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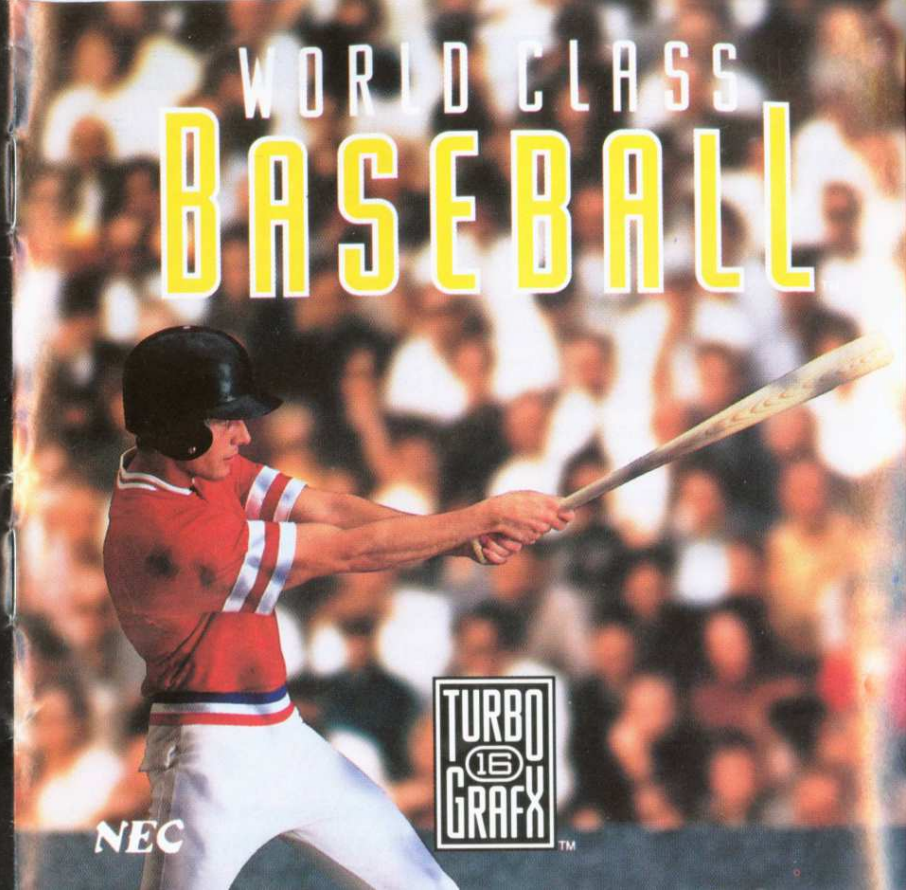
NEC Home Electronics (U.S.A.) Inc.
1255 Michael Drive
Wood Dale, IL 60191-1094

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WORLD CLASS BASEBALL

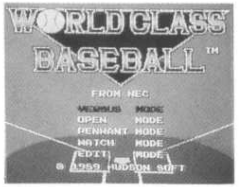


NEC

TURBO 16 GRAFX™

Thank You

...for buying this Advanced TurboChip Game Card, "World Class Baseball."



Before using your new TurboChip game card, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, precautions concerning its use and the proper use of this TurboChip game card. Always operate your TurboGrafx-16 SuperSystem and this TurboChip game card according to instructions. Please keep this manual in a safe place for future reference.

WARNINGS

1 Be sure power is turned off when changing game cards.
2 This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
3 Do not forcibly bend your TurboChip game cards.
4 Do not touch the inside of the terminal area or expose the SuperSystem to water, etc., as this might damage the unit.
5 Do not wipe your SuperSystem or TurboChip game cards with volatile liquids such as paint thinner or benzene.

TurboChip game cards are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and will not operate on other systems.

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TurboGrafx™-16 Entertainment SuperSystem
TurboChip™ Game Card

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Inserting the TurboChip Game Card

1 Remove the TurboChip game card from its plastic case.
2 Hold the TurboChip game card with the title side up and gently slide it into the Game Card Port until you feel a firm click (do not bend the game card or touch its metal parts as this could erase the program).
3 Slide the Control Deck Power Switch to the ON position (if your game card is not inserted properly, the Power Switch will not move all the way to the right).
4 The title screen of your particular TurboChip game card should appear on your television.

Let's Play Ball!

Get ready for the most sensational video baseball game ever! World Class Baseball lets you apply virtually all of your baseball skills and knowledge in this classic game of hit and run.

Begin by choosing among 12 different teams. Turbocharged action lets you play against a friend (with optional TurboTap accessory) or take on the computer. Then choose your pitcher. Bunt, throw curves, throw fast balls, catch your man off base, even call in relief pitchers. You'll always know "who's on first" as World Class Baseball keeps track of batting averages and other vital statistics. Watch as your batting and fielding techniques improve with practice. Apply game-winning strategies. Hear the roar of the crowd—the crack of the bat. World Class Baseball is bound to provide you with hours of world-class enjoyment in a true big-league environment. All set? Then, "batter up!"

Playing Modes

World Class Baseball can be played in 5 different modes:

VS Mode Allows two players to compete.

Open Mode Allows one player to compete against the computer.

Pennant Mode Allows one player to choose a team and then compete against all other teams in a play-off. When your team becomes number one, you can compete against the Turbo Tigers for the World Class Championship Pennant. But watch out! These guys are tough!

Watch Mode You become a spectator as the computer competes against itself.

Edit Mode Allows you to change the starting order of each team.

Please note: You must have a TurboTap accessory to play in the VS mode. Attach connectors 1 and 2 (as illustrated) to the corresponding pads.

Starting the Game—Procedure Prior to Regular Play

After properly inserting your TurboChip into your TurboGrafx-16, the title screen (mode selection screen) should appear on your television. At this point, you must select a mode. Next, select your team. (In both cases you use the Direction Key to move the cursor and Button I to enter your choice). To begin the game, simply press Button I again!

Procedure When Changing the Starting Order

Change Order—Select Mode—Select Team—Play Ball!

To change the starting order of a team before play, you must first select "Edit Mode" from the mode selection screen. (The procedure for changing the starting order is explained in detail in the section called "Edit Mode" which appears later in this booklet.) After changing the starting order, follow the instructions for "Regular Play" above.

Using the Password System in the Pennant Mode

When you defeat an opposing team in the Pennant Mode, the password is displayed (be sure to remember it!).

Enter the password by moving the Direction Key up, down, left or right.

Mode Selection Screen

Select one of the 5 modes.

Team Selection Screen

Select your team from the 12 choices (in the VS Mode your opponent selects a team, as well).

Edit Screen

The players can be switched using the Direction Key and Button I.

Pausing the Game

During play, press the RUN button to pause.

Resetting the Game

During play, the game can be reset to the beginning by holding down the RUN button and pressing the SELECT button at the same time.

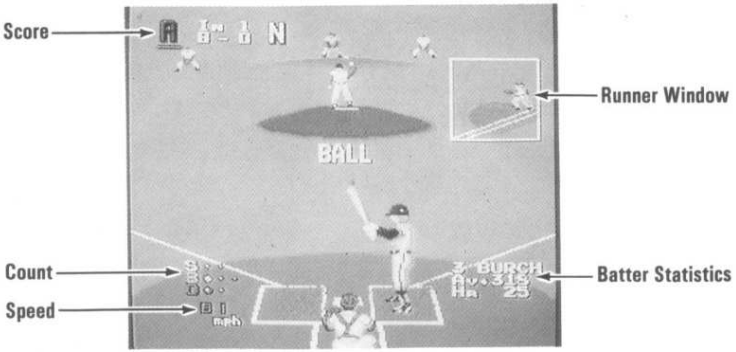
World Class Baseball Screen Displays

Two screens can be viewed during play—the Main Screen and the Field Screen. See further explanations below.

Main Screen

In World Class Baseball the face-off between the pitcher and the batter unfolds with a real three-dimensional perspective.

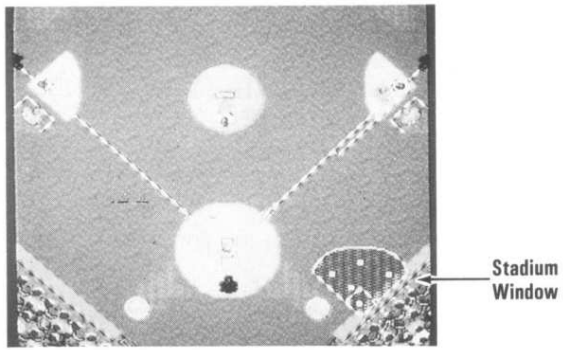
When a runner is on base, a Runner Window is displayed, showing you the activities on each occupied base.



World Class Baseball Screen Displays

Field Screen

The game will automatically switch to this screen when a batter gets a hit or when a runner is stealing a base.



Stadium Window

This is a bird's-eye view of part of the stadium that scrolls in the same direction as the ball's movement. Located in the lower right-hand corner of the screen, the Stadium Window displays the positions of the outfielders, the runners and the ball. Refer to this window during play, especially when the ball is in the outfield, to determine where the opposing team's base runners are.

Batting—Turning a Good Pitch into a Home Run

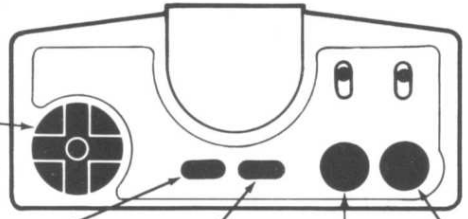
As in real baseball, the key to good batting is to keep your eye on the ball, and swing at just the right time. In World Class Baseball the Direction Key moves the batter around home plate, and Button I makes him swing (the height of your swing is controlled automatically). Press the RUN button to make the batter bunt (press the RUN button again to return the bat to its original position).

Controlling the Power of Your Swing

For a right-handed batter, pushing the Direction Key to the right at the moment of impact when hitting a pitch will produce a soft hit. Pushing the Direction Key to the left when hitting a pitch thrown to the inside corner will produce a line drive. (Left-handed batters should follow these same procedures in reverse.)

Note: It's okay to press the Direction Key right or left when bunting. Pressing Button I with just the right timing can produce a push bunt.

Pad Operation



Base Running

Stealing bases and touching up are important.

Base running is controlled with the Direction Key and Buttons I and II. Again, as in real baseball, stealing bases and making sure to touch base on fly balls is important. The four directions on the Direction Key correspond to the diagram on the following page.

Button I makes the runner turn back. Button II makes him proceed.

With some practice, you'll be able to skillfully control all the runners on the bases.

The runner advances with the Direction Key and Button II

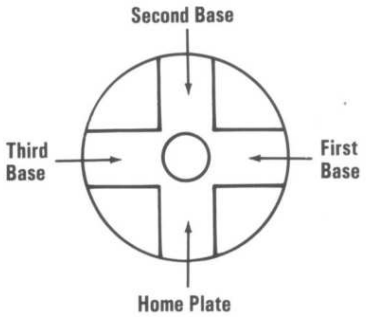
Use the Direction Key to indicate the base you want the runner to go to, then press Button II. If this operation is performed when the pitcher has the ball, the runner leads off.

The runner turns back with the Direction Key and Button I

Use the Direction Key to indicate the base to which you want the runner to return, then press Button I. Once the runner has reached the next base, you cannot use the procedure described above to make him return to the base he has left. Be careful when advancing runners!

Playing Offense

Indicating Destination Bases



Pinch Hitter

Don't be afraid to substitute batters.

To call in a pinch hitter, first press the SELECT button to call time. Then, by pressing Button I, you can call in a pinch hitter as shown in the photograph to the right. Use the Direction Key and Button I to select the player you want to pinch hit. Use Button II to cancel and return to your starting line-up. You can choose from a maximum of four pinch-hitters.

Playing Defense

Pitching

Win by Altering the Speed and Course of the Ball.

As in real pitching, the most important aspects are to make the batter lose his timing or his aim by altering the speed and the course of the ball. Through skillful TurboPad operation (especially with the Direction Key), you will be able to throw a wide variety of pitches. Top throwing speed and the ability to alter the course of the ball are different for every pitcher on your team!

Substituting Pitchers—A Key Defensive Strategy

Pitcher substitution is performed the same as selecting pinch hitters.

Use the SELECT Button to call time, then make your selection using the Direction Key and Button I. Cancel with Button II. You can choose from four relief pitchers.

Position the Pitcher

Position the pitcher by moving the Direction Key left or right.

Determine Speed

Press Button I to start the pitch. Press the Direction Key up for a slow ball or down for a fast ball.

Determine Direction

At the time the pitch is thrown, you can determine whether it will be inside or outside by pressing the Direction Key left or right.

Changing Direction After the Pitch is Thrown

Moving the Direction Key left or right after the pitch has been thrown will alter the course of the ball. This will allow you to effectively throw curve balls and other "hard-to-hit" pitches.

Fielding – Building an Unbeatable Defense

No matter how good your pitchers are, you can't win if you have fielding errors. By mastering the 5 plays, you'll be able to build an unbeatable defense.

Catch

Use the Direction Key to make the infielders and outfielders catch the ball. At this time, infielders will automatically cover the bases.

Diving Catch

When a fielder is chasing a hit ball, you can make him perform a diving catch in the direction indicated by the Direction Key by pressing Button I. (This is an advanced technique).

Throwing the Ball

After catching the ball, you can make the player throw it to the base you indicate with the Direction Key by pressing Button I. You cannot make the player throw to any place other than a base or cut-off man.

Touching Base

After catching the ball, you can make the player run towards the base you indicate with the Direction Key by pressing Button II. This technique is useful for pursuing a runner.

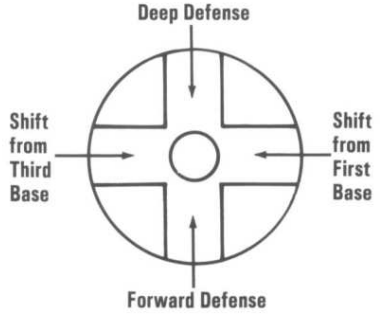
Pick-Off

To attempt to pick-off 4 base runner, first press Button II and the screen will change to the Field Screen. Use the Direction Key to indicate the base and use Button I to throw the ball for the pick-off.

Changing the Position of the Fielders

You can change the position of the fielders by pressing the RUN Button and the Direction Key at the same time (only one position change per ball is possible). Try some new positions for better defense.

Position Shifts in Relationship to Direction Key



Editing Mode

Determining the Starting Order of the Players

In the Edit Mode, you can display the players of each team.

Once the order is fixed, it will stay in memory until the power is turned off.

In the Pennant Mode, however, the order cannot be changed.

Switch players by using the Direction Key and Button I. Change the order as much as you like, until you get an order you are comfortable with.

Playing Tips

Knowing your players' pitching, throwing, fielding and other proficiencies is vitally important. During the game, these details are displayed in number form. They include batting strength (batting average and home runs), pitchers' earned-run average and number of wins.

In addition, particular characteristics will appear as secret data.

Learning the weaknesses of the opposing teams' players will also put you on the road to becoming a top player.

Handicap Play is Fun!

If one player is more skillful than the other, try playing with a handicap! The more skillful player can go into the Edit Mode and select a number of players from the second string and put them in the lineup.

It's also fun with just one player to put the weak players in the lineup and see how far you can get with them!

Call the TurboGrafx Hotline at (708) 860-3648 for additional game-playing tips!

The names of the team and players in this game are entirely fictional and have no relationship to actual persons or teams, past or present.

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