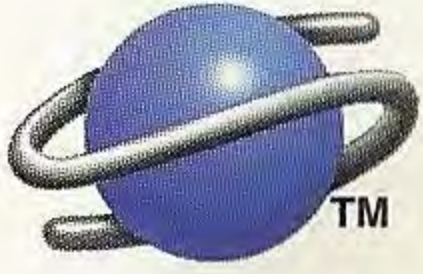
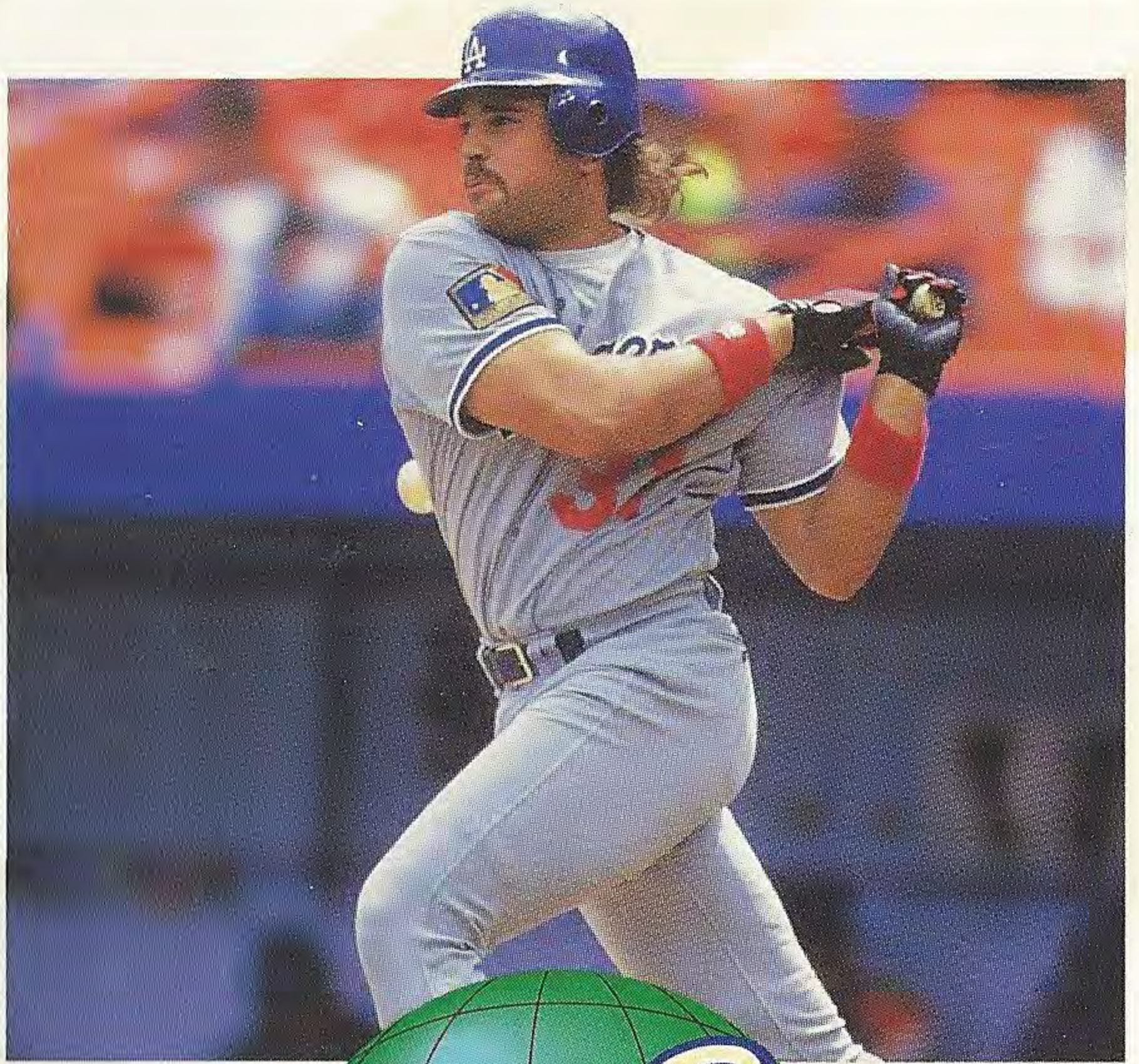


SEGA®



# SEGA™ SPORTS

SEGA SATURN™



## World Series BASEBALL®



KIDS TO ADULTS



AGES 6+

81109







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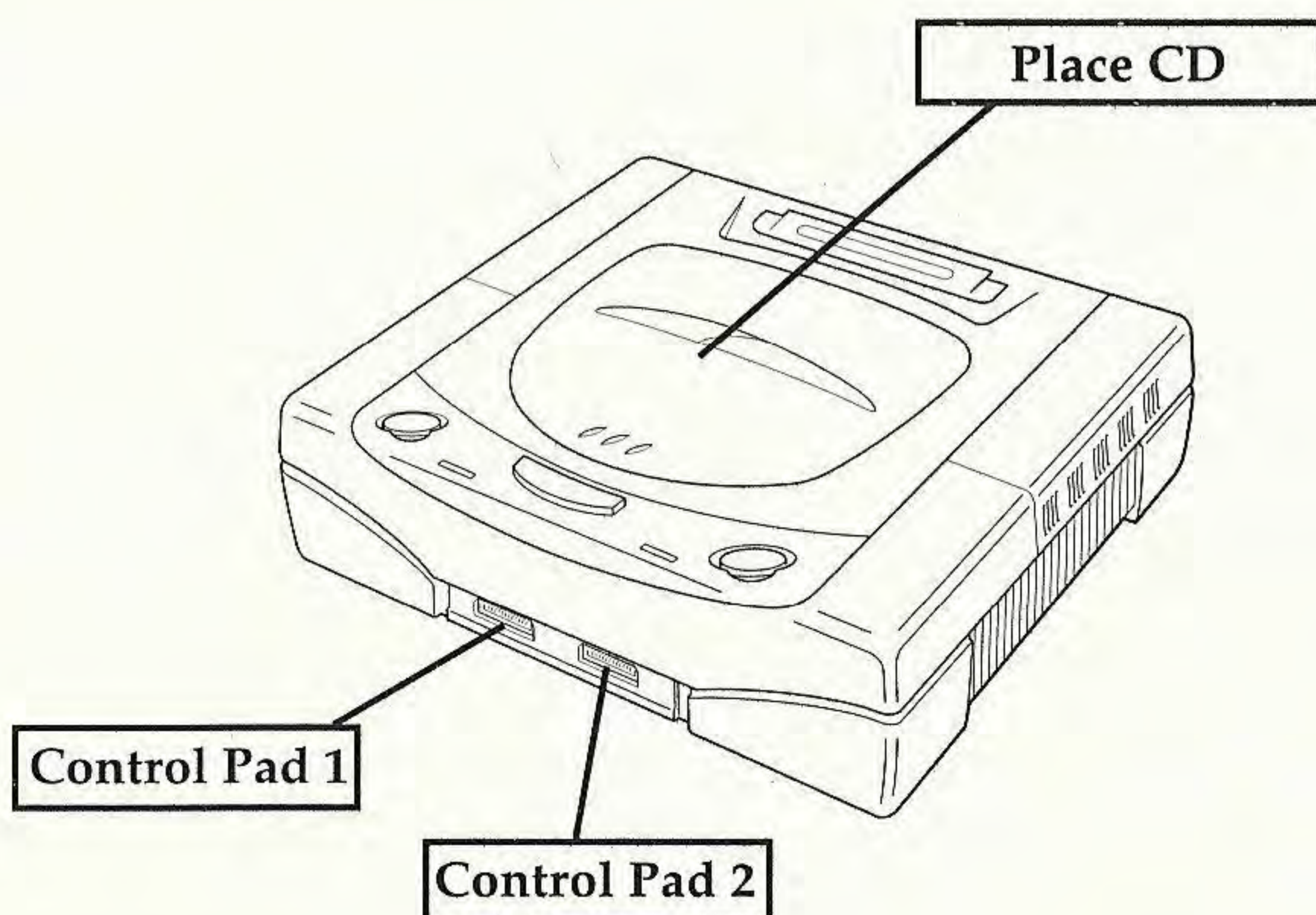
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# STARTING UP

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1. For multiple-player games, plug in Control Pad 2.
2. Place the *World Series™ Baseball* disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo appears on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress or the game ends and you want to restart it, press the Reset Button on the Sega Saturn console to display the on-screen Control Panel.

**Important:** Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.





# BOTTOM OF THE NINTH...

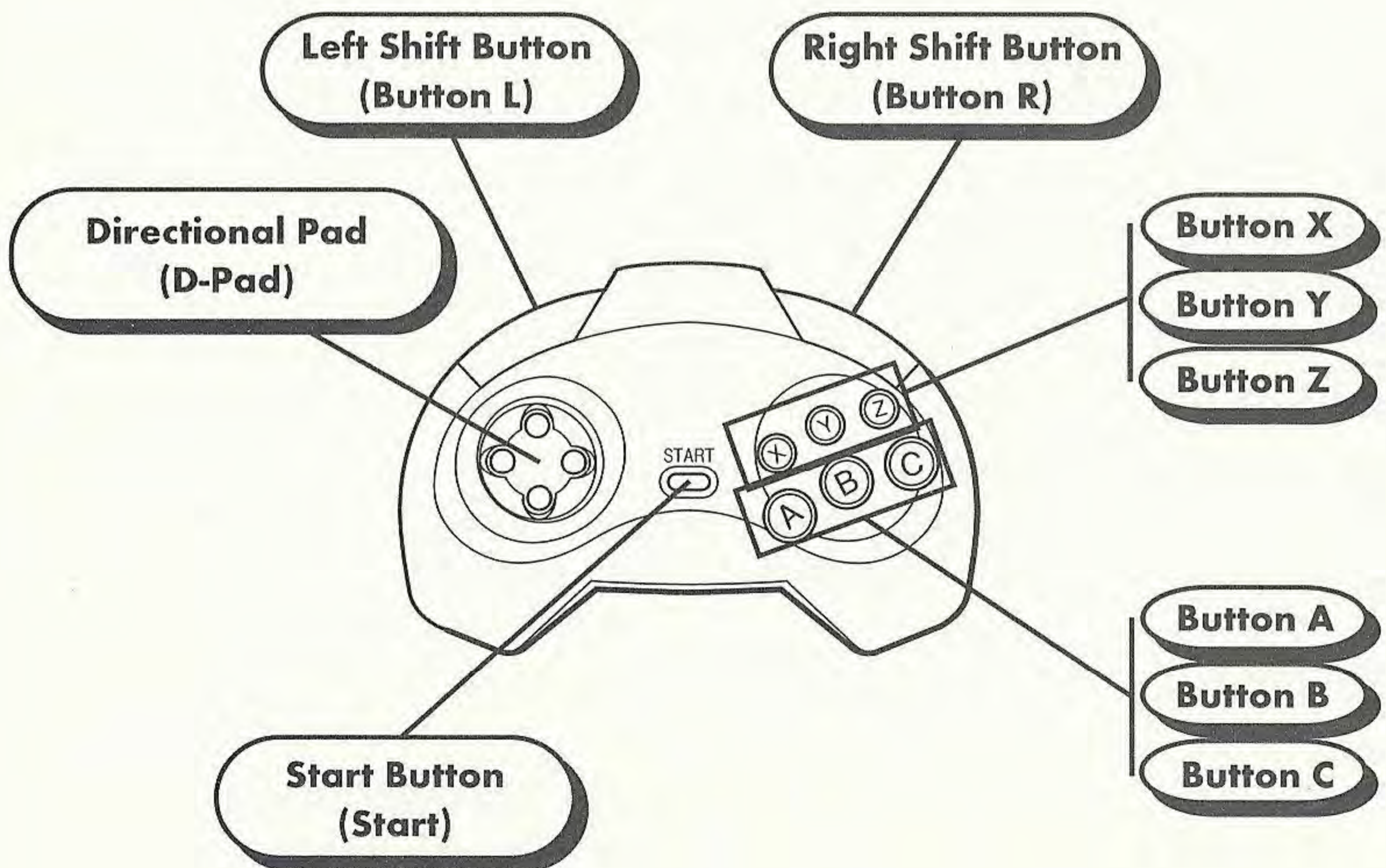
You step up to the plate, knowing the game will end here. The whole season, the World Series, all of it ends either in glory or despair. Your performance has led your Red Sox all the way to this, the ninth inning of Game 7 of the World Series. The score's 9-7, they're ahead, but Whiten and Greenwell are on base.

Strike One! You want to argue with the umpire, but decide to play it cool. That one was outside of the plate. You won't let the pitcher get away with that again.

Strike Two! He fooled you. An inside pitch, not what you were looking for. You came up with nothing but air. Yeah, he's good. But you're better.

You're sure he'll go to the outside next time. It's his favorite, the one he used to strike out 156 batters this year. There's no way you're going to be next on his list. Here it comes – a towering drive, into the right field bleachers! Red Sox win, 10-9!

## TAKE CONTROL





## PREGAME

- |                 |                                    |
|-----------------|------------------------------------|
| Confirm Button* | • Confirms selections on screens   |
| D-Pad           | • Highlights selections on screens |
| Button B        | • Returns to previous screen       |

## AT BAT

### TIME-OUT WINDOW

- |                 |   |
|-----------------|---|
| Start           | • Brings up Time-out window; resumes play |
| Confirm Button* | • Confirms selections                     |
| D-Pad           | • Highlights selections                   |
| Button B        | • Returns to previous screen              |

## SWINGING

- |          |  |
|----------|--|
| D-Pad    | • Positions the batter inside the batter's box |
| Button C | • Makes batter swing                           |
| Button Z | • Makes batter bunt (with D-Pad)               |

## BASERUNNING (with D-Pad)

- |          |   |
|----------|---|
| Button A | • Returns individual base runner to previous base |
| Button B | • Sends individual base runner to next base       |
|          | • Makes base runner steal                         |
| Button X | • Returns all base runners to previous bases      |
| Button Y | • Sends all base runners to next base             |

## IN THE FIELD

### TIME-OUT WINDOW

See ATBAT, above.

## PITCHING

- |                 |   |
|-----------------|---|
| D-Pad           | • Sets direction of pitch                   |
| Button C        | • Makes pitcher throw the ball (with D-Pad) |
| Buttons L and R | • Positions pitcher on the mound            |

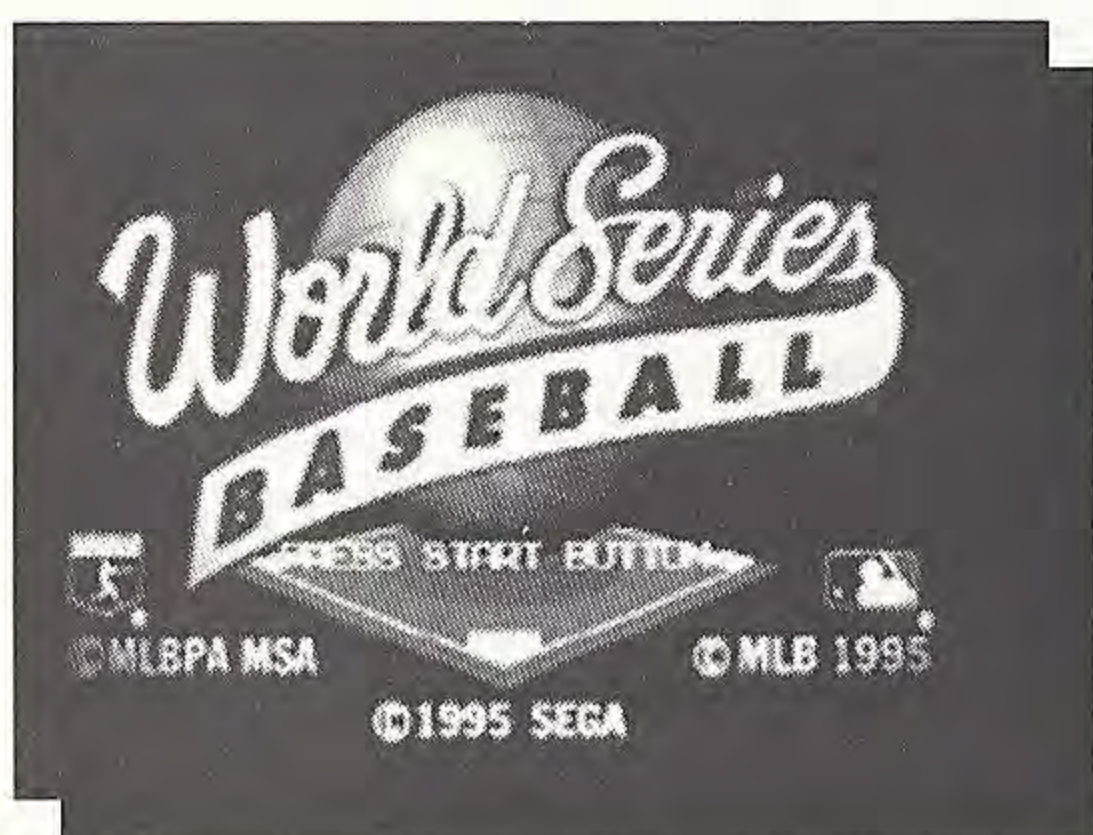
## FIELDING

- |          |  |
|----------|--|
| D-Pad    | • Directs fielder to ball                                      |
| Button C | • Makes player throw when player has ball (with D-Pad)         |
|          | • Makes player dive when player doesn't have ball (with D-Pad) |

**Note:** \* Indicates Start or Button A or C. These are the basic moves for game play. For a detailed explanation of all the moves, see pages 24—27.

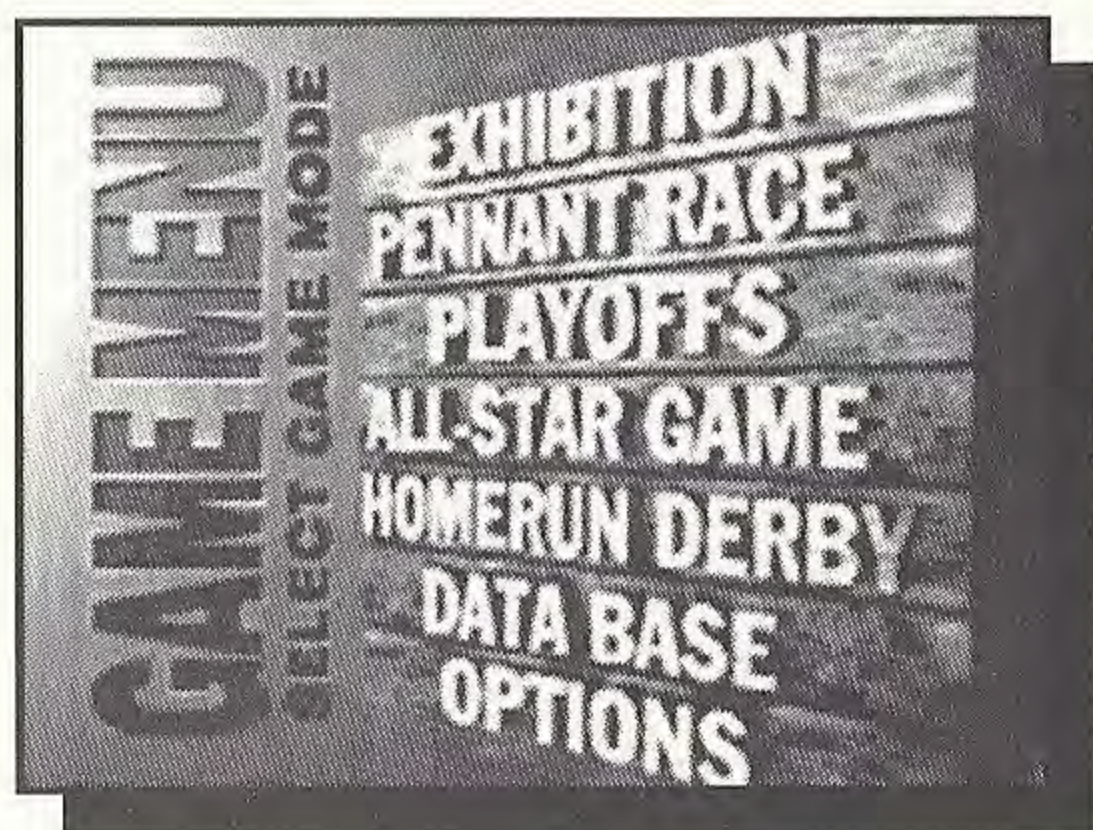


# GETTING STARTED



After the Sega logo, the game intro appears, followed by the game demo. Press Start at any time to bring up the Title screen. Press Start again to bring up the Game Menu.

## GAME MENU



Will you change game features before beginning play, or get right into the action? Press the Confirm Button to select one of the following modes:

### EXHIBITION

Battle with a friend or the computer in this one-game-takes-all mode.

### PENNANT RACE

Play against all the other teams in your league. Choose a season length of 13, 26, or 162 games. If you can make the playoffs, you'll have a shot at getting into the World Series and going for the World Series championship! For one player.

### PLAYOFFS

Up to four players can join! Keep winning to keep going. If you win the last game, the World Series is yours.

### ALL-STAR GAME

Take control of the National League or American League all-stars. It's you versus a friend or the computer in one of sport's most popular events.



## HOME RUN DERBY

Power and timing are needed in this slugfest. Select any player in the league and remember your goal: knock the ball over the wall more times than your opponent(s)!

## DATA BASE

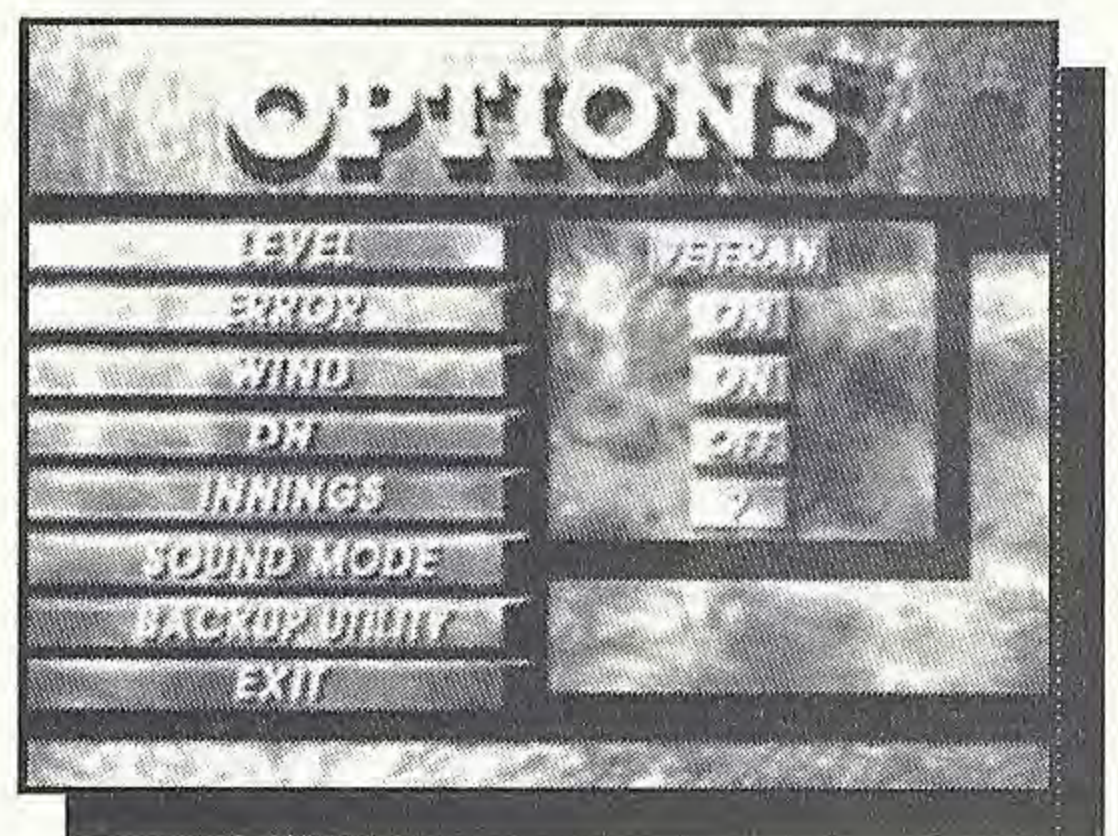
Review any player's stats from last year. Use the stats to help you put together a winning team.

## OPTIONS

Change features of the game and play game sound tracks.

# OPTIONS

Press the D-Pad UP or DOWN to highlight a feature, and LEFT or RIGHT to change the feature setting. Press Start to return to the Game MENU.



### LEVEL (ROOKIE, VETERAN, ALL-STAR)

Change the skill levels of computer-controlled teams.

### ERROR (ON, OFF)

When this option is enabled, there is a chance players will drop fly balls or miss grounders.

### WIND (ON, OFF)

You can select to have wind as a factor in your game.

### DH (ON, OFF)

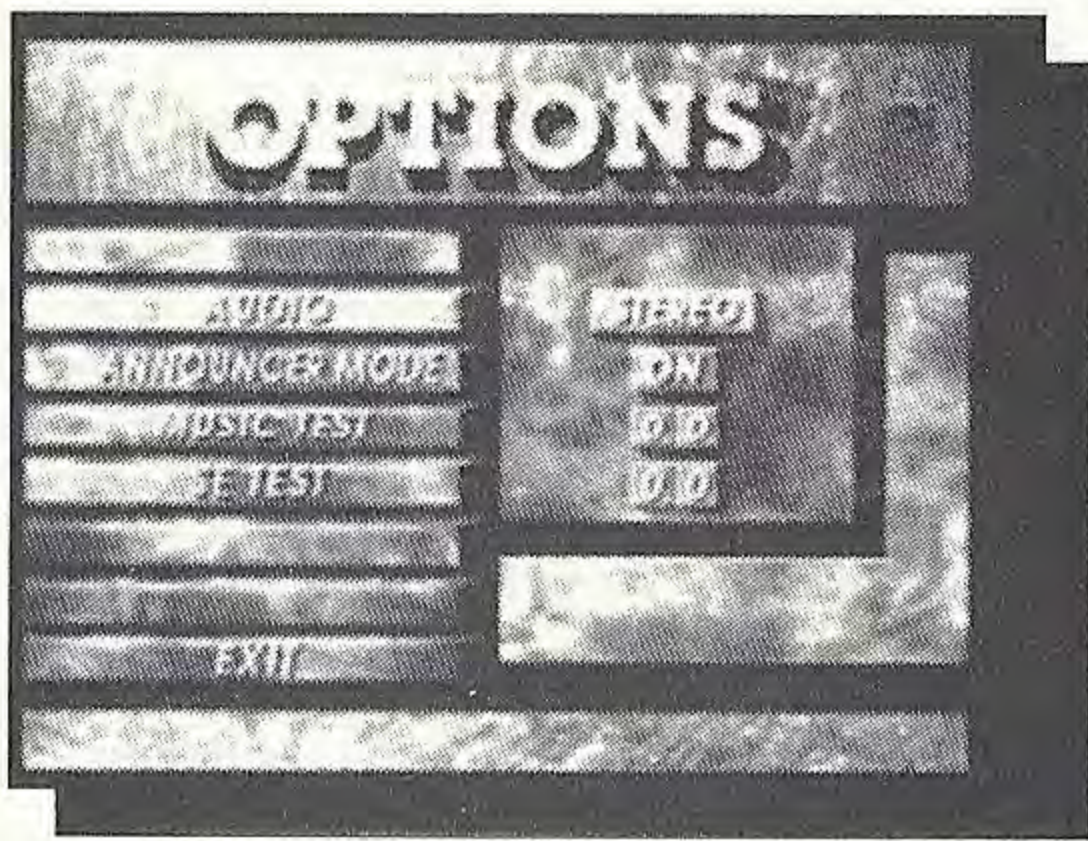
Select to have a Designated Hitter (DH) replace the pitcher in the batting lineup, or allow the pitcher to bat.

### INNINGS (1-9)

Determine the length of the game. Choose from 1-9 innings.



## SOUND MODE



Access the Sound Mode by pressing Button A or C.

### AUDIO (STEREO, MONO)

Select either STEREO or MONO.

### ANNOUNCER MODE (ON, OFF)

Choose to have the announcer make comments during game play.

### MUSIC TEST

Play any of the background music tracks of *World Series Baseball*. Press the Confirm Button to play, and Button B to stop the track.

### SE TEST

Follow the instructions in MUSIC TEST to play any of the sound effects tracks of this game.

### EXIT

Press the Confirm Button to return to the Options screen.

## BACKUP UTILITY

Access the Backup Utility by pressing Button A or C.

When you select this feature, you can access a Pennant Race or Playoffs game stored on the internal RAM of the Sega Saturn. Refer to the *Sega Saturn Instruction Manual* for instructions on accessing your game data.

Note: In addition to the internal RAM, you can save a Pennant Race or Playoffs game to a Sega Saturn Backup™ cartridge (sold separately). Refer to the *Sega Saturn Backup™ Instruction Manual* for instructions on accessing your game data.

### EXIT

Press the Confirm Button to return to the Game Menu.



# GAME MODES

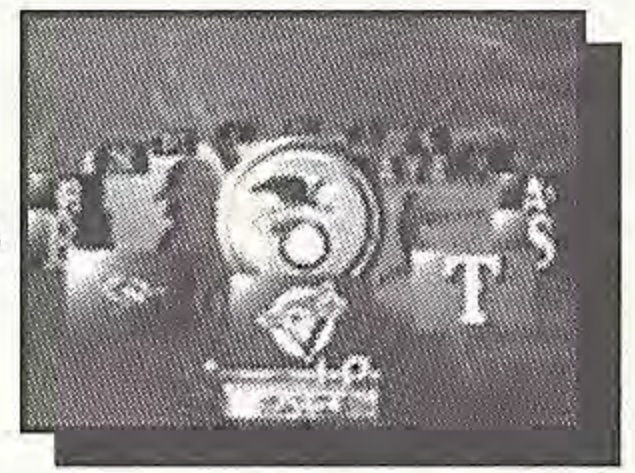
## EXHIBITION



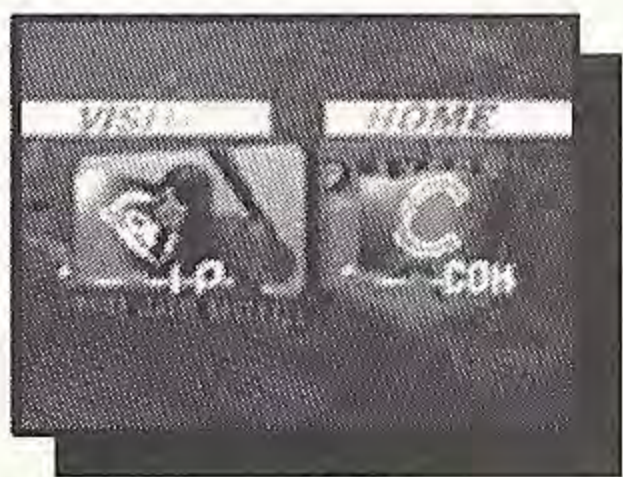
PLAY MODE (P.16)



SELECT LEAGUE  
(P.17)



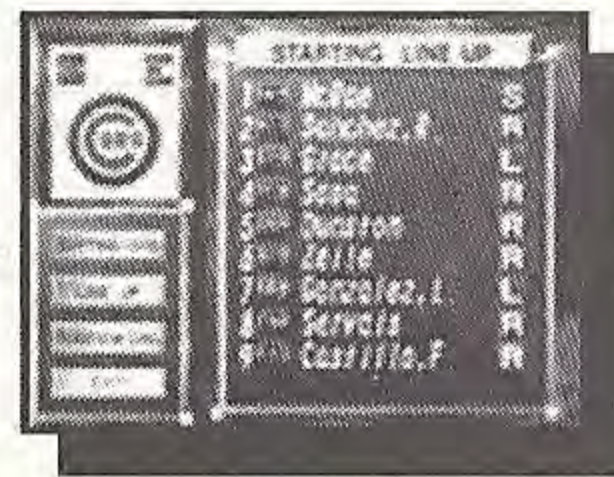
TEAM SELECT  
(P.17)



VISITOR/HOME  
(P.18)



SELECT STADIUM  
(P.18)



TEAM ROSTER  
(P.19)



PLAY  
BALL!

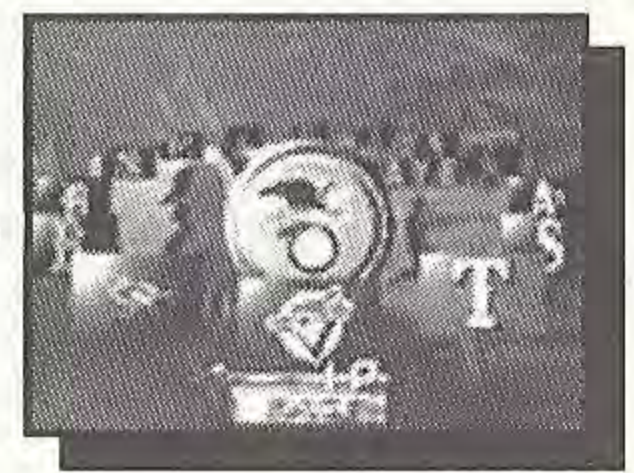
## PENNANT RACE



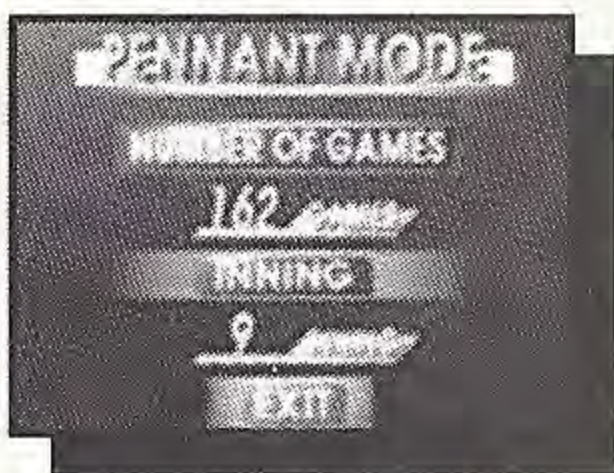
CONTINUE/NEW  
GAME (P.15)



SELECT LEAGUE  
(P.17)



TEAM SELECT  
(P.17)



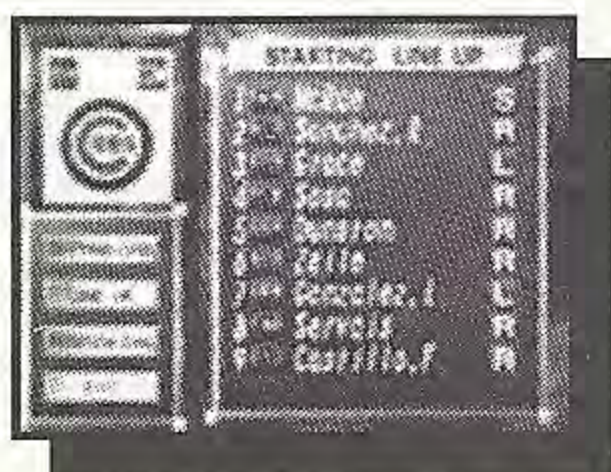
PENNANT MODE  
(NEXT PAGE)



PENNANT RACE  
SELECT SCREEN  
(NEXT PAGE)



GAME START  
(P.11)



TEAM ROSTER  
(P.19)



PLAY  
BALL!



In Pennant Race, select to continue a season in progress (CONTINUE) or start from opening day (NEW GAME) (p. 15).

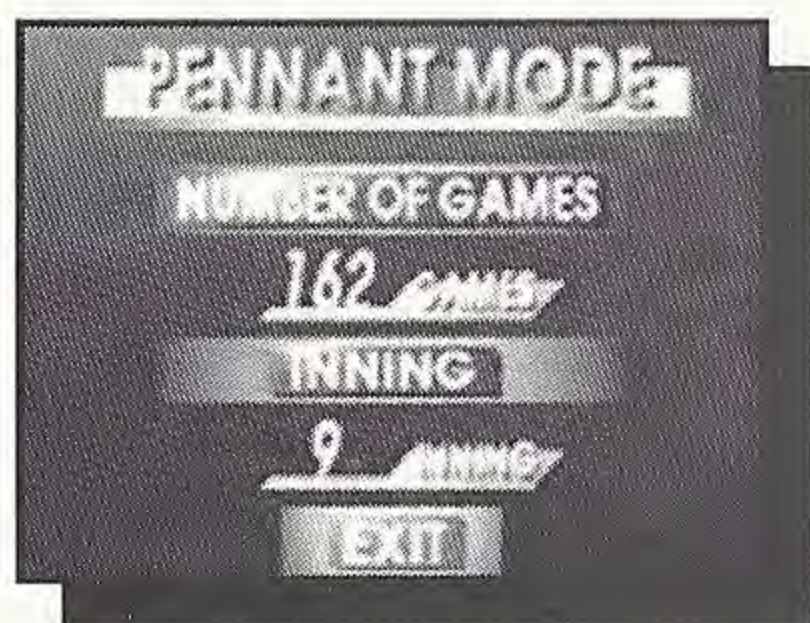
## When You Continue a Season...

The Pennant Race select screen appears (see below).

## From Opening Day...

If you have saved a Pennant Race game, a message appears asking whether you wish to start a new season (and thus erase the old season) or cancel your selection. Highlight YES to begin a new season, or NO to cancel. Press any button to make your selection.

Select the league and choose the team you will use for the season (p. 17).



From the Pennant Mode screen, select the season length and the number of innings for each game. Choose from 13, 26, and 162 games for the season length, and from 1–9 innings for the game length.

**Note:** The inning length here overrides the inning length selected on the Options screen.

Press the D-Pad UP or DOWN to highlight a feature, and LEFT or RIGHT to make your choices. When finished, highlight EXIT and press the Confirm Button.



From the Pennant Race select screen you can select to play a game or access records for any of the teams in the league.

At the bottom of the Pennant Race select screen the division standings are displayed. Press Button L or R to bring up the standings of another division in the league.







On the Batting Stats screen, press the D-Button LEFT or RIGHT to select a batting category, and UP or DOWN to scroll through the top sluggers. The categories are : AB (At Bats), H (Hits), AVG. (Batting average), HR (Home Runs), RBI (Runs Batted In) and SB (Stolen Bases). Press Start or Button A or C to bring up Pitching Stats.

Access the pitching categories and scroll through the league's top pitchers as you would for the batters. They are: G (Games played), IP (Innings Pitched), ERA (Earned Run average), W (Wins), L (Losses), SV (Saves) and SO (Strikeouts).

## INDIVIDUAL STATISTICS

Review any team's players' performance. Access player information the way you would for TOP 20 (previous page).

## GAME START

Start the next game on your season schedule. The Player Roster appears.

## EXIT

Press the Confirm Button to bring up the Game Menu.

**Note:** You can access STANDINGS, TOP 20 and INDIVIDIAL STATISTICS after you have finished the first game of the season.

## PLAYOFFS





Select to continue Playoffs in progress (CONTINUE) or start from the beginning of the tournament (NEW GAME) (p.15).

## When You Continue a Tournament...

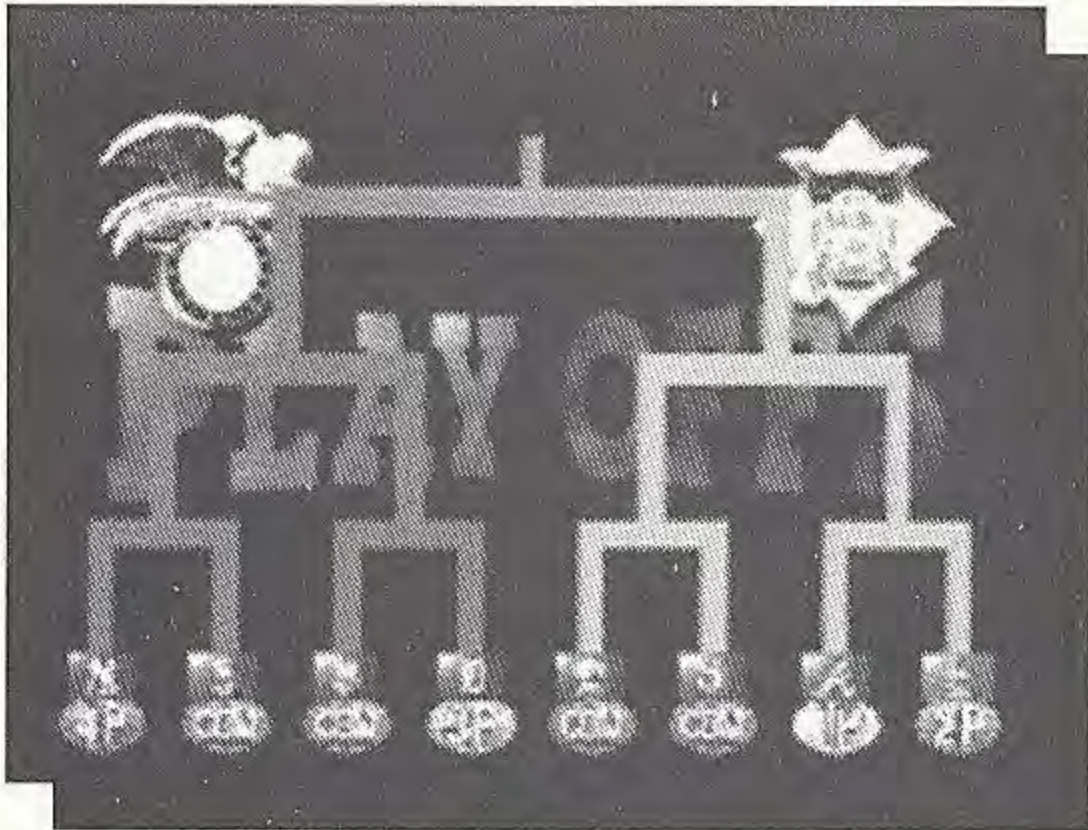
The Playoffs tree appears (below).

## From the Beginning...

If you have saved a Playoffs game, a message appears asking whether you wish to start a new tournament (and thus erase the old one) or cancel your selection. Highlight YES to begin a new tournament, or NO to cancel. Press any button to make your selection.

Choose the number of players to join the playoffs from Play Mode. From one to four players can enter the tournament (p.16).

Each player then accesses a league and chooses the team he or she uses in the tournament (p.17).



The Playoffs tree appears. Press Button B. You can now access the Playoffs standings.

Press the:

D-Pad (any direction) to move to a section of the tournament tree.

Left and Right Shift Buttons to zoom in and out on the tree.

Confirm Button to highlight the first game of the tournament.



Continue to press until a game that one of the players participates in appears. Highlight GAME START or EXIT by pressing the D-Pad LEFT or RIGHT. Then press the Confirm Button to select. Selecting EXIT brings up the Game Menu screen.



# ALL-STAR GAME



PLAY MODE  
(P.16)



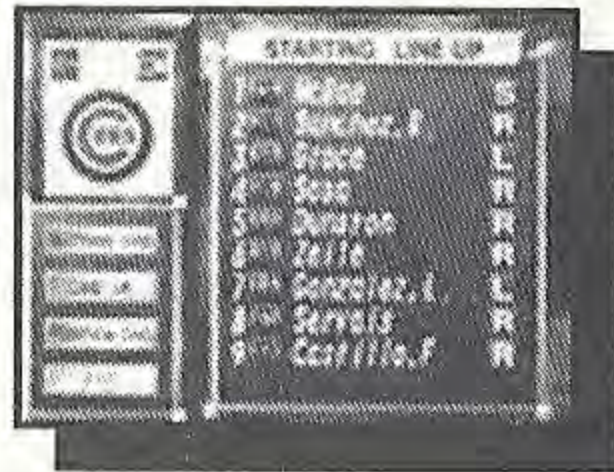
ALL-STAR TEAM  
SELECT (BELOW)



VISITOR/HOME  
(P.18)



SELECT STADIUM  
(P.18)



TEAM ROSTER  
(P.19)



**PLAY  
BALL!**



On the All-Star Game team select screen, press the D-Button LEFT or RIGHT to select who plays as the American League team and who plays as the National League Team. Press the Confirm Button.

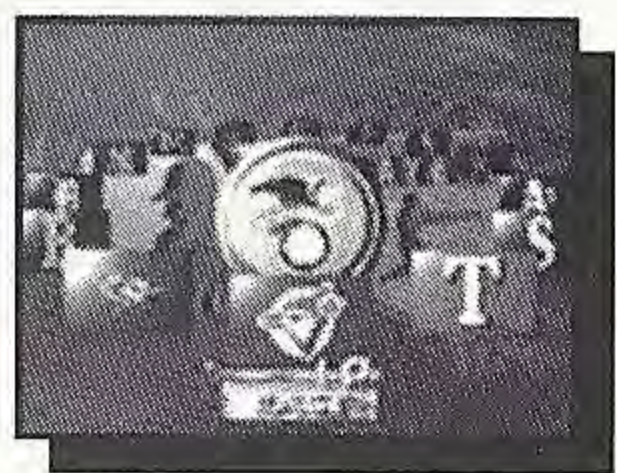
# HOME RUN DERBY



PLAY MODE  
(P.16)



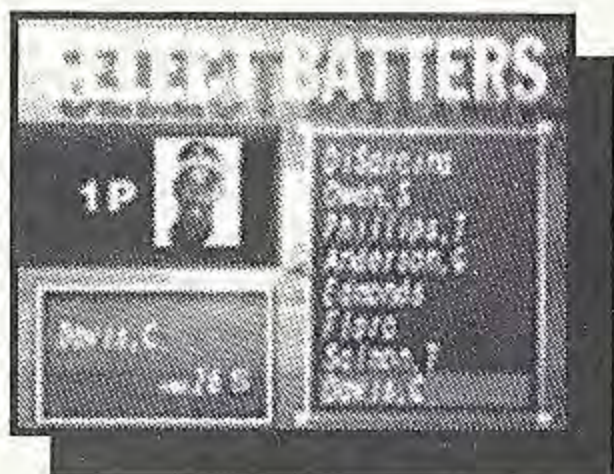
SELECT LEAGUE  
(P.17)



TEAM SELECT  
(P.17)



SELECT STADIUM  
(P.18)



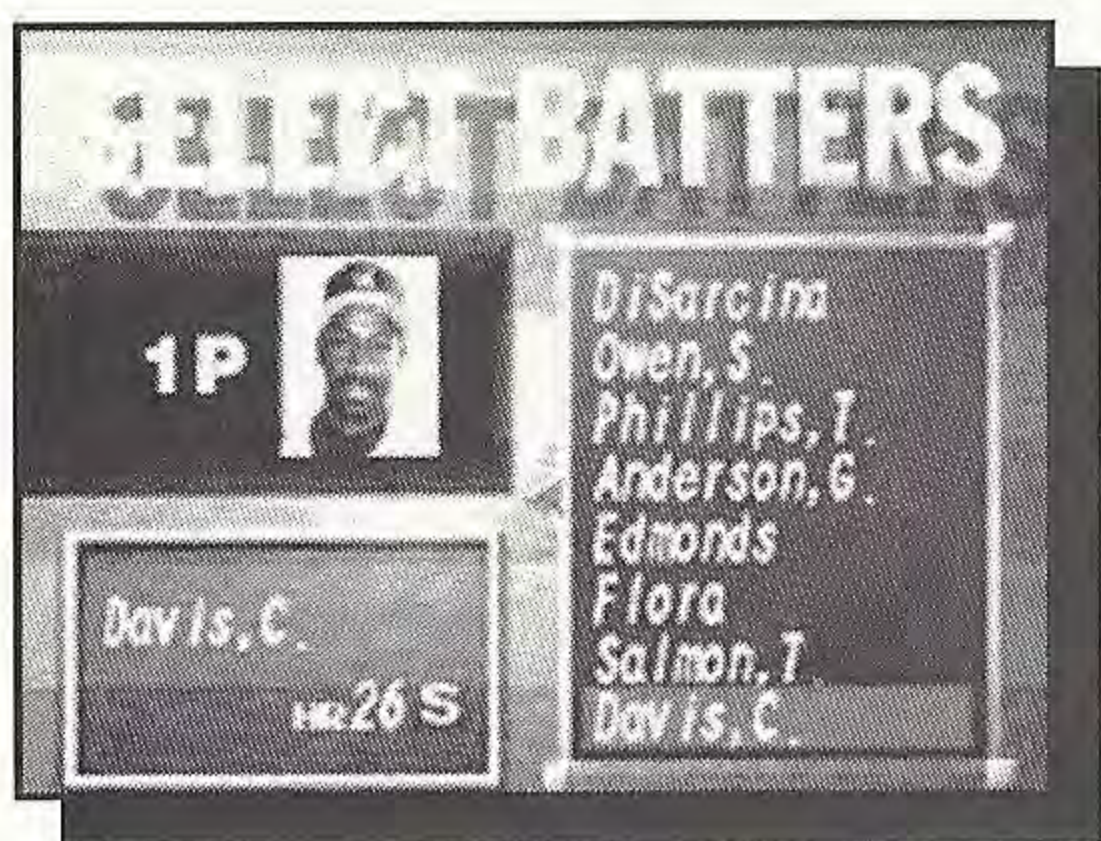
SELECT BATTERS  
(NEXT PAGE)



**PLAY  
BALL!**



Select the game type and number of balls per hitter from Play Mode (p. 16).



Players take turns choosing batters on the Select Batters screen. Press the D-Pad LEFT or RIGHT to toggle between batter lists, and UP or DOWN to highlight a batter's name. A picture of the batter and the number of home runs he hit last year are displayed on the left. Press the Confirm Button to select a batter.

For the Home Run Derby game screen, see page 21.

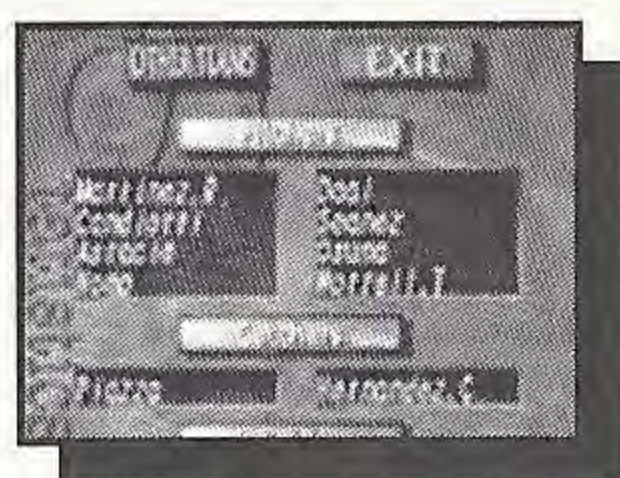
## DATA BASE



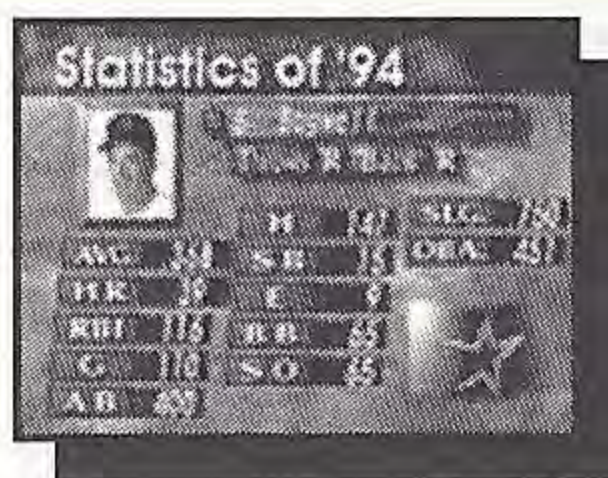
SELECT LEAGUE  
(P.17)



TEAM SELECT  
(P.17)



PLAYER DATA  
SELECT (BELOW)




STATISTICS OF '94  
(NEXT PAGE)



To select a player to review, press the D-Pad UP or DOWN to highlight a position. Select from the following: pitchers, catchers, infielders and outfielders. To access a position, press the Confirm Button, then press the D-Pad in any direction to highlight a player's name. Press the Confirm Button to access the player's record.



Statistics of '94			
		5 Bagwell	
		Throws R Bats R	
AVG.	.368	H	147
HR	39	SLG.	.750
RBI	116	SB	15
G	110	E	9
AB	400	BB	65
		SO	65
		OBA.	.451

The stats for the player from '94 are listed. Learn the strengths and weaknesses of all your players—games might come down to using the right player at the right time! When finished, press the Confirm Button.

If you would like to review another team, highlight OTHER TEAMS and press the Confirm Button. The Select League screen appears. When finished, highlight EXIT and press the Confirm Button to bring up the Game Menu.

## PREGAME SELECT SCREENS

### GAME TYPE SELECT SCREENS

#### Continue/New Game

(Playoffs and Pennant Race modes)

Select CONTINUE to play in a saved Playoffs or Pennant Race, or NEW GAME to start in one of these modes from the beginning. Highlight by pressing the D-Pad UP or DOWN, and press the Confirm Button to select or press Button B to return to the Game Menu.





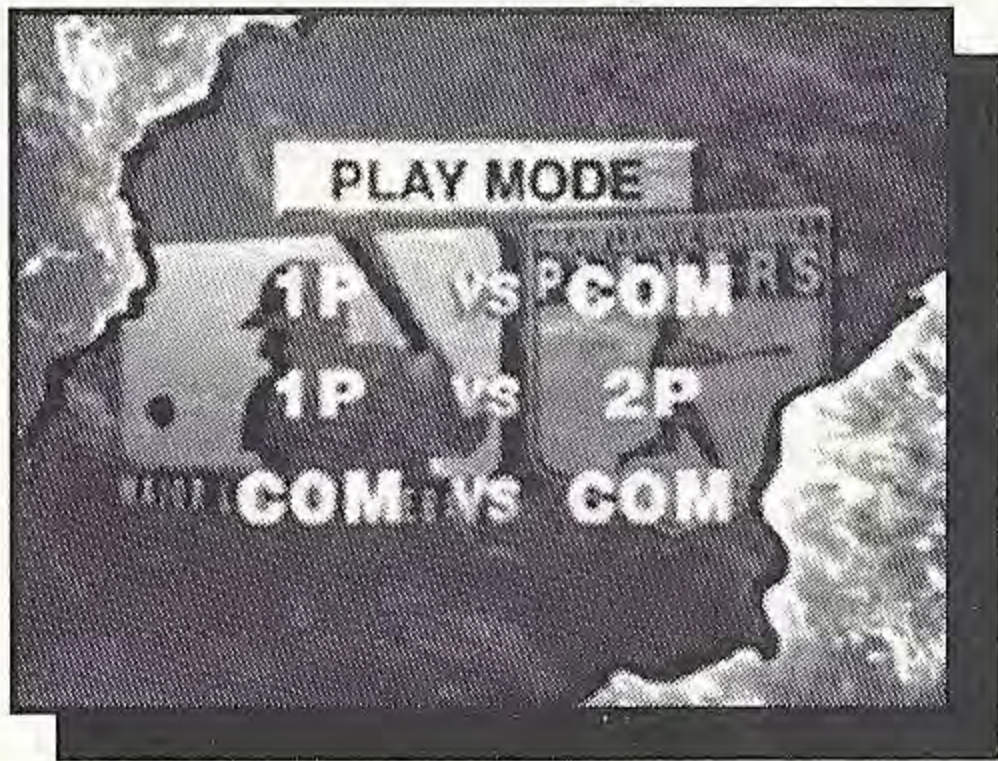
## Play Mode

(All modes except Pennant Race and Data Base)

The screen displayed varies with each mode. Explanations for each mode screen appear below.

### Exhibition, All-star Game

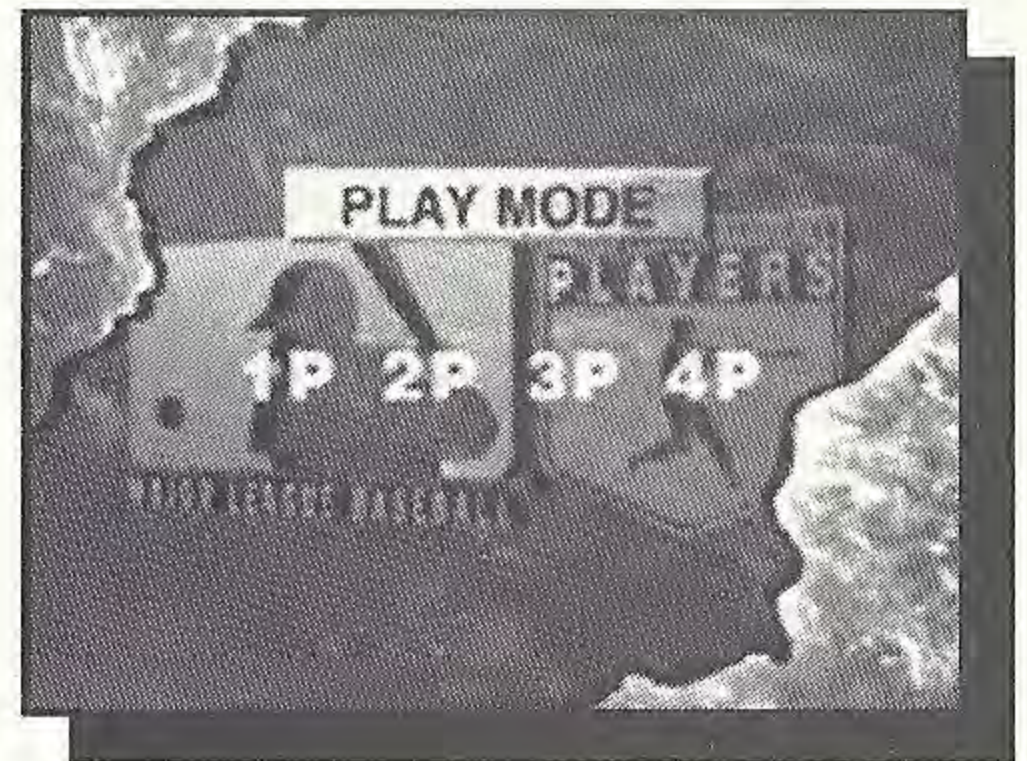
1P VS COM	Take on the computer
1P VS 2P	Show your friend who rules the diamond
COM VS COM	Watch two computer-controlled teams slug it out



Highlight by pressing the D-Pad UP or DOWN, and press the Confirm Button to select or press Button B to return to the Game Menu.

### Playoffs

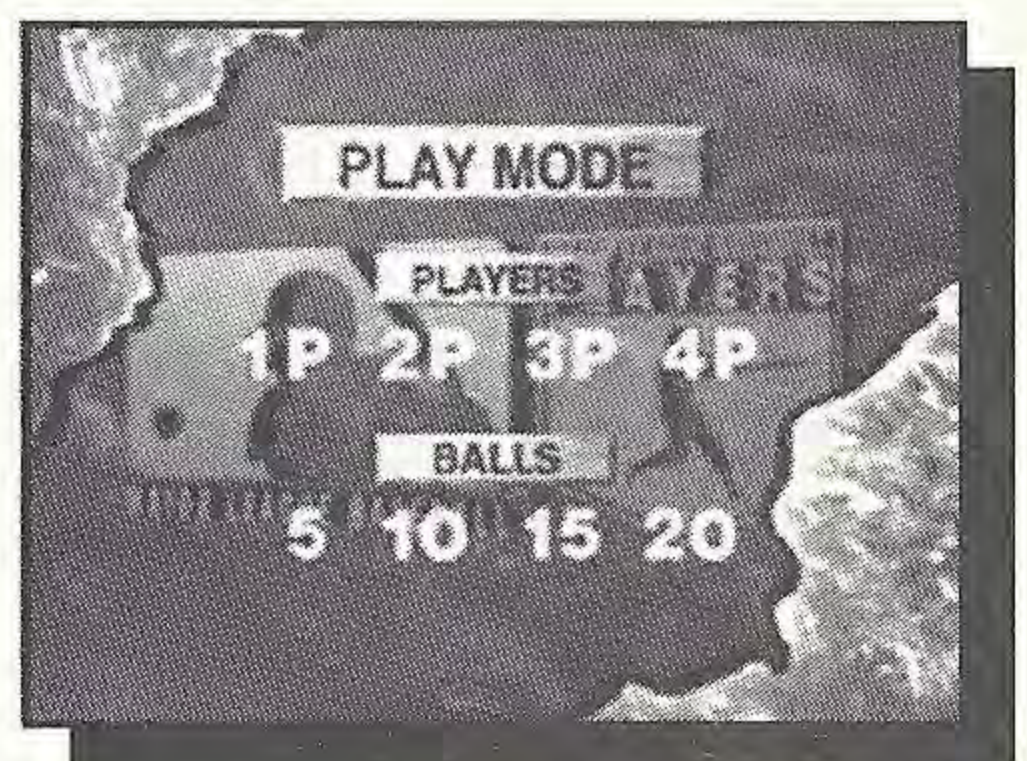
Select up to four players to join this tournament. Highlight by pressing the D-Pad LEFT or RIGHT, and press the Confirm Button to select or press Button B to return to the Continue/New Game screen.



### Home Run Derby

As in Playoffs mode, select the number of players to participate in this battle of the sluggers.

Choose the number of pitches each player receives: 5, 10, 15 or 20. Press Button B when the BALLS feature is accessed to return to the PLAYERS feature should you decide to change the number of players.





Highlight by pressing the D-Pad LEFT or RIGHT, and press the Confirm Button to select or press Button B to return to the Game Menu.

**Note:** For multiple-player games in the Playoffs and Home Run Derby modes, you need to insert Control Pad 2.

## TEAM SCREENS

### Select League

(all modes except All-star Game)

Now is the time to make the big choice: will you guide an American League or National League team to victory?



Press the D-Pad LEFT or RIGHT to highlight the National League or American League emblem. Press the Confirm Button to select or press Button B to return to the Play Mode or Continue/New Game screen (depending on the mode you have chosen).

### Team Select

(all modes except All-star Game)



Hold the D-Pad LEFT or RIGHT to scroll through the team logos until the desired team is highlighted. Press the Confirm Button to select a team. You can deselect a team by pressing Button B.

For Exhibition and Home Run Derby modes, players can select the same teams.

**Note:** For 1P VS 2P games, Player 2 selects his/her team from Control Pad 2. Otherwise, all teams are selected from Control Pad 1.



## Visitor/Home

(Exhibition and All-star Game modes)



Press the D-Button LEFT or RIGHT to toggle between VISITOR and HOME designations. Press the Confirm Button to select.

## Select Stadium

(Exhibition, All-star Game and Home Run Derby modes)



Choose one of four Major League parks to hold your battle.

### Fenway Park

Center field is a long way off here. Don't let left field deceive you. Very few batters have ever hit over this wall, known to fans as the Green Monster.

### Astrodome

Welcome to Texas and the Astrodome, the first dome to be used as a sports stadium.

### Wrigley Field

This stadium has been a source of pride for Chicago for many decades. You'll need heavy hitters to clear the fences in right and left field.

### Yankee Stadium

Home to the New York Yankees, one of the best teams in the history of the Major League.

To select a stadium, highlight the name with the D-Pad by pressing UP or DOWN, then press the Confirm Button. You can not return to the previous screen.



After you have selected the park, select whether to play at night or during the day. Select as you would when choosing a stadium.

## Team Roster

(Exhibition, Pennant Race, Playoffs, and All-star Game modes)

Play the part of head coach and make any necessary changes to the starting lineup.

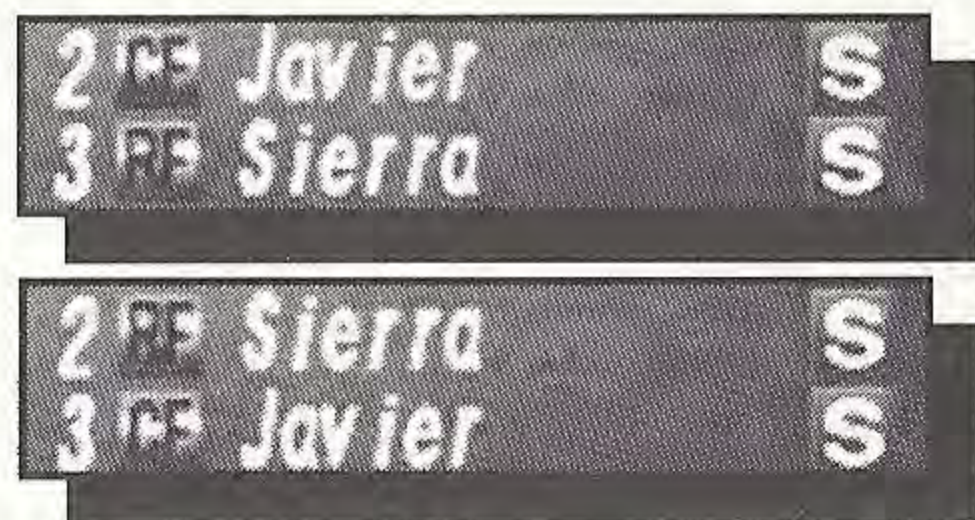
### Bring up a team's lineup



Press the D-Pad LEFT or RIGHT to toggle between the two teams. The player controlling the team is displayed in one of the upper corners of the team logo.

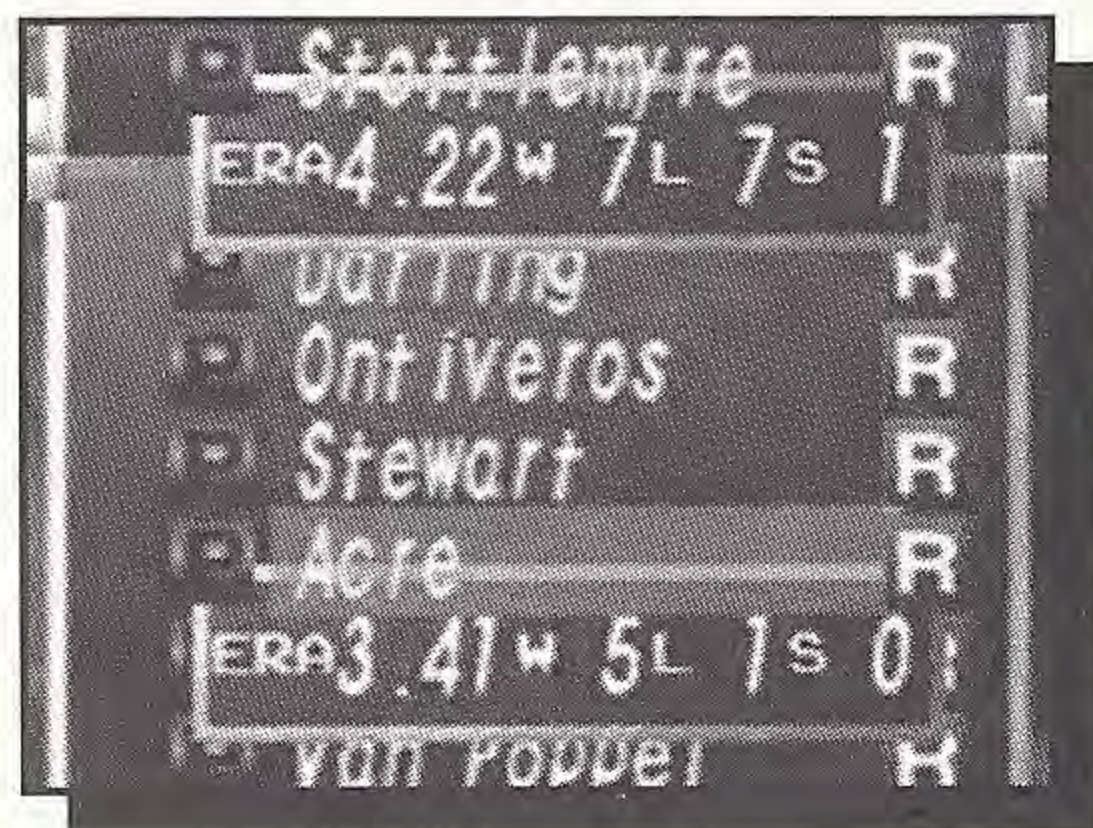
For the following features, press the D-Pad UP or DOWN to highlight, and press the Confirm Button to access. To cancel a change before confirmation, press Button B until players names are no longer highlighted.

### Change the team's batting order



Select BATTING ORD. Press the D-Pad UP or DOWN to highlight the name of a player. Press the Confirm Button. Do the same for other players. Their batting positions in the lineup are switched.

### Change the starting lineup



Select LINEUP. Press the D-Pad UP or DOWN to highlight the name of a player. Press the Confirm Button. The name of the reserve player appears. Press the Confirm Button to select.



## Change a player's field position

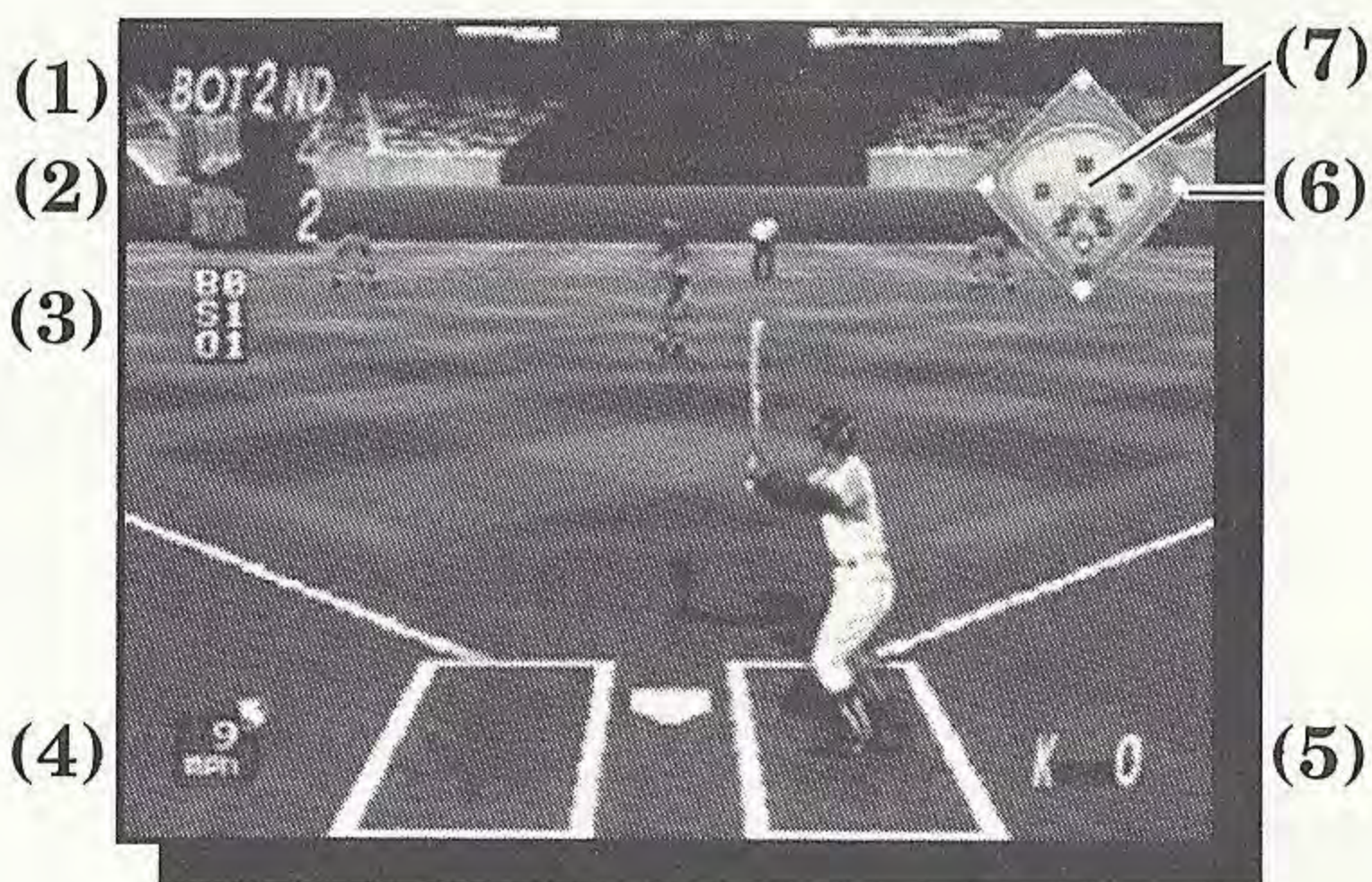
7	RP	Brosius	R
8	RP	Gallego	R
7	RP	Brosius	R
8	RP	Gallego	R

Select POSITION CHG. Highlight and select players as you would for BATTING ORD. The field positions of the players are switched.

**Note:** You cannot switch the positions of a fielder and a pitcher.

After both teams' rosters have been confirmed press Button C when EXIT is highlighted. Time to play ball!

## GAME SCREENS



## GAME PLAY

(all modes except Home Run Derby and Data Base)

### (1) Inning

The current inning is listed here. TOP indicates the visiting team is batting, BOTTOM the home team.

### (2) Score

The score for the game.

### (3) Count

Balls (B), Strikes (S), and Outs (O) are listed here.



#### (4) Wind Speed and Direction

See page 6.

#### (5) Pitcher's Strikeouts

The number of strikeouts for the current pitcher.

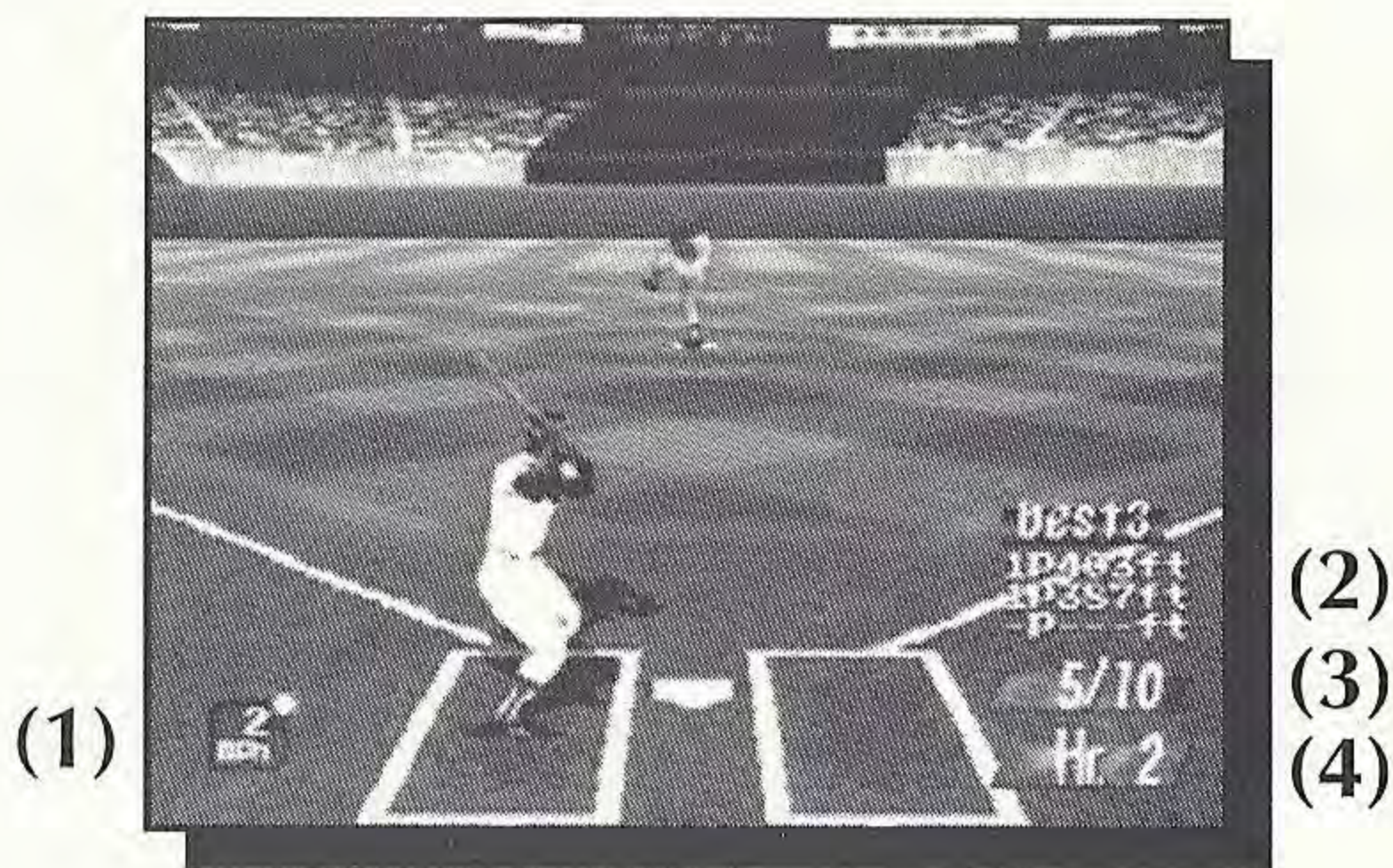
#### (6) Base runners

All base runners are displayed here.

#### (7) Radar

Field Positions (orange dots) and ball position (yellow dot) are displayed here (p.29).

### HOME RUN DERBY GAME PLAY



#### (1) Wind Speed and Direction

See page 6.

#### (2) best 3

Displays the three farthest home runs so far in the tournament.

#### (3) Pitch number

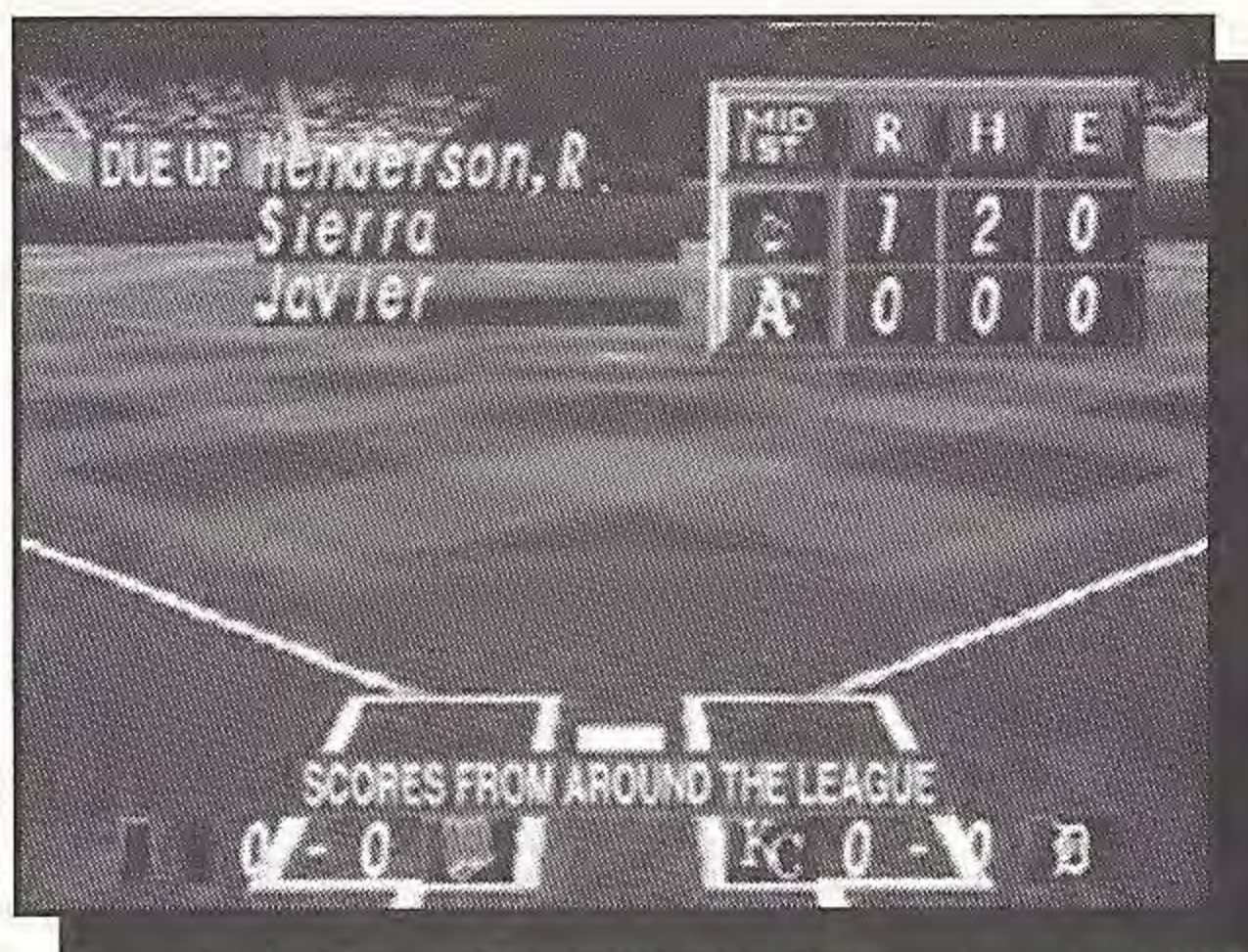
Displays the current pitch and the total number of balls to be pitched to the batter.

#### (4) Home Run

Shows how many home runs the current batter has hit.



## AFTER THE SIDE'S RETIRED



### Box Score

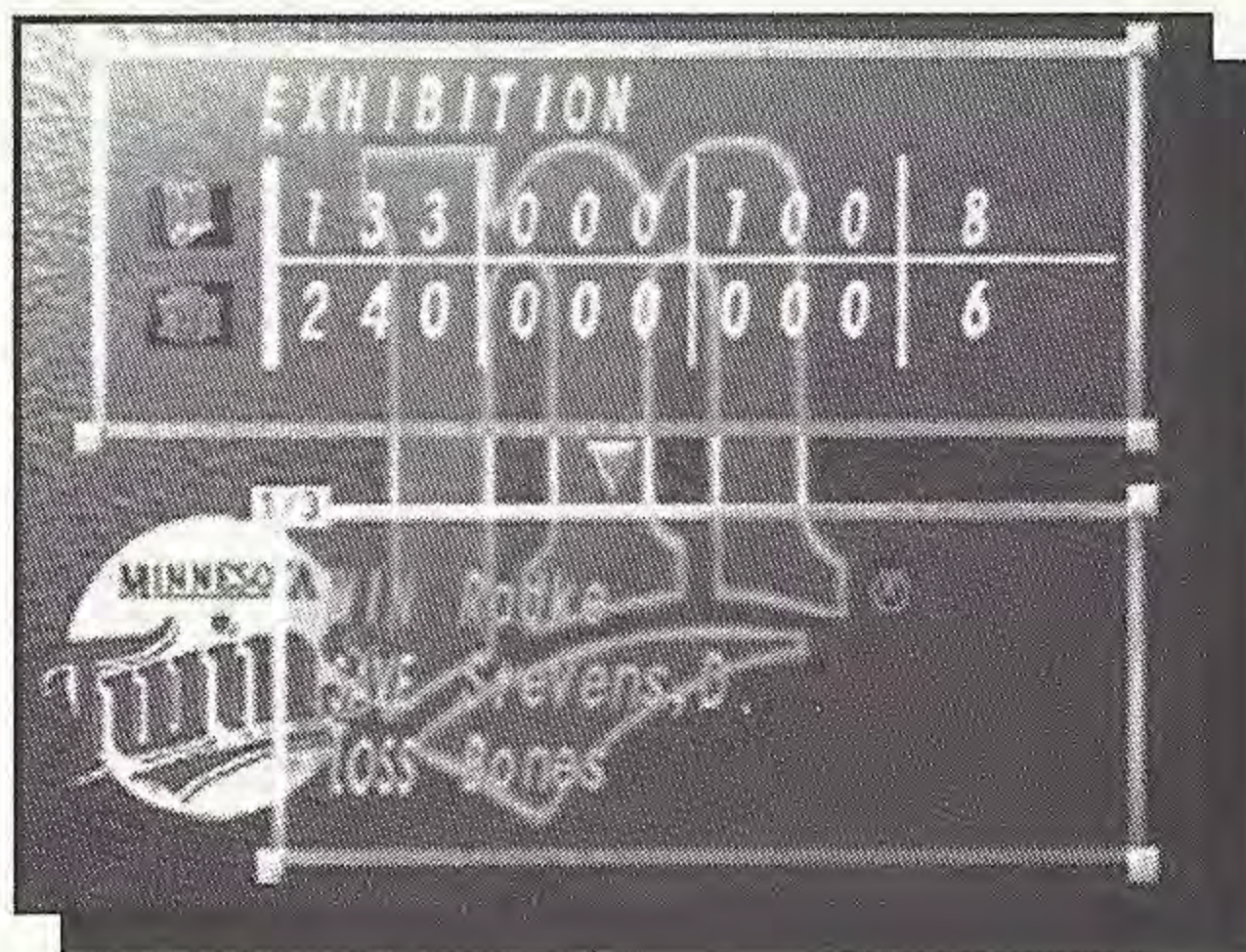
The inning, Runs (R), Hits (H) and Errors (E) for the teams are listed.

### Scores from around the League

Other scores from games being played in the league. (Pennant Mode only)

## POSTGAME SCREENS

### GAME STATS



(Exhibition, Pennant Race, Playoffs, and All-star Game modes)

The final score of the game is highlighted at the top of the screen, with runs per inning displayed.



In the box at the bottom of the screen the pitchers credited with the WIN, SAVE, and LOSS are listed. Press the D-Pad DOWN to highlight this box. Press again to bring up the game statistics for each team. Press again to display the names of the players who hit home runs during the game. In Pennant Mode, if you press the D-Pad DOWN again the scores of all other ball games in the league are listed.

When finished, press Start or Button A or C. The message EXIT OK? appears. Press again to return to the:

- Game Menu (Exhibition, All-star modes)
- Pennant Race select screen (Pennant Race)
- Playoffs tree (Playoffs mode)

## HOME RUN DERBY RESULTS

**RESULTS**

**1P** **Bonillo** HR: 3 H: 405 ft.

1	6	---	---
2	403	7	405
3	---	8	---
4	387	9	---
5	---	10	---

**2P** **Johnson, M** HR: 3 H: 379 ft.

1	5	379	---
2	---	7	313
3	---	8	---
4	---	9	346
5	---	10	---

After the slugfest, check out the stats for each of the batters. The results of each pitch, the number of home runs each batter hit, and the distance for the farthest home run for each batter are listed. Press the Confirm Button when finished reviewing.

**BEST20**

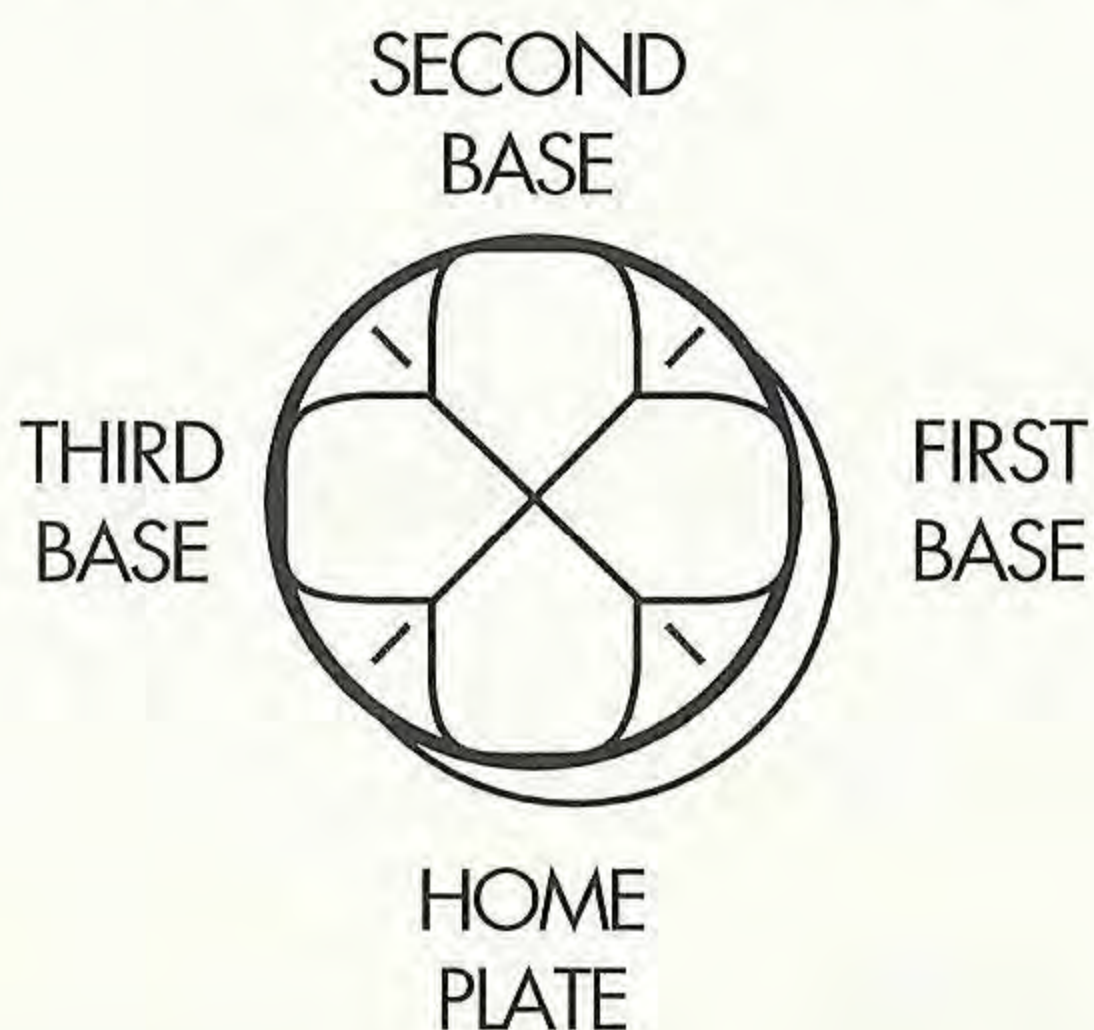
1	Bonillo	405	YANKEE	→ 2
2	Bonillo	403	YANKEE	→ 2
3	Bonillo	387	YANKEE	→ 2
4	Johnson, M	379	YANKEE	→ 2
5	Johnson, M	346	YANKEE	→ 2
6	Johnson, M	313	YANKEE	→ 2
7				
8				
9				

The Best 20 screen appears. The distances for the farthest 20 home runs of the tournament are listed. Press the D-Pad UP or DOWN to scroll through the list. Press the Confirm Button to return to the Game Menu.



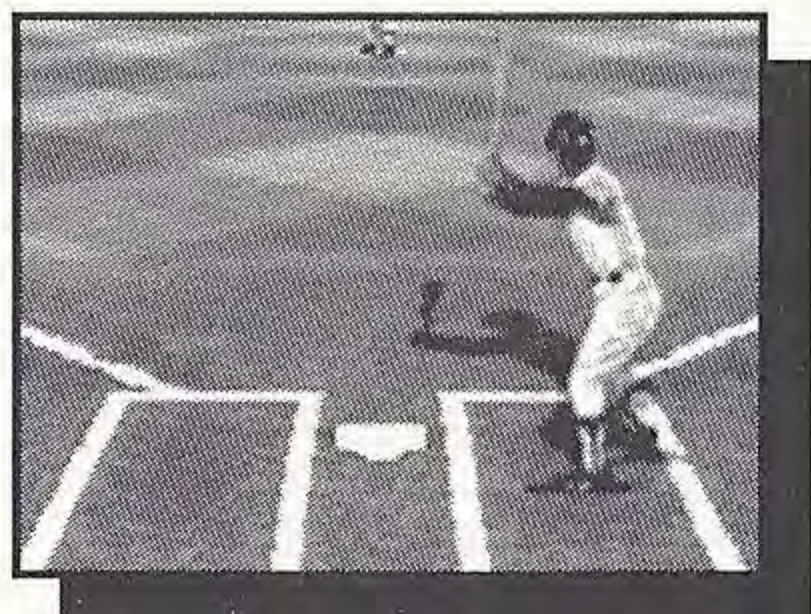
# PLAYING THE GAME

Use this diagram to direct plays to the desired base. Press the D-Pad (in the desired direction) and one of the function buttons simultaneously. Use the moves below and on the following pages as a guide.



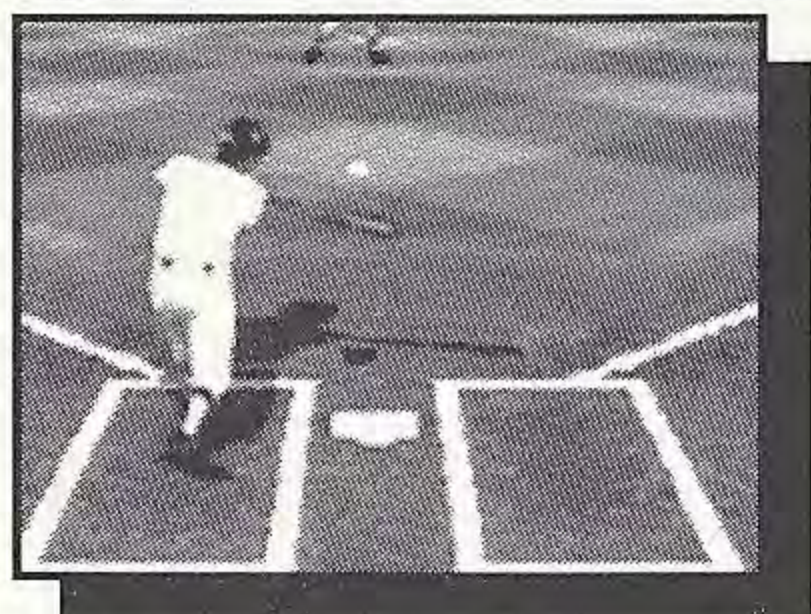
## BATTER UP!

### SWINGING



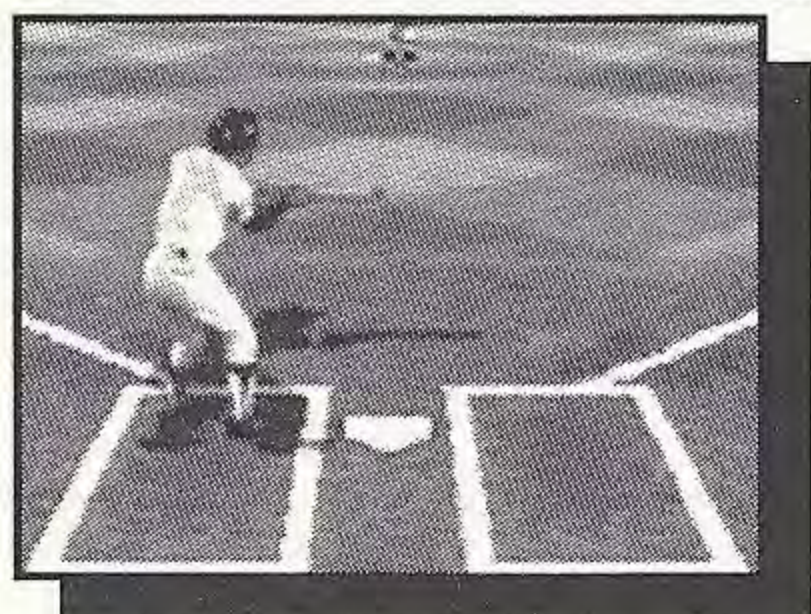
#### **Positioning the Batter**

Press the D-Pad in any direction to position your hitter in the batter's box.



#### **Hitting**

Go for a solid hit by pressing Button C when a pitch is thrown.



#### **Bunting**

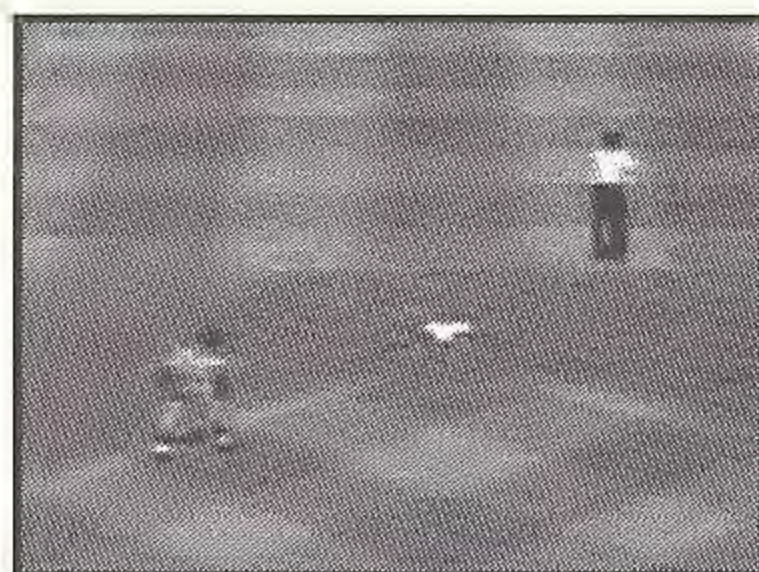
When you need to ensure a base runner advances, try bunting. Hold Button X when the pitcher hurls the ball. Use the D-Pad to help you direct the batter to the ball.



## BASERUNNING

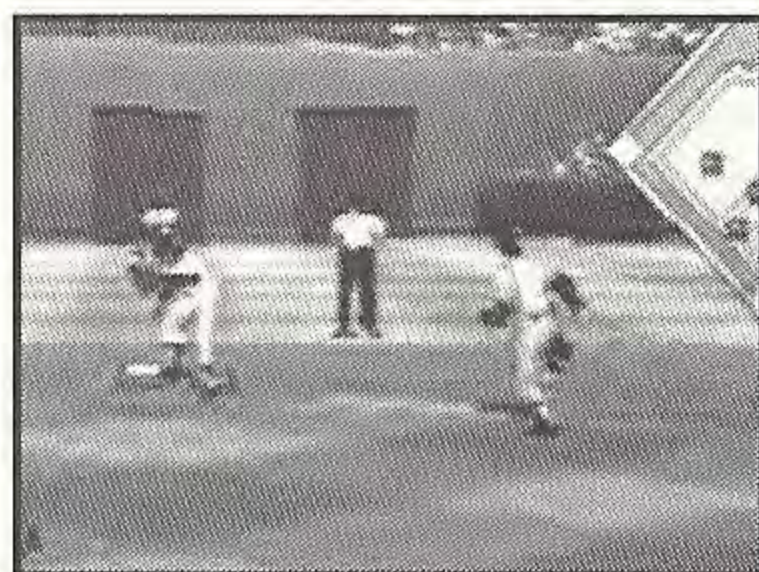
### Leading Off

When one or more base runners are on base, press Button L to lead off. Press repeatedly to have them lead off farther and farther. But watch out! The pitcher can pick off your base runner. Press Button R until you are safely back to base.



### Stealing a Base

Catch the pitcher when he's not looking! To steal a base, press the D-Pad in the direction of the next base and press Button B simultaneously.



### Going for Extra Bases

When you hit safely, the player always stops at first base unless you direct him to advance. To go on to second base, press the D-Pad UP and Button B simultaneously. Press the D-Pad in the appropriate direction when heading for third or home.

If you're caught between bases, head back to base by pressing Button A and the D-Pad in the direction of the base simultaneously.

## IN THE FIELD

### PITCHING

#### Positioning the Pitcher

Press Buttons L and R to move the pitcher on the mound in those directions.



#### Throwing

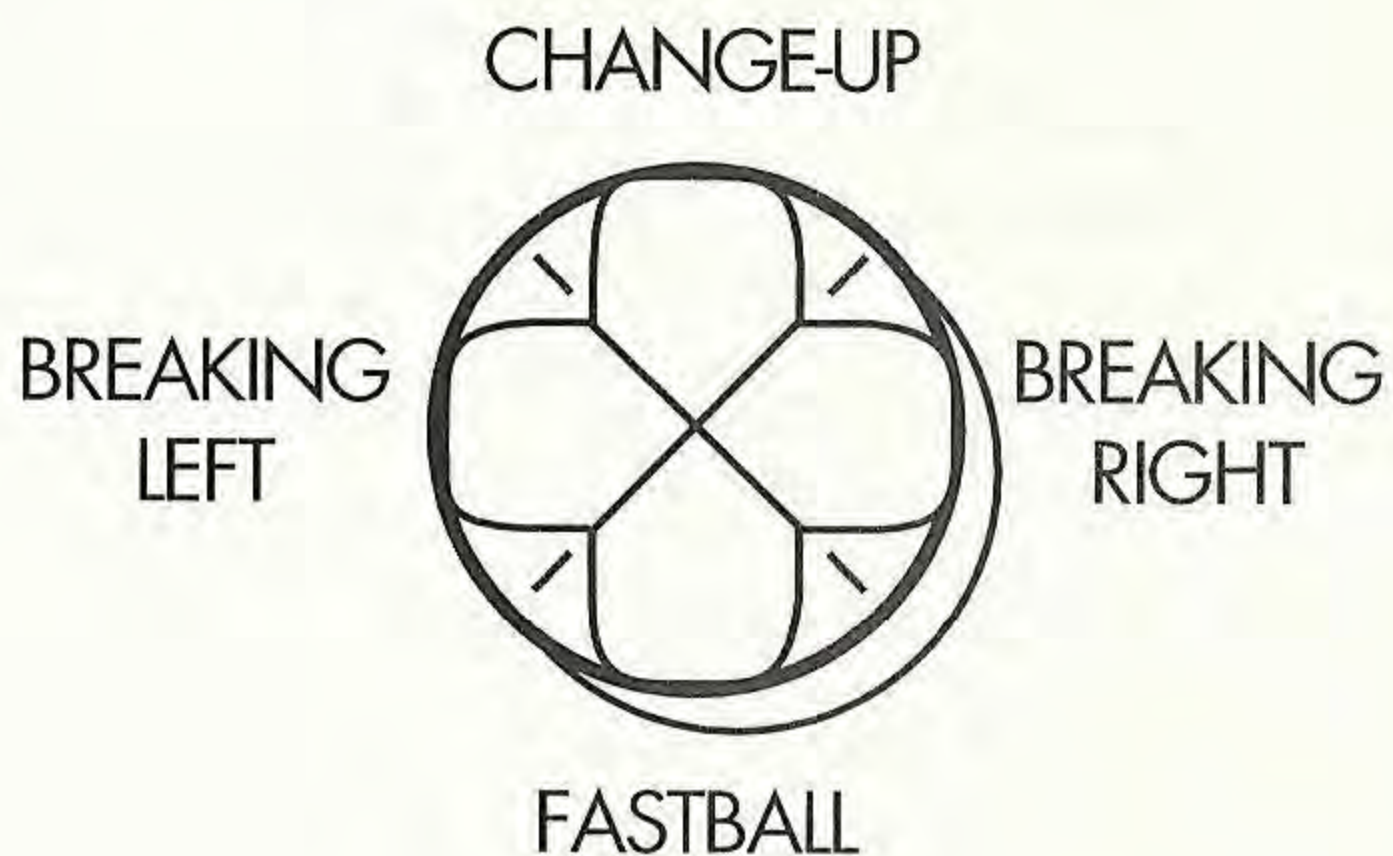
You'll need to learn a variety of pitches if you are going to strike out these major leaguers!





To select the pitch type, press Button C and the D-Pad in the direction desired simultaneously.

Use the diagram at the right for the pitch types.



### **Pick Off**

Send the base runner to the dugout by picking him off. Press Button B and the D-Pad in the direction of the base simultaneously. He's outta there!



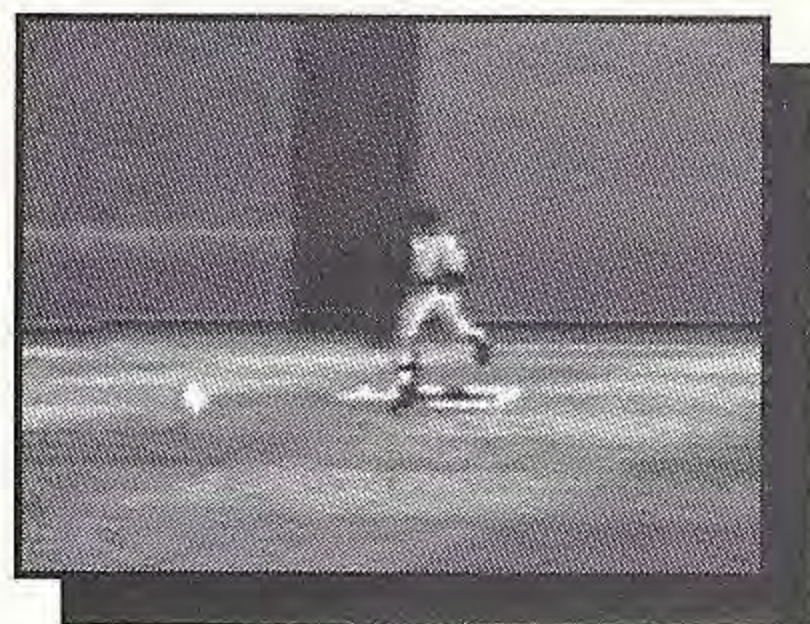
## **FIELDING**

### **Moving the Field Players**

You can move field players out or bring them in before throwing the pitch. Press Button A and the D-Pad UP or DOWN simultaneously. Press Button A to return the players to their original positions.

### **Directing the Fielder**

When a ball is hit, you can direct the highlighted fielder to the ball with the D-Pad. When two players are about the same distance from the ball, both will be highlighted. Hold Buttons L and R DOWN and only one of the players stays highlighted. Move this player to the ball with the D-Pad. However, if you have selected AUTO for the DEFENSE MODE, fielders move automatically to the ball.



### **Throwing**

After fielding the ball you can throw it to one of the bases. Press Button C and the D-Pad in the direction of the base.





## Unassisted Play

Move the player with the ball to a base to make the out. This is useful for an infielder next to a base. Press Button B and the D-Pad in the direction of the base simultaneously.



## Diving Play

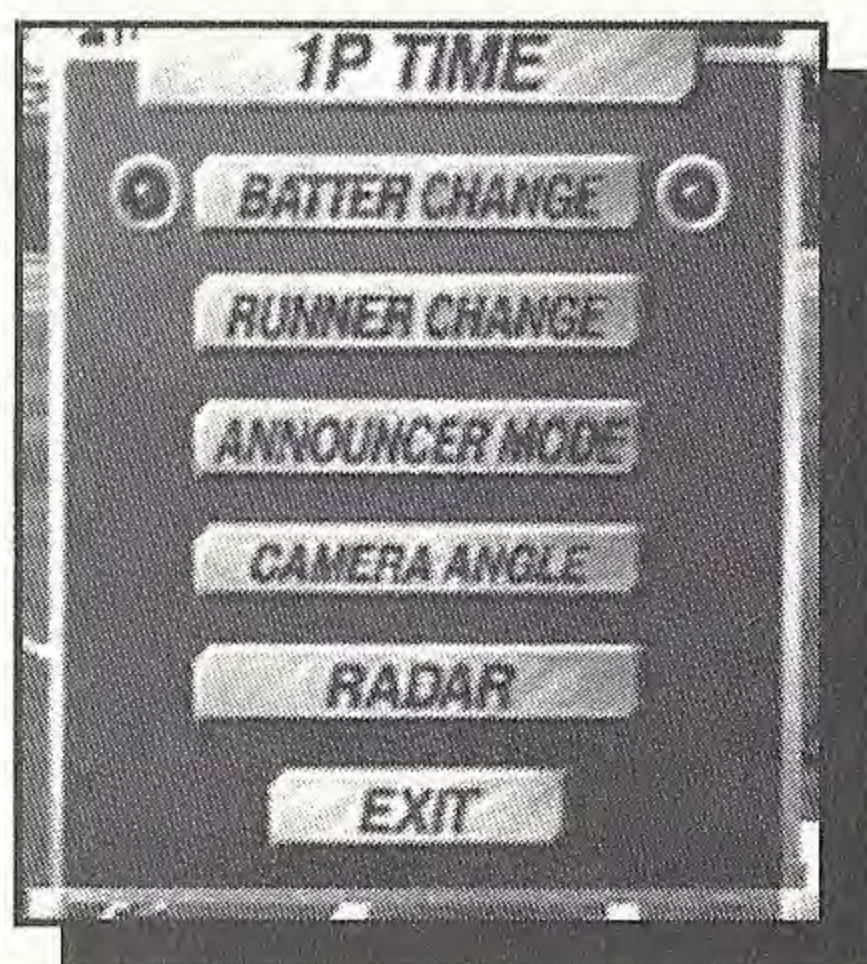
Rob the batter of extra bases by making the miracle catch. Press Button C and the D-Pad in the direction of the ball simultaneously.



## Jumping Catch

Turn an embarrassing over the head hit or a potential homer into the play of the day. Press Button C to make the fielder jump for the ball.

## TIME-OUT (AT BAT)



## BATTER CHANGE

Bring a pinch-hitter into the game when you really need a hit!

The name of the current batter appears on screen. Press Button A or C to confirm that you want to replace that batter.



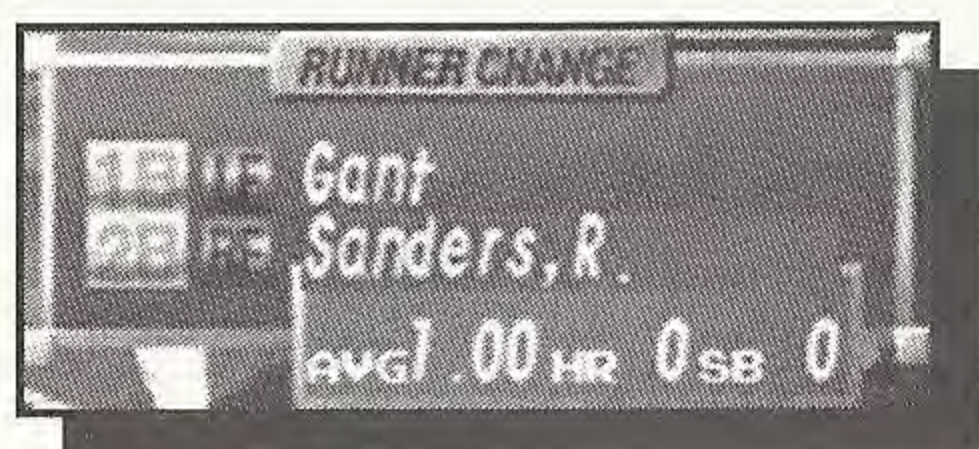


After confirming, the pinch-hitters' names appear. Press the D-Pad UP or DOWN to highlight a name, and press Button A or C to select. Press Button B to return to the Time-out window.

**Note:** You can press Button B at any time prior to selecting the pinch-hitter to return to the previous screen.

## RUNNER CHANGE

Bring in a fast runner or base stealer to get to the next bag.



When you select this option, the name of the runner appears on the screen. If there are multiple runners, the yellow box to the left indicates which base the runner is on.

Press the D-Pad UP or DOWN to highlight a player's name, and press Button A or C to select.

Select a runner with a large number of SBs (Stolen Bases). These are the fastest on your team. Choose a runner as you would a pinch hitter in BATTER CHANGE. To return to the Time-out window, press Button B.

## ANNOUNCER MODE



Choose whether you would like the announcer to comment or not during game play. Select ON or OFF.



## CAMERA ANGLE

Select the view of the field after the ball is hit.

### LOW

Feels like you're right on the field with this view.



### MIDDLE

Puts you several feet over the field.



### HIGH

Get a pressbox view of the game from up here.



### CHASE

The chase is on! Follow the ball wherever it travels over the field.

### RANDOM

Just as it says—no way to predict which view is next.

### RADAR



Choose to have the Radar appear in the upper right corner of the screen (see pages 20–21). Select ON or OFF.

### EXIT

Press any button while EXIT is highlighted to return to the game.



## TIME-OUT (IN THE FIELD)



### PLAYER CHANGE

Use this to replace a pitcher or one of your players in the field with a reserve.

Select and confirm a fielder as you would a batter in BATTER CHANGE.

**Note:** You can bring a relief pitcher into the game only after you have made the first out or after the other team makes its first hit.

### POSITION CHANGE

Switch the positions of two players in the field.

Highlight the name of the first player and press Button A or C. Do the same for the second player. Their positions are switched.

You can change the field positions of the players as many times as desired.

### DEFENSE MODE



Select AUTO for your players to move automatically into position after your opponent hits the ball, or MANUAL to control the player nearest the ball by yourself. Press Button A or C to confirm your selection.



Next, select the BALL MARK function to be used during game play. Select ON and a giant ring appears on the ground indicating where the ball lands, or select NO for the ring not to appear. This feature is especially useful when first playing this game.

**Note:** For ANNOUNCER MODE, CAMERA ANGLE, RADAR and EXIT, see TIME-OUT (AT BAT), pages 28–29.

## FROM THE COACH

### AT BAT

- Use the Home Run Derby mode for batting practice.
- As bunts are a little tricky, work on them after you have become used to regular swings and the speed of pitches.

### BASERUNNING

- The fastest runners on your team are the best to use for long leadoffs and stealing bases. These players are easy to find in your roster—just look for the players with the most SBs (Stolen Bases).

### PITCHING

- Learn to utilize a variety of pitches. Though breaking balls and curves are often effective, some hitters do well against these pitches.
- The pick off move is useful to catch base runners leading off far from base, and crucial if you can get the third out when your opponent is threatening to score.

### IN THE FIELD

- When first beginning play, concentrate on getting the ball to the bases first. Add diving, unassisted plays, and jumping for the ball gradually to your defense.
- Play with the Defense Mode set to AUTO and the Ball Mark set ON. For a greater challenge, try playing with the Defense Mode set to MANUAL and the Ball Mark turned OFF.



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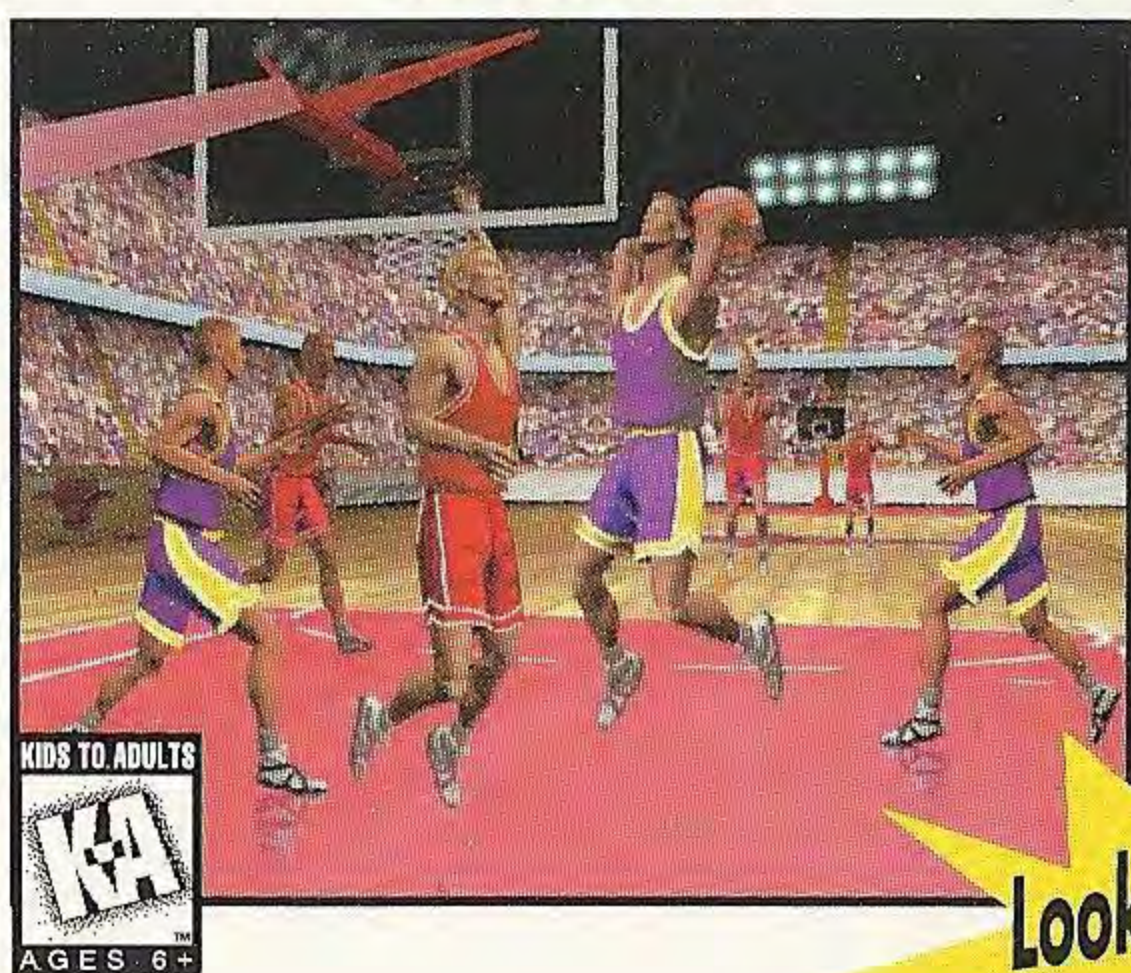
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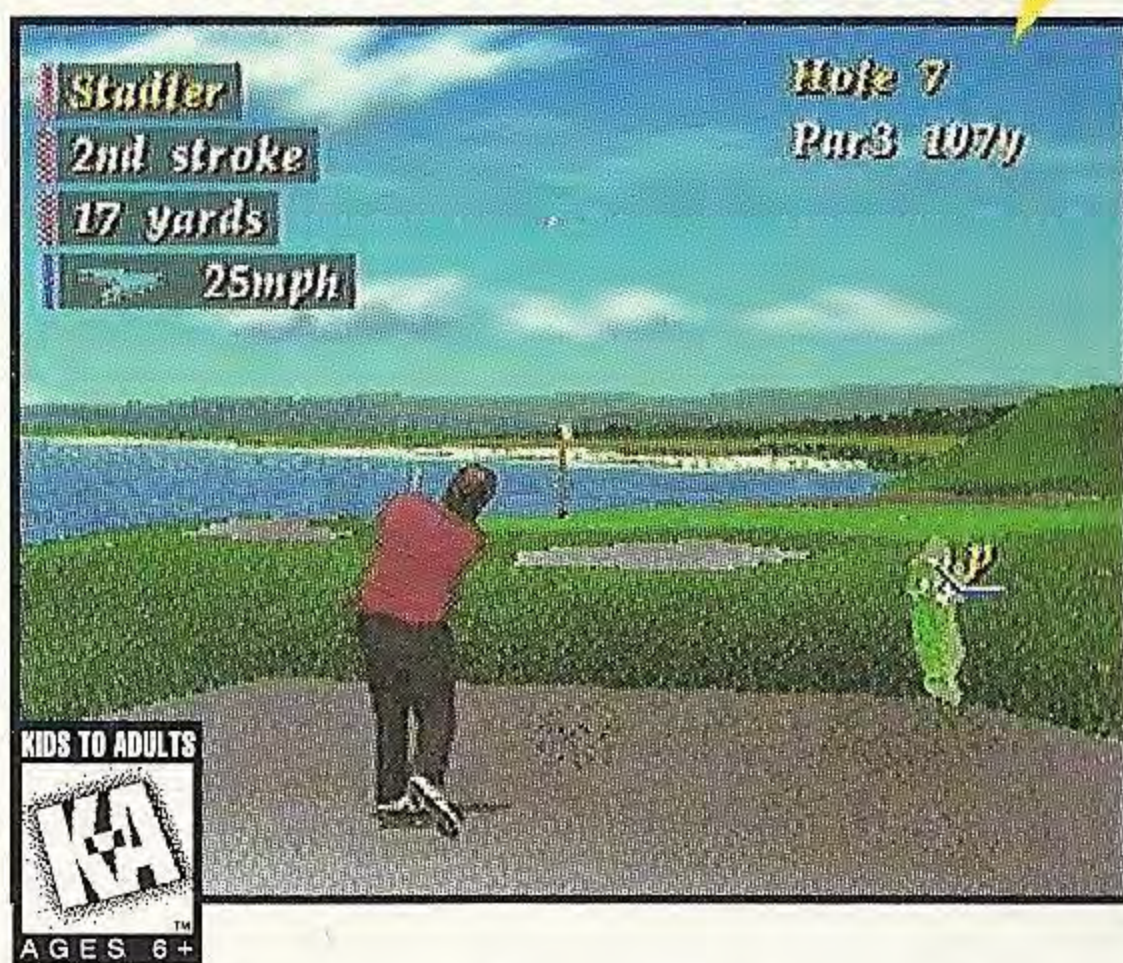
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