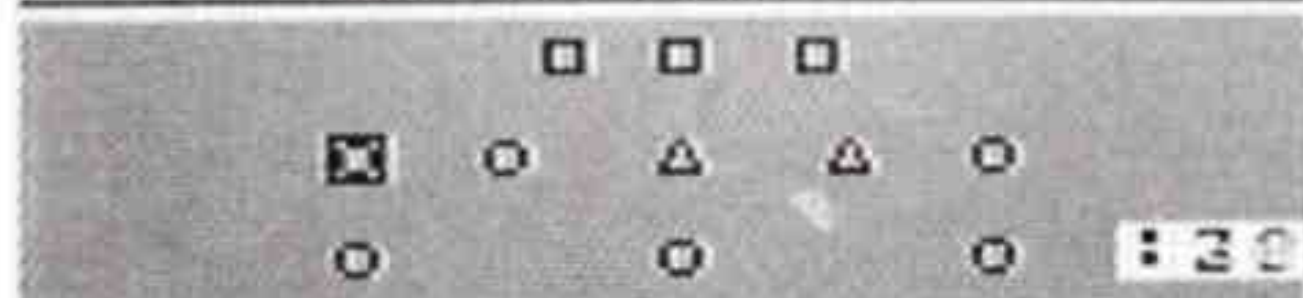


DEFENSIVE PLAYBOOK

FOUR-THREE
THREE-FOUR
GOAL LINE
BLITZ
PREVENT

NICKLE

FOUR DEEP
MONSTER



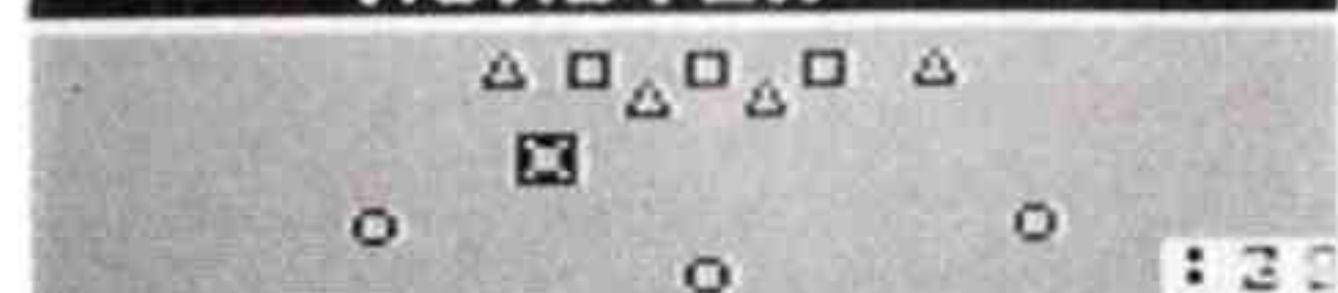
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DEFENSIVE PLAYBOOK

FOUR-THREE
THREE-FOUR
GOAL LINE
BLITZ
PREVENT

NICKLE

FOUR DEEP
MONSTER



W00=3/GL-1-11:28=E00



EQUILIBRIUM

Bo Jackson Hit and Run! Baseball ~ Football **Programming**

Football

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Baseball

Dan Filner

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Lynn Danehy

Brad Reynolds

Willy Aguilar

Dan Guerra

Sound

David Jennings

Music

Ed Bogas

Producer

Curtis Norris

Director

Sean B. Barger

Special Thanks to John Bevilacqua and Jack Friedman at T•HQ, for their
confidence and patience.

90-DAY LIMITED WARRANTY

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THQ, Inc. (Toy Headquarters) warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ, Inc. will repair or replace the PAK, at its option, free of charge.

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2. Notify the THQ, Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.
3. If the THQ, Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

THQ, Inc.
Consumer Service Department
5000 N. PARKWAY CALABASAS SUITE 305
CALABASAS, CALIFORNIA 91302

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

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If the PAK develops a problem after the 90 day warranty period, you may contact the THQ, Inc. Consumer Service Department at the phone number noted. If the THQ, Inc. service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to THQ, Inc., enclosing a check or money order for \$10.00 payable to THQ, Inc. THQ, Inc. will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refundable.

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