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INTRODUCTION

It's the top of the ninth. Runner on second. The Red Sox lead 1 - 0 and the Boston crowd is on their feet.

You've got Pedro on the mound. He's pitched another gem for you. Other than the pesky runner on second, -Mike, the guy from Oklahoma that you've been playing online - hasn't touched your pitching.

The closer is warm in the bullpen. To switch or not to switch?

The ump calls time and you see a message scroll across the bottom of the screen.

"Hold on a minute. Not going to let the shortstop hit right here. I'm bringing in my big bopper. You gonna leave Pedro in there, or is the closer comin' in?"

The question remains: do I pull my ace and give the ball to the closer, or do I let Pedro finish the game?

"Mike, you haven't hit Pedro all night. What makes you think this stiff is going to be any better." Heh, heh, heh."

Time in.

The catcher gives the signal and here comes the pitch. The batter swings and fouls it straight back.

"Hey there Pedro. I got your timing down now. This game isn't over yet."

0 - 1. Time to get a little fancy. The catcher gives the signal and here's the pitch.

The ump cries out. "STRIKE TWO!"

"WHAT!?!\$%!," types a frustrated Mike. "That was outside!"

0 - 2. The runner dances off second. With two outs he'll be going on contact.

The catcher gives the signal one more time. Pedro nods and the batter's fingers tighten around his bat. Here comes the pitch, a fastball up high.



Swing and a miss. "STRIKE THREE! YER OUT!"

"Hey Mike. -Good game. You just ran into the best. See you online tomorrow night for the next game in our series."

"Yeah, I'll get you tomorrow. Pedro can't pitch every night. See you then."

Thank you for purchasing Sega Sports World Series Baseball 2K2.

You have in your hands the most detailed and realistic baseball simulation ever created.

The power of the Sega Dreamcast brings Major League Baseball to life as never before and challenges all of your previous conceptions about sports video games. From the draft to the World Series, from custom playoffs to real baseball schedules, from player creation to dynasty domination in franchise mode, it's all in WSB 2K2.

Oh, and have we mentioned online play yet? World Series Baseball 2K2 has full online support- making for some intense Dreamcast-to-Dreamcast action. Go head-to-head with someone down the street or someone across the country.

This isn't last year's baseball game. This is WSB 2K2. Do you have what it takes to tame the game? Can you go online and slug it out with real, live opponents? The only way to tell is to get out of the clubhouse and on to the field.



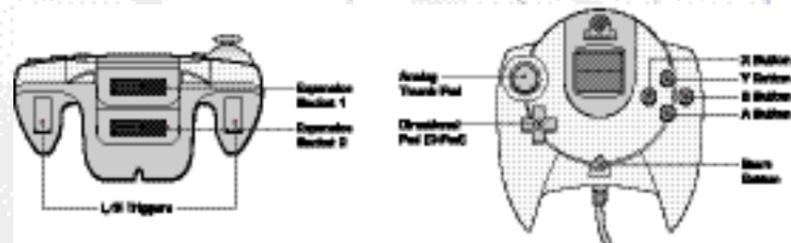
STARTING THE GAME

NOTE: Sega Sports™ World Series Baseball 2K2 is a one- to two-player game. Before turning the Dreamcast Power ON, connect the controller(s) or other peripheral equipment into the control ports of the Dreamcast. To return to the title screen at any point during gameplay, simultaneously press and hold the A, B, X, Y, and START buttons. This will cause the Dreamcast to soft-reset the software and display the title screen.

CONTROL SUMMARY

World Series Baseball 2K2 is designed with analog functionality in mind. The SEGA Dreamcast analog controls provide a fuller range of motion and add to the overall depth of the game. By going to the Game Options -> Controller menu however, you can change the control scheme to use the D-Pad instead. Either way is acceptable, it's a matter of personal preference.

To highlight and select specific menu items, press the Analog Stick in the direction of the menu item until it highlights. If you have questions when viewing most menus and screens, press the Y button for Command help.



Keyboard

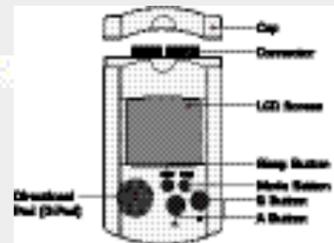
It's easy to use. Simply plug into a Dreamcast controller port.

Key spacing, size and tactile feedback same as the PC keyboard.

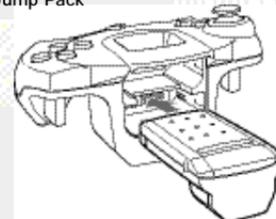
Compatible with Dreamcast Internet browser.



Virtual Memory Unit



Jump Pack



MENU CONTROLS

Button	Action
Analog Stick (or D-Pad)	Highlight menu options
A	Select / Scroll through the highlighted selections.
B	Cancel selection / return to previous.
X	Change menu focus
Y	Command Help Menu

MANAGER'S TIP: GETTING HELP

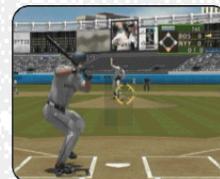
If at any time you need help navigating through the menus, press Y and a help screen will help you find the way.



BATTER UP!

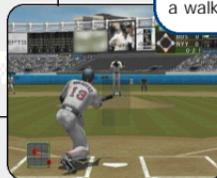
Batter up! When you step up the plate, your first job is to get on base. Use the analog stick to change the plane of your swing. If the pitch is up in the zone and to the outer half of the plate, press the stick to up and away from the hitter when you swing. This will optimize your chances to hit the ball.

Y	Bunt
A	Swing Away
Analog Stick	Move Swing Icon



MANAGER'S TIP: THE STRIKE ZONE

We'll show you the strike zone (it's defined by the on-screen box). Know the zone so you don't swing at any bad pitches - a walk is as good as a hit!



BASERUNNING

Now that you have a runner on base, you have to move him along. Move the analog stick in the direction of the base you want the runner to go to and then press the X button. If you've gone too far and you want to retreat to the base you came from, move the analog stick in the direction of the base you want the runner to return to and then press the B button.

This method for controlling the base runners works when you want to steal as well. If you press the X button (with the analog stick pointing to the appropriate base), the runner will take off and attempt to steal the base.

If you want the base runner to hold at the base he's going to, press the Y button and hold the analog stick in the direction of the base he's running to. This will cause the runner to stop advancing once he reaches the next base.

Analog Stick

Right
Up
Left
Down

Base

First
Second
Third
Home



MANAGER'S TIP: ADVANCED OFFENSE

A skill you will need to learn is how to hit the ball to where you want. With a runner on first or second, you'll want to hit the ball behind the runner (to right field) to give your runner the best shot of making it to third or even all the way home.

Another good tip is to learn how to hit fly balls - use the analog stick to place the hitting icon below the ball as it comes in. This way you can drive balls to the outfield with runners in scoring position - they'll now be able to tag up and advance if you can drive the ball deep enough.

PLAYING IN THE FIELD

Without the Ball

The game will select the correct player when the batter puts the ball in play. Use the analog stick to run towards the ball. With pop ups and fly balls, a red icon will appear on the screen to let you know where to position your player to make the catch.

A	Dive
B	Change Players
Y	Leap
X	N/A

With the ball

A	Throw to Home
B	Throw to First
Y	Throw to Second
X	Throw to Third



MANAGER'S TIP: CONTROL

Watch for the blue icon beneath a player's feet. That will tell you whom you are controlling. The other players will be moving to back up the play or cover a base, so don't get confused. To change the player you're controlling, press the B button.

PITCHING

It's all about the pitching. Do you have the stuff to strike out your opponent?

Each pitcher in *World Series Baseball 2K2* has a different array of pitches that appear in the overlay at the bottom of the screen. Move the analog stick in the direction of the pitch you want to throw and press the A Button. Then use the analog stick to adjust your pitcher's aim and press the A Button again to throw the pitch. The aiming icon will stay active after you press the A Button, so if you're playing against another human opponent, make sure you move it around to cause confusion. You can press the A Button several times as you move the analog stick – the last one pressed before the pitcher releases the ball determines where the pitch will end up.



MANAGER'S TIP: PICK-OFF MOVES

OK, a runner got on. You don't want him to steal, so you have to keep him honest. After selecting the pitch you want to throw, the pitcher will come to the set position. Hold the Analog Stick in the direction of the desired base and press the B Button to make the pick-off throw. For a pitch-out, press the Y Button.



MANAGING YOUR PITCHING STAFF



It's not enough to just have a quality pitching staff. To be successful in *World Series Baseball 2K2*, you'll have to call upon your managerial know-how to use the correct pitcher in the correct game situation. Here's a quick outline of the different types of pitchers you'll have available in your rotation and bullpen:

- SP** = Starting Pitcher - The guy you'll trot out to start the game. A solid starting pitcher should be counted on to give you a strong seven innings or so.
- LR** = Long Reliever - If your starting pitcher gets roughed up in the early going, turn to your long reliever early on to give you anywhere from two to five innings of work.
- MR** = Middle Reliever - These guys usually see action in the sixth or seventh innings, or oftentimes are used to pitch against single batters in lefty-lefty or righty-righty situations.
- SU** = Set-Up Man - Use these pitchers for an inning or two in the seventh and eighth innings of close games to bridge the gap between the starter and the closer.



- CL** = Closer - If you're nursing a one to three-run lead, bring in this fireballer to work the ninth inning and (hopefully) earn the save.

ADVANCED DEFENSE

OK, you know about pitching and defense - what's next? Well, sometimes having your players in the right spot at the right time can make all the difference. Press the Right Trigger to bring up a little menu at the top of the screen. Press the Right Trigger again to change the positioning of your fielders.



Infield-Normal	The standard defensive arrangement.
Infield-In	Use this defensive alignment when there is a runner on third you want to keep from scoring.
Infield-Double Play	Shades the shortstop and the second baseman over so they can turn a faster double play.
Infield Back	The infield plays deep - good for defending against the big, slow sluggers.
Guard Lines	Guard the left and right field lines to prevent extra-base hits in the late innings.
Guard Bunt	Position your infielders to defend against the sacrifice.

CUSTOM

Select the Custom tab on the main menu to make adjustments to the way World Series Baseball 2K2 is played. Make changes to the sound and difficulty level. This is where you will be able to load your saved seasons, playoffs and franchises, and created players.

PAUSE MENU

Press the Start Button in the middle of the game to bring up the Pause Menu. Select from the following choices...

Options

Controller Settings	
Announcer	
PA Announcer	
Music	
Crowd	
Umpire	
Game FX	
Audio Channel	Stereo / Mono
Jump Pack	On / Off
VMU Beep	On / Off

Team Options

Substitutions	Put the players in where you want them.
Bullpen	Change the pitcher for someone in the pen. There is no need to warm up pitchers ahead of time.
Camera Settings	Customize camera angles

Replay	Bring up the Replay Screen
Quit Game	Leave the Game



ALL ABOUT PEDRO

Some people play the game. Others dominate it. And that's just what Pedro does. In 2000, he lead the league in every major pitching category except one – wins. His 1.74 ERA was nearly a full two runs lower than his closest competitor.

Pedro lets the hitters know that he owns all of the plate by constantly working inside. To get batters out, Pedro sets them up with fastballs in the high 90s, changeups in the low 80s, a brutal cutter, and nasty curveballs that buckle opponents' knees.

Height: 5'11"

Weight: 170

Throws: Right

Bats: Right

Number: 45

Team: Boston Red Sox

Birthdate: October 25, 1971

Born in: Manoguayabo,
Dominican Republic

BY THE NUMBERS

	Wins	Losses	ERA	Games	Starts
2000	18	6	1.74	29	29
Career	125	56	2.68	278	211
CG	Shutouts	Innings	Walks	Strikeouts	
2000	7	4	217	32	284
Career	35	15	1576.1	442	1818

REPLAY CONTROLS

A	Play at real time speed/Pause
B	Zoom Out
X	Zoom In
Y	Replay Panel ON / OFF
L	Rewind (analog)
R	Fast forward (analog)
D-Pad	Moves aim indicator
Analog Stick	Rotate 360 degrees

Note: While moving the aim indicator, you can also "lock on" to any player to follow him throughout the entire replay. To do so, simply move the aim indicator directly on top of whatever target you wish to track.



GAME MODES

From the Main Menu, you've got a ton of choices. Here is a quick description of all of the different game modes that WSB 2K2 has to offer.

EXHIBITION

Choose any two teams in the league and take it out to the field.

QUICK START

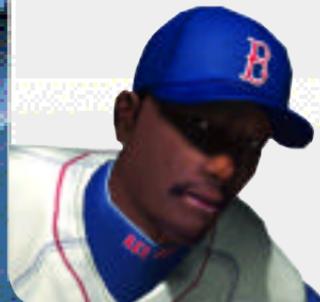
Quick Start gets you onto the field right away. The first time you go in to Quick Start, it will pick the two teams in last year's Word Series. Subsequent times, it will pick the last two teams that played each other.

SEASON

Are you ready to simulate the season? Here, you and up to 29 other users can create your own season. Select your season's length, use standard rosters or conduct a fantasy draft, set the game's difficulty and head on out to the field. The season is a long and grueling one, but with skill and a little luck, you can make it to the promised land in October. See page 19

MANAGER'S TIP: THE SCHEDULE

If you are playing a league with several human users, selecting a Flexible Schedule might be best. A rigid schedule means that you have to play the games in order, a flexible schedule allows you to play them out of order.





PLAYOFFS

No time for a full season? Do you just want to experience the thrill of the postseason? Playoffs can give you all of that. Select the number of teams and the playoff format. Can you guide your team to the World Series?

HOME RUN DERBY

Wanna go yard? Then head on over to the Home Run Derby on the main menu. Set up a competition between 1-8 players from any major league roster, at any stadium, and a user-selectable number of pitches. After the first round, the top two bombers advance to a playoff round. The winner will be the one who can go deep the most.

Number of Players	1 - 8
Stadium	Choose Any
Number of Pitches	5 / 10 / 20

PLAYING A SEASON

FRANCHISE

So you want to be a GM? Do you have the skills to build baseball's next dynasty? Franchise Mode is your chance to do it.

So you feel ready for a season. After setting the options, enter your name and pick your team. Use the Sega Keyboard (sold separately) or the analog stick to navigate the on-

screen display for entering your name.

If you selected a Fantasy Draft, this is your chance to play General Manager. All of the players are free agents and it's your duty to fill out your roster. You can opt out of the draft at any point and have the CPU finish for you.

Once the season is set up, you will be presented with the following menu:

Management	This is where you get to set up your team. Pick your lineups, adjust the pitching rotation, shuttle players back and forth from the minor leagues, check for news, trade players, sign free agents, check on injuries and save your progress.
Schedule	From this menu option you will get a chance to see who is coming up on the schedule. If you want the CPU to simulate all the games up until a certain date, use the analog stick to highlight a specific date and press the A Button.
Statistics	World Series Baseball 2K2 will break down all of the numbers for you - team stats, team standings, league leaders, player stats, and even all-star votes.
News	Find out about trades, injuries, and free agent acquisitions by the other teams in the league from the News screen.
Options	This does the same thing as the custom tab from the main menu, allowing you to change the number of innings, and the audio presentation of the game.



STARTING A NETWORK GAME

Save	Save your Season
Quit	Leave Season mode.



To play World Series Baseball 2K2 online, your Dreamcast must be configured with valid ISP (Internet Service Provider) account information. If your Dreamcast does not contain any ISP information, please insert the Web Browser disc that came with your Dreamcast. Follow the instructions to input your current ISP information.

To request a free copy of the latest Dreamcast Web Browser disc, please call 1-800-500-8946.

NOTE: The user is responsible for any incurred ISP and Phone charges.

1. Select "Network" on the main menu and press the A Button.
2. Network Login Details
 - a. Use the D-Pad or Analog pad to highlight "User Name" and press the A button to go to the keyboard entry screen. Use a Dreamcast keyboard or controller to



enter your User Name/Login. The D-Pad or Analog Pad will move the cursor on the keyboard while the A button will select a key. The Enter Key or Start Button will advance from the keyboard entry screen once the user-name has been entered.

- b. Use the D-Pad or Analog pad to highlight "Password" and press the A button. Follow the same steps for entering your password as in step a.
- c. Use the D-Pad or Analog pad to highlight "Phone" and press the A button. Follow the same steps for entering your primary dial up number as in step a.
- d. Optional: Use the D-Pad or Analog pad to highlight "Backup Phone (Optional)" and press the A button. Follow the same steps for entering your backup dial up number as in step a.

3. Entering a Screen Name

- a. When prompted with "Do you have an existing Screen Name?", use the D-Pad or Analog pad and press the A Button to select "NO".
- b. Use the D-Pad or Analog pad to highlight "Screen Name" and press the A button to go to the keyboard entry screen. Your Screen Name must be at least 6 characters long with a maximum of 16.
- c. Use the D-Pad or Analog pad to highlight "Screen Name Password" and press the A button to go to the keyboard entry screen. Your password must be at least 6 characters long with a maximum of 16.
- d. Optional: Use the D-Pad or Analog pad to highlight "City (Optional)" and press the A button to go to the keyboard entry screen. Enter the name of the city in which you are located.



CUSTOMIZE

NETWORK SETTINGS

- e. Optional: Use the D-Pad or Analog pad to highlight "State (Optional)" and press the A button to go to the keyboard entry screen. Enter the name of the state in which you are located.
4. Entering the lobby and starting a game
- a. Choose your preferred region by using the D-Pad or Analog Pad to highlight your choice and press the A button to continue.
 - b. Choose a lobby by using the D-Pad or Analog Pad to highlight the lobby of your choice and then press the A button to enter.
 - c. Once in the lobby, use the D-Pad or Analog Pad to highlight another player in the lobby and then press the A button to issue a challenge. If challenged, choose "YES" and press the A button to accept.

PRESENTATION

	Setting	Function
	User	
Name	Your login name for getting on the network	
Password	Your account password	
Phone Number	The number you dial to get online	
Handle	A nickname for while you're online	



CREATE A PLAYER

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To everyone who posed for "The Crowd"

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