



BLACK PEARL SOFTWARE  
C/O T-HQ, INC.  
5016 N. PARKWAY CALABASAS, SUITE 100  
CALABASAS, CA 91302

© 1995 TIME INC. ALL RIGHTS RESERVED.  
SPORTS ILLUSTRATED IS A REGISTERED TRADEMARK  
OF TIME INC. USED WITH PERMISSION. BLACK PEARL  
SOFTWARE IS A DIVISION OF T-HQ, INC. © 1995 T-HQ INC.

SEGA AND GAME GEAR ARE TRADEMARKS OF  
SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED.

PRINTED IN U.S.A.

SEGA™

GAME GEAR™



# Sports Illustrated®

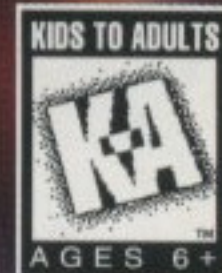


## CHAMPIONSHIP FOOTBALL & BASEBALL™



### INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD. FOR  
PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.



**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.

**THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.**

- This Cartridge is intended exclusively for the Sega™ Game Gear™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself and the Sega Cartridge.



Black Pearl Software  
C/O T-HQ, INC.  
5016 N. Parkway Calabasas, Suite 100  
Calabasas, CA 91302

**Package and Manual Design:** Beeline Group, Inc.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.

## CONTENTS

<b>A Winning Combination</b> .....	<b>2</b>
<b>Getting Started/Controls</b> .....	<b>3</b>
<b>"America's Game": FOOTBALL</b> .....	<b>6</b>
<b>"The Crack of the Bat": BASEBALL</b> .....	<b>15</b>
<b>Limited Warranty</b> .....	<b>24</b>

## A WINNING COMBINATION

The excitement and power of professional football combined with the tradition and finesse of big league baseball in this dual sports game is sure to please fans of both sports. You've seen coverage of these popular pastimes in Sports Illustrated. Now, experience them in the same winning style with **Sports Illustrated®: Championship Football & Baseball**.

**For Football Fans:** Choose from 30 teams, select the right offensive and defensive plays and pave a path to gridiron glory.

**For Baseball Fans:** Select from 28 heavy hitting squads and take a shot at the championship. Throw blazing fastballs, steal bases and crack a homer into the bleachers.

Both sports feature exhibition play, a password-supported season and the kind of realistic statistics that you expect from Sports Illustrated.

## GETTING STARTED/CONTROLS

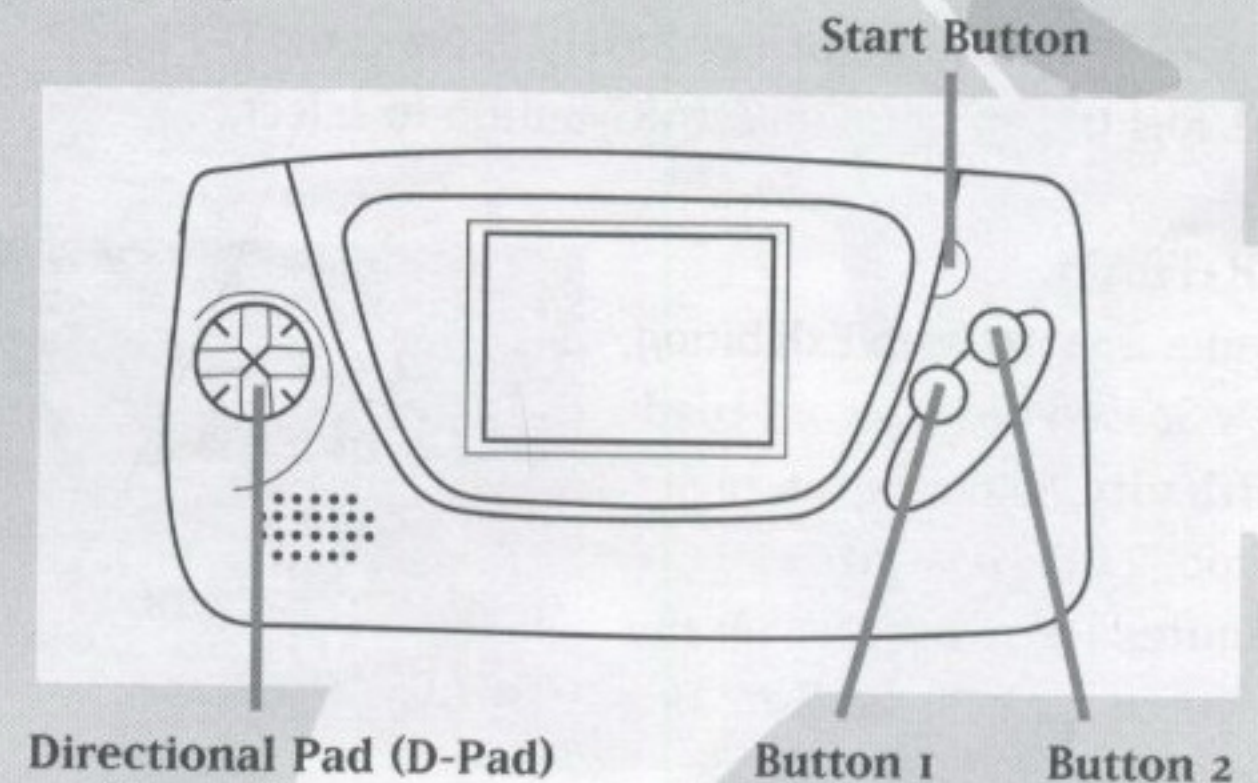
Insert **Sports Illustrated®: Championship: Football & Baseball** into your Sega Game Gear and turn it on.

Press the START Button to skip to next screen or wait and the title screen appears.

Press the START Button again to go to the game selection screen.



### Controls



Press the START Button to play the game showing on the screen. Wait or press any other button to show the other game.



**NOTE:** If you press the START Button when screen is in transition phase, the press is ignored. Try again when screen stops "phasing".

After you've selected the sport, you will have the option of playing an exhibition game, continuing a season you've already begun or starting a new season. If you are starting a new season, you will then choose the team that you will lead through the season.

To choose either Football or Baseball, press the D-Pad Left/Right, then press the START Button to select.

## FOOTBALL

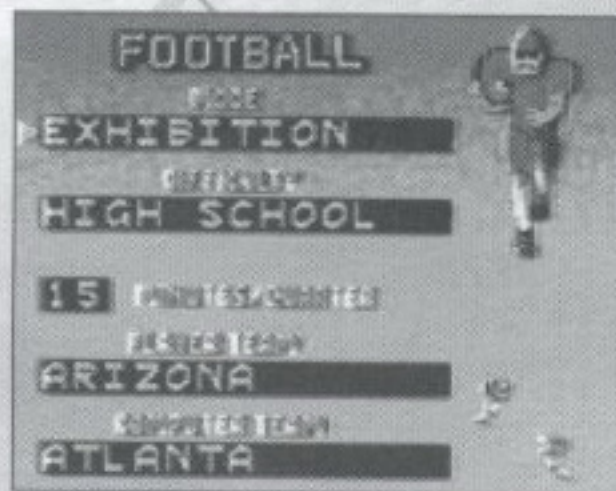
**Mode:** Choose from Exhibition, New Season or Password Load

**Difficulty:** Choose from High School, College or Pro

**Minutes Per Quarter:** Set the length of the game to 5, 10, or 15 minutes.

**Player Team:** Team for human player

**Computer Team:** Team for Game Gear



## HINT: MODE SELECTION SCREEN

In the mode selection screen, press the D-Pad UP/DOWN to move the yellow cursor and highlight an option. Press the D-Pad LEFT/RIGHT to select an option.

## BASEBALL

**Auto:** Turn On or Off

**Innings:** Choose from 1 to 9 innings.

**Mode:** Choose from Exhibition, New Season or Saved Season

Press the START Button after you have made your selections to begin playing.

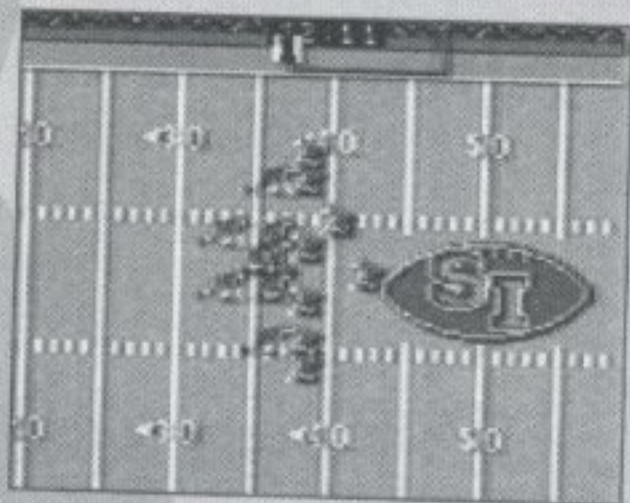


# "AMERICA'S GAME"

## FOOTBALL

Two teams of explosive athletes face off in the name of moving the pigskin across the other team's goal line in this action-packed take on one of the country's most popular sports. Strategy and dexterity both play a part. Choose from 3 offensive strategies and 20 offensive plays such as the Half Back Option or the Play Action Pass. You can also select 22 defensive plays such as the Red Dog or Safety Blitz from 2 defensive strategies. The choice is yours!

*"We love this game. We must.  
Look at the families in the  
living rooms every fall Sunday,  
glued to the electronic hearth.  
Pro football is America's  
Game."*



**Peter King, Senior Writer**  
**SPORTS ILLUSTRATED**

**MODES:** Determines the type of game.

**Choose from:**

**EXHIBITION:** A single game between any two teams.

**NEW SEASON:** A series of 16 games between the player's chosen team and all other teams in the same division/conference. Possible playoffs at the end of the season.

**PASSWORD LOAD:** Resume a season in-progress by using a password. Win/lose rates are stored, but individual player statistics are lost from the previous game.

**DIFFICULTY:** Determines the level of challenge in the game.

**Choose from:**

**HIGH SCHOOL:** An easy game

**COLLEGE:** A moderate challenge

**PRO:** A difficult game

**MINUTES PER QUARTER**

Indicates how quickly the game plays. You may choose 15-, 10-, or 5-minute quarters.

**PLAYER TEAM**

Choose your team from a field of 30 teams.

**COMPUTER TEAM**

Choose your opponent from a field of 30 teams.

**NOTE:** In an EXHIBITION game, you may select your own and the computer's team. In a NEW SEASON game, you may select your own team.

**HINT:** Make sure you notice the colors of the team jerseys when choosing teams.

Press the START Button to begin the game.

### PASSWORD LOAD

To enter a Password after selecting PASSWORD LOAD:

- Press the D-Pad Left/Right to move left or right among the password letters.
- Press the D-Pad Up/Down to cycle forward or backward through the symbols.
- Press the START Button to enter the password

### PLAYING THE GAME

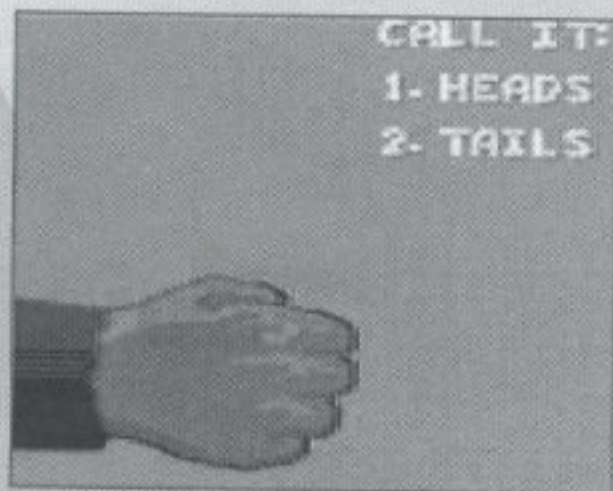
#### COIN TOSS

The referee flips the coin when you call Heads or Tails.

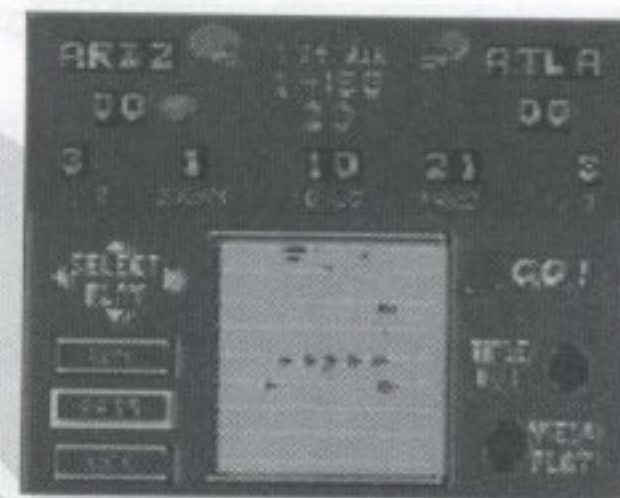
Press Button 1 to choose Heads  
Press Button 2 to choose Tails

If you win the call, you may choose to receive or kick off by pressing a button to alternate between the choices. Press the START Button to accept the selection showing.

The **Play Selection Screen** shows both teams' scores, possession of ball, time outs remaining this half, down yardage and scrimmage line.



The Play Selection Screen also shows your playbook, game clock and play clock.



**NOTE:** If the play clock runs too long, the referee will call a 5-yard penalty against you and use one of your time-outs to stop the clock. If you are on defense, the game will force you to use the current defensive play shown.

Press the D-Pad Left/Right/Up/Down to scroll through your playbook.

- Pressing the D-Pad Up/Down chooses the type of play (Run/Pass/Kick).
- Pressing the D-Pad Left/Right chooses the available plays.

#### Playbook Symbols:

##### OFFENSE:

**Circle with Dot:** Quarterback (QB)

**Circle without Dot:** Possible receiver

**Square:** Blocker

**Red circle:** Intended ball carrier (quarterback, receiver, or back)

##### Defense:

**Triangle:** Tackler attempting to sack the QB

**Square:** Defensive players attempting to hinder possible receivers, make tackles and intercept the ball.

**Lines/Arrows:** Mark the motion of various players

Tap or hold Button 1 to animate the playbook symbols. This may help clarify the intended motion and timing of the play. Press the D-Pad in any direction to stop the animation and resume play selection.

Press Button 2 to stop the clock and call a time-out while you select your play. This gives you plenty of time to view your options, animate plays, and so on. There are three time-outs per half. When the ball is snapped or caught, time will resume.

Press the START Button to execute the selected play.

## OFFENSIVE CONTROLS

Press Button 2 to snap the ball.

## KICKOFF

Players await the signal to begin. Press Button 2 to start the kickoff.

## RECEIVING KICKOFF OR PUNT

- While the ball is in the air, you may press Button 1 to switch control to a different player.
- Use the directional arrows to position yourself for the catch or an uncontrolled receiver will try to catch the ball automatically.
- When a receiver catches the ball, your control shifts to that player and the player must run down the field to gain yards.

## RUNNING WITH THE BALL

- Use directional arrows to move the player you're controlling.

If the running play involves a hand-off, the hand-off will happen when you get close to the appropriate running back. You will automatically take control of this player after the hand-off.

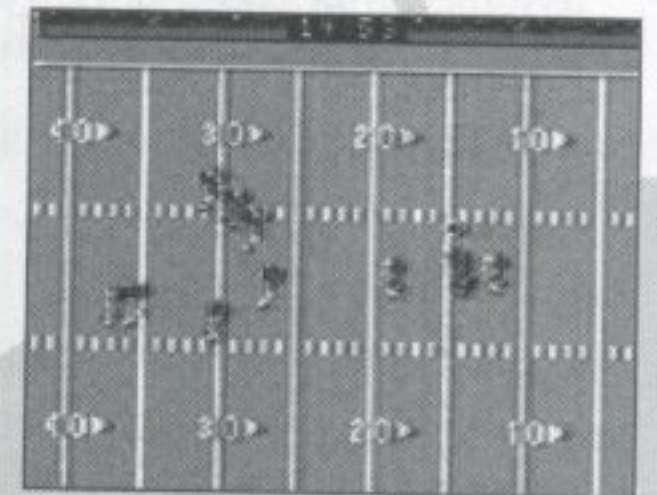
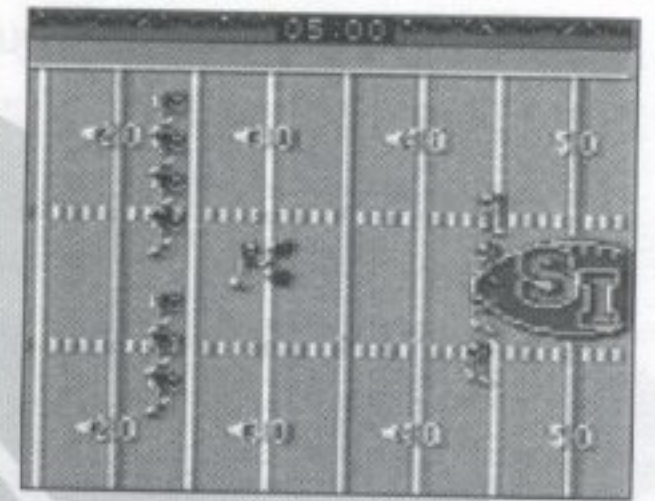
## Sprint: Button 2

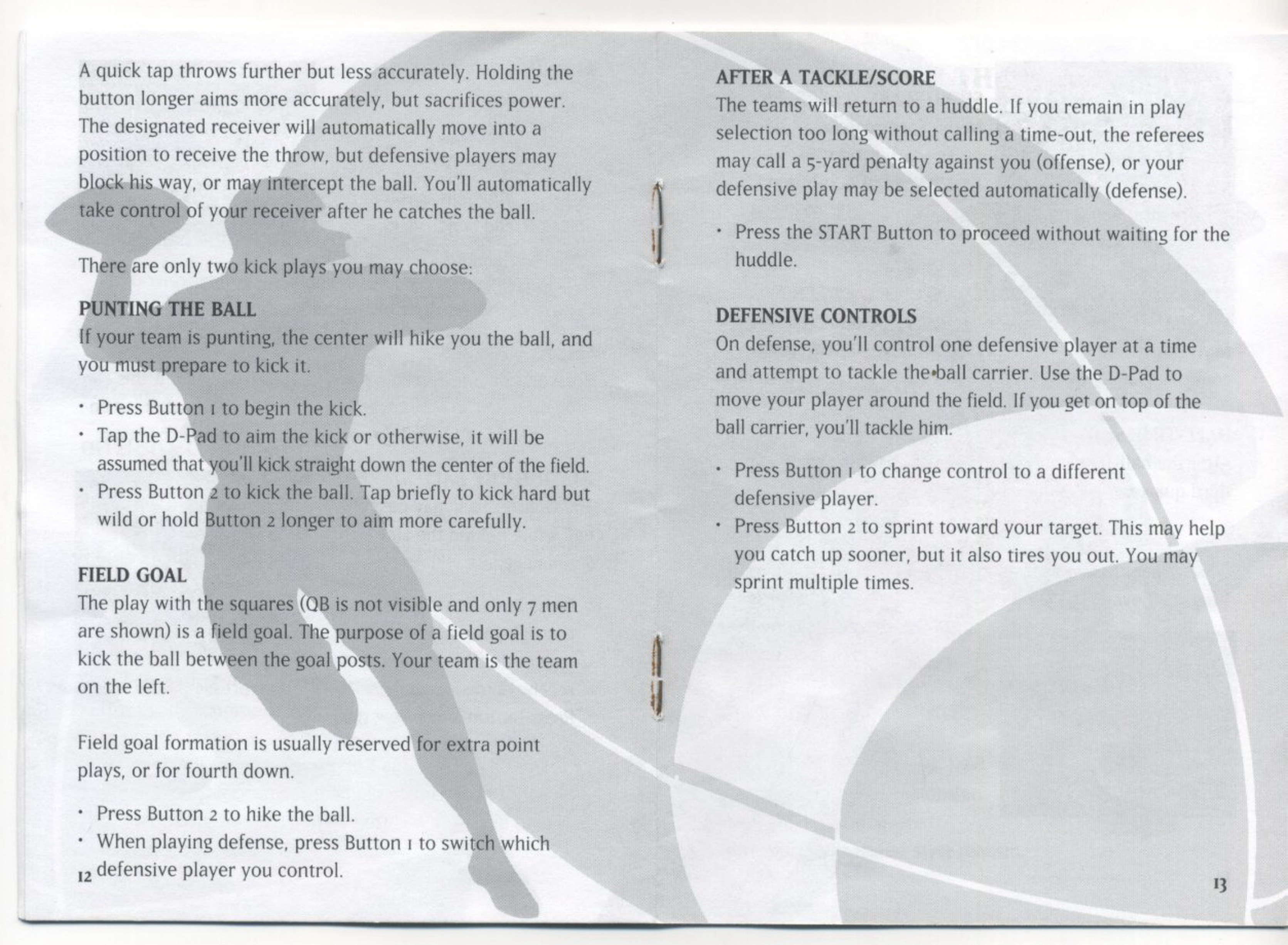
Press Button 2 to run faster for a short distance, but this can tire you out. You may sprint multiple times, but you may be exhausted (and ultimately very slow) when done sprinting.

## PASSING THE BALL

The Quarterback may pass the ball while behind the Line of Scrimmage.

- Press Button 1 to cycle through your receivers. You may cycle through all eligible receivers to stop the pass or continue pressing Button 1.
- Press Button 2 to throw the ball.





A quick tap throws further but less accurately. Holding the button longer aims more accurately, but sacrifices power. The designated receiver will automatically move into a position to receive the throw, but defensive players may block his way, or may intercept the ball. You'll automatically take control of your receiver after he catches the ball.

There are only two kick plays you may choose:

### **PUNTING THE BALL**

If your team is punting, the center will hike you the ball, and you must prepare to kick it.

- Press Button 1 to begin the kick.
- Tap the D-Pad to aim the kick or otherwise, it will be assumed that you'll kick straight down the center of the field.
- Press Button 2 to kick the ball. Tap briefly to kick hard but wild or hold Button 2 longer to aim more carefully.

### **FIELD GOAL**

The play with the squares (QB is not visible and only 7 men are shown) is a field goal. The purpose of a field goal is to kick the ball between the goal posts. Your team is the team on the left.

Field goal formation is usually reserved for extra point plays, or for fourth down.

- Press Button 2 to hike the ball.
- When playing defense, press Button 1 to switch which  
12 defensive player you control.

### **AFTER A TACKLE/SCORE**

The teams will return to a huddle. If you remain in play selection too long without calling a time-out, the referees may call a 5-yard penalty against you (offense), or your defensive play may be selected automatically (defense).

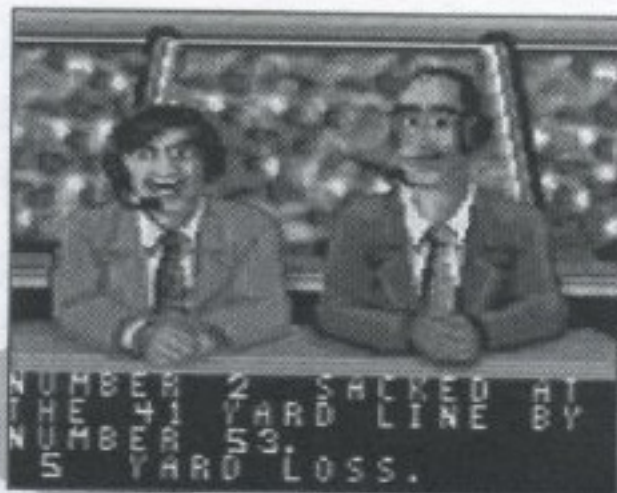
- Press the START Button to proceed without waiting for the huddle.

### **DEFENSIVE CONTROLS**

On defense, you'll control one defensive player at a time and attempt to tackle the ball carrier. Use the D-Pad to move your player around the field. If you get on top of the ball carrier, you'll tackle him.

- Press Button 1 to change control to a different defensive player.
- Press Button 2 to sprint toward your target. This may help you catch up sooner, but it also tires you out. You may sprint multiple times.





### SPORTSCASTERS SCREEN

In the Sportscasters screen, press any button to go to the next screen of text (if any).

### TOUCHDOWN CELEBRATION/STATISTICS SCREEN

You can see current game statistics and an animated touchdown celebration in this screen. Press START to continue game play.

### HALF-TIME SHOW

After the half-time show, press START to begin the third quarter.

## "THE CRACK OF THE BAT"

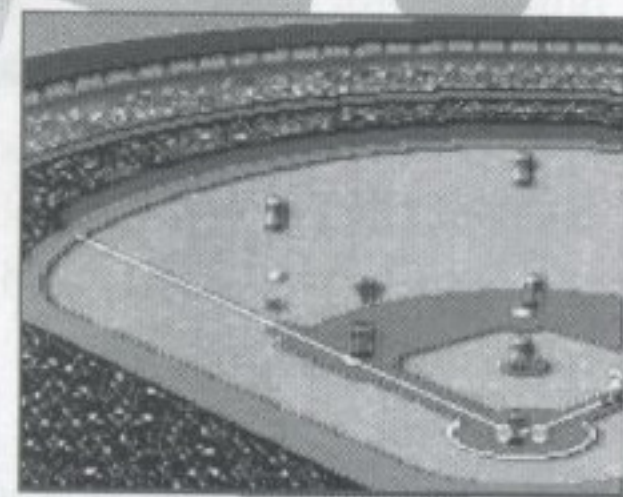
### BASEBALL

There's no other game like the national pastime. Sports Illustrated has covered the drama, excitement and tradition of baseball since the magazine first hit the stands. And that baseball know-how is demonstrated in the realistic play of this game.



## And the Ump hollered, "PLAY BALL!"

There are 28 teams to choose from. Select your squad then usher it on to victory. If your pitcher doesn't have the right stuff you can make a call to the bullpen. If you're down by a couple of runs you can put on your rally caps and try to make a dazzling comeback. You've got what it takes to lead your team to the championship game and you can prove it with Sports Illustrated-style realism.

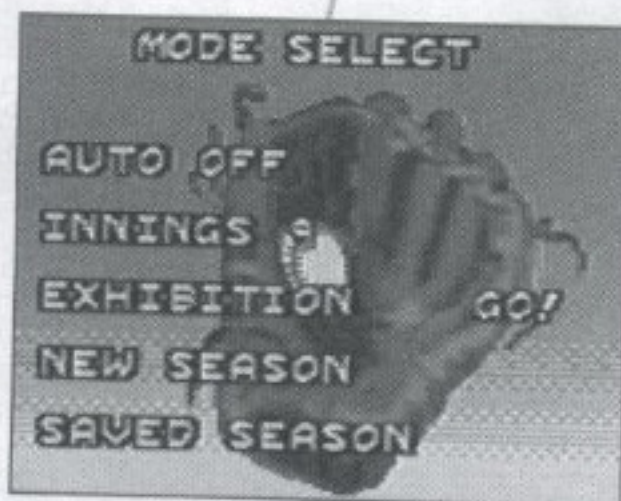


*"In our mind's eye, it is a game played under the warm afternoon sun, on a soft, green field in a friendly, cozy ballpark. Listen – we can hear the crack of the bat or the pop of the catcher's mitt or the infield chatter. Watch – the batter digs in and the pitcher stares in, ready to deal. We're glued to our seats until the final out."*

**Steve Wulf, Editor at Large**  
**SPORTS ILLUSTRATED**

### MODE SELECT

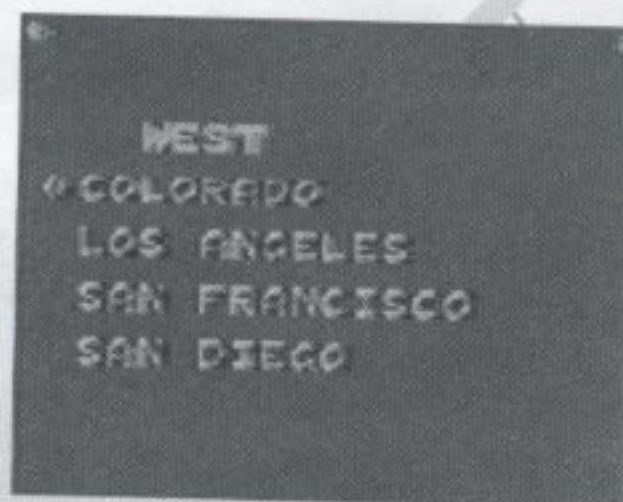
Change the AUTO and INNINGS settings if desired, then move the "GO!" cursor to either EXHIBITION, NEW SEASON or SAVED SEASON and press the START Button. New seasons are made up of 32 games. SAVED SEASON games are automatically set to the values chosen at the beginning of the season.



**NOTE:** For auto-fielding information see page 20.

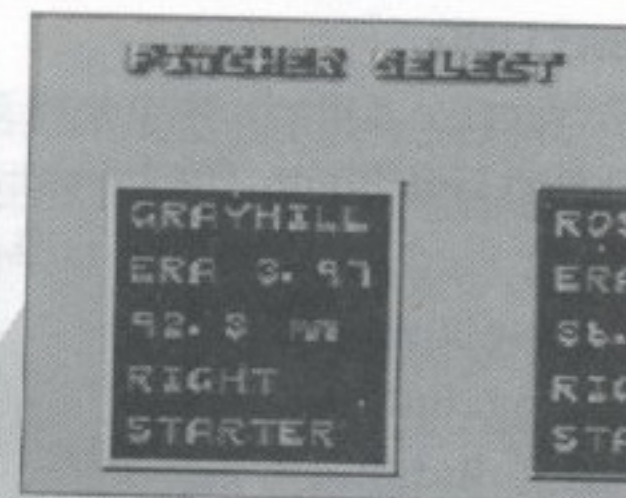
### TEAM SELECT

Scroll through the menu and press start to choose your team. If you're playing an Exhibition game, choose your opponent the same way.



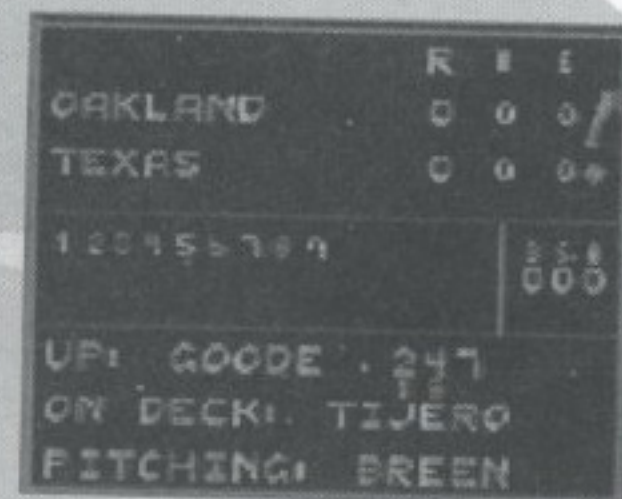
### PITCHER SELECT

Scroll UP/DOWN/LEFT/RIGHT until the pitcher you want is highlighted, then press the START Button. A pitcher who has already been removed from the game can't be put back in. The current pitcher (if any) is marked as "playing." Press the START Button to confirm your choice. The roster displays ERA, average fastball speed, and whether the pitcher is left or right-handed.



### SCOREBOARD SCREEN

This screen displays the complete score, current batter and other relevant information. The ball icon indicates which team is playing defense while the bat icon indicates which team is on offense. The number below the batting average is the Home Run stat and indicates the number of home runs that batter has. You are always the visiting team (listed first on scoreboard). To change pitchers, hold down Button 2 while pressing the START Button. To exit to the game, press the START Button.



## BATTING

To receive a pitch, step into the batter's box by pressing the D-Pad Left/Right. The height at which you will swing may be controlled by pressing the D-Pad Up/Down (note the raising/lowering of the held bat).

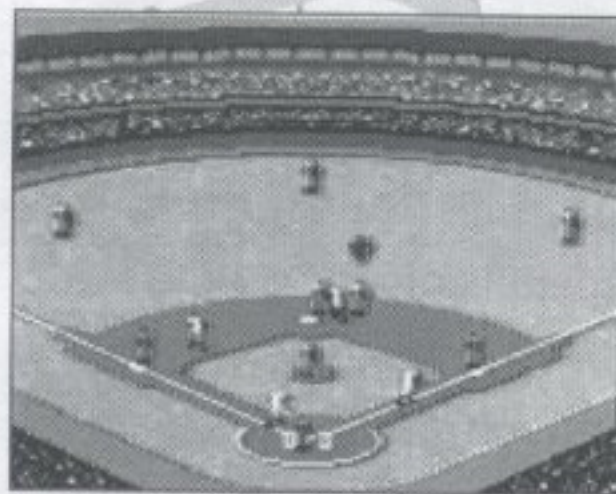
**Swing:** Button 2

**Bunt:** Button 1

To check the swing, release Button 2 early. You may not pause during a pitch, but before a pitch you may edge slightly out of the batters box and press the START Button to see the scoreboard screen.

## BASERUNNING

Your batter will always try to make it to first. Any player on a base will attempt to move ahead a base. On two outs, all runners will try to advance. Otherwise, your runners will stay where they are.



To override automatic baserunning, hold down Button 1 or Button 2 and press the D-Pad in any direction.

**NOTE:** If the ball is caught, everyone will automatically tag up, then you can direct them again.

After the play is over, the camera will automatically zoom back in. Press START to zoom in early.

## STEALING A BASE

To direct a baserunner, press START, and before releasing press the D-Pad RIGHT, UP or LEFT. This selects a runner on 1st, 2nd, or 3rd. Before releasing the D-Pad, you may press buttons to control the runner you have selected. To give him a bigger leadoff, press Button 2. To have him retreat press Button 1. Tap START again to tell him to steal as soon as the pitcher begins his motion.

## BASERUNNING CONTROLS

The D-Pad specifies which runner(s) you control:

D-Pad DOWN: batter

D-Pad RIGHT: runner on first

D-Pad UP: runner on second

D-Pad LEFT: runner on third

Button 1: Hold down Button 1 to get advancing players to stop or waiting players to retreat.

Button 2: Hold down Button 2 to get moving runners to stop or non-moving runners to advance.

## SAMPLE BASERUNNING

A fly ball is hit with players on second and third. The players will automatically wait where they are, but if you think the defense won't catch the ball, direct the players to run forward (hold down Button 2 and press the D-Pad UP and LEFT).

If you change your mind, hold down Button 1 and press the D-Pad LEFT and UP and the runners will stop. Do it again and they'll retreat to their original bases.

## FIELDING

The arrow indicates the fielder you control with the D-pad. Move towards the ball to get it. Watch the shadow on fly balls! If the arrow is white, you have the ball. Hold down Button 1 or Button 2 and press the D-Pad in the direction of the desired base to throw. If you pressed Button 1, you will now control the fielder who will catch your throw. If you pressed Button 2, the fielder will handle the play himself while you continue to control your original fielder. Press Button 1 to switch control to whoever is currently estimated to be nearest the ball. The camera will zoom in again at the end of the play. Press START to zoom in early.

When playing with **Autofielding** on, all players (except the pitcher and catcher) will be under the computer's control. The CPU will automatically field, throw and run the ball.

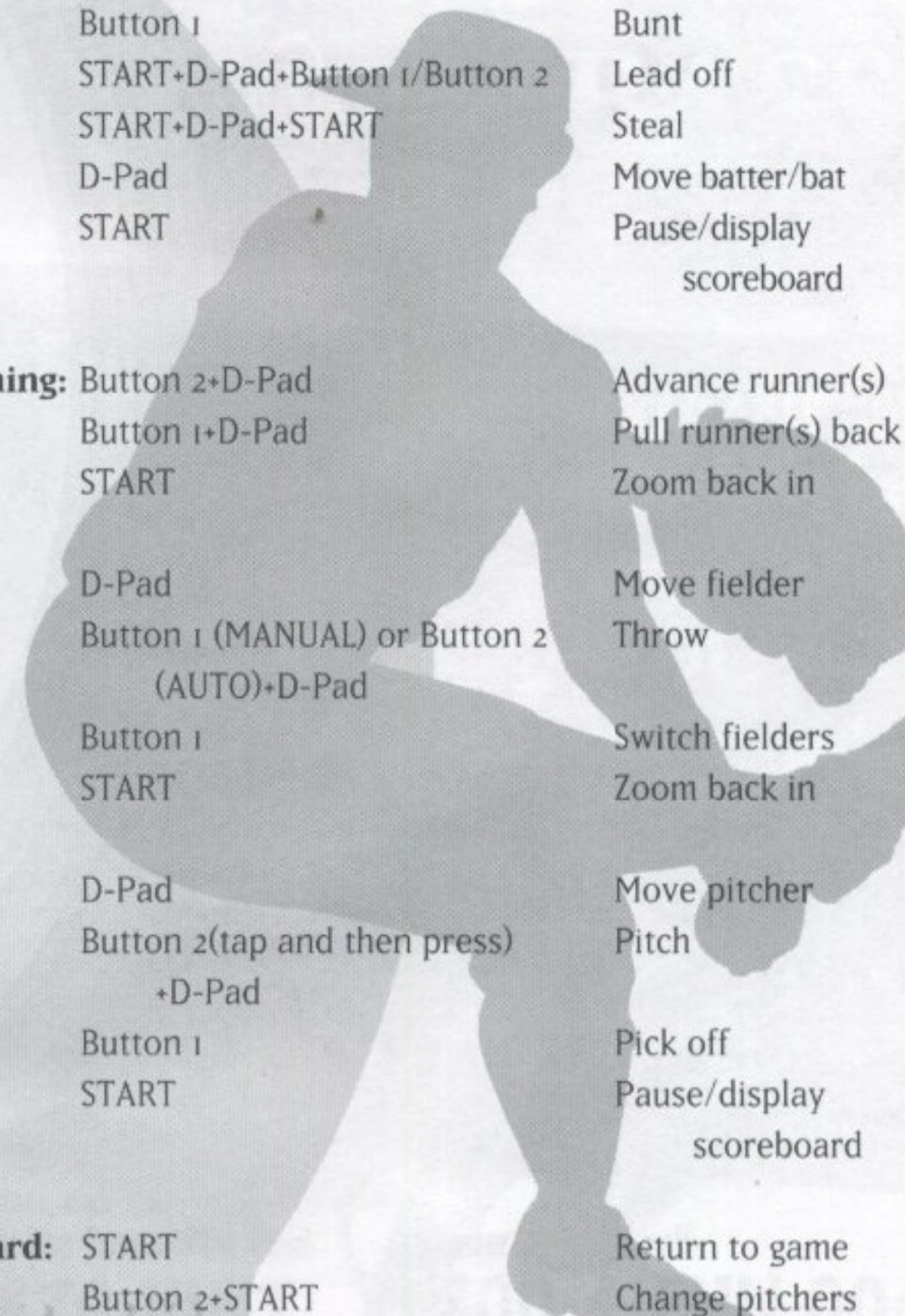
## PITCHING

You can move on the mound with the D-Pad. Press START to see the scoreboard screen. Tap Button 2 to start the pitching motion. Press and hold Button 2 during the motion to speed up the pitch, and use the D-Pad after the ball is released to control the placement. To pick a runner off, press Button 1. The view will zoom out. Now you may use the standard throwing controls to throw to a base.

## SEASON PLAY

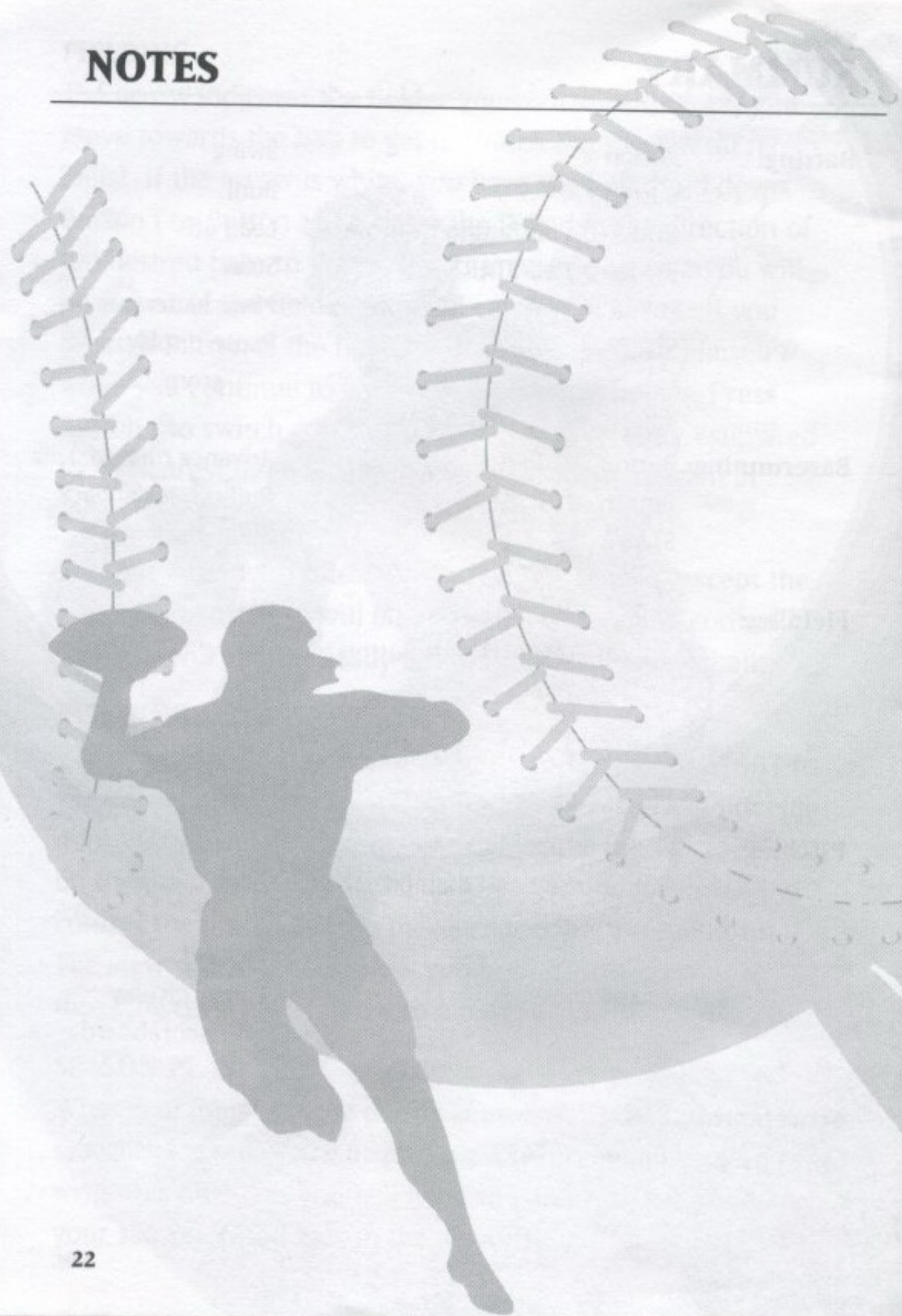
When you finish a game during season play, the final scoreboard screen will display a password. Make sure you write this down, as you will need to enter it to continue your season. Good luck in the playoffs.

## SUMMARY



<b>Batting:</b>	Button 2 Button 1 START+D-Pad+Button 1/Button 2 START+D-Pad+START D-Pad START	Swing Bunt Lead off Steal Move batter/bat Pause/display scoreboard
<b>Baserunning:</b>	Button 2+D-Pad Button 1+D-Pad START	Advance runner(s) Pull runner(s) back Zoom back in
<b>Fielding:</b>	D-Pad Button 1 (MANUAL) or Button 2 (AUTO)+D-Pad Button 1 START	Move fielder Throw Switch fielders Zoom back in
<b>Pitching:</b>	D-Pad Button 2(tap and then press) +D-Pad Button 1 START	Move pitcher Pitch Pick off Pause/display scoreboard
<b>Scoreboard:</b>	START Button 2+START	Return to game Change pitchers

# NOTES



## Great Games for Sega Systems!

AVAILABLE NOW  
for your  
Genesis!



**BASS  
MASTERS**  
*Classic*

**JUNGLE  
STRIKE**  
THE SEQUEL TO DESERT STRIKE™

**MADDEN  
96**

AVAILABLE NOW  
for your Game Gear!

**SUPER  
STARWARS  
RETURN OF THE JEDI**

**PGA  
TOUR 96**

COMING SOON  
for your Game Gear

**MICHAEL  
JORDAN**  
CHAOS IN THE WINDY CITY™

**FIFA  
96  
SOCCER**

**PGA  
EUROPEAN  
TOUR**

**NHL 96**

Company and product names used  
herein are trademarks or  
registered trademarks of their  
respective companies.

For the coolest tips on  
the hottest games, call the  
Black Pearl/Malibu Games Hint Line!

**1-900-370-HINT**

\$.85/min. (automated) - \$1.15/min. (live 8am-5pm PST)  
Must be 18 years of age or have parental permission.  
Touch-tone phone required. T+HQ, Inc., Calabasas, CA.  
Not sponsored by SEGA.

To order directly, call:

**1-800-4-FUN-004**

Use your Visa or MasterCard while supplies last.  
Phone prices subject to change without notice.  
Also available from your favorite local retailer.  
Not sponsored by SEGA.

## LIMITED WARRANTY

BLACK PEARL SOFTWARE warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, BLACK PEARL SOFTWARE will repair or replace the Cartridge, at its option, free of charge. To receive this warranty service:

1. DO NOT return your defective Cartridge to the retailer.
2. Notify the BLACK PEARL SOFTWARE Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the BLACK PEARL SOFTWARE service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Cartridge, and return your Cartridge freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

BLACK PEARL SOFTWARE Consumer Service Department,  
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the Cartridge has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

**REPAIRS AFTER EXPIRATION OF WARRANTY:** If the Cartridge develops a problem after the 90 day warranty period, you may contact the BLACK PEARL SOFTWARE Consumer Service Department at the phone number noted. If the BLACK PEARL SOFTWARE service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective Cartridge freight prepaid to BLACK PEARL SOFTWARE. BLACK PEARL SOFTWARE will, at its option subject to the conditions above, repair the Cartridge or replace it with a new or repaired Cartridge. If replacement Cartridges are not available, the defective Cartridge will be returned and the \$10.00 payment refundable.

**WARRANTY LIMITATIONS:** ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL BLACK PEARL SOFTWARE BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

BLACK PEARL SOFTWARE, 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302.  
(818) 591-1310.

Patents: U.S. #'s 4,442,486/4,454,594/4,462,076;  
Europe # 80244; Canada #'s 1,183,276  
Hong Kong # 88-4302; Singapore # 88-155.