Reggie Jackson Baseball™



SEGA®

Your pitcher stands ready on the mound. The batter snarls back. You wind up and hurl a fastball. Crack! Wood meets ball. The outfielders scramble. There's a play at the plate! He's safe!

Is it time to send in a relief picher? Or should you stick with your first choice and hope his arm doesn't turn to rubber? As manager of one of 26 major league teams, it's your job to make these tough calls and send your squad all the way to the World Series!

Loading Instructions:
Starting Up:

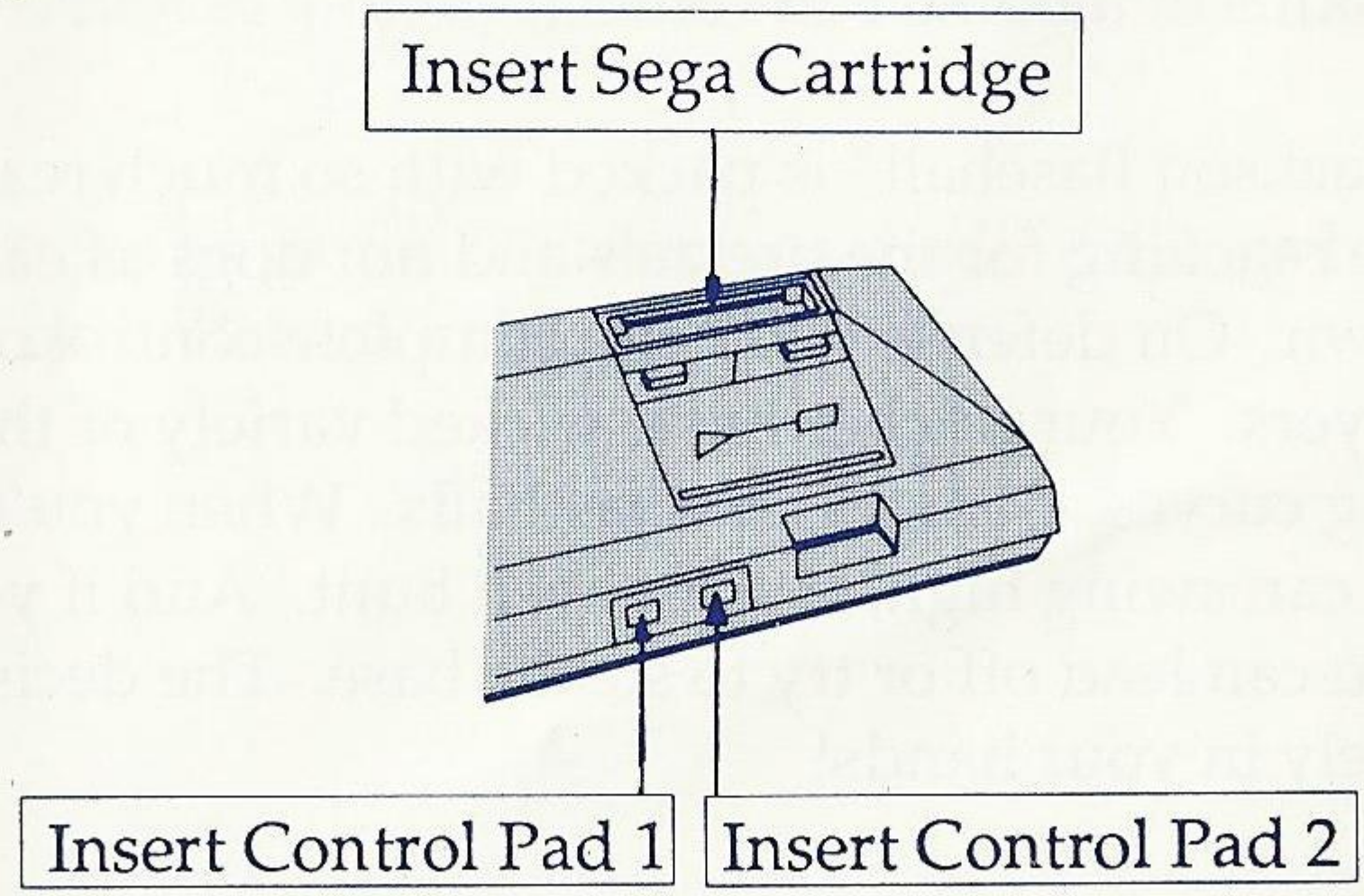
1) Make sure the power switch is OFF.

2) Insert the game cartridge in the Power Base (shown below) as described in your SEGA SYSTEM manual.

3) Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge , and try again.

4) At the title screen, press Button 1 to start the game.

IMPORTANT: Always make sure that the Power Base is turned OFF when inserting or removing your Sega cartridge.



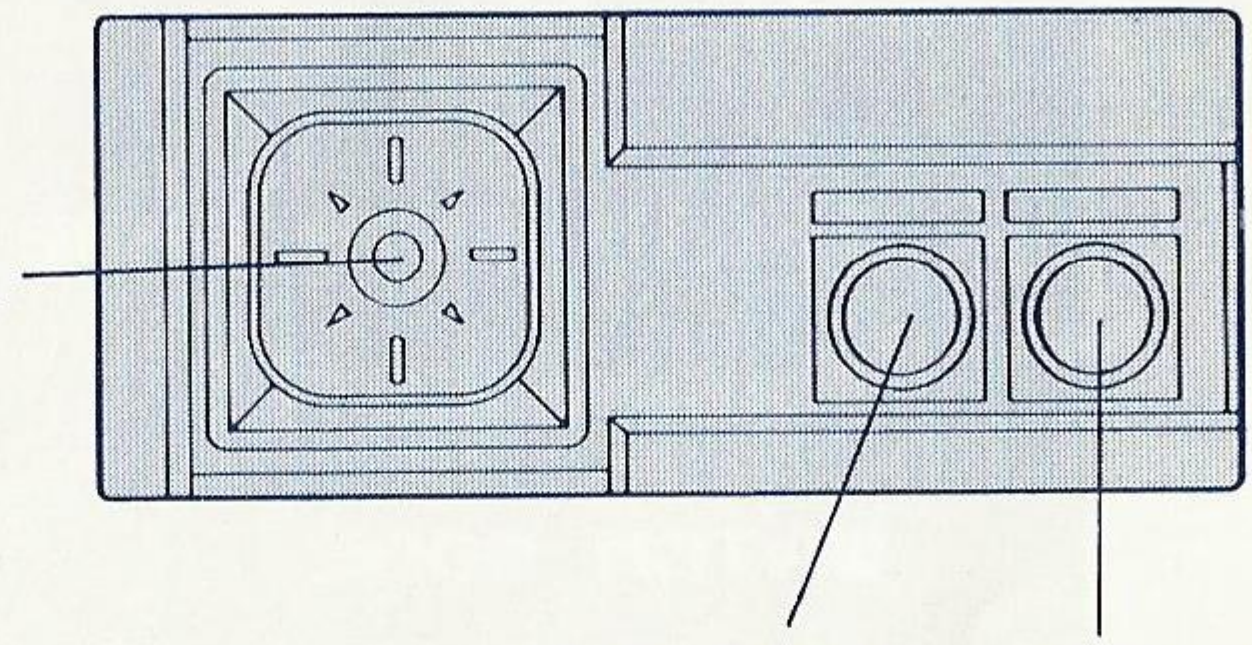
Reggie Jackson Baseball™



Now the boys of summer can play all year long in your own home! Sega brings you major league baseball with Reggie Jackson Baseball.™ Manage any one of 26 teams and try to make it all the way to the World Series. Play alone, against the computer, or against a friend. You can even test your batting skills in a home run contest!

Reggie Jackson Baseball™ is packed with so much realism you'll be reaching for the pretzels and hot dogs as each play goes down. On defense you have complete control of all nine players. Your pitcher has a wicked variety of throws, including curves, changes, and fastballs. When you're at bat, you can swing high, low, or even bunt. And if you're on base, you can lead off or try to steal a base. The decision is completely in your hands!

Taking Control



Directional Button (D-Button): Moves cursor. Determines position of pitchers and batters. Determines directions of balls thrown.

Button 1: Erases a mode. Leads off base runners. Base running.

Button 2: Starts game. Determines mode. Swings bat. Throws ball. Return to base.

Mode Selection



There are four ways to play Reggie Jackson Baseball™:



Exhibition Game Mode (one or two players):

Choose the team of your choice from 26 National League franchises. When you play by yourself, the computer will play the opponent. When two people play, each can choose a team. The Open Game match is the best two-out-of-three. When a player wins two games, he is declared the winner.

Tournament Mode (one player):

Choose a team from either American or National League clubs; the computer will be the opponent. If you keep winning, you'll progress to the Division Championship, League Championship, all the way to the World Series!

Watch Mode (one or two players):

Choose two opposing teams and then sit back and let the computer play out the contest! If, during the game, you feel like joining in, use the Control Pad for your moves. When you stop using the Control Pad, the computer will take over again.

Home Run Contest Mode (one or two players):

Use the D-Button to select the team to play and the players to be up to bat. With two players, take turns at bat and try to hit as many home runs as you can. With either one or two players, you've got 20 turns at bat.

Beginning a Game

Select the Game: When you press Button 2 in the Title screen, you'll see the Game Select screen. Choose the game mode you wish to play with the D-Button and push Button 2 to select.

Number of players: Use the D-Button and Button 2 to determine the number of players, either one or two.

Auto/Manual: Selects fielder movements. Use the D-Button to determine how you want your fielders to react when the ball is hit toward them.

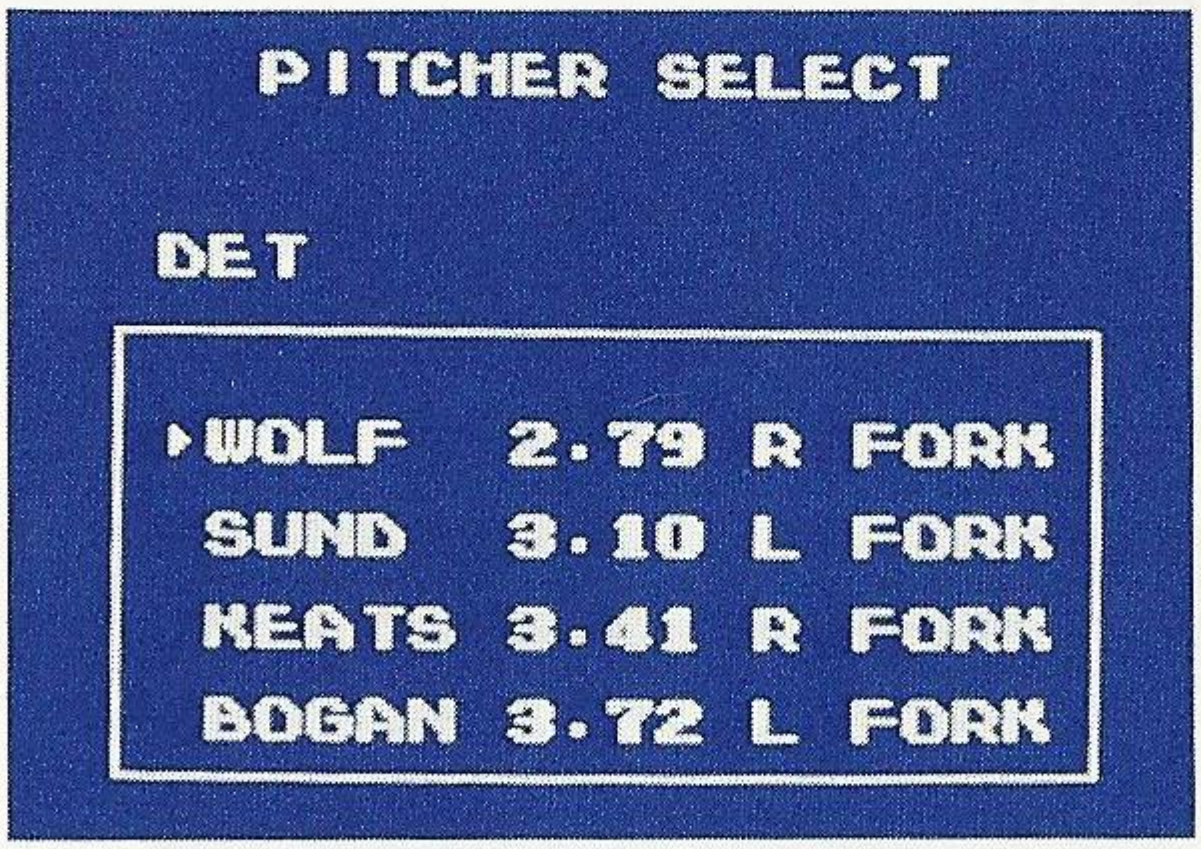


Auto Mode: The fielder closest to the ball automatically chases the ball and picks it up. You'll then use the Control Pad to give it directional moves.

Manual Mode: Use the Control Pad to move the fielders and throw the ball.



Select Team: Choose between one of 26 teams in either the American or National Leagues. Use the D-Button to choose, then press Button 2 to select.



Select the Pitcher: There are four pitchers on each team, each with their own specialties. Think as your team's manager in deciding who to put on the mound first. Use the D-Button to choose a pitcher, and then press Button 1 to select him. Next you'll see a batting chart showing each team's final nine-man lineup.

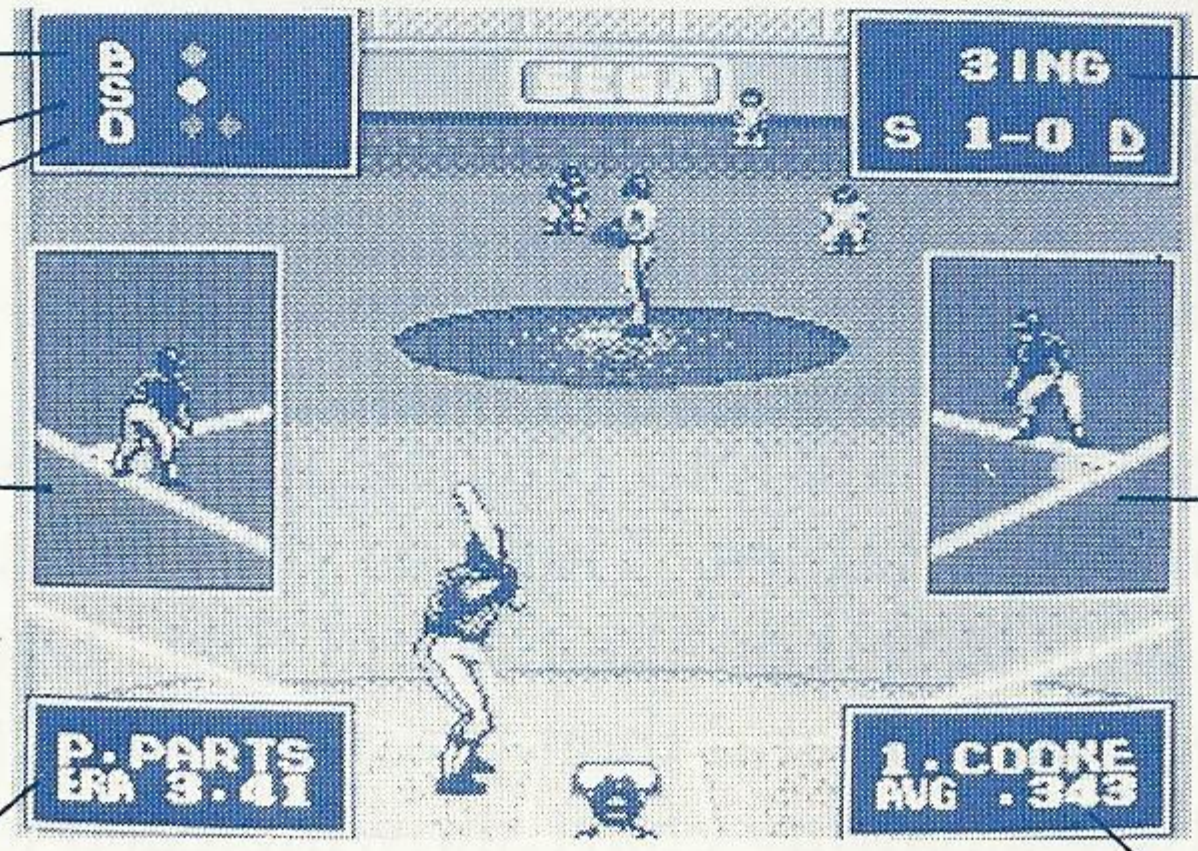
Play Ball!



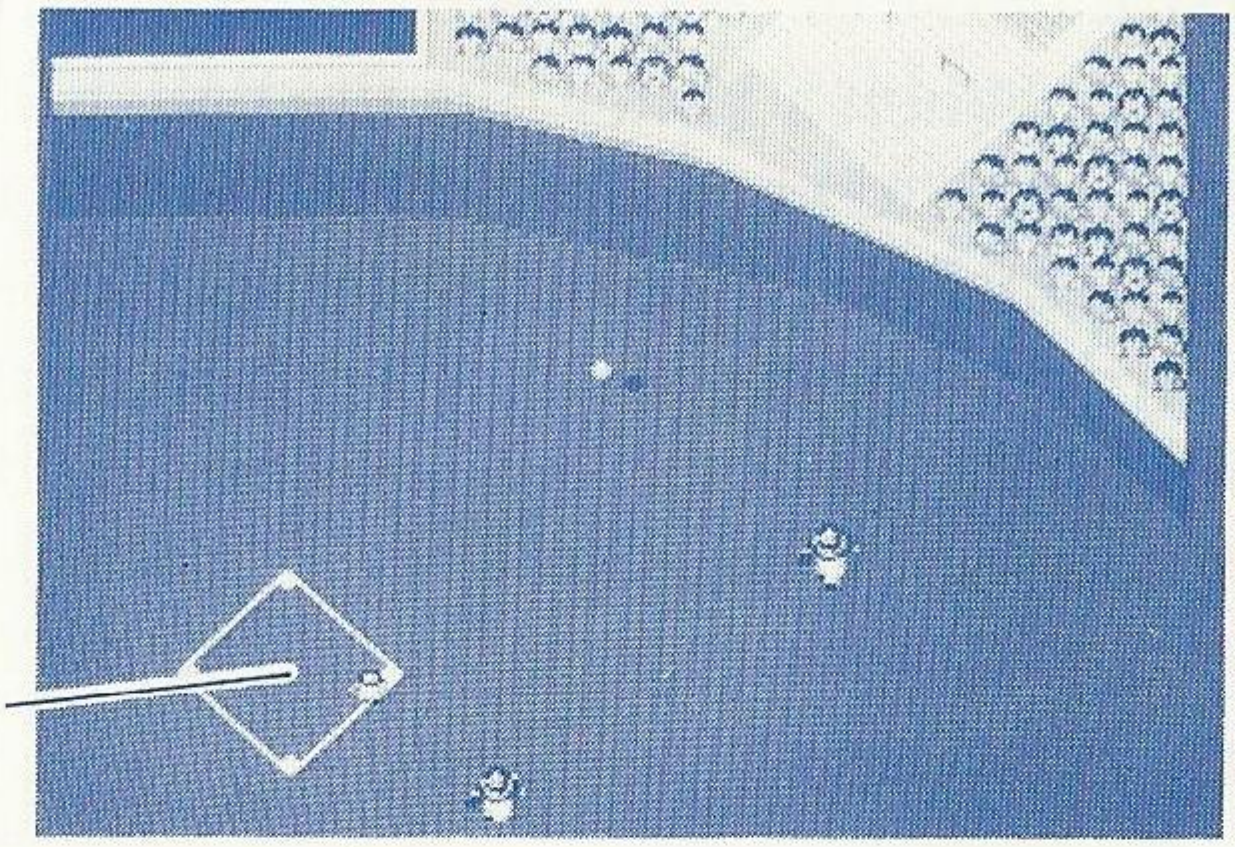
If your team is up to bat first, move your batter left and right to get into the proper position, and then swing at the pitcher's throw. If you're on defense first, scan the game scene, choose a pitch, and then let if fly toward the plate!

The Game Scene

All the information you need to know is displayed on the screen in various windows, examples of which are shown below. (If there are no runners on 1st or 3rd, these information windows will not show up.)

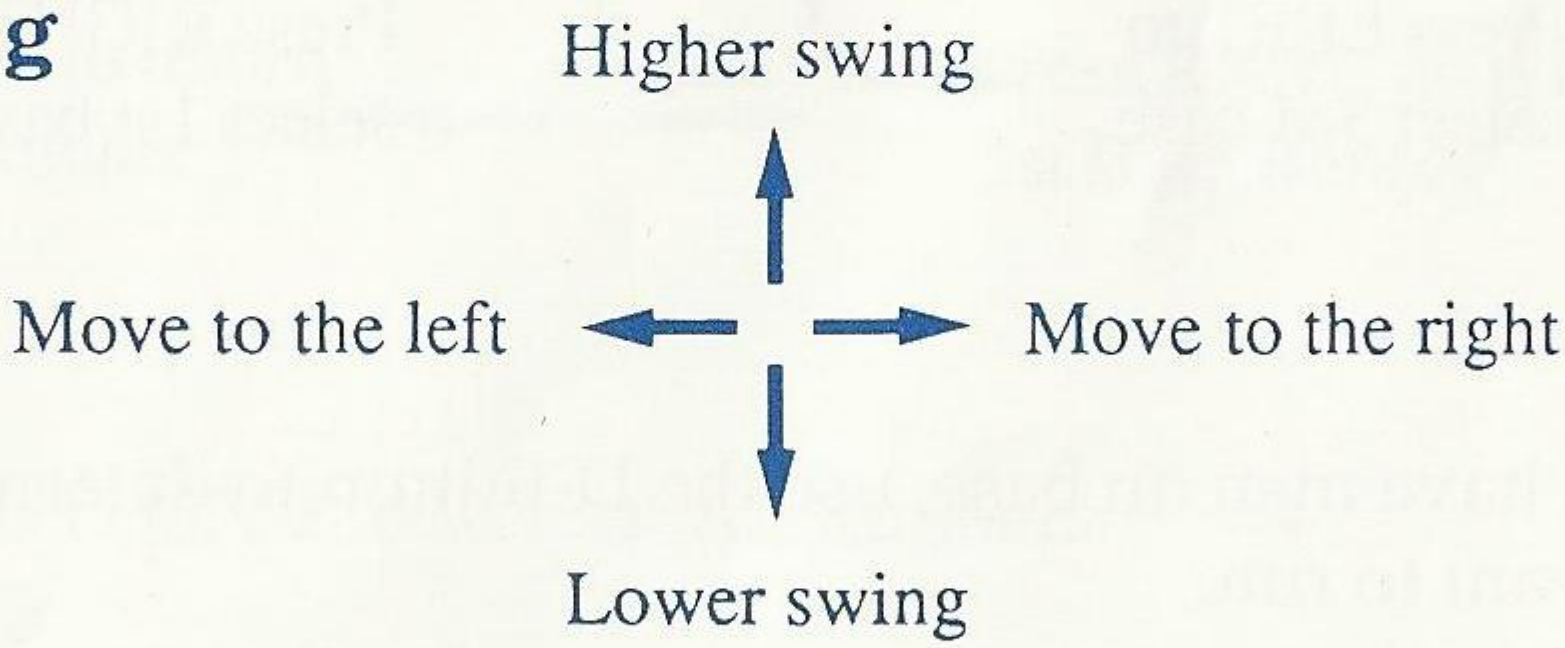


Small Diamond Scene



When the ball is hit, the runners' positions will be indicated by a small diamond that pops up on the screen. Use this to determine where to throw live balls.

Batting



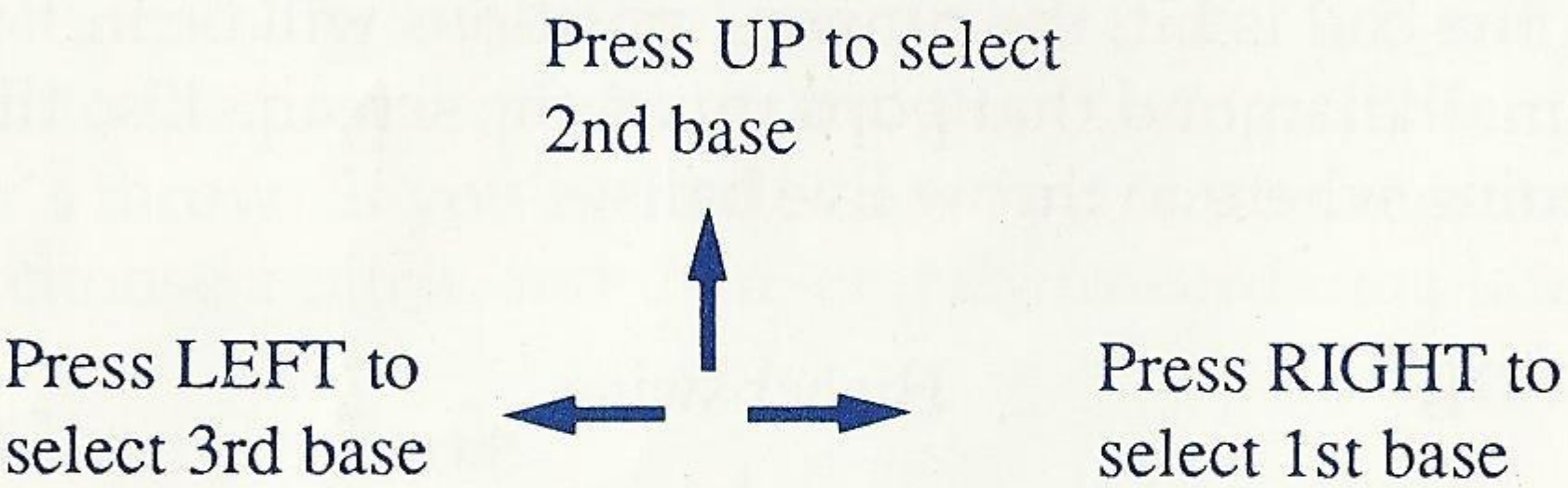
When D-Button not used, swing will be of moderate height.

Use the D-Button to move your batter closer or farther from the plate, and to select the height of your swing. How you swing will depend on the kind of pitch you're given, so watch closely and react quickly! To bat, hold down Button 2 until the swing is completed. To bunt, swing the bat until it is over home plate and then release Button 2. This will set you up for a bunt when the ball is pitched. Press Button 2 to bunt.

Base Running

Running to First: When a batter hits the ball, he will automatically make a run toward first. If you get a good hit, press Button 1 to make him continue on toward second, and so on toward 3rd and home plate. To return a runner to base, press Button 2. If you hit a home run, the batter will automatically round the bases.

Advancing Runners to Base



If you have men on base, use the D-Button to determine who you want to run.

(If you don't use the D-Button, all runners on base will start to run the next time the ball is hit.) When you've selected base runners, press Button 1 to make them run.

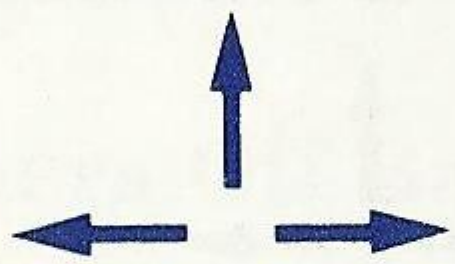
To steal a base, use the D-Button to select the man you want to run. Push Button 1 to lead off from base. When the pitcher throws, press Button 1 again and the runner will try to steal the base.

You can return runners that have started running or are away from base, back to their bases to avoid an out. To return a runner that was ready to steal base, push Button 2. When there are several runners on the field, choose the one to return to base by using the D-Button, then push Button 2 to return him.

Note: In any situation, by continuing to push Button 1 (advance) or Button 2 (retreat) in succession, the runners will run faster.

Press UP to return 2nd Base Runner

Press LEFT to return 3rd Base Runner



Press RIGHT to return 1st Base Runner

- Press BUTTON 2 to Return All Runners.

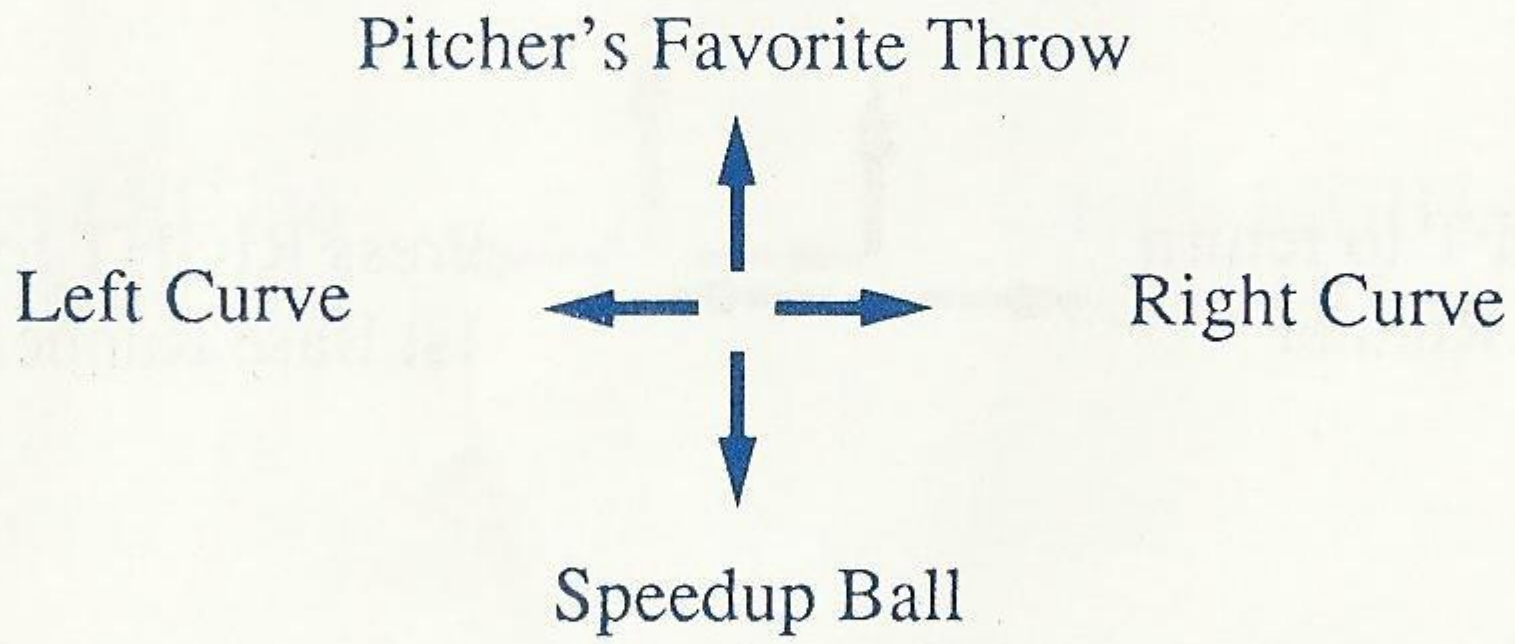
Pitching

You can select the type of pitch to throw in three ways: before, during, and after the pitch.

Pitcher Position

This is set before you actually pitch. Use the D-Button to move the pitcher either right or left on the mound. When the position is set, push Button 2 to throw the ball.

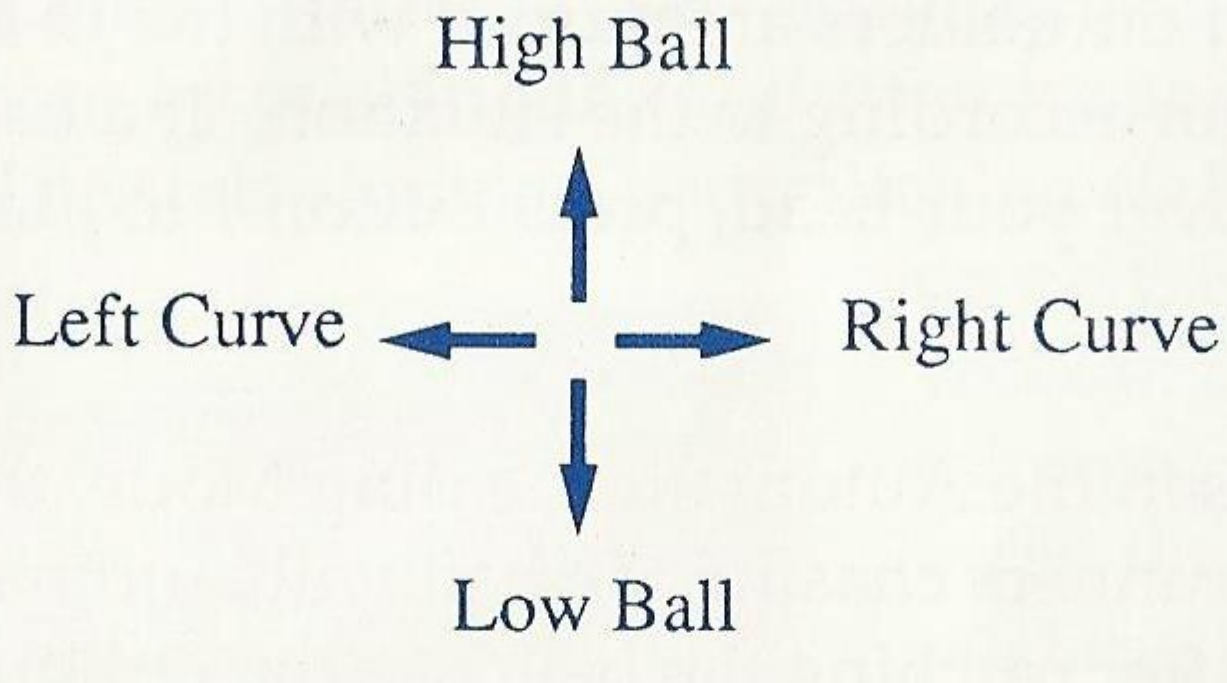
To Select a Pitch



(**Note:** The longer the button is held, the faster the speed.)

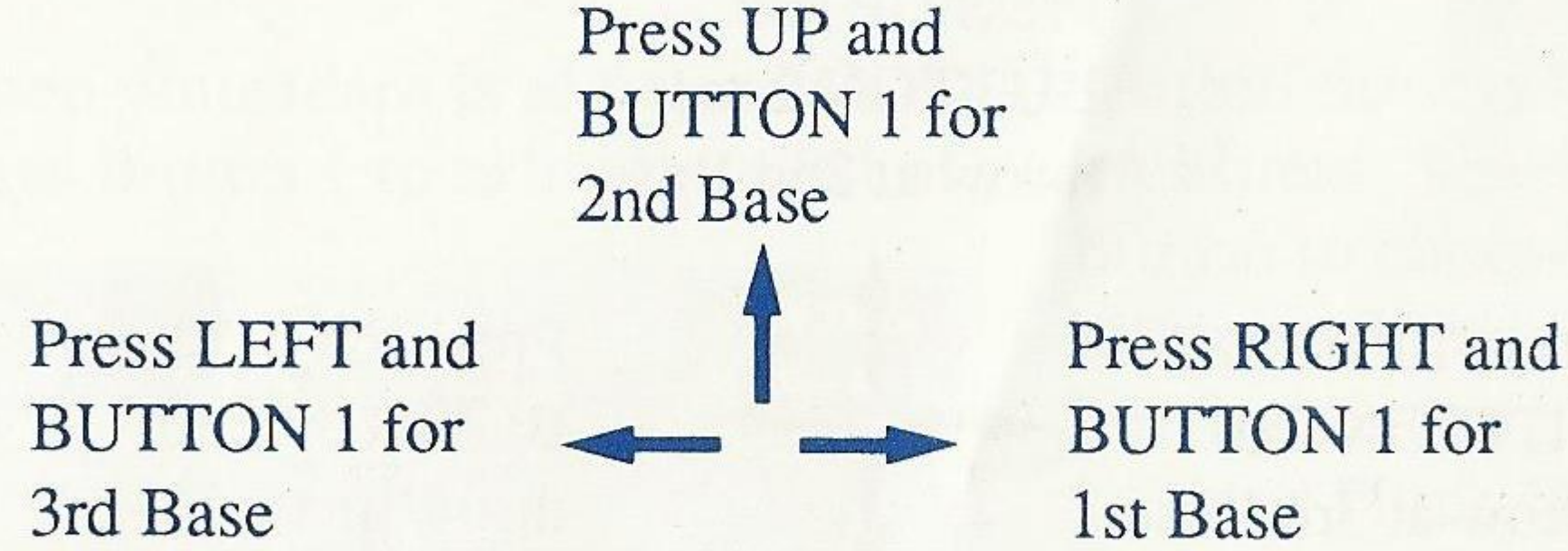
Use the D-Button to affect your throw during the pitching motion. When selecting the pitcher's favorite throw, be sure to move the D-Button up before pressing Button 2, which executes the throw. Although the favorite throw isn't always thrown, there's a good chance he'll pull it off. Note that when D-Button is not used, the pitch will be a straight and level throw.

To Change Pitch After The Throw



You can use the D-Button to affect a throw after the pitch. Use the time in between the throw and the catch. When throwing a high or low ball, the longer the D-Button is pushed, the higher or lower the ball will be pitched.

Catching Runners Off Base



To catch a runner who is leading off base, use the D-Button to choose the base where you want to throw and push Button 1. You can only throw out runners when there is a batter in the batter's box.

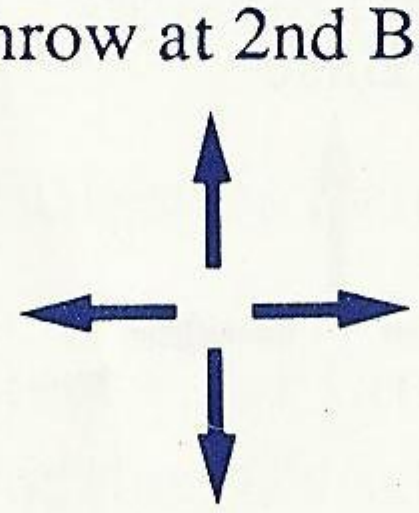
Fielding the Ball

Infielders and outfielders are moved with the D-Button to make them run according to the situation. If a ball looks like it might sail over your head, press Button 1 to jump and catch it.

If you've chosen the Automatic Fielding Mode, the movements of the runners chasing the ball will automatically be controlled. After catching the ball, use the D-Button to choose the base you wish to throw to and then press Button 2 to throw. But be careful! If you throw the ball to a base before one of your fielders gets there, the ball will continue to roll into the field.

Press UP and
BUTTON 2 to
throw at 2nd Base

Press LEFT and
BUTTON 2 to
throw at 3rd Base

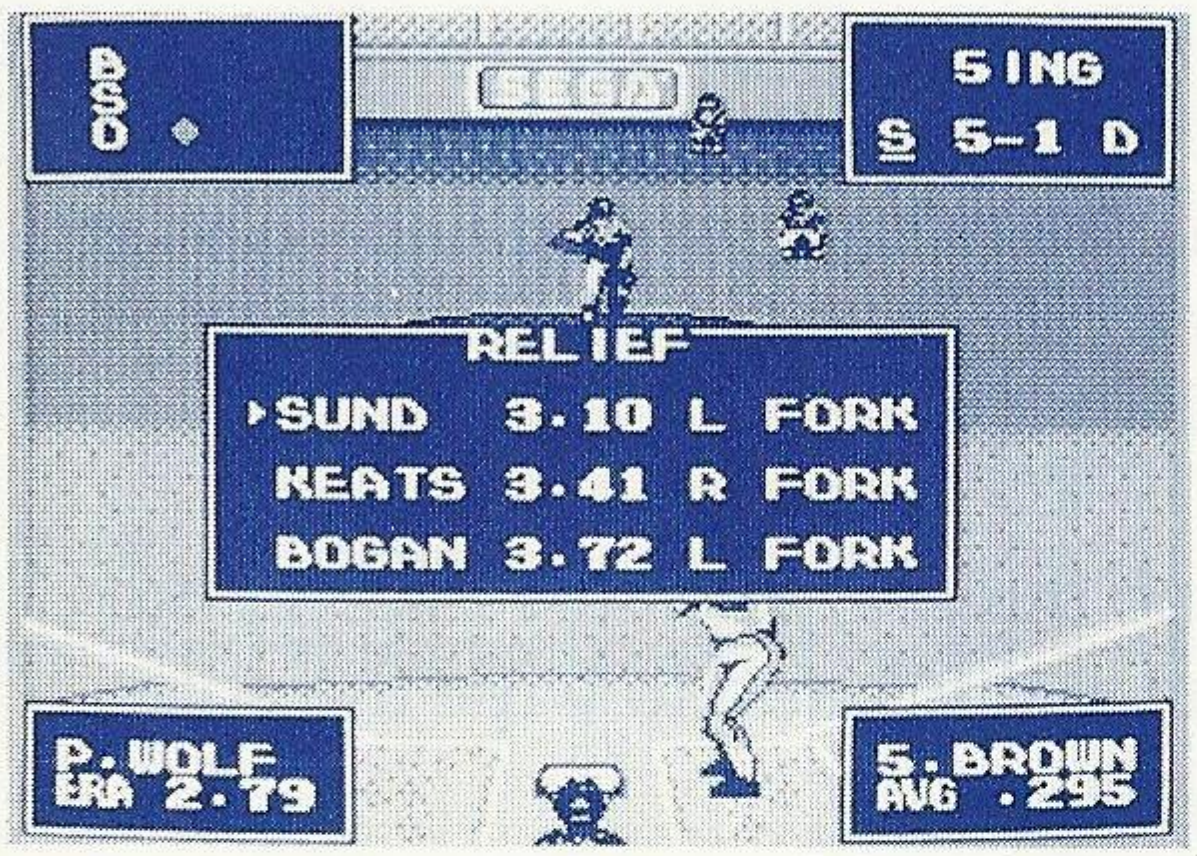


Press RIGHT and
BUTTON 2 to
throw at 1st Base

Press Down and
BUTTON 2 to
throw at Home Plate

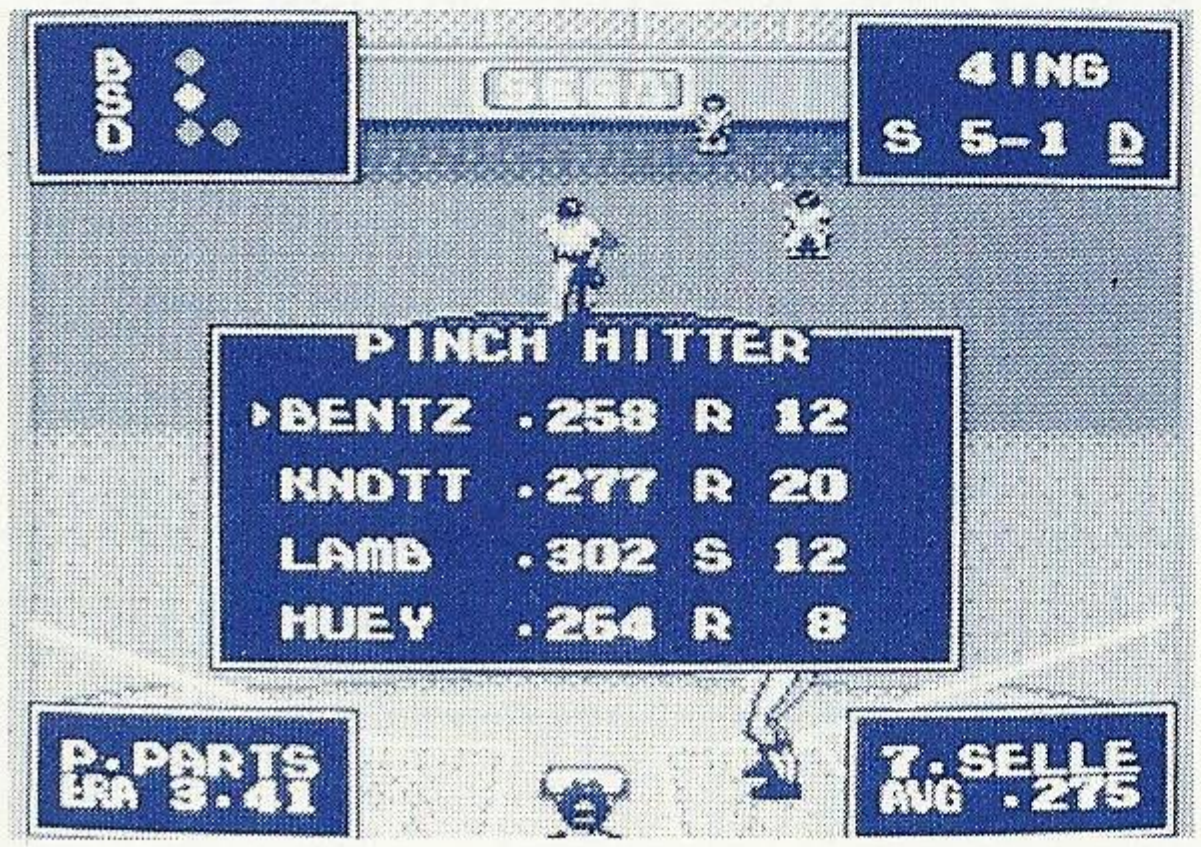
Relief Pitchers

When your pitcher is in the "set" position, you can bring on a relief pitcher by pushing the D-Button up and pushing Button 1. The stats showing your pitching staff will show up on the screen, and you can then choose a different pitcher by using the D-Button and pushing Button 2. The relief pitcher will ap pear in a cart on the field, and the pitchers will trade places.



Pinch Hitters

When your team is at bat, push the D-Button down and press Button 1 to bring up a list of pinch hitters. Use the D-Button to choose a hitter, and then select him by pushing Button 2. Your Pinch Hitter selection will then appear in place of the previous batter.



Helpful Hints

- There are up to four relief pitchers and pinch hitters available, but the names are eliminated from the roster when they are chosen, so use them wisely.

- Master the use of the Control Pad. The game moves at a quick pace, and if you have to stop and think about what to do, you'll be losing before you know it. Become familiar with the game and learn it well.

- If the game action gets too intense, push the PAUSE Button. It will give you time to think and to wipe the popcorn grease off your fingers.

- Your pitching style can make or break your game. Use the full range of pitch options available to you and learn which ones your pitcher throws best. But don't get too wild...the strike zone is narrow.

- Use the Home Run Contest to practice your batting skills before you play a game. You'll end up with a better feel for bat control.

Scoreboard

DATE (/)

TEAM NAME	1	2	3	4	5	6	7	8	9			R	H

DATE (/)

TEAM NAME	1	2	3	4	5	6	7	8	9			R	H

DATE (/)

TEAM NAME	1	2	3	4	5	6	7	8	9			R	H

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Scoreboard

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DATE (/)

TEAM NAME	1	2	3	4	5	6	7	8	9			R	H

DATE (/)

TEAM NAME	1	2	3	4	5	6	7	8	9			R	H

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty
Sega® Card/Cartridge

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Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™ /Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.
This 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.

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