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3D

MAJOR LEAGUE BASEBALL PLAYERS

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BASEBALL™

T-15906H

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FOR PLAY ON THE SEGA SATURN™ SYSTEM.

KIDS TO ADULTS
TM
CONTENT RATED BY ESRB

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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, disorientation, loss of awareness, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

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.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers.

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The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- The compact disc is intended for use exclusively on the Sega Saturn.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.



This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

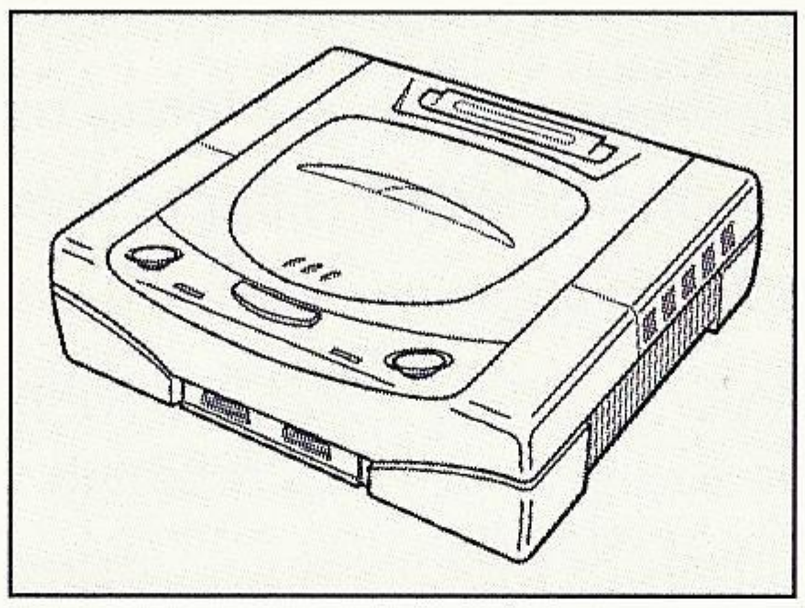
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$0.85/minute — 18+ years old — Touch Tone Only
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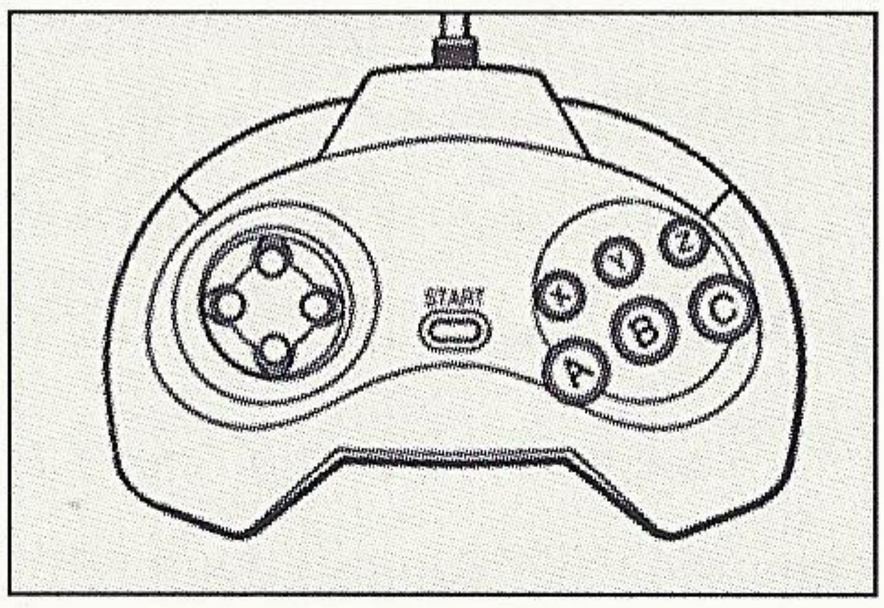
START-UP



1 Set up the Sega Saturn system. following the instructions in its hardware manual.
2 Plug in one or two game controllers.
3 Make sure the power is OFF before inserting or removing a CD.
4 Insert the 3D BASEBALL disc, label side up, into the CD tray. Close the disc cover.
5 Turn the system ON by pressing the console's Power button.
6 In a few moments, following a series of logos, 3D BASEBALL loads and the title screen appears.

Note: If nothing appears on screen, turn the Sega Saturn OFF. Make sure the system is set up correctly, then turn the unit ON.

CONTROLS



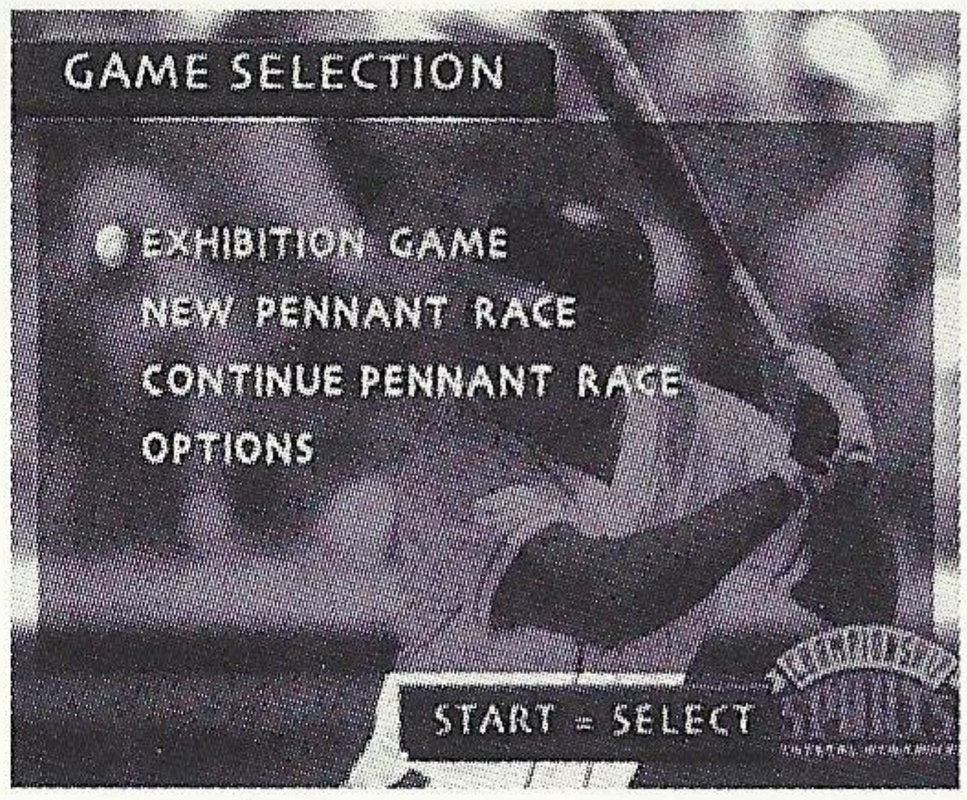
MOVING THROUGH MENUS & SCREENS:

Open menus and submenus . . . . . **Start**
Highlight menu items . . . . . **D-Pad UP/DOWN/ LEFT/RIGHT**
Change stat setting in General Manager mode . . . **D-Pad UP/DOWN**
Pause/resume game . . . . . **Start**
Call time-out & display Offensive or Defensive menus . . . . . **Start in batter's box and before pitcher winds up**

Note: See special sections in the manual, such as "Batting" and "Pitching," for specific button controls.

MAIN MENU

1. At the title screen, press **Start** on the controller to display the Main Menu.
2. Press the **D-Pad UP/DOWN** to select the type of game and press **Start.**



EXHIBITION

Play a one-player, two-player, or simulated game.

NEW PENNANT RACE

Begin a one-player season of 26, 81 or 162 games.

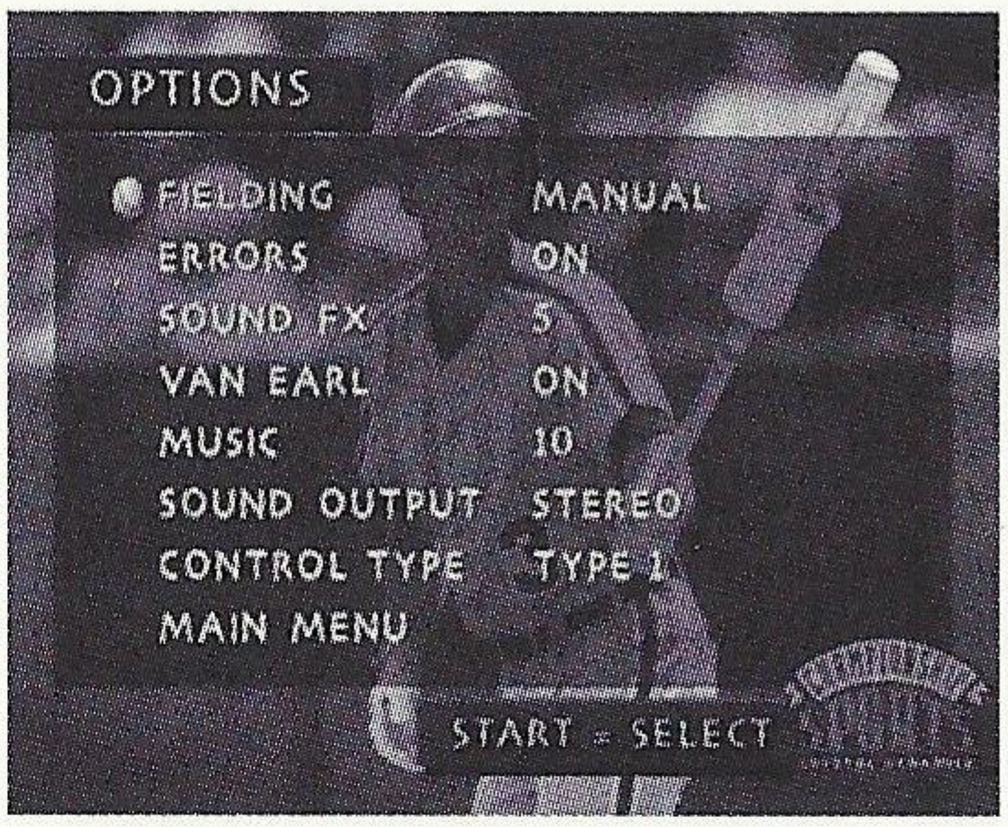
CONTINUE PENNANT RACE

Continue a partially finished season.

OPTIONS

View the Options screen to make game adjustments

1. Press the **D-Pad UP/DOWN** to choose options categories.
2. Press the **D-Pad LEFT/RIGHT** to make adjustments.



FIELDING

Auto — You control the pitching/throwing; the computer automatically gets you in position to catch the ball.
Manual — You control the pitching/throwing AND getting into position to catch the ball.

ERRORS ON/OFF

- When Errors are ON, players can commit errors. An Error Sign will show the position number of the player who makes the error (example: E-6 for shortstop), then the error is entered in that player's stats.
- When Errors are OFF, players will not commit errors.

SOUND FX

Adjust the sound level from 0 (off) to 10 (loudest).

VAN EARL ON/OFF

Turn Van Earl Wright's play-by-play (ON) or (OFF).

MUSIC

Adjust the music level from 0 (off) to 10 (loudest).

Sound Output

Switch between (stereo) or (mono) sound.

Control Type

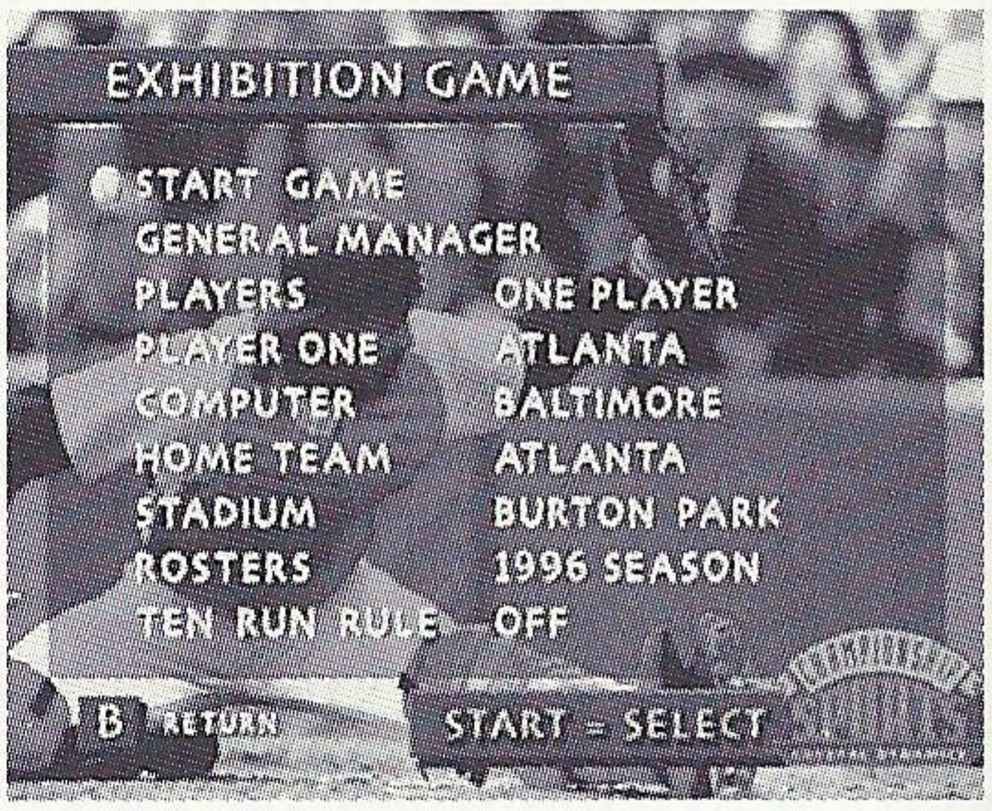
Swith the button controls to one of three configured settings:

FUNCTION	*TYPE 1*	*TYPE 2*	*TYPE 3*
Action 1	**B**	**C**	**B**
Action 2	**A**	**A**	**C**
Action 3	**C**	**B**	**A**
Change View	**X**	**Z**	**X**
Change Display	**Y**	**Y**	**Y**
Shorten Leadoff	**Z**	**X**	**Z**
Aim Left	**L-Shift**	**L-Shift**	**L-Shift**
Aim Right	**R-Shift**	**R-Shift**	**R-Shift**

Action 1 = Pitch, Throw, Cut-off throw, Dive, Jump, Swing, Run Back
Action 2 = Bunt
Action 3 = Pickoff, Run Forward, Leadoff, Steal,

EXHIBITION GAME

1. At the Game Selection screen, highlight EXHIBITION and press **Start**.
2. Highlight PLAYER 1 and press the **D-Pad LEFT/RIGHT** to select your team.
3. Highlight COMPUTER and press the **D-Pad LEFT/RIGHT** to select your opponent.



Note: To play against a friend, see the section "Two-Player Games" below. To simulate a game, highlight "Players" and select "Demo" before choosing your teams.

4. Highlight HOME TEAM and press the **D-Pad LEFT/RIGHT** to select a home team.
5. Highlight STADIUM and press the **D-Pad LEFT/RIGHT** to select one of four stadiums.
6. Highlight ROSTERS and press **D-Pad LEFT/RIGHT** to select from 1996 season rosters or your current Pennant Race roster. Pennant Race rosters are not adjustable in Exhibition Mode.
7. Highlight TEN RUN RULE and press **D-Pad LEFT/RIGHT** to turn ON or OFF. Note: if set to ON, the game is over if a team is winning by 10 runs or more after 4 ½ innings.
8. Highlight START GAME and press **Start** to display the Starting Lineup screen and make pre-game lineup changes.

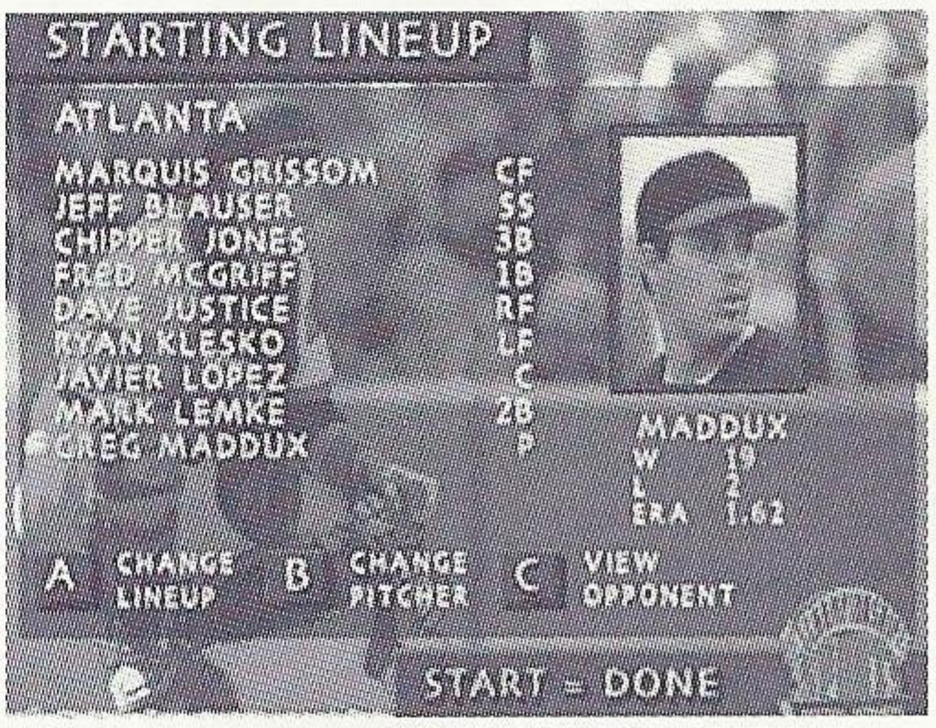
Note: See sections "Starting Lineup" and "General Manager."

TWO-PLAYER GAMES

- In two-player Exhibition Games, Player One is in control of:
  — designating an Exhibition game on the Game Select screen
  — selecting a two player game on the Exhibition screen
- After selecting a two player game, both controllers make Team, Home Team and Field decisions.
- On the Starting Line-Up screen, Player One gets first look at his team. Press **Start** to select lineup.
- After Player Two selects lineup, press **Start** to Play Ball!

STARTING LINEUP

Change the batting lineup, replace the pitcher and fielders or just check out stats on your team.

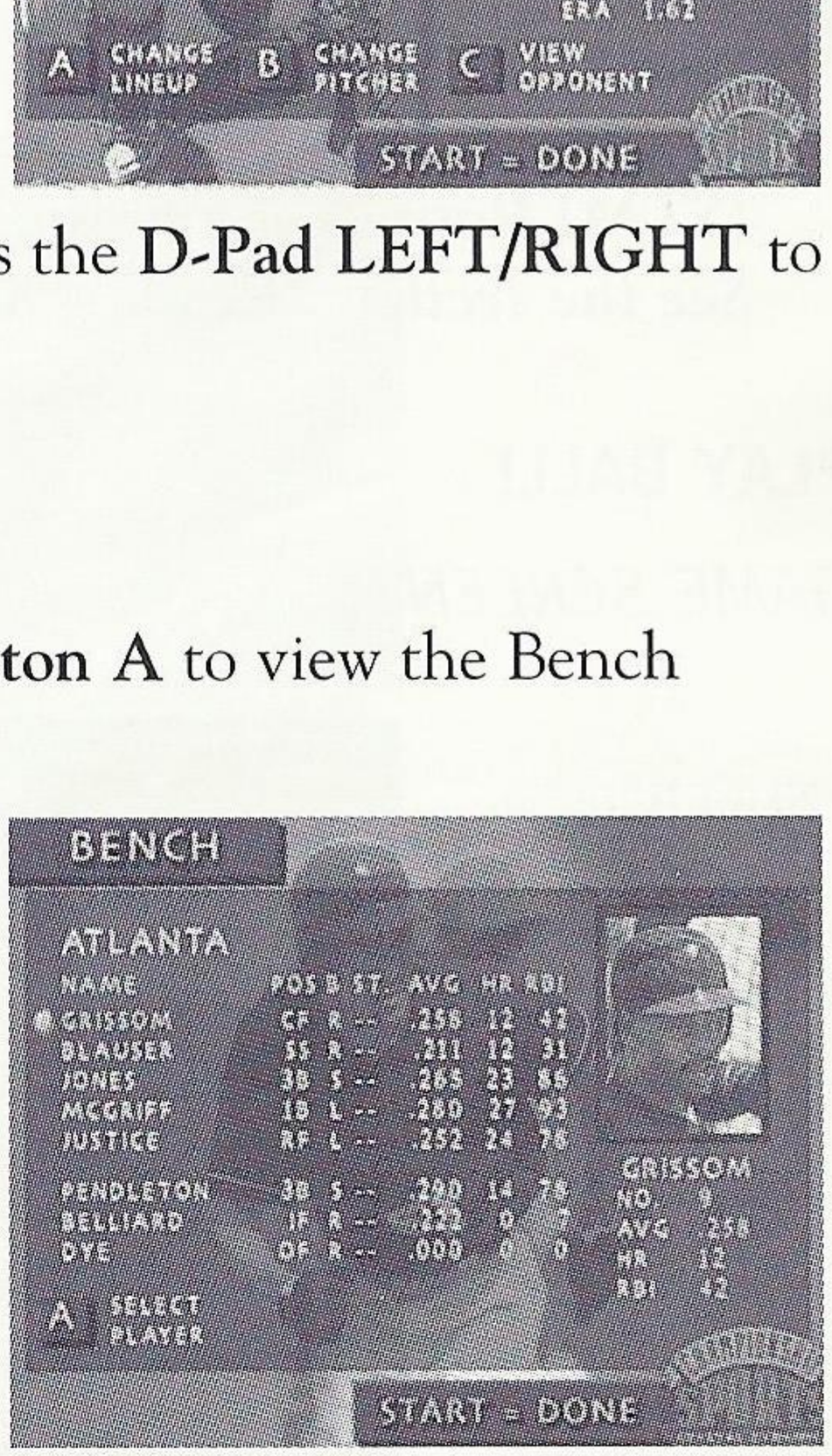


TO CHANGE THE BATTING ORDER:

1. On the Starting Lineup screen, press **Button A** to view the Bench screen.
2. Press the **D-Pad UP/DOWN** to select the player to be changed and press **Button A**.
3. Press the **D-Pad UP/DOWN** to select the player to replace the first player. Press the **D-Pad LEFT/RIGHT** to check out all the stats on that player.
4. Press **Button A** to make the switch.

TO REPLACE A STARTER:

1. On the Starting Lineup screen, press **Button A** to view the Bench screen.
2. Press the **D-Pad UP/DOWN** to highlight player to replace. Press **Button A**.
3. Press the **D-Pad DOWN** to highlight player from the bench to bring in. There is a space separating the starting players (upper list) from the bench players (lower lists).
4. Press **Button A** to complete the switch.



TO SWITCH PLAYER DEFENSIVE POSITIONS:

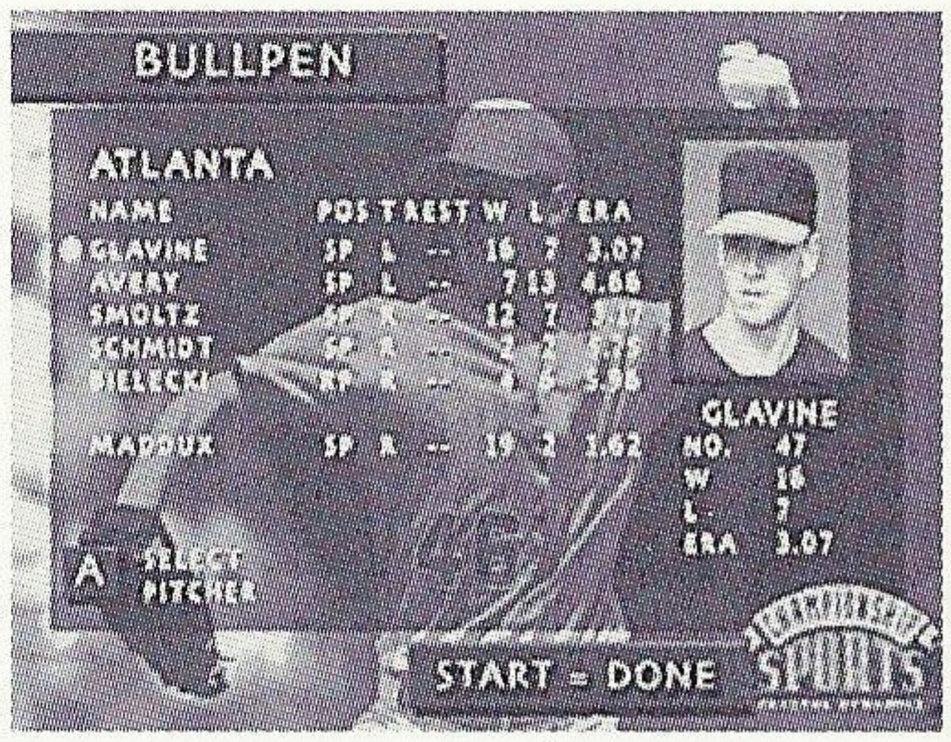
1. Before the game from the Starting Lineup screen, press **Button A**. **During gameplay press **Start** to call time-out. Highlight Defensive change and press **Button C**.
2. Press the **D-Pad UP/DOWN** to highlight player to move and press **Button A**.

3. Press the **D-Pad UP/DOWN** to select the player you want to switch positions with.
4. Press **Button B** to make the switch.

Note: The user cannot make a defensive replacement or pinch-hit if there are no bench players left. Also, you may not switch positions with the pitcher.

To replace the pitcher before a game:

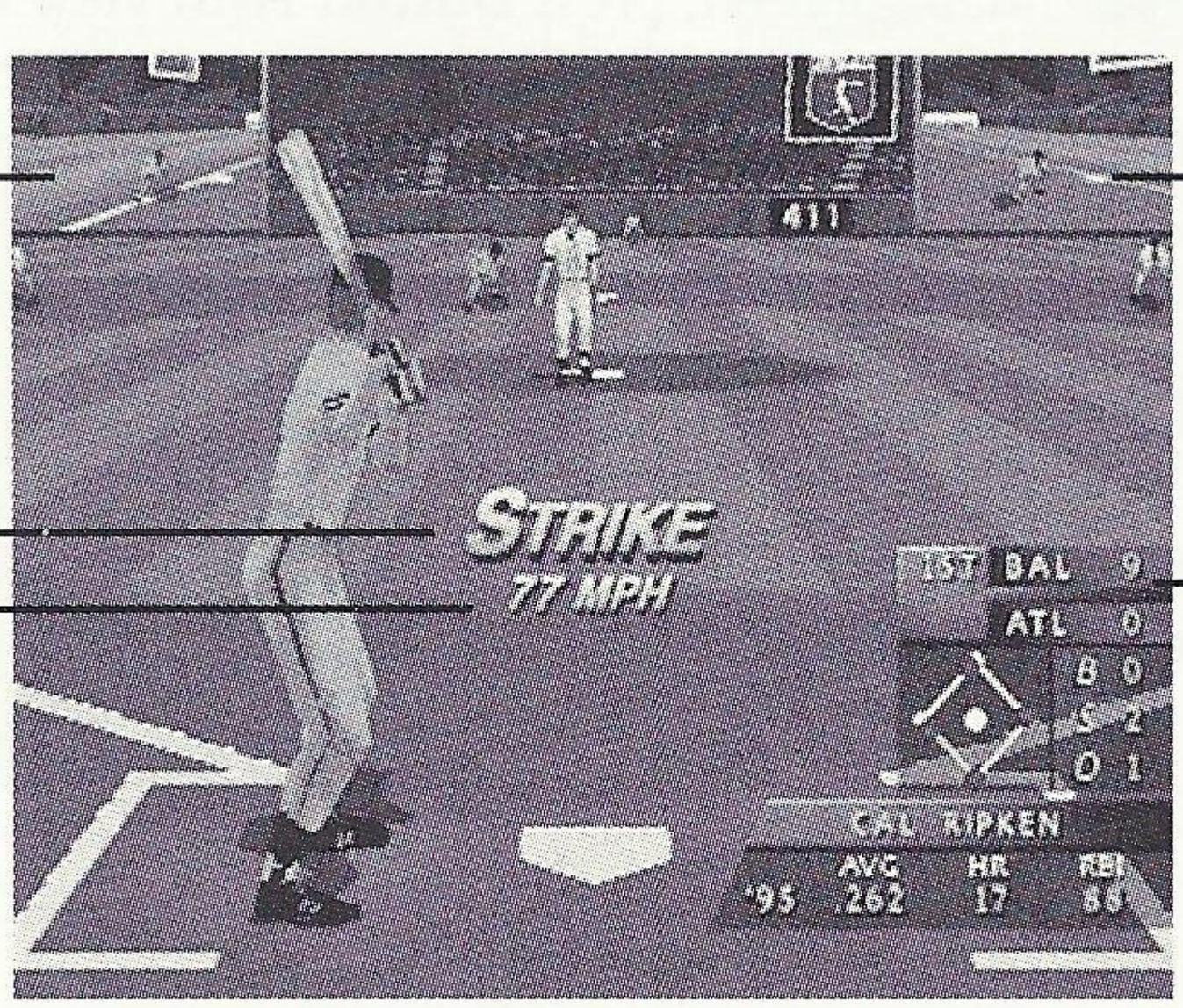
1. On the Starting Lineup screen, press **Button B** to view the Bullpen screen.
2. Press the **D-Pad UP/DOWN** to highlight a prospective pitcher. Press the **D-Pad LEFT/RIGHT** to check out the pitcher stats.
3. To select a new pitcher, press **Button A** to make the switch.
4. Press **Start** to return to the Lineup screen.



Note: In PENNANT RACE mode, pay special attention to the Rest & Stamina (STM) Ratings of a prospective pitcher. See the section "Reading Stats."

PLAY BALL!

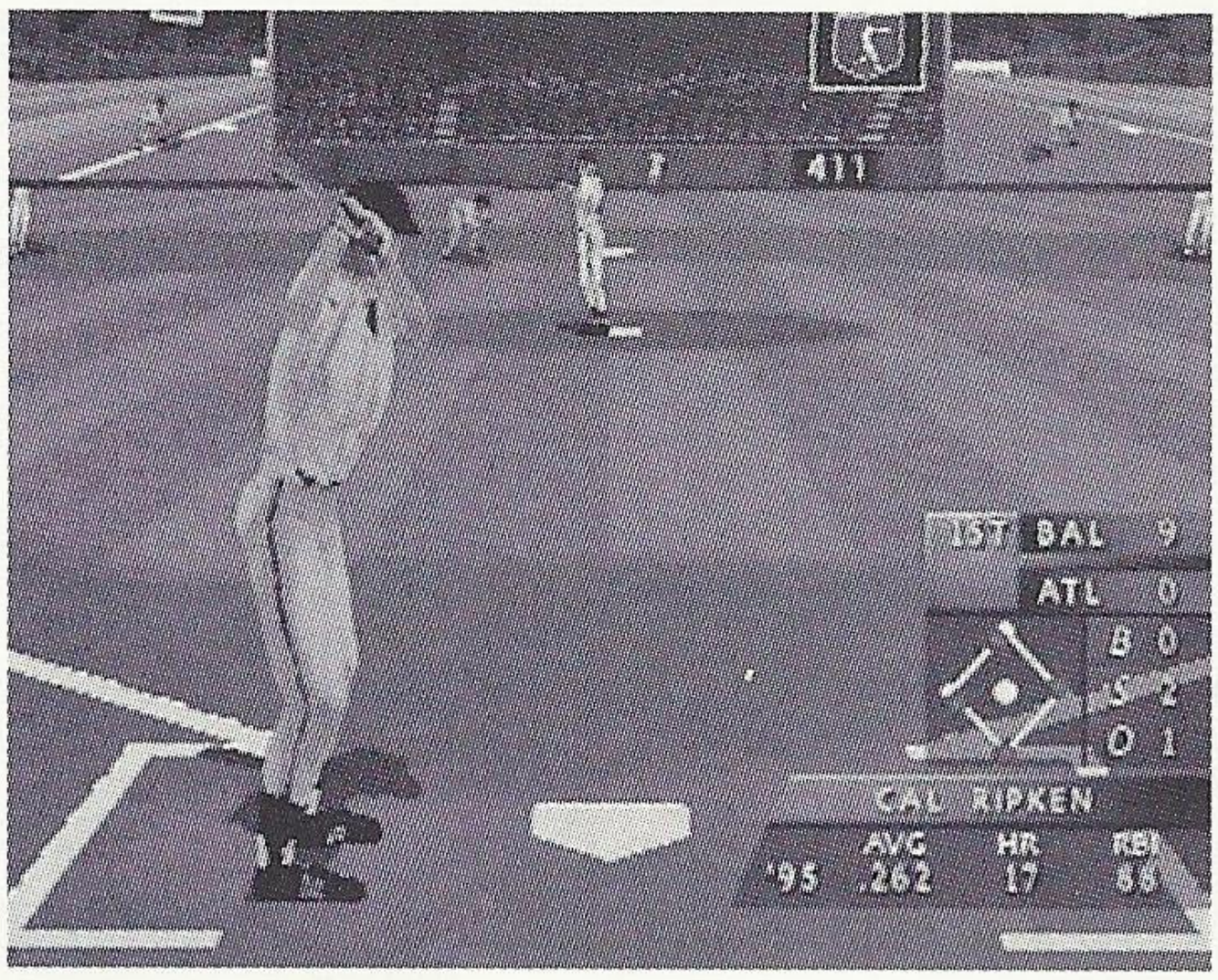
GAME SCREEN



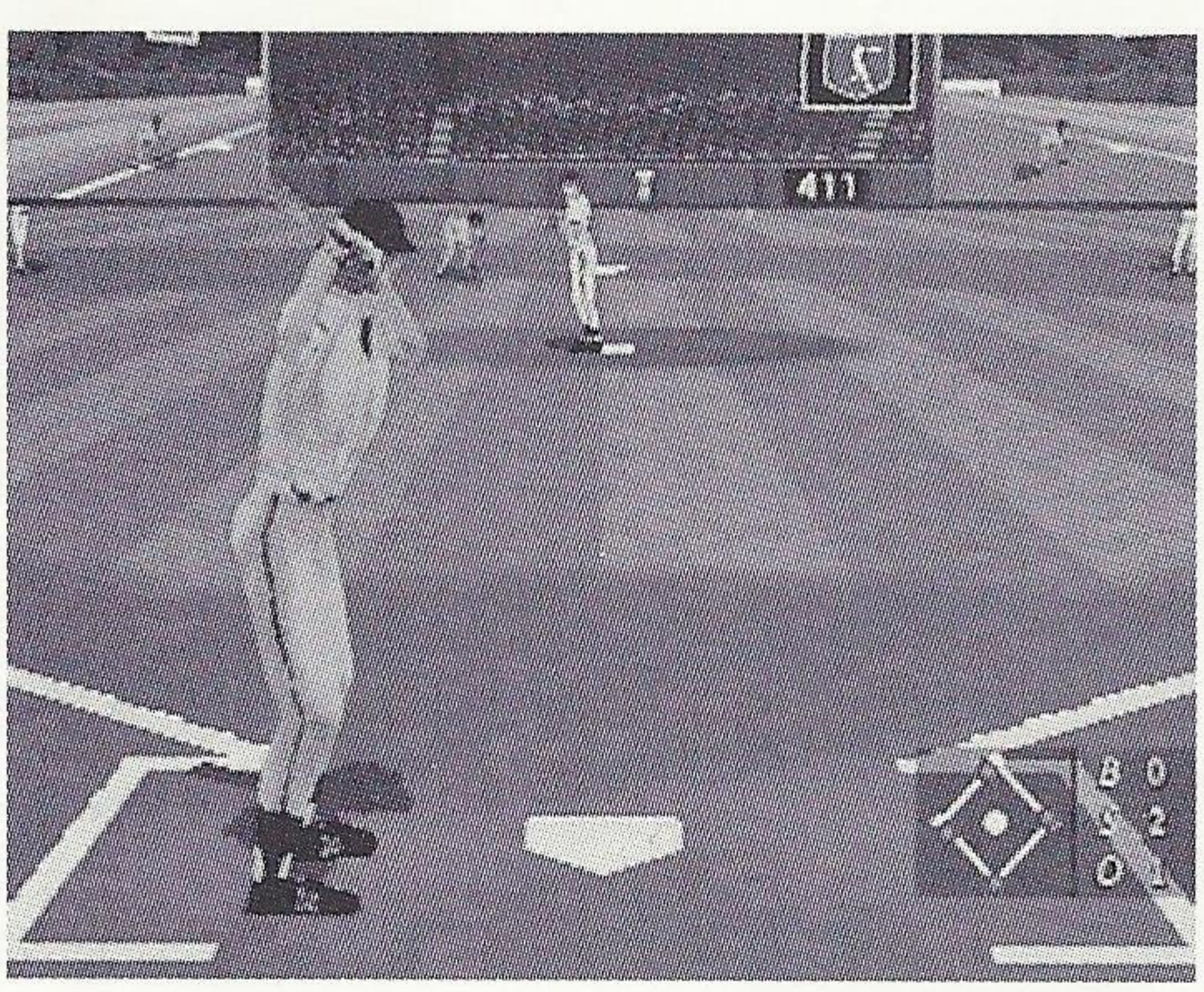
General screen controls

Pause/resume ..... Start
Switch Field View ..... Button X

CURRENT INNING WINDOWS

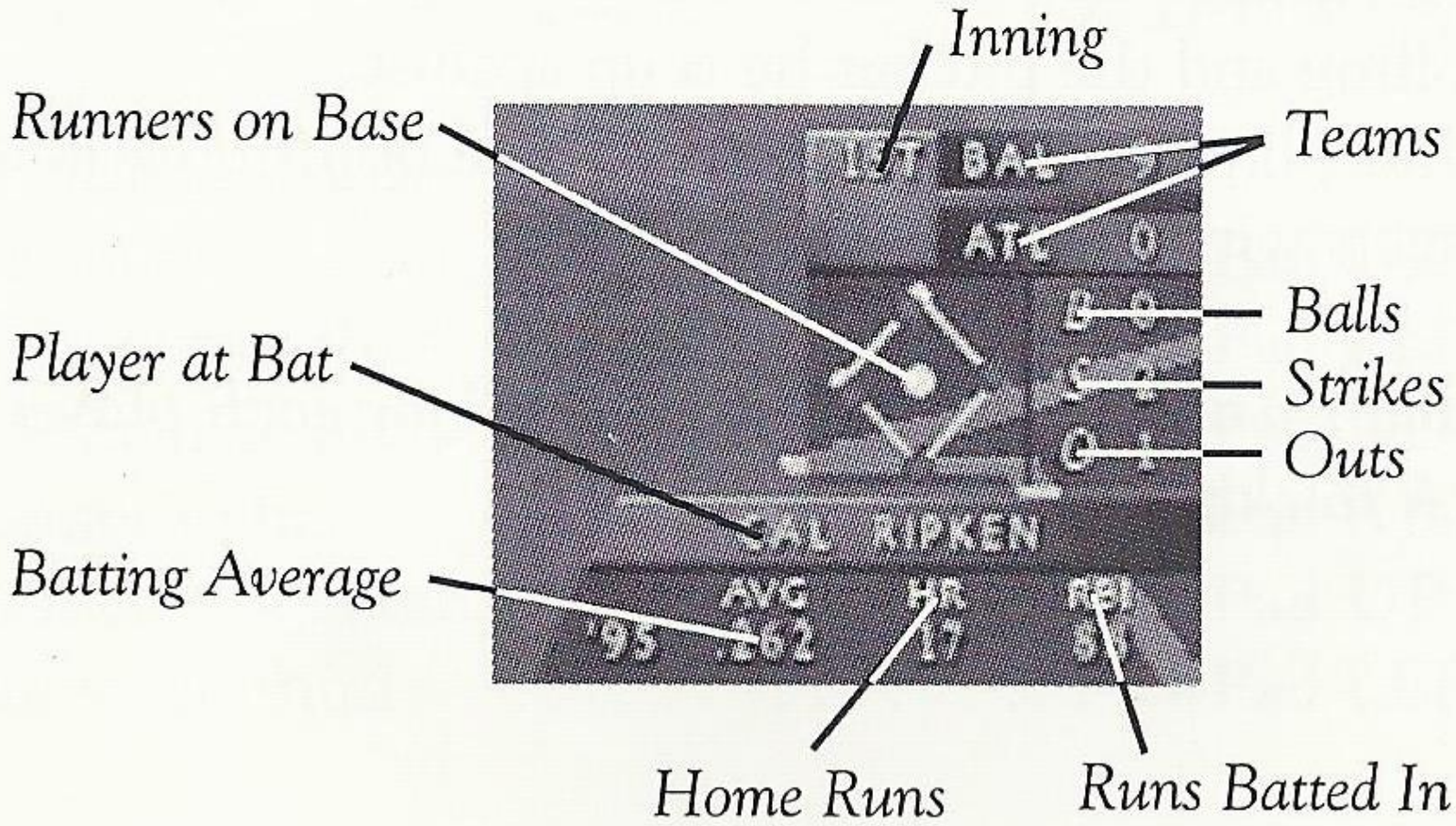


Maximized



Minimized

- Check the Current Inning Windows for key play making information.
- Maximize or minimize the windows by pressing **Button Y**.



TIME-OUT

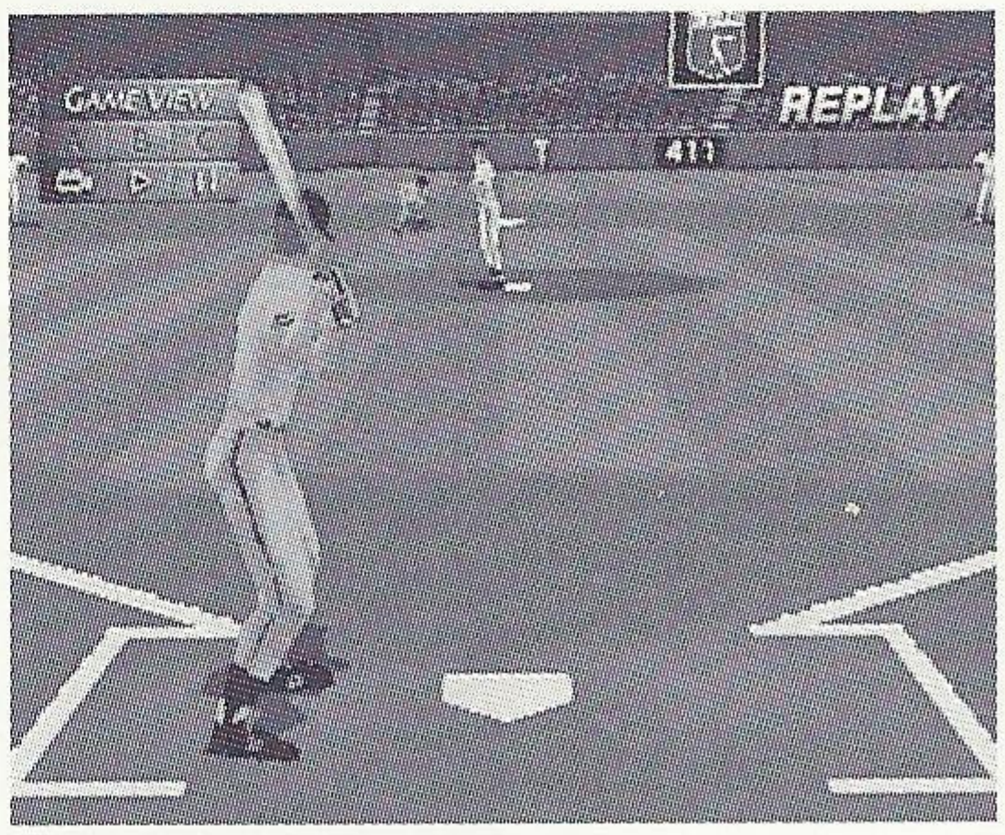
Call a time-out to display the Offense or Defense menu, and make batting, pitching and fielding changes. See specific sections such as "Batting" and "Pitching" for more information.

Call time-out . . . . . .**Start** (when batter is in the box & before the pitcher's wind-up)

INSTANT REPLAY

To call an Instant Replay of the last play:

1. Press **Start** to call time-out.
2. Highlight INSTANT REPLAY on the Defense or Offense Menu and press **Button C** to display the Instant Replay screen.
3. Press **Button A** to select one of five camera views for the replay.
4. Press **Button B** to start the replay.
5. Press **Button C** to freeze the action anywhere in the replay.
6. Press **Start** to return to the game.



BATTING

Adjust position at plate . . . . . .D-Pad UP/DOWN/ LEFT/RIGHT
Swing . . . . . .Hold Button B
Check Swing . . . . . .Tap B
Hit to left . . . . . .Button B + Left Shift
Hit to right . . . . . .Button B + Right Shift
Bunt to left . . . . . .Button A + Left Shift
Bunt to right . . . . . .Button A + Right Shift

- Batting success depends on your skill, the batting average of the player you are controlling and the pitcher he is up against.
- The Batter's stats play a major role in what kind of hit he is going to get when he connects with the ball.

Note: If you don't want to see the "stat flash" for each player, press Button A to skip.

SENDING IN A PINCH HITTER

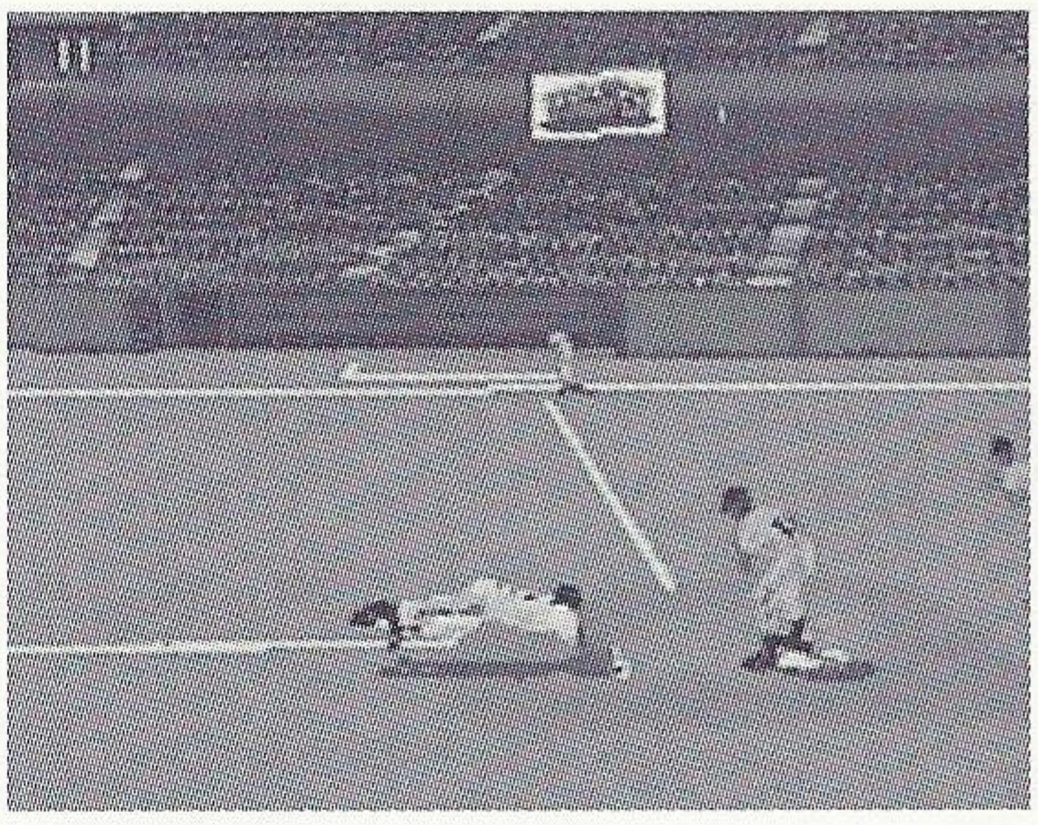
When you send in a pinch hitter, he will automatically take over the fielding position of the replaced player unless you switch him with another player. See section, "Starting Lineup".

1. Press **Start** to call a time-out to display the Offense menu.
2. Press the **D-Pad UP/DOWN** to highlight PINCH HITTER and press **Button C** to show the Bench screen.
3. Press the **D-Pad UP/DOWN** to highlight a benched player from the lower list.
4. Press **Button A** to switch the players.
5. Press **Start** to return to the Offense menu, and highlight CONTINUE and press **Button C** to re-enter the game.

Note: If you send in a pinch hitter for your pitcher, you must select a new pitcher at the Bullpen screen prior to taking the field. See the section "Bringing In a Relief Pitcher."

BASERUNNING

- A runner automatically runs to a base when he hits, is walked or is forced to a base.
- A leading off runner will return to base on his own during a pick-off attempt.



BASE DESIGNATIONS:

First . . . . . D-Pad RIGHT
Second . . . . . D-Pad UP
Third . . . . . D-Pad LEFT
Home . . . . . D-Pad DOWN

SPECIFIC RUNNER CONTROLS:

Advance runner to second . . . . . D-Pad UP + Button C
Advance runner to third . . . . . D-Pad LEFT + Button C
Advance runner to home . . . . . D-Pad DOWN + Button C
Return runner to first . . . . . D-Pad RIGHT + Button B
Return runner to second . . . . . D-Pad UP + Button B
Return runner to third . . . . . D-Pad LEFT + Button B

Before the Ball Is Hit:

Lead off ..... Button C
Extend lead off ..... Button C (tap again after lead off)
Shorten long lead off ..... Button Z
Steal during wind-up ..... Button C
Run back to base ..... Button B

After the Ball Is Hit:

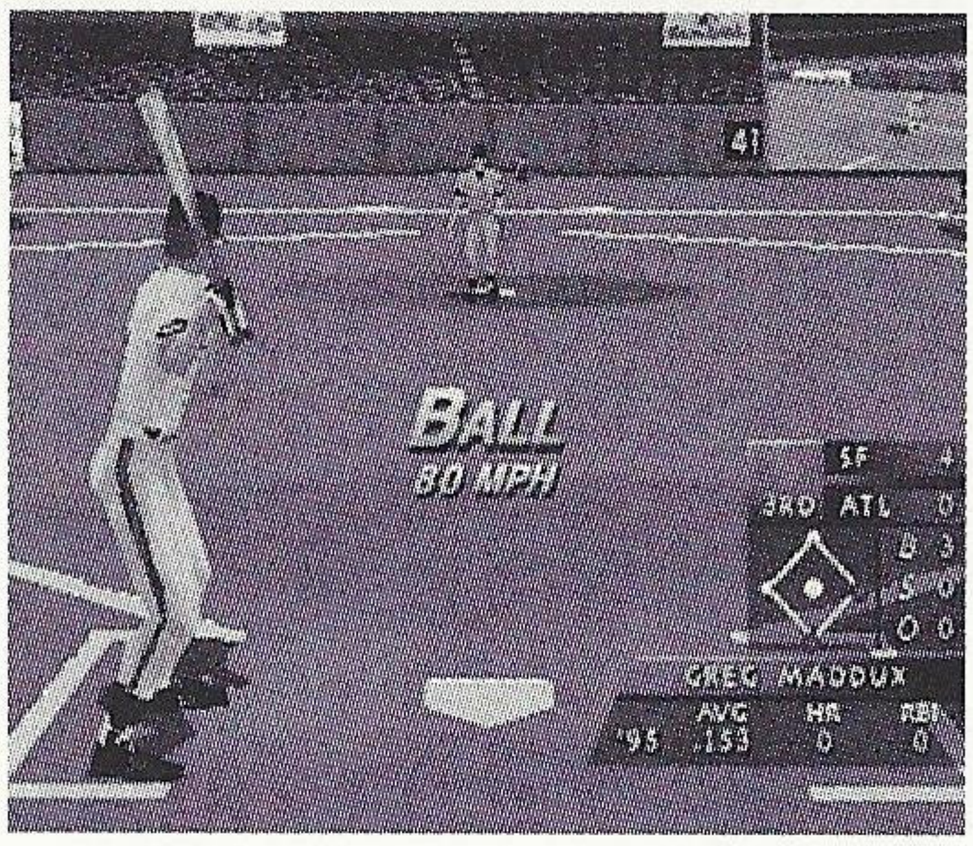
Advance all runners ..... Button C
Return all runners ..... Button B
Advance specific runner ..... Button C + D-Pad base designation
Return specific runner ..... Button B + D-Pad base designation

SENDING IN A PINCH RUNNER

1. Call a time-out to view the Offense Menu.
2. Press the **D-Pad UP/DOWN** to highlight PINCH RUNNER.
3 Press **Button C** to show the Bench screen. Your man on base will have a base number listed under Status (ST) to the right of their name.
   Example: You have Maddux on first base. His Status designation is 1B.
4. Highlight the player on base that you want a pinch runner for and press **Button A.**
5. Press the **D-Pad UP/DOWN** to highlight a pinch runner from the lower list.
6. Press **Button A** to select the pinch runner.
7. Press **Start** to return to the Offense menu. Highlight CONTINUE and press **Button C** to re-enter the game.

Note: See Section, "Reading Stats."

PITCHING



Adjust position on the mound . . . . . .**D-Pad LEFT/RIGHT**
Pitch . . . . . .**Button B + D-Pad** for ball control
Change-up . . . . . .**D-Pad UP**
Fast ball . . . . . .**D-Pad DOWN**
Breaking ball . . . . . .**D-Pad LEFT/RIGHT**

Important Note: Pitch type is determined at the time the pitch button is pressed.

Pick off . . . . . .**Button C + D-Pad** base designation

PICK-OFF PLAY BASE DESIGNATIONS:
First . . . . . .**D-Pad RIGHT**
Second . . . . . .**D-Pad UP**
Third . . . . . .**D-Pad LEFT**

- In a one player game, the opposing team will automatically call time-outs to replace pitchers.

  Note: Press "A" to button through the "stat flash" for each player.

BRINGING IN A RELIEF PITCHER

Your pitcher will get tired if he makes a lot of pitches. Look for these signs:

- The pitcher starts shrugging prior to delivery.
- Pitch variations like breaking balls stop working.
- Fast balls are losing their velocity.

1. Call a time-out to display the Defense Menu.
2. Press the **D-Pad UP/DOWN** to highlight PITCHING CHANGE.

3. Press **Button C** to view the Bullpen.
4. Press the **D-Pad UP/DOWN** to highlight a pitcher. In PENNANT RACE mode, check out the REST number next to your reliever. This is the number of days of rest that is needed for the pitcher regain all of his skill.
5. When you decide on a new pitcher, press **Button A** to make the switch.
6. Press **Start** to return to the Defense menu. Highlight CONTINUE and press **Button C** to re-enter the game.

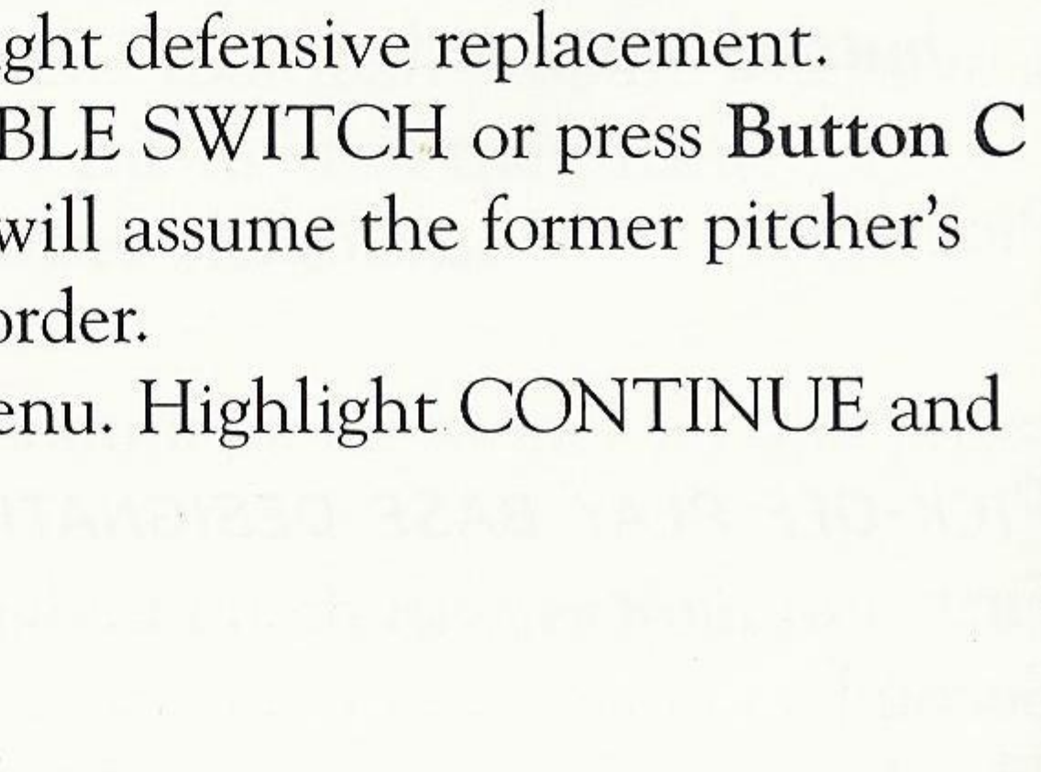
DOUBLE SWITCH

- When making a pitching change when the DH is not in effect, the user is given the option to make additional changes to his lineup.

1. Press **Button A** to make the reliever switch (see Relief Pitcher #5).
2. Start a double switch by pressing **Button B**.
3. At the Bench screen, press the **D-Pad UP/DOWN** to highlight defensive player to leave game.
4. Press **Button A** to place relief pitcher into that player's spot in the batting order.
5. Press the **D-Pad UP/DOWN** to highlight defensive replacement.
6. Press **Button A** to complete the DOUBLE SWITCH or press **Button C** to cancel. The defensive replacement will assume the former pitcher's (or pinch hitter's) spot in the batting order.
7. Press **Start** to return to the Defense menu. Highlight CONTINUE and press **Button C** to re-enter the game.

FIELDING

When the Fielding Option is set to AUTOMATIC:
Your fielders will attempt to field the ball on their own. The user then controls the throw.



When the Fielding Option is set to MANUAL:
The active player is highlighted by a yellow circle and the balls landing area is highlighted with a yellow target. The user controls the fielding and the throwing.

- When throwing to bases, use the **D-Pad** to designate the base. If you do not press the **D-Pad**, the throw goes to first base.

- If there is no fielder at the base you are throwing to, your active fielder will run toward the base to make the out.
- When there is no fielder visible on the field, a yellow arrow points in the direction of the closest fielder.
- Make fielder adjustments during a defensive Time-out.

Use these base designations for fielding:

Home . . . . . .D-Pad DOWN
First . . . . . .D-Pad RIGHT
Second . . . . . .D-Pad UP
Third . . . . . .D-Pad LEFT

Before Catching the Ball:

Switch controlled fielder . . . . . .Button C
Dive for ball . . . . . .Button B + direct with D-Pad
Jump for ball . . . . . .Button B
Run for ball . . . . . .D-Pad

After Catching the Ball:

Throw ball . . . . . .Button B + D-Pad to designated base
Run to base . . . . . .Button C + D-Pad to designate base

When an Outfielder's throw to Third or Home is in the Air:

Tell cut-off man to catch and hold . . . . . .Button B
Tell cut-off man to catch and throw . . . . . .Button B + D-Pad to designate base.
Disable cut-off man . . . . . .Press B again to disable cut-off man

Note: See Main Menu section to set fielding to Automatic or Manual.

ADJUSTING FIELDING POSITIONS

Adjust fielding positions based on different play situations. Fielding positions return to the default between innings.

1. Call a time-out.
2. Press the **D-Pad UP/DOWN** to highlight OUTFIELD or INFIELD.
3. Press the **D-Pad LEFT/RIGHT** to make the fielding setup.
4. Highlight CONTINUE and press **START** to return to game.

Infield Setups	***Outfield Setups***
Normal	Normal
Double Play	Deep
Corners In	Shallow
Half-Way	Shade Left
In (on the grass)	Shade Right
Righty Pull	Gap Right
Lefty Pull	Gap Left
Guard Lines	Guard Lines

DEFENSIVE CHANGES

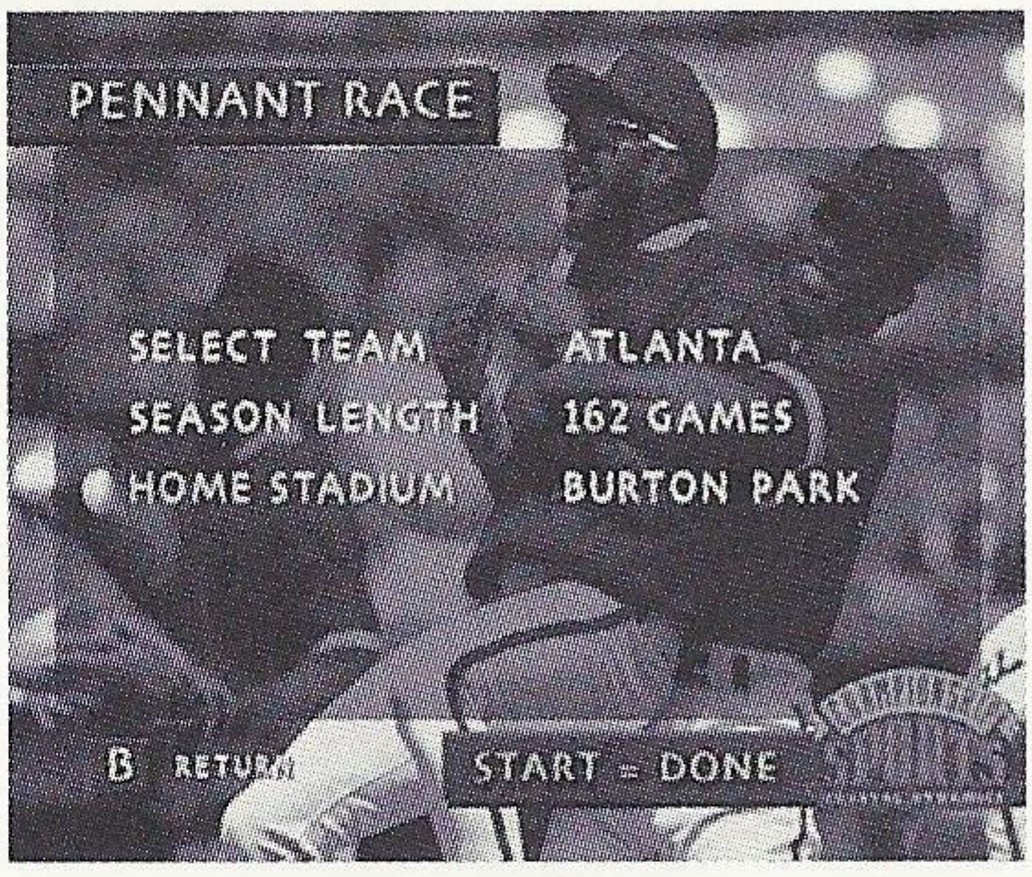
1. Call a time-out.
2. Press the **D-Pad UP/DOWN** to highlight DEFENSIVE SUB from the Defense Menu
3. Press **Button C** to display the Bench screen.
4. Press the **D-Pad UP/DOWN** to highlight the player to replace. Press **Button A.**
5. Press the **D-Pad UP/DOWN** to highlight the player to substitute in and press **Button A.**
6. Press **START** to return to the Defense menu. Highlight CONTINUE and press **Button C** to re-enter the game.

Note: See "Starting Lineup" section for changing defensive positions.

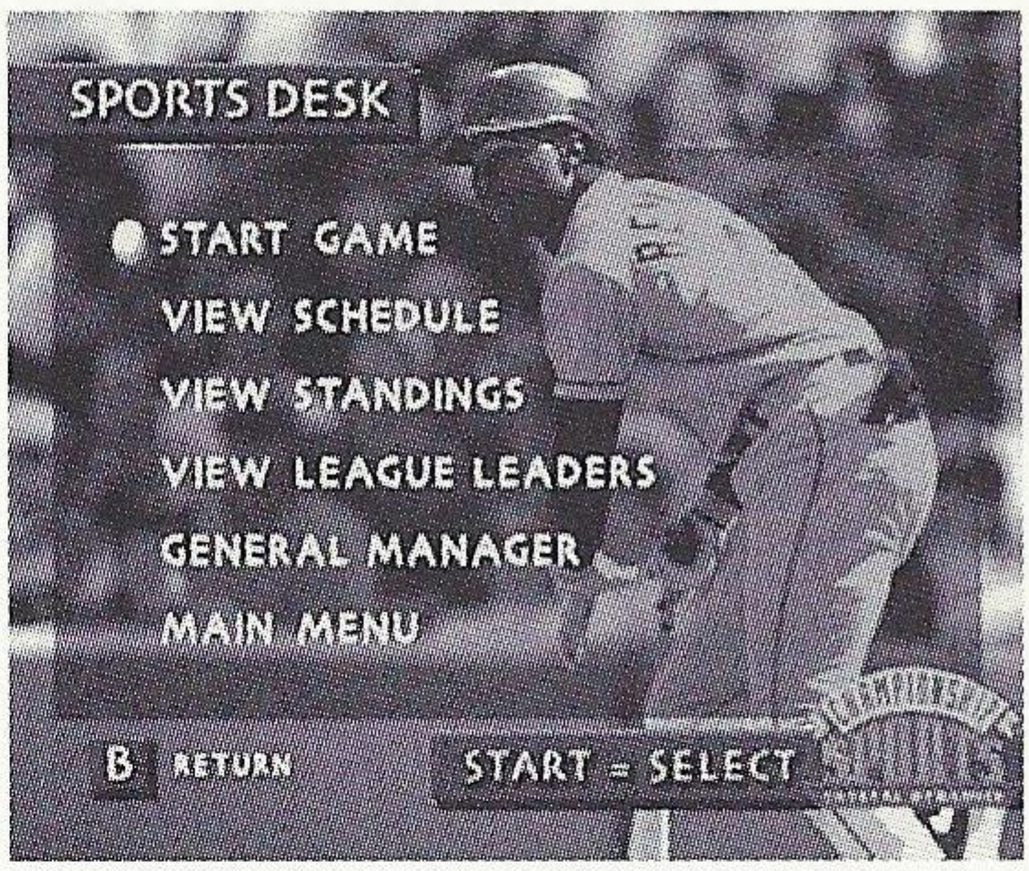
PENNANT RACE

1. On the Game Selection Menu, choose NEW PENNANT RACE and press **Start**.

Note: If a Pennant race is already in progress, this warning displays: "Warning!! A pennant race is already in progress. Starting a new one will destroy the existing one." Press Button A to begin a new pennant race, or press Button C to return to the Main Menu.



2. On the Pennant Race Menu, highlight SELECT TEAM and press the **D-Pad LEFT/RIGHT** to pick your team.
3. Highlight SEASON LENGTH and press the **D-Pad LEFT/RIGHT** to select a 26, 81 or 162 game season.
4. Highlight HOME STADIUM and press the **D-Pad LEFT/RIGHT** to select your home game stadium.
5. Press **Start** to view the Sports Desk Menu.



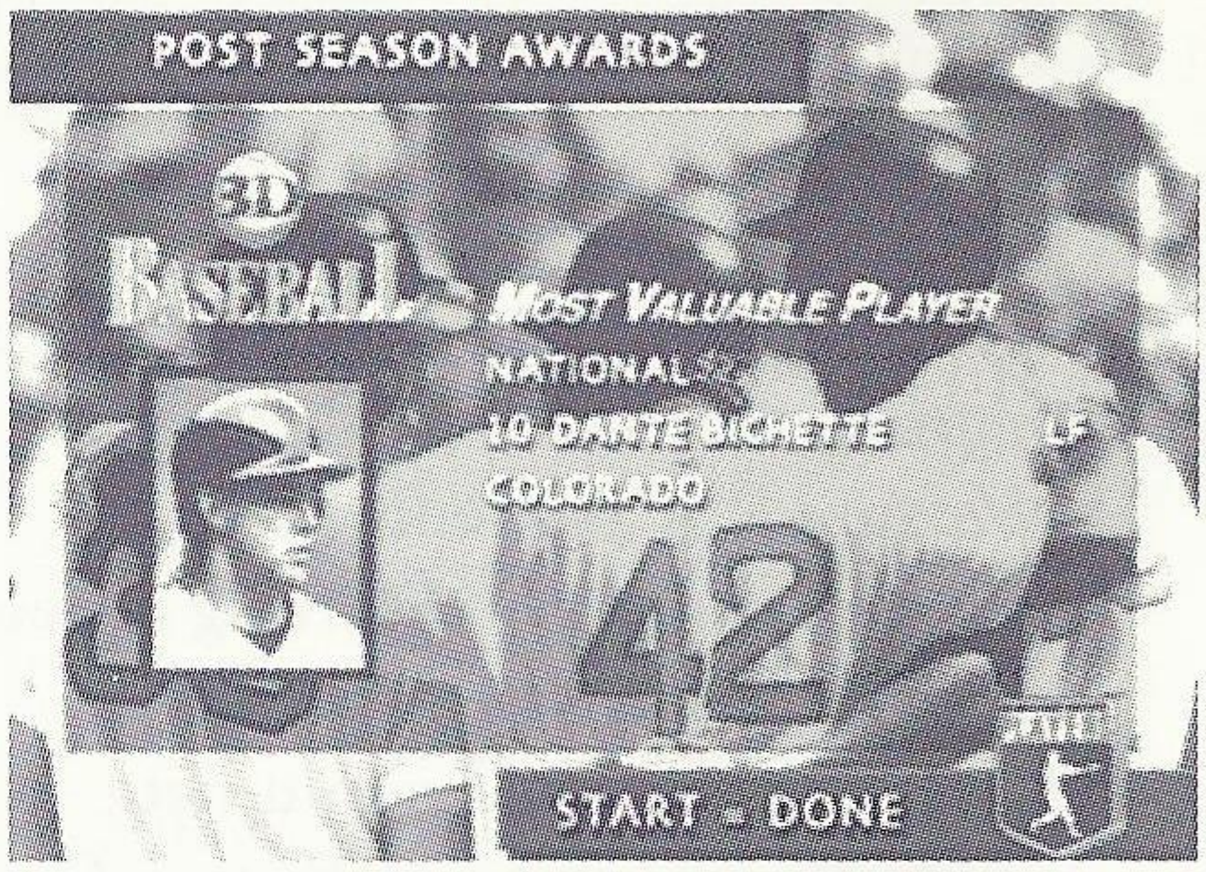
- Highlight SCHEDULE and press **Start** to view upcoming games. Press the **D-Pad LEFT/RIGHT** to cycle through the calendars. Your next game is circled.
- Highlight STANDINGS and press **Start** to view all the teams by league and division. More information is displayed as you get into the season.
- There are no League Leaders yet. Once the season is under way check here more current info on the top players.

Note: See more about the Standings screen and League Leaders in the "Reading Stats" section.

6. If you want to enter General Manager Mode, highlight GENERAL MANAGER and press **Start** or highlight START GAME and press **Start** to get into the season.
7. Make last minute changes on the Starting Lineup screen and press **Start** to load the season and play your first game.

PLAYER OF THE GAME AND MVP

Each game ends with the Player of the Game screen, featuring key stats on the best performer. When you finish a season of play, several post-season awards, inclunding an MVP for each league, are handed out.



Post-Season Awards:

MOST VALUABLE PLAYER- The player in each league deemed to be the most valuable to his team.

PITCHER OF THE YEAR- The pitcher in each league deemed to be the most valuable to his team.

BATTING CHAMPION- The player in each league who finishes the season with the highest batting average.

RBI CHAMPION- The player in each league who drives in the most runs during the season.

STOLEN BASE CHAMPION- The player in each league who steals the most bases during the season.

PLAYOFFS

In order to advance to the playoffs you must first qualify in Pennant Race mode. The season ending divisional winners and one wildcard team from each league qualify for the playoffs. The wildcard team is the team that finishes with the best season record that was NOT a divisional winner.

In the Wildcard Round of the playoffs, the wildcard team will play the division winner with the better overall record of the two teams that are NOT in its division. The other two divisional winners play each other in the other playoff.

The four winners from the Wildcard Round play in the League Championship Series.

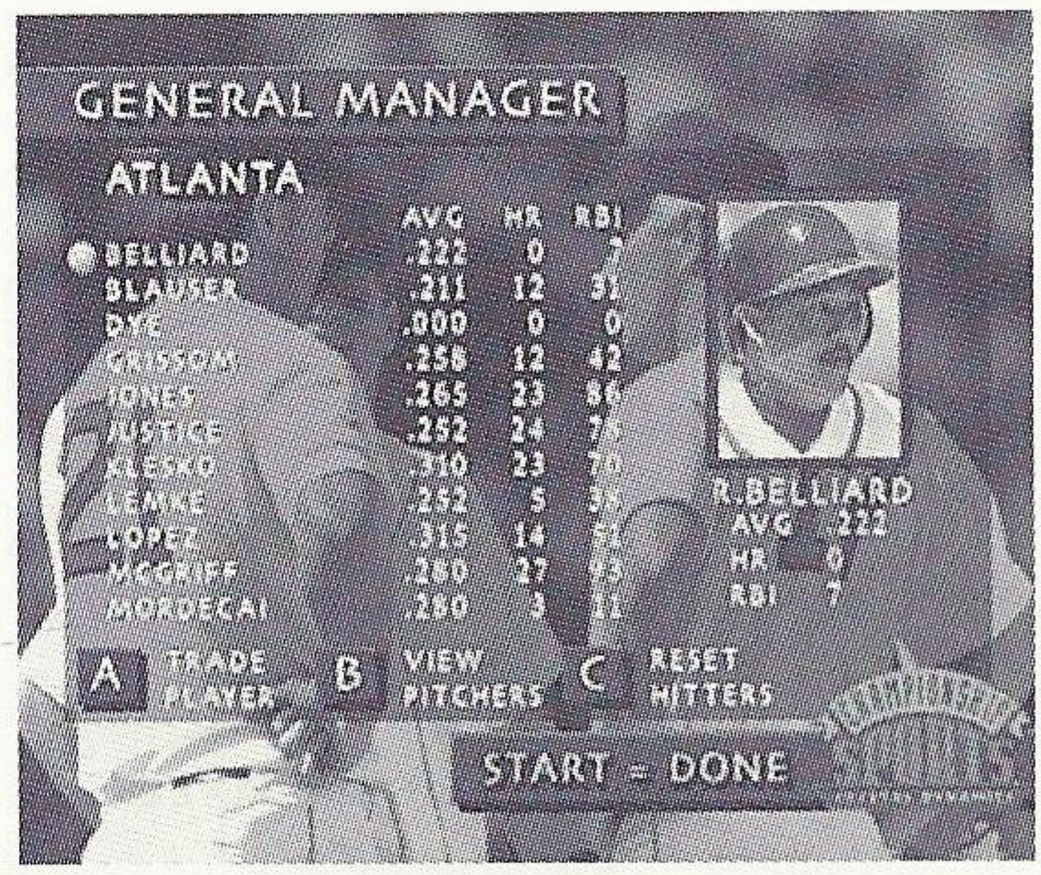
The two winners from the League Championship Series play each other in the World Championship.

Home field advantage for each series is given to the team with the better league record, with the exception of the wildcard team, which is never granted home field advantage.

Note: Even if you do not qualify for the playoffs, you may see how the teams that did qualify fared in the postseason by selecting "Continue Pennant Race" from the Game Selection Menu and selecting "View Schedule" from the Sports Desk Menu.

GENERAL MANAGER

The General Manager mode allows the user to make team changes by altering player stats and/or trading players.



- Change their batting average from 0 to 500.
- Jack up their home run statistic to 62.
- Pad their runs batted in to 150.
- Change Pitchers' Win/Loss and ERA.
- Trade Players

Note: Players without stats did not play in 1995, and will need stat changes to reflect their actual abilities. The Default Stats are based on the real 1995 stats for each player.

CHANGING PLAYER STATS

1. Press **Button A** to open General Manager from the Exhibition screen, or the Sports Desk screen in Pennant Race Mode.
2. Press the **D-Pad UP/DOWN** to highlight the player whose stats you want to change. If you are going to adjust pitcher stats, press **Button B** and then press the **D-Pad LEFT/RIGHT** highlight the desired pitcher.
3. Press the **D-Pad LEFT/RIGHT** to highlight the stat that you want to alter.
4. Press the **D-Pad UP/DOWN** to raise or lower the stat.
5. If you decide to return the Stats and Rosters to the defaults, press **Button C** to cancel your changes.

Note: In Pennant Race Mode, you will receive a warning that players and their stats will return to their last saved settings. Press Button A to erase your current changes. Press Button C to keep your changes in force.

6. Press **Start** to exit GM mode. Any roster changes will now be saved.

TRADING PLAYERS

Note: Players who are traded between leagues will not take their accumulated Pennant Race statistics with them, but traded players from teams in the same league will retain all statistics.

1. Press **Button A** to open the General Manager screen from the Exhibition screen, or the Sports Desk screen in Pennant Race mode.
2. On the General Manager screen, press the **D-Pad UP/DOWN** to highlight the player you want to trade. If you want to trade off a pitcher, press **Button B** and then highlight the desired pitcher.
3. Press **Button A** to select your player and display the other teams. Press the **D-Pad LEFT/RIGHT** to select a team. Press the **D-Pad UP/DOWN** to highlight the player you want to bring to your team.
4. Press **Button A** to make the trade and return to the General Manager screen. If you decide to return the Stats to the defaults, press **Button C** to reset your roster and cancel the trade.

Note: In Pennant Race Mode, you will receive a warning that players and their stats will return to their last saved settings. Press Button A to reset to the defaults. Press Button C to keep your changes in force.

5. Press **Start** to return to game.

TRADING DEADLINE

In Penant Race mode, no trades or stats adjustments will be permitted after the following periods:

26 game season . . . . . .after game 20
81 game season . . . . . .after game 67
162 game season . . . . . .after game 135

QUITTING A GAME OR A SEASON

1. Call a time-out.
2. Highlight QUIT GAME and press **Button C**. A quit warning will appear. Note that stats are not saved for incomplete games in Pennant Race mode.
3. Highlight YES and press **Button C** to quit the game.

SAVING & LOADING SEASONS

If you do not have enough space (133 blocks) to save 3D Baseball, you will need to create space in the Saturn's NVRAM by deleting other saved files. A warning will appear prior to beginning a NEW PENNANT RACE and direct you to the NVRAM manager for this purpose.

SAVING A NEW PENNANT RACE

1. At the Main Menu, highlight NEW PENNANT RACE and press **Start** to begin new season. Only one PENNANT RACE season can be saved at a time.
2 If you have an existing Pennant Race in progress you will be given the option to delete or not. Go back to the Main Menu by pressing **Button C** or to delete existing PENNANT RACE in progress and begin a new one by pressing **Button A**.

LOADING SAVED PENNANT RACE

1. At the Main Menu, highlight CONTINUE PENNANT RACE and press **Start** to load a previously saved season.
2. If you have a season saved, you will view the Sports Desk and return to the Pennant Race in progress.

   Note: See PENNANT RACE for more details.

MEMORY CARTRIDGE

If you are using a memory cartridge to save your Pennant Race, insert the cartridge before turning on the system. If both the cartridge and the system's internal memory storage each contain a 3D Baseball file, the game will use the file on the memory cartridge.

READING STATS

Check Stats carefully to make key decisions for gameplay and trading players.

- Performance over the season.
- Find out the stamina levels of player.
- Check how rested relief pitchers are before sending them into a game.
- Gather information on the strengths and weaknesses of the opposition.

Find Stats in these places:

- Standings (During a Pennant Race) — Select VIEW STANDINGS on the Sports Desk screen any time after you complete the first game in the Season.
- General Manager screen - Open this screen from the Sports Desk during Pennant Race
- Bench or Bullpen screens.

Batting Stats

2B Doubles
3B Triples
AB At bats
AVG Batting average
B Bats
- **L** Left handed
- **R** Right handed
- **S** Switch hitter

BB Walks
E Errors
H Hits
HR Home runs
POS Player Positions
- **1B** First baseman
- **2B** Second baseman
- **3B** Third baseman
- **C** Catcher
- **CF** Center fielder
- **LF** Left fielder
- **P** Pitcher
- **RF** Right Fielder
- **SS** Shortstop

R Runs scored
RBI Runs batted in
SB Stolen Bases
SLG Slugging percentage (total bases divided by times at bat)
ST Status (a runner's position on the bases)

Team Stats

Away Away games won or lost
GB Number of games out of first place
Home Home games won or lost
L Losses
L10 Wins and losses for last 10 games
PCT Percentage of games won
STR Streak (number of games won or lost in a row)
W Wins

Pitching Stats

BB Base on balls allowed (walks)
ER Earned runs allowed
ERA Earned run average (# of earned runs allowed per 9 innings)
H Hits allowed
HR Home runs allowed
IP Innings pitched
K Strikeouts
L Losses
POS Position
- **RP** Relief pitcher
- **SP** Starting pitcher

R Runs allowed
Rest Number of days remaining to be fully rested
STM Stamina rating- This rating will be at its highest when a pitcher is fully rested.
SV Saves
T Throws
- **L** Left hander
- **R** Right hander

W Wins

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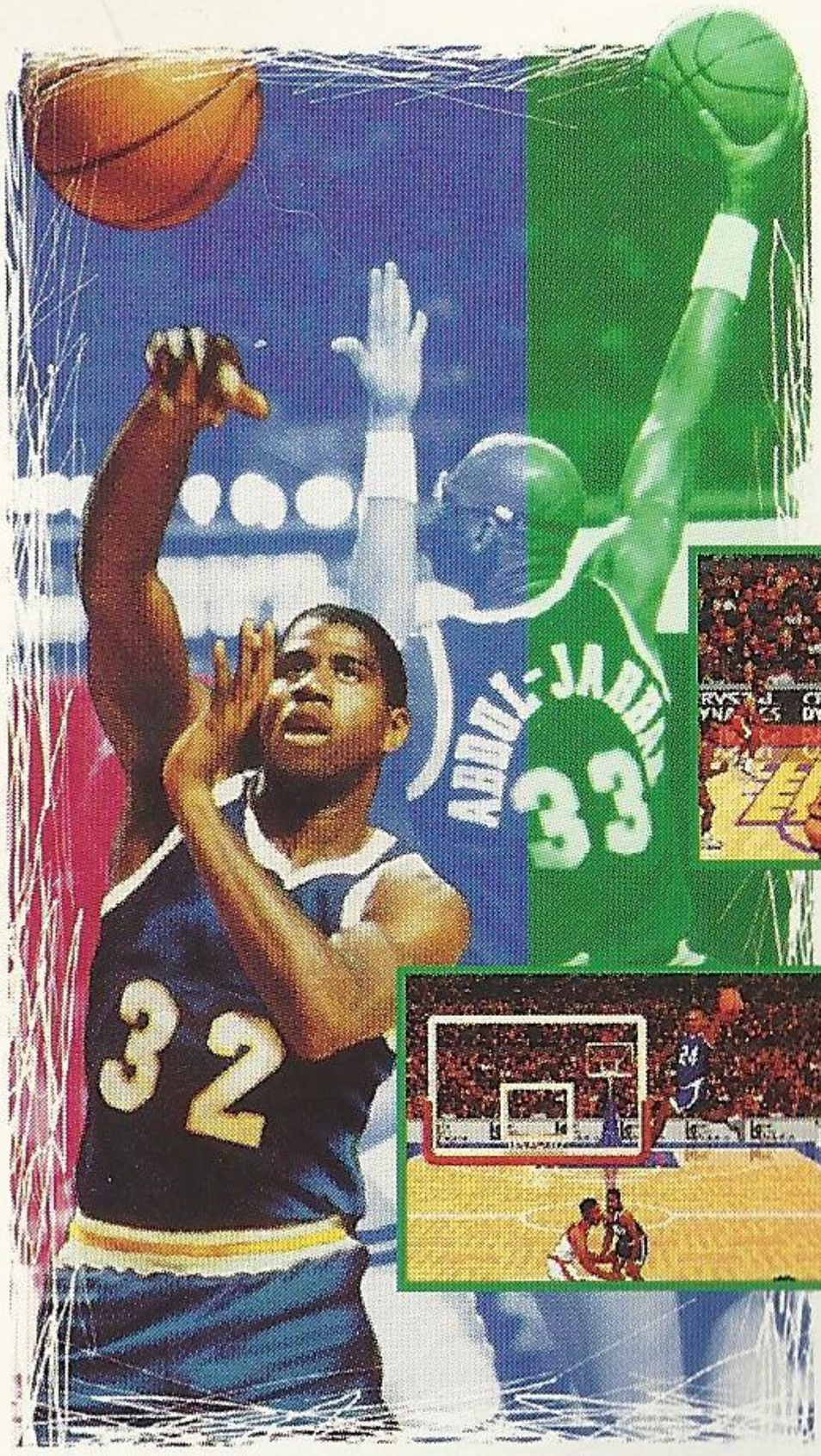
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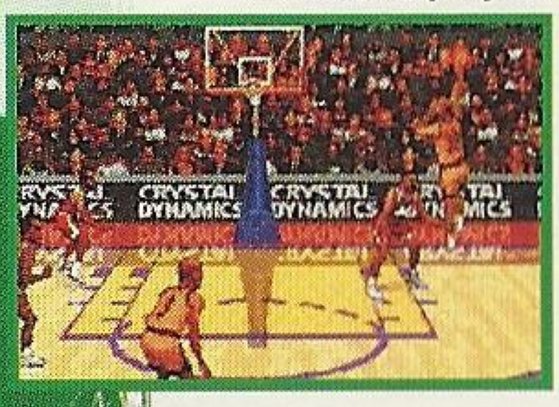
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