

LA RUSSA BASEBALL 95



© MLBPA

BY STORMFRONT STUDIOS AND
HIGH SCORE PRODUCTIONS



Licensed by Sega Enterprises, Ltd. for play on the SEGA GENESIS SYSTEM



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Stormfront Studios is one of the hottest independant game developers in the United States, with over 40 programmers, artists, writers, designers, and support staff. Other Stormfront titles for Electronic Arts include the *Eagle Eye* *Mysteries* series and *Mario Andretti Racing*.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you 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 physician before resuming play.

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.

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LA RUSSA BASEBALL '95

Decisions, decisions, decisions. Managing a big league baseball team is a never-ending process. The game evolves constantly over its nine inning span, raising new questions and challenges with each pitch. "Our opponent has men on first and second with two outs, we're behind in the count 3-0, and the pitcher is on deck. Do we walk the current batter to load the bases and face the pitcher or pitch to this batter and hope for a grounder to force the third out at any base?"

EA SPORTS™ teamed up with Tony La Russa to develop a baseball simulation sophisticated enough to recreate real-life game situations. Play head-to-head action with a friend and give his best pitches a ride out of the park or start developing your own strategies and match wits with baseball's finest manager.

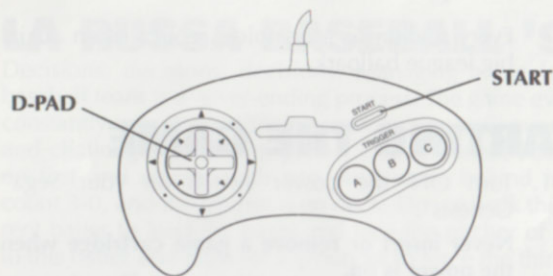
- EA SPORTS and High Score Productions are proud to present a fully enhanced version of the Stats Inc. 1993 MLBPA data set. Over 60 new players are available with current stats and ratings you won't see in any other baseball simulation!
- Compile and save stats over an entire season, in 19 pitching and 27 position player categories.
- Take advantage of the Pitcher's view and experience the game from the center field camera. Batter's view sets the camera behind the plate and Home/Visitor views follow each team throughout the game.
- Play with the default Custom team rosters and you're playing with the up-to-date top performers from each league!

- Every stadium is a complete replica of an actual big league ballpark.

STARTING THE GAME

1. Turn OFF the power switch on your Sega™ Genesis™.
Never insert or remove a game cartridge when the power is on.
2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Insert the *La Russa Baseball '95* cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch.

The EA Sports™ logo appears (if you don't see it, begin again at step 1)



COMMAND SUMMARY

OFFENSE

BATTING

SELECT SWING TYPE

Normal	D-Pad up
Power	D-Pad left
Contact	D-Pad right
Bunt	D-Pad down

BATTING COACH

Steal	B (Manage Only mode)
Double Steal	D-Pad up
Hit & Run	D-Pad left
Squeeze	D-Pad right
	D-Pad down

POSITION BATTER

D-Pad in any direction

SWING THE BAT

C

BASE RUNNING

RUN FORWARD TO A BASE

Second Base	A + D-Pad up
Third Base	A + D-Pad left
Home Plate	A + D-Pad down

RUN BACK (RETURN TO PREVIOUS BASE)

First Base	B + D-Pad right
Second Base	B + D-Pad up
Third Base	B + D-Pad left

LEAD OFF (BEFORE SELECTING SWING TYPE)

A + D-Pad in direction of next base

STEAL BASE (AFTER SELECTING SWING TYPE)

A + D-Pad in direction of next base

DEFENSE

PITCHING

SELECT PITCH TYPE

Fast Ball	D-Pad up
Curve	D-Pad left
Change	D-Pad right
Specialty Pitch	D-Pad down

POSITION PITCHER

D-Pad **left/right**

THROW PITCH

Down the Pipe **C**

DIRECT PITCH (DURING WIND-UP)

High	D-Pad up
Left Side of Plate	D-Pad left
Right Side of Plate	D-Pad right
Low	D-Pad down

PITCHING COACH
Hold Runner/Play Off
Pitch Out
Intentional Walk

B
D-Pad **up**
D-Pad **left**
D-Pad **right**

PICK OFF PLAY
Throw to First
Throw to Second
Throw to Third

A + D-Pad right
A + D-Pad up
A + D-Pad left

FIELDING

CATCH THE BALL
Position Fielder
Jumping Catch
Diving Catch

D-Pad in any direction
C
C + D-Pad in any direction

THROW TO A BASE
First Base
Second Base
Third Base
Home Plate
Cutoff Man/Pitcher

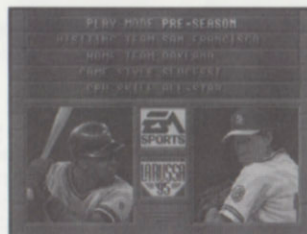
C + D-Pad right
C + D-Pad up
C + D-Pad left
C + D-Pad down
C

PLAYING A GAME

To immediately begin playing a *La Russa Baseball '95* Pre-Season game, familiarize yourself with the commands above and follow the steps below for setting up your game.

To choose options:

1. From the Play Mode screen, D-Pad **up/down** to highlight an option.
2. D-Pad **left/right** to cycle through choices.



Visiting Team: Select the visiting team from 28 Big League and two Custom teams.

Home Team: Select the home team.

Game Style: Choose Simulation to utilize player ratings and accumulate stats, or Slugfest to pump up the players' offensive abilities and aim for the bleachers.

CPU Skill: Determine the experience level and overall toughness of your computer opponent's abilities: Rookie, Veteran, or All-Star.

- Press **START** to continue; the Controller Select screen appears.

CONTROLLER SELECT

One or two people can play *La Russa Baseball '95* at a time. Play head-to-head action with a friend or challenge a CPU-controlled team. Choose which team each human player controls from the Controller Select screen.

The two teams playing in the upcoming game appear on the Controller Select screen—home team on the right and visitors on the left. Numbered icons corresponding to each

controller port on your Genesis are displayed in the middle of the screen.

To select teams:

- From the Controller Select screen, each human player must D-Pad **left/right** to place their controller icon under the desired team.

NOTE: When a team is not designated a controller icon, it is CPU controlled. To view an entire CPU vs. CPU game, leave both icons under CPU Controls.



After the teams are selected, a Control Option menu appears listing three control options for each human player.

To select a control option:

1. D-Pad **up/down** to highlight the desired option.
2. Press **START** to select; the Game Select screen appears.

You Play: Human player controls all aspects of the game for the selected team.

CPU Fields: Your players are automatically directed to field the ball. However, control is assumed by the human player after the ball is fielded.

Manage Only: You act as manager for your team and all player controls are executed by the Genesis.

GAME SELECT

From the Game Select screen you set the ground rules for the upcoming game and make any final lineup changes before the match-up begins.

To choose a Game Select option:

1. From the Game Select screen, D-Pad **up** to highlight GAME SELECT.
 2. D-Pad **left/right** to toggle between Ground Rules and Lineups.
- When the Game Select options are set, press **START** to hear the national anthem, read Tony La Russa's comments on the match-up, and hustle your team out to the diamond for the first pitch.

GROUND RULES

The Ground Rules function allows you to determine which stadium your game takes place in, whether or not a designated hitter is used, and if errors are possible.

To select Ground Rules options:

1. From the Ground Rules screen, D-Pad **up/down** to highlight an option.
2. D-Pad **left/right** to cycle through choices.

Stadium: *La Russa Baseball '95* offers six completely different stadium options. Each stadium is designed to the specifications of an actual big league ballpark—from the distance of the outfield fences to the placement of the bullpens.

DH: The designated hitter option. Selecting YES replaces your pitcher in the batting order with a hitting specialist.

Errors: Errors make the game unpredictable. Select NO and both teams play error-free baseball.

One Pitch Mode: Available only in Manage Only or CPU vs. CPU modes. Select YES to view only the "payoff" pitch for each batter.

LINEUPS

Make last minute managerial adjustments to your team, geared toward your current opponent. Adjust your batting order, bring in bench players, or change the starting pitcher.

To adjust your batting order:

1. From the Lineups screen, D-Pad **up/down** to highlight the player you wish to reposition in the batting order.
2. Press **C** to select the highlighted player.
3. D-Pad **up/down** to highlight the player in the target position.
4. Press **C**; the two players switch positions.

To bring in a bench player:

1. D-Pad **down** to highlight the bench player.
2. D-Pad **left/right** to cycle through additional bench players.
3. Press **C** to select the highlighted player.
4. D-Pad **up/down** to highlight the starting player you wish to place on the bench.

5. Press **C**; the bench player moves into the starting lineup and the starter sits this one out.

- Press **B** to toggle rosters between position players and pitchers.

To change your starting pitcher:

1. D-Pad **up/down** to highlight the pitcher you wish to start the game.
2. Press **C**; the highlighted player becomes the starting pitcher.

PLAYER STATISTICS

The Batting and Pitching Statistics screens include individual player cards with full stats in 27 categories for each position player and 19 for each pitcher.

Access batting and pitching statistics from the following screens: Custom Team, Roster/Staff, Lineup/Rotation, Defense, Trades, Order/Starter, Pinch Hitter, Pinch Runner, and Bullpen.

To view the Batting and Pitching Statistics screens;

1. From any of the screens listed above, D-Pad **up/down** to highlight the desired player.
2. Press **A**; the statistics screen appears.
3. Press **START** to return to the previous screen.

PLAY MODES

La Russa Baseball '95 offers a variety of additional Play Modes which let you customize games to your preferences, load a saved game, or set up and play a full-season.

To select a Play Mode:

1. From the Play Mode selection screen, D-Pad **up** to highlight **PLAY MODE**.
2. D-Pad **left/right** to cycle through choices.

PRE-SEASON

A Pre-Season game is a one game contest between any two teams available in *La Russa Baseball '95*. As in real baseball, a team may not play against itself.

Pre-Season mode is your opportunity to create some interesting match-ups you might not ordinarily see in Major League action or test out your Custom teams against last year's league leaders. (See *Custom Teams* below.)

LOAD SAVED GAME

La Russa Baseball '95 can save an uncompleted game in progress. Select Load Saved Game to restore a game from the moment it was saved. (See *Save Game* on page 28.)

To load a saved game:

- From the Load Saved Game screen, press **START**. A summary of the game appears, and the game continues from the next pitch.

CUSTOM TEAM

There are two Custom Teams in *La Russa Baseball '95*. You

can edit the team names, abbreviations, and draft players to make your own franchises.

To select a Custom Team function:

1. From the Custom Team screen, D-Pad **down** to highlight **FUNCTION**.
2. D-Pad **left/right** to cycle through choices.

CHANGE PLAYERS

Draft your Custom team's roster from a talent pool that includes every player from the twenty-eight big league teams featured in the game.

To select a Custom team:

1. From the Change Players function, D-Pad **down** to highlight the Custom team's name.
2. D-Pad **left/right** to toggle between Custom Team 1 and Custom Team 2.
- Press **B** to toggle rosters between position players and pitchers.

To change players:

1. D-Pad **up/down** to highlight a player you wish to remove from the Custom team.
2. Press **C** to select the highlighted player.
3. D-Pad **left/right** to move to the Source team's roster.
4. D-Pad **up/down** to highlight a player you wish to add to the Custom team.
5. Press **C**; the Custom team's player is replaced.

The Source team is changed by highlighting the team's name and pressing the D-Pad **left/right** to cycle through the available teams.

CHANGE NAME

Once you've created a Custom team of your favorite players, you'll want to give the team an original name. Try naming it after *your* home town.

To change a Custom team's name:

1. D-Pad **down** to highlight the Name Change bar; a cursor appears under the first letter.
2. D-Pad **up/down** to cycle through letters and numbers.
3. D-Pad **left/right** to move the cursor to the next character.
4. Press **C** to accept your Custom team's new name.

CHANGE ABBR

On some screens your team is identified by an abbreviation rather than its full name. Follow the instructions under Change Name to enter an abbreviation for your Custom team's name.

MANAGER OPTIONS

Manager Options give you complete control over your team and its players. You decide the batting order, pitching rotation, and defensive fielding assignments—who starts and who rides the pine.

Don't worry if you're not knowledgeable about the performance levels of every player on your roster. Through Manager Options you can view full stats and ratings for each player from the year-end 1993 baseball season.

To select a Manager Options function:

1. From the Manager Options screen, D-Pad **down** to highlight FUNCTION.
2. D-Pad **left/right** to cycle through choices.

ROSTER/STAFF

The Roster/Staff function is a good chance to view your complete team roster of active and reserve players. This is your opportunity to bring reserve players from the farm leagues up to the big show!

To select a team:

1. From the Roster/Staff function, D-Pad **down** to highlight the team's name.
2. D-Pad **left/right** to cycle through the teams.
 - Press **B** to toggle rosters between position players and pitchers.

To bring in your reserve players:

1. D-Pad **down** to highlight the reserve player.
2. D-Pad **left/right** to cycle through additional reserve players.
3. Press **C** to select a reserve player.
4. D-Pad **up/down** to highlight the player you wish to take off the active player's list.
5. Press **C**; the active player and the reserve switch places.

LINEUP/ROTATION

This is your opportunity to prove to La Russa that you've got what it takes to manage a big league baseball team.

Baseball is unpredictable—if your team falls into a mid-season slump, try to figure out the problem and a resolution. Making some thoughtful changes to the lineup and rotation, or bringing a bench player in to replace a starter, may get your team back on track.

To change the lineup and rotation:

1. D-Pad **up/down** to highlight the player you wish to reposition.
2. Press **C** to select the player.
3. D-Pad **up/down** to highlight the player in the target position.
4. Press **C**; the two players switch positions.

To bring in a bench player:

1. D-Pad **down** to highlight the bench player.
2. D-Pad **left/right** to cycle through additional bench players.
3. Press **C** to select the highlighted player.
4. D-Pad **up/down** to highlight the starting player you wish to place on the bench.
5. Press **C**; the bench player moves into the starting lineup and the starter sits this one out.

DEFENSE

Strategic control over defensive fielding assignments can be as essential to winning baseball games as swinging the bat. Mix up your infield until you find the best chemistry for containing your opponents.

To change fielding assignments:

1. D-Pad **up/down** to highlight the player you wish to reassign.
2. Press **C** to select the player.
3. D-Pad **up/down** to highlight the player with the target fielding assignment.

4. Press **C**; the two players switch fielding assignments.

To bring in a bench player:

1. D-Pad **down** to highlight the bench player.
2. D-Pad **left/right** to cycle through additional bench players.
3. Press **C** to select the highlighted player.
4. D-Pad **up/down** to highlight the starting player you wish to place on the bench.
5. Press **C**; the bench player moves into the starting lineup and the starter sits this one out.

TRADES

A good way to boost a struggling team is to replace players who are not performing up to their potential skill levels with proven All-Star caliber athletes.



La Russa Baseball '95 gives you the ability to make one-for-one trades between any player on your roster and players from the rosters of any other team.

To trade players:

1. D-Pad **up/down** to highlight the player you wish to trade.
2. Press **C** to select the highlighted player.
3. D-Pad **left/right** to move to the Source team's roster.
4. D-Pad **up/down** to highlight the player you wish to add to your team's roster.
5. Press **C**; the players trade places.

The Source team is changed by highlighting the team's name and pressing the D-Pad **left/right** to cycle through the available teams.

NOTE: Pitchers must be traded for Pitchers and Position Players must be traded for Position Players.

SEASON PLAY

When you choose Season Play, a full 162-game season schedule is constructed for every team. The teams are divided into two leagues each containing three territorial sub-divisions.

Take your favorite team all the way through a full season or bring in a Custom team to dominate the league. Select the games you wish to play and let *La Russa Baseball '95* simulate the rest.

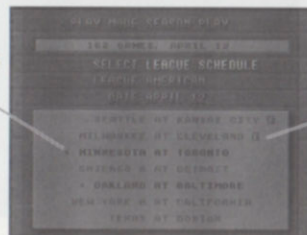
To make a season play selection:

1. From the Season Play screen, D-Pad **up/down** to highlight SELECT.
2. D-Pad **left/right** to cycle through choices.

LEAGUE SCHEDULE

At the League Schedule you get a preview of every game scheduled for the season. The match-ups are displayed by date and league. Decide which games you'd like to play or manage and check them off from this screen.

"X" INDICATES
A SELECTED
GAME



"F" INDICATES
A FINAL
SCORE

To select a game you'd like to play:

1. From the League Schedule screen, D-Pad **down** to highlight the game.
2. Press **C**; the selected game is marked with an X. Press **C** again to deselect games you decide not to play.

To change leagues:

1. D-Pad **up/down** to highlight LEAGUE.
2. D-Pad **left/right** to toggle between American and National.

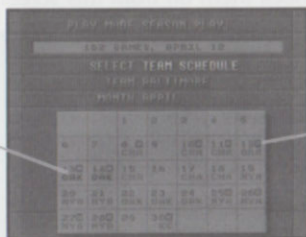
To change the schedule date:

1. D-Pad **up/down** to highlight DATE.
2. D-Pad **left/right** to move through the season, day by day.

TEAM SCHEDULE

If you have a favorite team you'd like to follow all the way through the season, selecting Team Schedule makes it easier to find their games and check them off quickly.

**BOLD FACE
INDICATES A
SELECTED
GAME**



**"H"
INDICATES A
HOME GAME**

To select a game you'd like to play:

1. From the Team Schedule screen, D-Pad in any direction to highlight the match-up on the calendar.
2. Press **C**; the selected match-up is marked in bold-face. Press **C** again to deselect games you decide not to play.

To select a different team:

1. D-Pad **up/down** to highlight TEAM.
2. D-Pad **left/right** to cycle through the teams.

To change the schedule month:

1. D-Pad **up/down** to highlight MONTH.
2. D-Pad **left/right** to move through the season, month by month.

PLAY LEAGUE GAME

Season games in *La Russa Baseball '95* are played in

sequence whether or not they are selected. Verify the games you have selected and start your season; *La Russa* informs you when it's your turn to play.

To verify the game(s) you have selected:

1. From the Play League Game screen, D-Pad **down** to highlight RESERVED GAMES.
2. D-Pad **left/right** to scroll through the games.

To play your first reserved game:

1. Press **START**; a text box appears asking if you want to play to the next game day.
2. Press **START** to accept. A scoreboard screen appears and final scores are generated for any unreserved games that appear before yours in the schedule.
3. When your game is next, a text box appears asking if you wish to play the match-up as a live game. Press **START** to accept. The Season Game Mode screen appears with your reserved game ready to go.

La Russa Baseball '95 can simulate any games you do not wish to play during the season. Realistic scores and statistics are generated based on actual player performance ratings. Simulate games up to a date, the end of the season, the end of the playoffs, or the end of the championship.

To simulate season games:

1. From the Play League Game screen, D-Pad **down** to PLAY TO.
2. D-Pad **left/right** to cycle through choices.
3. Press **START** to select. A text box appears asking if you want to play to the indicated stage.

4. Press **START** to accept. A scoreboard screen appears and final scores are generated up to the indicated stage.

STANDINGS

Check the current league standings for a season. The Standings screen displays Wins, Losses, and Games Behind for each team. Teams are divided into three territorial subdivisions for each league.

STAT LEADERS

The Stat Leaders screen in *La Russa Baseball '95* is so extensive and complete, you may actually spend more time here than you do on the diamond.

From the Stats Leaders screen you have access to hundreds of statistics both historical and simulated, based on your season in progress. To get the most out of the Stat Leaders screen, please see *Stat Leaders* on page 22.

SWAP TEAMS

Do you want to see how your Custom teams perform in real game situations throughout an entire season? At the Swap Teams screen, you can bring your Custom teams into the season to take the place of existing teams and dominate the league!

To swap teams:

1. From the Swap Teams screen, D-Pad **down** to highlight the Custom team's name.
2. D-Pad **left/right** to toggle between the two Custom teams.
3. D-Pad **down** to highlight the name of the existing team.

4. D-Pad **left/right** to cycle through the teams.
5. Press **C** when the desired existing team's name is highlighted. A text box appears asking if you want to swap the teams.
6. Press **START** to accept. The Custom team swaps places with the existing team in the league schedule.

NOTE: Team swapping can only take place before the start of a new season. Team swapping during a season resets the current season.

START NEW SEASON

Begin a new season or replace an existing one with a different season type. Each season type is a different length, determined by the total number of scheduled games.

To select a season type:

1. From the Start New Season screen, D-Pad **down** to highlight TYPE.
2. D-Pad **left/right** to cycle through choices.
3. Press **START** to select; a text box appears indicating the current season will be abandoned.
4. Press **START** to accept; the Season Play screen appears where you can set up your new season.

162 Games: Begin a new 162 Game season.

3 Game Round Robin: Each team plays every other team in its league three times.

1 Game Round Robin: Each team plays every other team in its league one time.

Playoffs: Best-of-7-games playoff series involving the three

divisional champions and a wild card team for each league. Playoff winners advance to the League Championship series.

To select a league:

1. From the Playoffs screen, D-Pad **down** to highlight LEAGUE.
2. D-Pad **left/right** to toggle between American and National.

To select divisional champions and a wild card team:

1. D-Pad **up/down** to highlight a division.
2. D-Pad **left/right** to cycle through the teams.
3. Press **START** to select; a text box appears indicating the current season will be abandoned.
4. Press **START** to accept; the Season Play Mode screen appears.

Championship: A best-of-7-games Championship series between the American and National league pennant winners.

To select the two league champions:

1. From the Championship screen, D-Pad **up/down** to highlight a league.
2. D-Pad **left/right** to cycle through the teams.
3. Press **START** to select; a text box appears indicating the current season will be abandoned.
4. Press **START** to accept; the Season Play Mode screen appears.

POST-SEASON PLAY

Teams advancing to Post-Season play get a couple of days rest before the playoffs begin. This is your opportunity to view the Post-Season schedule.

162 GAMES

The last game day of a 162 Game season is October 6th. When the games for October 6th are completed the Play League Game screen appears.

To continue into Post-Season play:

1. From the Play League Game screen, D-Pad **down** to highlight SET DATE OCTOBER 8.
2. Press **START**. A scoreboard screen appears indicating there are no more season games to play.
3. Press **START** to accept. The Play League Game screen appears and October 9th is designated as the Set Date.
4. Press **START**; the scoreboard screen appears. Press **START** again to accept and return to the Play League Game screen with the first playoff matchups ready to go.

3 GAME ROUND ROBIN

The last game day of a 3 Game round robin season is September 28th. When the games for September 28th are completed the Play League Game screen appears.

To continue into Post-Season Play:

1. D-Pad **down** to highlight SET DATE SEPTEMBER 30.
2. Press **START**. A scoreboard screen appears indicating there are no more season games to play.

3. Press **START** to accept. The Play League Game screen appears with the first playoff match-ups ready to go.

1 GAME ROUND ROBIN

The last game day of a 1 Game round robin season is September 30th. When the games for September 30th are completed the Play League Game screen appears.

To continue into Post-Season Play:

1. D-Pad **down** to highlight SET DATE OCTOBER 2.
2. Press **START**. A scoreboard screen appears indicating there are no more season games to play.
3. Press **START** to accept. The Play League Game screen appears and October 3rd is designated as the Set Date.
4. Press **START**; the scoreboard screen appears. Press **START** again to accept and return to the Play League Game screen with the first playoff match-ups ready to go.

PAUSING THE GAME

Pausing the game between pitches lets you take a break from the action. Use the Options screen and other available functions to make adjustments to your team.

To pause the game:

1. Press **START** between pitches; the Paused Game screen appears.
2. Press **START** again to resume the game.

To select a paused game function:

1. From the Paused Game screen, D-Pad **up** to highlight FUNCTION.
2. D-Pad **left/right** to cycle through choices.

OPTIONS

Modify the look and control of the game to your liking and take time out to view an instant replay or the line score.

To activate an option:

1. From the Options screen, D-Pad **up/down** to highlight the option.
2. Press **C** to activate the function.

To change an option with multiple choices:

1. D-Pad **up/down** to highlight the option.
2. D-Pad **left/right** to cycle through choices.

Instant Replay: Allows you to see great plays over and over. A controller icon appears with VCR-type controls displaying how to view your replay.

Line Score: The Line Score automatically appears when teams are switching sides between innings. Select this option during long innings to keep tabs on runs, hits, and errors.

Control: (Offense only) There are two choices for controlling your base runners. Choose to control All Runners or just the Lead Runner.

View: *La Russa Baseball '95* offers multiple viewing options. Select between batter's and pitcher's view or have the view automatically follow the Home or Visiting team.

Batter/Pitcher Menus: When you are familiar with the menu options and want an unobstructed view of the diamond, turn the menus OFF—the controls remain the same.

Save Game: Save your game in progress if you wish to complete it at a later time. You can resume the game by selecting Load Saved Game from the Play Mode screen.

Quit Game: Although Tony La Russa may disagree, EA SPORTS gives you the option to quit a game when you can't think of a good reason to continue.

BATTER/PITCHER STATS

When your team is up to bat, complete statistics and ratings appear for the batter at the plate. If your team is on defense, statistics and ratings for the current pitcher are displayed.

PINCH HITTER

View the roster of pinch hitters on the bench, your batter at the plate, and the player currently taking cuts in the "On Deck" circle. If the situation calls for a pinch hitter, select one and send him into the game.

To send a pinch hitter into the game:

1. From the Pinch Hitter screen, D-Pad **up/down** to highlight the desired pinch hitter.
2. Press **C**; the pinch hitter switches places with the batter at the plate.

PINCH RUNNER

With one or more runners on base, the Pinch Runner option becomes available. Check each base runner and current bench player to determine if sending in a pinch runner makes sense in this situation.

To send a pinch runner into the game:

1. From the Pinch Runner screen, D-Pad **up/down** to highlight the desired pinch runner.
2. Press **C** to select the highlighted player.
3. D-Pad **up/down** to highlight the base runner you wish to replace.
4. Press **C**; the Pinch Runner takes the base runner's place on base.

NOTE: Pinch hitters and Pinch runners take over the original batter's defensive fielding assignment for the remainder of the game.

COACH

The Coach gives you a general status report on the condition of your pitcher, fills you in on the next three batters he will be facing, and displays stats on any relief pitcher warming up in the bullpen.

Take the coach's advice or compare your pitcher's numbers for the current game to his year-end stats and make your own conclusions on his performance.

BULLPEN

When your starting pitcher's arm is showing signs of fatigue, but before your opponent's batters fill the bleachers with souvenirs, it's usually a good time to go to your bullpen.

To warm up a relief pitcher:

1. From the Bullpen screen, D-Pad **up/down** to highlight the relief pitcher you wish to warm up.
2. Press **C** to select the highlighted reliever.

3. D-Pad **down** to highlight a position in the bullpen, under Warming Up.
4. Press **C**; the pitcher begins warming-up on one of the two mounds in the bullpen.

NOTE: Monitor your bullpen closely. Do not bring a Reliever into the game until he is READY. Relievers brought in prematurely may still be COLD and lack effectiveness on the mound.

To bring a relief pitcher into the game:

1. D-Pad **down** to highlight the relief pitcher you wish to bring in the game.
2. Press **C** to select the highlighted reliever.
3. D-Pad **up** to highlight the current pitcher.
4. Press **C**; the relief pitcher takes the mound and the starter hits the showers.

DEFENSE

You're the manager—when you feel it's time to pull one of your starters and substitute him with a bench player, pause the game and yank him! You may wish to shuffle your defense around to accommodate the new addition.

To bring a bench player into the game:

1. From the Defense screen, D-Pad **down** to highlight the bench player.
2. D-Pad **left/right** to cycle through additional bench players.
3. Press **C** to select the highlighted player.
4. D-Pad **up/down** to highlight the target starting player.

5. Press **C**; the two players switch positions.

To make a fielding assignment change:

1. D-Pad **up/down** to highlight the player you wish to reposition.
2. Press **C** to select the highlighted player.
3. D-Pad **up/down** to highlight the target position.
4. Press **C**; the two players switch fielding assignments.

POSITIONING

Game situations change from pitch to pitch, and the best way for the defense to adapt to these changes is to constantly shift positions in anticipation of the next play.

In *La Russa Baseball '95* you have several position options to choose from in four defensive categories: Infield Depth, Outfield Depth, Infield Shift, and Outfield Shift.

To change your defensive positioning:

1. From the Positioning screen, D-Pad in any direction to highlight the desired positioning option.
2. Press **C** to select the highlighted option.

NOTE: By default, all positions are reset to the Normal option when a batter steps up to the plate.

LINEUPS

Keep tabs on the current lineups for both teams. View the batting order, defensive positions, and stat information for each player, and present game status for pitchers, base runners, and batters at the plate.

STAT LEADERS

La Russa Baseball '95 tracks, compiles, and saves stats for every player in the league throughout an entire 162-game season!

From the Stat Leaders screen you can view the top twenty leaders in each category by team average or individual player. Additionally, stat leaders can be displayed by the best or worst in each category.

To change stat leader options:

1. From the Stat Leaders screen, D-Pad in any direction to highlight the desired option.
2. Press **C** to select.

NOTE: Please refer to the enclosed poster for a complete description of all Stat Leader functions.

RESETTING THE CARTRIDGE

Your *La Russa Baseball '95* cartridge can be reset to its factory settings, allowing you to erase any custom team changes, player trades, and simulated player statistics at once.

You may want to reset the cartridge before starting a new season to begin with the default rosters.

To reset the cartridge:

1. From any game screen, hold **A**, **C**, and **START** all at once, and press **RESET** on your Genesis. The screen flashes green.
2. Release the four buttons and press **RESET** again. The cartridge battery is cleared and *La Russa Baseball '95* is reset to its factory settings.

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