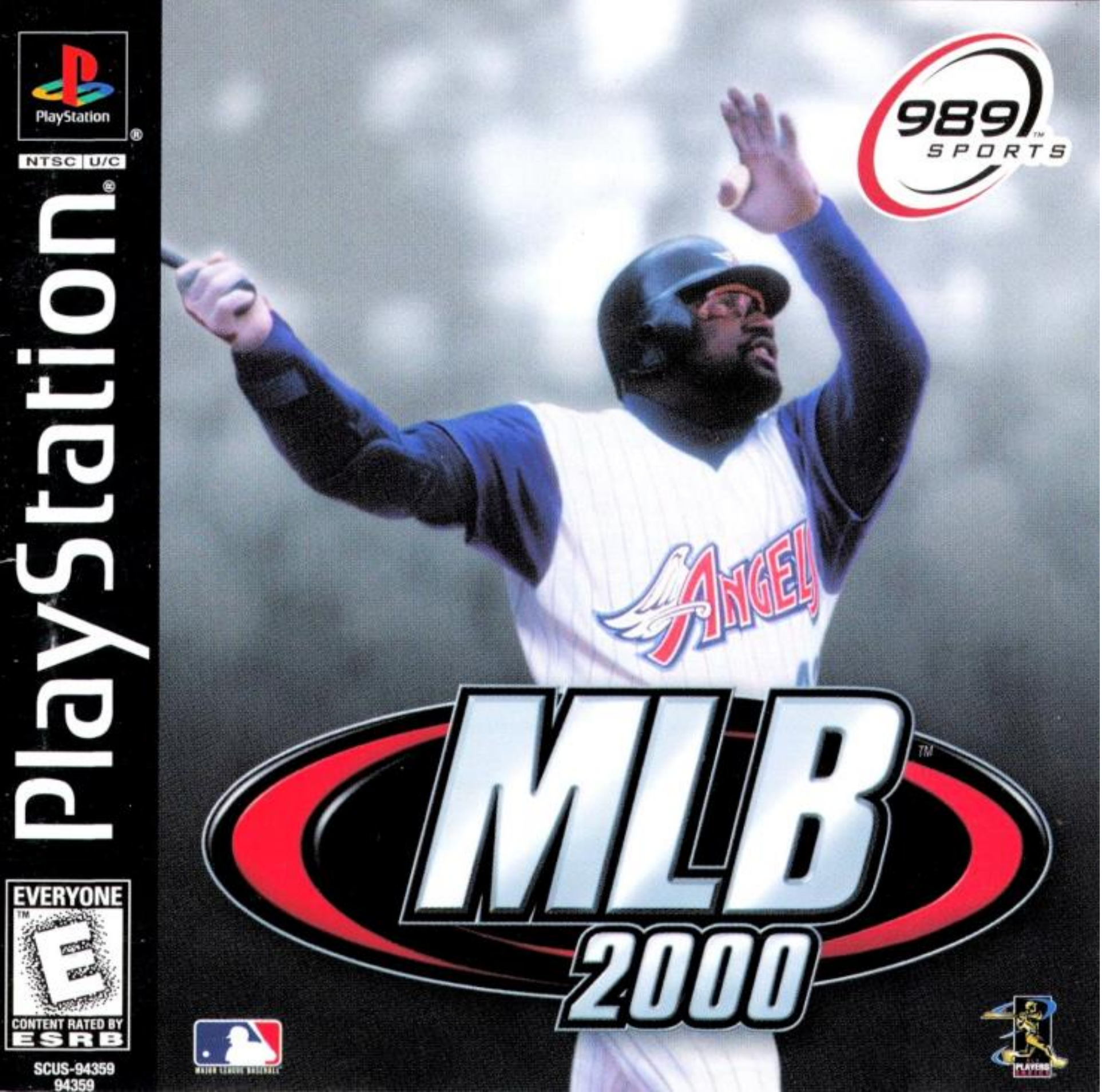

PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SCUS-94359
94359
989 SPORTS
ANGELS
MLB
2000

Table of Contents

PLAYSTATION SETUP 2
CONTROLLER DIAGRAMS 3
MEMORY CARD/SAVING DATA 3
GAME CONTROLS 4
PREGAME SETUP 8
ROSTERS 8
Trade Players 8
Create Player 9
Draft 10
Free Agent 10
MEMORY CARD 11
GAME SELECTION 12
EXHIBITION 12
User Records 13
Lineup 14
Options 15
ALL STAR GAME 18
SEASON 18
General Manager 20
Farm System 21
PLAYOFFS 23
SPRING TRAINING 25
HOMERUN DERBY 27
MLB 2000 CREDITS 28

Game Controls

BATTING

Swing	⊗
Hit for average/Hit for power	□
Bunt	○
Move batter in box	R2 + D-Pad
Open/Close stance	R2 + L1/L2
Center bat cursor	SELECT button
Move bat cursor	D-Pad
Pause	START button

BATTING WITH THE BAT CURSOR SET TO OFF

Hit fly ball/Hit ground ball	D-Pad Up/Down
Hit to the left side/Hit to the right side	D-Pad Left/Right

TOTAL CONTROL BATTING™

Before the ball is pitched:

- Press L2 + D-Pad to guess a pitch location.
- Press L2 + ○, △, □, or ⊗ to guess a pitch type.

Note: When L2 is held, the batter and pitcher are unable to perform.

If you guess the pitch location, a flashing yellow and red Lock-on indicator will appear, giving you a better chance at making pure contact with the ball.

Pitch Type	Correct guess - Bigger batting cursor Incorrect guess - Smaller batting cursor
Pitch Location	Correct guess - Yellow Lock-on indicator appears Incorrect guess - Smaller batting cursor
Type + Location	Correct guess - Lock-on indicator blinks rapidly + extra power Incorrect guess - Smallest batting cursor

PITCH HISTORY BOX

Before a pitch is thrown, press and hold L2 to display the pitch locations, number of pitches and pitch types previously thrown to the batter. Until the first pitch is thrown in a new at-bat, the Pitch History Box will display the pitches thrown during the last at-bat.

BASE RUNNING

Hit & Run/Steal with lead runner	△
Steal with any runner	△ + D-Pad
Lead-off/Back to base	L1/R1
Return all runners	○
Return specific runner	⊗ + D-Pad
Advance all runners	□
Speed burst	R1
Stop runners	R2
Head-first manual slide	L1
Feet-first manual slide	L2

FIELDING

Move fielder	D-Pad
Jump/Throw to 2nd base	△
Speed burst/Throw to 1st base	○
Dive/Throw Home	⊗
Change fielder (without ball)/Throw to 3rd base	□
Special throws and catches	Press and hold L2
Throw from knees/Dive catch	In a dive, press base button
Rob a Home Run	When near the wall, press △
Throw to cut-off man	R1

TOTAL CONTROL FIELDING™

Press and hold L2 when a ground ball approaches a fielder. Total Control Fielding will automatically cause your fielder to make a special catch (e.g., bare-handed grab) and throw the ball to the appropriate base.

989 Sports' Tip: Press ○ on defense for a burst of speed to get to the ball quickly.

PITCHING

Select pitch type	○, ⊗, □, or △
Pitch ball	⊗
Adjust pitch location	D-Pad
Adjust view	SELECT button

989 Sports' Tips:
When playing against the computer, vary your pitch type, location and speed on every pitch to keep the batter guessing.

Also, hold the pitch button longer for more pitch speed. Be aware that this will use up more of a pitcher's energy and stamina.

PICK OFF

After selecting a pitch, pick off base runners using the following controls:

Pick off to 1st, 2nd, 3rd	○, △, □
Adjust infielders, outfielders	R1, R2

Pregame Setup

ROSTERS

Use Rosters to make changes to a team's personel. You can create position players and pitchers and add them to team rosters or set up trades of individual players and Free Agents.

Note: Any change to your roster will alter your team's lineup. Be sure to check your lineup after a roster move to reconcile any changes to it.

TRADE PLAYERS

Trade for a player that can help bring your team to the next level. Trading players can be done on a one-for-one basis or by equalling the trade value of selected players from one team by choosing more than one player from another team.

- D-Pad Left/Right to select the team from which you would like to make a trade.
- D-Pad Up/Down to select the player(s) to be traded and press ⊗ to mark him. View his trade value below each team's roster.
- Press ▢ to switch sides and select another team for the trade.
- D-Pad Left/Right to select the team to which you would like to trade.
- D-Pad Up/Down to select a player(s) to trade for and press ⊗ to mark him.
- Press ◯ to make the trade and then press ⊗ to complete the transaction.

CREATE PLAYER

Create the ultimate baseball player. You not only can setup a player's athletic ability, but his physical makeup as well. A created player enters the Free Agent pool where he then can be picked up in a trade. You can create up to 24 players. There is 236 points to distribute among your player's categories.

- D-Pad Left/Right to select a player.
- D-Pad Up/Down from the Name categories to highlight a name option.
- Press ◯ to edit the name and bring up the alphanumeric chart.
- Use the D-Pad to highlight a letter or number and press ⊗ to enter it. To delete a letter or number, highlight the back arrow and press ⊗.
- Spell out a name and press △ to exit the chart.
- Press ▢ to enter the player Attributes.
- D-Pad Up/Down to any player attribute then D-Pad Left/Right to make a selection.
- Press ▢ to alter your player's abilities.

Note: At this point, you can press ▢ to return to the Name category or △ to return to the Attributes category.

- D-Pad Up/Down to choose a player ability.
- D-Pad Left/Right to make a selection or to raise/lower the ability levels.
- When altering the physical abilities of your player, you will have 236 points to distribute among the 7 categories.

Note: When creating a player in Spring Training Mode you will only have 7 points available.

- Press ⊗ to create your prospect and bring up the Trade Rookie screen.

If you are creating a pitching prospect, from the ability categories on the right part of the screen:

- Press ▢ to alter your player's pitching attributes.
- D-Pad Up/Down to choose a pitcher attribute.
- D-Pad Left/Right to make a selection or raise/lower the attribute levels of your player.
- Press ⊗ to create your pitcher and place him into the Free Agent pool.

DRAFT

Players are drafted at 10 pitching positions and 15 fielding positions. You can manually draft each position or have the computer hold an auto draft by pressing ◎. The draft will go 25 rounds.

Note: During the draft, you have 60 seconds in Rookie mode, 40 in Veteran mode and 20 in All Star mode to make a pick. If the timer expires, the computer will draft for you.

- D-Pad Up/Down to select Team 1.
- D-Pad Left/Right then Up/Down to select Team 2.
- To randomly pick teams press ◎; otherwise, press ⊗ to continue.
- D-Pad Left/Right to designate your controller to a team.
- D-Pad Up/Down to select a salary cap limit and press ⊗ to continue.
- Press ◎ to shuffle the draft order.
- Press ⊗ to start the draft.

During the draft:

- D-Pad Left/Right to draft from the different positions.
- D-Pad Up/Down to highlight an available player and press ⊗ to select him.
- Press □ during the draft to review your picks.
- Continue this process until the draft is complete. At any time during the draft, press ◎ to have the CPU hold an Auto Draft.
- When the draft is complete, D-Pad Left/Right to view the rosters of each team.
- Press ⊗ to accept the rosters or △ to reject them.

FREE AGENTS

See Trade Player earlier for more information.

PLAYER CARDS

View the stats and attributes of each player on the roster. Each roster includes 3 minor league players.

- D-Pad Up/Down to select a team.
- D-Pad Left/Right to select a player.
- Press ◎ to cycle through player stats and attributes.
- D-Pad Up/Down and Left/Right to scroll through the entire list of stats and attributes.

RESET ROSTERS

Restore all rosters to their original setup.

- Press ⊗ to Reset Rosters or △ to cancel.

MEMORY CARD

Use the MEMORY CARD to Load, Save and Delete files.

To Load or Delete a file:

- Return to the Main Menu and select MEMORY CARD.
- Select Load or Delete File.
- D-Pad Up/Down to select a file to load or delete and press ⊗.
- Press ⊗ to Load or Delete the file or △ to cancel.

To save a season or playoff game:

- Return to the Main Menu and select MEMORY CARD.
- Select Save File.
- Press ⊗ to activate the alphanumeric chart.
- Use the D-Pad to highlight a letter or number and press ⊗ to enter it. To delete a letter or number, highlight the back arrow and press ⊗.
- Spell out a name and press △ to exit the chart.
- Press ⊗ to save the file or △ to cancel.

Game Selection

EXHIBITION

Use Exhibition games to compete in a 1- or 2-player game. Prepare yourself for a lengthy regular season, the intense pressure of competing in the playoffs, or to set up an All-Star game. Exhibition games are not recorded in the season standings and cannot be saved to the MEMORY CARD.

Note: Before starting a game, use the Rosters and Options menus to make changes to your setup and game options.

SELECT TEAM

Use this screen to select a team for competition. To have the computer choose two teams at random, press ◎. To set up a one-player game, leave one controller image in the center of the screen.

- D-Pad Left/Right to choose Home or Away.
- D-Pad Up/Down to choose a team.
- To view the stats of a team, highlight a Home or Away team and press □. Press △ when finished viewing stats.
- Press ⊗ to continue.
- D-Pad Left/Right to assign a controller to a team.
- D-Pad Up/Down to select a difficulty level. In a one-player game, the computer's team will automatically play at the same level as your team.
- Press ◎ to create Login User Names. See Create Users.
- Press □ to cycle through available user names and assign a user to each team.
- Press ⊗ to bring up the Batting Cursor option.
- D-Pad Up/Down to turn the Batting Cursor ON/OFF. See Total Control Batting in the Game Controls section for more details.

USER RECORDS

Using User Records is a way of keeping track of player stats. By selecting a team and assigning one of the user names that you have created to it, your game skill will be determined by the outcome of each player's stats. After each game, view player stats to see if your user's players appear as statistical leaders. Your user name will be shown next to each player on the list from your team. You can also save your user records to the MEMORY CARD. See MEMORY CARD for more information.

Create Users

Create up to eight users.

- Use the D-Pad to select a user number.
- Press ⊗ to edit a name.
- D-Pad Left/Right to highlight a letter.
- D-Pad Up/Down to select a letter.
- Press △ when you are done editing a user name.
- Press △ again to exit the screen.

User vs. User

Play in a 2-player game with both teams tagged with different users and compare their game statistics.

- D-Pad Left/Right to compare user records.

989 Sports' Tip: Keep track of player statistics by creating user names and assigning them to your team.

PREGAME

From Pregame, use the following menu options to customize your game setup.

PLAY GAME

Selecting this option will start the game.

STADIUM SELECT

Choose any ballpark from around the league.

- D-Pad Left/Right to choose a division.
- D-Pad Up/Down to choose a team's ballpark.
- Press △ when you are done.

This option is not available for Season games. Stadiums for Season games are predetermined based on the teams competing.

LINEUP

Look over your lineup and make necessary changes to the batting order, player positions and pitching rotation. You can also alter the starting lineup by scratching a player from the lineup and using a substitute off of the bench. Press □ to toggle between teams and △ to return to the Pregame menu.

To change the batting order:

- D-Pad Left/Right to choose the BATTING ORDER category.
- D-Pad Up/Down to highlight a player and press ⊗ to mark him.
- D-Pad Up/Down to highlight a batting position and press ⊗ to move the player to the new batting position, switching the two players in the batting order.

To switch the fielding positions of a player without changing the batting order:

- D-Pad Left/Right to choose the POSITION category.
- D-Pad Up/Down to highlight a player and press ⊗ to mark him.
- D-Pad Up/Down to highlight a fielding position and press ⊗ to move the player to the new position, switching the two player's positions.

To substitute a player:

- D-Pad Left/Right to choose the STARTING LINEUP category.
- D-Pad Up/Down to highlight a player to remove from the lineup and press ⊗ to bring up the bench players.
- D-Pad Up/Down to highlight a bench player and press ⊗ to insert him into the lineup.

To change the pitching rotation:

- D-Pad Left/Right to choose the PITCHING ROTATION category.
- D-Pad Up/Down to highlight a player to remove from the rotation and press ⊗ to mark him for a move.
- D-Pad Up/Down to highlight a pitcher in the rotation or from the bullpen and press ⊗ to switch the two players.

OPTIONS

Select this option to customize the attributes of your game.

- D-Pad Up/Down to select an attribute.
- D-Pad Left/Right to change the attribute.

Player 1-2 Levels (Rookie/Veteran/All-Star)

The player level will determine the fatigue factor, batting and pitching difficulty and fielding ability of players. All-Star has the most realistic player situations.

Player 1-2 Bat Cursor (On/Off)

The Bat Cursor is a feature of all difficulty levels. Use it to target the location of the pitch and make contact with the ball on the sweet spot of the bat. Just before the pitcher delivers the ball, the location of the pitch will be shown to you. Use the D-Pad to move the white Bat Cursor over the pitch location. When the ball is in range of the batting area, the white Bat-Cursor will turn red, indicating ball contact is inevitable.

Manager Mode (On/Off)
In season games, use Manager Mode to manage your team's roster while the computer plays the game for you.

Innings (1-9)
Set the length of the game by choosing the number of innings to play.

DH (Auto/On/Off)
If you like using a Designated Hitter, select ON to bolster any team's offensive attack. To let the game determine when the DH is used, select AUTO.

Auto Fielding (On/Off)
Turn this option ON for your defense to field the ball automatically.

Auto Sliding (On/Off)
Turn Auto Sliding ON to have your base runners automatically slide.

Auto Lead Off (On/Off)
Turn Auto Lead OFF to have your base runners automatically or manually take a lead from the base that they occupy.

Fielding Aid (On/Off)
Use the Fielding Aid to position your fielder to make the play after the ball is hit.

Time of Day (Auto/Day/Night)
Set the Time of Day of a game. To let the game determine the time, select AUTO.

Errors (On/Off)
With Errors ON, the players on the field are subject to committing errors.

Injuries (On/Off)
With Injuries ON, while in a season, players are subject to injuries during the game.

Alternate Uniforms (Auto/Home/Away/Both)
Use Team Uniforms to determine your team's uniform style.

Wind (On/Off)
With Wind ON, notice the small yellow arrow on the game screen labeled with a number. This indicates the miles-per-hour of the wind; blowing in the direction the arrow is pointing.

Radar Gun (On/Off)
Turn Radar Gun ON to show the speed of the pitch.

Distance Meter (On/Off)
Turn Distance Meter ON to show the distance in feet of the flight of home runs.

Call Text (On/Off)
Turn Call Text ON to show umpire calls during the game on the playing screen.

Batting View (Low/Low 1/Low 2/Medium/High)
Set the desired level of the batting view. This option can be altered during the course of the game. Press the SELECT button to change the Batting View during game play or press the START button and use the Pause Menu to alter the view

Fielding View (Low/Medium/High)
Set the Fielding View of the defense.

Crowd Volume
Use this option to adjust the volume of the crowd noise.

Sound Effects Volume
Use this option to adjust the sound effects volume.

Announcer Volume
Use this option to adjust the volume of the Announcer.

Music Volume
Use this option to adjust the volume of the game music.

CPU Trading (On/Off)
With CPU Trading ON, the computer will conduct trades during a season.

ALL STAR GAME

Play in the All Star game and enjoy the pageantry and excitement of the mid-season classic. See Exhibition for descriptions of repeated options.

CREATE TEAM

Create the rosters for the American and National League All Star teams.

- D-Pad Left/Right to choose a team.
- D-Pad Up/Down to select a player to replace and press ⊗ to mark him.
- D-Pad Up/Down to select an available player from around the league and press ⊗ to assign him to the All Star roster.

SEASON

Use this option to start a 1- or 2-player season, continue a season, load a previously saved season or use Manager Mode to manage your roster and lineup while the computer plays the game for you.

1 PLAYER/ 2 PLAYER SEASON

Start a 1- or 2-player season and see if you have what it takes to earn a spot in the playoffs.

SELECT TEAM

To select teams for a 1-Player Season:

- D-Pad Up/Down to select a team.
- Press ⊗ to bring up the season options.
- D-Pad Up/Down to turn the Batting Cursor ON or OFF.
- D-Pad Left/Right to choose a 14, 29, or 162 game season and press ⊗.

To select teams for a 2-Player Season:

- D-Pad Up/Down to select a team for player 1. To view the stats of a team, press ▢.
- D-Pad Left/Right to select Player 2 and D-Pad Up/Down to select a team.
- To randomly choose teams, press ◎.
- Press ⊗ to bring up the season options.
- D-Pad Up/Down to select a player difficulty.
- To assign a user, press ▢. If you have already created user names, press ◎ to cycle through your users and login a user.
- Press ⊗ to bring up more season options.
- D-Pad Up/Down to turn the Batting Cursor ON/OFF.
- D-Pad Left/Right to choose a 14, 29, or 162 game season.
- Press ⊗ to finish team setup.

OPTIONS

See Options under Exhibition for more information.

ENTER SEASON

When Enter Season is selected, the Schedule screen will come up with the 1999 team schedule. Play any game on the schedule. Games can be simulated to get you closer to the playoffs or just to move you past a game(s) in the schedule.

- D-Pad Up/Down to highlight a game on the schedule and press ⊗ to play it.

Note: The user has the option to simulate any game of the season and play interim games at a later time.

To simulate a game(s):

- D-Pad Up/Down to a game on the schedule and press ◎ to bring up simulation options.
- D-Pad Up/Down to choose an option and press ⊗ to simulate.

REALIGNMENT

Use this option to reorganize the teams in each division.

- D-Pad Left/Right to choose a league.
- Press ◎ as many times as you wish to randomly realign each division.
- Press □ to select the default alignment of each division.

To custom rearrange each division:

- Press ⊗ to bring up the Team Pool.
- D-Pad Left/Right to choose a division.
- D-Pad Up/Down to select a team and press ⊗ to add it to the division.
- Press ◎ to delete your divisional entries.
- When all divisions are filled, press ⊗ to accept realignment.

GENERAL MANAGER

Perform the duties of your team's General Manager by monitoring the league's status and using your power to alter your team's makeup.

Lineup

See Lineup under Exhibition for more information.

Trade Players

See Trade Players under Rosters for more information.

Free Agents

Use the Free Agent pool to sign one or more players to your team's roster.

- D-Pad Up/Down to select a Free Agent(s) to be added to your roster and press ⊗ to mark him.
- Press □ to switch sides and select a team for the Free Agent(s).
- D-Pad Left/Right to select the team.
- D-Pad Up/Down to select a player(s) and press ⊗ to mark him.
- Press ◎ to make the trade, adding a Free Agent(s) to your team.

Farm System

The Farm System has two attribute numbers (i.e., 83/88). The first number represents that player's current estimated ability. The second number represents his estimated ability potential. Farm System prospects are listed in green text and their attribute numbers will change throughout the season. Prospects can be called up to the Majors at any time during the season or playoffs. Add up to 7 prospects per roster.

- D-Pad Up/Down to select a player from the Majors and press ⊗ to mark him for a demotion to the farm.
- Press □ to switch sides to the farm system roster.
- D-Pad Up/Down to select a player for promotion to the Majors and press ⊗ to mark him.
- Press ◎ to reassign each player.

Trade Updates

View the history of trades that have taken place over the course of the season.

- D-Pad Up/Down to view the entire list of trades.

Disabled List

View the history of injuries that have occurred over the course of the season and the date of each player's return to the lineup.

- D-Pad Left/Right to view each team's list of players on the disabled list.

MANAGER MODE

In season games, use Manager Mode to manage your team's roster while the computer plays the game for you.

CONTINUE SEASON

Resume a baseball season at the next scheduled game. To use the Continue Season option, you must have already started a New Season or saved the Season on a MEMORY CARD. You can play the next scheduled game or skip to a different game further down on the schedule. See Season for descriptions of repeated menu items.

LEAGUE LEADERS

View the League Leaders of every important statistical category.

- Press ◎ to toggle between leagues.
- Press ⊗ to select Player or Team leaders.
- D-Pad Left/Right to choose a category.
- D-Pad Up/Down to view the entire list of leaders.

STATS

View the Stats of each player in the Majors and study his strengths. It may come in handy for a necessary managerial move during the course of a game.

- D-Pad Left/Right to select the team you will be facing in your next game.
- D-Pad Up/Down to select a player.
- D-Pad Left/Right to select a statistic.
- Press ◎ to get the definition of the stat category.
- Press □ to alphabetize the team roster, listing the players alphabetically.
- Press ⊗ to sort the players on the roster from best to worst in each category.

STANDINGS

View the division standings of both leagues.

- D-Pad Up/Down to cycle through Major League Baseball's divisions.
- D-Pad Left/Right to view each category.

AWARDS

View the award winners of the current season.

- D-Pad Left/Right to view each of Major League Baseball's award category.

LOAD SEASON

Load Season brings up the MEMORY CARD screen, allowing you to load files from your MEMORY CARD. See MEMORY CARD for more details.

PLAYOFFS

Bypass the regular season and go straight to the Playoffs. See Season for more details of how to setup a game.

1 PLAYER/2 PLAYER PLAYOFF

Try to make it through each round of the Divisional Playoffs and reach the World Series.

- From the Team Select screen, D-Pad Up/Down to select a playoff team.
- Press ⊗ to bring up Playoff options.
- D-Pad Up/Down to turn the Batting cursor ON/OFF.
- D-Pad Left/Right to select a "Single Elimination" (1, 1, 1) or "Best of Series" (5, 7, 7) playoff format.
- Press ⊗ to bring up the Playoff Teams screen.

To select teams for a 2 Player Season:

- D-Pad Up/Down to select a team for player 1. To view the stats of a team, press □.
- D-Pad Left/Right to select Player 2 and D-Pad Up/Down to select a team.
- To randomly choose teams, press ◎.
- Press ⊗ to bring up the Playoff options.
- D-Pad Up/Down to select a player difficulty.
- To assign a user, press □. If you have already created user names, press ◎ to cycle through your users and login a user.
- Press ⊗ to bring up more Playoff options.
- D-Pad Up/Down to turn the Batting Cursor ON/OFF.
- D-Pad Left/Right to choose a playoff length.
- Press ⊗ to finish team setup.

PLAYOFF TEAMS

Customize the playoffs by setting up exciting team matchups.

- D-Pad Up/Down to select a playoff bracket for your team and press ⊗.
- D-Pad Up/Down and then Left/Right to select playoff brackets and teams for the remaining American and National League playoff slots.
- To select the remaining playoff teams randomly, press ◎.
- Press ⊗ to enter the Playoffs menu.

ENTER PLAYOFFS

Begin the playoffs and your march to the World Series. Games can be simulated to quicken the road to the series.

- To simulate a game, D-Pad to the bracket and press ◎.
- D-Pad Up/Down to choose an option and press ⊗ to simulate.
- When you are ready to begin or resume play in a playoff game, D-Pad to the bracket which involves your team and press ⊗.
- To view the scores of a series, D-Pad to a playoff bracket and press □.

WORLD SERIES

Play in the World Series without having to earn your way there through a season or playoffs.

- D-Pad Up/Down to select a team for player 1.
- To view the stats of a team, press □.
- D-Pad Left/Right to select Player 2 and D-Pad Up/Down to select a team.
- To randomly choose teams, press ◎.
- Press ⊗ to bring up the game options.
- D-Pad Up/Down to select a player difficulty.
- To assign a user, press □. If you have already created user names, press ◎ to cycle through your users and login a user.

- Press ⊗ to bring up additional game options.
- D-Pad Up/Down to turn the Batting Cursor ON/OFF.
- Press ⊗ to finish team setup.
- From the Playoff menu, select World Series and press ⊗.

From the Playoff screen, to simulate a game press ◎.

- D-Pad Up/Down to choose an option and press ⊗ to simulate.
- When you are ready to begin or resume play, press ⊗. At any time from this screen, press □ to view the scores of the series.

CONTINUE PLAYOFFS

Continue your run in the playoffs at the next scheduled game. To play in a continued playoff series from a MEMORY CARD, the file must be loaded prior to making this selection. You can also get to the playoffs by finishing a season. See Continue Season for repeated menu item descriptions.

LOAD PLAYOFFS

Load Playoffs brings up the MEMORY CARD screen, allowing you to load files from your MEMORY CARD. See MEMORY CARD for more information.

SPRING TRAINING

Create a player and try to make a 25 man Major League roster by earning 50 status points. Continue to play at a Major League level or your player will be sent down to the farm. Earn 100 MLB status points during a 162 game season and your player will make the All Star team. See Season for repeated menu item descriptions.

Note: If a player is sent back down to the farm for failing to play at a Major League level, he can work his way back up to the Majors by performing well in extended Spring Training games.

NEW SPRING

Create a player to add to your Spring Training roster. Earn ability and status points throughout Spring Training to help propel him to the Major Leagues.

CREATE PLAYER

See Create Player under Rosters for more information.

TRADE ROOKIE

To place your prospect on a roster, you must replace a player on that roster by making a trade.

- D-Pad Left/Right to choose a team.
- D-Pad Up/Down to select a player to replace on the roster.
- Press ⊗ to place your prospect.
- Press ⊗ to bring up Spring Training options.
- D-Pad Left/Right to choose a Spring Training Length and press ⊗ to enter the Spring Training menu.

Status

Keep track of the status of your prospect to see how far he is from reaching the Major Leagues. You need 50 points to reach the Majors. Remember that you must maintain Major League or All Star status during the course of the regular season or you will be sent back to the farm and your season will end.

To alter your player's abilities:

- D-Pad Up/Down to select an ability and then Left/Right to raise/lower to ability level. Ability points can only be raised if there are points available.

To view your player's stats:

- Press ▢ to switch to Statistics.
- D-Pad Up/Down to view the entire list of stats.

CONTINUE SPRING

Continue Spring Training at the next scheduled game.

LOAD SPRING

Load Spring brings up the MEMORY CARD screen, allowing you to load files from your MEMORY CARD. See MEMORY CARD for more details.

HOMERUN DERBY

Play in the Home Run Derby and slug it out with the top power hitters from around the league. Created players can also participate in the Derby.

- D-Pad Left/Right to choose a team.
- D-Pad Up/Down to highlight a player and press ⊗ to add him to the lineup.
- Press ○ to delete players from the lineup.
- Press ▢ to bring up the controller screen.
- D-Pad Up/Down to highlight a player.
- D-Pad Left/Right to assign a controller to that player.
- Press ⊗ to continue.
- D-Pad Left/Right to choose the number of pitches thrown to each batter and press ⊗ to enter the Pregame menu.