WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.
# Table of Contents

- **Introduction** ......................................................... 1
- **Starting the Game** ............................................... 1
- **Playing the Game** ............................................... 2
- **Game Controls** ................................................... 3
  - **Pitching** .................................................... 4
  - **Fielding** .......................................................... 6
  - **Batting** ............................................................ 8
  - **Baserunning** ..................................................... 10
- **View Screens** ..................................................... 12
- **Main Menu** .......................................................... 14
- **Selecting a Team** ................................................. 15
- **Selecting a Stadium** ............................................. 16
- **Selecting a Starting Pitcher** ................................ 16
- **Playing an All Cal Game** ..................................... 16
- **Substituting Players** ............................................ 17
- **Players' Statistics** ................................................ 18
- **League Play** .......................................................... 20
- **Tips** ................................................................. 22
- **Technical Support** ................................................ 23
Introduction

Step out onto the field with the Boys of Summer, and play America's game, a game that has thrilled generations of fans. *Cal Ripken Jr. Baseball* offers the action and excitement of the real game. Hit pitches deep out of the stadium with powerful sluggers. Strike out the best hitters of the game with overpowering fastballs and devastating curveballs that appear to drop from the sky. Steal bases and stretch a single into a double against outfielders and catchers with cannon-like arms.

*Cal Ripken Jr. Baseball* offers total control of 16 regular teams, in two leagues, and two All-Star teams. Play exhibition games against your toughest rivals in one of three stadiums, each of which affects play differently. Control one team throughout an entire 20-week season and even on to the Playoffs and the World Championship, the ultimate challenge baseball offers. So step up to the plate, hear the crowd, feel the summer breeze, smell the freshly cut grass, and hit the next pitch out of the park!

Starting the Game

To start the game:

1. Insert *Cal Ripken Jr. Baseball* into your Super Nintendo Entertainment System® (Super NES).
2. Turn on the Super NES.
3. At the title screen, press **Start** to go to the **Main Menu**.
Playing the Game

To play the game:

1. **Starting** at the *Main Menu*, press ↑ and ↓ to select *Exhibition*, then press B.

2. Press ↑ and ↓ then B to select one of these game types:
   - Player 1 vs. Computer
   - Player 1 vs. Player 2
   - 2 Player vs. Computer

3. To select a team, press ↑ and ↓ then B. The second player, if any, may also select a team or you may select a team for the computer.

4. At the *Stadium* screen, press arrows to select a stadium, then press B. See *Selecting a Stadium* for information about each ball field.

5. To select a starting pitcher, press ↑ and ↓ then B. Player 2 may also select a starting pitcher. The computer selects a pitcher automatically.

**NOTE:** Press *Reset* on your game system, if you want to change teams or stadiums. Player 1 begins in the outfield. At any time, you can change your pitcher, outfield, or position players. See *Substituting Players*.

**Play Ball!!**

If you’re in mid-season form and want to get on the field right away, read the *Game Controls*. Players who need *Spring Training*, just like the Big Leaguers do, see *Main Menu*. 
Game Controls

The layout of the control pad arrows is modeled after the layout of a baseball diamond when seen from above.

→  First base
↑  Second base
←  Third base
↓  Home

Start Button  ◆ Starts the game

Button B  ◆ Enters selections in Main Menu, Matchup, and Player Substitution screens
Pitching

Control
Pad Keys

← → Move pitcher on pitching rubber before pitch is thrown
Select speed of pitch as it is thrown:

↑ slow pitch
↓ fast pitch

← → Makes pitch break left or right
Select base throw when attempting to pick-off base runners:

⇒ First base
↑ Second base
← Third base
↓ Home
No arrow Pitcher

Button Y ◆ Switches to overhead view so pitcher can make pick-off attempt; then press B and base arrow

Button B ◆ Makes pitch selected
◆ Makes throw to selected base during pick-off attempt
Pitching in *Cal Ripken Jr. Baseball* is very much like the real thing. You control the speed, direction and break of each pitch to keep batters off-balance.

**Pitching Rubber** - Adjust your position on the Pitching Rubber by pressing ← and → before your pitcher begins the windup. This changes the location of the pitch as it crosses the plate.

**Straight Pitch** - To throw an offspeed pitch right down the middle of the plate, just press B. Press ↑ and B to throw a change-up (slow pitch). To throw a fastball, press ↓ and B.

**Curve Ball** - To throw a curve ball, press ← or → after you press B. The longer you hold the button down, the more it curves in that direction. You can curve a ball either early or late in the pitch, or throw a pitch that breaks in two or more directions by pressing ← and → at different times during the pitch.

**Picking Off a Baserunner** - To try a pickoff, press Y, then press B and the direction of the base you want to throw to.

**Relief Pitchers** - To relieve or substitute a pitcher see *Substituting Players*. 
Fielding

Start Button
Displays the Player Substitution screen when on the Catcher's View or Fielding screens

Control Pad Keys

◆ Move the fielder on field to a make play
◆ Select the base the fielder throws to

Button Y

◆ Returns to the Fielding screen from Player Substitution screen
◆ Changes active infielder to the outfielder nearest the ball
◆ Releases fielder from a base to run with the ball

Button B

◆ Makes throw to selected base
◆ Causes fielder to dive or jump for ball hit near him
Moving the Fielder - When the opposing batter hits the ball, a fielder is automatically selected to make the play. To move the fielder, press arrows. The player must try to catch the ball before it passes him. If the ball is hit in the air to the outfield, use the Field Map in the Fielding screen to see where you need to guide your outfielder to make the catch. Press B to make your fielder dive or jump for the ball.

To change the defensive position of all the fielders, press Select when on the Catcher’s View screen. This brings up a diamond with the infielders highlighted on screen. The infielders’ depth can be adjusted by pressing ↑ and ↓. Pressing B highlights the three outfielders. These players can be moved up or down and left or right. Once all changes are complete, press Select to resume playing the game.

Switching Fielders - To switch fielders if the infielder misses the ball, press Y. The outfielder nearest the ball becomes the active fielder. You can only switch between infielders and outfielders.

Throwing or Running - A fielder can either throw or run with the ball to a base. To throw the ball after fielding it, press an arrow in the direction of the base, then press B.

If one of your fielders has the ball while standing on a base and you want him to run with the ball, press Y to release him from the base and allow him to run. Use this to tag out a baserunner when you have him in a rundown. When the play is over, the ball is automatically returned to the pitcher.
Batting

Control Pad Keys

Moves the batter in batter’s box before pitch is thrown

When bunting, selects which baseline bunt will go to:

→ first baseline
← third baseline

Button B  • Makes batter swing

Button A  • Bunts
Batting - You need good timing to hit the ball solidly. Other factors that contribute to good batting include correct positioning in the batter's box, and your hitter's strength and skill as indicated by his stats.

Positioning - To change your batter's position in the batter's box, press ➔ and ←. This lets you hit pitches that are thrown on inside or outside corners of the plate. Use ↑ and ↓ to adjust to the style of pitching. Move up to catch a curve before it breaks. Move back to sit on a fastball.

Swinging - When the pitcher throws, press B to swing the bat. You can hit pitches that are out of the strike zone, but you'll usually make better contact with pitches in the strike zone. Lay off pitches that miss the strike zone; a walk is as good as a single.

Bunting - To bunt, press A as the pitch is coming to the plate. Press ← or ➔ to direct the bunt down the baseline toward first or third base.

Pinch Hitting - To substitute a batter, see Substituting Players.
Baserunning

Control Pad Keys

Used with Y or B to lead off, steal, or return to a base:

► First base

↑ Second base

← Third base

↓ Home

Button B

◆ Press with base arrows to return a base runner to the previous base

Button Y

◆ Press up to three times with a base arrow to lead off or steal a base

Baserunning

Once you’ve made contact with the ball, your hitter automatically runs to first base. Other runners on base advance if they are in a “force” situation.

If you want to keep running to stretch a single into a double, or a double into a triple, press Y and press control pad arrows to point to the next base. Locate the ball’s position in the Field Map to see if you have a chance to go for that extra base.

Once a baserunner has reached the next base, he cannot go back to the previous base. To ensure that your baserunners don’t get doubled off on pop flys, you can pause their running by pressing both Y and B simultaneously. If you need to retreat to the previous base, press B and use the control pad arrows to point to the last base.
Leading Off and Stealing
If you have a speedy runner on base, you can steal a base to put him in better scoring position. To lead off the baserunner, press Y and the control pad arrows for the direction of the base you want to steal.

There are three types of leads:

**Short Lead**-A short lead gives the runner a better chance at advancing into scoring position. The baserunner runs when the batter makes contact with the ball.

**Medium Lead**-A longer lead gives a speedy runner a chance to score from first or second on a hit. The baserunner runs when the batter makes contact with the ball.

**Long Lead**-The runner will attempt to steal a base once the pitcher has started his wind up.

To advance the runner to each type of lead, press Y once for each length. If you want to lead off more than one runner on base, press and hold arrows for the base(s) you want to steal. Press B and the arrow for the direction of the last base to get back if a pickoff is attempted.

Pinch Running
To pinch run for a baserunner while at bat, press Start. The Player Substitution screen appears. To substitute a baserunner, follow the steps in the Player Substitution screen section of the manual.
Catcher’s View and Fielding Screens

There are two game play screens in *Cal Ripken Jr. Baseball*.

The *Catcher’s View* screen shows the batter and pitcher from a view behind home plate.

There are two cut-away views in the upper right and left corners of the screen which show the baserunners (if any) on first and third base. The count indicator in the bottom left corner indicates the number of balls and strikes that have been recorded against a batter, and the number of outs made in the inning. The pitch speed indicator in the bottom right corner of the *Fielding* screen indicates the speed of the pitch thrown.
The *Fielding* screen shows the field when the defense is fielding the ball or when the pitcher is attempting a pick-off.

When fielding, use the *Field Map* (in the bottom corner of the *Fielding* screen) to see the location of the ball in relation to your defenders. The ball is indicated by a white dot and your fielders are indicated by colored dots.
Main Menu
The Main Menu is the starting point for all of your games.

Exhibition

Allows you to play exhibition (not regular season) games so you can polish your skills before you tackle a 20-week season. You can also pit the same team against itself by selecting the same team on the Matchup screen.

1 Player vs. Computer
   Play a game against the computer.

Player 1 vs. Player 2
   Play head-to-head against a friend.
   Player 1 is always the home team.

2 Player vs. Computer
   Two players to play on the same team simultaneously against the computer. When in the field, Player 1 controls the pitcher and Player 2 controls the fielders. When batting, players alternate at-bats.

League

Allows you to begin a new league or continue with your league games in an 20-week season and drive for the pennant. See the League Play section for a detailed explanation.

New Season
   Begin a new season.

Continue Season
   Continue a season where you last left off.
Roster

Displays the rosters of the 16 teams found in the two leagues, plus the two All-Star teams. You can view the teams' full stats and even get a Scouting Report on each team.

Selecting a Team

Cal Ripken Jr. Baseball has 16 regular teams and 2 All-Star teams to choose from, each with its own strengths. Check the rosters of each team at the Main Menu to see which team is the one you want to command in your run for the Pennant.

Selecting a Stadium

Cal Ripken Jr. Baseball has three stadiums to choose from:

Thomson Dome - This indoor park has an Astroturf field, so a quick team can take advantage of its speed with lots of basestealing, bunting, and stretching of those singles into doubles and even triples!

Maxwell Field - This old, small, but distinguished park is short down the lines, has a shallow outfield and a small foul territory, so a powerful lineup can take advantage by swinging for the fences!

Hemphill Park - This modern, outdoor park has the smallest outfield, which keeps the ball in play and challenges the speediest runners. The towering green walls will stop all but the hardest hits.
Selecting a Starting Pitcher

Use the Starting Pitcher screen to select your starting pitcher at the beginning of the game.

To select the starting pitcher, press ↑ and ↓ to select the pitcher you want, then press B.

See the section on Players' Statistics to learn more about the stats displayed on the Starting Pitcher screen.

Playing an All Cal Game

You can arrange to have Cal Ripken play all the positions on your team in an Exhibition game. This feature does not apply to League games.

To play an All Cal game, select any Exhibition option. On the team Matchup screen, select your All Cal team by pressing Left, Right, and Start at the same time.

Note: During Exhibition games, you can also substitute Cal for any batter. On the Batter Player Substitution screen, just press Left, Right, and Start at the same time.
Substituting Players

Player Substitution

Use the screen to select your relief pitchers, pinch runners, pinch hitters, and substitute fielders.

To substitute a player:

1. Press Start when on the Fielding or Catcher's View screens. The Player Substitution screen appears.

2. Press ↑ and ↓ then B to select either:
   - Change Pitcher
   - Change Defense

3. Press → ← to scroll the list of players you can replace on the line top line.

   NOTE: If you were fielding when you displayed the Player Substitution screen, the top line displays the fielders and the pitcher. If you were batting this line displays the baserunners, if any, and the current batter.

4. After displaying the name of the player to be replaced in the top line, press ↑↓ to highlight the substitute player.

5. Press B to make the substitution.

6. To substitute other players, repeat steps 2 - 4 above. Once you’ve finished substituting players, press Y. The Catcher's View screen appears.
Players’ Statistics

The players' statistics (stats) are an indication of how well they play.

Pitchers
Your starting pitcher can make or break a game depending on his strength, accuracy and stamina. At the Starting Pitcher Selection screen, these stats help you decide on a starting pitcher:

**ERA** = Earned Run Average, the average number of runs the pitcher gives up in a 9-inning game.

**MPH** = Top speed of his fastball.

**THR** = Pitching arm, indicated by R for right-handed, L for left-handed, O for overhand, and S for sidearm, so LS would be a left-handed sidearm pitcher.

<table>
<thead>
<tr>
<th>SELECT PITCHER</th>
<th>ERA</th>
<th>MPH</th>
<th>THR</th>
</tr>
</thead>
<tbody>
<tr>
<td>HELTON</td>
<td>1.43</td>
<td>90</td>
<td>RO</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SKILL</th>
<th>FATIGUE</th>
<th>CURVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>10</td>
<td>9</td>
</tr>
</tbody>
</table>
On the Player Substitution screen, five stats are listed for pitchers:

- **THR** = Pitching arm.
- **ERA** = Earned Run Average.
- **MPH** = Top speed of his fastball.
- **CU** = Ability to throw a curve on a 1-10 scale.
- **FA** = Fatigue rating on a 1-10 scale.
- **SKILL** = Skill or accuracy on a 1-10 scale.

### CHANGE FIELDER

<table>
<thead>
<tr>
<th>FIELDER</th>
<th>AVG</th>
<th>HR</th>
<th>POS</th>
</tr>
</thead>
<tbody>
<tr>
<td>MACK</td>
<td>.230</td>
<td>6</td>
<td>1B</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SPEED</th>
<th>BUNT</th>
<th>DEF</th>
<th>ARM</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>4</td>
<td>5</td>
<td>6</td>
</tr>
</tbody>
</table>

### Position Players

All position players have seven stats in addition to their name:

- **R/L** = Batting hand, left or right.
- **AVG** = Batting average.
- **HR** = Number of home runs hit (over a season).
- **POS** = Position played.
- **SPEED** = Speed on a 1-10 scale.
- **BUNT** = Bunt rating (how well the player bunts) on a 1-10 scale.
- **DEF** = Defense rating, or how well he plays in the field.
- **ARM** = Arm rating, or how well he throws in the field.

Higher ratings indicate the better players.
League Play
To take a team through an entire season and on to the post-season and the Championship, select League Play at the Main Menu.

In league play, you control a team through an entire 20-week season, complete with wins and losses and league standings. There are two leagues with 8 teams in each league, divided into 2 divisions per league. If you're at the top of your division by the end of the season, you can advance to the Playoffs where you play a game for the Pennant. If you win the Pennant, you play a game against the other Pennant winner for the Championship. All games play the same as the Exhibition game, except for the fact that Player 1 is no longer always the Home team.

To begin a new season:
1. Select League at the Main Menu. Press B. The League menu is highlighted.
2. Select New Season and press B. The Matchup screen appears
3. Select the team you want to manage through the season. Press B. The Stadium menu appears.
4. Select a stadium to play in. Press B. The Starting Pitcher menu appears.
5. You play League games the same way as Exhibition games.
Continuing a Season

Select Continue Season to continue a previously begun season. When you’ve finished your first game, you will be given a password so that you can return to the League Play for your next League game. Write down the password so you won’t forget it.

To continue a season:

1. Select League at the Main Menu. Press B. The League menu is highlighted.

2. Select Continue Season and press B.

3. Enter your password. Use control pad arrows to scroll through a list of letters, numbers and characters.

4. When you come to the character which matches the character in your password, press B.

5. Do the same for all of the characters in the password. If you put the wrong letter in, press Y to backspace on this screen. When all the letters of the password are entered, press B to continue. The League Standings screen appears.

6. On the League Standings screen is the number of the week you’re in during the season, the matchup this week for your team, and the League standings. Press B to play the next game.

After each game, the game scores and league standings will be updated. Keep track of your position in the standings. Play well enough and your team could be wearing World Championship rings next season.
Tips
Here are some quick tips to help you win games.

Pitching
Keep track of the pitch speed with the speed indicator on the bottom right corner of the screen to see what kind of speed your pitcher is putting up. When those pitches start slowing down, he's getting tired.

While high pitch speed numbers may be impressive, just remember that fire-ball hurlers tire much more quickly.

If you’re playing a team that has mostly right-handed batters in the line up, you want a good right-handed pitcher to get the job done. If you’re playing a team of left-handed hitters, a left-handed pitcher might have more success.

Fielding
One hint for fly balls: follow the shadow of the ball on the ground to help your fielder spot the ball while it's in the air.

Batting
Timing is everything. Each player has a “sweet spot” where pitches seem to jump off the bat. The higher the player’s average, the larger the “sweet spot.”

Remember to check your player’s bunting stat before you call on him to make a clutch sacrifice bunt
Technical Support

For technical support in the USA:
Mindscape Inc.
A Software Toolworks Company
60 Leveroni Court, Novato, CA 94949
Telephone: (415) 883-5157

For technical support in Europe:
Mindscape International
P.O. Box 51, Burgess Hill RH15 9FH
West Sussex, England, United Kingdom
Telephone: (0) 44 239-600
FAX: (0) 444 248-996

For technical support in Australia and New Zealand:
Mindscape International
5/6 Gladstone Road, Castle Hill
New South Wales, Australia 2154
Telephone: (02) 899-2277
FAX: (02) 899-2348
CREDITS

Developer: Nigel Spencer
Producer: Ian McGee
Associate Producer: Linda C. Norton
Business Group Senior Vice President: Mark S. Beaumont
Product Marketing Assistant: Debra L. Milliken
Quality Assurance Director: Jim Molitor
Quality Assurance Lead: Scot Lane
Quality Assurance Testers: Phil Handy, Jon Howe, Buck Irving,
Marty LaFleur, Randy Lee
Technical Support: Douglas J. Valente, Milton Hodges,
Christopher R. Kosel, Kevin P. Costello,
Dave Locke, Larry Coffey, Stephen Feaster
Technical Support Manager: Dave Buoncristiani
Senior VP/Chief Technical Officer: David P. Grenewetzki
Marketing Project Manager: Julie A. Lippold
Writers: B.A. Debo, Chris Debo, Anne Schwimer
Graphic Design: Myrna Peskin, Caroline G. Rennard, Leanne York
 Trafficking: Mary H. Eaves, Shannon Van Scotter
Creative Director: Lyza Swearingen Latham
Marketing Director: Craig Harper
Public Relations: Tracy Egan, Doug Mealy
Legal Services: Ted Grabowski, Paul Jakab
Special thanks to Phil Handy, Marty LaFleur, Jon Howe, and Randy Lee for their efforts above and beyond the call of duty.
Limited Warranty

Mindscape Inc. warrants to the original purchaser of this product that the recording medium on which the Game Pak is recorded will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

Mindscape Inc. does not warrant that the Game Pak will meet the purchaser's specific requirements. ANY STATEMENTS MADE CONCERNING THE UTILITY OF THE GAME PAK ARE NOT TO BE CONSTRUED AS EXPRESS OR IMPLIED WARRANTIES. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.

IN NO EVENT WILL MINDSCAPE INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THE GAME PAK.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to: Mindscape Inc., 60 Leveroni Court, Novato, CA 94949, or call:

USA (415) 883-5157
UK (0) 444 239-600
Australia (02) 899-2277