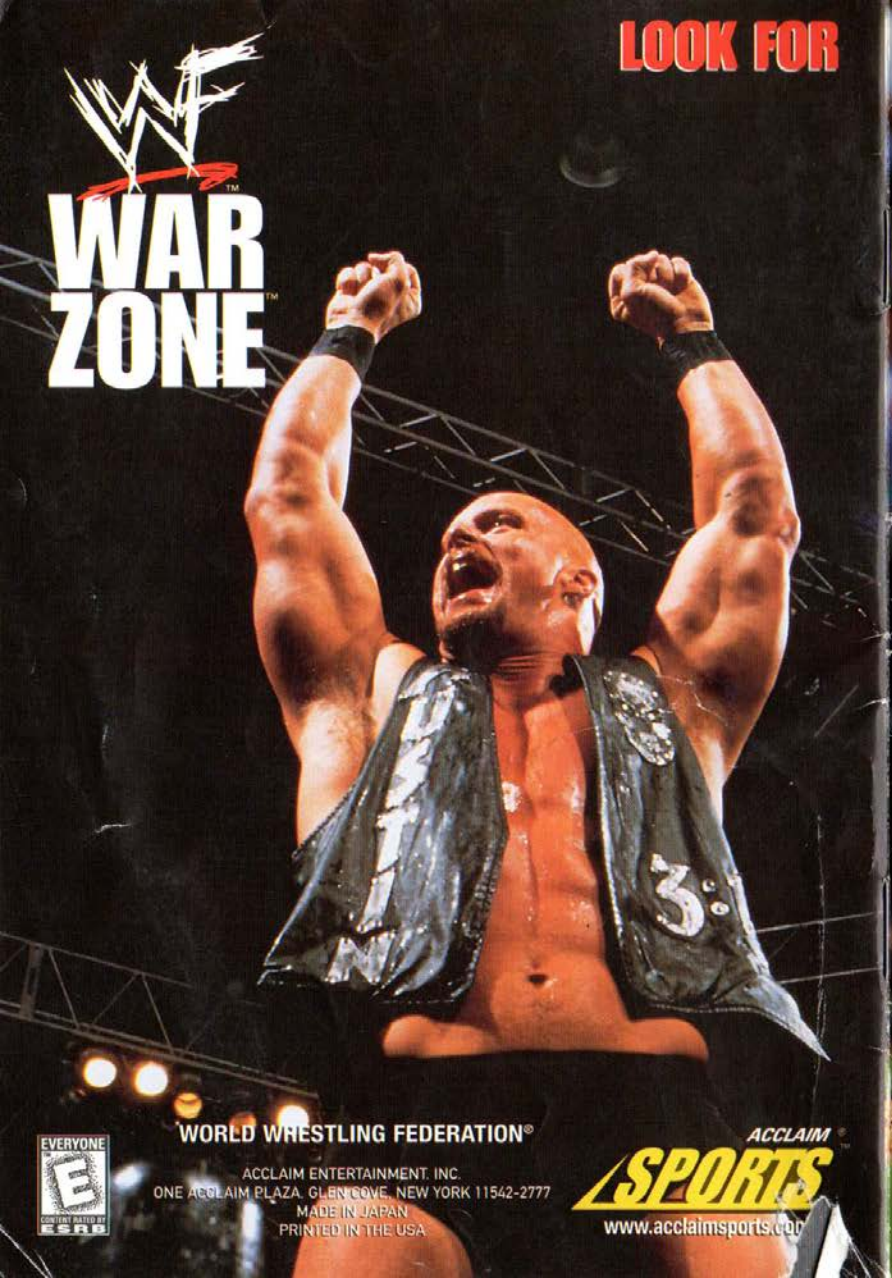
LOOK FOR

WWF WAR ZONE™



WORLD WRESTLING FEDERATION®

ACCLAIM ENTERTAINMENT, INC.
ONE ACCLAIM PLAZA, GLEN COVE, NEW YORK 11542-2777
MADE IN JAPAN
PRINTED IN THE USA

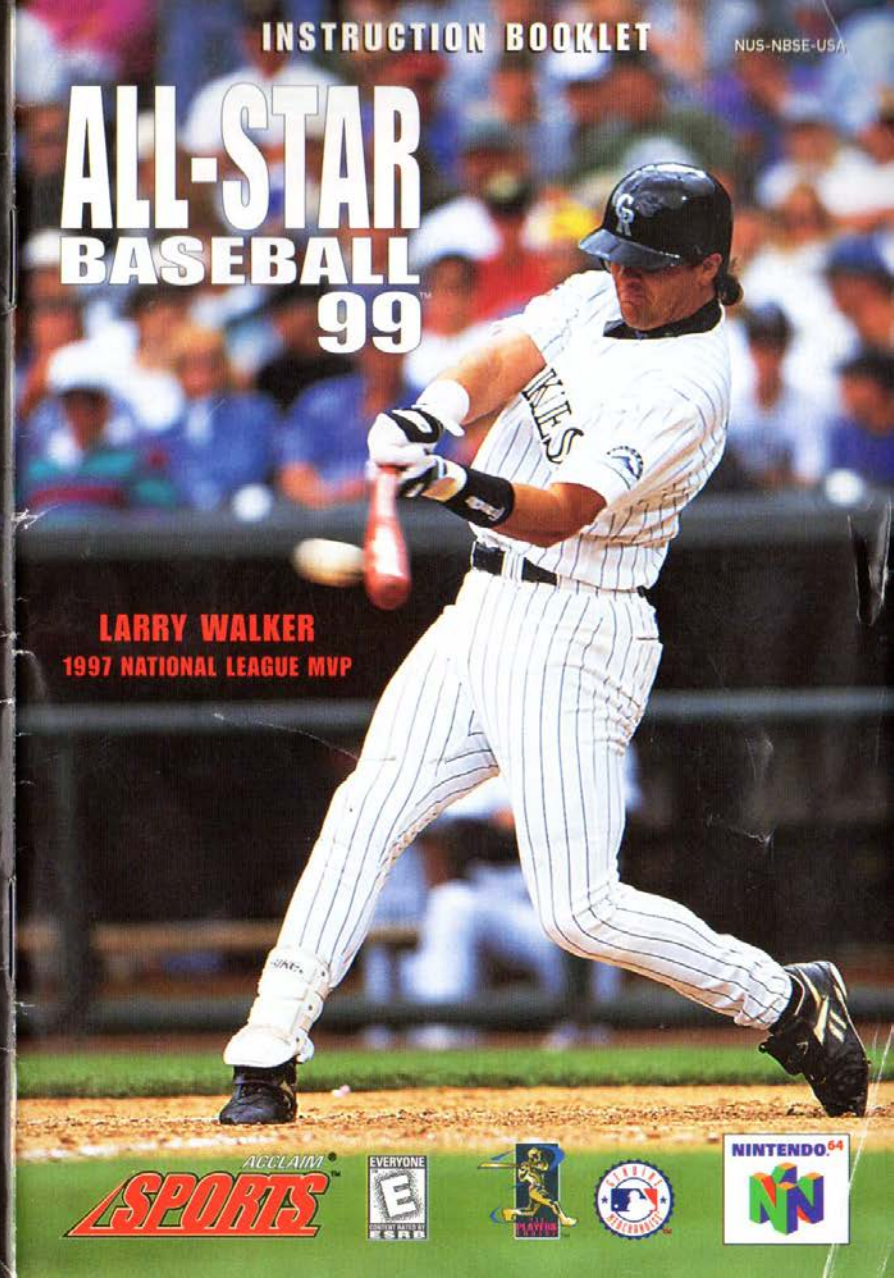
ACCLAIM SPORTS
www.acclaimsports.com

EVERYONE E CONTENT RATED BY ESRB

INSTRUCTION BOOKLET

NUS-NBSE-USA

ALL-STAR BASEBALL 99™



LARRY WALKER
1997 NATIONAL LEAGUE MVP

ACCLAIM SPORTS

EVERYONE E CONTENT RATED BY ESRB

NINTENDO 64

WARNINGS AND CONSUMER INFORMATION

WARNING:PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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.

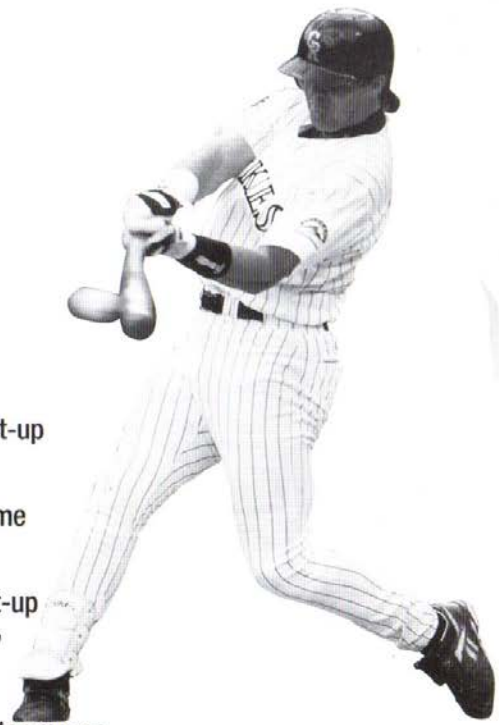
THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



LICENSED BY NINTENDO
NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND
THE 3-D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
©1996 NINTENDO OF AMERICA INC.

TABLE OF CONTENTS

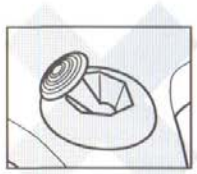
2 Loading
3 Introduction
4 Control
5 At Bat
6 On the Basepath
7 On the Mound
7 In the Field
8 Options
11 Exhibition
14 Season
15 New Season set-up
17 Spring Training
17 The All-Star game
18 Playoffs
18 New Playoff set-up
19 Home Run Derby™
20 General Manager
20 Player Trades/Roster moves
22 Creating Players
23 Saving/Loading



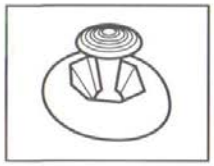
CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

LOADING

1. Make sure the power is OFF on your Nintendo® 64 Control Deck.
2. Insert your ALL STAR BASEBALL '99™ Nintendo® 64 Game Pak into the Control Deck as described in the instruction manual.
3. Insert Controller into socket 1.

Note: This game is for up to 4 players. Each must insert a controller into a socket at this time. You must have a Controller in socket 1.

4. If you wish to save game data, insert a Nintendo Controller Pak (sold separately).
5. Slide the power switch to ON (important: make sure not to touch the Control Stick when doing so).

This game is compatible with the Controller Pak and Rumble Pak accessories. Before using the accessories, please read the Controller Pak and Rumble Pak accessory instruction booklets carefully. Follow on-screen instructions to determine when you should insert or remove the Controller Pak and Rumble Pak accessories.

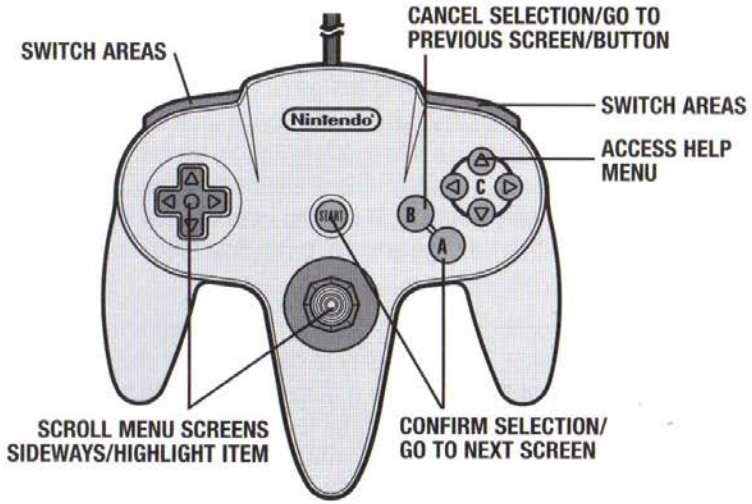
INTRODUCTION

Welcome to All Star Baseball '99™. I'm really happy to have a part in bringing you this game, because it is as close to the excitement of being on the field as you can get. The stadiums are incredible looking, and with the great play-by-play announcing, it's hard to believe you're not on the diamond. Especially when you see your favorite players in their actual batting stances!

This game is satisfying, because it has all the realistic features a big league player appreciates. The gameplay is crisp and the stats are all there. I can be a General Manager and a player and play all kinds of modes, from a Quick-Play Exhibition game to a full 162 game MLB Season, complete with the Interleague rivalries that are such an exciting part of the game. The All- Star Game is always a thrilling mid-season match-up, and the Home Run Derby™ is great fun, too. Getting to the Playoffs is tough in the majors, but it's easy in All-Star '99—just select it! Of course, one of my favorite features is the Create A Player mode, where you can create a seven foot Forkballing Frankenstein or a stocky little fireplug with plenty of home run power. You've got so much gameplay here, I hope you don't forget to get to the ballpark! See you on base!



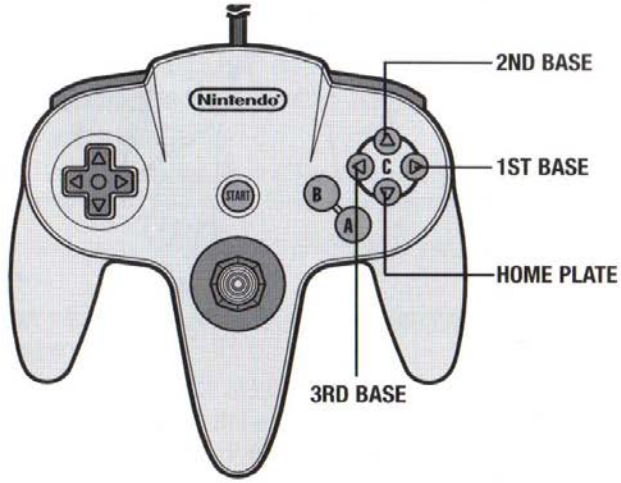
Menu Navigation:



DEFAULT CONTROLS

Diamond Controls

The C Buttons match the bases: Down is Home, Right is 1st, Up is 2nd, Left is 3rd.



At Bat

During Pitch selection:

There's plenty a batter can do while the pitcher selects his pitch.



CONTROLS	AT BAT
A BUTTON	Practice Swing
B BUTTON	Toggle POWER/ CONTACT swing
C BUTTON (L or Z BUTTON + C BUTTON in Arcade Mode)	Guess Pitch Type



During Windup:

CONTROL PAD	Move Batter's Target
A BUTTON	Swing
B BUTTON	Toggle POWER/CONTACT swing
C ▼ BUTTON	Bunt
Hold C ▼ and press C ◀	Increase bunt power
Hold C ▼ BUTTON and press A BUTTON	Bunt & Slash (Must be bunting 1st)
L or Z BUTTON (Hold to steal)	Leading Off (all runners)

R BUTTON	Return to Base (all runners)
Press the C BUTTON for the base the runner is on + the Z or L BUTTON Ex. C ▲ BUTTON + L BUTTON	Stealing To have a runner on 2nd base steal 3rd

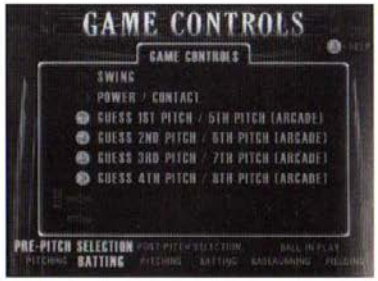
After Pitch is released:

Batting, leading, and stealing controls are the same as above.

CONTROLS	ON THE BASEPATHS
A BUTTON	Slide
L or Z + R BUTTONS simultaneously	Hesitate (all runners)
Press the C BUTTON for the base the runner is on + the L or Z BUTTON to advance. Press the R BUTTON to return.	Advancing/Returning a base
C ▶ BUTTON + L or Z BUTTON (Note: To make the runner hesitate, press again)	Ex. To have a runner on 1st base run to 2nd

Advancing/returning all runners:

L or Z BUTTON	advances
R BUTTON	returns



In The Field

CONTROL	ON THE MOUND	FIELDING
C BUTTONS (Simulation mode)	Selecting your Pitch	
R BUTTON	Toggle Pitch Aid ON after pitch selection	
L or Z+ C BUTTONS pitches (Arcade mode)	Select additional	
CONTROL PAD	Aiming the Pitch (before releasing the pitch)	Make your play on the run
A BUTTON	Delivering the Pitch	Diving Catch
B BUTTON	Pitch out	Jump Catch
C BUTTONS	Holding a runner (pick off throw to base from pitcher OR catcher)	
L or Z BUTTON + desired C BUTTON	For a more aggressive throw	
C ▼		Sliding catch
A BUTTON + UP or DOWN (cycle positions: Move out, Move in, Bunt and Double Play)		Shift Infield
B BUTTON + UP or DOWN (cycle positions: Normal, Deep, Guard Lines, Shift Left, Shift Right) Control Pad/ Control Stick		Shift Outfield Move in direction *Note: The amount you move the Control Stick determines how fast your fielder moves: a little bit = jog, a lot = run.*

Throwing the ball to a base:

Press the desired Base Direction control (C BUTTONS).

Note: If you press this control before the ball has been caught, the player will throw to the base when/if the catch is made.

To put a little pepper on your throw, press the L or Z BUTTON at the same time.

STARTING OUT



At the Title Screen, you will see two choices:

Start: This will bring you to the Main Setup Screen.

Quickplay: Jump right into Exhibition action, leaving the who, when and where to the computer!

MAIN SETUP SCREEN

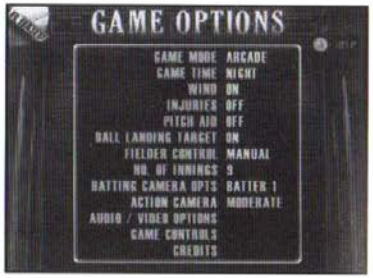


Once you select START, you will see the Setup menu. Details on each item appear in the related section.

MLB PLAY

This is where you elect to play an Exhibition Game, or start a New Season or New Playoffs. To continue a previously saved Season or Playoff game, select SAVE/LOAD on the MAIN SETUP SCREEN.

OPTIONS



Game mode: Choose between Simulation Mode (deliberate pace, you control more game elements) or Arcade Mode (fast-paced, fewer elements to control).

Game Time: Choose a night, day or twilight starting time.

Wind: Play with wind ON or OFF.

Injuries: Choose to play with injuries OFF, for 1 Game only, in Season mode only or Variable. When the option is set to Variable, the length of time a player is out with an injury depends on the number of "injury points" he has accumulated. (See Injuries for more details.)

Pitch Aid: The Pitch Aid is a small white circle icon which shows where the pitch is being aimed. Toggle the Pitch Aid ON and OFF. Note: after pitch selection, you can press the R BUTTON to toggle the target on and off.

Ball Landing Target: The target indicates where a ball will land. Toggle the on-field indicator ON or OFF.

Fielder Control: Choose between Manual (you control ALL fielding), Assist (CPU gets fielders running the right way, player must catch and throw the ball), and Auto (CPU fields the ball, player controls the throw).

Number of Innings: Choose between 1 and 9 innings (no extra innings here!). Note that in Season mode, the number of innings set applies to ALL SEASON GAMES. You cannot change the setting during a season.

Batting Camera Options: Choose which point of many views you wish to have of the plate, including a view from the mound.

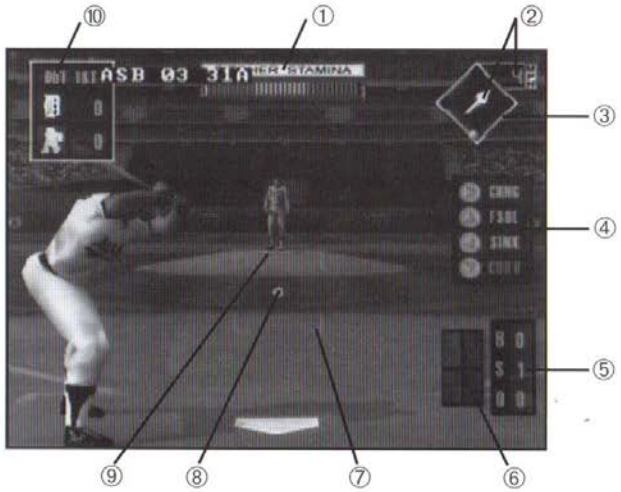
Action Camera: Choose which angle you want to view the field action from.

Audio/Video Options: Select this option to adjust (center) the game display for your monitor. Select this option to adjust Music, Sfx, Crowd and Play by Play volumes.

Game Controls: Select Game Controls to view comprehensive in-game controls. A Game Controls screen will appear with the controls for a game situation highlighted at the bottom of the screen. Press the ← or → BUTTON to scroll through the various game situations.

Note: Many options are available during a game. Press the START BUTTON to stop the action and see the Pause Options.

GAME DISPLAY



① **Pitcher Stamina:** This meter shows how much energy the pitcher has. When the green is gone, your pitcher's getting tired.

② **Wind Speed/Direction:** The arrow shows the wind direction, while the figure in the box displays the wind speed in MPH.

③ **Field Radar:** Balls indicate the position of offensive players.

④ **Pitch Selection:** The four specialty pitches a given hurler throws are shown opposite the batter. The pitcher's best pitch is highlighted in blue. Press the control for the desired pitch, then press the A BUTTON to throw the pitch.

⑤ **Count:** Current number of Balls, Strikes and Outs.

⑥ **Batter's Hot and Cold Zones:** A batter's hot zones appear red, his cold zones appear blue.

⑦ **Strike Zone:** This box is initially green, and will turn red when a pitch is aimed outside it. Note that a curve ball may initially display as red, but change to green as the ball veers into the strike zone.

⑧ **Pitch Aid:** Shows where the pitch is aimed.

⑨ **Batting Target:** When at bat, move this target to aim your swing.

⑩ **Score:** The current inning and each team's score.

EXHIBITION PLAY

Up to 4 players can join in a one game Exhibition match. Players can play against each other, or against the computer.

After selecting this mode, you will come to the Team Select screen.

Home teams appear on the right, visitors on the left. All teams are rated in several crucial categories using their actual team statistics. These attributes appear below each team logo for easy comparison.

Selecting a team

- L or R BUTTON: Move between two team areas.
- ← or → on the Control Pad/Stick: Move between teams within the currently highlighted areas.
- ↑ or ↓ on the Control Pad/Stick: Move between team attributes for the currently highlighted team.
- Press A to select/confirm highlighted team.

Once a team is selected, you will come to the Pre-Game Options screen. To begin play, highlight Play Ball and press the A BUTTON.

Stadium Select

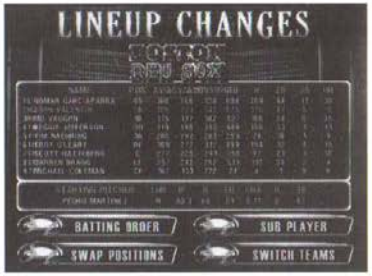
Choose which stadium you wish to play in. The Home Team's real-life stadium is the default, but if you want the Cubs to play a home game in the Astrodome, by gad, they'll do it!

- Press ↑ or ↓ on the Control Pad/Stick to scroll to a Team's stadium.
- Press C ▼ to zoom in for a full-screen stadium view.
- Press the A BUTTON to confirm/select the current Stadium.

Lineup Changes

If you wish to make changes to your lineup before a game begins, this is the place. This option is available in Exhibition, Season and Playoff modes. Starting lineups for the selected teams are provided, either defaults or ones previously changed in General Manager Mode. Lineups reset to default settings after the game. Permanent lineup changes can be made in General Manager mode.

- Press ←, →, ↑ or ↓ on Control Pad/Stick to highlight a Lineup Change option, and the A BUTTON to select it.



Change Batting Order: Only changes the order the current lineup bats in. Batting order CANNOT be switched once a game has started.

- Press ↑ or ↓ on the Control Pad/Stick to highlight a batter.
- Press ← or → on Control Pad/Stick to view player stats.
- Press the A BUTTON to select him.
- Repeat the process to select the batter to switch spots in the order with.
- Press the A BUTTON to make the switch. Repeat until satisfied with your order.
- Press C ▼ BUTTON to cancel change.
- Press B BUTTON to return to options.

Substitute Player: Bring in a different player (from the current lineup or off the bench) to take a player's current place in the lineup, including field position and batting order. Players substituted for will appear in the bullpen or on the bench, and remain available for play. Players substituted for during a game are out of play (ineligible).

- Press ↑ or ↓ on the Control Pad/Stick to highlight a player. Press the A BUTTON to select him.
- Repeat the process to select the player you wish to substitute for him.
- Press the A BUTTON to make the switch. Repeat until satisfied with your lineup.

Swap Positions: Use this option to swap player positions (i.e., have the shortstop play second base). Note that you cannot include a pitcher in a position swap. Players keep their current position in the batting order.

- Controls are similar to those for Change Batting Order or Substitute Player.

Switch Teams: Use this option to work your magic on the opposing team.

Options

(Please see options on page 16)

Controller Setup

After selecting Play Ball in Exhibition, Season or Playoffs, you will come to the Controller Setup screen. A controller will appear in the center (non-playing) position, one for each controller plugged in.

- Press ← or → on Control Pad/Stick to move your Controller under the logo of the team you wish to play on. If they wish to, all the players may play on the same team. The computer will control the opposing team.
- Press ↑ or ↓ on the Control Pad/Stick to toggle control skill level for each player between Rookie, Veteran, and All-Star skill levels.

Note: Selecting Manager disables on-field control. (You will be able to make substitutions and to control offensive and defensive strategies.)

- When all players who wish to have chosen a team and skill level, PRESS THE START BUTTON.

Offensive/Defensive Control

Once you have chosen a team to play on, you can select which players on that team you wish to control on offense and defense, and which players you would like the computer to control. Different game players can divide control of the same ball player between defense and offense. For example, if two players choose the Mariners, one could control Jay Buhner in the field, and the other could control him when he is at bat. Default control is distributed as evenly as possible according to the number of game players on a team.

- Press ↑ or ↓ on the Control Pad/Stick to highlight a player in the lineup.
- Press ← or → on Control Pad/Stick to move highlight between OFFENSE and DEFENSE.

• Press C ▼ to switch between an offensive and defensive position.

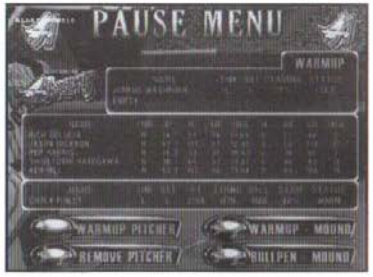
When you're through with all this setup stuff, press the START BUTTON to start playing!

Before we go on to discuss Season play, let's turn to:

PAUSE OPTIONS

Press the START BUTTON at anytime during a game to pause the action and bring up the Pause Options menu. This is where you can access your bullpen to switch pitchers, and to make other quality game adjustments.

Many of the pause options are the same or similar to those you have already seen, and we needn't go into them.



Bullpen: This is where seasons are won or lost. Wise use of your relief corps can make the difference between a ring and another October playing golf with your cousin.

To warm up a pitcher: Move a player from the bench to the bullpen. Pitchers have an ideal warm-up time. Too much will wear them down, too little leaves them "cold". Avoid injuries and ineffective innings by allowing proper warm-up time.

Place on Mound: Move a pitcher from the bullpen to the mound, take out the current pitcher.

SEASON

For the baseball fan who can't get enough, this is the stuff. The race for the pennant is long and hard, and offers the greatest test of skill. You can begin your quest in Spring Training, where you'll cull the cream from the contenders, then take your team (you can guide up to 4 teams!) through an entire season, complete with an All-Star game, and a host of sensational statistical data. Stick it through and see who merits a Cy Young award, the league's MVP, a Golden Glove, or a darn good talking to. If you've run a tight ship and injuries haven't decimated your squad, if your General Manager has an eye for talent and a taste for glory, if your players give it their all, you might make it to the Playoffs. Once you do, you'll know the hunger that only a World Series Championship ring can satisfy. Just ask any successful manager who struggled through playoffs to get to the Ultimate Prize. It's all worth it!

New Season Set-up

After selecting New Season (on the MLB Play menu), it's time to set-up your new Season.

Length of Season: Choose to play a 13/15 (AL/NL) or 26/30 game season against your league rivals, an 87 game schedule (3 games each against all 29 other teams), the 162 game MLB 1998 Season with Interleague play, or a traditionalist's 162 game season against league rivals only. The 87 and 162 game schedules feature a mid-season Home Run Derby™ and All-Star Game.

Spring Training: Toggle Spring Training mode ON or OFF. When set to off, the season begins immediately. When set to ON, you will enjoy all the complexities of preparing for a season. (For details, see Spring Training on page 17.)

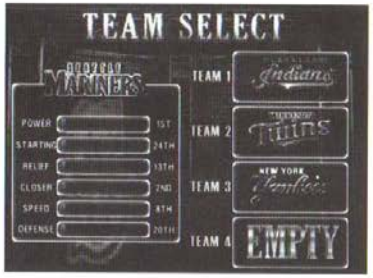
Number of Innings: Set how many innings all season games will last. This option cannot be altered once a season has begun.

Game Mode: Choose Simulation (detailed control) or Arcade (faster games) mode.

Injuries: Choose to play with injuries OFF (no injuries), 1 game (injured players will only miss 1 game), or variable (injured players remain out until healed).

Finished: Move on to Team Selection.

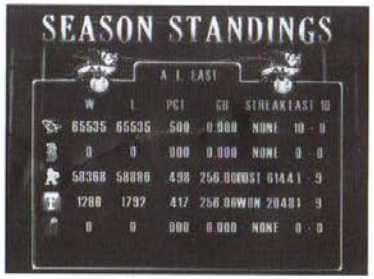
Select Teams



Once you are through with New Season Set-up, you will be asked to select up to 4 teams to control for a season. Teams are ranked by number in several significant categories, so take a look at the rankings before sentimentally saddling yourself with the local losers.

- Press ← or → to highlight a team (Alphabetically through the leagues).
- Press ↑ or ↓ to cycle between attributes.
- Press the A BUTTON to select teams (C ▼ BUTTON to cancel selection).
- Press START to exit menu with teams selected.

Season Standings/Options



This screen allows you to see your current standings (and a wealth of data, including Day/Night record, Grass/Turf record, etc.) and to access Season options.

Schedule/Play ball:
Play the next game/view your schedule/game results.

Simulating Games:
You may wish to simulate a portion (or all!) of a season schedule. Simulations are calculated by date, so ALL games for ALL your teams will be simulated up to the date chosen.

- ↑ or ↓ to scroll games on schedule.
- ← or → to switch among schedules for all your teams.
- Press the A BUTTON to play the next scheduled game.
- Press the C ▼ BUTTON to simulate all scheduled games up to the point selected.
- Press the C ▼ BUTTON to simulate the currently highlighted game.
- Press the START BUTTON to continue.

Statistics:

Player Statistics: View complete player stats.

Team Statistics: View team stats.

League Leaders: View league leaders in a variety of offensive and defensive categories.

General Manager: Access your General Manager options (see page 20).

Save: See Saving and Loading (on page 23).

All-Star Voting: View which players are shaping up to be All-Star candidates.

Award Standings: After the All-Star break, view the standings for the current end-of-season awards.

Main Screen/Exit Season: Return to Main Menu.

SPRING TRAINING

Let's look at Spring training more closely. (If you are not into Spring Training, skip ahead.)

Basics: You will play 10 interleague (5 if you are playing less than an 87 game season schedule) spring training games with a 25 man roster. While in Spring Training, you can bring players up from the minor leagues, trade for players, cut players, and sign free agents. These moves are done via the General Manager mode (see page 20 for details).

Free agent pool: Any player released by any team in spring training goes into the free agent pool, where he becomes available to ANY team.

Stats: Tracked in pre-season will be reset when the season begins.

Minor League Roster: Generally consists of 10 players.

The All-Star Game

When you arrive at the midpoint in an 87 or 162 game season schedule, you will be able to guide either the National or American League All-Star team. Default rosters are pre-determined by tracking top performing players at each position in each league.

Home Run Derby™: See Home Run Derby™ for details (on page 19).

PLAYOFFS

In a season game, playoff teams are determined by the season standings.

New Playoffs

It's a long season, so if you want to get into post-season excitement without delay, try New Playoffs and start climbing the ladder to the top! Up to eight teams can vie for the championship in a New Playoff game.

Division: In the first round, 4 teams from each league (the 3 division leaders and a wild card team) battle through a wild card best-of-5 series. The next two rounds are best of seven contests.

Championship: If you triumph, move on to the League Championship, a two round best-of-7 series between 2 teams from each league.

World Series: One round best-of-7 contest between the AL and NL League Champions for the highest honor in baseball.

New Playoffs Set-Up:

Game Mode: Choose Simulation or Arcade play mode.

Beginning Series Level: Choose to start at the Division, League Championship or World Series level.

Team Select: Choose your own teams, or have the computer choose for you.

Number of Innings: Choose 1 to 9 inning playoff games.

Note: These options cannot be altered once the Playoffs have started.

Playoffs Team Selection

If you elected to choose your own Playoff teams, you will come to the Team Select screen, where you can select the number of teams appropriate to the playoff level selected. If you wish to make a partial selection, press the START BUTTON when you've selected as many teams as you want to, and the computer will select the remainder.

- Press ↑ or ↓ on the Control Pad/Stick to view team attributes.
- Press ← or → on Control Pad/Stick to switch between teams.
- Press the A BUTTON to select a highlighted team.
- C ▼ cancels last selected AL team, C ◀ cancels last selected NL team.
- Press the START BUTTON to finalize.

Next, you will see the Playoff Ladder, with AL teams on the left and NL teams on the right.

- Press ← or → on Control Pad/Stick to view playoff teams.
- Press A BUTTON to play highlighted game.
- Press C ▼ DOWN BUTTON to simulate highlighted game.

Pre-game Playoff options are identical to those in Exhibition mode.

HOME RUN DERBY™

Up to four game players (controlling up to 8 players) vie to be home run king in this classic mid-season competition (available in Season mode and as a separate mode). The Home Run Derby™ consists of elimination rounds, until only the mightiest bat is left. The number of rounds depends on how players are participating. Each player selects at least one batter from the available rosters. Each batter is allowed unlimited pitches, but any pitch a batter swings at which is not hit for homer is an out. The winner of the Home Run Derby™ is the player with the most homers in the final round. Distance counts, too.

Home Run Set-Up: First, select the number of players. Next, set how many outs per batter per round, from 5 up to 20.

Selecting Derby participants: Batters are listed for each team. At the player select screen:

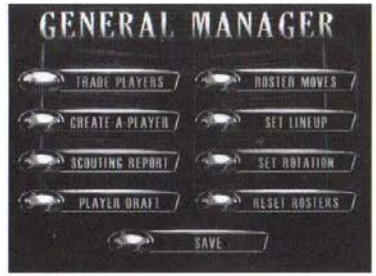
- Press L or R BUTTON to cycle teams.
- Press ↑ or ↓ on the Control Pad/Stick to scroll players.
- Press the A BUTTON to select a player.

Note: Press L or R BUTTON to switch control of a Derby hitter between you and the computer.

GENERAL MANAGER

Selecting General Manager opens up a rich array of team management possibilities or a can of worms, depending on your outlook. This is where you make all your team-related adjustments. Changes made here are available in Spring Training, Exhibition, Home Run Derby™, New Playoff and New Season modes. General Manager mode is also available during a Season, but note that changes made there only apply to the current season.

Trade Players



Each team must have the required number and kind of roster players, depending on the league. Trades that would violate that minimum are not allowed. Traded players assume the place of their counterparts if they each play the same position. Otherwise, the next player in the same position assumes the departed player's place. Minor league players must be promoted to the major league roster to be eligible for trading.

- Press L or R BUTTON to toggle between team areas.
- Press ← or → on Control Pad/Stick to switch teams in highlighted area.
- Press ↑ or ↓ on the Control Pad/Stick to scroll player highlight.
- Press the A BUTTON to propose a trade. Highlight TRADE PLAYERS or CANCEL and press the A BUTTON again.
- Press C ▼ BUTTON to switch between alphabetical or listing by position.
- Press the START or B BUTTON to return.

Roster Moves

This is the fast track where you sign free agents, cut players, place and remove players on the disabled list, call them up from the minors and coldly send them down. Enjoy!

Cut/Sign Player: Rather than trading for players, you may wish to sign one from the Free Agent Pool, or to send an overpaid bench jockey to tread water in it. Note that this is where all Created Players first appear. Free agents are ranked by letter grade. Controls are similar to those in Trade Players.

Promote/Demote Player: This option lets you access your Minor League roster. This becomes crucial when key players are injured or underperforming. Players on the Minor League roster are NOT available for trades (promote them to make them eligible). Controls are similar to those in Trade Players.

Disabled List: Put injured players on the DL and bring healed players off it. While players do not have to be put on the DL to recover, doing so greatly increases the recovery rate. Also, placing a player on the DL opens up a roster spot which you can then be filled via free agency or your minor league roster. The Disabled List shows each player's name, injury, days left until healthy, and whether he is eligible to come off the list. Time on the DL is based on the extent of the injury, and is affected by your injury option settings.

Set Lineup

You begin play with a number of default lineups, devised for play against left or right-handed pitching. This works just like the Change Lineup option in Exhibition mode.

Set Rotation

A default five man starting rotation is provided for each team. You may need to make adjustments to your rotation as pitchers get injured or prove ineffective or if you trade for a new starter.

Swap Pitchers: Pitchers in the rotation exchange places.

Substitute: Substitute a non-rotation starter for a rotation starter.

Switch Teams: Change starting rotations on other teams, too.

Note: Once a season has started, your rosters are linked to your season (once you save it). You cannot load new rosters during a season. Changes made to rosters belong only to Season mode. You cannot use these rosters in Playoffs or Exhibition modes.

CREATING AND EDITING A PLAYER

Creating your masterpiece



Once Create a Player has been selected, you will come to this screen featuring four menu items.

General Info: This is where you input first and last names, assign a number, a hometown and a date of birth.

To input letters:

- Press A BUTTON to turn letter input ON.
- Press ← or → on Control Pad/Stick to toggle characters.
- Press L or R BUTTON to move the cursor position.

General Info: This menu allows you to assign skin and hair color, facial hair, height, weight, position played, batting stance, throwing arm, bats (left, right or switch), type of hitter (push, pull or neutral), and for pitchers, delivery type.

Attributes: The position you assign to a player determines the range of attributes you will have available (pitchers and catchers have additional attributes). You are given a number of skill points to divide among the various attributes. Use the slider bars to increase or decrease amounts of an attribute. Players are given letter grades in all the important areas, as well as an overall value.

Pitching attributes: In addition to the standard attributes, pitchers are rated in stamina, accuracy, skill versus right- and left-handed hitting, which pitches they can throw, and both how well and how fast they throw each one. These use separate skill points.

Editing a Created Player

Once you have created and saved a player, you may wish go back and modify him in the future (like if he stinks, or looks goofy). To do so, select Edit Player on the main Create A Player screen, then pick the player you wish to edit. You will come to the familiar menu above, where you can fiddle to your heart's content.

Scouting Report

This option allows you to quickly compare strengths and weaknesses and an endless stream of statistical treasure.

SAVING AND LOADING

NOTE: A Nintendo Controller Pak is required to save and load game data.



At start up, you will be warned if your Controller Pak is full or if one is not inserted. If it is full, you may not be able to save some files, and you may wish to access the Controller Pak option on the Main Setup screen to Delete files before doing anything else.

You can access files on your Controller Pak from the Main Setup screen (Controller Pak option), after completing a Season or Playoff game, or by selecting Save from the GM menu (to save roster moves). A screen will appear which shows your current saved files and gives you the available Controller Pak options (Save, Load, Delete File and Exit). Not all options will be available at all times.

Saving Data: Select an open slot to save to. If all slots are full, you will be asked if you wish to overwrite an existing slot to make room for the new data. Select YES to do so. Season and Playoff game data can only be saved after a game. All saved Season data is linked to the season, including rosters, options settings, player stats and standings. Trades not saved will be lost when the console is powered down or reset; rosters will revert to the default.

Loading: Select the item you wish to load, and press the A or START BUTTON.

Make sure to review the instruction booklet that comes with your Controller Pak for details on memory management.

Saving GM moves: To save your roster moves, select Rosters. You can then select which slot you wish to save to. Any previously saved rosters will appear here. Select an open slot to save to. If all slots are full, you will be asked if you wish to overwrite an existing roster to make room for the new one. Select YES to do so.

INJURIES

Injuries are assigned based on an injury point system. Players accumulate injury points based on several factors. Among them:

Pitchers: Who go to or remain on the mound with less than 25% stamina risk injury. Hitting batters also gives a pitcher double the struck batter's injury points.

Fielders: Get injury points for any collision, including those made on offense (sliding into a catcher, getting hit by a pitch, etc.).

Fine Points:

- When a player is injured during a play, a pop up window indicating the injury will appear immediately after the play, at which time you must replace that player.
- A player cannot be injured more than twice in a season.

NOTES

NOTES

NOTES



1998 SkyBox Metal Universe
Major League Baseball® Trading Cards

PRESENTING THE '98 METAL UNIVERSE STARTING LINEUP. HOT PLAYERS. COOL STATS. NO CONTROL PAD REQUIRED. GET 'EM AT YOUR NEAREST TRADING CARD STORE.

skybox.

"So, how deep is your love?"
–Andruw Jones

Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. Official Licensee of Major League Baseball Players Association. ©1998 FleerSkyBox International. NOTE: Product content subject to change.

ACCLAIM ENTERTAINMENT, INC. LIMITED WARRANTY

ACCLAIM ENTERTAINMENT, INC. (ACCLAIM) warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-emptied.

Repairs/Service after Expiration of Warranty- If your game pak requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

ACCLAIM Hotline/Consumer Service Dept. (516) 759-7800
Marketed by Acclaim Entertainment, Inc. Distributed by Acclaim Distribution, Inc.
One Acclaim Plaza, Glen Cove, New York 11542-2777

Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. © MLBPA Officially Licensed By Major League Baseball Players Association. Developed by Iguana Entertainment. All other trademarks are trademarks of Acclaim Entertainment, Inc. WF®:Warzone™ World Wrestling Federation and its logos are trademarks of Titan Sports, Inc. © 1998 Titan Sports, Inc. All Rights Reserved. Developed by Iguana West Software, Inc. All other trademarks are trademarks of Acclaim Entertainment, Inc. TM ® & © 1998 Acclaim Entertainment, Inc. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777

www.acclaimsports.com