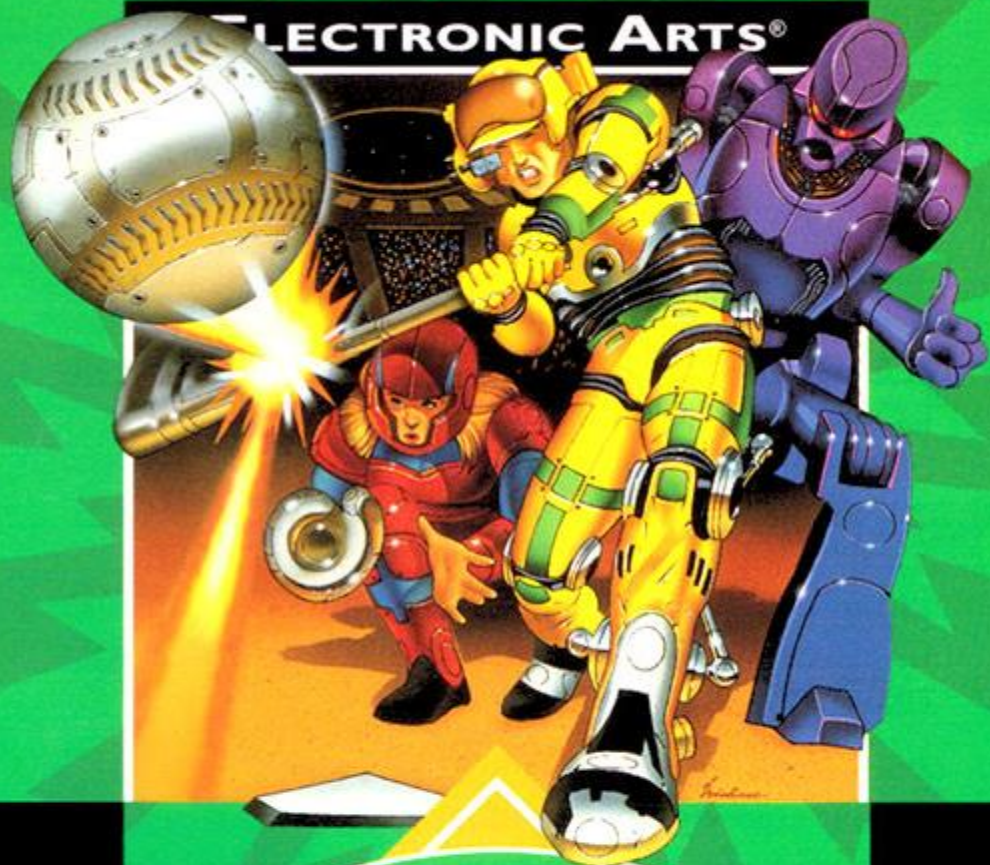


ELECTRONIC ARTS®



SUPER BASEBALL 2020™



WARNING TO OWNERS OF PROJECTION TELEVISIONS!

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

EPILEPSY WARNING

PLEASE READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM OR ALLOWING YOUR CHILDREN TO USE THE SYSTEM

A very small percentage of people have a condition that causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a television screen and while playing games. Please take the following precautions to minimize any risk:

Prior to use

- If you, or anyone in your family, has ever had an epileptic condition or has experienced altered consciousness when exposed to flickering lights, consult your doctor prior to playing.
- Sit at least 2.5 m (8 ft.) away from the television screen.
- If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.
- Make sure that the room in which you are playing is well lit.
- Use the game on as small a television screen as possible (preferably 14" or smaller).

During use

- Rest for at least 10 minutes per hour while playing a video game.
- Parents should supervise their children's use of video games.

If you or your child 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 doctor.

NuFX



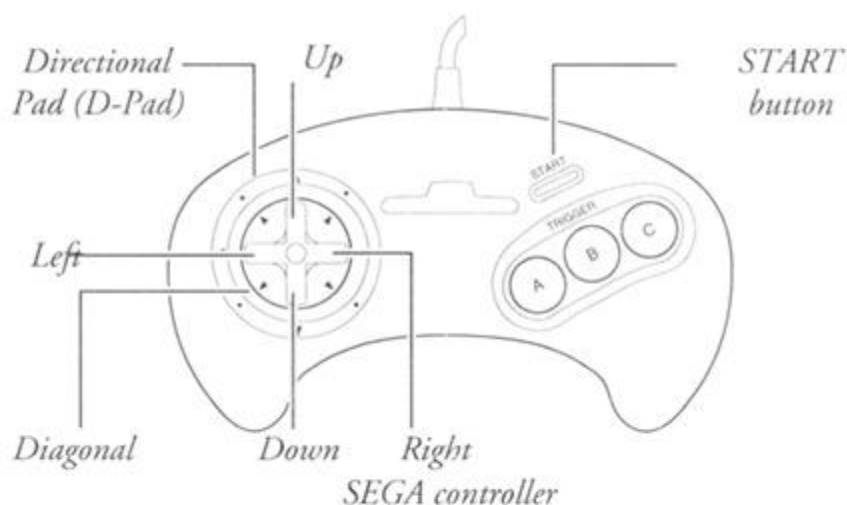
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Command Summary



Base Selection

First base = D-Pad right

Second base = D-Pad up

Third base = D-Pad left

Home plate = D-Pad down

Batting

Bunt

A

Swing

C

Position Batter

D-Pad

Power Up Options

START

(Press C to exit Power Up Options)

Base Running

Extra Bases	B + D-Pad
Lead Off /Steal	B + D-Pad
Return to Base	C + D-Pad (after lead off)

Pitching

Throw pitch	C
Begin Pick Off	B + D-Pad (to step off the mound)
Throw Pick Off	C + D-Pad (select base to throw to)
Position Pitcher	D-Pad left/right

To control Pitch after it is thrown:

D-Pad right = pitch breaks right
D-Pad left = pitch breaks left
D-Pad up = slows down pitch
D-Pad down = speeds up pitch

Power Up Options START
(Press C to exit Power Up Options)

Fielding

Jump	C
Throw Ball to Infield	D-Pad (use D-Pad to select base to throw to) + C
Diving Catch	C + D-Pad down
Run with Ball	B + D-Pad (use D-Pad to select base to run to)



Super Baseball 2020

High Tech Me Out To The Ballgame

By the end of the 20th Century, the game of baseball was in disarray. Teams were drawing smaller and smaller crowds, and almost all franchises were in critical economic conditions. Some proud old teams with long histories and storied pasts went into bankruptcy and ceased operations. Top-flight athletes gravitated toward more stable professional sports. Stadiums fell into such disrepair that some were declared dangers to public well-being and closed. The national pastime appeared to be breathing its last.

Then, a mixture of bold new rules and technological innovations revived baseball. The game's ancient corporate structure was replaced by the sleek, new, international Super Baseball Association.

The old leagues were reorganized and teams reassigned. A single stadium with a revolutionary design replaced scattered, crumbling fields and domes. The league was opened up to women and, more spectacularly, to robot players. Grass and artificial turf were replaced with a variety of surfaces that made the game both more exciting and more playable. The stands were protected by a reified hypostatic force field. Players were equipped with "armor" to amp up their natural playing abilities. A system of immediate rewards for good play took the place of inflated salaries. Baseball became Super Baseball.

Here in the year 2020, Super Baseball is the greatest sports spectacle in the world. No other entertainment medium even comes close. All teams are strong and healthy both in their front offices and on the field. The availability of Robots and player armor have established parity among the teams. Anybody can win, anybody can go all the way.

So strap on your titanium cleats, tape up your ceramic-graphite bat, change the oil in your batting armor, and put some fresh batteries in your robotic catcher. The crowd at Cyber Egg Stadium expects a good game from you. Naturally, you won't disappoint them.

Getting Started

1. Flip OFF the power switch on your Sega™ Genesis™.

WARNING: Never try to insert or remove a cartridge when the power is ON.

2. Make sure a Controller is plugged into the port labeled Control 1 on the Console. If you're playing against a friend, plug the other Controller into Control 2.
3. Insert the cartridge into the slot on the Sega™ Genesis™. Press firmly to lock the cartridge in place.
4. Turn ON the power switch.
5. Press **START** to bypass the logo and opening animations and start playing.



Passwords

If this is not the first time you've played Super Baseball 2020 and you want to resume a 1P League series where you left off or at an earlier stage, you can enter a Password.

At the end of every 1P League game, a Password appears. Write down these Passwords *carefully*. Without a password, you cannot continue a league season.



Sample password

Entering A Password

Passwords consist of four lines of five letters each. Use the **D-Pad** to select a letter and line. Press **C** to scroll forward through letters and numbers; press **B** to scroll backward.

When you have entered the password, press **START**.

Game Mode Selection

Press the **D-Pad** left/right to highlight 1P League or 1P vs 2P. (The two Game Modes are explained below.) When the Game Mode you want is highlighted, press any button. There is a time limit on Game Mode Selection; if you don't choose a Game Mode in the allotted time, one will be selected for you.

1P League

This is a 1 player game. You will play a 15 game season, consisting of three games against each of the other 5 teams in your league. If you are in first place at the end of the season, you go on to the Super Baseball 2020 World Series game against the champion of the other league. (If two or more teams are tied for first place at the end of the season, the human player's team will go to the World Series.)

The player always hits first in 1P League games.

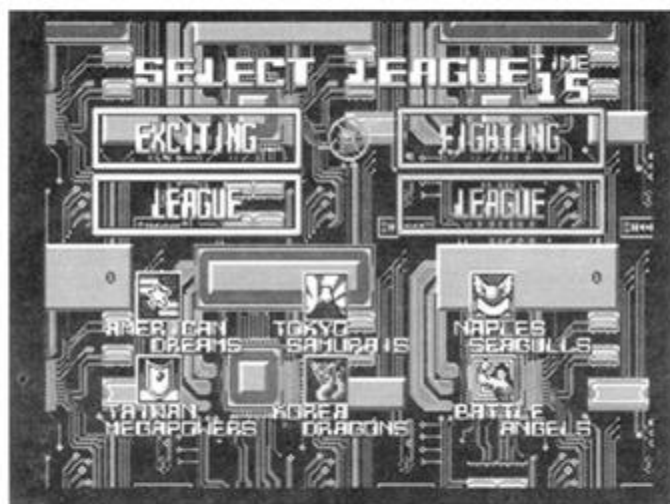
1P vs. 2P

This is the 2 player game. Each player will select a team from the same league (see League Selection immediately following). Each game is a single, stand-alone contest and is not part of a season.

Note: The first player to press a button on their controller is Player 1 in a 1P vs. 2P game.



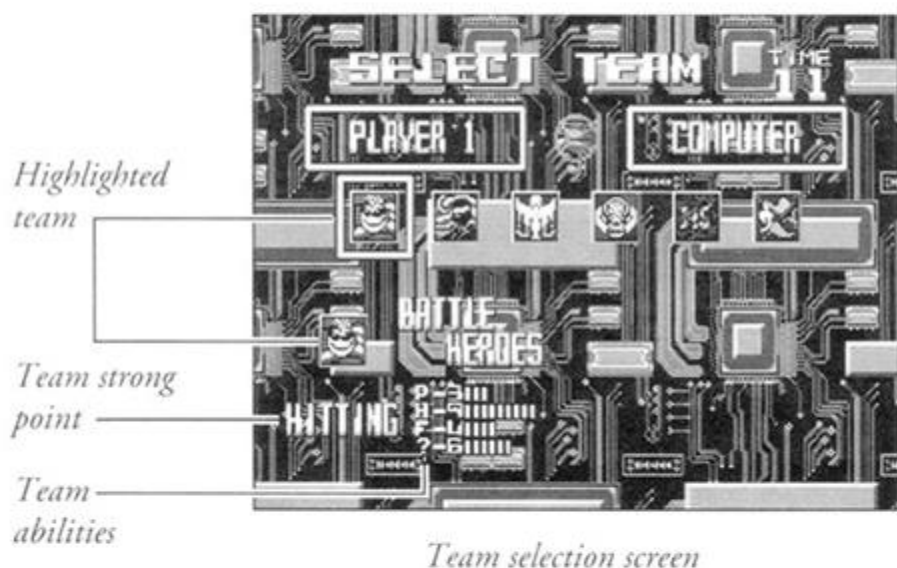
League Selection



League selection screen

There are two leagues in Baseball 2020, the Exciting League and the Fighting League. Press the **D-Pad** left or right to highlight one of the leagues, then press any button to select it. There is a time limit on League Selection; if you don't choose a League in the allotted time, one will be selected for you.

Team Selection

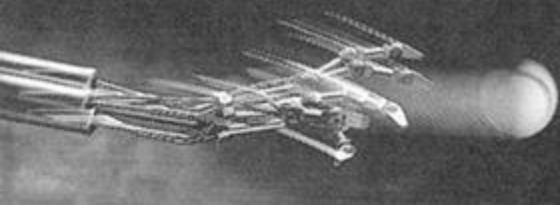


There are six teams in each league. When the Team Selection screen appears, press the **D-Pad** left/right to highlight each team. Information about a team appears at the lower left of the screen when the team is highlighted. There is a time limit on Team Selection; if you don't choose a Team in the allotted time, one will be selected for you.

Team info includes the team's average rating in 4 Player Abilities:

- P** Pitching
- H** Hitting
- F** Fielding
- ?** Chance

(See the Players section of this manual for more information about Player Abilities.)



Team Info also designates the team's greatest strength: Pitching, Hitting, Fielding, Chance, Running, Balance (if the team's ratings are consistently and evenly high), or Hi-Tech (if a team is primarily robotic).

When the Team Selection Screen appears, you have 10 seconds to select a team. To select a team, highlight it with the **D-Pad** and press any button. The teams (and their identifying initials) are:

Exciting League

- American Dreams (AD)
- Tokyo Samurais (TS)
- Naples Seagulls (NS)
- Taiwan Megapowers (TM)
- Korea Dragons (KD)
- Battle Angels (BA)

Fighting League

- Battle Heroes (BH)
- Ninja Black Sox (NB)
- Aussie Battlers (AB)
- Mechanical Brains (MB)
- Metal Slashers (MS)
- Tropical Girls (TG)

Starting Pitcher Selection

Each team has 4 pitchers to choose from as its starter. Press the **D-Pad** up/down to highlight each pitcher to check their Earned Run Average (ERA). ERAs appear at the bottom of the Pitcher List. Better pitchers have lower ERAs. When you have highlighted the pitcher you want, press any button.

Relief Pitchers

There is no real distinction between starting and relief pitchers in Super Baseball 2020. Any pitcher can start and or relieve.

Players

Pitching Ability

Pitching ability measures pitcher's arm strength. The stronger the arm, the faster the pitch.

Batting Ability

Batting Ability measures a hitter's strength. Stronger hitters hit farther.

Fielding Ability

Fielding Ability measures a player's ability to position himself in the infield or outfield, catch, and throw while playing defense.



Chance

Chance is the sum of a player's general ability to defy the odds, otherwise known as "luck". Examples are being in the right place at the right time, making lucky hits or catches, etc.

Game Stats

When a player comes up to bat, their stats for previous at bats during the game will be displayed in the middle of the screen. All hits, and outs, will be listed. If a player is replaced by a Spare Robot, the player's game stats will still be displayed when the Robot comes up to bat.

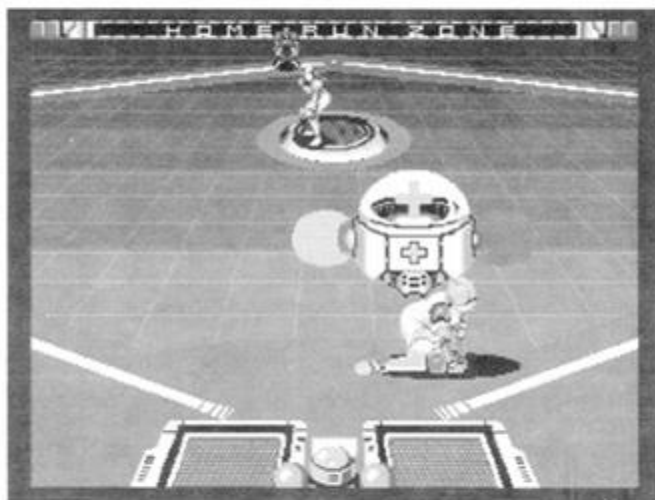
Lucky Player

In every game, a Lucky Player will be selected at random on each team. A Lucky Player's batting ability is increased for the duration of that game. The Lucky Player's identity is never revealed directly. But if you pay close attention, you may notice a batter playing better than he usually does. He's the Lucky Player.

Power Ups

A number of Power Ups are available to Players, including Armor and Robot substitutes. See the Power Up Options section of this manual for details.

Injured Players



Ambulance

Players can only be injured when they're hit by a pitch. (When fastballs come in excess of 125 mph, this is bound to happen.) A flying ambulance will immediately pick up any player who cannot continue because of injury. Both Human and Robot players can be knocked out of a game this way, and a spare Robot is sent in to take the place of the injured player. Injuries only last for the duration of the game in which they occur.

Injuring a player with a pitch incurs a stringent penalty in Super Baseball 2020: The pitcher's team is fined \$2000.



Robots

Break Downs

Robots, being machines, can break down or run out of fuel. You'll know a Robot is in mechanical trouble when it begins to spark or is surrounded by arcs of leaking electricity. When you see either of these conditions, it means the Robot is about to break down and explode. A broken down Robot is automatically replaced by a Spare Robot, who all have very low playing ability.

Spare Robots

When a player is injured or a robot runs out of fuel, a Spare Robot automatically takes their place in the line up. Spare Robots have very low player abilities, so you'll probably want to replace the Spare Robot with a player off the bench or a use the Power Up option to enhance their abilities.

Selecting A Base With The D-Pad

You will often need to select a base for certain plays (stealing a base, throwing to a base, etc.). Each base is aligned with a direction on the **D-Pad**:

First Base	D-Pad <i>right</i>
Second Base	D-Pad <i>up</i>
Third Base	D-Pad <i>left</i>
Home	D-Pad <i>down</i>

Example: A fielder has picked up a grounder and you want him to throw the ball to First Base to get a base runner out. Press the **D-Pad right** to select First Base and then press **C** to throw the ball.

See the Playing Offense and Playing Defense sections of this manual for more information about plays that require you select a base.

Playing Offense

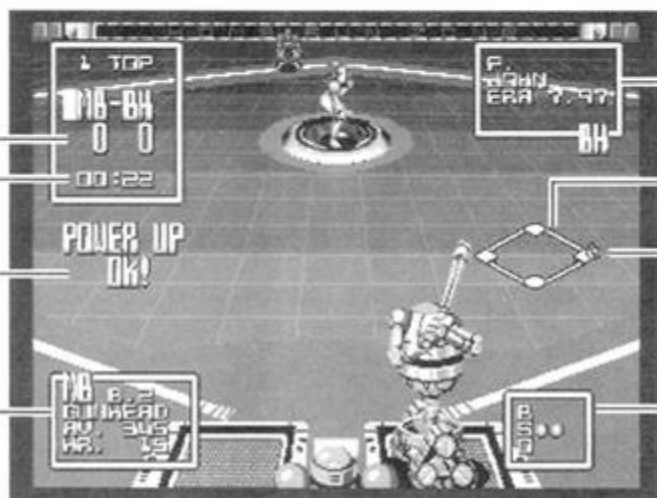
Batting Screen

Current inning
and score

Running time
of game

Power Up
status*

Batter's name,
spot in the bat-
ting order,
batting avg
and HRs



Pitcher's name
and ERA

Base schematic

Runner on
base

Count: Balls/
Strikes/Outs

Batting screen

* Power Up Status; when Power Ups are possible, "Power Up OK" will appear here.



Batting

Positioning the Batter

Press the **D-Pad** left/right to position the batter farther left or farther right in the batter's box. Press the **D-Pad** up/down to position the batter farther up or farther back in the batter's box.

Swinging

To swing at a pitch, press **C**. To check a swing, release the **C** button before the pitch reaches the plate.

Bunting

To bunt, press **A**.

Base Running

Base Running/Extra Bases

To make a runner run for extra bases press **B** and then press the **D-Pad** toward the base where you want the runner to go.

Leading Off

To make a base runner lead off, press **B** and then press the **D-Pad** in the direction of the base you want the runner to lead off toward before the pitcher throws a pitch.

Stealing

To make a base runner attempt to steal, press **B** and then press the **D-Pad** in the direction of the base you want the runner to steal toward as the pitcher throws. Steal attempts are usually more successful if the base runner is leading off before he breaks for the next base.

Returning to Base

To make a player return to base after leading off, overrunning a base, to avoid a pick-off attempt, etc., press **C** and then press the **D-Pad** toward the base you want the runner to return to.

Playing Defense

Pitching Screen



Pitching screen



Pitch Speed and the Umpire's Call appear only immediately after a pitch.

Prize announcements appear only immediately after a pitch or play.

Pitching

Positioning The Pitcher

Press the **D-Pad** left to position the Pitcher toward the left side of the pitcher's mound, or press it right to position the pitcher toward the right side of the mound.

Throwing a Pitch

Press **C** to throw a pitch. (See following for control/speed.) You must throw a pitch within an allotted time, or your pitcher will automatically throw one.

Pitch Control

The **D-Pad** controls the way a pitch breaks after it is thrown. Press the **D-Pad** left to make the pitch break left, and press the **D-Pad** right to make it break right. You can also throw a "screw-ball" – a pitch that will break first in one direction and then in another – by pressing the **D-Pad** left then right, or right then left.

Pitch Speed

The **D-Pad** also controls a pitch's speed after it is thrown. Press the **D-Pad** down to throw a faster pitch, and press the **D-Pad** up to throw a slower pitch.

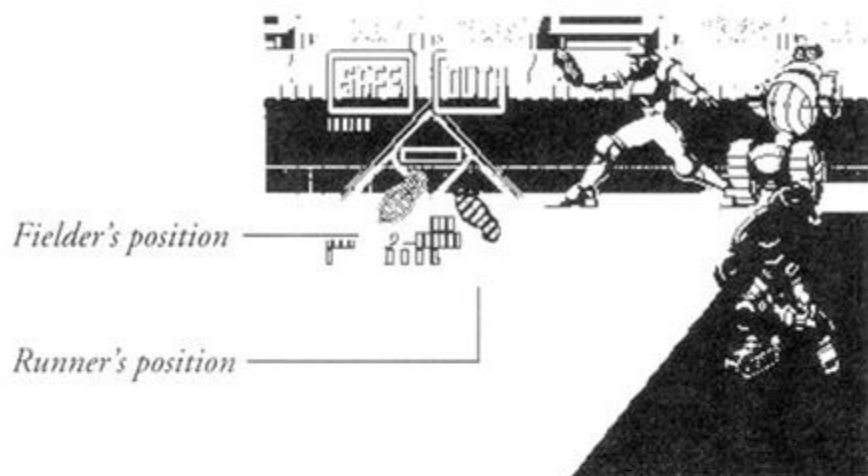
Pick Off Plays (Feint Ball)

In Super Baseball 2020, a Pick Off play is sometimes called a Feint Ball. Press **B** to call up the Pick Off screen; this screen shows an isolated view of the pitcher. Press **C** and at the same time press the **D-Pad** in the direction of the base you want the pitcher to throw to.

To leave the Pick Off screen without trying a Pick-Off play, press **B** again.

Fielding

Fielders usually position themselves to catch fly balls. Stay alert to where your fielders are when a hit ball is in play. You must use the **D-Pad** to make fielders go after line drives, and you must choose where they'll throw it after they catch it.



Thrown out at first



To make a fielder throw to a base, select the target base with the **D-Pad** and press **C**. If you don't select a base when throwing the fielder will automatically throw to first base.

Diving Catch

To make a player execute a diving catch, press **C** and press the **D-Pad** in the direction you want the player to dive.

Jumping

All players wear special equipment that greatly enhances their natural jumping ability. This can be a great help when fielding. Press **C** to make a fielder jump to catch a hit. If a fielder jumps in one of the Jump Zones that line the fences, they'll jump much higher than normal and they'll be able to deprive batters of base hits or home runs if they time their jumps right. This sort of play can take a lot of practice to perfect, but it is possible.

Tagging Baserunners

An infielder near the target baserunner must have the ball to use this play. Press the **D-Pad** toward the target baserunner and press **B** to make the infielder run toward and tag the baserunner.

Field Effects

The technological design of Cyber Egg Stadium can have a dramatic effect on fielding. See the Cyber Egg Stadium section of this manual for more information.

Time Screen

To call Time, press **START**. This pauses the game and brings up the Time screen. There are a number of options available from the Time Screen, depending on whether you are playing Defense or Offense.

The Defensive Time Screen



Defensive time screen

The Defensive Time Screen includes the following options:

Exit

Leave the time out screen. You can also leave the Time Screen by pressing **B**.



New Pitcher

This option replaces the current Pitcher. To use this option, there must be at least one pitcher available whom you haven't used in the current game. When the team roster appears, press the **D-Pad** up/down to highlight the names of the pitchers and see their ERAs and Player Abilities. Press **C** to send the highlighted pitcher to the mound, or press **B** to return to the Time Screen.

Team Power Up

Team Power ups include equipping players with armor and powering-up Robots. Details can be found in the section immediately following.

The Offensive Time Screen



Offensive time screen

Exit

Leave the Time Screen. You can also leave the Time Screen by pressing **B**.

Pinch Hitter

Use this option to replace a hitter. When the team roster appears, use the **D-Pad** to scroll through the players (a player's batting average will appear when their name is highlighted). Press **C** to send the highlighted player to the plate, or press **B** to return to the Time Out Screen.

Pinch Runner

Use this option to replace a baserunner. You must have at least one player on base to use this option. When the team roster comes up, press the **D-Pad** up/down to highlight the available players. To select a highlighted player, press **C**; then use the **D-Pad** to select the base where you want to send the pinch runner and press **C** again; or press **B** to return to the Time Screen.

Team Power Up

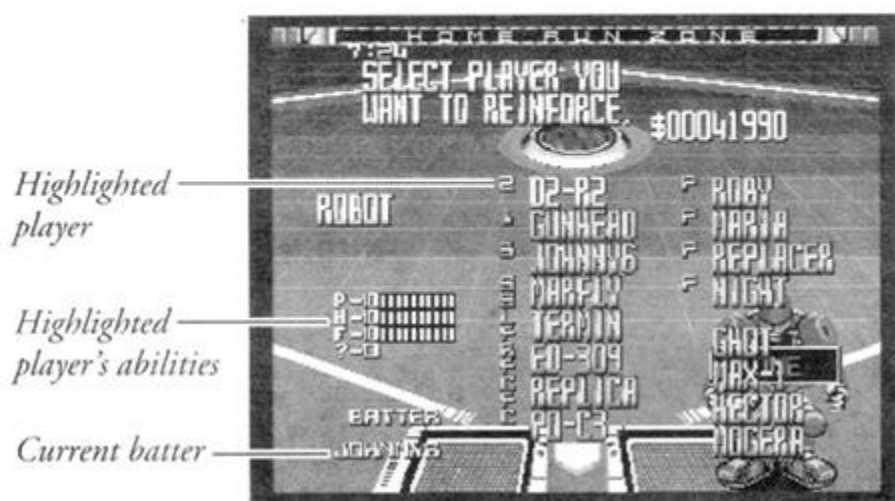
Team Power ups include equipping players with armor and powering-up Robots. Details can be found in the section immediately following.



Power Up Options

Power Ups can equip players with several types of armor that improves their playing abilities, or can directly increase the playing abilities of Robots. To access the Power Up screen, press **START** to call up the Time Out Screen. Highlight Team Power Up and press **START** again.

Selecting A Player To Power Up (Reinforce)



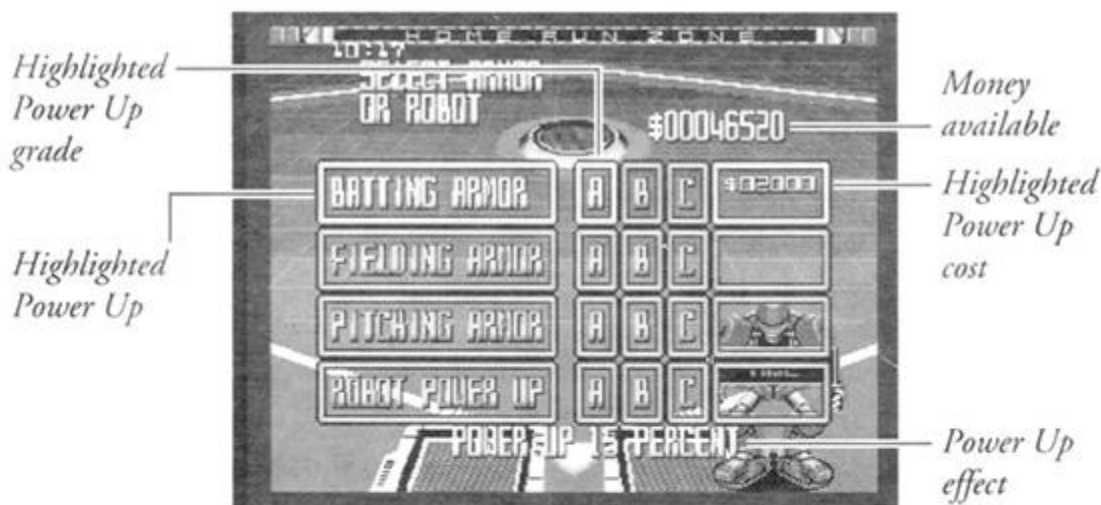
Team Power Up/Reinforce screen

Use the **D-Pad** to highlight the player want to power up. When a pitcher is highlighted, their ERA will appear on the left side of the screen; when a batter is highlighted, their player abilities appear on the left side of the screen.

The left side of the screen will also indicate if a highlighted player is a Robot, or a Powered Up Robot, or if the player is wearing armor.

When you have highlighted the player you want to Power Up, press **C**.

Armor Power Ups



Power Up screen

To select an armor type, press the **D-Pad** up/down to highlight it, then press the **D-Pad** left/right to select the grade of armor (A, B, or C) with which you want to equip the player. If you can afford a grade of armor, its price is highlighted at the right of the screen. If you can't afford it, its price is grayed out.

To select highlighted armor, press **C**. To leave the Armor/Robot Power Up screen without choosing any armor, press **B**.

There are three kinds of Armor: Batting, Fielding, and Pitching. Robot players can never wear Armor. Only human players other than Pitchers can wear Batting or Fielding Armor, and only



human Pitchers can wear Pitching Armor. Players can wear multiple kinds of Armor simultaneously.

Armor improves players' natural Playing Abilities, but these Improvements do not show up in players' ERAs or Batting Averages. A .150 hitter wearing Batting Armor C will enjoy a 40 percent improvement in their hitting, but their batting average will still appear as .150.

Players equipped with Armor will appear to shimmer. However, a Pitcher wearing Armor will shimmer only when he is on the mound; he will not shimmer when he is batting.

Armor will eventually break down. When Armor begins to spark or flash, it is about break down. A player is not harmed when Armor breaks down, but they will be reduced to their normal playing abilities.

Armor can be upgraded but not downgraded. For example, a player already equipped with B Batting Armor can be re-equipped later with C Batting Armor but not with A Batting Armor. Of course, if the B Batting Armor breaks down, it can be replaced by A Batting Armor.

Batting Armor

<i>Type</i>	<i>Effect</i>	<i>Cost</i>
A	15%	\$2000
B	25%	\$5000
C	40%	\$10000

Fielding Armor

<i>Type</i>	<i>Effect</i>	<i>Cost</i>
A	12%	\$1000
B	25%	\$3000
C	42%	\$10000

Pitching Armor

<i>Type</i>	<i>Effect</i>	<i>Cost</i>
A	14%	\$10000
B	26%	\$15000
C	45%	\$20000

Robot Power Ups

Teams can buy Special Robots during a game to use as substitutes at any position. Special Robots are easily identified on the field by the way they shimmer. These Robots have fairly high player abilities; players cannot be replaced by a Special Robot with player abilities inferior to their own. For example, you cannot replace a Robot with an A Power Up Robot.

Effect improves all of a Special Robot's abilities – Batting, Fielding, and Pitching - by the stated amount. It applies only to Special Robots; you cannot improve the abilities of starting player Robots with a Power Up.



Robots

<i>Type</i>	<i>Effect</i>	<i>Cost</i>
A	40%	\$5000
B	60%	\$10000
C	80%	\$30000

Box Score

00:40	1	2	3	4	5	6	7	8	9	10
M B	0									0
B H										
AB	H	HR	SO	\$ POOLED						
M B	3	1	0	1	\$ 07037590					
B H	0	0	0	0	\$ 07002950					
PRESS ANY BUTTON										

Box score

A Box Score appears whenever teams change sides. The Box Score shows scoring by inning and each teams' At Bats (AB), Hits (H), Home Runs (HR), Strike Outs (SO), and Prize Money (\$ POOLED).

The Box Score remains on screen until you press a button on your controller.

Cyber Egg Stadium

All Super Baseball 2020 games are played in Cyber Egg Stadium. Cyber Egg's design reflects all the technological innovations and rule revisions in baseball in 21st century.

Fair Zones/Foul Zones

The Fair Zone was expanded when the rules of baseball changed. The Foul Zone in the outfield has been eliminated. The Fair Zone now includes the entire stadium beyond the first-to-second and second-to-third base lines. The Foul Zone includes the entire stadium behind the home-to-first and third-to-home base lines,

Balls hit into the Foul Zone are foul balls, even if they bounce out into fair territory.

Balls that hit the Fair Zones and bounce back onto the field are in play.

Balls that hit the Fair Zone but bounce or roll into the Foul Zone *in the stands* are foul balls.

Balls that hit the Fair Zone but bounce or roll into the Foul Zone *behind the plate* are fair balls and in play.



Home Run Zone

Homers are more difficult to hit in Super Baseball 2020 than in the contemporary game; balls need to be hit much farther to get a round-tripper. The Home Run Zone is limited to the part of the stadium beyond the fence in deep centerfield; any ball hit into the zone is an automatic home run.

However, inside-the-park Home Runs are still possible if a ball is hit high into the Fair Zone, is not fielded immediately when it comes down, and the base runner is aggressive on the base paths.

Balls that hit the Home Run Zone and bounce back onto the field are still Home Runs.

Jump Zones

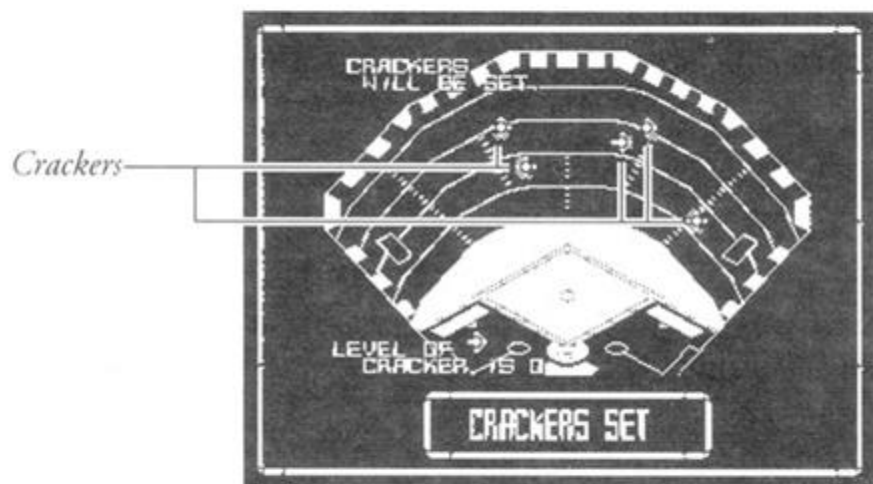
The yellow squares that line the fence are Jump Zones. Players in protective armor have increased jumping ability when they activate their armor in these zones.

A fielder's well-timed and well-placed jump in the Jump Zones can rob a batter of a Home Run or a hit off the Fair Zone walls.

Trap Zones

There are red Trap Zones in the field just beyond first and third bases. If a batted ball hits either of these zones, it will stop *immediately*.

The Cracker



Crackers

In accordance with SBB Association bylaws, a new Cracker is placed somewhere on the field at random intervals. "Cracker" is baseball jargon for "land mine". When a player touches a Cracker, it explodes and temporarily disables the player. However, this doesn't damage any armor the player is wearing, nor does it take him out of the game.



Cracker on the field

Whenever new Crackers are going into the field, the umpire will officially announce the placement of a Cracker and a map of the field appears showing the location of every Cracker on the field.

Lucky 7

At the beginning of the seventh inning, the batting power of one player on each team is increased. These players are selected at random. This provides both teams with the possibility of late inning heroics , and come-from-behind or get-even-farther-ahead victories.

The Prize System

Good plays win Prize Money that can later be used to improve the team with Power Ups. Teams can also lose money for poor plays. If a team in a 1P League has money left over at the end of a game, the money can be carried over to the next game.

Offensive Prizes

(Note: Plays that lose money are in italics.)

Single	300
Double	500
Triple	800
Solo Homer	3000
Grand Slam	9000
<i>Strike</i>	<i>-10</i>
<i>Out</i>	<i>-50</i>
<i>Strike Out</i>	<i>-100</i>

Defensive Prizes

Jumping Catch	1000
Diving Catch	1500
Strike	100
Out	800
Strike Out	1000
<i>Hit Batter</i>	<i>-1000</i>
<i>Hit Batter (Injury)</i>	<i>-2000</i>

MVPs

An Most Valuable Player (MVP) award will be given at the end of every game. These awards range from new cars to citizenship papers.



Standings

		W	L	BA	CL
1	MECHANICAL BRAINS	02	00	.295	14
2	METAL SLASHERS	01	00	.550	14
2	RUSSIE BATTLERS	01	00	.500	14
4	TROPICAL GIRLS	00	01	.066	14
4	NINJA BLACK SOX	00	01	.510	14
4	BATTLE HEROES	00	01	.117	14

Standings

After every game in 1P League mode, the league standings will be posted. These show both won/loss records and team batting averages.

Stats

Regular Players: A team's starting players. They are listed by their position in the batting order.

Pinch Hitters: Substitute players. They can also be sent into the game as Pinch Runners but not as relief pitchers.

BA: Batting Average

ERA: Earned Run Average

The Exciting League

American Dreams

Regular Players

<i>Name</i>	<i>BA</i>
Kent	.292
Marty	.260
David	.325
Phil	.256
Glenn	.320
Chad	.300
Juan	.310
James	.298

Pinch Hitters

<i>Name</i>	<i>BA</i>
Gary	.350
Douglas	.200
Richard	.282
America-1	.150

Pitchers

<i>Name</i>	<i>ERA</i>
Fireman	6.61
Howard	7.68
Don	6.90
Iceman	1.37

Tokyo Samurais

Regular Players

<i>Name</i>	<i>BA</i>
Honda	.272
Kawasaki	.265
Sukiyaki	.302
Susi	.340
Sakura	.302
Katana	.260
Tenpura	.265
Sayonara	.270

Pinch Hitters

<i>Name</i>	<i>BA</i>
Tsunami	.220
Fuji	.308
Sasimi	.292
Tokyo-2	.398

Pitchers

<i>Name</i>	<i>ERA</i>
Toyota	4.96
Arigato	9.33
Tokyo-1	6.61
Suzuki	5.35



Naples Seagulls

Regular Players

<i>Name</i>	<i>BA</i>
Lucia	.332
Logi	.230
Aldo	.330
Naples-1	.245
Phil	.312
Angero	.205
Loredana	.300
Naples-2	.233

Pinch Hitters

<i>Name</i>	<i>BA</i>
Patrizia	.331
Frank	.230
Mario	.240
Veronica	.390

Pitchers

<i>Name</i>	<i>ERA</i>
Tony	5.64
Sabrina	8.65
Vince	6.90
Naples-3	5.35

Taiwan Megapowers

Regular Players

<i>Name</i>	<i>BA</i>
Li	.299
Wang	.306
Dong	.390
Liu	.405
Chen	.390
Jiang	.275
Hong	.302
Guo	.220

Pinch Hitters

<i>Name</i>	<i>BA</i>
Zhuang	.150
Sun	.150
Ding	.150
Taiwan-3	.405

Pitchers

<i>Name</i>	<i>ERA</i>
Lu	0.11
Song	8.94
Taiwan-1	7.68
Taiwan-2	6.90

Korea Dragons

Regular Players

<i>Name</i>	<i>BA</i>
Sun Nee	.280
Mee Ja	.285
Ann Sun	.314
Korea-1	.360
Bong On	.292
Akk Jil	.270
Kang On	.300
Korea-2	.225

Pinch Hitters

<i>Name</i>	<i>BA</i>
Yong Joo	.301
Jae Bok	.250
Chan Sok	.305
Korea-3	.287

Pitchers

<i>Name</i>	<i>ERA</i>
Yea On	6.32
Ha Ho Ra	8.94
Dong Il	7.97
Yee Sul	6.90

Battle Angels

Regular Players

<i>Name</i>	<i>BA</i>
Pamela	.377
Sonia	.190
Debbie	.190
Jackie	.170
Elle	.290
Micko	.230
Charise	.240
Lynn	.250

Pinch Hitters

<i>Name</i>	<i>BA</i>
Carla	.250
Dina	.160
Alex	.200
Maria	.300

Pitchers

<i>Name</i>	<i>ERA</i>
Ariane	2.63
Rachel	8.65
Louise	7.68
Angel-1	9.33



Fighting League

Battle Heroes

Regular Players

<i>Name</i>	<i>BA</i>
Dick	.250
Mac	.287
Raymond	.356
BoBo	.235
Harry	.350
Alex	.288
Clark	.257
Howard	.252

Pinch Hitters

<i>Name</i>	<i>BA</i>
Tracy	.390
Pancho	.210
Axel	.260
Jax	.393

Pitchers

<i>Name</i>	<i>ERA</i>
Marty	7.68
Mike	9.33
John	7.97
Konan	4.96

Ninja Black Sox

Regular Players

<i>Name</i>	<i>BA</i>
Sasuke	.232
Kirikaze	.198
Jube	.222
Kamui	.351
Ninja-1	.267
Maru	.250
Kisaragi	.270
Kumosuke	.175

Pinch Hitters

<i>Name</i>	<i>BA</i>
Raizo	.276
Hayabusa	.199
Ninja-3	.189
Ukkari	.197

Pitchers

<i>Name</i>	<i>ERA</i>
Taro	7.68
Ninja-2	7.39
Ikazuchi	9.91
Jecy	5.93

Metal Slashers

Regular Players

<i>Name</i>	<i>BA</i>
Anthrax	.405
Vixen	.150
Crusher	.380
Slasher	.222
Masher	.320
Steeler	.201
Blade	.350
Ironatoes	.179

Pinch Hitters

<i>Name</i>	<i>BA</i>
Diamond	.150
AnKuper	.405
Reggie	.150
Ingy	.280

Pitchers

<i>Name</i>	<i>ERA</i>
Jon	0.11
Metal-1	8.36
Metal-2	8.36
Metal-3	9.91

Tropical Girls

Regular Players

<i>Name</i>	<i>BA</i>
Carla	.289
Susan	.264
Jessica	.312
Erin	.381
Ayumi	.251
Barbara	.254
Jennifer	.210
Deborah	.287

Pinch Hitters

<i>Name</i>	<i>BA</i>
Sharon	.241
Yumiko	.271
Carol	.286
Wolf	.150

Pitchers

<i>Name</i>	<i>ERA</i>
Yukiko	5.35
Daria	4.96
Faye	9.91
Dorothy	3.60



Aussie Battlers

Regular Players

<i>Name</i>	<i>BA</i>
Murray	.280
Trevor	.285
Ernie	.314
Bryan	.360
Syd	.292
Lynda	.270
Hillary	.300
Frank	.225

Pinch Hitters

<i>Name</i>	<i>BA</i>
Mike	.305
Mr. Jinno	.287
Jenny	.301
Meryle	.300

Pitchers

<i>Name</i>	<i>ERA</i>
Malcolm	5.93
Eddie	6.61
Jaci	8.94
Warren	7.39

Mechanical Brains

Regular Players

<i>Name</i>	<i>BA</i>
D2-R2	.286
Gunhead	.345
Johnny6	.315
Marfly	.399
Termin	.250
Ed-309	.304
Replica	.278
PO-C3	.405

Pinch Hitters

<i>Name</i>	<i>BA</i>
Ghot	.150
Max-1	.160
Hector	.200
Mogera	.199

Pitchers

<i>Name</i>	<i>ERA</i>
Roby	5.64
Maria	9.91
Replacer	6.61
Night	0.11

Credits

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Produced by The Hitmen

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Technical Director Lon Meinecke

Sound Effects Brian Schmidt

Testing Manager Randy Delucchi

Product Testing Ken Rogers, Tony “Louvre” Iuppa

Product Manager Dave Neubecker

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