

SEGA®

Major League



The on-screen regulation sized ball park is another first for SEGA, the result of scrolling the screen vertically and horizontally so as to correlate with the movements of the ball.

In addition, a CONTROL-BALL that manipulates the speed and direction of game play also provides the player with the ability to maneuver realistic and high action plays.

Major League

GAME FEATURES

★ A FAST ball with speeds up to 170 KPH, along with various other types of pitches, can be thrown as strategy dictates.

★ Everything from BUNTS to HOMERS can be hit.

- OPEN/SQUARE/CLOSED stance may be selected to maximize your batting efficiency.

★ RUNNING plays, including feetfirst SLIDES.....

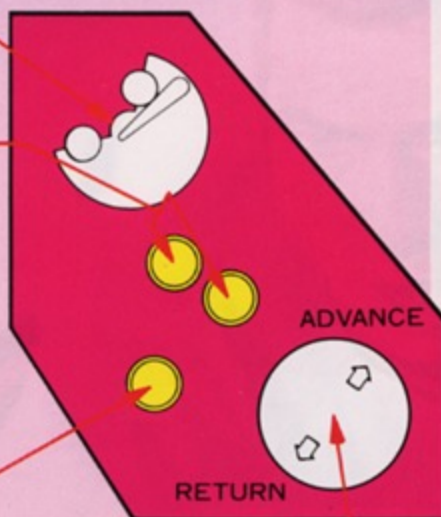
- Various scenes which depict the realism of steals, touch-up plays, etc. are vividly displayed on the screen, with the runner's speed only limited by how fast the CONTROL-BALL can be rotated.

★ CONTINUE PLAY anyone?

- This irresistible feature allows for the game to be continued when the allotted time has expired, and is sure to tempt a player into competing right up to the 9th frame or even into extra innings.

OFFENSE

- The SWING lever has a FAKE BUNT feature.
- Select either an OPEN or CLOSED stance.
- Push this when selecting a PINCH HITTER, next roll the CONTROL-BALL, and then push the button again.
- For SLIDING, push this while running.
- By using the CONTROL-BALL, the speed and direction of the running, run backs and steals can be controlled.



DEFENSE

- To select a RELIEF PITCHER, push this button, roll the CONTROL-BALL, then push the button again.

- Throw a FAST ball by quickly turning the CONTROL-BALL.
- Roll the CONTROL-BALL in the desired direction to throw strikes, balls or to hold the runner on base.

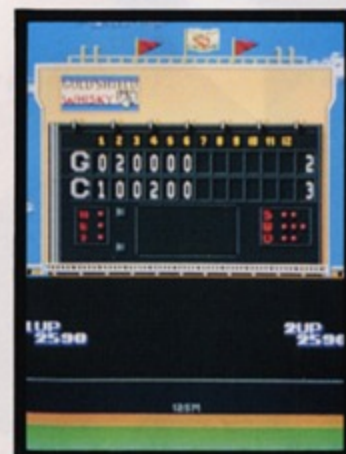
- CURVE/BREAK/FORK balls can freely be selected.

- THROW: Roll the CONTROL-BALL in the desired direction.

- To pursue a hit ball, keep this button pressed down and quickly spin the CONTROL-BALL in the desired direction.
- To pursue the runner after catching or picking up the ball, keep the button pressed down and rotate the CONTROL-BALL.

PITCHING

INFIELDER
OUTFIELDER



SPECIFICATIONS FOR THE UPRIGHT (UNIVERSAL CABINET) TYPE

- Dimensions:
24.8 in., 63 cm. (W)
37.8 in., 96 cm. (D)
70.1 in., 178 cm. (H)
- Power supply:
AC 100 - 230V
50 60 Hz
190 W



SEGA creates a "High Tech Life"

Design and specifications subject to change without notice. SG-8601E

SEGA®

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