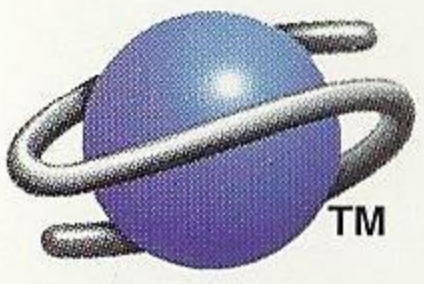


A SEGA EXCLUSIVE

World Series BASEBALL 98



SEGA SATURN



81127

WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

ESRB RATING

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**.

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For French Instructions, please call:
Instructions en français, téléphoner au: 1-800-872-7342

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World Series Baseball™ '98

AUTHENTIC

MAJOR

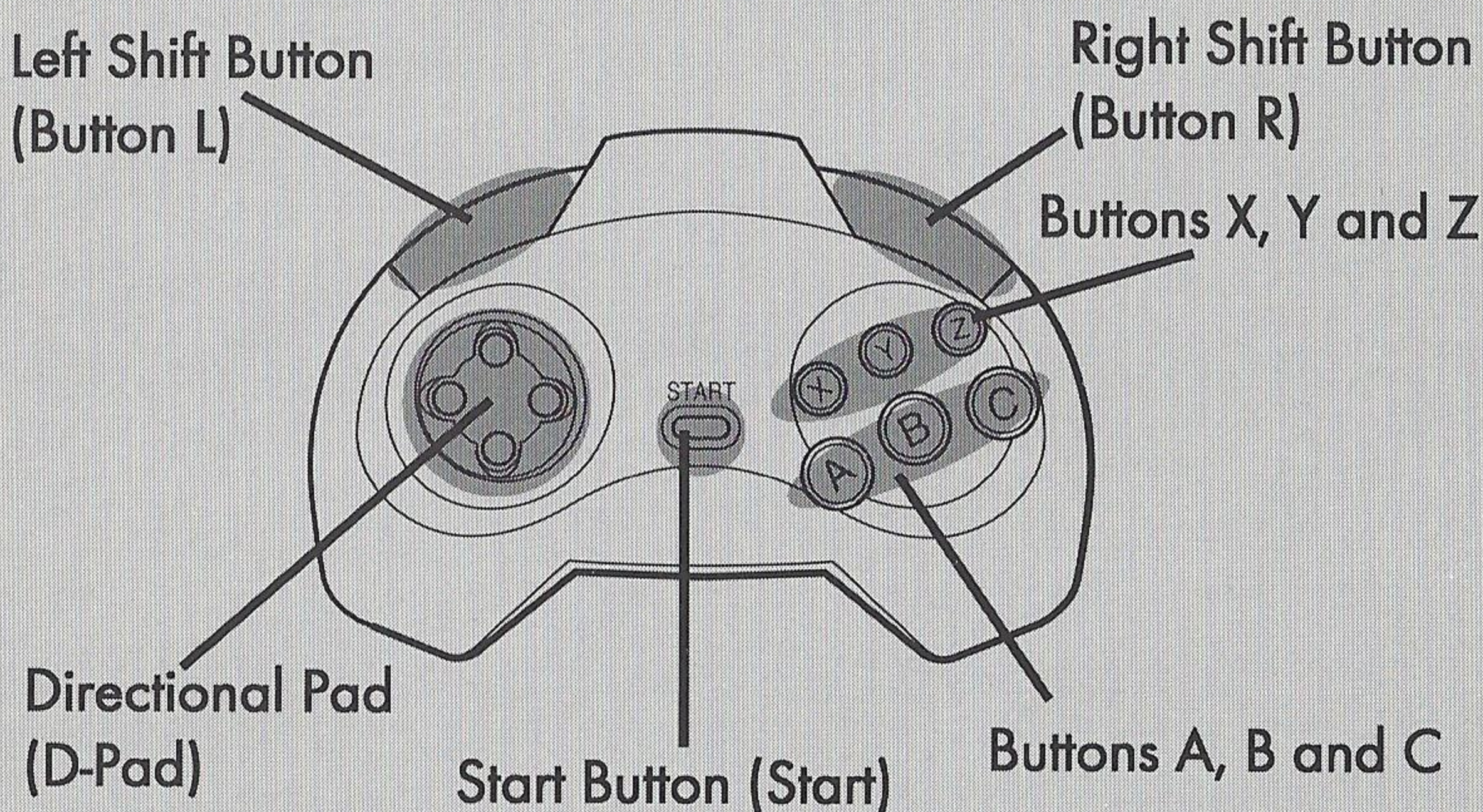
LEAGUE

FUN!

Take Control

The term "+ D-Pad" indicates that the D-Pad must also be used.

Sega Saturn™ Control Pad



BATTING

D-Pad	Moves batting marker
Button A	Sets the bat to bottom left
Button B	Sets the bat to bottom right
Button C	Swings the bat
Button X	Sets the bat to top left
Button Y	Sets the bat to top right
Button Z	Bunt (+ D-Pad)
Button L	Not used
Button R	Not used

RUNNING

D-Pad	Selects base
Button A	Returns runner to base (+ D-Pad)
Button B	Advances runner to next base (+ D-Pad)
Button C	Increase running speed of batter to first base if pressed repeatedly
Button X	Returns all runners to previous base
Button Y	Advances all runners to next base
Button Z	Separates two runners between bases
Button L	Returns lead runner to last base
Button R	Advances lead runner to next base

PITCHING

D-Pad	Selects pitch type and direction
Button A	Pitch out
Button B	Throws to base (+ D-Pad)
Button C	Pitches the ball
Button X	Throws to third base
Button Y	Throws to second base
Button Z	Throws to first base
Button L	Gives the pitcher a little energy boost when tired
Button R	Changes fielding formation

FIELDING

D-Pad	Moves fielder
Button A	Throws to home
Button B	Moves fielder to base with the ball
Button C	Throws ball/Dive (+ D-pad)/Jump
Button X	Throws to third base
Button Y	Throws to second base
Button Z	Throws to first base
Button L	Assigns fielder control
Button R	Assigns fielder control

Notes

At any point during gameplay, press Buttons A, B, C and Start simultaneously to go to the *World Series Baseball™'98* Title screen.

The Confirm Buttons are Buttons A, C and Start. Press a Confirm Button to confirm a selection.

The Sega Saturn Backup™ Cartridge

In addition to the internal RAM, you can save a Pennant Race, Playoffs game or Home Run Derby™ to a Sega Saturn Backup™ cartridge (sold separately).

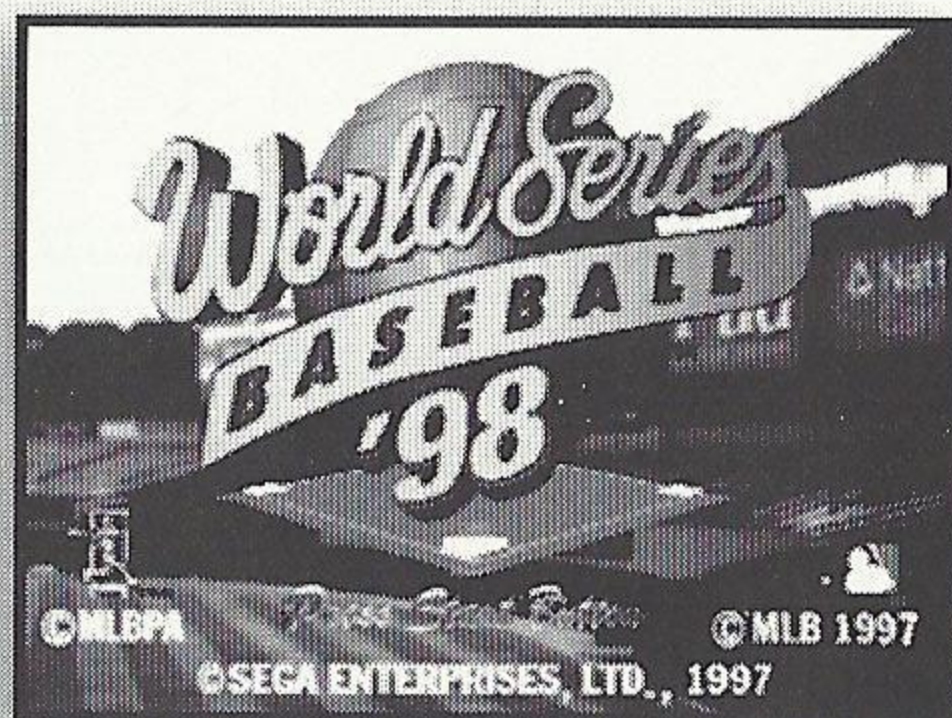
If you have a Sega Saturn Backup cartridge inserted, choose whether you want to save game data to SYSTEM MEMORY or CARTRIDGE MEMORY. When no cartridge is inserted, only the SYSTEM MEMORY is available. Press the D-Pad UP or DOWN to highlight your choice and a Confirm Button to select.

Refer to the Sega Saturn Backup instruction manual for further instructions on accessing your game data.

Caution: Insert the Sega Saturn Backup cartridge when the Saturn power is OFF. Inserting the cartridge while the Saturn is ON could result in damage to the cartridge or your system.

Getting Started

After the Sega and Sega Sports logos, an introductory sequence and game demo play appear. Press Start at any time to bring up the Title screen. Press Start again to bring up the Game Menu.



Game Menu

Select one of the following five modes by pressing the D-Pad UP or DOWN to highlight a mode and a Confirm Button to select:

EXHIBITION

One game decides the winner. Slug it out with a friend or the computer.

PENNANT RACE

Play through a 162 game season to find out exactly what your team's made of.

PLAYOFFS

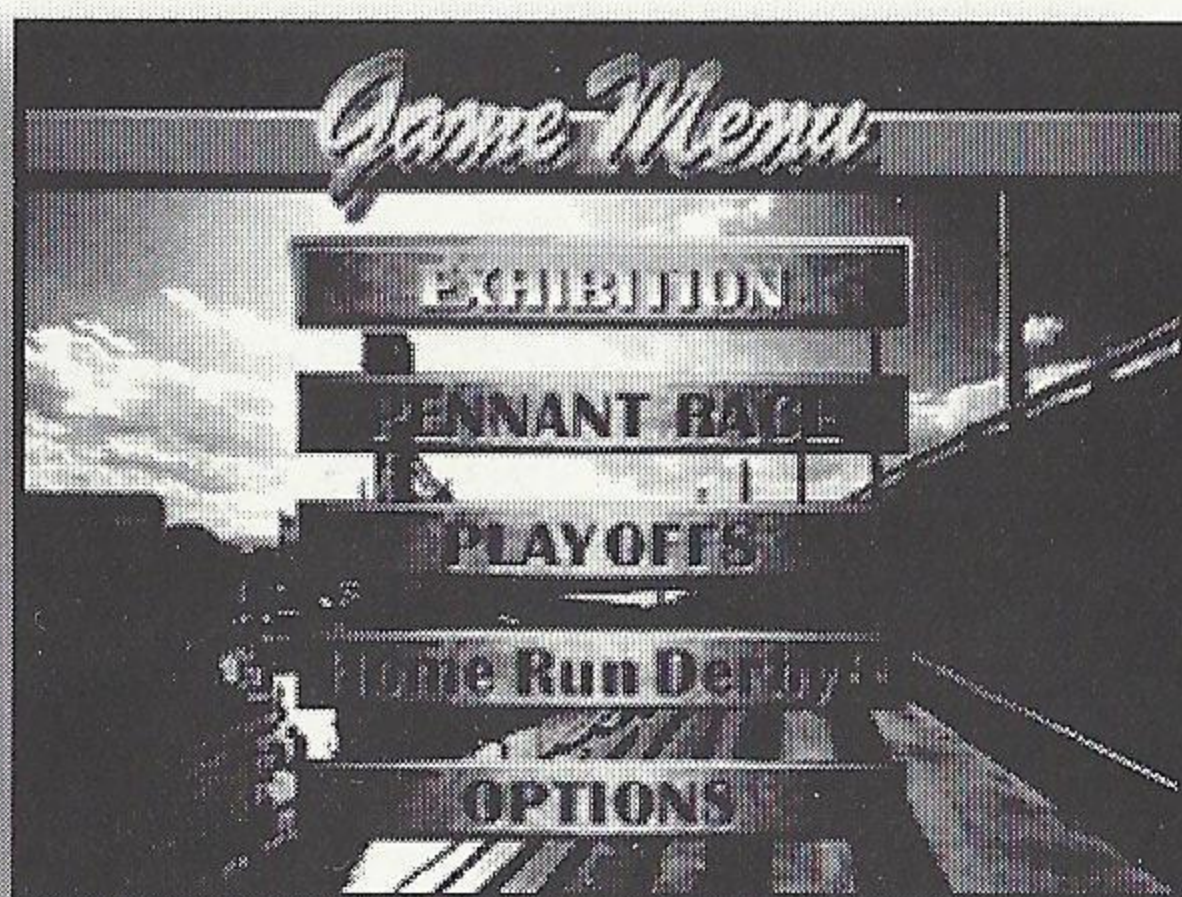
Skip the regular season and go straight to the playoffs.

Home Run Derby™

A chance for one or two players to slug away in pursuit of longball records.

OPTIONS

Choose to play the game in STEREO or MONO sound.



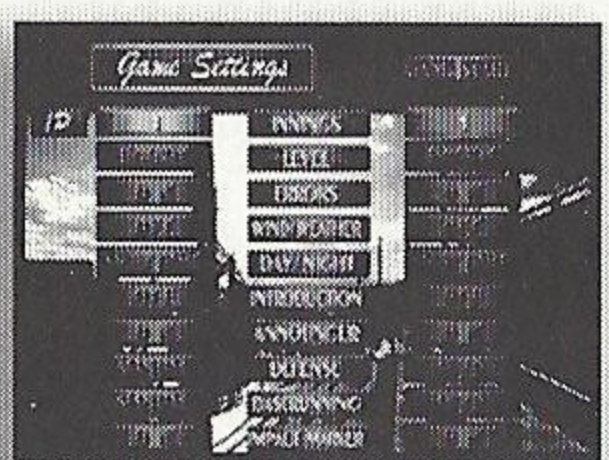
Exhibition

Press the D-Pad to highlight 1P (player one) vs COM (computer), 1P vs 2P (player 2) or COM vs COM and select by pressing a Confirm Button.



Next, select teams (see page 23).

You can now select the stadium in which you want the game to take place. (See page 23)



The Game Settings screen that appears next allows you to specify exactly what kind of game you want to play (see page 22).

CALL UP/LINE UP Options

Notes

- In both the CALL UP and LINE UP screens, press Button Z to open up a data window on the player (See page 9). Press Button Z again or Button B to close the data window.
Press Button B and then a Confirm Button to leave any of the selection screens.
- In player selection screens, a colored arrow next to the players name indicates the player's condition.

- RED = Very good
- ORANGE = Good
- YELLOW = Okay
- GREEN = Bad
- BLUE = Very Bad



LINE UP

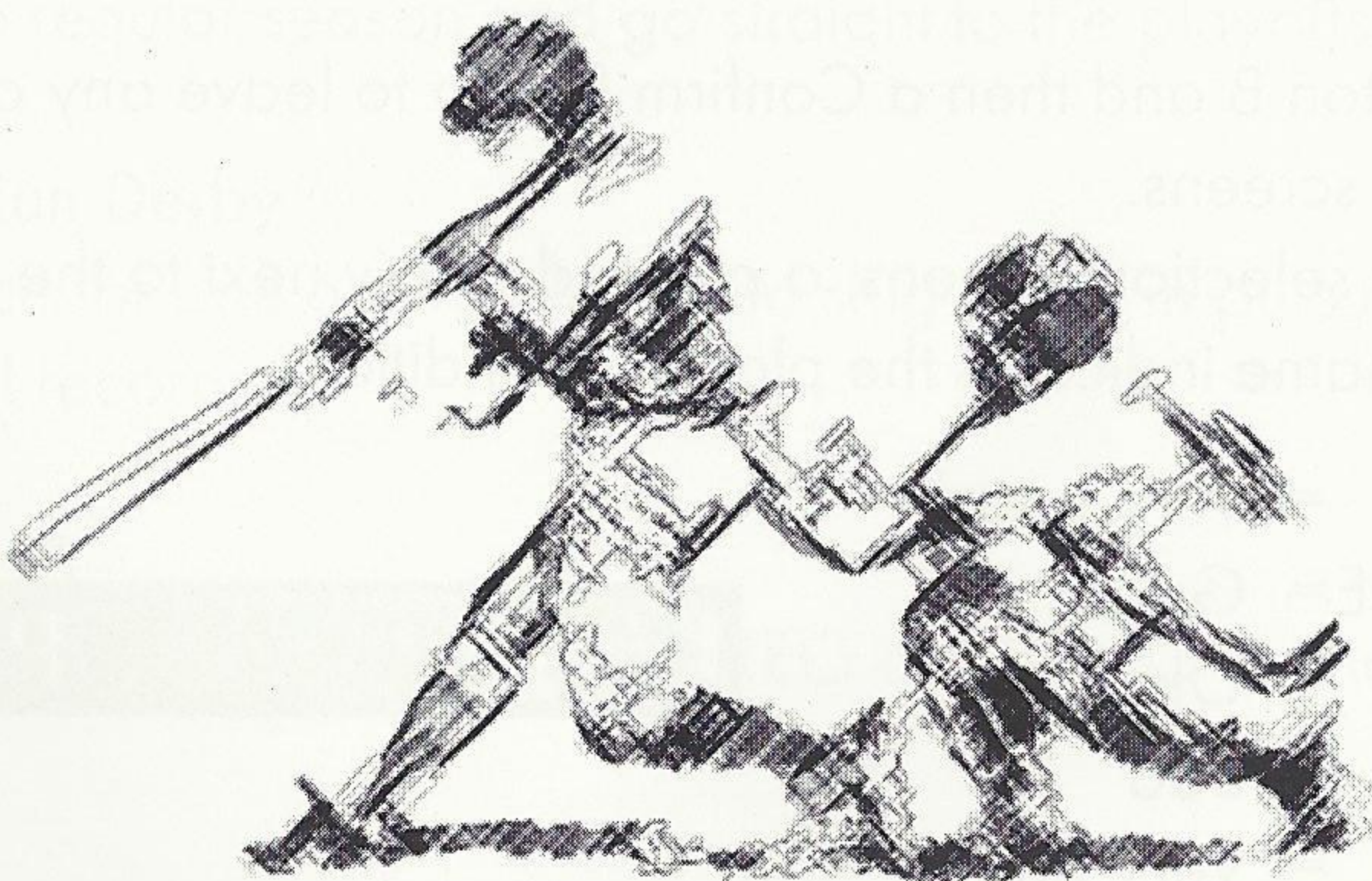
In this screen, you can change the batting order of players on your team and replace starting players with players on the bench. You can also switch players' positions in the field.

To change the batting order, highlight a player's name in the STARTING MEMBERS list by pressing the D-Pad UP or DOWN, and select by pressing a Confirm Button. Highlight and select another starting member to switch the batting positions of these players.

IP	CLE	AVG	HR	RBI	SB
STARTING MEMBERS					
1	Grissom	C			
2	Fernandez, T	2B			
3	Thome	1B			
4	Williams, M	3B			
5	Justice	L			
6	Ramirez	R			
7	Alomar, S	C			
8	Vizquel	S			
9	Nagy	P			
ON THE BENCH					
	Borders				
	Franco, Ju				
	Seitzer				
	Perry				
	Jackson, Dam				
	Mitchell, Key				
	Curtis				
	Giles				

To switch players' fielding positions, highlight a player's fielding position (listed after the player's name) in the STARTING MEMBERS list by pressing the D-Pad UP or DOWN, and select by pressing a Confirm Button. Highlight and select another starting member's position to switch these players' positions.

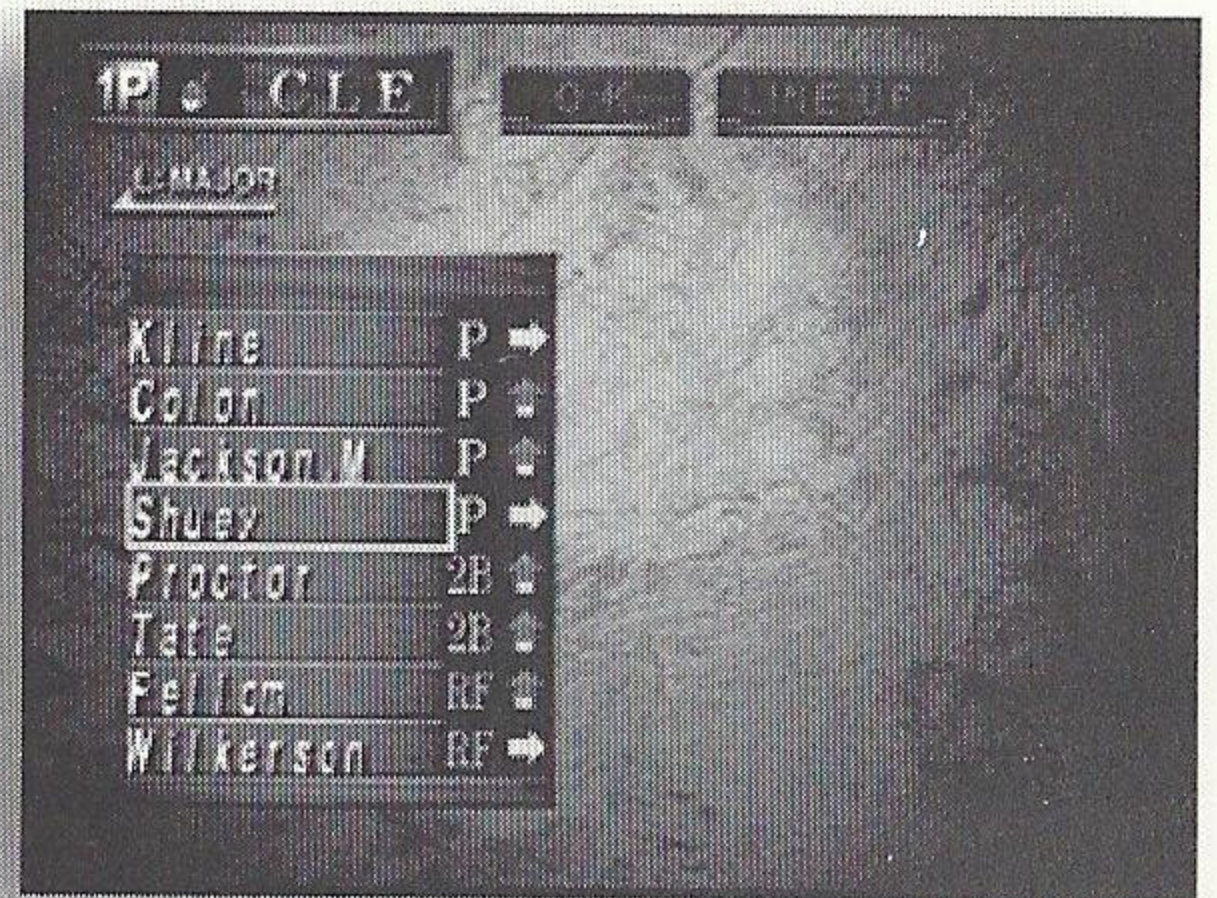
To replace a starting member with a player on the bench, select a player from the STARTING MEMBERS roster, then select a player from the ON THE BENCH roster to switch the players.



CALL UP

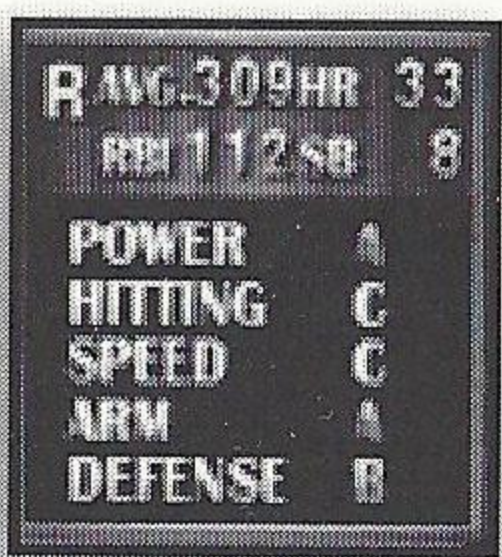
In this screen you decide who's on the team and who you'll call up from the minors.

First, a list of available minor league players (red background) appears. Press the D-Pad DOWN to move the highlighter onto the minor leaguers. Press the D-Pad LEFT or Button L to see the current major leaguers (blue background). Highlight a player from either the major or minor league by pressing the D-Pad. Press a Confirm Button to select the player. Now select a player from the other league in the same manner. The players selected will be switched.



Player Data Windows

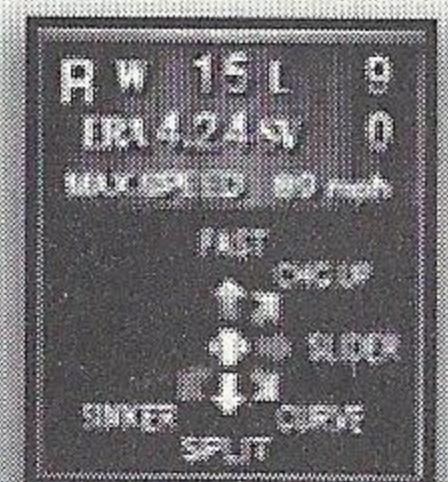
These windows let you see the relative strengths and weaknesses of each player. Data is given for batting and fielding or pitching.



R AVG	.309	HR	33
RBI	112	SB	8
POWER	A		
HITTING	C		
SPEED	C		
ARM	A		
DEFENSE	B		

For fielding data, each aspect of a player's performance is rated from A (strong) to E (weak).

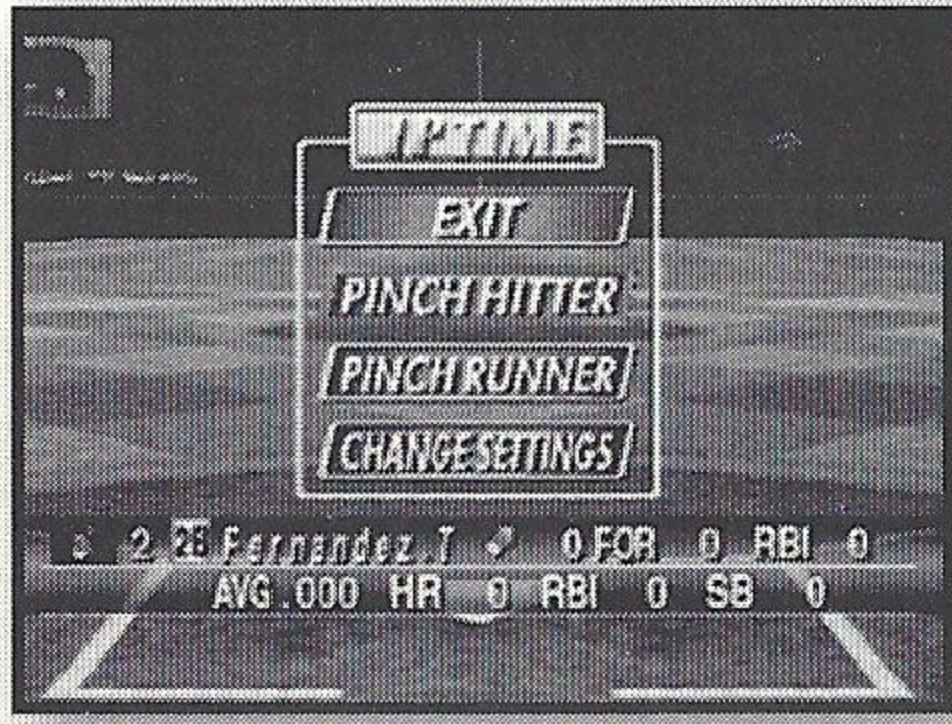
The pitching data shows how strong the pitcher's specialty pitches are, from weak (blue arrows) to strong (red arrows), in a diagram that also shows the D-Pad direction for selection of that type of pitch during a game.



R W	15 L	0
ERA	4.24	0
MAX SPEED	90	mph
FAST	←	←
SLIDER	↑	↑
CURVE	→	→
SINKER	↓	↓
SPLIT	↖	↖

TIME OUT

Press Start in between pitches to take a time-out. Highlight an option by pressing the D-Pad UP or DOWN, and press a Confirm Button to select.



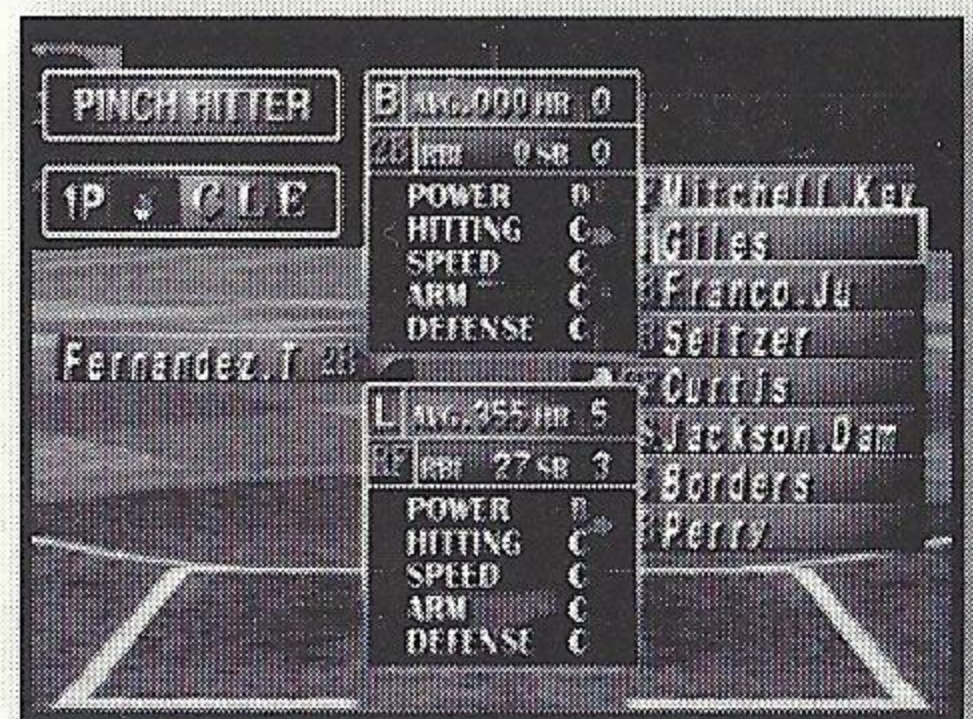
From each of the option screens below, press Button B, or press the D-Pad to highlight and a Confirm Button to select EXIT to resume the game or CANCEL to cancel your selection. The other option takes you to an alternative batting or fielding mode (for example to PINCH HITTER mode from the PINCH RUNNER screen).

BATTING TEAM

Bring in a PINCH HITTER, PINCH RUNNER, or CHANGE SETTINGS for the game. The blue strip beneath these options shows the name of the current batter and his statistics.

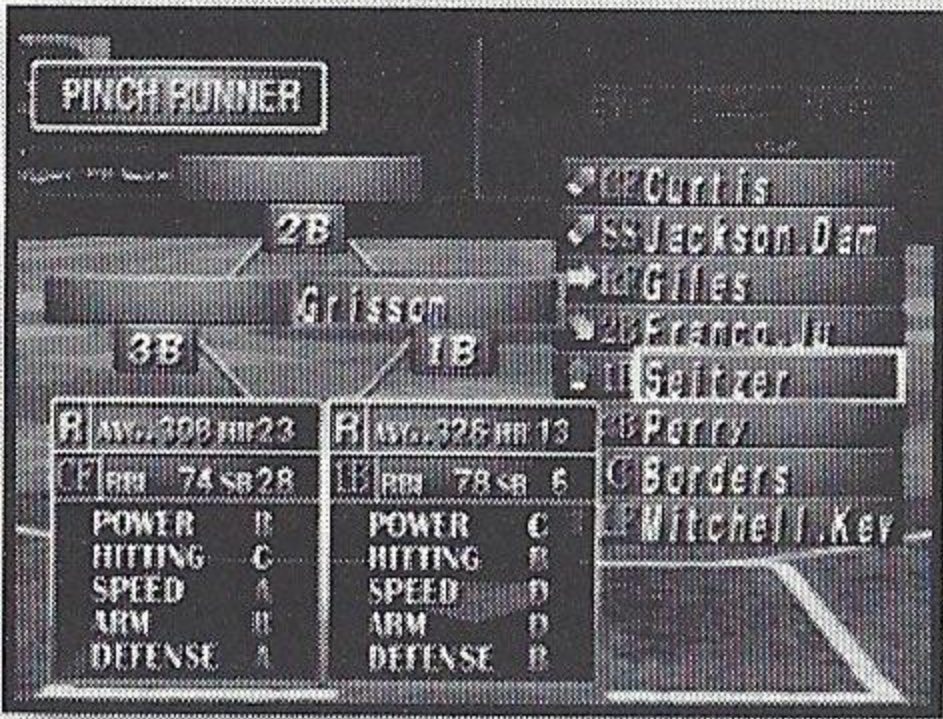
PINCH HITTER

Bring in a pinch hitter from the bench. Press the D-Pad UP or DOWN to highlight a player from the bench. As you highlight players, two data windows appear in the center of the screen. The top window shows the relative playing strengths of the player to be replaced – this window remains static. The bottom window shows the playing strengths of the highlighted player on the bench. Press a Confirm Button to replace the current batter with the highlighted pinch hitter.



PINCH RUNNER

In the PINCH RUNNER screen, press the D-Pad to highlight the runner you wish to replace. A data window appears, showing the player's relative strengths and weaknesses. Press a Confirm Button to confirm that you wish to replace this player. Now press the D-Pad UP or DOWN to highlight a player from the bench; this player's data window appears. Press a Confirm Button to switch these players.



FIELDING TEAM

CHANGE PITCHER, CHANGE FIELDER, or CHANGE SETTINGS for the game. The blue strip beneath these options shows the name of the current pitcher and his statistics.

CHANGE FIELDER

Press the D-Pad UP or DOWN to activate the player you wish to move or replace.

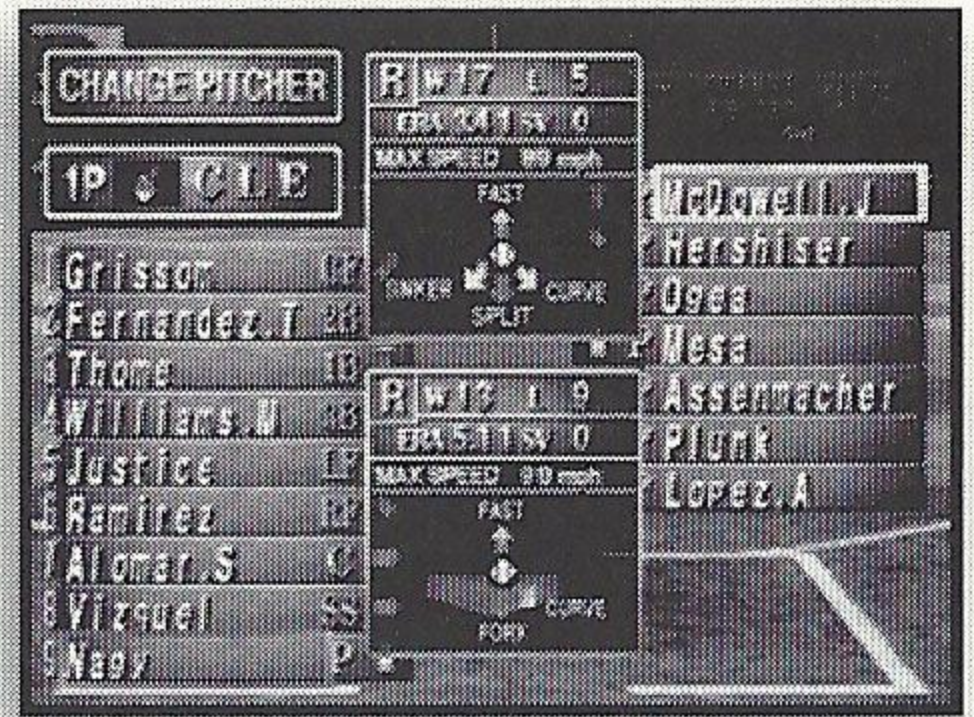
To replace a fielder, highlight the name of the fielder (whose data window appears), then highlight the name of the player on the bench (whose data window appears). Press a Confirm Button to confirm the replacement.



To switch the positions of two fielders, highlight the position of the first player and press a Confirm Button, then highlight and confirm the position of another player.

CHANGE PITCHER

To replace the pitcher, press the D-Pad to highlight the name of a player on the bench (whose data window appears). Press a Confirm Button to confirm the replacement.



CHANGE SETTINGS

Press the D-Pad UP or DOWN to highlight a game setting option. Press the D-Pad LEFT or RIGHT to change the setting. Highlight and select EXIT to return to the TIME menu. (See page 22 for details of the options available).



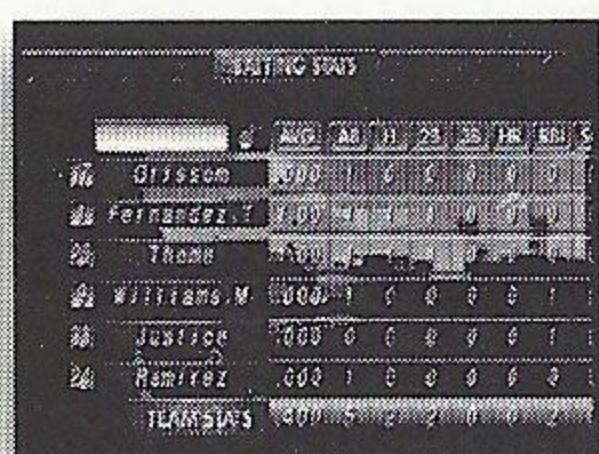
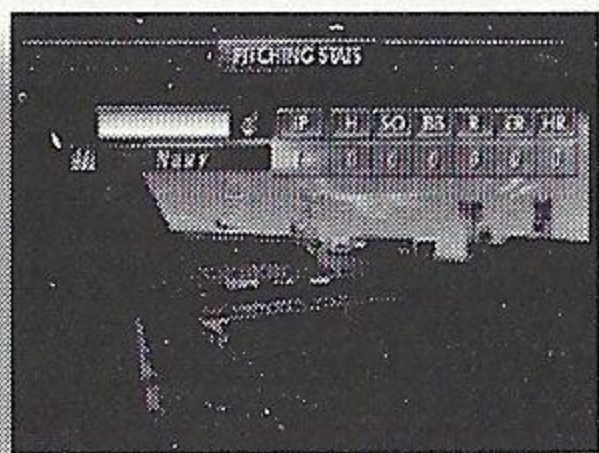
GAME RESULTS SCREEN

Once a game is over, the Results screen appears. The first screen displays the scoreboard together with the names of the pitchers assigned with a WIN, SAVE and LOSS. Select GAME STATS and select one of the teams to see the game statistics for that team.



First up are the PITCHING STATS. Press a Confirm Button for the BATTING STATS; press the D-Pad in the directions of the on-screen arrows to scroll through the team members and their stats. Press a Confirm Button again to return to the main Results screen.

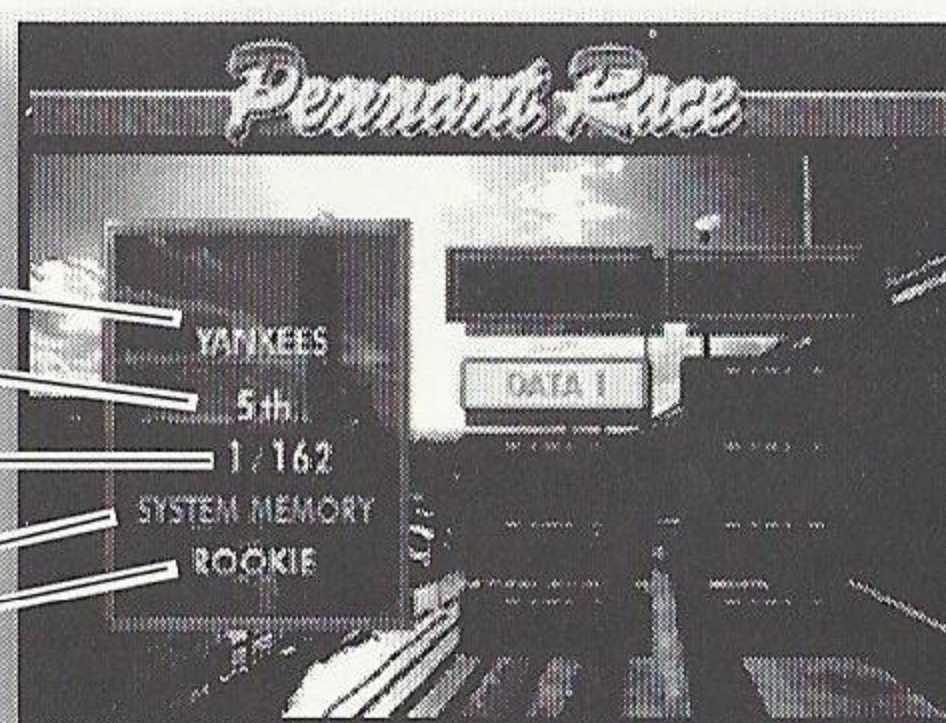
Press Button B and then select EXIT to bring up a SELECT menu from which you can choose to EXIT TO MENU (go to the Main Menu); CHANGE TEAMS (change teams for another match), or play a RE-MATCH.



Pennant Race

In the first menu you can choose to start a new 162 game season (NEW GAME), load up data from a season already in progress, or DELETE DATA. Details of each data slot appear in the window on the left side of the screen. Press the D-Pad to highlight an option, then press a Confirm button to select.

Team name
Current division standing
Number of games played
Data storage medium
Skill level



NEW GAME

Select a team for the season (see page 23).

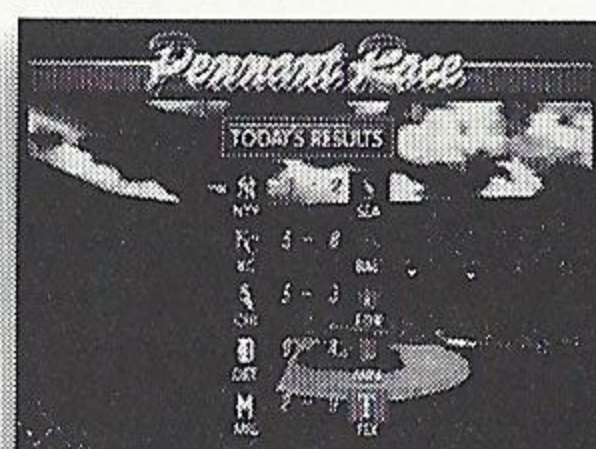
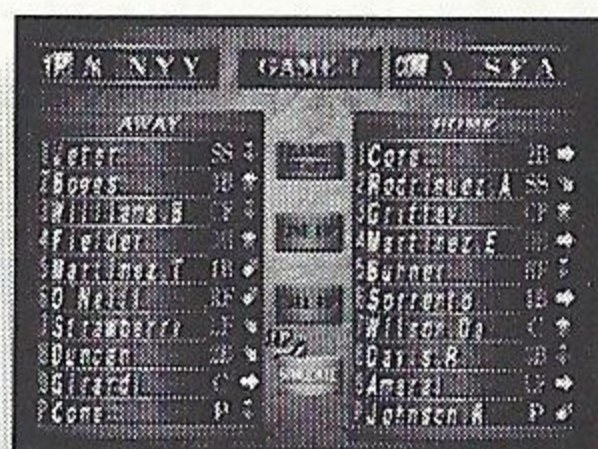


Now you can change various aspects of the game. These settings available are also included in the Exhibition Game Settings menu (see page 22).

Continuing a Season (with previously stored data)

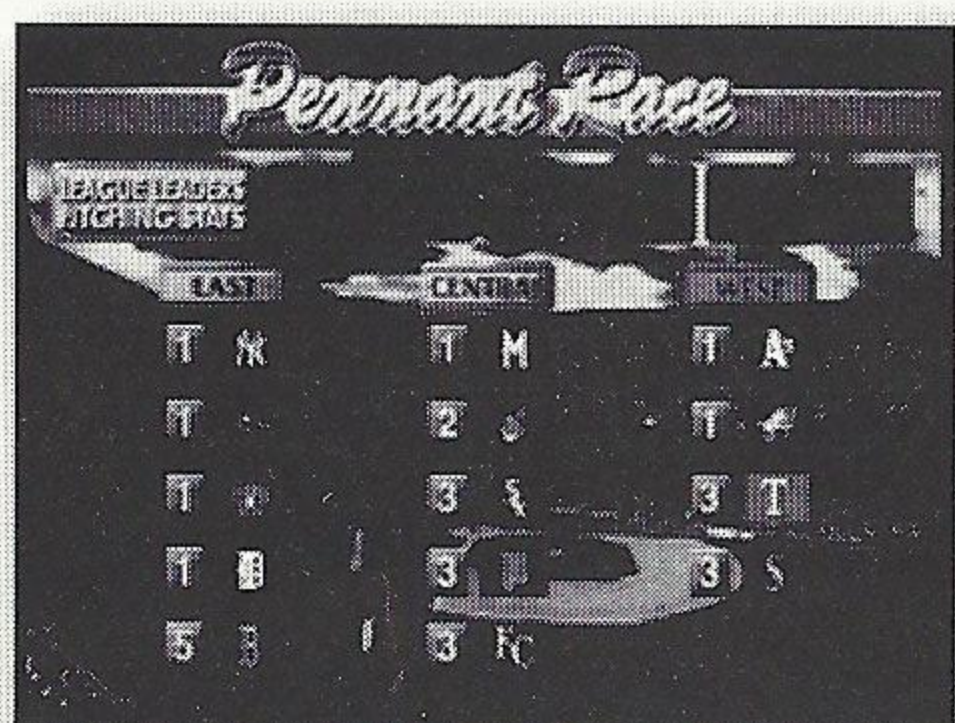
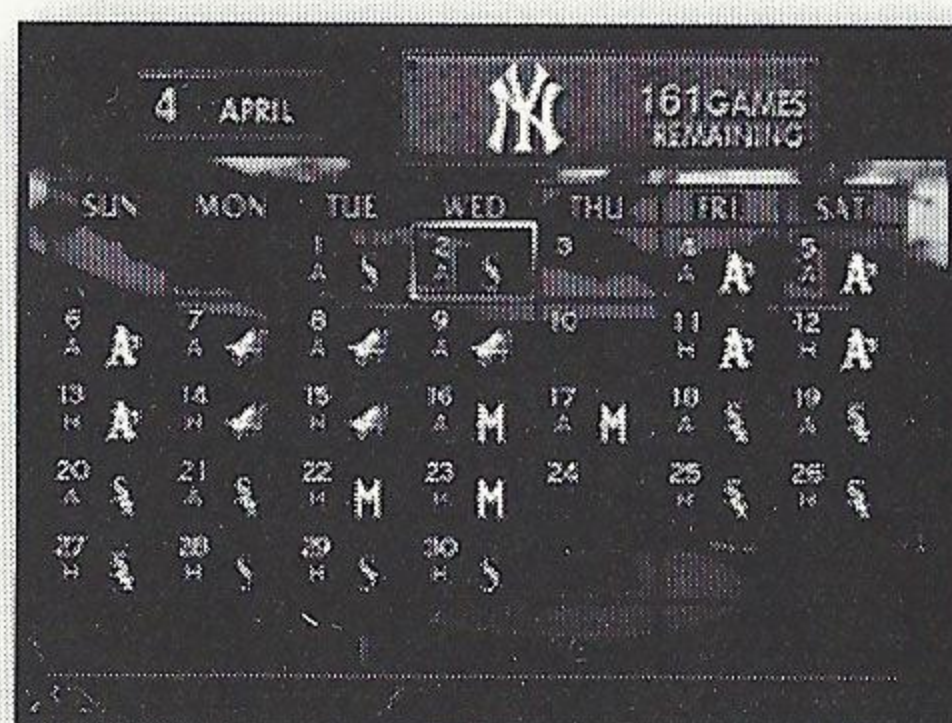
In the main Pennant Race options screen you can see the current division standings. Press Button L or R to bring up a different division. At the top of the screen are the four main Pennant Race options, described below. Press the D-Pad LEFT or RIGHT to highlight an option, and press a Confirm Button to select.

NEXT GAME: Play the next game of the season. To start the game, proceed as you would for an Exhibition Game (see page 7).



You can allow the computer to generate a game result without playing by selecting the SIMULATE option at the bottom of the screen – the result of your game and those of all matches played that day are listed in the TODAY'S RESULTS screen. Pressing a Confirm Button brings up a screen giving you the option to save your data.

SCHEDULE: Press the D-Pad to highlight a league team. Press a Confirm Button to see that team's game schedule for the season. Press the D-Pad to scroll the schedule.



STATS: To get an in-depth look into how the teams and their players are performing, press the D-Pad to highlight and a Confirm Button to select one of the following four options available at the top of the Pennant Race STATS screen. From any of the screens, press a Confirm Button or Button B to return to the main STATS menu.

LEAGUE LEADERS PITCHING STATS

Press the D-Pad LEFT or RIGHT to select a pitching category, and UP or DOWN to scroll through the top pitchers.

AMERICAN LEAGUE	ERA	G	IP	W	L	SV	HLD
M McDonald	0.00	1	0	0	0	0	0
M Mussina	0.00	1	2	0	0	0	0
K Lincecum	0.57	1	7	2	0	0	0
V Navarro	1.29	1	7	1	0	0	0
V Hagke	5.14	1	7	2	0	0	0
K Arriet	3.06	1	7	3	0	0	0
K Lince	0.00	1	0	0	0	0	0
B Mosher	0.00	1	0	0	0	0	0
T Hill	1.50	1	5	1	0	0	0

LEAGUE LEADERS BATTING STATS

Access the batting categories and scroll through the league's top sluggers as you would for the pitchers.

AMERICAN LEAGUE	AVG	AB	R	H	HR	RBI
M Jeter	0.301	5	0	0	0	0
M Viera	0.301	5	0	0	0	0
S Rodriguez	1.00	0	5	0	0	0
S Griffey	1.00	0	3	0	0	0
B Cruz	1.00	1	1	0	0	0
M Griffis	0.750	4	3	0	0	0
V Borker	0.750	4	3	0	0	0
V Baines	0.750	4	3	0	0	0
K Ramon	0.750	4	3	0	0	0

INDIVIDUAL STATISTICS

Select a team whose players' performances you wish to review. Access player information as you would for LEAGUE LEADERS (above).

ERA	G	IP	W	L	SV	HLD
Lince	0.00	0	0	0	0	0
Carr	0.00	0	0	0	0	0
Pettitte	0.00	0	0	0	0	0
Wells	0.00	0	0	0	0	0
Godek	0.00	0	0	0	0	0
Nease	0.00	0	0	0	0	0
Mondosa	0.00	0	0	0	0	0
Rogers	0.00	0	0	0	0	0
Buchtriver	0.00	0	0	0	0	0

PLAYER OF THE MONTH

Shows the pitcher and batter who achieved the best performances over the previous month's games, together with their statistics over the month.

ERA	G	W	L	SV	HLD
0.00	7	4	0	0	0

AVG	RBI	HR	SB
0.303	32	16	0

EXIT TO MENU

Return to the main Game Menu.

GAME RESULTS SCREEN

Once a game is over, the Results screen appears as for an EXHIBITION game (see page 7). Select exit to bring up a screen showing TODAY'S RESULTS for the whole league. Pressing a Confirm Button brings up a screen giving you the option to save your data.

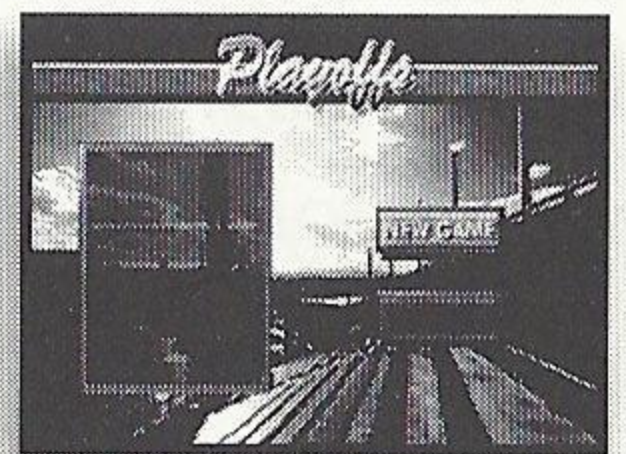
Note: At the end of the season, when the players' statistics appear, a "+#" (where # is a number) may appear next to a statistic. This indicates the number of other players that have that same statistic.

Playoffs



Select the type of memory you wish to use to save or retrieve data. Highlight and select either **SYSTEM MEMORY** or **CARTRIDGE MEMORY**.

Choose to start a **NEW GAME** or **CONTINUE** a previous session.



If you choose to start a **NEW GAME**, select a team (see page 23).

Change any of the **GAME SETTINGS** as you would in the **EXHIBITION** game mode (see page 22).



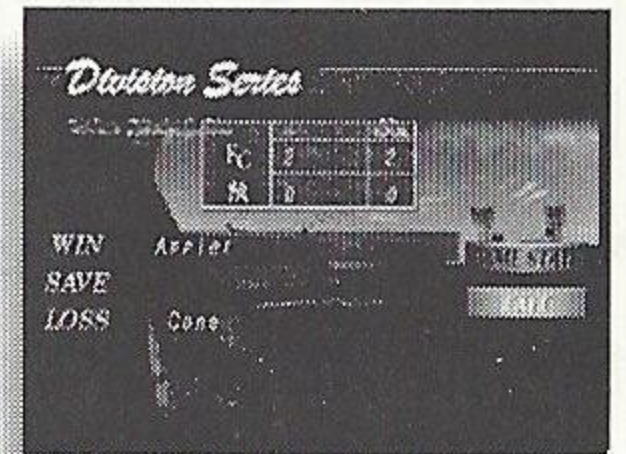
The DIVISION SERIES screen that follows shows you who's playing who in the battle for the Pennant. Press a Confirm Button to get a close-up look at the teams ready to battle. The computer automatically generates a result for games involving two computer (COM)



teams, and a red star appears next to the winning team's name. Press a Confirm Button to zoom out, then press again to see the next match. If player 1 (1P) is in the game, press the D-Pad to highlight, and Confirm Button to select either START GAME or EXIT. START GAME takes you into your game. EXIT takes you out of the PLAYOFFS mode and back to the main Game Menu.

GAME RESULTS SCREEN

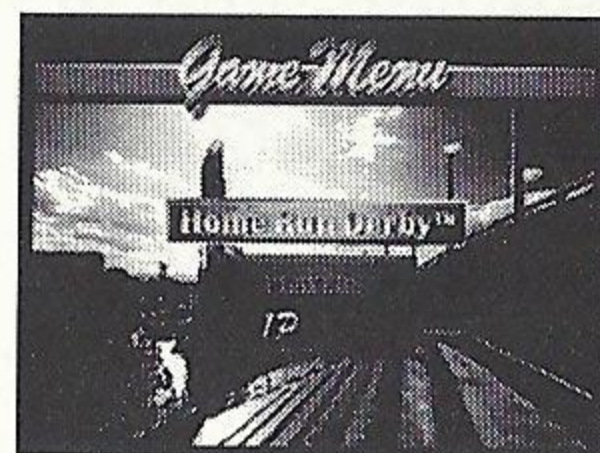
Once a game is over, the Results screen appears as for an EXHIBITION game (see page 7). Select EXIT to return to the DIVISION SERIES games screen.



If you find yourself out of the running, the game returns to the Title screen automatically.

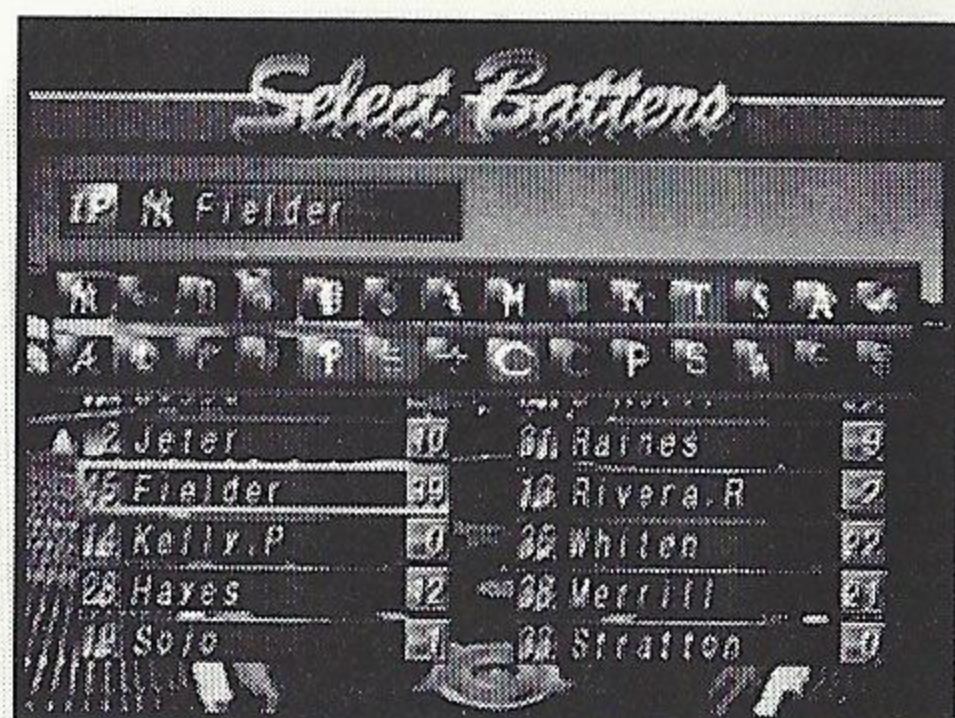
Home Run Derby™

Select one or two players (1P or 2P) by pressing the D-Pad LEFT or RIGHT to highlight and press a Confirm Button to select.

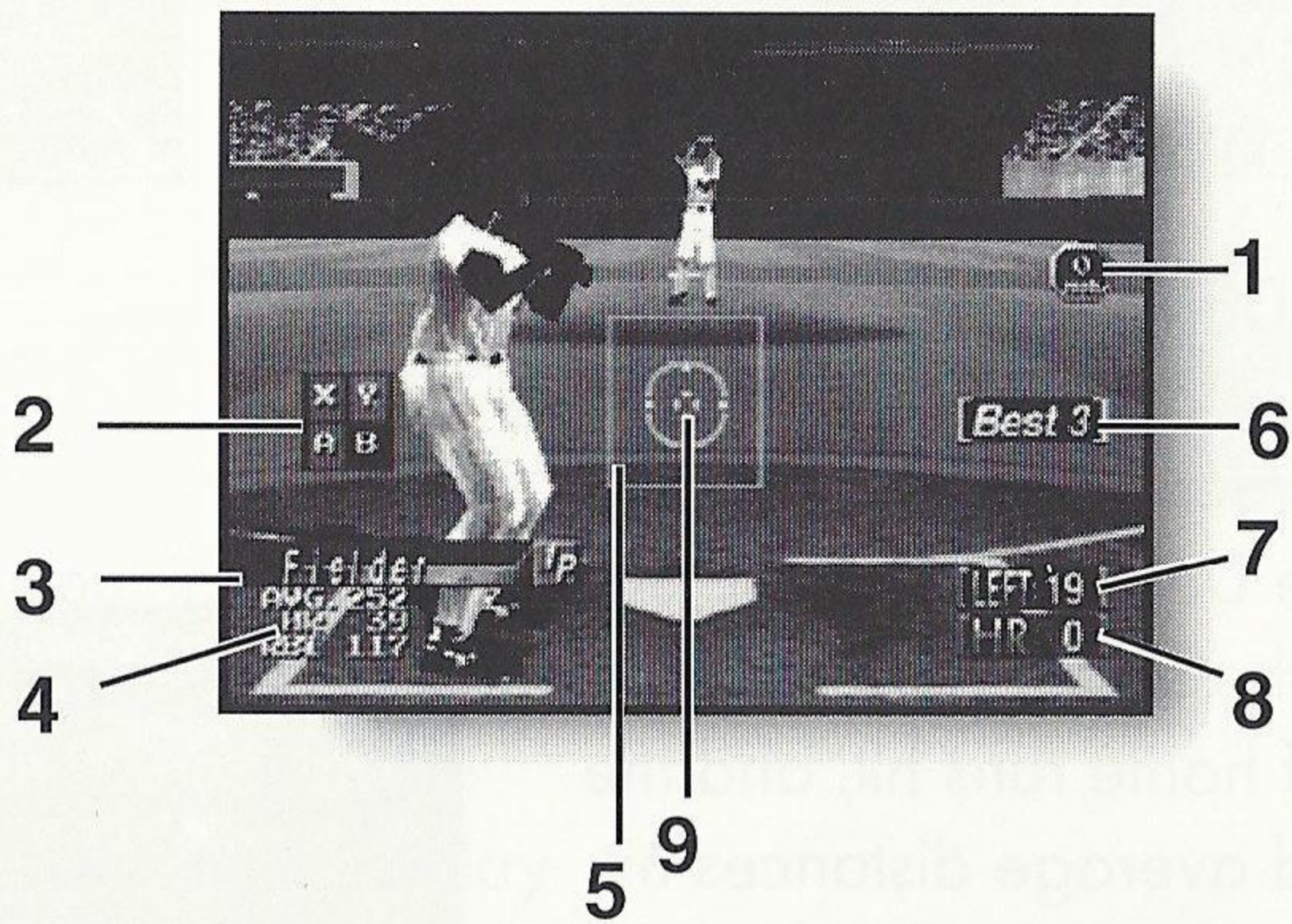


Next, select the type of memory you wish to use to save or retrieve data. Highlight and select either SYSTEM MEMORY or CARTRIDGE MEMORY.

Now you can select a batter from any Major League team. Press the D-Pad to highlight a team, and press a Confirm Button to select. Next, highlight and select a batter in the same way. Each player's name is listed with the number of home runs hit in the last season. Finally, select a venue for your latest attempt at the record books.



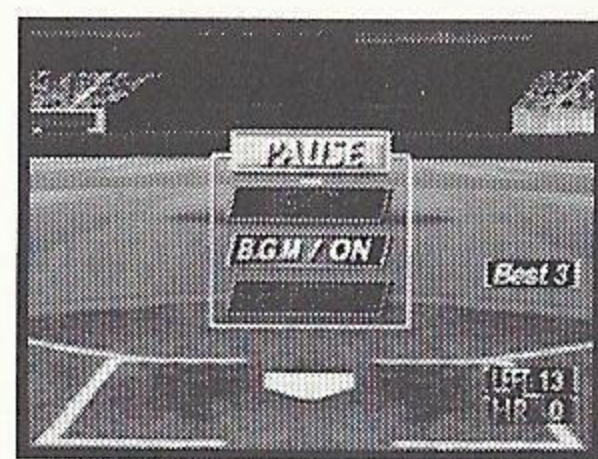
Home Run Derby™ Screen Info



1. Wind speed and direction indicator
2. Batter's strongest pitch areas (red squares) and weakest pitch areas (blue squares)
Position of previous strikes (red number) and balls (blue number)
3. Batter's name
4. Batter's statistics
5. Strike zone (green outer box)
Batting marker (inner blue/yellow target; four types):
 - ball correctly set (target flashes red)
 - ball incorrectly set (target appears late)
 - ball not set (no change)
 - If the bat is in position to hit the ball without being set, the target turns red
6. BEST 3
Displays the three longest home runs so far
7. LEFT
Displays the number of balls still to be pitched
8. HR
Shows how many home runs the current batter has hit
9. Ball Direction Indicator (yellow circle)

Pause

Press Start before a pitch to pause. Press the D-Pad UP or DOWN to select an option, and LEFT or RIGHT to change the option. You can toggle the BGM (background music) ON or OFF. Select EXIT to return to the tournament.



HOME RUN DERBY™ Results screen

The Results screen displays the batting statistics in the Derby just completed. At the top of the screen you can view the number of home runs hit, and the maximum and average distances hit. Below this, there's a list of distances achieved on each pitch of the Derby (distances in yellow indicate home runs; dashes indicate a strike; distances in white were not home runs).

Yankee Stadium			
IP	HR	MAX	AVERAGE
1	8	574ft	496ft
IP	Fielder		
1	405ft	11	-
2	-	12	574ft
3	-	13	492ft
4	-	14	FOUL
5	-	15	574ft
6	-	16	496ft
7	-	17	496ft
8	-	18	450ft
9	574ft	19	497ft
10	496ft	20	497ft

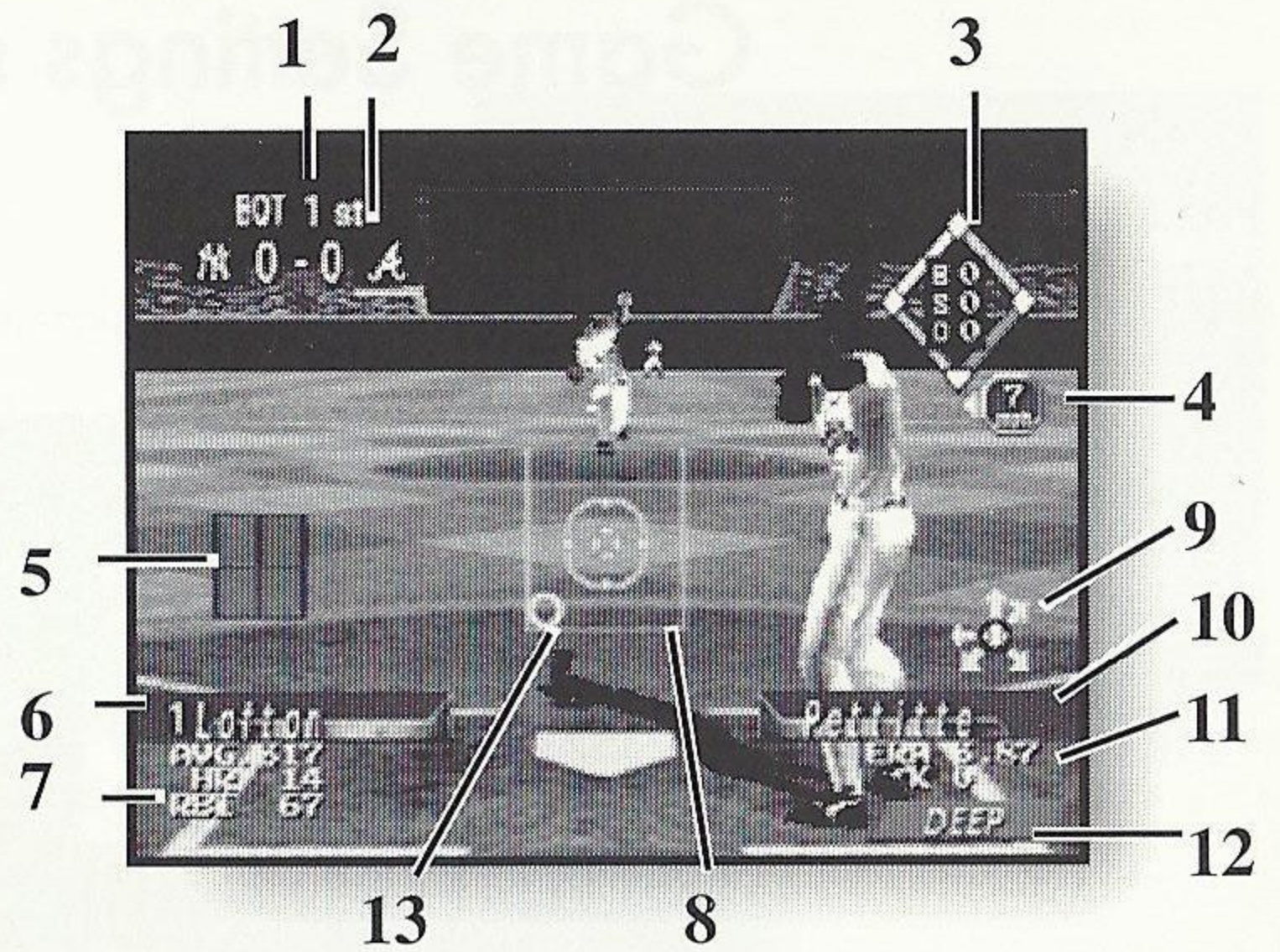
BEST 20			
HR	MAX	AVERAGE	Yankee Stadium 0
1	8	574	496
2	-	-	-
3	-	-	-
4	-	-	-
5	-	-	-
6	-	-	-

Press a Confirm Button again to see the BEST 20 Results table. The table lists the players who have achieved the top 20 performances in the Home Run Derby together with their highest Derby home run score, the maximum and average distance hit, and the stadium where this was achieved. Press the D-Pad to scroll UP or DOWN the list.

BEST 20			
HR	MAX	AVERAGE	Yankee Stadium 0
1	8	574	496
2	-	-	-
3	-	-	-
4	-	-	-
5	-	-	-
6	-	-	-

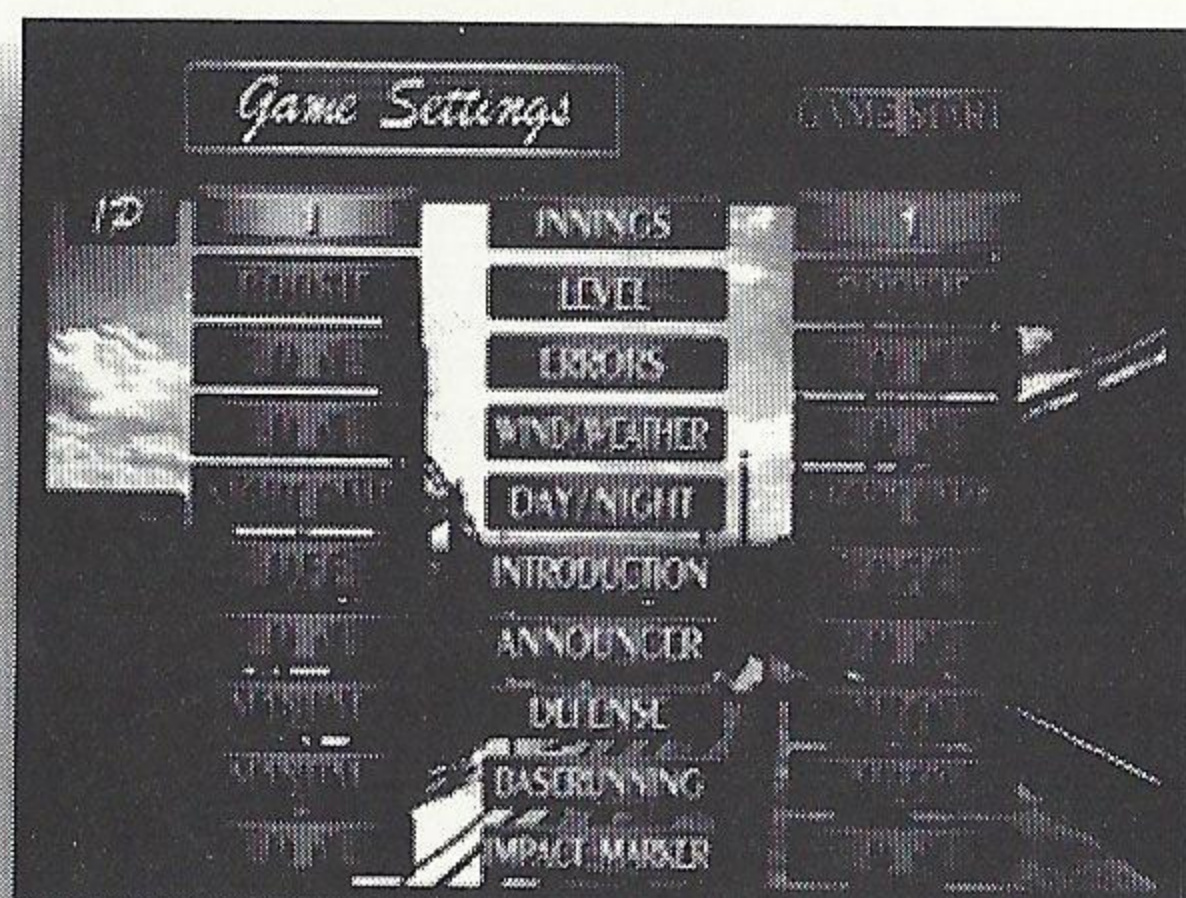
Press a Confirm Button to bring up a SELECT menu to PLAY AGAIN (try the Home Run Derby again with the same settings); CHANGE BATTER (Select a different batter for another Home Run Derby attempt), or EXIT TO MENU (go to the main Game Menu).

Screen Info



1. Current inning
2. Batting team (underlined)
Fielding team
3. Base runners display
B = Number of balls pitched to the batter
S = Number of strikes pitched to the batter
O = Number of outs in the current inning
4. Wind speed and direction indicator
5. - Batter's strongest pitch areas (red squares) and weakest pitch areas (blue squares).
- Position of previous strikes (red numbers) and balls (blue numbers).
6. Batter's name and number
7. Current batter's statistics
8. Strike zone (green outer box)
Batting marker (inner blue/yellow target; four types):
 - ball correctly set (target flashes red)
 - ball incorrectly set (target appears late)
 - ball not set (no change)
 - If the bat is in position to hit the ball without being set, the target turns red
9. D-Pad directions for selection of special pitches (page 26)
10. Pitcher's name
11. Pitcher's earned run average and number of strike outs this game
12. Fielding formation
13. Ball Direction Indicator (yellow circle)

Game Settings screen



INNINGS:

Set the number of innings in the game

LEVEL:

Choose the level of difficulty. Select to play at ROOKIE, VETERAN or ALL-STAR level

ERROR:

Select ON to allow fielding errors to occur

WIND/

Select ON to introduce realistic weather variations into your game

WEATHER:

DAY/NIGHT/

Choose to play at night or during the day, or let the computer decide

RANDOM:

INTRODUCTION:

Choose ON to include a game introduction

ANNOUNCER:

When YES is selected, a game commentary is provided

DEFENSE:

Choose whether or not to manually control your fielders or let the computer do all the running around

BASERUNNING:

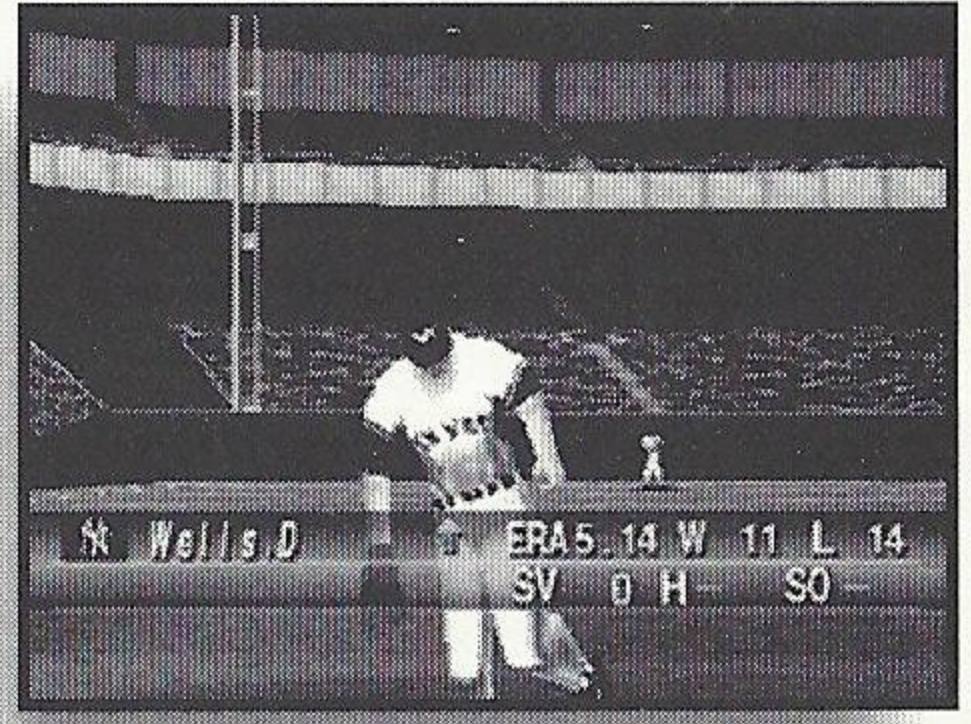
Decide whether to control baserunners yourself, or leave them to make up their own mind

IMPACT MARKERS:

Where will the ball land? Choose ON to activate a ground symbol to mark the spot

Player Info Bar

Whenever a new player enters the game, a blue information bar appears. It contains the current statistics for that player.



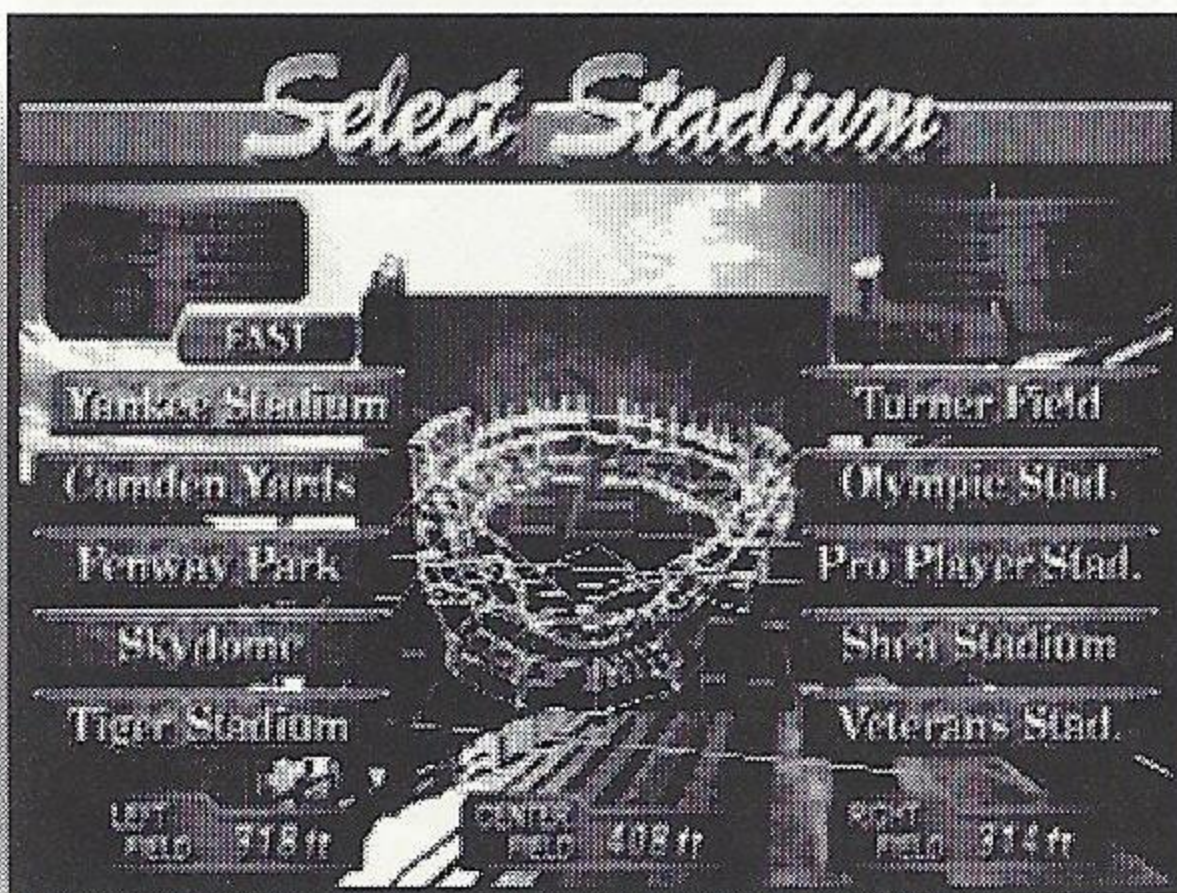
Selecting a Team

Press Button L or R to select from either the American League or National League. Highlight a team by pressing the D-Pad and press a Confirm Button to select. Next, press the D-Pad UP or DOWN to toggle between DH ON (Designated Hitter option ON) or DH OFF, and LEFT or RIGHT to assign teams as HOME or VISITOR. Press a Confirm Button to confirm the settings.



Selecting a Stadium

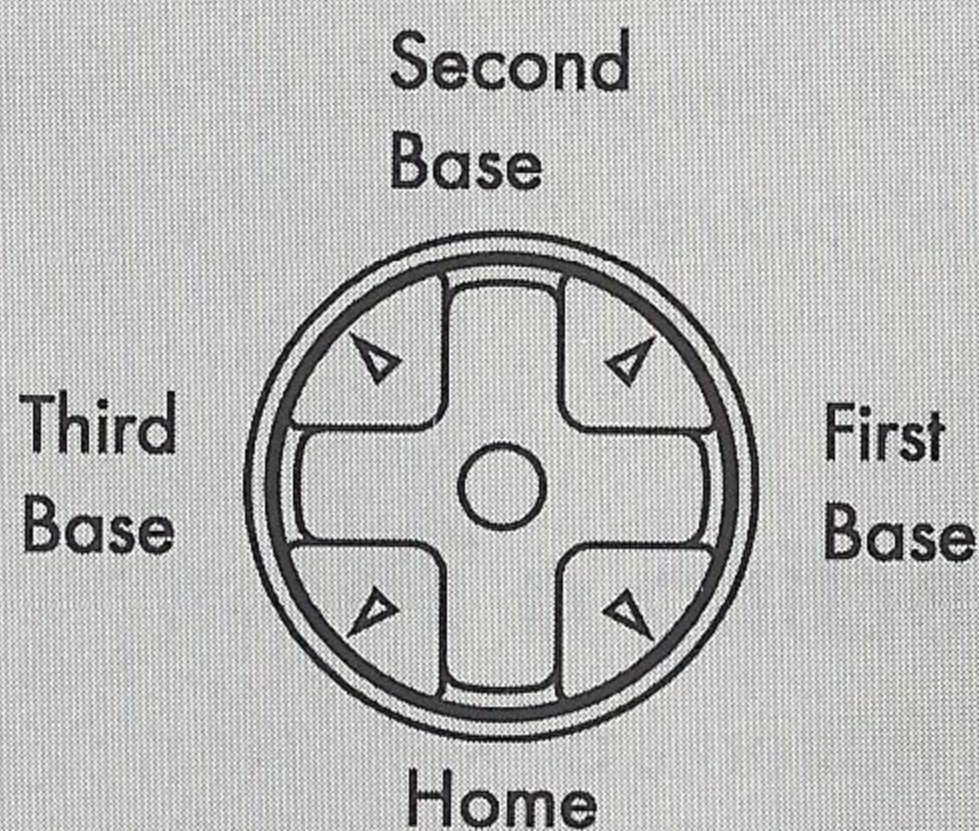
To select a stadium, first press the D-Pad LEFT or RIGHT to toggle between the leagues. Next, highlight the name of a ballpark by pressing the D-Pad UP or DOWN. A graphic of the stadium appears together with its dimensions. Press a Confirm Button to select.



Playing the Game

The following section explains the fundamental techniques required to play *World Series Baseball™'98*.

Note: When using the D-Pad to select a base, press the D-Pad RIGHT for first base, UP for second, LEFT for third, and DOWN for home.



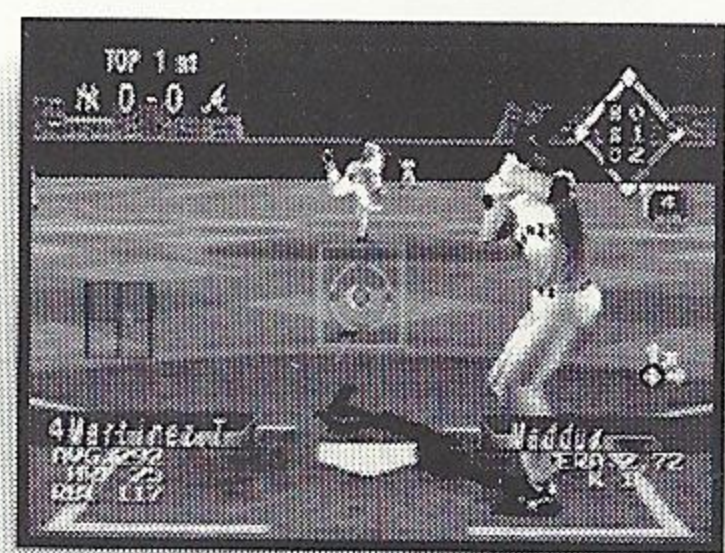
Batting

Setting the Swing

It's possible to try to guess the location before the ball is pitched. Press Button A, B, X or Y to select one quadrant (labeled on screen) within the strike zone. If you guess the pitch correctly, the batting marker will lock on to the ball. Even if you guess incorrectly, you can still move the bat to try to hit the ball.

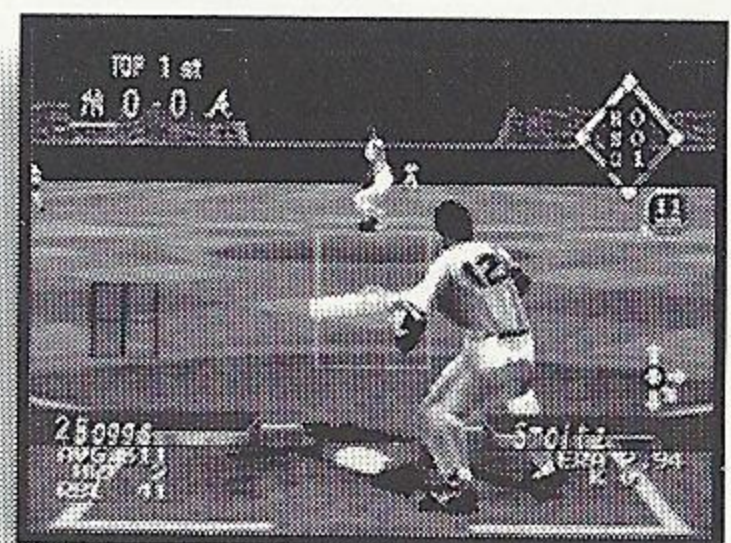
Swing

If you didn't try to guess the location of the pitch, press the D-Pad to meet the ball at the ball's Direction Indicator. If you're aiming for the right area, the batting marker turns red. Press Button C to swing the bat.



Bunt

Press Button Z to bunt the ball. While pressing Button Z, press the D-Pad UP or DOWN to move the bat up or down, and press LEFT or RIGHT to change the angle of the bat.



Running

Speed up

Press Button C repeatedly to speed up your running to first base.

Running between bases

To make a runner advance, simultaneously press Button B and the D-Pad to specify the next base. To return to base, press Button A while pressing the D-Pad to specify the previous base. Press the D-Pad RIGHT for first base, UP for second, LEFT for third, and DOWN for home.

Press Button Y to make all the runners advance and press Button X to make all the runners retreat. To steal a base, use the same controls as for normal base running to advance the runner. On the D-Pad, press DOWN for home, RIGHT for first base, UP for second base, and LEFT for third base.

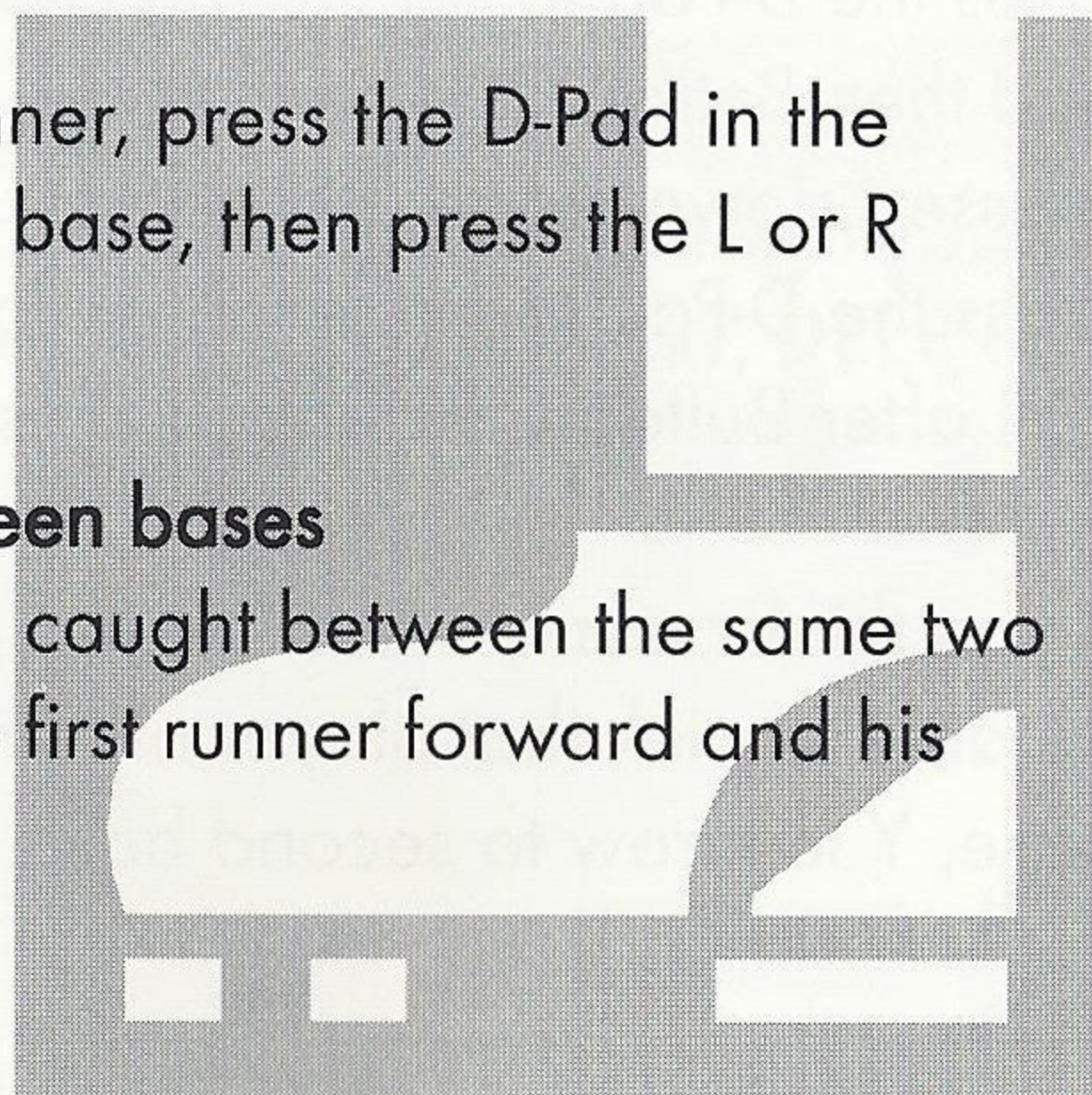
Leading Off

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 baserunner. If you happen to stray a bit too far, press Button R until you are safely back to base.

To control an individual base runner, press the D-Pad in the direction appropriate to the next base, then press the L or R button as above.

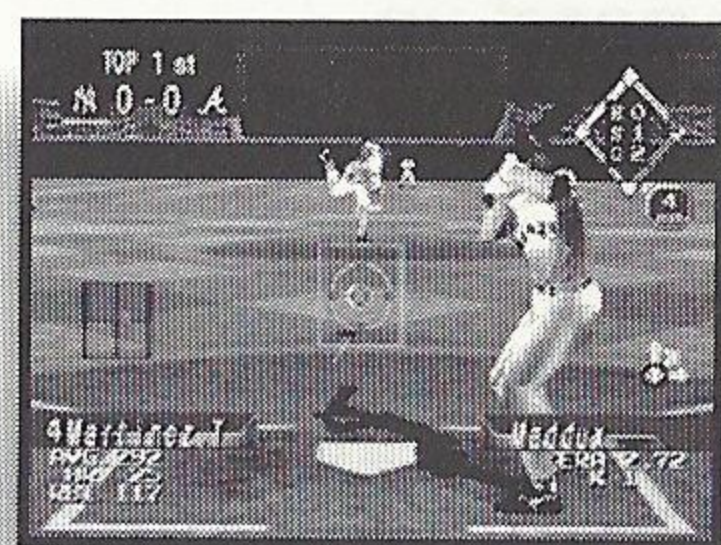
Separating runners caught between bases

In the event of two runners being caught between the same two bases, press Button Z to send the first runner forward and his teammate back.



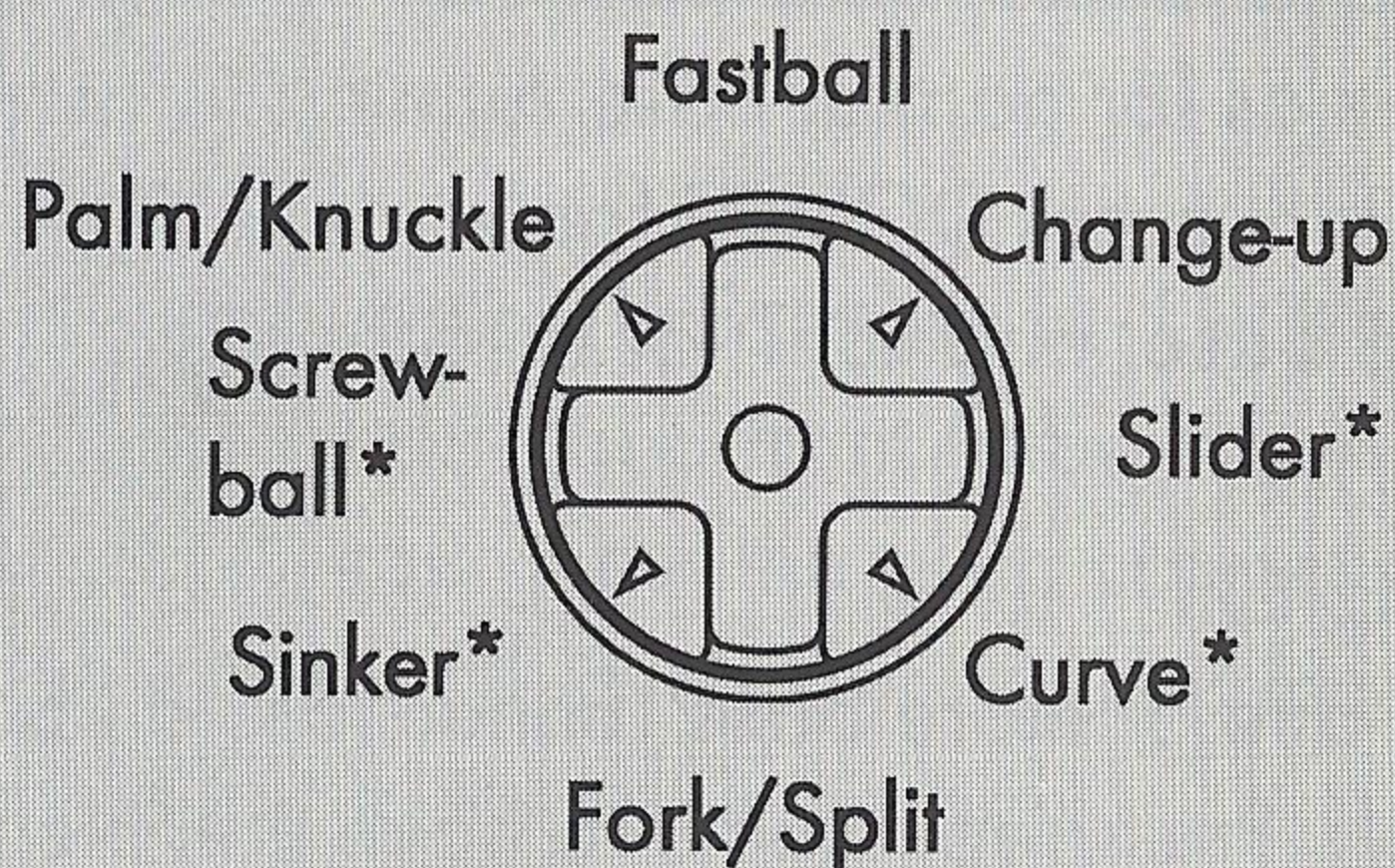
Pitching

First, select the type of pitch to be thrown. Each pitcher's repertoire of special pitches can be seen in the player selection menus and on the right side of the game screen. Press Button C and the D-Pad in the appropriate



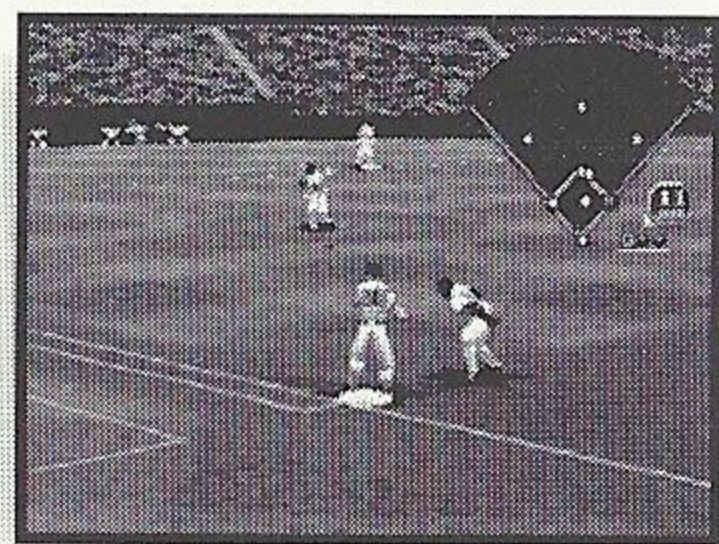
direction for the type of pitch (a diagram of possible directions is shown on the right side of the screen). If you do not select a special pitch type, the pitcher throws a fastball. The following pitch types are available:

Right-handed Pitchers: D-Pad Positions*



* (Reverse these positions for left-handed pitchers)

Press the D-Pad to set the direction of the ball and then Button C to pitch. Keep Button C pressed down longer for a faster pitch. Press the D-Pad to influence the path of the ball after Button C has been pressed.



If you think a runner has strayed a bit too far from base, you may be able to pick that player off. Press Button X to throw to third base, Y to throw to second base, or Z to throw to first.

Fielding

Simply press the D-Pad in the direction that you want your fielder to run. In the event of a fly ball, position your player on the ball impact marker (unless it has been turned off). However, if you have selected AUTO for the DEFENSE option in the Game Settings screen, fielders automatically move to the ball.

Pressing the D-Pad and Button C will make a fielder dive for the ball. Press Button C only to make the fielder jump up for the ball.

Throwing

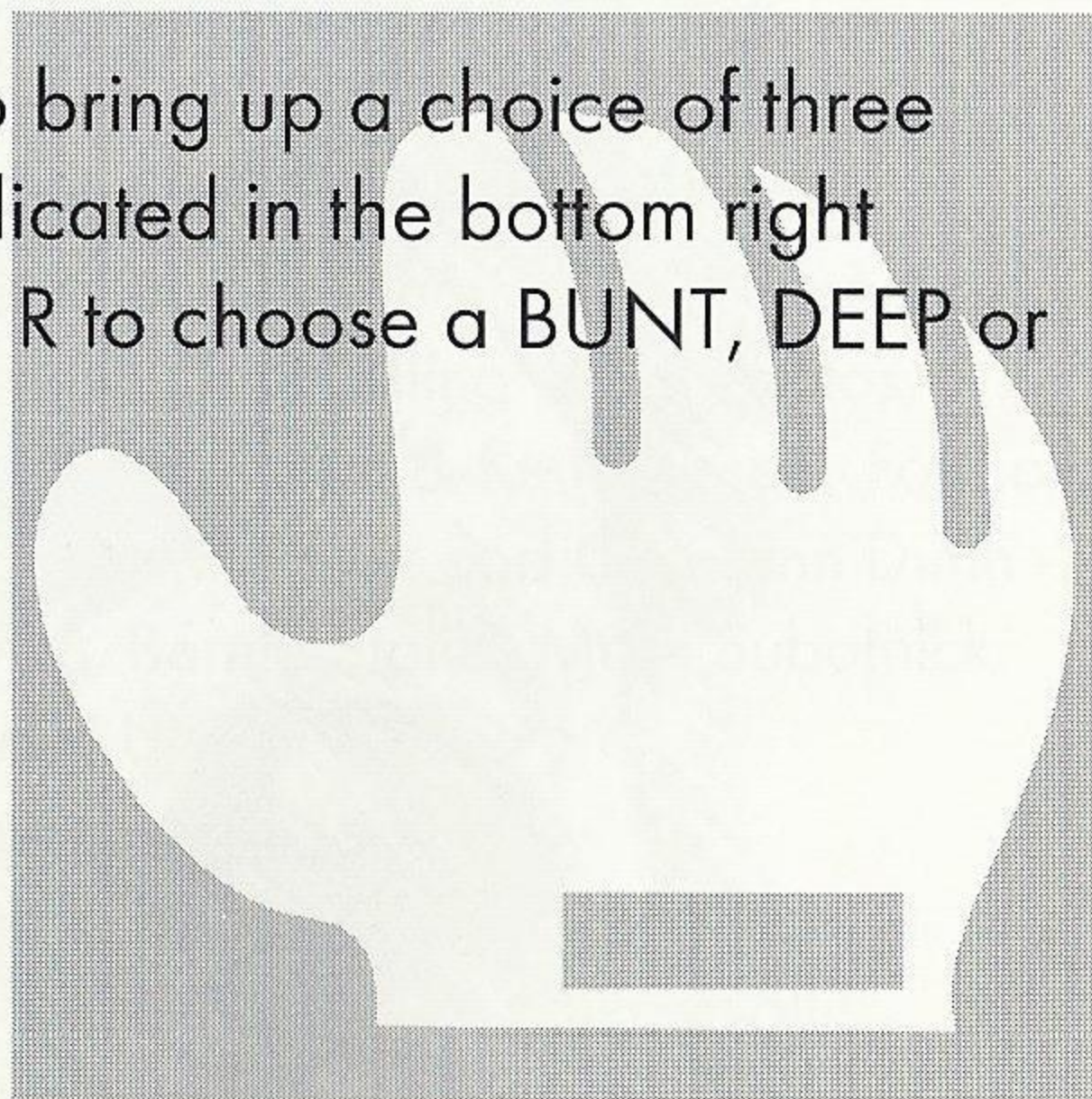
Once a fielder has the ball, while pressing the D-Pad to specify the base, press Button C. Also, you can simply press Button A to throw to home, Z to throw to first base, Y to second base or X to third.

Unassisted play

If your fielder retrieves the ball, and you want to tag out a base runner as opposed to throwing the ball to a baseman, or you simply want your fielder to run with the ball to a nearby base, press Button B and the D-Pad to specify the desired base. Pressing Button B only sends the fielder to the closest base.

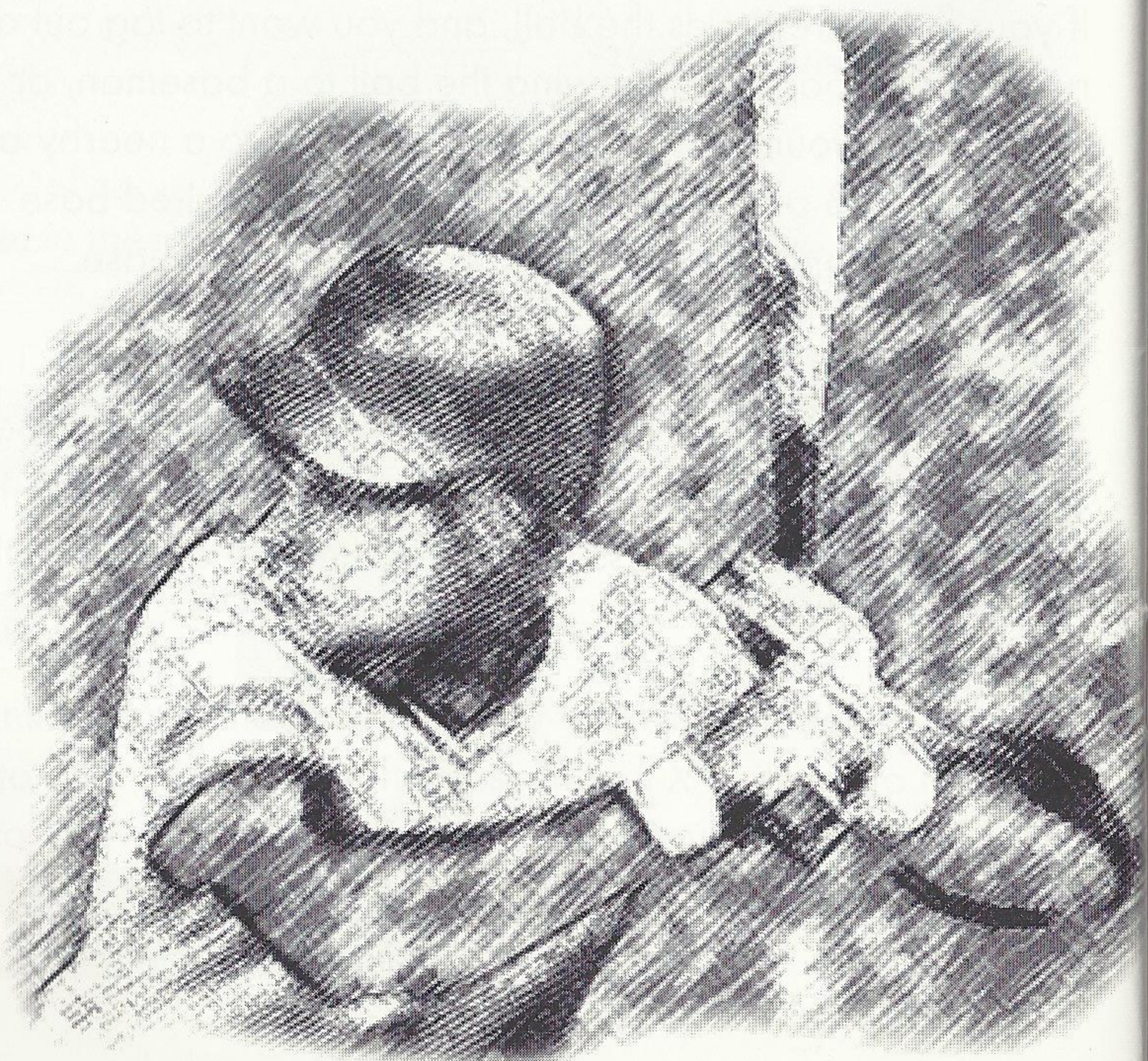
Changing the fielding formation

Before the pitch, press Button R to bring up a choice of three special fielding formations, as indicated in the bottom right corner of the screen. Press Button R to choose a BUNT, DEEP or SHALLOW formation.



OPTIONS

In this screen you can choose to play the game in STEREO or MONO sound. Press the D-Pad LEFT or RIGHT to highlight and press a Confirm Button to select. Select EXIT to return to the Main menu.



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TESTERS

David & Jason & Jim

David & Jason & Jim

WARRANTY

The manufacturer warrants that the product is free from defects in material and workmanship under normal use and service for a period of one year from the date of purchase.

This warranty is void if the product has been damaged by accident, misuse, or neglect, or if it has been repaired or altered by anyone other than the manufacturer.

The manufacturer is not responsible for consequential or incidental damages, or for any loss of profit or business, or for any other special, punitive, or exemplary damages.

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To receive U.S. warranty service, call the Sega Consumer Service Department at:
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DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

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LIMITATIONS ON WARRANTY

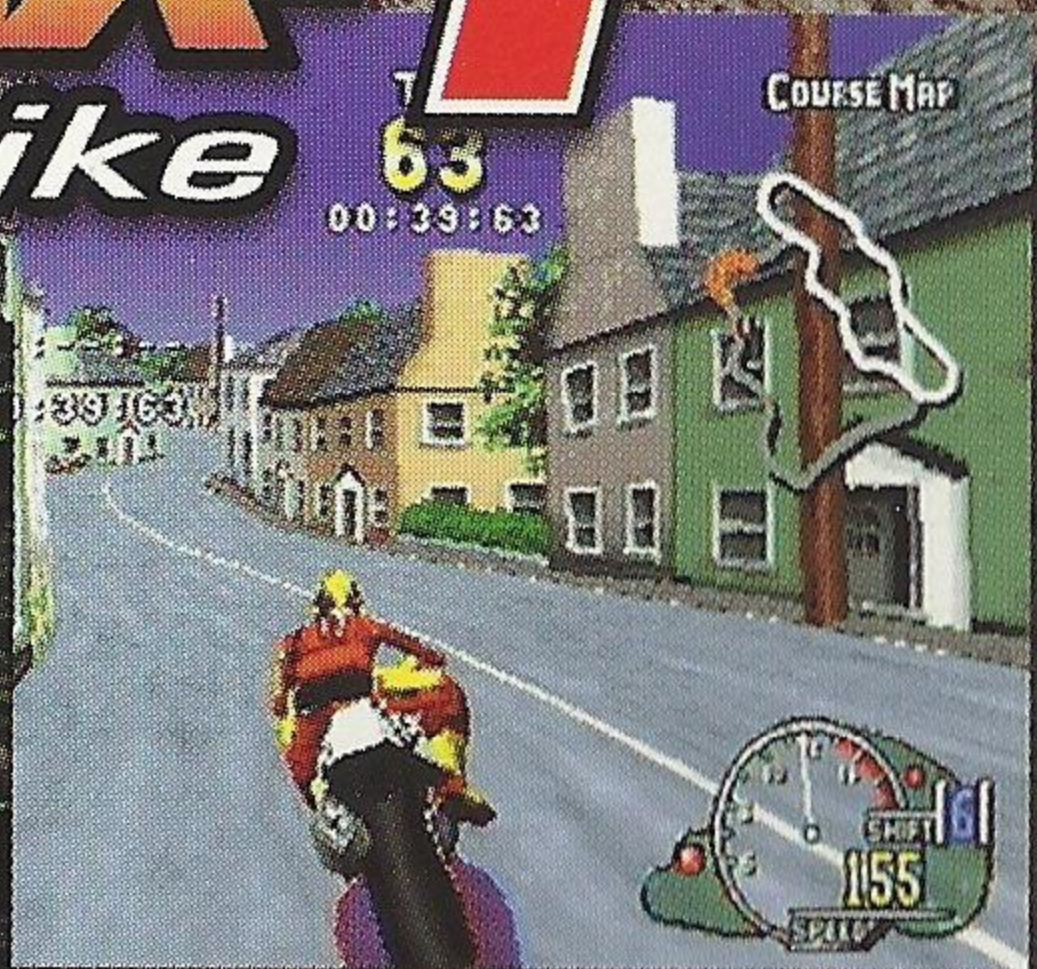
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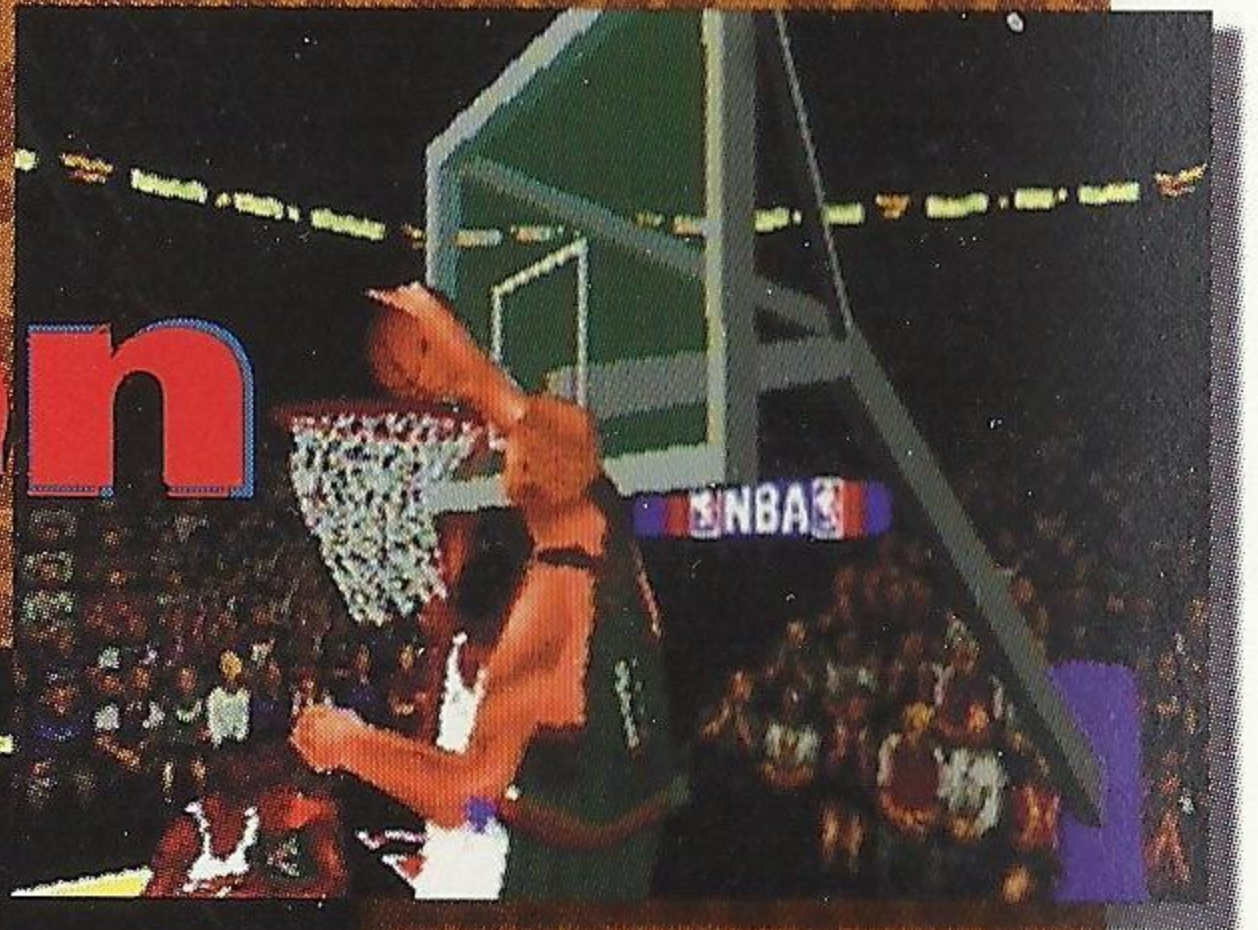


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