

TRIPLE PLAY 96



BY EXTENDED PLAY PRODUCTIONS



EAS
SPORTS



**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.

WARNING To Owners of Projection Televisions!

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

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.



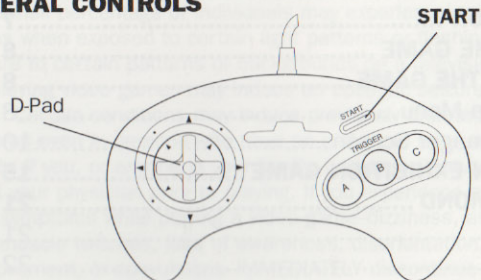
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EA TIP Watch this space for hints and tips.

Command Summary

GENERAL CONTROLS



	GAMEPLAY	MENUS
START	Pause/Continue	Continue
A	Aggressive action	Select
B	Switch players	Go back
C	Conservative action	Select

MENUS

Continue/Exit menu	START
Highlight item	D-Pad ↑
Change highlighted item	D-Pad ↔
Select item	A or C
Return to previous menu	B

GAMEPLAY

Pause game	START
Switch to Manager mode	B+START

ON THE MOUND

Fastball	A
Try to pick off baserunner	B+D-Pad to select base
Pitchout/throw home	B+D-Pad ↓
Changeup	C
Select pitch before windup	<ol style="list-style-type: none"> D-Pad ↖ to bring up pitch menus Press A, B, or C to select appropriate pitch from menu (see below)
Select pitch location during windup	D-Pad in direction you want to pitch (e.g., ←=inside to right-handed batter)

PITCH MENUS

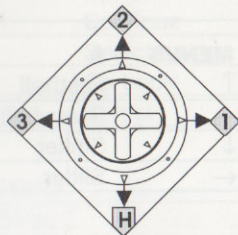
	A	B	C
D-Pad ↑	Fastball	Last pitch	Change-up
D-Pad →	Screwball	Bean Ball	Splitfinger
D-Pad ↓	Sinker	Int. walk	Knuckle
D-Pad ←	Slider	Brushback	Curve

IN THE FIELD
Fielding the ball

Move slowly toward ball	No button
Move toward ball at normal speed	D-Pad toward ball
Aggressive catch/dive	A
Switch to player nearest ball	B
Conservative catch/ Speed burst	C

THROWING THE BALL

Hold ball	No button
Select base to throw to	Hold D-Pad toward base:



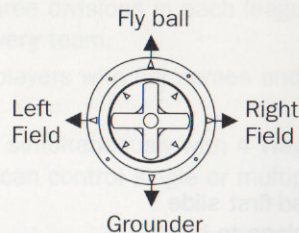
Aggressive throw	A
Switch to player with ball	B
Run with ball	Hold B +D-Pad
Conservative throw	C

AT THE PLATE
Before the Pitch

Select stance (open, normal, or closed)	D-Pad ↔
Warm up swing	A/C
Switch to baserunner	B

Hitting the Ball

Take pitch	No button
Aggressive power swing	A
Bunt	B
Controlled swing	C
Aim hit	Press D-Pad while swinging:

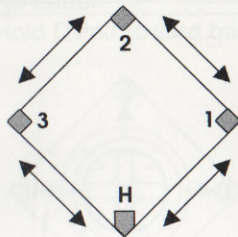


ON THE BASEPATHS**On Base/Leading Off**

Go back to base (tag up)	A/C
Switch to another player	B
Run forward/back or change lead-off distance before pitch	D-Pad in direction of base you want to move toward

Between Bases

Run forward/back

D-Pad in the
direction of base:

Head-first slide (if close to base)	Hold A
Switch to another player	B
Feet-first slide (if close to base)	Hold C

Introduction

Welcome to *Triple Play Baseball™ '96*, the game that captures the excitement of a homer over the center field fence, the strategy of a hit and run play, and the atmosphere of a warm summer afternoon at the ballpark. And *Triple Play Baseball '96* doesn't just deliver realistic graphics and sound—with multiplayer support and more control options than ever before, it's in a league of its own.

Triple Play means triple the features:

- Exhibition, Season, Allstars game, Playoff, and Championship play modes.
- Full 28-team league with three divisions in each league and unique stadiums for every team.
- Real MLBPA major league players with full names and stats.
- Up to four players can play simultaneously with 4 Way Play™ adapter—each player can control single or multiple positions on either team.
- Batting stance, hit location, pitching, and baserunning options put you in complete control.
- Intuitive Aggressive and Conservative action buttons let you play it safe or go for broke.
- Create, edit, trade, sign, and release players.
- Fully animated players slide, swing, dive, throw, tumble, and jump—even brush themselves off after a slide.
- Real-time Manager function lets you coach as much or as little as you'd like.

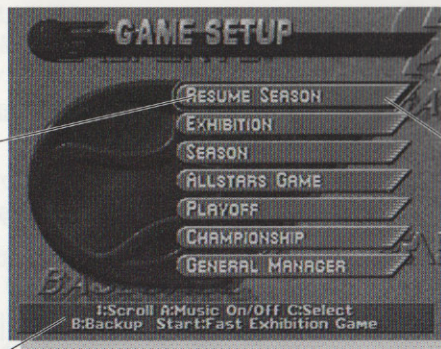
Starting the Game

1. Turn OFF the power switch on your Sega™ Genesis™. **Never insert or remove a game cartridge when the power is on.**
 2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
 3. Insert the game cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
 4. Turn ON the power switch. The EA SPORTS™ screen appears (if you don't see it, begin again at step 1), followed by the STATS Inc./MLBPA screen and the *Triple Play Baseball '96* title screen.
- ◆ Press any button at each screen to proceed to the next screen. The Game Setup menu appears.
- NOTE:** To reset the battery-backed memory to the original factory settings, press **START+A+B+C** while the title screen is displayed.

Setting up the game

GAME SETUP MENU

From this menu, you can select the type of game you want to play or go to the General Manager screen.



Press **C** to select high-lighted item

D-Pad ↓
to move highlight

Always check the Help Bar for quick instructions

RESUME SEASON/PLAYOFF/CHAMPIONSHIP

Resume a season or playoff series in progress. This option appears when there is a saved series.

EXHIBITION

Play an Exhibition game between any two teams. See *Starting an Exhibition Game* on p. 15.

EA TIP

To quickly start an Exhibition game between two computer-selected teams (you control the home team), press **START** from the Game Setup menu.

SEASON

Start a new Season where you control up to four teams. See *Season Play* on p. 36.

ALLSTARS GAME

Play an exhibition game between the American and National Allstars. See *Allstars Game* on p. 39.

PLAYOFF

Start a new league Playoff series. See *Playoff Series* on p. 40.

CHAMPIONSHIP

Start a new Championship series. See *Championship Series* on p. 43.

GENERAL MANAGER

Go to General Manager screen to set team options. See *General Manager Screen*, below.

GENERAL MANAGER SCREEN

This screen lets you act as general manager for all the teams in *Triple Play Baseball '96*—from changing team names and reviewing injuries and stats to creating, signing, releasing, and trading players.

To select a team:

- ◆ D-Pad ↑ to move the baseball highlight to the team name.
- ◆ D-Pad ↔ to select a team.

CHANGE NAME

Go to the Change Team Name screen to change the name of the selected team.

- ◆ To delete a letter, press **A**.
- ◆ To add a letter, D-Pad to highlight a letter, and press **C** to add the highlighted letter.
- ◆ To save the changes and return to the General Manager screen, press **START**. (To exit without saving changes, press **B**.)

REVIEW INJURIES

Go to the Review Injuries screen to view a list of injured players for the selected team.

PLAYER STATISTICS

Check out stats for the players on the selected team

- ◆ To scroll through the list of players, D-Pad ↓.
- ◆ To scroll through the stat columns, D-Pad ↔.
- ◆ To toggle between historic and season/series stats, press **C**.
- For a listing of the stat categories, see *Player Statistics* on p. 14.

CUSTOM PLAYERS

Go to the Custom Players screen to view players or create a player from scratch. Each player you create (up to 50 players can be created) is added to the Minor League pool and may be signed by any team.

NOTE: In this manual, default menu options are listed in **bold** type.

- ◆ To scroll through the list of player slots, D-Pad ↓.
- ◆ To create a player, highlight a slot that reads <EMPTY> and press **C**. The Create Player screen appears:

NAME: Press **C** to go to Enter Player Name screen and create a player name in the same manner as CHANGE NAME above.

EXPERIENCE: D-Pad ↔ to select **ROOKIE** or **VETERAN**. **VETERAN** players are older, but have slightly better attributes.

POSITION: D-Pad \leftrightarrow to cycle through the possible defensive positions to select the player's natural position. The player suffers defensively the further he plays from his position—i.e., a shortstop can play second base well but won't make a good catcher.

BATTING STYLE: Toggle between **SLUGGER** (long ball hitter) or **CONTROL** (less power but better average).

BATS: Select **LEFT**, **RIGHT**, or **SWITCH** hitting style.

THROWING ARM: Select **LEFT** or **RIGHT** throwing arm.

SKIN TONE: Select **LIGHT** or **DARK** skin tone.

JERSEY NUMBER: D-Pad \leftrightarrow to select a number from 0—99 to identify the player.

- ◆ To get a scouting report on a created player, highlight the player and press **A**. The Scouting Report screen gives you a summary of the player's abilities generated from the player's attributes.
- ◆ To modify a created player, highlight a player and press **C**. The Modify Player screen appears. This screen works like the Create Player screen.

EA TIP Changing a player's name affects his attributes and scouting report—the name generates a random set of attributes.

NOTE: You cannot modify or get a scouting report on the default MLBPA players.

SIGN PLAYER

Sign a player from the Minor League pool (composed of new players you've created and any players released by other teams). *You must have a free roster spot to sign a player.*

- ◆ **To sign a player:** From the Sign Player screen, D-Pad \updownarrow to highlight a player, then press **A** or **C**.
- ◆ To view more players, highlight **NEXT PAGE** or **PREVIOUS PAGE** and press **A** or **C**.
- ◆ To view more stats, D-Pad \leftrightarrow .

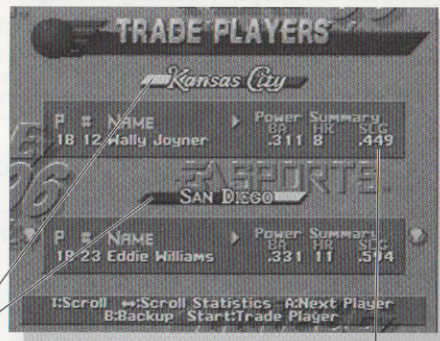
RELEASE PLAYER

Release a player from the team's roster to the Minor League pool.

- ◆ **To release a player:** From the Release Player screen, D-Pad \updownarrow to highlight a player, then press **A** or **C**.

TRADE PLAYERS

Make a one-for-one player trade between any two teams.



Highlight team 1 or 2 and D-Pad \leftrightarrow to select teams

Highlight player slot and press **A** to cycle through players for selected team (D-Pad \leftrightarrow to scroll stats)

1. To trade the two listed players, press **START (B)** to exit and cancel the trade). You are prompted to accept or cancel the trade.
2. Highlight **NO** (cancel) or **YES** (accept trade) and press **C**. You return to the Trade Players screen.

TEAM SCHEDULE

Go to Team Schedule screen to check out your team's schedule. This option is not available in Exhibition or Allstars play.

- ◆ To scroll through the schedule by day, D-Pad \leftrightarrow .

Player Statistics

Player stats are divided into nine categories in *Triple Play Baseball '96*:

POWER SUMMARY: The player's batting average, homers, and slugging percentage.

RUN GENERATION: At bats, runs, and runs batted in.

BASE RUNNING: Stolen bases, caught stealing, and stolen base percentage.

BATTING: On-base percentage, bases on balls, and strikeouts.

BASE HITS: Number of singles (1Bh), doubles (2Bh), and triples (3Bh).

FIELDING: Put-outs, assists, and errors.

POSITIONS: The player's defensive position in the current game (GPos), ideal defensive position (IPos), and fielding percentage.

PITCHER SUMMARY: Applicable only to pitchers, these three

columns list the pitcher's earned run average, innings pitched, and strikeouts (K).

WIN LOSS: Applicable only to pitchers, these columns list the pitcher's wins, losses, and winning percentage.

Starting an Exhibition Game

Quick Start:

- ◆ From the Game Setup menu, press **START**. You move to the start of an Exhibition game between two computer-selected teams. (You control the home team.)

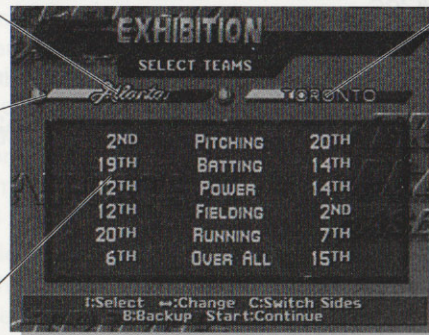
Normal Start:

- ◆ Highlight **EXHIBITION** from the Game Setup menu and press **C**. The Select Teams screen appears.

Exhibition Select Teams Screen

Selected team

D-Pad \leftrightarrow
to cycle
through
teams



Press **C** to
toggle
between
home and
visitor
teams

Highlight a stat category to sort teams by that statistic

- ◆ To select a rating category to sort teams by, D-Pad ↓. When a category is selected, teams are sorted by their ranking in that statistic rather than alphabetically.
- ◆ To accept the selected teams and continue, press **START**. (To cancel and go back, press **B**.) The Select Settings screen appears.

Exhibition Select Settings Screen

From this screen, you can choose the length, home field, view, and DH options for the current game. Default settings are listed in **bold**.

LENGTH

D-Pad ↔ to select a game of **1**, 3, 5, 7, or **9** innings. If the score is tied at the end of the specified inning, play continues until one team leads at the end of an inning.

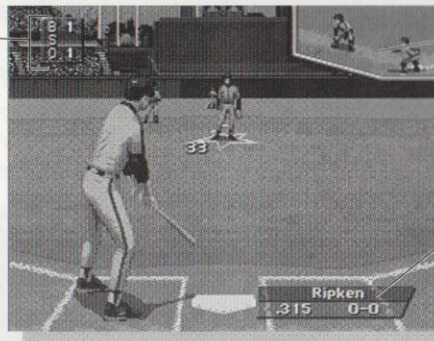
FIELD

By default, the field of the home team is selected, but you can select any of the 28 unique stadiums included in *Triple Play Baseball '96*.

BATTER VIEW

Toggle between **ZOOM** (where the camera zooms in behind the batter for every pitch) and **NORMAL** (where the camera angle above and behind home plate remains constant).

Balls,
strikes,
outs



Baserunner
window

Batter Avg.
and hits
/plate
appearances

Zoom view

DH RULE

Set designated hitter rule (where the pitcher doesn't bat) to **NORMAL**, **ON**, or **OFF**. When set to **NORMAL**, the DH rule is on in American home games and off in National home games.

- ◆ To accept the selections and continue, press **START**. (To cancel and go back, press **B**.) The Choose Controller screen appears.

Choose Controller Screen

An icon for each of the Controllers that can be plugged into the system appears on this screen. Up to four players may play if a 4 Way Play™ adapter is attached.

- ◆ To select the team that you control, D-Pad ↔ to position the controller symbol under either team or in the middle to select computer control.

If more than one player controls a team, you can select the fielding positions that each player controls:

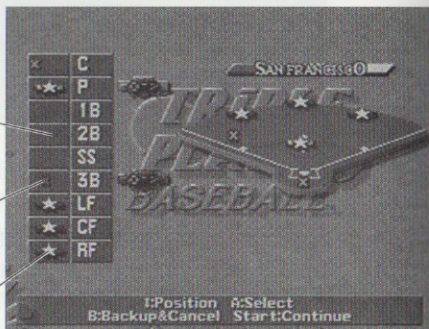
1. From the Choose Controller screen, press **C**. The Position Select screen appears.

Press **A** to cycle control options for selected position

Blank positions can be controlled by anyone

X'd positions cannot be controlled by the player who applied the X

Positions with stars can only be controlled by the player who applied the star



- ◆ To highlight a position, D-Pad \updownarrow .
 - ◆ To cycle the control options (no mark, ☆, or X) for the highlighted position, press **A**. Control options are color-coded by controller.
2. To accept the settings and continue, press **START**. (To cancel and go back, press **B**.) The Pregame menu appears.

EA TIP When two or more human players control a team, try dividing up the defensive positions. For instance, have one player control the pitcher and outfielders while another controls the catcher and infielders. This way, you won't both be trying to take control of a fielder during a play.

Pregame Menu

PLAY BALL

To begin the game, highlight this option and press **C** (or simply press **START**).

CONTROLLERS

Return to the Choose Controller screen. See *Choose Controller Screen*, above.

STARTING LINEUP

Go to the Team Roster screen to set your lineup.

The starting position players, pitcher, and (if applicable) DH appear on this screen.

- ◆ To toggle between historic and series statistics, press **C**.
- ◆ To scroll through player stats, D-Pad $\leftarrow\rightarrow$.

To make a substitution:

1. D-Pad \updownarrow to highlight a position, then press **A**.
2. Press **A** again.
3. Highlight a bench player from the list that appears, then press **A** to insert that player into the lineup (**C** to cancel).

To exchange two players' defensive positions:

1. Highlight a position, press **A**, then press **B**.
2. Highlight a second player, then press **A** to switch the two players (**C** to cancel).

To exchange the batting order of 2 players:

1. Highlight a position, press **A**, then press **C**.
 2. Highlight a second player, then press **A** to switch the batting order of the two players (**C** to cancel).
- ◆ To accept the changes and continue, press **START**. (To cancel and go back, press **B**.)

NOTE: To change the batting position of the DH, change the pitcher's batting position.

GAME OPTIONS

Go to Select Settings screen to set game options. See *Options Select Settings Screen* on p. 35.

GENERAL MANAGER

Go to the General Manager screen. See *General Manager Screen* on p. 10.

QUIT GAME

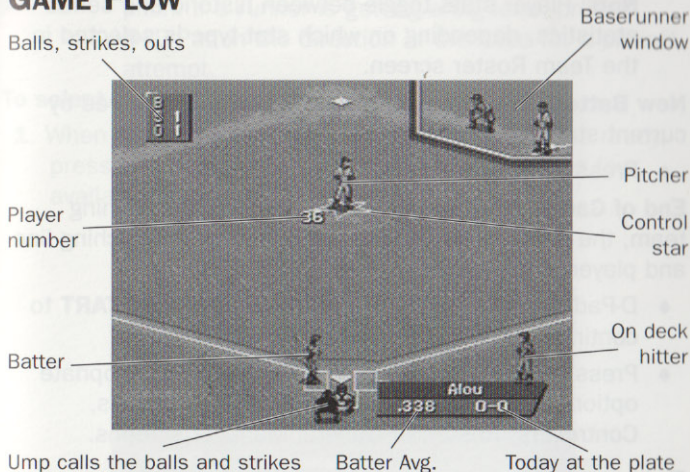
- ◆ To exit the game, highlight this option and press **C**.
- ◆ At the QUIT? prompt, D-Pad ↑ to highlight **NO** (return to Pregame menu) or **YES** (quit game).
- ◆ Press **C** to activate the desired option.

Top of the First

Hey, the game's started! See *On the Diamond*, below, for gameplay instructions.

**On the Diamond**

Enough about menus and options—let's get to the real ball game.

GAME FLOW

- You control the player over the star. Depending on which controller you're using, the star has a different color:

Player 1	Yellow star
Player 2	Red star
Player 3	Blue star
Player 4	Purple star

Start of Inning: An updated line score appears, followed by an overlay of the first three hitters due up, and then statistics for the first batter (today's hits/plate appearances, batting average, RBI, HR, and slugging percentage).

- ◆ Press **A**, **B**, or **C** to clear each overlay and continue.

NOTE: Player stats toggle between historic and series statistics, depending on which stat type is selected in the Team Roster screen.

New Batter: An updated line score overlay is followed by current stats for the hitter.

- ◆ Press **A**, **B**, or **C** to clear each overlay.

End of Game: After a victory celebration by the winning team, the game score appears, followed by the pitching line and player of the game.

- ◆ D-Pad \updownarrow to scroll through the screens; press **START** to continue. The Endgame menu appears.
- ◆ Press **START** to continue, or highlight the appropriate option and press **C** to go to the Game Statistics, Controllers, Roster, or General Manager screens.

DEFENSE

On the Mound

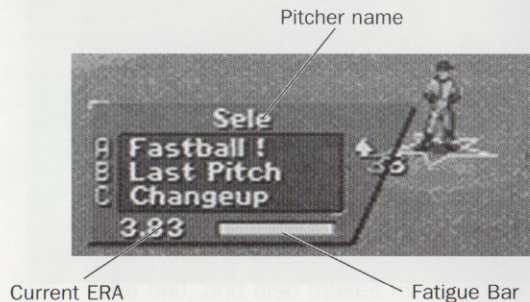
Short of doctoring the baseball, *Triple Play Baseball '96* gives you every option available to a major league pitcher. If you just want to throw fastballs and change-ups, you can press a button before the pitch. If you want something more elaborate (a brushback pitch, perhaps?), you can select from 12 options using the pitch selection menus.

Throw a fastball	A
Try to pick off baserunner	B +D-Pad to select base
Pitchout/throw home	B +D-Pad \downarrow
Throw a change-up	C

EA TIP Keep an eye on any baserunners before the pitch. If a runner is getting a big lead, press **B**+D-Pad in the direction of the base for a pickoff attempt.

To select a pitch before the windup:

1. When the batter has stepped into the box and is ready, press and hold the D-Pad to bring up one of the four available pitch selection menus:



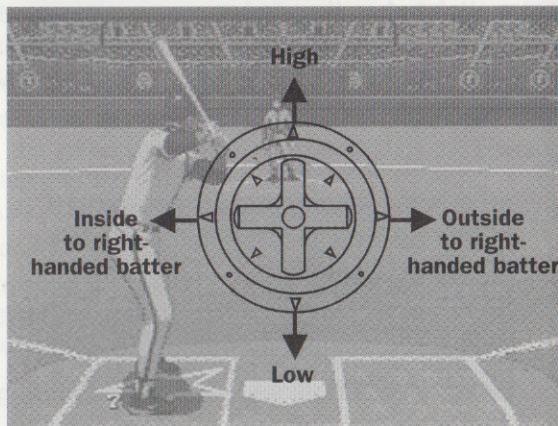
PITCH MENUS	A	B	C
D-Pad \uparrow	Fastball	Last pitch	Change-up
D-Pad \rightarrow	Screwball	Bean Ball	Splitfinger
D-Pad \downarrow	Sinker	Int. walk	Knuckle
D-Pad \leftarrow	Slider	Brushback	Curve

2. Press **A**, **B**, or **C** to select the appropriate pitch from the menu. The pitcher begins his windup.

EA TIP The pitcher's 'specialty' pitches have one or more exclamation points after them. The more exclamation points, the better he throws the pitch.

To select pitch location during windup:

- ◆ D-Pad in the direction you want to pitch:



EA TIP As the pitcher's Fatigue Bar goes down, so does his performance. Keep an eye on the bar throughout the game, and be ready to bring in a new pitcher when the bar gets below half full. If the bar turns red, your pitcher is injured—replace him immediately!

In the Field

Sure, you can sit back and let your fielders mosey after the ball, but if you want the best defense, you need to take control.

Fielding the ball

Move toward ball slowly	No button
Move toward ball at normal speed	D-Pad toward ball
Run with ball in any direction	B +D-Pad
Aggressive catch/dive	A
Switch to player nearest ball	B
Conservative catch/Speed burst	C

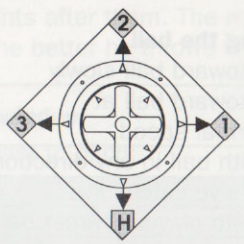
When a fly ball is hit, a cross appears where the ball will land. If you don't press the D-Pad, the fielder will move slowly toward the ball. If you press the D-Pad in the direction of the cross, the player runs at normal speed.

EA TIP Here's the easy way to get to the ball: Press **B** until the fielder who has the best chance of catching the ball is highlighted with a star. Then hold down **C**—this makes him run faster toward the ball, and also makes him automatically throw to the default base.

EA TIP When you press **A**, you have a better chance of reaching a difficult ball, but also a greater chance of making a costly error.

Throwing the ball

Hold ball	No button
Select base to throw to	D-Pad:



Aggressive throw	A
Switch to player with ball	B
Run with the ball	B+D-Pad
Conservative throw	C

EA TIP If you're not sure which base to throw to, press **A** or **C** without pressing the D-Pad. The ball is thrown to the cutoff man or the base with the closest runner. When there are no runners in motion, the ball is thrown to the pitcher.

EA TIP Make a conservative throw whenever possible—aggressive throws that get by a baseman can really hurt you.

OFFENSE

At the Plate

Before the Pitch

Select stance before pitch (Open, Normal, or Closed)	D-Pad ↔
Warm up swing	A/C
Switch to baserunner (if runner on base)	B

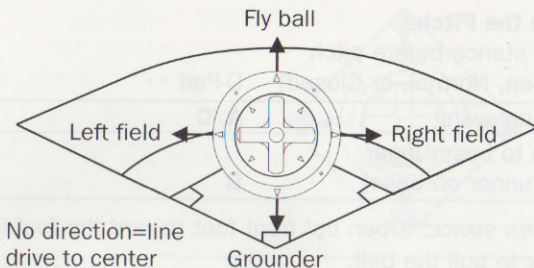
- OPEN STANCE:** 'Open up' front foot toward the foul line to try to pull the ball.
- NORMAL STANCE:** Align front foot toward the pitcher's mound to hit the ball where it's pitched—you'll tend to hit an outside pitch to the opposite field and pull an inside pitch. This is the best stance for most circumstances.
- CLOSED STANCE:** 'Close off' stance by turning front foot toward the plate to try to hit the ball to the opposite field. This stance is useful for a right-handed hitter trying to advance a runner.

Hitting the Ball

Take pitch	No button
Aggressive power swing	A
Bunt	B
Controlled swing	C

To aim hit during swing:

- ◆ D-Pad in the direction you want the ball to go:



- The direction the ball is hit is determined by four factors:

BATTING STANCE—open stance tends to pull the ball; closed stance tends to push the ball to the opposite field.

PITCH LOCATION—an inside pitch causes the ball to be pulled; an outside pitch tends to go to the opposite field.

D-PAD AIM—the direction the batter aims toward using the D-Pad. This has less of an effect than the batter's stance.

SWING TIMING—an early swing pulls the ball; a late swing directs the ball to opposite field.

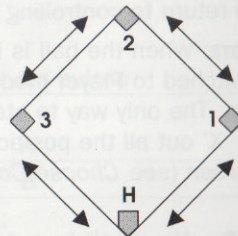
EA TIP Your Stance and Aim work together—i.e., with an Open stance, aiming to pull the ball will result in an exaggerated pull (and perhaps a foul ball).

On the Basepaths**On Base/Leading Off**

Stand still	No button
Go back to base (tag up)	A/C
Switch to another player	B
Run forward/back	D-Pad in the direction of the base you want to run to

Between Bases

Head-first slide	Hold A
Switch to another player	B
Feet-first slide	Hold C
Run forward/back	D-Pad in the direction of base:



- After the ball is hit, you control the batter. To switch to the lead baserunner (if other than the batter), press **B**.
- Players slide only if they're near a base and there is a possible play.

- Any baserunners not visible on the main game screen are displayed in windows in the corner of the screen before the ball is pitched.
- When the ball is in play, a representation of the field appears in the lower right of the screen:
RED square: Fielder WHITE dot: Ball
YELLOW square: Offensive player
- After a home run, the runners automatically circle the bases.

MANAGER MODE

If you'd rather coach from the dugout than get sweaty on the field, you can press **B+START** at any time to switch from Player mode to Manager mode.

- ◆ To return to controlling a player, press **B**.

NOTE: When the ball is in play, you are automatically switched to Player mode, even if you don't press a button. The only way to stay in Manager mode full time is to 'X' out all the positions in the Choose Controller screen (see *Choose Controller Screen* on p. 17).

EA TIP You don't have to Manage full time. You can quickly switch between Manager and Player mode to set the outfield and then throw a pitch, call for a hit and run and then swing at the pitch, etc.

EA TIP Computer-controlled players follow the orders of the Manager to the best of their abilities, but human-controlled players aren't affected by your commands.

Manager Options on Defense

Let the computer control

players and strategy	No button
Control a player	B
Bring up Defensive Manager menu	Press and hold D-Pad
Select option from menu	A, B, or C (see below)

DEF. MENUS	A	B	C
D-Pad ↑	Outfield out	Infield out	Double play
D-Pad →	Outfield right	Infield right	Guard lines
D-Pad ↓	Outfield in	Infield in	Prepare for bunt
D-Pad ←	Outfield left	Infield left	Infield normal

NOTE: Defensive positioning returns to the default setting after each pitch.

Manager Options on Offense

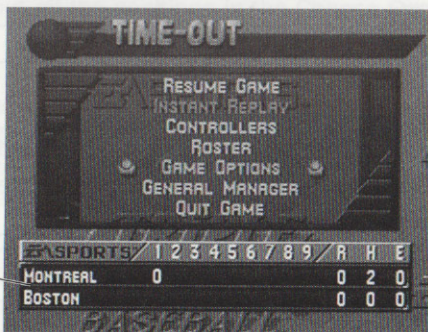
Sit back and watch	No button
Call for Aggressive baserunning; steal if possible	A
Control a player	B
Call for Conservative baserunning; don't steal unless it's safe	C
Bring up Offensive Manager menu	Press and hold D-Pad
Select option from menu	A, B, or C (see below)

Off. MENUS	A	B	C
D-Pad ↑	Long ball	Line drive	Grounder
D-Pad →	Base-running style ①	Draw walk	Hit and Run
D-Pad ↓	Steal home	Steal third	Steal Second
D-Pad ←	Long bunt	Medium bunt	Short bunt

- ① The current baserunning setting is displayed (Aggressive/Normal/Conservative). To cycle through the choices, press **A**. Note that the baserunning style returns to Normal each time a new batter steps to the plate.
- ❑ Unavailable options are dimmed. For example, if no runners are on base, all the steal options are dimmed.

TIME-OUT

You can call a time-out at any time by pressing **START**. The Time-Out menu lets you view instant replays or access various options menus.

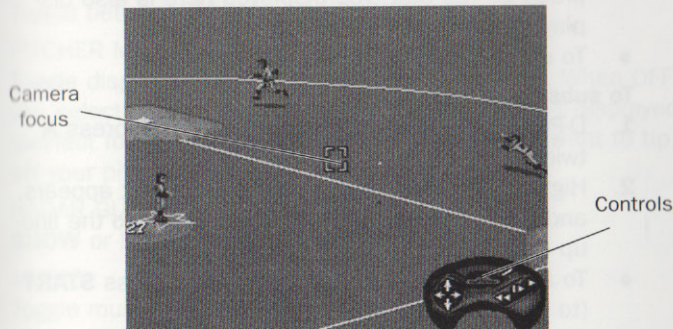


RESUME GAME

Highlight this option and press **C** (or simply press **START**) to return to the game.

INSTANT REPLAY

Go to Instant Replay screen:



Return to Time-Out menu	START
Move camera focus	D-Pad
Rewind	Hold A
Frame advance	B
Play forward	C

- ❑ When you press the D-Pad, the camera focus box appears. When the focus is over a player, it turns into a cross, and the camera follows the player as he moves.

CONTROLLERS

Go to Choose Controller screen to set up player control. See *Choose Controller Screen* on p. 17.

ROSTER

Go to Team Roster screen to substitute players. The starting position players, pitcher, and (if applicable) DH appear on this screen.

- ◆ To toggle between historic and series statistics, press **C**. The stat type displayed here is also displayed during gameplay stat overlays.
- ◆ To scroll through player stats, D-Pad ↔.

To substitute for a player:

1. D-Pad ↓ to highlight a position, and then press **A** twice.
 2. Highlight a bench player from the list that appears, and then press **A** to insert that player into the lineup (**C** to cancel).
- ◆ To accept the changes and continue, press **START** (to cancel, press **B**).

GAME OPTIONS

Go to Options Select Settings menu. See *Options Select Settings Screen*, below.

GENERAL MANAGER

Go to General Manager screen for the team that you control. Not all options are available in all modes (dimmed options are unavailable). See *General Manager Screen* on p. 10.

QUIT GAME

Quit current game. At the QUIT? prompt, highlight **NO** (return to Time-Out menu) or YES (quit game) and press **C**.

Options Select Settings Screen

From this menu, you can select display and sound options.

- ◆ To accept your selections and return to the Time-Out menu, press **START** (to cancel and go back, press **B**).

BATTER VIEW

Toggle between **ZOOM** and NORMAL batter view.

PITCHER MENU

Toggle display of pitch selection menus **ON/OFF**. When OFF, you select pitches normally, but the menus aren't displayed (perfect for a multiplayer game where you don't want to tip off your pitches).

RADAR GUN

SHOW or HIDE radar gun pitch MPH display.

MUSIC

Toggle music in the menu screens **ON/OFF**.

ORGAN

Toggle ballpark organ ditties **ON/OFF**.

SOUND

Toggle sound effects **ON/OFF**.

LENGTH, DH RULE, and FIELD

These options, all of which are set from the pregame Select Settings screen, are dimmed and unavailable after the game starts.

Season Play

To start a new Season:

- ◆ Highlight SEASON from the Game Setup menu and press **C**. The Season Select Teams screen appears (see below).
- ☐ You can save only one series at a time. If there is a Season, Playoff, or Championship series currently in progress, you are asked if you want to erase the saved series or not. To erase the series and continue, highlight YES (**NO** to return to Game Setup menu) and press **C**.

To resume a saved Season:

- ◆ Highlight RESUME SEASON from the Game Setup menu and press **C**. You return to the Season Select Settings screen (see below) for the current day of the season.

SEASON SELECT TEAMS SCREEN

Use this screen to select up to four teams that you control throughout the season.

- ◆ To scroll through the teams, D-Pad \leftrightarrow .
- ◆ To select a rating category to sort teams by, D-Pad \updownarrow . When a category is selected, teams are sorted by their ranking in that statistic rather than alphabetically.
- ◆ To add the selected team to the list of teams that you control, press **C**.
- ◆ To delete a team from the list, press **A**. The last team selected is deleted from the list.

- ◆ To accept your selections and continue, press **START** (to cancel and go back, press **B**). The Season Select Settings screen appears.

SEASON SELECT SETTINGS SCREEN

Most options on this screen are identical to those in the *Exhibition Select Settings Screen* (p. 16). The unique options are listed below.

SEASON

Set the Season length to 26, 52, 104, **144**, or 162 games.

MAX INJURY

When set to **NORMAL**, players may be injured for up to two weeks. If you wish to further limit the maximum time a player may miss, you can set it to 1, 3, or 7 DAYS.

START PLAY

Set the date you wish to start playing games. If you select a date after the first day of the season (**APR 25** for a 144 game season), all games from the start of the season to the date you pick are simulated by the computer.

- ◆ To accept your selections and continue, press **START** (to cancel and go back, press **B**). The Today's Games screen appears.

TODAY'S GAMES

This screen lists the games to be played for the current day. By default, games involving a human-controlled team have a ✓ to indicate that they are played; other games have an X to indicate that they will be simulated.

- ◆ To toggle a game between YOU PLAY or COMPUTER PLAYS, D-Pad ↓ to highlight the game and press **A**.
- ◆ To toggle between the two leagues, press **C**.
- ◆ To accept the settings and proceed to the next game to play, press **START** (to cancel and go back, press **B**). All X-marked games are simulated, and then the Choose Controller screen appears.
- Playing a League game is just like playing an Exhibition game. See *Choose Controller Screen* on p. 17 for instructions on starting a game from this point forward.

Season Standings Screen

After the Endgame menu, you return to the Season Standings screen.

- ◆ To scroll through the standings for the East, Central, and West divisions, D-Pad ↓.
- ◆ To toggle the standings between the two leagues, press **C**.
- ◆ To go to the League Leaders screen, press **A**.
- ◆ To proceed to the next game, press **START**.

League Leaders Screen

When you access this screen, there is a brief delay while the computer sorts the statistics.

- ◆ To cycle through the statistical categories, D-Pad ↔ or press **A**. Ten leaders are listed for each category (home runs, RBI, steals, batting avg., slugging pct., ERA, and pitcher winning pct.).
- ◆ To return to the Season Standings screen, press **B** or **START**.

Middle of the season

At the midpoint of the season, the computer selects stars from the two leagues to participate in the Allstars game. If you've played well, a player or two from your team may be selected for the Allstar squad. Even if none of your players made it, you can still control the league of your choice—or you can rest up your thumbs for the stretch drive.

End of the Season

After the last game of the season, the Playoff Select Settings menu appears. See *Playoff Series* on p. 40.

- If any divisions are tied at the end of the season, a tie breaker game is held to determine the division winner.

NOTE: At the end of the season you are prompted to erase or save your season stats before entering the playoffs. If you select YES, all player stats are reset to zero. If you select NO, your season stats continue to accumulate.

Allstars Game

The Allstars exhibition game gives you a chance to pit the stars of the two leagues against each other. The teams are based on last year's star performers.

TO START AN ALLSTARS GAME:

- ◆ Highlight ALLSTARS GAME from the Game Setup menu and press **C**. The Select Settings screen appears.
- Proceed through the Select Settings, Choose Controller, and Pregame screens as you would any other game—but remember, you're playing for the pride of your favorite league, so play like an Allstar!

Playoff Series

A Playoff series pits the winners of each of the three divisions plus a wild card team (the team with the best record that didn't win a division) in a four team tournament for each league.

To start a new Playoff:

- ◆ Highlight **PLAYOFF** from the Game Setup menu and press **C**. The Playoff Select Teams screen appears (see below).
- ☐ If there is a saved series, you are asked if you want to erase the saved series or not. To erase the series and continue, highlight **YES** (**NO** to return to Game Setup menu) and press **C**.

To resume a saved Season Playoff:

- ◆ Highlight **RESUME PLAYOFF** from the Game Setup menu and press **C**.

Playoff Select Teams Screen

The Playoff Select Teams screen works exactly like the *Season Select Teams Screen* (p. 36). You can select up to four teams to control through the Playoffs. Additional Playoff teams are selected by the computer to make a total of eight teams (four for each league).

- ◆ To scroll through the teams, D-Pad \leftrightarrow .
- ◆ To add the selected team to the list of teams that you control, press **C**.
- ◆ To delete a team from the list, press **A**. The last team selected is deleted from the list.

- ◆ To accept your selections and continue, press **START** (to cancel and go back, press **B**). The Playoff Select Settings screen appears.

Playoff Select Settings Screen

Most options on this screen are identical to those in the *Exhibition Select Settings Screen* (p. 16). The unique options are listed below.

PLAYOFF

Set the Playoff series length to **BEST OF 1, 3, 5, or 7** games.

MAX INJURY

When set to **NORMAL**, players may be injured for up to two weeks. If you wish to further limit the maximum time a player may miss, you can set it to **1, 3, or 7 DAYS**.

- ◆ To accept your selections and continue, press **START** (to cancel and go back, press **B**). The Playoff Games screen appears.

Playoff Games Screen

- ◆ To toggle the highlighted game between human and computer control, press **A**.
- ◆ To go to the next human-controlled game, press **START**. The Choose Controller screen appears.
- ☐ Playing a Playoff game is just like playing an Exhibition game. See *Choose Controller Screen* on p. 17 for instructions on starting a game from this point forward.

Playoff Tree

After a Playoff game, the Playoff Tree displays the postseason teams in tournament bracket format.

- ◆ To scroll the tree left/right, D-Pad \leftrightarrow .
- ◆ To go to the League Leaders screen (see p. 38), press **A**.
- ◆ To go to the next game, press **START**.



Championship Series

The Championship series matches up the two winners of the Playoffs for all the marbles.

To start a new Championship:

- ◆ Highlight CHAMPIONSHIP from the Game Setup menu and press **C**. The Championship Select Teams screen appears (see below).
- If there is a saved series, you are asked if you want to erase the saved series or not. To erase the series and continue, highlight YES (**NO** to return to Game Setup menu) and press **C**.

To resume a saved Season Championship:

- ◆ Highlight RESUME CHAMPIONSHIP from the Game Setup menu and press **C**. You return to the next unplayed game in the series.

Championship Select Teams Screen

Select the two teams that will compete in the fall classic.

- ◆ To cycle through the teams, D-Pad \leftrightarrow .
- ◆ To toggle between the two teams, press **C**.
- ◆ To continue, press **START** (to cancel and go back, press **B**). The Championship Select Settings screen appears.

Championship Select Settings Screen

Set the length of the Championship series, game length, DH, and injury options in the same manner as the Playoff Select Settings screen.

- ◆ To continue, press **START** (to cancel and go back, press **B**). The Championship screen appears.
- ◆ To go to the next game from the Championship screen (which lists the current series standings), press **START**.
- Playing a Championship game is just like playing an Exhibition game. See *Choose Controller Screen* on p. 17 for instructions on starting a game from this point forward.

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