SEGA™

RBI Baseball '95™

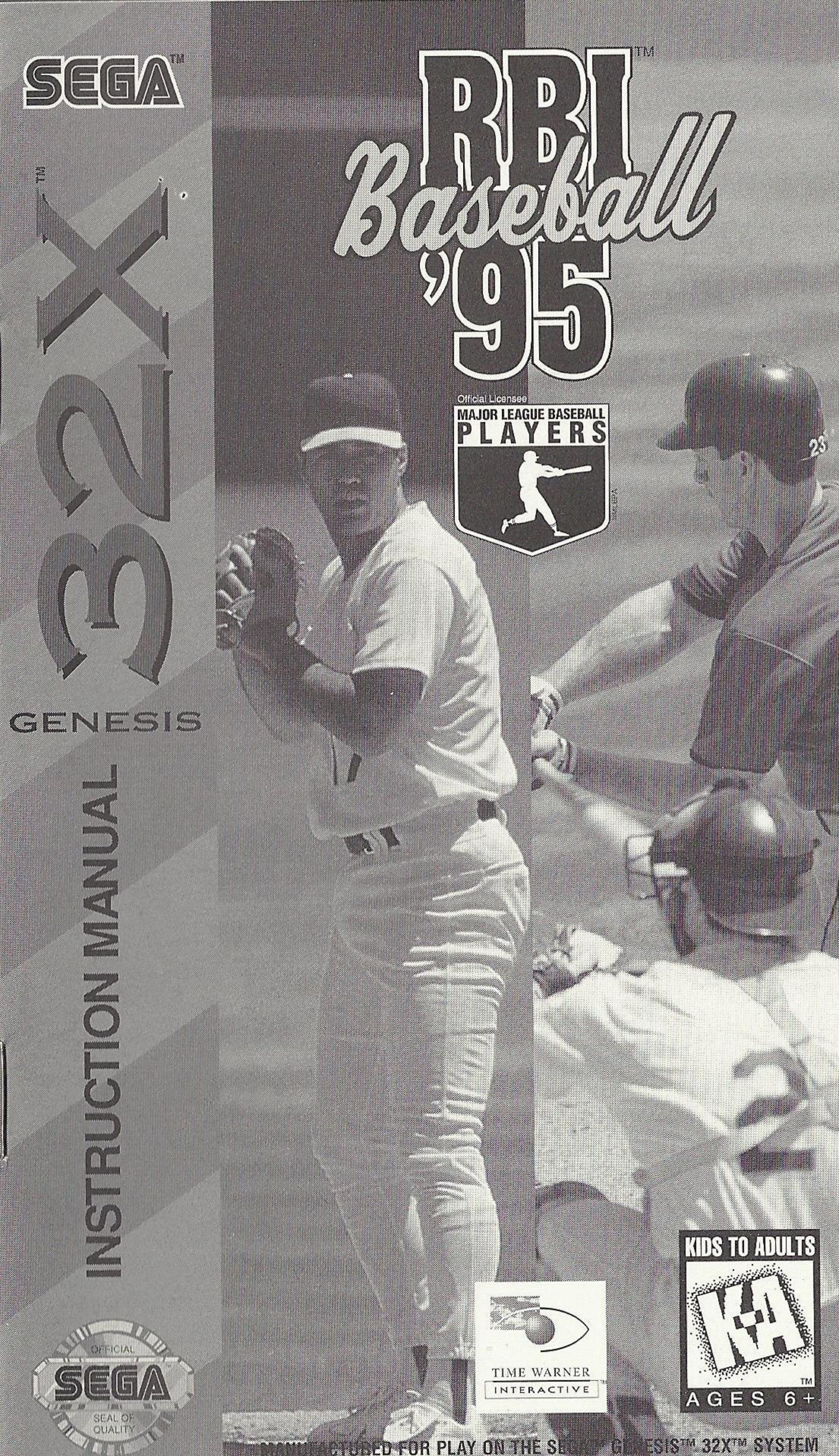
32X™

GENESIS

INSTRUCTION MANUAL

Official Licensee

MAJOR LEAGUE BASEBALL PLAYERS



TIME WARNER INTERACTIVE™

KIDS TO ADULTS

AGES 6+™

OFFICIAL SEGA SEAL OF QUALITY

MANUFACTURED FOR PLAY ON THE SEGA™ GENESIS™ 32X™ SYSTEM

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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 previously 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, loss or awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.



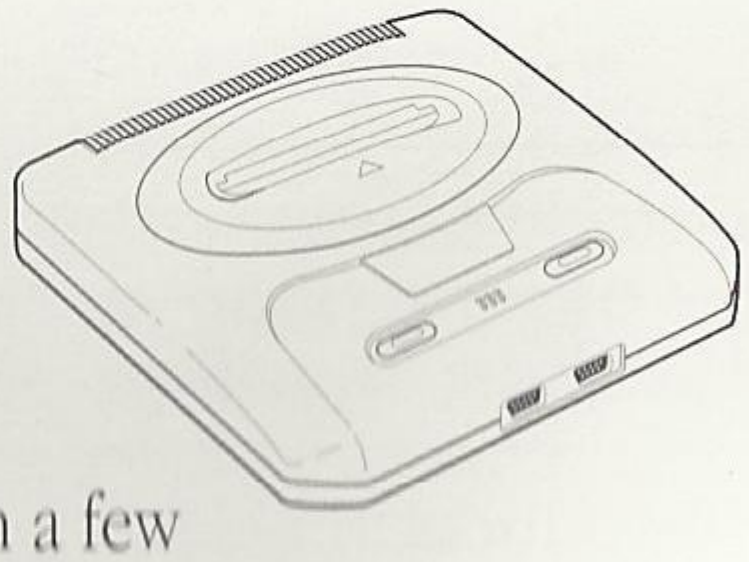
This official seal is your assurance that this product meets the highest quality standards of SEGA.™ Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ 32X™ SYSTEM

RBI BASEBALL '95
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GETTING STARTED

1. Set up your Sega Genesis 32X System as described in its instruction manual.



2. Make sure the power is off, then insert your RBI Baseball '95 cartridge into the Genesis 32X Console.

3. Turn the power switch on. In a few moments the title screen appears.

4. Press the Start Button on the Genesis Control Pad to advance past the title sequence and begin play.

5. If the title screen doesn't appear, turn the power switch off. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch on.

***Important:** Always make sure the power switch is turned off when inserting or removing your cartridge.*

HANDLING YOUR SEGA 32X CARTRIDGE

- The Sega Genesis 32X Cartridge is intended for use exclusively with the SEGA™ 32X™ SYSTEM.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

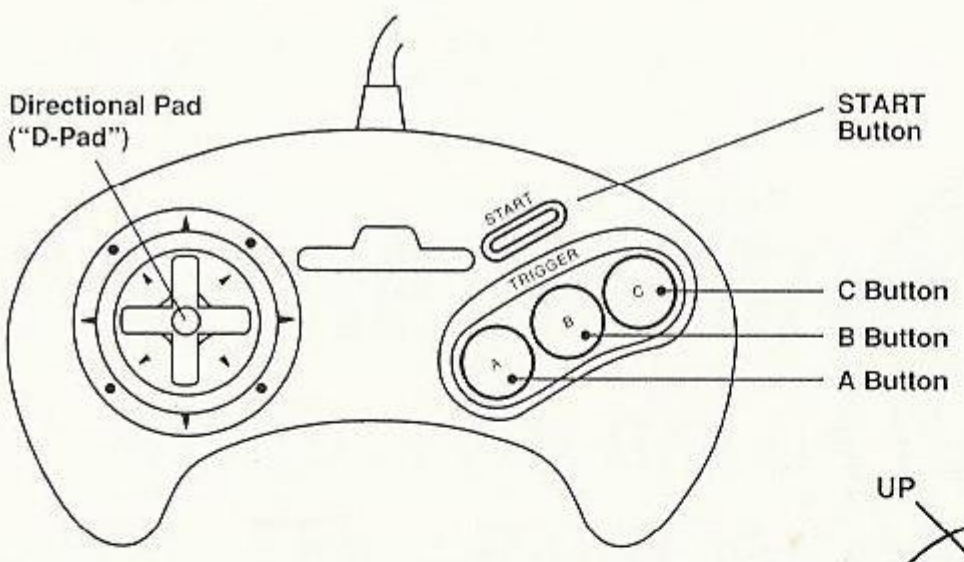
***Warning** to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.*

INTRODUCTION

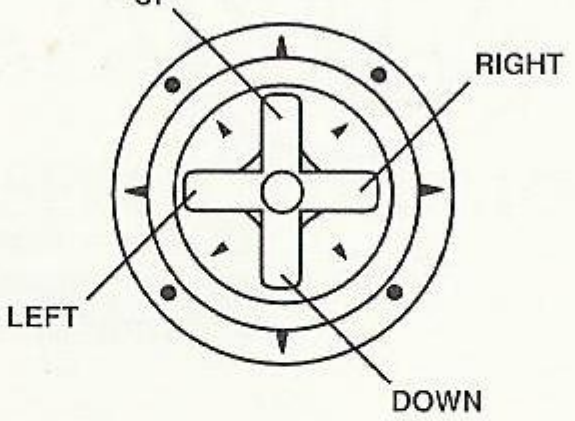
Step up to the plate and drive one into the seats! Yes, the most popular baseball game series ever is now available on the 32 bit gaming system. Enjoy the crisp color graphics and advanced artificial intelligence. You'll experience improved base stealing, bunting, runner pick-off attempts and home run stealing catches at the fence. The new, realistic batter/catcher view will give you a great look at fastballs, sliders and curveballs. Enjoy playing in every big league stadium – each one richly detailed to its actual specifications. Jumping and diving catches...stolen bases... and powerful home runs...you'll find it all and more in RBI Baseball '95.

CONTROLLER

1



This manual refers to the following directions:



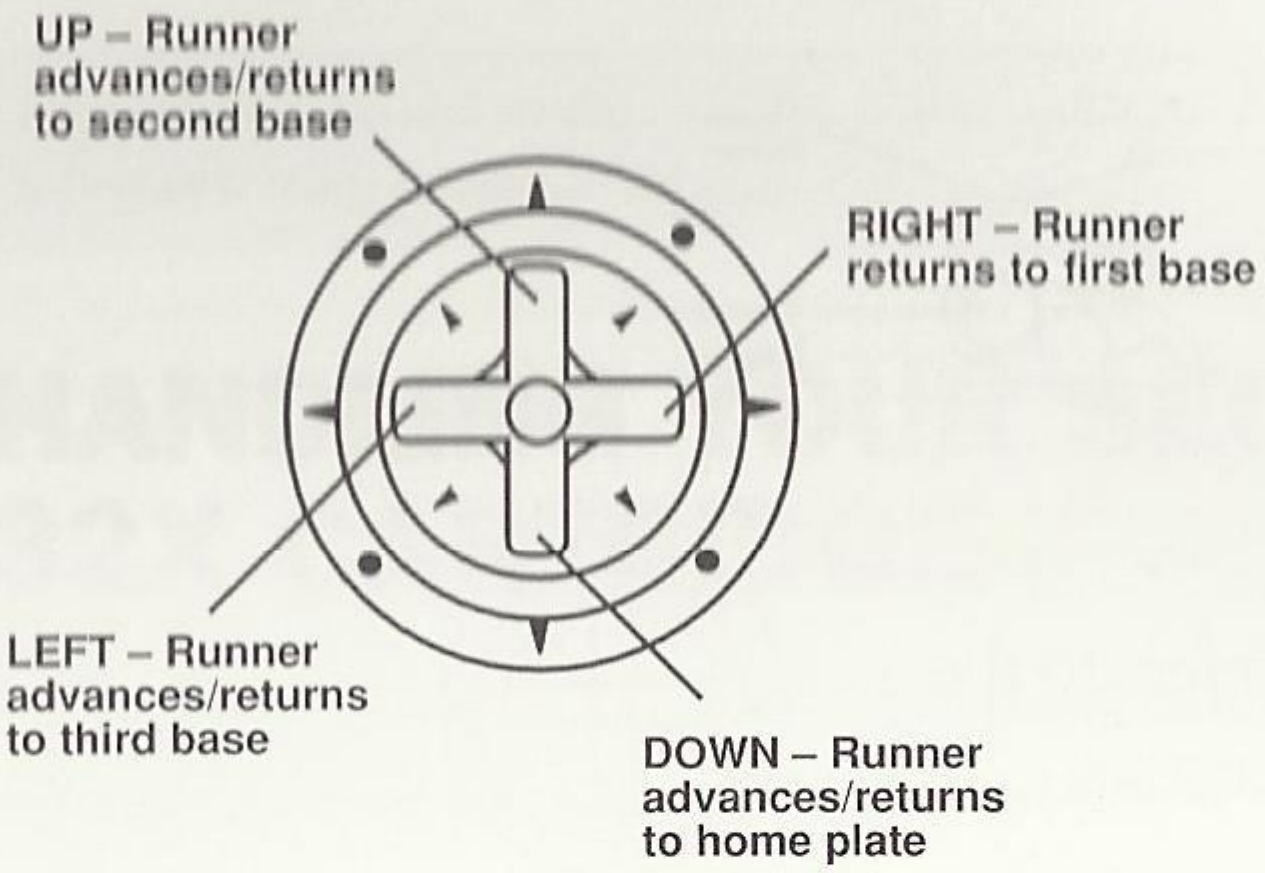
AT THE PLATE

TO ADJUST BATTER STANCE: Move the Directional Pad (**D-Pad**) **LEFT** or **RIGHT**.

TO SWING THE BAT: Press and hold the **A Button** for a complete swing. You will get a "check swing" if you let go of the **A Button** before the bat crosses the plate. Press **UP** and the **A Button** to swing up, or press **DOWN** and the **A Button** to swing low. Swinging low tends to drive the ball upward for homers and fly balls.

TO BUNT: Press **C Button**. Press the **C Button** again to return the bat to the ready position.

BASE RUNNING



TO ADVANCE TO NEXT BASE: Choose your destination with the **D-Pad** and press the **B Button**.

TO RETURN TO PREVIOUS BASE: Choose your destination with the **D-Pad** and press the **C Button**.

TO TAKE AN EXTRA LEAD: Your base runner automatically takes a small lead. To take an extra lead, before the pitcher starts his wind-up, hold the **D-Pad** in the direction of the base you wish to move toward and tap the **B Button**. The runner will take his lead. Be careful, though, the pitcher will have his eye on you. If he throws to first, you may be picked off first base or get caught in a run down.

TO CANCEL AN EXTRA LEAD: Press the **D-Pad** toward the base you wish to return to, and press the **B Button**.

TO STEAL A BASE: As the Pitcher begins his wind-up, press and hold the **D-Pad** in the direction of the base you wish to run to, then press the **B Button**. When the ball is pitched, your runner will then take off to the next base. But keep an eye on the pitcher. He may throw to first and attempt to pick you off.

ON THE MOUND

TO POSITION PITCHER ON THE MOUND: Press the **D-Pad LEFT** or **RIGHT** to the desired location.

TO THROW A NORMAL SPEED, STRAIGHT PITCH: Do not press the **D-Pad** in any direction, just press the **A Button**.

TO THROW A SINKER OR SLOW PITCH: Press and hold the **D-Pad UP**. Then press the **A Button**. Make sure you release the **D-Pad UP Button** before the pitch is thrown if you don't want a sinker ball.

TO THROW A FASTBALL: Press the **D-Pad DOWN**. Then press the **A Button**. Make sure you release the **D-Pad DOWN Button** before the pitch is thrown.

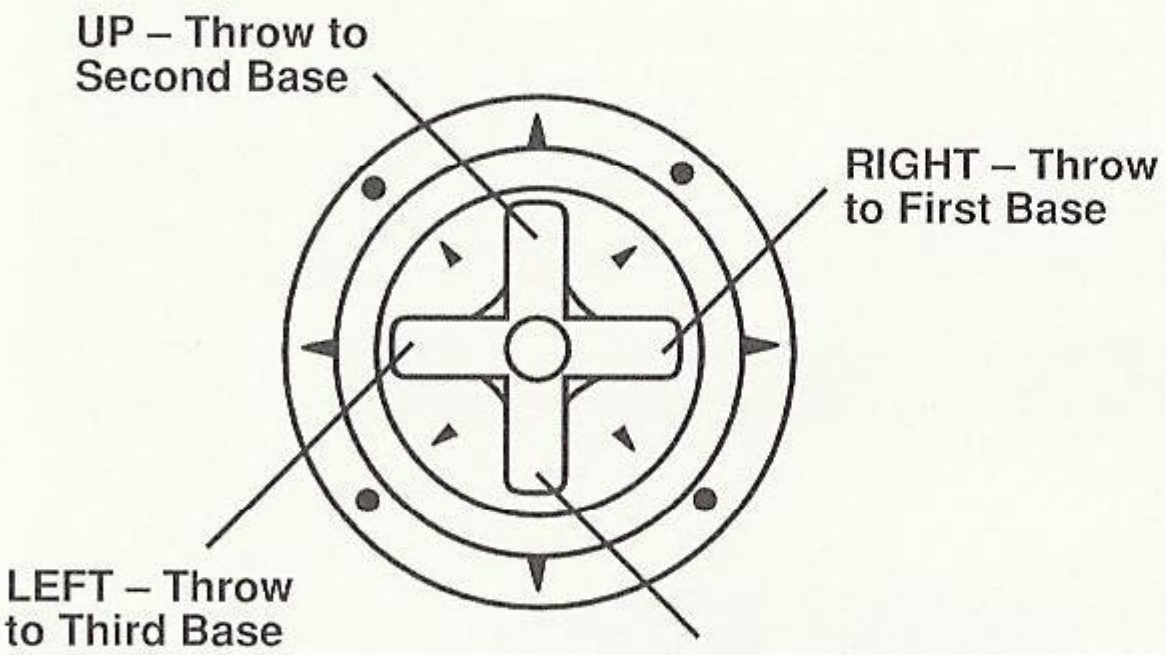
TO PUT SOME SERIOUS MOVEMENT ON THE BALL: Move the **D-Pad UP**, **DOWN**, **LEFT**, or **RIGHT** after pitch is thrown.

TO ATTEMPT A PICK OFF: Using the **D-Pad**, select the base you wish to throw to and press the **B Button**. If you press the **B Button** only, the pitcher will hold the ball and bluff the runner.

TO THROW A SPITBALL: Hold down the **C Button**, and press the **A Button**. A Spitball looks like a normal pitch, but it drops just before it crosses the plate. The Spitball is considered an illegal pitch and should only be used in critical situations. The pitch will not always drop, so be ready to field the ball. The first time a pitcher is caught throwing the Spitball, he receives a warning. The second time he is caught, he will be thrown out of the game. The pitch is considered a Ball if the pitcher is warned or ejected.

TO ATTEMPT A PITCHOUT: Move the pitcher to the side of the mound, continue to hold the **D-Pad** in that direction, hold down the **C Button**, then press the **A Button** to pitch. A pitch-out is the same speed as a fast ball, but will only use the stamina of a normal speed pitch. If you attempt a pitchout, the catcher will automatically throw the ball to the base the lead runner is trying to steal.

FIELDING THE BALL



TO THROW TO ANY BASE: Press the **D-Pad** in the direction of the base you wish to throw the ball, and press the **A Button**.

TO RUN TO A BASE: Press the **D-Pad** in the direction of the base you wish to run and press the **B Button**. When no base is selected, the fielder will automatically run to first base.

TO THROW TO THE CUT-OFF MAN: From the outfield, press the **A Button**.

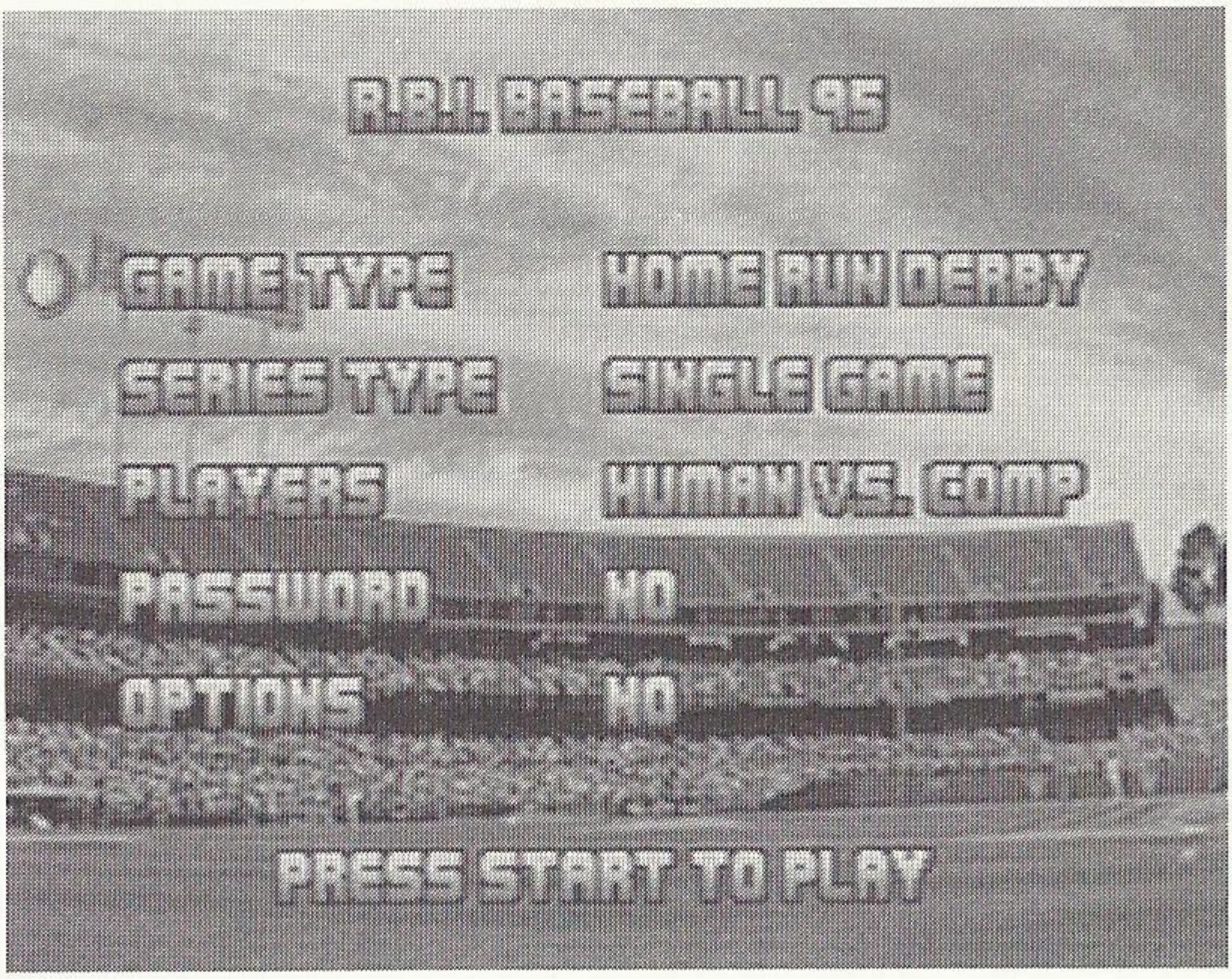
TO DIVE: When the ball is hit, press the **D-Pad** in the direction of the ball and press the **B Button**.

TO JUMP: Align your player under the flight of the ball, and press the **C Button**.

TO OVERRIDE COMPUTER DEFENSE BEFORE PICKING UP THE BALL: Press and hold the **A Button** (useful for charging the ball).

Notes:
- *The pitcher cannot jump or dive.*
- *In all defensive modes, you must throw the ball for yourself.*

MAIN MENU



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From the Title Screen, press the **START Button** to view the Main Game Menu. To make a selection in the Main Game Menu, move the **D-Pad UP** or **DOWN** to position the ball next to the desired selection and press the **A Button** to cycle through the options. Press the **B Button** to cycle back if you go past the option you want. When the option you want is displayed, press the **START Button** to continue.

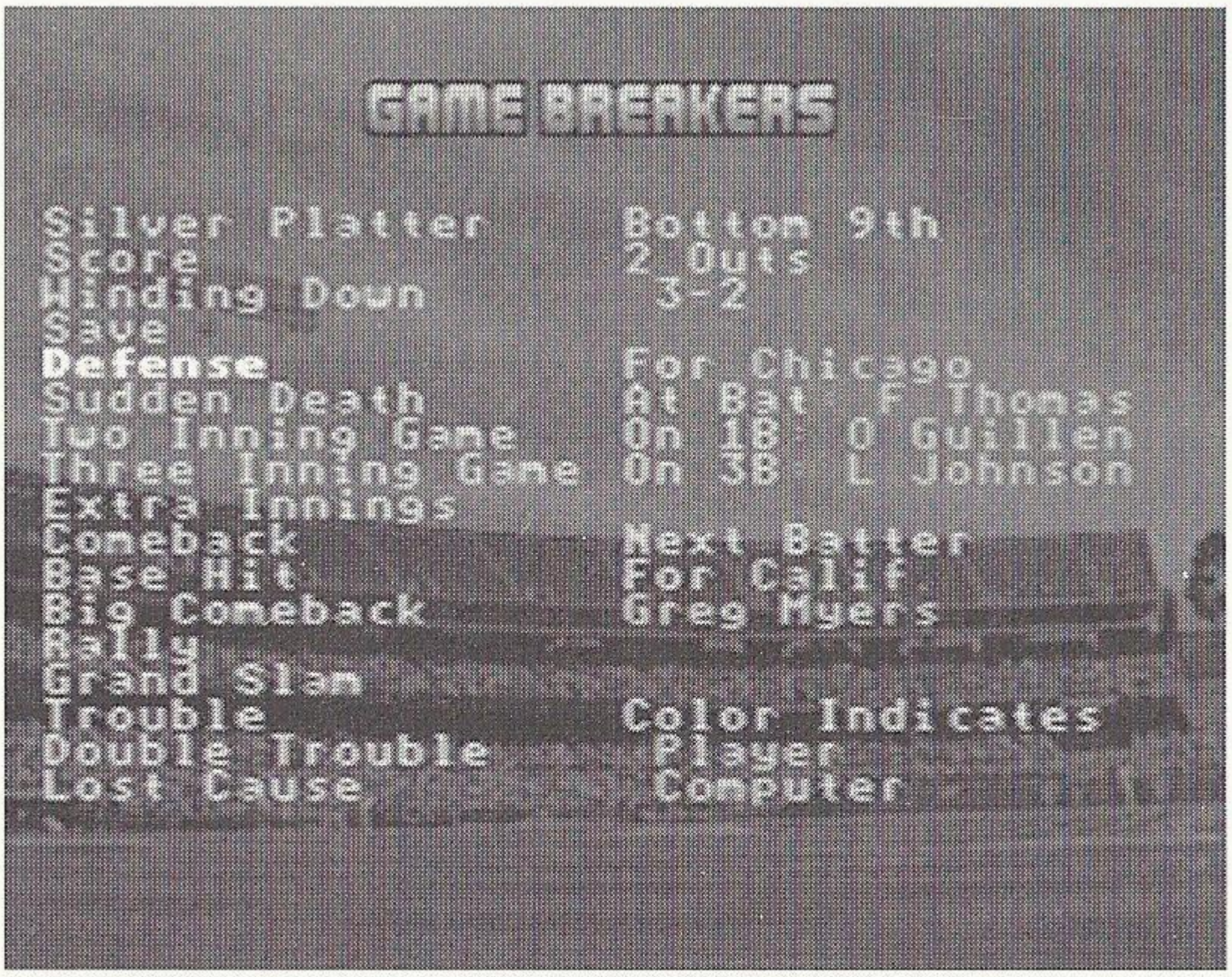
At the Main Game Menu, you can select from the following options:

Game Type

- **Playball** - Select from your favorite teams and take part in a single, 9 inning game against any team from either league.

• **Home Run Derby** - Select a team and player, then take hard swings toward the fences. To begin the Derby, you must first select your team (see **Team/Lineup Selection**, pg. 14), then select your batter or you can press the **C Button** to pick a new team. You play in the stadium of the first team you select. This way you can have your favorite player bat in any stadium. To select your batter, use the **D-Pad** to move the cursor next to the player you want, then press the **A Button**. To choose a pitch speed, press the **D-Pad LEFT** or **RIGHT** to change the speed. You get 20 pitches from the machine. Hit 3 home runs for a bronze award, 5 for a silver, 8 for a gold, and 11 or more for the grand prize.

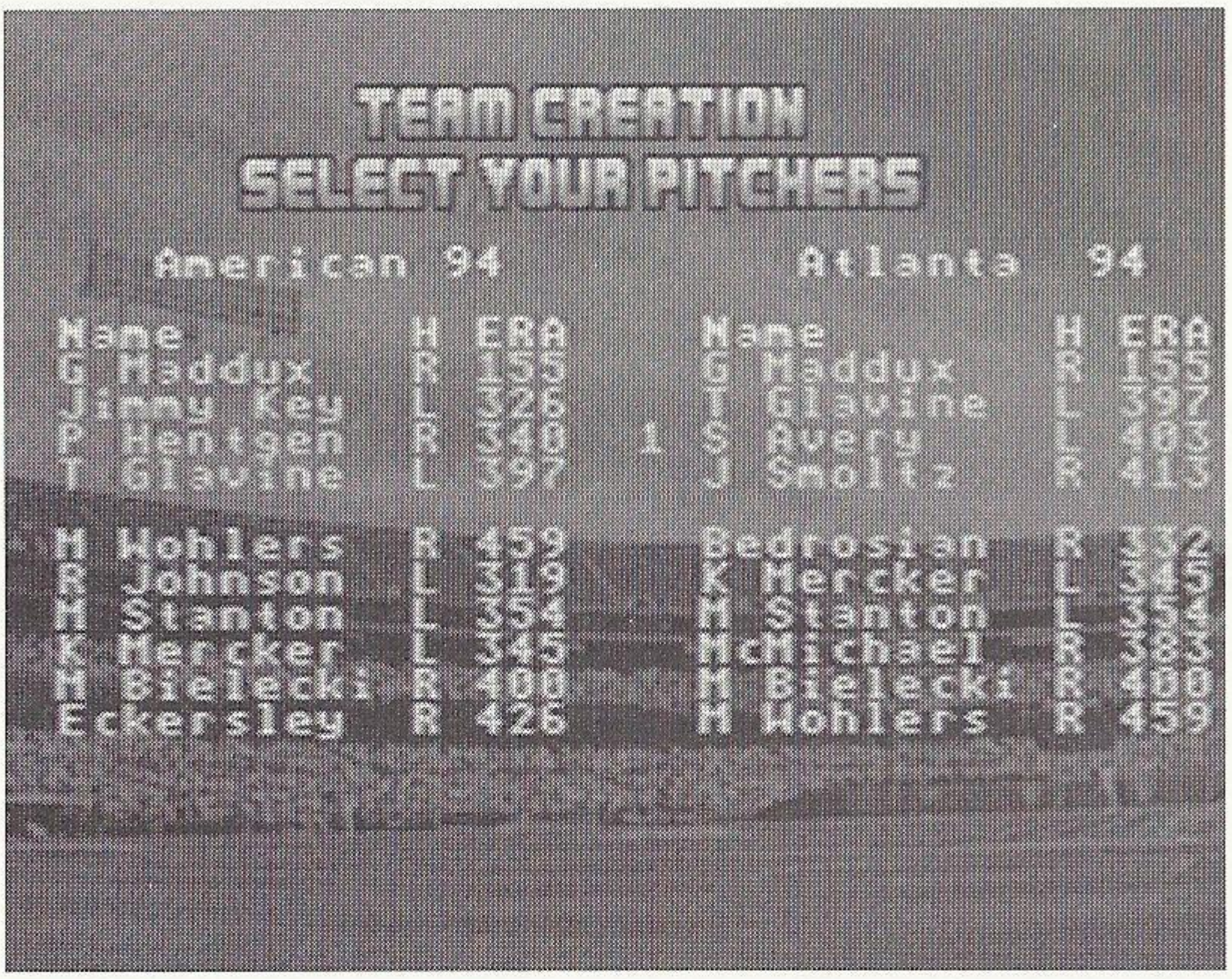
***Note:** In a 2 player Home Run Derby, both batters swing in Player One's home stadium.*



• **Game Breakers** - To make a selection in Game Breakers, select your teams (see **Team/Lineup Selection,** pg. 14) to then view the Game Breakers Screen. Use your

D-Pad to highlight a game situation on the left column of choices. The details of the highlighted situation will appear in the right column. Press the **A Button** to select the situation. Before play begins, you'll have to select your relief pitcher. Use your **D-Pad** to move the cursor next to the pitcher, then press the **A Button**.

***Note:** In Game Breakers, your password (see **Password**, pg 11) is only updated when you win a game. The password is displayed only on the Game Breakers screen, not the Newspaper Screen.*



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• **Create Teams** - To create your own Dream Team, choose your teams (see **Team/Lineup Selection**, pg. 14) and the Select Your Pitcher Screen will appear. The left side of the screen shows the current bullpen, and the right side displays the bullpen of the team that you wish to select players from. To cycle through the other available teams' bullpens, press the **D-Pad LEFT** or **RIGHT**. To make a pitcher selection, position the cursor next to the

pitcher that you want and press the **A Button**. Now position the cursor next to the player on the current roster that you wish to replace and press the **A Button** again to add the new pitcher to your team. Repeat this process to add other pitchers to your roster. Once you have finished adding new pitchers, press the **START Button** to go to the Select Your Lineup Screen. Use the above described procedure to fill the rest of your roster with your favorite players. When you're finished, press the **START Button** to go to the Pre-Game Flag Screen. Press the **A Button** to begin play.

- **Sound Test** - Listen to the sound effects of the game. Press the **D-Pad LEFT** or **RIGHT** to select a sound, and press the **A Button** to listen. Press the **B Button** to stop the sound. When you're finished listening to sounds, press the **START Button** to return to the Title Screen.

- **Stadium Tour** - Select this option to view each team's home ballpark from home plate to the bleachers. Press the **A Button** to cycle through the various ballparks. Press the **B Button** to cycle back to a previous stadium. When you arrive at the stadium you want to view, press **UP**, **DOWN**, **LEFT** or **RIGHT** to see different parts of the stadium. Press the **START Button** to exit and return to the title screen.

- **View Teams** - This option lets you view all the team rosters available in RBI Baseball '95. Press your **D-Pad RIGHT** to cycle through the teams' rosters. Press **D-Pad LEFT** to go back. Press the **START Button** to exit and return to the title screen. Press the **A Button** to toggle between pitcher and player stats.

• **Defense Practice** - Take to the field and hone your defensive skills by shagging fly balls, line drives, grounders and even snagging home runs above the fence. You get 20 chances to practice various infield and outfield defensive situations. Some of the chances require pressing the **A Button** to override the computer defense to make the play. You get one point for each out that you record.

At anytime during practice, you may press **START** to call a time out which gives you these 3 options: **Movies, Music,** and **Time In** (see **Calling Time Out**, pg. 17, for details). After practice is completed, a trophy is awarded based on your performance. Press the **START Button** to exit and return to the Main Menu.

10 *Series Type*

• **Single Game** - Play one game with no passwords given.

• **Best of Seven** - Play the computer or a friend in a best of seven series. Password appears after each game.

• **Play Division** - Play every team in one of the four divisions. The four divisions available in *RBI Baseball '95* are 1994 American, 1994 National, American division winners, and National division winners.

• **Play all Teams** - Play all the teams available in *RBI Baseball '95*.

• **80 Game Season** - (1 player only) Select this option to select your favorite team and play an 80 game season.

• **162 Game Season** - (1 player only) Choose a team and play the complete 1995 baseball season.

Players

• **Human vs. Computer** - (1 player only) This option lets you take on a computer controlled team. The computer team is the home team.

• **Computer vs. Human** - (1 player only) This mode lets you take on a computer controlled team with you as the home team.

• **Human vs. Human** - In this 2 player mode, player two plays as the home team.

• **Computer vs. Computer** - This Manager mode lets the computer play against itself. Both controllers can override the computer's control and make substitutions, or you can just watch the game.

Password

Passwords are displayed on the 2nd Post-Game Screen following each series or season game. Write it down and save it each time, so you can re-enter it and continue a saved series or season game at another time.

• **NO** - Select this option to play a game without entering a password.

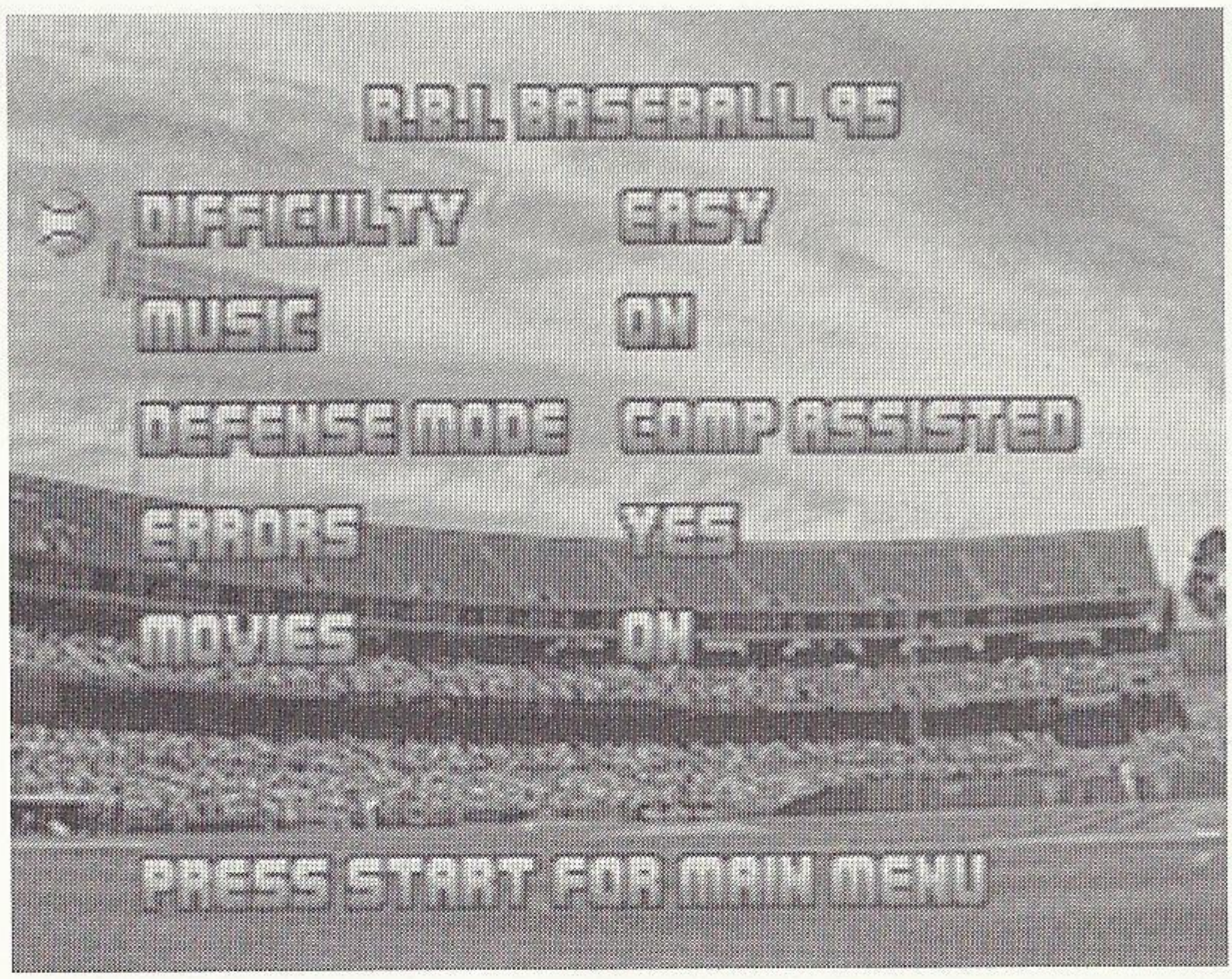
• **YES** - Select this option to enter a password from a previously saved series or season. When you press the **START Button**, the Password Screen will appear. To enter a password, press the **D-Pad UP** or **DOWN** to scroll through the available characters. When the character you want is displayed, press **D-Pad RIGHT** to move to the next position. The password screen displays only 12 characters at a time. Continue pressing the **D-Pad** to the right to display the 13th character and so on. Repeat the process to fill the entire password, then press

the **START Button** to accept the password. Your saved series or season will be continued.

Notes:

- *Make sure you don't leave any extra character spaces open.*
- *The password for the Game Breakers mode is only displayed on the Game Breakers situation selection screen.*
- *When you enter a season password, it must match the season type displayed on the Main Menu (i.e. 80 or 162 Game Season).*

OPTIONS



DIFFICULTY - *RBI Baseball '95* lets you choose one of these three difficulty settings:

- **Easy** - With this setting, an "X" will appear to show where the fielder should stand to catch the ball. Computer defense speed is slow, and the computer batter is less selective when choosing a pitch to swing at.

• **Medium** - No "X" will assist you, and the computer defense speed is improved. The computer batter is more selective about the pitches that cross the plate.

• **Hard** - No "X" will appear. The computer defense is fast, and the computer batter is very selective about the pitches he swings at.

MUSIC - This option lets you turn game music ***On*** or ***Off***. Sound effects are always present during the game.

DEFENSE MODE - Select one of these three modes of defensive play:

• **Computer Assisted** - When the fielders are off screen, the computer will move the fielders toward the ball. Once a fielder is on the screen, you must control him.

• **Manual** - You control all aspects of fielding.

• **Automatic** - The computer moves the fielders to the ball.

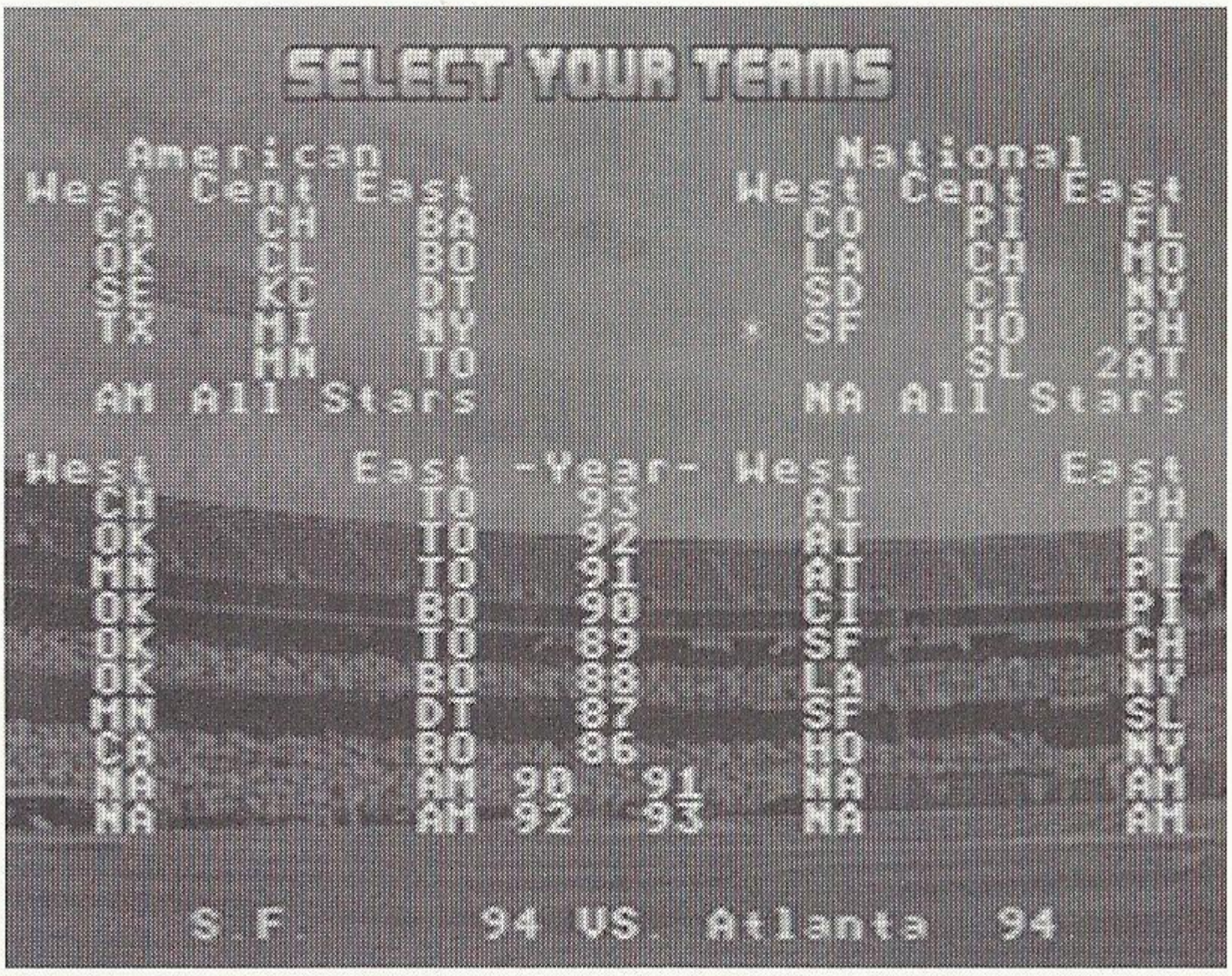
***Note:** In all defense modes, you must throw the ball yourself.*

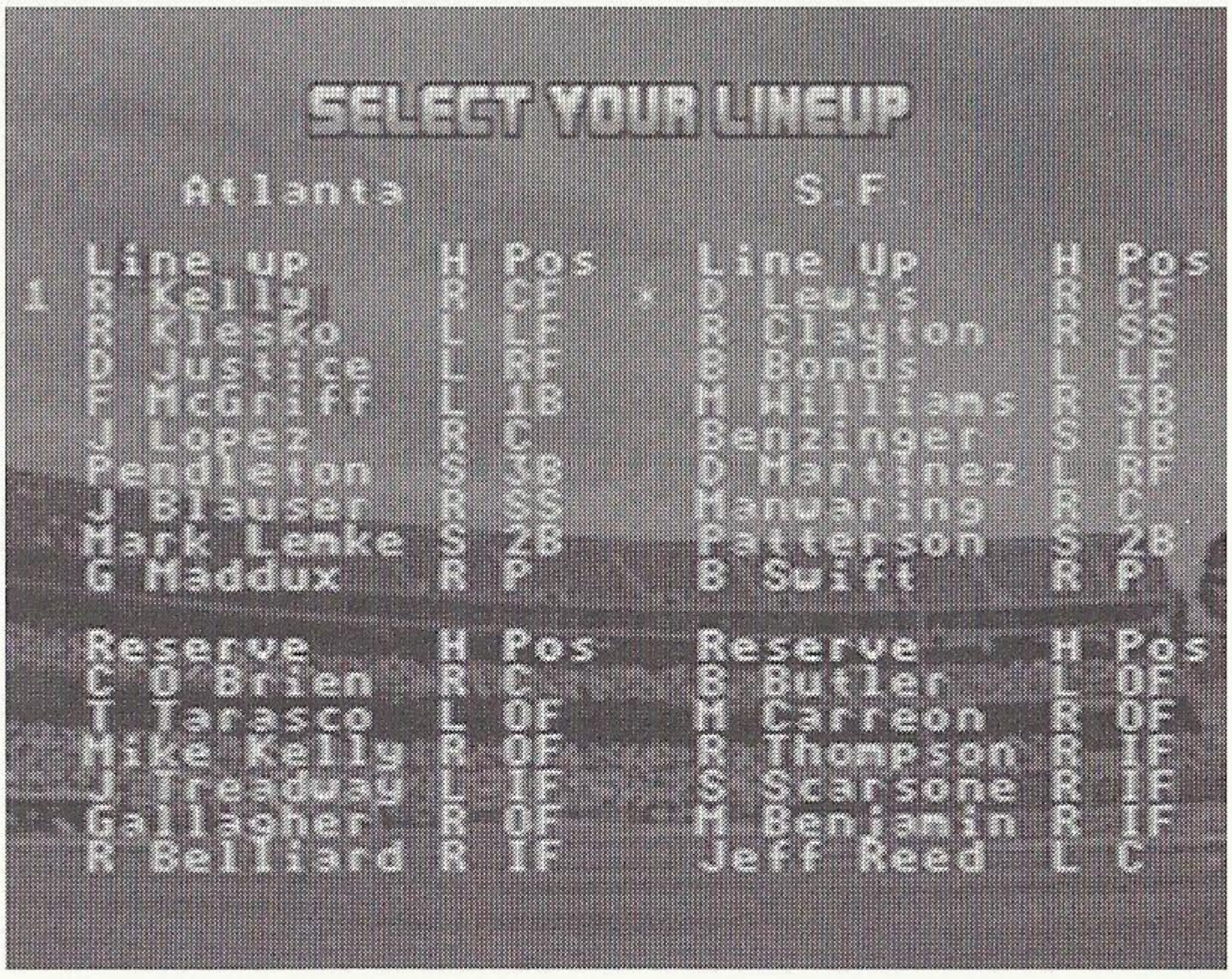
ERRORS - This option lets you turn ***On*** or ***Off*** any random errors generated by the computer.

***Note:** A random error is caused by the computer, but you can still make your own errors if you misplay the ball.*

MOVIES - In *RBI Baseball '95*, video sequences are displayed in the upper right portion of the screen. This option lets you turn them ***On*** or ***Off.***

TEAM/LINEUP SELECTION





To Select Your Team:

Press the **D-Pad** to move the cursor next to the team you wish to be, then press the **A Button** to enter that selection. Repeat the procedure to select the opposing

team. You will automatically go to the Select Pitcher Screen.

To Select Your Starting Pitcher:
To select a pitcher, position the cursor next to your desired selection and press the **A Button** to enter your pitching choice.

***Note:** You can use up to 5 pitchers per game: 1 starter and 4 relievers. The first 4 pitchers on your roster are the starters, and any starting pitcher can only appear in every other game in a series.*

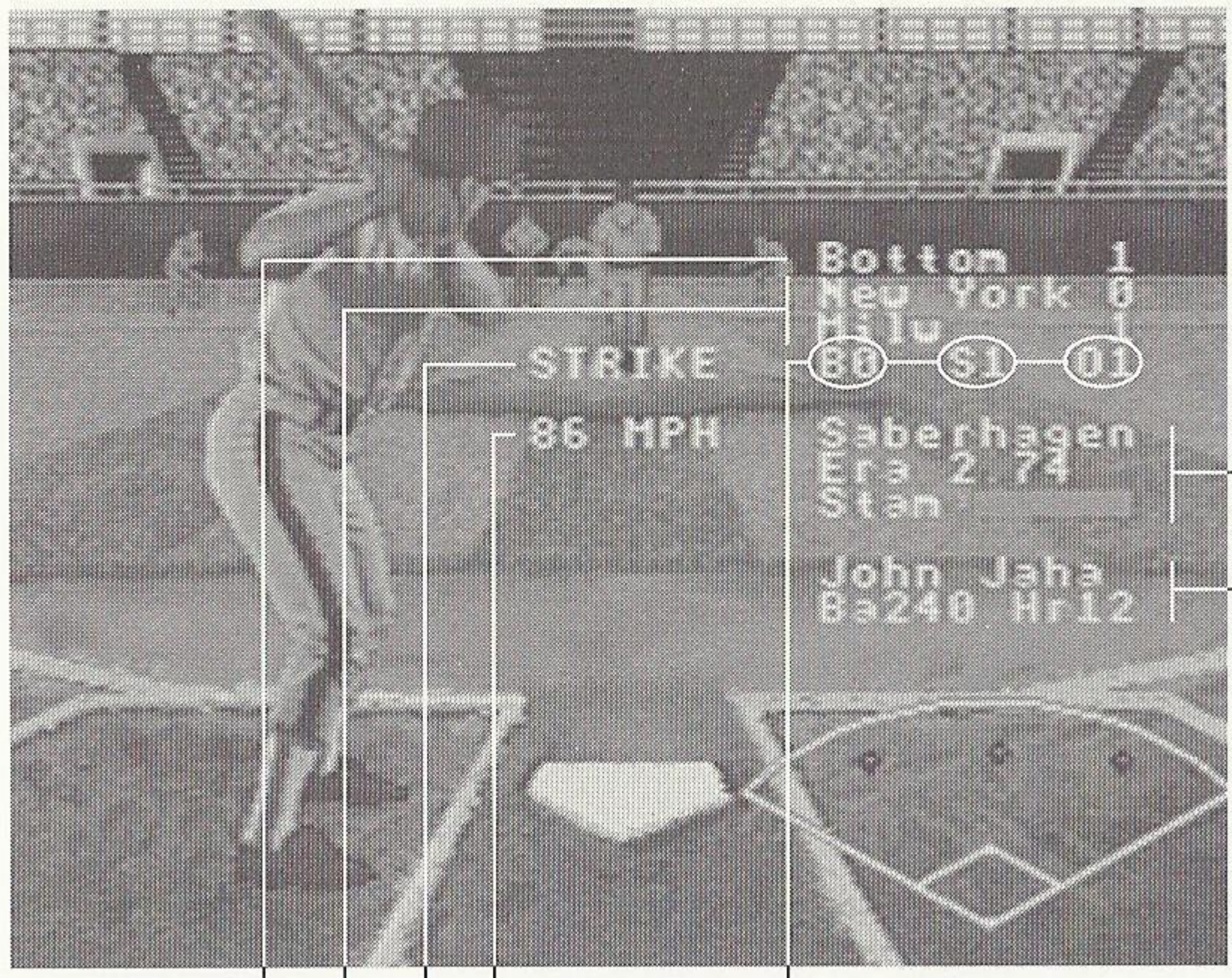
Selecting your Starting Lineup:
You can adjust your lineup before each game. Begin by moving the cursor to the player you wish to reposition, then press the **B Button** to highlight that player. Next, move the cursor to the position you wish to put the shaded player, and press the **B Button** again. That player will automatically switch positions with the player currently occupying that roster spot. Repeat this procedure until you've completed your new order.

***Remember:** If you put in a player who is out of his normal position, there is an increased chance of fielding errors. You should replace infielders with infielders and outfielders with outfielders. (See **Game Tips**, pg. 25)*

To view player stats, press the **C Button**. To accept the current lineup as it stands, or enter your new lineup, press the **A Button**.

To begin play, press the **START Button** at the Pre-Game/Flag Screen.

MAIN SCREEN DISPLAYS



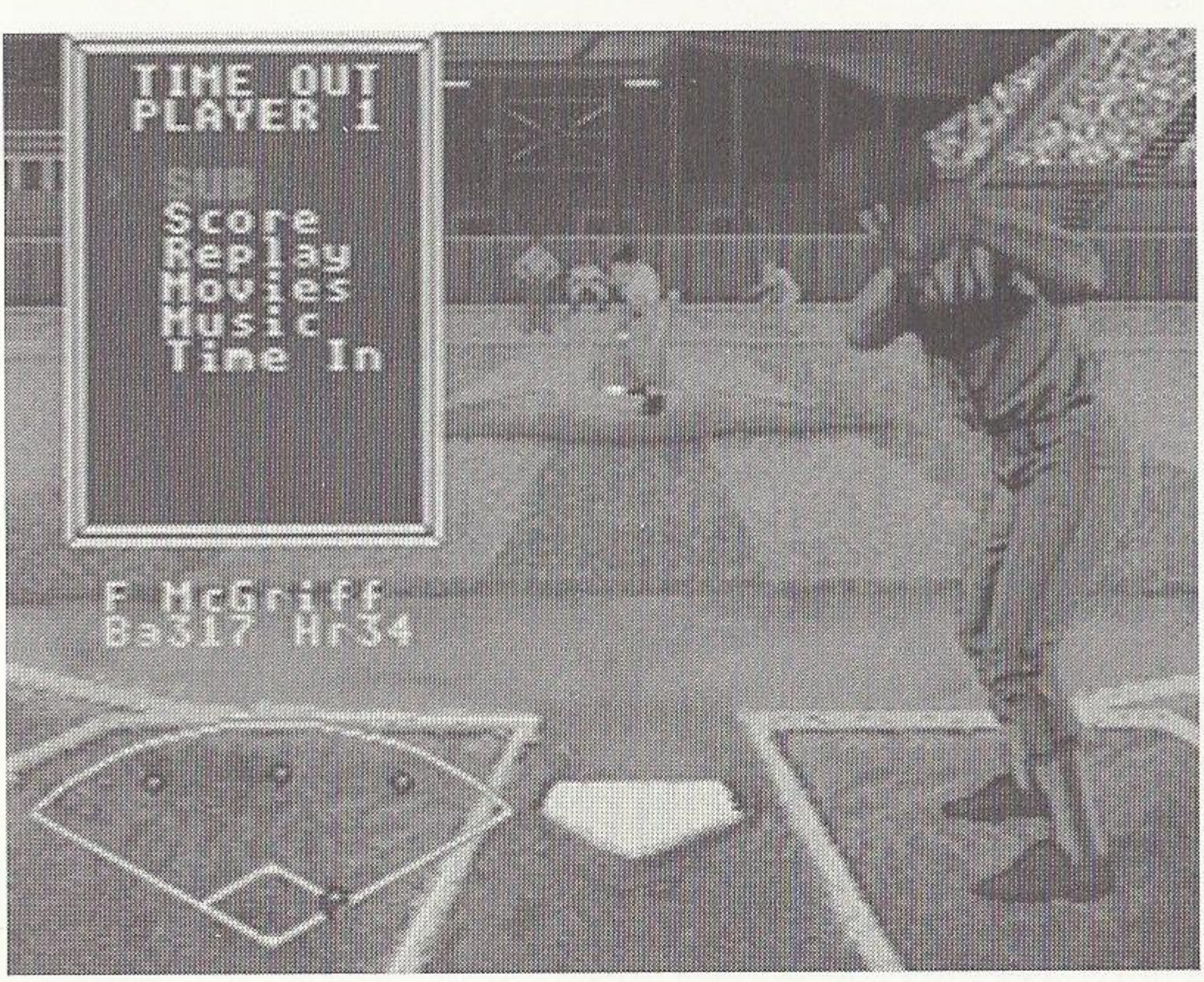
- **Stamina Meter** - The stamina meter shows how much full strength pitching is remaining. The pitcher has the same ability until the meter is empty. When the meter is empty, the pitcher will rapidly lose his pitching ability. When the meter is red, your pitcher has lost all of his pitching ability.

- **Defense Position/Base Runner Diagram** - Displayed at the bottom right part of the screen is the current defensive positioning and base runners (if any). Three dots represent the outfielders' position. The three

possibilities are Normal, In, and Out. Base runners are also displayed as dots, so you can keep track of their base running following a hit. After a ball is hit, a ball icon also appears to help you guide your fielders to the ball.

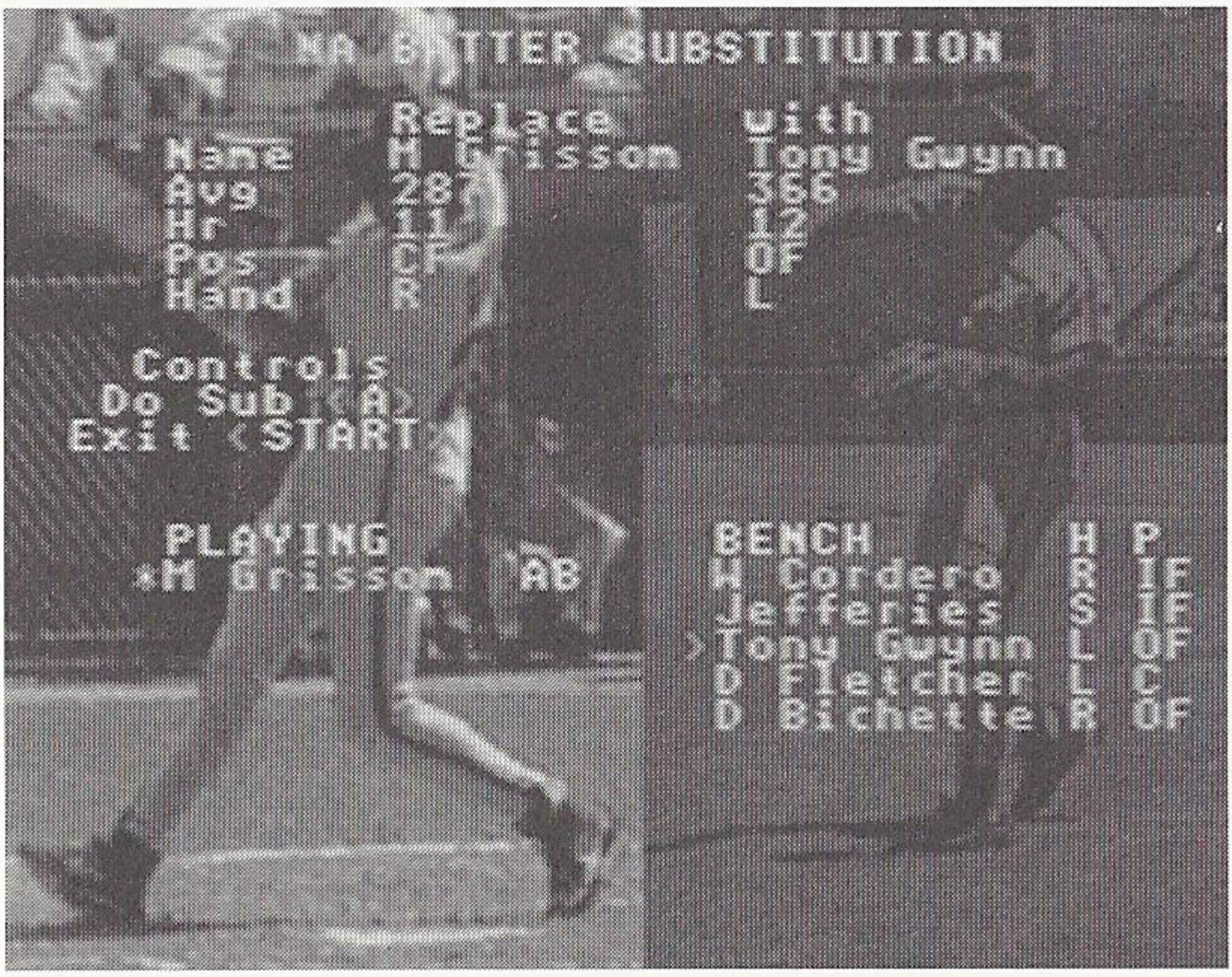
CALLING TIME OUT

Batter Time Out Options



When your batter steps up to the plate, press the **START Button** to pause the game and call up the Timeout Menu. To make a selection on the Timeout Screen, position the cursor next to an option and press the **A Button** to enter your selection.

Substitutions (SUB)



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Use this selection to replace a batter or base runner. To make a substitution, press your **D-Pad LEFT** or **RIGHT** to move the cursor to the player in the "Playing" column that you wish to remove from the game, then position the cursor next to the player you want to bring in from the "Bench". His name appears under the word "with" (located at the top right of the screen), press the **A Button** and the substitution will be made. You will return to the game automatically after the substitition has been made.

Switch Hit (Sw. Hit)

Use this option to switch the batter to the left or right side of the plate. This option only works with batters who are designated switch hitters.

Double Switch (Dbl Sw)

Insert a new pitcher and fielder. This option allows you to change a pitcher and a fielder. The advantage of a double switch is that a fielder is taken out of the game and the new pitcher is inserted into his position in the batting order. The new fielder goes into the old pitcher's position in the batting order. This allows you to move the "pitchers spot" in the batting order to delay having a pitcher bat. Press the **D-Pad LEFT** or **RIGHT** to move the cursor to the bench player that you wish to insert for the current pitcher. His name will appear under the word "with". Then press the **A Button**. Move the cursor to select the current fielder that the new pitcher will replace, then press **D-Pad RIGHT**. Position the cursor on the new pitcher and press the **A Button**.

***Note:** Double switches are only available when the home team is National League.*

Scoreboard (Score)

Use this option to view the scoreboard. If you want to forfeit a game, press the **C Button**, the **B Button**, and the **A Button** (in that order) while the scoreboard is displayed.

Replay

Use this option to review the last play. The replay is automatic.

Movies

Turn the movies ***On*** or ***Off***. When you change this option, the screen will verify the change.

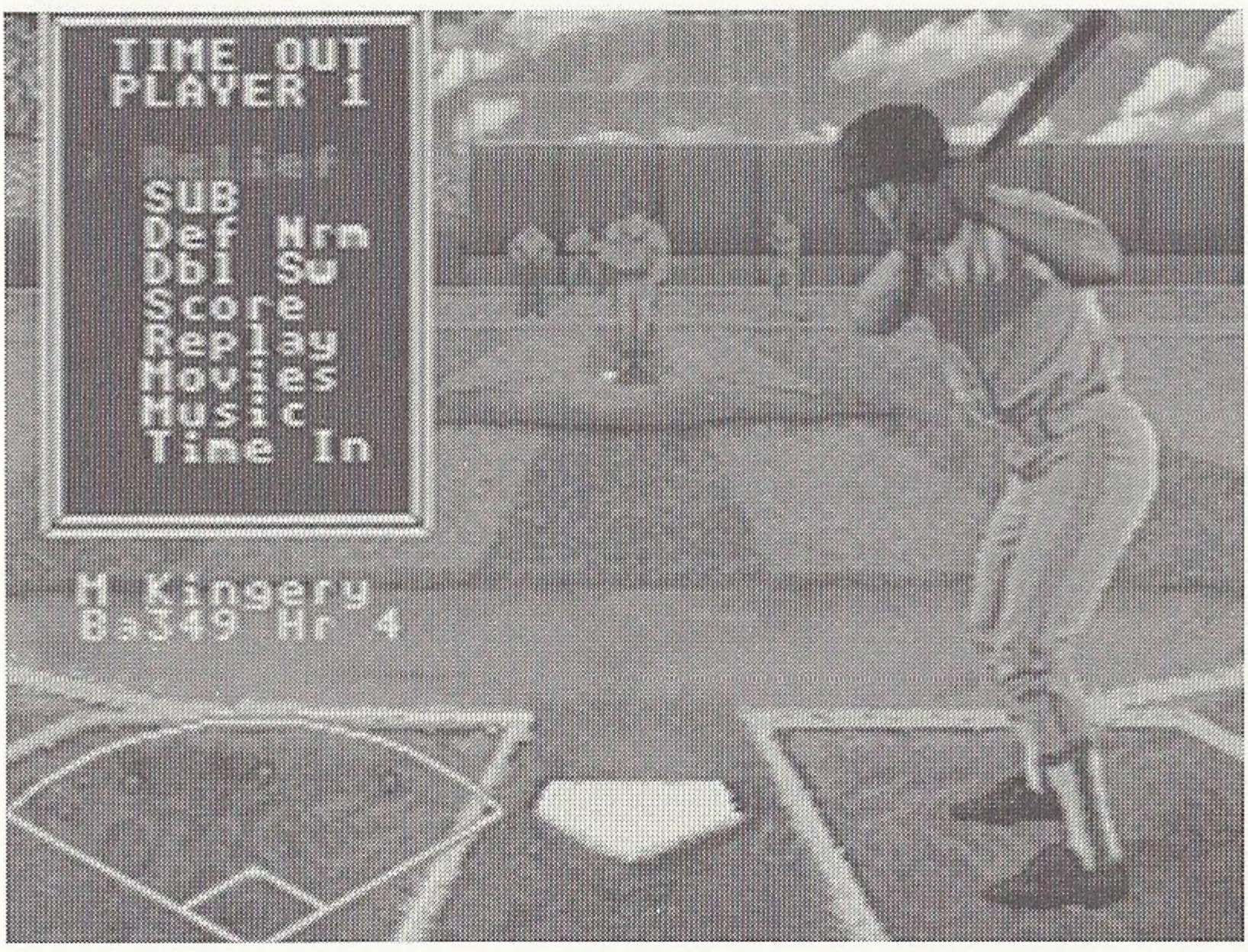
Music

Turn the background music ***On*** or ***Off***. The Sound effects remain on at all times. When you change this option, the screen will verify the change.

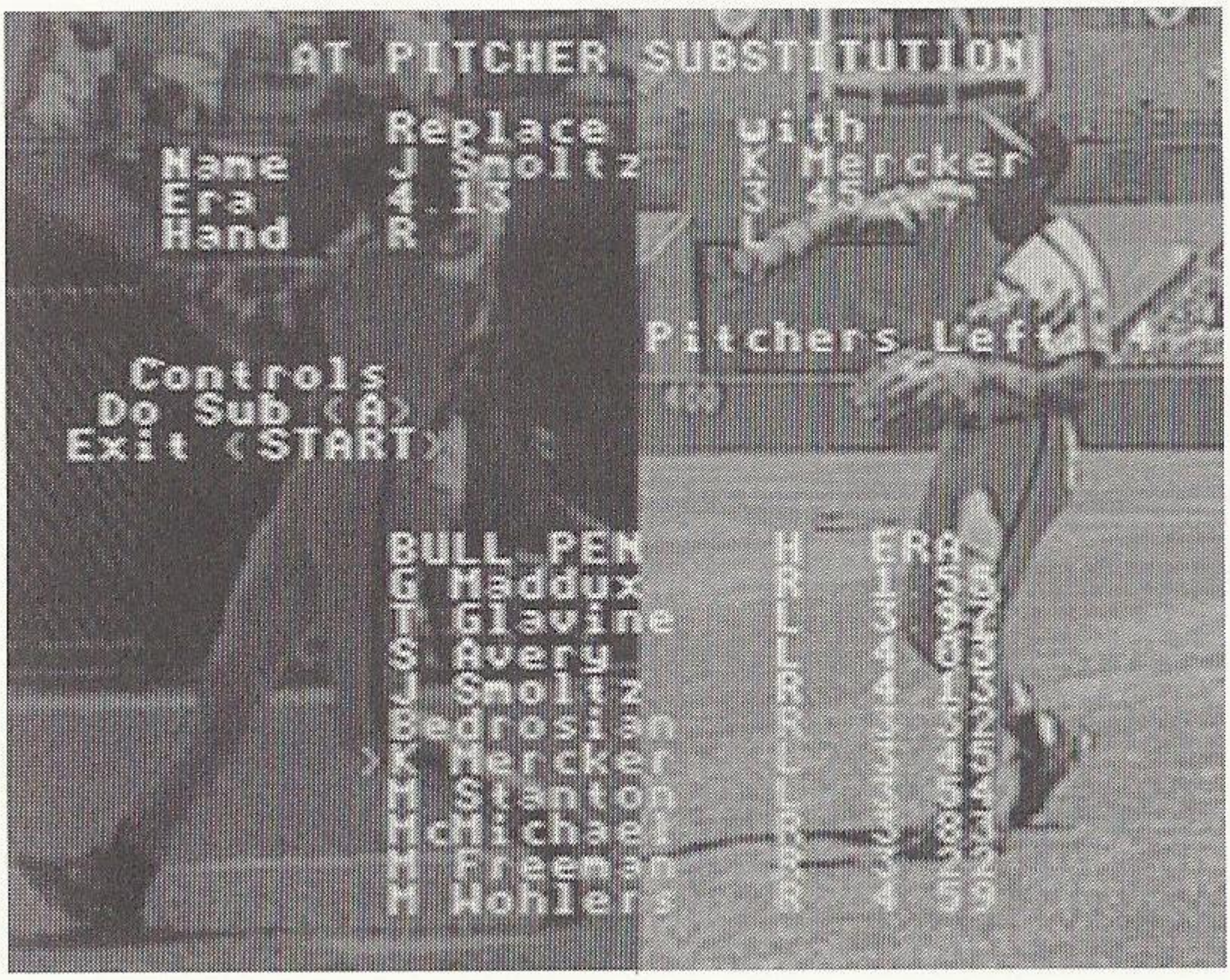
Time In

Return to the game.

Pitcher Time Out Options



Before your pitcher goes into his wind-up, press the **START Button** to pause gameplay and bring up the Timeout Options Screen. Press the **D-Pad UP** or **DOWN** to highlight an option, then press the **A Button** to select. This screen operates the same as in Batter Timeout Options, but with two different options:



Relief

Press the **D-Pad UP** or **DOWN** to move the cursor to the relief pitcher you wish to use and press the **A Button** to make the substitution and continue gameplay.

Defense (Def Nrm, In, Out)

When you highlight this option, press the **A Button** to cycle through these three defensive position options:

- **Def Nrm (Defense Normal)** - Infielders and outfielders line up in their normal default positions.

- **Def In (Defense In)** - Managers tend to use this option when a player is on third base with less than two outs. The defensive option is used to catch any baseballs hit shallow enough to keep the runner at third and prevent a score. This option also lets the infielders pick up a ground ball sooner and make a double play easier.

• **Def Out (Defense Out)** - Use this option to defend the heavy hitters. This will give your outfielders a chance to make a catch at or above the fence.

Reading the Post Game Screens

• **Screen 1** - Displays the losing team.

• **Screen 2** - Shows the MVP (Most Valuable Player) including the current series or season record, the line score, team box scores and your current password. (Write it down!)

• **Screens 3, 4, 5, and 6** - The Game's Box Scores are displayed. These show the game statistics for each team.

Batters:

AB .....At Bats
R.....Runs
H.....Hits
B.....Runs Batted In
2B.....Doubles (2 Bases)
3B.....Triple (3 Bases)
HR.....Home Runs
SO.....Strike Outs
BB.....Walks (Base on Balls)
Team Avg. .....Team Batting average

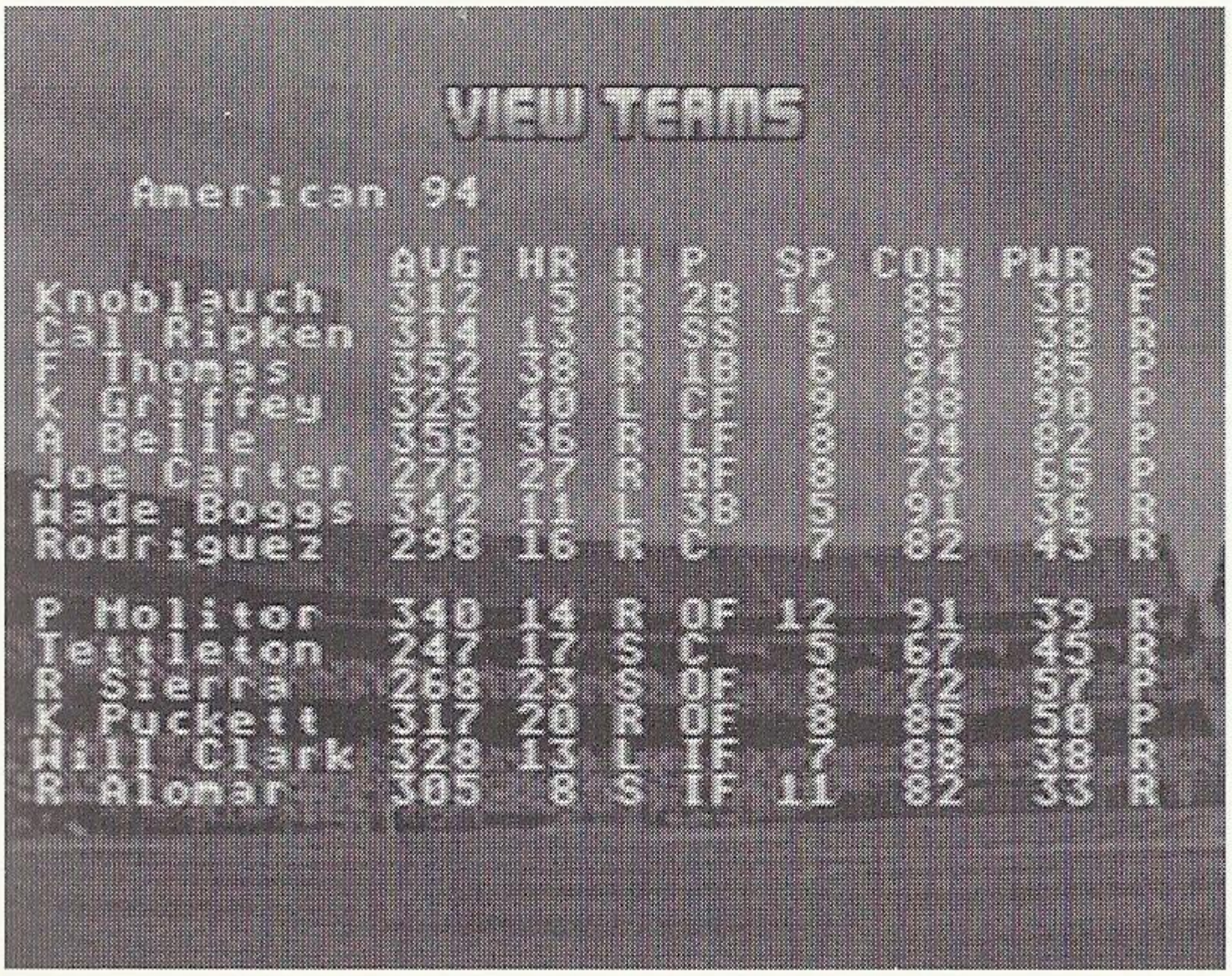
Pitchers:

IP.....Innings Pitched
H.....Hits allowed
R.....Runs allowed
BB.....Walks (Base on Balls allowed)

PLAYOFF SERIES BREAKDOWN

All playoff series are "best of seven". Home field advantage goes to the team with the better record. Series are played - 2 home, 3 away, 2 home. At the end of the season, the four teams that will be in the playoff from each league are: The division winner from the west, central, and east, plus the team with the best record that did not win a division (wildcard team). The division winner with the best record will play the wildcard team. The other two division winners will play each other. The winners of these two series will play for the League Championship. The winner of the League Championship will play the other League Champion in the World Championship.

READING THE VIEW TEAMS SCREEN



Batters:

- **Avg** - Batting Average
- **HR** - This number will increase with each home run hit in a single game, then it will change back to the original number at the start of each game
- **H** - Handedness - "R" is right handed, "L" is left handed, and "S" is switch hitter
- **P** - Position of the player
- **SP** - Speed. The run speed range is 3-20
- **Con** - Contact. This is the ability to make contact with the ball. The range is 50-90
- **Pwr** - Power. This is how hard the batter can hit the ball. The range is 10-92.
- **S** - Stance. "R" is regular, "P" is power, and "F" is fast.

Pitchers:

- **Hand** - Pitching Hand. "R" is Right and "L" is Left (sidearm pitchers are indicated in the stats).
- **D** - Decline. This is the pitcher's ability to throw a sinker (knuckleball) pitch. The range is 4-15.
- **S** - Strong Curve. This is the pitcher's ability to curve the ball across his body. The range is 4-15
- **W** - Weak Curve. This is the ability to curve the ball against his body. The range is 2-12
- **SL** - Slow Pitch Speed
- **ME** - Medium Pitch Speed
- **FA** - Fast Pitch Speed

GAME TIPS

Pitching

Starting pitchers have more stamina than relievers. Keep an eye on your pitcher—when he begins to get tired, he will start to breathe hard, his MPH will drop and you will have trouble controlling the direction of the pitch. The fastball and sinker use more stamina than normal pitches.

Batting

Do not stand still in the batter's box. Try to fool the pitcher as to where you will be when the ball is thrown.

Although you can't fully control the hitting of fly balls or grounders, you can better your chances of getting such a hit by pressing the **D-Pad UP** to swing for a grounder, or **DOWN** to swing for a fly.

Laying down a surprise bunt is a pretty good tactic to practice and perfect. It's also useful when you want to move that runner to second or third base.

General

If you replace a fielder with a player who is not from the same position, he will make more errors than a player better suited for that position.

When you throw or run with the ball, choose the desired direction with the **D-Pad**, then throw the ball. Do not select a direction, let go, then throw. You must hold down the **D-Pad** arrow until after the ball is thrown.

In Home Run Derby, if you want to use your favorite batter in a different stadium, choose Human vs. Human next to the Players option on the Main Menu. Player one selection determines which stadium both players will bat in. Use player two to select your team and batter.

***Note:** The game can be reset remotely by pressing the A, B, C and START Buttons simultaneously.*

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PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this Time Warner Interactive game, please call a **Time Warner Interactive game counselor** at

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