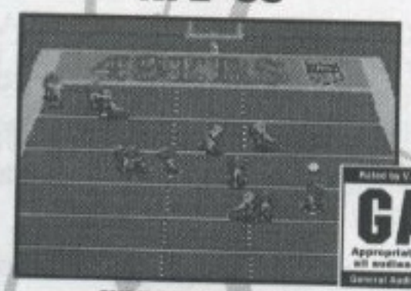
SEGA SPORTS™

GAME GEAR™

NFL '95



AVAILABLE FALL '94!

NBA ACTION™ STARRING DAVID ROBINSON



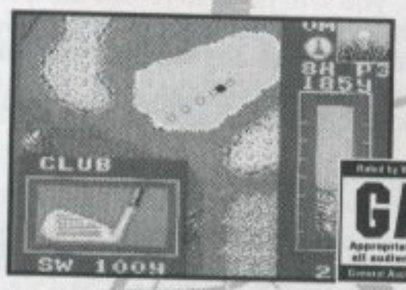
AVAILABLE NOW!

GP RIDER™



AVAILABLE NOW!

FRED COUPLES GOLF™



AVAILABLE SPRING '95

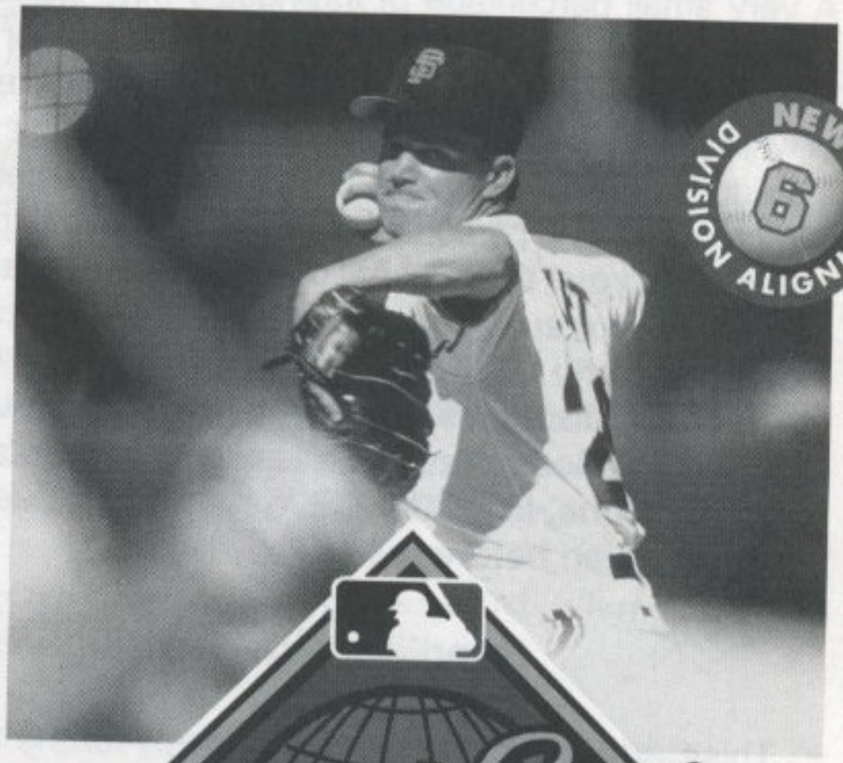
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GAME GEAR™

INSTRUCTION MANUAL

SEGA SPORTS™



World Series® BASEBALL '95

MAJOR LEAGUE BASEBALL PLAYERS

Rated by V.R.C.™
GA
Appropriate for all audiences.
General Audiences

EPILEPSY 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.**

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.

Starting Up

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

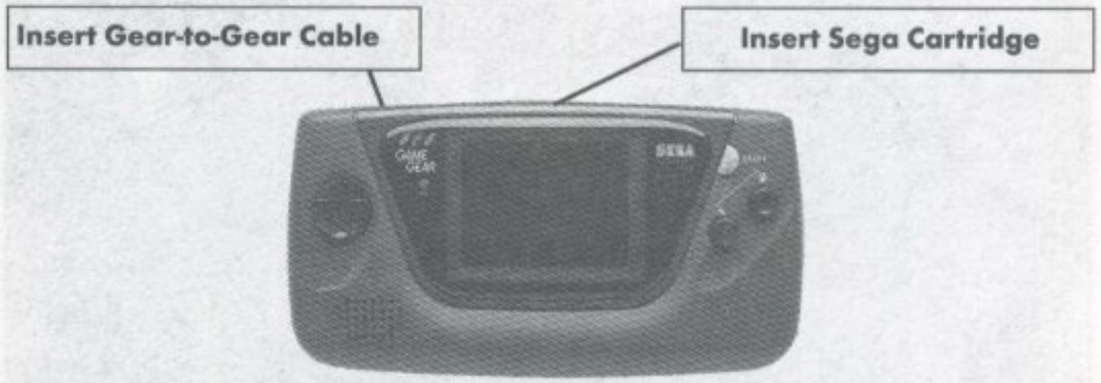
2. Make sure the power switch is OFF. Then insert the *World Series™ Baseball '95* cartridge into the Game Gear unit.

3. Turn the power switch ON. In a few moments, the *World Series Baseball '95* Title screen appears.

4. If the *Sega Sports™, Major League Baseball®* and *MLBPA* logos don'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 '95* is for one or two players.



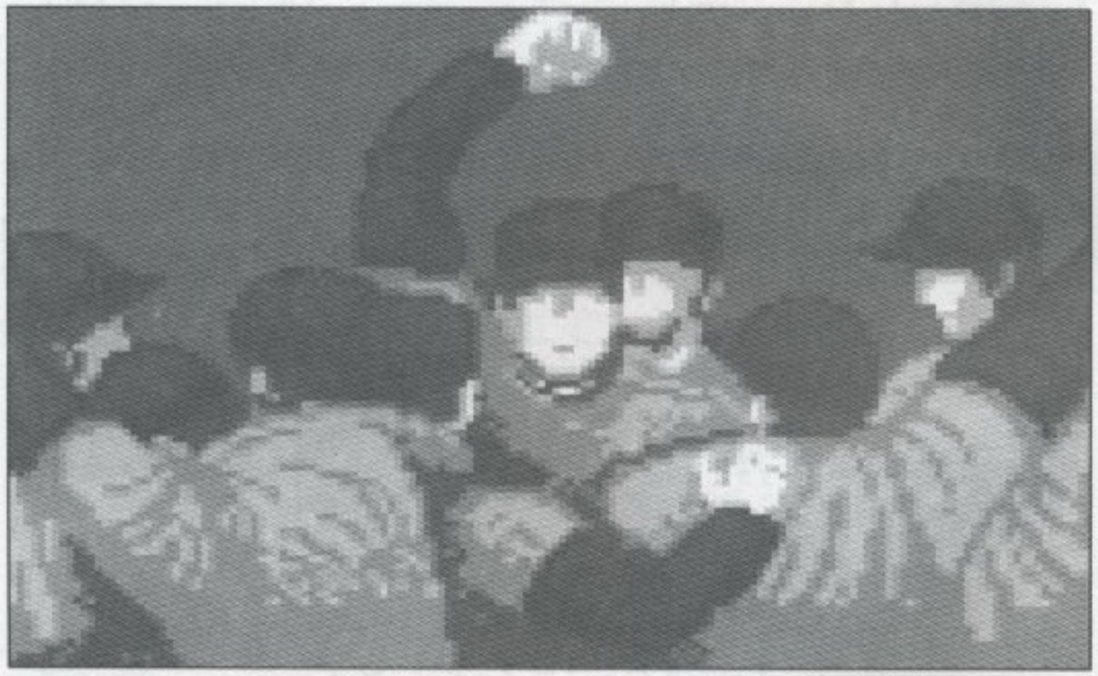
For Game Play Assistance, call
1-415-591-PLAY

DOWN TO THE LAST PITCH...

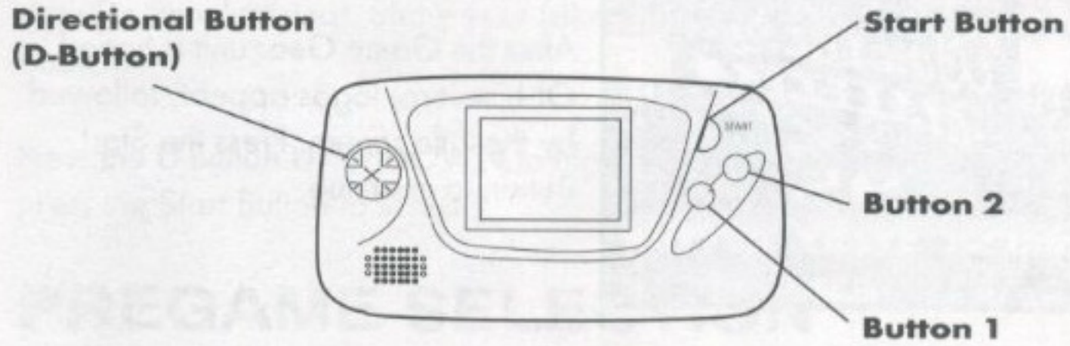
Strike Two! A thunderous cheer comes up from the seats. It's the bottom of the ninth, bases loaded, two out, and a full count. You're Greg Maddux of the Atlanta Braves, and you're just one strike away from putting your team into the playoffs.

But you're also just one run up, 6–5. And the batter's someone who's been giving you trouble all night long. His stats are impressive for the game: 2 homers, 3 RBIs. Either Barry Bonds of the San Francisco Giants is going to dash your hopes, or you're going to get a hero's welcome back in Georgia tomorrow.

You decide to go with your best–your breaking ball–low and outside. It looks good from the moment you release it. Strike Three! You've won the Pennant!



TAKE CONTROL!



Start Button
- Selects modes from Title screen
- Calls Time Outs; brings up game play screen
- Exits screens

D-Button
- UP or DOWN highlights options
- LEFT or RIGHT cycles through choices
- Directs pitches
- Controls moveable players on the field
- Sets lead-offs and steals (used with Button 1)

Button 1
- Brings up In-Play screen during play
- Makes fielder with ball run
- Switches view (used with start button)

Button 2
- Selects options
- Swings bat
- Pitches and throws fielded balls
- Bunts (used with Button 1)

GETTING STARTED



After the Game Gear unit is turned ON, several logos appear, followed by the Title screen. Press the Start Button to continue.

GAME MODES



The Menu screen appears with five options. In the **Exhibition** mode, your team plays against a Computer-controlled team. Select your team and the Computer's.

If you want to challenge a friend to one game of America's favorite pastime, then select the **Vs Mode.** Create your own championship with one of your friends.

Is your team good enough to go all the way to the World Series this year? Find out in the **Pennant Mode,** where your team competes with all the other teams in your league to determine which one will play in the World Series. Choose from a season of 32, 84, 123, or 162 games. Select **Pennant Continue** to resume a season you have already created.

Creating your own teams is easy. In **Team Edit,** you can select any of the players from the 28 Major League teams to build your dream team.

Players Data is useful in helping you become familiar with the players statistics from last year. Show your friends how much you know about baseball.

Press the D-Button UP or DOWN to highlight the mode you want. Then press the Start Button to select it.

PREGAME SELECTION SCREENS

These screens are used for Exhibition, Vs Mode, Pennant Mode and Pennant Continue, unless otherwise noted.

Team Select



Press the D-Button LEFT or RIGHT to cycle through the Major League divisions. Then press the D-Button UP or DOWN to highlight the desired team. Press the Start Button or Button 2 to select that team. All-Star teams and teams that you have created can also play (see Team Edit, p.14, for details on creating your own teams). Both players can select the same team in the same game.

Note: This screen also appears at the beginning of the Players Data mode, but is not used in Pennant Continue.

Batter Select



Batter Select is used to change your team's batting order. Press the D-Button UP or DOWN to highlight the player you want to change. Press Button 2 to select that player. Next, use the D-Button to highlight the second player and press Button 2. The positions of the two players are switched. You can switch players as many times as you want before the game begins. Select wisely, for these positions are fixed for the duration of the game, unless you replace a starter with a pinch hitter.

Note: Players not in the first eight positions on the Batter Select screen can be used as pinch hitters during the game.

Pitcher Select



This screen is used to select your starting pitcher. Press the D-Button UP or DOWN to highlight the pitcher you want. Then press the Start Button or Button 2 to select that pitcher. The other pitchers can be used as relief pitchers during the game. Relievers are selected from the Relief Pitcher screen during play (see p. 22).

Mode Select



Press the D-Button UP or DOWN to highlight the option you want to change. After that, press the D-Button LEFT or RIGHT, or press Button 1 or 2 to cycle through the choices. When you are finished, highlight EXIT and press Button 1 or 2, or the Start Button at any time, to exit the screen.

Auto: The Computer moves your fielders automatically to the ball after it's hit.

Voice: The Sega announcer calls out balls, strikes, and other events during the game. He won't sing for you during the seventh inning stretch, but he is good at getting the calls right.

Innings: You can select 3, 5, 7 or 9 innings per game. If the game is tied at the end of regulation play, extra innings are added until one team wins.

D.H. (designated hitter)**:** The pitcher does not bat when ON is selected.

View: Either the pitcher's viewpoint (CENT) or the batter's viewpoint (BACK) can be selected for the start of the game. This view can be changed once play begins (see p.17).

Game: Your team can be the home team or the visiting team. The home team bats last every inning.

Line Up



This screen shows the two teams' starting rosters before the game begins. Press the Start Button to continue.

Stadium Select



Select a stadium from two domes and two outdoor parks. Don't worry—your game won't be rained out. Use the D-Button to highlight the stadium, and Button 2 or the Start Button to select.

PLAY BALL!

Exhibition

After you have selected EXHIBITION on the Title screen, the Team Select screen appears. Select both your team and the Computer's. Make any changes to the batting order in Batter Select, and press the Start Button to bring up Pitcher Select. Choose your starter by pressing Button 2 or the Start Button. Change game features in Mode Select if desired.

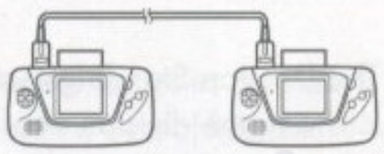


When you've finished, highlight EXIT and press Button 2, or press the Start Button to advance to Line Up. After viewing both teams' starting lineups, press the Start Button. You're ready to select the battlefield of your choice in Stadium Select. Press the Start Button or Button 2 to select. It's time to play ball!

Vs Mode

To play a game against a friend, you need the following:

- Two Game Gear units
- *Two World Series Baseball '95* game cartridges
- One Gear-to-Gear Cable



Plug in the Gear-to-Gear Cable as shown in the illustration (make sure that the rounded corners of the plug match the rounded corners of the jack when plugging in the cable). Insert the two game cartridges, and turn both Game Gear units ON. The pregame screens are the same as in the EXHIBITION mode. Both players advance through Team Select, Batter Select and Pitcher Select. Both of you can select the same team if you want.

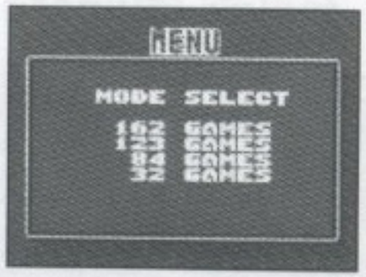


The player who selected the Vs Mode from the Menu screen has control over all of the features of the Mode Select screen. The other player, however, selects AUTO and VIEW functions for his/her own team from a modified Mode Select screen.

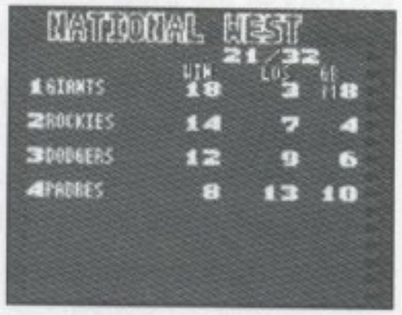
WAIT appears at the bottom of either the Mode Select screen or the modified Mode Select screen, depending on who finished making the selections first. Both players must exit Mode Select to bring up the Line Up screen.

Pennant Mode

If you would like to play an entire season of games, select **Pennant Mode** from the Menu screen. Press the D-Button to highlight **Pennant Mode,** and the Start Button to select it.



You can choose from four season lengths for the regular season: 32, 84, 123 or 162 games. After you have selected the season length, the Team Select screen appears. Pick the team that's going to bring you your first World Series ring!



The Division Standings screen appears, showing the division your team is in, and the other teams that are competing with you to win the Division. You will play against these teams, as well as the other teams in your league. Wins (WIN), losses (LOS), games each team is behind the first place team (GB), the number of games played and season length are listed. Toward the end of the season, the magic number (M) appears, showing how many wins by the first place team, losses by the second place team, or a combination of the two will send the first place team to the playoffs. By the end of the regular season, if you have more wins than the other teams in your division, you win the Division!

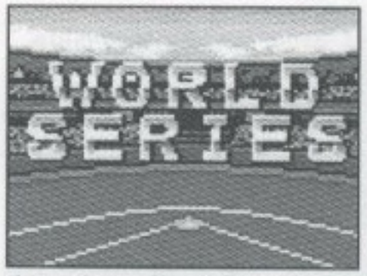
To see your game schedule, press Button 2. The Game Schedule screen appears. Your opponents for the next seven games are listed. An "H" indicates that you are the home team. A "V" indicates that you are the visiting team. Press Button 1 or 2 to return to the Division Standings screen, or press the Start Button to prepare for your first season game.





Change the batting order and choose your pitcher on the Batter Select and Pitcher Select screens. Also use a modified Mode Select screen to make game changes. Review the Line Up, and the season opener begins.

Note: The Division Standings screen and the Game Schedule screen appear after a game is completed.



If your team finishes at the top of its division, it will face another team in a best-of-five game playoff. Should your team finish the regular season tied with another team in your division for first place, a one-game mini-playoff will be played to determine which team advances to the playoffs. After the regular season ends, it's up to you to make your way through two playoff series to advance to the World Series.

Pennant Continue

After a game has finished, you can turn off your Game Gear unit. If you turn off the Game Gear during the game, the data for that game is erased, and you must play the game over (but the division standings prior to the game are not erased). When you want to continue playing in the same season, select Pennant Continue from the Menu screen.

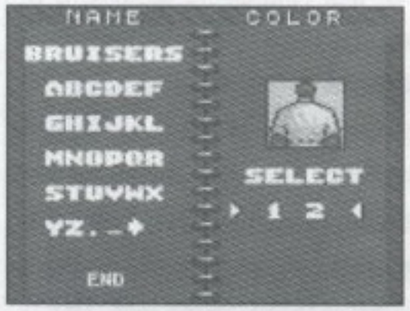


Note: Only one season's data can be stored in the Pennant Mode at a time. To discontinue a season in progress, select Pennant Mode. A screen appears, giving you the choice to start a new season. Use the D-Button to highlight YES, and press the Start Button. Select NO if you decide you don't want to erase the current season.

Team Edit

In the Team Edit mode, you can make and keep two teams at a time. Press the D-Button UP or DOWN to highlight Edit Team 1 or Edit Team 2. Press Button 2 or the Start Button. You have just taken the first step in creating your very own Major League team.





Now it's time to name your team, and give them a uniform. On the Name/Color screen, first make a name. How about the Bruisers? Press the D-Button LEFT, RIGHT, UP or DOWN to highlight a letter. Press Button 2 to select it. To change a letter, press Button 1 to move the cursor back to that letter, and type a new letter. You can enter up to eight letters. When you're finished, press the Start Button.

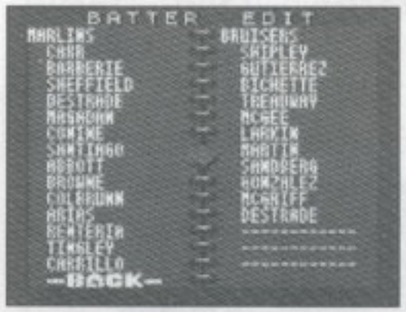
For the uniform, press the D-Button LEFT or RIGHT to view the two choices. When the uniform you want is displayed, press Button 2 or the Start Button. The Pitcher Edit screen appears.



Recruit any of the pitchers listed on the 28 Major League teams' rosters. Build a roster of ten pitchers to beat the opposition. In Pitcher Edit, press the D-Button LEFT or RIGHT to cycle through the teams. The team name appears in the upper left corner of the Pitcher Edit screen. When you find a pitcher you want, press the D-Button UP or DOWN to highlight that pitcher. Then press Button 2 to select him. If you change your mind, highlight BACK. Press Button 2 twice, and the pitcher's name disappears.

If you would like to review a pitcher's stats from last year, press Button 1. The Player Select screen appears, showing last year's stats and a picture of the player. Press Button 1 or 2 or the Start Button to return to Pitcher Edit. Press the Start Button when you have created your roster of fastballers and firemen.



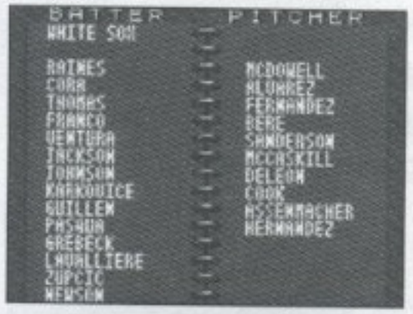


Create your roster in Batter Edit in the same way. Press the Start Button to review the final roster, and again to return to the Title screen. Your team's ready to win. Batter Up!

Note: You can later edit a created team. Highlight the team's name on the Team Edit screen and press Button 2 or the Start Button. Make changes to the name, uniform and roster as desired.

Players Data

When you select Players Data from the Title screen, Team Select appears. Select the team you would like to review.

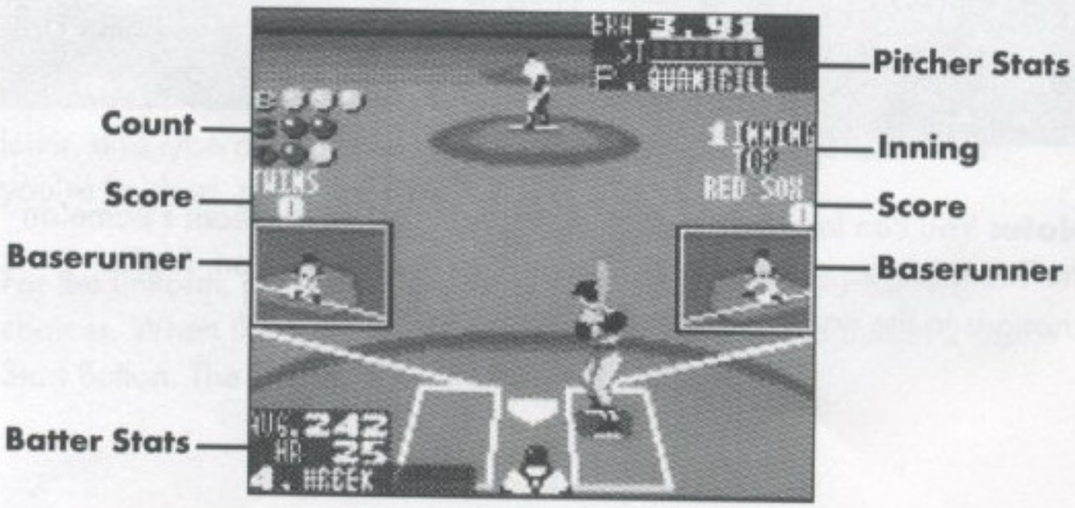


The Batter/Pitcher screen allows you to access important player batting and pitching info. Press the D-Button UP or DOWN to highlight the batter you would like to review. Press Button 2 to select the batter. The Player Select screen appears.

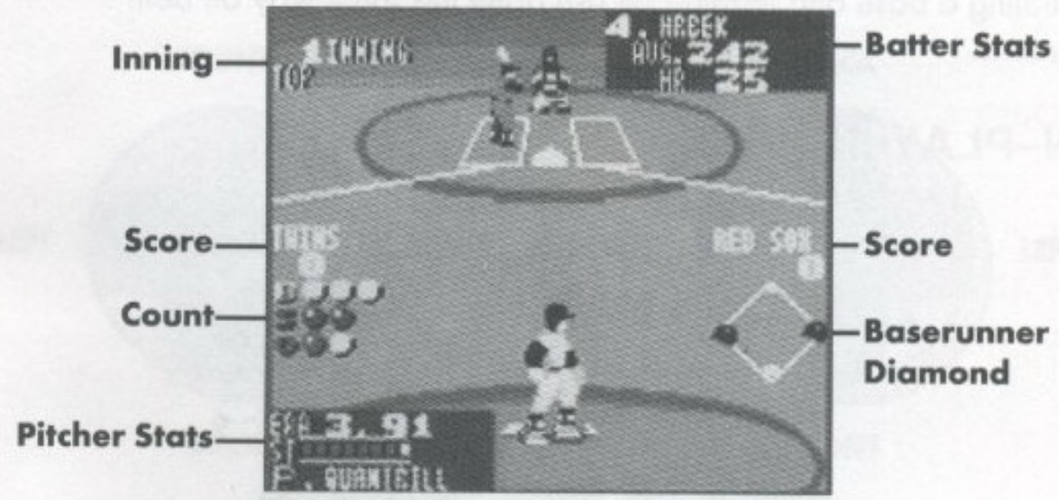
After reviewing, press Button 1 or 2 or the Start Button to return to the Batter/Pitcher screen. To review the pitchers, press the D-Button RIGHT. To return to the batters, press the D-Button LEFT. Press Button 1 to return to Team Select. When you are finished reviewing, press Button 1 again to return to the Title screen.

GAME PLAY SCREENS

BACK VIEW



CENTERFIELD VIEW



Inning shows the current inning, and TOP or BOTTOM of the inning.

Count displays the current count of strikes, balls and outs.

Score indicates the current score.

Baserunner and **Baserunner Diamond** show any runners on base.

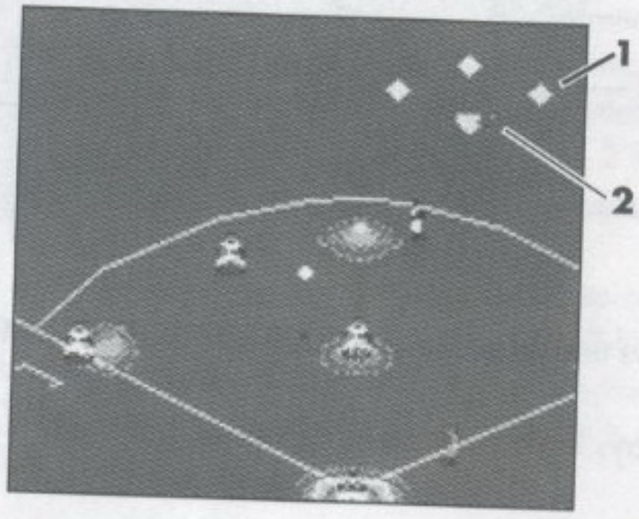
Pitcher Stats displays Earned Run Average (ERA), "P" for pitcher, the pitcher's name and the pitcher's Strength Gauge.

Batter Info lists batting average (AVG), home runs (HR), hitter's batting order number, and hitter's name.

The VIEW feature of the Mode Select screen determines which view opens the game in the first inning. To change the view at any time, press the Start Button to call a Time Out, then press Button 1. On offense or defense there is no limit to the number of Time Outs that you can call. Throwing pitches and positioning batters is also done differently for

each screen (see the D-Button illustrations in OFFENSE and DEFENSE). Stealing a base and leading off are done the same way on both screens.

IN–PLAY SCREEN



The miniature diamond (1) tracks the baserunner (2) while the ball is in play.

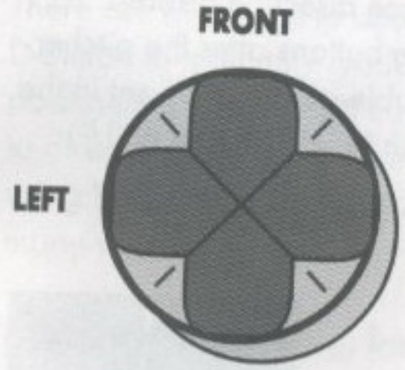
BATTER UP!

OFFENSE

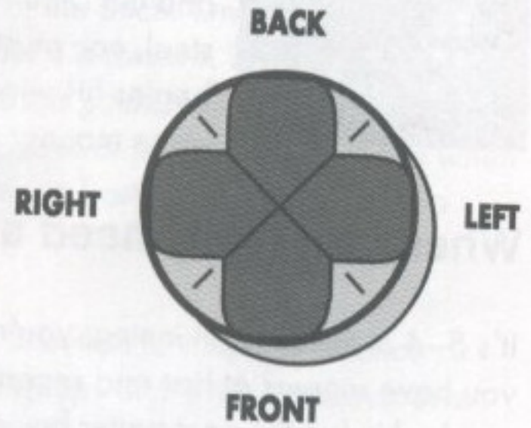


Position the Batter in the Batter's Box: Press the D-Button in the direction of your choice before swinging to re-position your batter.

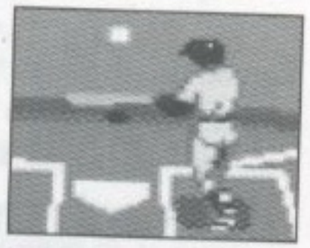
BACK VIEW



CENT VIEW

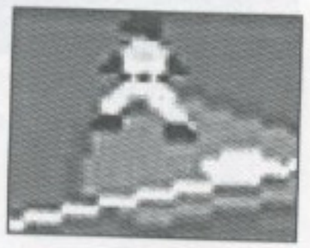


Swing the Bat: Press Button 2 and hold it for a solid swing.





Square to Bunt: The long ball doesn't always work. A well-placed soft roller off your bat can advance your base runners. Once the pitcher delivers, press Button 1 and 2 at the same time to bunt.

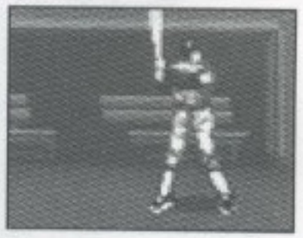


Lead Off: Press Button 1 and the D-Button in the direction of the next base for the runner to reach before the pitcher throws to the batter. If the pitcher tries to pick the runner off, move back to the base by pressing Button 2 and the D-Button in that base's direction. Two base runners who occupy consecutive bases (either 1st and 2nd, or 2nd and 3rd) can be set at the same time. Press the D-Button diagonally between the two target bases the runners will next occupy, and Button 2 at the same time.



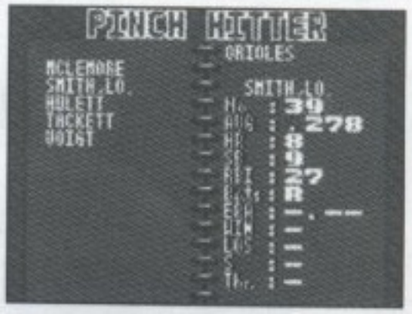
Steal a Base: If you can't reach second or third through a hit, then steal those bags. Press Button 1 and the D-Button in the base direction desired. To steal, you must press these buttons after the pitcher begins his wind up. A double-steal can be set in the same manner as runners in Lead Off (see p. 19).

When you really need a hit...



It's 5–4 in the seventh inning, you're behind and you have runners at first and second. You really need a hit, but the next batter has a .210 batting average. Maybe it's time to bring in a pinch hitter.

Remember those extra players at the bottom of the Batter Select screen not in the line up? They are pinch hitters. If you need a hitter with a better batting average than the hitter due to bat, or somebody with power who might crack a homer, bring him into the game to stay at that batting position.



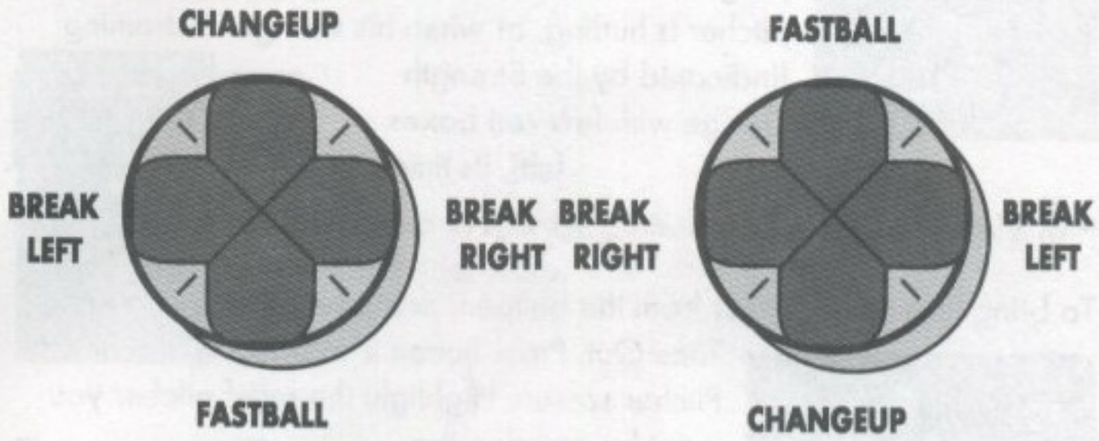
To bring a pinch hitter into the game, call a Time Out by pressing the Start Button. Then press Button 2. The Pinch Hitter screen appears. Highlight the pinch hitter you want, and press Button 2 to select him. If you change your mind, and you don't want a pinch hitter, press the Start Button or Button 1.

Pitching

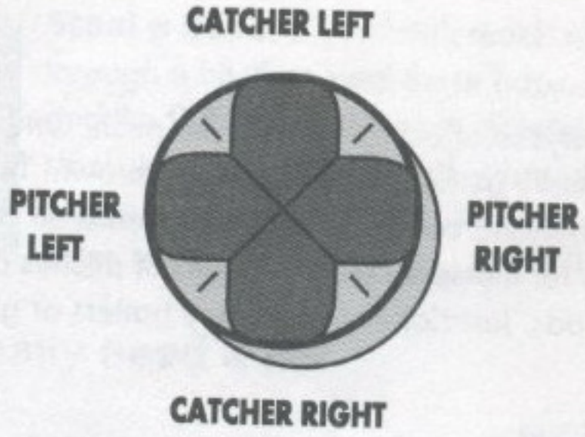
There are two ways to affect the path of the pitch. One way is to use the D-Button to manually guide the ball after it is thrown. The other is to position the pitcher and catcher before the pitch. You can use both ways to direct the ball for the same pitch. Dozens of pitches are possible when using both methods. Just don't hit too many batters or give away too many walks!

Pitch: Press Button 2 to pitch, and the D-Button to direct it. Practice throwing fastballs, breaking balls, changeups and even combinations. Learn many styles to strike out the batting kings!

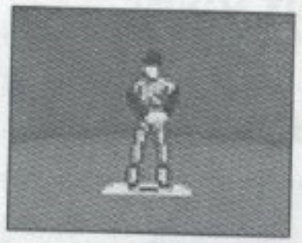
BACK VIEW **CENT VIEW**



Positioning the Pitcher and Catcher: Before throwing the pitch, position the pitcher and catcher. Press the D-Button according to the diagram (p. 22) to move your pitcher or catcher to the left or to the right.



Need a Little Relief?



Even the greatest of pitchers is human. He has his bad pitching days. He also weakens as the game progresses. When they're hitting everything your pitcher is hurling, or when his strength is draining (indicated by the Strength Gauge with few red boxes left), its time to call for relief.



To bring in a relief pitcher from the bullpen, press the Start Button to call Time Out. Press Button 2 to bring up the Relief Pitcher screen. Highlight the relief pitcher you want by pressing the D-Button UP or DOWN. To select that pitcher, press Button 2. If you decide you don't want a relief pitcher after bringing up the Relief Pitcher

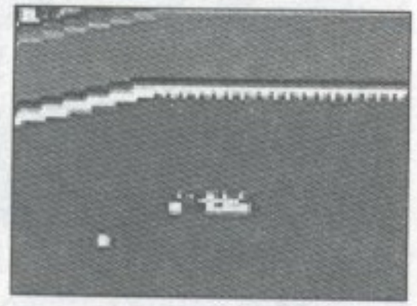


screen, press Button 1 or the Start Button to return to the game.

Playing in the Field

Field a Grounder or Catch a Fly Ball: If the AUTO feature of the Mode Select screen is turned OFF, the player nearest to a hit ball can be directed to field it. Players guarding the bases cannot be moved, unless they have the ball. Press the D-Button to direct the fielder to the ball. Master the Dive and Jump moves to snag the ball. You just might win a Gold Glove if you keep it up!

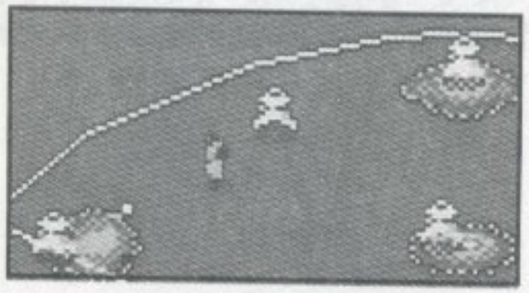
Dive: A few grass stains never hurt anybody, especially when the game is riding on your play. To dive, press Button 2 and hold the D-Button in the desired direction (LEFT, RIGHT or DOWN) at the same time.





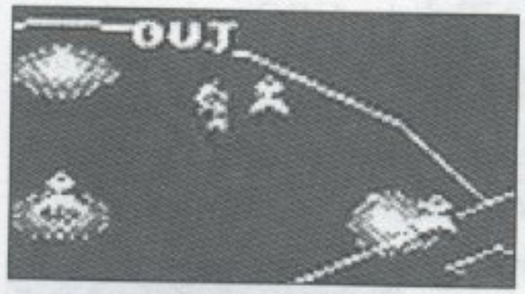
Jump: Jump to rob the batter of a hit. Press Button 2 to make the fielder jump.

Throw out a Runner: After a player has fielded a grounder or caught a fly ball, he can throw the ball to one of the bases. Press the D-Button in the direction of the base that you want and press Button 2 to throw (for example, to throw to third base, press Button 2 and the D-Button left). However, to throw to



first base, simply press Button 2.

Note: Throws from the outfield will be cut off when a baseman is directly between the throwing player and the target base.



Make an Unassisted Play: You might choose to have your fielder run with the ball instead of throwing it (to tag a base runner for the out, for example). Press Button 1 and the D-Button in the direction of the desired base at the same time.



Pick off a Runner: So the baserunner's leading off a little too much, is he? Send him packing to the dugout! Before pitching the ball, press Button 2 and the D-Button in the direction of the desired base.

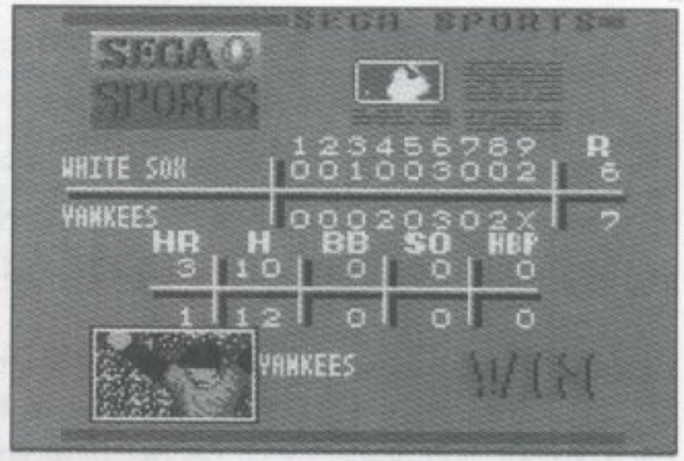
Catch a Base—Stealer: If an opposing runner tries to steal, your catcher can throw the ball and nab him. The In-Play screen is automatically brought up when your catcher receives the pitch. Press Button 2 and the D-Button in the direction of the desired base at the same time.

KNOWING THE SCORE



Between innings, the Box Score appears. Keep track of these statistics to help you make the right decisions throughout the game.

The final Box Score appears at the end of the game.



FROM THE DUGOUT

Though play is exciting and fast, baseball is a strategic game. Take a few extra seconds to call up a pinch hitter when needed. Bring in a fireman to stop an opponent's comeback. Gain experience with bunts, soft hits and long hits. Using a variety of hits and pitches, and making appropriate changes are crucial to winning this game.

Offense

A soft hit over the heads of the infielders or between them is sometimes more useful than hitting the ball solidly. To make a soft hit, press Button 2 but do not hold it.

When stealing, give the runner a good lead off to improve his chances of stealing successfully.

Defense

When starting out, select ON for the AUTO defense option. When you are familiar with pitching, play the game with AUTO defense OFF.

First master the simple pitches. These are the breaking balls, fastball and changeup. After this, combine some of these techniques into the same pitch. Finally, experiment with pitcher and catcher positions. You can build an amazing arsenal of pitches if you carefully add to what you know.

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Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear Cartridge shall be free from 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 Canadian 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, he or she 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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