

SEGA™

GENESIS™

TECMO SUPER BASEBALL™



TECMO™
16
Bit
SPORTS™



INSTRUCTION MANUAL



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

WARNING: READ BEFORE USING YOUR SEGA GENESIS 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 previously 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.



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

Handling Your Cartridge

The Sega™ Genesis™ Cartridge is intended for use exclusively with 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™ Genesis™ 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.

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1. TECMO SUPER BASEBALL

With Tecmo® Super Baseball™, you have the power to create all of the games of the 1994 season. Whether you simply manage the teams or actually control the major leaguers, the season is yours to live. All of the major league players who shape the pennant race are here along side each city's most valuable players. Which players make up each team's lineup? We'll show you their strengths and weaknesses based on their statistics and you decide. So let's get started, it's time to teach you how to take control of the ballpark.

• Convenient Power-off Memory Function:

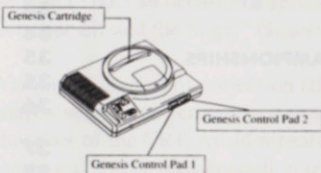
This cartridge is equipped with a back-up battery to save the results of games which have been played over the course of a season. To protect the data which is saved by the battery, never turn the power switch on and off rapidly. Doing this may cause data or scores that have been saved by the battery back-up to be changed or lost. (To reset the memory - see page 20)

• Starting up Tecmo Super Baseball:

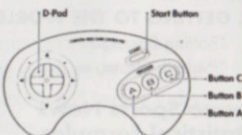
1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1 and 2.
2. Make sure the power switch is OFF. Then insert the TECMO SUPER BASEBALL cartridge into the console and press it down firmly.
3. Turn the power switch ON. In a few moments, the Sega screen appears.
4. If the Sega screen does not appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing toward you, then turn the power switch ON again.

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

FOR GAME PLAY ASSISTANCE, PLEASE CALL: 310-787-2900



Control Pad

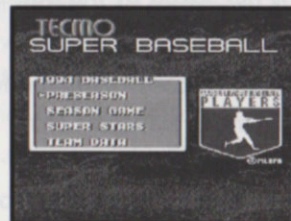
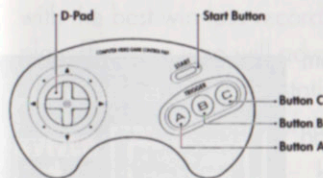


2. OPERATION OF THE CONTROLS

Pressing any button during the demo screens will cause the title screen to appear. Press the **start** button for the Main Menu screen. Move the D-pad up and down to make your choice from the Main Menu options:

- 1.) Preseason
 - 2.) Season Game
 - 3.) Super-Star Game
 - 4.) Team Data.
- For details concerning the menus, refer to the corresponding sections which follow.

Making Menu and Data Choices:



Menu Controls

D-pad	Used to move the ► mark when choosing items.
Ⓒ Button	Used to make your choices.
Ⓑ Button	Used to cancel your choices.

Window Controls

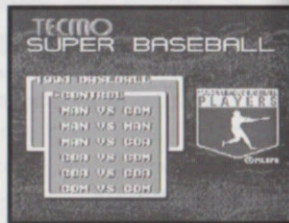
Choosing Items - Press the D-pad in direction of desired choice	
Entering a choice	Ⓒ Button
Canceling a selection or returning to the previous screen	Ⓑ Button

3. TECMO SUPER BASEBALL THREE GAME MODES

#1 - Preseason Game

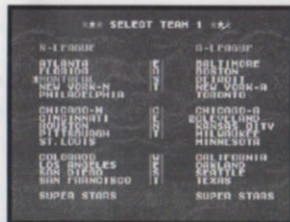
To play a preseason game, begin by choosing **Preseason Game**, then select Team Control, and finally, choose the home and visiting teams from among all 28 teams, or either of the two Super-Star teams. Please note that data from preseason games is not saved by the backup memory.

If you choose **Preseason** from the menu, the Team Control window will appear. The D-Pad indicator will be next the word **Control**. If you press the © Button you can adjust the difficulty level of the game by moving the D-Pad to the different difficulty levels: **Easy** - The easiest play level, **Medium** - the standard play level, and **Expert**, which is the most difficult level to play. Seasonal Play is always played at the Expert level.



*Use this window to determine the play mode for your game (See Team Control for more details — Page 14).

*Once you have selected your game mode, the Team Selection Screen will appear. Choose your team from this screen. You can also cancel your selection by pressing the (B) button.



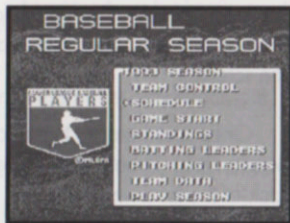
*Repeat this process to select the opposing team. The game will begin after both teams have been selected.

#2 - Regular Season Play

Each team will play the games listed in the schedule. You can choose to play a **Regular**, **Reduced**, or **Short** season when you reset the Season Schedule. The top teams in each division, as well as one wild card team with the best win-loss record, will be paired up in the playoffs to see who will advance to the World Championships. Player statistics and Team records are retained in the memory of the cartridge throughout the entire season.

*Choose **Season Game** from the Main Menu. The **Regular Season** window will appear.

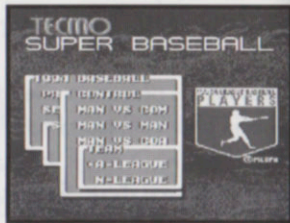
*Check the **Schedule** and set the **Team Control** before using **Game Start** to begin your season (See the Regular Season Game section for details - Page 14).



#3 - Super-Star Game

The Super-Star game is a match-up between the best players in baseball. The starting line-ups of each Super-Star team can be changed by entering the **Team Data**.

*Choose **Super-Stars** from the Main Menu and the Super-Stars Window will appear. After setting the game mode, choose either the A League or N League team to begin the game.



*You can also draft your own Super Star Team by choosing the Draft Team option. After you have chosen Draft Team, find a player you wish to remove from the Super Star Team and press the © button. A list of all of the teams in the appropriate league will be displayed and you can choose any player to replace any player who is already on the Super Star Team by again pressing the © button. In fact, if you wanted an entire team of a single player, you could do that too.

Team Data

When you want to look up a team or player's data, or to alter the batting or pitching line-up, choose the team from the list and press the © button. Data for the team you have chosen will appear on the screen.

Once you are on a team's data screen, you will have the choice to look at the following items:

- 1.) **Batter Stats**
- 2.) **Pitcher Stats**
- 3.) **Stat Leaders**
- 4.) **Pitching Lineup**
- 5.) **Defensive Lineup**
- 6.) **Batting Order**

Select **Batting Stats** if you want to cycle through the lineup and examine each hitter's statistics or abilities.



Use the D-Pad to select **Batter Stats** and press the © button.

The ► symbol will be displayed in the roster column. Use the D-Pad to select a player, and then press the © button to see that player's statistics for the current season.

ATLANTA		0-1-85	
LINEUP		DATE	TIME
PP	B. NELLY	887	Var 9:10
1B	P. BUSTER		
2B	V. GONZALEZ	308	18 338 88
3B	V. GONZALEZ		
CF	L. LINDSEY	29	2 19 931
RF	G. HANCOCK		
SD	W. L.	109	108 1 312
PF	W. L.		

DEFENSE		HIT	
1B	G. BARKER	117	
2B	G. BARKER	117	
3B	G. BARKER	117	
CF	G. BARKER	117	
RF	G. BARKER	117	
UT	G. BARKER	117	

The statistics break down as follows:

- AB: At Bats = Number of times a player batted
- H: Hits = Number of hits a player has
- OB: On Base Percentage = The frequency in which a player reaches base
- R: Runs = The number of Runs a player has scored
- AVG: Batting Average
- vsL: Batting average against Left handed pitchers
- vsR: Batting average against Right handed pitchers.
- 2B: Doubles = The number of doubles a player has hit
- 3B: Triples = The number of Triples a player has hit
- HR: Home Runs = The number of Home Runs a player has hit
- RBI: Runs Batted In = The number of Runs a player has Batted In to score.
- SO: Strike Outs = Number of times the batter has struck out.
- SB: Stolen Bases = Number of bases a player has stolen.
- SLG: Slugging Percentage = Indicator of a players ability to get extra-base hits.
- BB: Base on Balls = Number of walks a players has received.

Also included on a player's data screen, is the player's ability ratings and birth dates.

Ability Indicators for all players

- Hit:** The ability to make contact with the ball.
Steal: The ability to successfully steal a base.
Power: How hard a player hits the ball.
Clutch: How well the player hits when under pressure.
Speed: How fast a player runs bases.
Glove: How well the player fields their position.
Arm: The strength of the player's arm.

Pitcher Stats

Select **Pitcher Stats** if you want to cycle through the rotation or bullpen in order to examine each hitter's statistics or abilities.

STARTERS	33- 33675
P. P. BERRY	95 70 87 670
L. R. MCGREW	95 90 80 800
R. B. BOGGS	95 90 80 800
R. RYAN	95 90 80 800

SPECIALTY PITCH FIRSTBALL

Use the D-Pad to select **Pitcher Stats** and press the **©** button. The **▶** symbol will be displayed in the Starters column. Use the D-Pad to select either a starter, reliever, or closer, and then press the **©** button to see that player's statistics for the current season.

The statistics break down as follows:

- G:** Games = Number of games in which the player has appeared
W: Wins = The number of games a player has won
L: Losses = The number of games a player has lost
ERA: Earned Run Average = The average amount of earned runs a pitcher gives up per nine innings

Pitcher Stats (cont.)

- IP:** Innings Pitched = The total number of innings a pitcher has pitched.
H: Hits = The number of hits a pitcher has allowed.
BB: Base on Balls = The number of walks a pitcher has allowed.
SO: Strike Outs = The number of batters a pitcher has struck out.
GS: Games Started = The number of times a pitcher has started a game.
CG: Complete Games = The number of games in which no other pitcher beside the starter appeared.
BR/9: Base Runners per Nine Innings = The average number of batters the pitcher allows to reach base per nine innings.
SO/9: Strike Outs per Nine Innings = The average number of strike outs the pitcher has per nine innings.

Also included on a player's data screen, is the pitcher's ability ratings and birth dates.

Ability Indicators for all pitchers:

- Stamina:** How long a pitcher can effectively pitch the ball.
Velocity: How hard the pitcher can throw the ball.
Movement: How much movement a pitcher can put on a ball.
RUN-HLD: Runners Hold measures how well a pitcher holds a base runner and prevents them from stealing.
Control: Measures how often a pitcher throws strikes, and doesn't walk batters.
Jam: Measures how well a pitcher handles himself in tight situations.
Specialty Pitch: This is the name of the pitch which the pitcher uses as his "money pitch." The Specialty Pitch is the pitcher's best pitch.

Stat Leaders

The **Stat Leaders** menu ranks the players on the team according to the various statistical categories.

If you want to see who leads a team in Home Runs, then use the D-Pad to move down to Home Runs. The players on the team will then be ranked according to who hit the most homers, down to who hit the least.

BATTING		ATLANTA LEADERS	
HOME RUNS		HOME RUNS	
1. J. JUSTICE	10	1. J. JUSTICE	10
2. J. KELLY	8	2. J. KELLY	8
3. J. KELLY	7	3. J. KELLY	7
4. J. KELLY	6	4. J. KELLY	6
5. J. KELLY	5	5. J. KELLY	5
6. J. KELLY	4	6. J. KELLY	4
7. J. KELLY	3	7. J. KELLY	3
8. J. KELLY	2	8. J. KELLY	2
9. J. KELLY	1	9. J. KELLY	1
10. J. KELLY	0	10. J. KELLY	0

Pitching Staff

Use the D-Pad to select **Pitching Staff**, and then press the © Button to make changes or to check the pitching rotation.

If you would like to alter the rotation, or put a reliever in the starting rotation, move the D-Pad to the player you wish to move and press the © Button. The selected player's name will then become a different color. Now move the D-Pad again to the player you wish to move, and then press the © Button. After you press the button for the second time the two players will have switched positions.

ATLANTA PITCHING STAFF	
STAFF FOR 2-97	
STARTERS	ERA W L IP
1. J. JUSTICE	3.68 10 7 100.0
2. J. KELLY	3.62 10 7 100.0
3. J. KELLY	3.62 10 7 100.0
4. J. KELLY	3.62 10 7 100.0
5. J. KELLY	3.62 10 7 100.0
RELIEVERS	ERA W L IP
1. J. KELLY	3.62 10 7 100.0
2. J. KELLY	3.62 10 7 100.0
3. J. KELLY	3.62 10 7 100.0
4. J. KELLY	3.62 10 7 100.0
5. J. KELLY	3.62 10 7 100.0
6. J. KELLY	3.62 10 7 100.0
7. J. KELLY	3.62 10 7 100.0
8. J. KELLY	3.62 10 7 100.0
9. J. KELLY	3.62 10 7 100.0
10. J. KELLY	3.62 10 7 100.0

Defensive Line-up

Use the D-Pad to select **Defensive Line-up**, and then press the © Button when you want to have a player play at a different position in the field, or to make a bench player into a starter.

Once you enter **Defensive Line-up**, move the D-Pad to the player you wish to remove from his starting position, and press the © Button. After you press the © Button, the player will become a different color. Now move the D-Pad to the player you wish to insert into the starting position and press the © Button again. This will change the defensive assignments. You can also swap starting player's positions by using this same procedure.

ATLANTA DEFENSIVE LINE-UP	
1. J. JUSTICE	INF
2. J. KELLY	INF
3. J. KELLY	INF
4. J. KELLY	INF
5. J. KELLY	INF
6. J. KELLY	INF
7. J. KELLY	INF
8. J. KELLY	INF
9. J. KELLY	INF
10. J. KELLY	INF

Batting Order

Use the D-pad to select **Batting Order**, and then press the © Button when you want to alter the order in which a team's players come to bat.

Once you have entered **Batting Order**, select the player you wish to move by pressing the © Button. After the player's name has changed color, select the other player you wish to move and press the © Button again. After you have pressed the © Button for the second time, the players will change batting order.

ATLANTA BATTING ORDER	
TEAM BATTING ORDER: 274	
1. J. JUSTICE	1
2. J. KELLY	2
3. J. KELLY	3
4. J. KELLY	4
5. J. KELLY	5
6. J. KELLY	6
7. J. KELLY	7
8. J. KELLY	8
9. J. KELLY	9
10. J. KELLY	10

Schedule

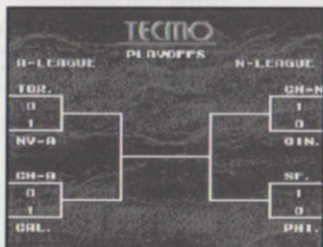
Use this mode to see the schedule of games. You can see a few games before and a few games after the "next game" to be played in the season. Three **Stars** indicate the next game which will be played. (Note: Games are listed in different colors for a reason. For more details, see page 22)

*You can also use this mode to check the play-off schedule. Press the **C** Button during the schedule screen to get to the schedule window. If you want to return to the schedule screen, press the **B** Button.

Use the D-Pad to choose **Play-Off**, press the **C** Button, and the **Play Off Schedule** screen will be displayed.

SEASON SCHEDULE

B-LEAGUE				N-LEAGUE			
SPDS 5							
OKL. ST	MIN.	ATL.	ST	SD.	CH-N		
CH-N	ST	ATL.	OKL.	ST	MIN.		
OKL.	ST	ATL.	OKL.	ST	MIN.		
CH-N	ST	ATL.	OKL.	ST	MIN.		
SPDS 6							
OKL. ST	MIN.	ATL.	ST	SD.	CH-N		
CH-N	ST	ATL.	OKL.	ST	MIN.		
OKL.	ST	ATL.	OKL.	ST	MIN.		
CH-N	ST	ATL.	OKL.	ST	MIN.		
SPDS 7							
OKL. ST	MIN.	ATL.	ST	SD.	CH-N		
CH-N	ST	ATL.	OKL.	ST	MIN.		
OKL.	ST	ATL.	OKL.	ST	MIN.		
CH-N	ST	ATL.	OKL.	ST	MIN.		



Game Start

Select the **Game Start** option and then press the **C** Button to start the next game in the regular season schedule. The final results of the season games are recorded in the cartridge memory. Remember that data from **Preseason** and **Super-Star** games are not saved in the cartridge memory.

Standings

This section displays each team's current win/loss record for the season. Teams are divided into the national region in which they play.

B-LEAGUE STANDINGS

TEAM	W	L	PCT	GB
NEW YORK	0	1	.000	0.000
ATLANTA	0	1	.000	0.000
OKLAHOMA	0	1	.000	0.000
MINNESOTA	0	1	.000	0.000
CHICAGO	0	1	.000	0.000
ST. LOUIS	0	1	.000	0.000
PHILADELPHIA	0	1	.000	0.000
INDIANAPOLIS	0	1	.000	0.000
DETROIT	0	1	.000	0.000
ST. PETERSBURG	0	1	.000	0.000
MEMPHIS	0	1	.000	0.000
WEST	0	1	.000	0.000
OKLAHOMA	0	1	.000	0.000
ST. LOUIS	0	1	.000	0.000
PHILADELPHIA	0	1	.000	0.000
INDIANAPOLIS	0	1	.000	0.000
DETROIT	0	1	.000	0.000
CHICAGO	0	1	.000	0.000
ATLANTA	0	1	.000	0.000
NEW YORK	0	1	.000	0.000

W: Number of Games won

L: Number of games lost

PCT: Winning percentage

GB: Number of games behind the first place team

Batting Leaders

Use this mode to see the ranking of the 20 best batters in each category. You can view the leaders in the A league and N league combined, or just view the N league leaders, or the A league leaders. Simply choose the category, then A league, N league, or Both, and then press the **C** Button to review the data. The pictures of the top three leaders will be below the rankings.

*Viewing items: Use the D-Pad to select which item to view. Press the **©** Button to review your selection. You can see more leaders in the chosen category by pressing down on the D-Pad. If you want to review the higher ranking players again, simply press up on the D-Pad.

Batting Categories:



Pitching Leaders

Use this mode to see the ranking of the 20 best pitchers in each category. You can view the leaders in the A league and N league combined, or just view the N league leaders, or the A league leaders. Simply choose the category, then A league, N league, or Both, and then press the **©** Button to review the data. The pictures of the top three leaders will be shown below the rankings.

*Viewing items: Use the D-Pad to select which item to view. Press the **©** Button to review your selection. You can see more leaders in the chosen category by pressing down on the D-Pad. If you want to review the higher ranking players again, simply press up on the D-Pad.

Pitching Categories:



Team Data

Use the **Team Data** option to see Team Data and Player Data. For more details concerning Team Data, turn to page 8.

Play Season

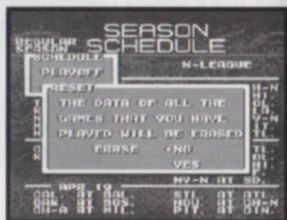
When you select the **Play Season** option, you will simulate an entire season's worth of statistics.

*Use the D-Pad to select the **Play Season** option and press the **©** Button. The computer will immediately begin to play whatever type of season schedule you have programmed in the **Schedule** mode. Playing an entire season takes a few minutes to complete, but game highlights will appear beneath the game scores in order to let you know what exciting plays are occurring during the season.

CURRENT GAME DATE: APR 10		SEASON HIGHLIGHTS	
MILWAUKEE	2	MINNAPOLIS	0
DETROIT	2	CHICAGO	0
ST. LOUIS	1	ATLANTA	0
PHILADELPHIA	1	NEW YORK-N	0
BOSTON	0	CHICAGO-N	0
TEXAS	0	PHILADELPHIA	0
MINNAPOLIS	0	MILWAUKEE	0
ATLANTA	0	NEW YORK-N	0
CHICAGO-N	0	ATLANTA	0
PHILADELPHIA	0	MINNAPOLIS	0
ST. LOUIS	0	DETROIT	0
DETROIT	0	ST. LOUIS	0

Reset Schedule Command

To Reset the regular season schedule, press the **C** Button during the **Schedule**. When you press the **C** Button, a window will appear which contains **Reset**. Use the D-Pad to select **Reset** and then press the **C** Button. If you do not want to reset the memory in your cartridge, then press the **B** Button to cancel the choice. Another box will appear, and if you select **Yes**, and press the **C** Button, all of the information which was saved in the cartridge will be erased.



When you have played all of the games of a **Season**, teams will automatically be sorted into the **Playoff** schedule. If you want to see the **Playoff** tree, press the **C** Button in order to bring up a choice window and select **Playoff**. The **Playoff** tree will now be displayed showing each team's current record in the **Playoff** series. To return to the option window, press the **B** Button when the play-off screen is displayed, and press the **B** Button two more times in order to return to the Seasonal menu screen.

Type of Schedule

After you have reset your schedule, the **Season** window will appear.

Use the D-Pad to select the type of schedule you wish to use and press the **C** Button.

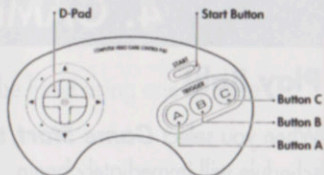


The **Regular**, **Reduced** and **Short** season settings determine the number of games that are played in the regular season and in the play-offs.

	Games	1st Round Play-off	2nd Round Play-off	Chmpnshp Series
Regular Schedule	162	5	7	7
Reduced Schedule	81	3	3	5
Short	13	1	1	3

*Whenever the cartridge memory is reset, other items saved in the game pak memory are reset including the Team Control settings which are reset to SKP. Be sure to set your favorite team to MAN or COA before you select **Start Game**.

Controller



List of Controller Techniques

Batting

Change the Perspective	Press Start while menu up
Swing the Bat	Press the (A) Button
Select Swing type	Press the D-Pad in direction of desired swing
Check Swing	Release the (A) Button before completing a full swing
Bunt	Press the (B) Button
Signs	Press the (B) Button
Manager	Press the (C) Button
Lead Off	Press the (A) and (B) Buttons (X on a 6 a Button Controller)
Advance all Baserunners	Press the (C) Button and the D-Pad Up
Advance Runner to Second	Press the (A) Button and the D-Pad Up
Advance Runner to Third	Press the (A) Button and the D-Pad Left
Advance Runner to Home	Press the (A) Button and the D-Pad Down
Return to Base	Press the (B) and (C) Buttons (Z on a 6 a Button Controller)
Return all Baserunners	Press the (C) Button and the D-Pad Down
Return to First	Press the (B) Button and the D-Pad Right
Return to Second	Press the (B) Button and the D-Pad Up
Return to Third	Press the (B) Button and the D-Pad Left
Steal a base	Press the (B) Button and go to the Signs choice window

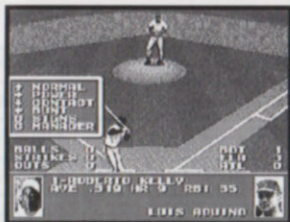
Pitching

Change the Perspective	Press Start while menu up
Pitch the ball	Press the (A) Button
Select pitch type	Press the D-Pad in direction of the desired pitch
Pick-off	Press the (B) Button after a pitch has been selected
Defense	Press the (B) Button
Manager	Press the (C) Button
Move Pitcher Left	Move the D-Pad Left
Move Pitcher Right	Move the D-Pad Right
Intentional Walk	Press both the (A) Button and the (B) Button after a pitch has been selected. (X) on a 6 Button Controller)
Pitch Out	Press both the (A) Button and the (C) Button after a pitch has been selected. (Z) on a 6 Button Controller)

Fielding

Field the Ball	Move fielder to the ball with the D-Pad
Throw the ball	Press the D-Pad toward desired base and press the (A) Button.
Throw to Home	Press the (A) Button and press Down on the D-Pad
Throw to First	Press the (A) Button and press Right on the D-Pad
Throw to Second	Press the (A) Button and press Up on the D-Pad
Throw to Third	Press the (A) Button and press Left on the D-Pad
Catching a fly ball	Move the fielder under the ball and wait until he catches the ball
Dive Left	Press the D-Pad left and the (A) Button or press the D-Pad Up and Left or Down and Left
Dive Right	Press the D-Pad right and the (A) Button or press the D-Pad Up and Right or Down and Right
Jump Catch	Press the D-Pad Up and press the (A) Button

Batting Window



When you are up to bat, a window will appear offering you different types of batting swings, as well as the opportunity to make managerial decisions. To choose any of the batting swings, simply press the D-Pad in the direction which the arrow is pointing. For example, press right for a **Power** swing, and down for a **Contact** swing.

Normal - A normal batting swing is a standard swing at any pitched ball. A player who uses the **Normal** swing doesn't gain any power or contact advantages, nor do they suffer any power or contact penalties.

Power - A player who uses the **Power** swing greatly increases their chance of either an extra-base hit, or even a home run. The main side effect of a **Power** swing is that a player who is using the **Power** swing has a greater chance of not making contact and striking out.

Contact - The **Contact** swing is used when the player either absolutely needs to hit the ball or at the very least make contact and not strike out. The disadvantage of a **Contact** swing is that a player's power is greatly decreased. Only the most powerful players can swing for **Contact** and still hit a home run.

Bunt - A **Bunt** is when the player holds the bat as to tap a pitched ball and make it roll on the ground very slowly away from both the catcher and the pitcher. When the player tries to **Bunt**, they are either trying to sacrifice themselves so that a base runner can advance a base into scoring position, or else trying to surprise the defense in order to reach first base. A **Bunt** is a very important part of offensive strategy. It is much easier to score a runner from second than it is to score a runner from first, so always be thinking about ways to get a base runner to second base. If you are trying to bunt for a hit, try to only use your fastest runners.

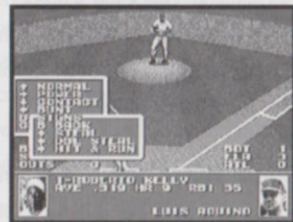
Signs - Press the **B** Button to access **Batting Signs**. For more information, see the section concerning **Batting Signs**.

Manager - Press the **C** Button to access **Manager Batting Options**. For more information, see the section concerning **Manager Batting Options**.

Batting Signs

When you are at bat, you can give certain signs to either the batter or base runner.

Steal - Pressing the **B** Button to activate **Signs**, and then pressing the D-Pad Up with runners on base will tell the base runners to try and steal an open base. With runners on first and second base, a steal will only advance the runner on second base, and a steal attempt with runners on first and third will only send the runner at first.

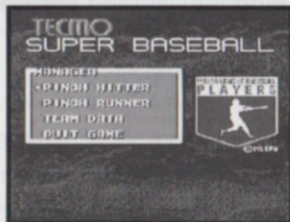


Double Steal - Pressing the D-Pad Left while on the **Signs** screen will cause runners on first and second to attempt to advance to second and third base. A **Double Steal** with runners on first and third will cause an attempted steal of second, and if possible, a steal of home plate.

Hit and Run - If you bring up the **Signs** window, and then press the D-pad to the Right, the runner(s) and batter will try to **Hit and Run**. A **Hit and Run** play tells the runners to start running as soon as the pitcher throws a pitch to the batter. The batter does whatever he can to make contact with the pitch so as to protect the runner(s) from being thrown out. The **Hit and Run** play is a good strategy for a manager who's team does not tend to hit double plays.

Manager Batting Options

When you would like to make a substitution, check the scoreboard, or even examine your team stats, simply press the © Button to enter the **Manager** screen.



Pinch Hitter - If the game is heating up and the score is close, and you would like a better batter at the plate, press the © Button, and choose **Pinch Hitter**. The **Pinch Hitter** screen will tell you how well your batter hits left handed, or right handed pitches. The batting average against the type of pitcher presently in the game is highlighted to help you choose the best player available for pinch hitting. When you have chosen the player

you wish to put into the game, press the © Button and the current player's name will be highlighted. Use the D-Pad to find the player you wish to put into the game and press the © Button again. The pinch hitter will be put into the game, and the other player will be removed from the game. On certain levels of difficulty, a warning message will remind you that a player removed from the game cannot return to play, so be careful about who you remove.

ATLANTA PINCH HITTER				
ON MOUND: R LUIS ROJAS				
SP	DAVID BELLY	8.98	2.55	7.58
CF	CHARLIE O'BRIEN	8.50	2.15	7.95
1B	CHARLIE O'BRIEN	8.50	2.15	7.95
1B	CHARLIE O'BRIEN	8.50	2.15	7.95
1B	BILL BOON	8.50	2.15	7.95
OF	YOUNG	8.50	2.15	7.95
BATTERS				
1B	BOON	8.50	2.15	7.95
CF	CLUTCH	8.50	2.15	7.95
OF	BOON	8.50	2.15	7.95
OF	BOON	8.50	2.15	7.95
OF	BOON	8.50	2.15	7.95

Pinch Runner - When you absolutely need a fast runner on the base paths, press the © Button, and choose **Pinch Runner**. Once you enter the **Pinch Runner** screen you will see the names of the runners on base as well as their speed and stealing ratings. If you want to put in a **Pinch Runner** press the © Button. Once you reach the Manager Screen, move the D-Pad to **Pinch Runner** and press the © Button. Move the D-Pad to the player you wish to remove and press the © Button. Now move the D-Pad to the player you wish to pinch run and press the © Button again. The player who was on the base will have been removed, and the pinch runner will be in his place. On certain levels of difficulty, a warning message will remind you that a player removed from the game cannot return to play, so be careful about who you remove. (During the next game, however, he will return to the regular line-up.)

ATLANTA PINCH RUNNER				
ATTN: DELETED BELLY (CF)				
MSG: EMPTY				
SP	DAVID BELLY	8.98	2.55	7.58
CF	CHARLIE O'BRIEN	8.50	2.15	7.95
1B	CHARLIE O'BRIEN	8.50	2.15	7.95
1B	CHARLIE O'BRIEN	8.50	2.15	7.95
1B	BILL BOON	8.50	2.15	7.95
OF	YOUNG	8.50	2.15	7.95
BATTERS				
1B	BOON	8.50	2.15	7.95
CF	CLUTCH	8.50	2.15	7.95
OF	BOON	8.50	2.15	7.95
OF	BOON	8.50	2.15	7.95
OF	BOON	8.50	2.15	7.95

Team Data - If you want to examine your team's batting and pitching statistics, press the **C** Button, and move the D-Pad to **Team Data**. Once you have selected **Team Data**, press the **C** Button. **Team Data** allows you to examine your full team's roster and the player's stats. If you want more information, read the section entitled **Team Data**, on page 8.

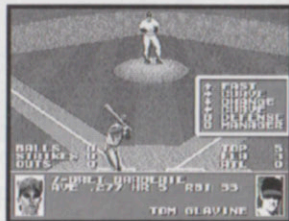
Scoreboard - If you want to examine the inning by inning score, or examine team batting stats, go to the **Scoreboard** section. Press the **C** Button while the batting window is on the screen, and go to the Manager Window. Use the D-Pad to select **Scoreboard**, and then press the **C** Button. The **Scoreboard** screen will tell you the score, the total number and types of hits for each team, the total number of runs, as well as the batting average for each team. When you want to exit the **Scoreboard**, press the **B** Button.

TECMO		ATLANTA BRAVES											
		1	2	3	4	5	6	7	8	9	R	E	E
AVG:	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000
		PA	AB	R	H	R	I	SO	BB	CS	SB	CS	
AVG:	0.000	6	8	0	2	0	0	0	0	0	0	0	0

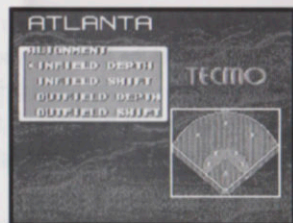
Manager Pitching Options

To select your pitch, push the D-Pad in the direction of the desired pitch, and then press the **A** Button to actually throw the ball. Your pitcher's best pitch, or **Specialty**

Pitch will always be the fourth pitch listed. All pitchers can throw the Fastball, Curve and Change-up. The **Specialty Pitch** is the pitch with which the pitcher records most of his outs. The Specialty Pitch is always chosen by pressing left on the D-Pad.



Defense - When the Pitching Window is on the screen, press the **B** Button to bring up the **Defense Screen**. The **Defense Screen** allows the player to play different defensive alignments in order to help prevent base hits. The different defensive settings are different for the Infield and the Outfield.



Infield

Normal - This is the normal fielding position with the best chance to catch a routinely batted ball. This defensive alignment doesn't offer any great advantages, or disadvantages to balls put in play.

Double Play - When there is a base runner on first, and less than two outs, most managers put their infield in a Double Play formation. The Double Play formation moves the fielders deep in the infield so that a hard hit ground ball can score two outs. The disadvantage of Double Play depth is that it is susceptible to bunt plays by fast running batters.

Infield In - When the score is very close, and there is a runner on third base with less than two outs, managers try to insure that another run is not scored by playing the Infield In. Playing the Infield In makes it easier to get an out on the base runner going home when a ground ball is hit. The disadvantage to playing with the Infield In is that it is much easier for the batter to get a base hit.

Deep - When a very powerful hitter is at the plate, you might want to play the infield deep in order to give your fielders a better chance to catch the ball. The disadvantage is that a few power hitters are also very fast, so they might beat out a slow rolling ball.

Half-Way - When there is a runner on first and you need to protect against the bunt, but you also want the chance for a double play, you will want the infield Half-Way. The disadvantage of playing the infield Half-Way is that it is not particularly effective in gaining the double play, or stopping the bunt, but it is better than doing nothing.

Charge Bunt - When you are positive that the other player is going to attempt a bunt, you will want to use the Charge Bunt play. Charge Bunt tells the first baseman and third baseman to rush towards home plate in order to field a bunted ball. The advantage of charging a bunt is that one of the fielders might be able to throw out the lead runner who attempting to advance. Charge Bunt is also the best method for fielding a bunted ball. The main disadvantage is that if the batter decides to swing away, you will have very little chance of effectively fielding the ball.

Guard Lines - If you want to ensure that the other team doesn't start a rally, you might want to tell your first and third basemen to guard the lines. When the fielders at first and third stand on the baselines, they better prevent the chance of a batter gaining an extra-base hit. The disadvantage is that it is easier to single, but it is often better to force the offense to obtain three base hits to score a run, as opposed to just two.

Infield Shift

In addition to the various infield depths, you can also shift the infield in order to neutralize a pull hitter. If a right-handed hitter is at the plate, you can choose **Shift Left** in order to make it harder for the batter to get a base hit. **Shift Right** would be the proper defense for a left-handed batter. The main disadvantage of putting on an infield shift is that it greatly opens a hole on the opposite side of the infield. If the batter is able to take the ball the other way, it usually means a hit.

Outfield

Normal - This is the normal fielding position with the best chance to catch a routinely batted ball. This defensive alignment doesn't offer any great advantages, or disadvantages to balls put in play.

Deep - If a power hitter is at the plate, you might want to play the outfield deep in order to prevent extra base hits. The disadvantage is that it is much easier to get a single with the outfield deep.

Shallow - If the winning run is on third, and you cannot allow a base hit, you might want play with the outfield shallow. The main disadvantage is that almost any ball hit past the outfield will fall for a base hit.

Guard Lines - If you want to ensure that the other team doesn't start a rally, you might want to tell your Left and Right fielders to guard the lines. When the Left and Right fielders stand near the baselines, they better prevent the chance of a batter gaining an extra-base hit. The disadvantage is that it forces the Center fielder to cover a very large area, as well as making it easier to single. Sometimes, though, it is better to force the offense to obtain three base hits to score a run, as instead of just two.

Outfield Shift

In addition to the various outfield depths, you can also shift the outfield in order to neutralize a pull hitter. If a right-handed hitter is at the plate, you can choose **Shift Left** in order to make it harder for the batter to get a base hit. **Shift Right** would be the proper defense for a left-handed batter. The main disadvantage of putting on an outfield shift is that it opens a large hole on the opposite side of the outfield. If the batter is able to take the ball the other way, it usually means an extra-base hit.

Intentional Walk

If there is a runner on second and first base is open, you might want to issue an Intentional Walk. After you have chosen the pitch you want to throw, press the **(A)** and **(B)** buttons. An Intentional Walk is used to walk the hitter and face the weaker hitter who would bat next. The advantage of an Intentional Walk is that you set up the double play and you can neutralize a scoring threat. The disadvantage is that you give the other team a free base runner, and another walk puts the free base runner in scoring position, and a triple or home run scores an unnecessary run.

Pitch-Out

If there is a base-stealing threat, you might want to think about calling a Pitch-Out by pressing the **(A)** and **(C)** buttons. A Pitch-Out is used to help your catcher throw out the base runner. When you call for a Pitch-Out, you throw the ball away from the hitter and the catcher jumps out from behind the plate in order to catch it. If the base runner was trying to steal, the catcher will have a much better chance of throwing the runner out. The disadvantage of a Pitch-Out is that you are giving the batter a free ball.

Pick Off

If there is a base runner taking too big of a lead-off, you might want to try a Pickoff play. A Pickoff is when the pitcher tries to throw the ball to the base before the runner can return to the base. If the fielder is able to tag the runner with the ball before he can return to the base, the base runner will be out. After you have chosen a pitch, press the **(B)** Button and you will attempt to Pickoff the lead base runner. You can also use the Pickoff to keep a runner close to the bag, making it much more difficult to steal.

5. GETTING TO THE WORLD CHAMPIONSHIPS

The baseball season requires that you play 162 regular season games. Due to the length of the season, it is normally the most consistent team who has been able to avoid major injuries, pitch well, and play good defense who will win it all at the end of the season. You can reach the World Championships by polishing your skills, and using smart managing techniques. Listed below are some strategies which will help your team get the championship ring!

Batting Strategies

When you're up to bat, don't make the rookie mistake of swinging at the first pitch you see. Pitchers have a variety of pitches which come at different speeds. Try to see all of a pitcher's pitches, and then you will be able to time your swing and get a hit. Learn how to hit in different situations. Use a Contact swing when the Ball and Strike count is 0-2, and use a Power swing when the count is 3-1. You won't get a good pitch at a 1-2 count, but you might get a great pitch at 3-0. Try and develop your batting eye. Always try to get your leadoff hitter on base via hit or walk. Your leadoff man is normally your best base stealer, so having him on base can rattle a pitcher and cause him to throw more fastballs to your next batter. When stealing, it is usually harder to steal second base from a Left-Handed pitcher, than a Right-Handed one, because a Lefty is always watching the runner at first. A Lefty pitcher can even make an average catcher much harder to steal against. Don't be afraid to pinch hit in the later innings. Try not to pinch hit for your best hitters, or your best defensive players. Good defense in the late innings can kill a rally easier than your batters can create one. Learn who is slow on your team, as well as who is fast. You don't want a slow footed player to clog the base paths in the late innings. If a slow guy reaches base when you need a run, pinch run for him immediately.

You can't expect to win without knowing your reserve players. Good teams have good players, but it is the great teams which have a great bench of reserve players. Also remember that you don't always need a hit to score a run. If your leadoff man walks, steals second, and then goes to third when the second player hits to the right side of the infield, you can hit a sacrifice fly to score with the runner. There are many ways to win a baseball game, so don't always try for a homerun.

Pitching Strategies

Never pitch the ball across the center of the plate. Balls which cross the center are usually the ones which are hit out of the park. Try to hit the corners of home plate when you have pitches to waste. Any time you have a ball-strike count of 0-1, 0-2, 1-2 you have pitches to waste. Don't let the other team's best player beat you if first base is open. Intentionally walk that hitter, and make the next guy beat you. Don't use your specialty pitch too much. Overusing the specialty pitch will cause your pitcher to tire. You shouldn't make the specialty pitch your first pitch either, try to use it as your finishing pitch. Almost always expect a bunt when the pitcher bats with men on base. You might also want to play your infield in when the pitcher bats without men on base. The pitcher is a weak hitter, so his balls won't be hit as hard as the other players. Try to jam batters by putting the ball in on their hands. Most batters have trouble on the inside pitch, but learn and beware the ones who don't! When you bring in a new pitcher, you almost always want a right-handed batter to face a right-handed pitcher, and a left-handed batter to face a left-handed pitcher. Try your best to get these types of match-ups. Don't use your closer if there is a score difference more than four runs. You can use any pitcher for mop-up work, and you always might need your closer later in the game if the other team is able to come back. Put the defensive shift on known pull hitters. They might sometimes hit the ball the other way, but most of the time they will hit into the shift.

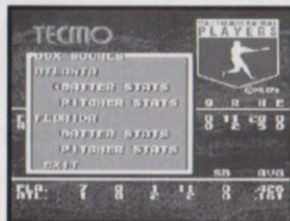
In closing, make the most of your team's talents. Don't try to steal bases with a slow team, and don't always swing for power with a weak one. Good managers know what their team can and can't do, so you should do the same. Good managers also know what their opponents can and can't do, so try to force them to do what they can't, and prevent them from doing what they can. If you can always shut down your opponents strengths, you will be sure to wear the ring at the end of the season.

Tecmo Sports News

At the end of the game, the Tecmo® Sports News screen will display the line score for the entire game.

Shortly after the line score is displayed, the **Box Score** window

will appear. The **Box Score** window allows the player to examine how each individual player performed during the game. The visiting team is listed first, followed by the home team, and you can then examine either team's **Batter Stats** or the **Pitcher Stats** by moving the D-Pad to the desired stats and pressing the **C** Button. Once the **Box Score** screen is visible, you can also see additional information by pressing to the right or left. Like all windows, you can exit the Box Score screen by pressing the **B** Button.



Batting Information

AB = At Bats
 R = Runs
 H = Hits
 BI = Runs Batted In
 BB = Bases on Balls
 2B = Doubles
 3B = Triples
 HR = Home Runs
 SB = Stolen Bases
 SO = Strike Outs

Pitching Information

IP = Innings Pitched
 H = Hits Allowed
 R = Runs Allowed
 ER = Earned Runs Allowed
 BB = Bases on Balls Allowed
 SO = Batters Struck Out
 HR = Home Runs Allowed
 TP = Total Pitches Thrown
 B = Total Number of Pitches which were Balls
 S = Total Number of Pitches which were Strikes

Statistical Formulas

The following formulas will help you compute your favorite player's, or team's statistics.

Batting Statistics

Batting Average = Hits \div At Bats

Example - Anderson of BAL = 147 Hits \div 560 At Bats = .263

On Base Percentage = (Hits + Walks) \div (At Bats + Walks)

Example - Lofton of CLE = (185 H + 81 BB) \div (569 AB + 81 BB) = .409

Slugging Percentage = First, add Hits + (2b x 2) + (3b x 3) + (HR x 4), and then subtract the number of 2b, 3b, and Homers. Now divide the total number of At Bats.

Example - Salmon of CAL = 146 H + (35 2b x 2) + (1 3b x 3) + (31 HR x 4) = 124 = 343. Now subtract the total number of double, triples and homers. 343 - (35 + 1 + 31) = 276. Then divide this number by At Bats - 276 \div 515 = .5359 which rounds up to .536.

Pitching Statistics

E.R.A. (Earned Run Average) = Earned Runs x 9 \div Innings Pitched

Example - Maddux of ATL = 70 ER x 9 = 630 \div 267 IP = 2.359 or an E.R.A. of 2.36

BR/9 (Base runners per Nine Innings) = Hits + Walks x 9 \div Innings Pitched

Example - Rijo of CIN = 218 H + 62 BB = 280. Now multiply 260 times 9 (2520) and then divide that number by 257.1 IP = 9.79 base runners per nine innings pitched.

SO/9 (Strike Outs per Nine Innings) = Strike Outs divided by Innings Pitched

Example - Hersheiser of LA = 141 SO x 9 \div 215.2 = 5.89

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90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("TECMO") warrants to the original consumer that this Tecmo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Tecmo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling: 1-310-787-2900
Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of loss or damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

**Tecmo, Inc. Consumer/Service Department:
Sequoia Commerce Center
19260 S. Van Ness Avenue
Torrance, CA 90501**

This warranty shall not apply if the PAK had been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops problems after the 90-day warranty period, you may contact the Tecmo Consumer Department at the phone number noted above. If the Tecmo service technician is unable to solve the problem by phone, he may provide you with a quote for the repair cost and a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK "freight prepaid" to Tecmo, enclosing a check or money order for the amount quoted payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and your payment refunded.

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