ITALIAN WAVES

Players Name | Batting Average | Home Runs | Running Ability
---|---|---|---
Tony | 0.200 | 7 | 8
Mario | 0.186 | 6 | 6
Rogi | 0.303 | 18 | 6
Sal | 0.307 | 31 | 4
Rocco | 0.250 | 24 | 4
Vince | 0.200 | 30 | 5
Giuseppe | 0.210 | 18 | 7
Bruno | 0.180 | 10 | 8
Massimo | 0.304 | 31 | 5
Marco | 0.280 | 31 | 9
Frank | 0.250 | 7 | 7
Angelo | 0.220 | 31 | 1

Type: Balanced  
Batting Ave.: 0.311  
Defence Rate: 2.00

TAIWAN DRAGONS

Players Name | Speed of Ball | Stamina | Defence Rate
---|---|---|---
Phil | 210 | 7 | 4.67
Morfa | 220 | 5 | 5.93
Enzo | 200 | 3 | 5.82
Maurizio | 170 | 3 | 5.84

Type: Good Pitcher  
Batting Ave.: 0.198  
Defence Rate: 2.00

IN THE BEGINNING

Please read this instruction manual to get the full sound and graphic effect of Baseball Stars 2.

CONTENTS

4 HOW TO CONTROL  
5 PREGAME EXERCISES  
8 EXPLANATION OF FIELD  
10 THE POWER BAT!  
12 CONTROLS WHEN DEFENCE  
14 CONTROLS WHEN OFFENCE  
16 TEAM DATA
[ATTENTION]
- This product can only be used on the NEO GEO.
- Do not disassemble!!
  Contains high precision parts!
- Avoid dropping or other strong shocks.
  Keep away from extreme temperatures.
- Do not touch terminal.
  Avoid exposure to water and dust.
- Damage may be caused if cleaned with thinner
  or benzine.
- After game play, pull AC adaptor from outlet.

U.S.A. BISONS

TYPE: STRONG BATTING
BATTING AVE.: 0.275
DEFENCE RATE: 2.00

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<th>BATTING AVERAGE</th>
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<th>RUNNING ABILITY</th>
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<td>MICHAEL</td>
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<tr>
<td>DON</td>
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<tr>
<td>BRIAN</td>
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JAPAN SAMURAI

TYPE: FAST RUNNERS
BATTING AVE.: 0.343
DEFENCE RATE: 2.00

<table>
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<th>PLAYERS' NAME</th>
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<th>SPEED OF BALL</th>
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<tr>
<td>TOYOTA</td>
<td>230</td>
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<td>8.32</td>
</tr>
</tbody>
</table>
HOW TO CONTROL

Select Button: Pause
Start Button: Game Start
Joystick: Move Player, Control Pitch, Make Selection.
A Button: Swing, Return to Base, Throw Ball, Jump, Confirm Selection.
B Button: Run, Lead off, Faint Ball, Make fielder run to base, Cancel selection.
Tap B Button Rapidly: Ran Faster
C Button: Bunt
D Button: Power up, Pinch hitter, Relief pitcher.

★ For details refer to page, "Control Guide".
PREGAME EXERCISES

1
GAME START
Press "Start Button" on controller during the title screen to enter the "How to Control" screen.

2
GAME MODE SELECTION
This game features "Pennant Race Mode" for 1 player and "Competition Mode" for 2 players. Select either game with joystick and confirm with A button. 2 controllers are needed for Competition mode.

3
LOAD SELECTION
The optional "Memory Card" can save and load data. When the memory card with saved data is inserted into the console, "Load Selection Screen" will appear. Then, select with joystick and confirm with A Button. If "yes" is selected, then game will resume from stage last saved to memory card.

SEUL IVORYS
TYPE: UNEXPECTED
BATTING AVE.: 0.230
DEFENCE RATE: 2.00

SYDNEY GRIFFONS
TYPE: DEFENCE CENTERED
BATTING AVE.: 0.299
DEFENCE RATE: 2.00
MEMORY CARD

When memory card is inserted into console, data will automatically be saved after each inning. Please note that previous data saved will be deleted if new data is saved.

LEAGUE SELECTION

"Fighting League" includes "Automatic Fielding Mode". "Exciting League" includes normal fielding. Select with joystick and confirm with the A button.

CHARACTERISTICS OF AUTOMATIC FIELDING MODE

In the 3D perspective (until it changes to field screen), fielders will automatically field the ball. This makes for easier play.

TEAM SELECTION

After League selection, select one of the six teams with joystick and confirm with A button.

*In "Competition mode", select 2 teams, one team for each player. Please note that you cannot select the same team.
PLAY BALL
All systems go!
Let the game begin!

Game Results
In Pennant Race Mode only, ranking and next opposing team will be displayed after the game. If you win all 15 games and win the championship, you will proceed to the world proceed to the Championship game.
**EXPLANATION OF FIELD**

**★ 3D PERSPECTIVE SCREEN EXPLANATION**

1. Picture's name and hit mug shot.
2. Initials of defensive team, defence average, number of balls pitched.
3. Batter's name and his mug shot.
4. Present inning.
5. Initials of off offensive team, batting order, batter's stats.
6. Number of power ups left.
7. Time played so far
8. Present count.
9. Score.
11. Speed of ball.

THROW! HIT!
**FIELD SCREEN EXPLANATION**

1. Present inning.
2. Time played so far.
3. Present count.
4. Score.
5. Judgement of pitch.

*In Pennant League Mode, camera will zoom in on better running to first base.*

**TIME OUT SCREEN**

When you press the D Button during Play, the "Time out screen" will appear. At this time, you can power up, send in pinch hitter, or change the pitcher. Select with joystick and confirm with A Button. If you do not want to do either, select "Cancel" or press the B Button to return to the 3D screen.

- [PINCH HITTER] Use the player's stats to help you decide.
- [POWER UP] One time only, you can use the power bat. For details, refer to the Power Bat!
- [PITCHER CHANGE] Use the player's stats to select pitcher.

*Super plays will be displayed in full color close-ups.*
**DEFENSE GUIDE**

**BUTTON:** Move player. Move player to the ball and he will catch it automatically.
**A BUTTON:** Player jumps. Joystick combined with A button enables sliding catch.
**JOYSTICK + A BUTTON:** Throwing. Point the joystick toward the base and press the A button for throwing. If you only press the A button, the throw will go to first base. Simultaneous joystick and button operation will give you a quicker throw than usual.
**JOYSTICK + B BUTTON:** Make fielder run toward base. This allows you to tag base runners.
*When running to a base, the faster you tap the B button, the faster the fielder runs. Also, fielder's hand when they are in line with the catch.

---

**THE POWER BAT!**

Power-bat gives you extra power for hitting. However, you can only use 5 times per game. Use it wisely and win the game.

**WHEN BATTING, CALL “TIME OUT” WITH D BUTTON**

**SELECT POWER UP WITH JOYSTICK AND CONFIRM WITH A BUTTON**

*In Pennant Race Mode, 10 power bats will be added for each win.*
OWNER UNDERSTANDS PLAYERS MORE THAN THEY EXPECT
The big shot, who nobody talks back to, is sometimes selfish, and occasionally, ignores even the manager. He may send special players to bat. However, he shows his love for the team by finding an excellent assistant player to join after the game. People are afraid of him, but he will attract many great boys of summer.

★ SPECIAL PLAYERS
The owner allows the special players to bat one time a game. They have high batting averages and long hitting abilities.

★ ASSISTANT PLAYER
In the pennant race only, you may let one powerful assistant player join your team after you finish a game. Substitute one regular player for one assistant player from three, hired by the owner.

CONTROLS WHEN OFFENCE

☆ PITCHING GUIDE

JOYSTICK: The pitcher's position can be changed with joystick. After the ball is thrown, you can control its course and speed with the joystick.

A BUTTON: Throwing.
JOYSTICK + BUTTON: Feint ball. Point the joystick to base and press B button. If only the B button is pressed, the throw will go to the 3rd base.
D BUTTON: Time out, Pitcher change.
**RUNNING GUIDE**

*JOYSTICK:* Point towards the base you wish to run to.

*A BUTTON:* Point towards the base with joystick and press A button. Use for running back to base that you started from. (Once runner reaches base, you cannot return to the previous base.)

*B BUTTON:* Use for running to next base. Point towards base with joystick and press the B button. Before pitcher throw the ball, you have three distances of lead off. After pitch, you can try to steal a base.

*C.D. BUTTON:* Not used.

*When running to a base, the faster you tap the B button, the faster the fielder runs.*

---

**CONTROLS WHEN DEFENCE**

**BATTLING GUIDE**

*JOYSTICK:* Move batter in batter's box.

*A BUTTON:* Nailing is the key to hitting the ball to the right or the left. If you release the button during swing, you can stop the swing of the bat.

*B BUTTON:* Steal Base (Refer to running guide)

*C BUTTON:* Bunt. Position of bat will be automatically adjusted.

*D BUTTON:* Time out for power up or pinch hitter.
**Baseball Stars 2: Controls**

- **[Joystick]** Controls direction
- **[A Button]** Hit ball, back to base, pitching, throwing, jumping, fitness play
- **[B Button]** Running, leading off, stealing, check runner, run to base
- **[C Button]** Bunt
- **[D Button]** Pinch hitter, power up, pitcher change

Press B button continuously - dash

2P simultaneous play