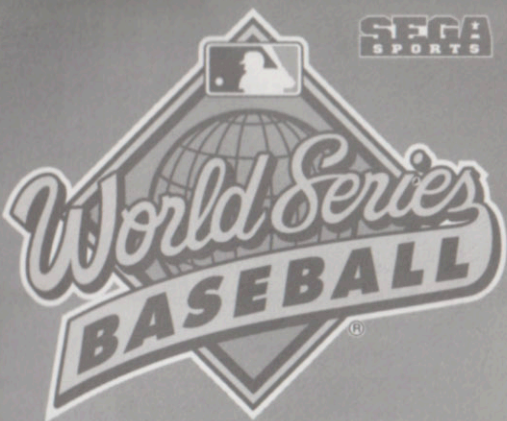



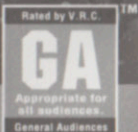
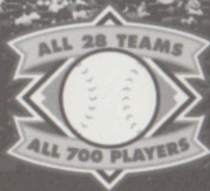
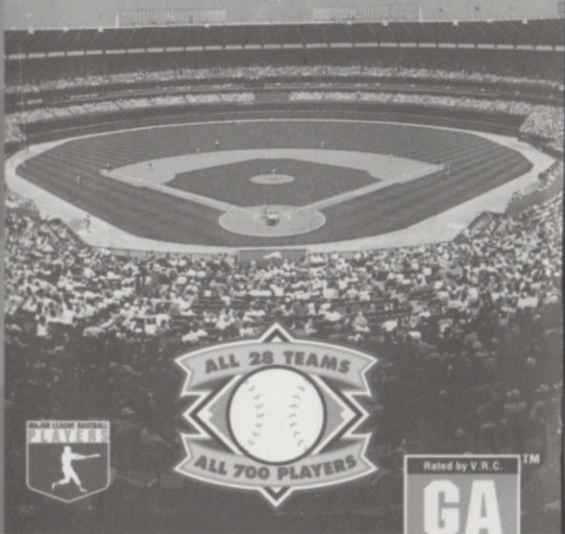
GENESIS™

SEGA
SPORTS



World Series
BASEBALL®

INSTRUCTION MANUAL



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EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO 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 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.**

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Step up to the plate!

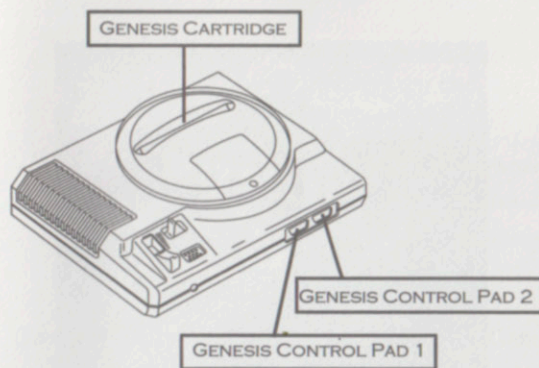
You're Mitch "Wild Thing" Williams, on the mound in the bottom of the ninth. Joe Carter's at the plate. The game's on the line. Throw him a fast ball high and inside. Then catch the outside corner with a slider. But hang one in the strike zone and Carter could take you deep . . .

It's *World Series® Baseball* from Sega Sports — the most realistic baseball action you can find! With all the real players — complete with real player attributes — from all 28 major league teams. Plus many off-season trades and free agent moves. All 28 home ballparks. The new 6-division major league alignment. Complete season, playoff and World Series intensity. Play-by-play commentary. Player stats. And everything else you'd expect from a major league baseball game!

On the mound as Tom Glavine, Jack McDowell or Mark Langston, use your pickoff move to keep the runner on first close to the bag. Position your infielders and outfielders for every situation. Then choose your pitch and deliver . . . it's a strikeout!

Step into the box as Barry Bonds, Kirby Puckett or Tony Gwynn. Make contact for an RBI single, swing for the fence, or drop down a sacrifice bunt. Read the pitch and time your swing against Major League Baseball's toughest pitchers. It's going, going, gone!

Starting Up



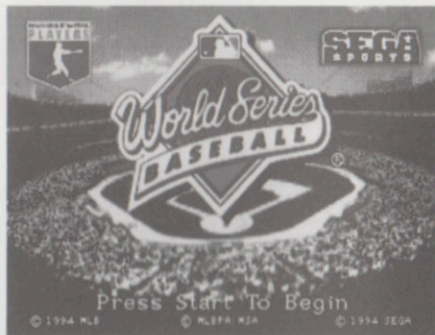
1. Set up the Genesis system and plug in Control Pad 1. For 2 Player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF. Insert the *World Series Baseball* game into the console and press down **firmly**.
3. Turn the power switch ON. In a few moments the Sega screen will appear.
4. Press **Start** when the Title screen appears.

Important: If you don't see the Sega screen, turn the power switch OFF. Make sure the Genesis system is set up correctly and the cartridge is **firmly** inserted in the console. If the system is connected to a TV, make sure it's turned to the correct channel (3 or 4). Then turn the power switch ON again.

Always make sure the power switch is OFF before inserting or removing the Genesis game cartridge.

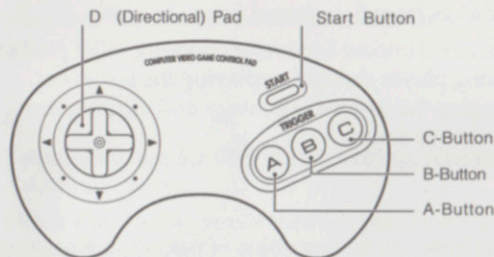
Note: *World Series Baseball* is for 1 or 2 players.

World Series Baseball Title Screen



When you begin play, you'll see a brief introduction followed by the *World Series Baseball* Title Screen. Press Start at the Title Screen to advance to the Game Select Screen. If you don't press Start within a few seconds, you'll see a demonstration of *World Series Baseball*. To return to the Title Screen, press Start at any time.

Take Control!



Game Setup for League Play and Exhibition Games

Start

- Advances to Game Select Screen from the Title Screen.
- Activates Season, Exhibition, Batting Practice and Home Run Derby modes.

D-Pad

- UP/DOWN moves highlighter on Game Select and Options Screens.
- LEFT/RIGHT scrolls through options on Options Screens for Season, Exhibition, Home Run Derby and Batting Practice.

A-Button

- Changes highlighted settings on Options Screens (C-Button also does this.)

Game Action for League Play and Exhibition Games

Start

- Advances from Scoreboard Screen to game.
- Activates Timeout Screen for choosing relief pitchers, making player changes, replaying the last at-bat, changing the defensive strategy and viewing the Scoreboard Screen.

D-Pad

- On offense, controls position of batter's contact zone.
- On defense, controls pitch placement.
- On defense, overrides Auto Fielding and moves controlled fielder.
- On defense, controls direction of fielder's throw.
- Scrolls through Options on Timeout Screen.

A-Button

- On offense, chooses Contact as Hitting Option.
- On offense, after you select the Hitting Option, squares batter around for sacrifice bunt.
- Chooses highlighted selections on Timeout Screen.

B-Button

- On offense, chooses Normal as the Hitting Option.
- Chooses highlighted selections on Timeout Screen.

C-Button

- On offense, chooses Power as the Hitting Option.
- Chooses highlighted selections on Timeout Screen.

Game Setup for Home Run Derby and Batting Practice

Start

- Advances to Scoreboard Screen from the Game Select Screen.

D-Pad

- In Batting Practice, scrolls through batting, pitching and stadium options.
- In Home Run Derby, scrolls through player, stadium, pitch speed, rules and records options.

A-Button

- In Batting Practice, changes selected option (C-Button also does this.)
- In Home Run Derby, changes selected options, except for Rules and Record (C-Button also does this.)
- Selects teams and players.

Game Action for Home Run Derby and Batting Practice

Start

- Advances from Scoreboard Screen to game.

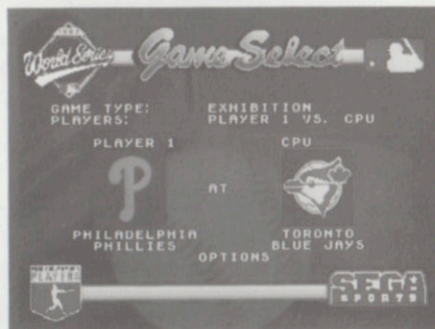
D-Pad

- Adjusts the hitter's contact zone (represented by circle).

C-Button

- Makes batter swing.

Game Select Screen



Press Start at the *World Series Baseball* Title Screen to advance to the Game Select Screen. At the Game Select Screen, choose from the following games:

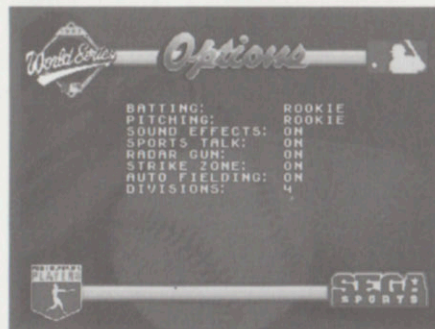
Exhibition Game - Choose your favorite Major League team and play against the computer or another player.

League - Select a major league team and get ready for full season action.

Home Run Derby - Each batter gets 10 outs to prove himself as home run king. For every home run, you pocket a \$1000 cash prize. But every hit that doesn't clear the fence counts as an out.

Batting Practice - Get ready for the big leagues by taking some practice cuts.

Options Screen



Select game options for Exhibition and League Games. Use the D-Pad to choose:

Batting Level — Rookie, Veteran or All-Star

Pitching Level — Rookie, Veteran or All-Star

Sound Effects — turns crowd and player noise ON/OFF

Sports Talk — turns play-by-play commentary ON/OFF

Radar Gun — turns pitch speed display ON/OFF

Strike Zone — turns strike zone bracket display ON/OFF

Auto Fielding — turns automatic fielding ON/OFF

Note: you can override Auto Fielding at any time by pressing the D-Pad.

Divisions — toggles between six and four-division league formats

Season Length — choose from a 13, 26, 52, 104 or 162-game season

Setting Up the Home Run Derby



Choose Home Run Derby on the Game Select Screen by pressing Start. Then customize your Home Run Derby by selecting:

Number of Players:

1 - 8 players

Stadium:

Choose one of the 28 Major League Ballparks

Pitch Speed:

70 - 79 mph, 80 - 89 mph, and 90 - 99 mph

Rules:

Review the rules of the Home Run Derby

Records:

See a listing of the biggest Home Run Derby money winners

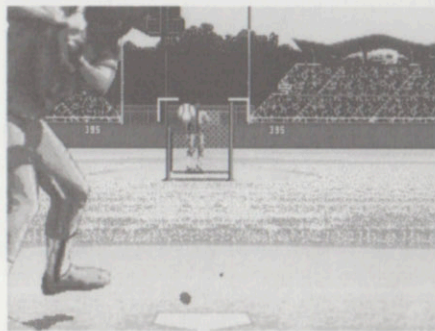
Press Start to advance to the Batting Screen.

Batter - Choose between American and National League by pressing the A-Button. Then choose the team by using the D-Pad to scroll down to your team. Press the A-Button to advance to the Lineup Screen.

Lineup - Use the D-Pad to scroll down through the roster to the desired batter. Check out the individual performance stats for each player. Press the A-Button to select a batter and return to the Batting Screen.

From the Batting Screen, press Start to bring up the Scoreboard Screen for the Home Run Derby.

Playing the Home Run Derby



Scoreboard - The Derby Scoreboard Screen lets you know which player is up, the number of home runs he's hit, the number of outs left, the longest home run, and the at-bat status. Press any button to advance to the Batting Screen.

Batter's Box - You'll see the batter's view of the field when you're waiting for the pitch. After every pitch you'll see a Radar Gun readout of the pitch speed.

As the ball approaches the plate, press the C-Button to swing the bat. Then watch the flight of the ball and hear the commentator's play-by-play. If you top the ball, you'll hit a low line drive, if you get under the pitch, you'll pop it up.

When the batter has recorded 10 outs, the Results Screen will appear, showing the player, his total earnings for the Derby, and the distance of his longest home run.

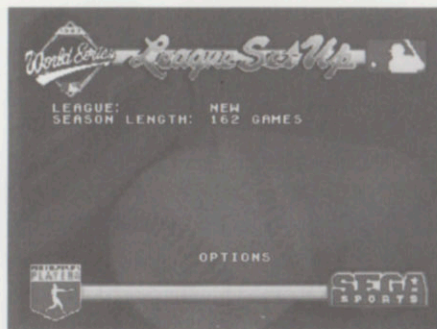
Press Start to see a picture of the batter with his winnings. Press Start again to see the Records Screen.

Batting Practice



Choose Batting Practice on the Game Select Screen. Then press Start to advance to the Batting Practice Scoreboard Screen. Press Start again to begin batting practice. The D-Pad controls your hitter's contact zone. The C-Button swings the bat.

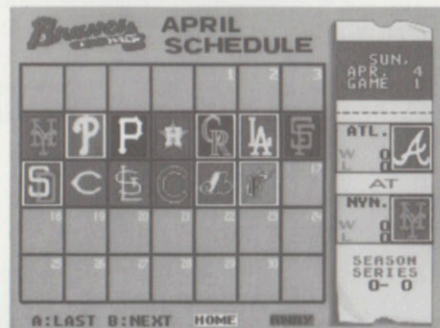
League Action



Choose League on the Game Select Screen to begin or resume a full season. Use the D-Pad to highlight the Team Emblem. Scroll through the teams by pressing the D-Pad LEFT/RIGHT, or by pressing the A and C-Buttons. Press Start to enter your team selection.

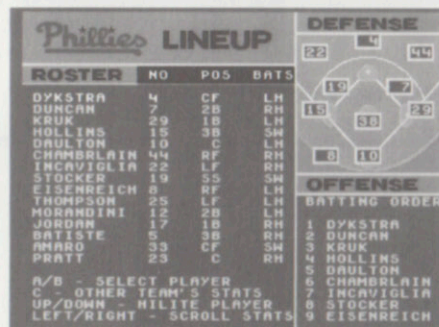
Press Start again to get to the League Setup Screen, where you'll choose to start a new season or continue a season in progress.

Season Schedule



Press Start to advance to the Team Schedule Screen. There you'll see the teams you'll be facing in the current month. Dates outlined in yellow are homestands and dates outlined in red are road games. If you've chosen a season longer than 26 games, press the B-Button to look at the next month's schedule. As your season progresses, use the A-Button to look at previous months, where your past wins and losses will be displayed.

Set Your Lineup



Press Start to advance to the Lineup Screen. Use the Lineup Screen to choose your starting lineup, including the batting order and defensive positioning.

Batting Order: To adjust your batting order before the game, use the D-Pad to highlight a player on the team roster. Press the A or B-Button twice to highlight his name on the Offense portion of the screen. Then press the D-Pad UP/DOWN to change his position in the batting order. To return to the Roster portion of the screen, press the A or B-Button.

Defensive Positioning: To change a player's position, use the D-Pad to select him on the Lineup portion of the screen. Press the A or B-Button to highlight the player's number on the Defense portion of the screen. Then use the D-Pad to move the player to a different defensive position. To return to the Roster portion of the screen, press the A or B-Button.

Making Substitutions: To make a substitution in the field, select a player from your team roster by scrolling with the D-Pad, then pressing the A or B-Button. The

player will automatically appear in his designated position on the Defense Screen. To move the the player to a different position, use the D-Pad. Press the A or B-Button again to place your new player in the batting order. Then press the D-Pad UP/DOWN to position him in the order.

Additional Lineup Screen options:

- Press the C-Button to see the opposing team's lineup. (You won't be able to make changes.)
- Press the D-Pad LEFT/RIGHT to scroll through each player's individual career statistics.

Press Start to begin or return to the game.

Choose Your Pitchers

Phillies BULLPEN			
MOUND	NO	STAM	MAX
SCHILLING	38	250	250
ROSTER	NO	STAM	MAX
MULHOLLAND	45	250	250
JACKSON	27	250	250
GREENE	49	250	250
RIVERA	34	250	250
MASON	48	80	80
WEST	40	80	80
ANDERSEN	42	80	80
THIGPEN	57	80	80
WILLIAMS	99	80	80

A - WARM-UP PITCHER
 B - PUT PITCHER ON MOUND
 C - OTHER TEAM'S STATS
 UP/DOWN - HILITE PLAYER
 LEFT/RIGHT - SCROLL STATS

BULLPEN 1 BULLPEN 2
 NO. 41 NO. 12
 STAMINA STIPINA
 250 / 250 250 / 250
 READY READY
 COLD COLD

Press Start to advance to the Bullpen Screen. Use the D-Pad to select the Starting Pitcher. Check each pitcher's stats to determine his performance. Then highlight the pitcher and press the B-Button to place him on the pitcher's mound. When the pitcher is listed on the Mound portion of your screen, press Start and you're ready to play!

Going to the Bullpen:

To go to the bullpen, select Bullpen on the Timeout Screen. Press the D-Pad UP/DOWN to scroll through your relievers. Press the D-Pad LEFT/RIGHT to scroll through the pitcher's stats. Press the A-Button to select a reliever. Next to each reliever, you'll see his number, his current stamina and his maximum stamina. Starting pitchers have greater stamina than relievers.

You can have two relievers warm up in the bullpen at a time. Below each pitcher, you'll see his number, stamina and readiness, either COLD, WARM or READY. When your reliever's ready, press the B-Button to put him on the mound. Make sure you give your reliever time to get ready, or he won't be at peak performance.

Playing a League Game



On Offense

Press Start at the Scoreboard Screen to advance to the In-the-Batter's-Box view of the playing field.

If you've activated the strike zone on the Options Screen, you'll see the bracketed strike zone in white. At the bottom left, you'll see the batter's name, his lifetime batting average, his at-bat record for the game and the bat speed options.

On the right side of the screen, you'll see the pitcher's name and his lifetime earned run average. At the bottom right, you'll see the count, the number of outs and a blimp view of runners on base, indicated by dots.

Note: The placement described for these boxes is for right-handed batters. The boxes will appear on the opposite side of the screen for left-handers.

Before the pitch, determine how will you swing:

A-Button = Contact — Make contact to get the ball in play

B-Button = Normal — Swing normally

C-Button = Power — Swing for the fence

Hitting

To swing the bat: Press the C-Button

To bunt: Press the D-Pad and the A-Button

Running the Bases

To control base runners, use the D-Pad and A, B and C-Buttons. The D-Pad controls the base the runner is coming from (not the base he's running to). Press the D-Pad:

- RIGHT to control the runner on first base
- UP to control the runner on second base
- LEFT to control the runner on third base
- DOWN to control all base runners at once

At the same time, press:

- The A-Button to return to the base
- The B-Button to run to the next base
- The C-Button to slide

Stealing: You can attempt to steal a base at any time. After you've selected the style of batting (CONTACT, NORMAL or POWER) and while the pitcher's choosing his pitch, you can lead the runner by holding down the B-Button and tapping the D-Pad:

- RIGHT to lead the runner off first base
- UP to lead the runner off second base
- LEFT to lead the runner off third base

After leading off, to make the runner steal, hold down the B-Button and press the D-Pad:

- RIGHT to make the runner on first attempt to steal second
- UP to make the runner on second attempt to steal third
- LEFT to make the runner on third attempt to steal home

You'll see your runners lead and steal on the blimp view at the bottom of the screen. To make the runners return to base, hold down the A-Button and use the same D-Pad commands.

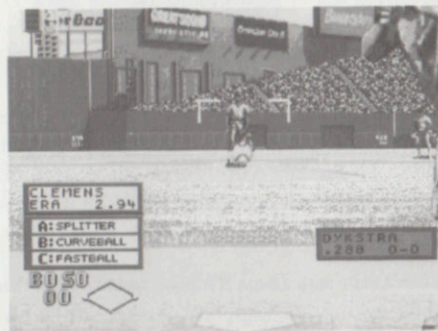
Double and triple steals: To make all your runners lead simultaneously, hold down the B-Button and tap the D-Pad DOWN. To execute a double or triple steal, hold down the B-Button and press the D-Pad DOWN.

Note: You can't return to a base if it is occupied by another runner.

Man on 1st and 3rd: Hold down the B-Button and tap the D-Pad LEFT to lead the runner off third. Tap the D-Pad RIGHT to lead the runner from first. By doing this, you can force the opposing team to change their defensive strategy to prepare for a squeeze or sacrifice bunt. You can send the runner from first or third by using the base stealing commands described above.

Rundowns: If you get caught in a rundown, you can run back and forth by tapping the D-Pad for the desired base while you hold down the B-Button to advance and the A-Button to return.

Defense



Pitching: On defense, in the center of the screen you'll see the white bracketed strike zone and a ball indicator. On the screen you'll see the name of the pitcher, his earned run average and your pitch selection. You'll also see the name of the batter you're facing, the number of balls, strikes and outs, and a blimp view of the field and base runners.

Each pitcher throws three of the following eight pitches, depending on his repertoire:

- fastball
- curveball
- knuckleball
- slider
- changeup
- split finger
- screwball
- sinker

Move the baseball indicator with the D-Pad to position your pitch. Then use the A, B and C-Buttons to select a pitch. After you select a pitch, choose from three pitch speeds:

A-Button = Slow

B-Button = Medium

C-Button = Fast

After you select a pitch speed, the pitcher will make his delivery.

Pickoff Moves

Use your pickoff moves to keep base runners close to the bag. To throw to a base, wait until you've selected a pitch and the pitcher has come to the set position. Then press the D-Pad:

- RIGHT to throw to first base
- UP to throw to second base
- DOWN to throw to third base

To throw a pitchout, press the D-Pad DOWN after you've selected your pitch. The catcher will receive the ball high and outside. Then hold down the C-Button and press the D-Pad:

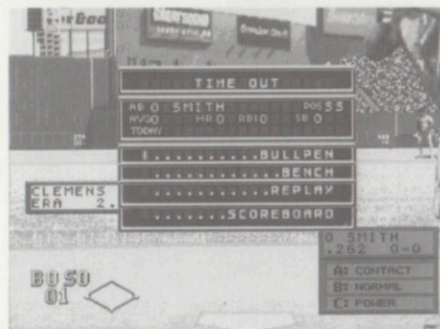
- RIGHT to throw to first base
- UP to throw to second base
- DOWN to throw to third base

Fielding

When you take the mound, if you've activated Auto Fielding on the Options Screen, your players will automatically field any ball hit towards them. If you've turned Auto Fielding OFF, you control the motions of the player closest to the ball (the player with a yellow circle under his feet) with the D-Pad. To make the fielder dive for a ball, press the B-Button while moving the fielder with the D-Pad. To make the fielder jump, press the B-Button while the fielder is standing still.

To throw the ball, press the D-Pad in the direction of the base you want to throw to. Then press the C-Button to throw the ball. If you don't press the D-Pad, the player will throw the ball to the cut-off man or to the pitcher.

The Timeout Screen



As player/manager for your team, you can call a timeout by pressing Start. This brings up the Timeout Screen.

On the Timeout Screen, you'll see the earned run average, total innings pitched and total pitches thrown, including the number of strikes and balls. You'll also see how much stamina the pitcher has left.

Use the D-Pad and the A, B or C-Button to select:

Bullpen — Warm up a reliever, or make a pitching change

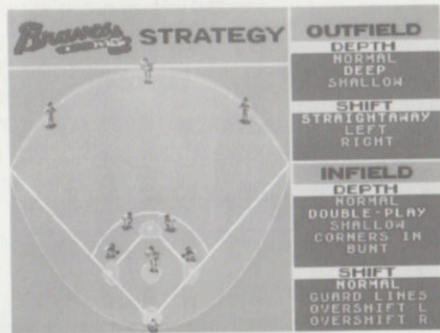
Bench — Bring in a new fielder

Replay — Replay the last action sequence

Strategy — Change your defensive alignment

Scoreboard — See the scoreboard, with the current batter's game and lifetime stats

Setting Your Defensive Strategy



Use the Defensive Strategy to align your infielders and outfielders. Use the D-Pad to scroll through defensive options. Then press the A, B or C-Button to enter your selection.

Outfield Depth: Normal, Deep or Shallow

Outfield Shift: Straightaway, Left or Right

Infield Depth: Normal, Double Play, Shallow, Corners-In, Bunt

Infield Shift: Normal, Guard Lines, Overshift Left, Overshift Right

Post-Season Action



If you excel during the regular season, you'll earn a shot at the playoffs. After the final game of the season, you'll see a breakdown of the post-season matchups. Press Start to advance to your first playoff game.

In 6-Division Play: The winners of each of the 6 divisions go to the playoffs, plus one "wild card" from each league (the second place team with the best won-lost record). The first round of playoffs is Best of 5. The league championship is Best of 7. And the World Series is Best of 7. Take your best shot!

In 4-Division Play: The winners of each of the four divisions advance to the playoffs. The NL and AL Championship Series are Best of 7. The World Series is Best of 7.

How to win!

Here are a few inside tips to help you compete in the big leagues:

1. If your outfielder goes back to the wall trying to stop a potential home run, try pressing the B-Button to jump and catch it.
2. You can check your swing at the last second by pressing the C-Button during the initial swing motion.
3. Don't keep your runner in a rundown too long, or you'll tire him out.
4. Always use the Strategy Screen to prepare for bunt situations.

Credits

Developer: BlueSky Software
Producers: Chris Smith, Jesse Taylor, Daniel Meade, Ken Balthaser
Executive Producer: Wayne Townsend
Project Manager: Mark Dobratz
Designers: Chuck Osieja, Dana Christianson
Programmers: David Dentt, Larry Clague, Steve Hostetler, Kevin Baca, Brian Belfield, Bo Kane, Rich Karpp
Artists: Chuck Osieja, Scott Seidel, John Seidel, Matt McDonald, Drew Krevi, Amber Long, Mark Dobratz, Liz Anderson, Rob Cuenca, Kevin McMahan

Credits (Continued)

Music: Sam Powell
Sportstalk: Allen Maynard, Joe Shands, Fletcher Beasley
Test Lead: Vince Nason
Testers: Todd Morgan, Steve Bourdet, Jerry DeYoung, John Amirkhan, Mike Baldwin, Greg Becksted, Dusty Bedford, Mike Bench, Daniel Caraballo, Glen Cureton, Chris Cutliff, Daniel Dunn, Mark Fabela, Eric Fong, Richard Gangwish, Lawrence Gibson, Roman Greco, Rick Greer, Randy Hauser, Tracy Johnson, Darin Johnston, Dan Jung, Jeff Junio, Kevin LaBounty, Jeff Loney, Mike Madden, Julio Martinez, Lance Nelson, Mike Palser, Chris Pepper, Kevin Seiter, Tim Spengler, Siegie Stangenberg, Mark Subotnick, Terry Thomas, Conan Tigard, Matt Underwood, Greg Vogt, Paul Walker, Gregg Watkins, Christine Watson, Rich Wong
Batting Grids and Pitching Charts: Baseball Analysis and Reporting System (BARS)
Career Player Statistics: The Baseball Workshop
Marketing: Doug Rebert, Kelly Ryan
Manual: Mike Yoffie
Special Thanks: Ron Thompson, George Kiss, Jennifer Cleary-Haney, Trevor Bostelaar, Jason Weesner, Mike McMahan, Chris Gill, Jason Gill, Joe Miller, Jeff Moses, Gary Gillette, Lori Niwa, Stephen Patterson, George deGolian, Norman Wood

RETROSHEET

The detailed features of this game cartridge result from computer analysis of every play of the 1993 Major League season, as detailed elsewhere. There is another organization, called Retrosheet, which is dedicated to the collection and computerization of play by play accounts of Major League games played prior to 1984. Retrosheet, which is a non-profit, volunteer organization, depends entirely on the generous donation of time by baseball fans interested in preserving the game's history. If you are interested in being a part of this effort, contact:

David W. Smith, President

Retrosheet

6 Penncross Circle

Newark, DE 19702

Baseball statistics used in *World Series Baseball* were compiled and supplied by The Baseball Workshop.

The Baseball Workshop, a unique baseball research and publishing company, produces many items of interest to baseball fans, including *The Great American Stat Book 1994*. *The 1994 Stat Book*, published by HarperCollins of New York, is 544 pages long and is the best single-volume reference book for active major-league players. It is available at bookstores everywhere for \$15.

You may obtain a copy of the *1994 Stat Book* for only \$10 by ordering directly from The Baseball Workshop. You can also order at a discount the computer version of the book, the *On-Line Great American Baseball Stat Book*, which responds to customized queries of its comprehensive data base.

For complete product information and a current order form, fill out the form below and send to:

The Baseball Workshop, 619 Wadsworth Avenue,
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request to 800-275-9878.

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THE UNIVERSITY OF CHICAGO

PHYSICS DEPARTMENT

LITERATURE REVIEW

BY [Name]

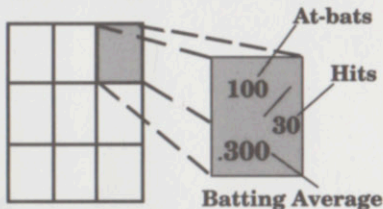
DATE [Date]

TOPIC [Topic]

[Faint text and diagrams follow, including a table with columns for 'Year' and 'Author', and a graph with axes labeled 'X' and 'Y'. The text is extremely faint and largely illegible.]

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Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 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.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she 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 Sega Genesis Cartridge requires repairs after termination 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 or she 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 90 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.

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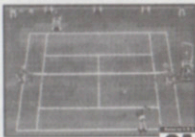
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