

Nintendo
GAME BOY[®]



Sports Illustrated

DMG-QM-USA



CHAMPIONSHIP FOOTBALL & BASEBALL[™]

INSTRUCTION MANUAL



**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION
AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR
NINTENDO® HARDWARE SYSTEM OR GAME PAK**



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A WINNING COMBINATION

The excitement and power of professional football combined with the tradition and finesse of big league baseball in this dual sports game pak is sure to please fans of both sports. You've seen coverage of these popular pastimes in Sports Illustrated. Now, experience them in the same winning style with Sports Illustrated®: CHAMPIONSHIP Football & Baseball.

For Football fans: Choose from 28 teams, select the right offensive and defensive plays and carry them out as you pave a path to gridiron glory.

For Baseball fans: Select from 28 heavy hitting squads and take a shot at the championship. Throw blazing fastballs, steal bases and crack a homer into the bleachers.

Both sports feature exhibition play, a password-supported season and the kind of realistic statistics that you would expect from Sports Illustrated.

S A F E T Y P R E C A U T I O N S

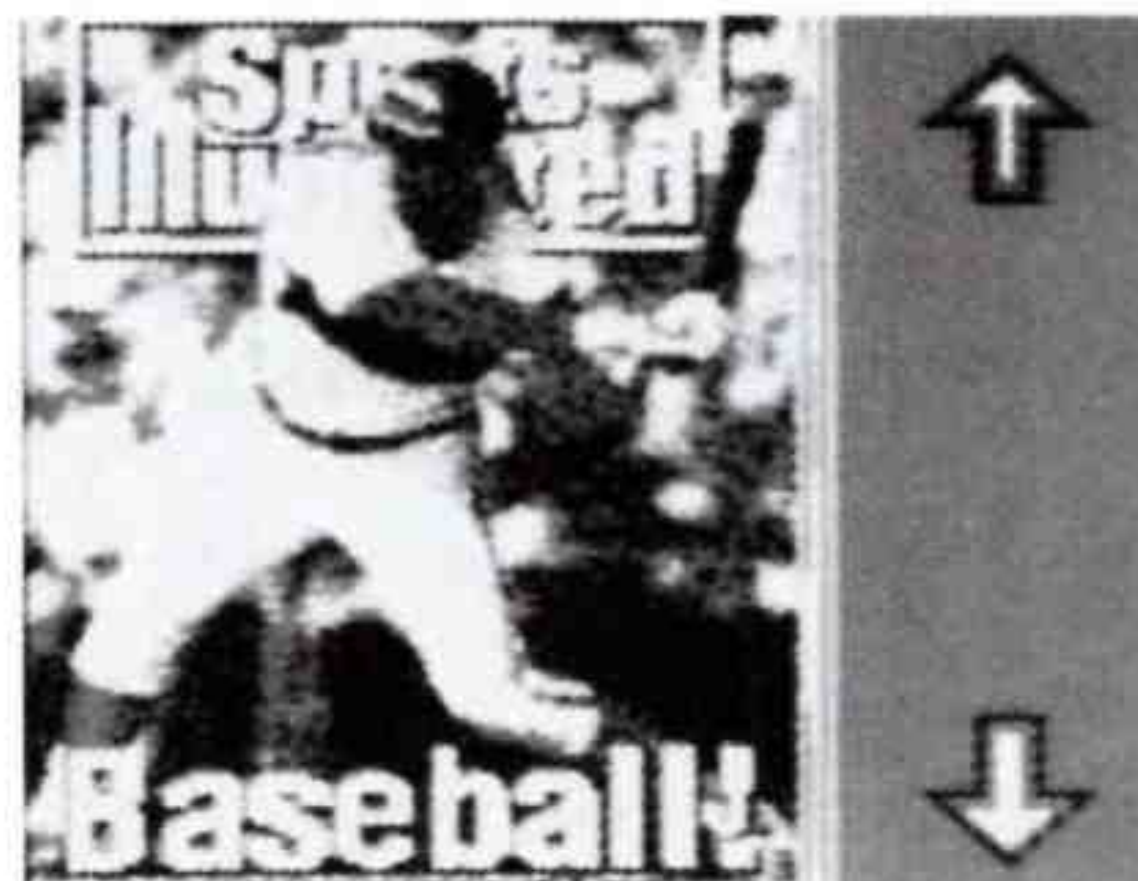
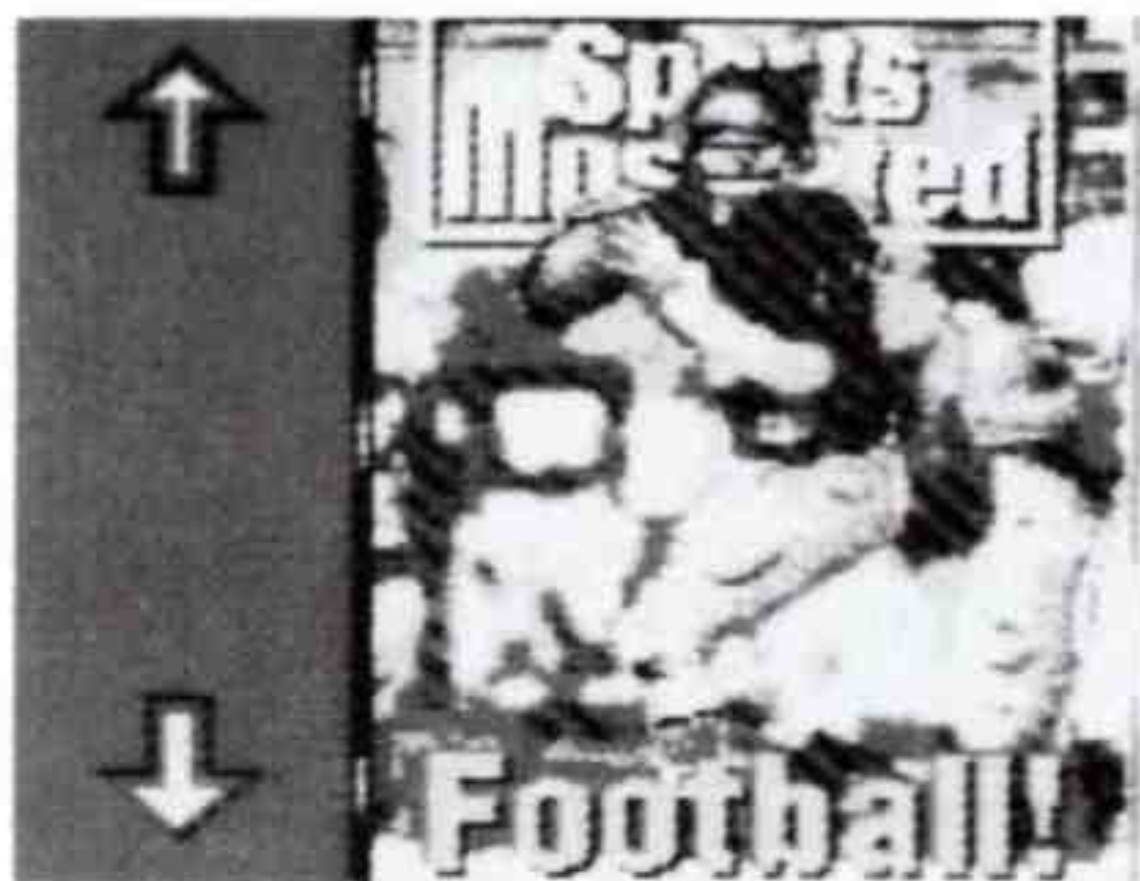
- Because this is a precision tool device, do not use or store it in extreme temperature. Avoid hard shocks.
- Avoid soiling the connector's terminals by handling or spilling liquids. Soiled connectors can cause system breakdowns.
- Do not clean this device with alcohol, thinner, benzene, or other volatile substances.
- Always turn the power off before inserting or removing Game Pak from the main system.
- When engaged in prolonged periods of game playing, we recommend that you rest 10 to 20 minutes every two hours, to avoid strain in your vision.
- Store the Game Pak in its protective case when not in use.

Starting the Game



Insert the Game Pak into your Game Boy and turn the machine on. The title screen appears with the options for either one or two player modes. NOTE: You will need two Game Paks and a Game Link cable to play with two Game Boys. Use the Control Pad to move the cursor to the desired option and press the A Button to engage.

OPTIONS SCREENS—From the selection screen you are given the choice between Football and Baseball. Press Up or Down on the Control Pad to select which game to play. Press the A Button to confirm your decision.



“AMERICA’S GAME” • FOOTBALL

“We love this game. We must. Look at the families in living rooms every fall Sunday, glued to the electronic hearth. Pro football is America’s Game.”

**Peter King, Senior Writer
SPORTS ILLUSTRATED**

Two teams of explosive athletes face off in the name of moving the pigskin across the other team’s goal line. Strategy and dexterity both play a part. Choose from 16 offensive plays like the Post Fly pass or the Weak Side Sweep and 12 defensive formations such as the Pure Dime or the 46. Zigzag through tenacious defenders as you muscle your way to the goal line.

If you blast past the defensive line for a big gain or stop the other team short of a breakthrough play, you might be rewarded with a spectacular animated sequence or a Sports Illustrated cover celebrating your accomplishment.



Controller Functions—Football

The various buttons have multiple functions in this game. Listed below are the controls for both offense and defense.

Calling Plays

Control Pad :	Highlight the plays.
A Button:	Call highlighted play.
Select Button:	Call a Time Out.

Offense

Control Pad:	Control the ball handler and pass receiver.
A Button:	Hike the ball.
A and B Buttons:	Pass to the corresponding receiver.
Start Button:	Pause the game.
Select Button:	Call a Time Out.



Defense

Control Pad:

Control selected defender.

A Button:

Cycle through defensive players before ball is snapped. The Game automatically switches control to the defender closest to the ball upon completion of a pass.

Start Button:

Pause the game.

Select Button:

Call a Time Out.

Kicking

A Button:

Kick the ball.

Start Button:

Pause the game.

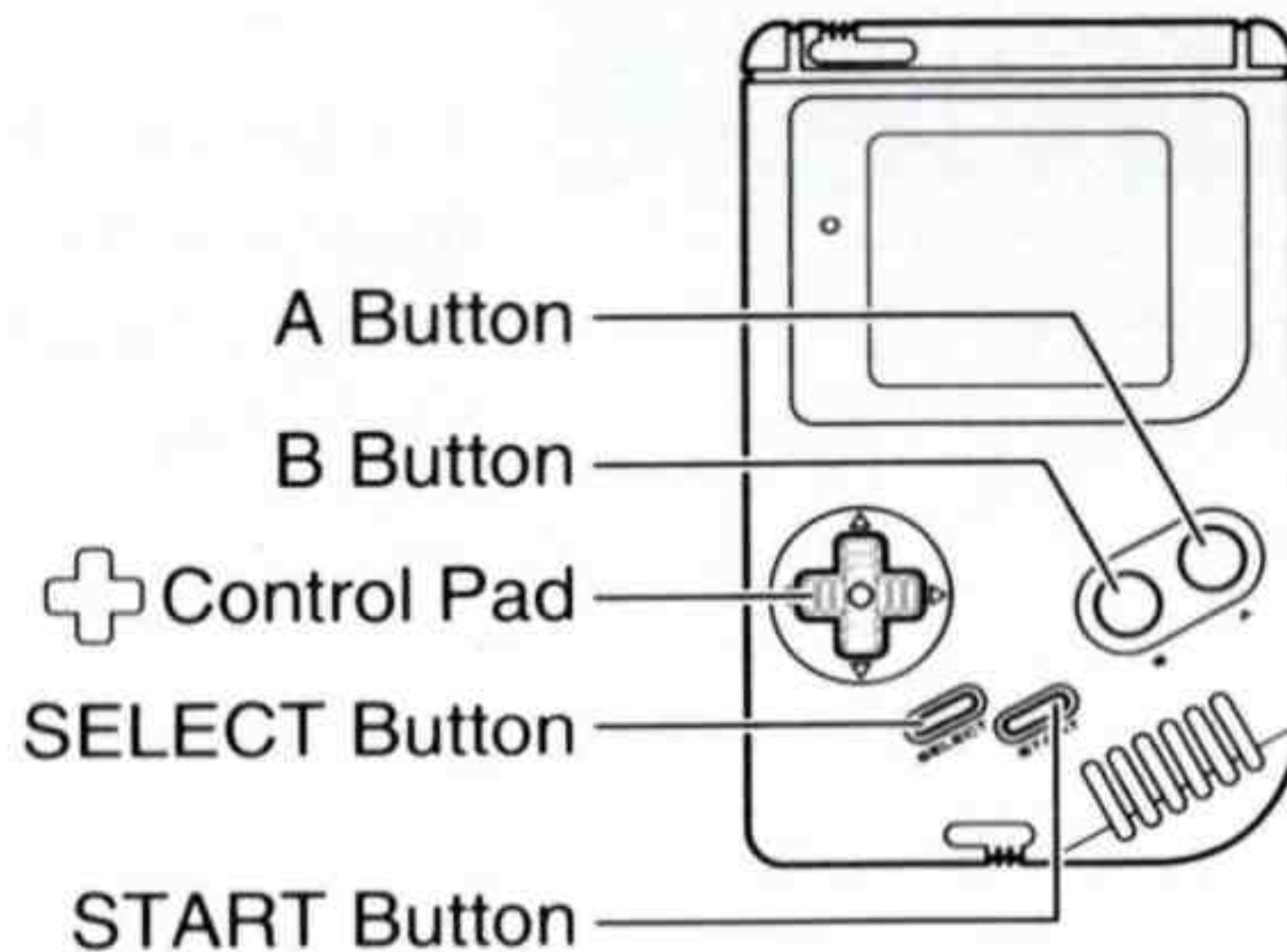
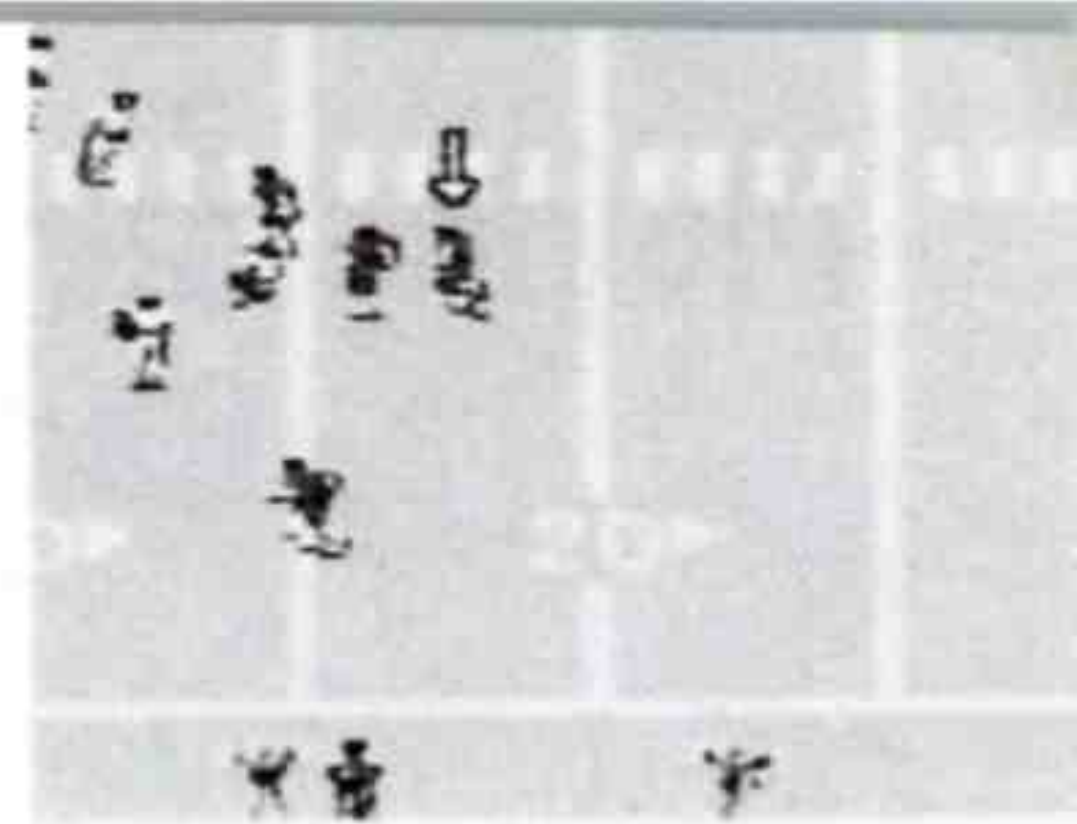
Receiving a Kick Off or Punt

Control Pad:

Control the kick receiver.

Start Button:

Pause the game.



Playing the Game

Once the preliminary choices have been made, the game begins with the toss of a coin. The team that wins the coin toss receives the kick off. Once this has been determined, the game begins on the field.



Following the kick-off return, the Pass/Run Menu appears for plays. The menu also appears between every down with a choice of the selection of plays for that style of Offense or Defense.



Once the plays have been selected, the game shifts over to the field for the play. At this point, your skills as a player take over as you try to out-wit and out-score your opponent.

On Offense, you have four downs to advance the ball 10 yards. If you are successful, then you begin a new set of downs. Continue this process until you score a touchdown or a field goal. If you are unsuccessful at making the 10 yard minimum by the fourth down and you are out of field goal range, it is advisable to punt the ball to the Defense. The winner is the team that has scored the most points by the final whistle.

As with any sport, wild and unpredictable plays are known to happen. This game was designed to utilize all the possible plays in an unexpected manner to keep your opponent off guard. Try a fake punt once in a while to keep them on their toes.



NOTES REGARDING THE GAME

Passing Interface

Pressing the **A** Button or the **B** Button after the ball is hiked targets the ball to the corresponding pass receiver. Before the play begins you will see an **A** and **B** near two receivers. Those are the receivers for the play.

Duration of the Game

You are able to set the length of the game for 15, 30, 45 or 60 minutes. The game is played in quarters with a 2-minute warning before halftime and the end of game. **Keep an eye on the clock** to make sure you maximize the amount of play time.

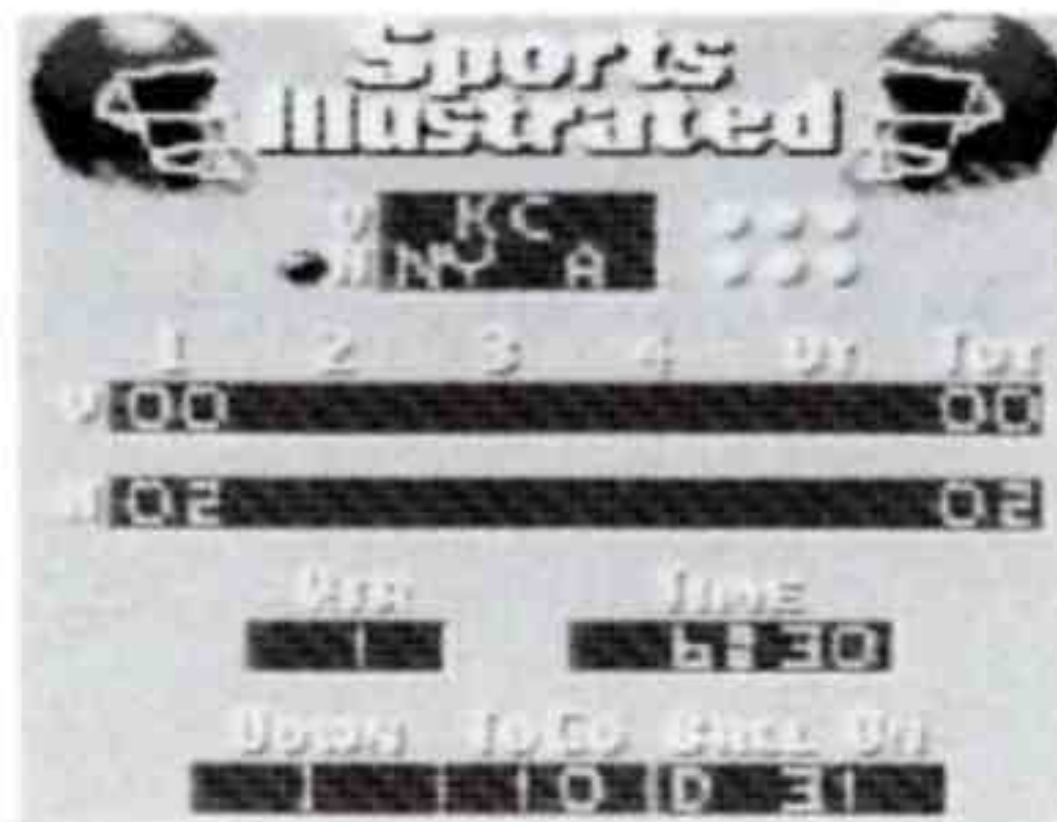
NOTES REGARDING THE GAME

Penalties

Penalties make the game more realistic. You are given the option to accept penalties (and have them enforced), or to decline them and bring on the next down. This ultimately adds to the realistic feel of the game play.

Time Outs/Stats

You are given three Time Outs per half. This allows you to change your play or view the stats from the game. Press the A Button to resume game play.



“THE CRACK OF THE BAT” • BASEBALL

There's no other game like the national pastime. Sports Illustrated has covered the drama, excitement and tradition of Baseball since the magazine first hit the stands. And that baseball know-how is demonstrated in

**And the Ump
hollered,
“PLAY BALL!”**

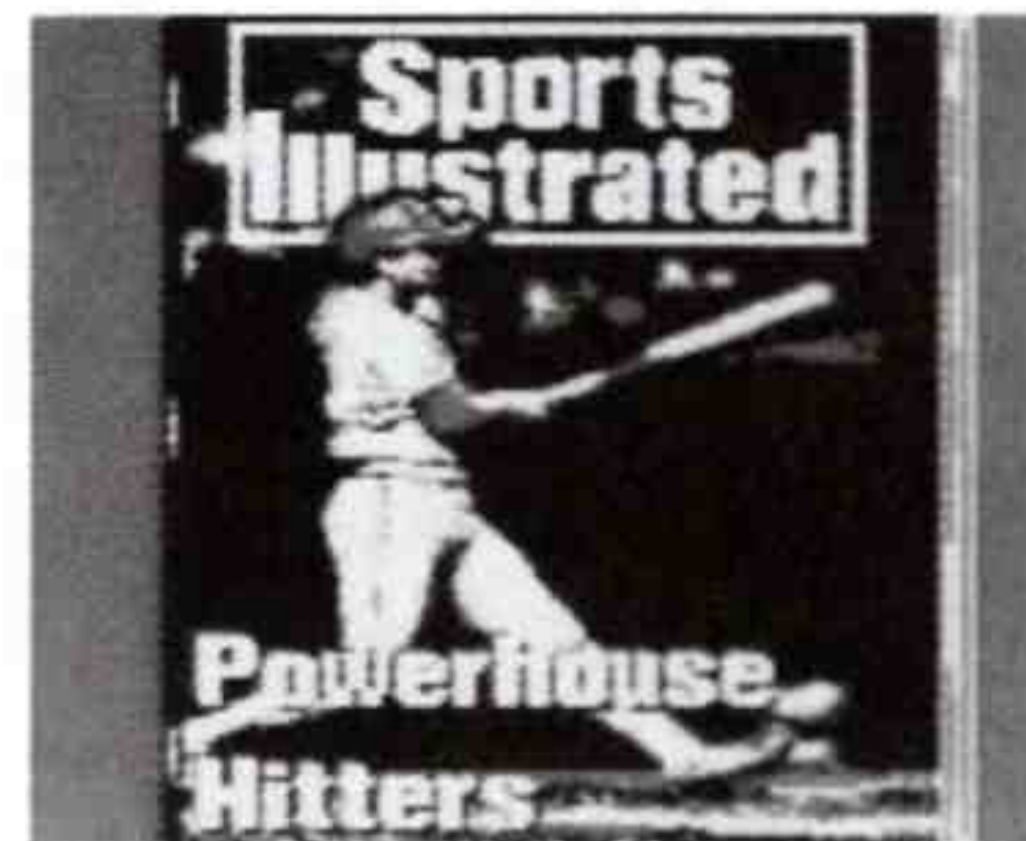
the realistic play of this game. Get into the action with off-speed pitches, lightning fast double plays and big hits deep into the outfield.

There are 28 big league teams to choose from. Select your squad then usher it on to victory. If your pitcher doesn't have the right stuff you can make a call to the bullpen. If you're down by a couple of runs you can put on your rally caps and try to make a dazzling comeback. You've got what it takes to lead your team to the championship game and you can prove it with Sports Illustrated-style realism.

All the drama of the real game makes Sports Illustrated Baseball a true-to-life sports simulation.

“In our mind’s eye, it is a game played under the warm afternoon sun, on a soft, green field in a friendly, cozy ballpark. Listen—we can hear the crack of the bat or the pop of the catcher’s mitt or the infield chatter. Watch—the batter digs in and the pitcher stares in, ready to deal. We’re glued to our seats until the final out.”

Steve Wulf, Editor at Large
SPORTS ILLUSTRATED

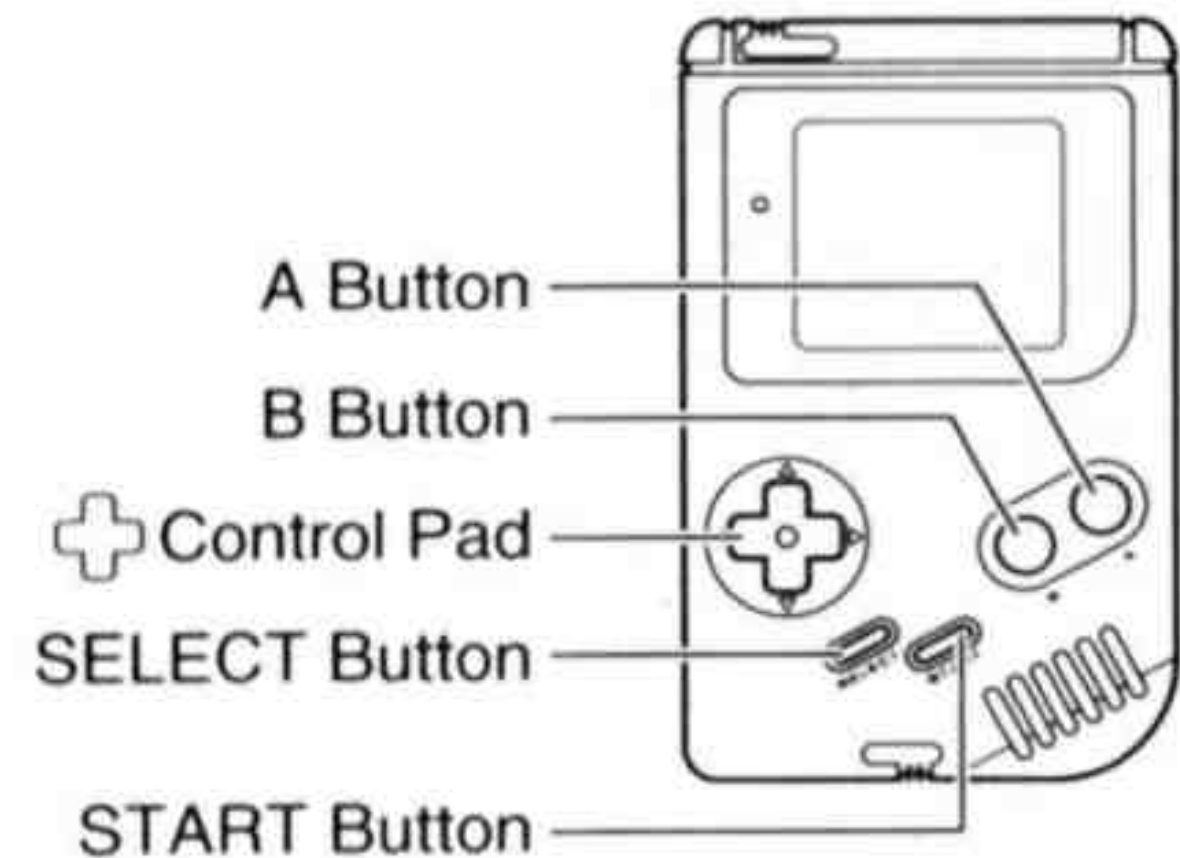


Controller Functions—Baseball

The various buttons have multiple functions in this game. Listed below are the controls for both teams at bat and in the field.

Pitching

Start Button:	Pause the game.
Select Button:	Call up list of relief pitchers.
Control Pad Left and Right:	Move the pitcher on the mound, steer ball in flight to the left or right.
Control Pad Up and Down:	Influence the speed of the pitch: Up = Fast, Down = Slow.
A Button:	Pitch.
B Button:	Throw the ball.

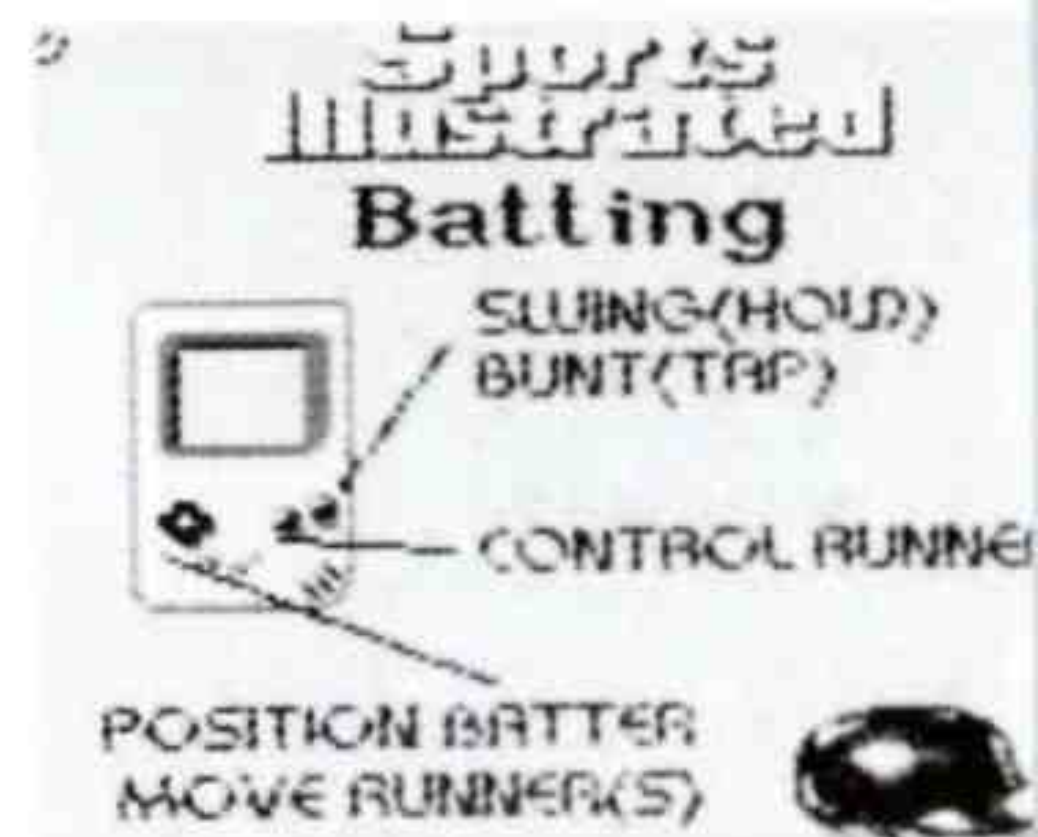


Fielding

- Start Button:** Pause the game.
- B Button:** Throw the ball to a base. Also jump or dive while fielding.
- Control Pad:** Move the fielder closer to the ball's destination. Also is used to direct throws to bases as follows:
- Right:** Throw goes to First Base
 - Up:** Throw goes to Second Base.
 - Left:** Throw goes to Third Base.
 - Down:** Throw goes to Home Plate.

Batting

- Start Button:** Pause the game.
- Select Button:** Call up option for Batter Switch if the Pitcher or DH is batting.
- Control Pad**
- Left and Right:** Move the batter in the box.
- A Button:** Swing the bat. Tap the **A** Button for a bunt.



CONTROLLER FUNCTIONS, BASEBALL

Running The Bases

Start Button: Pause the game.

Control Pad: Target a base for the runner. Press the following directions on the Control Pad to aim the runner:

Right: Runner goes to First Base

Up: Runner goes to Second Base.

Left: Runner goes to Third Base.

Down: Runner goes to Home Plate.

B Button: Advance the runner.

A Button: Return runner to the last base. This is important when a batter flies out. You have to manually send your runner back to the previous base or they will be tagged out.

SPECIAL NOTE ON FIELDING: When you are fielding the ball, the computer automatically moves your player to the general area where the ball will land unless you override this by using the Control Pad. This auto-fielding function greatly increases your abilities in the field. Press and hold the A Button to make your fielder run directly to the ball when it's on the ground.

Playing the Game

Once the preliminary choices have been made, the game begins with the Home Team in the field and the visiting team at bat. Innings last until the fielding team makes three outs against the team at bat.

Players that advance completely around the bases score one run. The team with the most runs at the end of the game wins. If the Home Team has a higher number of runs by the bottom of the last inning, they do not need to continue batting. If the game is tied after the last inning, extra innings are played until one team out scores the other.

Familiarize yourself with the mechanics of pitching, fielding, batting and base running in matches against the computer. As you become more efficient with the controls, the game play becomes second nature.

WARRANTY INFORMATION

90 DAY LIMITED WARRANTY:

MALIBU GAMES warrants to the original consumer purchaser that this Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, MALIBU GAMES 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 MALIBU GAMES 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 MALIBU GAMES 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:

MALIBU GAMES
Consumer Service Department
5016 N. Parkway Calabasas, Suite 100
Calabasas, CA 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.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the MALIBU GAMES Consumer Service Department at the phone number noted. If the MALIBU GAMES 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 MALIBU GAMES, enclosing a check or money order for \$10.00 payable to MALIBU GAMES. MALIBU GAMES 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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