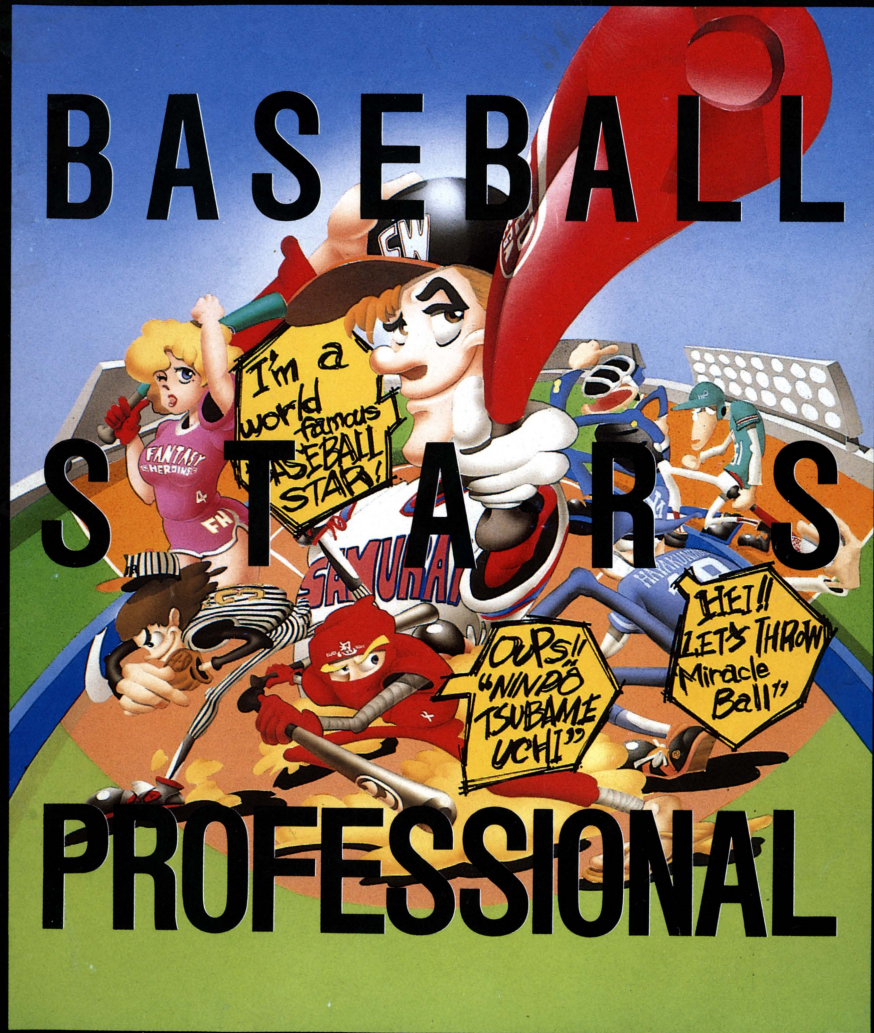


SNK

BASEBALL

STARS

PROFESSIONAL



NEO-GEO SYSTEM NGH-002/BASEBALL STARS PROFESSIONAL USER'S MANUAL

BASEBALL STARS
PROFESSIONAL

NGH-002

© 1990 SNK CORP.



THE TEAMS OF BASEBALL STARS PROFESSIONAL

AMERICAN DREAMS · NINJA BLACKSOX · SAMURAI WARRIORS · JAPAN ROBINS

WORLD POWERS · YOUKAI MONSTERS · FANTASY HEROINES · SNK BATTALIONS · HOLLY WOOD SUPERSTARS

SHADOW DEMONS · WHITE SHINES · BATTLE KNIGHTS · MIGHTY ASTROBOYS · FLOWER ANGELS · SPACE PLANETS · TENSAI BRAINS.

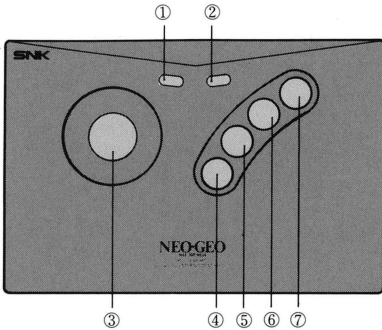
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BASEBALL STARS PROFESSIONAL USER'S MANUAL

CONTENTS

Controls / Game Screen	3
Game Selection	4
Controls for Batter.....	6
Controls for Fielders.....	7
Fielding Change / Time Out	8
Player's Abilities / Load & Save	11
Team Descriptions	12-15
Cartridge / Memory Card).....	16
Warnings	

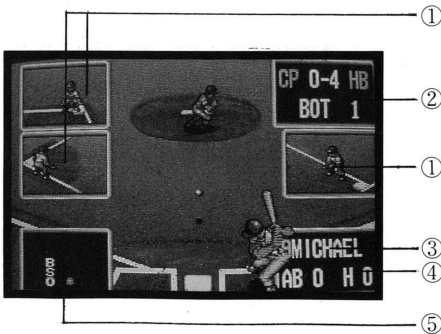
BASEBALL
PROFES



■ Explanation for each part of Controller

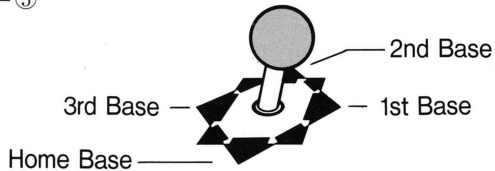
- [1] Select Button** Pause in the game.
- [2] Start Button** Switch title screen to menu screen.
- [3] 8 way joystick** Player's movements, ball control and selection of each mode.
- [4] A Button** Batting, pitching, throwing, running back to base, decision mode.
- [5] B Button** Running, checking, runner, cancel mode.
- [6] C Button** Bunting.
- [7] D Button** Time Out.

GAME SCREEN



- [1] Position of runners.**
- [2] Competitor's name, score, inning.**
- [3] Batter's name, batting order.**
- [4] Batter's stats for last 4 times at bat.**
- [5] Batter's count.**

Point to base by lever



GAME MODE SELECTION



■ GAME MODE SELECTION

There are 2 modes, "VS MODE" and "TOURNAMENT MODE". In VS mode, 1 player and 2 player select two teams to play. In tournament mode, play a game against 15 other teams for the championship.

- **1P player vs. computer.**

- **1P VS. 2P**

- **Team selection.**

On team selection screen, choose your team by using the joystick and confirm selection with "A" button. (Joystick & "A" button will show stats of each player).

- **Stadium Selection.**

Select "SNK STADIUM" or "SNK DOME".

- **New Tournament.**

Mode for starting a new tournament.

- **Players Selection.**

The number of players who can join the tournament. Up to 16 players can join in. Select them by moving the joystick up or down and confirm selection with "A" button.

- **Tournament Chart.**

View competitors on this chart by moving joystick up or down.

- **Speed Mode / Watching the Game.**

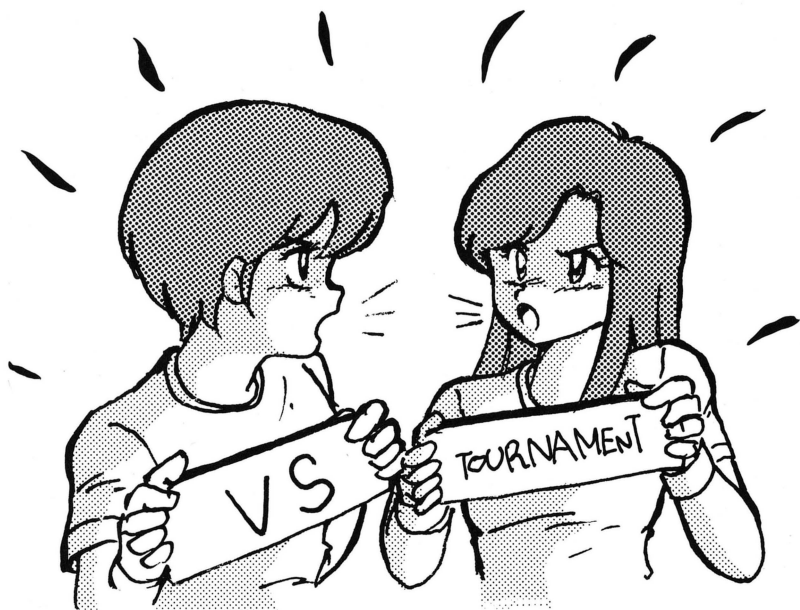
This mode used for computer vs. computer. Speed mode only shows the results of the games. Watch Game Mode allows players to view games between the computers from start to finish.

※ Password or Memory Card allows you to resume game play from the memorized stage. If used, the previous records will not be saved.

※ After game, the password will be shown.
Remember to record the password.

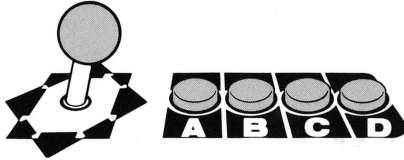
※ In tournament mode, some teams get stronger and stronger with each win.

BASEBALL PROFES



ALLSTARS
PROFESSIONAL

OFFENSE CONTROLS



■ OFFENSE CONTROLS

BATTING

Use joystick to move the batter's position. Use "A" Button to swing bat. Hold joystick down for a low swing and joystick up for a high swing. Hold joystick to the right for a hit to the right. Hold joystick to the left for a hit to the left.

BUNTING

There are 2 types of bunts. Each type allows 3 directions of bunting. Hit to right, middle or left.

RUNNING

Runners automatically advance to the next base when the ball is hit. For additional bases, point to the base with the joystick and press the "B" button. Pressing the "B" button continuously allows the runner to run faster.

BACK TO BASE

Point to the base with joystick and press "A" button to return runner to base. Runner can return to previous base even after he reaches next base.

STOPPING RUNNER

Hold joystick down and press "A" button to stop runner temporarily. Select "running" or "back to base" to start runner again.

LEAD OFF & STEALING BASES

Point to the next base with joystick and press "B" button to lead off. Press "B" button twice when pitcher throws to steal base.

BASEBALL
PROFES

■ DEFENSE CONTROLS

PITCHER

Move joystick up or down and press "A" button for pitch. Refer to chart below for speed of ball, course and pitch type. (curve ball, fast ball, etc.)

※After throwing the ball, the pitcher cannot move for a while until other fielders get into defense position.

CHECK

First, go into "check screen". Point to the base you want to check and press "A" button. If you do not choose a base, it will automatically check first base.

CATCHING

Use joystick to position fielder over the shadow of the ball to make the catch.

THROWING

Point to the base with joystick and press "A" button to throw. Moving joystick & pressing "A" button at the same time will result in faster throw. Without pointing to a base, the ball will automatically be thrown 1st base.

TOUCHING THE RUNNER

Point to the base with joystick and press "B" button.
Ball can be thrown to another base in the same way.

DIVING CATCH

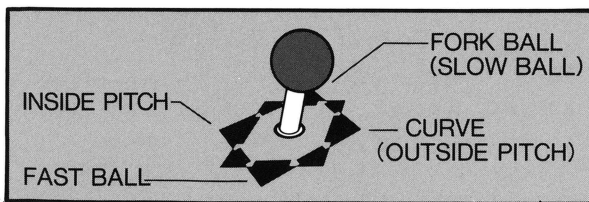
Point to the direction of the ball with joystick and press "A" button.

JUMP CATCH

Push joystick up and press "B" button.

FENCE CLIMBING

When outfielder reaches the fence, move joystick up and press "A" button. It is possible to catch "home run balls" if timed well.



※Inside parentheses is control before pitching.

PLAYER'S CHANGE

■ PLAYER CHANGE

In both "league" and "VS" modes, you can change starting players before the game is started. Select changes by moving the joystick right or left.

PITCHER CHANGE

Move joystick up or down and press "A" button for selection.

PLAYER CHANGE

Select the player you want to change by moving the joystick up or down and press "A" button. Select substitute player in the same way.

FIELDING CHANGE

Move joystick up or down and press "B" button for selection.

Color of fielder will change. Select another fielder for change.

BATTING ORDER CHANGE

Change batting order in the same way you make a fielding change.

CONTINUE

After change is made or if no change is required, press "A" button to resume play.

Mode will change to "Play ball". ("B" button used for cancellation).

BASEBALL
PROFES

■ TIME OUT

Press "D" button during game for "director's instruction screen".
Use joystick for selection and press "A" button.

BATTING CHANGE

Move joystick up or down and press "A" button to change batter.
Allows viewing of player's stats.

SUBSTITUTE RUNNER

Select the runner you want to change and press "A" button.
Select substitute runner and press "A" button again for change.

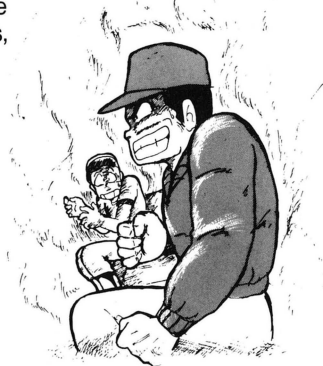
PITCHER CHANGE

Move joystick up or down and press "A" button for pitcher change.

FIELDER CHANGE

Select fielder you wish to change and press "A" button.
Select replacement fielder and press "A" button for change.
(In this mode, any fielder can become the pitcher).

- ※Extra innings up to the 18th.
- ※If the score is tied after 18 innings, it will go to a new game.
- ※If there is a 10 point difference in the score or either team gets 100 points, game will go to "game over".





BASEBALL
PROFES

■ PLAYER'S ABILITIES

Each player has various characteristics.
For example : pitchers may be good batters.

■ FIELDERS

Batting Ability

Ability to hit a ball.

The more points, the better the batting average is.

Long Hitting Ability

Power. Distance of hit ball.

Running

Speed of running.

Fielding

Fielding ability. Moving ability & strength of arm.

Chance

When runners are on the bases, it is helpful.

■ PITCHER

Stamina

Physical power. It effects everything.

Speed

Average speed of ball.

Curve

Fast

Fork

) Shows how it breaks.

SAVE&LOAD

■ USAGE OF MEMORY CARD

Those using a memory card must insert it before the game starts.

You can start the game from the inning saved on this card.

Records are automatically saved by each inning.

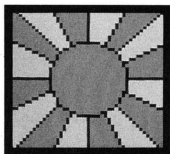
Do not insert or pull out card during play since it may eliminate the data.

TEAM DETAILS



AMERICAN DREAMS

The strongest team. Good for beginners.
Not recommended for experienced players.



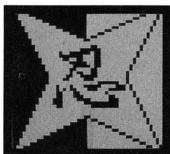
JAPAN ROBINS

No.2 team. They have the same level of batting ability as the AMERICAN DREAMS.



SAMURAI WARRIORS

Running ability is not very strong.
Batting is rather good. You should be alert.



NINJA BLACKSOX

No.1 running team. Recommended for players wanting to use running ability.



WORLD POWERS

Complete, well-balanced team.
However, they lack any specialties.



YOUKAI MONSTERS

Well-balanced team.
Watch their funny faces.



FANTASY HEROINES

Girls' team.
Keep your eyes open!



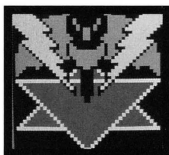
SNK BATTALIONS

The weakest team.
They seem to have few specialties, but.....



HOLLYWOOD SUPERSTARS

Extremely well balanced team.



SHADOW DEMONS

Strong batting team.
Score points with this ability.



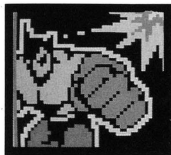
WHITE SHINES

They have good fielding ability.
They look strong and their batting is great
when runners are on the bases.



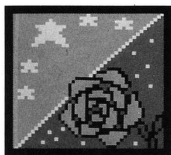
BATTLE KNIGHTS

Batting ability is rather good.
You should be alert.



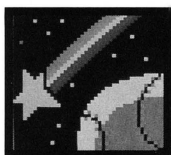
MIGHTY ASTROBOYS

Special player does a good job.
Though it is a one-man team, they are strong.



FLOWER ANGELS

Second girls' team.
Well-balanced team.



SPACE PLANETS

They have the second strongest running
ability next to the NINJA BLACKSOX.
They often run to stir up the fielders formation.



TENSAI BRAINS

Rather weak team.
However, they can beat the SNK BATTALIONS.

[ATTENTION]

- This product can only be used on the NEO GEO Rental System.
- 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.

[MEMORY CARD PRECAUTIONS]

- Insert the memory card as the arrow shows.
- During load/save for memory card, do not insert or pull out the memory card or game cartridge.
Do not shut off the main switch!
- Keep water and dust away from the connector of NEO•GEO memory card.

NEO-GEO IS A TRADE MARK REGISTERED BY SNK.

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