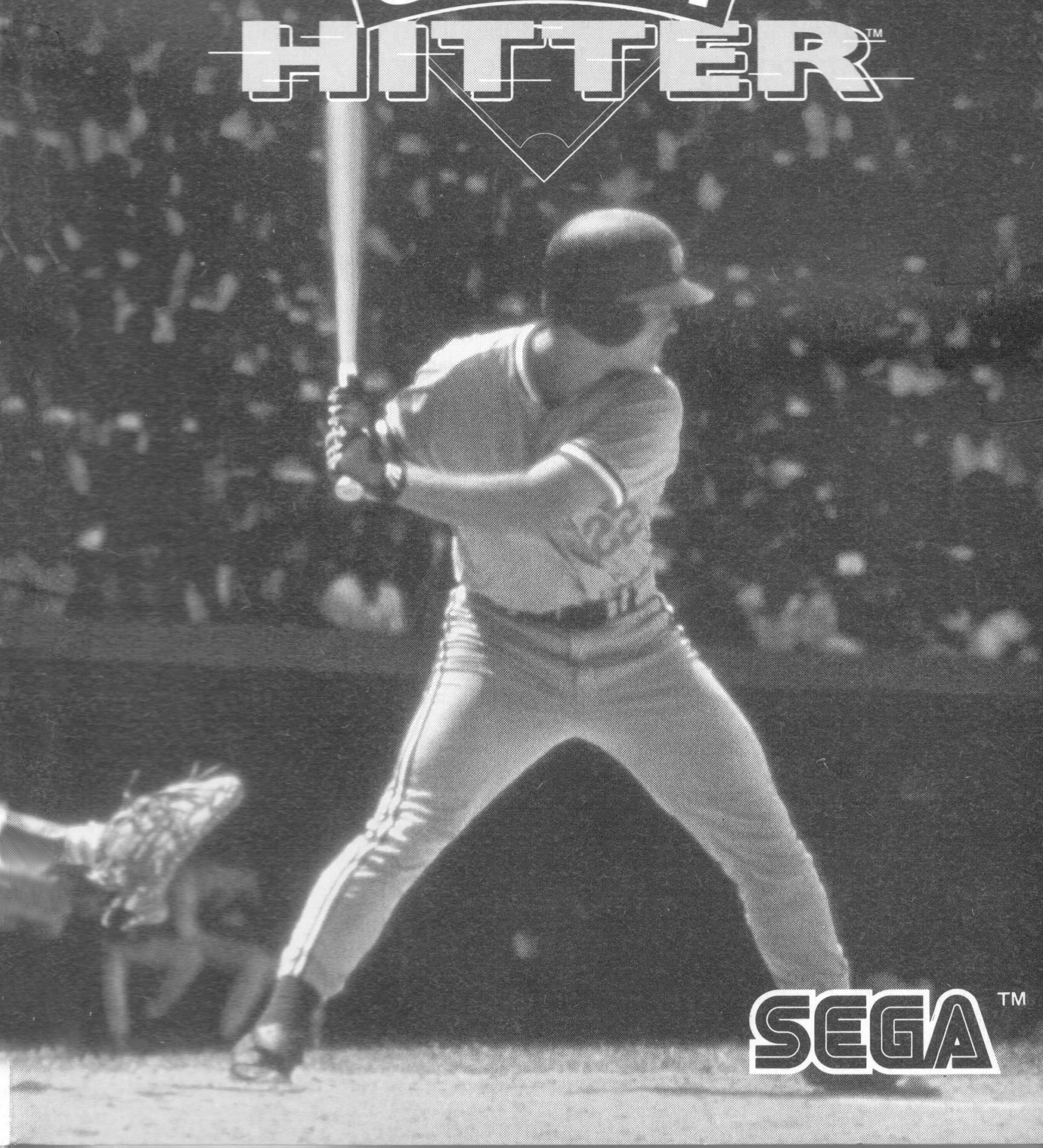
GAME GEAR™

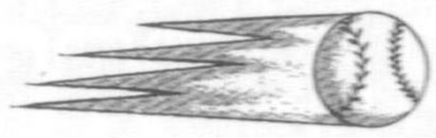
COLOR PORTABLE VIDEO GAME SYSTEM

CLUTCH HITTER™



SEGA™

Starting Up



1. Set up your Sega Game Gear System as described in its instruction manual. For two-player games, use the Gear-to-Gear Cable™ (sold separately) to connect the Game Gear units.

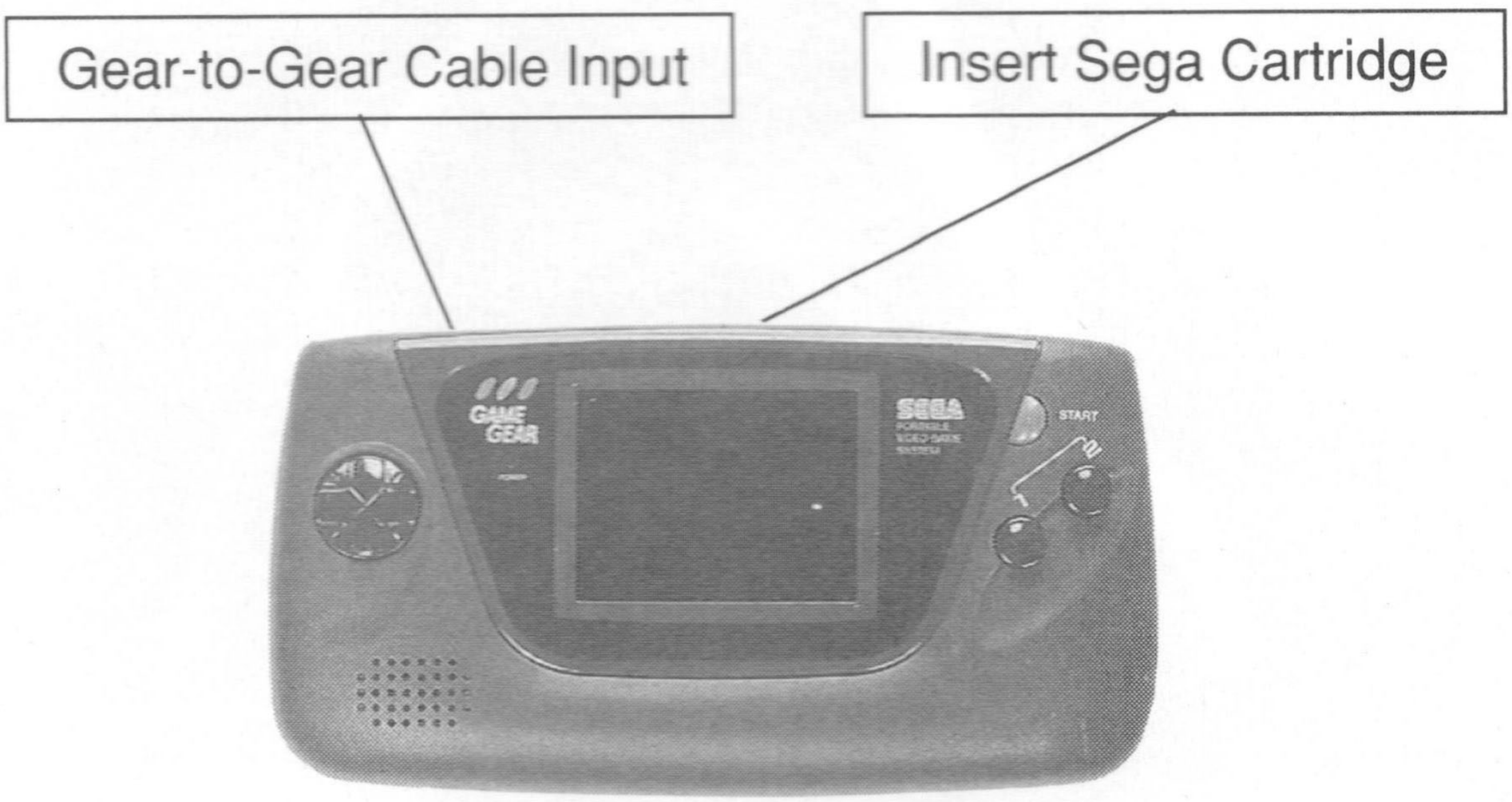
2. Make sure the power switch is OFF. Then insert the *Clutch Hitter* cartridge into the Game Gear unit.

3. Turn the power switch ON. In a few moments, the *Clutch Hitter* Title screen will appear.

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 Sega cartridge.

Note: *Clutch Hitter* is for one or two players.



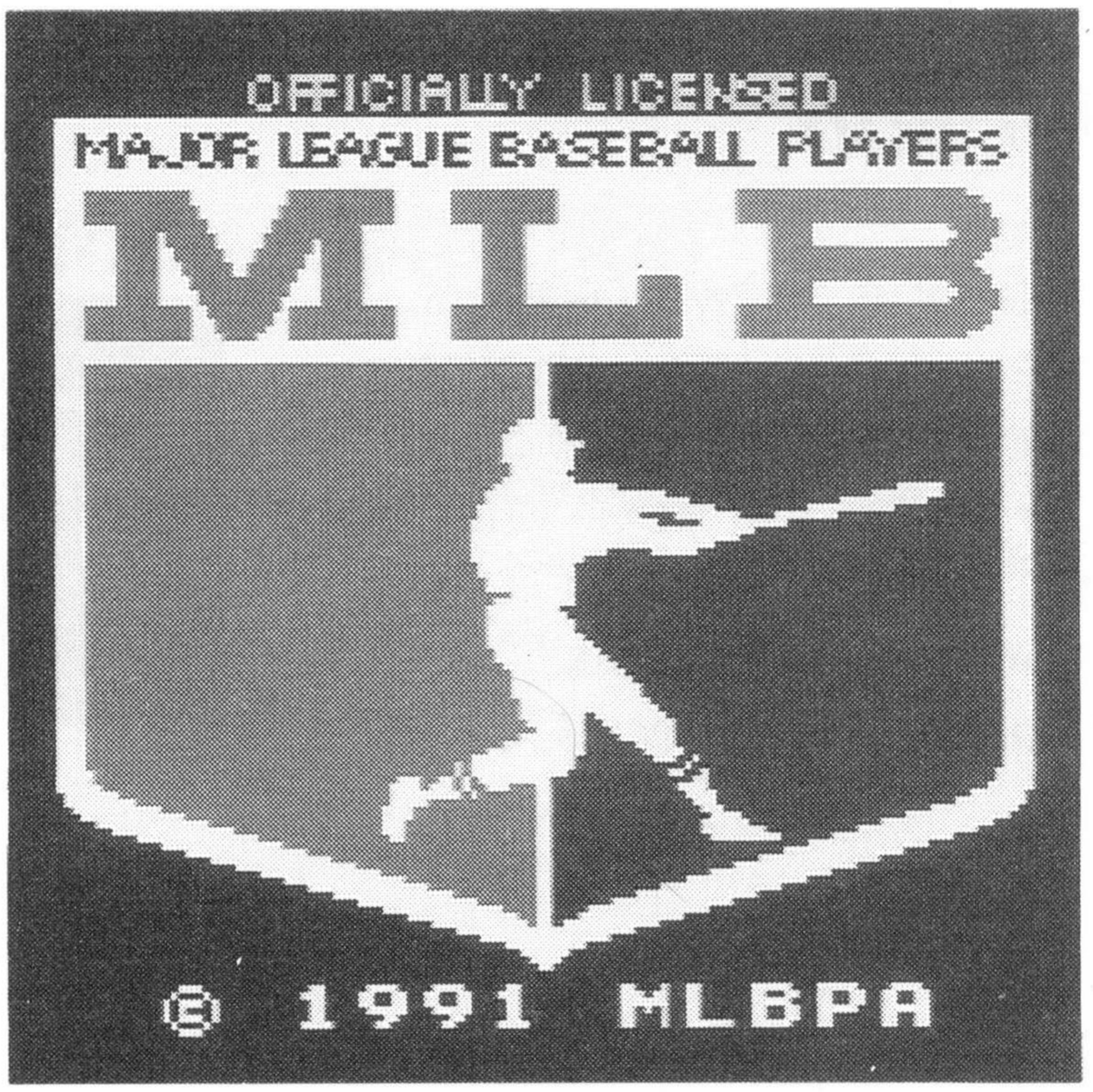
Two On, Two Out...



...you're behind in the count, one ball and two strikes. Runners at the corners. You dig in, take a practice swing, then get set for the pitch. The runners take a short lead, the pitcher winds and delivers... it's a long fly ball to center... going, going, gone!

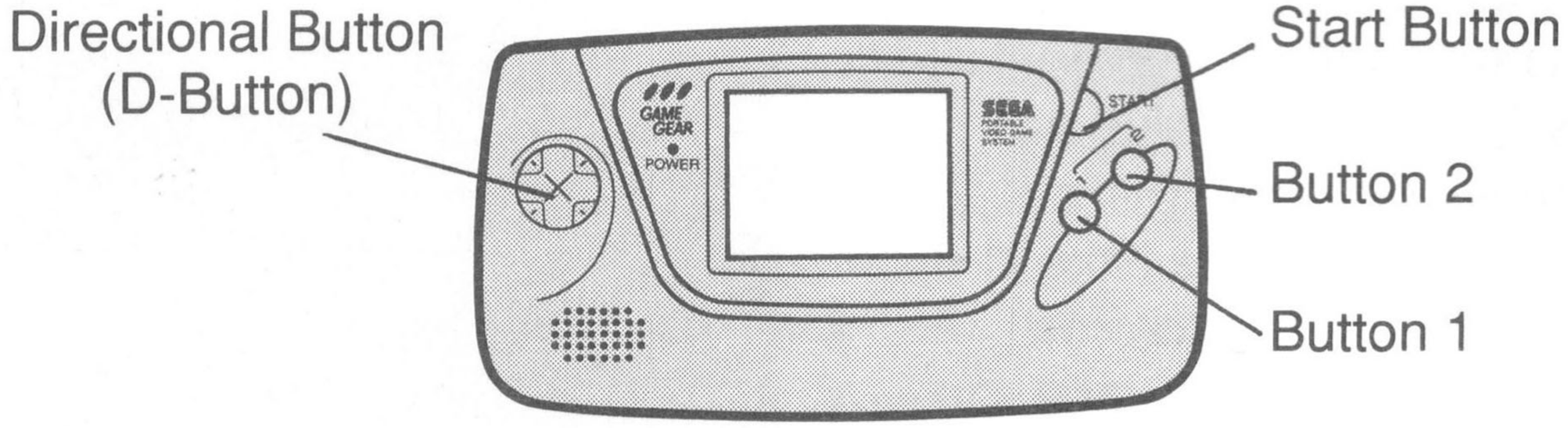


Choose any one of the twenty-six major league teams and battle the computer or take on a friend. Play a five, seven or nine-inning contest. Baffle the other team's power hitters with your flaming fastball, then catch them off guard with a breaking pitch or a changeup! Lay down a textbook sacrifice bunt! Get a big lead and swipe second base, or make a perfect throw from behind the plate to nail a would-be base stealer! Experience the thrills of big-league baseball any time with Clutch Hitter!

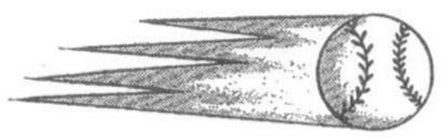


Take Control!





Getting Started





The Title screen follows the MLBPA (Major League Baseball Players Association) logo. First you must decide whether or not you want to hear background music while you play. If you don't change anything, you'll hear music during the game. To shut it off, press Button 2 and notice that the word "Off" appears next to Music. Next, press the Start Button to bring up the Mode Select screen.

Mode Selection

Clutch Hitter is for one or two players. Place the marker next to your choice using the D-Button and press the Start Button or Button 2 to enter your selection. **Note:** You can't select "VS Play" unless you have two Game Gear units connected by a Gear-to-Gear Cable™.



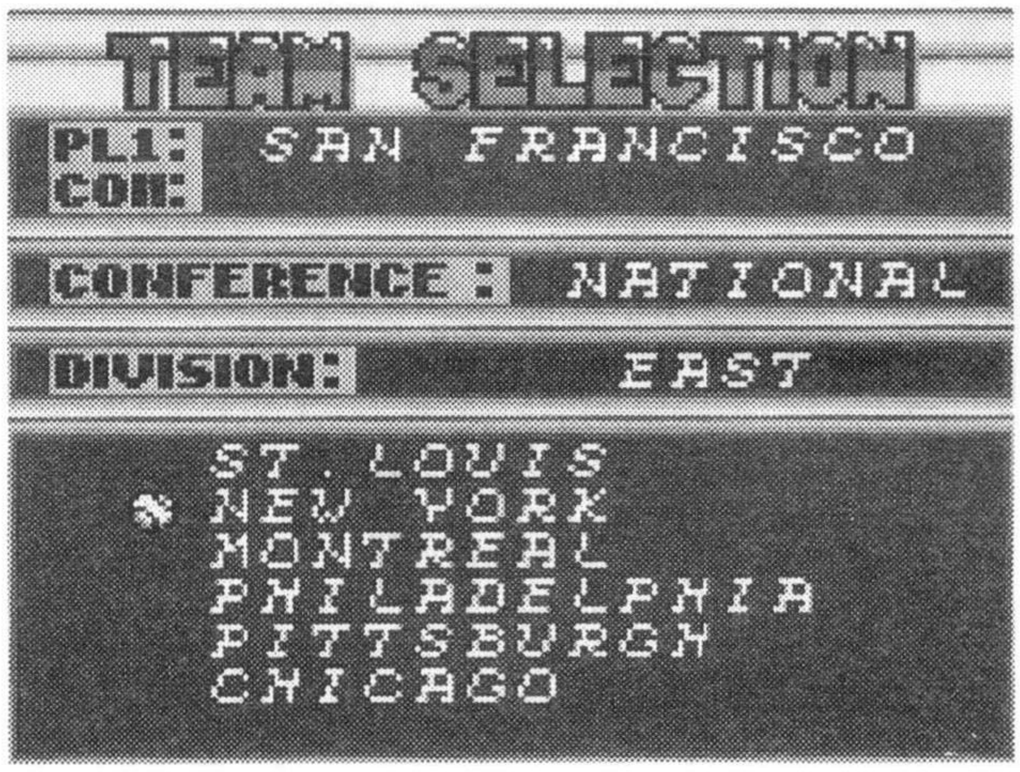
Game Length



You can choose to play a 5, 7 or 9-inning game. If you don't change anything, you'll play 5 innings. To change the length of the game, press the D-Button down to move the marker to 7 Inning or 9 Inning and press the Start Button or Button 2 to continue.

Team Selection

At the Team Selection screen, press Button 1 to toggle between the American and National, and press the D-Button left or right to see the East and West Divisions. To select a team, highlight it by pressing the D-Button up or down. Then press Button 2 to enter your choice. Use the same procedure to choose a team for the computer. See pages 13 – 16 for a rundown of every team.



Starting Pitcher Selection

Each team has six pitchers, five of whom are eligible to start (the sixth pitcher is available only in a relief capacity). Choose one by placing the marker next to his initials using the D-Button. Press Button 2 to finalize the selection.

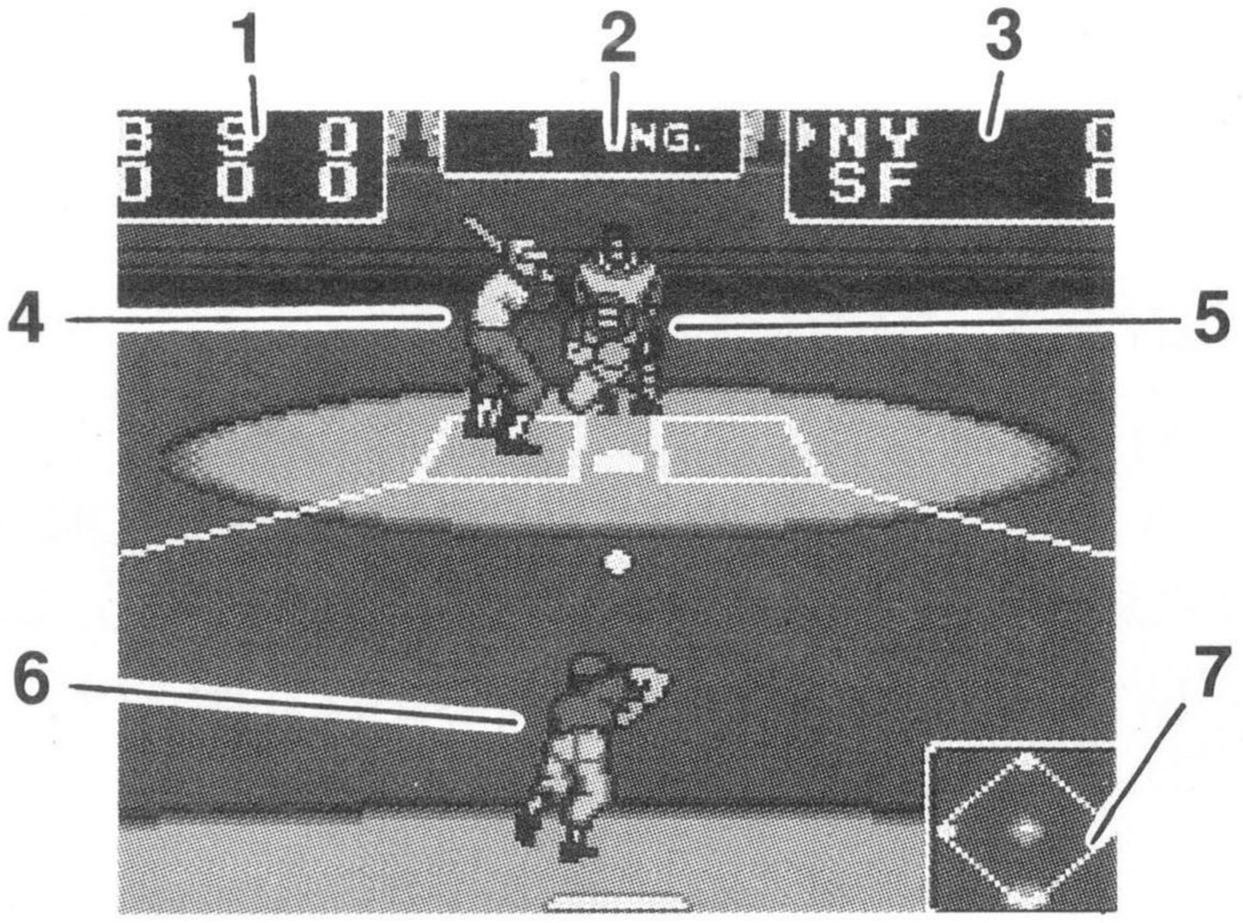
Each pitcher's initials, Earned Run Average (ERA) and throwing hand are displayed. Take the ERA into account when selecting a pitcher. ERA represents the average number of runs that pitcher would allow in 9 innings of work. The higher the number, the better off you'd be to choose someone else to throw for you. Any pitcher with an ERA of under 3.50 is pretty reliable. Relievers often have much lower figures than starters.



Screen Signals

Pitching Screen

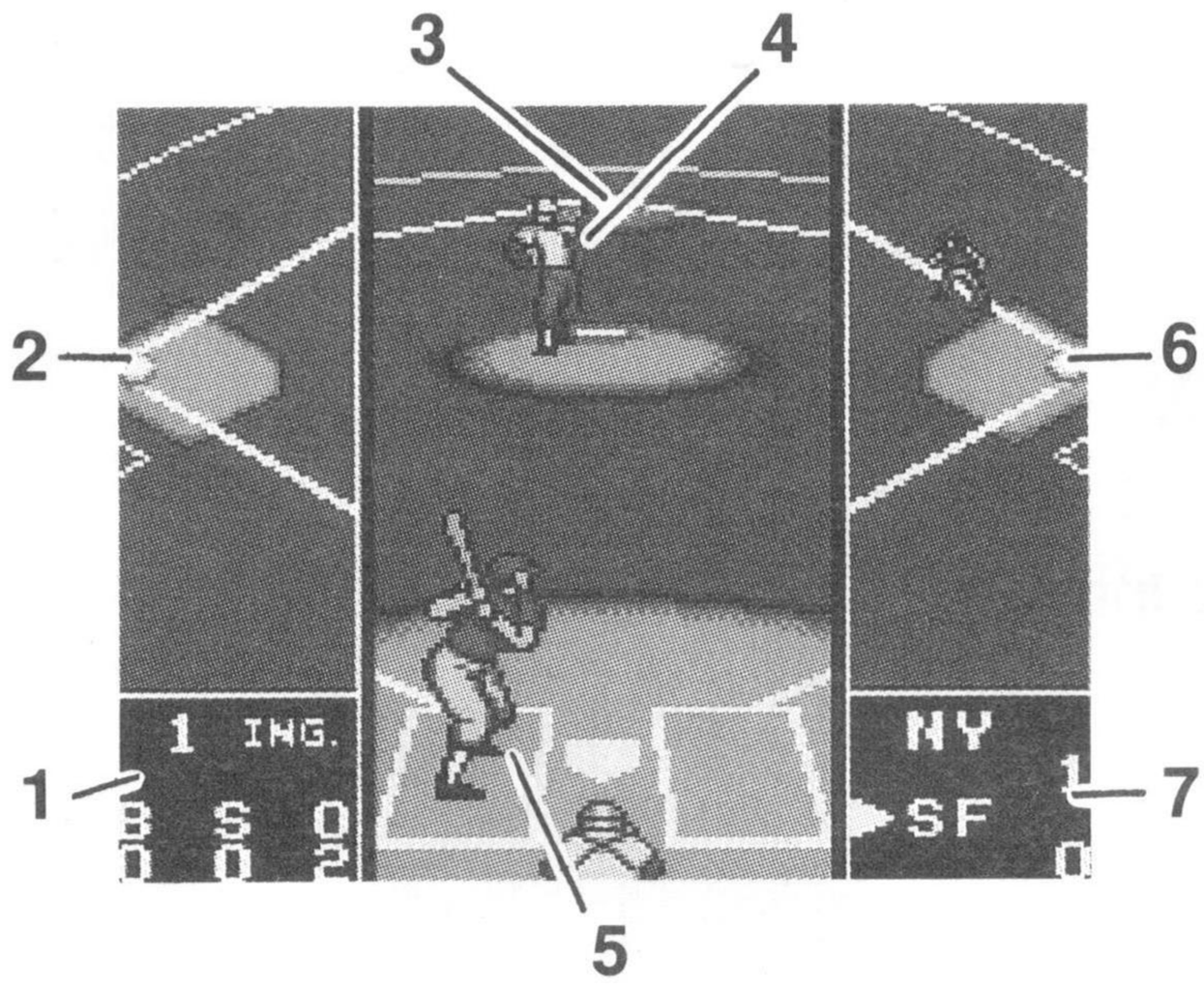
This screen appears when you're in the field. You see your pitcher's back and you get a front view of home plate and the batter's box.



1) The counter for balls, strikes and outs.
2) The current inning.
3) Each team's current score.
4) Your opponent's batter.
5) Your catcher.
6) Your pitcher.
7) The runner display window.

Batting Screen

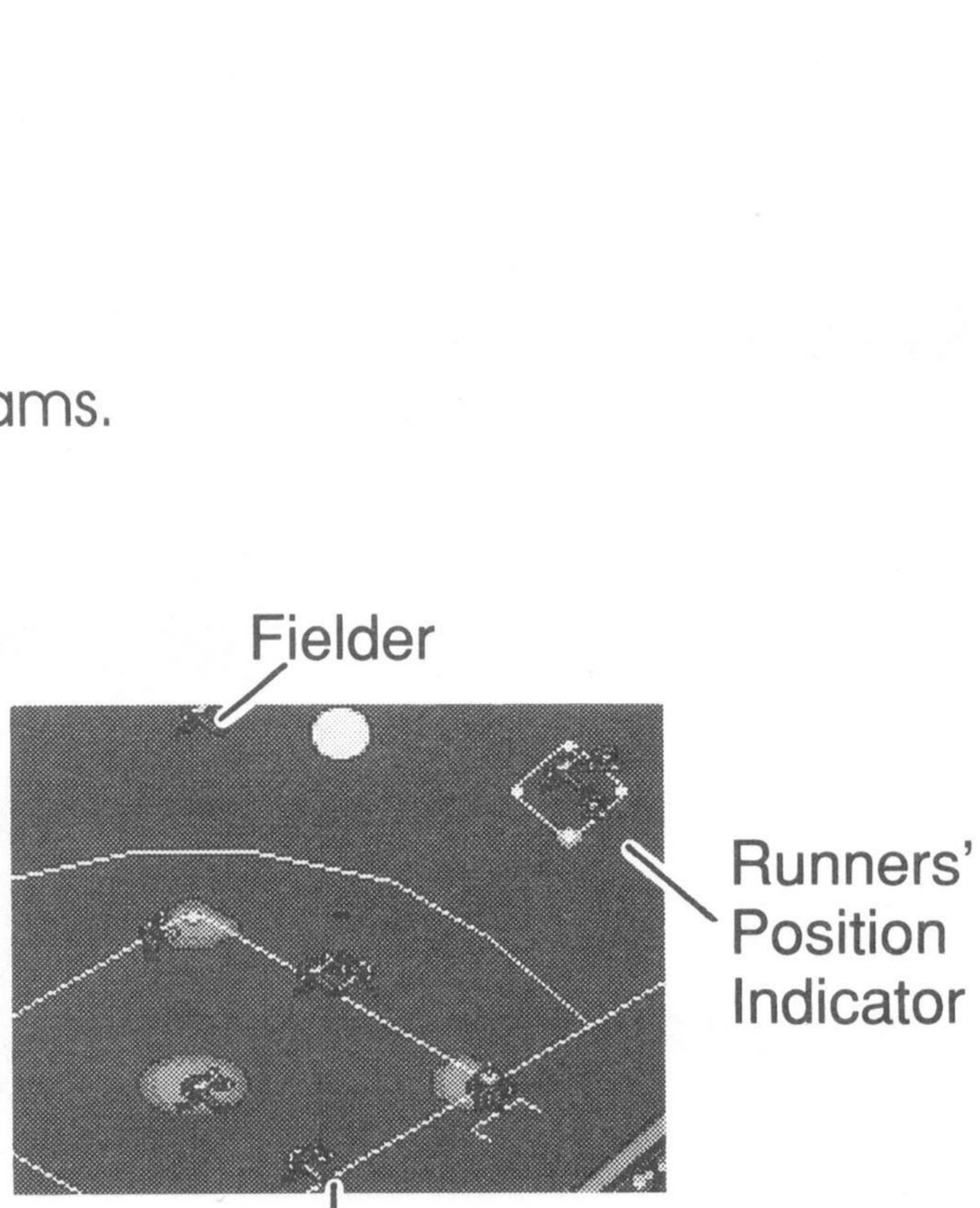
You see this screen when your team's at bat. You look out over the field from the batter's box.



1) Current inning and balls, strikes and outs counter.
2) Third Base.
3) Second Base.
4) Your opponent's pitcher.
5) Your batter.
6) First Base.
7) The current score for both teams.

Field Screen

You'll see this screen when the ball has been hit, when someone tries to steal a base, or when the pitcher throws to a base to hold a runner on.

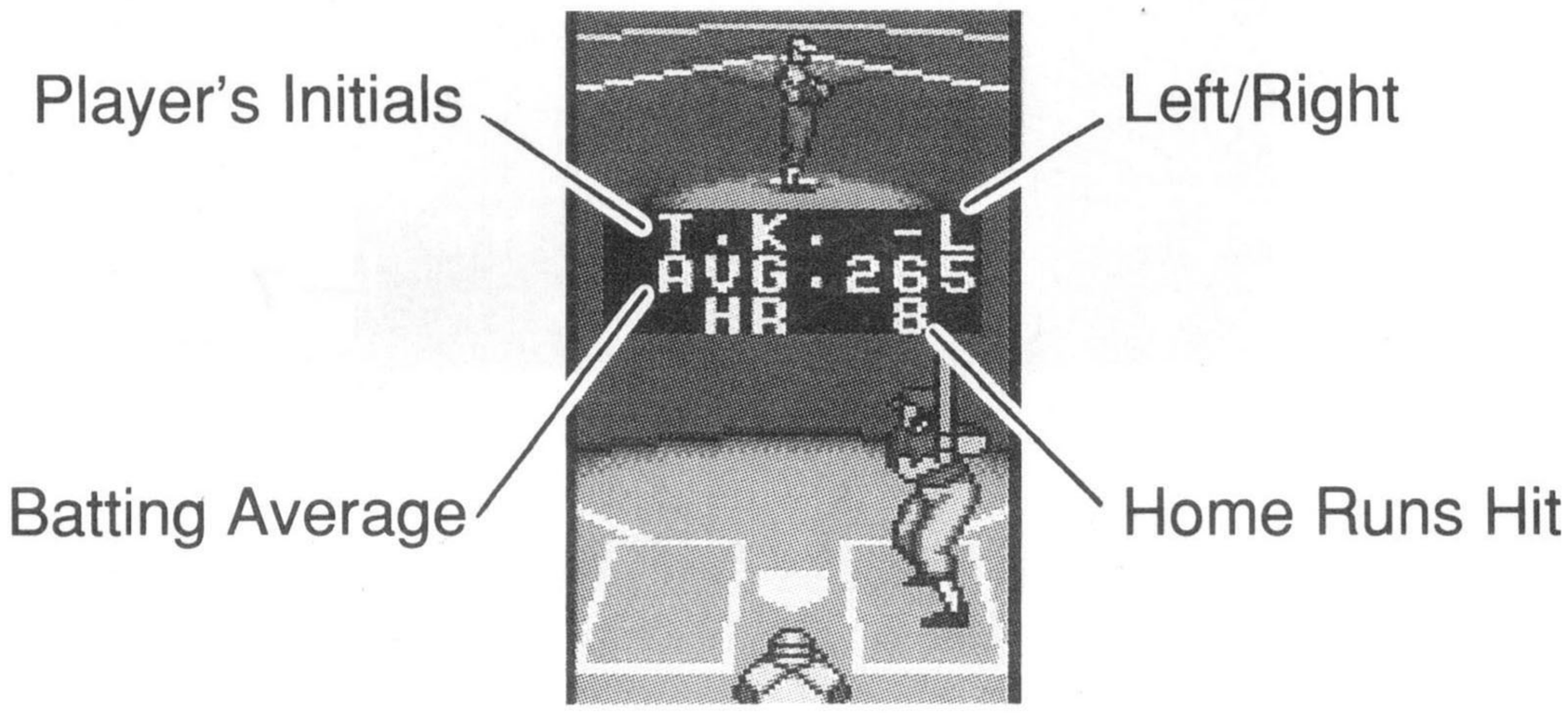


Substitutions

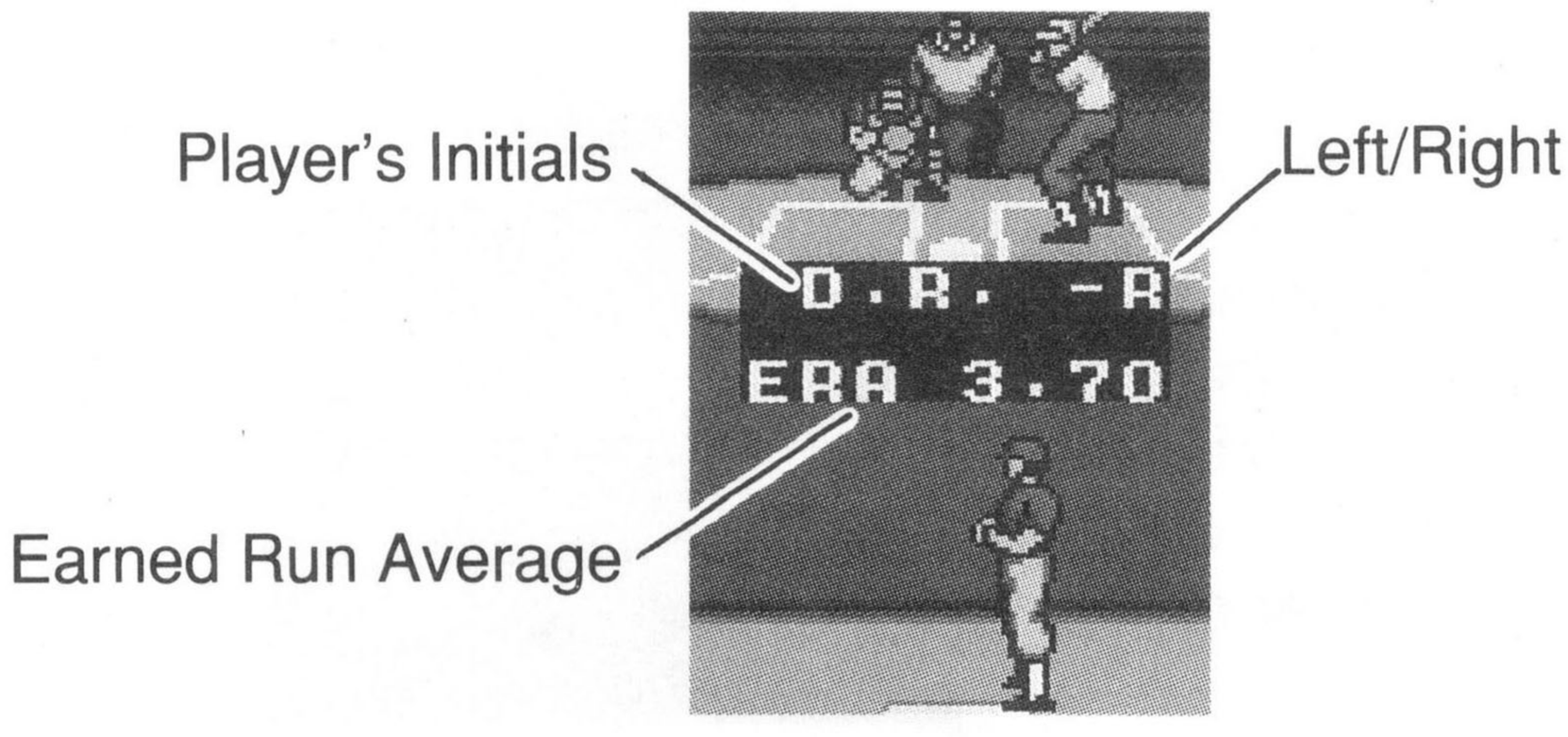


You can call "Time Out" by pressing the Start Button while in the Pitching or Batting screens before the pitcher goes into the windup. Press Button 2 to call up the next screen. Select a pitcher or a pinch hitter using the D-Button, and press Button 2 to enter your choice. Pressing Button 1 at any time closes the window.

Pinch Hitter

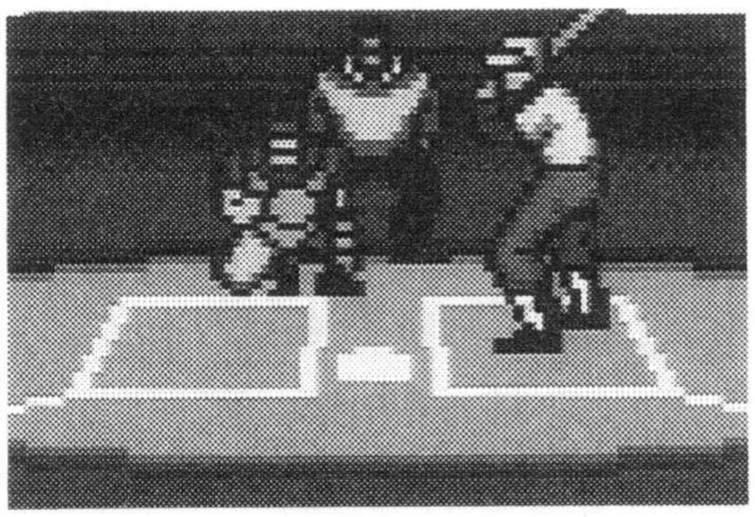


Relief Pitcher



Play Ball!

Pitching



The pitcher and catcher must work together or you'll never succeed. Before the pitch, press the D-Button left or right to position the pitcher on the mound. You can position the catcher as well, by pressing the D-Button up (catcher moves left) or down (right). The catcher's selected position is where the ball will go if you throw a straight pitch such as a fastball or a changeup.

Now that the location has been determined, press Button 2 and the pitcher begins his motion. At this time, the catcher returns to his spot directly behind the plate. As the pitcher delivers, press and hold the D-Button to determine the type of pitch.

UP– Fastball

LEFT– Breaking ball left

D-Button

RIGHT– Breaking ball right

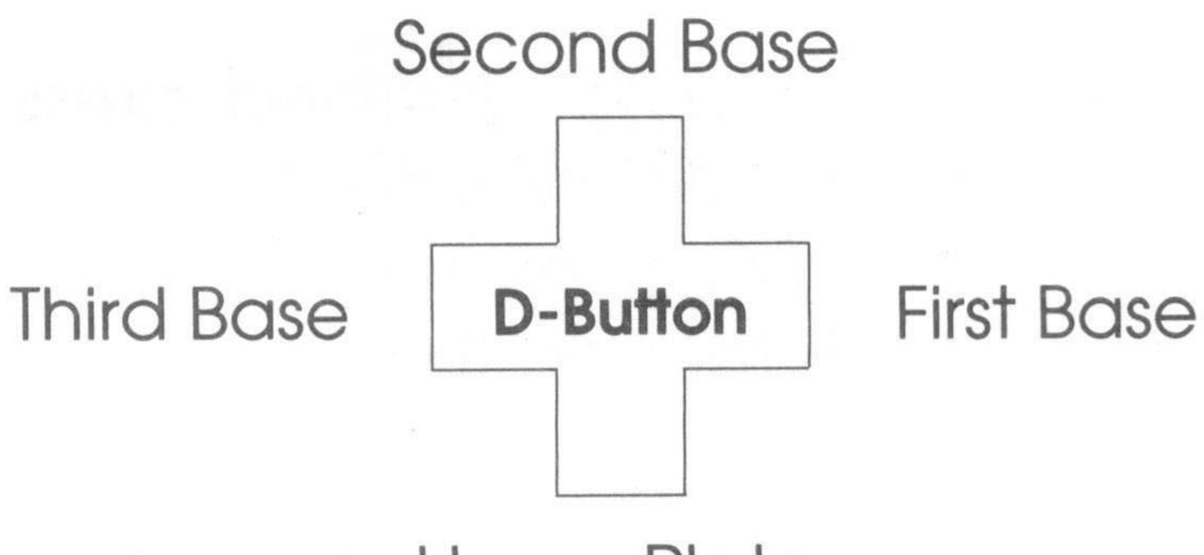
DOWN– Changeup

If the catcher had set up just to the left of the plate against a right-handed hitter, and the pitcher throws a wild breaking ball far to the left of the intended location, the catcher will move over and catch the ball. Control the amount of break by holding the D-Button left or right. Release it early for less break.

Some pitchers like to brush the batter back by throwing inside. You can do that in this game, too, but don't go too far in or you might bean the batter. If the batter is hit, he's awarded first base.

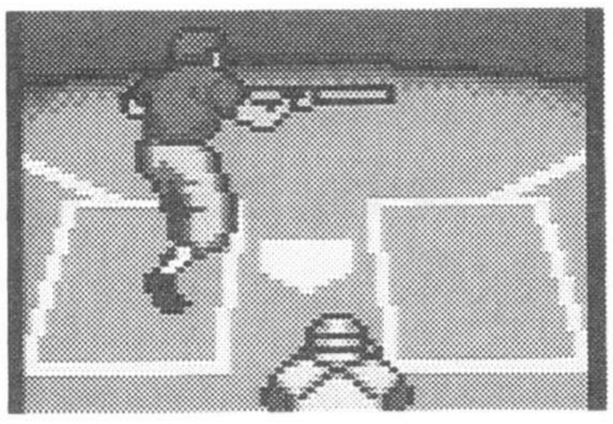
Holding the Runner On: Pitchers are generally very concerned when there's a runner on base. Especially if the runner possesses any speed. In order to keep the runner from taking too big of a lead, the pitcher may throw over to the base (most common with a runner on first). This keeps the runner close to the base, because he knows if he gets too far away, he might get picked off or get caught in a rundown between bases. Runners very rarely win rundowns!

To throw over to a base, press Button 1 to bring up the Field screen. Then press the D-Button in the direction of the base you want to throw to, and press Button 2 to throw. If you throw without selecting a base, the toss goes automatically to first base.



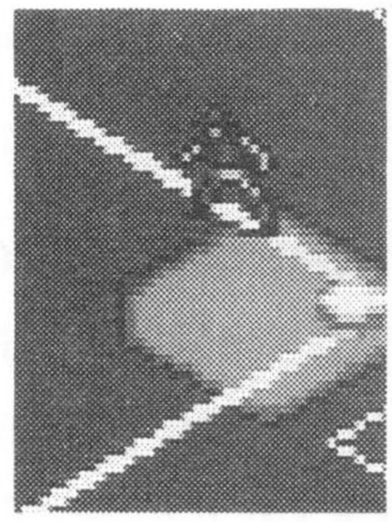
Batting

Time to get the lumber out and do some damage! You can move your batter around in the batter's box by pressing the D-Button. Think about what kind of pitch you might see before deciding where to dig in. Press Button 2 to swing.



Bunting: After the pitcher goes into his motion, press the Start Button and your batter will square to bunt. You may also be able to stop the bat halfway through a full swing and set up for a bunt. Timing is everything.

Note: You can stop the bat midway through a swing, but you can't pull it back.



Leading Off: When you have one or more runners on base, you may want to give a runner a headstart toward the next base. To take a lead, press and hold Button 1 and press the D-Button in the direction of that runner's current base. Each time you press the D-Button lightly, the runner edges off a bit more. When a runner has one foot in the dirt and one on the turf, he becomes a threat and may draw a throw to the base.

To get your runner back to the base, press and hold Button 2 and press the D-Button in the direction of the base you're returning to. If the runner(s) is taking a big enough lead when the pitcher begins his windup, he'll automatically take off on a steal attempt.

Stealing: Press and hold Button 1 and press the D-Button toward the runner's current base. Hold the D-Button until you see the runner take off. The screen will then change to Field, and you'll see your runner streaking toward the next base. If it looks like the throw might beat him to the bag, quickly get him back to his original base by pressing Button 2!

Defense

Field: When the Field screen appears, you can control your fielders by pressing the D-Button in any direction. You can't move a fielder who's covering a base (unless he has the ball).

Tag: Control the fielders with the D-Button.
Note: Once one of your fielders is in possession of the ball, you can no longer control your other fielders.

Throw: Set the direction of the throw with the D-Button, and press Button 2 to throw. If you throw without setting the direction, the ball will automatically be thrown to first base.

Other Important Functions

Running: Press and hold the D-Button in the direction of the runner's current base and press Button 1. To control all of the runners, press down on the D-Button and use Button 1 to advance to the next base or Button 2 to return to the previous base.
Note: When the ball is first hit, all runners automatically take off. Use the above function when you want to try for extra bases.

To return to your original base, press the D-Button to indicate the original base and press Button 2. Pressing Button 2 without selecting a base makes all runners return to their last base.

Time Out: Press the Start Button during the Pitching or Batting screen before the pitcher begins his motion. "Time Out" and the name of the team that called it appears. Press the Start Button once again to resume play. To bring up one of the Substitution screens during a time out, press Button 2. Press the D-Button up or down to select one of the position players or relief pitchers, then press Button 2 to enter your selection.





The Best in the Business!



Let's take a look at the 26 major league teams and a few of the standout players.

AMERICAN EAST

Baltimore: Veterans Cal Ripken and Glenn Davis lend power and experience, but the rest of the offense is inconsistent. Inexperienced starting rotation means lots of work for the bullpen.

Boston: Perennial batting champion Wade Boggs leads a solid offensive attack, but ace righthander Roger Clemens is the only bright spot in the starting rotation.

Cleveland: Do your best with this team in "transition." The silver lining in this cloud is powerhouse outfielder Albert Belle.

Detroit: Bill Gullickson anchors a somewhat shaky staff, but Cecil Fielder and his home run crew keep them in every game.

Milwaukee: Not especially strong or weak in any one area. Some power, average speed and a mediocre starting rotation. Veterans Robin Yount, Paul Molitor and back-up catcher Rick Dempsey add valuable experience.

New York: Starting pitching is holding this team back. Offensively, with sluggers Don Mattingly and Jesse Barfield, they can play with anybody.

Toronto: A very-well balanced team. Southpaw Jimmy Key is the ace of a fine pitching staff, and newcomer Joe Carter is one of the better all-around players in the game today.

AMERICAN WEST

California: Plenty of punch provided by the likes of Wally Joyner, Dave Winfield, and Gary Gaetti. Lots of strong lefthanded starters and a great closer in Bryan Harvey.

Chicago: The starting staff is a group of steadily improving youngsters like Jack McDowell. Carlton Fisk is great with the younger pitchers. With the addition of Bo Jackson to an already potent offense (led by slugger Frank Thomas and speedy Tim Raines), this team is ready to explode.

Kansas City: Danny Tartabull's bat has some sock, but overall the offense is not impressive. Fine pitching staff anchored by closer Jeff Montgomery.

Minnesota: Team concept is the name of the game here. No real standouts except for Kirby Puckett. A strong pitching staff is headed by All-Star starter Jack Morris.

Oakland: The starting pitching is getting old, but this team can still beat anybody with their powerful offense (Jose Canseco and Rickey Henderson). The closer, Dennis Eckersley, is still regarded as one of the best in the game.

Seattle: Ken Griffey Jr. and Alvin Davis can go deep, and the maturing of Jay Buhner rounds out a scary lineup. Consistency of starting pitching is a problem area.

Texas: Can hit for average (Rafael Palmiero, Julio Franco) and power (Ruben Sierra, Juan Gonzalez). Proper control of pitching staff that features ageless fireballer Nolan Ryan is key to victory.

NATIONAL EAST

Chicago: Bulk of offense provided by Ryne Sandberg, Andre Dawson and George Bell. Starting pitching is a question beyond Greg Maddux.

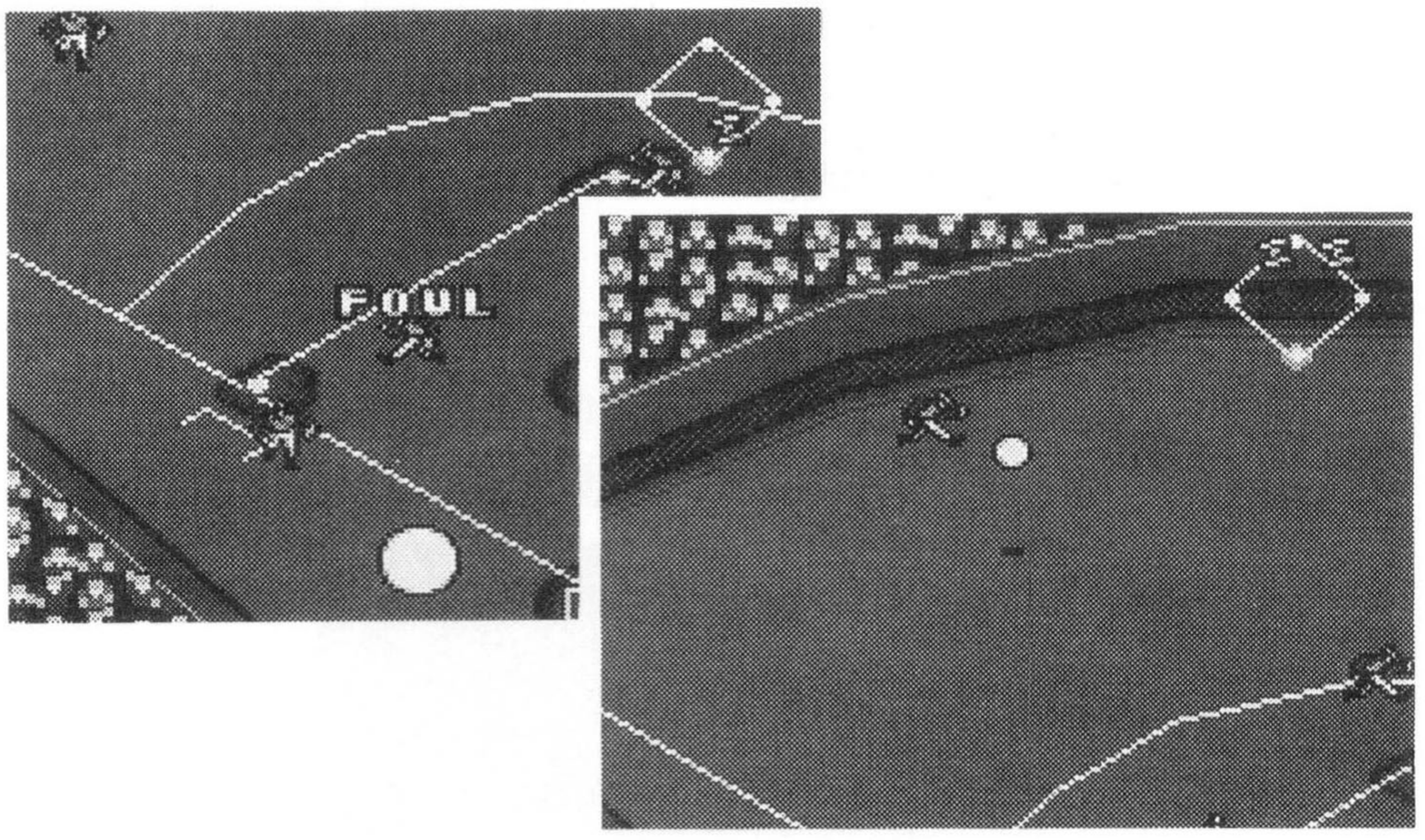
Montreal: Starting lineup is fairly solid offensively, particularly in the area of team speed. Ace righthander Dennis Martinez leads a staff of unknowns.

New York: Arguably the best pitching staff anywhere, led by Dwight Gooden and lefty Frank Viola. Howard Johnson and Kevin McReynolds can hit for power, but the offense is flat otherwise.

Philadelphia: Subpar pitching staff hurt even further by infrequent support from offense. Speedy leadoff man Len Dykstra and power-hitting outfielder Dale Murphy carry the weight offensively. Surprising production off the bench.

Pittsburgh: The "killer bees" provide the power (Bobby Bonilla) and speed (Barry Bonds). Top-notch starting rotation gets a lot of work due to lack of a premier stopper.

St. Louis: Starting pitching is a concern, but if they can carry a lead to the 8th or 9th inning, closer Lee Smith usually gets the job done. No offensive power, but excellent team speed.



NATIONAL WEST

Atlanta: Young pitching staff is one of the best in the majors. 30/30 man Ron Gant and "sweet swinger" Dave Justice provide the punch in a potent offense.

Cincinnati: Table-setters Barry Larkin and Billy Hatcher use great speed and the power of the 4, 5 and 6 batters to cause trouble for opponents. Solid rotation led by Jose Rijo. Randy Myers and stopper Rob Dibble form the best relief duo around.

Houston: Pete Harnisch heads an extremely young pitching staff. First baseman Jeff Bagwell and catcher Craig Biggio provide limited firepower in an otherwise lethargic offense.

Los Angeles: Ramon Martinez is one of the top righthanders in the league. Brett Butler is an excellent table setter, with Eddie Murray and Darryl Strawberry handling the long-ball chores. Veteran catchers are a plus.

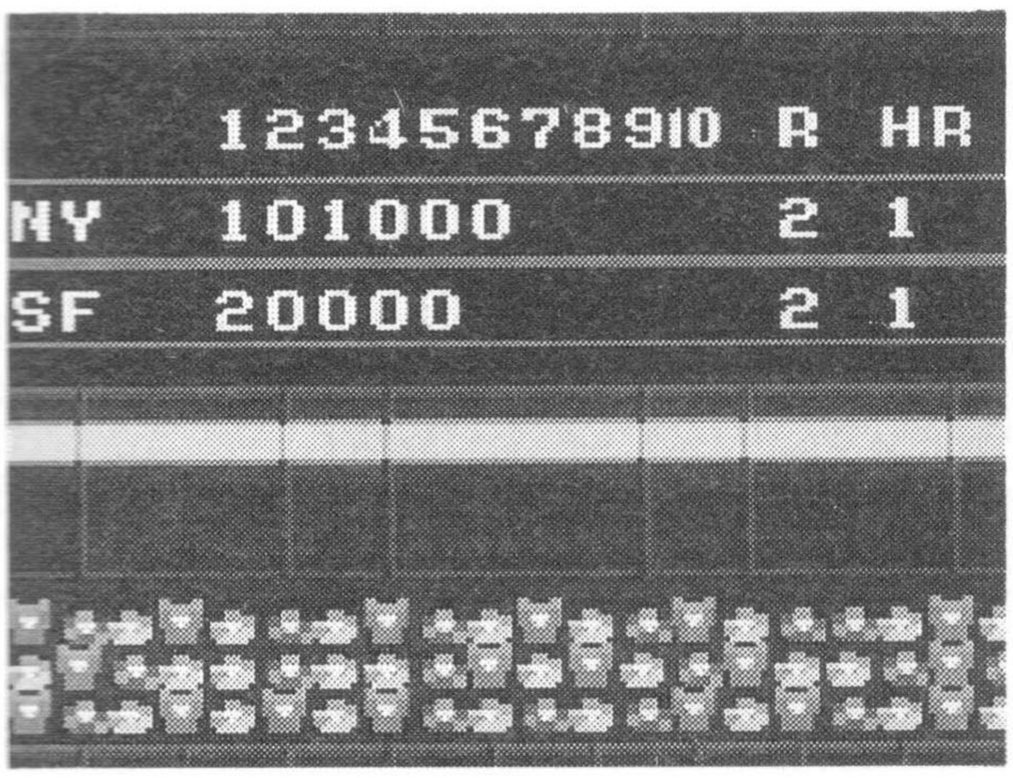
San Diego: This team wins with pitching and defense. Offensive spark provided by slugging first baseman Fred McGriff and perennial batting champion Tony Gwynn.

San Francisco: A pitching staff without an ace. Offensive output depends on whether or not bashers Will Clark, Kevin Mitchell and Matt Williams have anybody to drive in when they come to bat.

Scoreboard



The Scoreboard appears at the start of the game, after each half inning (3 outs) and again at the end of the game. It shows each team's total run production, in what inning the runs were scored, and the total number of home runs each team has hit.



If the game should go past the 10th inning, the appearance of the Scoreboard changes a bit. Each team's run total is still displayed, but the results of the individual innings from 1 through 10 are erased. Innings 11 through 20 are shown.

End of Game



If the selected number of innings have been played and the teams are still deadlocked, the game goes into extra innings. The game can end in one of the following ways:

- If the visiting team (the team batting in the top half of each inning) takes the lead in the top of the inning, and the home team comes up empty in the bottom, the visitors win.
- If the game is tied and the visitors come up empty in the top half of the inning but then surrender a run in the bottom half, the game ends and the home team wins, regardless of how many outs there are.
- The end may see a lot of scoring, such as five runs for the visitors and then six for the home team (home team wins), or the visitors may outscore the home team.



The game can continue through 99 total innings if necessary. The result is a draw if the teams are still knotted after 99 innings.

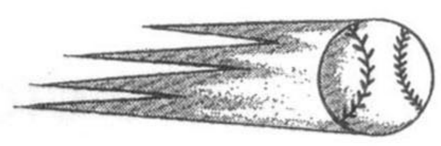
Important



There are a few elements of real baseball that are not a part of Clutch Hitter. They are as follows:

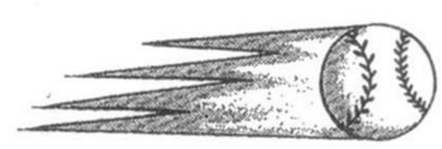
- No "infield fly" rule.
- No "passed balls" or "wild pitches."
- No interference.
- No defensive substitutions (except for pitchers).
- No pinch runners.

Helpful Hints



- Master the art of pitch location. You can throw plenty of strikes without going near the center of the plate. Be sure to think about where the opposing batter is situated in relation to the plate.
- Become an expert at moving your fielders to the ball. The faster you get to the ball, the better chance you've got to cut the runner down if he tries for extra bases.
- Make sure one of your teammates is covering the base you're throwing to.

Handling This Cartridge



- This Cartridge is intended exclusively for the Sega Game Gear™ System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety 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 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.

To receive warranty service, call the Sega Consumer Service Department at:

1-800-USA-SEGA

DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we 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.

Repairs After Expiration of Warranty

If your Cartridge requires repairs after expiration 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 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 cartridge 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 ninety 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.

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM

Patents:
U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244;
Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155;
Japan No. 82-205605 (Pending)

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