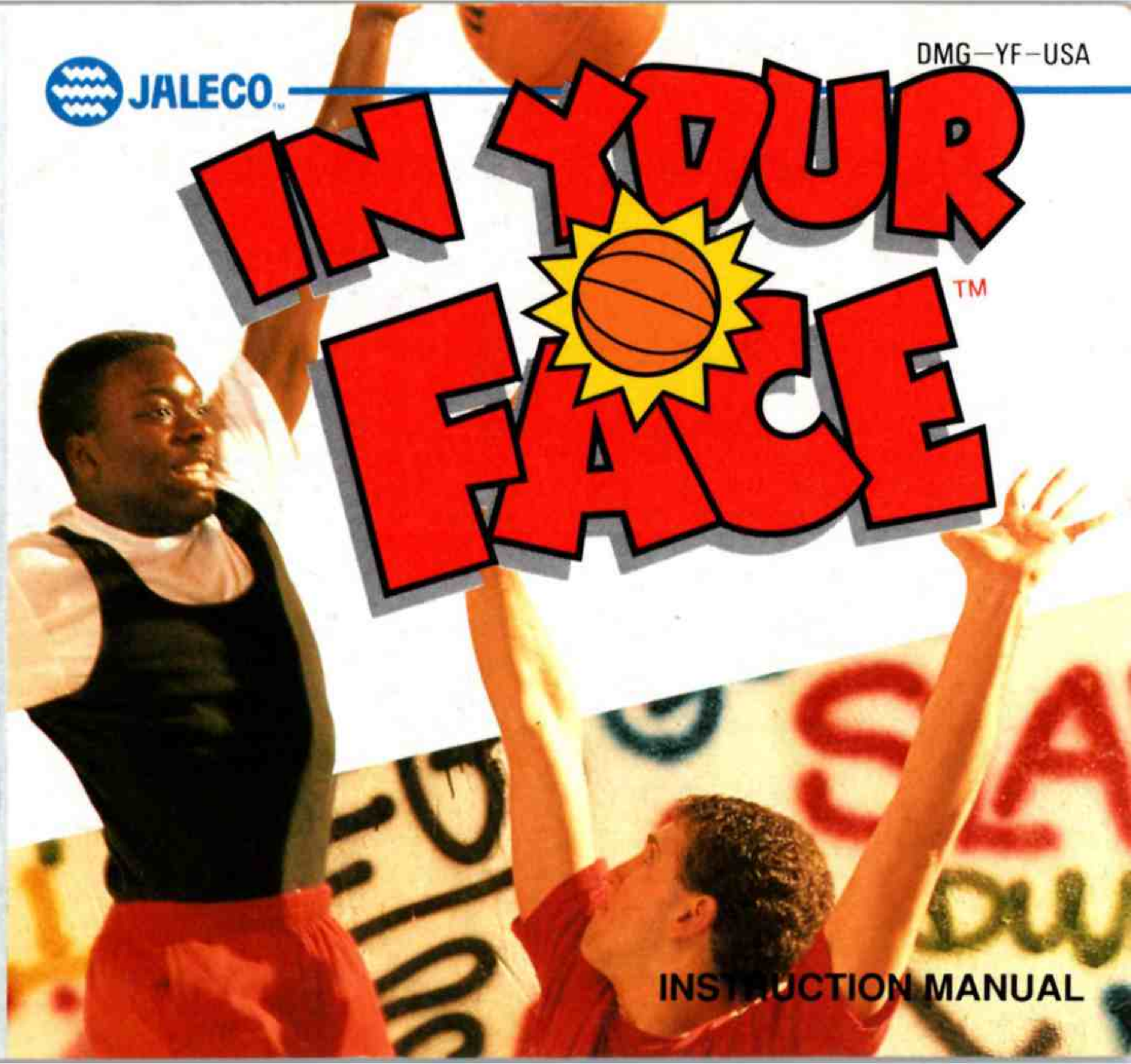


GAME BOY™



DMG-YF-USA

IN YOUR FACE™



INSTRUCTION MANUAL



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THANKS FOR BUYING IN YOUR FACE FROM JALECO™. IT'S JUST ONE OF MANY NEW AND EXCITING GAMES WE WILL BE BRINGING OUT FOR YOUR NINTENDO® GAME BOY™!

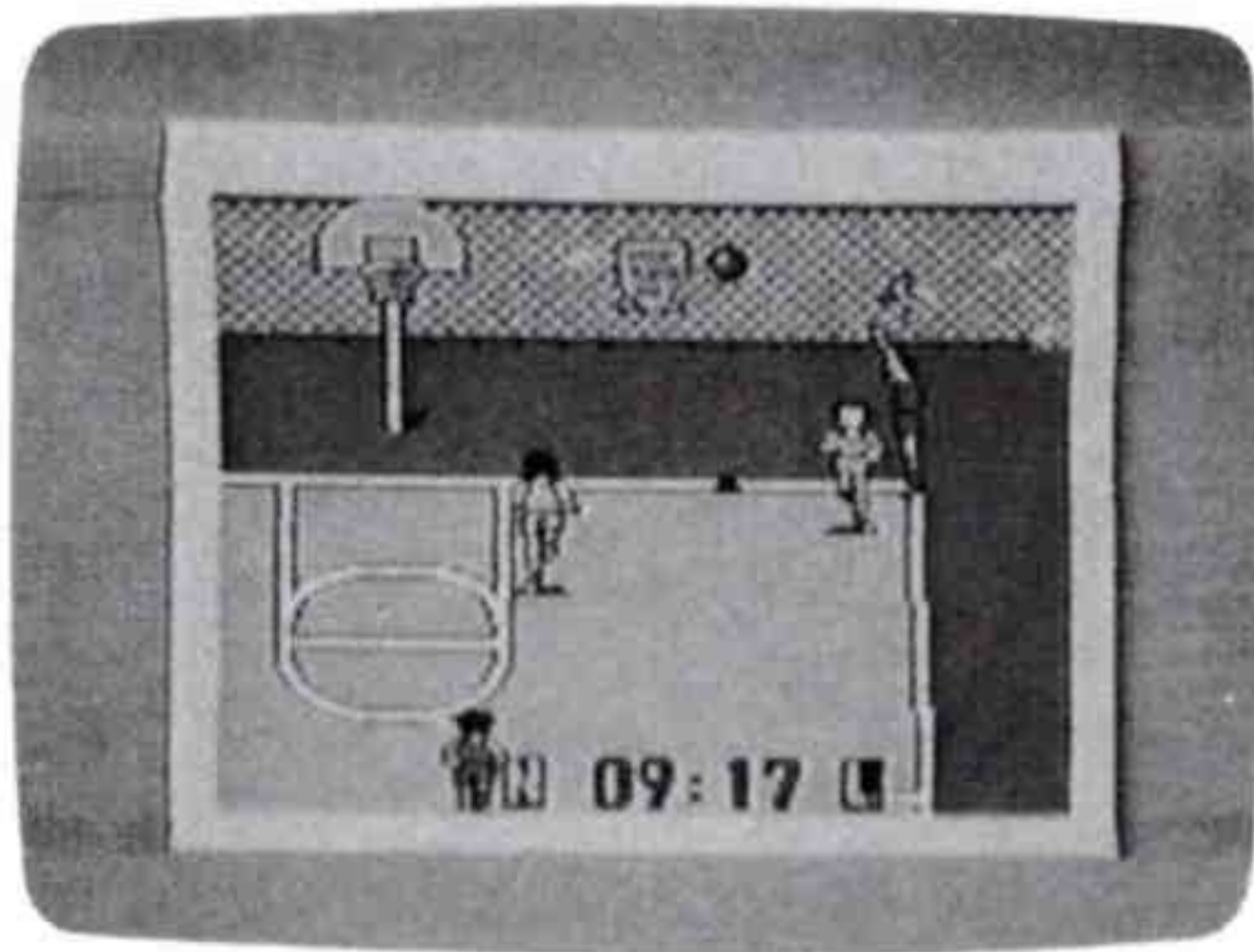
Before you start play, please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet safe for future reference.

TABLE OF CONTENTS

IN YOUR FACE—The Game	2	TOURNAMENT PLAY	12
The Object	3	PLAYERS AND TEAMS	13
GETTING STARTED	5	ON-COURT CONTROLS AND DISPLAYS	14
One-Player Game	6	A Quick Look at Controller Functions	15
Two-Player Game	6	On-Screen Displays	18
Mode Select Screen	7	PLAYING TO WIN	19
Member Select Screen	8	TAKING CARE OF YOUR JALECO GAME	20
1 Player Select Screen	10		



IN YOUR FACE— THE GAME



Basketball is your game! Since you were seven you could outshoot, outhustle, and outplay any of the neighborhood players. But now you have something to prove. The city's best players have gathered together for the hottest hoops competition around. Run, shoot, pass, steal the ball, and block shots. It's going to be playground roundball at its best, and you'll have to be at the top of your game to beat these whiz kids.



THE OBJECT

In Your Face is a traditional “half-court” game of basketball. To win at In Your Face, your player must either score a set number of points before your opponent or outscore your opponent within a given period of time. You’re awarded one point for each basket you make. Games may be played to 10, 15, 20, or 25 points, or they may be played for one minute, three minutes, five minutes, or ten minutes.

When you get possession of the ball inside (toward the basket) the hash marks on either side of the court, you must move your player back outside the hash marks (away from the basket) before you can attempt a shot. After moving outside the hash marks, you can go back inside them to shoot.



Two types of shots are possible, depending on your player's position on the court. If you take a shot in the lane fairly close to the basket, your player attempts a slam dunk. Any shots taken further from the basket result in jump shots. In a 2 ON 2 game, you can pass the ball to your teammate. On defense, you can block shots and steal the ball.

You can play one-on-one or two-on-two games against a computer opponent. Or, you can play one-on-one or two-on-two games against another person using Nintendo's Game Link™ cable to connect two Game Boy Systems together.



GETTING STARTED

Place the In Your Face Game Pak in your Game Boy™ and turn on the unit. The In Your Face title screen will appear. Make selections from the title screen and the menus that follow it by using UP and DOWN on the Control Pad to align the selection arrow with the choice you want. Then press START.



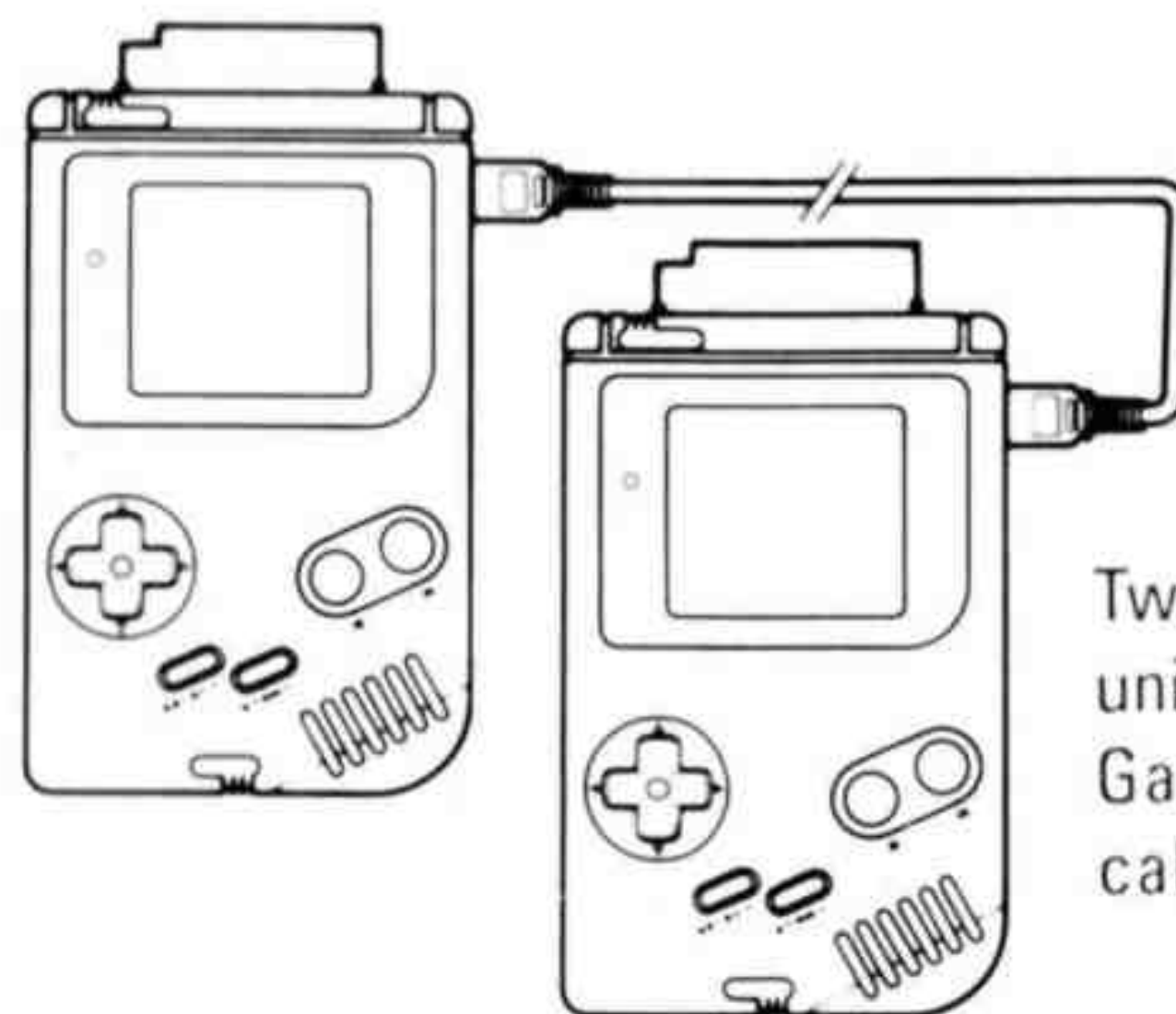


ONE-PLAYER GAME

If you're playing by yourself, press START to select 1 PLAYER. Note: You won't be able to select 2 PLAYERS unless two Game Boy units are connected with a Game Link™ cable.

TWO-PLAYER GAME

You can play head-to-head with a friend by connecting two Game Boy units with a Game Link™ cable (available wherever Nintendo® accessories are sold) as shown in the diagram. Each player needs an In Your Face Game Pak in their Game Boy System. Turn both units on. When the title screen appears, one or both players select the 2 PLAYERS option by pressing UP or DOWN on the Control Pad to align



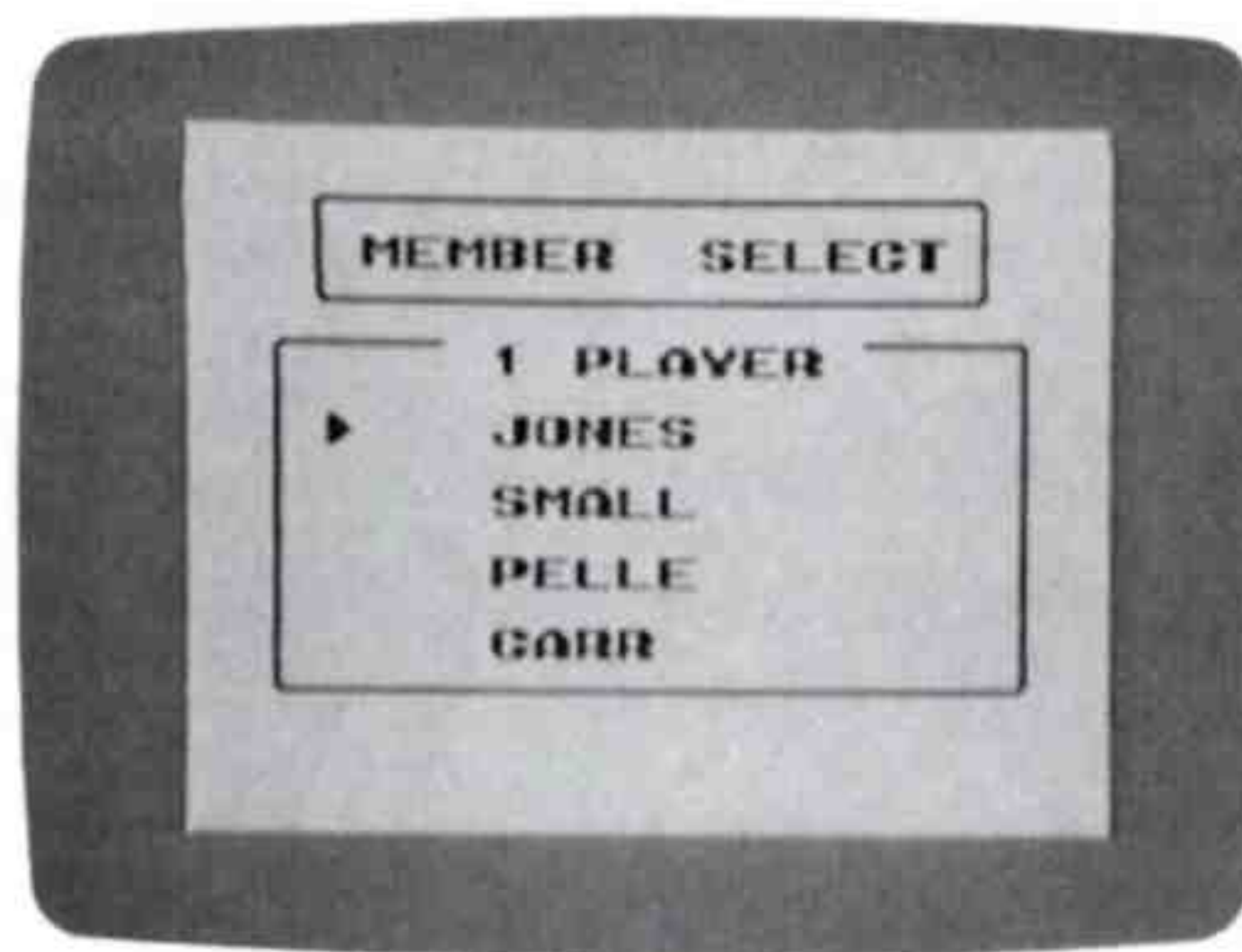
Two Game Boy units with a Game Link™ cable.



the selection arrow with 2 PLAYERS. Then press START. The MODE SELECT screen will appear.

MODE SELECT SCREEN

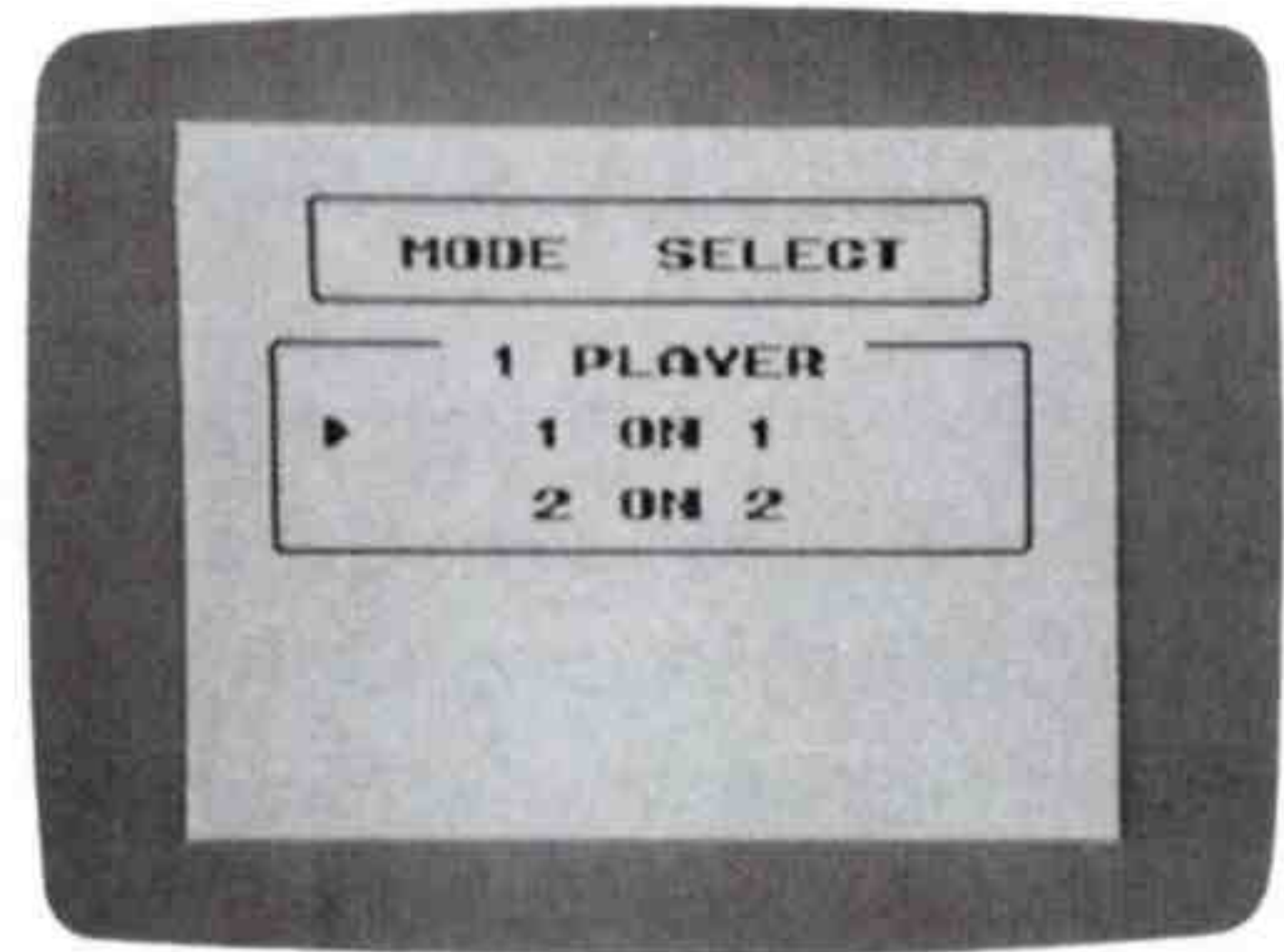
Decide whether you want to play 1 ON 1 or 2 ON 2. Use UP or DOWN on the Control Pad to align the selection arrow with 1 ON 1 or 2 ON 2, then press START. If you choose 1 ON 1, the MEMBER SELECT screen will appear. If you choose 2 ON 2, the TEAM SELECT screen will appear.





MEMBER SELECT SCREEN (ONE-ON-ONE)

If you choose a one-on-one game, use UP or DOWN on the Control Pad to align the selection arrow with the player that you want. Then press START. Your choices are JONES, SMALL, PELLE, or CARR. See the section entitled Players and Teams to find out the differences between the players.



Before you make your choice, you can go back to the MODE SELECT screen by pressing the B button. After you make your selection, the 1 PLAYER SELECT screen will appear.



In a two-player game, player one selects a player first, then player two selects a player from the three players remaining. Make your selections in the same manner described in the preceding paragraph.

TEAM SELECT SCREEN (TWO-ON-TWO)

If you choose a two-on-two game, use UP or DOWN on the Control Pad to toggle between the two available teams. Press START when the team you want appears on the screen. Your choices are LOS ANGELES, which has PELLE teamed with CARR, or NEW YORK, which has JONES paired with SMALL. See the section entitled Players and Teams to find out the differences between the teams.





Before you make your choice, you can go back to the MODE SELECT screen by pressing the B button. After you make your selection, the 1 PLAYER SELECT screen will appear.

In a two-player game, player one selects a team first, then player two selects the remaining team. Make your selections in the same manner described in the preceding paragraph.

1 PLAYER SELECT SCREEN

Choose the rules you want to use in the game and whether you want to play to a set time limit or to a certain score. In a two-player game, Player 1 makes these selections.

10





RULES OF GAME

LOSERS OUT means that after one team scores a basket, the other team gets the ball. WINNERS OUT means that a team keeps the ball after they score a basket. Use UP or DOWN on the Control Pad to align the selection arrow with the desired choice. Then press START. If you make a selection and change your mind, press the B button to start over.

TIME OR SCORE

You can play a game to a time limit in which the team that has scored the most points within the time limit is the winner. Games can last one minute, three minutes, five minutes, or ten minutes. Or, you can play a game in which the first team that scores a certain number of points is the winner. Your choices are 10 points, 15 points, 20 points, or 25 points. Use UP or DOWN on the Control Pad to toggle



through the time limit and scoring limit selections. Then press **START** when the selection of your choice appears on the screen.

If you're playing a one-on-one game, a coin toss takes place to determine who gets the ball first after the 1 **PLAYER SELECT** screen. If you're playing a two-on-two game, the coin toss is preceded by a screen that shows the two teams that are about to play. Press **START** to advance from this screen. You can also press **START** to bypass the coin toss once it begins if you want to get right into the game.

TOURNAMENT PLAY

You can compete in a two-on-two tournament against a computer opponent. You can play in the tournament only if you select 2 ON 2 from the **MODE SELECT** screen. One loss eliminates your team from the tournament, but if you can win five games, you're the tournament champion and you'll see a special sequence of screens.



PLAYERS AND TEAMS

Some players are quicker than others and can steal the ball more often. Choose your player or team with this in mind. Here are some of the characteristics of the players and teams.

- JONES:** Not as quick as Small or Pelle, Jones won't steal the ball as often. Has a better close-in dunk shot from the left side of the basket than from the right side.
- SMALL:** Second quickest player after Pelle. Can steal the ball well. Has a better close-in dunk shot from the right side of the basket than from the left side.
- PELLE:** Quickest of the four players. Can steal the ball best of the four. Has a better close-in dunk shot from the right side of the basket than from the left side.
- CARR:** About as quick as Jones. Not a great ball stealer. Has a better close-in dunk shot from the left side of the basket than from the right side.



LOS ANGELES: Good ball-stealing team. Good short-range shooting (Pelle and Carr) team.

NEW YORK: Not quite as quick as L.A. Good short-range shooting (Jones and Small) team.

ON-COURT CONTROLS AND DISPLAYS

In Your Face controls enable you to direct your player's movement, to shoot, to block shots, to steal the ball, and to pass (in a two-on-two game).



A QUICK LOOK AT CONTROLLER FUNCTIONS

- MOVE PLAYER:** Use the Control Pad to move your player around the court.
- SHOOT:** B button to go up for a jump shot; B button a second time to release the ball. You'll need to hit the B button twice in fairly rapid succession in order to get a shot off. If you don't press the B button a second time quickly enough, you'll be called for traveling because your player's feet will touch the ground before the shot can be released.
- PASS:** A button (passing is only possible in a 2 ON 2 game).
- STEAL:** Use the Control Pad to try to run your player into the opponent who has the ball. Sometimes you can steal it. Also, if you press the A button while on defense, your player's arms outstretch. If you're in the right position, your player will steal the ball.

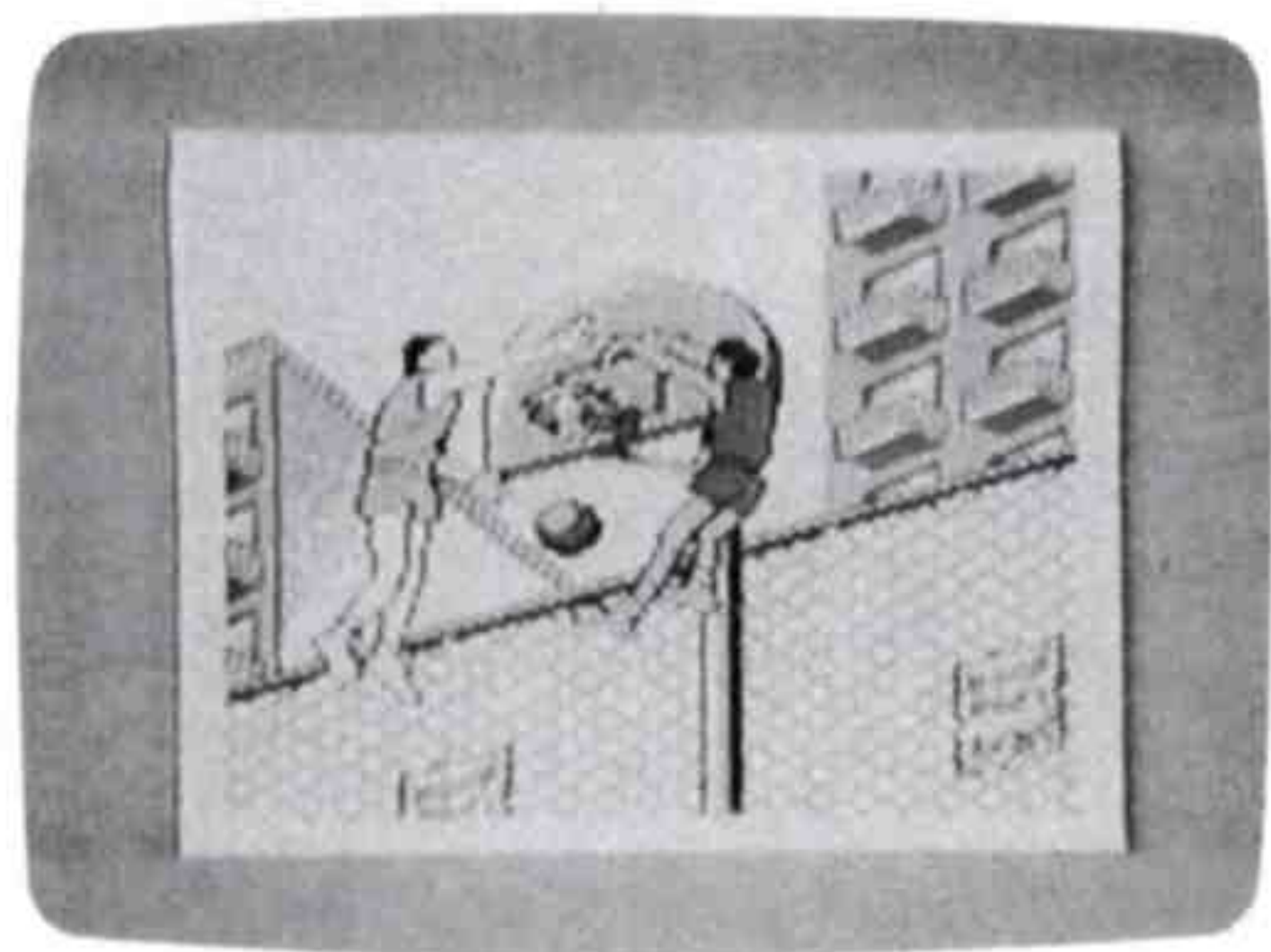


BLOCK:

B button while on defense to attempt a block. Try to position your player between the man with the ball and the basket. Then time your player's jump to the release of the offensive player's shot. If your timing is right and you're close enough to the man with the ball, you can block the shot.

OTHER FEATURES

SLAM DUNK: If you take a shot while your player is in the "lane" or "paint," your player attempts a slam dunk and you'll see a closeup of the results. Keep in mind that a slam dunk is not an automatic basket. Shorter players, have little success at the slam dunk.





TRAVELING: You'll be called for traveling if you don't hit the B button quickly enough to release the ball after going up for a shot.

OUT OF BOUNDS: Occasionally, players will throw the ball away. When this occurs, the ball is awarded to the other team, which then throws (or runs, in a one-player game) the ball back into play from the sideline.



ON-SCREEN DISPLAYS

PLAYER ARROW: To help you keep track of your player, an arrow moves up and down above him at all times. In a two-on-two game, the arrow moves above the team member with the ball.

GO-BACK ARROW: When you get possession of the ball inside (toward the basket) the hash marks on either side of the court, a black arrow flashes under your player. This means you need to move your player back outside (away from the basket) the hash marks before you can attempt a shot.



SCORE:

In a 1 ON 1 game, the score is displayed at the bottom of the screen. In a 2 ON 2 game, the score is displayed after every basket. In both cases, the initial of the player (or team in a 2 ON 2 game) appears next to that player's or team's score. Remember, each basket is worth one point.

TIME:

If you're playing to a time limit, the remaining time is displayed on the screen.

PLAYING TO WIN

Here are some strategies to increase your winning percentage.

- Use jump passes rather than regular passes to confuse the defense. Hit the B button to jump, then quickly hit the A button to pass to the open man.
- When you're on defense, use the A button to make your player's arms outstretch. This is an effective way to steal



the ball, particularly in a 2 ON 2 game when an opposing player attempts to pass the ball to his teammate.

- When blocking shots, ideally you should have your back to the basket, facing your opponent. Sometimes a taller player can block a shorter player's shot from behind.
- When choosing your team for a two-on-two game, the player you choose first will be the player handling the ball each time you start out. Because of this, you want to select a quick-moving player first and a taller player second.

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.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your Game Boy is SWITCHED OFF when inserting the Game Pak or removing it from Game Boy.



HELP JALECO INVENT NEW GAMES YOU'LL LIKE

Jaleco is always developing video games for your Game Boy™ and Nintendo Entertainment System®, and we'd like your help. Answer these questions, and then send us your name and address. We'll put you on our mailing list to get the most up-to-date information on Jaleco games.

Name _____ Age _____ Male/Female _____

Address _____

City _____ State _____ Zip Code _____

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

How many games do you own for your Game Boy? _____

How long have you owned your Game Boy? _____

Do you own a Game Link™ cable for two-player games? _____



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

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

How often do you play your Game Boy? _____

Do you ☐ play alone? ☐ with friends?

How do you learn about new games for your Game Boy? ☐ 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? _____



NINTENDO ENTERTAINMENT SYSTEM® OWNERS:

How many games do you own for your Nintendo? _____

How long have you owned your Nintendo? _____

Does your Nintendo have any other accessories? _____

☐ gun ☐ power glove ☐ power pad ☐ other joystick ☐ U-force

☐ NES Satellite Transmitter™ (4-player adaptor)

☐ NES Four Score™ (4-player adaptor)

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

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