

POCKETSPORTS SERIES
BASEBALL STARS
COLOR™

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 SNK BLDG., ENOKI-CHO, SUITA-SHI, OSAKA, 564-0053, JAPAN

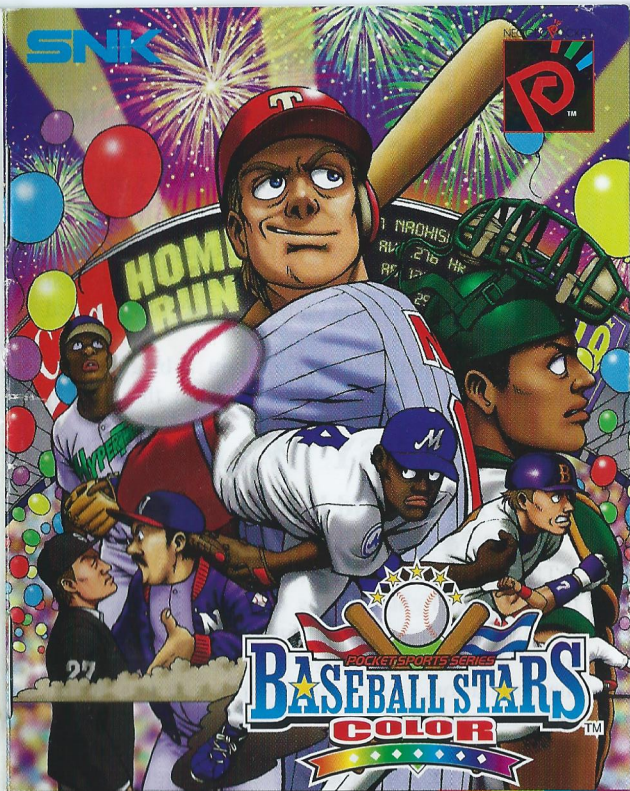
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NEOP0025

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NEO GEO POCKET software cartridge

★ Supported by NEO GEO POCKET and NEO GEO POCKET COLOR.

Supported by **NGP COLOR**

WARNING

To get the most enjoyment out of this and other NEOGEO POCKET video games, we encourage you to follow the suggestions below.

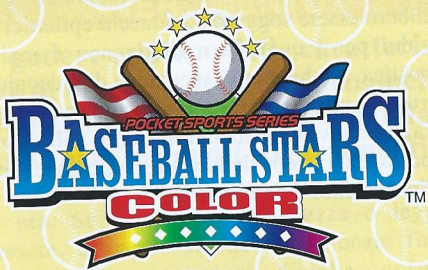
- Be sure to take a break at least once every hour. When you are very tired or are sick, it is best to refrain from playing until your body has returned to normal.
- Be sure to play video games in a bright environment at a healthy distance from the screen.

[EPILEPSY WARNING]

Please read before playing the NEOGEO POCKET system

- The perception of certain flashing light patterns, bright light patterns or auditory sound patterns, commonly found in our daily environment, as viewed or heard by a small segment of the population, can lead to epileptic seizures. If you have an epileptic condition, please consult your physician before playing video games. Individuals who have not experienced any previous sei-

zures may have an undetected epileptic condition. If you experience any of the following symptoms while playing video games, consult your physician: involuntary muscle contractions, auditory seizures, altered vision, mental confusion, disorientation and convulsions.



GREETINGS!

Thank you for your purchase of this NEOGEO POCKET COLOR HANDHELD GAME SYSTEM software cartridge. Before you begin, be sure to read through this user's manual and learn how to play the game properly for extended gaming entertainment.

Keep this user's manual in a safe place.

*The duplication and rental of this software cartridge is strictly prohibited without the expressed permission of SNK Corporation.

*Along with this user's manual, refer to the user's manuals for the main unit of the NEOGEO POCKET HANDHELD GAME SYSTEM and all peripheral

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RULES

This game is essentially based on the actual rules of baseball; however, be aware of the points below.

Rematch After losing or tying in a one player game, a rematch with the same teams begins automatically.

Extra Innings When a game reaches the ninth inning and the score is tied, the game goes into extra innings (up to 15 innings). If the number of innings have been set in the OPTION mode, the game will end even if the score is tied and the game will end as a draw.

First / Second At Bat Selected before the game.

Designated Hitter (DH) The DH can be selected before the beginning of the game. When the DH is selected, unused athlete will enter the batter's box in place of the pitcher.

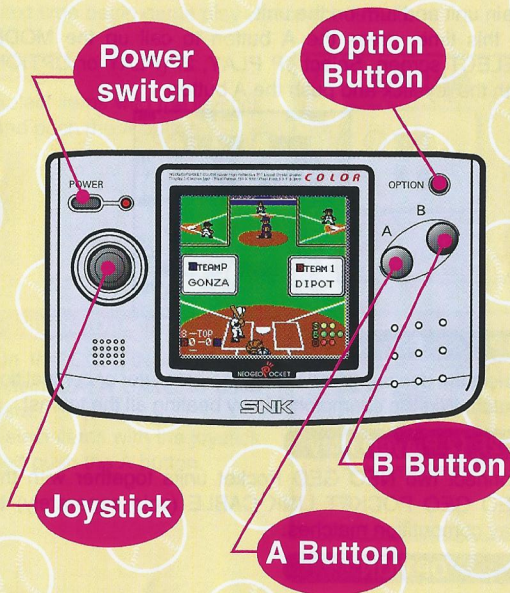
Called When a team is losing by 10 or more points, the game will be called and the match ended. Called games can be activated/deactivated in the OPTION mode.

Infield Flies When a fly ball is hit in the infield and there are less than two outs, it is judged as an infield fly and automatically becomes an out.

Starting Pitcher The pitcher selected to start a game cannot take the plate as a starter in the following game.

* Fielders besides the pitcher cannot be used for pitching.

NEO GEO POCKET MAIN UNIT PARTS



● BEGINNING GAME PLAY ●

Insert the NEO GEO Pocket software cartridge (Pocket Sports Series: Baseball Stars) into the NEO GEO Pocket main unit and turn on the unit.

At this time, press the A button to call up the MODE SELECT screen. Select 1P PLAY, 2P PLAY or OPTION with the joystick and push the A button.



1P (One Player) Play

Select the desired game to play the computer or competition match. Win the championship by beating all the teams!

2P (2 Player) Play

Connect two NEO GEO Pocket units together with the NEO GEO POCKET LINK CABLE (sold separately) to play competition matches.

OPTION

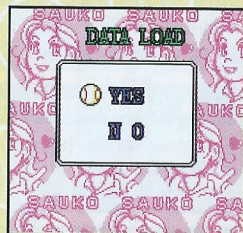
Adjust game settings in this mode. (For further details, see p.18.)

● LOADING & SAVING DATA ●

In the case of 1 Player games, you can save data on the way to the championships, suspend game play, and the next time begin game play where you left off.

Loading Data

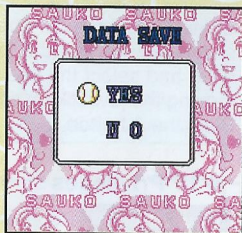
Select items with the joystick and push the A button.



Saving Data

On the CONTINUE screen, select DATA SAVE to save data.

Select items with the joystick and push the A button.



*VS records and bonus players are saved automatically.

1P MODE

A mode in which a desired team is selected to battle a computer team. Beat all teams to win the championship.

★ Selecting Teams ★

Move the cursor using the joystick to select a team, and push the A button.



★ Selecting Venues ★

Select a venue (stadium, dome) by moving the joystick left or right, and push the A button.



★ First/Second At Bat, DH Hitter ★

Select teams who bat first and second by moving the joystick left or right, and select the use of the DH by moving the joystick up or down. Push the A button.



◆ 1P Privileges

New Athlete Appearance Receive one original bonus player when you win a game.

New Team Appearance Using various team and piling up wins, receive a new team to add to your lineups.

2P MODE

Play competition matches using the NEOGEO POCKET LINK CABLE (sold separately). When playing in the 2P mode, insert a "Baseball Stars COLOR" cartridge into both NEOGEO Pocket units, connect the NEOGEO POCKET LINK CABLE, and turn on both units.

★ Selecting Teams ★

Move the cursor with the joystick, select teams, and push the A button.



When VS Edit is selected...

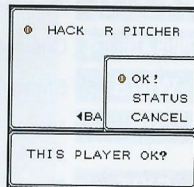
Select desired players from all appearing teams and create an original team for competition.

◆ 2P Privileges

Copying Opponent's Original Player Data

By beating opponents in competition play, you can copy your opponent's original bonus player data and use the new players in subsequent games.

*You can add bonus players to new teams and add the player to VS Edit teams as well.



OPTION

Select "OPTION" to change various game settings. Select items by moving the joystick up and down, and change settings by moving the joystick left and right.



INNING

Set inning numbers. Select from 1-, 3-, 6-, and 9-inning games, or extra-inning games.

CALLED

Turn the called game setting on or off.

BONUS ATHLETE

Check bonus athlete data.

WINS

Shows number of 1 Player wins.

VS

Shows 2P mode records. Reset data by pressing the A button.

EXIT

Return to Title screen.

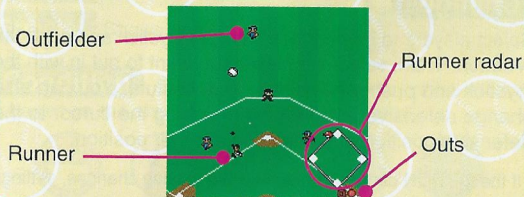
READING THE GAME SCREEN

There are two types of game screens showing different viewpoints during matches.

Close Up Screen



Long View Screen



SELECTING STARTERS

★ Selecting Starting Pitchers ★

Select the pitcher by moving the joystick up or down and push the A button. Because the starting pitcher selected in the previous game cannot start the next game, pitchers with an "X" mark in front of their name cannot be selected.



★ Selecting Fielders ★

Choose "DECIDE" to select members or "CHANGE" to change defense positions and batting orders. Check individual player data by selecting "STATUS."



Changes

Select players to be changed with the joystick and push the A button. Then, select the player you want to put in with the joystick and push the A button to substitute. You can also change defensive positions by matching the cursor to the defensive position and selecting another position.

* If the OPTION button is pressed while making changes, settings will be changed to their original settings.

STATISTICS

Enables the checking of individual player data. There are two types of data for fielders and the pitchers.

Fielders

Defense Shows the movement speed ability during defense.

Shoulder Shows shoulder strength.

Legs Shows speed during running.

Special Shows special abilities.



Pitcher

Change Shows the level change of the left and right arms.

Change Up Shows the level of change in dropped balls.

Stamina Shows strength.

Special Shows special abilities.



Condition Differences in the display of player ability is based on the physical conditions of players.



Great



Good



Normal



Bad



Terrible

PITCHING COMMANDS

★ Pitcher Positioning ★

Change the position of the pitcher on the plate by moving the joystick left or right.

★ Pitch and Speed ★

Push the A button to throw a pitch. During the pitch move the lever up (↑) to throw a fork or slow ball, or move it down (↓) to throw a fast ball.

★ Course ★

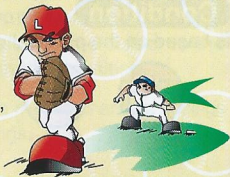
At the time of throwing, move the lever left or right to change pitching directions.

★ Change-Ups ★

After the ball leaves the pitcher's hand, change pitches by moving the joystick left or right.

Pick-Offs Before starting a pitch, push the B button and move the joystick to the direction of a base to throw a pick-off.

Quick Throw By pushing the A button with the proper timing during the pitcher wind-up, throw a speed ball.



FIELDING COMMANDS

★ Catching ★

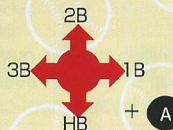
Move fielders with the joystick to catch balls. (Four players among the infielders will automatically cover the bases.)

* At this time, push the B button repeatedly to make players dash.



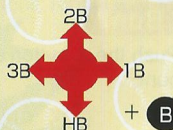
★ Throwing ★

Move the joystick to designate a base and push the A button to throw.



★ Base Touch ★

Designate a base with the joystick and push the B button to make the fielder with the ball dash to a base.



★ Fine Play ★

Facing the dropping ball at the moment you're about to catch it, move the joystick in its direction to make a "fine play."



⚾ BATTING COMMANDS ⚾

★ Batter Movement ★

Move the batter inside the batter's box with the joystick.

★ Begin Batting ★

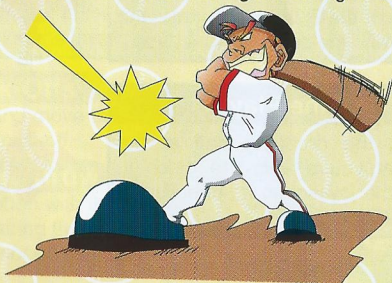
Push the A button to begin batting.

★ Hit Direction ★

When the ball meets the bat, move the joystick. Move it up or down to determine the height of the ball and move the joystick right or left to change the direction of the hit.

Bunt

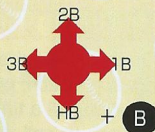
Push the A button and then during the swing release it to bunt.



⚾ RUNNING COMMANDS ⚾

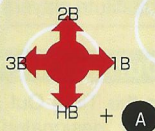
★ Base Running ★

Move the joystick to designate a base and push the B button to run to the base.



★ Return to Bases ★

Move the joystick to designate a base and push the A button to return to a base.



Runner Acceleration

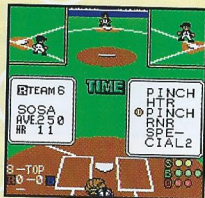
While a player is running, tap on buttons repeatedly to increase running speed.



TIME OUT COMMANDS

★ Taking Time Outs ★

During games, before the pitcher begins his pitch, push the OPTION button to call a time out. Push the A button to call up the menu and substitute players, etc.



During Offense

On the Time Out screen during offense, the designated batter, designated runner, and the Ace in the Hole are displayed. Select with the joystick and push the A button to change a player or the B button to cancel.

During Defense

On the Time Out screen during defense, the relief pitcher, defensive position substitutes, defensive formations, and the Ace in the Hole are displayed. Move the joystick and push the A button to change a player or the B button to cancel.

*There are cases when the menu is not displayed based on rules or based on reasons such as no substitute players being available.

APPEARANCE OF THE ACE IN THE HOLE

ONE-SHOT
COME BACK!



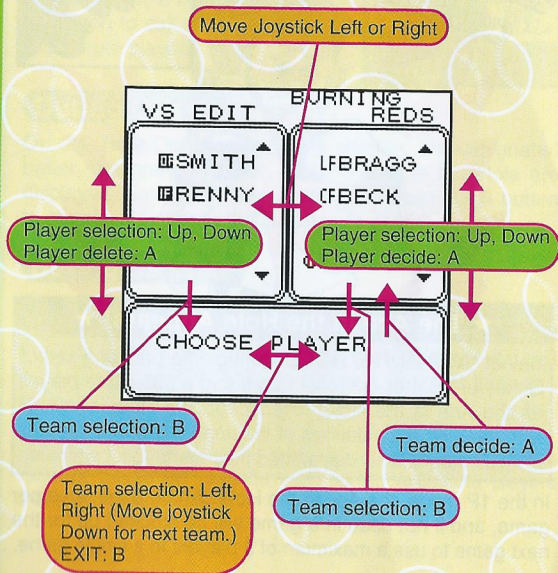
★ The Ace in the Hole Appears! ★

Select "ACE IN THE HOLE" during time outs and select Substitute Batter or Relief to bring in a substitute player as the Ace in the Hole! The Ace in the Hole, sent out with the high expectations of the coach, displays greater abilities than normal designated hitters and relief pitchers.

In the 1P mode, the Ace in the Hole can be used once per game, and if not used in a game will be stocked up for the next game to use a maximum of 3 players in a single game.

MAKING VS EDIT TEAM

By selecting VS Edit in 2P mode, you're able to select your favorite characters from all of the players (including bonus players) and make an original team to take on opponents.



★ Team Selection ★

At the bottom of the screen, select a team with the joystick and push the A button.

★ Player Selection ★

Select a player displayed at the right of the screen and push the A button.

★ Player Delete ★

To remove selected players, move the cursor to the left side of the VS Edit Team side. Select the player to be deleted and push the A button.

★ Changing Teams ★

When the cursor is in the upper part of the screen, push the B button to move the cursor to the bottom of the screen again and select a team.

* Only up to 5 pitchers can be selected. And the same player cannot be selected twice. Because there is a limit on the number of fielders you can select, follow the directions on the screen when selecting players.



TEAM DESCRIPTIONS

Burning Reds

Offense

Team full of gutsy hitters. A hitting squad with surprising accuracy and machine-gun like percentages.

Real Runners

Base Running

With a super trio of the three leading, eminently speedy runners in the league, this team will trace circles around opponents.

El Condors

Defense

A defensive team with an iron curtain constructed of a squad of fielders comprised of tough shoulders and airtight defense.

Thunderbolts

Pitching

A pitching empire of players who all throw speed balls at over 150 kph. They leave something to be desired in the hitting department, but with awesome pitching they'll throw their way to victory.

Grooves

Balance

A well-rounded batting lineup with drastic differences in ability and a wealth of surprises. Because they lack stamina, a strategy of sustained pitching holds the key to victory.

Lumieres

Pitching

A team with the league's toughest battery of pitchers. Victory lies in the sharpness and power of pitches.

Hyper Sieves

Base Running

Not a powerful lineup of hitters, but boy can these guys run! Once on base, not only do they steal bases, they'll steal the reputation of any defense they come up against.

Flamingos

Defense

A defense of beauty and a top-rated hitting squad. Not a line-up of power hitters, but the clean-up man is the real thing.

Jackals

Balance

Loaded with running, offensive, and defensive ability. Although the certainty of the defense is lacking, they have what it takes along with unpredictable expertise in hitting.

Cyclopes

Offense

The lefty clean-up man is the best in the league.

Ox Horns

Offense

The most powerful long-range hitters with unbeatable power if they connect are what draws the crowds to this team.

Star Rays

Pitching

The left and right double stoppers are this team's draw. If the competition lasts until the final innings, this team is sure to win.

?

Individuality

A group of prima donnas who all have their own powerful personalities. Based on their opponent, the dream of putting together a team with an unbeatable lineup could be yours!

?

Super running

A batting lineup of speed demons who run their hearts out wherever they end up.

?

Super offense

All players have a 30% average for a psyche-out 30% lineup. And the clean-up hitter is the only 40% hitter in the league.

?

The Ultimate Weapon

A megaton-powered combative lineup with two clean-up hitters makes a real doomsday weapon on the diamond.

*"?" teams are those that appear anew, and to which 5 players can be added for play.