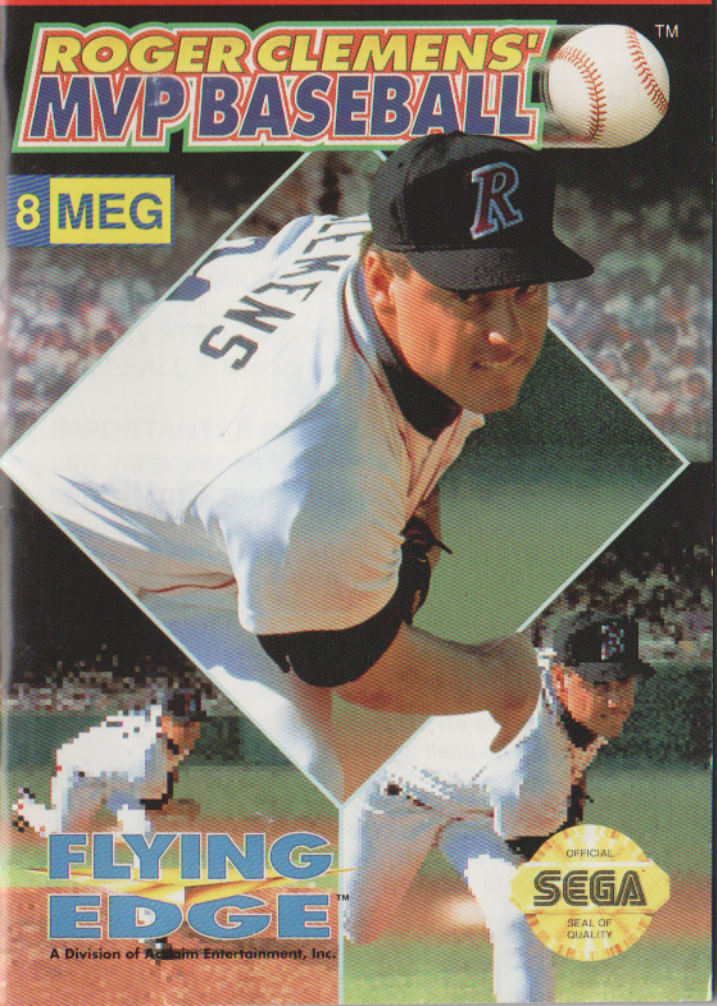
SEGA GENESIS
16-BIT CARTRIDGE

GENESIS INSTRUCTION MANUAL



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

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Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

GETTING STARTED

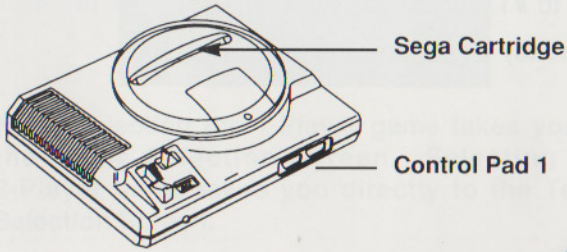
1. Make sure the power switch is OFF.

2. Insert the ROGER CLEMENS' MVP BASEBALL™ cartridge into the Genesis™ System as described in your GENESIS™ SYSTEM instruction manual.

3. Turn the power switch ON. In a few moments the Sega screen will appear.

4. Press START when the ROGER CLEMENS' MVP BASEBALL™ title screen appears.

IMPORTANT: If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, with its label facing toward you. Then turn the power switch ON again. Always make sure the power switch is OFF before inserting or removing the Sega cartridge.



BASEBALL...LIKE THE PROS

Home runs, double plays, stolen bases, squeeze plays...nothing beats watching baseball...except playing it! With Roger Clemens' MVP Baseball, you're not watching from the outside anymore...you're in the game, on the field, and seeing from the same view as the players themselves!

From fly-balls coming right at you to interactive close-up plays at any of the bases, experience hardball like never before. Dive for sinking line drives! Pick-off runners on base. Drive-in the winning run!

The season promises to be grueling. You're two games behind in the standings but, you've got a dominant bullpen, four batters averaging over .300, and a Gold Glove outfield. This is a dream come true: to play with the big guys like Roger "The Rocket" Clemens and a chance to go all the way to #1.

Get ready for the opening pitch. Play Ball!

PLAYER SELECTION

To select the number of players or to reach the Options Screen, press the D-BUTTON UP or DOWN to move the cursor to your choice, and press the A-BUTTON.

1-Player

-You against the computer in an Exhibition or Regular Season game. (See Game Selection on page 5)

2-Player Options

-You against a friend in an Exhibition game.
-Takes you to the Options Screen

Note: Selecting the 1-Player game takes you to the Game Selection Screen. Selecting the 2-Player game takes you directly to the Team Selection Screen.

OPTIONS

OPTIONS SCREEN

To turn the music ON or OFF, press the D-BUTTON UP or DOWN to move the cursor to MUSIC, and press the A-BUTTON to select ON or OFF.

To confirm your selection and return to the Player Selection Screen, move the cursor to EXIT and press the A-BUTTON.

To select a game with, or without 'Errors', move the cursor to ERRORS, using the D-BUTTON UP and DOWN, and press the A-BUTTON to toggle ON or OFF.

Move to 'Controls' and press the A-BUTTON to change the DIRECTIONAL-BUTTON to either a 'Standard' perspective or a 'View dependent' perspective. Make your choice by using UP or DOWN to move the cursor and then press the A-BUTTON to select.

Note: The default D-BUTTON perspective is in 'Standard' mode, where the controller perspective is always from behind Home plate (throw RIGHT to First base, UP to Second base, LEFT to Third base and DOWN to Home plate).

In 'View Dependent', while hitting and pitching, your view is from behind home plate. However, when you field a ball from the outfield, the perspective changes. You throw to what you are actually looking at, as if you were actually in the outfield (throw RIGHT to Third base, LEFT to First base, DOWN to Second base and UP to Home plate).

GAME SELECTION

In the 1-Player mode, the game selection screen allows you to select the type of game you wish to play or to return to a season already in progress.

To select the type of game you want to play, press the D-BUTTON UP or DOWN to move the cursor to your choice.

To confirm your selection, press the A-BUTTON.

EXHIBITION - One game against the computer. (To play an Exhibition game against a friend, reset and select a 2-Player game as explained in PLAYER SELECTION on page 3.)

REGULAR SEASON - You play three (3) games against each team in your division. Thus, a National Division Season consists of 33 games as opposed to 39 games for the American Division. If your team qualifies, there will also be a best-of-7 game play-off, followed by a best-of-7 game Championship Series. The Regular Season is played entirely against the computer.

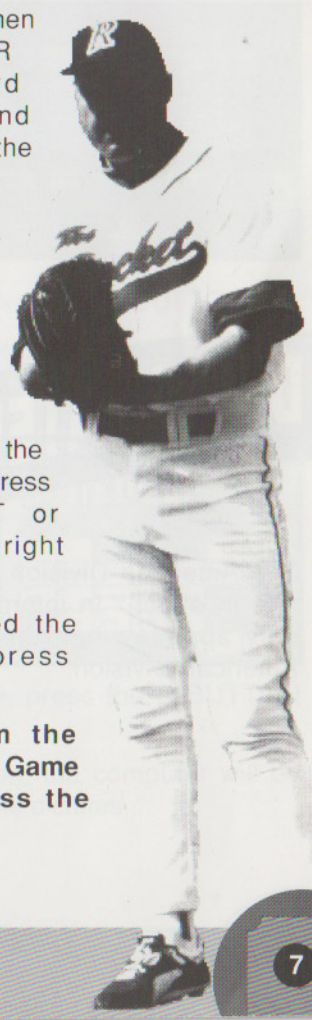
NOTE: The standings function just like real baseball standings. While your team is playing, so are other teams in your division. The results of their games are random and determined by the computer. You will only learn your position compared to the other teams when you view the standings screen at the conclusion of each day's play.

ENTER PASSWORD - When playing a REGULAR SEASON, a password consisting of letters and numbers is displayed at the end of every game. Keep a record of these passwords as they appear so you can resume the season at the next scheduled game.

To enter a password, press the D-BUTTON UP or DOWN to scroll through the alphabet and numbers. Press the D-BUTTON LEFT or RIGHT to move left or right along the password.

Once you have entered the password correctly, press the A-BUTTON.

Note: To return from the Password Screen to the Game Selection Screen, press the B-Button.



DIVISION SELECTION

To move between the four divisions, press the D-BUTTON LEFT or RIGHT.

To confirm your selection, press the A-BUTTON.

DESIGNATED HITTERS

The American Division has the designated hitter rule in effect. In interdivisional games, the rule only applies when the home team is from the American Division.

THE TEAMS

To move through the teams, press the D-BUTTON UP, DOWN LEFT or RIGHT.

To return to the Divisional Selection Screen without choosing a team, press the B-BUTTON.

To confirm your selection, press the A-BUTTON.

If you are playing a 2-Player Exhibition game, Player 2 selects his or her team in the same manner.

SEASON SCHEDULE

During the Regular Season play, once you have selected your team, you will then see the season schedule.

To alternate between the 2 months of the schedule, press the D-BUTTON LEFT or RIGHT.

During the Regular Season, the computer will be whichever team the schedule dictates.

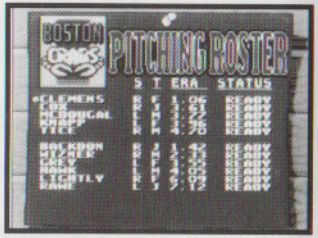
NOTE: Home games are displayed in brown, away games in white.

After reviewing the schedule, to scroll through the division standings and day's match-up screens, and reach your pitching roster, press the A-BUTTON.

PITCHING ROSTERS

To scroll through the starting pitchers, press the D-BUTTON UP or DOWN.

To confirm your selection, press the A-BUTTON.



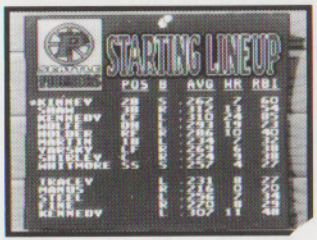
NOTE: During Regular Season play, starting pitchers must have 3 full days rest between starts. Use the season schedule to calculate the most efficient use of your pitchers.

TEAM ROSTERS

To scroll through the roster, press the D-BUTTON UP or DOWN.

To change the batting order, select the player to be repositioned and press the B-BUTTON. Then select the player with whom the first player is to exchange places, and press the B-BUTTON again.

To accept the line-up, press the A-BUTTON.



GENERAL GAME CONTROLS

Except for close-ups at the bases, the game is viewed from 2 different perspectives.

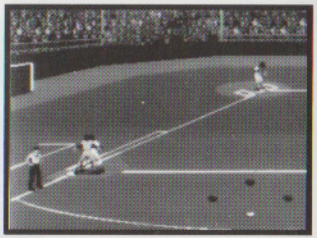
1. For pitching and hitting, the perspective is from behind the catcher.

2. For fielding, the perspective is from the field looking toward home plate. (The specific view varies depending on where the ball is hit.)

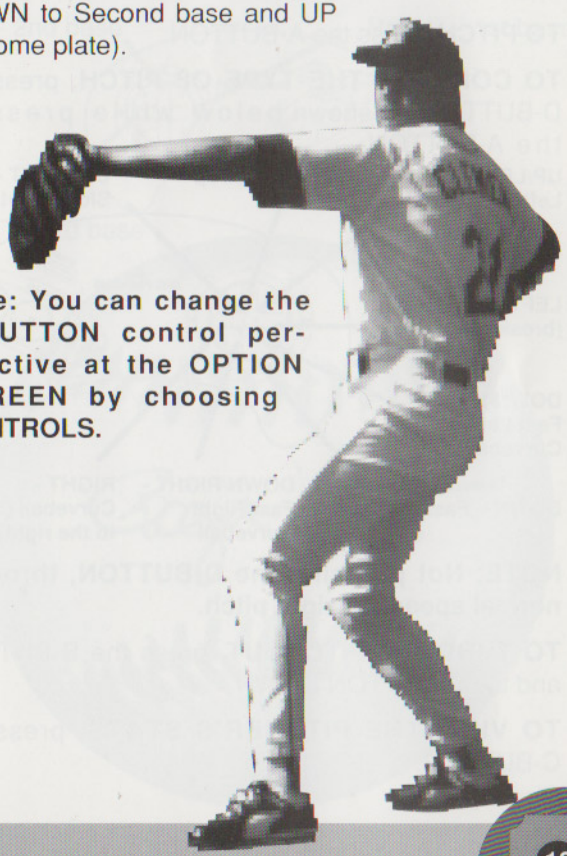
Dependent on whether you are in the 'Standard', or 'View Dependent' control mode, the controls operate differently determined by which of the two perspectives is on the screen.

The default D-BUTTON control is 'Standard' mode where the controller perspective is always from behind Home plate (throw RIGHT to First base, UP to Second base, LEFT to Third base and DOWN to Home plate).

In 'View Dependent', while hitting and pitching, your view is from behind home plate. However, when you field a ball from the outfield, the perspective changes.



You throw to what you are actually looking at, as if you were actually in the outfield (throw RIGHT to Third base, LEFT to First base, DOWN to Second base and UP to Home plate).



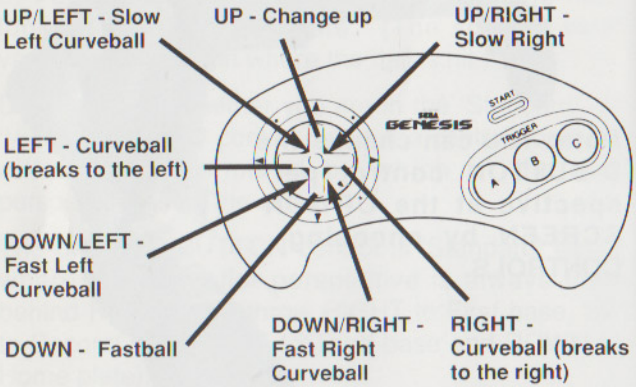
Note: You can change the D-BUTTON control perspective at the OPTION SCREEN by choosing CONTROLS.

PITCHING CONTROLS

TO REPOSITION THE PITCHER ON THE RUBBER prior to the pitch, press the D-BUTTON LEFT or RIGHT.

TO PITCH, press the A-BUTTON.

TO CONTROL THE TYPE OF PITCH, press the D-BUTTON as shown below while pressing the A-BUTTON:



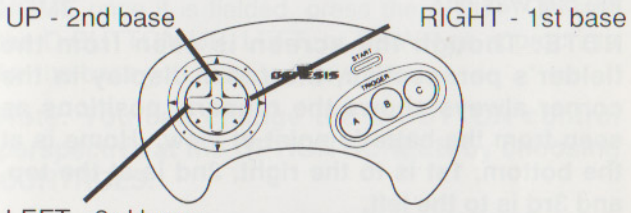
NOTE: Not pressing the D-BUTTON, throws a normal speed, straight pitch.

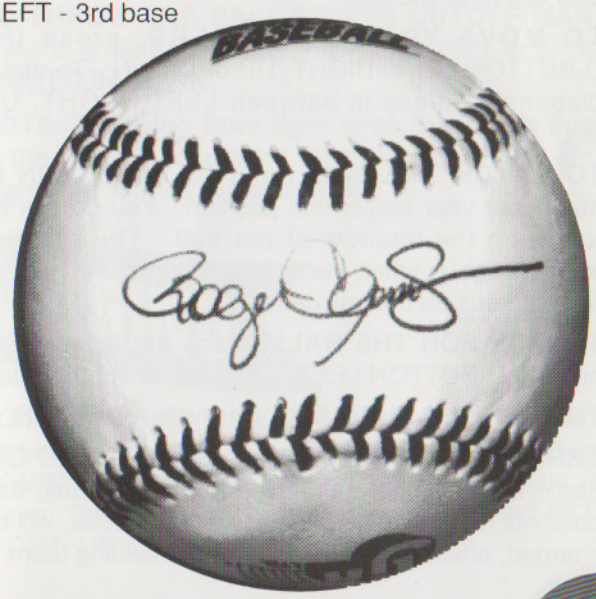
TO THROW A PITCHOUT, press the B-BUTTON and the D-BUTTON DOWN.

TO VIEW THE PITCHER'S STATS, press the C-BUTTON.

PICK-OFF ATTEMPTS

TO PICK-OFF A BASE RUNNER, press the B-BUTTON plus the D-BUTTON for the appropriate base:





FIELDING CONTROLS

Once the ball is hit, the perspective changes to the fielder's perspective. Which specific view of the infield, outfield, base, or bases depends upon where the ball was hit.

NOTE: Though the screen is seen from the fielder's perspective, the radar display in the corner always shows the runners' positions as seen from the batter's point of view. Home is at the bottom, 1st is to the right, 2nd is at the top, and 3rd is to the left.

TO MOVE YOUR INFIELDERS, press the D-BUTTON LEFT, RIGHT, UP or DOWN. To move diagonally, press in-between LEFT, RIGHT, UP or DOWN.

TO CATCH THE BALL, use the D-BUTTON to maneuver your player into position. You do this by following the shadow of the ball. The shadow appears lighter when the ball is higher off the ground and darkens as the ball descends.

TO DIVE FOR THE BALL, press the B-BUTTON and the D-BUTTON LEFT or RIGHT as appropriate.

TO JUMP FOR THE BALL, press the A-BUTTON.

ERRORS, If you have selected an 'ERRORS ON' game at the Option screen, any dropped ball, that does not result in a *forced out* to a baserunner, will be charged, officially, as an 'error' to the fielding team.

THROWING

TO THROW THE BALL TO FIRST BASE, once it is fielded, press the A-BUTTON.

TO THROW THE BALL TO SECOND, THIRD, or HOME once it is fielded, press the A-BUTTON and the D-BUTTON UP, LEFT, or DOWN as appropriate for the base you want to throw it to.

Note: You can change the D-BUTTON control perspective at the OPTION SCREEN by choosing CONTROLS.

TO THROW THE BALL TO THE CUTOFF MAN, once it is fielded, press the B-BUTTON and the D-BUTTON DOWN.

NOTE: Throwing from right field, the cutoff man is the second baseman. Throwing from left field, the cutoff man is the shortstop.

TAGGING

TO RUN WITH THE BALL - either to tag a base or a runner - press the D-BUTTON LEFT, RIGHT, UP, or DOWN as appropriate for the direction you want to move. To move diagonally, press in-between LEFT, RIGHT, UP or DOWN.

INFIELD FLY RULE

An INFIELD FLY is a fair ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before there are two outs.

When it seems apparent that a batted ball will be an Infield Fly, the umpire will immediately declare "INFIELD FLY" to the screen, *for the benefit of the baserunners.* The ball is alive and the runners may advance at the risk of the ball being caught, or retouch their base and advance after the ball has been touched, the same as any fair ball.

MANAGERS CLIP BOARD-FIELDING

The Manager's Clip Board Screen can be called up whether you are in the field or up at bat. It's options differ depending on the situation.

To relieve your pitcher, get some advice from the "Rocket," or take a time out and pause the game, press the START BUTTON while your team is in the field.

To scroll through the options, press the D-BUTTON UP or DOWN.

To reach the options, press the A-BUTTON.

RELIEF PITCHER - Shows your team's pitching roster. To scroll through the relief pitchers, press the D-BUTTON UP or DOWN.

To end the time out and return to the game without making a pitching change, press the B-BUTTON.

To change your pitcher and end the time out, move the cursor to the desired relief pitcher and press the A-BUTTON.

ROCKET TALK - Strategic advice from Roger Clemens. To end the time out and return to the game, press the A, B or C BUTTONS.

EXIT - Ends the time out and returns you to the game.

BATTING CONTROLS

TO POSITION THE BATTER, press the D-BUTTON LEFT, RIGHT, UP or DOWN.

TO SWING, press the A-BUTTON.

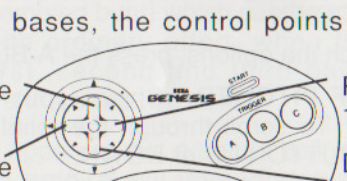
TO BUNT, press the C-BUTTON.

BASE RUNNING

When running bases, the control points are as follows:

UP - 2nd base

LEFT - 3rd base



RIGHT - 1st base

DOWN - Home

To RUN or STEAL, or EXTEND YOUR LEAD AT A BASE, press the B-BUTTON and the D-BUTTON as appropriate for the base you wish to advance to.

To RETURN TO A BASE, press the C-BUTTON and D-BUTTON DOWN.

To SHORTEN A LEAD AT A BASE, press the B-BUTTON.

To MAKE TWO or MORE BASE RUNNERS RUN, STEAL, or EXTEND LEAD AT THEIR BASES, with base runners on first and second, you may advance both men simultaneously by pressing the B-BUTTON and the D-BUTTON LEFT. Otherwise, press the B-BUTTON and the D-BUTTON (in between the appropriate bases they wish to advance to.)

To STOP BETWEEN BASES, press the A-BUTTON and the D-BUTTON DOWN. **NOTE: Regardless of the fielder's point of view, the radar screen always displays the position of the base runners from the "behind home plate" perspective.**

MANAGERS CLIP BOARD-BATTING

To put in a pinch hitter, get advice from Roger Clemens, or take a time out, press the START BUTTON while your team is up at bat.

To scroll through the options, press the D-BUTTON UP or DOWN.

To choose the option, press the A-BUTTON.

PINCH HITTER - Press the D-BUTTON UP or DOWN to select the pinch hitter and then press the A-BUTTON to end the time out and return to the game.

NOTE: Switch hitters default to the opposite hand of the pitcher. This means that a switch hitter will always bat lefty against a right handed pitcher and righty against a left handed pitcher.

ROCKET TALK - Strategic batting advice from Roger Clemens. To end the time out and return to the game, press the A, B or C-BUTTON.

EXIT - Ends the time out and returns you to the game.

CLOSE PLAYS AT THE BASE

When a close play occurs at any of the bases, the perspective switches to a close-up view of the baseman and the runner sliding in. The D-BUTTON functions also change depending upon whether you are the baseman or the runner.

BASEMAN - To tag the runner, you must judge which way and when he will slide. Press the D-BUTTON to "slap on the tag" in the direction you think he will slide.

LEFT - left side of the base
RIGHT - right side of the base
DOWN - center of the base

BASE RUNNER - To avoid being tagged, you must determine which way the fielder is going to go and slide "around" his tag.

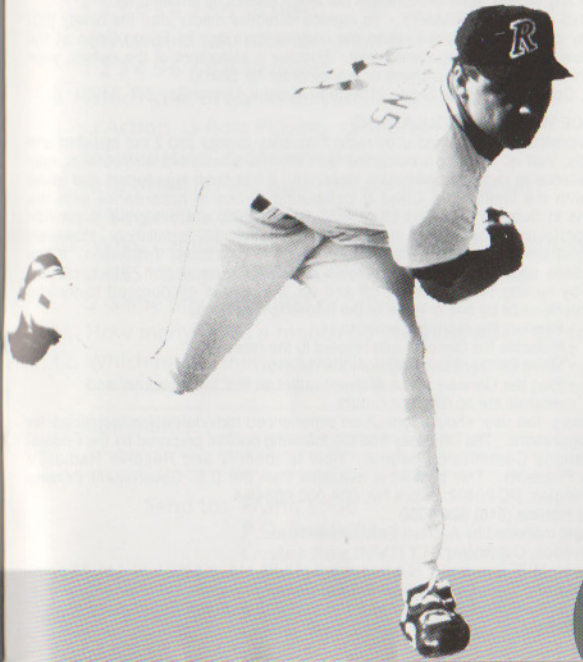
LEFT - slide to the inside of the base
RIGHT - slide to the outside of the base
DO NOTHING - and you will automatically slide to the center of the base.

PLAY BALL!

From a single head-to head game to a full season's play, get set for all the excitement, action, and in-the-field views of real baseball!

Your team has the drive and the talent to go all the way! All you have to do is shut down the division's big hitters, get to their pitchers early, and pile up some runs. Hey, nobody said it was going to be easy!

The "Star Spangled Banner" is over. Pitcher's ready. Ump's at the plate...PLAY BALL!



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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the Genesis with respect to the receiver
- Move the Genesis away from the receiver
- Plug the Genesis into a different outlet so that the computer and receiver are on different circuits

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4

Flying Edge Hotline (516) 624-9300

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Name: _____

Phone:( )_____ Date: _____

Street Address: _____

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1. Game title: Roger Clemens' MVP Baseball™ GENESIS
2. Who **purchased** this game? ❑Male ❑Female Age_____
3. Who **plays** this game the most? ❑Male ❑Female Age ____
4. Why was game purchased for **player**?
   ❑Self-purchase ❑Requested gift ❑Unrequested gift
5. How did you hear about this game?
   ❑Friend ❑Radio ❑TV ❑Newspaper ❑Magazine Ad
   ❑Game Review ❑In-Store Display
   ❑Played Before Buying ❑Arcade ❑Salesperson
6. How would you rate the game play?
   1 2 3 4 5 6 7 8 9 10 (Best)
7. How would you rate the graphics?
   1 2 3 4 5 6 7 8 9 10 (Best)
8. Which kind of game do you like the most?
   ❑ Action ❑ Role Playing ❑ Sports
   ❑ Simulation ❑ Maze/Puzzle
9. How often do you play coin-op arcade games?
   ❑ Never ❑ Sometimes ❑ Frequently
10. What game/computer systems are in your household?
    ❑ NES ❑ Super NES ❑ Genesis ❑ Game Gear
    ❑ Game Boy ❑ PC(IBM or other)
11. How many times a month do you **rent** video games? ____
12. Which magazines and comic books do you read?
    _____
    _____
13. Comments:_____
    _____
    _____

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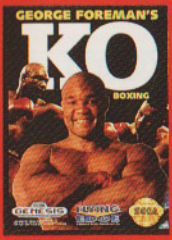

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You're "Big George" Foreman with an appetite that only KO BOXING can satisfy!!

Get ready to RUMBLE with devastating power punches!

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A Division of Acclaim Entertainment, Inc.

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When you're tired of watching football from the sidelines...get into the **button-pounding arcade action** of SUPER HIGH IMPACT!!

Bone crunching football action straight from the arcade *SMASH!!*

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