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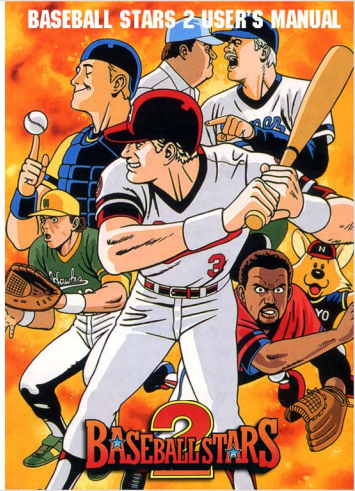
MULTI VIDEO SYSTEM



NEO·GEO IS A TRADEMARK REGISTERED BY SNK.

SNK CORPORATION

BASEBALL STARS 2 USER'S MANUAL



B.B.S

NEWYORK
MONSTERS ■
TOKYO
NINJAS ■
NAPOLI
ANGELS ■

FIGHTING LEAGUE

TAIPEI
HAWKS ■
SYDNEY
GRIFFONS ■
SEOUL
IVORYS ■

U.S.A.
■ BISON
JAPAN
■ SAMURAI
ITALIAN
■ WAVES

EXCITING LEAGUE

TAIWAN
■ DRAGON
KOREAN
■ RED VIPERS
AUSSIE
■ THUNDERS

2

KOREAN REDVIPERS



TYPE : UNEXPECTED
BATTING AVE. : 0.288
DEFENCE RATE : 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOME RUN	RUNNING ABILITY
SUN LEE	0.380	5	7
MEE SUN	0.230	2	5
ANN SUN	0.180	10	8
BOMG ON	0.200	38	9
AKK JIL	0.190	7	8
YONG JOO	0.330	2	6
YEA ON	0.250	7	5
YEE SUL	0.280	2	8
YON MEE	0.360	2	9
TAE MOK	0.360	5	8
TAE HO	0.280	10	5
JAE HOON	0.220	38	4

PLAYERS NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
TYSON	170	4	6.61
JAE SOK	200	5	6.90
CHAN SOK	255	3	6.90
JONG HA	120	5	4.96

AUSSIE THUNDERS



TYPE : DEFENCE CENTERED
BATTING AVE. : 0.265
DEFENCE RATE : 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOME RUN	RUNNING ABILITY
TREVOR	0.330	7	7
EDDIE	0.250	5	8
JACKIE	0.280	18	6
WARREN	0.320	31	4
MURRAY	0.300	18	5
MALCOLM	0.240	10	5
ERNIE	0.220	7	6
STEVEN	0.170	5	4
MIKE	0.230	24	6
MIL JINHO	0.250	18	5
TOMMY	0.280	18	6
MERLE	0.200	38	6

PLAYERS NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
SYD	220	5	7.68
NEAL	180	4	6.90
COREY	260	3	6.90
FRANK	220	2	6.61

ITALIAN WAVES



TYPE : BALANCED
BATTING AVE. : 0.311
DEFENCE RATE : 2.00

PLAYERS' NAME	BATTING AVERAGE	NUMBER OF HOMERUN	RUNNING ABILITY
TONY	0.200	7	8
MARCO	0.188	31	6
ROGI	0.303	10	6
SAL	0.307	31	4
ROCCO	0.250	24	6
VINCE	0.200	38	5
GIUSEPPE	0.210	18	7
BRUNO	0.180	10	6
MASSIMO	0.304	31	5
MARCO	0.280	31	9
FRANK	0.250	7	7
ANGELO	0.220	31	4

PLAYERS' NAME	SPEED OF BALL	STRIKING	DEFENCE RATE
PHIL	210	7	4.67
MORRA	220	5	5.53
ENZO	200	3	6.32
MAURIZIO	170	3	5.64

TAIWAN DRAGONS



TYPE : GOOD PITCHER
BATTING AVE. : 0.198
DEFENCE RATE : 2.00

PLAYERS' NAME	BATTING AVERAGE	NUMBER OF HOMERUN	RUNNING ABILITY
HONG	0.300	5	8
WONG	0.270	5	7
LU	0.280	10	5
SONG	0.260	24	4
DONG	0.201	10	4
LIU	0.200	7	5
CHEN	0.203	7	5
GOU	0.250	5	5
ZHUANG	0.200	38	4
SON	0.250	18	5
DING	0.300	7	6
CHAO	0.250	2	9

PLAYERS' NAME	SPEED OF BALL	STRIKING	DEFENCE RATE
RAJIA	230	7	4.38
LI	200	4	5.64
XU	255	4	6.90
IN	150	3	0.98



IN THE BEGINNING

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

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【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 benzene.
- After game play, pull AC adaptor from outlet.

U. S. A. BIONS



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

PLAYERS' NAME	BATTING AVERAGE	NUMBER OF HOME RUN	RUNNING ABILITY
GARY	0.320	18	8
MICHAEL	0.280	10	6
DON	0.320	31	5
BRIAN	0.402	43	3
JONATHAN	0.300	38	4
MARTY	0.280	18	6
LEE	0.335	10	4
CHAD	0.200	43	3
PHIL	0.380	10	8
GLEN	0.300	18	7
RICHARD	0.210	38	3
JAMES	0.250	43	4

PLAYERS' NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
HOWARD	200	6	4.67
FIREMAN	180	5	6.32
ICE MAN	180	4	5.93
JUAN	218	3	7.97

JAPAN SAMURAI



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

PLAYERS' NAME	BATTING AVERAGE	NUMBER OF HOME RUN	RUNNING ABILITY
HARAKIRI	0.299	7	9
KAMIKAZE	0.188	7	7
TENPURA	0.298	10	9
SAKURA	0.389	31	4
GEISHA	0.229	18	6
UTAMARO	0.180	24	9
SAMURAI	0.280	10	8
CHONMAGE	0.180	43	5
KANE	0.215	38	4
MIYAZAWA	0.199	43	4
NANIWA	0.203	31	6
SUSHI	0.380	7	9

PLAYERS' NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
NISSAN	200	7	4.96
HONDA	190	6	5.64
KAWASAKI	178	4	5.36
TOYOTA	230	3	6.32



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, Feint Ball, Make fielder run to base, Cancel selection.
Tap B Button Rapidly : Run 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.



PENNANT RACE

Try to win all 15 games to be the No.1 team!

COMPETITION GAME

Challenge a friend.
Fun for the whole family.

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.

SEOUL IVORYS



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

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOME RUN	RUNNING ABILITY
HARRY	0.425	2	4
ALEX	0.209	7	5
LEFTY	0.172	10	7
MIKE	0.150	43	9
JOHN	0.132	2	9
KORWAN	0.405	2	7
CLARK	0.203	7	4
HOWARD	0.405	2	4
TRACY	0.350	2	9
PANCHO	0.405	2	9
AKEL	0.305	2	4
J.J.	0.235	18	4

PLAYERS NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
DICK	150	7	5.35
MAC	255	4	7.68
RAYMOND	250	7	7.68
BOBO	200	2	7.67

SYDNEY GRIFFONS



TYPE: DEFENCE CENTERED
BATTING AVE.: 0.299
DEFENCE RATE: 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOME RUN	RUNNING ABILITY
JOE	0.300	10	7
ANTHONY	0.260	18	5
VOSEN	0.302	31	5
CRUSHER	0.372	38	5
SLASHER	0.300	31	5
MASHER	0.240	18	5
STEELER	0.215	10	5
BLADE	0.200	7	5
PETE	0.299	18	5
KYLE	0.250	18	5
STEVE	0.268	18	5
JAMMER	0.215	24	5

PLAYERS NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
DAAROND	200	5	7.58
A. KUPER	210	5	7.58
REGGIE B.	220	5	4.36
DAN	230	3	6.30

NAPOLI ANGELS



TYPE: BALANCED
BATTING AVE.: 0.301
DEFENCE RATE: 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOME RUN	RUNNING ABILITY
LUGI	0.702	10	8
UGO	0.252	18	7
ROM	0.300	24	5
SERGIO	0.704	43	6
ALBERTO	0.300	31	6
LA	0.253	18	6
TERCORSI	0.205	7	6
STEVE	0.250	18	6
NUNZIO	0.775	30	9
NIGEL	0.254	31	9
VIGO	0.280	43	6
GUSTAVO	0.255	43	6

PLAYERS NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
PROSPERO	180	7	6.90
GANNE	180	5	8.36
PIETRA	150	5	8.36
ADOLFO	200	5	8.36

TAIPEI HAWKS



TYPE: GOOD PITCHER
BATTING AVE.: 0.283
DEFENCE RATE: 2.00

PLAYERS NAME	BATTING AVERAGE	NUMBER OF HOME RUN	RUNNING ABILITY
KERRY	0.753	2	8
BILL	0.211	5	7
TONY	0.281	5	5
CHAZ	0.282	10	4
RED	0.255	7	4
XIA	0.250	5	7
RAY	0.253	5	4
SHANE	0.150	38	4
TAYLOR	0.150	10	9
MACK	0.150	38	4
POKE	0.399	2	8
BANKS	0.390	2	8

PLAYERS NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
JOEY	240	7	2.10
DAVIS	180	5	3.18
JOHNSON	230	3	6.32
MILLER	200	3	5.64

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.



4 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.

5 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.



6

PLAY BALL

All systems go!
Let the game begin!



7

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.



7

NEWYORK MONSTERS



TYPE: STRONG BATTING
BATTING AVE.: 0.333
DEFENCE RATE: 2.00

PLAYERS' NAME	BATTING AVERAGE	NUMBER OF HOMERUN	RUNNING ABILITY
ZOMBIE	0.290	10	7
MUMMY	0.290	10	6
DAMIAN	0.301	24	4
FREDDY	0.390	43	5
ALIEN	0.352	24	3
NORMAN	0.272	10	4
CYCLOP	0.207	24	4
JASON	0.250	5	4
JEKYL	0.342	18	6
CREEPY	0.290	18	3
LENNY	0.250	24	3
PUMPKIN	0.213	38	3

PLAYERS' NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
HACKER	190	6	9.62
MEDUSA	182	4	8.36
BORIS	186	4	8.36
HANNIBAL	201	3	8.36

TOKYO NINJAS



TYPE: FAST RUNNERS
BATTING AVE.: 0.234
DEFENCE RATE: 2.00

PLAYERS' NAME	BATTING AVERAGE	NUMBER OF HOMERUN	RUNNING ABILITY
SASUKE	0.205	5	9
KIRIKAZE	0.238	7	8
JUBE	0.253	10	8
KAMUI	0.312	38	4
MARU	0.250	10	9
RAIZO	0.240	10	8
KISARAGI	0.230	18	7
KUMOSUKE	0.280	43	7
UKKARI	0.210	18	9
HACHIBE	0.205	43	4
JECY	0.305	19	7
TARO	0.261	31	8

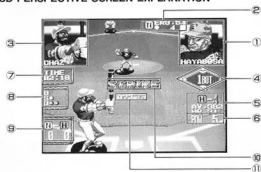
PLAYERS' NAME	SPEED OF BALL	STAMINA	DEFENCE RATE
HAYABUSA	205	7	8.36
KATANA	192	5	8.32
IKAZUCHI	182	4	8.30
AKANE	200	4	8.36

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EXPLANATION OF FIELD

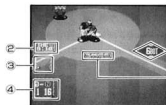
★ 3D PERSPECTIVE SCREEN EXPLANATION



- 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.
- ⑩ Judgement of pitch.
- ⑪ Speed of ball.

THROW! HIT!

★FIELD SCREEN EXPLANATION



**RUN!
& CATCH!**

- 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.

TEAM DATA

FIGHTING LEAGUE		
NEWYORK MONSTERS	TOKYO NINJAS	NAPOLI ANGELS
TAIPEI HAWKS	SEOUL IVORYS	SYDNEY GRIFFONS
EXCITING LEAGUE		
U.S.A.BISONS	JAPAN SAMURAIS	ITALIAN WAVES
TAIWAN DRAGONS	KOREAN REDVIPERS	AUSSIE THUNDERS

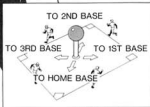
★DEFENSE GUIDE



JOYSTICK: 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, fielders hands 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



Power-bat
Number of power ups left.

*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.

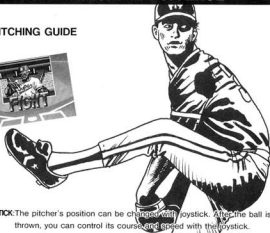
★ ASSISTANT PLAYER

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.

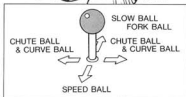


CONTROLS WHEN OFFENCE

★ 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.



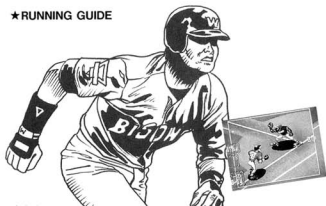
A BUTTON: Throwing.

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 1st base.

D BUTTON: Time out, Pitcher change.



★RUNNING GUIDE



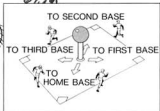
JOYSTICK: Point towards the base you wish to run to.

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.

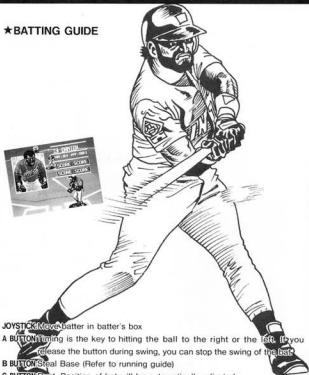
C,D BUTTON: Not used

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



CONTROLS WHEN DEFENCE

★BATTING GUIDE



JOYSTICK: Move batter in batter's box

A BUTTON: Timing 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.

