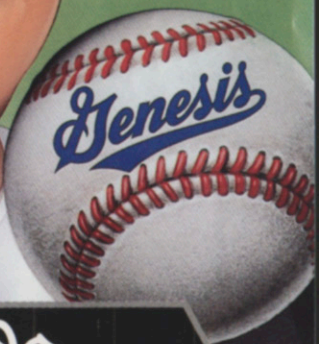
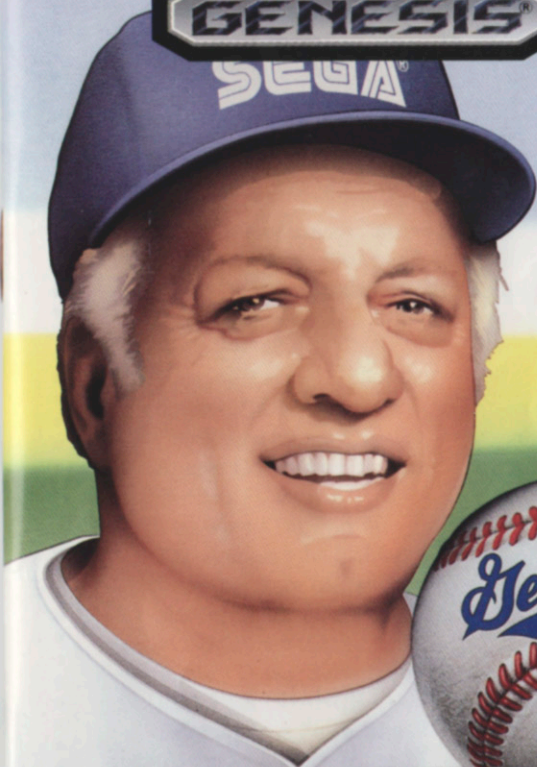




Tommy Lasorda

BASEBALL™

INSTRUCTION MANUAL

Tommy Lasorda Baseball™

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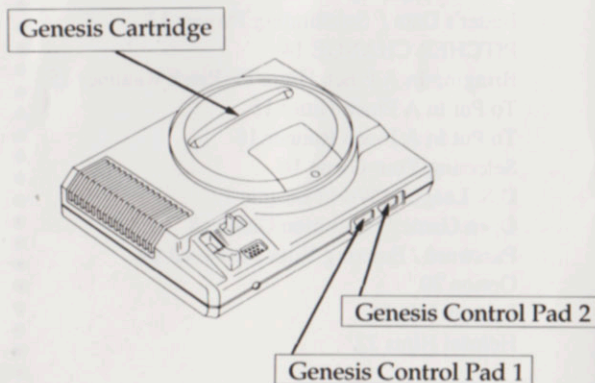
Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the Tommy Lasorda Baseball™ cartridge in the Genesis System (shown below) by following instructions in your GENESIS SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, make sure the cartridge is securely inserted into the console.

IMPORTANT: Always make sure the System is turned OFF when inserting or removing your Genesis Cartridge.

For 1 Player : Press Start Button on Genesis Control Pad 1.

For 2 Players : Press Start Button on Genesis Control Pad 2.



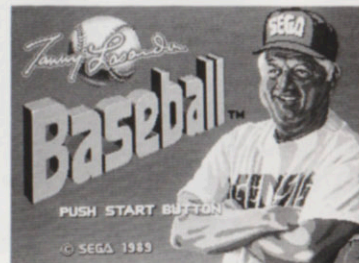
Tommy Lasorda Baseball™

Now professional baseball is here to be enjoyed anytime of the year — and YOU are the star player! Twenty-four different teams in four different leagues for you to pick from. Try your physical prowess against the mighty computer (who consistently shows off his MVP talents!), or go up against a friend in an "exhibition game." Give it all you've got and try and make it to the World Series!

Ever wonder what it would feel like to come up against the biggest, baddest home run hitter in the league? Well, now the ball's in your hand, and you've got every option to choose from: Whiz in your best fast ball — overhand or sidearm. You've got a great curve ball and slider, too. If he should catch on to these, give him a change-up, and see how he likes it! But be careful not to walk him, and remember that your fast ball deals quite a blow (and bruise) if it hits him!

When you're the batter, you've got the freedom to move around inside the batter's box to slap the ball into the best possible spot — away from the computer's expert fielders. If your timing's right, you might even smack one into the stands for a homer. A sacrifice bunt gives you a chance to advance the runner who's too slow to steal (the computer's got a mean tag play!).

Just remember that you've got control: you can always bring in a relief pitcher, a pinch hitter or a pinch runner to help out your team. It's your ball game!



Basic Functions of the Genesis Control Pad:

For one player: Plug only one of the Control Pads into the socket labeled "Control 1."

For two players: Plug both Control Pads into the sockets labeled "Control 1" and "Control 2."

Directional Button
(D-Button)

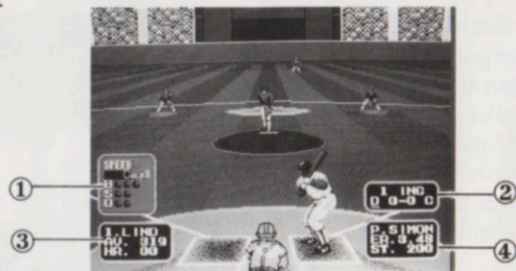


Play ball!

Before you begin to play, learn which buttons control what players and their actions in the game.

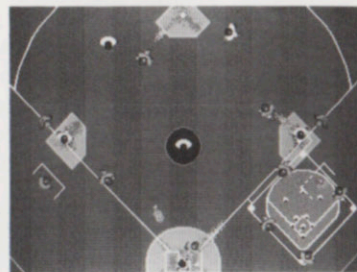
Info Screens

When starting to play, you will notice four small information screens superimposed onto your viewing screen. These little pockets of info let you keep up with the data on the players. Starting from left to right, you'll see:



- 1) The speed of the last pitch, plus how many balls, strikes, and outs there are at the moment,
- 2) Which inning you're in, followed by the present score in the game (the team at bat is underlined in red),
- 3) Info on the batter (name, batting average, and number of home runs hit), and
- 4) Info on the pitcher (name, earned run average, and stamina, or how many more pitches the pitcher is good for. (After that, he couldn't throw a strike if he tried!))

If a runner is on first or third and attempts to steal, the layout of the diamond will change to an overhead view to show you what's happening. This layout will stay on your screen until the runner reaches the base. It will also appear when the pitcher checks the runner (who may have taken a big lead).



You will notice, too, that a small white field outline will appear at the bottom right of your screen whenever there is action on the field. It shows you all the players and their locations.

Batting

In the batter's box:

You can move your batter around inside the batter's box by using the D-Button. Depending on the batter's personal data and the pitcher he's facing, you can put him in the front, in the back, on the inside, or on the outside of the batter's box. As soon as your batter hits the ball, he automatically begins running to first base.

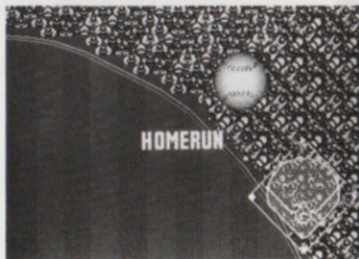
Hitting:

You swing the bat by pushing Button C. Push it all the way down and you get a complete swing. If you're unsure of the pitch and only give a little tap to Button C, your batter will hesitate, and you get only a check swing. But once the bat is stretched over home plate, you have to go all the way through.

Bunting:

You can bunt the ball by pushing Button A. To control the direction of the bunted ball, push the D-Button to the left (to go towards third base), to the right (to go towards first base), or try to put it straight out front by pushing either up or down. Be careful when bunting, because the ball sometimes tends to fly up into the air for any easy out. Remember, too, that a bunted ball that veers foul or an attempt to bunt on a third strike are both counted as strikes.

NOTE: If your timing is right, you may be able to blast one out into the stands for a genuine home run! (It takes a little practice, though!)



Running

To lead off a runner:

Push the D-Button in the direction of the base to be run to while at the same time pushing Button B. You must do this after every pitch, so keep your fingers quick!

NOTE: If you have a lead-off runner and the batter gets a hit, the runner automatically begins running the rest of the distance to the next base.

To return the runner to base:

Even while the runner is running, you can make him return to base by pushing the D-Button in the direction of his return, at the same time pushing Button C.

NOTE: If, while the runner is running, the batter hits a pop fly, try to make sure that the runner does not completely reach the next base. Once he has touched the base, he cannot return, and you might end up with a double - or possibly a triple - play against you!

Stealing a base:

If you have a runner on base, you can have him try to steal the next one. Just as the pitcher begins his windup is the best time to take off. Have the runner lead off and, just as the pitcher is beginning his windup, press the D-Button in the direction of the base to be stolen and press Button B to start the runner off. If he's fast enough, he can beat the catcher's pick-off.

In the Field

Pitching:

By pushing the D-Button to either the left or right, you can move the pitcher's position on the mound. Push Button C to have the pitcher deliver his pitch. By pushing the D-Button simultaneously or directly after the release, you can give direction to the pitch. The D-Button to the left will produce a slider; push to the right to get a curve; push up to give a change-up.

NOTE: You can throw a slow curve or a slow slider by hitting the D-Button to the left or to the right just after delivering the change-up.

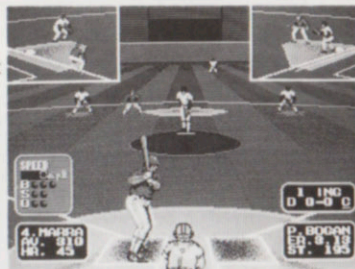
Checking a runner:

If a runner is making you nervous by taking a big lead, you can attempt to throw him out. If your timing is right, you just may pick him off! By hitting Button B, your viewing screen will change to an overhead view to allow you to see the situation from above. Quickly hit the D-Button in the direction of the base to be thrown to, and immediately follow that with a push to Button C. The pitcher will then throw the ball to the respective baseman to tag out the runner.

NOTE: Instead of pushing Button C to throw the ball to the base, you may opt to make the pitcher run to the base to try to tag out the runner himself. To do this, simply hit Button B instead of Button C in the manner stated above.

Runner Observation Screens

When there are runners on base, the moment they begin to lead off, a small screen will appear at the top of your viewing screen to zoom in on the situation. A screen will appear at the top right for the runner on first base, and at the top left for the runner at third. The runner on second can be seen at all times on your viewing screen. Be on guard!



Fielding

Catching:

The computer is a great fielder, but you may notice that it is more difficult than it looks! To catch a fly ball, position your fielder directly under the falling ball. Be careful during strong winds, as the ball is capable of drifting quite far. This maneuver is easier to accomplish if you keep an eye on the subscreen that appears on your viewing screen. Notice the yellow dot that will appear, which tells you where the ball is going to land. Position your fielder smack dab in the center of the dot for best results. You move your fielder by using the D-Button. For grounders, position your fielder in the path of the ball so he can snatch it up for the play. If it's a slow grounder, it's a good idea to make the fielder run at it to save time.

NOTE: If you have entered "error" in the "Option" section, then you will notice from time to time that the play is not completed properly or that the fielder misses it completely.

Throwing

Once you have caught the ball, punch the D-Button in the direction of the base to be thrown to. Then push Button C to make the throw.

Tag Play:

If there's a runner that's stuck between or too far off base, the fielder with the ball can run him down and tag him out. To do this, push the D-Button in the direction of the runner to be run at and then press Button B. The fielder with the ball will then run after the runner to tag him out.

Repositioning the Fielders:

If you'd like to move your fielders around, all you have to do is push Button A and then the D-Button in the direction to be moved. The fielders are capable of moving two steps forward, backward, to the left, or to the right. All the fielders move at once.

NOTE: If a fielder is very close to a base when he fields the ball, he will automatically tag the base for the out.

Choosing Your Lineup

Before starting to play, you can select your batting lineup. Push the Start Button until you reach the frame with the three boxes with the batters' names. You can begin to check out the individual players' statistics by using the D-Button. In the bottom box you will see all the personal data on the player, whose name will appear in green.

The D-Button allows you to roam down the list of names, or jump to the box at the side, top or bottom of the box in which you are looking at. When you press Button B, the name will turn yellow.

NOTE: Be sure to take a look at each batter's record (which can be seen in the bottom box) in order to select the best possible starting lineup.

< PRESENT ORDER >			< PITCHER >				
DET			SUND 0.22 R				
EXIT			KEAST 0.25 R				
< ORDER >			WOLF 0.27 L				
8 LIND 0.28 L			RODIT 0.27 L				
4 ESQU 0.29 R			ROSES 0.31 L				
3 PEAKS 0.30 R			JOHN 0.32 L				
5 LOBER 0.31 L			< FIELDER >				
2 OOKLE 0.32 R			BAO 0.32 L				
9 SELL 0.33 R			ORIZ 0.33 R				
1 JAGROT 0.34 R			OSAV 0.35 R				
1 BOGAN 0.35 R			FOX 0.36 L				
			Q. BA 0.37 R				
			WASH 0.38 L				
			MOSE 0.39 R				
			UTINDE 0.40 R				
			JETTC .292 98 R-R A B B				

Batting Order:

To choose your batting order, scan the D-Button over the list of names until you find one that's satisfactory. Push Button B. The name will turn yellow. Move the D-Button back into the "order" box and find the batter that you would least like. When you push Button B a second time, the two names will change, and your chosen player will appear in the unwanted player's place.

Data On Players:

Choose your lineup by checking out the data on the players pictured in the box at the bottom.

Pitcher's Data:

For the pitcher, seven bits of information are lined up across the bottom of the screen. In the order as they appear, they mean:

BOGAN 3.13 R ◀ AA ▶ 200 - 28 093 mph A

- (1) The pitcher's name,
- (2) His earned run average (ERA),
- (3) Right-handed (R) or Left-handed (L) pitcher,
- (4) The extent to which his breaking ball breaks, labeled from A to D (A being the greatest curve, D being the least),
- (5) The pitcher's stamina (how many total pitches he's good for before he tires out completely), coupled with the number of pitches he can throw before he starts showing signs of tiring. (After this second number is exhausted, you will notice the opposition getting more hits.),
- (6) The pitcher's throwing speed, and
- (7) The general distance a hit ball will travel, labeled from A to D, this time with D being the greatest distance traveled. (In this case, you might want to put in an "A" pitcher against your opponent, depending, of course, on other strengths and weaknesses!)

Batter's Data:

When you're scanning over the rest of the players, you'll see their statistics, too. There are also seven pieces of information on them:

SELLE .276 06 R - L B A A

- (1) The batter's name,
- (2) His batting average,
- (3) The number of home runs he has hit,
- (4) His right-handedness (R) or his left-handedness (L), the one on the left signifying his throwing arm, and the one on the right signifying which way he bats. (Example: R-L means that he throws right-handed, but bats left-handed.),
- (5) His catching ability (A being the best, D being the worst),
- (6) His throwing speed (A being the best, D being the worst), and
- (7) His running speed (A being the best, D being the worst).

Substituting Players

Defense Substitutions:

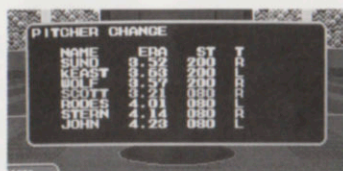
If your pitcher or another member of the defensive squad doesn't seem to be pulling his weight on the field, you are capable of bringing in substitute players. To do this, press the START Button before the pitcher decides to deliver his next pitch. On your screen will then appear a "CHANGE MEMBER SELECT POSITION" subscreen.

By using the D-Button, you can roam down the list to the position you would like to put a substitute in.

When you reach this position, press the START Button once more, and you will see a list of names of players who are capable of filling the position. Their individual statistics are also included. Using the D-Button again, roam down the list until you find the player of your choice. Push the START Button once more, and your player is automatically inserted into his position on the field.

* For putting in a relief pitcher, the same format holds true. You'll notice that when the change is made, the pitcher's information screen at the bottom right will also change to include the data on the new pitcher.

PITCHER CHANGE



NAME	ERA	ST	T
SUND	9.52	200	R
KEAST	9.53	200	R
WOLF	9.57	200	R
SCOTT	9.57	000	R
BROOK	4.01	000	L
STERN	4.14	000	L
JOHN	4.23	000	L

ERA = Earned Run Average

ST = "Stamina"

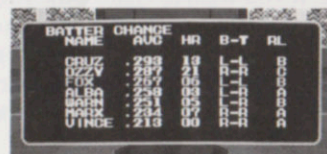
T = Throwing Arm (left or right)

NOTE: If you look at the subscreen and decide not to make any substitutions, simply press Button C to return to the uninterrupted game.

Bringing In A Pinch Hitter Or Pinch Runner:

If you feel your team's in a position where it needs extra power or speed, you can elect to bring in a pinch hitter or runner.

CHANGE MEMBER SELECT POSITION



BATTER	CHANGE	HR	B-T	RL
DELUZ	200	21	L-R	B
DELUZ	200	21	L-R	B
FOX	200	00	L-R	B
CLARK	200	00	L-R	B
WASH	200	00	L-R	B
WASH	200	00	L-R	B
UTICHE	210	00	L-R	A

AVG = Batting Average

HR = Home Runs hit

B = Batting Hand (left or right)

T = Throwing Arm (left or right)

RL = Running Level, (with A being the highest and D being the lowest).

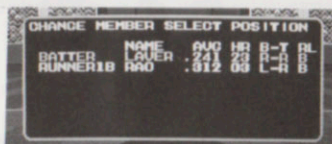
To Put In A Pinch Hitter:

Before the pitcher goes into his windup, press the START Button. You will see the "CHANGE MEMBER SELECT POSITION" window as outlined above. When this window appears, the name of the man presently at bat will appear in yellow. Push the START Button, and a list of batter's names will follow. Roam down the list using the D-Button, and, when you have found the batter of your choice, press the START Button again. The new batter will automatically appear in the batter's box, with the previous batter's balls and strikes recorded in the information window at the left. Now it's time for a big homer!

To Put In A Pinch Runner:

When you have runners on base, you may want to put in a faster one. To do this, press the START Button before the pitcher begins his windup. You will then see the "CHANGE MEMBER SELECT POSITION" window appear. When it does appear, use the D-Button to move down to the **RunnerB1** position. This is the current player on base. If you wish to change the runner, push the START Button once more, and a list of runners and their data will appear. Using the D-Button again, run down the list until you have found a suitable runner. Push the START Button again, and you automatically install the new runner on base.

NOTE: In the case where you have two or three runners on base, you will be able to substitute runners for each base in the manner described above.



First Base = B1 Second Base = B2 Third Base = B3

Selecting Your Game

Tommy Lasorda Baseball can be played by either one or two players. Select the league of your choice by moving to the "GAME SELECT" section. Using the D-Button, move down the list until you find the league in which you wish to play. To enter, simply press the START Button.



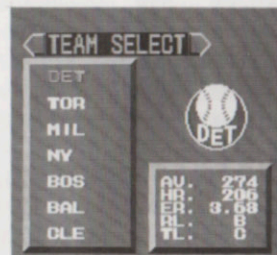
U. S. EAST	One Player
U. S. WEST	One Player
WORLD EAST	One Player
WORLD WEST	One Player
OPEN GAME	One Player
EXHIBITION GAME	Two Player
PASSWORD	One or Two Players
OPTION	Game Conditions

The only game for two players is the EXHIBITION GAME. Every other game is for one player to challenge the computer.

U. S. League / World League:

If you choose to play in any of the U. S. or World leagues, when you push the START Button, the "TEAM SELECT" window will appear, allowing you to select your own team. Use the D-Button to move down the list until you reach your desired team. Push the START Button again and you see the team you will be up against. Push START again. Now you have the "PRESENT ORDER" window which allows you to pick your own lineup. (The computer picks its own!)

If you participate in any of these games, then you have a chance at making it into the league championships, where **thirty games** determine who gets a shot at the World Series. So give it all you've got!



Open Game:

Here, you can pick not only your own team, but also the team you'll be playing against!

First, select your own team by moving the D-Button to the team of your choice. Be sure to study the team record which will appear at the bottom left-hand side of your screen. When you're ready, just hit the START Button.

Now you're ready to select your opponent, the computer's team. Using the D-Button again, move onto the team you would like to play, and then hit the START Button again. Push the START Button one more time, and you're ready to select your lineup.

Exhibition Game:

The "exhibition game" is for two players to battle it out against each other!

After you have moved down to the EXHIBITION GAME with the D-Button, use Player One's Control Pad to push the START Button. You have now moved to the "SELECT YOUR TEAM" window. Each player can now use his own D-Button to select his team.

When both players have decided upon their teams, either player can push his START Button to move on to the next frame, the "PRESENT ORDER" window. It is now time for Player One to select his lineup. When Player One has determined his lineup, he should now press his START Button for Player Two to do the same.

After Player Two has determined his lineup, he should press his START Button to begin the game. Good Luck!

Password

If you're in the middle of a great Series game and you're suddenly called away from it, you can stop it right where it is so you can come back to it later. Once you've entered your password (but don't forget it!), even if the power switch is turned OFF, your secret will be kept in the computer's memory until you return. When you come back and turn the switch ON, you can proceed with the game as though you'd never left!

Entering Your Password:

- * PASSWORD allows you the use of 22 letters.
- * The dotted line formation is easy to use in entering and remembering the letters.

Once you've reached the "ENTER YOUR PASSWORD" screen, use the D-Button to move over the list of letters. When you find the letter to be used in your password, press Button B. The letter is now entered.

If you find that you've made a mistake in entering the letter, simply push Button A (to move backward) or Button C (to move forward). When you are under the line to be changed, put the D-Button over the wanted letter and push Button B. The letters have now been changed.

When you have finished entering your password, push the START Button to begin your game.

Option

If you're to the point where you think you've aced the game, try giving it a little more twist by including some of the **OPTION** features. You might be surprised how the odds can change!

When you've arrived at the "SELECT" window, you will see a variety of options available. Press Button C to choose from the headings at the left. These headings will turn green as you move Button C down the list.

When you've decided upon a heading, you can use the D-Button to move up and down or side to side to choose from the conditions at the right. When you have selected all of the conditions you want included in the game, press the **START** Button, and you will then move on to the "GAME SELECT" window to begin the game.

NOTE: If you have started the game through using your password, then the conditions from that game cannot be altered. Therefore, you cannot change any of the conditions in the **OPTION** section. Even if you enter more field conditions in a password game, the computer will disregard the new entry and nothing will have changed.

Exception: Even in a password game, "SOUND ON - OFF" is able to be changed.

SELECT

CPU	EASY NORMAL HARD		
TYPE	PITCHER'S GAME NORMAL GAME BATTER'S GAME		
ERROR	ON	OFF	
MARKER	ON	OFF	
WIND	OFF	EASY	HARD
SOUND	ON	OFF	

CPU: The computer has three different levels to use against you!

TYPE: Tells which area is favored most.

ERROR: If you put it "ON", errors will sometimes occur. If you choose "OFF", an error will never occur.

MARKER: If you put it "ON", a yellow dot will appear in your small white subscreen to let your fielders know where a pop fly will land. If you choose "OFF", the mark will not appear.

WIND: The strength or absence of wind in the game. "OFF" means there is no wind on the field. "Easy" means there is a slight wind to alter the course of a ball a bit. "HARD" means there is sufficient wind to seriously change the course of a ball, particularly if it is hit high into the air.

SOUND: "ON" will produce sound effects plus background music. "OFF" shuts off the music, and only sound effects can be heard.

Innings Info

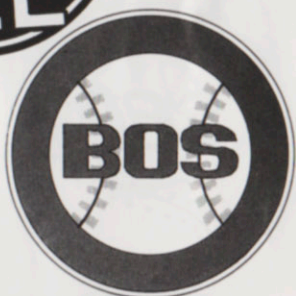
- 1) During any selected game mode, Player One starts play at bat.
- 2) Should there be a tie, the game will go into 3 extra inning until the bottom of the 12th. When you're playing against the computer and the score is still tied at the top of the 12th inning, the computer will automatically win and "X" will be displayed on the scoreboard.

Helpful Hints

Your fielding skills must be sharp, because the computer is awesome with a bat. Be particularly careful with grounders, as you have to be ready to release the ball for an out as soon as you pick it up. If it's a slow hit ball, run up on it to save the extra seconds.

- When pitching, be sure not to give it to him too easily, or it'll surely be knocked out of the park!
- Try to develop a good curve ball, particularly when you're against an opposite-handed batter!
- When batting, be able to pull back sometimes, because the computer's pitchers have some pitches that aren't in your book!
- When batting, it's best not to watch the pitcher, but to watch the small space just in front of the batting zone and wait for the pitch to enter. Be careful of the change-ups, too!
- When there's a ball hit deep into the outfield, you better run and get it **QUICK**, or they're likely to get an inside-the-park home run.
- It helps sometimes to put a fast runner on base when you need it, because, if you time it right, he'll definitely steal the next base for you.
- If you notice your opponent getting a lot of hits, it may be that your pitcher is tiring, or else they've caught on to him. Change him!
- Keep your eye on the runner at first; it's hard to notice when he takes off on a steal.
- A throw to the cutoff man from the outfield for a relay home is usually quicker than trying to throw it all the way to home plate.

U.S League East Division



U.S League West Division



World League East Division



World League West Division



Handling The Sega Genesis Cartridge

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

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 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 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 warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. **DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER.** Return cartridge to Sega Consumer Service. 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 Sega Genesis Cartridge requires repairs after termination of the 90-day 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 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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