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Printed in Japan

Nintendo

GAME BOY

BANDAI

DMG-FS-USA



INSTRUCTION MANUAL



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.

LICENSED BY



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Precautions

1. If you play for long periods of time, take a 10-15 minute break every hour or so.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.
4. Do not unplug the DC unit while the switch is on.
5. Do not clean with benzene, paint thinner, alcohol, or other such solvents.
6. Store the Game Pak in its protective case when not in use.

Thank you for purchasing Bandai's™ Extra Bases™ Game Pak for your Nintendo® Game Boy®. Before you start playing, please read this instruction manual carefully and follow the correct operating procedures. Keep this instruction manual safe for future reference.

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INTRODUCTION

Now you can experience all the excitement of a neck and neck pennant race with EXTRA BASES™. There are 14 different teams to choose from. Pick your favorite and try for an undefeated season, or just have fun by randomly playing on all the different teams, picking your competition as you go along. You can pitch, bat, field, and run the bases just like in a professional baseball game. You can also control all the coaching decisions, like bringing in your ace relief pitcher or calling for a suicide squeeze play. So step up to the plate and Play Ball!!

HOW TO PLAY THE GAME

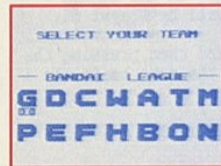
STARTING THE GAME

Insert the cartridge into the Game Boy® unit in the direction indicated and turn on the power. The Nintendo title screen will appear followed by the Extra Bases™ title screen. Press the START Button to move to the Mode Select Screen.

One Player Game (play against the computer)

When you have reached the Mode Select Screen, press the Control Pad Left or Right to choose a 9 or 5 inning game, respectively. Then press the A Button to advance to the Team Selection Screen. To pick your team, use the Control Pad to move the cursor under one of the 13 different teams and press the A Button. "Pass Word" will then appear at the top of the screen. If this is your first game, press the A Button again to move to the Rival Team Selection Screen (the Pass Word will be explained later). Select the rival team by moving the new cursor with the Control Pad and pressing the A Button to enter your choice. You will then advance to the Field Selection Screen. Select a field by using the Control Pad and pressing the A button.

Next you must choose your starting pitcher. The top 4 pitchers on each list are potential starters and the bottom two are relief pitchers (the relief pitchers have less stamina than the starters). The R or L to the right of each pitcher's name shows if they are right-handed or left-handed. To pick your starting pitcher, use the Control Pad to move the cursor next to the desired name and press the A Button (the computer will pick the starting pitcher for the rival team). After you have selected your pitcher the game will move to the Score Board Screen. To advance to the Big Game Screen and begin the game, press the B Button.



STARTING PITCHER			
DTEAM		WTEAM	
▶ NEB	R	♦ MAX	R
HAM	L	MELO	L
GUS	R	SPY	R
RIP	R	ORS	R
QAD	R	JET	L
PEP	R	IDOL	R

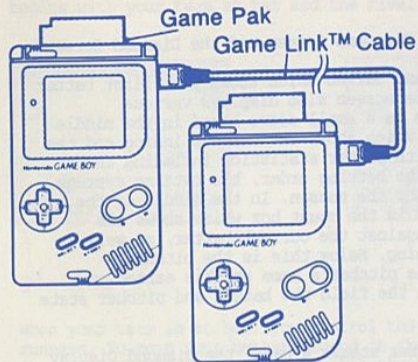
2 Players Game

To play a two player game, you need the following items:

- Two Game Boy Units
- Two Extra Bases™ game paks
- One Game Link™ cable

Connect the two Game Boy units with the Game Link™ cable as shown.. Insert the game paks into each Game Boy and turn both units on. When the Title Screen appears on both units press Start on one of the Game Boys. The one who pushes the START Button will be Player #1.

Select 2P Play by pushing the Control Pad down and then pressing the A Button. The rest of the start-up procedure is the same as in the 1 Player Game Mode.



THE GAME SCREENS

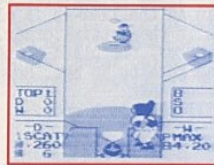
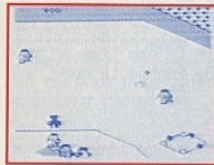
The game is displayed on the Big Game Screen and the Diamond Screen

The game begins on the Big Game Screen which shows your first batter facing the rival pitcher. This screen also displays various statistics of the game. There is a small score board in the middle left-hand side of the screen which shows the current inning and the score. Below this is a box with batter statistics including the batter's name and number in the batting order, his batting average, and his number of home runs for the season. In the middle of the right-hand side of the screen is the count box which shows the number of balls and strikes against the current batter, as well as the number of outs in the inning. Below this is the pitchers statistics box which lists the pitcher's name and his earned-run average (when your team is in the field the batter and pitcher stats change sides of the screen)

When the ball is hit or a runner steals a base, the Diamond Display Screen will appear in the lower right-hand side of the Big Game Screen. The Diamond Display shows you the location of the base runners and which bases they are running toward.

PLAYING THE GAME

Extra Bases™ is played just like professional baseball. The game begins with your team at bat and the rival team in the field.



Batting

When your team is at bat, you control the batter and any base runners. To move your batter around in the batter's box press the Control Pad in any direction. To hit the ball, press and hold the A Button as the pitch reaches the plate. To square around to bunt, press and the A Button quickly two or three times until the bat is in the desired position.

Pinch Hitting

Substitute batters can be inserted in the line-up at any position. They will remain in the line-up if placed in the first through eighth position in the batting order. If you pinch hit in the ninth spot for the pitcher, the pinch hitter will remain in the line-up as long as the team remains at bat. However, when the inning is over, a substitute pitcher must be chosen to fill the ninth spot.

Lucky Batters

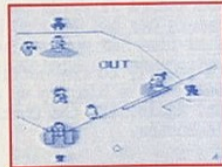
Batters who are shaking their bats at the plate have increased hitting power and will have a greater chance of hitting a home run.

Lucky Seventh Inning

During the seventh inning, all of your batters will be lucky batters.

Base Running

If you hit the ball, your batter will begin running to first base. If you want your runner to go for extra bases, press the Control Pad to indicate which base the runner should try for and press the B Button at the same time (you must do this for each runner separately). If you have more than one runner on base, you will have to perform this operation for each runner separately starting with the lead runner.



Returning a Runner to Base

When your runner is about to be picked-off or is in danger of being thrown out if he advances to the next base, you can return him to his original base as long as he has not touched the next base. To do this, press the Control pad to indicate the base he should return to and press the A Button at the same time.

Tagging Up

When there is a pop fly to the outfield and you have a runner on third base, you can make him tag up and run for home after the ball has been caught. Again, use the Control Pad to indicate Home Plate and press the B Button.

Fielding and Throwing

When the ball is hit by the rival team, four of your infielders will automatically cover the bases. It is important to see the difference between these four fielders and the fielders you can control with the Control Pad. To catch the ball, use the Control Pad to direct the nearest movable fielder to the ball. You can make a diving catch by pressing the Control Pad in the direction of the ball at the same time as you press the A Button. A jumping catch can be made by pressing the A Button when the ball is over a fielders head.

Once you have caught the ball you can throw it to any base by choosing the desired base with the Control Pad and pressing the A Button at the same time. If you want to run the ball to a base, press the Control Pad to indicate the base and press the B Button simultaneously.

Stealing

You can steal a base when the pitcher is in his wind-up. To do so, pick the base you wish to steal with the Control Pad and press the B Button simultaneously.

Pitching

When your team is in the field, you control the pitcher. You can move the pitcher on the rubber by pressing the Control Pad right or left before you begin to pitch. Then press the Control Pad up to choose a slow pitch or down to choose a fastball. At the same time, press the A Button to begin the wind-up and throw the ball. To control the path of the ball, press the Control Pad right or left while the ball is in the air. This will determine whether the pitch is a curve or a screwball. Each pitcher has different abilities to throw various pitches. A pitcher's overall ability can be determined by his E.R.A. Different pitcher's endurance will vary, however when a pitcher's stamina limit is reached, he will lose speed on his pitches and be unable to throw effective curveballs.

Pick-Off Attempts

To try and pick-off a base runner, first press the B Button. The screen will shift to the Small Game Screen. Then press the Control Pad to select the base you want to throw to and press the A Button at the same time.



Relief Pitchers

When a pitcher begins to get tired, you can see beads of sweat around his head. This is a good time to think about bringing in a relief pitcher. To do this, press the START Button to call time. Then press the A Button to access the relief pitcher roster. Press the Control Pad up and down to indicate your choice then press the A Button again to complete the switch. Remember, a relief pitcher's stamina is less than that of a starting pitcher. So be careful how often you substitute, as you may run out of pitchers by the end of the game.

PASS WORD PLAY

At the end of the game after the scoreboard music has stopped, press the B Button and you will advance to the Sports News Scoreboard. If you have won the game, a 4 digit code consisting of letters and numbers will appear in the upper right-hand corner of the scoreboard (if you have lost, the words "game over" will appear in the same place). This four digit code is your Pass Word for the next game, and allows you to try for an undefeated season using the same team that just won.

When you begin the next game, go through the usual start-up procedure. When you reach the Team Selection Screen, choose the team you just won with. After you have selected this team, "Pass Word" will appear at the top of the screen with the first digit of the code flashing. Press the Control Pad down to enter the first letter of the code from the Sports News Scoreboard then press the Control Pad right to move to the next digit of the code. Continue this process until you have entered the entire code then press the A Button. The computer will automatically select the next available team that you have not already played against. If you continue to win every game, repeat this process before each new game to try for an incredible undefeated season.

If you wish to bypass the computer selection of your opponent, do not enter the Pass Word and press the A Button. You can then choose your own rival team.



HOW TO USE THE CONTROLLER

WHEN AT BAT

Controlling the Batter

Control Pad: Push to move the batter in the batter's box.

START Button: Push to call time.

A Button: Push and hold to swing the bat or push several times quickly while the pitcher is winding up to square around and bunt.

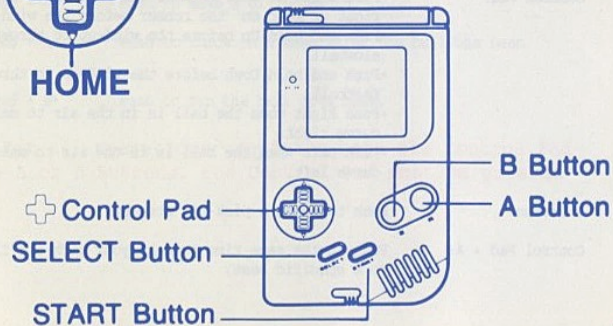
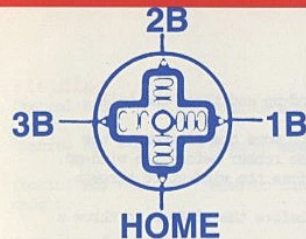
A Button: Push while time is called to access the pinch-hitter roster and choose a pinch-hitter.

Controlling Base Runners

B Button: Push to steal a base or execute a hit-and-run or squeeze play.

Control Pad + B: Push to advance a runner to a base or make him return to the base he started at.

Control Pad + A: Push to make a runner return to the base he started at.



WHEN IN THE FIELD

Controlling the Pitcher

A Button: Push to begin the wind-up and throw the ball.

Control Pad:

- Push Right or Left to move the pitcher to the right or left on the rubber before the wind-up.
- Push and hold Up before the wind-up to throw a slowball.
- Push and hold Down before the wind-up to throw a fastball.
- Push Right when the ball is in the air to make it curve right.
- Push Left when the ball is in the air to make it curve left.

B Button: Push to begin a pick-off attempt.

Control Pad + A: Push at the same time to make your pick-off throw to a specific base.

Fielding

Control Pad: Push to move player in position to field the ball.

Control Pad + A: Push to make a diving catch.

Control Pad + A: Push to throw to a base after the ball has been caught.

Control Pad + B: Push to run the ball to a base.

NOTE: For all operations requiring both the Control Pad and the A or B Buttons, the Control Pad must be pressed first.

	A TEAM	D TEAM	C TEAM	G TEAM	N TEAM
1	NELS	SCAT	ARKY	LONN	DAN
2	SIG	MAC	DEBS	DEL	TOM
3	TEX	EARL	FERN	MASK	MARK
4	HAL	RAY	ZEKE	KARD	ROB
5	ZAB	NATE	CLAY	REED	BOB
6	SPUD	DEE	MACE	LEER	TOBY
7	HACK	SEP	CHET	PEN	PAUL
8	MEL	BUCK	BAMA	KATZ	JOE
9	VERN	TAD	MOSE	DARY	JODY
10	BABE	ROWE	MARV	KORN	REX
11	LEN	HUGH	WARD	SIVY	PHIL
12	RUSS	HY	DAVY	ROE	ED
14	GILL	NEB	DRIE	BIGG	BILL
15	LUIS	HAM	DOC	KIWI	RON
16	JAKE	GUS	VIN	BONO	JEFF
17	GUY	RIP	HAP	KIDI	KENT
18	LEW	OAD	OTTO	GAGE	TONY
19	LUM	PEP	OLAF	LONG	JIM

	M TEAM	O TEAM	F TEAM	H TEAM	P TEAM
1	LOU	MOE	ALEX	TODD	OATS
2	JOHN	BAR	TED	CAL	GAIL
3	SHIN	PETE	DOUG	TITO	HOYT
4	MIKE	JED	ZWEI	ENOS	ABLE
5	JAY	EDER	SIMS	KIRK	DAL
6	GARY	COLE	STED	TIPP	VAL
7	PAT	KAZE	EON	JODI	SAL
8	CHAD	JERI	TIM	CURT	DOCK
9	BRAD	ZACH	BART	BUD	LUKE
10	SAM	JOSE	BIFF	ERIC	MAKI
11	KEN	BO	LOP	DALE	MERV
12	ALAN	KAGE	KOPP	KIKO	CARS
14	MATT	DJ	TOD	VIDA	SYD
15	RICK	TONI	CHIP	DOM	BOOG
16	LEE	RAF	CARL	NINO	CLEM
17	DAVE	RAND	SEAN	TUG	PAL
18	GREG	KUGO	FRED	RYNE	DUKE
19	JOSH	CASS	KAIN	JESE	ROD

	B TEAM	E TEAM	W TEAM	T TEAM	
1	LES	OZZ	ARNE	GINO	
2	CLEO	ROXX	ACE	HALL	
3	WES	BON	GURU	HANK	
4	DONN	HAGS	TARA	TICK	
5	STU	LORD	ICE	WALT	
6	RICO	CRUE	GUNN	LEON	
7	TY	SIDE	BLUE	ELLI	
8	THAD	BANG	FOXX	NORM	
9	WADE	SAB	ART	NEIL	
10	AMOS	SHY	STAN	LOOP	
11	MILT	SKID	EDEN	JUAN	
12	POP	VAN	GENE	CORT	
14	MAXI	AERO	MAX	JACK	
15	RUDI	SKIP	MELO	MOET	
16	CAP	ZACK	SPY	LEO	
17	ROSS	SABO	DR. S	EL	
18	NEFT	AXL	JET	ELIO	
19	COOK	DUFF	IDOL	VADA	

Now you can subscribe to the Bandai Gaming News Letter, "BGN". Every month "BGN" will provide special tips, codes, and maps that will help you become an expert Bandai Game player. You will also get the inside scoop on all of our exciting new game releases for 1991 including; "Ultimate Journey", "Extra Bases", "Legends of the Diamond", "Dick Tracy" (Game Boy version), and "Toxic Crusaders". Just fill in the coupon and mail it in today to begin getting your copy of "BGN".

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90-DAY LIMITED WARRANTY

Bandai America, Inc. ("Bandai") 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, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-213-926-0947. 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 Bandai 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:

**Bandai America, Inc.
Consumer Service Department
12851 East 166th Street
Cerritos, CA. 90701**

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

REPAIRS AFTER EXPIRATION OF WARRANTY

If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai 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 and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for \$10.00 payable to Bandai America, Inc. Bandai 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 refunded.

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The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights and you may have other rights which vary from state to state.

THE STATE OF NEW YORK, in SENATE,
January 15, 1884.

REPORT
OF THE
COMMISSIONERS OF THE LAND OFFICE,
IN ANSWER TO A RESOLUTION
PASSED BY THE SENATE,
MAY 1, 1883.

ALBANY:
J. B. LEECH, STATE PRINTER,
1884.

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