GAME GEAR™

SEGA SPORTS™

World Series BASEBALL®



MAJOR LEAGUE BASEBALL PLAYERS

1 OR 2 PLAYERS

OFFICIAL SEGA SEAL OF QUALITY

SEGA™

EPILEPSY WARNING

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 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 involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**



We use recycled paper.
Wir verwenden Recyclingpapier.
Nous utilisons du papier recyclé.
Usamos papel reciclado.
Utilizziamo carta riciclata.
Wij gebruiken kringlooppapier.
Vi använder returpapper.
Käytämme palautettavaa paperia.

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.

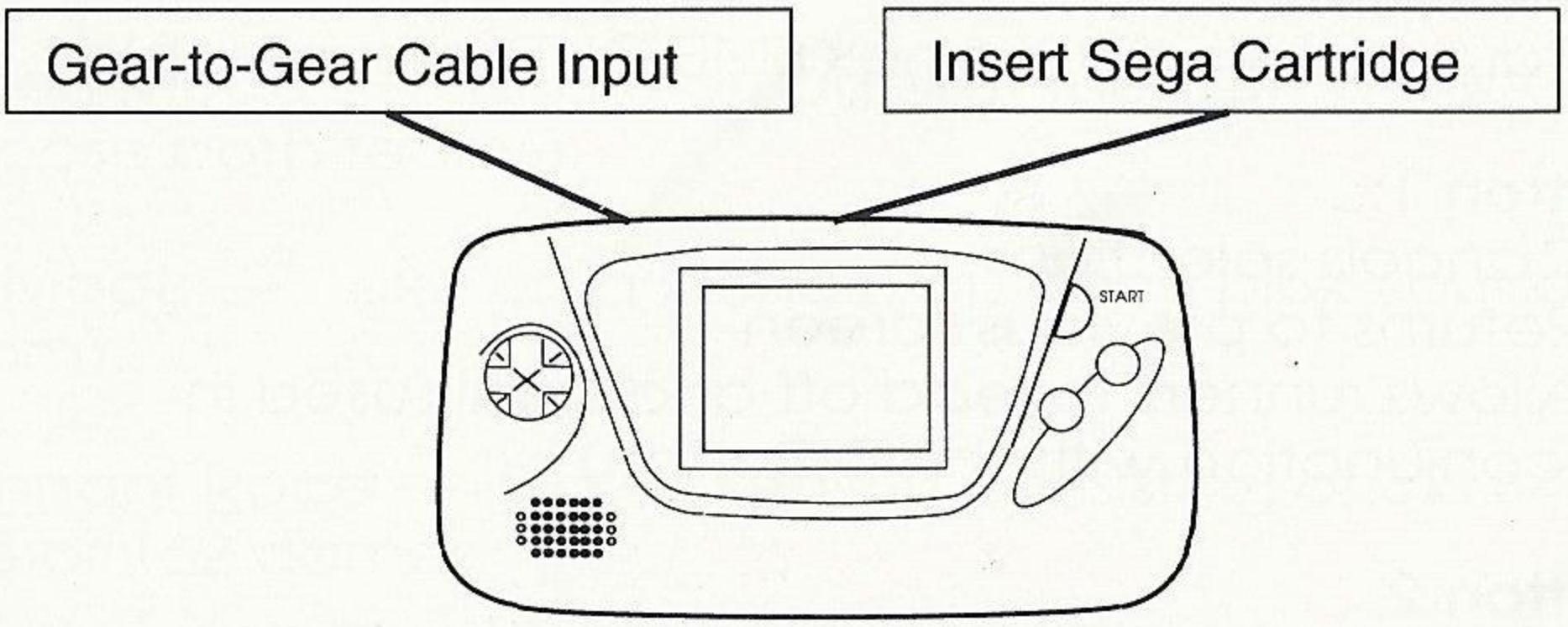
2. Make sure the power switch is OFF. Then insert the *World Series Baseball* cartridge into the Game Gear unit.

3. Turn the power switch ON. In a few moments, the *World Series Baseball* 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.

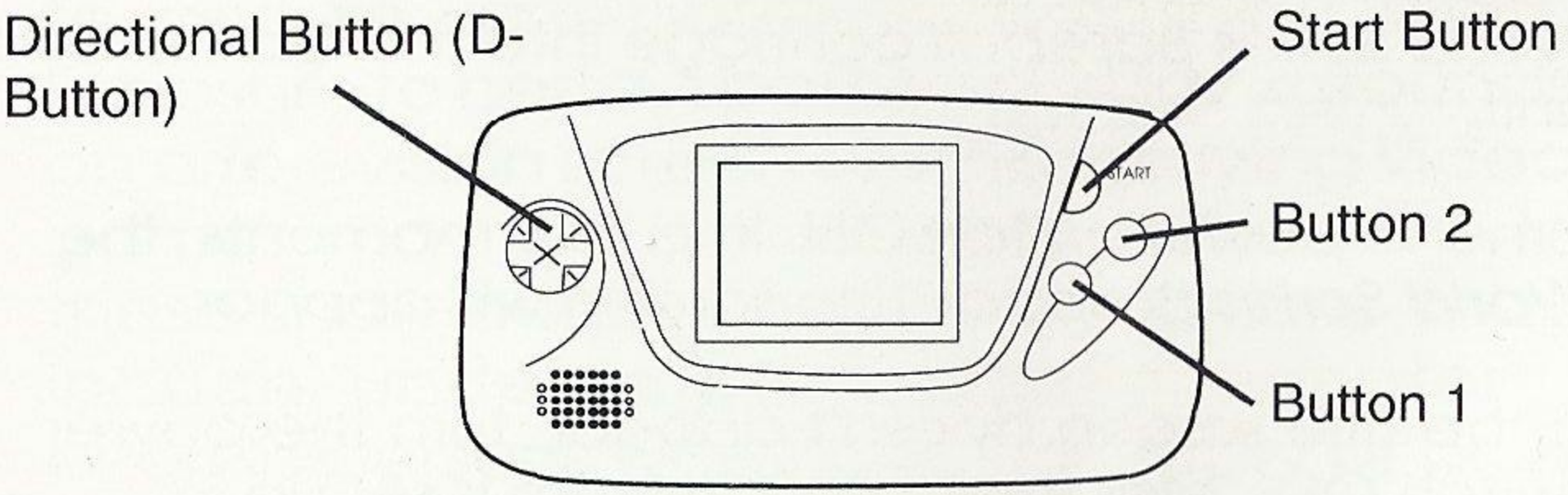
Note: *World Series Baseball* is for one or two players.



For Game Play Assistance, call
1-415-591-PLAY

Take Control!

Here's a brief outline of the basic functions of the buttons on your Game Gear unit. Explanations of more detailed functions appear throughout this manual.



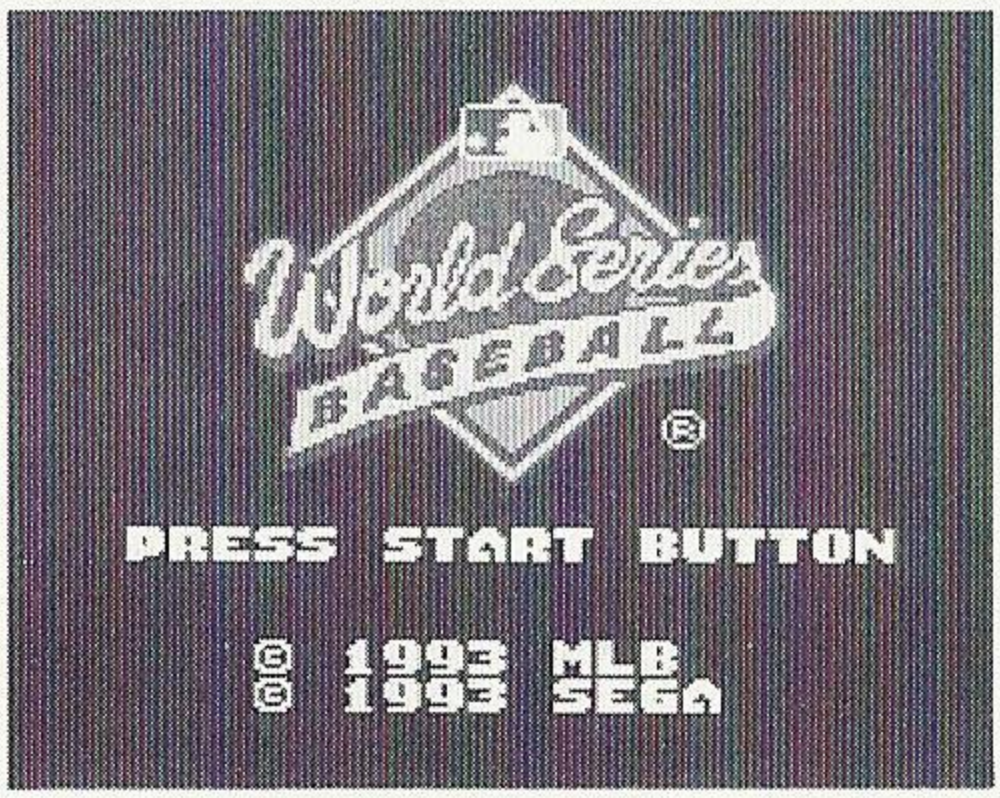
D-Button
- Moves controllable players (batter, pitcher, fielders, runners)
- Controls pitch once thrown
- Highlights choices in selection screens

Start Button
- Pauses during a game (TIME OUT); resumes play

Button 1
- Cancels selections
- Returns to previous screen
- Allows runners to lead off and steal (used in conjunction with the D-Button)

Button 2
- Throws, swings bat
- Enters selections
- Moves controllable player(s) on field

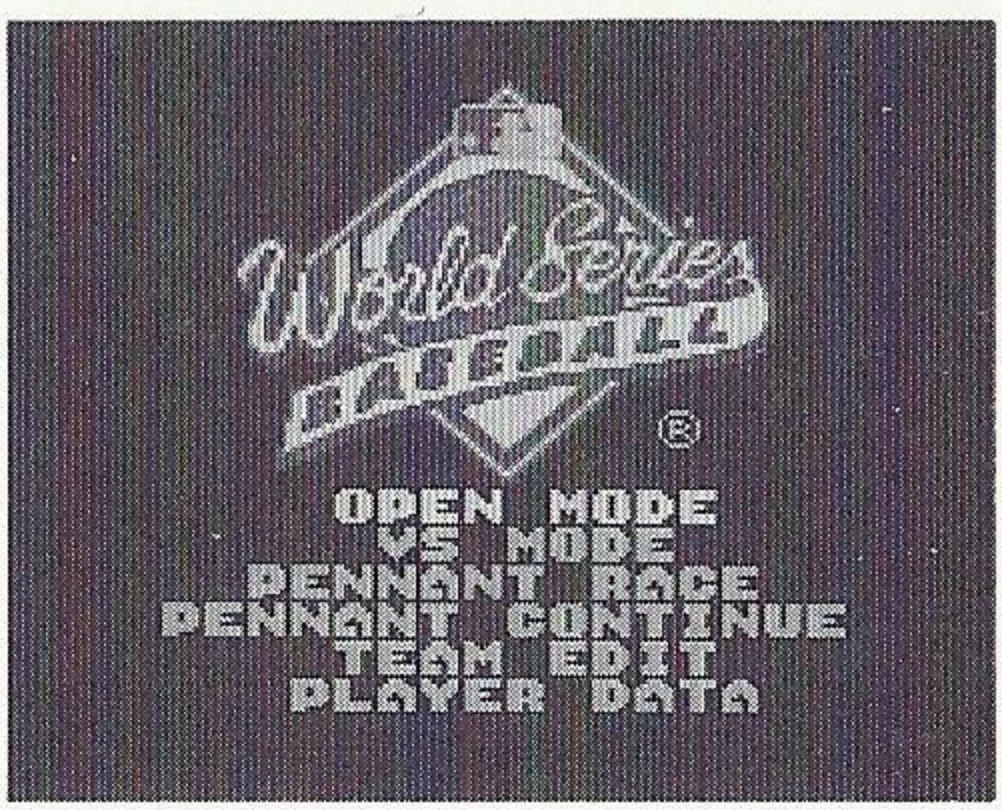
Getting Started



The *World Series Baseball* Title screen follows the Sega, Major League Baseball® and MLBPA logos. Press the **Start Button** to continue.

Options

Select from several game modes, check player data or edit your team. Press the **D-Button** up or down until the desired option begins flashing, and enter your selection with the **Start Button**.



Open Mode — Square off against the Computer (you choose both teams).

Vs Mode — Take on a friend (you each pick your own team).

Pennant Race — Play a season consisting of 32, 84, 123 or 162 games.

Pennant Continue — Pick up your season where you left off earlier.

Team Edit — Make your own team; better yet, make two teams!

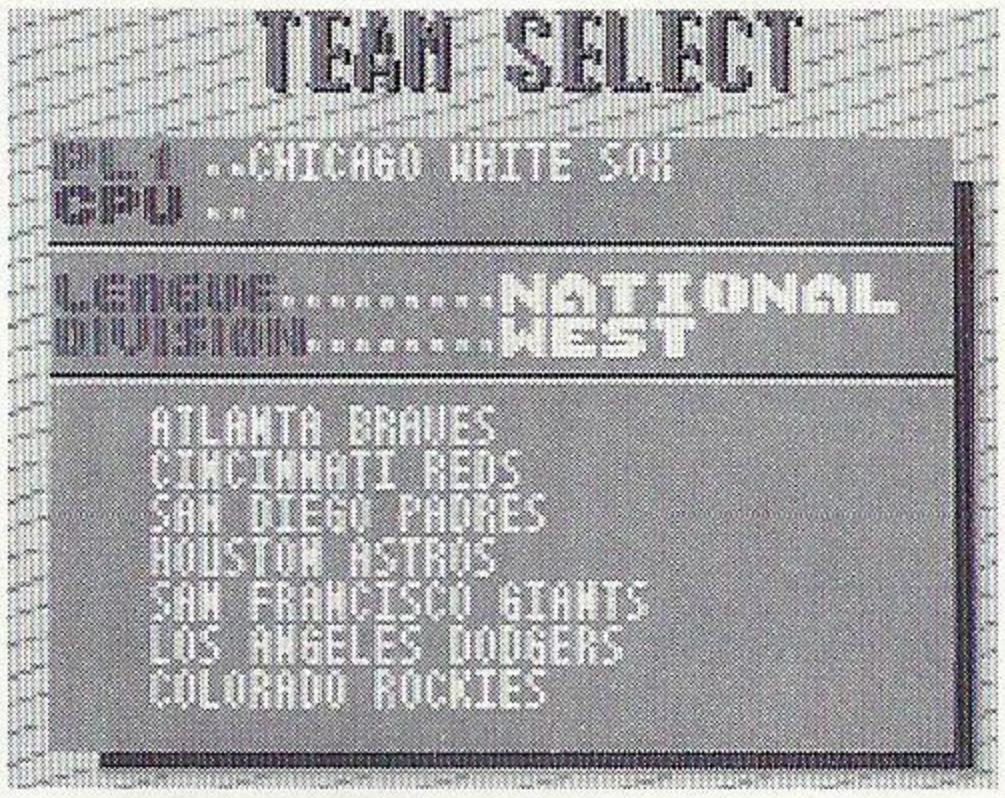
Player Data — Check all the vital stats of any player in the game.

Pre-game Selection Screens

Team Select

Modes: Open, Vs, Pennant Race, Team Edit

When: Before game



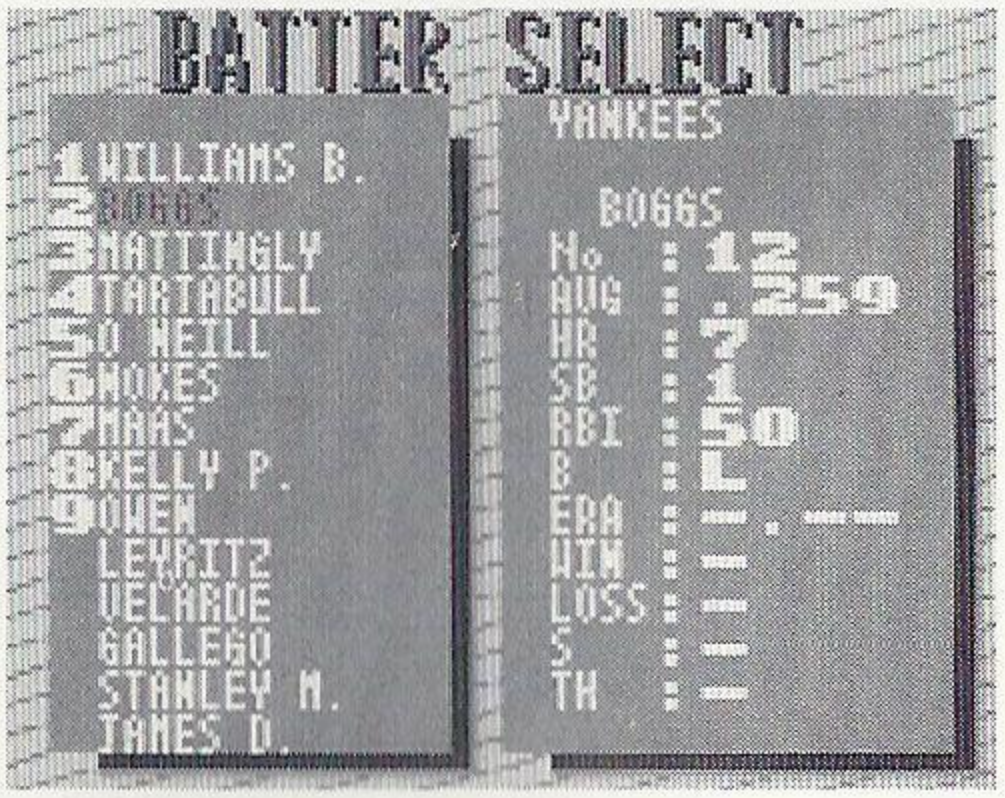
Operation: Press the **D-Button** left or right to cycle through the four divisions, then press up or down to highlight the desired team. Enter selections by pressing **Button 2** or the **Start Button**.

Batter Select

Modes: Open, Vs, Pennant Race

When: Before, during game

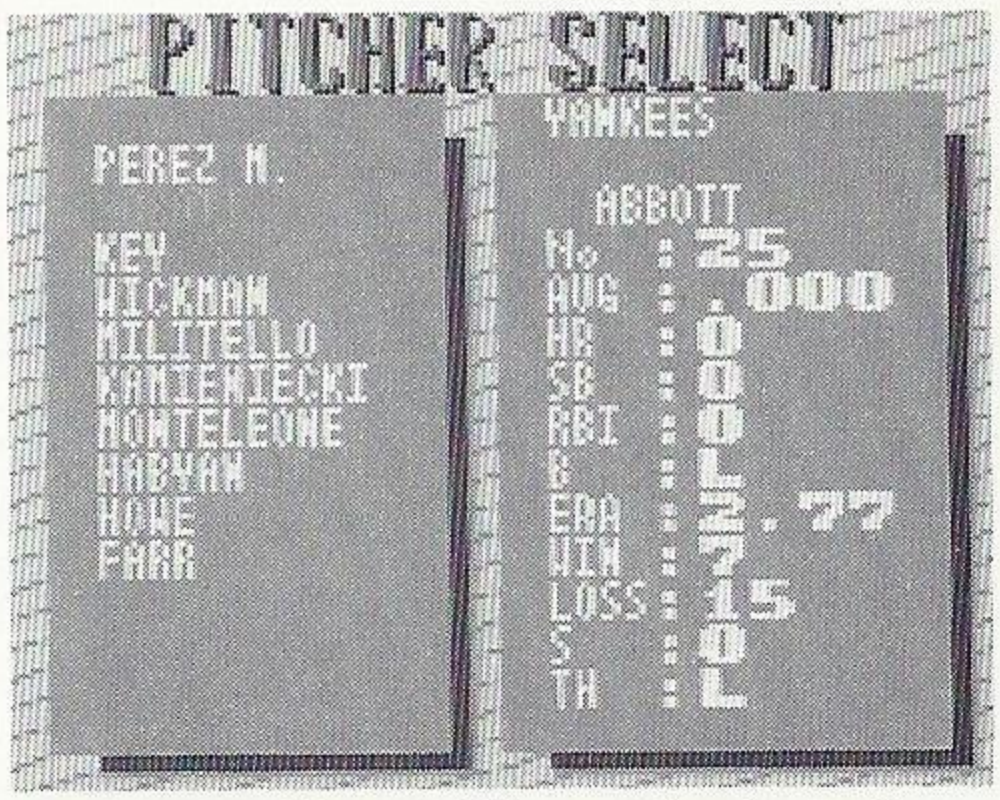
Operation: Use this screen to change your lineup, either by swapping positions of starting



members or inserting a reserve. Press the **D-Button** to highlight the first player you want to change, and press **Button 2**. Repeat with another player, and you'll see that they've exchanged positions in the batting order. Press the **Start Button** to continue.

Note: To make a change during a game, press the **Start Button** to take a TIME OUT, then press **Button 2** to access the screen.

Pitcher Select



Modes: Open, Vs, Pennant Race

When: Before, during game

Operation: Press the **D-Button** up or down until the name of the pitcher you want to start the game is highlighted, and press the **Start Button**. The stats of the highlighted hurler appear in the right half of the screen.

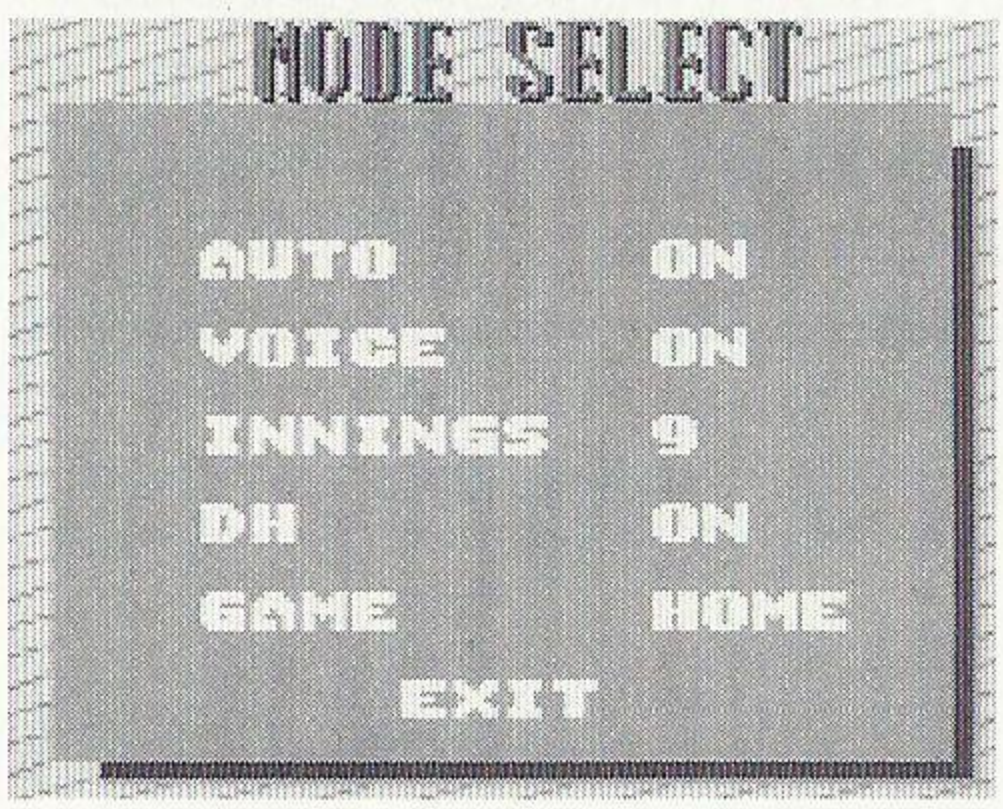
Mode Select

Modes: Open, Vs, Pennant Race

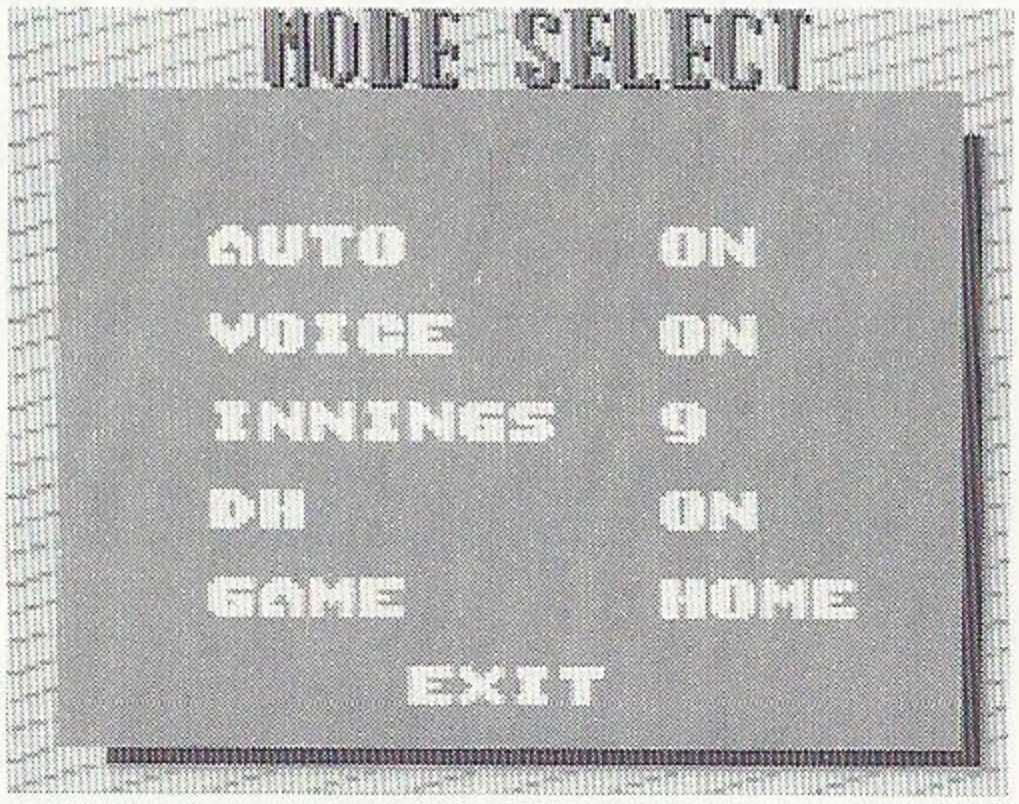
When: Before game

Operation: Press the **D-Button** up or down to choose a category, then press left or right to cycle through the available settings. When you're done, select EXIT and press **Button 2** or the **Start Button**.

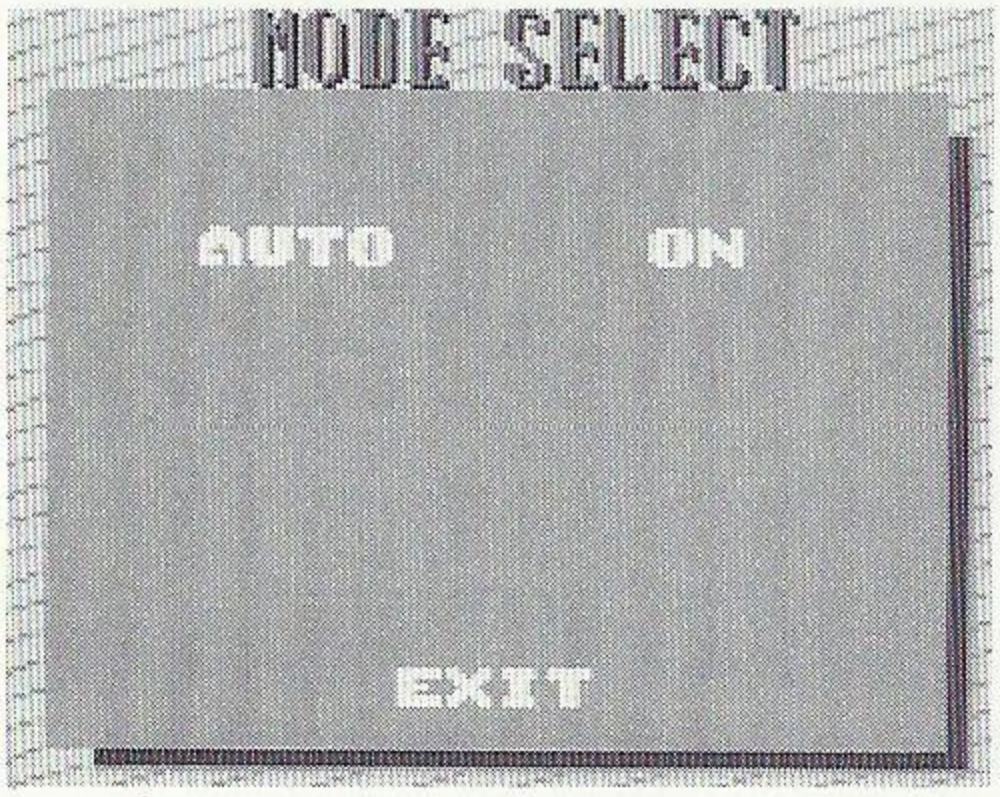
Note: The categories that appear differ depending on the game mode you've chosen.



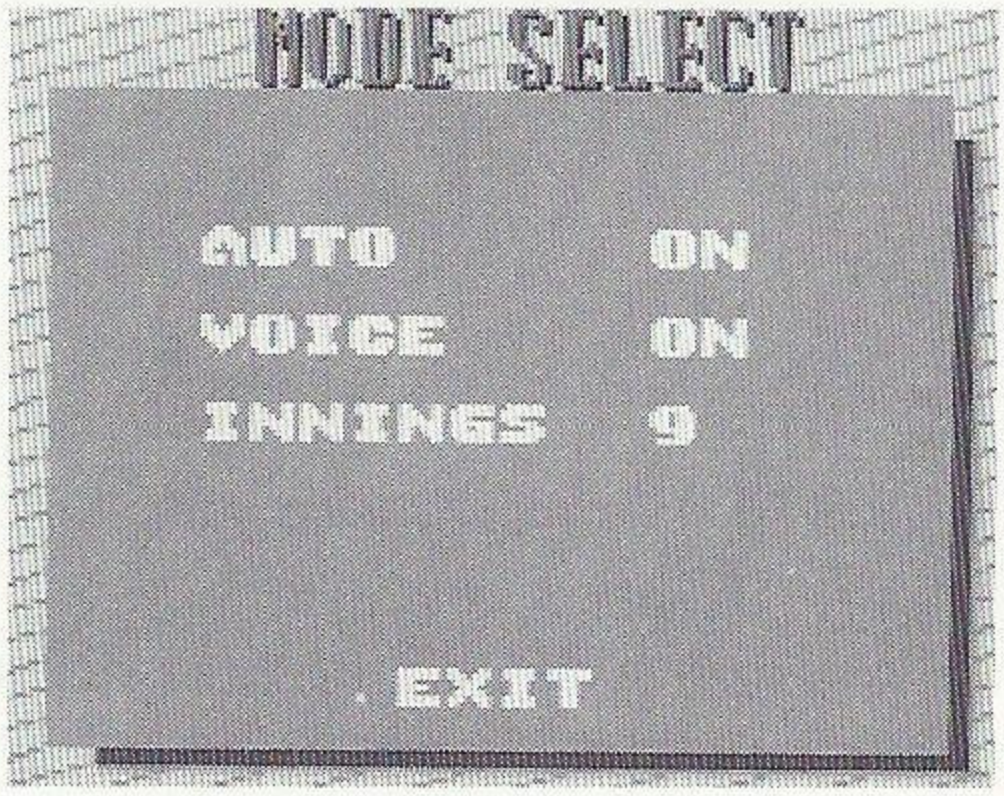
Open Mode



VS Mode, Player 1



VS Mode, Player 2



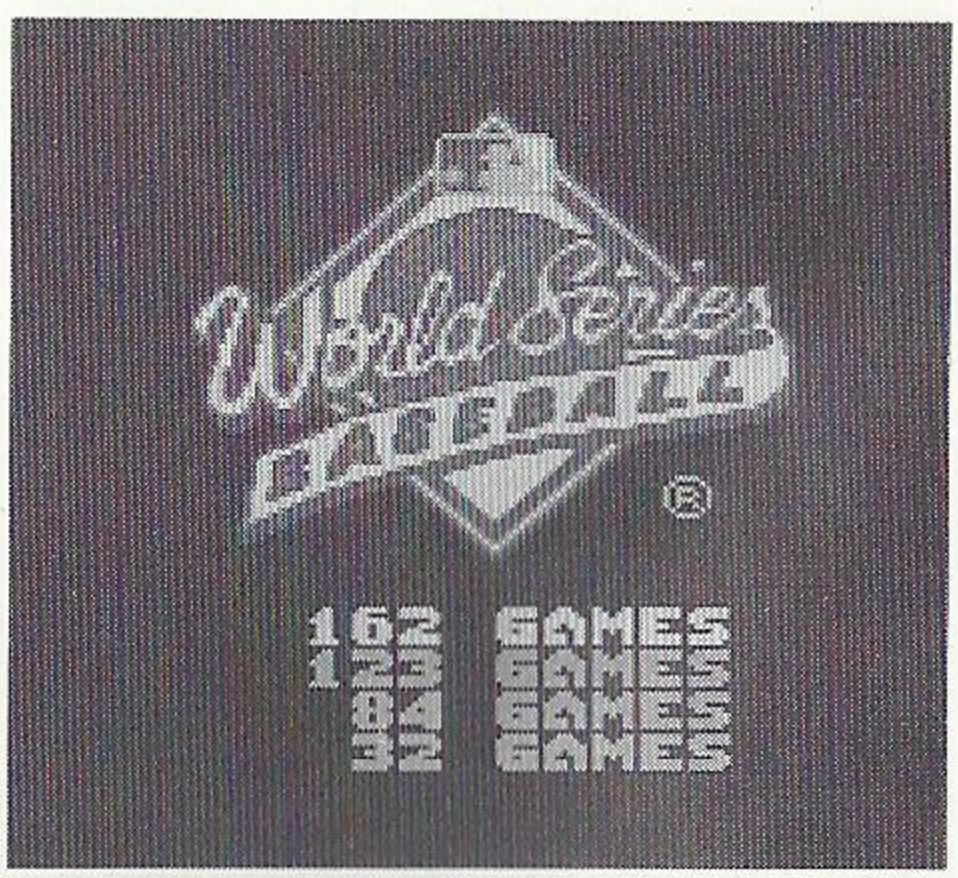
Pennant Race Mode

Season Length

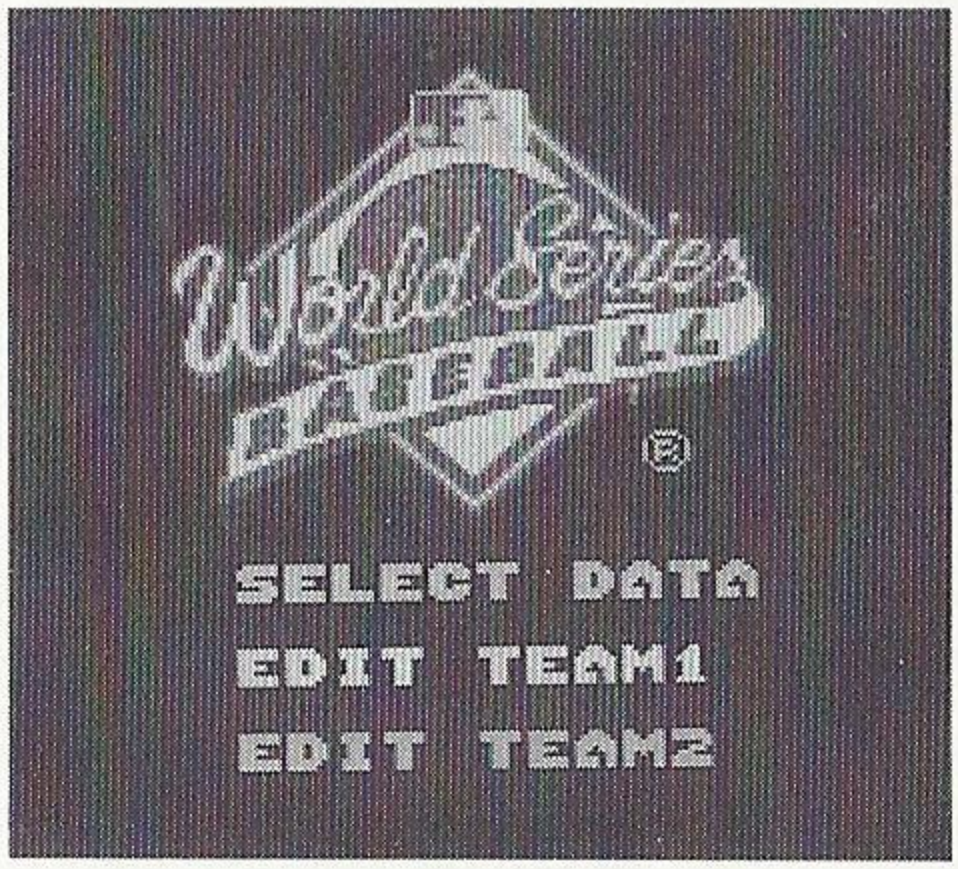
Mode: Pennant Race

When: Before game

Operation: Press the **D-Button** to highlight the desired number of games, and press the **Start Button**.



Select Data

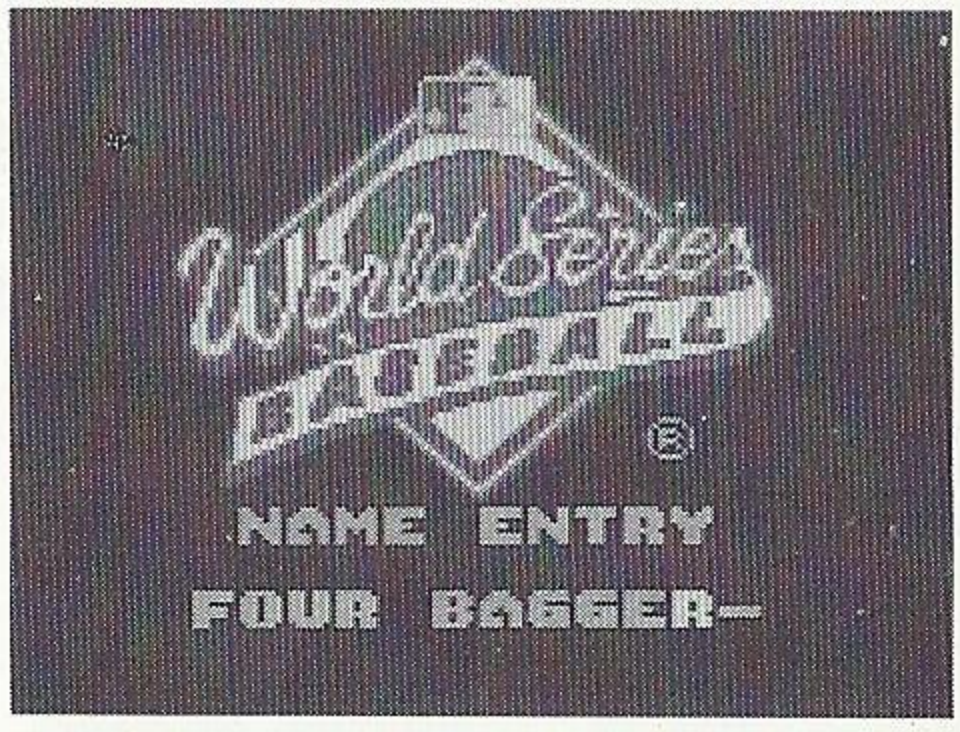


Mode: Team Edit

Operation: You can make and keep two teams at a time. Press the **D-Button** to highlight one location or the other, then press the **Start Button**.

Name Entry

Mode: Team Edit



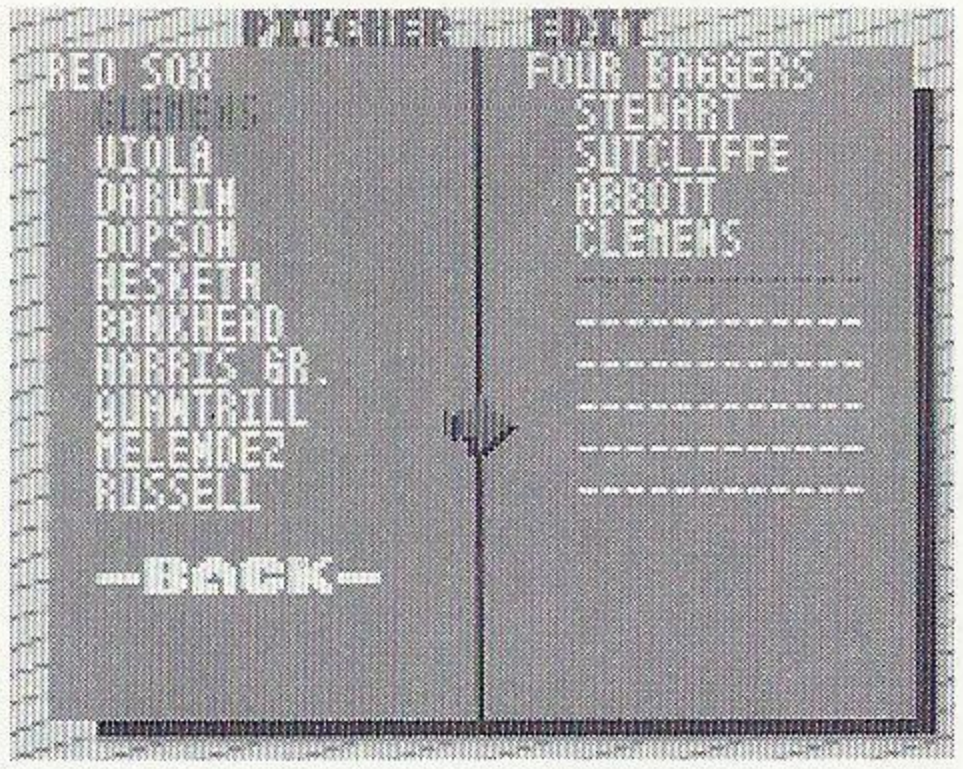
Operation: Give your homemade team a name. You'll see that a flashing letter "A" appears. To change it to a different letter, press the **D-Button** up or down until the desired letter appears. Then press **Button 2** to move to the next letter space. You can enter up to 12 letters. When you're finished, press the **Start Button**.

Note: To change a letter, press **Button 1** to return to the appropriate space, then select as before.

Pitcher Edit

Mode: Team Edit

Operation: Select pitchers from any of the major league teams for the honor of being on your staff.

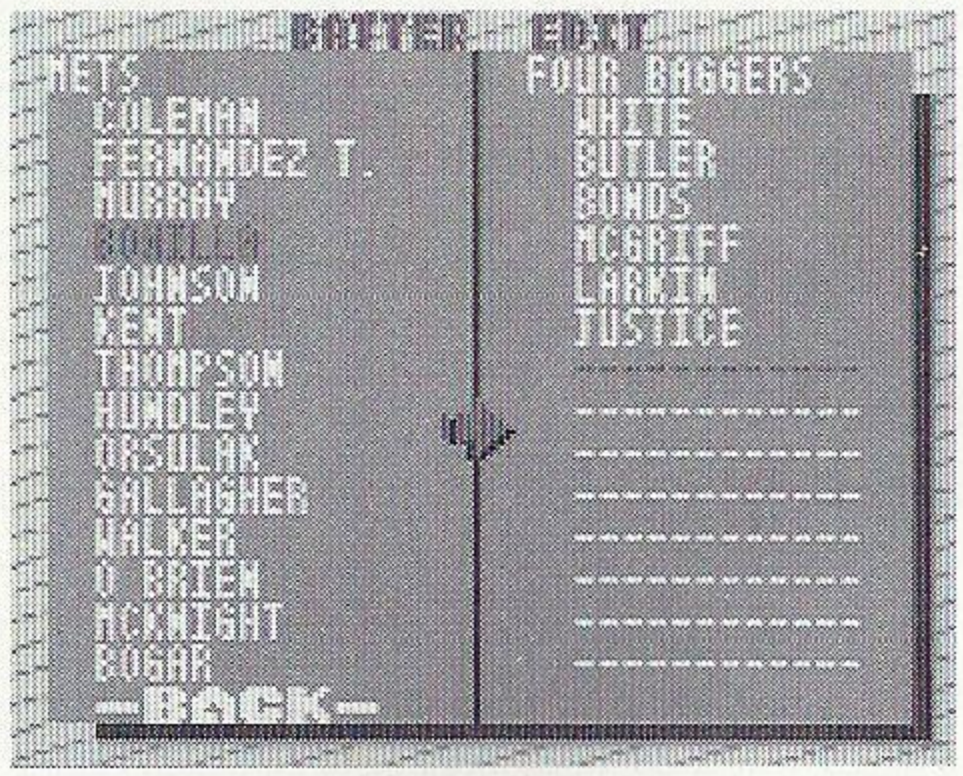


Cycle through the team rosters (left half of the screen) by pressing the **D-Button** left or right. Highlight the pitcher to be moved to your roster using the **D-Button**, then press **Button 2**. While a pitcher's name is highlighted, you can check his stats by pressing **Button 1**. Press again to return to the main screen. The selected pitcher's name then appears in the first open spot on your roster. Repeat until you have filled every spot (you can select up to 10 pitchers), then press the **Start Button**.

To change a previous selection, use the **D-Button** to highlight BACK, and press **Button 2** until the name of the pitcher who you want to change is highlighted on your roster. Then select as before.

Note: You can't select the same player twice.

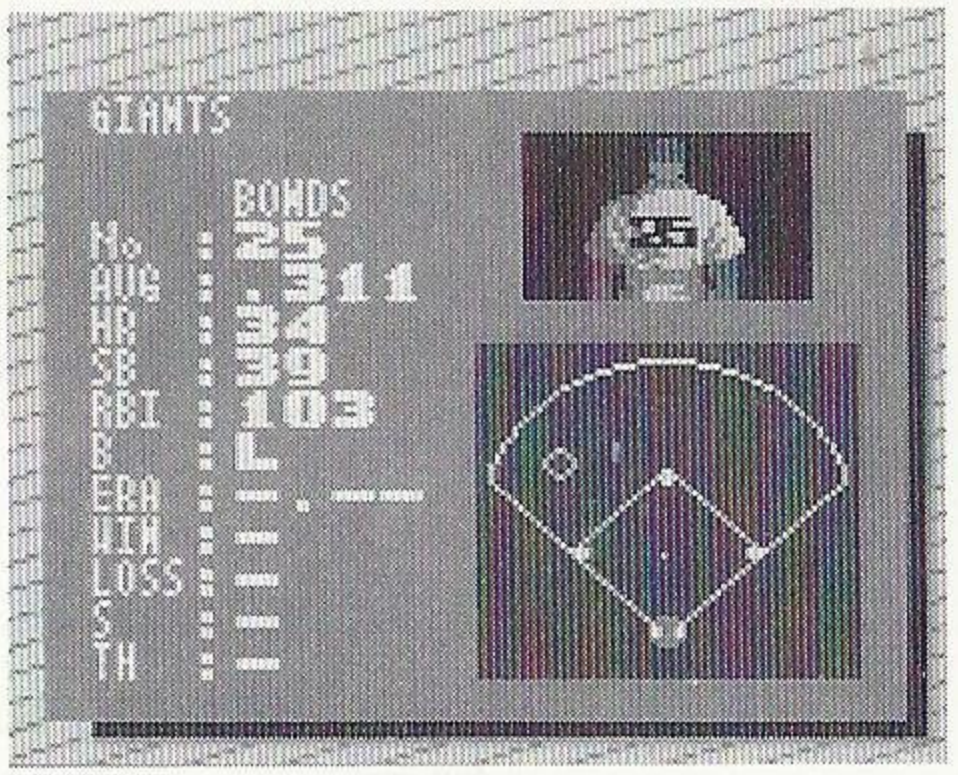
Batter Edit



Mode: Team Edit

Operation: Select up to 14 offensive players. The procedure is the same as in the Pitcher Edit screen. Press the **Start Button** when you're done.

Player Select



Mode: Player Data

Operation: Using the **D-Button**, highlight the player whose statistics you want to see, then press **Button 2**. Press again to return to the Player Select screen.

Note: To access a different team, press **Button 1** at the Player Select screen to return to the Team Select screen.

Stadium Select



Modes: Open, Vs

When: Before game

Operation: You can choose to play at one of three great parks. Highlight the stadium of your choice by pressing the **D-Button** left or right, then press **Button 2** or the **Start Button** to enter your selection.



• Dome
INFIELD — Artificial Turf
OUTFIELD — Artificial Turf



• Grass
INFIELD — Natural Surface (dirt baselines)
OUTFIELD — Natural Surface

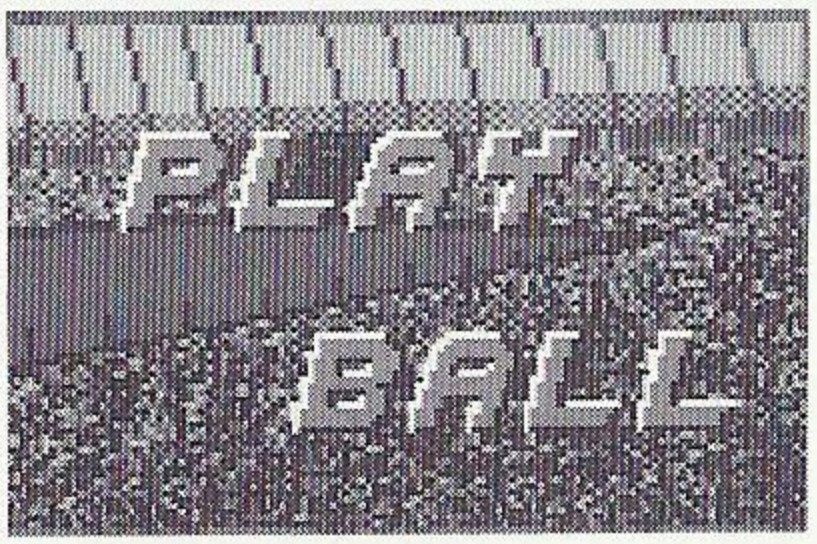


• Turf
INFIELD — Artificial Turf (dirt baselines)
OUTFIELD — Artificial Turf

From home plate to...	
Left	330 feet
Left-Center	375 feet
Center	410 feet
Right-Center	375 feet
Right	330 feet

Ways to Play

Open Mode



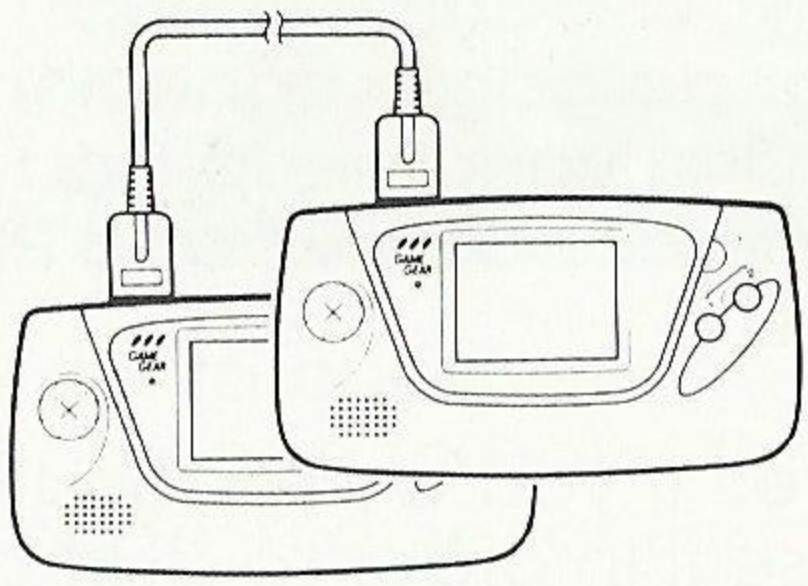
Once you've selected this mode and pressed the **Start Button**, the Team Select screen appears. Pick your team and one for the Computer, then set your own position players (Batter Select) and starting hurler (Pitcher Select). Set game conditions (Mode Select) and press the **Start Button**. Check your lineup and the opposing team's, choose a venue and you're ready to play!

Vs Mode

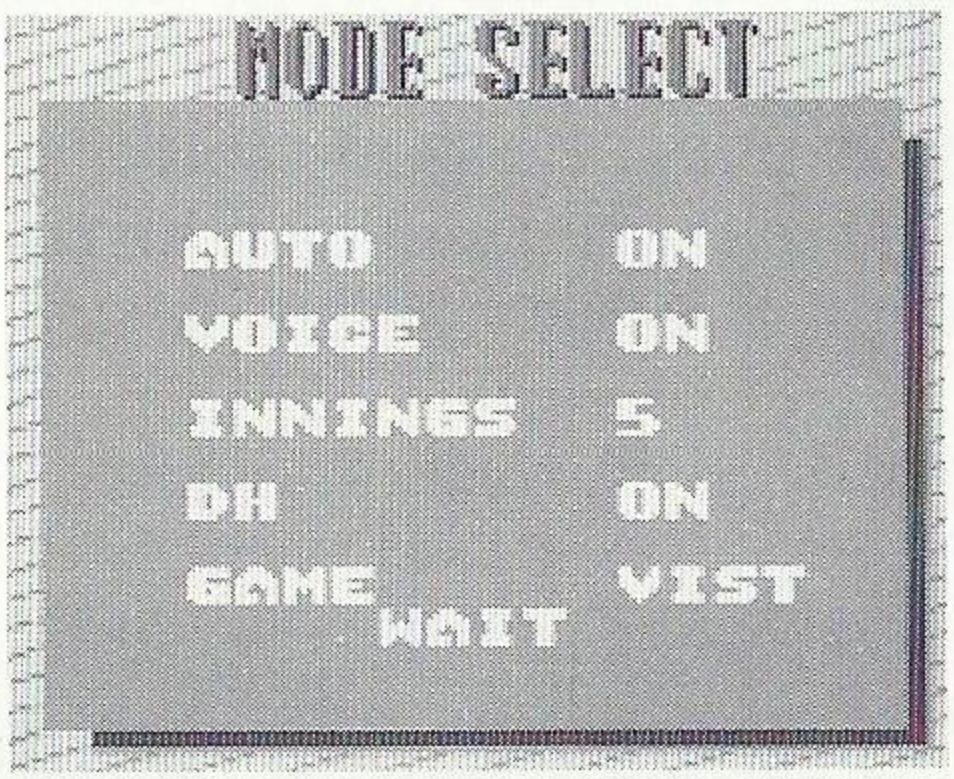
To take on a friend in one game, you need the following items:

- Two *World Series Baseball* game cartridges
- Two Game Gear units
- One Gear-to-Gear Cable (sold separately)

Insert the game cartridges into the respective Game Gear units, connect the Gear-to-Gear Cable as shown in its instruction manual, and turn the power to both units on.



Select the Vs Mode and press the **Start Button**. Both players can select a team at the same time — you can even choose the same team! Each player then sets their starting lineups.

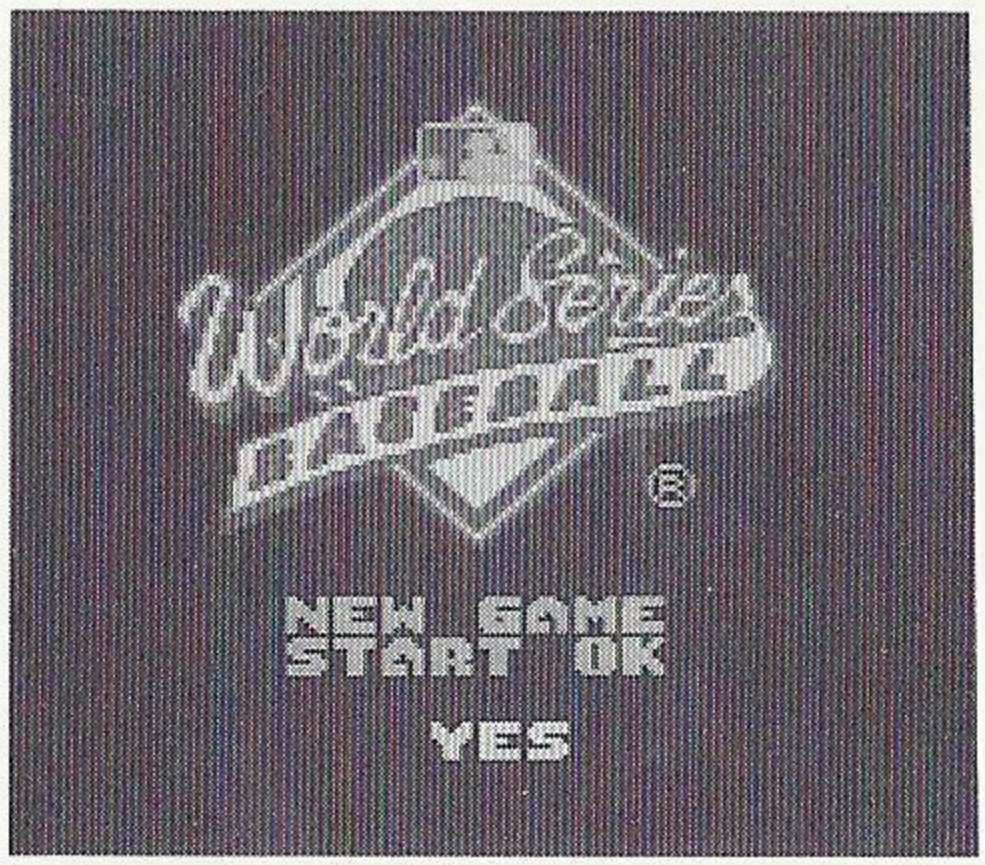


The first player to finish making selections will see the word WAIT appear at the bottom of the Mode Select screen. The game doesn't start until both players have completed their selections.

Note: The player who selects the Vs Mode gets the privilege of making most of the settings in the Mode Select screen. (The other player's screen will show only the AUTO option.) Player 1 also gets to choose the stadium.

Pennant Race

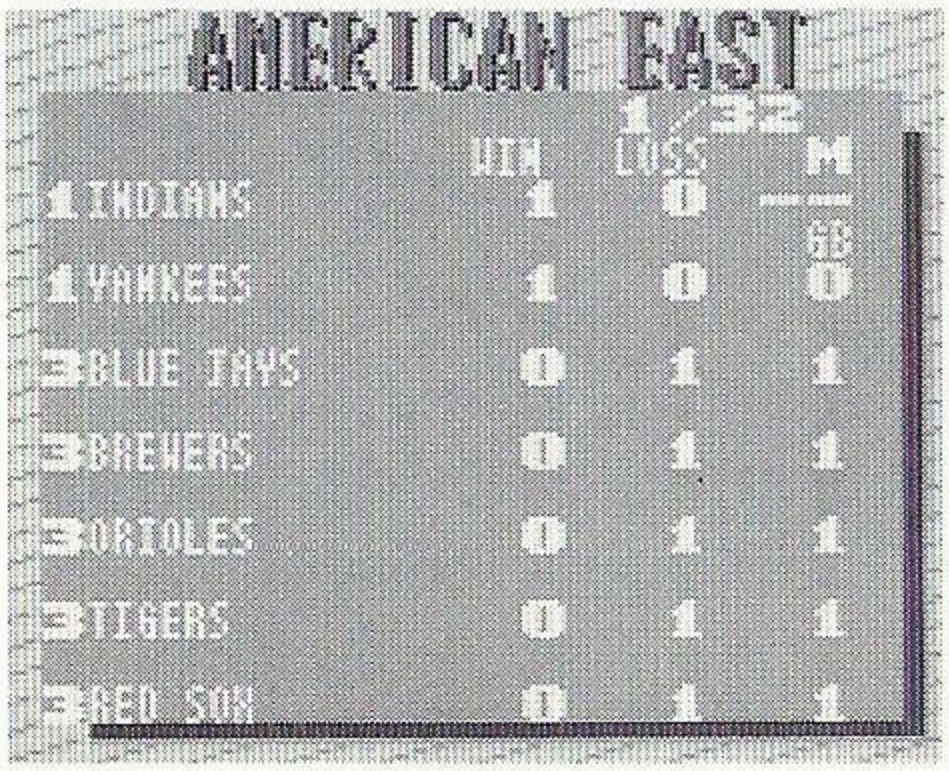
March through the pack all the way to the title! First, choose the length of your season. Then pick a team, and your team's divisional standings screen appears. Set your starting lineup, change game conditions, confirm your lineup and that of the opposition, and PLAY BALL!

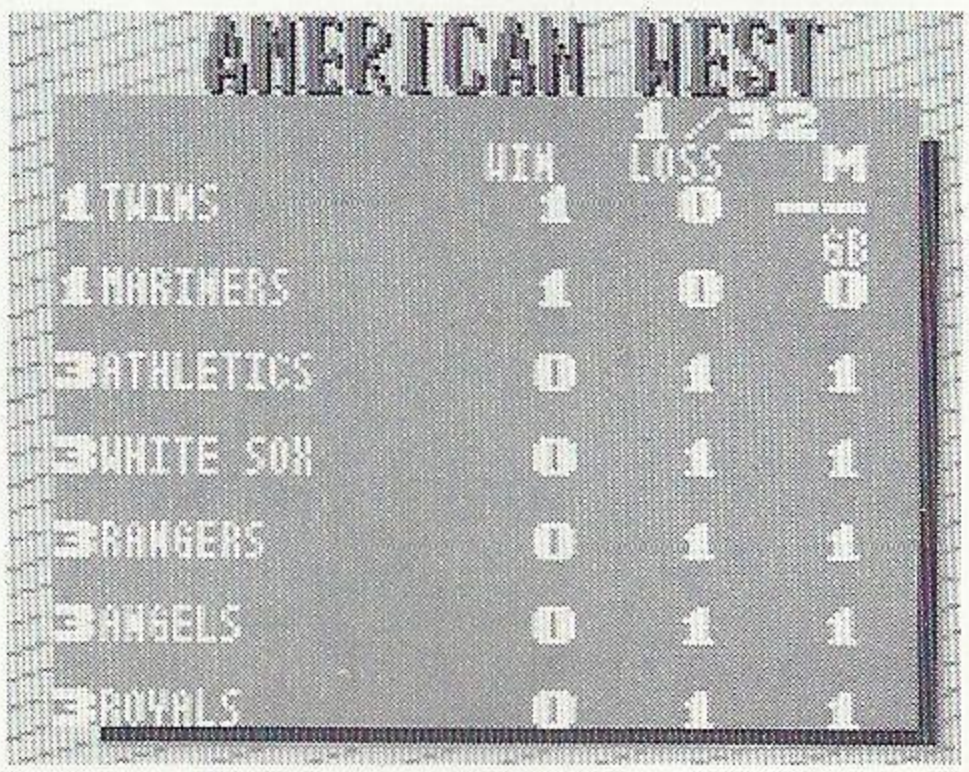


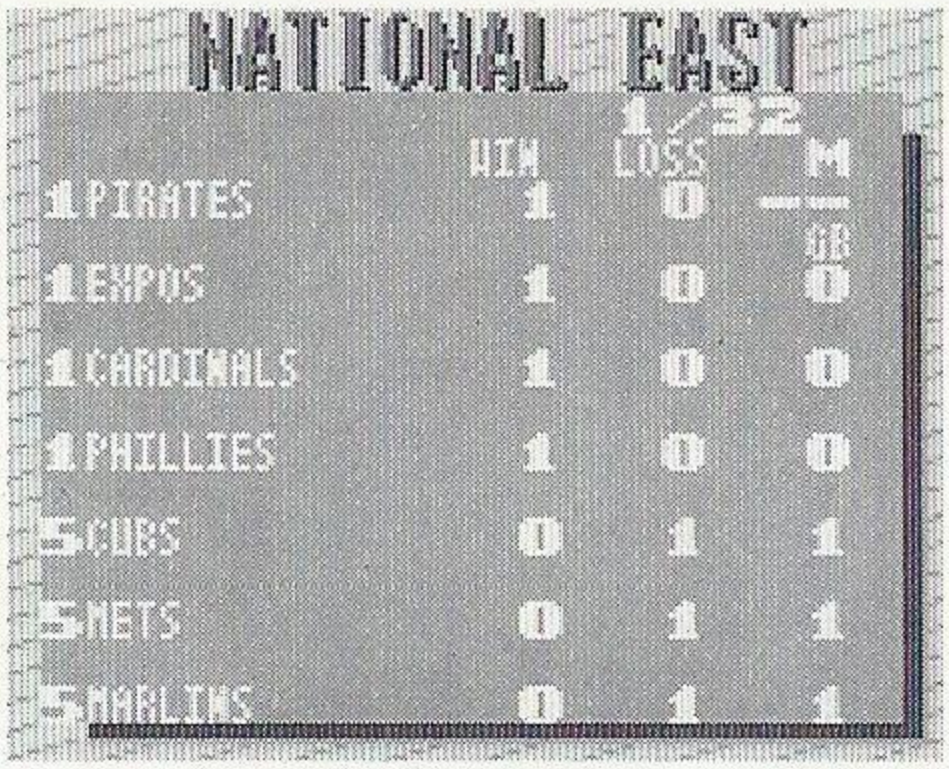
Note: If you'd previously started a season, you must erase it in order to start a new one. To get rid of the old data, select YES with the **D-Button** or **Button 1** or **2** and press the **Start Button**. Selecting OK saves the original data and returns you to the Title screen.

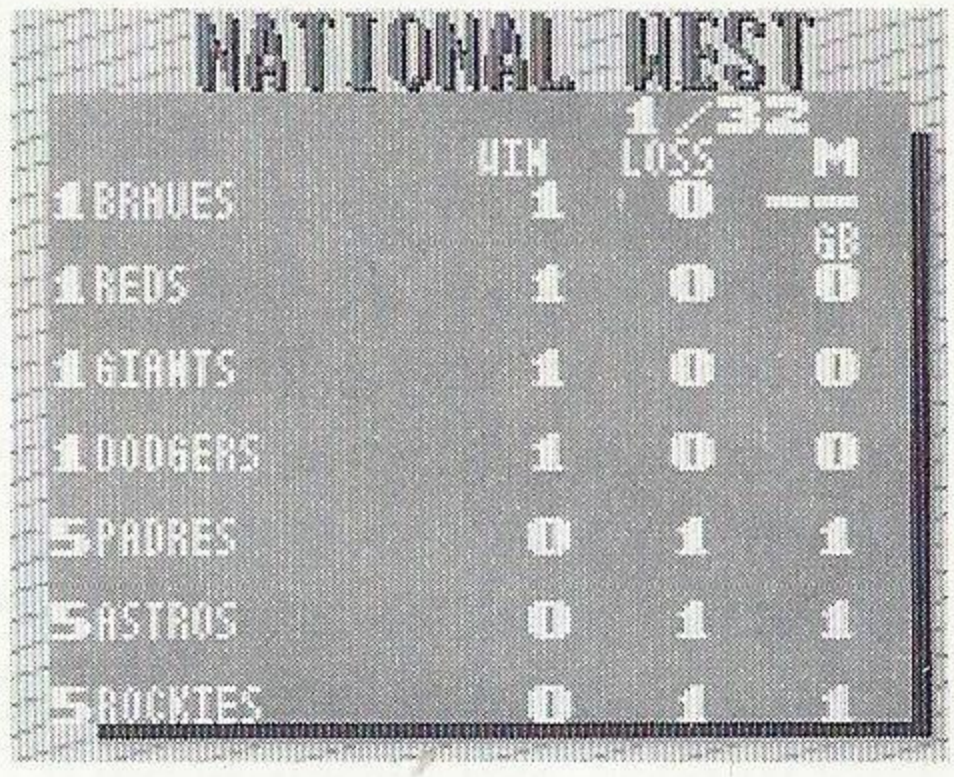
The Playoffs

There are two leagues: the American League and the National League. Each league contains two divisions, East and West. There are 7 teams in each of the 4 divisions.









You must win your division in order to qualify for postseason play. That means you need to have the best won/lost record outright, or be in a tie for first. Anything less sends you home to watch the outcome on TV!

When the team in first place in your division (hope it's you) needs 9 wins or less to clinch the pennant, the letter **M** appears next to that team's won/lost record. The number to the right of the **M** signifies the number of victories that will make that team the division champs. If you're not in first when the **M** appears, you'd better give your team a serious pep talk!

If you win your division, you go up against the victor of the other division in your league for the League Championship, a best-of-7 series. The first team to win 4 games goes on to the World Series, in which you face the best of the other league this season. Give it everything you've got!

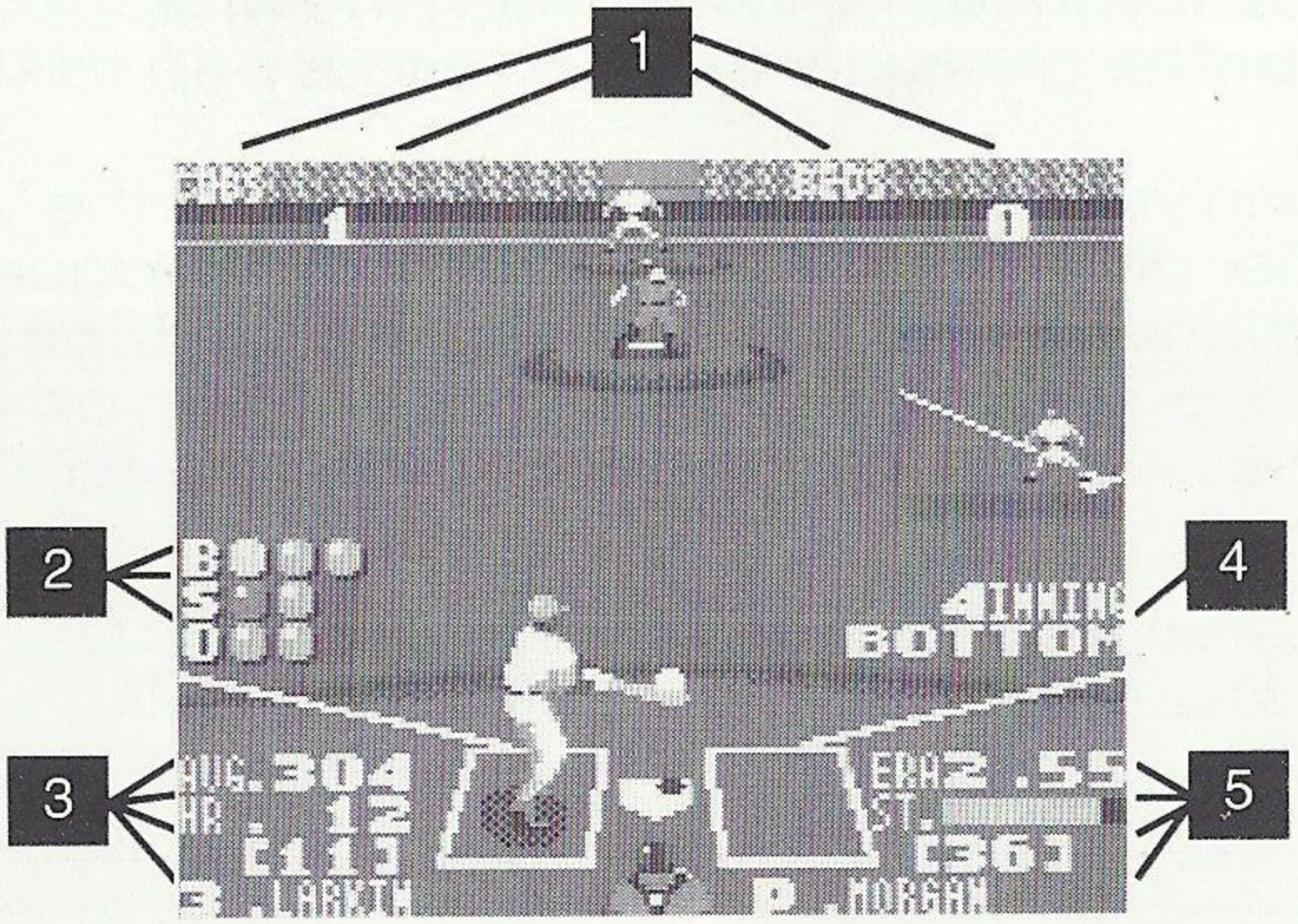
Pennant Continue



Select this mode to pick up where you left off earlier. Your team's current standings appear first. Press **Button 2** to view the next six games on your schedule (press again to return to the standings). You may face some teams in consecutive contests. Set your lineup and game conditions and continue on the path to the World Series!

Game Screens

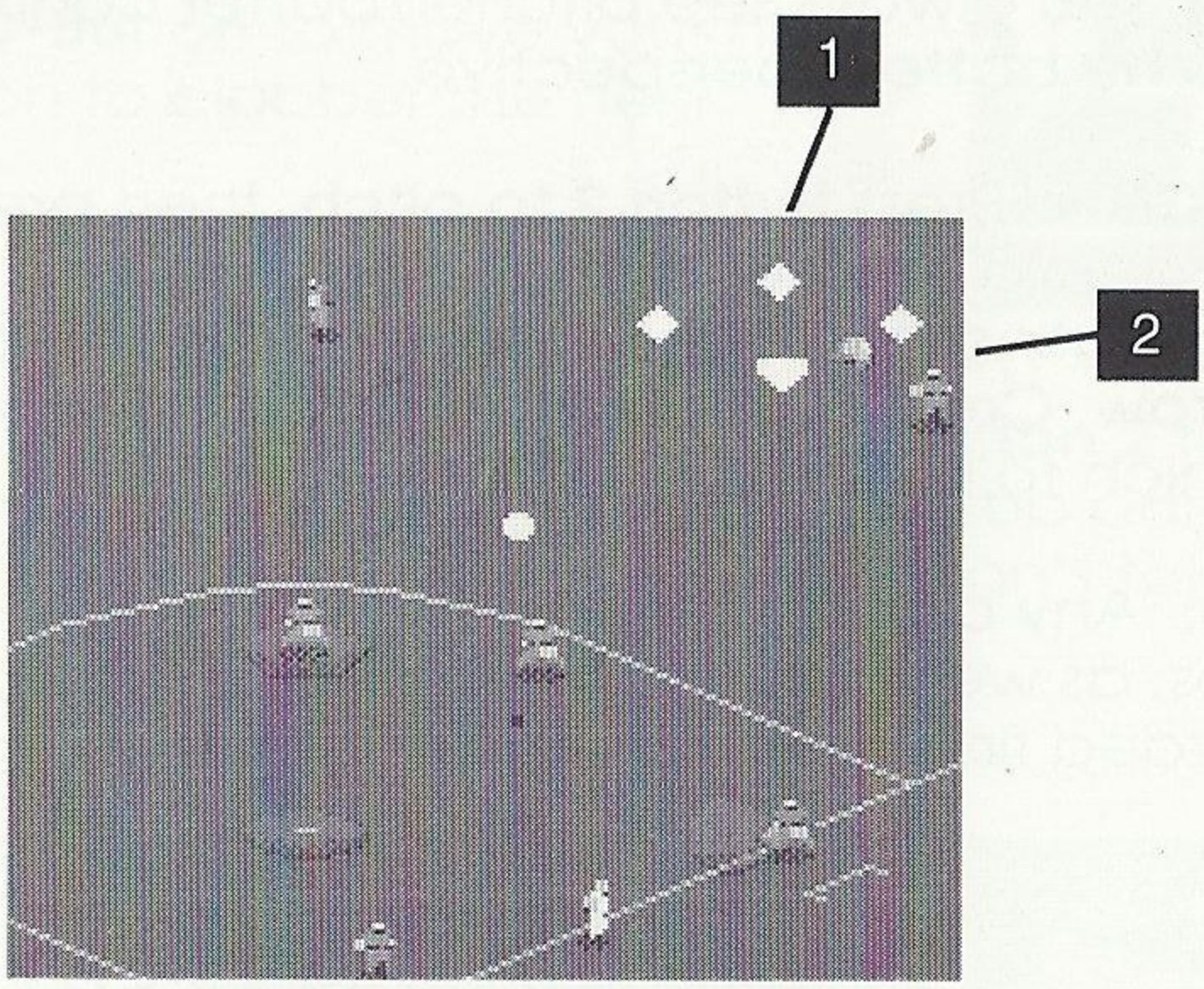
At Bat/On the Mound...



1—Team's names and runs scored
2—Balls, strikes and outs
3—Batter's data (average, home runs, uniform number, position in order and name)
4—Current inning
5—Pitcher's data (earned run average, stamina gauge, uniform number, "P" for pitcher and name)

Note: Watch your pitcher's stamina gauge carefully as the game progresses. As the red bar recedes to the right, you'll notice a drop in your hurler's speed and quality of his breaking pitches. Get him outta there!

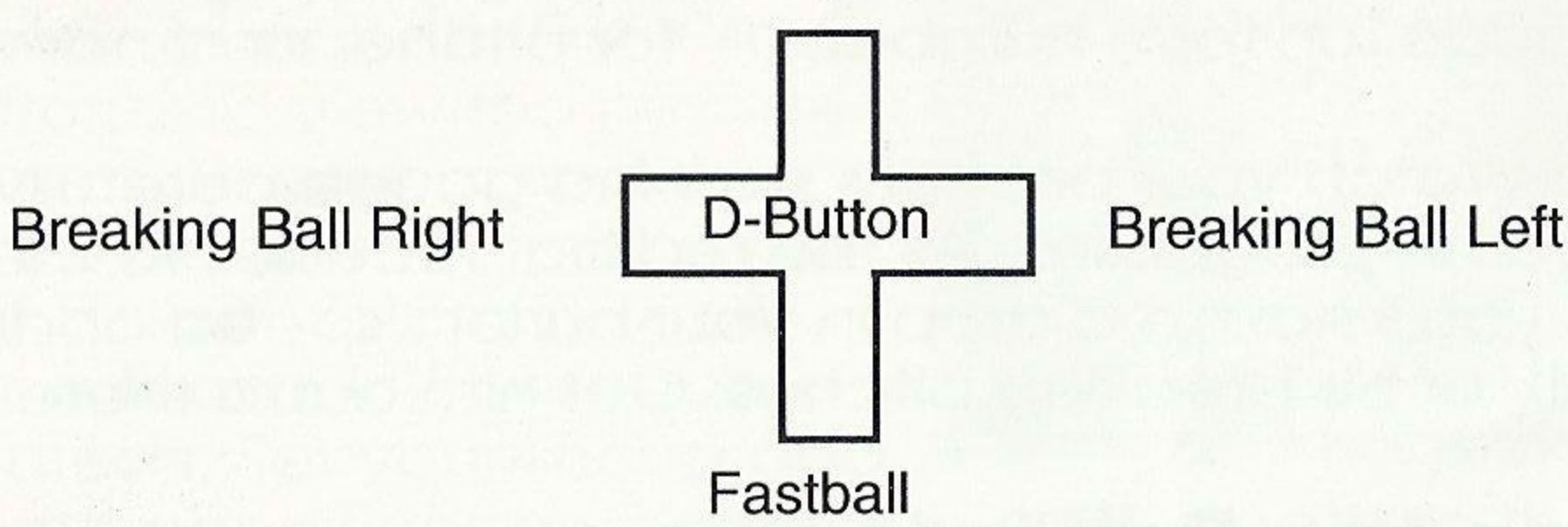
When the Ball is In Play...



1—Miniature diamond allows you to keep track of baserunner(s) while ball is in play
2—Baserunner

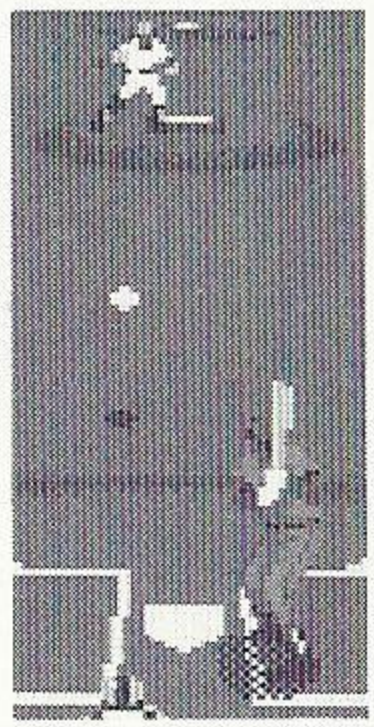
PLAY BALL!

Pitching

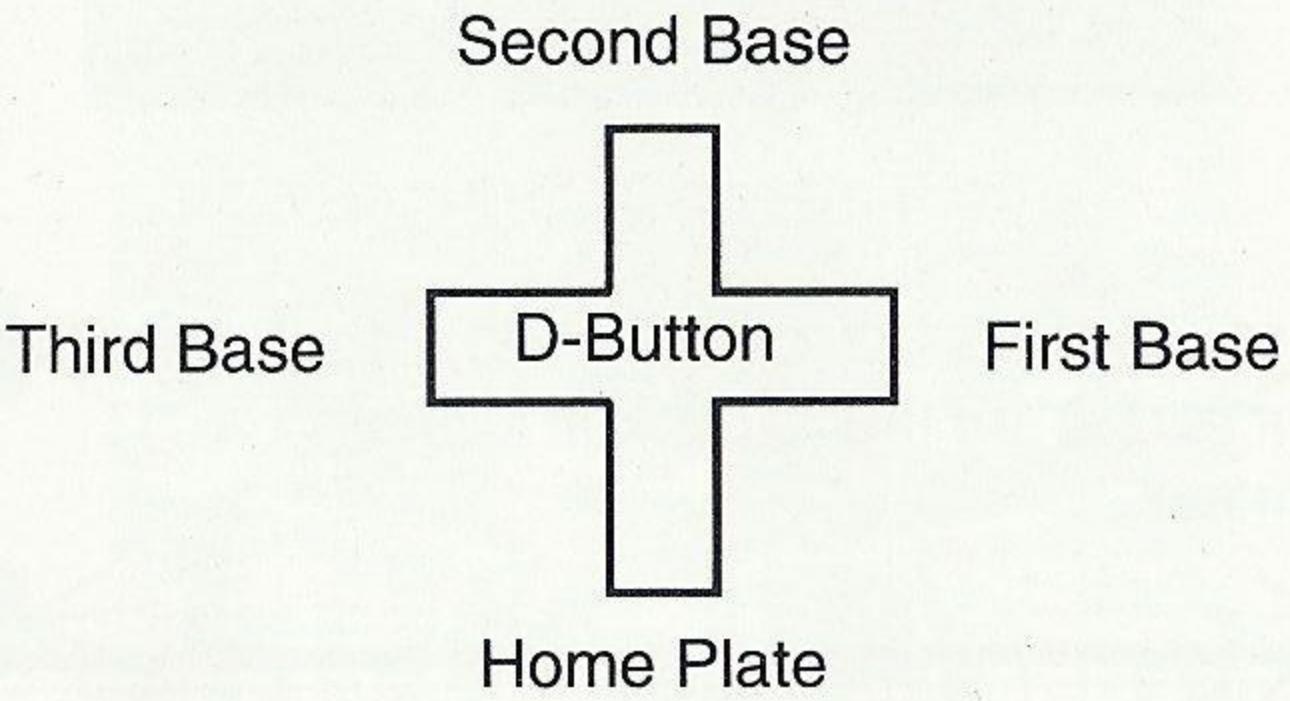


Note: You always see pitcher/batter confrontations from the batter's perspective.

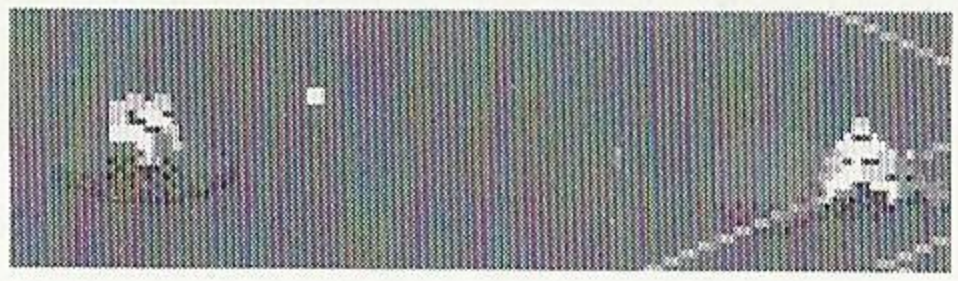
- ***PITCH*** — Press **Button 2** to pitch, then press and hold the **D-Button** in the direction indicating the type of pitch you want to throw. Create some new pitches with which to baffle the opposing batters!



Note: Any batter who looks at four non-strikes, as well as any batter hit by a pitch, is awarded first base. Merry Christmas!



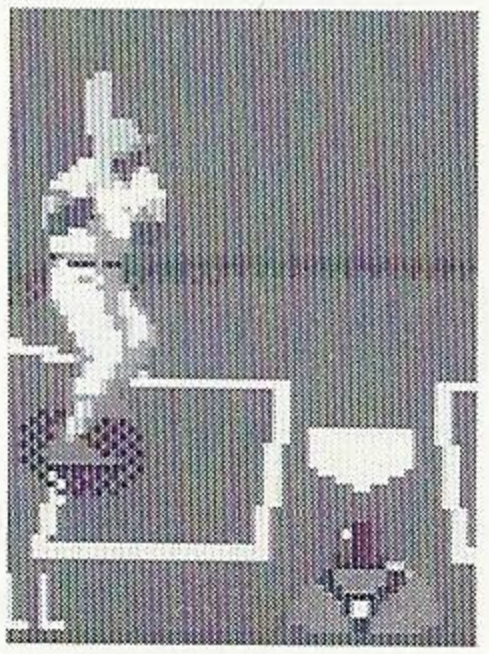
- ***HOLD/PICK OFF A RUNNER*** — Press the **D-Button** in the direction indicating the base to which you want to throw, and throw by pressing **Button 2**.

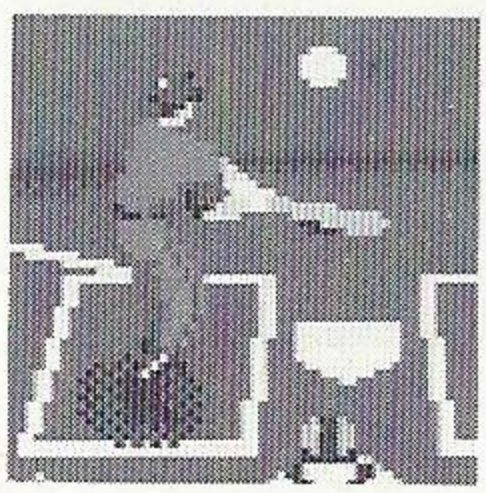


Note: You can throw to first base without pressing the D-Button.

Offense

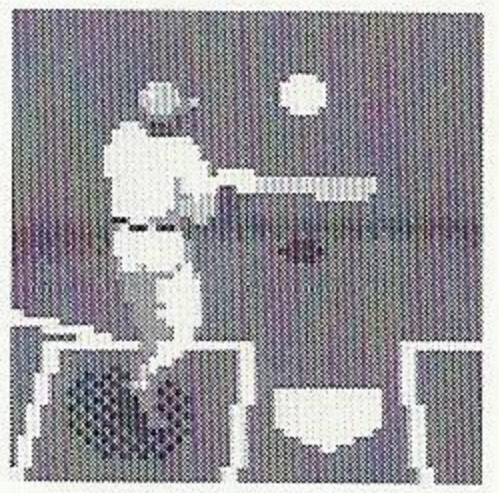
- ***POSITION BATTER IN BATTER'S BOX*** — Press the **D-Button** to move your hitter into position to clobber the next offering.





- ***SWING*** — Press and hold **Button 2** to take a good rip. You can stop partway through a swing, but you can't take the bat back.

- ***SQUARE TO BUNT*** — Press and hold **Buttons 1** and **2** together. You can move your batter as the pitch arrives in order to guide your bunt.



- ***LEAD OFF*** —To give a baserunner a head start toward the next base, press and hold the **D-Button** in the direction indicating the next base, and press **Button 1**. To get back to the original base to beat a throw from the pitcher, press the **D-Button** in the direction of that base and press **Button 2**.

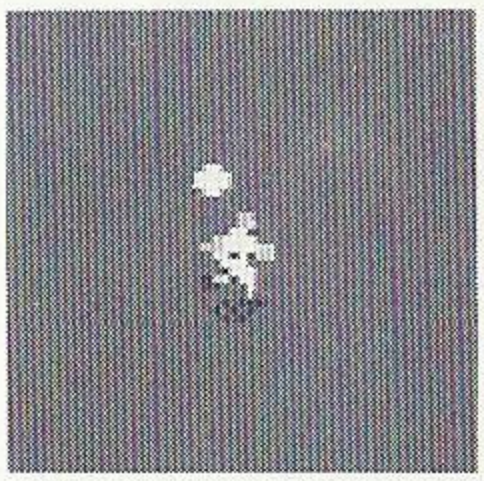


- ***STEAL A BASE*** —Press the **D-Button** in the direction indicating the base you want to swipe, then press and hold **Button 1**. Your runner will take off as soon as the opposing pitcher starts his motion.



Defense

- ***FIELD A GROUNDER OR FLY BALL*** — Press the **D-Button** to control the player nearest to the ball. You can't move any of the players covering the bases (except when one of them has the ball). To help you get a ball that may be out of your reach, there are the following moves:

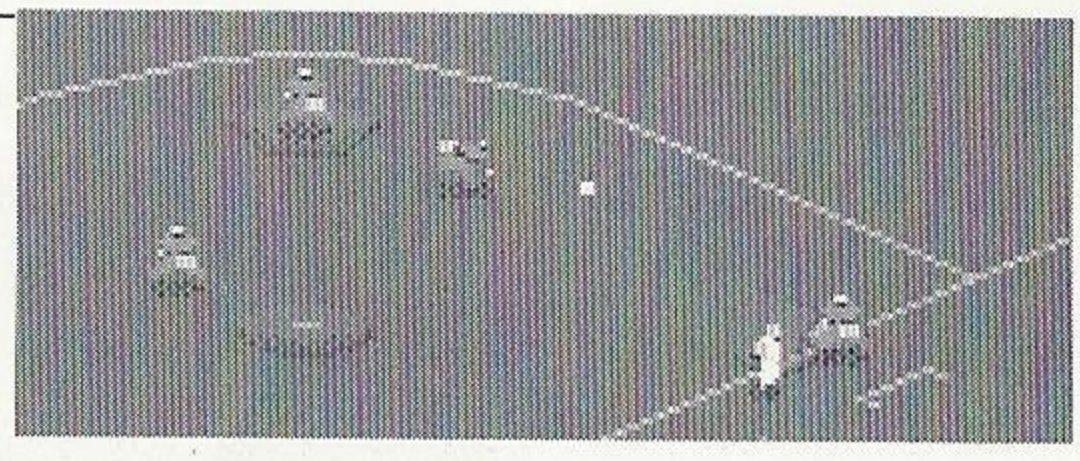


DIVE — Press the **D-Button** in the direction (up, down, left or right ONLY) you want your fielder to dive, then press and hold **Button 2**. You're sure to make the highlight film!



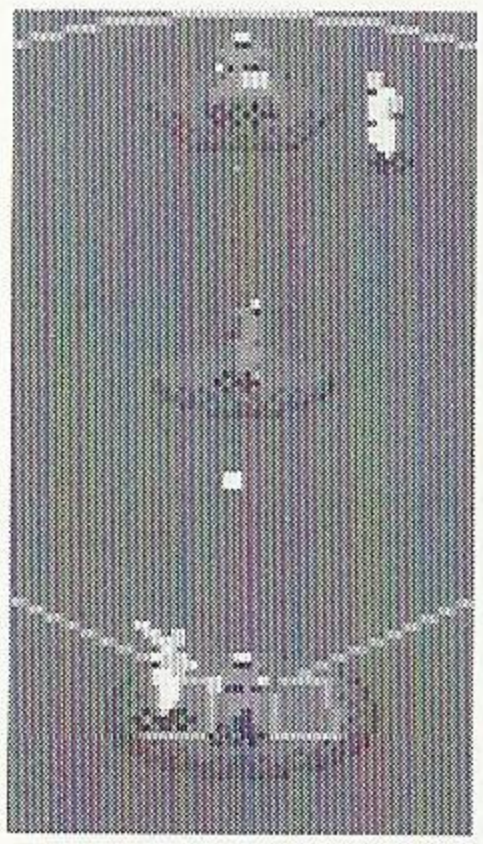
JUMP — Press **Button 2**. A well-timed leap at the fence can rob an opponent of a homer!

- ***THROW OUT A RUNNER*** — Press the **D-Button** in the direction of the base to which you want to throw, then press **Button 2**.



Note: Infielders will automatically throw to first base if you don't press the **D-Button**.

- ***MAKE AN UNASSISTED PLAY*** — Press the **D-Button** in the direction indicating the base to which you want the player to run, or guide him toward a runner between bases to make the tag.

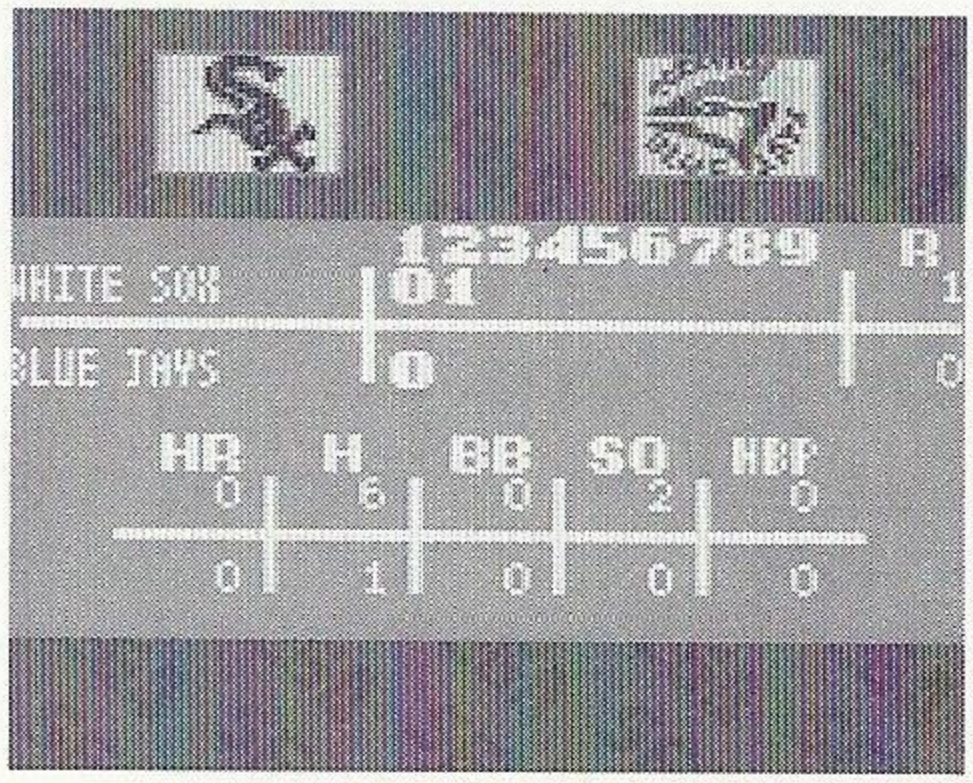


- ***THROW OUT A WOULD-BE BASE-STEALER*** — Press the **D-Button** in the direction indicating the base the opposing runner is trying to steal, then press **Button 2**. Keep your property safe from theft!

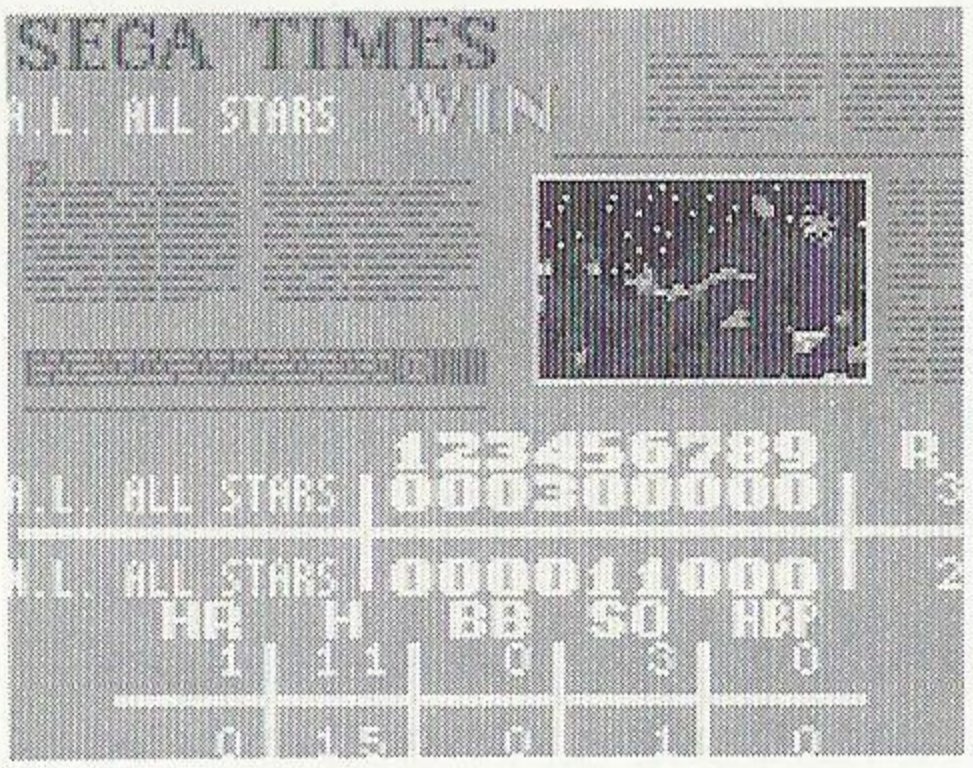
Know the Score

Between innings

Scoreboards appear after each half an inning, and the Line Score comes up when the game's over.



Post-game Line Score



Take It From a Veteran...

On Offense

- Getting your swing timed properly is essential for offensive success. It's also a good idea to learn to stop your swing partway, before the bat crosses the plate. These guys are masters at placement and changing speeds — don't let them make a monkey out of you!

- Play a well-balanced, strategic game — run-and-hits, sacrifice bunts and base stealing are all good ways to push runs across. The long ball is a thrill to hit, but that alone isn't enough to win.

On Defense

- When you're starting out, be sure to set the AUTO option in the Mode Select screen to ON. The Computer will control your fielders, until you touch

the **D-Button** when the ball is in play. Judging fly balls is the toughest part— get used to the controls before turning the AUTO function off.

- Throws from the outfield will not be cut, unless one of the basemen is in the line of the throw. Remember this when you're throwing home from center field!

From the Mound

- Vary your speeds and locations— a blazing fastball is exciting, but travels a long, long way when hit solidly. If you find that the other team continually hits a certain type of pitch, avoid it!

- Become a master of control. Walks and hit batsmen create baserunners, which may result in runs that could have been avoided!

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.

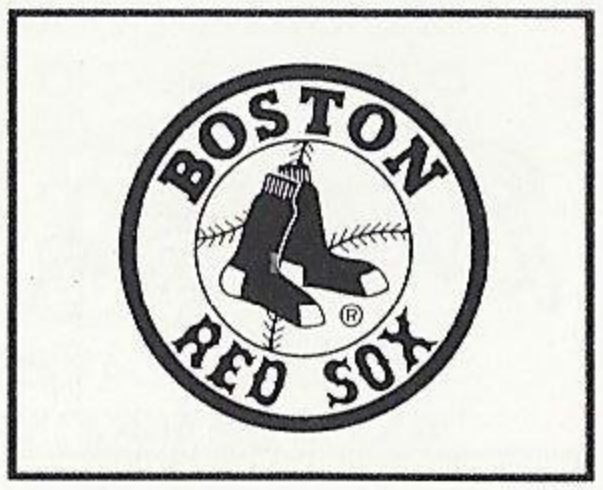
Box Scores

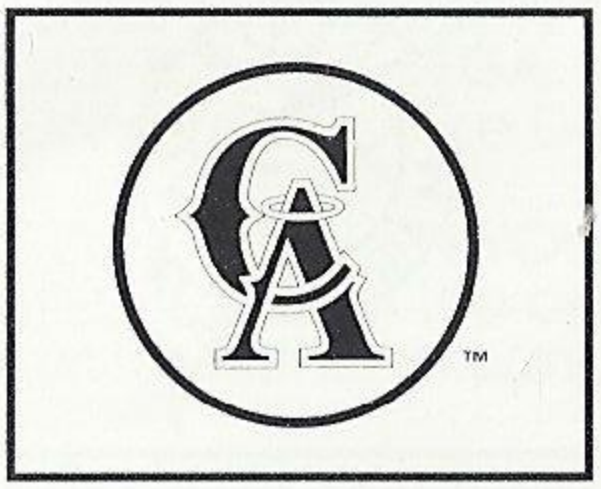
BATTER	AB	R	H	RBI

PITCHER	IP	R	H	BB	SO


Orioles
BALTIMORE


AMERICAN LEAGUE


BOSTON
RED SOX

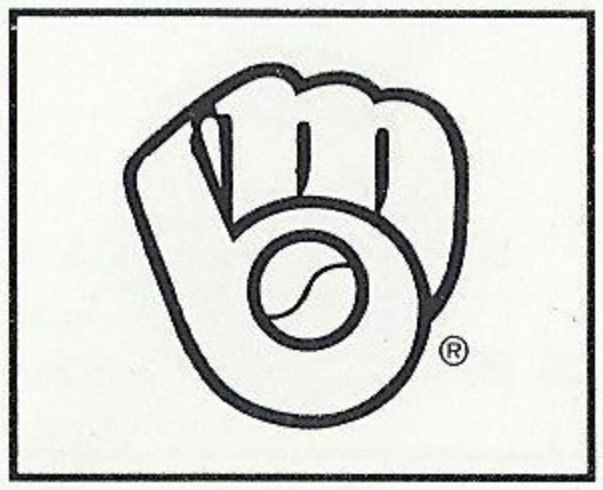




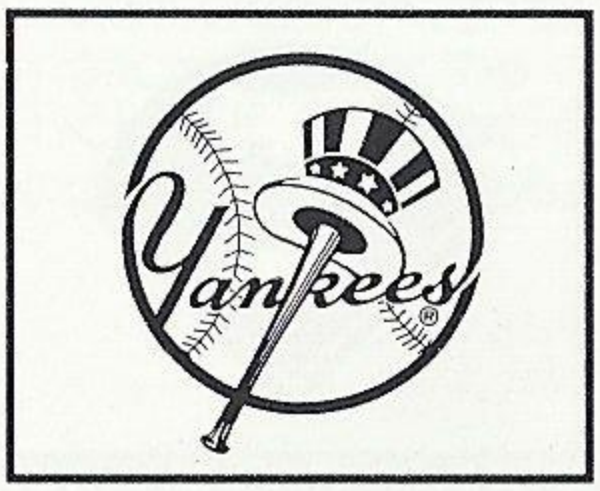



DETROIT
TIGERS

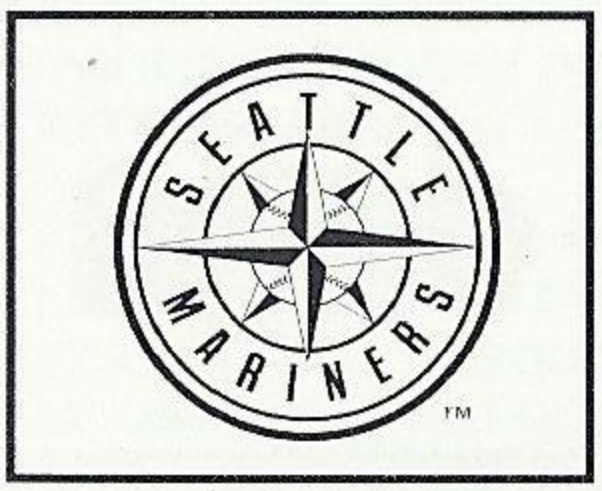

KC
Royals




MINNESOTA
Twins


Yankees


OAKLAND
A's
ATHLETICS


SEATTLE
MARINERS


Rangers


TORONTO
BLUE JAYS

Braves®

SINCE 1876
NATIONAL LEAGUE
OF PROFESSIONAL BASEBALL CLUBS
TM

CUBS®

REDS®

COLORADO ROCKIES™

FLORIDA MARLINS™

Astros®

Dodgers®

MONTRÉAL EXPOS
MD-TM

Mets®

Phillies™

PIRATES®

ST. LOUIS CARDINALS®

SAN DIEGO PADRES® Baseball Club

GIANTS®

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear Cartridge shall be free fropm defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective 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.** To receive Canadian warranty service, call the SEGA Consumer Service Department at **1-800-872-7342**.

DO NOT RETURN YOUR SEGA GAME GEAR 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 Sega Game Gear 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 a technician is unable to solve the problem by phone, the technician 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.

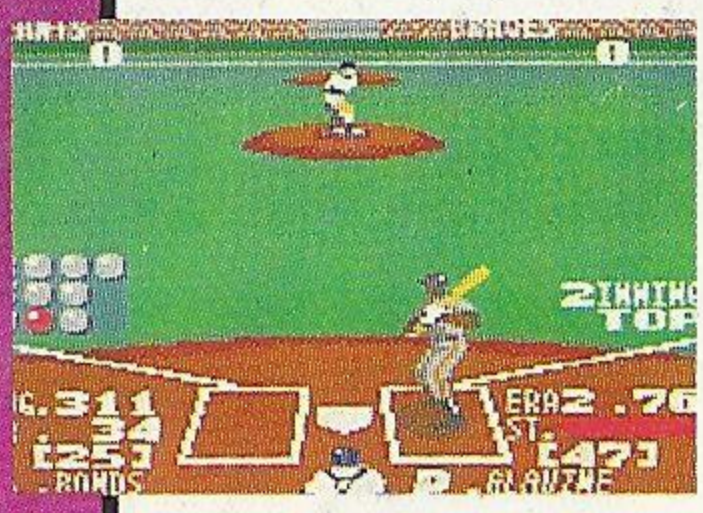
Limitations on Warranty

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

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

SEGA SPORTS™

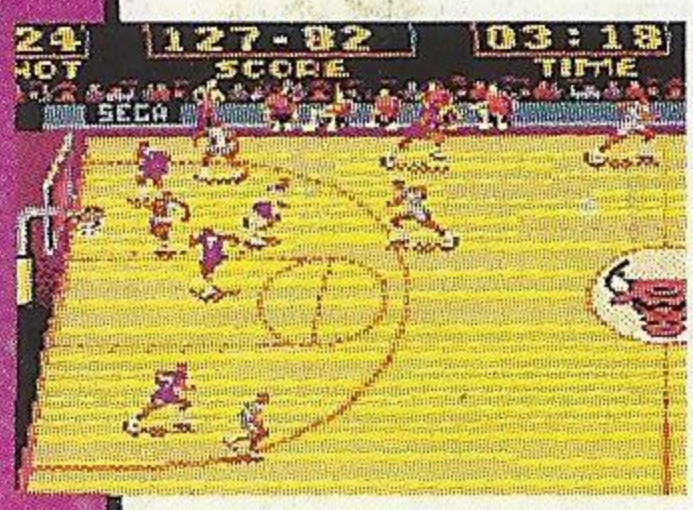
GAME GEAR™



World Series BASEBALL®

Real Major League Baseball Action!
- Real Teams
- Real Players

Available Oct. '93!

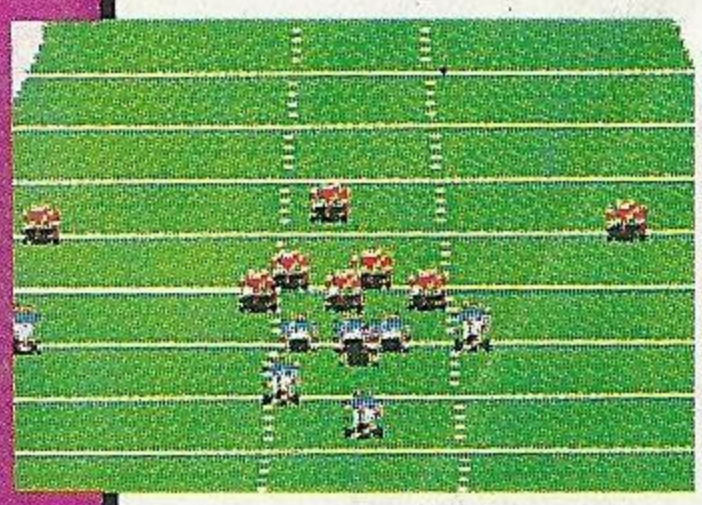


NBA ACTION™

STARRING DAVID ROBINSON

Real NBA Action!
- Real Players
- Real Teams

Available Christmas '93



NFL FOOTBALL STARRING NFL JOE MONTANA™

Real NFL Action!
- Real Players
- Real Teams

Available Christmas '93

WELCOME TO THE NEXT LEVEL

Sega, Game Gear, and all game names are trademarks of SEGA. The World Series is a trademark owned by Major League Baseball and may not be reproduced without written consent. Sega is an official licensee of Major League Baseball Properties, Inc. MLBPA Logo © MLBPA MSA. Officially licensed by the Major League Baseball Players Association. All rights reserved. NBA ACTION is a trademark of NBA Properties, Inc. and may not be used without the prior written consent of NBA Properties, Inc. The NFL logo is a registered trademark of the NFL. © 1993 SEGA, 3335 Arden Road, Hayward, CA 94545. All rights reserved. Printed in Japan.

672-1395