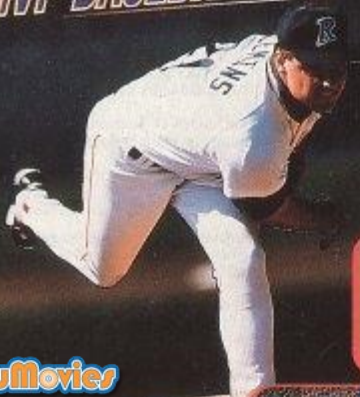


NINTENDO ENTERTAINMENT SYSTEM™

# ROGER CLEMENS MVP BASEBALL



# ROGER CLEMENS MVP BASEBALL™

- *Real* baseball action for *real* baseball fans!
- Close up plays at the base—you control the slide!
- Over-the-shoulder fielding—an NES breakthrough!



EmuMovies

LJN LTD

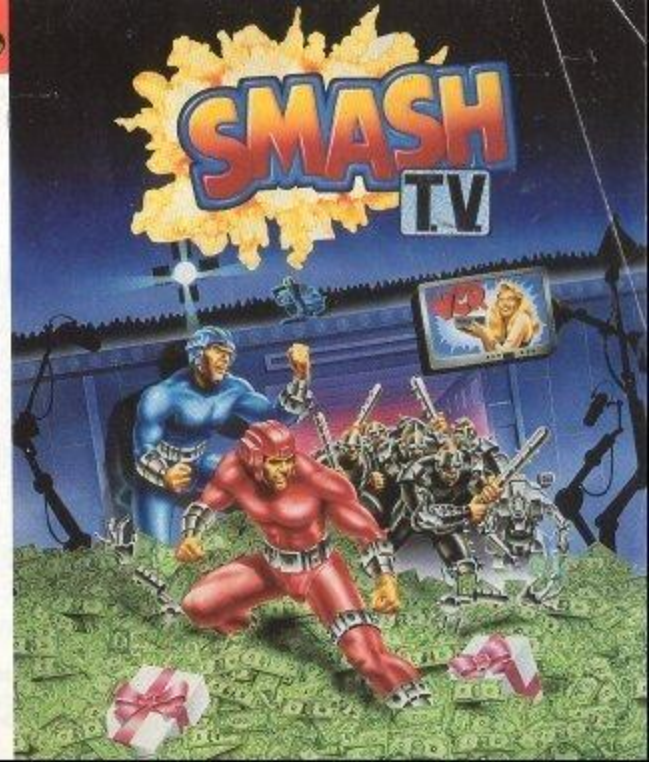
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GAME PAK  
INSTRUCTIONS

# AKKlaim™

entertainment, inc.  
Masters of the Game™





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**WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV.** Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Acclaim Entertainment, Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

### ADVISORY:

#### READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

### PRECAUTIONS:

1. Do not store this game in places that are very hot or cold. Never hit it, or take it apart.
2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzine, paint thinner, alcohol or other such solvents.

The year is 1999.

Television has given in to the blood lust of its viewers. Violence tops the ratings.

TV game shows now offer the ultimate in prizes: your life! Winning and losing has become kill or be killed.

One show in particular stands as the biggest, most spectacular, most gruesome and most rewarding contest of all: SMASH TV.

Alone or in a pair, powerfully armed contestants are sent into a closed arena. There, before a live studio audience and devoted TV viewers from around the globe, they battle opponents - human, humanoid, and inhuman - and search out the cash and prizes that will make them Smash TV Grand Champions.

Ready for prime time?

The future is now.

You are the next lucky contestant.



# READY CAMERA ONE!

## LOADING

1. Make sure the power switch is OFF.
2. Insert the SMASH TV cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM manual.
3. Turn the power switch ON.

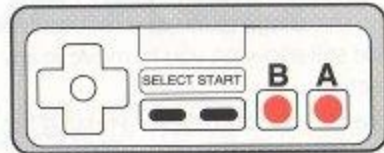
You'll first see the Smash TV title screen. Press the START BUTTON to enter the MODE SELECT screen.



# 10 SECONDS TO AIR!

Use the UP or DOWN CONTROL PAD ARROWS to choose one of the following player options:

- OPTION #1) 1 player - 1 controller
- OPTION #2) 1 player - 2 controllers
- OPTION #3) 2 player - 2 controllers
- OPTION #4) 2 player - 4 controllers



**1 player - 1 controller:** Pressing the CONTROL PAD ARROWS moves you and changes the direction you are aiming. The A BUTTON fires all weapons. Pressing the B BUTTON allows you to keep shooting in the last direction fired, while still allowing you to move in any direction.

**1 player - 2 controllers:** Pressing the PLAYER 1 CONTROL PAD ARROWS moves you around the arena. The PLAYER 2 CONTROL PAD ARROWS aim and fire your weapons.

**NOTE:** Using the 2 controller method allows you to move in one direction and shoot in the same (or any other) direction at the same time.

4

**2 players - 2 controllers:** Requires two players, each with one controller. The CONTROL PAD ARROWS move both players and their aim. The A BUTTON fires all weapons. Pressing the B BUTTON allows you to keep shooting in the last direction fired, while still allowing you to move in any direction.

**2 players - 4 controllers:**

**NOTE:** This option requires the use of a Nintendo 4 player accessory.

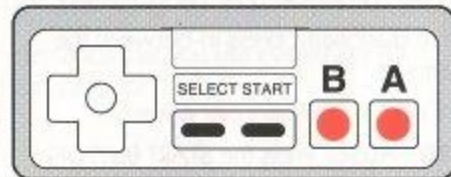
Once you have chosen your option, press START.

Requires two players, each with two controllers. Pressing the PLAYER 1 & PLAYER 2 CONTROL PAD ARROWS moves one contestant and controls their firing. (As in the 1 Player - 2 Controller method above.) PLAYER 3 & PLAYER 4's CONTROL PAD ARROWS move and fire contestant #2.

# THE CONTROLS... TRUE ARCADE FEEL!

## BASIC MOVES... AS EASY AS IT LOOKS

For 1 controller per player:

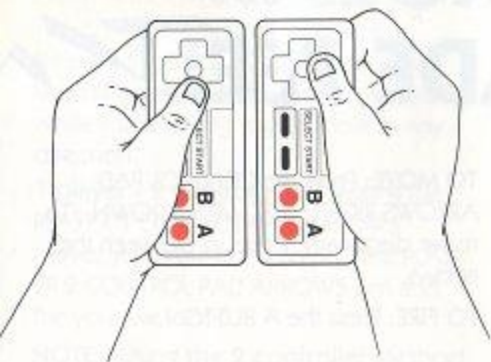


**TO MOVE:** Press the CONTROL PAD ARROWS RIGHT, LEFT, UP, or DOWN. To move diagonally, press in-between the arrows.

**TO FIRE:** Press the A BUTTON.

5

For 2 controllers per player:



**NOTE:** When using this method, for the "feel" of actual arcade action, the controllers must be held at a right

angle to the standard position. This means the CONTROL PAD ARROWS are at the top instead of the left.

**TO MOVE:** (CONTROLLER 1 for PLAYER 1 and CONTROLLER 3 for PLAYER 2.) Press the CONTROL PAD ARROWS RIGHT, LEFT, UP, or DOWN. To move diagonally, press in-between the arrows.

**TO AIM & FIRE:** (CONTROLLER 2 for PLAYER 1 and CONTROLLER 4 for PLAYER 2.) Press the CONTROL PAD ARROWS RIGHT, LEFT, UP, or DOWN. To fire diagonally, press in-between the arrows.

1 or 2 controllers per player:

**TO PAUSE:** Press the START BUTTON.

**TO RESTART:** Press the START BUTTON again.

## WEAPONS... I NEED MORE FIRE-POWER!

Sophisticated weapons and vital power-ups are available in every room, in all rounds of the contest. Your basic weapon, the machine gun, along with the mobile forcefield that is briefly provided with every new life, will effectively obliterate your lesser opponents. Final victory in any round, however, demands that you use everything you can pick up!

When the symbol for a weapon or power-up appears, it can easily be picked up by moving over it.

Only one weapon type can be used at a time, but power-ups such as increased speed, or the mobile forcefield can be used simultaneously with all weapons.



EXTRA  
LIFE



SCATTER  
GUN



MISSILE



SPEW  
WEAPON



NINJA  
BLADES



FAST  
FEET



SHIELD



CASH



GOLD



PRESENT

# YOUR OPPONENTS TONIGHT...

The audience is crying out for blood and with the forces stacked against you, it won't be long before they're satisfied. Just be sure it's not your vital organs they're cheering over!

Opponents whose main strength is in numbers, from gangs wielding baseball bats to laser firing orbes, will attack you in any round and at every chance. But each round of the show also features an opponent with unique talents for mangling contestants.

These characters are the stars of the show so they won't give up easily, but find their weak spots and you've got it made. Be relentless in your attack and enjoy watching them crumble.

The Super Opponents are:



Round 1: MUTOID MAN



Round 2: SCARFACE



Round 3: COBRA TWINS



Round 4: THE GAME SHOW HOST WITH THE MOST

# BIG MONEY... BIG PRIZES... I LOVE IT!

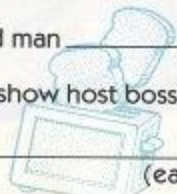
Winning is everything...but winning big is much better. Grab the prizes that appear by moving over them...but watch out, they may be hiding a dangerous land mine.



# GO FOR THE BIG SCORE!

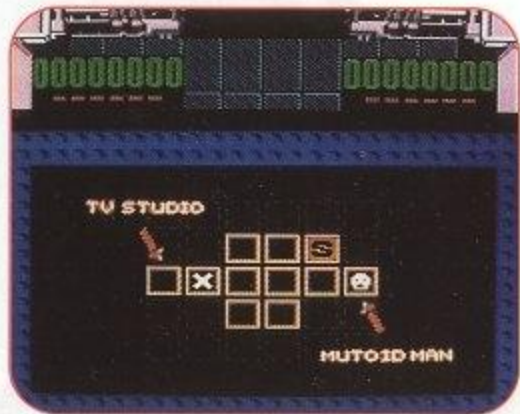
Below are listed the point values for all pick-ups and "kills" within the game.

Single blue orbs _____	650	Tank _____	3175
Orb-train (each segment) _____	850	Red swarmers (followers) _____	375
Laser Orb _____	750	Red swarmers (leaders) _____	750
Hulk clubbers _____	500	Cobra boss _____	75
Snakes _____	175	(per hit)	
Shrapnel bomb _____	1055	Scarface _____	95
Floating robot _____	500	(per hit)	
Wall gun man _____	4055	Mutoid man _____	55
Spear men _____	500	(per hit)	
		Game show host boss _____	125
		(per hit)	
		Prizes _____	5010
		(each pick-up)	



# CASH BONANZA:

The big money is in the key rooms. Check the maps near the start of each round to find where they're located. (Pause and make a copy if necessary, you can never tell when knowing where you are could come in handy.) On the other hand, key rooms also need a key to enter...don't they?







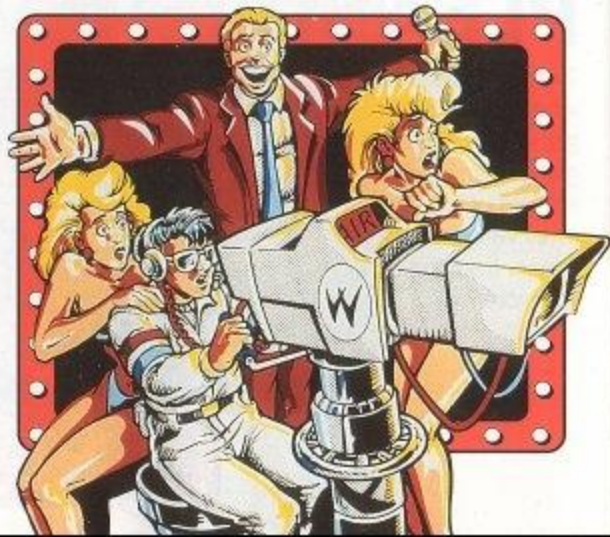
# DOUBLE YOUR PLEASURE!

Two is always better than one when it comes to combat, but game shows need only one grand champion and the amount of money you walk away with separates the big winner from the other mere survivors.



# ACTION!

So go for it! What are you waiting for? The commercials are over...the cameras are rolling...and the audience is waiting to see how long you last. Are you going to give them what they want, or can you stay in one piece long enough to be invited back next season. Everyone's waiting to see!



## ACCLAIM ENTERTAINMENT, INC. LIMITED WARRANTY

Acclaim Entertainment, Inc. (Acclaim) warrants to the original purchaser only of this Acclaim software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Acclaim software program is sold "as is," without express or implied warranty of any kind, and Acclaim is not liable for any losses or damages of any kind resulting from use of this program. Acclaim agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Acclaim software product, postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Acclaim software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

## COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

## Acclaim Hotline (516) 624-9300

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