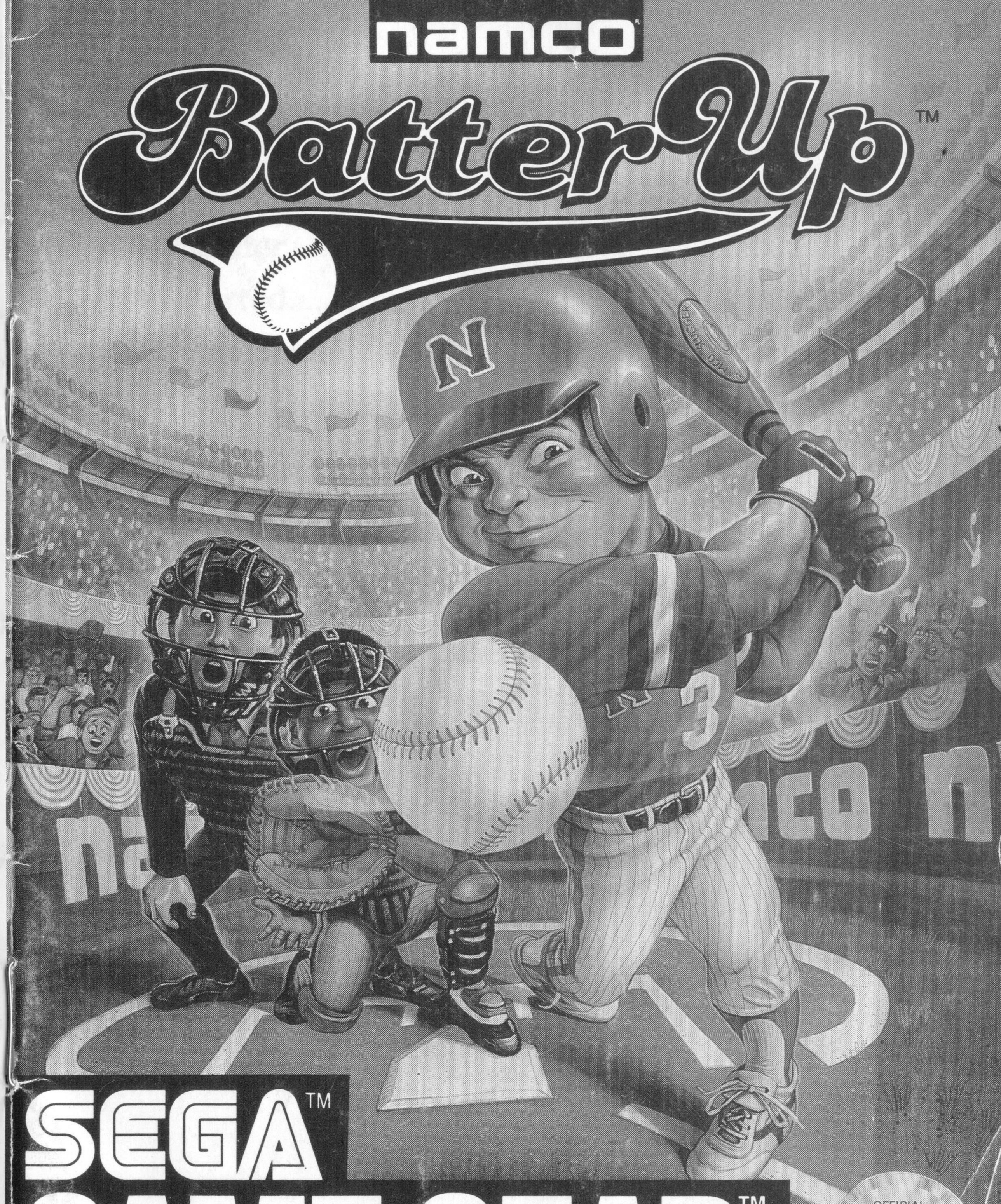
namco®

Batter Up™



SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

OFFICIAL SEGA SEAL OF QUALITY



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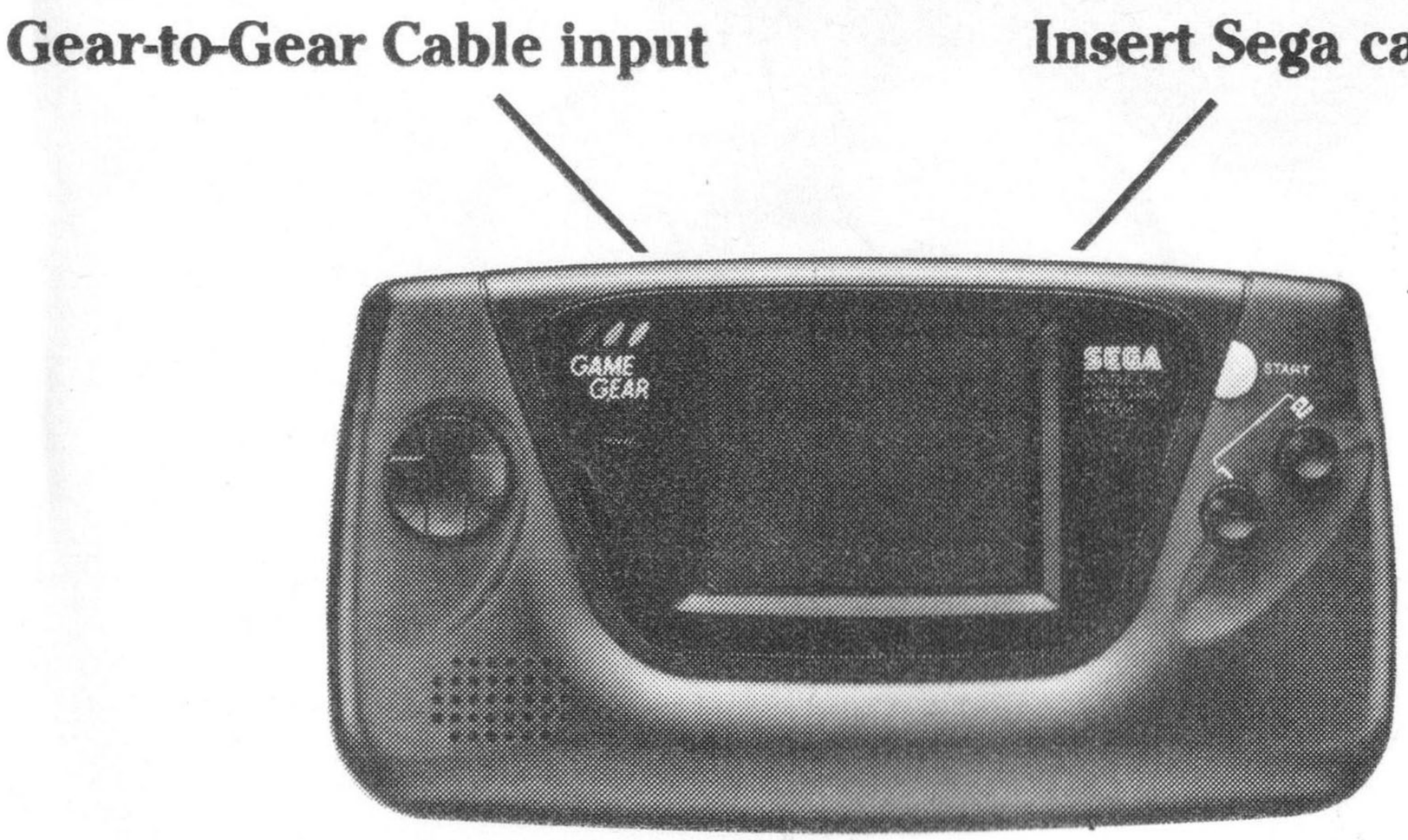
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Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual. For 2-player games, use the Gear-to-Gear Cable™ (sold separately) to connect the Game Gear Units.
2. Make sure the power switch is OFF. Then insert the **Batter Up** cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the **Batter Up** Title screen appears.
4. 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 again.

Important: *Always make sure the power switch is turned OFF before inserting or removing the* ***Batter Up***™ *cartridge.*

Note: Batter Up™ is for one or two players.



Now You're in the Big Show!

The fate of a big league team is in your hands. Act as Owner, Coach and Player in this riveting sports game from Namco. Crack the bat, steal the bases and make heroic diving catches in the field. Substitute pinch hitters in critical scoring situations. Relieve pitchers that aren't smoking 'em past the plate.

Now all the action and excitement of professional baseball is yours in **Batter Up**™ for the Sega Game Gear. Pick which team you'll take in the battle for the pennant. Come out swinging as you face the best teams in the league!



Double Header

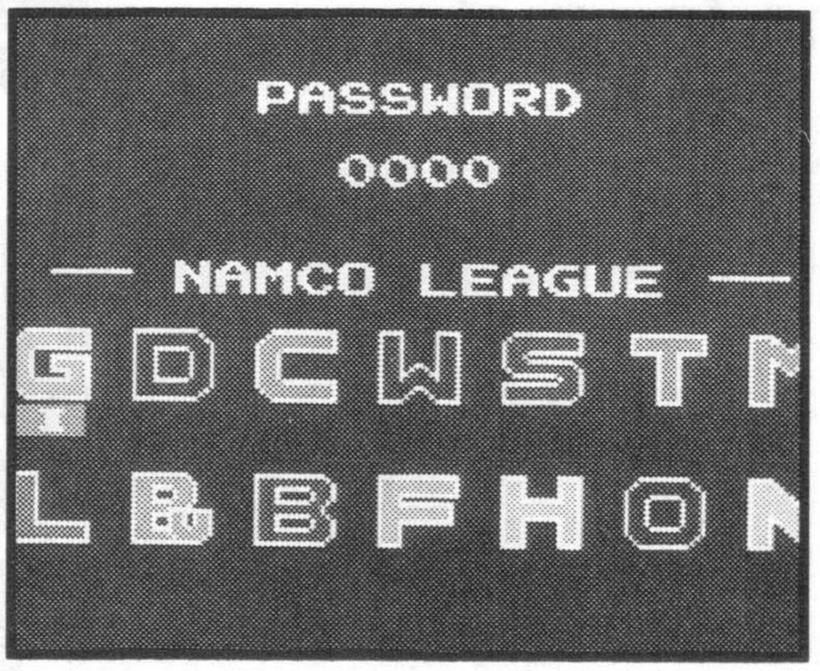
If you have a friend with a Game Gear unit, the Batter Up game, and a Gear-to-Gear Cable™ (*sold separately*), you can compete on the field of play. Hours of entertainment await you in America's favorite pastime!

Getting Started

TEAM SELECTION: Press the **Start** Button when you see the Title screen to begin the game. Use the **D**-Button to select your team. Press the **2**-Button to make your choice. A password promptly appears at this point. If you have a password from a previous game, you can enter it now. (*see Password Play for further info.*) To begin a new game, press the **2**-Button. When beginning a new game you need to choose an opposing team. Move the cursor to the desired team and press the **2**-Button.

Each team has a separate set of stats. As such, some teams are better than others "on paper." Your abilities as a player can take an average team to greatness.



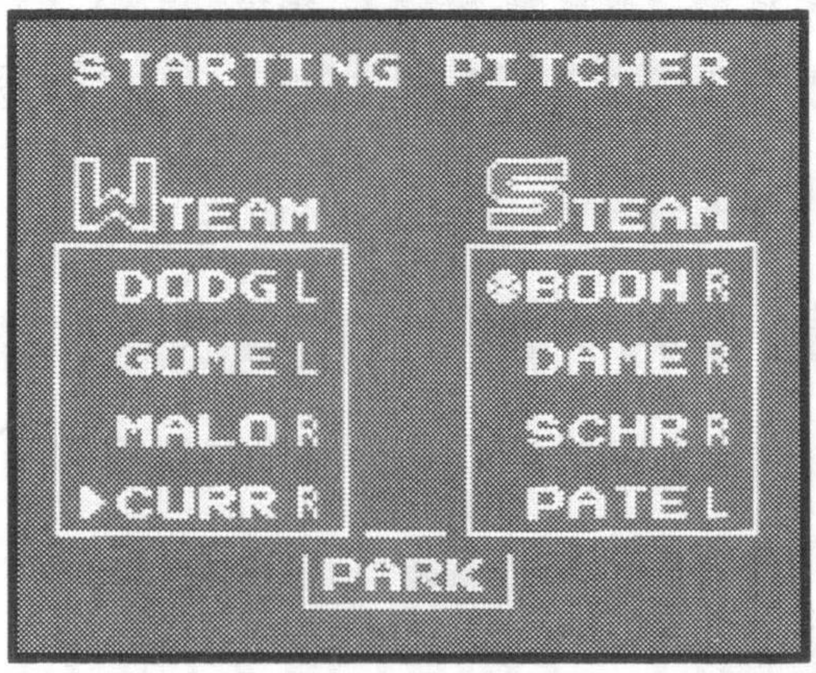


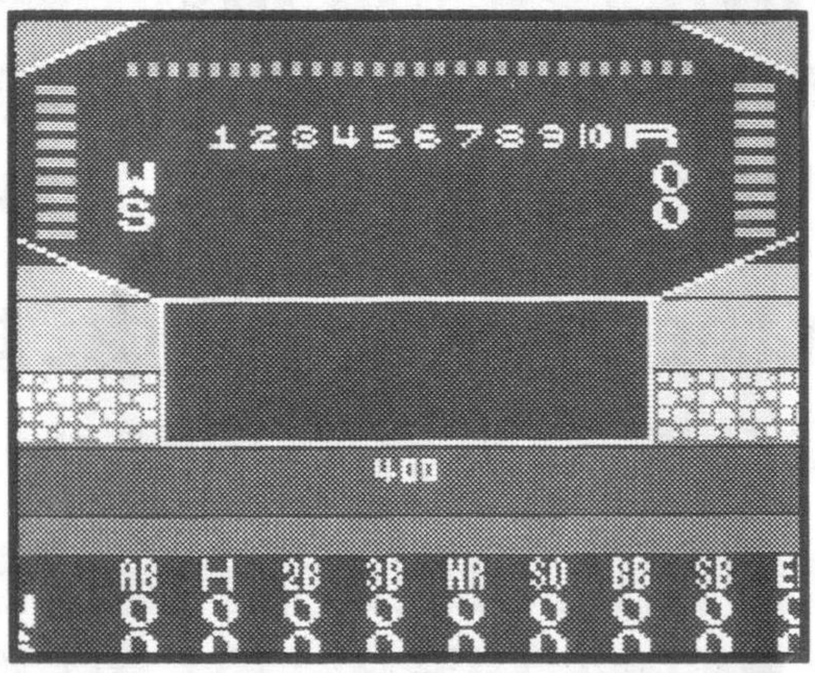
INNINGS: You now choose between a five or nine inning game by moving the cursor with the **D**-Button to the desired selection and pressing the **2**-Button.

STADIUM SELECTION: The next screen shows Marine and City stadiums. Marine stadium is normal sized with artificial turf. City stadium has high fences that make hitting a home run an extra challenge. Use the **D**-Button to move the cursor to the park you want to play in and press the 2-Button.



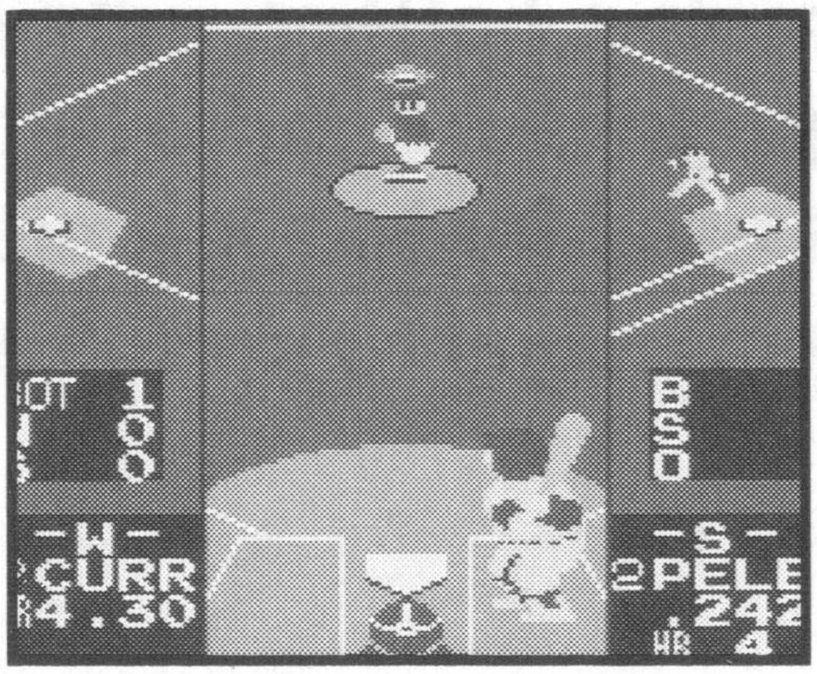
PITCHER SELECTION: Use the **D**-Button to select your starting pitcher. Pressing the **2**-Button enters your choice. **R** pitchers are right handed and **L** pitchers are left handed. Although you have six pitchers to choose from, only four are eligible to start. The remaining two pitchers can only be used to relief.

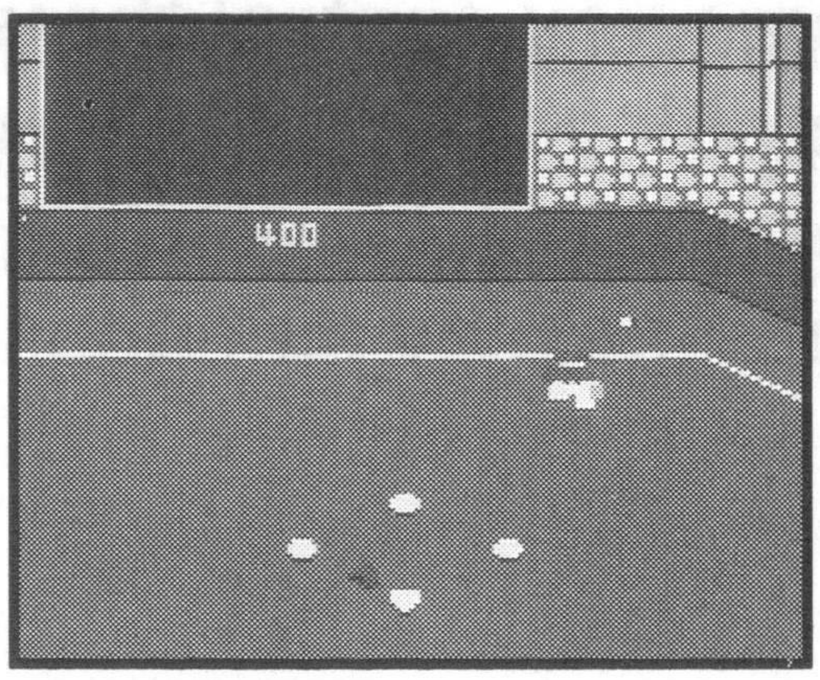




A score board appears before the start of the game. To speed past this section, press the **1**-Button.

When the ball is hit the view shifts showing the section of the field it was hit into and a small diamond that illustrates the position of the base runner(s).



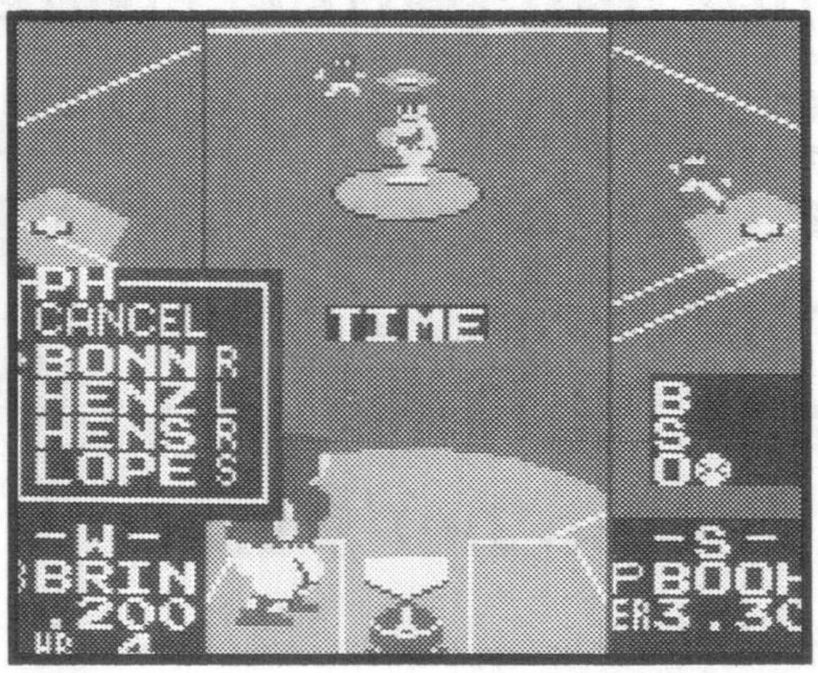


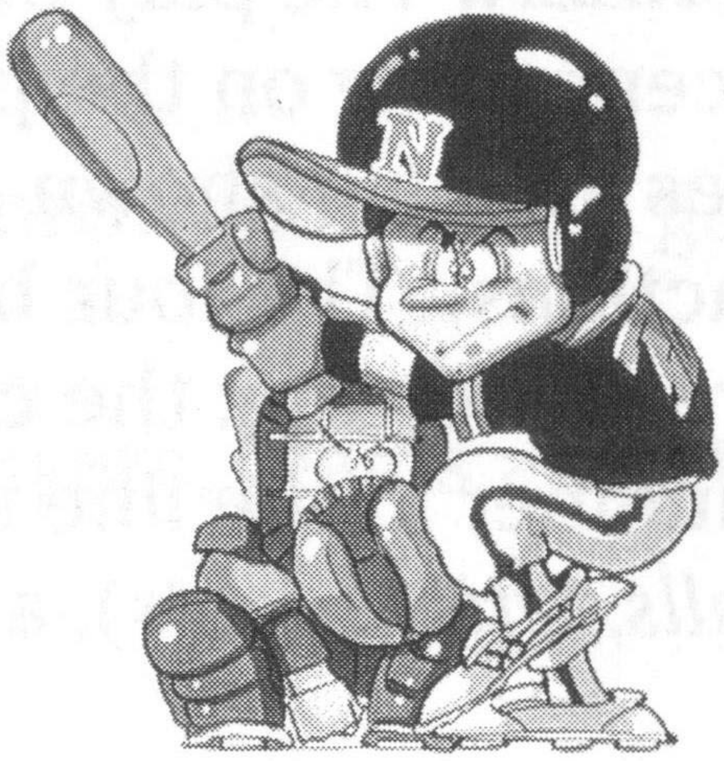
•Insert screen shots #20 and #22

Offense

BATTING: Use the **D**-Button to position the batter in the batter's box. Swing the bat by pressing the **2**-Button. If you release the **2**-Button mid-swing, the batter bunts.

PINCH HITTERS: For those tight situations where you have to score you can stop the action and put in a pinch hitter. Pressing the **Start** Button calls a time out. Press the **2**-Button to bring up the list of pinch hitters. Select the hitter with the D-Button and press the **2**-Button to enter your choice.





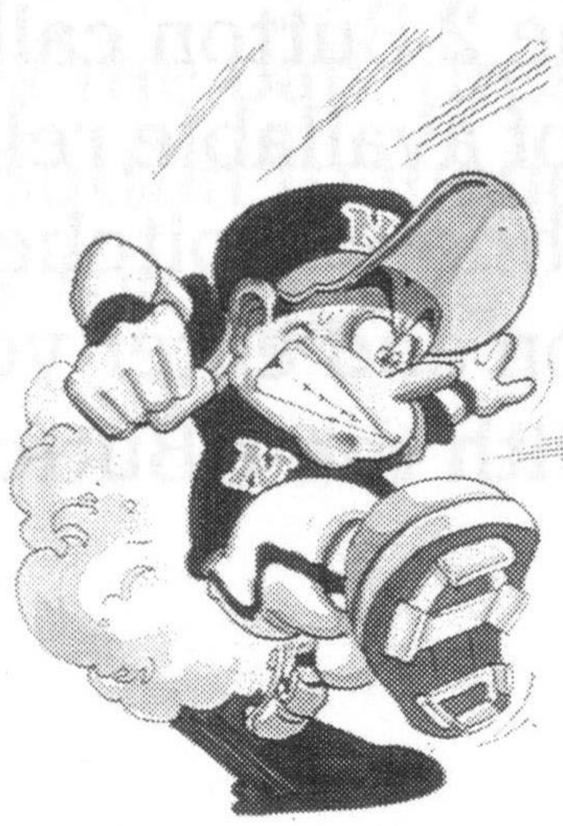
PRIME HITTERS: Batters that come to the plate twirling their bat have extra confidence. You can count on them to make a solid hit.

LUCKY SEVEN: All the batters that come to the plate in the seventh inning are prime hitters. This is a great time to start a rally and turn around a losing game.



RUNNING THE BASES: Runners automatically advance to first base after hitting the ball. Use the **D**-Button to select and enter the next base you want to run to. To return a runner to a base they started from, press the D-Button and then press the **2**-Button. **NOTE**: *you cannot return to a previous base if your runner reaches the next base.*

STEALING BASES: As the pitcher goes into his wind up use the **D**-Button to select the base you wish to steal. Press the **1**-Button to initiate the steal. The game view shifts to show the attempt.





Defense

PITCHING: The **D**-Button positions the pitcher on the mound. Press the **2**-Button to begin the wind up. At this point the **D**-Button has several functions:

– Press **UP** to throw a change up pitch.

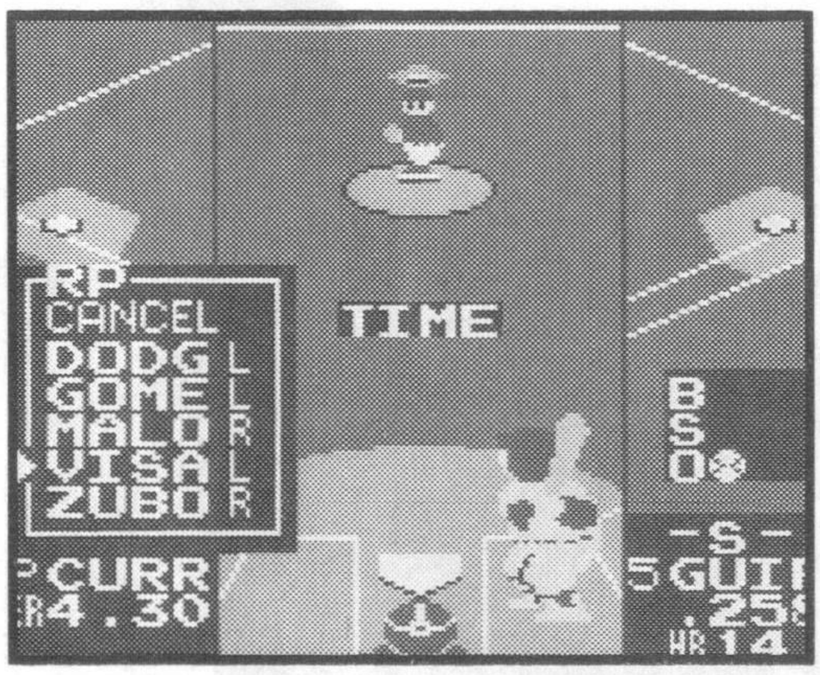
– Press **DOWN** to throw a fast ball.

– Press RIGHT or **LEFT** to throw inside or out side, depending on the position of the batter.

After the ball is thrown, pressing the **D**-Button **RIGHT** or **LEFT** causes the ball to curve in those directions.



RELIEF PITCHERS: In critical situations where your pitcher is faltering you have the option to bring in a relief pitcher. Press the **Start** Button to call a time out.

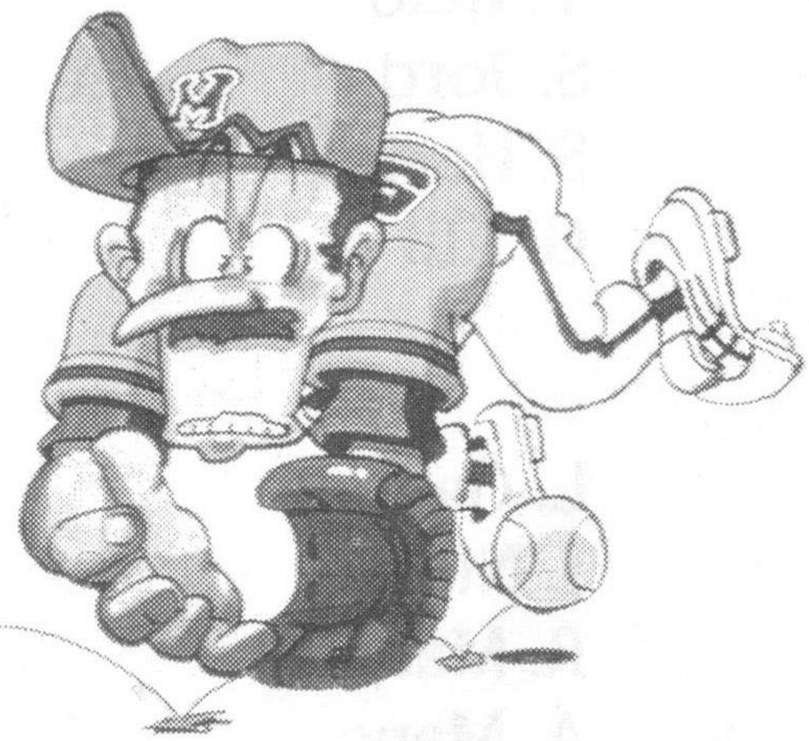


Pressing the **2**-Button calls up the roster of available relief pitchers. Choose a pitcher with the **D**-Button and enter your selection with the **2**-Button.

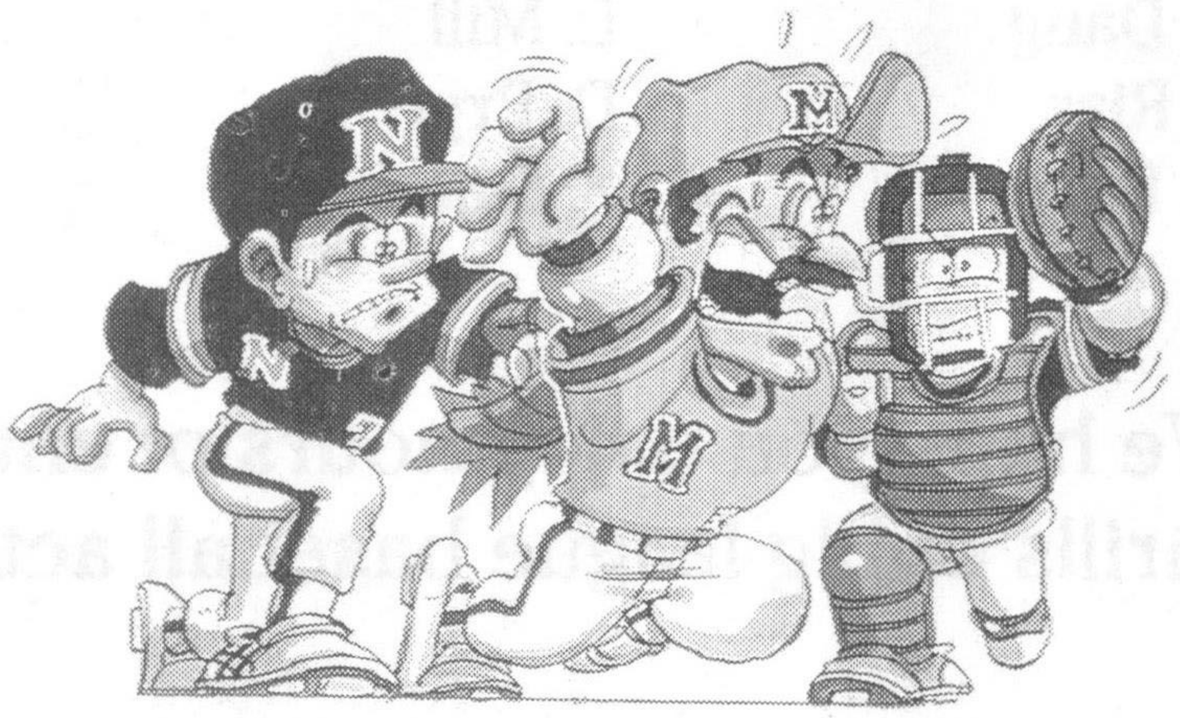
FIELDING: After the ball is hit, use the D-Button to move player towards the ball. Four players will automatically cover the bases when your fielder retrieves the ball.



SPECIAL NOTE: *Use the **D**-Button in combination with the **2**-Button to snag hard to reach flies and grounders. To throw the ball, choose which base you want to throw to with the **D**-Button and press the **2**-Button.*



PREVENTING STEALS: When you see a runner attempting to steal a base, press the **1**-Button. Use the **D**-Button to select which base you want to throw to and press the **2**-Button to complete the throw. When the fielder catches the ball, press the **D**-Button to maneuver him for the tag out.



Roster of Teams

Here's a partial list of the teams dying to win the pennant.

NOTE: keep track of the player's stats to determine the best of the best!

TWISTERS	BRUISERS	SLAMMERS	COMETS
1. V. Trud	K. Gaza	T. Wils	P. Craf
2. P. Rony	D. Mari	F. Pete	G. LeCl
3. W. Rogu	E. Patt	V. Mort	M. Scot
4. T. Lein	K. Tade	E. Keim	S. Roma
5. L. Burn	V. Reid	E. Guif	T. Wagn
6. M. Dino	S. Jord	G. Corr	S. Atwe
7. B. Prui	S. Harr	J. Bone	D. Brou
8. J. John	G. Kill	A. Maci	M. Axel
extra			
P. Guan	L. Gayl	D. Rhod	M. Paso
K. Henk	J. Nich	V. Tall	T. Koba
N. Garc	R. Mann	B. Tama	M. Flor
K. Cozz	A. Manc	E. Pole	G. Well
pitchers			
M. Crag	S. Hami	R. Booh	I. Land
N. Neil	P. Apfe	C. Dame	G. Coul
P. Luzo	W. Hein	R. Schr	J. Alls
P. Daug	L. Mill	H. Pate	R. Font
F. Rizz	D. Pryc	D. Kaci	K. Olse
C. Darr	S. Smac	C. Gatl	F. Pach

We hope you enjoy hours of entertainment and all the thrills of big league baseball action in **Batter Up!**

Handling this Cartridge

1. This cartridge is intended exclusively for the Sega Game Gear System.

2. Do not bend, crush, or submerge in liquids.

3. Do not leave in direct sunlight, or near a radiator, or other source of heat.

4. Be sure to take an occasional break during extended play.

Limited Warranty

Namco Hometek, Inc., warrants to the original purchaser that this Namco Hometek, Inc. cartridge shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek, Inc. will repair or replace the defective cartridge or component part, 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.

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COLOR PORTABLE VIDEO GAME SYSTEM

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