WE SWEAT THE DETAILS!



Sega is registered in the U.S. Patent and Trademark Office. Sega Saturn, Sega Sports, Decathlete, Manx TT and Sega Worldwide Soccer 97 are trademarks of SEGA. "NBA Action", the NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective Member Teams and may not be used in whole or in part, without the prior written consent of NBA Properties, Inc. ©1996 NBA Properties, Inc. All rights reserved. The World Series is a trademark owned by Major League Baseball and may not be reproduced without written consent. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. MLBPA logo © MLBPA MSA. Officially licensed by the Major League Baseball Players Association. This game is licensed for use with the Sega Saturn system only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws.
©1996 SEGA, P.O. Box 8097, Redwood City, CA 94063. All rights reserved. Programmed in Japan. Made and printed in the USA.

SEGA®

SEGA SATURN™

81113

SEGA SPORTS™



World Series BASEBALL II™

KIDS TO ADULTS
CONTENT RATED BY ESRB

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**.

Visit Sega's Internet Sites at:

web site:	**http://www.sega.com**
email:	**webmaster@sega.com**
CompuServe:	**GO SEGA**



Learn SEGA game secrets from the masters. Call Now.

U.S.: 1-900-200-SEGA $.95/min (recorded), $1.50/min (live) Must be 18 or have parental permission. TTD phone required. Sega of America
Canada: 1-900-451-5252 US $1.50/min (recorded/live)

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

Contents

Starting Up 2
Welcome to WSB™ II 3
Take Control 3
Getting Started 5
Options 6
Game Modes 7
- **Exhibition** 7
- **Pennant Race** 8
- **Playoffs** 12
- **All-Star Game** 13
- **Home Run Derby™** 14
- **Data Base** 15
- **Edit Team** 16

Pregame Select Screens 21
Game Screens 28
Postgame Screens 30
Playing the Game 32
From the Coach 40

Starting Up

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pads 1 and 2.

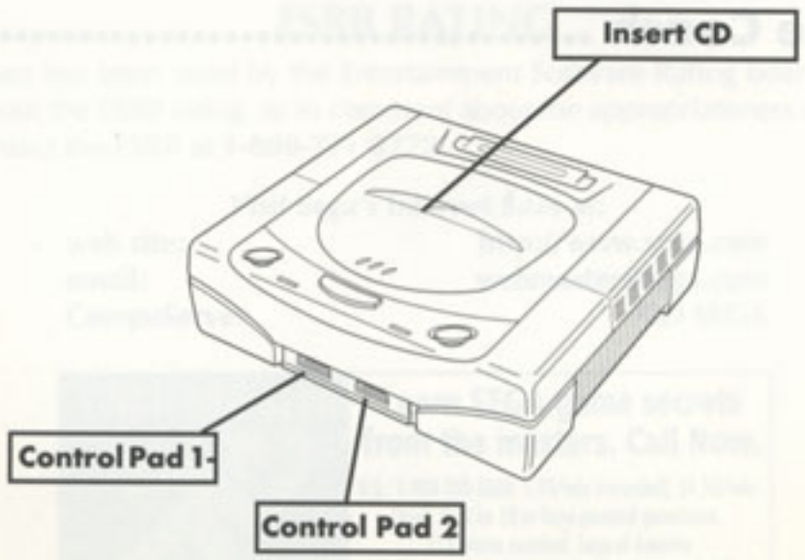
   Note: *World Series Baseball™ II* is for one to four players.

2. Place the *World Series Baseball™ II* 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 and return to the on-screen Control panel, simultaneously press Buttons A, B, C and Start on the Sega Saturn Control Pad. When the game Title screen appears press again to go to the on-screen Control panel.

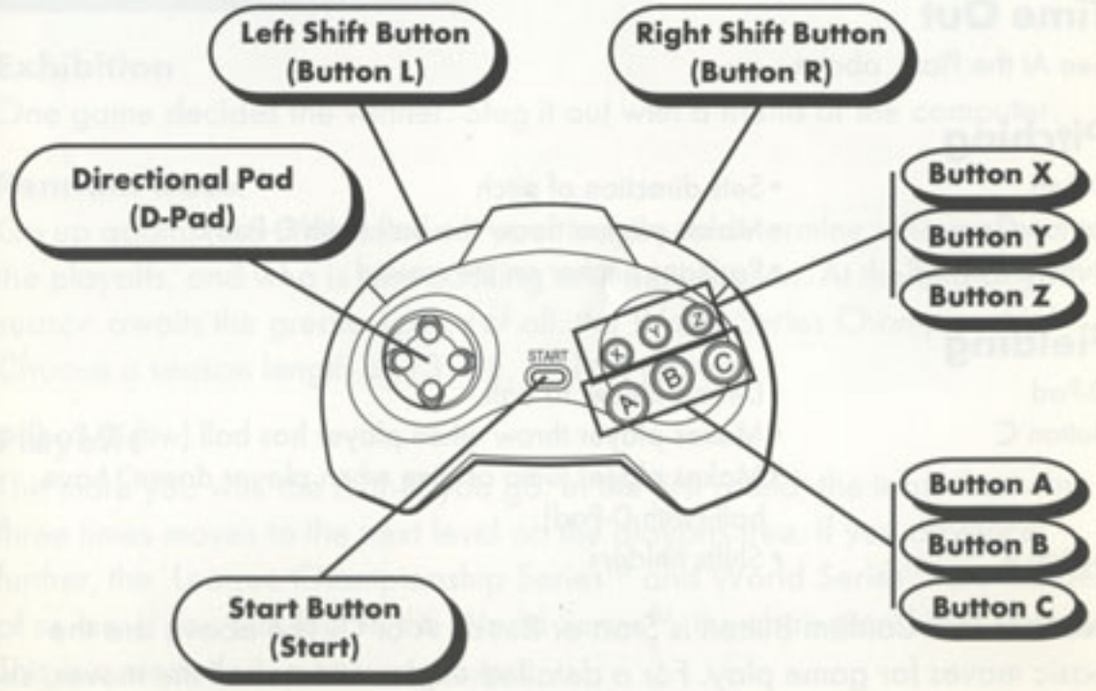
Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out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



Welcome to WSB™ II

World Series Baseball™ brought you five play modes for a season's worth of excitement. Those modes are back with the stats from '95 included, and this time around you get to choose any of the Major League's 28 ballparks! What's also new is the Edit Mode, where you play head coach and assign skills to players to put together a winning team. You wanted more, so here it is. Welcome to *World Series Baseball™ III!*

Take Control



Before Play

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

At the Plate

Time Out

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

Hitting

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

Running (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
Flippers L and R	• Leads Base Runners

In the Field

Time Out

See At the Plate, above.

Pitching

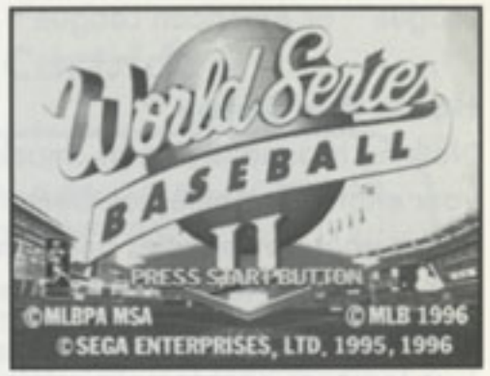
D-Pad	• Sets direction of pitch
Button C	• Makes pitcher throw the ball (with D-Pad)
Buttons L and R	• Positions pitcher on the mound

Fielding

D-Pad	• Directs fielder to ball
Button C	• Makes player throw when player has ball (with D-Pad)
	• Makes player jump or dive when player doesn't have ball (with D-Pad).
Button X	• Shifts fielders

Notes: The Confirm Button is Start or Button A or C. The above are the basic moves for game play. For a detailed explanation of all the moves, see pages 32–35.

Getting Started



After the Sega and Sega Sports logos, the game intro appears, followed by the game demo. Press Start at any time to bring up the Title screen. Press Start again.

Next select either GAME START to access the Game Menu or MLB Highlights to see a special video offer available through Major League Baseball Home Video™.

Game Menu



Start play right away with one of the play modes, change game features or access the game database from the Game Menu. Press the D-Pad to highlight and a Confirm Button to select one of the following modes:

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

Pennant Race
Go up against the other teams in your league to determine who makes it to the playoffs, and who is sent packing until next season. At the end of your season awaits the greatest prize of all: the World Series Championship™. Choose a season length of 13, 26, or 162 games.

Playoffs
The more you win, the further you go. In the first round, the team that wins three times moves to the next level on the playoffs tree. If you advance further, the League Championship Series™ and World Series™ are the best of seven. If you win four in the World Series™, the championship is yours. This is a mode for up to four players

Data Base
All the important stats for all of the players' performances last year are available for your review.

All-Star Game
America's mid summer classic is here for you to play! Lead the National League™ or American League™ All-Stars to glory in this mode.

Home Run Derby™
Nothing is as satisfying as smacking the long ball and setting a record for your efforts. In Home Run Derby™ you can do it as many times as you want. Select your power hitter and swing for the bleachers!

Edit Team
Two teams available only in *World Series Baseball™ II* are yours to customize. Select the skills for the players in your quest to build an unbeatable team.

Options
Access sound and data saving options with this mode.

Options

Press the D-Pad UP or DOWN to highlight an option. For Audio, Music Test or SE Test press the D-Pad LEFT or RIGHT to change the setting.



Audio
Select either STEREO or MONO (monaural) sound for your television set.

Music Test
Sample the background music (BGM) tracks of the game. Press a Confirm Button to play the track, and Button B to stop it.

SE Test
Sample the game's sound effect (SE) tracks as you would the BGM tracks.

Backup Utility
Press a Confirm Button to access the backup memory. When you select this feature, you can access game data stored in the internal RAM of the Sega Saturn. Refer to the *Sega Saturn Instruction Manual* for instructions on accessing your game data.

Exit
Press a Confirm Button to return to the Game Menu.

The Sega Saturn Backup™ Cartridge

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

Should you have a Sega Saturn Backup cartridge inserted, you are asked after you select GAME START on the Title screen whether the data for the game should be saved to SYSTEM MEMORY or CARTRIDGE MEMORY. Press the D-Pad UP or DOWN and a Confirm Button to select.

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

Note: Insert the Sega Saturn Backup cartridge when the power to the Saturn is OFF. Inserting the cartridge when the Saturn is ON could result in damage to the cartridge.

Game Modes

Exhibition



PLAY MODE
(page 21)



SELECT LEAGUE
(page 23)



TEAM SELECT
(page 23)



VISITOR/HOME
(page 24)



SELECT STADIUM
(page 24)



GAME SETTINGS
(page 25)



CALL UP
(page 26)



TEAM ROSTER
(pages 26–27)

PLAY BALL!

Pennant Race



CONTINUE/NEW GAME (page 21)



SELECT LEAGUE (page 23)



TEAM SELECT (page 23)



PENNANT MODE (page 9)



PENNANT RACE SELECT SCREEN (page 9)



GAME START (page 9)



TEAM ROSTER (pages 26–27)

→ **PLAY BALL!**

In Pennant Race, select to continue a season in progress (CONTINUE) or start from opening day (NEW GAME) (page 21).

When You Continue a Season...

The Pennant Race select screen appears (page 9).

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 a Confirm Button to select. Pressing Button B with either YES or NO highlighted cancels the selection.

Select the league and choose the team you will use for the season (page 23).



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.

Next, select the level of your computer-controlled opponents. Choose from Rookie, Veteran, All-Star and Legend. 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 a Confirm Button.



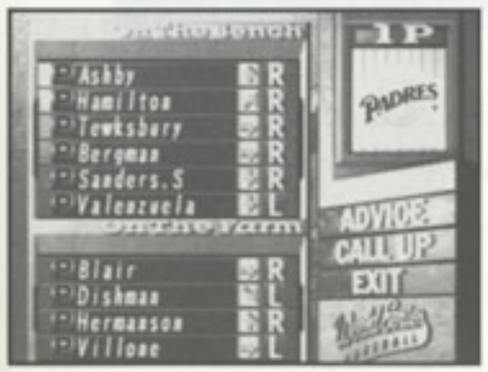
From the Pennant Race select screen you can select to play a game (GAME START) or access records for any of the teams or stats for any players in the league.

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.

At the top of the screen you can access the records and schedules listed below and on pages 10–11. Highlight one of the features by pressing the D-Pad in any direction and press a Confirm Button to select.

When you select PLAYER INFO, SCHEDULE, STANDINGS or INDIVIDUAL STATISTICS, the Highlighter appears at the bottom of the screen. Highlight the team you wish to review and press a Confirm Button to select.

Player Info



When you select your own team you can access advice about the player or call a player up from the farm. Highlight ADVICE or CALL UP and press a Confirm Button to select.

In ADVICE, highlight a player by pressing the D-Button UP or DOWN and press a Confirm Button to select. After reading the advice on the status of the player press a Confirm Button or Button B. For the CALL UP function see page 26.

When you select a team other than your own, press the D-Pad UP or DOWN to highlight players. Stats for the highlighted player appear.

When finished, highlight EXIT and press a Confirm Button.

Schedule



Displayed here is a team's schedule for the whole season. Press the D-Pad LEFT or RIGHT to scroll throught the schedule. Press a Confirm Button or Button B to return to the Pennant Race select screen.

Standings

Check a team's wins, losses and winning percentage against every other team in the league. Press the D-Pad UP or DOWN to scroll through the list. Press a Confirm Button or Button B to return to the Pennant Race select screen.



League Leaders



Who are the top batters and hurlers in the league? Find out in League Leaders.

On the Batting Stats screen, press the D-Pad 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 a Confirm Button to bring up Pitching Stats.

Access the pitching categories and scroll through the league's top pitchers as you would for the batters. The catagories are: G (Games Played), IP (Innings Pitched), ERA (Earned Run Average), W (Wins), L (Losses), SV (Saves) and SO (Strikeouts). Press Button B to return to the Batting Stats or a Confirm Button to bring up the Pennant Race select screen.

Individual Statistics

Review any team's player's performance. Access player information the way you would for League Leaders (above).

Game Start

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

Exit

Press a Confirm Button to bring up the Game Menu.

Note: You can access LEAGUE LEADERS and INDIVIDUAL STATISTICS after you have finished the first game of the season.

Playoffs



CONTINUE/NEW GAME (page 21)



PLAY MODE (page 22)



SELECT LEAGUE (page 23)



TEAM SELECT (page 23)



PLAYOFFS TREE (page 13)



GAME SETTINGS (page 25)



CALL UP (page 26)



TEAM ROSTER (pages 26–27)

→ **PLAY BALL!**

Select to continue Playoffs in progress (CONTINUE) or start from the beginning of new Playoffs (NEW GAME) (page 21).

When You Continue...

The Playoffs tree appears.

From the Beginning...

If you have saved a Playoffs game, a message appears asking whether you wish to start new Playoffs (and thus erase the old one) or cancel your selection. Highlight YES to begin new Playoffs, or NO to cancel. Press a Confirm Button to select. Press Button B to cancel at any time.

Choose the number of players to join the Playoffs from Play Mode. From one to four players can enter the mode (page 22).

Each player then accesses a league and chooses the team he or she uses in the Playoffs (page 23).



The Playoffs tree appears. Press Button A or C. If two computer teams are battling, the game result is displayed. The team awarded the star is the winner. When a human player is playing, the confirmation window appears at the bottom of the screen.

Highlight GAME START or EXIT by pressing the D-Pad LEFT or RIGHT. Then press a Confirm Button to select. Selecting EXIT brings up the Game Menu screen.



All-Star Game



PLAY MODE (page 21)



ALL-STAR GAME SELECT TEAM (page 14)



VISITOR/HOME (page 24)



SELECT STADIUM (page 24)



GAME SETTINGS (page 25)



TEAM ROSTER (pages 26–27)

→ **PLAY BALL!**



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

Home Run Derby™



PLAY MODE
(page 22)



SELECT LEAGUE
(page 23)



TEAM SELECT
(page 23)



SELECT STADIUM
(page 24)



SELECT BATTERS
(BELOW)

PLAY BALL!

Select the game type and number of balls per hitter from Play Mode (page 22).



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 a Confirm Button to select a batter.

If the batter is a switch hitter, select the side of the plate he uses. Press the D-Pad LEFT or RIGHT to highlight and a Confirm Button to select.

For the Home Run Derby™ game screen, see page 29.

Data Base



SELECT LEAGUE
(page 23)



TEAM SELECT
(page 23)

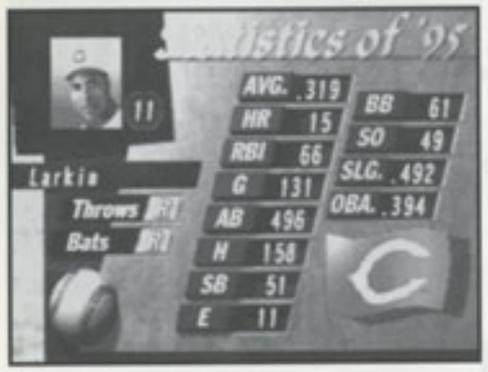


PLAYER DATA
SELECT (BELOW)



STATISTICS OF '95
(page 16)

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. Press a Confirm Button, then press the D-Pad in any direction to highlight a player's name. Press a Confirm Button to access the player's record.



The player's '95 stats 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 a Confirm Button.

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

Edit Team

Time to put together your dream team! Select one of Sega's exclusive baseball teams, the Tampa Bay Devil Rays™ or the Arizona Diamondbacks™. Press the D-Pad LEFT or RIGHT to highlight and the Confirm Button to select.



Edit Players

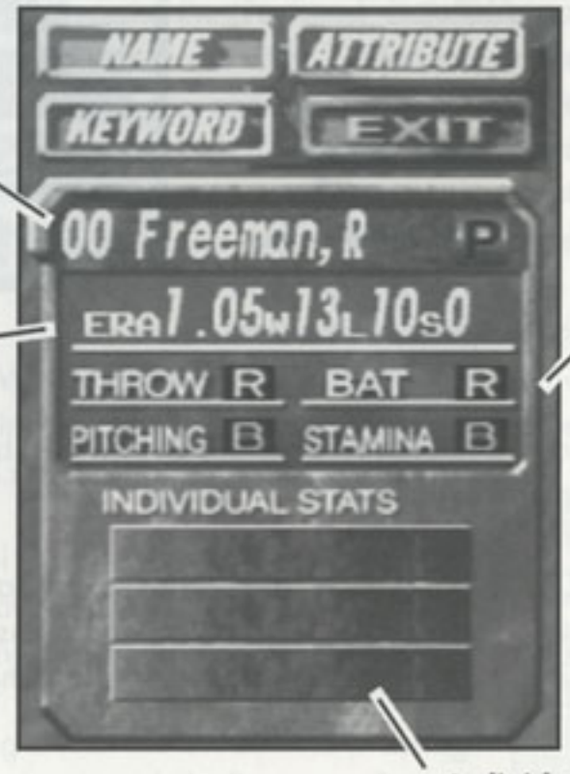
Use this screen to select which players you want to edit.



- Press the D-Pad LEFT or RIGHT to toggle between EDIT PLAYERS and EXIT. Highlight EDIT PLAYERS and press Button A or C to select.
- Press Button R or L or the D-Pad RIGHT or LEFT to scroll player positions.
- Press the D-Pad UP or DOWN to highlight a player.
- Press Button A or C to select the player.
- When finished with editing, press Button B. Highlight EXIT and press Button A or C to return to the Game Menu.

Player Edit Screen

Refer to this screen when making changes to any of the features listed on pages 18–20.



- **Player name**
- **Jersey number**
- **Position**
- **Last season's statistics**
- **Skill Levels**
- **Individual Stats (see page 19)**

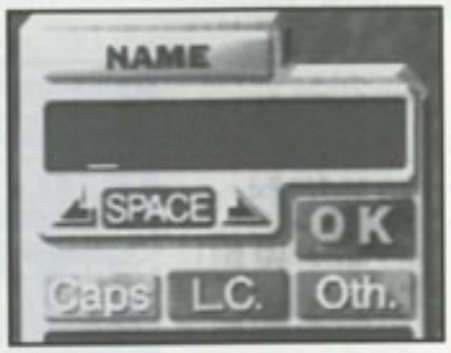


Select:

- NAME to edit the player's name
- ATTRIBUTE to change player features
- KEYWORD to assign skills to the player
- EXIT to return to the Edit Players screen

Highlight your choice with the D-Pad and press Button A or C to select.

Name Edit



Select:

- CAPS for an upper case letter
- L.C. for a lower case letter
- Oth. for numbers and symbols
- SPACE for a space
- The left arrow key to return to the previous character
- The right arrow key to advance to the next character
- OK to return to the Player Create screen

Press the D-Pad in any direction to highlight any of the above. When one of the above is highlighted press a Confirm Button.

When you select CAPS, L.C. or Oth., the character grid appears. Press the D-Pad in any direction to highlight a character, and press a Confirm Button to select. When finished, press Button B to return to the main Name Edit screen.

Attribute Edit



Select:

- NUMBER for the player's jersey number
- THROW for the player's throwing arm
- BAT for the side of the plate the player uses
- SKIN COLOR for the player's appearance
- FORM for the player's batting/pitching style

Press the D-Pad UP or DOWN to highlight and LEFT or RIGHT to select. When finished highlight OK and press Button A or C to return to the Player Create screen.

Keyword Edit



In Keyword Edit select skills from skill categories and assign them to your players. Most of the skills are different for pitchers and fielders. For pitchers, you can access the Pit. (Pitching), Bal. (Balance), Def. (Defense), and Oth. (Other) categories. For fielders, the folowing can be accessed: Bat. (Batting), Run. (Running), Def. (Defense), and Oth. (Other).

You can assign up to three skills per player. The storage spaces for these skills are the Individual Stats spaces on the Player Create screen (page 17). Press the D-Pad UP or DOWN to highlight the storage space where you want to place a skill. Highlight a category on the Keyword Edit screen by pressing the D-Pad LEFT or RIGHT and press a Confirm Button.



Skill names with level ratings from A–D appear. To see the whole category list, press the D-Pad UP or DOWN. A level rating of A indicates strong ability, a D rating slight ability. Assign a skill to the selected player by highlighting it with the D-Pad and pressing a Confirm Button. To deselect skills, first press Button B to remove the category list, then press Button Z. The Individual Stats now contain no data.

On the next page is a list for reference when you assign skills to the players. Pay particular attention to the Primary Skill Affected section. Note that small changes might occur to your player's other statistics too, so choose wisely and watch the Player Create screen closely!



When finished making changes to your player press Button B until OK is highlighted, then press a Confirm Button or Button B to select. You are asked to confirm the new data. Highlight YES or NO and press the Confirm Button to select. If you select NO you are warned that the data will not be saved. Highlight YES to confirm that changes won't be made or highlight NO to return to the previous screen.

Note: A skill listed in gray is already assigned to another player. You need to deselect the skill from the other player first in order to reassign it. Also, you can not assign two levels of the same skill to the same player.

Pitcher Reference

SKILL CATEGORY	SKILL NAME	SKILL AFFECTED
Pit. (Pitching)	Control	Pitching control
	Overall	Overall pitching ability
	Velocity	Pitching speed
Bal. (Balance)	Curve	Curveball skill
	Screwball	Screwball skill
	Forkball	Forkball skill
Def. (Defense)	Glove	Fielding skill
Oth. (Other)	Durability	Stamina
	Hit Skill	Hitting skill
	Speed	Baserunning skill

Fielder Reference

SKILL CATEGORY	SKILL NAME	SKILL AFFECTED
Bat. (Batting)	Hit Skill	Hitting skill
	Power	Power hitting skill
	Good Eye	Hitting skill
Run (Running)	Speed	Running speed after hitting
	Base Running	Stealing base skill
Def. (Defense)	Arm	Throwing ability
	Glove	Fielding skill
Oth. (Other)	Clutch Hit	Ability to hit in clutch situations
	Condition	Ability to avoid injury

Pregame Select Screens

Game Type Select Screens

Continue/New Game
(Pennant Race and Playoffs 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. Press a Confirm Button to select or Button B to return to the Game Menu.



Play Mode
(All play modes except Pennant Race)

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. Press a Confirm Button to select or 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. Press a Confirm Button to select or 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 thrown to each batter. Select from 5, 10, 15 or 20. Press Button B when the BALLS feature is accessed to return to the PLAYERS feature.

Highlight by pressing the D-Pad LEFT or RIGHT. Press a Confirm Button to select or Button B to return to the Game Menu.

Note: For multiple-player games in all modes except those for the Home Run Derby™ mode, you need to insert Control Pad 2.

TEAM SCREENS

Select League
(all play 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 a Confirm Button to select or Button B to return to the Play Mode or Continue/New Game screen (depending on the mode you have chosen).

Team Select
(all play modes except All-Star Game)



Hold the D-Pad LEFT or RIGHT to scroll through the team flags until the desired flag is highlighted. Press a 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 with Control Pad 1.

Visitor/Home
(Exhibition and All-Star Game modes)



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

Select Stadium
(Exhibition, All-Star Game and Home Run Derby™ modes)



Choose your battlefield from any of the Major League™ ballparks.

To select a stadium, first press the D-Pad LEFT or RIGHT to toggle between the leagues. Next highlight the name of the ballpark by pressing the D-Pad UP or DOWN. A graphic of the ballpark appears and distances from homeplate to the outfield walls are listed. Press a Confirm Button.

After you have selected the park, select a day or night game. Press the D-Pad LEFT or RIGHT to highlight and press a Confirm Button to select.



Game Settings
(Exhibition, Playoffs and All-Star Game modes)



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.

Innings (1–9)
Determine the length of the game. Choose from 1–9 innings.

DH (ON, OFF)
Select to have a Designated Hitter (DH) replace the pitcher in the batting order, or allow the pitcher to hit.

Level (Rookie, Veteran, All-star, Legend)
Select the skill level 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/Weather (ON, OFF)
You can select to have weather as a factor in your game.

Exit
When finished making changes highlight Exit and press a Confirm Button.

Call Up
(Exhibition and Playoffs modes)



Bring up players from the minors to the majors with the Call Up screen. Highlight CALL UP and press a Confirm Button.

First select the major leaguer to be replaced. Press the D-Pad UP or DOWN to highlight the player's name and press a Confirm Button to select. You can press Button B to cancel the selection.

Next select the player to come up from the minors. Select as you did for the replaced player.

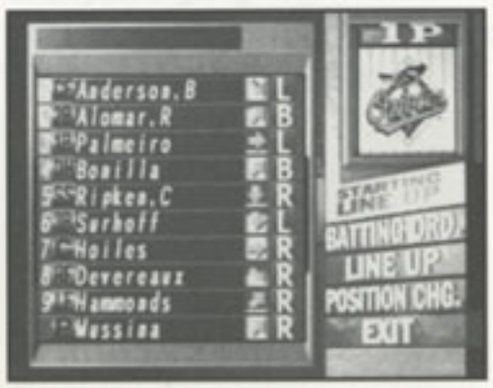
When finished making changes, highlight EXIT and press a Confirm Button.

Note: In Exhibition mode you can access the screen for computer-controlled teams.

Team Roster
(Exhibition, Pennant Race, Playoffs, and All-Star Game modes)

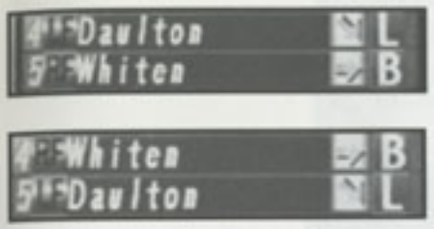
Play the part of head coach and make changes to the starting lineup.

Bring up a team's lineup



The player controlling the team is displayed in one of the upper corners above the team logo. For the features listed on the next page, press the D-Pad UP or DOWN to highlight, and press a 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 a Confirm Button. Do the same for another player. The players' batting positions are switched.

Change the starting lineup



Select LINEUP. Press the D-Pad UP or DOWN to highlight the name of a player. Press a Confirm Button. The names of the reserve players appear. Highlight and select as you did for the starting player.

Switch starting players' field positions



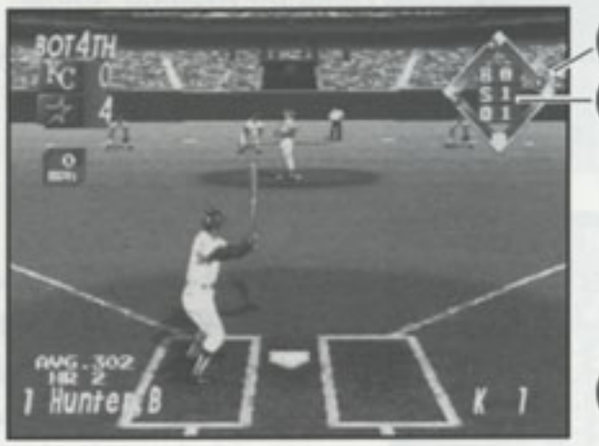
Select POSITION CHG. Highlight and select players as you would for BATTING ORD. The field positions of the players are switched. You can not switch the positions of a fielder and a pitcher.

After changes have been made, highlight EXIT and press a Confirm Button. Time to play ball!

Note: In Exhibition and All-Star Game modes you can access the screen for computer-controlled teams.

Game Screens

Game Play
(all play modes except Home Run Derby™)



(1) (2) (4) (7) (6) (3) (5)

(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.

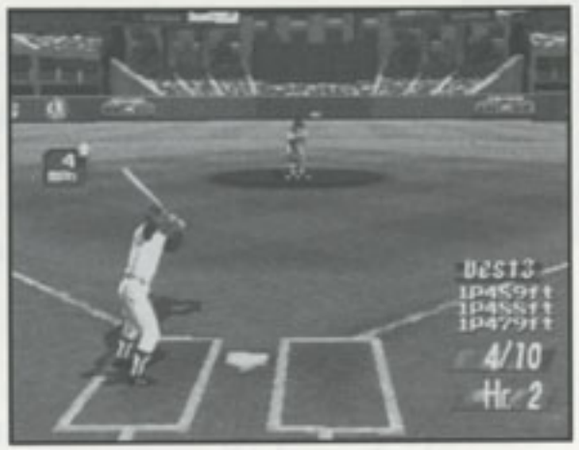
(4) Wind Speed and Direction

(5) Pitcher's Strikeouts
The number of strikeouts for the current pitcher.

(6) Base Runners
All base runners are displayed here.

(7) Current Batter
The name of the current batter and his home run count and batting average for last year are displayed here.

Home Run Derby™ Game Play



(1) (2) (3) (4)

(1) Wind Speed and Direction

(2) Best 3
Displays the three longest 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) Hr.
Shows how many home runs the current batter has hit.

After the Side's Retired

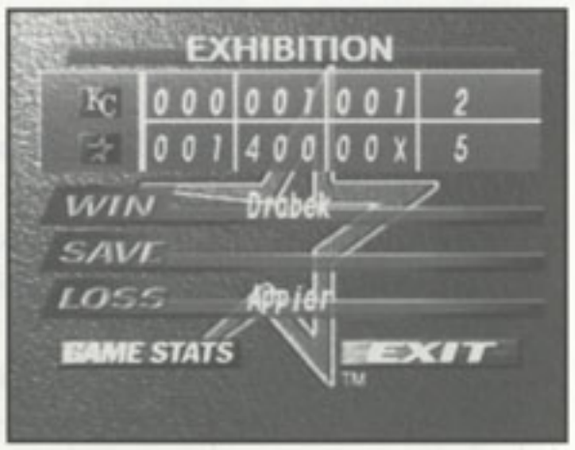


Game Stats
The inning, Runs (R), Hits (H) and Errors (E) for the teams are listed.

Scores from around the League
Other scores from games being played in the league. (Pennant Race only)

Postgame Screens

Box Score



(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.

At the bottom of the screen the pitchers credited with the WIN, SAVE, and LOSS are listed. To see the Team Stats for the game press the D-Pad LEFT or RIGHT to highlight TEAM STATS and press a Confirm Button. In Pennant Mode, if you press the D-Pad DOWN again, the scores of all other ball games in the league are listed.

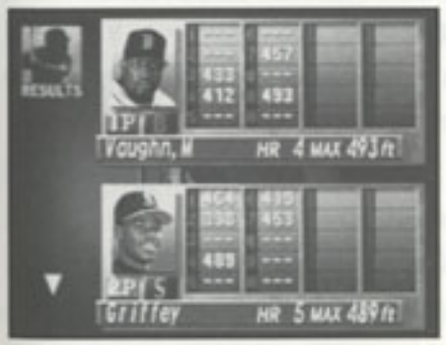


On the Team Stats screen press the D-Pad LEFT or RIGHT to highlight a stats category. Information for the category is displayed at the bottom of the screen. Press a Confirm Button or Button B to return to the Box Score.

When finished reviewing, highlight EXIT and press a Confirm Button to return to the:

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

Home Run Derby™ Results



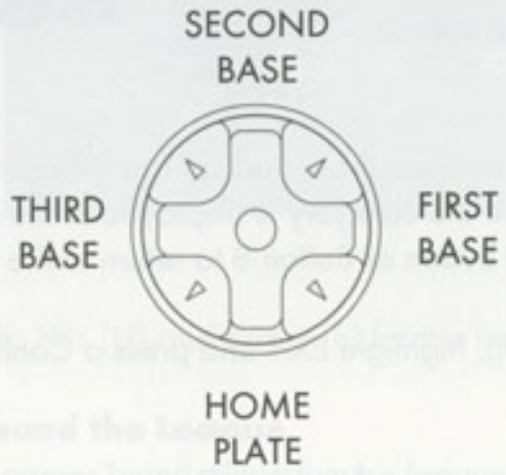
After the slugfest, check out the stats for each of the batters. The results of each pitch, the number of home runs each batter hit, and the distance for the longest home run for each batter are listed. Press a Confirm Button when finished reviewing. The Best 20 screen appears.



The players, distances, wind speeds and locations for the longest 20 home runs of the tournament are listed. Press the D-Pad UP or DOWN to scroll through the list. Press a 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 Z when the pitcher hurls the ball. Use the D-Pad to help you direct the batter to the ball.

View Change
Press Button A to change the view of the game.

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.



You can also bring runners back to base individually. Press the D-Pad in the direction of the base and Button A simultaneously.

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 Button B simultaneously.

Going for Extra Bases
When you hit safely, runners always stop at the next base unless you direct them to advance farther. You can make all runners advance by pressing Button Y, or make just one of the runners advance by pressing the D-Pad in the direction of the next base and Button B simultaneously.

Heading Back
If you're caught between bases and need to head back, press Button X to send all the base runners back or press Button A and the D-Pad in the direction of the base simultaneously to send just one of the runners back.

In the Field

Pitching



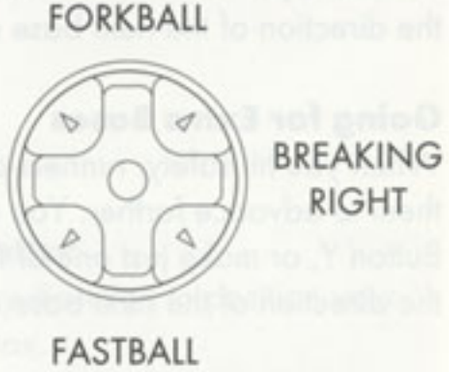
Positioning the Pitcher
Press Buttons L and R to move the pitcher on the mound in those directions.



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 back 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!



View Change
Toggle Button A to change the view of the game.

Fielding

Moving the Fielders
You can move fielders before throwing the pitch. Press Button X and the D-Pad in any direction simultaneously. Press Button X to return the players to their original positions.

Directing the Fielder
When a ball is hit, the fielder closest to the ball is highlighted. Move this player to the ball by pressing the D-Pad. However, if you have selected AUTO for the DEFENSE MODE, fielders automatically move 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 a miracle catch. Press Button C and the D-Pad in the direction of the ball simultaneously.



Jumping Catch
Shag a liner or a potential homer and make the play of the day. Press Button C to make the fielder jump for the ball.

Time Out (At Bat)

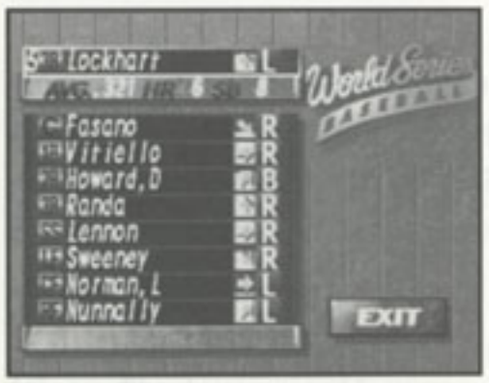


Call a time out by pressing Start. Press the D-Pad UP or DOWN to highlight and a Confirm Button to select.

Pinch Hitter

Bring a Pinch Hitter into the game when you really need a hit!

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

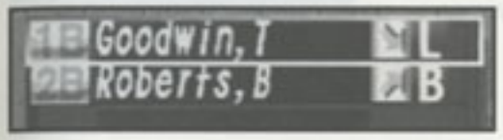


After confirming, you can access the list of pinch hitters. Press the D-Pad UP or DOWN to highlight a name, and press Button A or C to select or Button B to cancel the change. Press Button A or C to return to the Time Out screen.

Note: When you bring a Pinch Hitter into the game he replaces the previous player both at bat and in the field. However, when a pitcher is replaced by a non-pitcher in the batting lineup you need to select a new pitcher before your team takes the field in the next inning.

Pinch Runner

Bring in a faster runner to get to the next bag.



When you select this option, the name of the runner appears at the top of 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 SB's (Stolen Bases). These are the fastest on your team. Press the D-Pad UP or DOWN to highlight, and a Confirm Button to select or press Button B to cancel. To return to the Time Out window, press Button A or C.

Note: When you bring a Pinch Runner into the game he replaces the previous player both on the base and as a fielder. However, when a pitcher is replaced you need to select a new pitcher before your team takes the field in the next inning.

Camera/Defense

Select the defense mode for the fielders and the view of the field after the ball is hit. Press the D-Pad LEFT or RIGHT to highlight MANUAL or AUTO. With manual defense you direct players in the field, but in AUTO mode players are moved to the ball automatically. All you have to do is throw!

Next select the camera angle for the game. Press the D-Pad UP or DOWN to highlight one of the following:

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



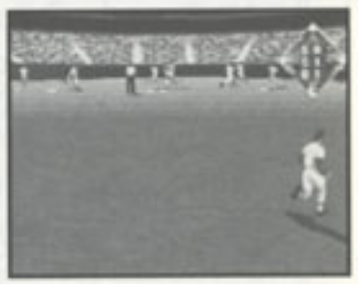
MIDDLE
Puts you several feet over the field.



HIGH
Get a pressbox view of the game from up here.



ACTIVE
See the action from the field instead of behind the plate.



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

ANNOUNCER



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

Exit
Highlight EXIT and press a Confirm Button or Button B to return to the game.

Time Out (In the Field)



Player Change

Use this to relieve a pitcher, replace one of your players in the field with a reserve or switch the positions of two players in the field. Highlight PLAYER CHANGE or POSITION CHANGE and press a Confirm Button.

In the Player Change option select a player as you would in Pinch Hitter (see page 36).

In Position Change 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.

When finished, highlight EXIT and press a Confirm Button.

Note: For Camera/Defense see pages 37–38 and for Announcer see above.

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 SB's (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 when first learning to play.

1996 POSTSEASON NETWORK COVERAGE

1996 DIVISION SERIES

Coverage of Division Series games will be every day from Tuesday, October 1, through Monday, October 7, by the FOX, NBC and ESPN networks

1996 CHAMPIONSHIP SERIES

D/N	DATE	TIME	LEAGUE	GAME	NETWORK
Tue	10/08	6:00 p.m.	AL	1	NBC
Wed	10/09	4:00 p.m.	AL	2	NBC
		8:00 p.m.	NL	1	FOX
Thu	10/10	8:00 p.m.	NL	2	FOX
Fri	10/11	8:00 p.m.	AL	3	NBC
Sat	10/12	4:00 p.m.	NL	3	FOX
		7:30 p.m.	AL	4	NBC
Sun	10/13	4:00 p.m.	AL	5	NBC
		8:00 p.m.	NL	4	FOX
Mon	10/14	7:00 p.m.	NL	5	FOX
Tue	10/15	8:00 p.m.	AL	6	NBC
Wed	10/16	4:00 p.m.	NL	6	FOX
		8:00 p.m.	AL	7	NBC
Thu	10/17	8:00 p.m.	NL	7	FOX

1996 WORLD SERIES

D/N	DATE	TIME	HOST CITY	GAME	NETWORK
Sat	10/19	7:30 p.m.	AL	1	FOX
Sun	10/20	7:30 p.m.	AL	2	FOX
Tue	10/22	8:00 p.m.	NL	3	FOX
Wed	10/23	8:00 p.m.	NL	4	FOX
Thu	10/24	8:00 p.m.	NL	5	FOX
Sat	10/26	7:30 p.m.	AL	6	FOX
Sun	10/27	7:30 p.m.	AL	7	FOX

CREDITS

Producer
David Perkinson

Product Manager
Brad Hogan

SEGA Sports Special Teams
Christine Bertoglio
Gerald J. DeYoung
Rosie Freeman
John Gillin
Tracy Johnson
Scott Rohde
Chris Smith

Voice Over
Alan Bruce

Lead Testers
Lorne Asuncion
Mark Paniagua

Manual
Marc Sherrod

Special Thanks
Mark Subvtnick, Dave Albert,
John Carlucci, Chris Cutliff,
Rich Pilling, Brad Schlachter,
Carolann Dunn, Roy Cooler,
Brad Radke, Angela Edwards,
John Leonhardt, Phoenix Communications
Gordon Lyon, Kristin Mallory
Jenny Martin, Bryan Reilly
Adam Sevillia, Russell Athletic
Flying Rhino Prod., Merle Kesslet
Spencer Nilsen, Ryoichi Hasegawa
Makoto Nishino, Michikazu Tamamura
Toyoji Kurose, Hideaki Mochida
Cyber Soundlogo mark (©SEGA ENTERPRISES, LTD., 1996)

NOTES

NOTES

LIMITED WARRANTY

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Saturn compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at:
1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342

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.

REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.