

SEGA®



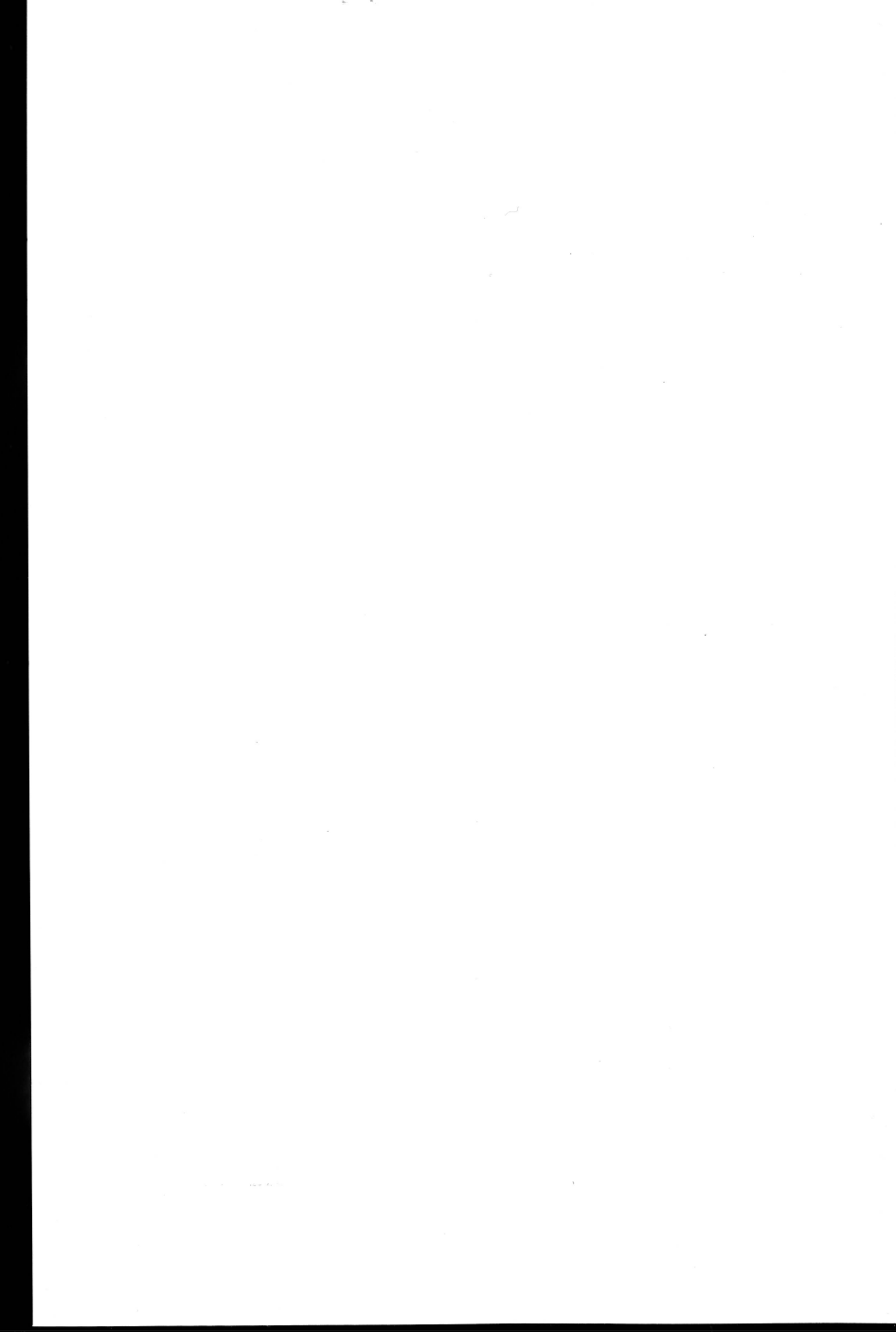
SERVICE MANUAL



IMPORTANT

- Before using this product, read this MANUAL carefully to understand the contents herein stated.
- After reading this manual, be sure to keep it available nearby the product or elsewhere convenient for referring to it anytime when necessary.

SEGA CORPORATION



BEFORE USING THE PRODUCT, BE SURE TO READ THE FOLLOWING:

To maintain the safety:

To ensure the safe usage of the product, be sure to read the following before using the product. The following instructions are intended for the users, operators and the personnel in charge of the operation of the product. After carefully reading and sufficiently understanding the warning displays and cautions, handle the product appropriately. Be sure to keep this manual nearby the product or elsewhere convenient for referring to it when necessary.

Herein, explanations which require special attention are enclosed with dual lines. Depending on the potentially hazardous degrees, the terms of DANGER, WARNING, CAUTION, etc. are used. Be sure to understand the contents of the displays before reading the text.



Indicates that mishandling the product by disregarding this pictograph will cause severe injury or death.



Indicates that mishandling the product by disregarding this caution will cause a slight hazardous situation which can result in personal injury and or material damage.



Indicates that mishandling the product by disregarding this warning will cause a potentially hazardous situation which can result in death or serious injury.

For the safe usage of the product, the following pictographs are used:



Indicates "HANDLE WITH CARE." In order to protect the human body and equipment, this display is attached to places where the Owner's Manual and or Service Manual should be referred to.



Indicates a "Protective Earth Terminal." Before operating the equipment, be sure to connect it to the Ground.

- **Perform work in accordance with the instructions herein stated.**
Instructions for work are explained by paying attention to the aspect of accident prevention. Failing to perform work as per the instructions can cause accidents. In the case where only those who have technical expertise should perform the work to avoid hazardous situation, the instructions herein state that the serviceman should perform such work.
- **Be sure to turn off power before working on the machine.**
To prevent electric shock, be sure to turn off power before starting the work in which the worker touches the interior of the product. If the work is to be performed in the power-on status, the Instruction Manual herein always states to that effect.
- **Be sure to ground the Earth Terminal** (this, however, is not required in the case where a power cord with earth is used).
This product is equipped with the Earth Terminal. When installing the product, Connect the Earth Terminal to the "accurately grounded indoor earth terminal" by using an earth wire. Unless the product is grounded appropriately, the user can be subject to electric shock. After performing repair, etc. for the Control equipment, ensure that the Earth Wire is firmly connected to the Control equipment.
- **Ensure that the Power Supply used is equipped with an Earth Leakage Breaker.**
This product does not incorporate the Earth Leakage Breaker. Using a power supply which is not equipped with the Earth Leakage Breaker can cause a fire when earth leakage occurs.
- **Be sure to use fuses which meet the specified rating.** (only for the machines which use fuses).
Using fuses exceeding the specified rating can cause a fire and electric shock.

- **Specification changes (removal of equipment, conversion and addition) not designated by SEGA are not allowed.**
The parts of the product include warning labels for safety, covers for personal protection, etc. It is very hazardous to operate the product by removing parts and or modifying the circuits. Should doors, lids and protective parts be damaged or lost, refrain from operating the product, and contact where the product was purchased from or the office herein stated. SEGA shall not be held responsible for any accidents, compensation for damage to a third party, resulting from the specifications not designated by SEGA.
 - **Ensure that the product meets the requirements of appropriate Electrical Specifications.**
Before installing the product, check for Electrical Specifications. SEGA products have a nameplate on which Electrical Specifications are described. Ensure that the product is compatible with the power supply voltage and frequency requirements of the location. Using any Electrical Specifications different from the designated Specifications can cause a fire and electric shock.
 - **Install and operate the product in places where appropriate lighting is available, allowing warning labels to be clearly read.**
To ensure safety for the customers, labels and printed instructions describing potentially hazardous situation are applied to places where accidents can be caused. Ensure that where the product is operated has sufficient lighting allowing the warnings to be read. If any label is peeled off, apply it again immediately. Please place an order with where the product was purchased from or the office herein stated.
 - **When handling the Monitor, be very careful. (Applies only to the product w/monitor.)**
Some of the monitor (TV) parts are subject to high tension voltage. Even after turning off power, some portions are still subject to high tension voltage sometimes. Monitor repair and replacement should be performed only by those technical personnel who have knowledge of electricity and technical expertise.
 - **Be sure to adjust the monitor (projector) properly. (Applies only to the product w/ monitor.)**
Do not operate the product leaving on-screen flickering or blurring as it is. Using the product with the monitor not properly adjusted may cause dizziness or a headache to an operator, a player, or the customers.
 - **When transporting or reselling this product, be sure to attach this manual to the product.**
In the case where commercially available monitors and printers are used in this product, only the contents relating to this product are explained herein. Some commercially available equipment has functions and reactions not stated in this manual. Read this manual together with the specific Instruction Manual of such equipment.
- Descriptions herein contained may be subject to improvement changes without notice.
 - The contents described herein are fully prepared with due care. However, should any question arise or errors be found, please contact SEGA.

INSPECTIONS IMMEDIATELY AFTER TRANSPORTING THE PRODUCT TO THE LOCATION.

Normally, at the time of shipment, SEGA products are in a status allowing for usage immediately after transporting to the location. Nevertheless, an irregular situation may occur during transportation. Before turning on power, check the following points to ensure that the product has been transported in a satisfactory status.

- Are there any dented portions or defects (cuts, etc.) on the external surfaces of the cabinet?
- Are Casters and Adjusters, damaged?
- Do the power supply voltage and frequency requirements meet with those of the location?
- Are all wiring connectors correctly and securely connected? Unless connected in the correct direction, connector connections can not be made accurately. Do not insert connectors forcibly.
- Do power cords have cuts and dents?
- Do the fuses used meet specified rating? Is the Circuit Protector in an energized status?
- Are all accessories available?
- Can all Doors and Lids be opened with the Accessory keys? Can Doors and Lids be firmly closed?

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Use of this product is unlikely to cause physical injuries or damages to property. However, where special attention is required this is indicated by a thick line, the word "IMPORTANT" and its sign in this manual.



IMPORTANT

Indicates that mishandling the product by disregarding this display can cause the product's intrinsic performance not to be obtained, resulting in malfunctioning.



IMPORTANT

- When using the cabinet that shares the coin chute between 1P and 2P (such as the NAOMI CABINET, BLAST CITY, etc.), change the setting of the COIN CHUTE TYPE item in the COIN ASSIGNMENTS screen, from INDIVIDUAL to COMMON. Using these cabinets with the setting of INDIVIDUAL disables to play from the 2P side. For more information about the COIN ASSIGNMENTS screen, see the NAOMI Service Manual.
- When having connected the power for the first time, open the SYSTEM MENU — GAME TEST MODE — INPUT TEST screen and test the input devices; thereby make sure that they can function normally.
- This game is available only with the NAOMI GD-ROM system. It is not available with other hardware.



1. HANDLING PRECAUTIONS



- To prevent electric shock or IC Board malfunctioning, be sure to turn off the power for the cabinet when installing or removing the IC Board.
- Extraneous matter such as dust on the IC Board can cause the IC Board to generate heat and result in a fire due to short circuit, etc. Ensure the IC Board surfaces are always kept clean.
- Use NAOMI for the cabinets compatible with JVS. Using NAOMI for the cabinet other than those compatible with JVS can cause generation of heat and a fire.



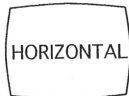
- Be sure to connect the IC Board and connectors completely. Insufficient insertion can damage IC Board, etc.
- For the IC Board circuit inspection, only the use of Logic Tester is permitted.
The use of ordinary testers is not permitted as these can damage the IC Board.
- Do not subject the IC Board to static electricity when installing the IC Board in the cabinet or when connecting wire harness connectors to the IC Board.
- When soldering buttons, etc. to the wire harnesses, be sure to remove the wire harnesses from the IC Board so as not to subject the IC Board to heat.
- Using NAOMI without the Shield Case can cause electric wave trouble. Be sure to use NAOMI together with the accessory Shield Case.
- The monitor frequency corresponding to NAOMI is 15kHz or 31kHz.
NAOMI can not be used for the cabinet incorporating a monitor or projector not corresponding to 15kHz or 31kHz.

- Concerning the display of JAMMA VIDEO STANDARD:
JAMMA VIDEO STANDARD adopted by NAOMI is referred to as JVS. As against this Standard, the conventional JAMMA STANDARD which employs 56P Edge Connectors adopted by ST-V, etc. is displayed as Old JAMMA STANDARD.
The specific Manual attached to each game sometimes displays JVS as JV STANDARD, New JAMMA STANDARD, or JAMMA 2 STANDARD against OLD JAMMA STANDARD as JAMMA STANDARD, JS, etc.
- The contents herein described are subject to change without notice.

2. SPECIFICATIONS

① MONITOR

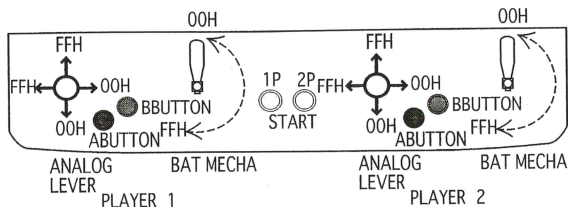
Monitor Position



Horizontal Synchronous Frequency
15/31 kHz

② CONTROL PANEL

- NEW ASTRO CITY, NAOMI CABINET, NET CITY, BLAST CITY
(PART NO. HOT-20011 or NOA-20010-01)



- ANALOG LEVER:** Move cursor (for throwing, batting); Specify base (for defense, base running)
- A BUTTON:** Throw (for defense); Steal base (for batting); Advance to next base (for base running)
Enter command (within command acceptance time)
- B BUTTON:** Check runner (for throwing); Move between bases (for defense); Return to base (for running)
Enter command (within command acceptance time)
- BAT MECHA:** Swing
- START:** Start game; Time out (for throwing, batting)

The analog input on the I/O board uses the following channels:

- CH0 : 1P ANALOG LEVER VOLUME VERTICAL UP (FFH) DOWN (OOH)
 CH1 : 1P ANALOG LEVER VOLUME HORIZONTAL LEFT (FFH) RIGHT (OOH)
 CH2 : 1P BAT MECHA VOLUME STANDARD POS. (OOH) MAX (FFH)
 CH3 : (RESERVE)
 CH4 : 2P ANALOG LEVER VOLUME VERTICAL UP (FFH) DOWN (OOH)
 CH5 : 2P ANALOG LEVER VOLUME HORIZONTAL LEFT (FFH) RIGHT (OOH)
 CH6 : 2P BAT MECHA VOLUME STANDARD POS. (OOH) MAX (FFH)
 CH7 : (RESERVE)

- ### ③ Minimum DIMM Memory Capacity
- 256 MB

Removing and Attaching the BAT MECHA

If you need to remove the BAT MECHA as in the case of a failure, open the control panel base and remove the BAT MECHA through the following procedure.

To reinstall the BAT MECHA, reverse the removing procedure, being certain that the BAT MECHA is faced in the correct direction.

For instructions on opening the control panel base, refer to the Instruction Manual of the cabinet.



To prevent electric shock, be sure to turn off the power for the cabinet when removing or attaching the BAT MECHA.

- ① Remove the wiring connector (AMP 3P, white) located near the volume.
- ② Remove the tamperproof screw clamping the bat center axis on the front side of the control panel.

Tightening/loosening of the tamperproof screw should use the tamperproof screw M4 wrench (540-0006-01) that is included as an accessory for the NAOMI CABINET, NET CITY, and NEW ASTRO CITY cabinet.

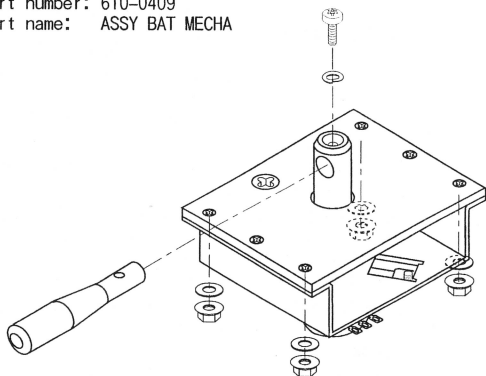
{ The tamperproof screw M4 wrench is not included with the following cabinets: }
Versus CITY, New VERSUS CITY, and BLAST CITY.

If the wrench is not available, please order the following part numbers:

- Wrench type (M4): 540-0006-01
- Screwdriver type (M4): 540-0018

- ③ Remove the four flange nuts clamping the BAT MECHA body on the back side of the control panel.

BAT MECHA Part number: 610-0409
Part name: ASSY BAT MECHA



The above figure does not show the wiring of the volume and its connector (AMP 3P, white).

3. CONTENTS OF GAME

- This is a sports action game where the Major League Baseball in the United States of America was taken as a subject matter.
- In this game, the following teams appear: 14 American and 16 National teams, and two all-star teams from the two leagues.
- The number of players appearing in the game is over 700. All of the 30 really existing ballparks also appear there.
- The game player or players operate their favorite teams to participate in the baseball game, aiming at the win.
- The following play modes are available: Player vs. CPU, Player vs. Player, and Game of Intrusion.

HOW TO PLAY THE GAME

- First select your favorite from the 32 teams.
Use the lever to designate the selected team, and use the A Button for determination. This applies also to all the subsequent operations.
- Next select the desired one from the 30 ballparks.
- Then select the starting pitcher. You can select the desired pitcher from the five candidates appearing on the screen.
- Finally select one of three levels: Easy, Standard, and Hard. The fielding strategy you use depends on the level you selected.

LEGEND - HARD -: Hard.
Both catching and throwing the ball are operated by the player. The speed of the pitched ball, i.e., pace, is the maximum.

VETERAN - MEDIUM -: Standard.
Both catching and throwing the ball are operated by the player. The pace is the standard.

ROOKIE - EASY -: Easy.
All the operations to catching the ball are made by the CPU. All the subsequent operations are made by the player.
The pace is the minimum.

- The game start.
The shortest way to the win is to take advantage of the strong points of the individual baseball players to play the game.
- Apart from the score of the actual baseball game, game points may increase or decrease, depending on the contents of the baseball game.
If the resulting number of game points is listed at an upper rank when the game is cleared, your name is included in the entry.
- In the Player vs. CPU or Player vs. Player mode, the game is cleared if the play continues until the entire baseball game ends, and if you have won, you see the ending.
- If the difference in score reaches the preset value during the progress of the game, the game is immediately treated as a called game, resulting in Game Over.

- The settings in GAME ASSIGNMENTS in the Test Mode control how the game ends:

EXTRA INNING: If this is ON, the extra part of the baseball game continues to a maximum of 12th innings.

If this is OFF, the baseball game ends when the bottom of the ninth inning ends (even if the score is even, i.e., the game is drawn).

CALLED GAME: Can be set in the 5 to 10 range. When the difference in score reaches the setting, the baseball game ends (even if the bottom of that inning is not yet completed).

- If the game play begins at the other seat while a player is in progress at either 1P or 2P seat, you enter the Game of Intrusion Mode.

For any play in the Game of Intrusion Mode, the starting inning varies with the GAME ASSIGNMENTS settings.

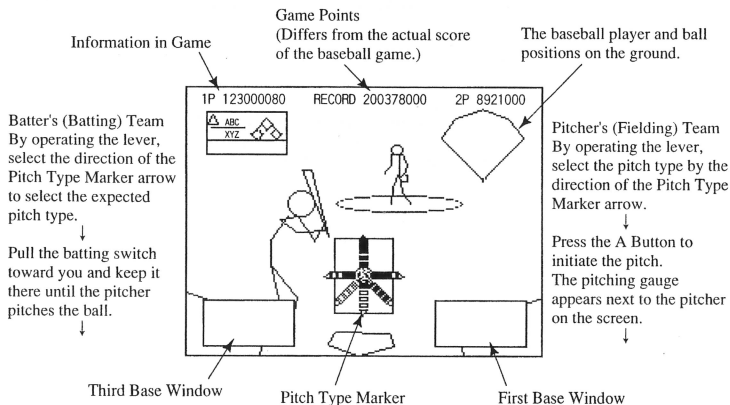
INNINGS: For 1 inning, the game begins at the top of the ninth inning.
 For 2 innings, the game begins at the top of the eighth inning.
 For 3 innings, the game begins at the top of the seventh inning.
 For all innings, the game begins at the top of the first inning.

In the Game of Intrusion Mode, the game may continue to up to the bottom of the ninth inning. The winner can subsequently continue the play in the Player vs. CPU Mode.

If a draw results from a baseball game in the Game of Intrusion Mode, Game Over results for both of the players.

GAME SCREEN

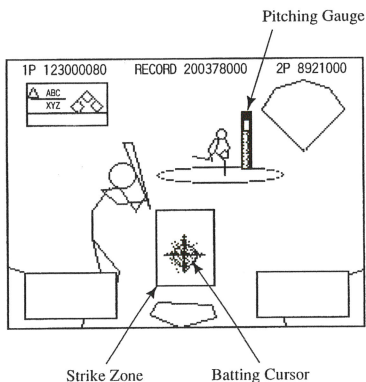
Pitching & Batting Screen



Batter's (Batting) Team

↓
By operating the lever,
move the batting
cursor to aim at the
ball.

↓
Release the batting
switch timely to hit the
ball.



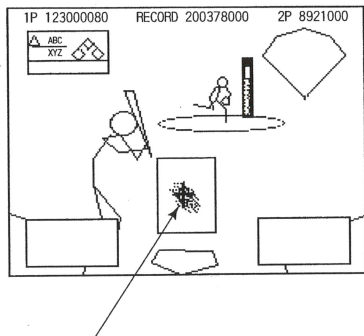
Pitcher's (Fielding) Team

↓
Select the course of the
ball using the lever.

↓
While observing the
pitching gauge, press the
A Button timely (best
when MAX appears at
the top of the game).

Batter's (Batting) Team

If your expectation
turns out right, the
batting cursor is
highlighted and the
probability of hit
increases.



Pitcher's (Fielding) Team

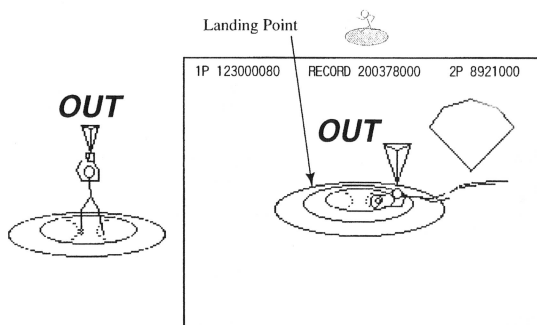
Pressing the button timely
improves all of the speed
and control of the ball and
the sharpness of breaking
balls.

If you press the button
untimely (too early or late),
all of the speed and control
of the ball and the
sharpness of breaking balls
will be poor reversely.

The cursor shape changes depending on the
expected pitch type.

If your expectation turns out right, the ball
will be hit more easily and to a further
point, with the cursor color changed.

Fielding Screen



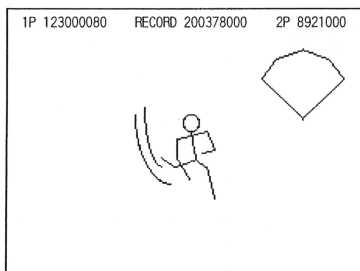
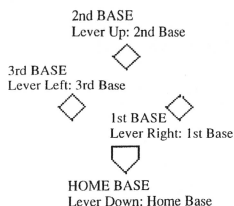
Fielding Team

Using the lever, move a fielder to the expected landing point of the ball. By pressing the B Button, you can replace the field you want to move.

↓
When approximating to the ball, the fielder automatically catches the ball.

↓
For example, the ball is occasionally carried away by wind.

↓
If you press the A Button timely, the fielder exhibits a super catch by fine play. If you selected ROOKIE-EASY- for the level at the start of the game, the above operations are unnecessary.

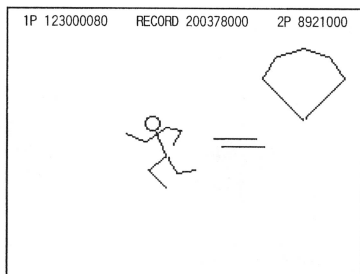


Throw/Shift

Select the desired base using the lever.

↓
Pressing the A Button causes the fielder to throw the ball to the base you selected.

↓
Pressing the B Button causes the fielder to run toward the base you selected.



Base running

Select the desired base using the lever.

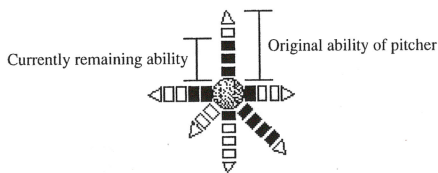
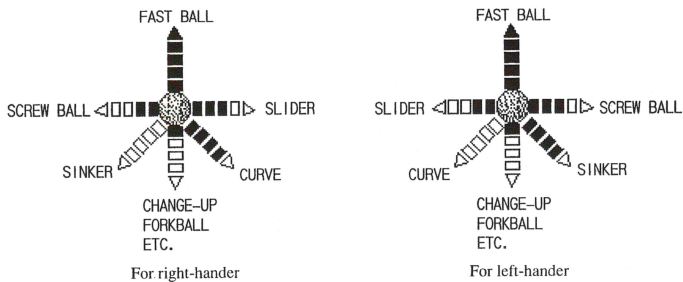
↓
Pressing the A Button causes the fielder to run toward the base you selected.

↓
Pressing the B Button causes the fielder to return to the previous base.

↓
While you hold the A and B Buttons together, the field stays there.

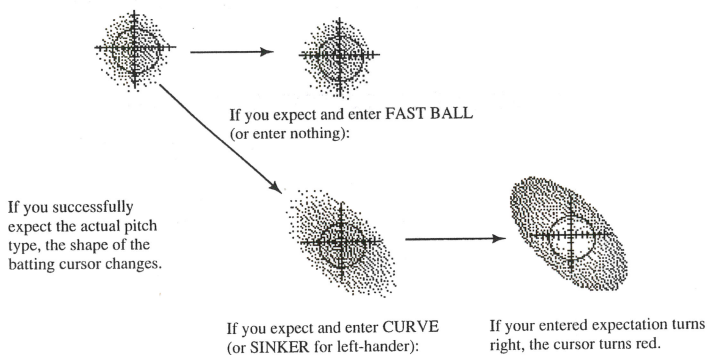
○ Pitch Type Marker

The pitch type marker shows the available pitch types.



○ Batting Cursor

If you successfully expect the actual pitch type, the shape of the batting cursor changes.



○ NAMES AND ABBREVIATIONS OF THE TEAMS AND BALLPARK NAMES
APPEARING IN THE GAME

The team names are listed alphabetically.

American League

1. Anaheim Angels/ANA
:Edison International Field
2. Baltimore Orioles/BAL
:Oriole Park at Camden Yards
3. Boston Red Sox/BOS
:Fenway Park
4. Chicago White Sox/CHW
:Comiskey Park
5. Cleveland Indians/CLE
:Jacobs Field
6. Detroit Tigers/DET
:Comerica Park
7. Kansas City Royals/KC
:Kauffman Stadium
8. Minnesota Twins/MIN
:Hubert H. Humphrey Metrodome
9. New York Yankees/NYY
:Yankee Stadium
10. Oakland Athletics/OAK
:Network Associates Coliseum
11. Seattle Mariners/SEA
:SAFECO Field
12. Tampa Bay Devil Rays/TB
:Tropicana Field
13. Texas Rangers/TEX
:The Ballpark in Arlington
14. Toronto Blue Jays/TOR
:SkyDome

National League

1. Arizona Diamondbacks/ARI
:BankOne Ballpark
2. Atlanta Braves/ATL
:Turner Field
3. Chicago Cubs/CHC
:Wrigley Field
4. Cincinnati Reds/CIN
:Cinergy Field
5. Colorado Rockies/COL
:Coors Field
6. Florida Marlins/FLA
:Pro Player Stadium
7. Houston Astros/HOU
:Enron Field
8. Los Angeles Dodgers/LA
:Dodger Stadium
9. Milwaukee Brewers/MIL
:Miller Park
10. Montreal Expos/MON
:Olympic Stadium
11. New York Mets/NYM
:Shea Stadium
12. Philadelphia Phillies/PHI
:Veterans Stadium
13. Pittsburgh Pirates/PIT
:PNC Park
14. St. Louis Cardinals/STL
:Busch Stadium
15. San Diego Padres/SD
:Qualcomm Park at Jack Murphy Stadium
16. San Francisco Giants/SF
:Pacific Bell Park

4. TEST MODE

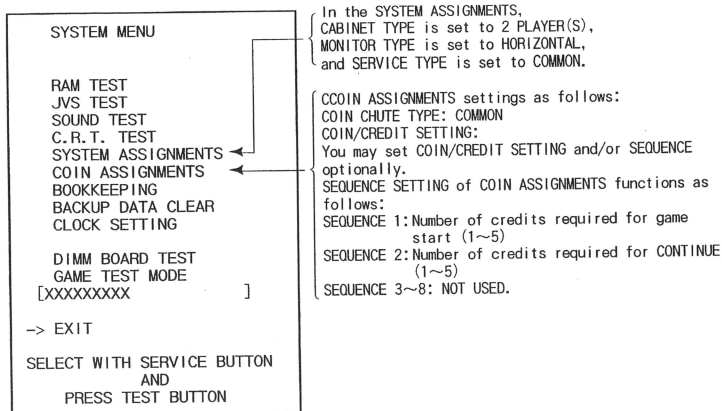
A. SYSTEM MENU



When settings are changed in SYSTEM ASSIGNMENTS, COIN ASSIGNMENTS, and GAME ASSIGNMENTS of GAME TEST MODE, be sure to exit from the test mode of SYSTEM MENU screen. The contents of setting changes are stored in the IC on the BOARD when exiting from the Test Mode. If the power is turned off in the Test Mode (before exiting), the contents of setting changes are ineffective. In this case, the settings remain unchanged.

This test mode mainly allows the IC Board to be checked for accurate functioning, monitor color to be adjusted as well as COIN ASSIGNMENTS and GAME ASSIGNMENTS to be adjusted.

- 1) After turning power on, press the TEST Button to have the following SYSTEM MENU displayed.

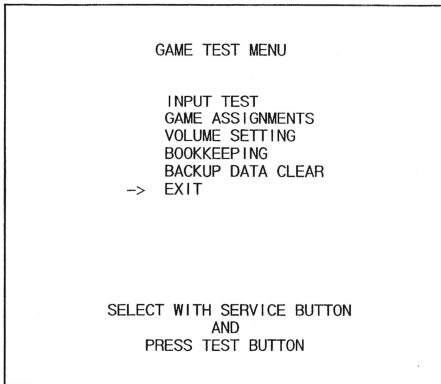


- 2) Press the SERVICE Button to move the arrow. Bring the arrow to the desired item and press the TEST Button.
- 3) Press the TEST Button in the GAME TEST MODE to display the GAME TEST MENU peculiar to this game. See the next page onward.
- 4) Upon finishing the test, bring the arrow to EXIT and press the TEST Button to return to the Game mode.

For detailed explanations as regards the SYSTEM TEST MODE, refer to GD-ROM SERVICE MANUAL (420-6620-01).

B. GAME TEST MODE

By selecting "GAME TEST MODE" and pressing the TEST Button on the System Test Menu Screen, the Test Mode Menu Screen (Game Test Mode Menu Screen) appears, which is unique to this game.



GAME TEST MENU Screen

- Pressing the SERVICE Button moves the arrow (->) on the screen. By moving the arrow, select the item you want to run.
- Pressing the TEST Button runs the currently selected item. You are brought to the screen for that item, and can change or adjust the settings.
- With "EXIT" selected, pressing the TEST Button returns you to the System Test Menu Screen.
- All the subsequent GAME TEST MODE operations can basically be made using the B and A Buttons instead of the SERVICE and TEST Buttons.

SERVICE Button → B Button

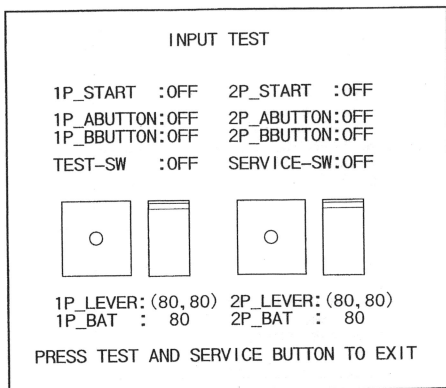
TEST Button → A Button

a. INPUT TEST

This test checks the input devices.

Using this screen, check the input devices periodically.

Pressing the TEST and SERVICE Buttons together returns you to the Game Test Menu Screen.



INPUT TEST Screen

Operate each of the input devices. If the indication at the right of the device label changes from OFF to ON, the device is normal.

LEVER and BAT indicate the lever and batting switch volume control values, respectively. Check whether each of the values changes and the cursor moves smoothly according to the lever or batting switch operations you make.

· Lever and batting switch settings

LEVER: Check that, when you move the lever fully to the top, bottom, left, or right, the cursor, marked by a circle (○) in the figure, moves securely from an end to another in the frame while the value below the frame is changing.

BAT: Check that, when you move the batting switch fully from an end to another in the movable range, the cursor, marked by horizontal bars in the figure, moves securely from the top (or bottom) to the bottom (or top) while the value below the frame is changing.

If the cursor does not move from an end to another, retry to set a proper value with VOLUME SETTING and then perform the recheck on this Test Screen.

b. GAME ASSIGNMENTS



Once you have made change to the settings, select and run EXIT and SERVICE MODE. The new settings do not take effect until this mode is exited.

This screen lets you make change to the game difficulty and other settings.

Changing Procedure

- ① Press the SERVICE Button to move the arrow to the item to which you want to make change.
- ② Pressing the TEST Button changes the indication located at the right of the currently selected item. Change it to the desired one.
- ③ Press the SERVICE Button to select EXIT, and press the TEST Button. This returns you to the Game Test Menu Screen.

```

                                GAME ASSIGNMENTS
DIFFICULTY                      NORMAL
INNINGS                        2 INNINGS
EXTRA INNING                   ON
CALLED GAME                    10
INITIAL TEAM 1P                NYY
                              2P  NYM
-> EXIT

SELECT WITH SERVICE BUTTON
      AND
PRESS TEST BUTTON
```

GAME ASSIGNMENTS Screen

- **DIFFICULTY:** Set the difficulty by changing the pitching speed of the pitcher or modifying the CPU's routine of thinking. Set one of the following five levels:

VERY EASY EASY NORMAL HARD VERY HARD
Easier $\xrightarrow{\hspace{10em}}$ Harder

- **INNINGS:** Set the number of innings you can play with the start-enabled (or continuable) credits. When each setting has been made, an additional credit is required each time any inning in parentheses () ends.

1 INNING setting: (1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12)

2 INNINGS setting: (1, 2) (3, 4) (5, 6) (7, 8, 9) (10, 11, 12)

3 INNINGS setting: (1, 2, 3) (4, 5, 6) (7, 8, 9) (10, 11, 12)

ALL INNINGS setting: No additional credit is required even if you play the extra part of the baseball game to a maximum of 12th innings.

- **EXTRA INNING:** Set whether the game may continue to extra innings. If this is OFF, the game ends even if the score is even after the end of the bottom of the ninth inning.
- **CALLED GAME:** Set the difference in score that allows the game to be established as a called game. The value may be 5 to 10. When the difference in score reaches the setting, the game ends.
- **INITIAL TEAM:** Set the team that is first selected on the Select Team Screen.

c. VOLUME SETTING



- Normal play is guaranteed only after all the input devices have been set up properly. Be sure to make the proper settings before you begin demonstration for the selling purpose.
- Once you have made change to the settings, select and run EXIT WITH SAVE and exit the GAME TEST MODE. The new settings do not take effect until this mode is exited.

This screen lets you set the sensitivity of the input devices. If you are unsatisfied with the operability or have adjusted or replaced the volume control of an input device, make the settings on this screen.

| VOLUME SETTING | | | |
|----------------------------|-----------|-----------|-----------|
| PLAYER1 | | | |
| LEVER_H | MAX (FFH) | MIN (00H) | NOW (80H) |
| LEVER-V | MAX (FFH) | MIN (00H) | NOW (80H) |
| BAT | MAX (FFH) | MIN (00H) | NOW (00H) |
| | | | |
| PLAYER2 | | | |
| LEVER-H | MAX (FFH) | MIN (00H) | NOW (80H) |
| LEVER-V | MAX (FFH) | MIN (00H) | NOW (80H) |
| BAT | MAX (FFH) | MIN (00H) | NOW (00H) |
| | | | |
| EXIT WITH SAVE | | | |
| -> EXIT WITHOUT SAVE | | | |
| | | | |
| SELECT WITH SERVICE BUTTON | | | |
| AND | | | |
| PRESS TEST BUTTON | | | |

VOLUME SETTING Screen

Setting Procedure

- ① Move the lever and batting switch fully in the movable range.
- ② Release the lever and batting switch, and leave them unloaded.

Move Lever Horizontally (LEVER-H)

Move the lever fully to the left or right, and then leave it unloaded.

Move Lever Vertically (LEVER-V)

Move the lever fully to the top or bottom, and then leave it unloaded.

Batting Switch (BAT)

Move the batting switch fully, and then leave it unloaded.

- ③ Move the SERVICE Button to align the arrow with EXIT WITH SAVE, and press the TEST Button. Save the settings, and return to the Game Test Menu Screen.
 - If you press the TEST Button with the arrow aligned with EXIT WITHOUT SAVE, you return to the Game Test Menu Screen without making change to the settings.
 - After adjustment, be sure to use INPUT TEST to check that the values change properly according to the operations you make. If no improvements are observed even after the settings are retried, a component such as the lever or batting switch may have failed.

d. BOOKKEEPING

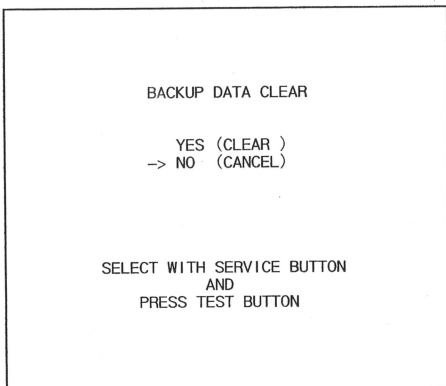
This screen lists the data to be saved.
Pressing the TEST Button returns you to the Game Test Menu Screen.

| | | | |
|---------------------------|--------|---------|---|
| BOOKKEEPING | | | |
| NUMBER OF GAMES | | | 0 |
| TOTAL PLAY TIME | 0D 00H | 00M 00S | |
| AVERAGE PLAY TIME | | 00M 00S | |
| LONGEST PLAY TIME | | 00M 00S | |
| SHORTEST PLAY TIME | | 00M 00S | |
| PRESS TEST BUTTON TO EXIT | | | |

BOOKKEEPING Screen

- NUMBER OF GAMES: Total number of games played
- TOTAL PLAY TIME: Play time

e. BACKUP DATA CLEAR



BACKUP DATA CLEAR Screen

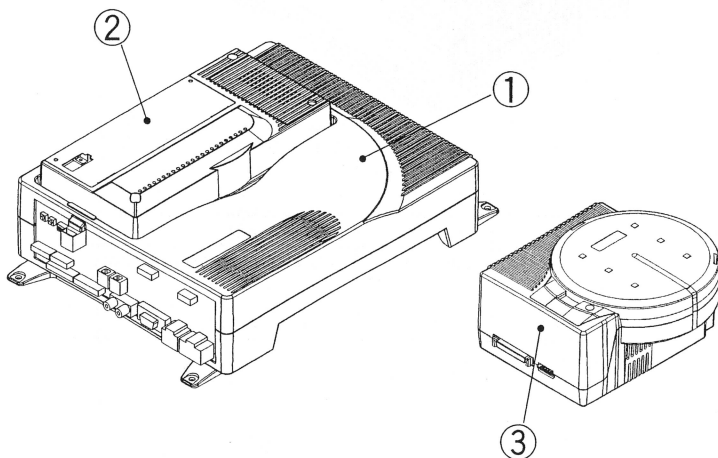
This screen is used to initialize BOOKKEEPING and the High Score Ranking. To clear the data about the coins/credits, you have to run BACKUP DATA CLEAR in the SYSTEM TEST MODE.

Clearing the data does not influence any game settings (except the data). When clearing, use the SERVICE Button to bring the arrow (->) to "YES (CLEAR)" and press the TEST Button. When the data has been cleared, "COMPLETED" will be displayed. Press the TEST Button to return to the Menu mode. Bring the arrow to "NO (CANCEL)" and press the TEST Button to return to the Menu mode without clearing the data.

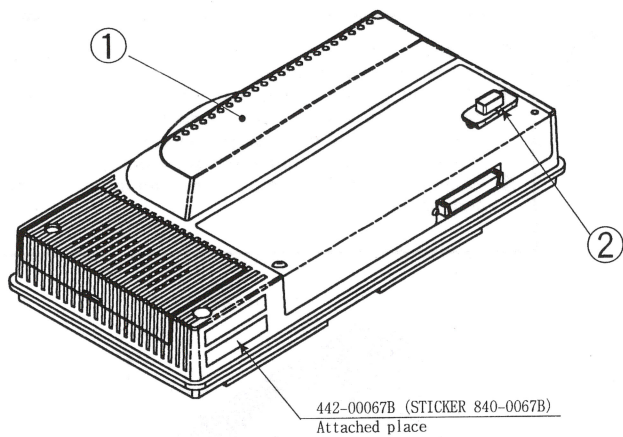
5. GAME BOARD



- Do not expose the Game Board so as to avoid causing an accident or malfunctioning.
- Static electricity discharge can damage electronic parts on the IC Board. Before starting work by opening the Shield Case Lid, be sure to touch grounded metallic surfaces to discharge physically charged static electricity.
- When replacing the Game Board, refer to the CVT Manual and Instruction Manual.



| | PART NO. | DESCRIPTION |
|-----|--------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------|
| ①+② | 840-0051D-01 840-0051D-02 840-0051D-03 840-0051D-04 | ASSY CASE NAO PCI DIMM BD USA ASSY CASE NAO PCI DIMM BD EXP ASSY CASE NAO PCI DIMM BD KOR ASSY CASE NAO PCI DIMM BD AUS |
| ① | 840-0001A-01 840-0001A-02 840-0001A-03 840-0001A-04 | ASSY CASE NAOMI MAIN BD USA ASSY CASE NAOMI MAIN BD EXP ASSY CASE NAOMI MAIN BD KOR ASSY CASE NAOMI MAIN BD AUS |
| ② | 840-0001F | ASSY CASE NAO DIMM BD COM |
| ③ | 610-0617 610-0617-01 | GD-ROM DRIVE UNIT NAOMI GD-ROM DRIVE UNIT NAOMI VA2 |



| | PART NO. | DESCRIPTION |
|-----|-----------|---------------------------|
| ① | 840-0001F | ASSY CASE NAO DIMM BD COM |
| ② | — | KEY CHIP |
| ①+② | 840-0067B | DIMM BD NAO MB2K2 |

6. SOFT KIT



Handling the GD-ROM Disk

- Do not contaminate the disks with your fingerprints or dust particles. Contaminated disks may lower audio and video quality.
- When cleaning the disks, do not use volatile chemicals (benzine, thinner, etc.), cleaning sprays, and antistatic agents.
- Do not use cracked, warped, or damaged disks.
Do not attach papers or seals onto the disks; do not scratch the disks.
Do not use the disks with a sign of peeled seals, tapes, etc. Observing these instructions, do not insert such a non-usable disk into the GD-ROM drive. Otherwise the inserted disk can not be ejected.
- When cleaning a heavily contaminated disk, use clean cloth that has been soaked in water and squeezed. Then remove moisture with dry cloth.
- When holding a disk, be careful not to contaminate it with your fingerprints.



Use clean cloth to wipe the disk gently and into a radial direction.

How to Hold a Disk

With both hands:
Put your thumbs and forefingers of both hands on the disk's 4 circumference tips.

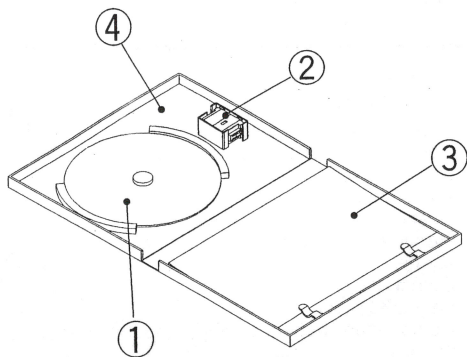


With one hand:
Insert your forefinger into a central hole and at the same time put your thumb and middle finger on the disk's 2 circumference tips.



How to Handle the Key Chip

- The key chip is a precision device. Handle it carefully because it may be damaged by heat, shock, and static electricity.
- Use the key chip with the GD-ROM disk of the corresponding game that has been shipped together with the key chip.

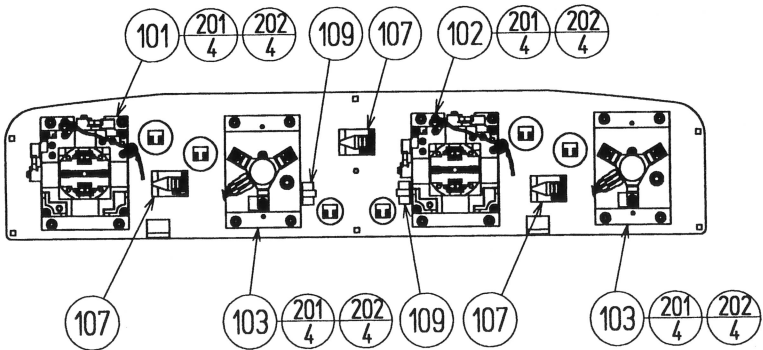
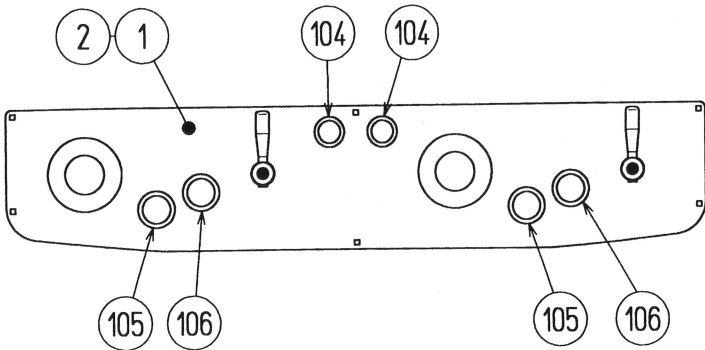


| | PART NO. | DESCRIPTION |
|---------|----------------|--------------------------|
| ①+②+③+④ | 610-0624-0010 | GD SOFT KIT MB2K2 ENG |
| ① | GDS-0010 * | NAOMI GDROM MB2K2 |
| ② | ————— | KEY CHIP |
| ③ | 420-6621-0010E | SERVICE MANUAL MB2K2 ENG |
| ④ | 253-5507 | DISK CASE WITH IC HOLDER |

7. PARTS LIST (CONTROL PANEL)

① ASSY CTRL PNL 2A4B2S MB2K2 ENG (NOA-20010-01)

(D-1/2)



| ITEM NO. | PART NO. | DESCRIPTION | NOTE |
|----------|---------------|----------------------------|------|
| 1 | HOT-2023 | CTRL PNL BASE 2A4B2S | |
| 2 | NOA-2025-01 | CTRL PNL PLATE 2A4B2S ENG | |
| 101 | 610-6723-4B02 | ASSY ANALOG JOY 4B PINK | |
| 102 | 610-6723-4B01 | ASSY ANALOG JOY 4B GREEN | |
| 103 | 610-0409 | ASSY BAT MECHA | |
| 104 | 509-5756-01 | SW PB D24 YELLOW | |
| 105 | 509-5755-01 | SW PB D30 GREEN | |
| 106 | 509-5755-02 | SW PB D30 PINK | |
| 107 | 280-5009-01 | CORD CLAMP 21 | |
| 109 | 280-5275-SR10 | CORD CLAMP SR10 | |
| 201 | 050-U00400 | U NUT M4 | |
| 202 | 060-F00400 | FLT WSHR M4 | |
| 203 | 060-S00400 | SPR WSHR M4 | |
| 204 | 050-H00400 | HEX NUT M4 | |
| 301 | 600-7154-001 | WIRE HARN 1P 2B DBN HOT | |
| 302 | 600-7154-002 | WIRE HARN 2P 2B DBN HOT | |
| 303 | 600-7154-003 | WIRE HARN EXT 2A25 DBN HOT | |
| 304 | 600-6227-09 | WIRE HARN CONT PNL EARTH | |

8. WIRE COLOR CODE TABLE

THE WIRE COLOR CODE is as follow:

- A PINK
- B SKY BLUE
- C BROWN
- D PURPLE
- E LIGHT GREEN

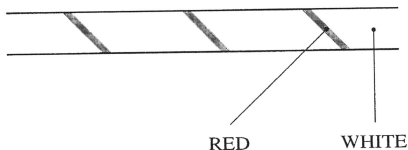
Wires other than those of any of the above 5 single colors will be displayed by 2 alphanumeric characters.

- 1 RED
- 2 BLUE
- 3 YELLOW
- 4 GREEN
- 5 WHITE
- 7 ORANGE
- 8 BLACK
- 9 GRAY

If the right-hand side numeral of the code is 0, then the wire will be of a single color shown by the left-hand side numeral (see the above).

Note 1: If the right-hand side alphanumeric is not 0, that particular wire has a spiral color code. The left-hand side character shows the base color and the right-hand side one, the spiral color.

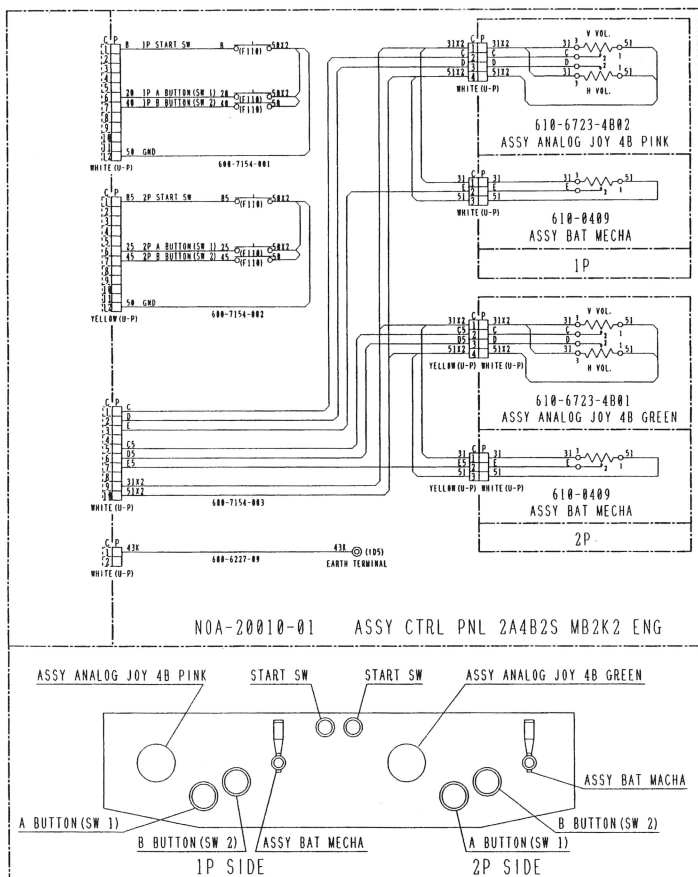
<Example> 51 WHITE / RED

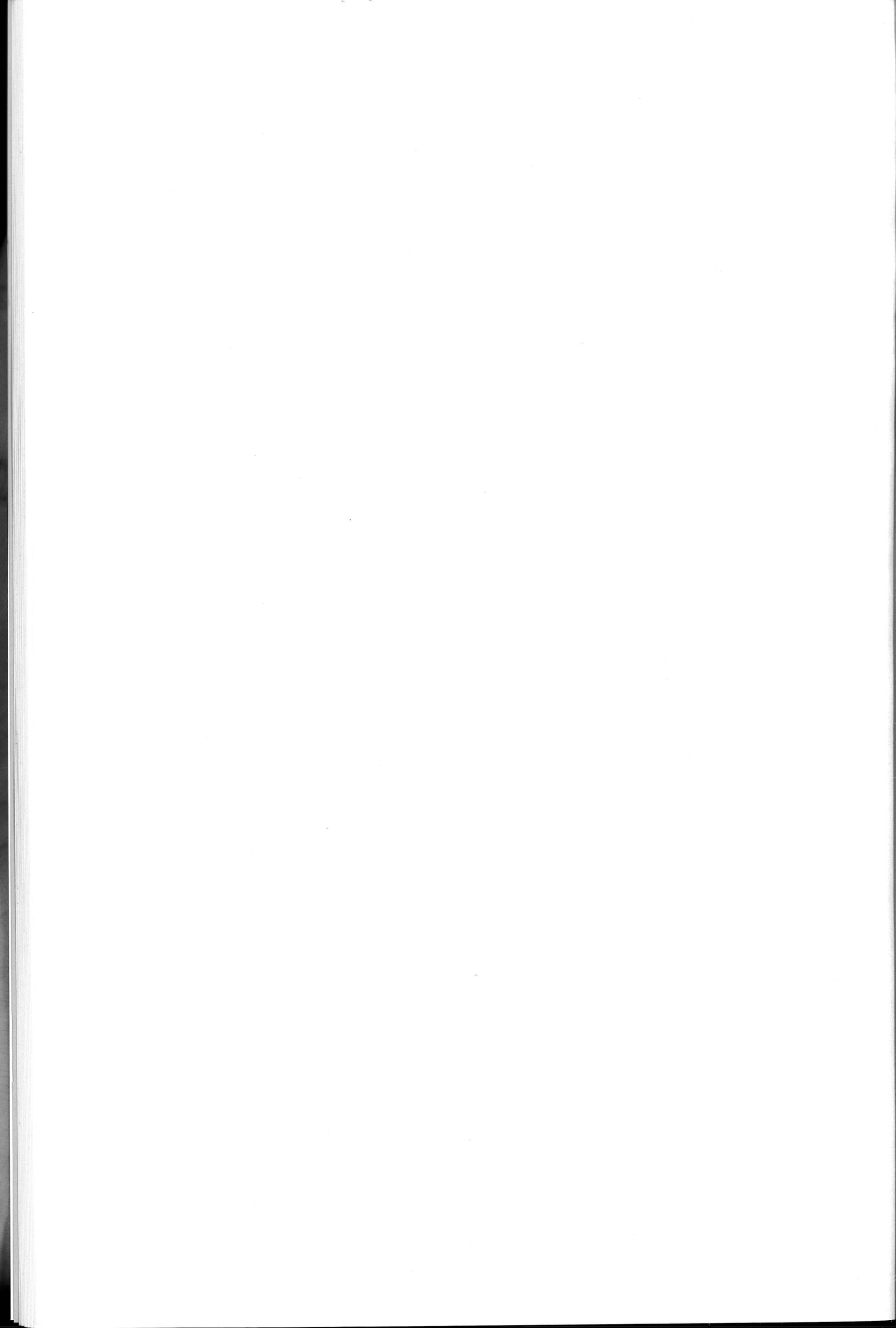


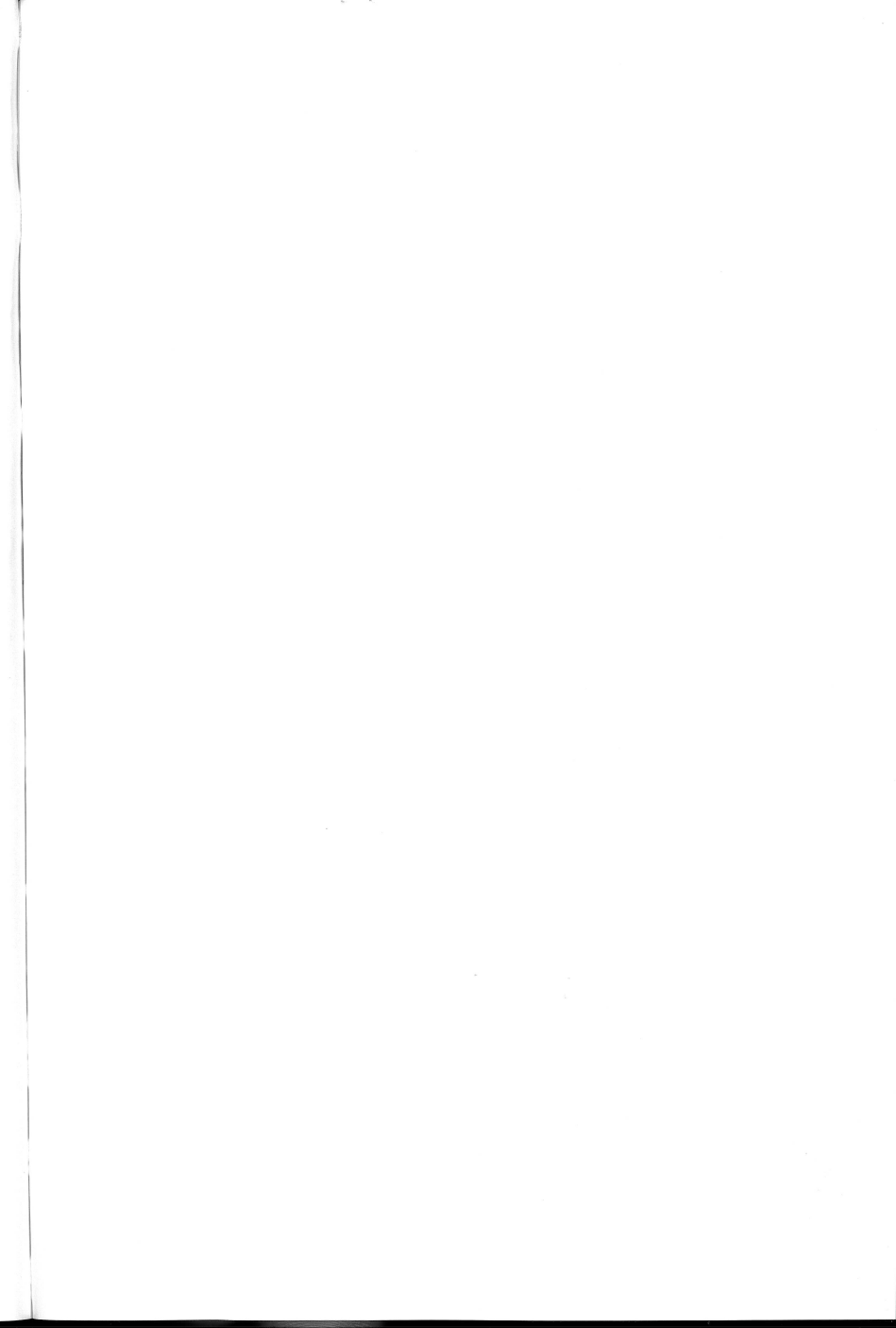
Note 2: The character following the wire color code indicates the size of the wire.

- U: AWG16
- K: AWG18
- L: AWG20
- None: AWG22

9. WIRING DIAGRAM (CONTROL PANEL)







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