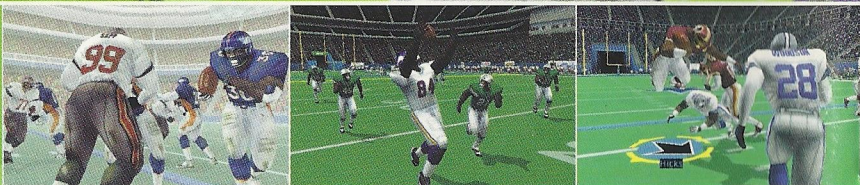# SEGA SPORTS™

NFL 2K1

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SEGA SPORTS™

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PEDRO

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MLB PLAYERS CHOICE

MAJOR LEAGUE BASEBALL

EVERYONE
E
CONTENT RATED BY
ESRB

51055

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:
- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

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 DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Thank you for purchasing World Series® Baseball 2K1. Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing World Series Baseball 2K1.
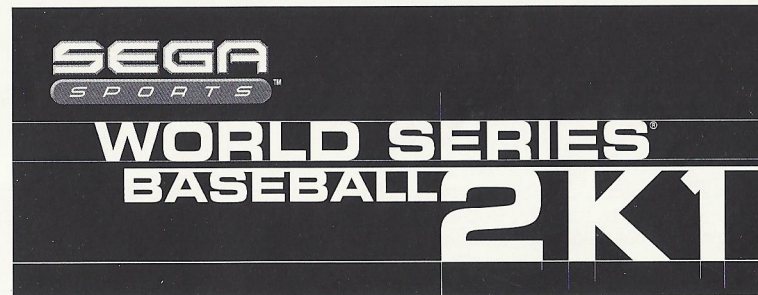
TABLE OF CONTENTS

SAVE GAME FILE 120 BLOCKS USED

World Series Baseball 2K1 is a memory card compatible game [Visual Memory Unit (VMU) sold separately]. With this game, 120 blocks of memory are needed to save game files. Never turn OFF the Dreamcast power, remove the memory card or disconnect the controller while the game data is being saved or loaded.

This game is built with sophisticated AI. With over 1,500 motion-captured animations, you can truly experience the thrills and excitement of Major League Baseball.

For more information about gameplay elements, please visit the World Series Baseball 2K1 web page on www.sega.com.

STARTING THE GAME

World Series Baseball 2K1 is a one to two-player game. Please purchase an additional controller (sold separately) in order to play a two-player game.

Before turning the Dreamcast power ON, connect the controller(s) to Control Port A and/or B, depending on the number of players.

Never touch the Analog Thumb Pad or Triggers L/R while turning the Dreamcast power ON. Doing so may disrupt the controller initialization process and result in malfunction.

When the Dreamcast console is turned ON, the title screen will be displayed. Press the Start Button, and the Main Menu will be displayed. The following modes are available:

EXHIBITION . . . . Play an Exhibition game with the teams and ballpark of your choice.
QUICK START . . . . Play an Exhibition game with CPU-selected teams and lineups.
SEASON . . . . Play a season all the way through to the World Series.
PLAYOFFS . . . . Play Playoffs only.
CUSTOMIZE . . . . Edit team rosters; create original players.
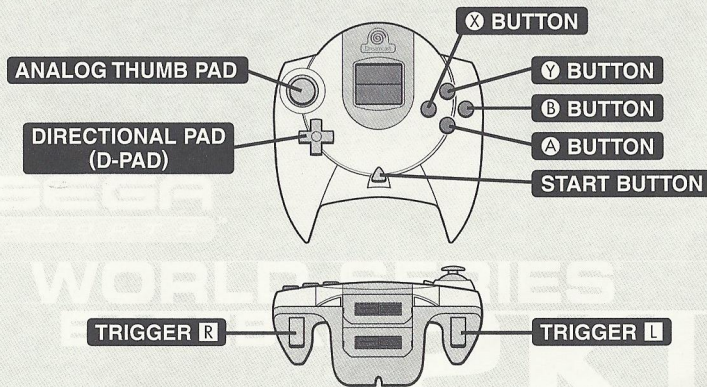**OPTIONS** . . . . Options.

The game reads the saved data automatically when the Start Button is pressed at title screen. Insert the memory card to Expansion Slot 1 of the Dreamcast Controller, connected to Control Port A.

A warning message will be displayed when there is no memory card connected to Expansion Slot 1. You may connect the memory card and try again, or play without being able to save.
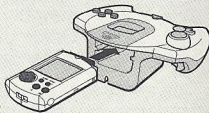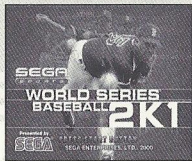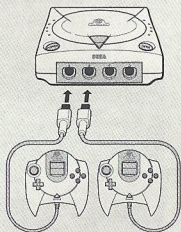
CONTROLS/GAME DISPLAYS

DREAMCAST CONTROLLER

X BUTTON
ANALOG THUMB PAD
Y BUTTON
B BUTTON
DIRECTIONAL PAD (D-PAD)
**A BUTTON**
START BUTTON

TRIGGER R
TRIGGER L

Note: World Series Baseball 2K1 is designed to be played with the Dreamcast Controller only. Operation with peripherals other than the Dreamcast Controller is not guaranteed.

MENU CONTROLS

Analog Thumb Pad/D-Pad ⬆⬇ . . Move cursor.
Analog Thumb Pad/D-Pad ⬅➡ . . Switch between menus/toggle setting.
Ⓐ Button/Start Button . . . . Enter selection.
Ⓑ Button . . . . Cancel selection/return to previous screen.

To reset the software and return to the title screen at any point during game play, simultaneously press and hold the Ⓐ, Ⓑ, Ⓧ, Ⓨ, and Start Buttons.

ACTION SCREEN
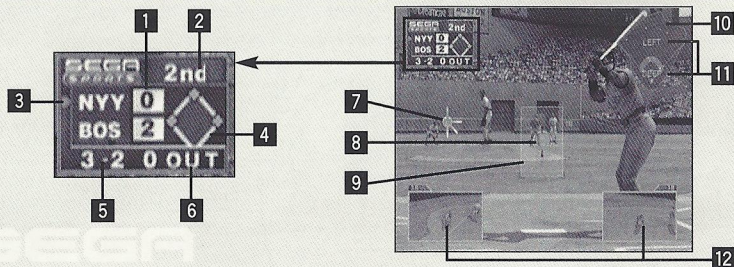
1. Current score.
2. Current inning.
3. Indicates the team batting.
4. Current runners on bases (bases occupied by the runner will be lit).
5. Current ball/strike count.
6. Current out count.
7. Pitch Type Selector/Pitching Gauge (see Pitching, p. 5).
8. Batter's Aim (see Batting, p. 6).
9. Strike zone.
10. Field Map (indicates the position of all players on the field).
11. Fielding Formation.
12. Whenever there is a base runner on 1st base, 3rd base, or both, these windows will be displayed. Since the runner on 2nd is within the view of the Pitching/Batting screen, no separate window will open.

FIELDING

Analog Thumb Pad + Ⓐ Button . . . . . Throw the ball to the selected base
Analog Thumb Pad + Ⓑ Button . . . . . Run to the selected base
Analog Thumb Pad Base Assignments ➡ - 1st; ⬆ - 2nd; ⬅ - 3rd; ⬇ - Home Plate

The defensive players field the ball automatically. For a stronger throw, enter the throwing command the instant the player fields the ball.
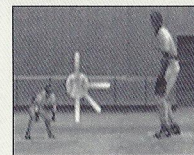
PITCHING

Analog Thumb Pad . . Select the type of pitch/aim/ select base to pick off
Ⓐ Button . . . . Pitch the ball
Ⓑ Button . . . . Pick-off throw
Trigger Ⓛ . . . . Shift Infield position
Trigger Ⓡ . . . . Shift Outfield position

To pitch the ball, you must first select the type of pitch. The Pitch Type Selector next to the pitcher shows his repertoire of pitches (the diagram to the right is for a right-handed pitcher). The direction of the graph indicates the pitches the pitcher can throw (the direction to press on the Analog Thumb Pad), and the length of it indicates the effectiveness.

Press the Ⓐ Button to begin the pitching motion. The Pitch Type Selector will change to the Pitching Gauge. Press Ⓐ again at the correct timing on the gauge for speed, control, and the movement of the ball. The top margin of the gauge will lower as the pitcher loses his stamina. Also, select the course of the pitch, just before releasing the ball, with the Analog Thumb Pad.

To pick off the runner, select the base with the Analog Thumb Pad, and throw the ball with the Ⓑ Button.

You can shift the fielding position in the pitching/batting screen with the Triggers Ⓡ/Ⓛ. Your selection will be displayed on the Field Map.
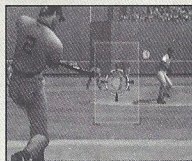

PITCH TYPE SELECTOR

FASTBALL
SCREWBALL — SLIDER
SINKER — CURVE
CHANGE-UP FORKBALL ETC.
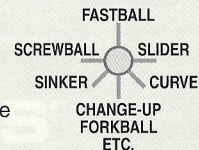
PITCHING GAUGE

BATTING

Analog Thumb Pad . . Move the Batter's Aim.
Trigger R . . . . Swing the bat.

To hit the ball, first you need to press and hold the Trigger R. Next, move the Batter's Aim with the Analog Thumb Pad to aim for the ball. At the correct timing, release R to swing the bat.

BATTER'S AIM

BASERUNNING/STEALING BASES

Analog Thumb Pad/D-Pad . . . . Select the destination base
Ⓐ Button . . . . Advance the base runner
Ⓑ Button . . . . Return the base runner

Pressing Ⓐ/Ⓑ alone will advance/return all base runners. To specify the base runner, press the Analog Thumb Pad/D-Pad and Ⓐ/Ⓑ simultaneously.

Entering the base running command while the ball is being pitched will make the base runner(s) steal the base(s).

REPLAYS

Occasionally, during the game, instant replays will play to spotlight an important or exciting play. Press the Start Button, and you will be able to control the replays.

Ⓧ Button . . . . Zoom the camera in.
Ⓑ Button . . . . Zoom the camera out.
Ⓐ Button . . . . Play/pause replay.
Trigger L . . . . Rewind replay.
Trigger R . . . . Fast forward replay.
D-Pad . . . . Move the center of attention.
Analog Thumb Pad . . . . Pan the camera.
Start Button . . . . Exit replay and return to game.

PAUSING THE GAME

Press the Start Button during the pitching/batting screen to pause the game and open the Menu Window.

CHANGE PLAYER . . . Select a player to pinch hit/run, or select a relief pitcher.
CHANGE POSITION . . Change the fielding position of the players on the field.
REPLAY . . . . ON/OFF.
CAMERA . . . . FRONT/INTERMEDIATE/OBLIQUE.
QUIT GAME . . . . Quit the game and return to the title screen.
EXIT . . . . Close the Menu Window and resume the game.

Note: Once the pitcher starts his motion, you may still press the Start Button to pause
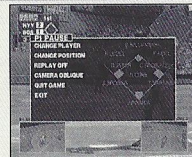
CHANGING THE PLAYERS

When CHANGE PLAYER is selected, a diamond with players eligible to be changed (all fielders if pitching; batters and base runners if batting) will be displayed. First, select the players to be replaced, and then press Ⓐ. A list of available bench players will be displayed. Select a new player to enter the game, and press Ⓐ to make the change

CHANGING FIELDING POSITION

CHANGE POSITION can be selected only when you are pitching. You may switch the fielding positions among the players currently on the field. As in CHANGE PLAYER option, a diamond with all fielders will be displayed. Select two players to switch positions between them.
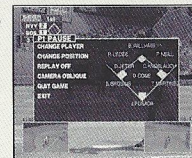
EXHIBITION

Play an Exhibition game against the CPU, or against another player.

Select the teams to be used in the game. You can use any one of the 30 major league teams, plus the All-Star team from each league.

Use the Analog Thumb Pad/D-Pad ⬆⬇ to cycle through the teams, and ⬅➡ to switch between the home team and the visiting team. Press Ⓐ to advance.

Select the ballpark to be played in. By default, the ballpark will be preselected to the home team's home field. Change the ballpark with ⬆⬇. Toggle the day or night setting with ⬅➡.

Select which team to control. Move the Dreamcast controller icon displayed on the screen with ⬅➡. The top icon indicates the Player 1 side (1P), and the bottom is the Player 2 side (2P). If the icon is kept at center, that controller will not be used. You can, if you choose, have the CPU play against itself by keeping both icons at center. Press Ⓐ to advance.
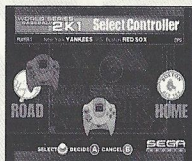
Next, select the options. Toggle each option setting with ⬅➡. Select OK and press Ⓐ to advance.

DIFFICULTIES . . . . AMATEUR/ROOKIE/VETERAN/
ALL-STAR/LEGEND
HANDICAP . . . . ON/OFF
REPLAY . . . . ON/OFF
CAMERA . . . .
FRONT/INTERMEDIATE/OBLIQUE
**INNINGS** . . . . 3 - 9

If you opt to play with Handicap ON, a window will open allowing you to adjust the Pitching and Batting handicap settings for both teams.
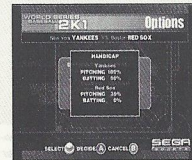
Next, you will be asked to select the starting pitcher. Select the starting pitcher with ⬆⬇. Switch between the teams with ⬅➡. Press Ⓐ to advance.
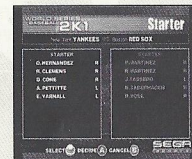
Finally, if you want to make changes to the starting lineup, select the player you wish to change with ⬆⬇ and press Ⓐ. Select another player from the lineup and press Ⓐ to switch their positions in the batting order, or select a player from the reserve squad on the bench and press Ⓐ to insert that player into the lineup. Switch between the teams with ⬅➡. Select OK and press Ⓐ to start the game.
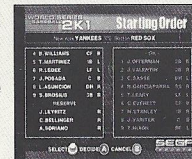
QUICK START

Play an exhibition game without worrying about which team to use, starting order, etc. In this mode, the CPU randomly selects two teams for you, leaving you only to choose which of the two teams you would like to control.

Move the controller icon to select which team to play with ◄►, and enter with Ⓐ. The game starts immediately.

Note: Although the teams are selected randomly, the same team will not be selected for both 1P and 2P sides. Also, All-Star teams will not be selected.

The game will be played in the home team's ballpark. If the home team is from the American League, the Designated Hitter rule will be in effect. Conversely, if the home team is from the National League, the pitchers will hit. The ace of the pitching staff will automatically be selected as the starting pitcher, and the teams' default lineups will be selected automatically.
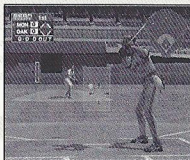
SEASON

Choose one of the 30 major league teams, and play through the season to aim for the World Series title in October.

STARTING THE SEASON

Select NEW GAME to start a new season, CONTINUE to load a previously saved game to continue, or EXIT to return to the title screen. If the VMU contains no Season data, CONTINUE will be dimmed and appear unselectable.

If NEW GAME is selected, you will be asked to select the team to be used. Use ⬆⬇ to cycle through the 30 teams, and press Ⓐ to make your selection.

Next, select the following options:

NO. OF GAMES 13/15, 26/30, 52, 104, 162
DIFFICULTIES . . . . AMATEUR, ROOKIE, VETERAN,
                                 ALL-STAR, LEGEND
HANDICAP . . . . ON/OFF
REPLAY . . . . ON/OFF
CAMERA . . . . FRONT/INTERMEDIATE/OBLIQUE
INNINGS . . . . 3 - 9
ALL-STAR . . . . ON/OFF

When all settings are completed, select GAME START and press Ⓐ to start the season.

Note: Interleague games and the All-Star Game occur only if the user selects to play a 52, 104, or 162-game season. Also, American League teams play 13 and 26 games when 13/15 and 26/30 are selected, and National League teams play 15 and 30 games.

When the season starts, the Today's Game screen will display all scheduled games of the day. A menu is displayed in the center.

Select PLAY BALL to play the game.

Note: If your team is not scheduled to play on this date, PLAY BALL will be dimmed and disabled.
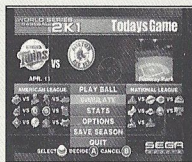
Select SIMULATE and the CPU will play the game for you. In a few moments, the linescore will be shown.

Select Result of Other Games to view scores of other games played on this day. Select Next to advance to the next day.

Select STATS to view the season statistics of all players. For details, see Looking at the Stats, p. 14.

Select OPTIONS and you will be able to modify the option settings you selected when your season began. You will not, however, be able to change the number of games in the season or the number of innings played in each game.
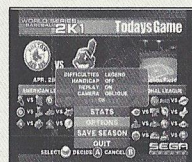
Select SAVE GAME to save the current game onto your VMU. You will be prompted to confirm the save.
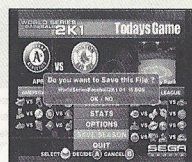
Select QUIT to quit and return to the title screen. You will be prompted whether to save the current game or not.
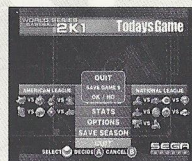
At the end of the season, if you have won your division or qualified as the wild card, you are on your way to the playoffs. You will continue your game in PLAYOFFS mode. If you fail to qualify, your season, and the game, is over.

LOOKING AT THE STATS

If the user selects STATS, the standings for teams in the division the user's team belongs to will be displayed. Press the Analog Thumb Pad/D-Pad ⬅️➡️ to move the cursor left or right and highlight any team's stats and records for the season. Change teams by pressing ⬆️⬇️. Press the Triggers L/R to cycle between the six major league divisions, the two leagues, or all 30 teams. Press Ⓨ to display the teams in the order of the selected record. Press Ⓐ to advance to the Stats screen, or press Ⓑ to return to the Today's Game screen.

If the user presses Ⓐ on the Standings screen, a Stats menu will be displayed with the following options: SCHEDULE, STANDINGS, LEAGUE LEADERS, TEAM LEADERS, and BACK. Select BACK to return to the previous screen.

SCHEDULE will show the team's schedule for each month. Use ⬅️➡️ to view schedules of the previous or following month. Press Ⓑ to return to the previous screen.

STANDINGS will show the team's record compared against the other teams in the league. Use ⬆️⬇️ to look through the teams. Press Ⓑ to return to the previous screen.

LEAGUE LEADERS will show individual players' batting or pitching statistics for each league. Use the D-Pad to select the category, and press Ⓐ to view. In each statistic screen, use ⬅️➡️ to look through the statistics, and ⬆️⬇️ to look through the players.

TEAM LEADERS will show the statistics of individual players of the selected team. Select either BATTING or PITCHING to view statistics of each category.

PLAYOFFS

Choose from the CPU-selected teams and aim to be the World Champs. If you have qualified for the Playoffs in Season mode, you will continue the game through this mode.

STARTING THE PLAYOFFS

Select NEW GAME to start a new game, CONTINUE to load a previously saved game, or EXIT to return to the title screen. If the VMU contains no Playoffs mode data, CONTINUE will appear dimmed and unselectable.
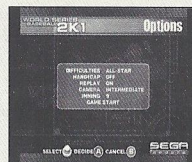

If NEW GAME is selected, the user will be asked to select where to begin the playoff from: the Division Series™, the League Championship Series, or the World Series.

Next, select the following options:

DIFFICULTIES . . . . AMATEUR/ROOKIE/VETERAN/
                    ALL-STAR/LEGEND
HANDICAP . . . . ON/OFF
REPLAY . . . . ON/OFF
CAMERA . . . . FRONT/INTERMEDIATE/OBLIQUE
INNINGS . . . . 3 - 9

When all the settings are completed, select GAME START and press Ⓐ to start the season.

At this point, the CPU will begin simulating the entire season. As the season progresses, status bars next to each team will lengthen in size depending on the number of games won. After 162 games, the eight playoff qualifiers will appear highlighted and all others will appear dimmed.

Next, a tree featuring the eight playoff teams will appear. If you have chosen to begin Playoffs mode from the League Championship Series™ or the World Series, the CPU will continue to simulate through to the round you have selected. If you have chosen to begin Playoffs mode from the Divisional Series, you are ready to begin. Highlight the team you would like to control, and you are ready to play ball.

DURING THE PLAYOFFS

As in Season mode, you have a choice of simulating the game or playing it yourself. You may also change option settings, save the current game, or exit the Playoffs mode.

You will continue playing until you reach the World Series. If you fail to win a series at any point in Playoffs, the game will be over.
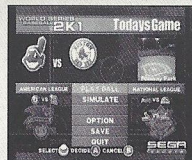
CUSTOMIZE

You can customize your team by changing the pitching rotation and the starting lineup, acquiring players through trades, or by creating original players. You can even create your own All-Star squad.

In the CUSTOMIZE mode menu screen, you have the following options:

TEAM EDIT . . . . Edit Pitching Staff and Starting Lineup.
PLAYER CREATE . . . . Create original players.
ALL-STAR EDIT . . . . Create your own All-Star Team.
TRADE . . . . Trade players.
EXIT . . . . Return to the title screen.

TEAM EDIT

You can customize any team's Pitching Staff and Starting Lineup.

First, select the team to be edited.

Next, select which to edit: the Pitching Staff or the Starting Lineup of the team selected.

With Pitching Staff, there are Starters, Relievers, and Closers. You can reassign the pitchers to your preference.

Select the pitcher and press Ⓐ. Select another pitcher and press Ⓐ again to switch assignments between them.
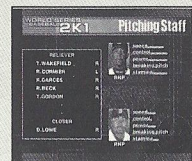
In Starting Lineup, there are four default lineups: two against the right-handed pitcher and two against the left-handed pitcher, each with and without the Designated Hitter.

First, select which one of the four lineups is to be edited. Then, select whether to edit the batting order or the fielding position of the players.
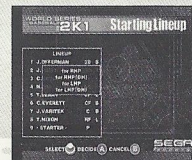
Next, select two players to change batting order or fielding position. If you are changing the batting order, you may select from the reserve players as well.
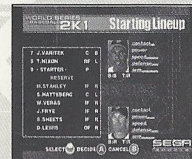
When all changes are completed, press Ⓑ to exit TEAM EDIT, and return to the CUSTOMIZE mode menu screen. The CPU will ask whether or not you would like to save the changes to your VMU.
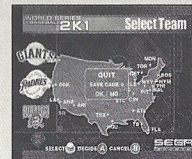
PLAYER CREATE

You can create up to 25 original players.

First, select the player to be created or edited.

Note: If the player selected is already on a team, that player cannot be edited.

Next, enter the following player information:

TEAM . . . . Model uniform to be worn.
FIRST INITIAL . . . . Initial of the player's first name.
LAST NAME . . . . You may enter up to 13 letters.
UNIFORM NUMBER . . . . The number the player wears.
POSITION . . . . The position the player plays.

When entering the last name, use ◀▶ to select a letter, Ⓐ to enter, and Ⓑ to delete. Press the Start Button when done.

Select NEXT to advance to the next screen, or BACK to return to the previous screen.

Note: The TEAM here refers to the sample uniform worn by the default player in PLAYER CREATE mode. Selecting this does not put the created player onto the

Now, select the following player parameters:

BUILD . . . . Body shape (3 types available).
FACE . . . . Select from 20 types.
MITT . . . . The glove the player wears.
BAT . . . . The bat the player uses.
BATTING GLOVE . . . . The batting glove the player wears.
SHOES . . . . The shoes the player wears.
WRISTBAND . . . . The type of wristband the player wears.
SOCKS . . . . The type of socks the player wears.
ELBOW GUARD . . . . The type of elbow guard the player

Next, select the following parameters:

THROWING . . . . The arm the player throws the ball.
BATTING . . . . The side the player bats from.
BATTING FORM . . . . The style the player swings the bat.
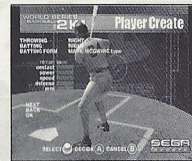
Also, allocate the remaining ability points to modify the player's ability:

contact . . . . Ability to hit the ball.
power . . . . How strong the player hits the ball.
speed . . . . How fast the player runs.
defense . . . . Player's fielding ability.

Note: On each of the parameter screens, select NEXT or BACK to cycle through the two (or three, depending on the position selected) screens. Select OK when complet-

If you are creating a pitcher, you will have additional parameters to work with:

PITCHING FORM . . . . How the player pitches the ball.

And allocate these pitching abilities:

speed . . . . How fast the player pitches.
control . . . . How accurate the player pitches.
power . . . . How hard the player pitches.
breaking pitch . . . . How well the ball breaks.
stamina . . . . The player's endurance.

Finally, allocate the ability to throw different types of pitches (except for the fastball): slider, curve, sinker, screw, and the 5th pitch.

The first four types of pitches are common to all pitchers. You may select the different 5th pitch through SELECT STUFF.

When all steps are competed, press B to exit PLAYER CREATE. You will be prompted to save the changes made.

The players created will be listed under Free Agent. You can acquire these players by selecting Free Agent in TRADE (see next page).
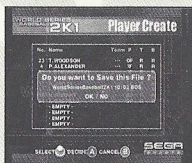
ALL-STAR EDIT/TRADE

You can create your own All-Star team, or make a one-for-one trade with players on any team regardless of the team you are using in the Season/Playoff modes.

Both ALL-STAR EDIT and TRADE are performed in a same manner.

On the screen, rosters of two teams are displayed. (For ALL-STAR EDIT, the team on the left is the AL or NL All-Star team, and the team on the right is the roster of a team from the respective league. So, for example, if the AL All-Star team appears on the left side, only American League teams will appear on the right side.)

Use ◀▶ to select the teams involved in the trade, and use ▲▼ to highlight the specific players involved. Pressing the Triggers L/R will allow you to highlight the team on the left or the team on the right. When you have highlighted the two players to be traded, press Ⓐ. The CPU will prompt you to confirm the trade. Select OK and press Ⓐ to complete the transaction.
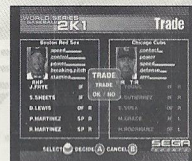
When you have finished making transactions, press Ⓑ to exit and return to the CUSTOMIZE mode menu screen.
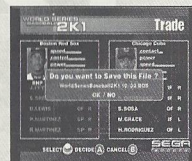
Note: In ALL-STAR EDIT, even though the players exchange places on the screen, only the All-Star Team is being edited.

In TRADE mode, you may trade players in different fielding positions (i.e. an outfielder for a catcher). However, the only condition is that you must keep the number of position players between 12 and 16, and the number of pitchers between 9 and 13.

OPTIONS

In OPTIONS, you can adjust the following settings:

SOUND . . . . STEREO/MONAURAL
DIFFICULTIES . . . . AMATEUR/ROOKIE/VETERAN/
ALL-STAR/LEGEND
INNINGS . . . . 3 - 9
LOAD . . . . Loads previously saved settings.
SAVE . . . . Saves the settings.
EXIT . . . . Exits to the title screen.

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24