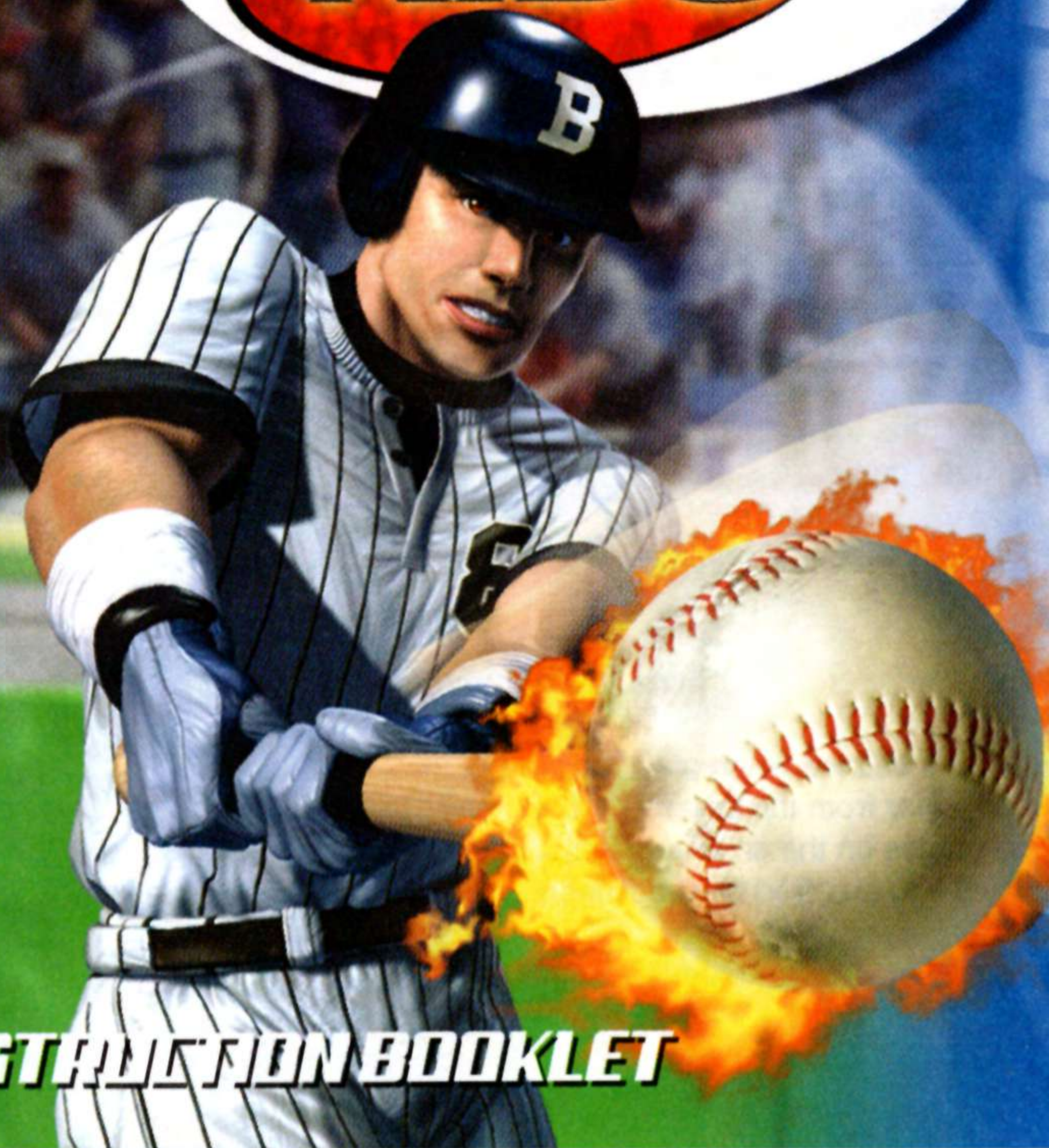


GAME BOY ADVANCE

AGB-AKBE-USA



BASEBALL

INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

** WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of having a seizure while playing video games:

1. Sit or stand as close as possible to the television screen.
2. Play video games in a well-lit room.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE
Visit www.esrb.org or call 1-800-771-3772
for rating information

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



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. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.

© 2001 NINTENDO. ALL RIGHTS RESERVED.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

BASEBALL

Table of Contents

Getting Started	2
Playing The Game	3
Game Modes	8
Team Management	12
Saving the Game	16
Multiplayer Link Game	17
Credits.....	19

Getting Started

- Turn the power switch OFF on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
- Insert the Sports Illustrated For Kids Baseball Game Pak into the slot on the Game Boy® Advance. Press firmly to lock the Game Pak in place.
- Turn the power switch ON. The Nintendo logo should appear. (If you don't see it, begin again at step 1.)
- When the Sports Illustrated For Kids Baseball title screen appears, press START.
- When the main menu screen appears, use the Control Pad to select a game mode and press the A Button. (For More Detailed Information on the various game modes, please refer to those sections in this instruction manual.)

Playing The Game

Batting

ACTION

How To Perform Action

Swing

Press the **A** Button.

Bunt

Press and hold the **B** Button; Direction of Bunt can be controlled by holding **◀** or **▶** on the Control Pad.

Adjust Batting Position

Use the Control Pad to position the batter in the batting box.

Pause the Game

Press **START**.



Base Running

Selecting A Runner

The Control Pad is used in conjunction with other buttons and represents the baseball diamond. Pressing ► on the Control Pad is First Base, pressing ▲ is Second Base, pressing ◀ is Third, and pressing ▼ is Home Plate.

Advancing a Base Runner

Base runners can be advanced by holding the L Button and pressing the direction on the Control Pad of the base that the Base runner is currently on.

Example: Holding the L Button + ► on the Control Pad will advance a base runner from First Base to Second Base.

Recalling a Base Runner

To return a base runner to a base that they just left hold down the R Button and press the direction on the Control Pad of the base that the base runner just left.

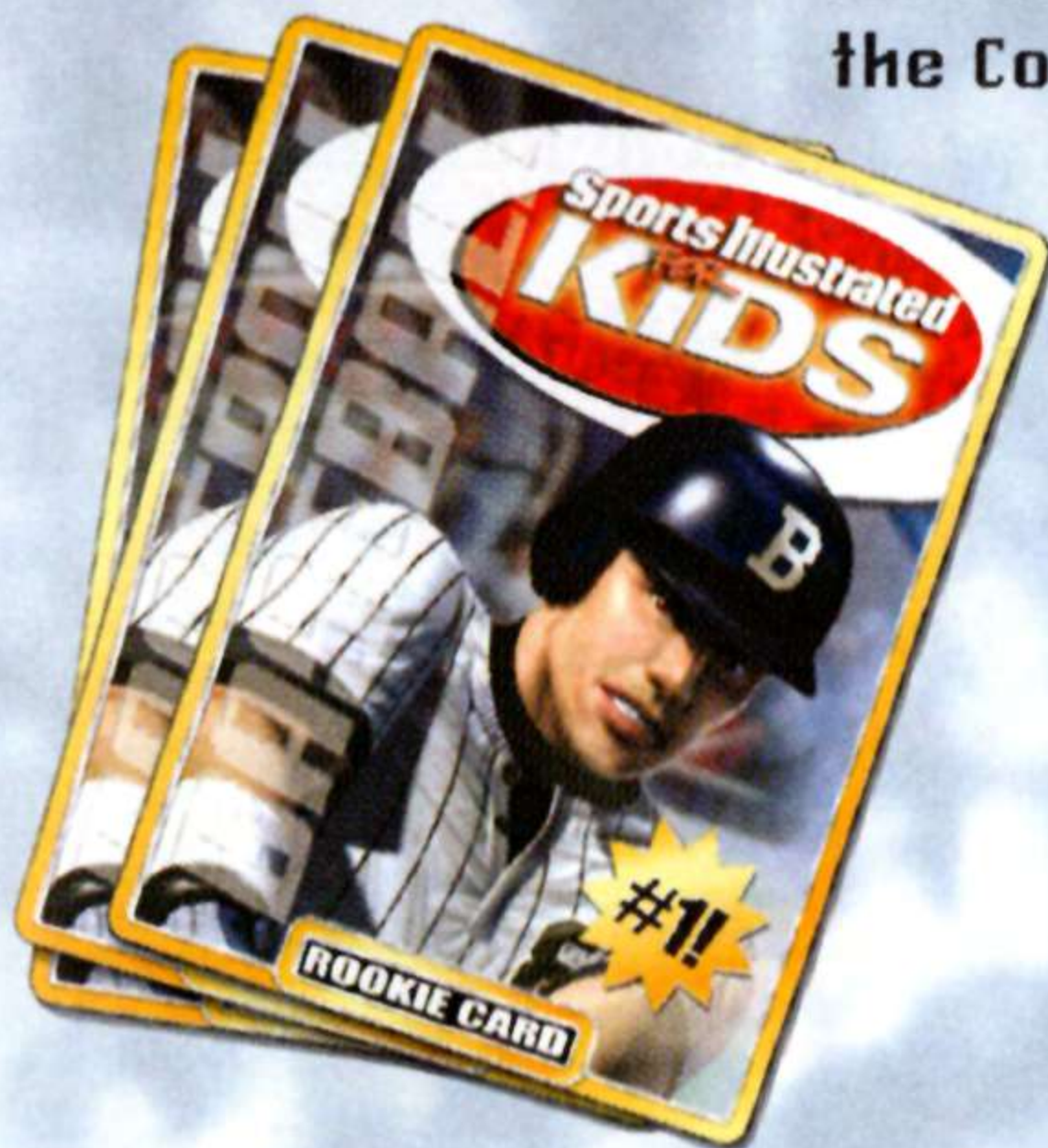
Leading Off

While at bat a base runner can take a lead by holding the **L** Button and pressing the direction on the Control Pad of the base that the Base Runner is currently on. Base Runners can lead off up to 3 strides (3 presses of the command) before an automatic steal attempt occurs.

Example: Holding the **L** Button + **▶** on the Control Pad will allow the base runner to lead off from First Base.

Stealing A Base

While the pitcher is in his windup, hold the **L** Button + **R** Button and the direction of the base you want to steal on the Control Pad.



Pitching

Positioning the Pitcher

The pitcher can be moved on the mound by pressing ◀ or ▶ on the Control Pad.

Regular Pitch

Press the **A** Button

Fast Ball

Press ▼ on the Control Pad and press the **A** Button.

Curve Ball

Press ▶ on the Control Pad and press the **A** Button.

Slider

Press ◀ on the Control Pad and press the **A** Button.

Change Up

Press ▲ on the Control Pad and press the **A** Button.

Pick Off

Hold the direction of the base that you want to throw to on the Control Pad and press the **B** Button.

Pause the Game

Press **START**.



Fielding

Fielder movement

The Control Pad is used to move the currently selected fielder.

Throwing to a Base

1st Base: Hold ► on the Control Pad and press the B Button.

2nd Base: Hold ▲ on the Control Pad and press the B Button.

3rd Base: Hold ◀ on the Control Pad and press the B Button.

Home Base: Hold ► on the Control Pad and press the B Button.

Throwing to the Cutoff Man

When a ball has been hit into the outfield press the B Button to throw the ball to the cut off man.

Throwing to the Pitcher

When the ball is in the infield press the B Button to throw the ball to the pitcher.



Game Modes



There are three different game modes available in Sports Illustrated For Kids Baseball. They consist of Exhibition Play, Season Play and Multiplayer Link Play.

Exhibition

Exhibition Mode allows you to play 9 innings of baseball against a computer opponent. You can choose which team you want to use, as well as the team the computer will use.

Records and stats are not kept and there are no restrictions on which team can be selected.

Starting a Game

From the Main Menu select the Exhibition tab and press the **A** Button.

Choosing a Team

Press **▲** or **▼** on the Control Pad to select the team that you want to use. Next press **◀** or **▶** to select the skill level of your team. A higher number indicates better players, but they require more skill to use successfully. After your team and skill have been selected press the **A** Button. Now select the team and skill level of the computer controlled team and press the **A** Button.

Season

The goal of the season mode is to build up your team and become the champion. You must play through 3 leagues and become the champion of each one. The skill level in each league will increase as you move through them. Lucky for you, every game you play earns your team some experience points. Use these experience points to improve your players and become a champion.

Loading a Team

The first time playing a season there will be no teams saved. Select a slot to create a team and press the **A** Button. If you have saved a team select it from the list and press the **A** Button to load your team and continue your season.

Choosing Your Home State

Press **◀** or **▶** on the Control Pad to highlight your team's home state on the map and press the **A** Button to select the state.

Choosing Your Team's Color

You can choose your team's uniform color by pressing **▲** or **▼** on the Control Pad and your team's sock and sleeve color by pressing **◀** or **▶** on the Control Pad. When you have made your decision press the **A** Button to continue.

Entering Your Team's Name

After selecting your home state it is now time to choose your team's name. Use the Control Pad to select a letter and the **A** Button to choose the selected letter. When you are finished select END and press the **A** Button.

Choosing the Team's Playing Style

There are four styles that you can model your team after. Each team type has its own strength and weaknesses. It is up to you to build your team into a champion.

After you select the Team Style by pressing ▲ or ▼ on the Control Pad, press the A Button to continue.

Balanced	A team that is balanced in all areas.
Fast Runners	A team that has fast base runners.
Good Hitters	A team that is good at making contact with the baseball.
Good Pitching	A team that has players with strong throwing arms.

Team Management



After you create your team this is the area where you can make all of your management decisions. Scroll through the various cards by pressing ◀ or ▶ on the Control Pad. Pressing the **A** Button will select the card that is directly in front of you.

Play Game

Selecting this card will start you playing the next game in your season.

Batting Order

This area allows you to set your team's batting order. Use ▲ and ▼ on the Control Pad to highlight a player, press the **A** Button to highlight him, and use the Control Pad again to move him ▲ and ▼ in the lineup. When the player is in the location that you want him in press the **A** Button again to set his location. When you are finished press the **B** Button to return to the Team Management area.

Fielding Assignments

This area allows you to assign your players their position in the field. Use ▲ and ▼ on the Control Pad to highlight a player, then press the **A** Button to select him. Then use the Control Pad again to highlight the player to that you want the first selected player switch positions with and press the **A** Button to switch. When you are finished press the **B** Button to return to the Team Management area.

Roster

This area allows you to see the players on your team and view their stats. Use ▲ and ▼ on the Control Pad to highlight a player and press the **A** Button to view their stat sheet. The first column of stats is the current season stats and the other column is lifetime stats. The stats are updated after every completed season game. When you are finished press the **A** Button to exit.

Sports Page

This area displays the current league standings.

Cheat Codes

This area allows you to enter secret codes to unlock bonus items in the game. Use the Control Pad to highlight a letter, the **A** Button to select the letter and highlight END and press the **A** Button when you are finished.

After A Season Game

Training

After each season game you have the opportunity to train all of your team members in a training event.

Highlight a training event from the list of options by using **▲** or **▼** on the Control Pad and use the **A** Button to make your choice.

Strength	affects batting and throwing power
Speed	affects a player's movement in the field and on the bases
Agility	affects throwing and batting accuracy as well as jumping and diving skills
Arm	affects pitching arm and throwing arm abilities

Experience Allocation

After each season game your team will be awarded experience points based on how you performed. You can use these points to upgrade your players' abilities and make them superstars. Highlight a player that you would like to upgrade by pressing ▲ or ▼ on the Control Pad and use the A Button to select him. You can add experience points to four different categories: Strength, Speed, Agility and Arm.

By pressing ▲ or ▼ on the Control Pad select the attribute that you would like to increase. Add a point to that attribute pressing ► on the Control Pad. If you make a mistake you can remove a point that you just added by pressing ◀ on the Control Pad. When you are finished allocating points to this player you can go back and select another player by pressing the B Button.

Saving the Game

The game saves automatically after each fully completed season game.



Multiplayer Link Game

You can play head to head with a friend who also owns a copy of Sports Illustrated For Kids Baseball.



To start the game, follow these instructions:

- Turn the power switch OFF on all the Nintendo® Game Boy® Advance systems.
- Insert a Sports Illustrated For Kids Baseball Game Pak into the slot on each Game Boy® Advance. Press firmly to lock the Game Pak in place.
- Link the Game Boy® Advance units together using the Game Boy® Advance Game Link® Cable.

- Once all the Game Link cables are connected, turn all the power switches ON.
- When the Sports Illustrated For Kids Baseball title screen appears, press START. Use the Control Pad to highlight LINK on the Main Menu and press the **A** Button.

(Note: It may take 5 seconds for all Game Boy Advance units to recognize each other after all players have pressed the **A** Button.)

- Select your team from the Team Selection screen using the Control Pad to highlight a team and the **A** Button to select it. You may also play with a team that you created by selecting its name from the list.

CREDITS

Sennari Interactive

Executive Producer:
Michael Cartabiano

Producer:
Craig Selby

Lead Programmer:
Joe Sengir

Programming:
James Reynolds
Shawn Freeman
Paul Bolten

Lead Artist:
Bill Longworth

Art Work:
Virtucraft LTD.
Kevin Park
TJ Stamm

Game Design:
Alex Shatsky
Craig Selby

Testers:
Josh Derrall
Fraz Akhtar
Mike Cimprich
Matt Ryan

Special Thanks:
Letha Ovando
Trina Lance
Tim Watson

Sports Illustrated For Kids

**Vice President/
Publishing Director**
Tim Jarrell

Assistant Managing Editor
Peter Kay

**Business Development
Manager**
Eric Grand

Bam! Entertainment

Executive Producers:
Phil Alne
Jeff Pena

Public Relations:
Susan Kramer

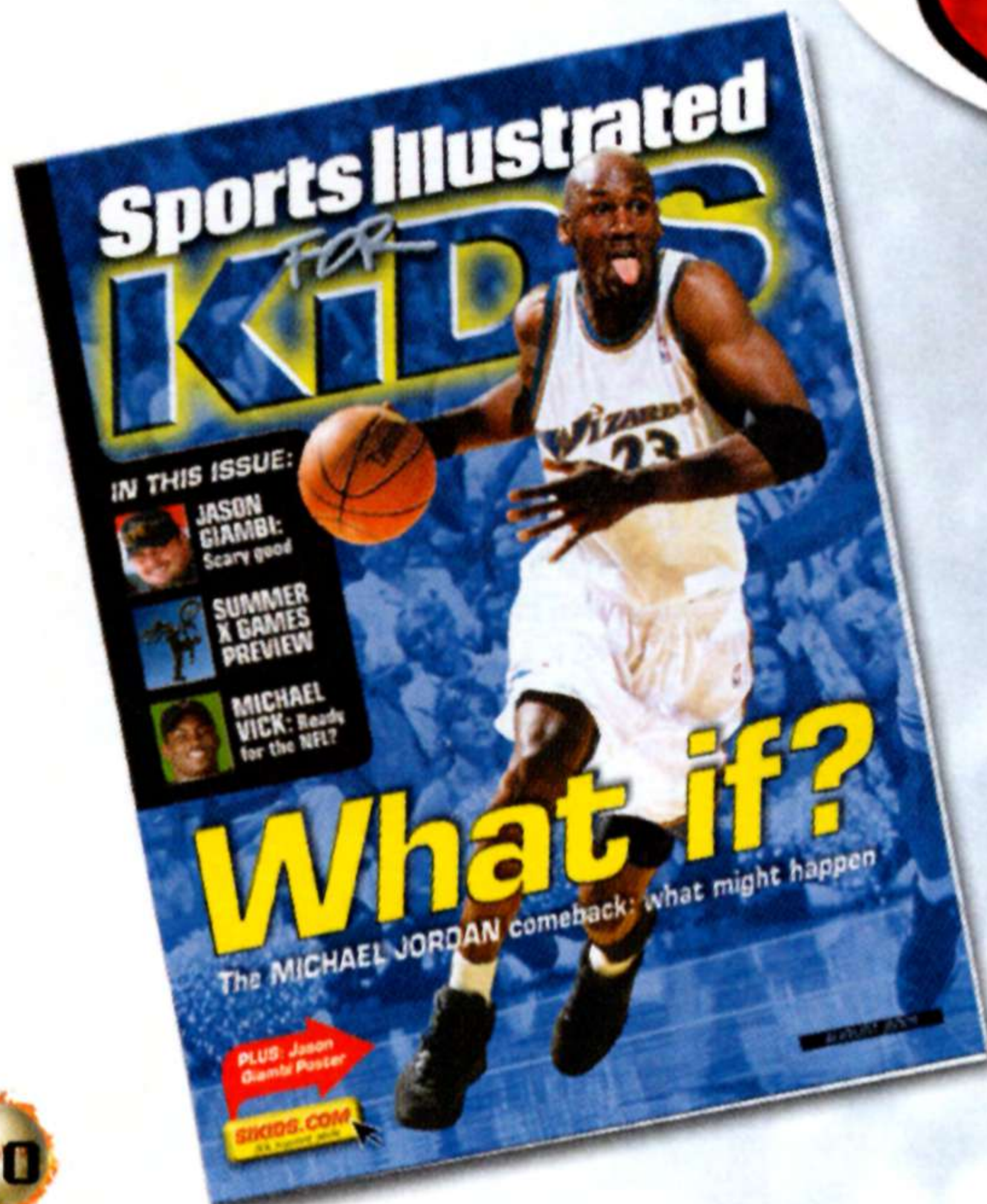
Marketing:
Scott Smith

Special Thanks:
Ray Musci
Aaron Endo
Joe Morici
Carter Lipscomb
Sherri Zook
Robin Cairns
Lynn timer Nojadera

Sports Illustrated *FOR* KIDS

GET 1 FREE TRIAL ISSUE!

Get 1 free trial issue of Sports Illustrated For Kids. If you like it, you will receive 9 more issues (total of 10) for just \$19.95. If not, just write "cancel" on the bill, return it and owe nothing.



Simply call 1-800-325-5785

or

Fill out the below and mail to:

Sports Illustrated For Kids

PO Box 60970

Tampa, FL 33660-0970

Name

Birthdate

Address

City

State

ZIP

SKA09G2

**In Canada offer is 10 issues for \$32.40 and subject to GST, HST, QST.
Foreign offer is 10 issues for \$38.00, orders not accepted over the
phone, please mail in the above.**

WARRANTY

Bam! Entertainment warrants to the original purchaser that this product 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, Bam! Entertainment will repair or replace the product at its option, free of charge. This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, modification, tampering or by causes unrelated to the defective materials or workmanship. To receive this warranty service, send the defective product, a copy of the original sales receipt, a return address and a small note describing the difficulties you are experiencing to the address below.

Bam! Entertainment
333 West Santa Clara St.
Suite 716
San Jose, CA 95113

NOTES

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

Look for

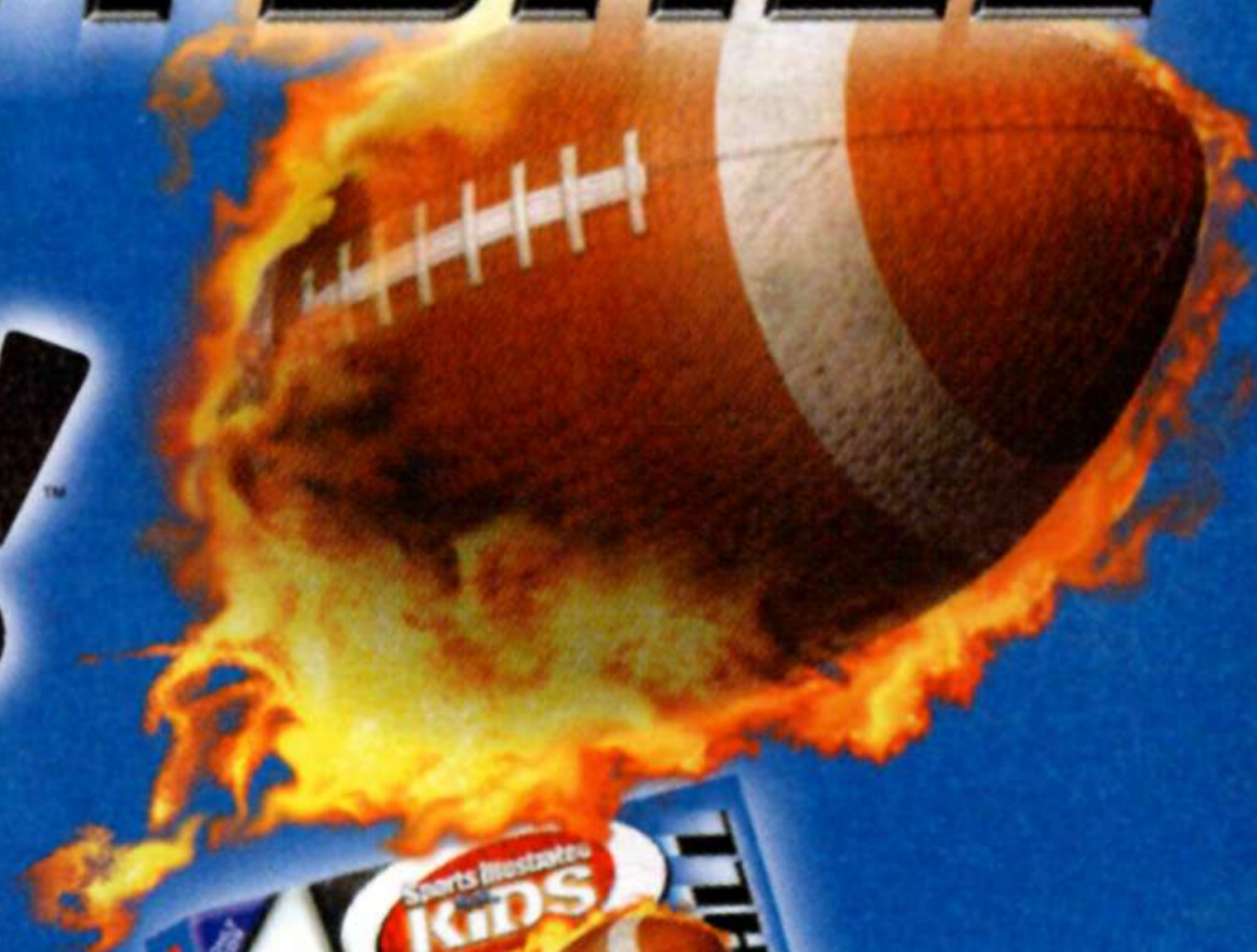
PRINTED IN JAPAN

**Sports Illustrated
FOR
KIDS**

FOOTBALL

from

bam!
entertainment



BAM! Entertainment
333 West Santa Clara St. Ste 716
San Jose, CA 95113

©2001 Time Inc. Sports Illustrated For Kids and all associated logos are trademarks of Time Inc. Used under license. © 2001 BAM! Entertainment, Inc. BAM! ENTERTAINMENT, BAM!, and the associated logos are trademarks of BAM! Entertainment, Inc.