INTENSE SPORTS GAME FROM SEGA!

DAVID ROBINSON'S SUPREME COURT™



A hot baseline jumper.



Monster slam



Reverse slam



Sky hook slam



Pile driver

PLAY ABOVE THE RIM!

In this game, every dribble, pass, foot-flashing run and elbow-pumping fake is real--all digitized from real basketball. 24 different shots from jumpers to slams, unbelievable speed and rim-rattling sound effects make this the tops in hoop-bending action. Robinson proves his case with two-handed monster slams and awesome net attacks.

- 3 on 3 or full tilt tournament action.
- Pick up a killer squad from a 20 player draw of slam specialists, board crashers and fast-breaking ball stealers.
- Catch the Admiral's color commentary at the breaks.

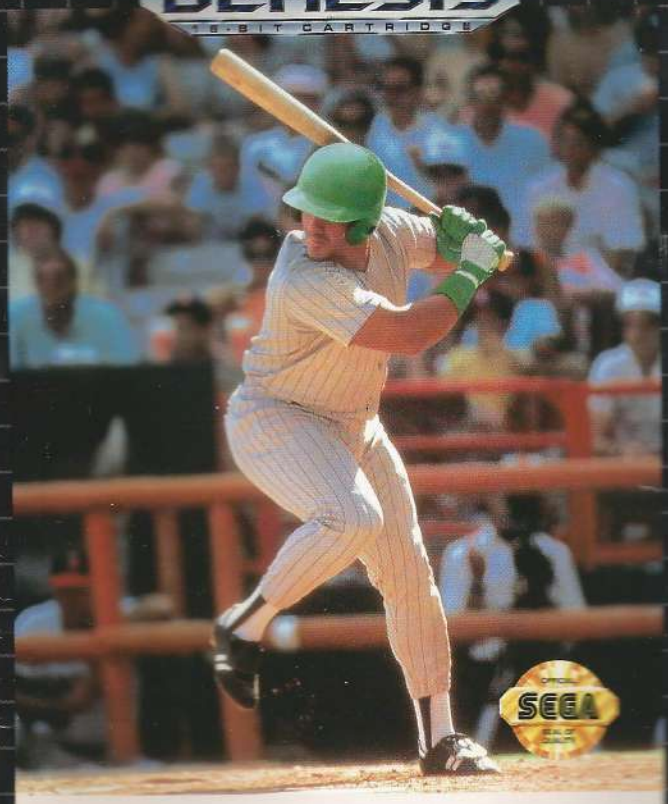
1 OR 2 PLAYERS AT ONCE

672-0787

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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SEGA GENESIS 16-BIT CARTRIDGE



SPORTS TALK BASEBALL™

500 PRO PLAYERS, BASED ON 1991 STATS

INSTRUCTION MANUAL

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Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also.

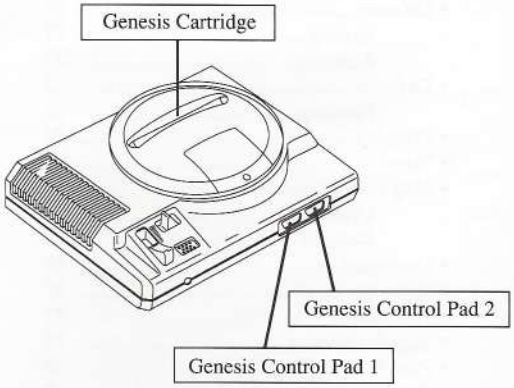
2. Make sure the power switch is OFF. Then insert the *MLBPA Sportstalk Baseball* cartridge into the console.

3. Turn the power switch ON. You'll see the Sega screen. In a few moments, the Title screen appears.

4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.

5. Press the **Start** Button when the Title screen appears.

Important: Always make sure the power switch is OFF before inserting or removing the cartridge.



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

"Going, going, gone!"

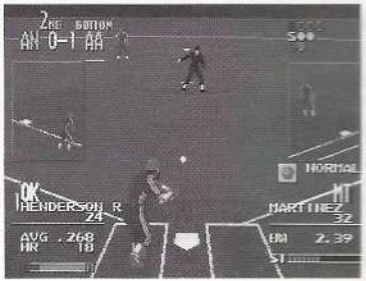


Bottom of the ninth. Toronto 3, Oakland 2. Two down, runner on second. Canseco steps up to the plate. Stieb bears down, sweat dripping from his brow. Henderson leads off second. The windup, and the pitch– a curveball! It's hit deep to left center... the center fielder turns and sprints for the wall, but there's no play to be made on this ball. It's outta here! A two-run blast, giving Oakland a thrilling come-from-behind win! The crowd goes berserk!

Sports Talk Baseball gives you not only mammoth homers, sparkling defensive plays, pitching mastery and nail-biting finishes; you also get sharp play-by-play accounts of every bit of the action!

"Next up, number 24, batting .263... here's the pitch... screwball. Swing and a miss! Strike one!"

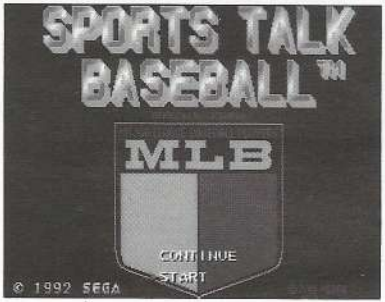
Play an exhibition game, pick a team and go for the championship, or stage your own All Pro game! It's video-baseball like you've never seen it. The only things missing are hot dogs and soda pop!



Take Control!



Getting Started



Press the Start Button when the Sega logo appears, then press again to bring up the Title screen. The words "Speech On," "Start" and "Continue" appear near the bottom. Select "Start" to begin a new game or season, or "Continue" to pick up where you left off earlier (see page 28). To play the game without play-by-play commentary, select "Speech On" and press the Start Button. The "On" changes to "Off." Press the D-Button up or down to place the marker next to your choice, and press the Start Button to enter it.

Note: The demonstration appears automatically after the Title screen.

Select Game

You can choose to play in one of the three modes listed on page 5. Highlight your choice by pressing the D-Button up or down, and press Button C to begin play.



Pennant Race: Play a season consisting of 15, 30, 81 or 162 games. The Computer makes the game schedule–you'll face other teams in the same league as your team, three games at a time. If you finish the season with the best win/loss record in your division, you qualify for the Playoff, where you take on the winner of the other division in your league. The winner of that series goes on to face the other league's champion in the World Championship Series. To choose the length of your season, press the D-Button left or right to highlight your choice, then press Button C.

Exhibition Game: Play one pre-season contest against a team of your choice. Compete against the Computer in 1 game, or take on a friend in a 5-game series. Find the Player Select window beneath the words "Exhibition Game." The default setting is for one player. To try a two-player game, press the D-Button to the right. Continue pressing to the right to choose three, four, five or six players for a Round Robin game. Press Button C to continue.

All Pro Game: Pit the stars from both major leagues against each other. If you're not satisfied with the current roster for the league you choose, you can call up players from any team in either league as substitutes. Set the Player Select for one or two players using the D-Button, and press Button C.

Select Team



Here's where you get to choose the team you'll try to lead to victory. If you're playing against the Computer, you must select its team as well. When the screen first appears, the word "Next" is highlighted. Press the D-Button left or right to see the different divisions. To choose a team within the division that's displayed, press the D-Button down. This moves the highlight bar into the group of team names. Then press the D-Button in the appropriate direction until the team you want is highlighted. Press Button C to enter your selection. If playing a two-player game, the second player can make a team selection in the same fashion.

Stadium Select

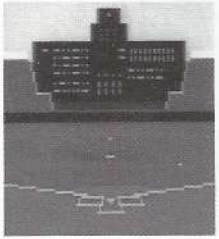
The game can be played at any one of the three stadiums. Press the D-Button left or right to highlight the stadium of your choice, then press Button C.



White-Sky Dome: A standard-sized stadium enclosed in a dome. The surface is artificial turf, and the crowds are unbelievably noisy!



Blue-Moon Stadium: The largest of the three stadiums, this park hosts night games. It's better suited to speedy defensive teams, and teams with strong arms in the outfield. Its size and high fences limit the number of homers hit.



Red-Sun Stadium: A smaller-than-average stadium where day games are played on natural grass. Short porches in left and right field spell trouble for pitchers who lose their control!

Pennant Fever



In Pennant Race mode, once you've selected your home stadium, the first part of the league schedule appears. If you choose an American team, the American schedule appears. (The National schedule appears if you select a National team). At the top of the screen, next to the words "Game Schedule," the number of the game you're about to play and the total number of games in the season are displayed. Press Button C to continue.

League Standings Screen

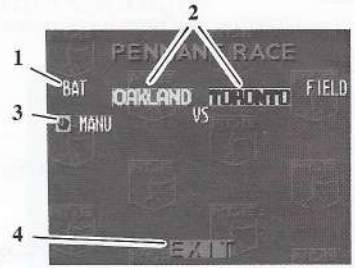
You can review standings for both divisions in your league. Press Button C to advance through the screens. The standings also appear between games during the season.



1) Games completed
2) Team name
3) Win/loss record
4) Percentage of completed games won
5) Number of games behind first-place team

Option Screen

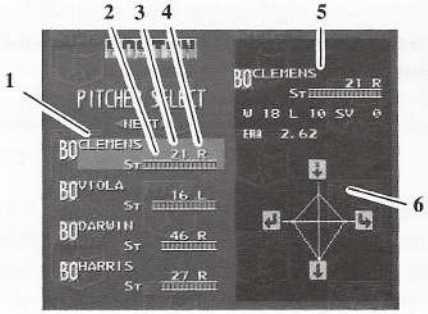
Set certain game conditions before beginning play. To change a setting, press the D–Button to move the highlight bar to the option and press Button C to cycle through the choices. Move the highlight to "Exit" using the D-Button and press Button C when you're ready to continue.



1) Indicates team to bat first/take the field first
2) Team name
3) Set Fielder Select ("Manu" for manual control of fielders; "Auto" to have the Computer play defense for you)
Note: The Computer will not throw the ball for you
4) Leave the options screen

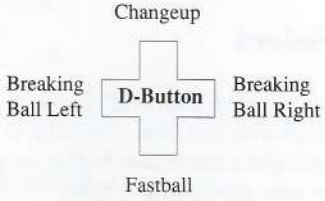
Pitcher Select

Look over your pitching staff and choose a starter. Four pitchers are displayed at a time. Press the D-Button up or down to highlight a particular hurler, or press left or right to see the next group of pitchers.



1) Pitcher's name
2) Stamina gauge (starting pitchers have more stamina than relievers)
3) Uniform number
4) Throwing hand (Left/Right)
5) Highlighted pitcher's statistics
   W = Wins; L = Losses; Sv = Saves; ERA = Earned Run Average
6) Pitching analysis

- You can throw four different pitches– a Fastball, a Changeup, and a Breaking Ball to the left or right. This diagram shows the highlighted pitcher's strengths/weaknesses. The farther from center the mark is, the stronger the pitcher's ability to throw that type of pitch successfully. The diagram on screen matches the D-Button controls for pitching (see page 23).



Press Button C to enter your selection and go on to the next screen.

Pre-Game Changes



1) Defensive position
2) Player's name
3) Uniform number
4) Bats (Left/Right)

The right side of the screen contains several options that allow you to make changes in your lineup before the game. To select one, highlight it by pressing the D-Button up or down. Then press Button C.

Line-up Change: Make changes to your batting order. After highlighting "Line-up Change," press Button C. Notice that the top batter in the order is highlighted. Press the D-Button down to highlight one of the players you want to move. Then press Button C, and a second highlight bar appears. Select another player, and press Button C. The two selected players swap spots in the order. Press Button B or press the D-Button to the right to continue.

Position Change: Change your defensive alignment. After highlighting "Position Change," press Button C and a highlight bar appears on the top batter's position. Press the D-Button down to highlight the position of a player you want to change, and press Button C. Do the

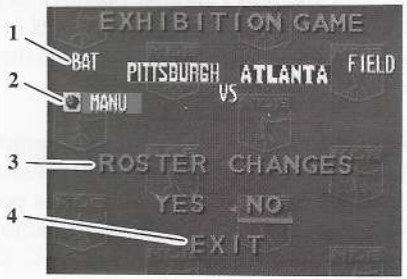
same with a second player and press Button C again. The two players exchange positions. When you're satisfied, press Button B or press the D-Button right to continue.
Note: In an All National game, the pitcher must always bat in the 9th slot.

Player Change: Substitute one of the players on the bench for one in the starting lineup. Press Button C and the highlight bar appears. Use the D-Button to move the highlight to the starter you want to take out and press Button C. The available players' names and stats appear on the right side of the screen. Use the D-Button to move the highlight bar to the name of the player you want to insert in the lineup, and press Button C. Press Button B to return to the selection screen.

Exit: Move the highlight here using the D-Button and press Button C to begin play.

Exhibition Game

In Exhibition Game mode, after selecting a stadium, the Exhibition Game option screen appears. You can set certain conditions before the game. Press the D-Button to highlight an option, and press Button C to cycle through the choices.



1) Choose to bat or take the field first.
2) Play your own defense (Manu) or let the Computer field for you (Auto).
3) Select "Yes" to make changes to the opposing team's lineup before beginning play; choose "No" to leave the other team as it is.
4) Leave the option screen.

Make any desired changes to your starting lineup, batting order, or defensive alignment as you would in the Pennant Race mode (see pages 11 - 12).

The Stars Are Out Tonight!

Get ready for an awesome display of offensive firepower, defensive prowess and pitching dominance. It's the All Pro Game, matching the standout players from both leagues against each other! Choose one league or the other, make substitutions, even call up players not on the current roster and make your own team!

Select League



You can lead the All American or All National stars into battle. Press the D-Button left or right until the symbol representing the team you want appears underneath "Player 1," then press Button C.
Note: Since there are only two choices, the Computer or Player 2 automatically gets the other team. Player 1 makes the selection.

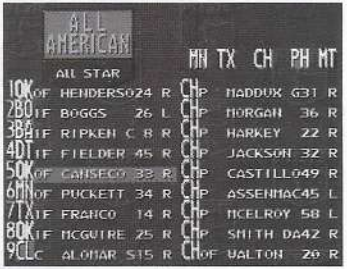
Replacing Players



Select "Edit" to replace current players with others not on the roster. Choosing "Game" brings up the Stadium Select screen. Highlight your choice using the D-Button and press Button C to enter.

Note: Pressing Button B also brings up the Stadium Select screen.

Edit



There are 24 players on each All Pro squad. You can't remove one without replacing him. The current team roster appears on the left, with a highlight bar in the center. Press the D-Button down to scan through the list of players. When the one you want to replace is highlighted, press the D-Button to the right.

The highlight is now in the center of the right column. Here you can look at all 20 players from every team in both leagues. Press the D-Button up or down to scan through the present list, and press Button C to put the highlighted player on the roster. Or, if you want to see other teams, press the D-Button to the right once more and the highlight bar moves to the top right of the screen.



Each team is represented by two-letter initials. Press the D-Button left or right and the team initials rotate. The initials that appear in the center of the group indicates the team displayed in the list underneath. Once you've found the team you want to review, press the D-Button down and the highlight bar reappears. Press Button B to exit the screen.

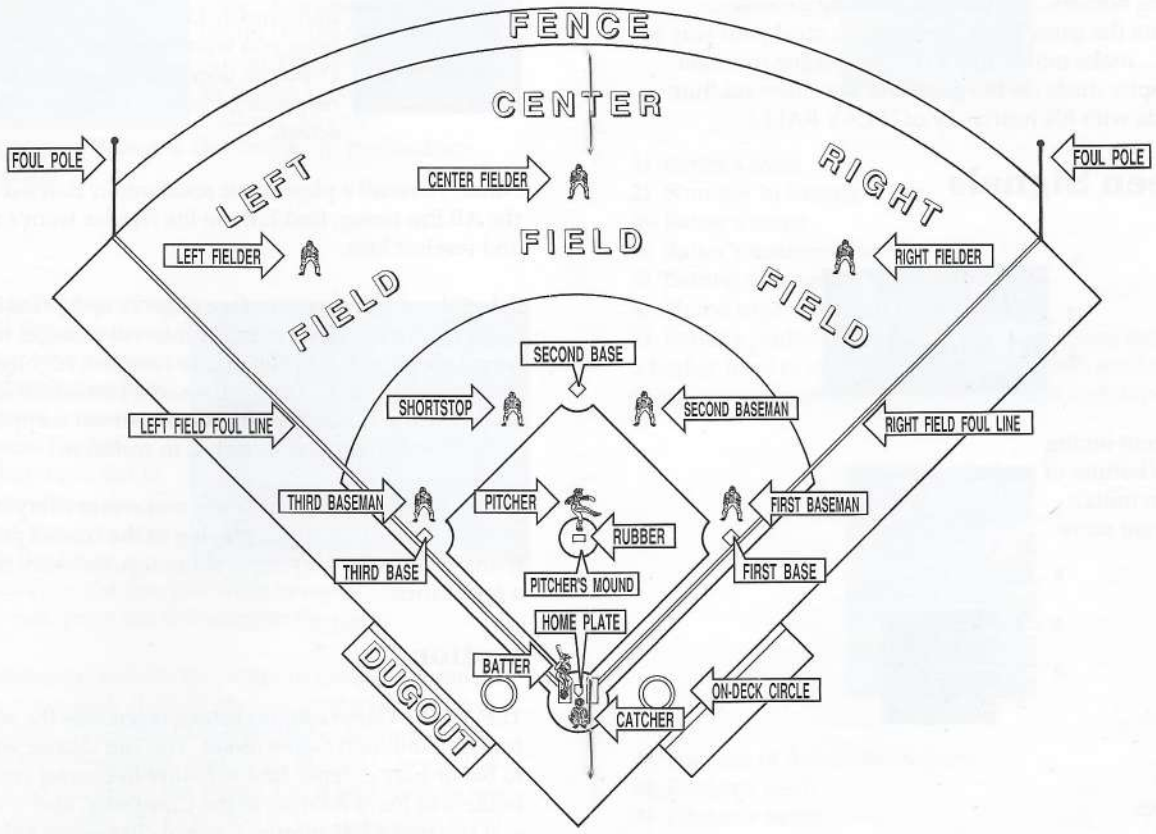
Note: To recall a player you accidentally deleted from the All Pro roster, find him on his regular team's roster and reselect him.

Select the starting pitcher (see page 9), and press Button C. Here's your chance to make internal changes to the team (see page 11). When you're finished, highlight Exit and press Button C. Follow the same procedure for the second team. When the Edit/Game screen reappears, select Game and press Button C to continue.

Note: After editing your team, make sure every member of your starting lineup is playing at the correct position. If an outfielder is playing at shortstop, he's sure to make a few errors.

Options

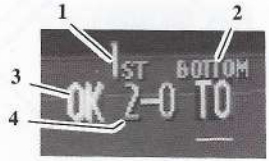
The All Pro Game options screen resembles the screen for the Exhibition Game mode. You can choose whether to bat or play defense first, whether to control your own fielders or leave fielding to the Computer, and finally, you can make last-minute internal changes to either team's lineup. When you're ready to play ball, highlight Exit and press Button C.


FENCE
CENTER
FOUL POLE
LEFT
FIELD
CENTER FIELDER
RIGHT
FIELD
FOUL POLE
LEFT FIELDER
RIGHT FIELDER
SECOND BASE
SHORTSTOP
SECOND BASEMAN
LEFT FIELD FOUL LINE
RIGHT FIELD FOUL LINE
THIRD BASEMAN
PITCHER
FIRST BASEMAN
RUBBER
THIRD BASE
PITCHER'S MOUND
FIRST BASE
HOME PLATE
DUGOUT
BATTER
ON-DECK CIRCLE
CATCHER

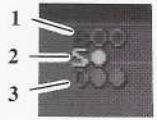
Play Ball!

At last, the moment you've been waiting for– the chance to control the great baseball players of our time. Hit towering homers... play tough, exciting defense... dominate the game from the mound... steal your way to victory... make moves like a real big-league manager. The umpire dusts off the plate and the entire stadium resounds with his hearty cry of "PLAY BALL!"

Screen Signals



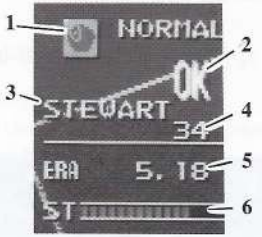
1) Current inning
2) Top/bottom of inning
3) Team initials
4) Current score



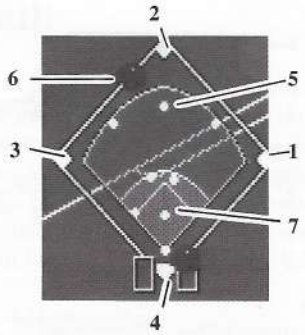
1) Balls
2) Strikes
3) Outs



1) Batter's team
2) Number in batting order
3) Batter's name
4) Batter's uniform number
5) Batting average (AVG)
6) Home runs (HR)
7) Batter's preference (more blue in the gauge indicates a higher level of success against lefthanded pitchers; more orange shows effectiveness against righthanders)



1) Position of defensive players
2) Pitcher's team
3) Pitcher's name
4) Pitcher's uniform number
5) Earned run average (ERA)
6) Pitcher's stamina gauge



1) First base
2) Second base
3) Third base
4) Home plate
5) Fielder
6) Runner
7) Ball (this blue dot appears when the ball is moving)

Note: The black dot represents the fielder currently controlled by the player.

Scoreboard

The Scoreboard appears after each half-inning during every game.



1) Team logos
2) Inning-by-inning score
3) Next three players scheduled to hit

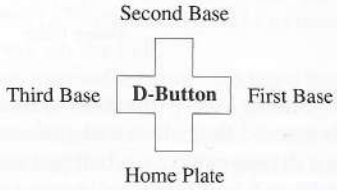
Offense

Batting



- Press the D-Button to move your hitter around in the batter's box.
- Press Button C to swing the bat.
- Press Button A to attempt a bunt.

Running



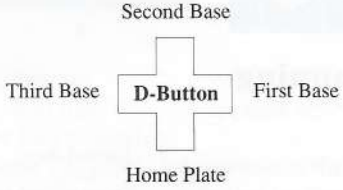


- To take a lead, press and hold the D-Button in the direction of the next base, and press Button B until your runner nears the grass/turf of the infield.
- Press and hold the D-Button to indicate a base, and press Button B to start a runner in motion after a teammate's hit, or when tagging up on a caught fly ball. In the case of a steal attempt, be ready to move just as the opposing pitcher starts his motion.
- When attempting to steal, point towards the objective base with the D-Button, press Button A, and your runner will slide into the base. It's harder for the fielder covering second to make the tag this way.

• To try for extra bases, press and hold the D-Button up (toward second) and press Button B just before your runner reaches first. To stretch it into a triple, hold the D-Button left (toward third) as your runner nears second base.
• Press and hold the D-Button in the direction of the previous base and press Button C to make your runner return to his original base.

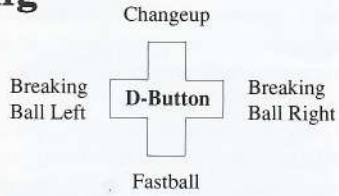
Defense

Fielding



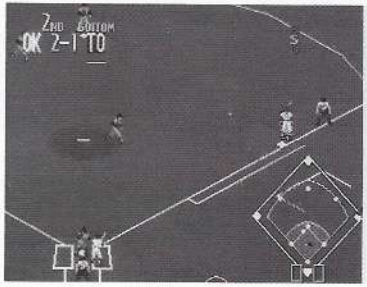
• Press the D-Button in any direction to move the closest fielder toward the ball to make the catch.
• To attempt a diving catch on a ball just out of range (infield, outfield and foul territory), press and hold the D-Button to move the fielder toward the ball, then press Button C to make him dive.
• To throw to a base, point towards the objective base, and press Button C.
• To run to a base after your fielder catches the ball, point towards the objective base, and press Button B.
• Press Button C without pressing the D-Button to make a fielder attempt a jumping catch (especially important when chasing a long fly ball to the wall).
• While the pitcher is on the mound, press Button A to change the position of your fielders. With your fielders in the "Forward" position, it will be tough for your opponent to lay down a successful bunt. With your fielders in the "Back" position, you'll have extra time to react to powerful hitters.

Pitching





• Press the D-Button left or right to position your pitcher on the mound.
• Press and hold the D-Button in the direction indicating the pitch you want to throw.
• Press Button C to pitch the ball. While the pitch is in the air, hold the D-Button left or right to indicate the amount of break on the ball.
• If you see an opposing runner taking a big lead off of his base, he may try to steal. Before sending your pitcher into his motion with Button C, press Button B to bring up a view of the entire infield. Then press the D-Button to indicate a base, and press Button C to throw to that base. The runner is either forced to return to his original base or may be caught in a rundown (which the defense usually wins).



Stamina: All pitchers have different levels of stamina, but starters have more than relievers. When a pitcher's team is at bat, he recovers a little energy. If his teammates come through with a big inning, though, the combination of rest and confidence give him a sizable energy boost. It's also important to give pitchers adequate rest between apperances– using a starter two games in a row is not advisable. Relievers quickly regain energy, and can be used in consecutive games (they're not effective for more than two or three innings per appearance).

Time!

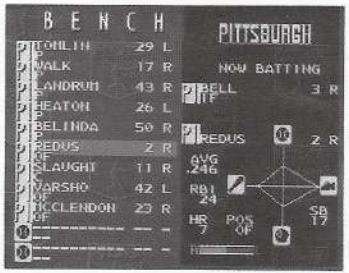
To stop the action– if you need a breather, or if you want to make some changes to your lineup– press the Start Button. Time can't be called when the ball is in play.

Mid-Game Changes

Offense

To insert a pinch-hitter, press the Start Button to call Time before the opposing pitcher begins his windup, and press Button C.

The list of available players appears on the left side of the screen. Press the D-Button down to scan through the potential replacements. Be sure to check the statistics of each player as they appear on the right side of the screen. To select a player, press Button C.

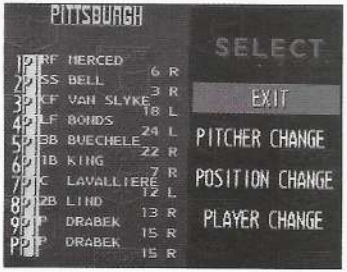


- The picture of the glove (SOUTH) indicates how well a player fields the ball.
- The picture of the bat (WEST) is the player's power rating.
- The picture of the ball (NORTH) indicates how well the player throws the ball.
- The picture of the shoe (EAST) is the player's speed rating.
- POS– refers to the position(s) the current player is skilled at.

C = Catcher P = Pitcher
OF = Outfielder IF = Infielder
IO = Infielder/Outfielder (Utility Man)

Defense

To make a defensive substitution or bring in a relief pitcher, call Time and press Button C. A list of options appears on the right side of the screen. Press the D-Button to highlight one, and press Button C to access it.



Pitcher Change: Press the D-Button up or down to move the highlight bar, and left or right to view another group of pitchers. Use the statistics and pitching analysis that appear on the right side to help you select a reliever. Press Button C to enter your choice.

Position Change: Press the D-Button up or down to move the highlight bar. Highlight one player and press Button C; highlight another and press Button C again. The two players switch defensive positions. It may take some juggling to get the alignment the way you want it. Press Button B, or press the D-Button to the right, to return to the options list.

Player Change: Your current lineup appears on the left side of the screen. Move the highlight to the player you want to bench, and press Button C. (Notice that the highlighted player's stats appear in the lower right corner of the screen.) The list of available players appears in the top right corner, three at a time. To see another group of players, press the D-Button left or right. To select a player, move the highlight to his name using the D-Button, and press Button C. The former bench-warmer is now in the lineup. Press Button B to return to the options list.

Exit: Move the highlight here and press Button C to return to the game.

Domination

There are days where everything just seems to go right for one team, and absolutely wrong for the other. The "10-Run Rule" exists for this reason. When one team has a 10-run lead (or larger) after a complete inning of play, the game stops with the victory going to the team in the lead. This is called a "win by domination."

Extra Innings

Extra innings are necessary when your team is tied with your opponent after nine complete innings of play. The first team to get and hold a lead through one complete inning thereafter wins the game. In the Pennant Race mode, if the teams are tied following 15 complete innings of play, the game must be replayed. The original game does not count in the standings. In the other modes, in the case of a 15-inning tie, the player has the option of replaying the game. The Pitcher Select screen appears immediately after the post-game commentary.

Post-Game Wrap Up



Following the game, a statistical summary appears. Check to see how you fared in comparision to your opponent in total hits, errors, home runs and strikeouts. Press Button C to continue.

Regular Season

You can select a season consisting of 15, 30, 81 or 162 games in the Pennant Race mode. You face other teams in your league three games at a time. Win your division and qualify for the Playoff!

After playing three games, the Save Game screen appears. New data appears at the top, and previously saved data underneath it. To save the new data, press Button C. You'll see your new data entered in the back-up memory. Press Button B to cancel the new data.
Note: When you save new data, old data is automatically erased.



Post-Season Play

In the Pennant Race mode, you qualify for the playoffs if you finish the season with the best win/loss record in your division. Even if your team is in a tie for the top spot with another team(s), you advance.

You might win the division on the final day of the season, or you may clinch early. If your team has, for example, a three-game lead on the second-place team and there are only two games remaining in the season, you win the division title. A congratulatory message appears. Press Button C.

Save your data at this point by pressing Button C. Press Button B to erase the data. Press Button C again to continue.

The Playoff option screen appears first. If you clinched the title early, here's where you find out who your opponent is for the Playoff. Set options as before, then select Exit and press Button C. You've made the first step toward the coveted title of "World Champion!"

Continuing Play

To continue playing a season you began earlier (in Pennant Race mode only), select "Continue" at the Title screen, press the Start Button and begin play.

Bean Balls...

- Play several Exhibition games before trying the Pennant Race mode. Every game is important in the standings, especially in a shorter season. You've got to be a great all-around player and a resourceful manager to win it all!

- While you get used to the game, let the Computer control your fielders. You still have to make the throws yourself, but the tough task of judging fly balls hit to the outfield is skillfully handled by the Computer.

- Don't despair if you get off to a slow start in the Pennant Race mode. It's always possible to turn things around, particularly in a longer season. Think positive, play hard and smart, and go for the gold. Good luck!

SCORECARD

DATE	YOUR TEAM	SCORE	OPP. TEAM	SCORE
8/9/92	San Francisco	7	Chicago	6

HIGHLIGHTS...

Diving stop by Williams; Clark's 3-run homer in 9th

DATE	YOUR TEAM	SCORE	OPP. TEAM	SCORE

HIGHLIGHTS...

DATE	YOUR TEAM	SCORE	OPP. TEAM	SCORE

HIGHLIGHTS...

DATE	YOUR TEAM	SCORE	OPP. TEAM	SCORE

HIGHLIGHTS...

DATE	YOUR TEAM	SCORE	OPP. TEAM	SCORE

HIGHLIGHTS...

Handling Your Cartridge

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

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis 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 the following number:

1-800-USA-SEGA

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. 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 Genesis Cartridge requires repairs after termination 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.