

# Great Baseball™

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It's just like the real thing. You get to pick your pitchers. And your pitches.

You have the advantage of pinch hitters and relief pitchers. Plus you can run, steal, throw fake-outs, even hit homers.

And just like in real baseball, you can always strike out.

So get ready. It's time to play ball!



**SEGA®**



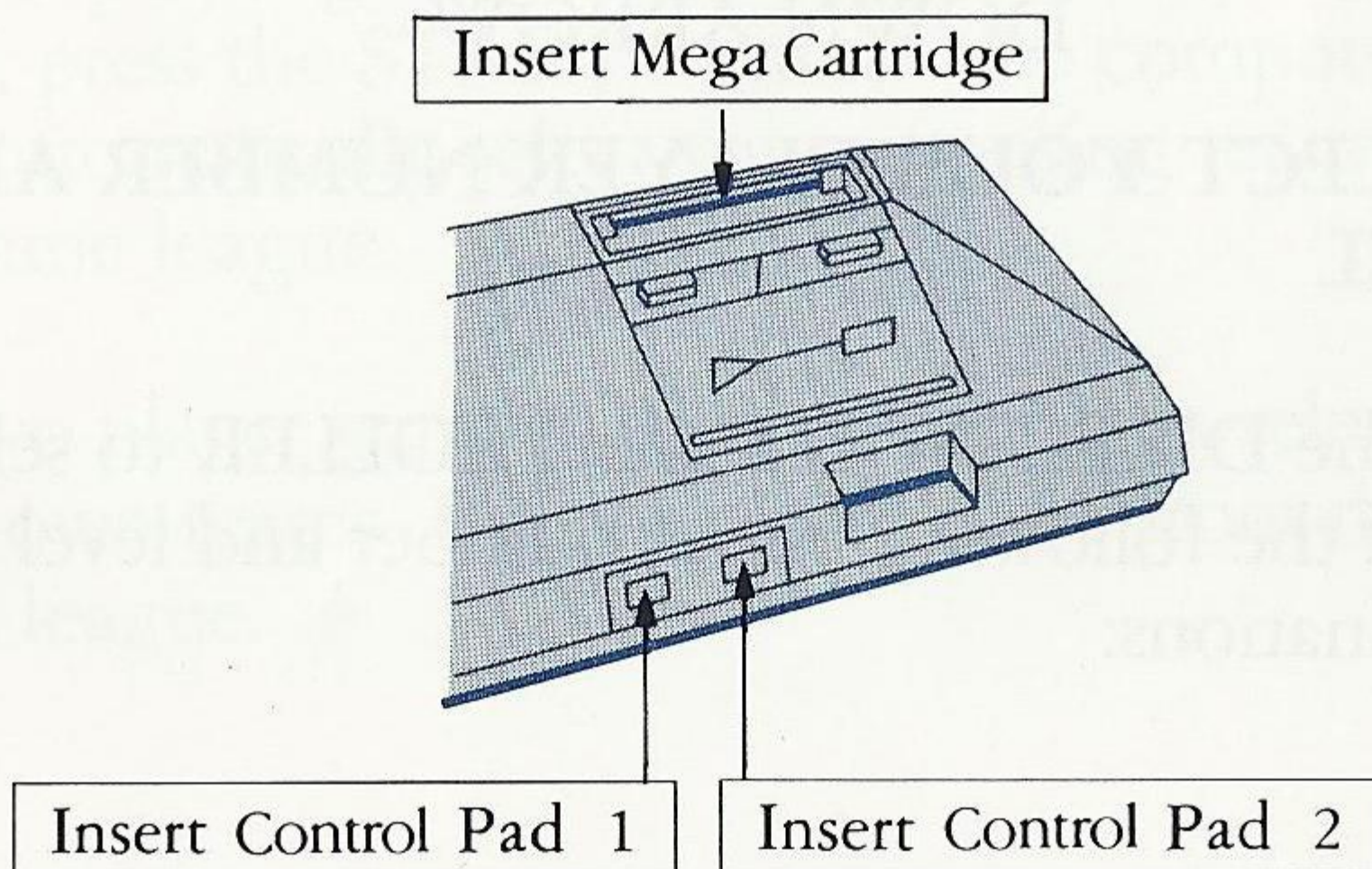
# Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the GREAT BASEBALL CARTRIDGE into the power base (shown below) as described in your SEGA SYSTEM™ manual.
3. Insert a control pad into port 1 on the power base. If two people are to play, insert another control pad into port 2.
4. Turn the power switch ON. If nothing appears on screen, recheck Sega Card insertion.

**IMPORTANT:** Always make sure the power base is turned OFF when inserting or removing your Sega Card/Cartridge.

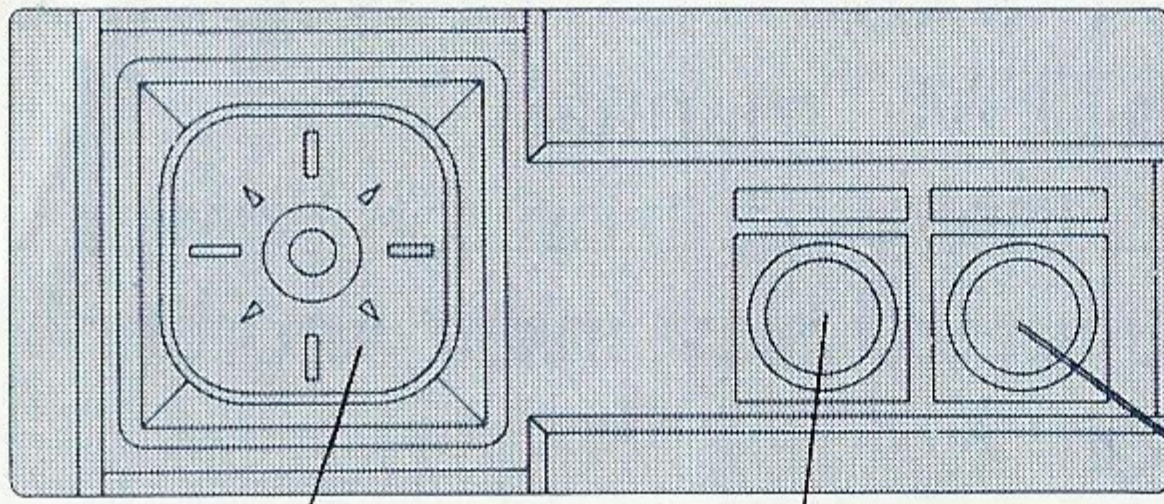
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For 1 player: Push either BUTTON on control pad 1.  
For 2 player: Push either BUTTON on control pad 2.



# Selecting Your Options

The following illustration shows you the control points on your SEGA CONTROL PAD. Refer to this illustration to select your options.

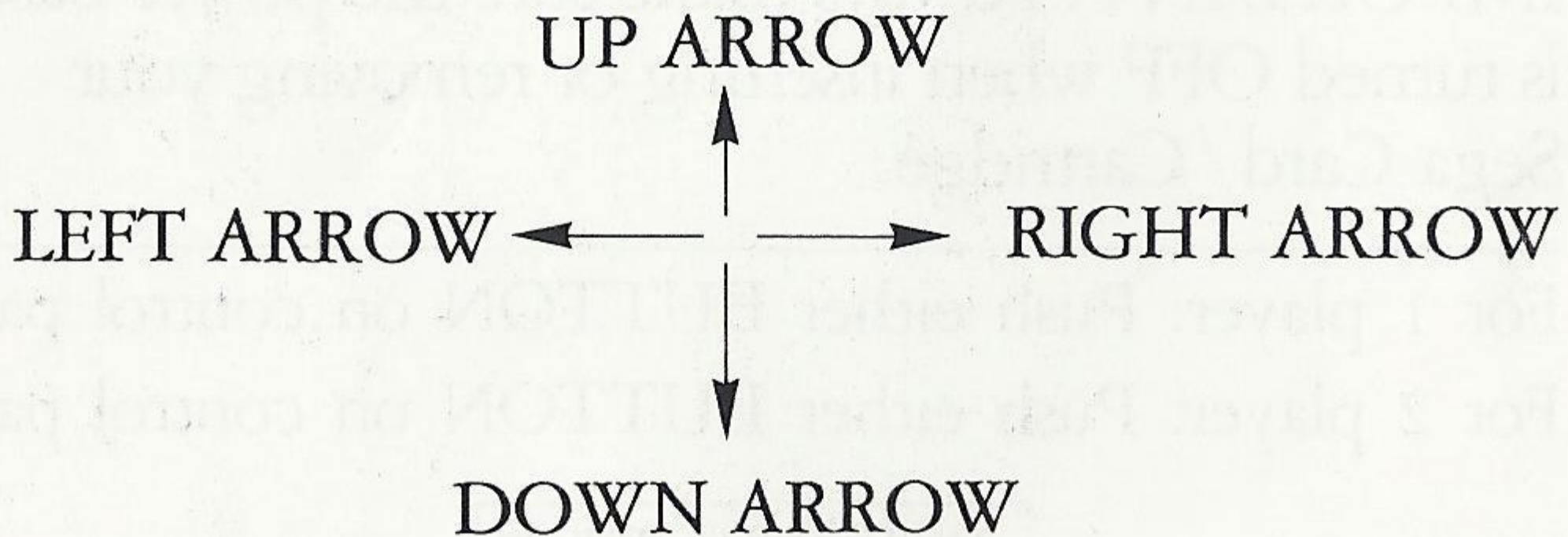


DIRECTION  
CONTROLLER

BUTTON  
①

BUTTON  
②

Buttons 1 and 2  
also act as start  
buttons.



## 1. SELECT YOUR PLAYER NUMBER AND LEVEL

Use the DIRECTION CONTROLLER to select one of the following player number and level combinations:

Level 1 (1 or 2 players) --In this level, fielders automatically go after the ball.

Level 2 (1 or 2 players) -- In this level, you move the fielders who are closest to the ball.

Home Run Contest (1 or 2 players) -- In this level, you compete to see how many homers you can hit out of 20 perfect pitches. (See HOME RUN CONTEST, page 10, for more details.)

## 2. SELECT YOUR TEAM

Use the DIRECTION CONTROLLER to choose your team from two different leagues.

Team 1 -- goes to bat first.

Team 2 -- bats second.

In one-player games -- Once you select your team, press the START button. The computer will automatically select your opposing team from the same league.

In two-player games -- Both players can select their own teams. But they have to be from the same league.

### 3. SELECT YOUR PITCHERS

Use the **DIRECTION CONTROLLER** to choose your pitchers, specialty balls and stamina level. Here's how:

PITCHER					
NAME	B	AVG	HR	P	ERA
WHITE	R	199	0	R	917
BAKER	R	195	0	R	426
CHUN	P	168	0	P	213
NOYES	L	207	0	L	487

SPECIALTY	STAMINA
FASTBALL	X
SLOWBALL	XX
SLIDER	XXX
KNUCKLEBALL	XXXX

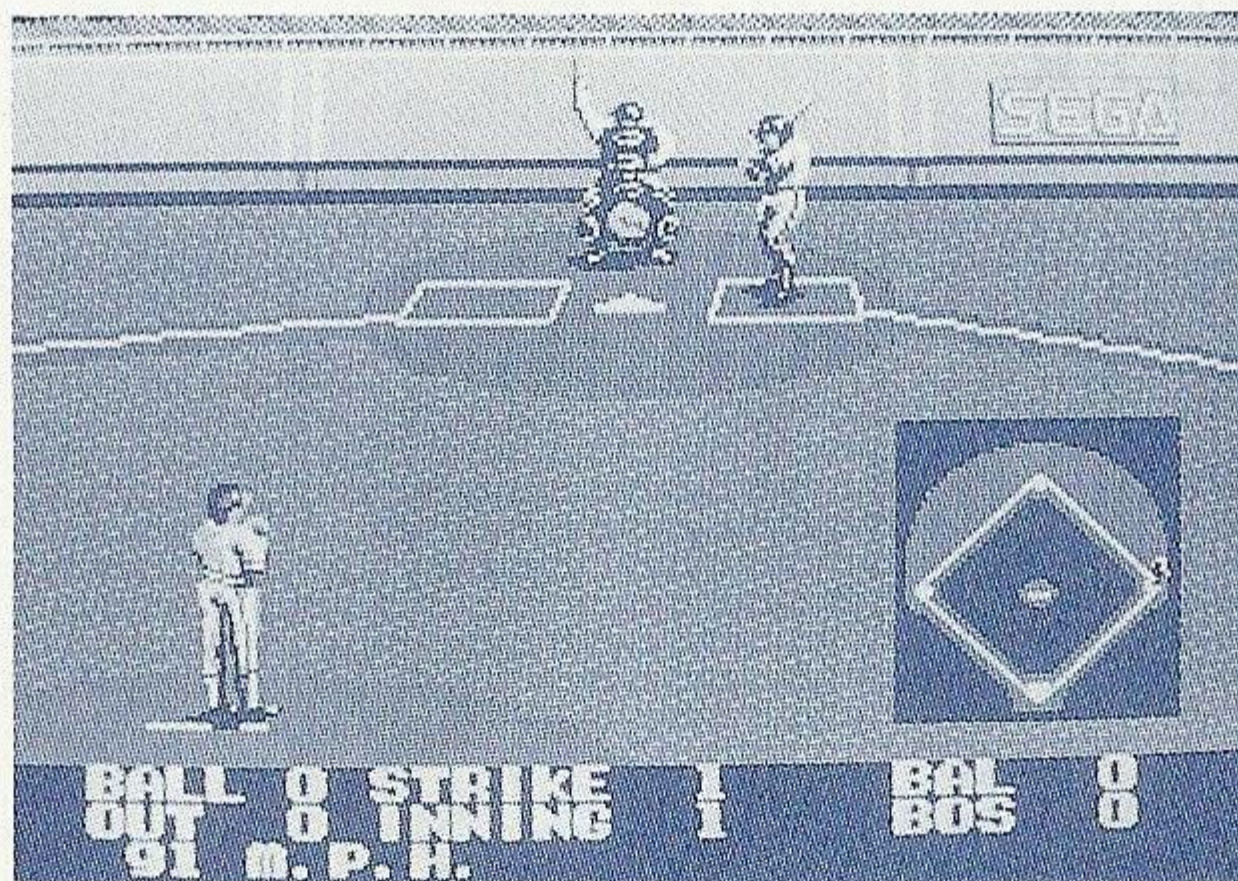
To choose the starting pitcher -- Use the **DIRECTION CONTROLLER** to select the pitcher and press the **START** button.

To choose your specialty ball -- Use the **DIRECTION CONTROLLER** to make your selection and press the **START** button.

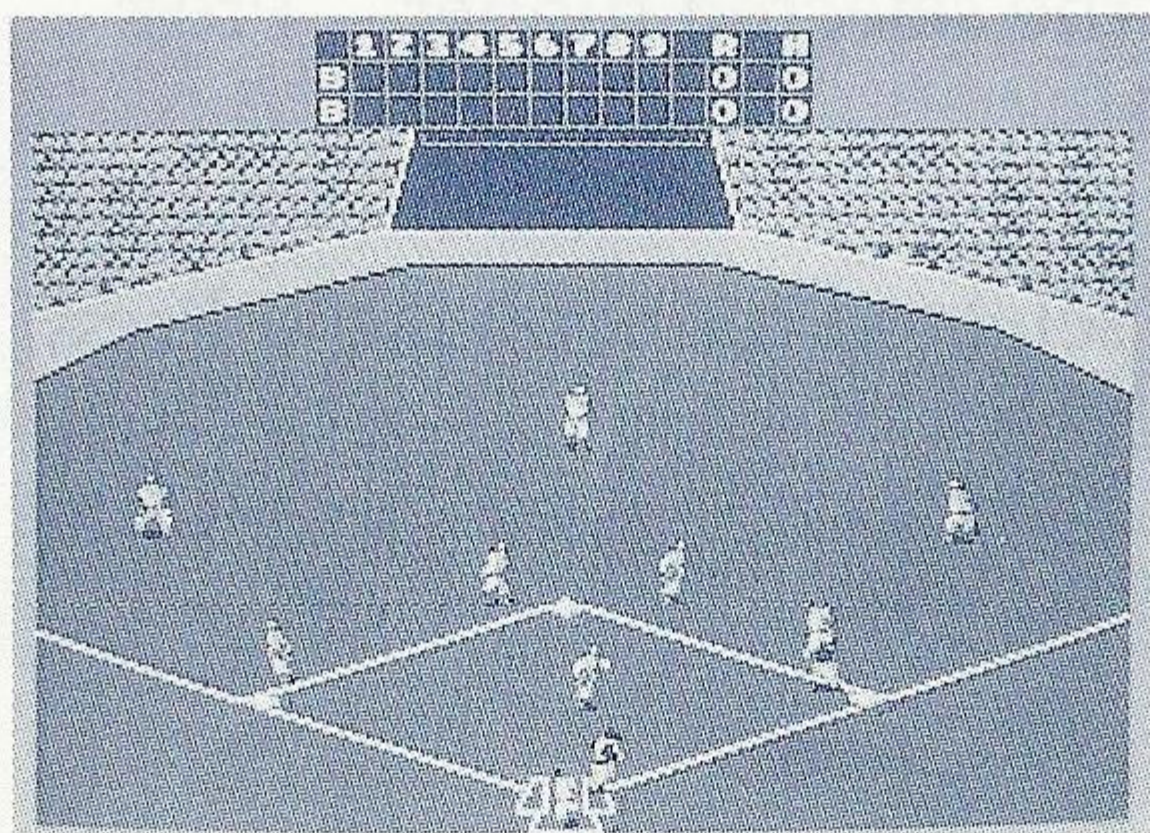
To choose your stamina level -- Use the **DIRECTION CONTROLLER** to move the stamina level. With more stamina, your pitching speed and accuracy will last longer.

# Play Ball!

Now that you've made all of your selections, you're ready to play ball.



Using your SEGA CONTROL PAD, you'll make your players pitch, field, bat, take bases, score runs and more. Here's how:



# When You're Up To Bat

## BATTING

To position your batter -- move the DIRECTION CONTROLLER.

To swing the bat -- Press BUTTON 2.

NOTE: Your swing stops when you release the button.

To get to first base -- You'll automatically get to first base when you hit the ball.

## RUNNING THE BASES

To select your runner -- Use the DIRECTION CONTROLLER.

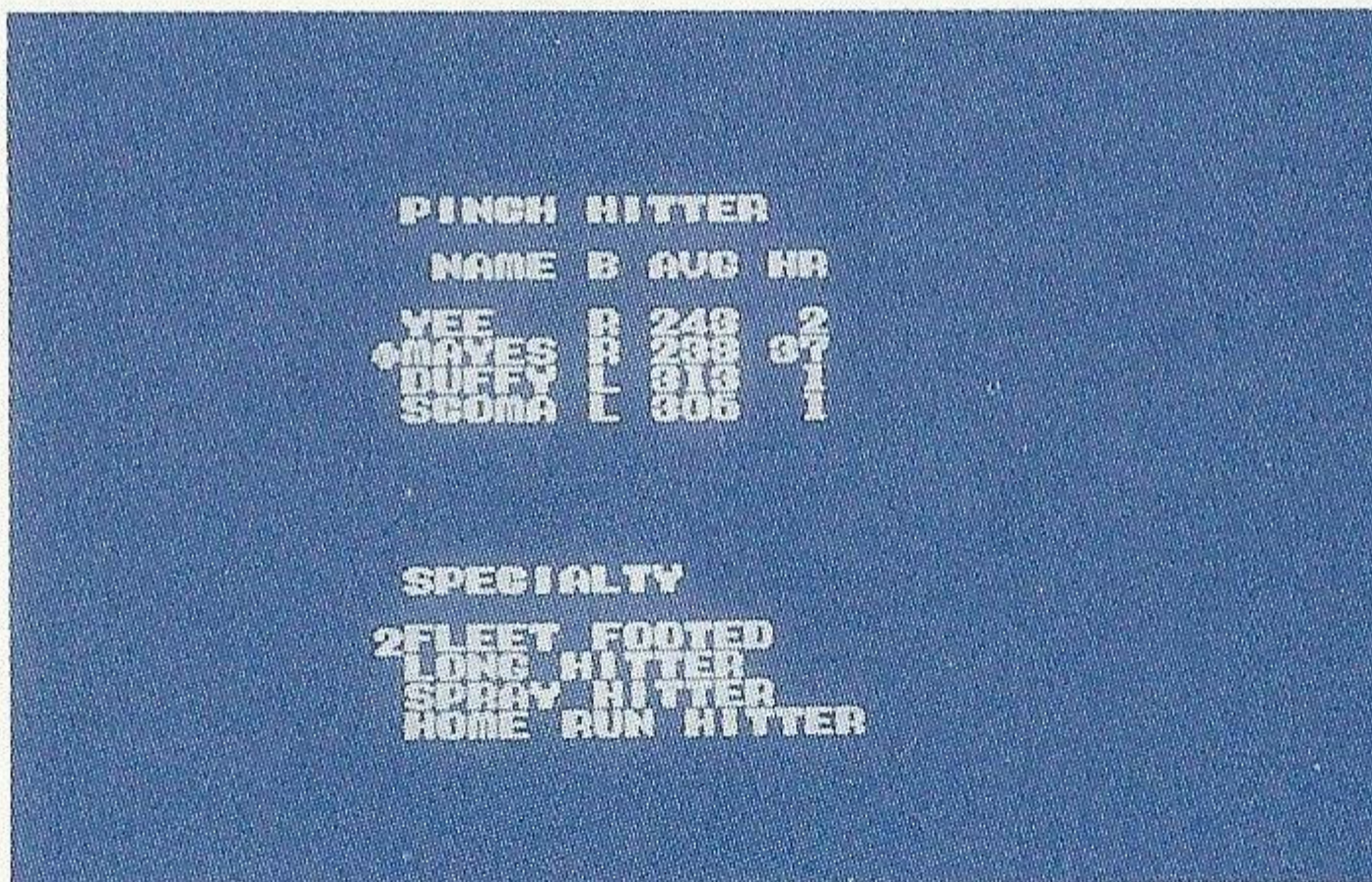
To advance the selected runner -- Press BUTTON 1.

To send the selected runner back -- Press BUTTON 2.



## PUTTING IN A PINCH HITTER

You are allowed up to four pinch hitters in each game. Select your pinch hitters for a given inning just before your team goes up to bat. Here's how:



1. Simultaneously press both the **DOWN ARROW** on the **DIRECTION CONTROLLER** and **BUTTON 1**.

You will then see the screen displaying your selection of pinch hitters.

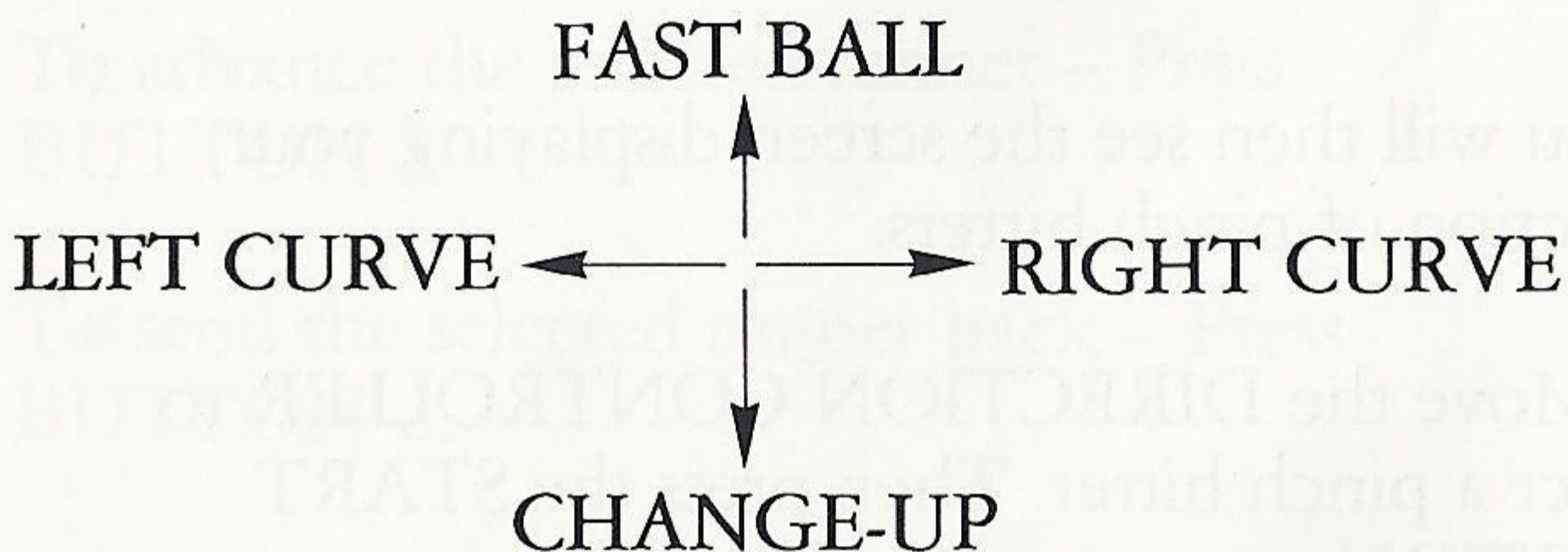
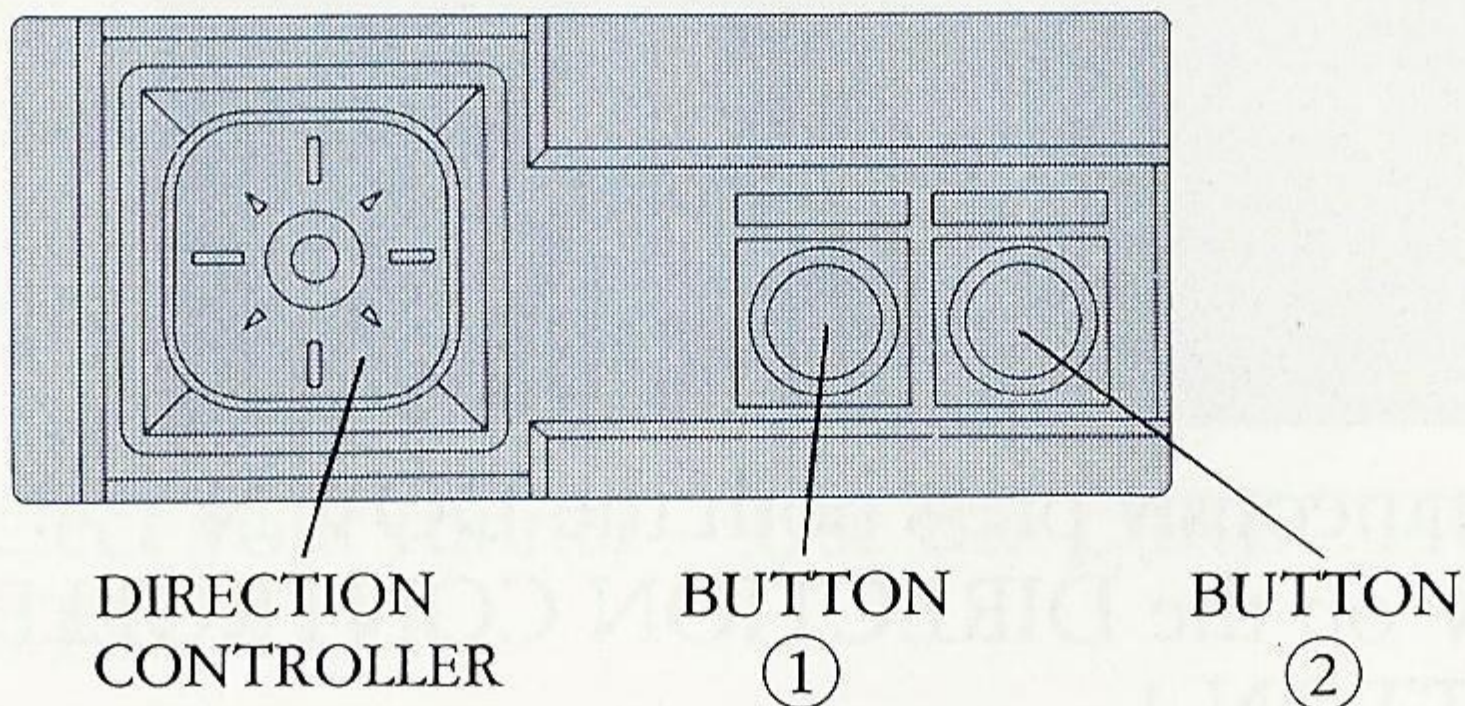
2. Move the **DIRECTION CONTROLLER** to select a pinch hitter. Then press the **START BUTTON**.

# Playing The Field

## PITCHING

To position your pitcher -- Move the **DIRECTION CONTROLLER**.

To select a pitch -- Using the following illustration as a guide, use the **DIRECTION CONTROLLER** to make your pitch.



**PUTTING IN A RELIEF PITCHER** -- If you need to put in a relief pitcher, you can do so just before pitching.

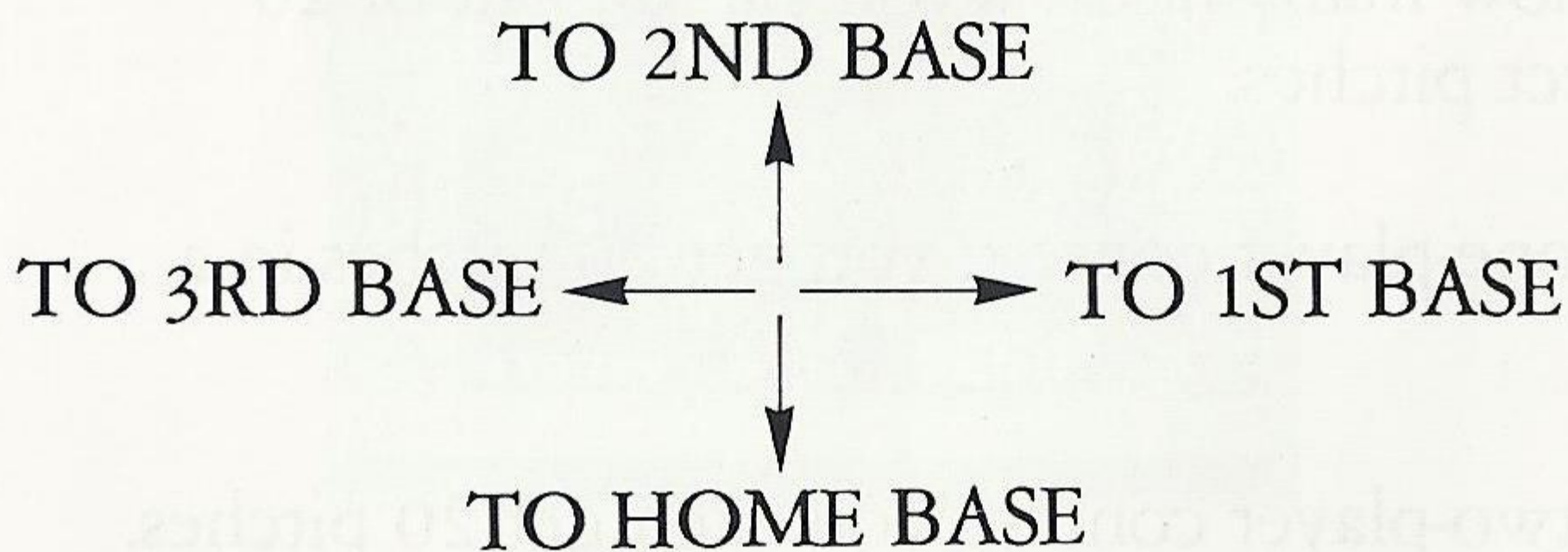
Here's how:

1. Simultaneously press both the **DOWN ARROW** on the **DIRECTION CONTROLLER** and **BUTTON 1**.

2. Move the **DIRECTION CONTROLLER** to select a relief pitcher and press the **START BUTTON**.

## **THROWING THE BALL**

To select a direction -- Press the desired direction on the **CONTROLLER** using the following illustration as a guide:



To release the ball -- Press **BUTTON 2**.

**NOTE:** To fake a throw, follow the above directions, but press **BUTTON 1** instead of 2.

## CATCHING THE BALL (Level 2 only)

Use the DIRECTION CONTROLLER to move the fielders closest to the ball. Try to get to the right position at the right time, then press BUTTON 1 or 2 to "get" the ball.

Move the DIRECTION CONTROLLER to select a fielder to catch the ball and press the START BUTTON.

## Home Run Contest

See how many homers you can hit out of 20 perfect pitches.

In a one-player contest, you get 20 pitches in a row.

In a two-player contest, you each get 20 pitches, but you take turns swinging.

# Know The Score

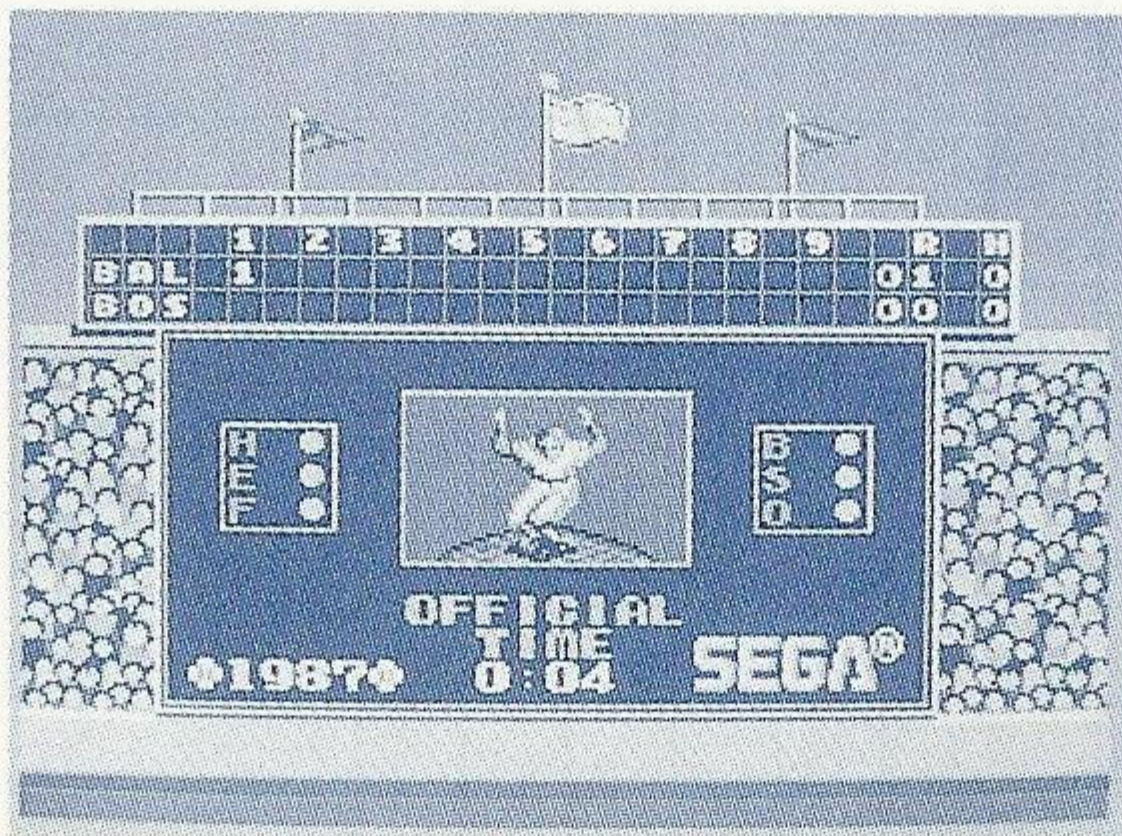
You'll receive 1 point for every run.

Everytime a side is retired, the scoreboard will be displayed showing you each team's total score and number of hits.

If there's a tie...

**IN A 1-PLAYER GAME:** The computer wins.

**IN A 2-PLAYER GAME:** The game goes into extra innings until the tie is broken.



## Helpful Hints

Just like in real baseball, the speed of the ball is going to depend on your bat placement. Try to hit the ball directly with the core of the bat.

When fielding, pay attention to the shadow of the ball. It'll tell you exactly where the ball is going to fall.

When on base, don't be afraid to lead off or try to steal. You can always go back to the base.









# Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System.™
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

# 90-Day Limited Warranty

## Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

### 90-Day Limited Warranty

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

This 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 fast, reliable service, call the Sega Customer Service Department at the following numbers:

Outside California: 800-USA-SEGA

Inside California: 415-742-9300

Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

Sega of America, Inc.

Warranty Repair

573 Forbes Blvd.

South San Francisco, CA 94080

### 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 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 limitations of 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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