

NEED HELP WITH INSTALLATION, MAINTENANCE,
OR SERVICE? CALL 1-800-255-3700.

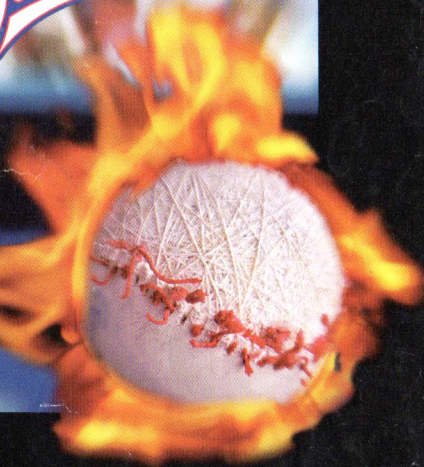
U/SNS-A9GE-USA

freegamemanuals.com



KEN GRIFFEY JR.'S
Winning Run™
MLB®

LIMITED
OFFER INSIDE!
**AIR
GRIFFEY**
COLLECTIBLES



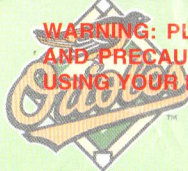
INSTRUCTION BOOKLET

Nintendo®

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A. PRINTED IN U.S.A.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®

Thank you for selecting the Ken Griffey Jr.'s Winning Run™ Game Pak for the Super Nintendo Entertainment System®. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game.

Keep this instruction booklet and warranty information in a safe place for future reference.

CAUTION: If the POWER switch is switched ON and OFF repeatedly, saved data may be deleted. Avoid switching the POWER OFF before saving your game or it may be lost.



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.



Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc.

© 1996 Nintendo/Rare. The Major League Club insignias depicted on this product are trademarks which are the exclusive property of the respective Major League clubs and may not be reproduced without their written consent. Major League Baseball is a registered trademark of Major League Baseball Properties, Inc.

™ & © are trademarks of Nintendo of America Inc.
© 1996 Nintendo of America Inc.

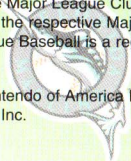
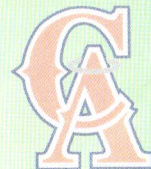
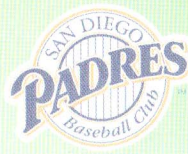
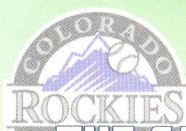


TABLE OF CONTENTS

The Game Plan	Page 2
Keeping The Game Under Control	Page 3
Fielding	Page 4
Pitching	Page 5
Batting	Page 6
Time Out	Page 7
MLB Challenge	Page 8
World Series	Page 8
All-Star Game	Page 9
MLB League	Page 10
Trading Players	Page 11
Statistics	Page 12
Individual Stats	Page 16
Teams	Page 18
Warranty and Service Information	Page 20
Air Griffey Collectibles	Page 22

© 1995 MLB Photos





THE GAME PLAN



Baseball's most popular and exciting player, Ken Griffey Jr., adds his name and baseball expertise to Nintendo's newest Super NES baseball game. It was the fifth game of the 1995 American League Wild Card Playoffs. Down by one run in the bottom of the eleventh inning, the Seattle Mariners, with Ken Griffey Jr. up to bat, were setting the stage for the most exciting finish in a divisional series. Ken Griffey Jr. smacked a single to center field to advance a runner to third base. Then the American League batting champ stepped into the batter's box and drove a pitch deep to left field; one run scored easily to tie the game.

But Wait!

Here comes Ken Griffey Jr. rounding third.

He's going to try the **impossible**, scoring from first base.

The **throw** to the plate is on its way.

Ken Griffey Jr. **hits** the dirt.

The throw is **not in time!** The Seattle Mariners **advance** to the American League Championship Series, thanks in part to **Ken Griffey Jr.'s winning run!**

2



KEEPING THE GAME UNDER CONTROL



MENUS

B Button
Confirm selection

X Button
Exit

START
Confirm selection

DURING GAME

START
Pauses the game to view batter and pitcher information.

SELECT
Calls time out to make managerial decisions (change pitcher/batter/field positions).

3





FIELDING



A Button

Used with the + Control Pad, to run fielder off his base when he has the ball.

B Button

Jump, Dive, and when used with the + Control Pad, throw to base.

X Button

Super Throw. This throw is more likely to go off line, but is slightly stronger.

R Button

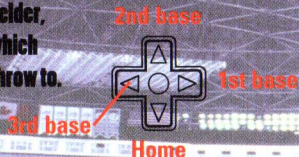
None.

L Button

If the ball is on the ground, holding this forces the closest fielder to run automatically to ball.

+ Control Pad

Moves fielder, directs which base to throw to.



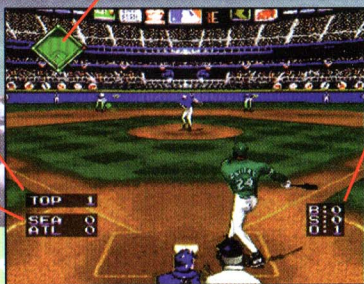
4 Y Button

None.

This field icon shows you where your base runners are (red dots). It also shows you where the nearest player is (blue dot), where the ball is (white dot) and where the ball is going to land (flashing white dot).

This box shows you the current inning.

This box shows you the current score.



This box shows you the current count: Balls, Strikes and Outs.



PITCHING



A Button

When used with the + Control Pad, pitcher will attempt a pick off throw to a desired base.

B Button

When used with the + Control Pad, pitcher will throw a desired pitch.

X Button

None.

Y Button

None.

R Button

Check runner on 1st base.

L Button

Check runner on 3rd base.

+ Control Pad

Pickoffs: → is 1st base, ↑ is 2nd base, ← is 3rd base.

Pitching: → is Specialty Pitch, ↑ is Change Up, ← is Curveball, ↓ is Fastball.

SPECIALTY PITCHES

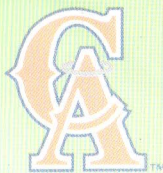
Press → on the + Control Pad and press the B Button at the same time to throw a specialty pitch.

- SF SUPER FAST
- SC SCREW BALL
- CV SUPER CURVE
- SL SLIDER
- CU CHANGE UP
- KN KNUCKLE BALL





BATTING



TIME OUT



A Button

When used with the + Control Pad, runner will return to previous base indicated. Without the Control Pad, all runners will return to previous bases.

B Button

When used with the + Control Pad, batter will swing at pitch.

X Button

Stealing: when used with the + Control Pad, a runner will take a lead if pressed once (and steal if pressed twice) to the base indicated. Without the + Control Pad, all runners will take a lead if pressed once and steal if pressed twice.

When the ball is in play. When used with the + Control Pad, a runner will advance to the base indicated. Without the + Control Pad, all runners will advance.

Y Button

Bunt attempt. Releasing the Y button pulls bat back.

R Button

None.

L Button

None.

+Control Pad

Stealing.

- ▲ steal 2nd Base,
- ◀ steal 3rd Base.
- ▼ steal Home Plate.



Hitting.

- ▲ increases chance of a ground ball.
- ▼ increases chance of a fly ball.
- ▶ pulls ball right.
- ◀ pulls ball left.

6

Shifting the outfielders, changing your pitchers and substituting your hitters/fielders are key elements in successfully managing a game of baseball. During a game, press SELECT to bring up the managerial options screen.

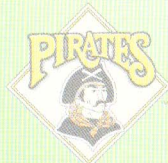
To change a hitter/fielder, highlight the baseball bat icon and press START or the B Button. Highlight the player you want to bench and press START or the B Button. Highlight the replacement player and press Start or the B Button. Press the X Button when you're done with your changes.

To change a pitcher, highlight the baseball cap icon and press START or the B Button. Highlight the pitcher you want to use and press START or the B Button. You will be asked if you're sure. Highlight Yes and press START or the B Button. The current pitcher is automatically replaced with your selection.

To shift your outfielders, highlight the field icon and press START or the B Button. Highlight the desired location and press the X Button. You can position your outfielders to play normal, deep, shallow, left or right.

To return to the game, highlight the baseball icon and press START or the B Button.

7



MLB™ CHALLENGE

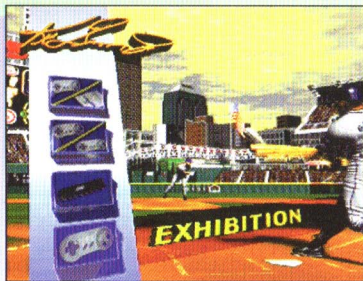
A challenging mode in which you play each team once. You may play an opponent or select the CPU as your challenger.

IP VS COM: Play against the computer. Games progressively get harder.

IP VS 2P: Play against a human.

CONTINUE: Play a previously-saved game.

EXHIBITION: Play a single game against the CPU. You select both teams.



WORLD SERIES™

The World Series is a battle between the American League champs and the National League champs, played over seven games. Pick the team of your choice from each league to play in the championship.

IP VS COM: Play against the computer. Difficulty depends on chosen opponent, but all teams will play to the best of their ability in the World Series.

IP VS 2P: Play against a human.

CONTINUE: Continue a previously-saved World Series.



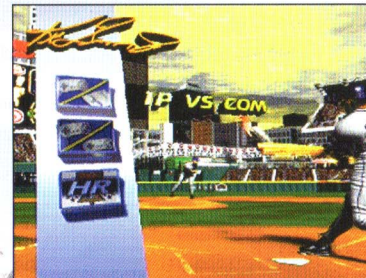
ALL-STAR GAME™

The All-Star game features the best players from both leagues at each position. The American League players form one team and the National League players form the other. There is a Homerun Derby where the top sluggers from each league compete against each other to see who can hit the most homeruns.

IP VS COM: Play against the CPU.

IP VS 2P: Play against a human.

HOMERUN DERBY: Enter the Homerun Derby contest with up to 8 players.



Create a new season or continue a previously-saved season. Choose up to eight teams to compete in a 26-, 52- or 162-game season. At the end of your season, you might make the playoffs and maybe the World Series!

- Select MLB League
- Select Season Length
- Select Team(s) to Play
- Press R Button to toggle between player teams.

Then choose:

PLAY BALL: Play a game.
STANDINGS: This reports wins, losses, winning % and games back (wins & losses count as half a game).

10 MLB UPDATE: Get an update on the top players, review information on team strengths and check out the league's schedule.

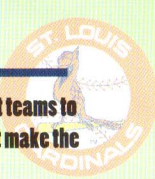
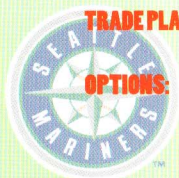
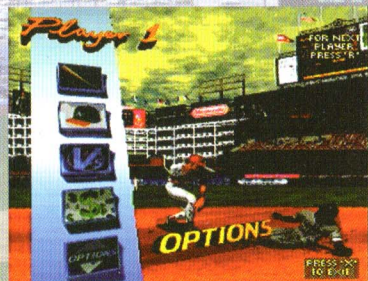
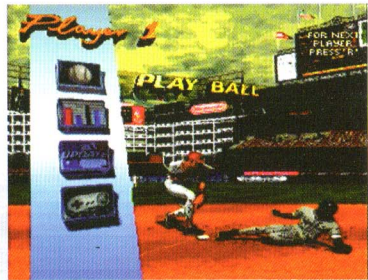
PLAYER TEAMS: Individual team information.

LINE UP: Look at batter abilities. Look at batter stats.

BULLPEN: Look at pitcher abilities. Look at pitcher stats.

NEXT OPPONENT: Look at information about your next opponent.

TRADE PLAYER: Trade any MLB player of comparable talent.
OPTIONS: Change the game play features.



The Trade Player option is only available in the MLB League mode. You can trade players from a player-controlled team for players from any of the other teams. The exception is Ken Griffey Jr.; he cannot be traded. The VAL (value) for the player you want to trade away must be within 5 points of the VAL for the player you want to acquire. The VAL for each player changes during the season according to his performance. You must make all trades by the August 31 deadline. You are allowed to make 15 trades for your team.

TO TRADE A PLAYER

Enter the MLB LEAGUE mode.

Select a season.

Select the team you want to play as.

Select the **PLAYER TEAMS** option.

Select the **TRADE PLAYER** option.

Select the player you want to trade away.

Select the team of the player you want to acquire.

Select the player you want to acquire.

Confirm your selection.





STATISTICS



BATTING STATS

You can look at batting stats by selecting any icon with a baseball bat on it. You can view the stats of the leagues' **TOP BATTERS** in the **MLB LEAGUE** mode after selecting the **MLB UPDATE** icon.

B.A.
Batting Average (Hits/At Bats)

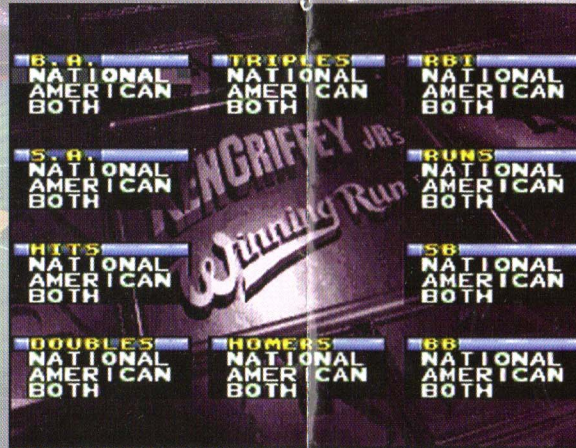
S.A.
Slugging Average or Slugging Percentage (Total Bases from Hits/At Bats)

12 HITS

Hits are safely hitting the ball into fair play without an error.

DOUBLES
In this game, hits are recorded as doubles when a player makes it to 2nd base before the play is stopped by the umpire.

TRIPLES
In this game, hits are recorded as triples when a player makes it to 3rd base before the play is stopped by the umpire.



HOMERS
Homers are hits that go over the homerun fence in fair territory.

RBI
Runs Batted In. If a player gets a hit and a run scores as a result, the batter is given an RBI for bringing the run in. RBIs can be gained by walking-in a run but not on plays where an error allows the run to score.

RUNS
Runs are when a player safely makes it around the bases to score a run.

SB
Stolen Bases. If the batter hits the ball on a stolen base attempt it is a hit and run, and not considered a stolen base.

BB
Base on Balls or Walk. When a batter is pitched four balls before three strikes, he is awarded a walk to first base.





PITCHING STATS

You can look at pitching stats by selecting any icon with a baseball hat on it. You can view the stats of the leagues' **TOP PITCHERS** in the **MLB LEAGUE** mode after selecting the **MLB UPDATE** icon.

ERA

Earned Run Average. Runs that a pitcher allows to score as a result of hits and walks that he has allowed. If a run scores as a result of an error, the run is unearned and does not count against the pitcher.

WINS

Wins are registered by starting pitchers that pitch at least 5 innings, leave the game with their team winning and have their team retain that lead for the entire game. Relievers register a win when their team takes the lead and retains it in the same inning that that pitcher is pitching. Tie scores during a game nullify the winning status of a pitcher.

14

LOSSES

Losses are registered by any pitcher that gives up his team's lead in the game, resulting in his team losing the game. Tie scores nullify the losing status of a pitcher.



SAVES

Saves are registered for relief pitchers when the relief pitcher is the finishing pitcher (but not the winning pitcher) in a game won by his team. He also must meet one of these three requirements: a) he enters the game with a lead of no more than 3 runs, and pitches at least 1 inning. b) he enters the game with the potential tying run on base, at bat or on deck, or c) he pitches effectively for at least 3 innings.



W-L

Win-Loss. Number of wins and losses.

IP

Innings Pitched is the number of innings a pitcher pitches in, with each out in a game equivalent to 1/3 of an inning. There are 27 total outs in a game, equaling 9 innings.

15

SO

Strike Outs occur when a batter is pitched three strikes before four balls.

BB

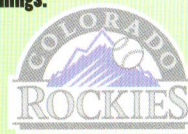
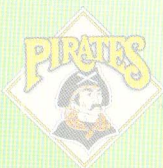
Base on Balls or Walk. When a batter is pitched four balls before three strikes, he is awarded a walk to 1st base.

BR/9

How many runners a pitcher allows on base (via hit or walk, not error) per 9 innings.

SO/9

Strike Outs per 9 innings.





INDIVIDUAL STATS

This game is deep: Check out some of these cool batting stats! In the **TEAM SUMMARY** screens, highlight the **TEAM SUMMARY** for batters. Press the **B** Button or **START**. You can also view these stats from the **LINE-UP** menu. Highlight the baseball bat icon and press the **B** Button or **START**.

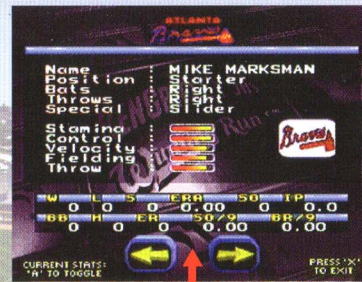
- AB At Bats
- H Hits
- 2B Doubles
- 3B Triples
- HR Home Runs
- BA Batting Average
- G Games
- R Runs
- RBI Runs Batted In
- SB Stolen Bases
- BB Base on Balls
- SA Slugging Average



During the season, you can toggle between historical stats and accumulated stats by pressing the **A** Button.

You want more? Take a look at all these pitching stats! In the **TEAM SUMMARY** screen, highlight the **TEAM SUMMARY** for pitchers and press the **B** Button or **START**. You can also view these stats from the **BULLPEN** menu. Highlight the baseball cap icon and press the **B** Button or **START**.

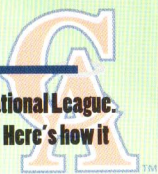
- W Wins
- L Losses
- S Saves
- ERA Earned Run Average
- SO Strike Outs
- IP Innings Pitched
- BB Base on Balls
- H Hits
- ER Earned Runs
- SO/9 Strike Outs per 9 innings
- BR/9 Base Runners per 9 innings



During the season, you can toggle between historical stats and accumulated stats by pressing the **A** Button.



There are 28 teams divided into two leagues, the American League and the National League. Each league is divided into three divisions, the West, the Central and the East. Here's how it looks on paper:



AMERICAN LEAGUE

WEST

- Seattle Mariners
- California Angels
- Texas Rangers
- Oakland Athletics

CENTRAL

- Cleveland Indians
- Kansas City Royals
- Milwaukee Brewers
- Chicago White Sox
- Minnesota Twins

EAST

- Boston Red Sox
- New York Yankees
- Baltimore Orioles
- Detroit Tigers
- Toronto Blue Jays

NATIONAL LEAGUE

WEST

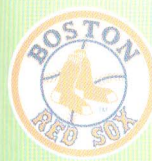
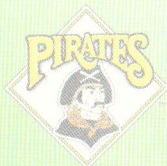
- Los Angeles Dodgers
- Colorado Rockies
- San Diego Padres
- San Francisco Giants

CENTRAL

- Cincinnati Reds
- Houston Astros
- Chicago Cubs
- St. Louis Cardinals
- Pittsburgh Pirates

EAST

- Atlanta Braves
- Philadelphia Phillies
- Montreal Expos
- New York Mets
- Florida Marlins



IMPORTANT:

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

20 The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:

Nintendo Consumer Assistance Hotline
1-800-255-3700 (U.S. and Canada)
or your local authorized Nintendo retailer.

© 1995 MLB Photos



WARRANTY AND SERVICE INFORMATION:

3-MONTH LIMITED WARRANTY (For Hardware, Game Paks, & Accessories)

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware only)

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product. Call the Consumer Assistance Hotline at: 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

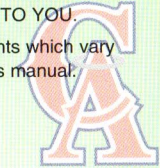
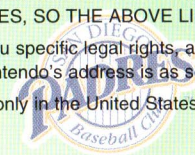
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS 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. Nintendo's address is as set forth on the back cover of this manual.

This warranty is valid only in the United States.

REV-1

21



Look Like A Star

With Air Griffey™ Collectibles!

You can't strike out!!

Get In The Swing With Air Griffey!

Brand your wall with this scorching 23" round Air Griffey Poster.

\$3.00



22



Get Your Head In The Game.

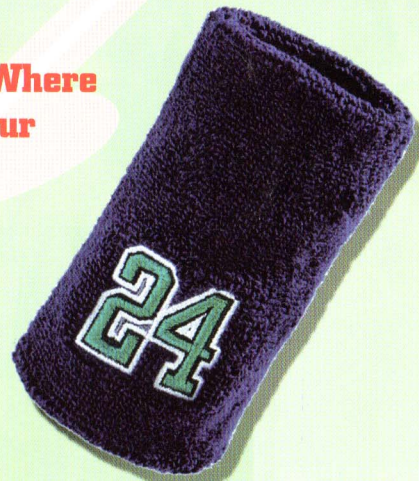
Profile in style with the Official Air Griffey "Junior" Cap.

\$6.80

Keep The Sweat Where It Belongs - On Your Opponents.

Your throwing/autograph hand will stay dry when you strap on this extra-long Air Griffey Wristband.

\$3.00

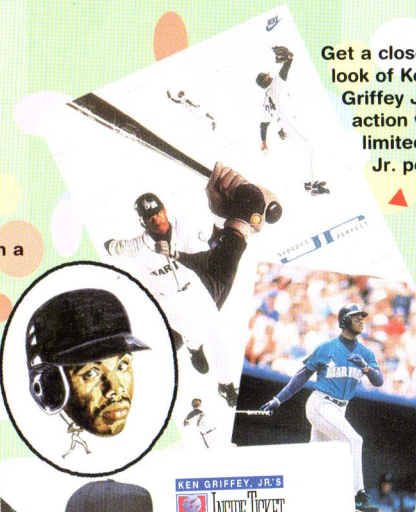


23

** Air Griffey is a registered trademark of NIKE, Inc.

Grab The Hottest Ticket In Town.

Sign on for Ken Griffey, Jr.'s INSIDE TICKET™™ Fan Club and grab the gear you can't get anywhere else! One year membership includes:



Get a close-up look of Ken Griffey Jr. in action with the limited edition Jr. poster

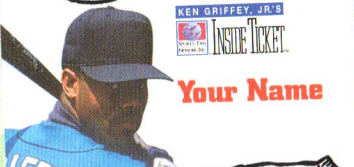
Stick with a winner when you wear the collectible Ken Griffey, Jr. pin.



A full color, 8" x 10" photo of "The Kid" swinging for the cheap seats. This is one shot you'll want to frame.

24

A personalized membership card.



Your Name



A hard-hitting Ken Griffey, Jr. T-shirt, designed exclusively for Ken Griffey, Jr.'s Inside Ticket club members.

As a member, you'll also get members-only discounts on other Ken Griffey, Jr. collectibles by using your membership card. So sign on with Ken Griffey, Jr. for only \$19.95 (plus shipping & handling). You'll save \$10.00 with this exclusive offer!

Order by mail.

*** Inside Ticket is a registered trademark of Sports Fan Network, Inc.

Air Griffey Collectibles Mail-In Form (not redeemable in store)

To receive your Air Griffey collectibles you must purchase the Super NES™ Ken Griffey, Jr.'s Winning Run™ Game Pak on or before 12/31/96 and enclose the following in a stamped envelope and send to the address listed below before 3/31/97:

- This completed original order form.
- The original UPC (bar code) from the package (copies not accepted).

- The original, or a copy of the original, dated cash register receipt with purchase price circled.
- Check or money order (payable to Air Griffey Collectibles) to cover the cost of the ordered item(s).

Please fill out all information below, printing clearly. Offer expires 12/31/96.

Please allow six to eight weeks for delivery. Offer good while supplies last. All merchandise must be paid in U.S. Dollars.

Name _____

Address _____

City _____ State _____

Zip _____ Telephone _____

Item	Size (circle)	Qty.	Price Each	U.S. SHIPPING & HANDLING	CANADA SHIPPING & HANDLING	Total
Poster	23" round		\$3.00	\$1.75	\$3.50	
"Junior" Cap	One size fits all		\$6.80	\$1.75	\$3.50	
Wristband	One size fits all		\$3.00	\$1.25	\$2.00	
Fan Club 1-year membership	---		\$19.95	\$4.95	\$10.00	

I wish to pay with: Check or Money Order MasterCard Visa

Credit Card Number _____ Exp. Mo./Yr. _____

Authorized Signature _____

Sub-Total	
W.A. Res. 8.2% Sales Tax	
Total Enclosed	

Order by mail.

Mail in a stamped envelope to:

AIR GRIFFEY COLLECTIBLES
P.O. Box 581
Portland, OR 97207-0581

Limit one order per name, address and UPC (bar code). Offer available to residents of the United States, its territories and possessions, and Canada. All merchandise must be paid in U.S. Dollars. Allow six to eight weeks for delivery. Offer valid only on purchases made from participating retailers on or before 12/31/96 or while supplies last. Order forms received after 3/31/97 will not be fulfilled, and no response will be provided. Nintendo is not responsible for lost, late, misdirected, mutilated, illegal or postage-due mail. This promotion is sponsored by Nintendo of America Inc. Void where prohibited or restricted by law. Offer available to retail consumers only.