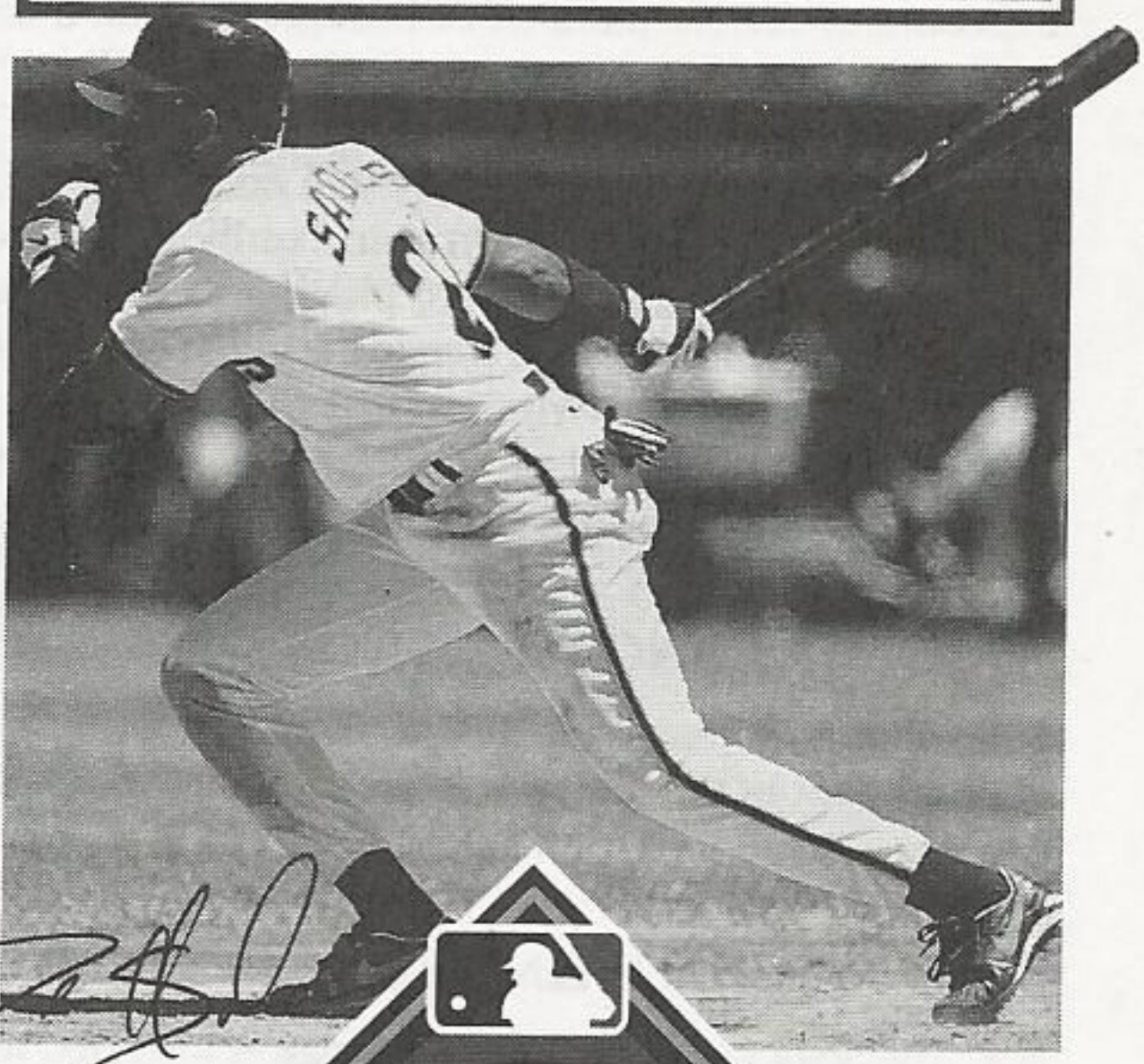
SEGA®

32X™

GENESIS

INSTRUCTION MANUAL

SEGA SPORTS™



World Series BASEBALL™

Starring Deion Sanders

MAJOR LEAGUE BASEBALL PLAYERS

KIDS TO ADULTS

AGES 6+™

OFFICIAL SEGA SEAL OF QUALITY

84605

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, loss of awareness, disorientation, any invol-untary movement or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.**

WARNING TO OWNERS OF PROJECTION TV'S

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.

HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis 32X™ cartridge is intended for use exclusively on the Sega Genesis 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 break during extended play, to rest yourself and the Sega cartridge.

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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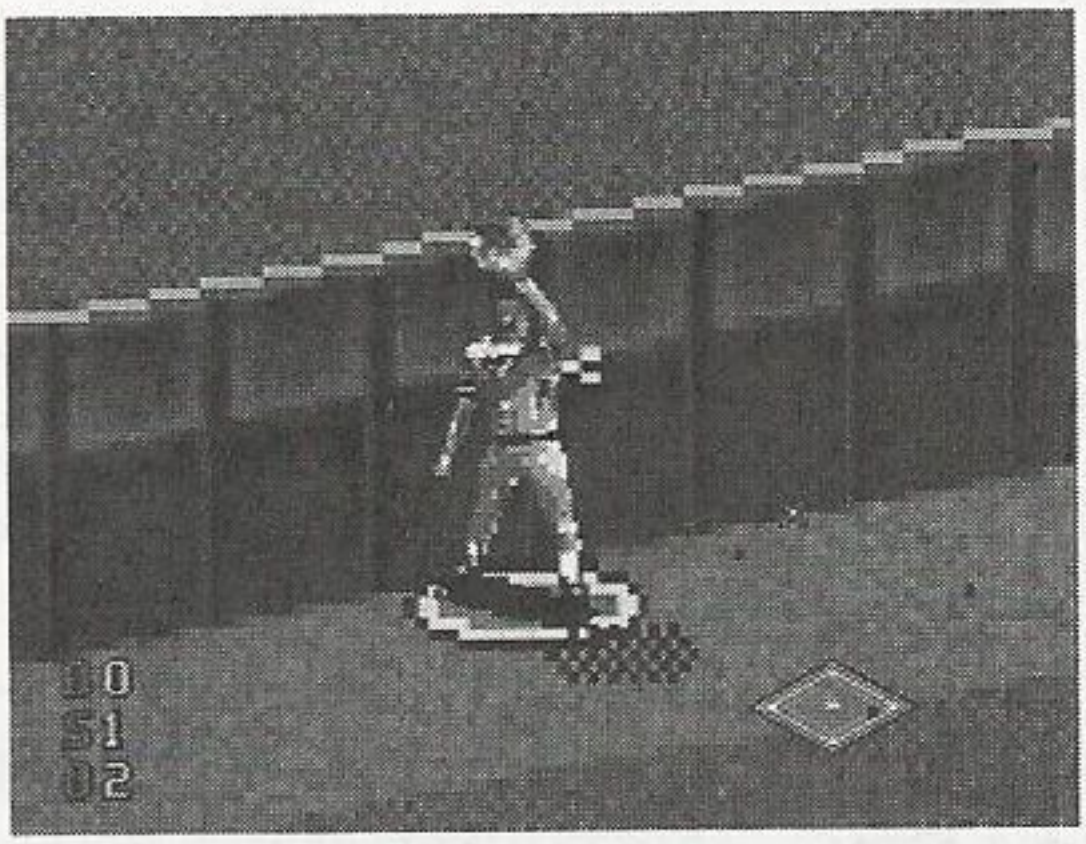
U.S.: 1-900-200-SEGA $.85/min (recorded), $1.05/min (live) Must be 18 or have parental permission. TDD Phone required. Sega of America
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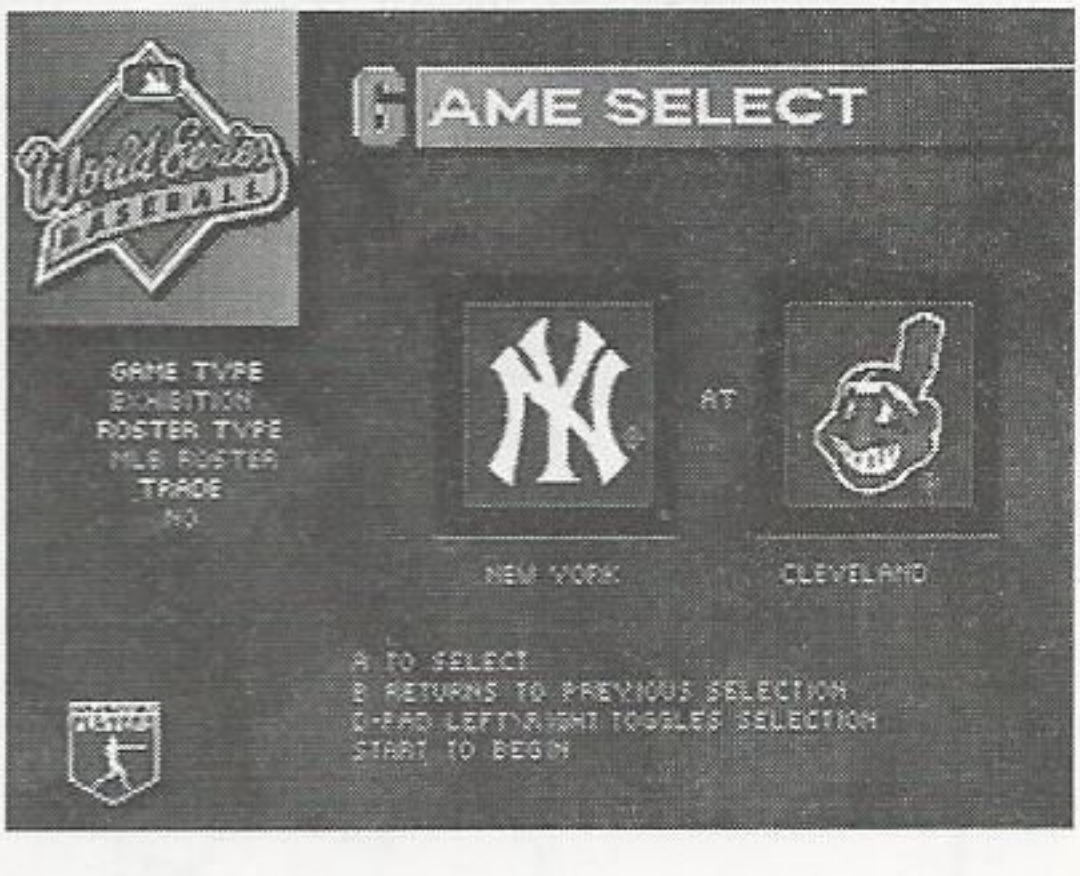
WELCOME TO WORLD SERIES BASEBALL™ STARRING DEION SANDERS



World Series Baseball Starring™ Deion Sanders is far and away the most realistic and all-inclusive video baseball game ever created. It not only allows you to play entire league seasons and playoffs at three skill levels, but it gives you two Home Run Derby™ modes and a Batting Practice option. On the field, a special camera zooms in on all plays made in the outfield to bring you even closer to the exciting action.

In Rookie Mode (default), you'll easily get a feel for pitching and batting. When you master the Rookie Mode, you can move on to the more challenging levels. The wide variety of play and setup options outlined in this manual will provide players of all abilities with endless hours of exciting and challenging play.

GAME SET-UP



World Series Baseball™ offers a wide variety of game formats, each of which offers different set-up options. The following section outlines the various formats and options.

The following button controls function on all the different game set-up screens.

The **A Button** moves the menu **highlight down** the list of options.

The **B Button** moves the menu **highlight up** the list of options.

D-Pad left/right toggles through the options under the highlighted selection.

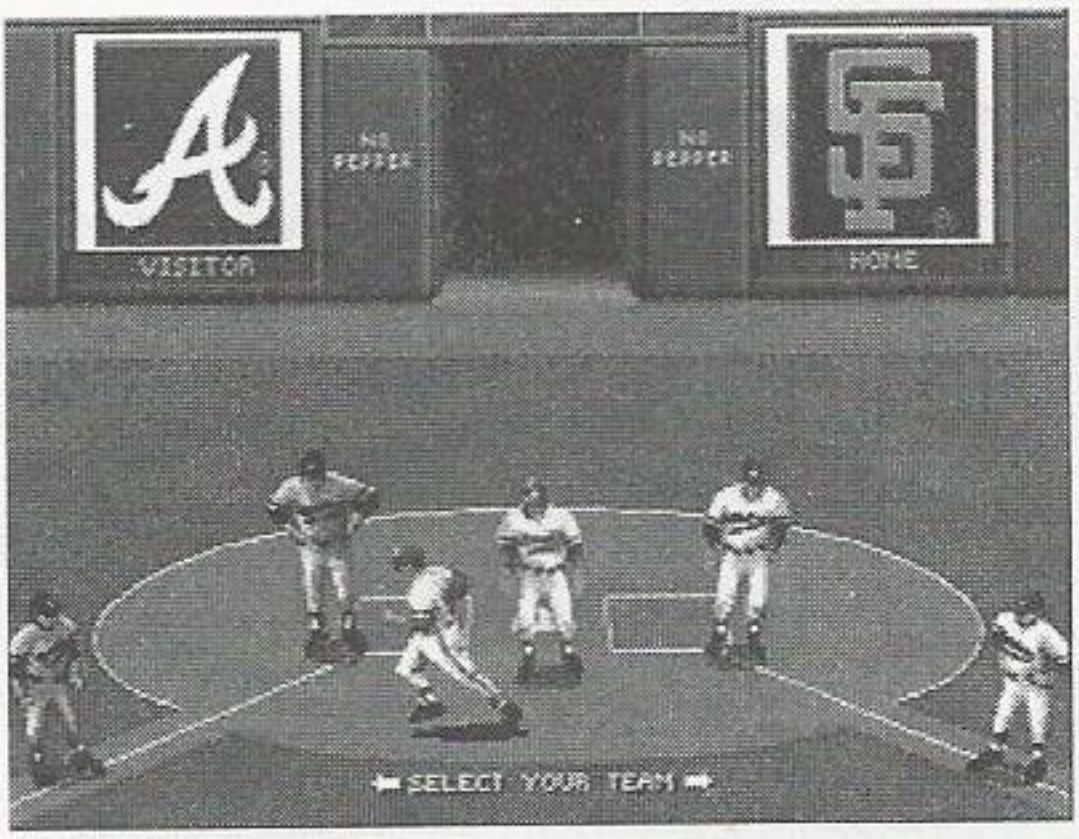
The **Start** button advances to the next screen.

EXHIBITION

Exhibition games do not count in league standings and do not influence the stats. The visiting team appears on the left side of the screen.

- To select teams, press **A** or **B** until the team box flashes, then D-Pad **left/right** until the desired team appears.
- To go to the Player Control screen, press **Start**.

Player Control



The Player Control screen allows you to assign controllers to the teams. The first player to emerge from the locker room is Player 1; the second player is Player 2.

- To select a team, D-Pad **left/right**.

Teams not assigned a controller are controlled by the 32X.

- To begin the game, press **Start**.

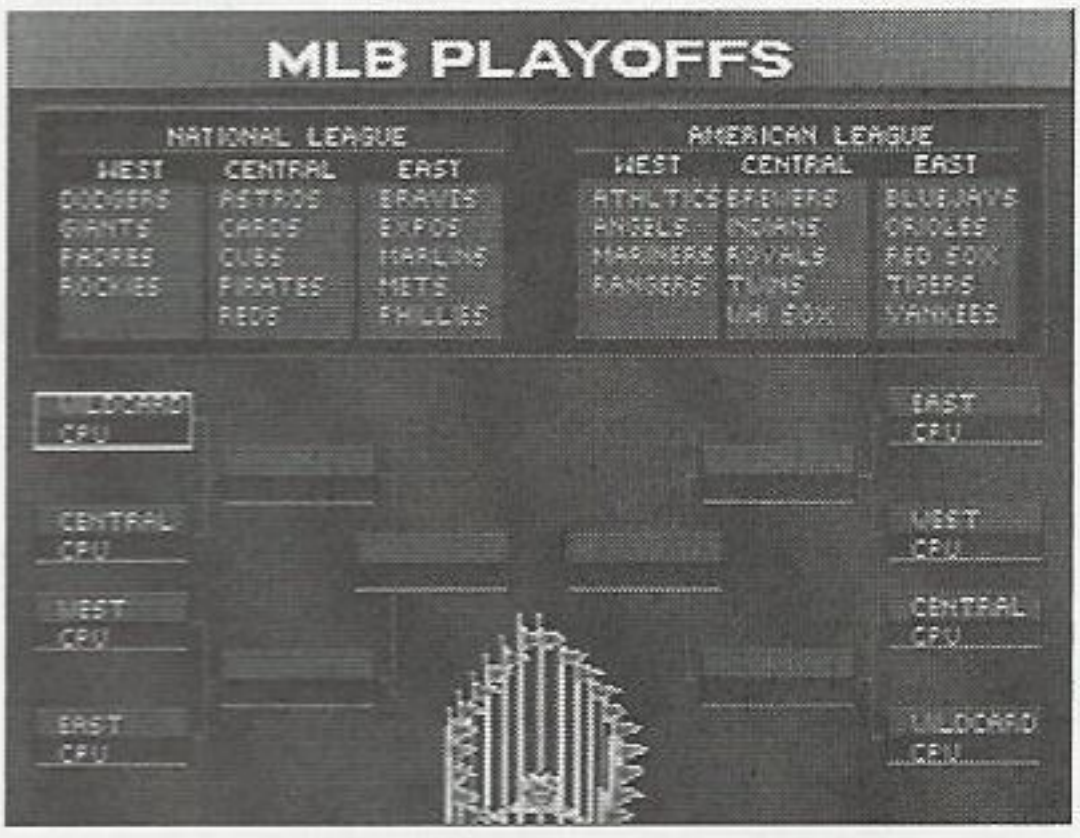
NEW PLAYOFFS

The cartridge battery stores the most recent playoffs. In order to begin a new playoff tournament you have to erase any existing playoffs or season.

When you press **Start** to begin New Playoffs, a confirmation window appears to verify that you wish to erase the existing playoffs or season.

- To erase the existing playoffs, first D-Pad **left/right** to choose ERASE, and then press **Start**.

Playoff Set-Up



The Playoff Set-Up screen allows you to customize the playoff tree before the opening round of play. To customize the tree, you need to select which teams represent which divisions (including Wildcard) and to assign a player name to those teams which you wish to control.

Teams not assigned a player name are automatically controlled by the CPU (Computer Processing Unit, a.k.a. Sega 32X.)

Team Selection

- To have the 32X assign the divisional and wildcard representatives at random, press **Start**.

Note that you do not have to accept the teams chosen by the 32X. This feature simply saves you from having to do it yourself where you don't have a preference.

- To move the highlight box to a different slot, D-Pad **left/right/up/down**.
- To select the team in the highlighted slot, first press **A** and then D-Pad **up/down** to cycle through the list of teams in that division.

Note that for the Wildcard slot, you can cycle through the three divisions in that league with D-Pad **left/right**.

- To confirm your selection, press **A** again.

Player Selection

Each slot defaults to CPU control unless you assign a player to control the team in that slot.

- To assign a player to the team in the highlighted slot, press **B**.

A cursor appears on the line beneath the team name to allow you to write in a player name.

- To cycle through the letters in the cursor, D-Pad **up/down.**

- To move the cursor, D-Pad **left/right**.
- To confirm the name, press **B** again.

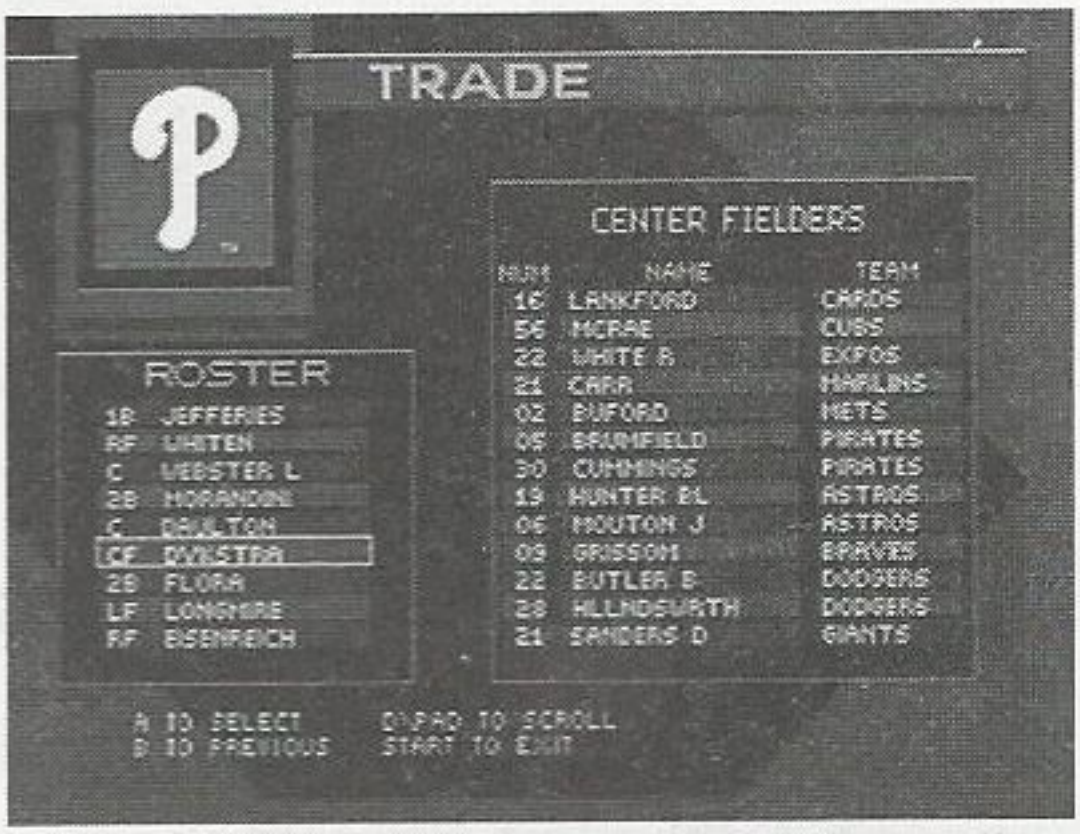
Roster Type

There are two different Roster Types: MLBPA (Major League Baseball Players Association) and Draft Roster.

The **MLBPA** Roster consists of the 1995 Major League team rosters and allows you to execute trades within those rosters.

The **Draft Roster** setting allows you to draft your own rosters from the MLBPA list of players.

Trade



Trades are made on a man-for-man basis, according to position.

- To select the team, D-Pad **left/right** to highlight the team, and then press **A**.

- To highlight the player to be traded, D-Pad down to the desired player, and then press **A**.

All the players at the highlighted player's position appear in the trade pool.

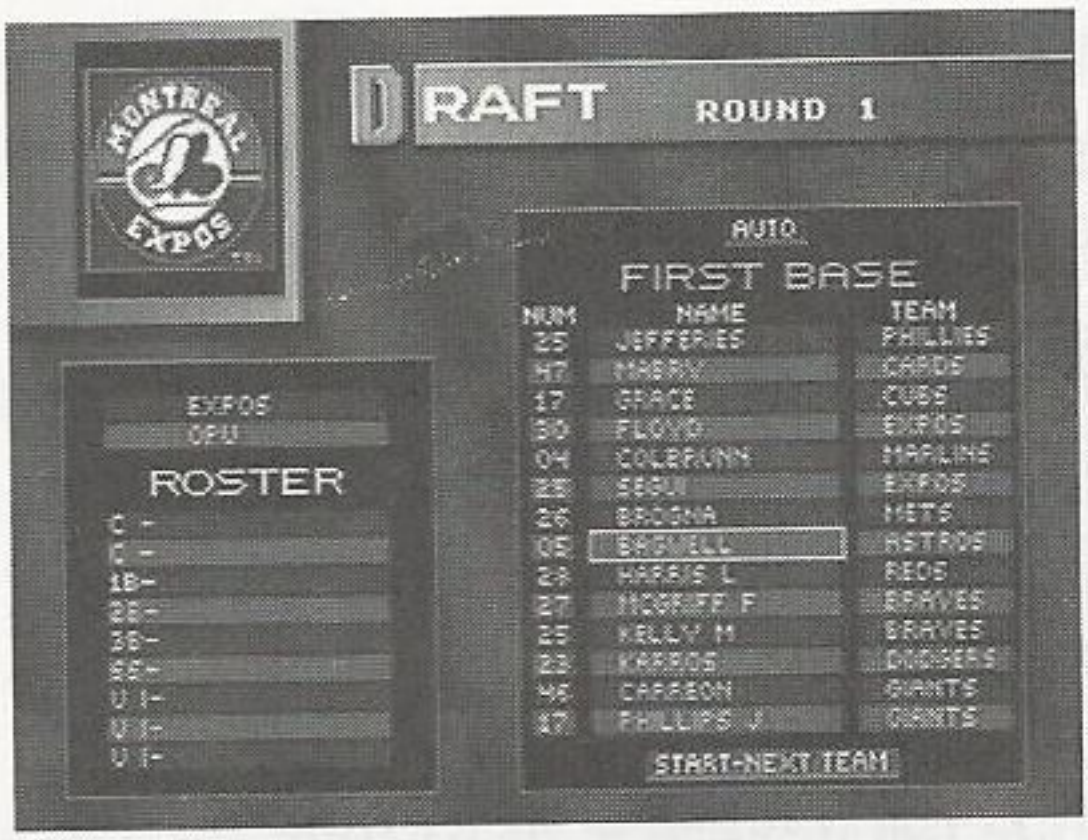
- To select the player to be traded for, D-Pad **up/down** to highlight the desired player, and then press **A**.

Note: Trades made before Exhibition games are not saved on the cartridge battery. Trades made before League and Playoff games are saved until the League or Playoffs are erased.

Draft Roster

When you select Draft Roster, the 32X displays the Draft Order screen before you begin play. The first team you select gets the first pick in each round, the second team gets the second pick, and so on.

DRAFT ORDER



- To select a team, D-Pad **up/down** to highlight the team and then press **A**.

- To remove the team at the bottom of the list (the last team entered), press **B**.
- If you wish to have the 32X select a random draft order, press **Start**.
- When you've set the Draft Order and wish to begin the draft, press **Start**.

THE DRAFT

In the Draft, each team chooses twenty-five players from the MLBPA roster. Players are drafted according to position.

After you have filled all of these positions (including a full pitching staff and a second catcher), the six utility slots become available.

C = Catcher
1B = First Base
2B = Second Base
3B = Third Base
SS = Short Stop
LF = Left Field
RF = Right Field
CF = Center Field
SP = Starting Pitcher
RP = Relief Pitcher
CP = Closing Pitcher
UI = Utility Infielder
UO = Utility Outfielder

- To select the position you wish to fill, D-Pad **up/down** to highlight the position and then press **A**.

The list of all the available players at that position appears in the Position box.

- To select a player, D-Pad **up/down** to highlight the player and then press **A**.
- To return to the Draft Box without selecting a player from the Position box, press **B**.
- To go to the next team in the draft order after a player is selected, press **Start**.

Once you draft a player, he's yours. You can't return him to the pool of available players, so make sure you really want him before you press the A-Button.

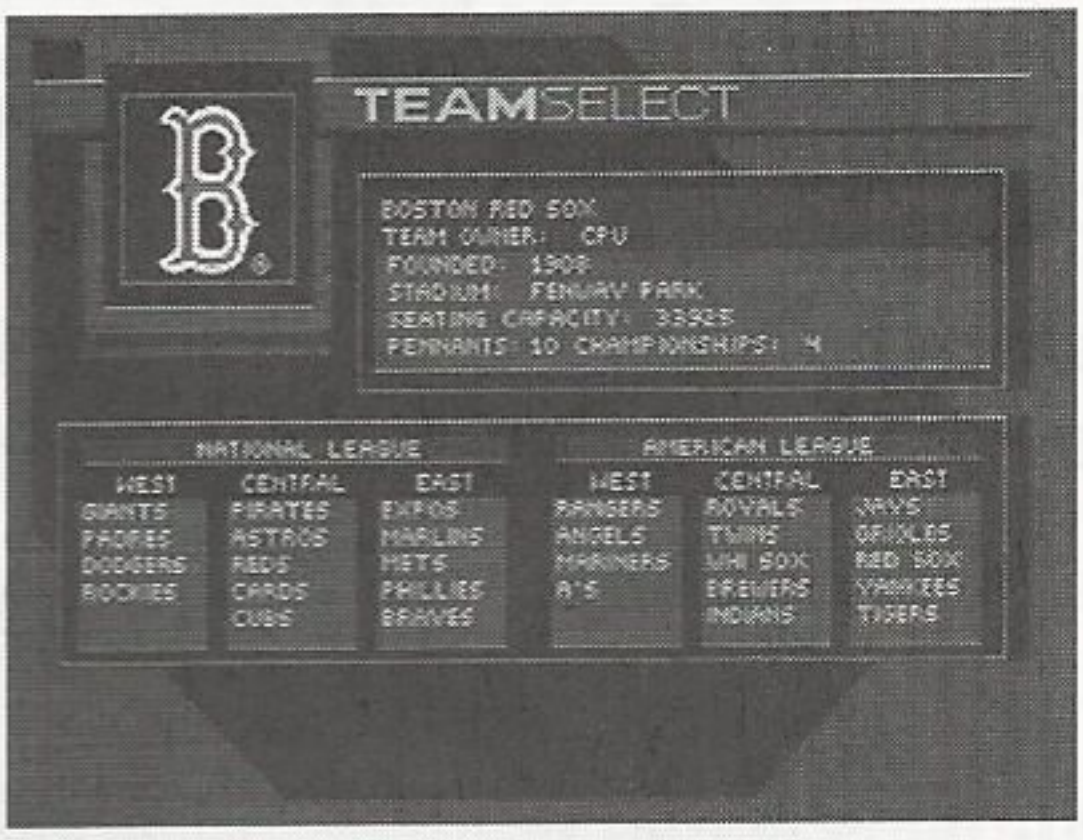
AUTO DRAFT

When the next team in the Draft Order is controlled by the CPU, the Auto Draft function is used. In this mode, the 32X looks over all the players available at all the unfilled positions in the current team's lineup and selects the strongest player according to the statistical data.

In addition, you can use the Auto Draft function to select a player for your team(s) in any given round. This is particularly useful in the latter rounds of the draft when all the starting positions are filled.

- To make an Auto Draft selection, press **Start**.

NEW LEAGUE



League Mode functions just like Playoff Mode, except that you play a full season before progressing to the playoffs.

STATISTICS

That Statistical database keeps track of 27 important stats (apart from the win/loss record) in League and Playoff games. There are four books of statistics: League Leaders, Team Leaders, Team Stats and Team Standings.

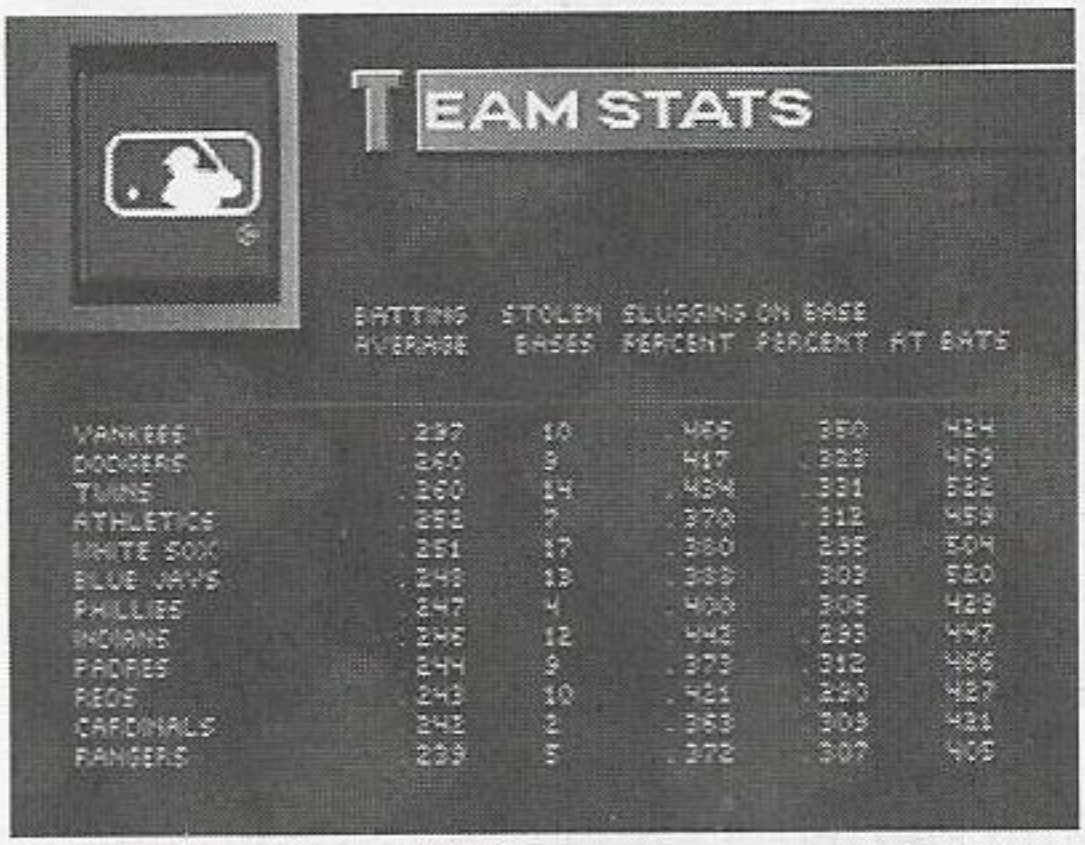
- To select a Stats book, press **A** and then D-Pad **left/right**.
- To view the statistics, press **Start**.

LEAGUE LEADERS shows player stats by league, as well as the combined stats for both leagues.

TEAM LEADERS shows player stats by team.

TEAM STATS shows team stats by league, as well as the combined stats for both leagues.

TEAM STANDINGS recaps the divisional standings screen, which appears also after every day of play.



The League/Team selection box flashes when you enter the Stats screen.

- To select the League/Team, D-Pad **left/right** and then press **A**.

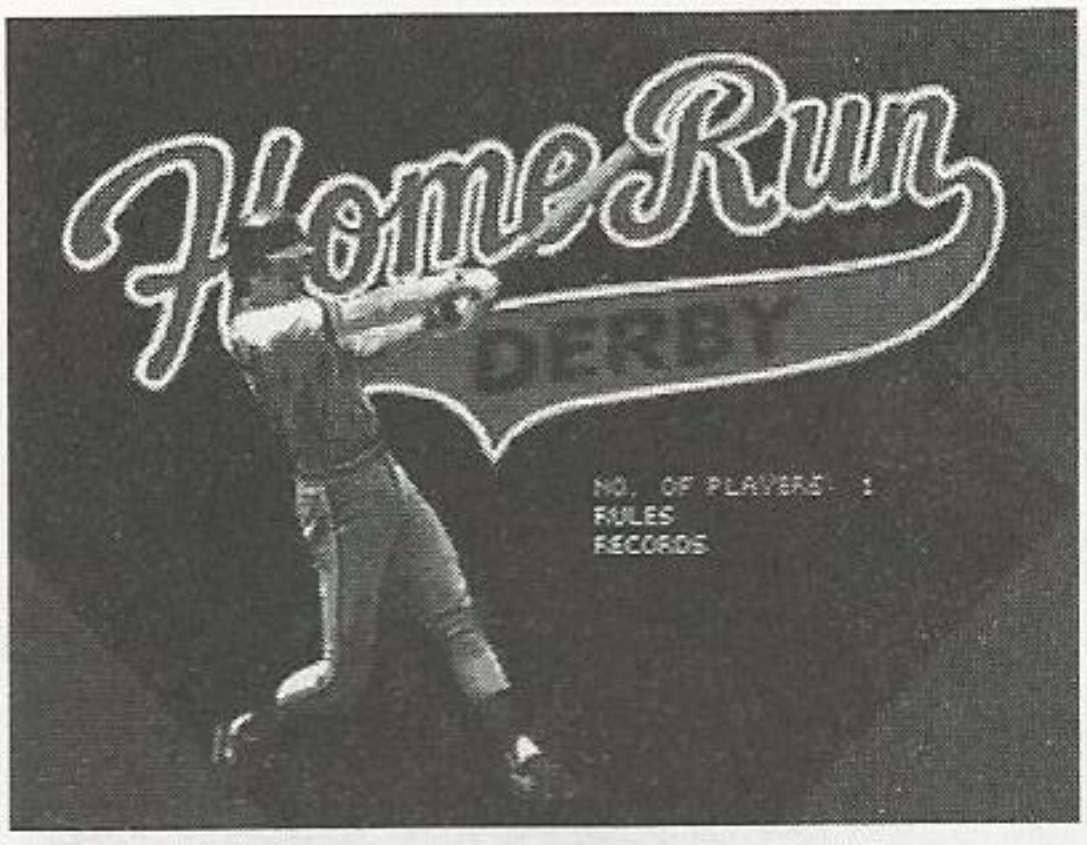
The batting/running stats for that League/Team appear, ranked in order of highest batting average.

- To switch to the pitching stats (or back to the batting/running stats) for that League/Team, press **A**.
- To page through the stats, D-Pad **up/down**.
- To select a different statistical category, D-Pad **left/right** to highlight the desired category and then press **C**.

The list changes, now with the leaders in the highlighted category listed first.

- To return to the League/Team selection box, press **B**.
- To return to the Main Menu at any time, press **Start**.

HOME RUN DERBY™



The Home Run Derby™ allows you to compete in a slugging contest alone or with up to seven other players. Before you begin the Derby, you need to select the number of players.

- To select the number of players, D-Pad **left/right** to highlight No. Of Players, and then D-Pad **up/down** to cycle through the available options.

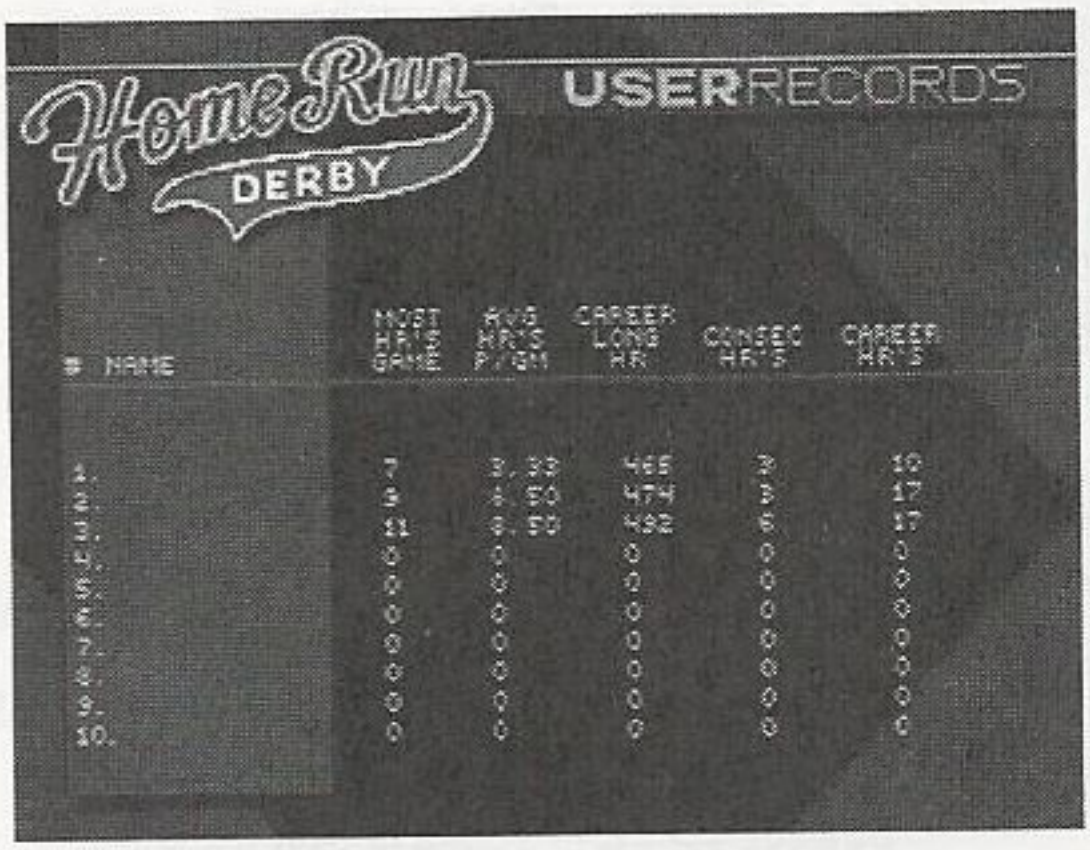
The Rules of Home Run Derby™ are explained under the Rules option.

- To read the rules, D-Pad **up/down** to highlight Rules and then press **A**.
- To see the Records of past Home Run Derbies, highlight Records and then press **A**.
- To begin the game, press **Start**.

The Options screen appears.

- To select options and toggle settings, D-Pad **up/down** to highlight the desired option, and then D-Pad **left/right** to choose a setting.

User Records



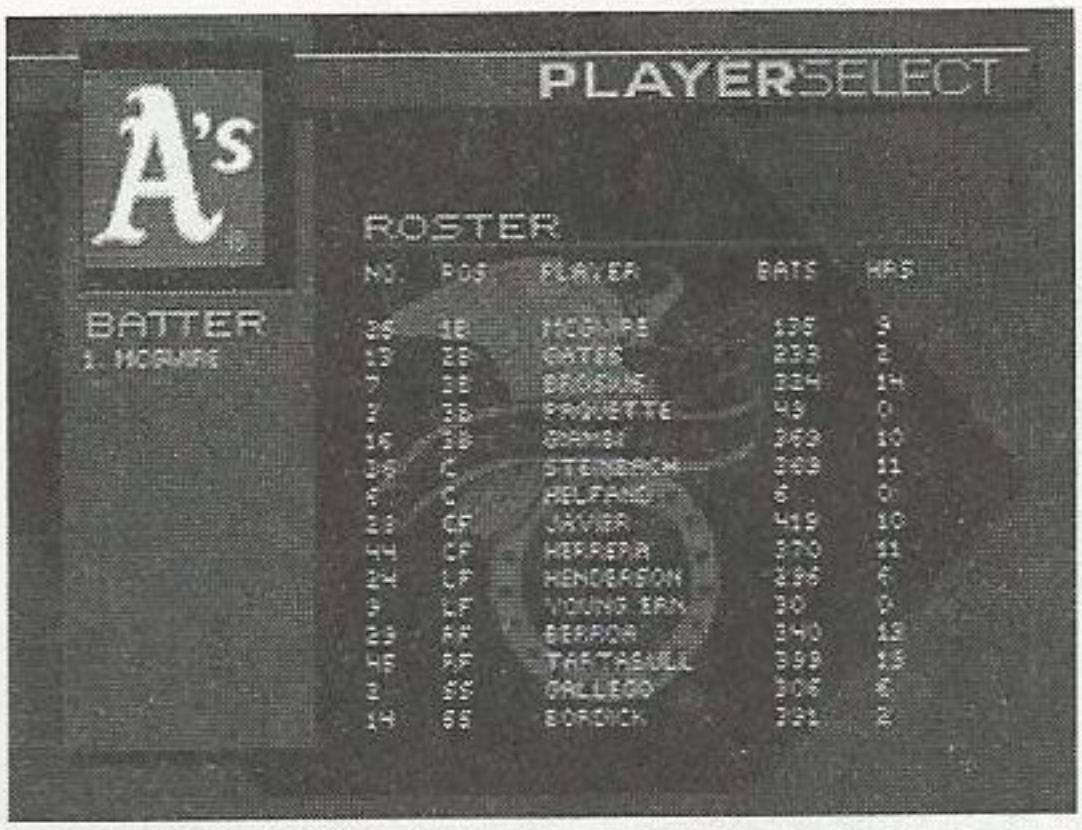
When User Records are ON, you can save the records of individual users.

- To enter a name on the User Records line, first D-Pad **up/down** to highlight the line and then press **B**.
- To spell the name, D-Pad **up/down** to find the desired letter/number, and then D-Pad **right** to move to the next letter.
- To go back and change a letter/number, D-Pad **left** to highlight the character and then D-Pad **up/down** to change it.
- To confirm the name entry, press **B**.
- To delete an existing name, highlight the name, press **B**, and then confirm your decision when the Erase/ Don't Erase prompt appears.

Next, each user has to select a batter from the team rosters.

- To select a batter, highlight the User Name and press **Start**.

The Player Select screen appears.



- To select a player, first D-Pad **up/down** to highlight the line where you want that player to appear, and then press **A**.

The Team Selection box appears. Find the team the desired player plays for.

- To select a team,press **A**, D-Pad **left/right** and then press **A** again.
- To choose a player from the team roster, D-Pad down to the desired player and then press **A**.

That player is inserted on the line previously selected, and begins to flash.

- To assign another batter to a different user, press **Start**.

Follow the above steps until all the lines are filled. If you want to remove a player and replace him with another, simply highlight that line and insert another player.

- To begin the Homerun Derby, press **Start**.

CLASSIC HOME RUN DERBY

The Classic Home Run Derby is a head-to-head competition. You can play against the CPU or another opponent. Select the setting from the Set-up menu just as in the Home Run Derby™.

- To go to the Options menu, press **Start**.

Select options and toggle settings just as described in Home Run Derby.

- To exit the Options menu, press **Start**

The Champ

If you choose Use Champ on the Options menu, you can bat as the current Home Run Derby Champ or against the Champ.

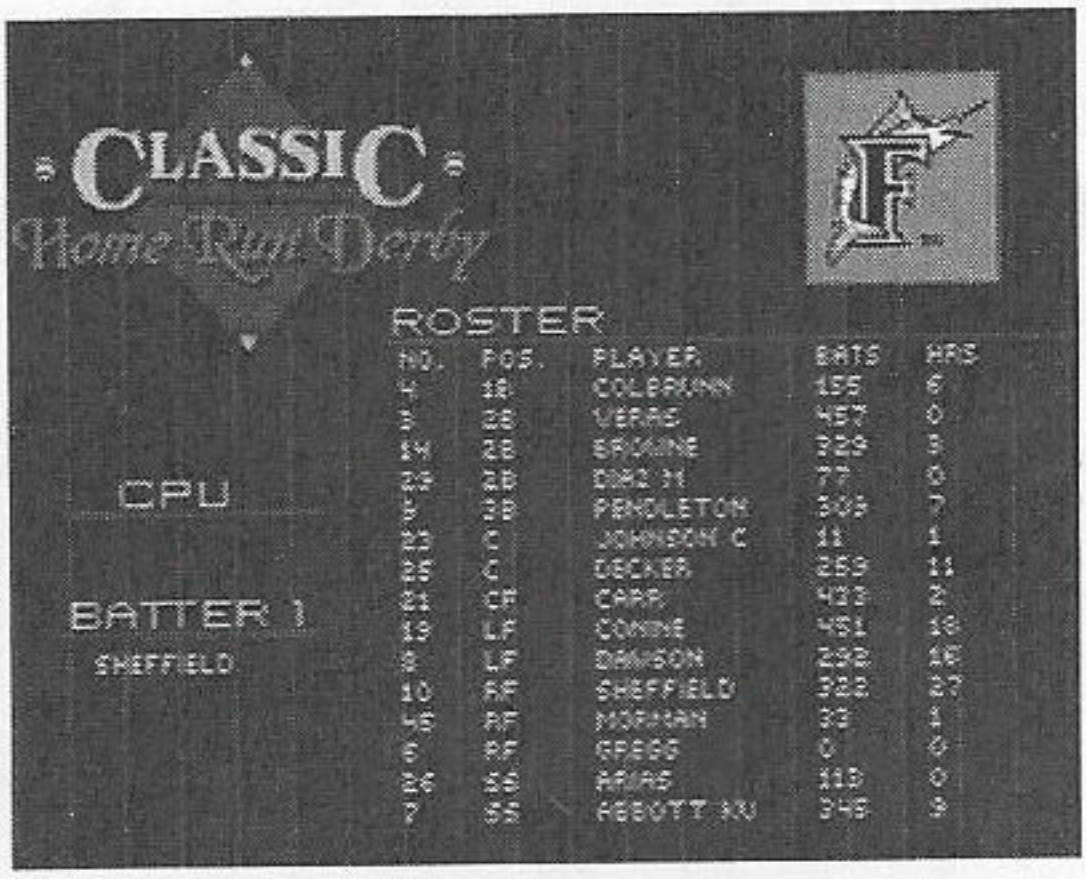
- To select which player will use the Champ, D-Pad **up/down**.
- To exit the Champ selection screen, press **Start**.

User Records

If you select User Records from the Option menu, the User Records screen appears. Follow the instructions outlined in Home Run Derby to enter users on the User Records screen.

- To exit the User Records screen, press **Start.**

The Player Select screen appears.



If you are playing as the Champ or against the Champ, the Champ automatically appears as one of the batters, and the other batter is highlighted.

- To select a batter for the highlighted batter, first D-Pad **left/right** to select the team roster from which that batter is to be chosen, and then press **A.**
- To select a player from the roster, D-Pad **up/down** to highlight the desired player and then press **A.**

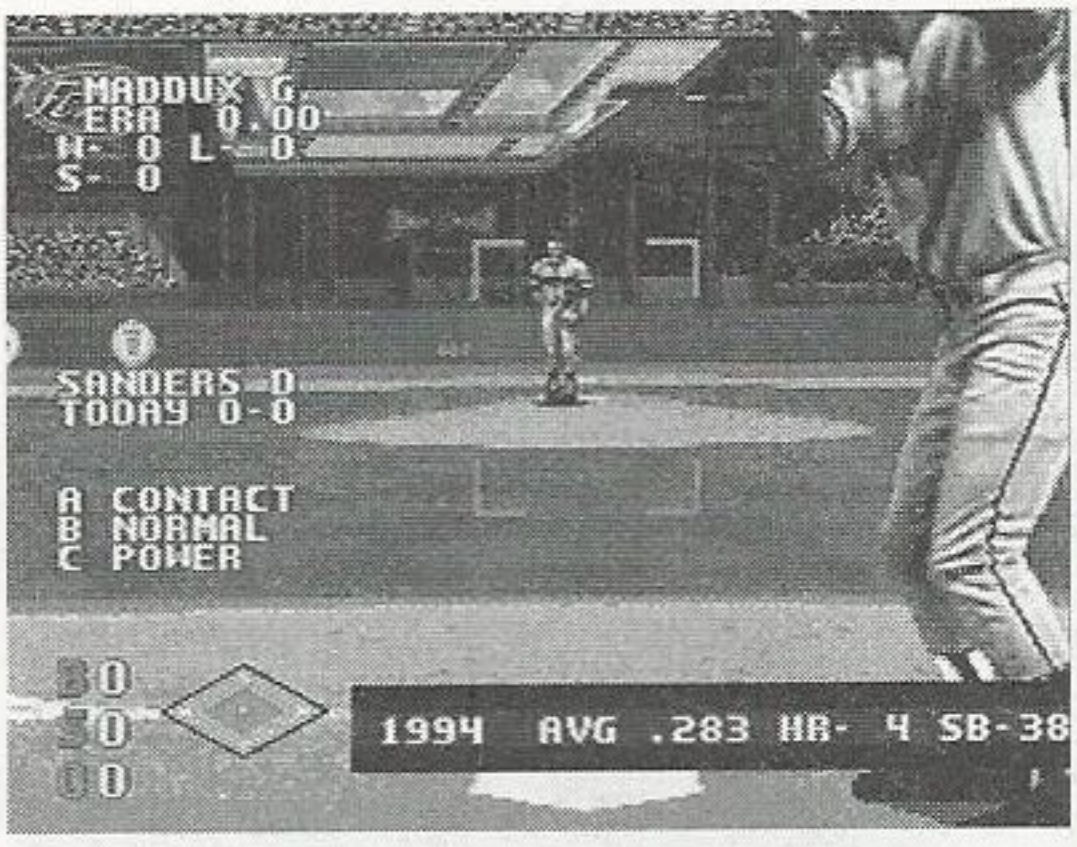
BATTING PRACTICE



Batting Practice mode allows you to practice in any stadium against each of the different pitches from either side of the plate. After you've mastered the Rookie batting level, it's a good idea to practice batting at the Veteran and All-Star levels to get a feel for the bat bar. See pages 26-27 for more information of the Veteran and Allstar batting levels.

- To set up batting practice, D-Pad **up/down** to highlight the settings, and **left/right** to change settings.
- To begin batting practice, press **Start**.

ON THE FIELD



The Game screen shows the relevant stats for the pitcher and batter as well as a miniature picture of the field.

Pitching

Every pitcher has three pitches. You need to learn the behavior of each pitch to use it effectively.

There are three steps in pitching: aiming the pitch, selecting the type of pitch, and selecting the speed of the pitch.

- To aim the pitch, D-Pad **left/right/up/down**.

The ball icon in the middle of the screen moves to show your aim.

- To select the desired pitch, press **A, B,** or **C**.

After you select the pitch, the aim and the pitch are set, and the speed menu appears.

HIDE PITCH LOCATION

In two player mode, you can hide the pitch location. After you select your pitch, hold down the button. This allows you to continue to move the ball icon without changing the pitch location. Your pitch location is set to the spot where you pressed the button. All ball icon movement after that is diversionary.

If you change your mind and want to change the aim or the pitch, D-Pad **left/right/up** to attempt a pick off or to step off the mound.

- To pitch the ball, press **A, B,** or **C** to select the pitch speed.

THROWING STRIKES

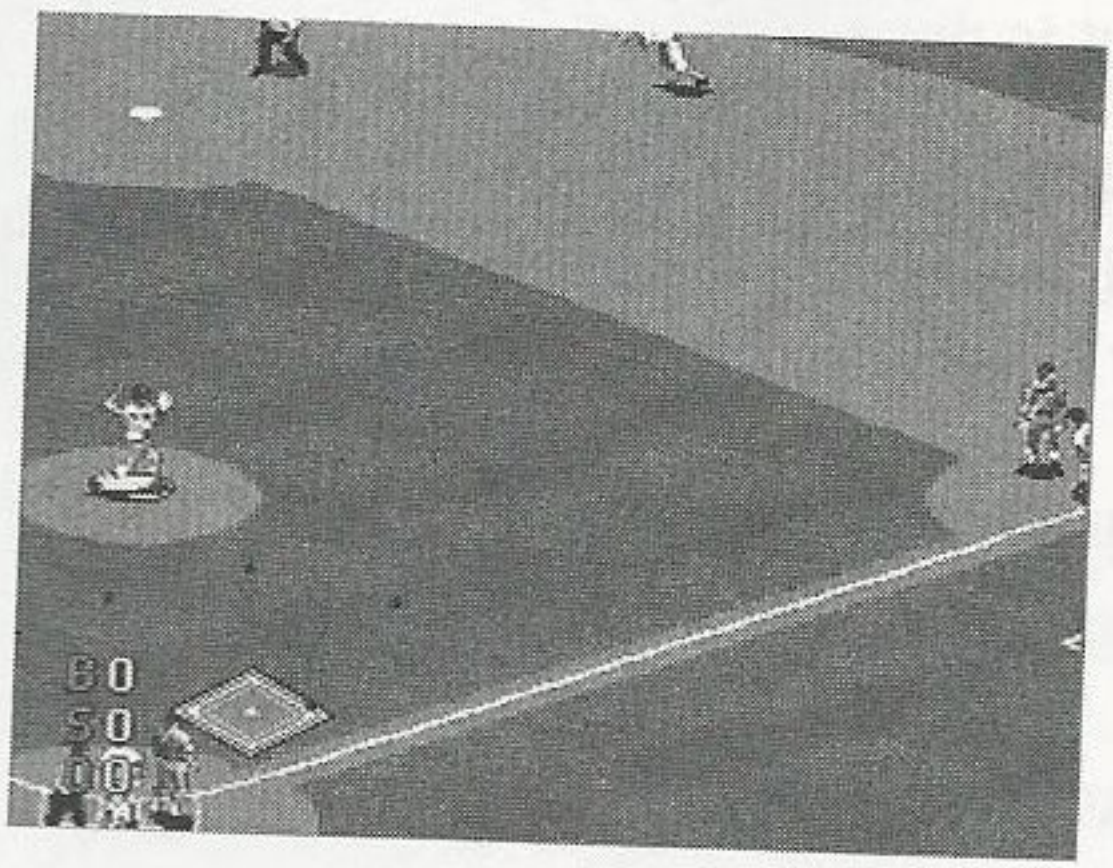
It's easy to throw strikes with the fast ball, especially when you have the Strike Zone window (available from the Play Options menu) turned ON. The fastball moves more or less on a straight line to the spot where you positioned the aiming cursor.

The seven other pitches (Change Up, Curve, Slider, Sinker, Knuckle Ball, Screw Ball, and Split Finger) behave in their own individual ways, depending on the throwing arm of the pitcher.

For example, the Slider of a right-hander moves from left to right from the catcher's point of view; and the Slider from a left-hander moves from right to left.

You need to find the strike zone for each pitch and adjust your aim accordingly. Positioning the aiming cursor in the Strike Zone window does not guarantee a strike for most of the pitches.

PICK-OFF MOVE



You can attempt a pick-off after you select the pitch and before you select the speed.

- To attempt a pick-off, D-Pad in the direction of the desired base.

PITCH-OUT

You can pitch out after you select the pitch.

- To pitch out, D-Pad **down**.

Batting

World Series Baseball™ Starring Deion Sanders makes batting an easy operation, but even so it takes some practice to get good at it. Keep in mind that some pitchers are much tougher than others.

Before you swing the bat you need to select your swing from the three available options, which are described below.

The CONTACT swing protects the plate, increasing your chance of putting some wood on the ball if only to put it in play.

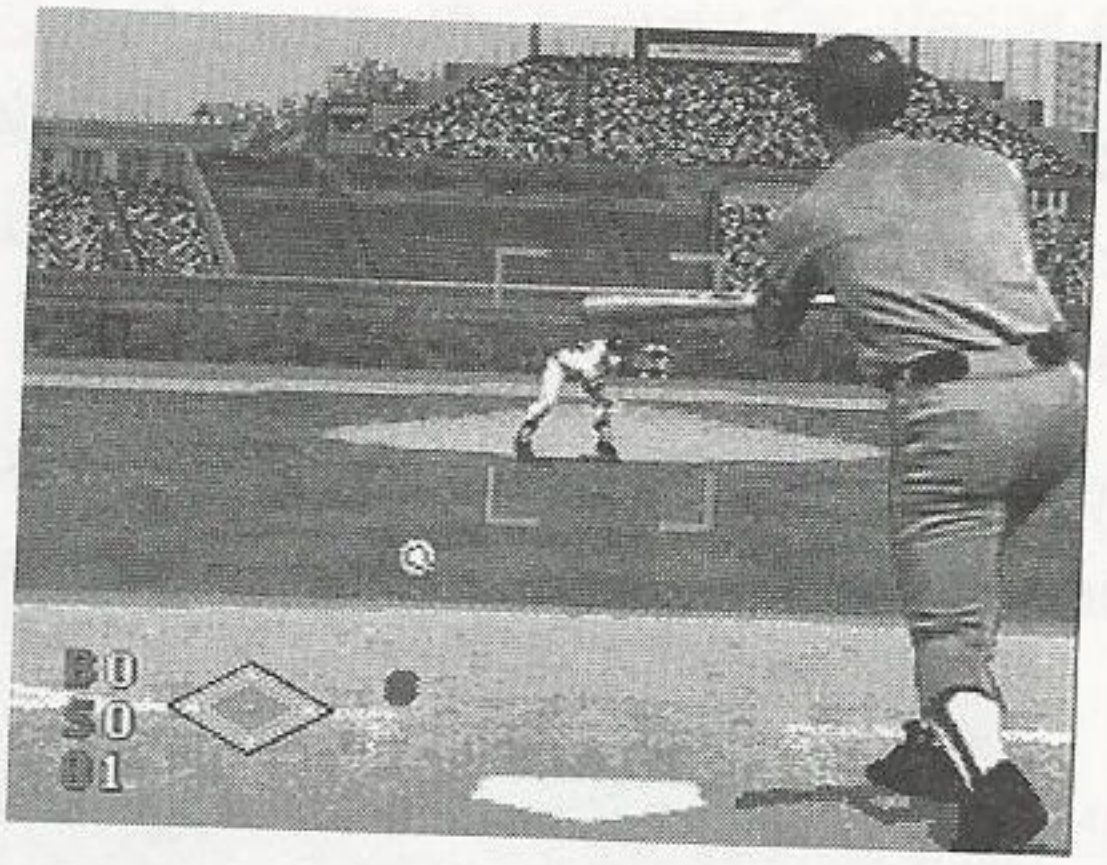
The NORMAL swing tries for a hit–nothing too ambitious.

The POWER swing aims for the fences, but the greater bat speed increases the chances of a foul, strike, or pop-up.

The pitcher won't begin his delivery until you select your swing.

- To select the desired swing, press **A, B**, or **C**.
- To swing the bat, press **C.**
- To check the swing, press **C** again before the batter completes his swing.

Bunting



You can bunt on any pitch. The swing you select does not affect your bunt.

- To bunt, press **A**.
- To pull the bat back, press **A** again before the pitch reaches the plate.

BATTING (Veteran and All Star)



The Play Options menu (accessed from the Game Options menu) offers three levels of batting: Rookie (default), Veteran, and All Star.

The Veteran and All Star levels offer a batting bar to help you aim your swing. The batting bar for the Veteran level remains constant, while the batting bar at the All Star level varies according to the ability of the batter.

The two vertical lines in the batting bar indicate the "sweet spot" on the bat.

- To aim the swing, D-Pad **up/down/left/right** as the pitch approaches.
- To swing the bat, press **C**.

If the batting bar does not meet the pitch, you won't hit the pitch when you swing. If the "sweet spot" meets the pitch when you swing the bat, you'll strike the ball very hard.

Fielding and Throwing

With the Auto Fielding (default) option ON, your players automatically field any balls hit toward them. The active fielder appears over a yellow circle.

You can override automatic control by pressing the D-Pad. For example, on a bunt you might want to use the D-Pad to charge the ball.

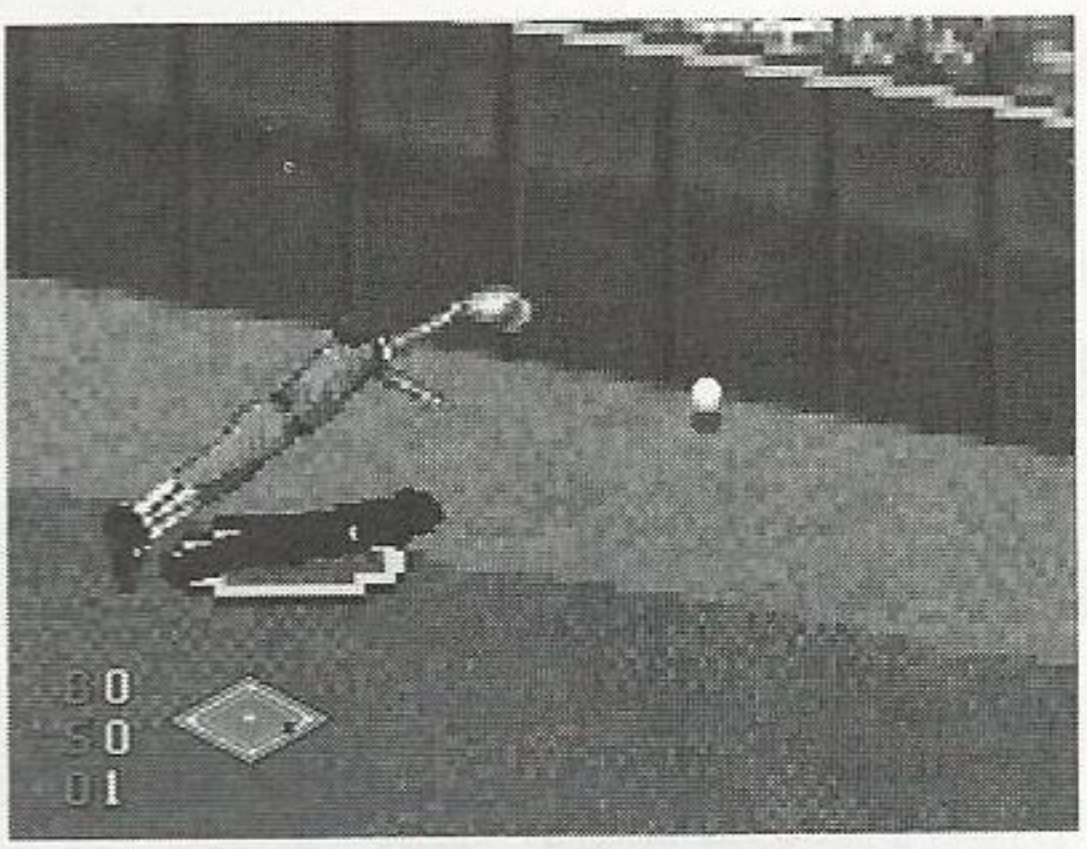
- To change control to the player closest to the ball, press **A**.
- To jump for a ball, press **B**.
- To dive for a ball, press **B** with the D-Pad.
- To throw the ball to a base, press the D-Pad to select the base, and then press **C**.

D-Pad Right = 1st Base
D-Pad Up = 2nd Base
D-Pad Left = 3rd Base
D-Pad Down = Home Plate

WITH AUTO FIELDING OFF

When you have Auto Fielding OFF, it's up to you to track all the balls. The player nearest to the ball is automatically activated with the yellow circle.

ZOOM VIEW



When a ball is hit to the outfield, the camera zooms in on the outfielder nearest to the place where the ball will land. As soon as the fielder throws the ball, the camera zooms back out. You do not control the camera manually.

Base-Running

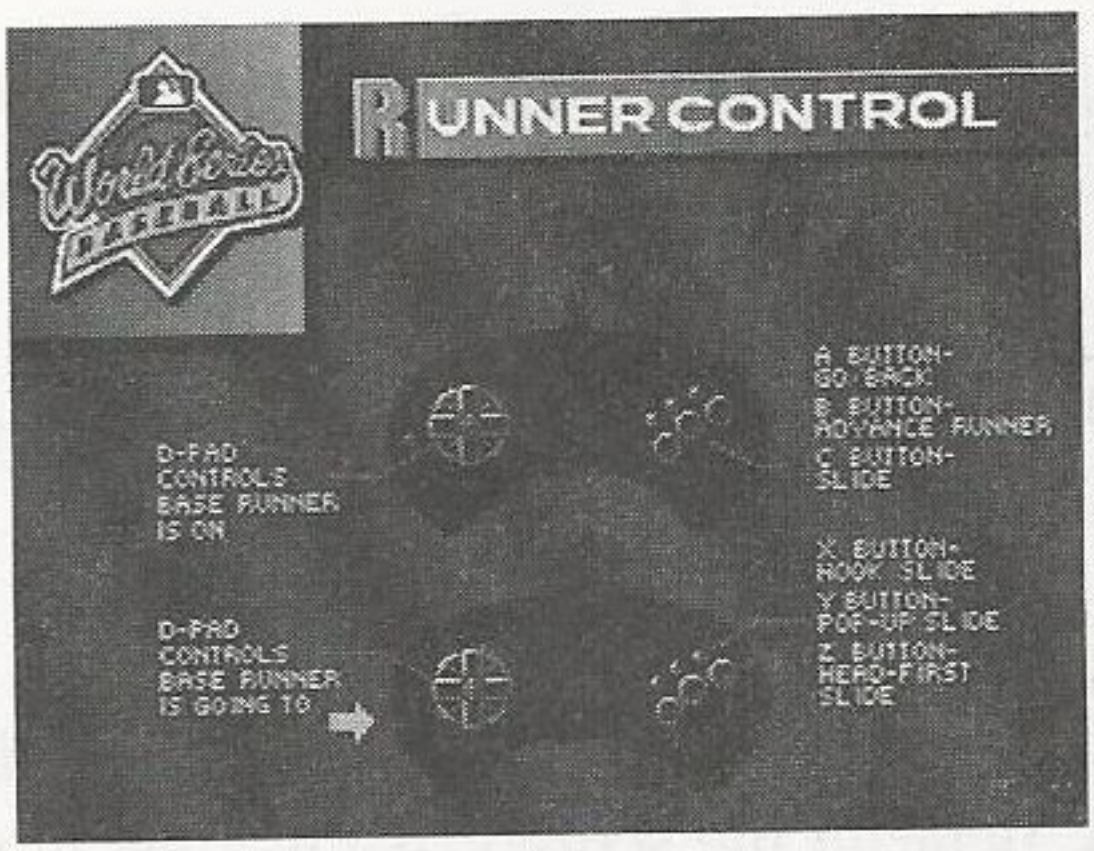
If you choose not to control the runners, the computer automatically advances any runners who are forced. For

more competitive base-running, use the controls explained below.

- To advance a runner, press **B** with the D-Pad.
- To send a runner back, press **A** with the D-Pad.
- To slide, press **C** with the D-Pad.

RUNNER CONTROL OPTIONS

The Game Options menu offers the two Runner Control options, shown on the Runner Control Options screen.



The top (default) option sets the D-Pad to select the base where you want the runner to run from.

The bottom option sets the D-Pad to select the base where you want the runner to run to.

STEALING

The key to stealing is timing. Don't lead off too far. Don't take off too early. Don't take off too late.

- To lead off, after the pitcher selects his pitch press **B** with the D-Pad. (See above for D-Pad Runner Control options)
- To steal, when the pitcher starts his wind-up, Press **B** with the D-Pad.

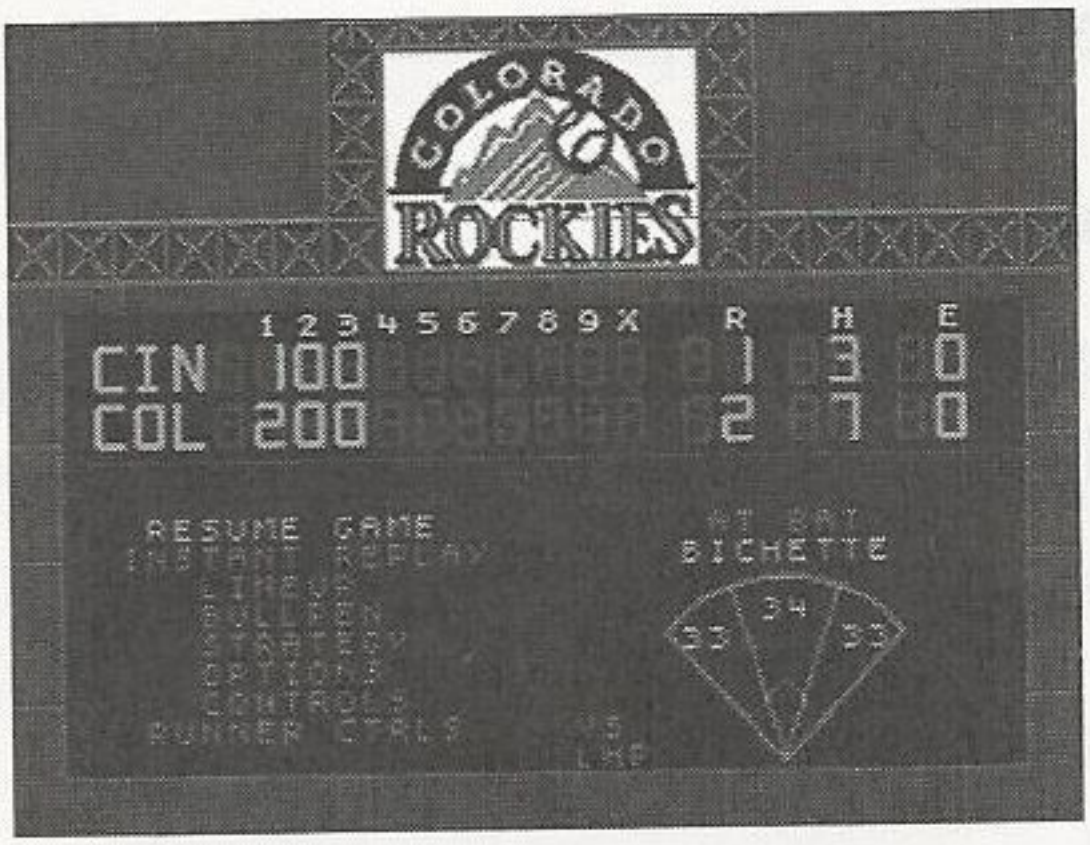
TAGGING UP

If you want to take a base on a caught fly ball, make sure you send the runner back to his base while the ball is in the air. (A Button + D-Pad)

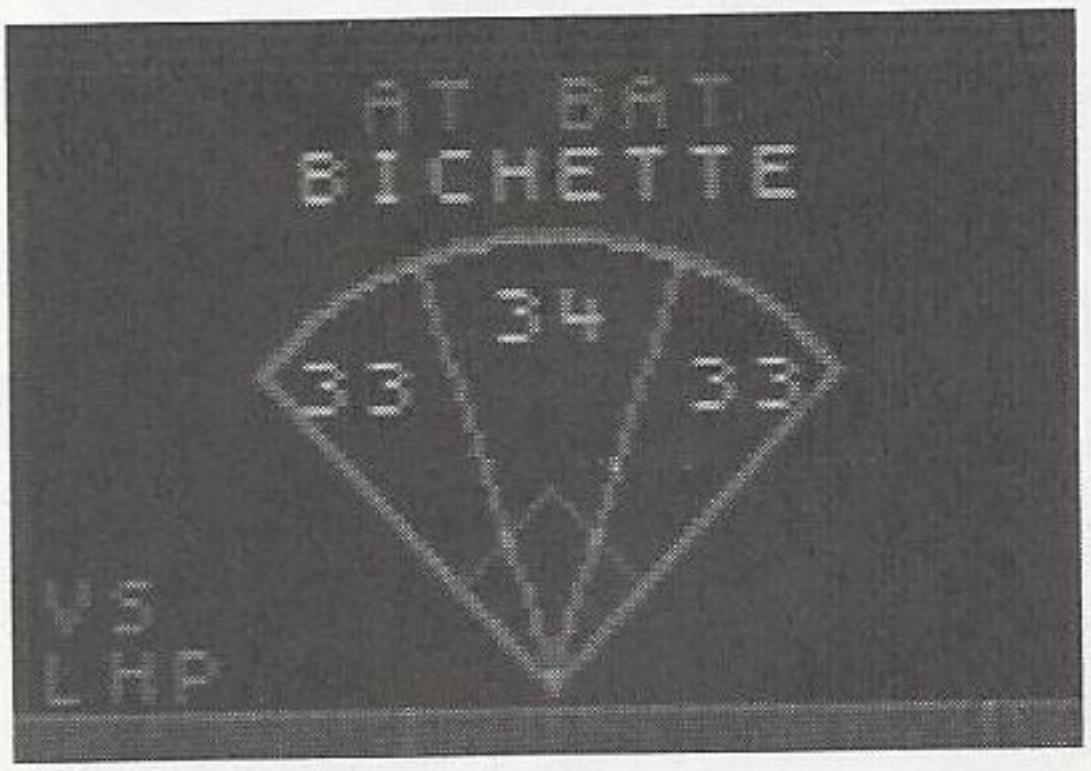
As soon as the ball is caught, send the runner. (B Button + D-Pad)

The Game Options Screen pauses the action and displays the scoreboard. Beneath the scoreboard is a list of important options and the current batter's hitting tendency chart. The following section explains the hitting tendency chart and all the options.

GAME OPTIONS



HITTING TENDENCIES



On the right side of the Game Options screen is the current batter's hitting tendencies chart. Each player has two charts: one against lefties and one against righties. On the chart, the field is divided into thirds. The number in each part indicates the batter's percentage tendency to hit to that part of the field. So, if 50 appears in the center portion of the chart, that batter hits toward center field 50% of the time.

- To select an item on the Game Options screen, D-Pad **up/down** and then press **A/B/C**.

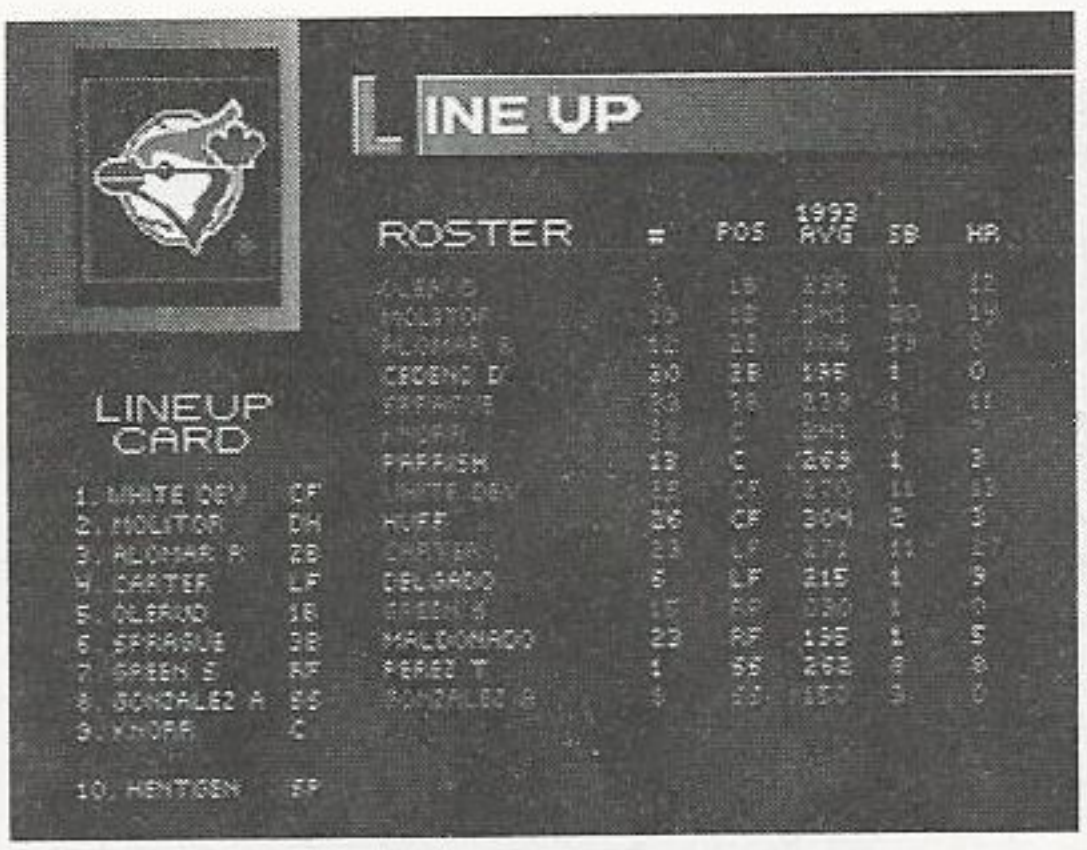
- To return to the game, highlight Resume Game and then press **A/B/C** or **Start**.

Instant Replay

The Instant Replay feature shows you the last play in the field. Pitches are not subject to instant replay.

- To slow down the replay, press **A/B/C**.
- To stop the replay, press **Start**.

Lineup



The Lineup screen allows you to move players in and out of your lineup. Once you remove a player from the lineup, he's out for the game. Players available for substitution appear in bright white letters on the roster list.

- To remove a player from the batting order, D-Pad **up/down** to highlight the player, and then press **A**.

- To insert a player in the empty slot, D-Pad **up/down** to highlight the desired player on the roster list, and then press **A**.

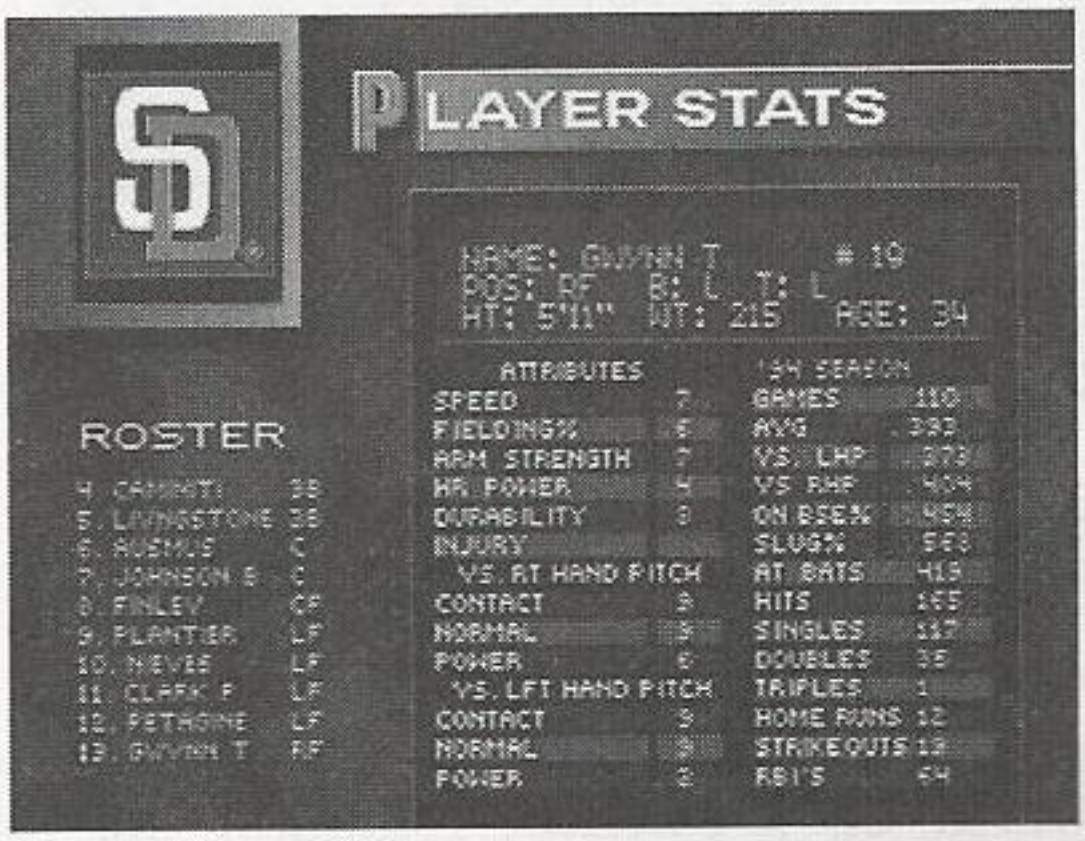
CHANGE BATTING ORDER

- To have two players switch positions in the batting order, highlight one of the players and press **C**, and then highlight the other player and press **C** again.

VIEW OTHER TEAM

- To view the other team's roster, press **C** and D-Pad **left**.

PLAYER STATS



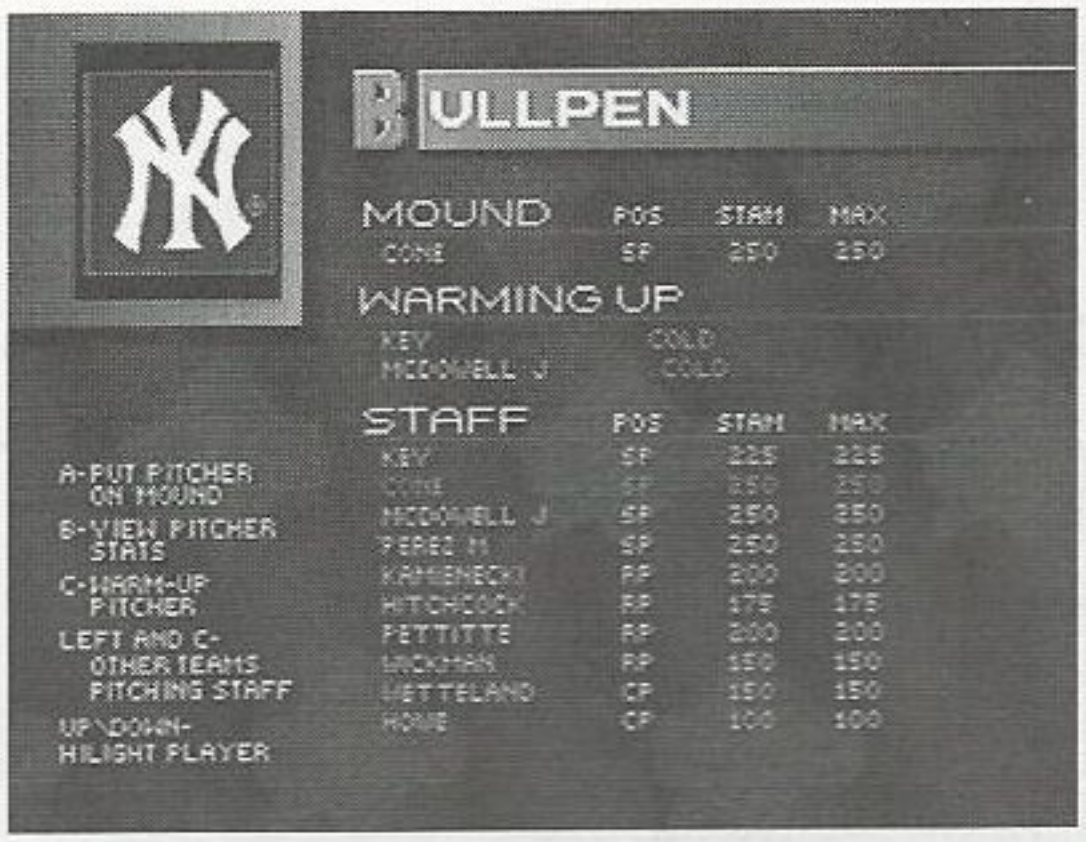
Before you make substitutions to your lineup, you might want to take a look at the player stats.

- To check a player's stats, highlight the player and press **B**.

- To page through all the players' stats, D-Pad **up/down**.
- To view the players' current season stats, press **A**.
- To return to the Lineup screen, press **Start**.

The player attributes appear on the left side of the stats window. Ratings range from 0-9, with nine being the best.

Bullpen



Once you remove a pitcher, he's out for the game. Before you remove him, it's a good idea to warm up a reliever.

- To warm up a pitcher, highlight the pitcher and press **C**.

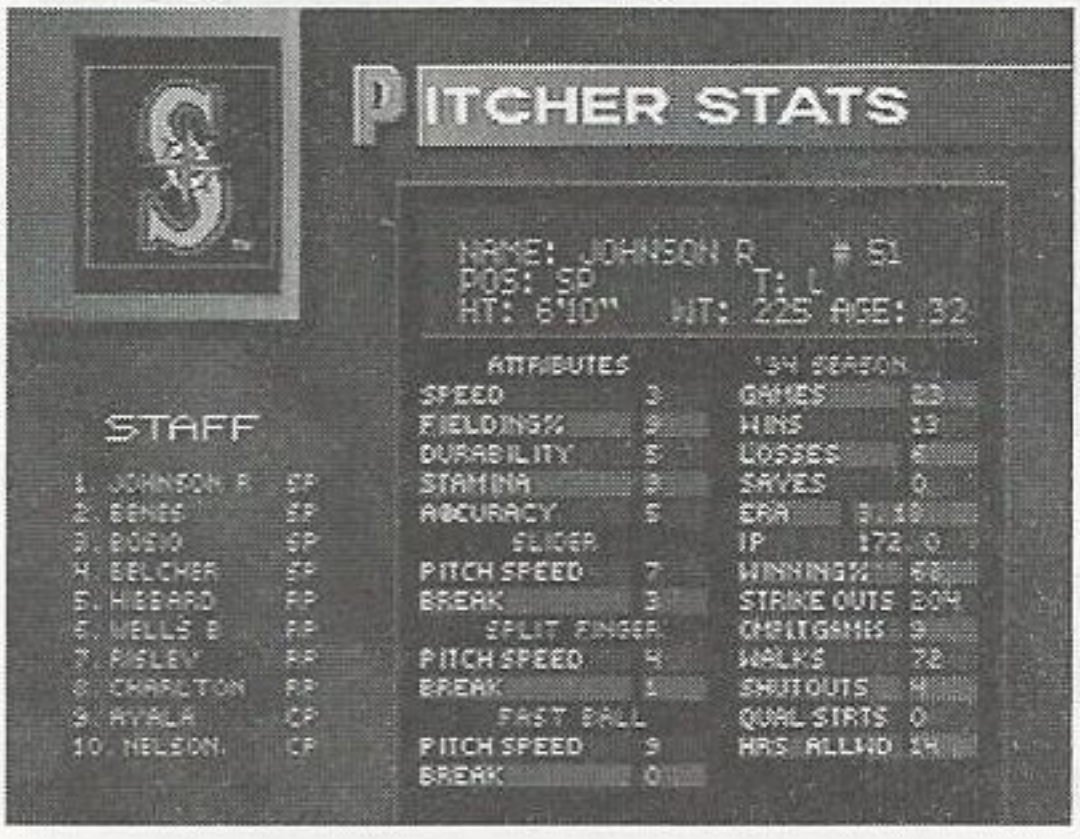
There are three warm-up conditions: cold, warm, and ready. It's best to substitute a pitcher when he is ready.

- To substitute a pitcher, highlight the pitcher and press **A**.

VIEW OTHER TEAM

- To view the other team's roster, press **C** and D-Pad **left**.

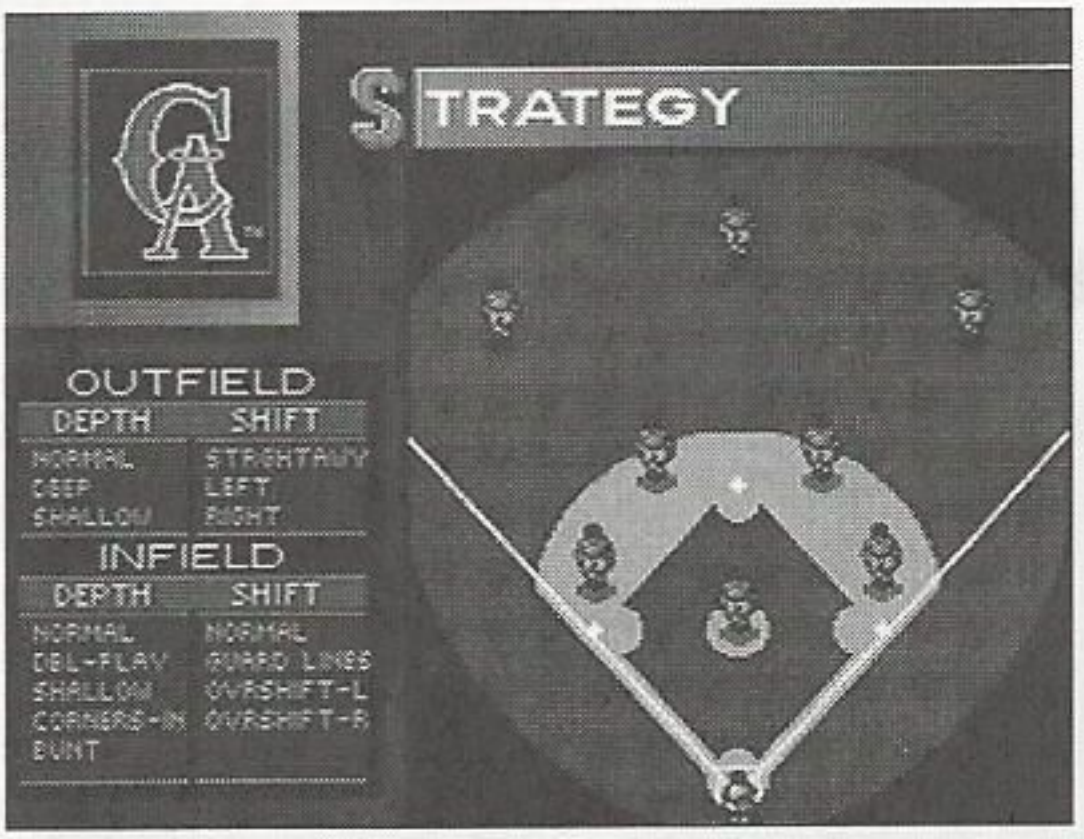
PITCHER STATS



Before you substitute a pitcher, you might want to take a look at his stats and ratings. Ratings range from 0-9, with nine being the best.

- To view the stats, highlight the pitcher and press **B**.
- To page through all the pitchers' stats, D-Pad **up/down**.
- To view the pitchers' current season stats, press **A**.

Strategy



The Strategy screen allows you to position your outfielders and infielders to suit particular game situations. Adjustments made on the Strategy last only for the current batter.

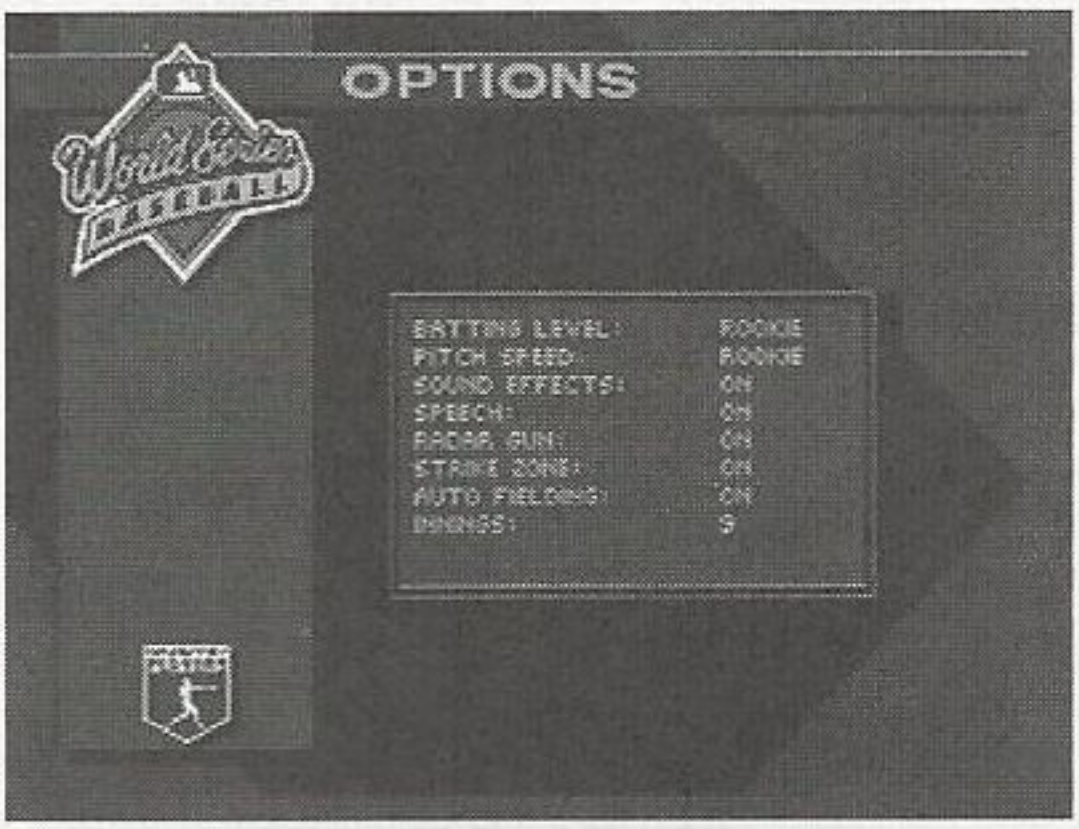
There are four boxes on the Strategy screen. The option at the top of each box is the default option.

- To select an option, D-Pad **up/down** to the desired option and then press **A**.

The flashing highlight automatically moves to the next box, while the selected option remains highlighted.

- To return to a box, press **A** repeatedly until the flashing highlight appears in that box.
- To return to the Game Options menu, press **Start**.

(Play) Options



- To select a play option, D-Pad **up/down** to the desired option and then press **A** to cycle through the available settings.

Batting level—Rookie (Default) is easiest; Veteran and All Star offer a precision "bat bar" to make for a greater challenge. (See pages 26-27.)

PITCH SPEED—Rookie (Default) is slowest; All Star is fastest.

SOUND EFFECTS—Turn the sound effects ON/OFF.

SPEECH—Turn the announcer ON/OFF.

RADAR GUN—Turn the Radar Gun ON/OFF.

STRIKE ZONE—Turn the Strike Zone box ON/OFF. Note that the strike zone is still in effect.

AUTO FIELDING—Turn Auto Fielding ON/OFF. See page 27 for a description of the manual fielding controls.

INNINGS—Select the desired number of innings.

Controls

This option brings you back to the Player Control screen described on page 7.

Runner Controls



The top option programs the D-Pad to select the base where the runner is coming from.

The bottom selection programs the D-Pad to select the base where the runner is going.

- To move the selection arrow, D-Pad **up/down**.

Have a good time.

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To receive warranty service in the U.S., 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 32X CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

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