

THE MAJORS PRO BASEBALL™



Move Up To the Big Leagues!



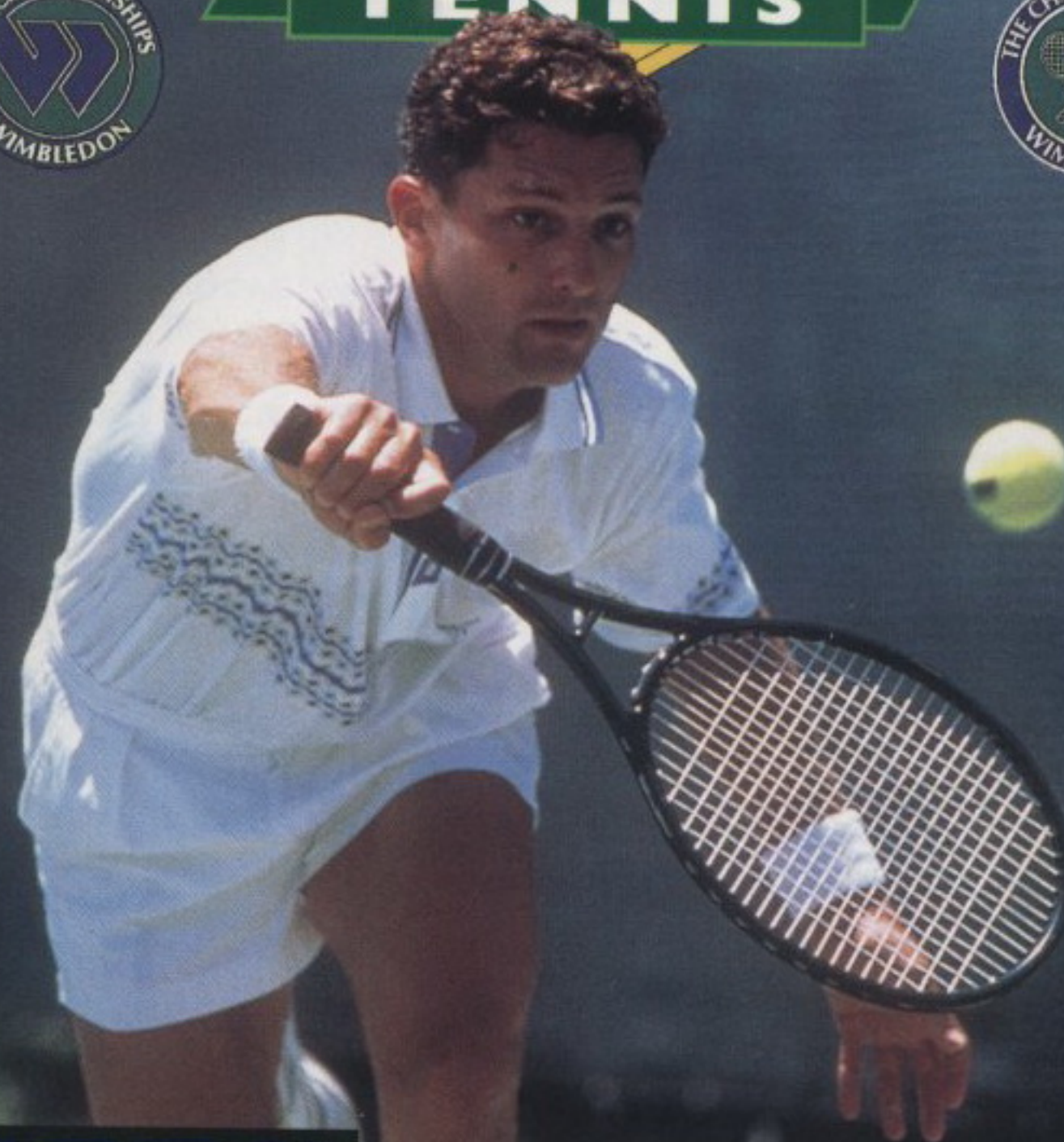
Battle for the Pennant, with the real Major League Players, all batting and fielding according to their real statistics!

COMING IN CHRISTMAS '92!

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Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

WIMBLEDON™ TENNIS



SEGA™
GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM



Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual. For two-player games, use the Gear-to-Gear Cable™ (sold separately) to connect the Game Gear units.
2. Make sure the power switch is OFF. Then insert the *Wimbledon Tennis* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the *Wimbledon Tennis* Title screen will appear.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

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

Note: *Wimbledon Tennis* is for one or two players.

Gear-to-Gear Cable Input

Insert Sega Cartridge



Smash!

Grass courts. Champagne and strawberries. The top tennis players anywhere. Heart-stopping action from beginning to end. That's Wimbledon, and you're on center court!

Play begins at lightning speed, and the pace quickens as you advance. Before you enter the Tour, evaluate your skills in a Free Match or two against any one of the sixteen opponents. Work on your weak points and learn how to use your strengths to your advantage.

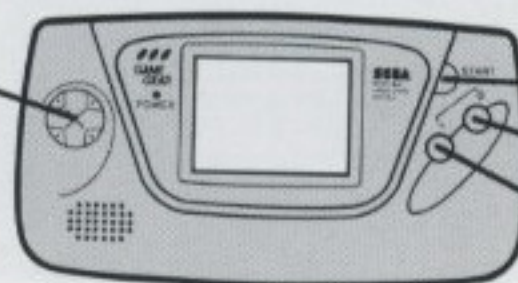


Now it's time to take on the 'cream of the crop' in four prestigious tournaments. Use your power to blast service aces... set your opponent up with a deep lob, then smoke a passing shot by him into the open court... match your opponent stroke for stroke in a baseline duel... rush the net and force the action. Sega's Wimbledon

Tennis lets you experience the true drama and ceremony, along with the furious action of world-class tennis!

Take Control!

Directional Button
(D-Button)



Start Button

Button 2

Button 1

D-Button

- Press to move the marker in decision screens.
- Press to move your player in any direction on the court.
- Press when serving or volleying to control the direction of your shot.
- Press up when serving or volleying to hit a topspin shot; press down to hit a slice.

Start Button

- Press to start the game.
- Press to pause the action; press again to resume play (see page 12 for details).

Button 1

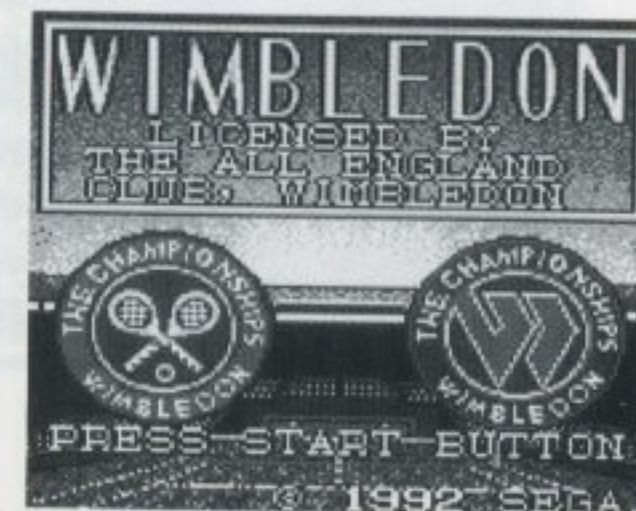
- Press to cancel a selection or return to the previous screen.
- Press to toss the ball and hit a low, flat serve.
- Press to return your opponent's serve or volley with a low, flat shot.

Button 2

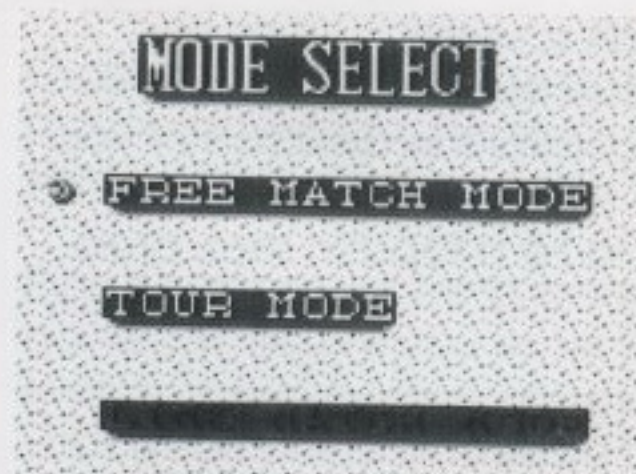
- Press to enter a selection.
- Press to toss the ball and hit a high, lob serve.
- Press to return your opponent's serve or volley with a high, lob shot.

Getting Started

The Title screen follows the Sega logo. Press the Start Button to advance to the Mode Select screen.



Mode Select

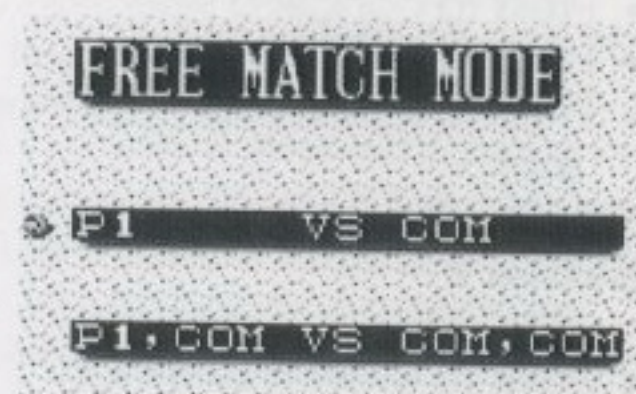


Choose one of three modes: Free Match (practice), Tour (pro tournament circuit) and Link Match (you take on a friend). Press the D-Button up or down to place the marker next to your choice, then press Button 2 to enter.

Note: In order to play in the Link Match Mode, you must have two Game Gear units, two Wimbledon cartridges and a Gear-to-Gear™ Cable (sold separately).

Free Match

Before you go head-to-head with the pros, you should play a few practice matches. You can play a singles or doubles match. Place the marker next to your choice using the D-Button, and enter your selection by pressing Button 2.



P1 vs. COM-

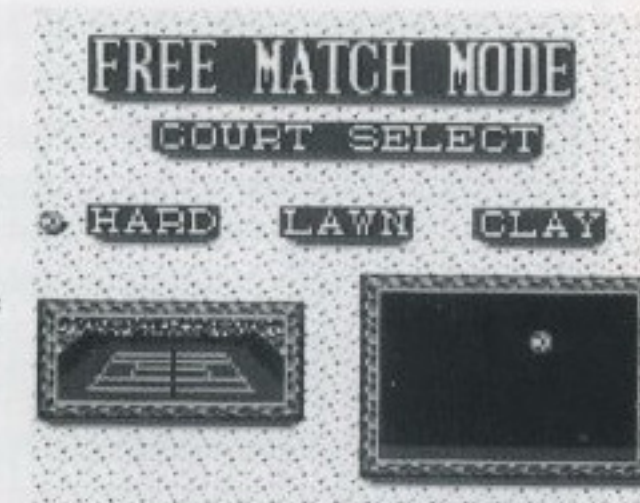
Play a singles match against a Computer-controlled opponent.

P1, COM vs.
COM, COM-

Join a Computer-controlled partner in a doubles match against two Computer-controlled opponents.

Choose a Surface

There are three basic types of court surfaces: clay, hard and grass. The speed and bounce of the ball differs from one surface to the next. Place the marker next to each type of surface and watch the box in the lower right corner of the screen. It shows the action of the ball as it bounces off the surface. Place the marker next to your choice and press Button 2.



Set Select



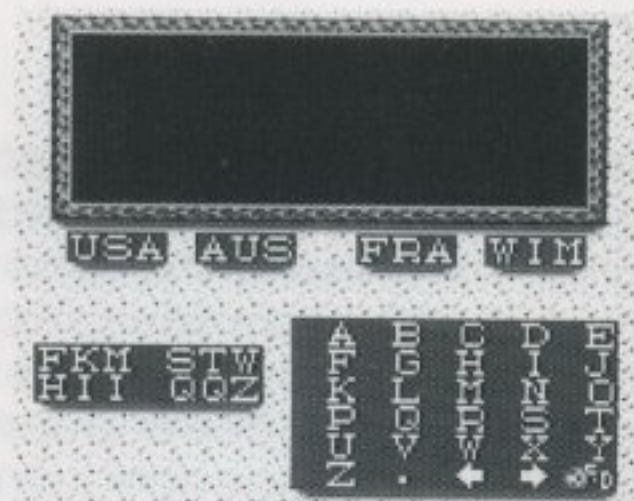
You can play a 1-Set or 3-Set Match (the 3 Set Match is actually the best two-out-of-three). Place the marker next to your choice and press Button 2.

Password

This is your chance to give your Tour Mode player a little practice before the next tournament. (See "The Ultimate Challenge" for more details on Tour play.) You can scout potential opponents and prepare a strategy. After choosing the number of sets, the Start/Password screen appears. If you want to enter a password, select Password and press Button 2.



To enter a character, place the marker to the left of it using the D-Button and press Button 2. (Pressing Button 1 at any time reveals the previous screen.) There are twelve characters in each password. After the final character has been entered, the marker appears next to ED. Press Button 2. If you entered the password correctly, any championships your player has won so far appears in the form of trophies at the top of the screen. Press Button 2 or the Start Button.



Your Tour Mode player's rating screen appears. Select a name for him by entering characters as you did for the password, and press Button 2 when you're finished. You can enter up to six characters.

Player Select



Sixteen of the top players in the world have made their services available. Choose to practice against any one of them. Press the D-Button up or down to scan through the list. The player's name, country and the type of game he plays are displayed beneath his picture, and his ratings are shown on the right side of the screen.

Each player is rated in three areas: Speed, Power and Skill. The maximum rating is 20, and the minimum is 1. When you're just starting out, it's a good idea to pick a high-rated player for yourself, and a lower-rated opponent. When the player you want is revealed, press Button 2. Select the Computer's player in the same manner.

There are three different styles employed by the players:

Baseline Player-	Plays back near the baseline and waits for his opponent to make a mistake.
Net Player-	Rushes to the net, forcing the action.
All Rounder-	Mixes baseline shots with rushes to the net.



The Vs. screen appears next, setting the stage for the match to come. Press Button 2 to begin play.

The Ultimate Challenge!

After you select Tour Mode in the Mode Select screen, the Start/Password screen appears. Select Start and press Button 2 if you're just beginning. If you're continuing a game started earlier, select Password and press Button 2.

Enter the password as you did in the Free Match Mode. When you've finished, make sure that the marker is next to ED and press Button 2.

The Name Entry screen appears next. You create a player whose skills gradually improve as you play. First, note the letter grid on the right side of the screen. Select a letter by placing the marker to the left of it using the D-Button, and enter the letter by pressing Button 2. You can enter as many as six letters, at which time the marker moves to "ED." Press Button 2. If you enter less than six letters, you must move the marker to ED by pressing the D-Button. **Note:** If you're continuing a game you started earlier, you can enter a new name for the same player.

Select a 1-Set or 3-Set Match as you did earlier. Press Button 2. This selection applies to all the matches you play in this session in the Tour Mode.

The pairings for the first tournament, the American Open, appear. Find the name you entered, and check to see who your first-round opponent is. Scan the entire screen by pressing the D-Button up or down. When you're ready to go on, press Button 2.



Your player starts with no rating, and you are given 15 points to distribute as you see fit. Place the marker next to the area you want to strengthen, and press Button 2. To take a point from one area, press Button 1, then place it in the desired area as before. After you've distributed all of your points, move the marker to "Exit" and press Button 2.

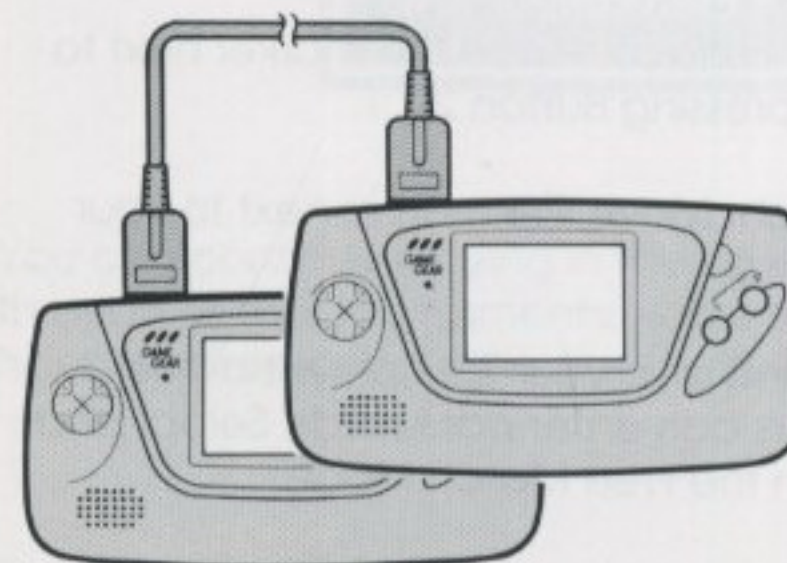


The Vs. screen appears, displaying the contestants in the following match. Press Button 2 to begin play!



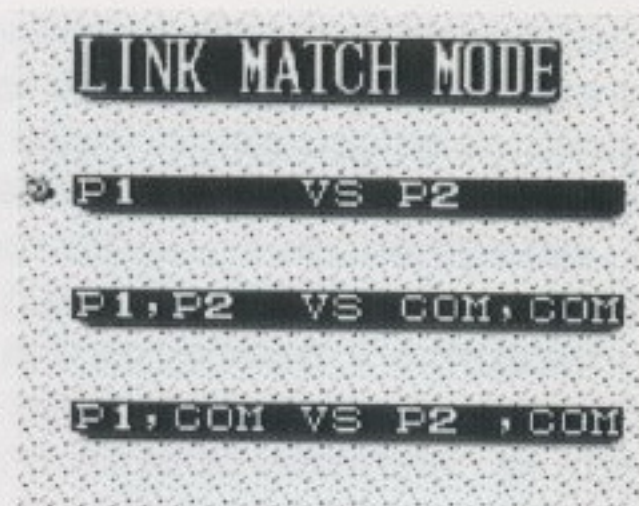
Note: Between matches in the Tour Mode, a password screen appears. Write down the password so you can continue play at a later time.

One-on-One!



Try your hand against a friend in one of three types of matches. First, make sure that the power is turned OFF on both Game Gear units. Then connect the Gear-to-Gear™ Cable, insert both Wimbledon Tennis cartridges and turn the power to both units ON.

Either player can make the choice at the Mode Select screen. That player becomes player one (P1) and must then choose a mode at the Link Match Mode screen. Place the marker next to the desired mode and enter by pressing Button 2. Choose any one of the following:



P1 vs. P2-	Take on a friend in a singles match.
P1, P2 vs. COM, COM-	Team up with a friend in a doubles match against two Computer-controlled opponents.
P1, COM vs. P2, COM-	You and a Computer-controlled partner match skills with your friend and another Computer-controlled player in a doubles match.

Next you must select a court surface. Place the marker next to your choice and enter it by pressing Button 2.

Choose a 1-Set or 3-Set Match. Move the marker next to your choice and enter with Button 2.

You can enter a password and give your Tour player a little practice. One or both players can enter passwords. Select and enter the letters as you did in the Free Match Mode.

Following the first game of each set, and then every two games thereafter, the players change ends of the court. Don't let this shake your concentration, because the opponents certainly don't!

Grand Slam

The Tour consists of four prestigious tournaments: the America, Australia, France and Wimbledon Opens. Eight players (including the one you created) will vie for the trophy. Each tournament is broken into three rounds. In the first round, the eight players are paired off (by the Computer) and play each other. The four winners are then matched up, with the two remaining players slugging it out for the championship.

You begin the Tour with 15 points to use in strengthening your player. The better you perform in each tournament, the more points you can collect, as shown below:

Win 0 Matches = 2 Points
Win 1 Match = 4 Points
Win 2 Matches = 8 Points
Win Tournament = 15 Points

You can continue playing in the Tour Mode even after going through all four tournaments. Remember that the competition has been improving right along with you!

Pause Screen

Pressing the Start Button in between points pauses the action. While the game is paused, the set and game score for the match in progress is displayed. Press Start again to return to the court.

PAUSE				
	I	II	III	
MICK	6	3		30
EVANS	1	2		0

Scoring

Point: A point is scored when the opponent cannot return the ball from his side of the net, either due to a good attack on your part or a mistake on your opponent's part. The first point won brings that player's score to 15. The next point raises the total to 30. The third point won gives that player a score of 40, and the fourth point (as long as the other player has won less than three points) wins the game.

Game: One game is normally won by the first person to win four points. You will sometimes reach a point in the game where each of the players have won three points (40-40). This situation is called "Deuce," and to win the game, one of the players must succeed in gaining a two-point advantage over his opponent.

Advantage: In a game that has gone to Deuce, the first player to score a point from Deuce has the advantage (represented by the letter A). That player can win the game by winning the next point.

Set: One set is normally won by the first player to win six games. The winning player must have won at least two games more than his opponent, or the set continues.

Match: In either the Free Match Mode or the Tour Mode, you can choose to play a 1-Set or 3-Set Match. In the case of a 3-Set Match, the first player to win two sets wins the match.

Tiebreaker: In the Tour Mode, if the deciding set of a match is tied with each player having won six games, a tiebreaker begins. Instead of the normal scoring format, each point won counts as one point. The tiebreaker starts with a player serving once, then for the remainder of the game each player serves twice in succession.

The winner is the player who first reaches seven points (providing he has at least a two-point lead over his opponent). If the lead is only one point, play continues until one of the players is able to establish a two-point edge. That player wins the tiebreaker and the match.

Let: If a served ball hits the net and falls over into the service court, it's a Let serve. The server still gets two chances to make a good serve.

Fault: When a served ball does not land inside the proper area. It may be long, wide to one side or has simply hit the net and fallen back into the server's court. In any case, if the server commits two faults on one point, it's called a Double Fault and the opponent receives one point.

Net: When a ball hit by either player (not a serve) hits the net and falls on the player's own side of the net. The player who hit the ball into the net gives up one point.

Miss: Occasionally you may misjudge the height or speed of the ball and find yourself out of position. If the ball strikes your player's body or racket, the word "Miss" appears and your opponent gets one point.

Break (Point): The server normally has the edge, and wins most of his service games. There are times, though, when the receiver has a chance to win on his opponent's service. When the receiver's score reaches 40, winning one more point gives him the game. This is called Break Point. Depending on how many points the server has, the receiver could have as many as three chances to "break" his opponent's serve.

Crowning Touches...

- Play several matches in the Free Match Mode, using players with various strengths and abilities, before attempting to join the Tour.
- Don't give up on a ball if you swing and miss. If you're quick, you can catch up to it and hit it before it bounces a second time!
- Always try to get back to the center of the baseline after you make a shot. If your opponent catches you standing off to one side, he'll blast a winner into the open court. Staying near the center gives you a better chance of returning almost any shot.
- Occasionally your player will dive for a ball, or hit an overhead smash. These actions are controlled by the Computer, and depend on height of the ball when hit, or the position of your player in relation to the ball.
- Don't get discouraged if you have difficulties at first. Success requires not only quickness and power, but good strategy and a lot of practice. Keep playing and you'll certainly improve!

Handling This Cartridge

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

Grand Slam Scorebook

America Open

Opponent	Set Score	W/L	Password

Australia Open

Opponent	Set Score	W/L	Password

France Open

Opponent	Set Score	W/L	Password

Wimbledon Open

Opponent	Set Score	W/L	Password

Limited Warranty

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

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at:

1-800-USA-SEGA

DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.