



NTSC U/C

PlayStation™

KIDS TO ADULTS



CONTENT RATED BY ESRB

SLUS-00066



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WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

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, including games played on the PlayStation game console, 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:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

ESRB RATING

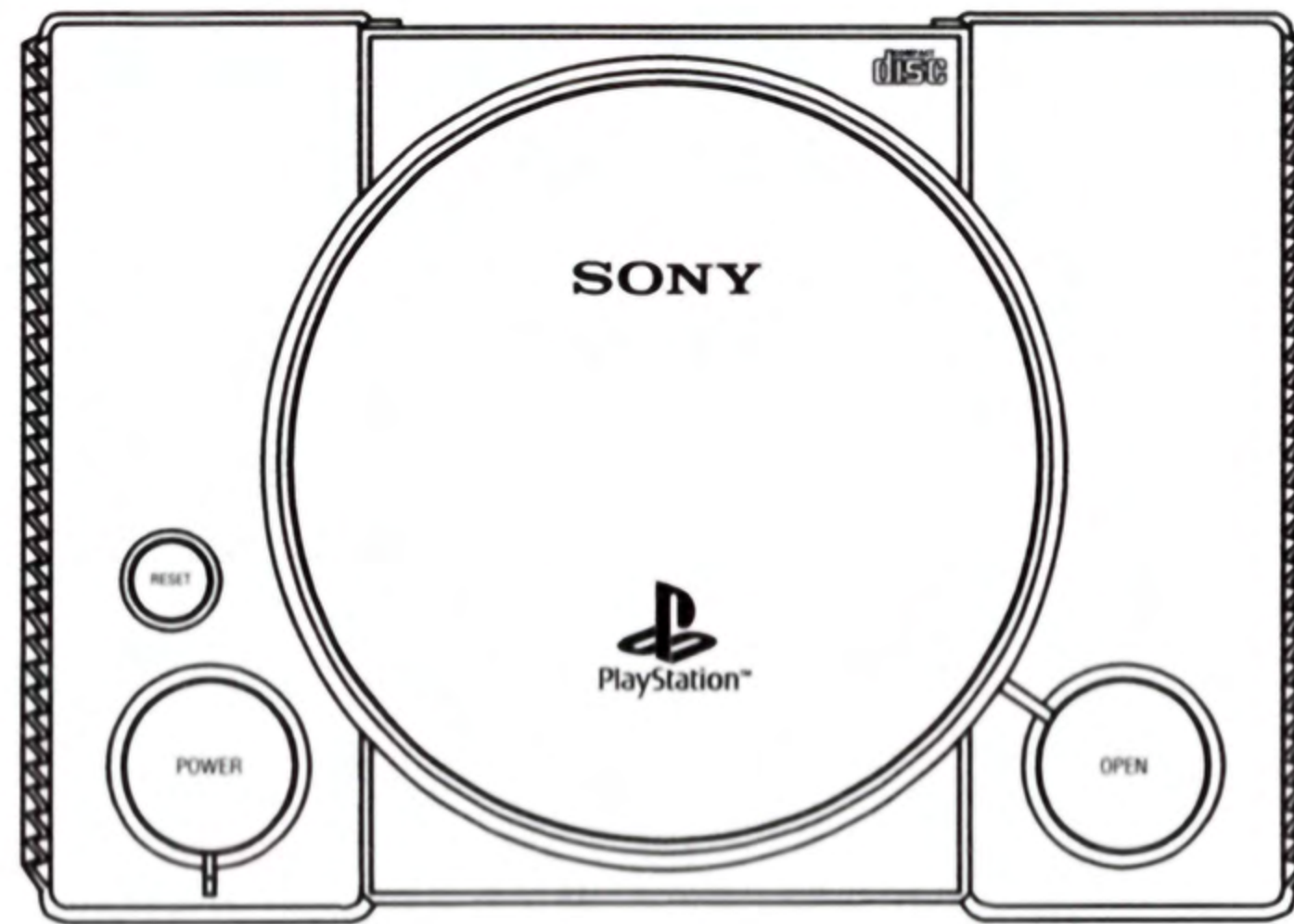
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.

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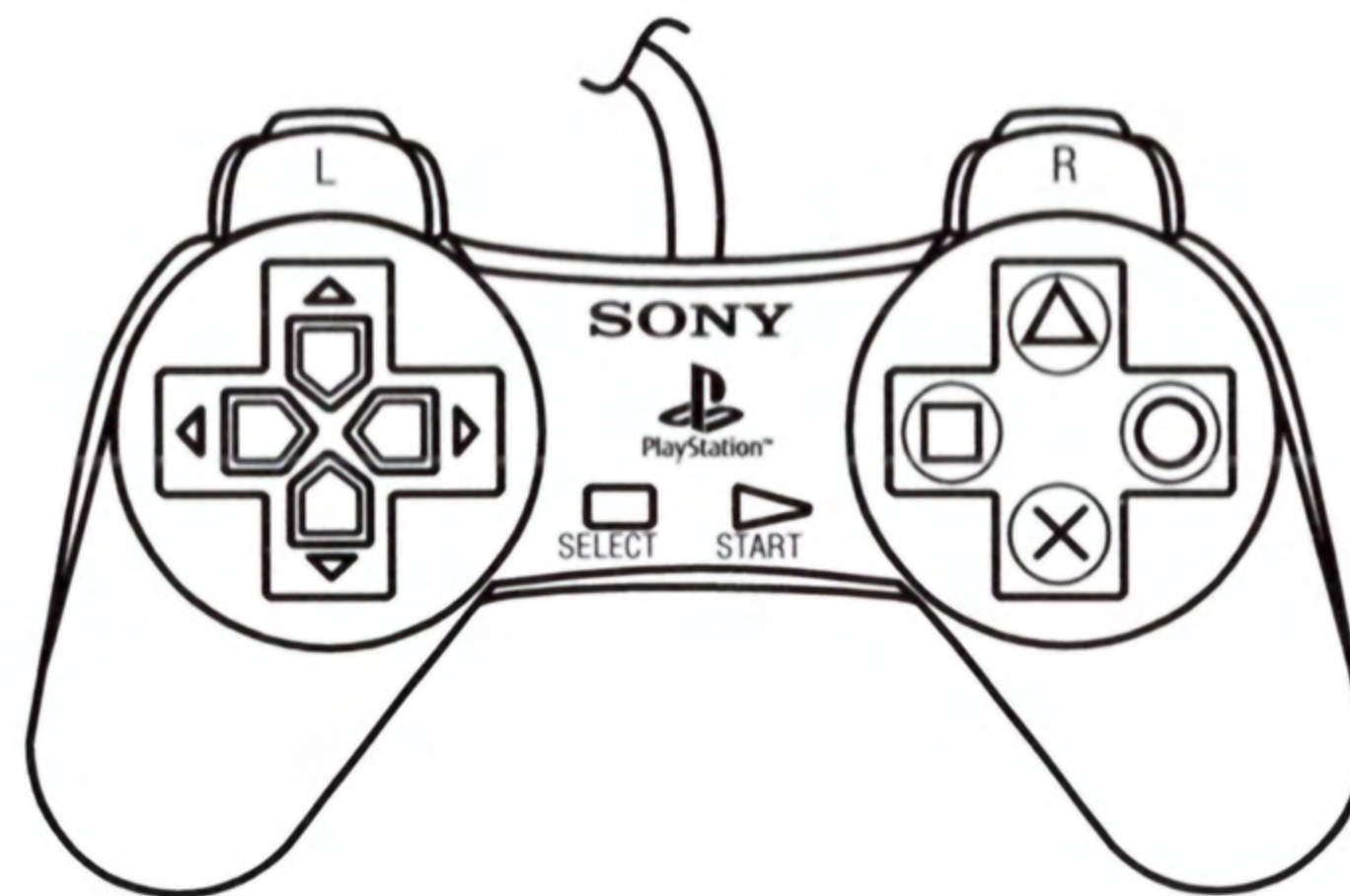
For tech support or warranty information, call Mindscape, Inc. at 1-415-898-5157

START-UP



Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the 3D BASEBALL disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

CONTROLS



MOVING THROUGH MENUS & SCREENS:

Open menus and submenusStart or X
Highlight menu itemsD-Pad UP/DOWN/ LEFT/RIGHT
Change stat setting in General Manager modeD-Pad UP/DOWN
Pause/resume gameStart
Call time-out & display Offensive or Defensive menusStart in batter's box and before pitcher winds up

MAIN MENU

- 1 At the title screen, press **Start** or **X** on the controller to display the Main Menu.
- 2 Press the **D-Pad UP/DOWN** to select the type of game and press **Start** or **X**.

EXHIBITION

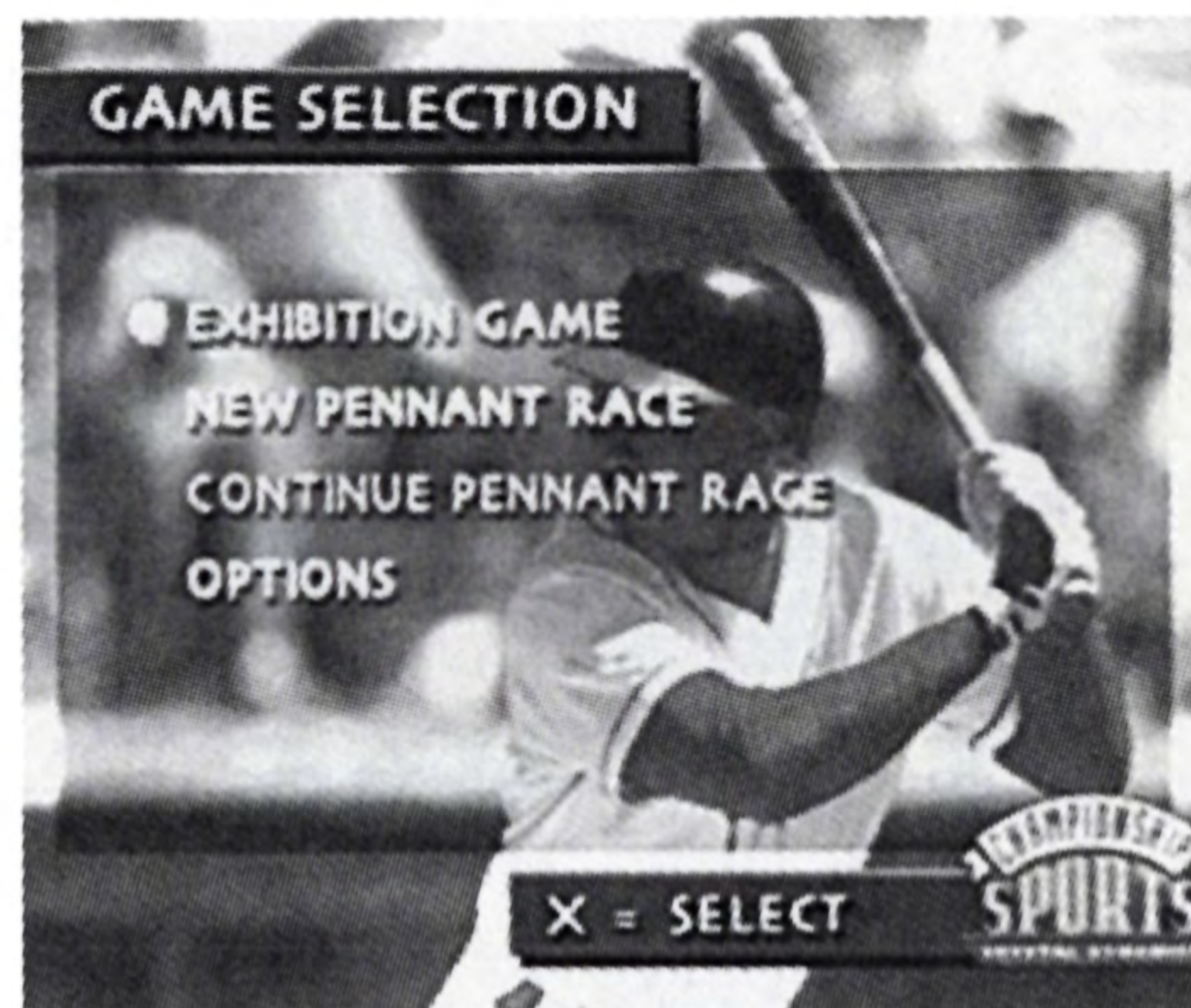
Play a one-player, two-player, or simulated game.

NEW PENNANT RACE

Begin a one player season of 26, 81 or 162 games.

CONTINUE PENNANT RACE

Continue a partially finished season.



OPTIONS

View the Options screen to make game adjustments.

1. Press the **D-Pad UP/DOWN** to choose options categories.
2. Press the **D-Pad LEFT/RIGHT** to make adjustments.

FIELDING

Auto — You control the pitching/throwing; the computer automatically gets you in position to catch the ball.

Manual — You control the pitching/throwing AND getting into position to catch the ball.

ERRORS ON/OFF

- When Errors are ON, players can commit errors. An Error Sign will show the position number of the player who makes the error (example: E-6 for shortstop), then the error is entered in that player's stats.
- When Errors are OFF, players will not commit errors.

SOUND FX

Adjust the sound level from 0 (off) to 10 (loudest).

VAN EARL ON/OFF

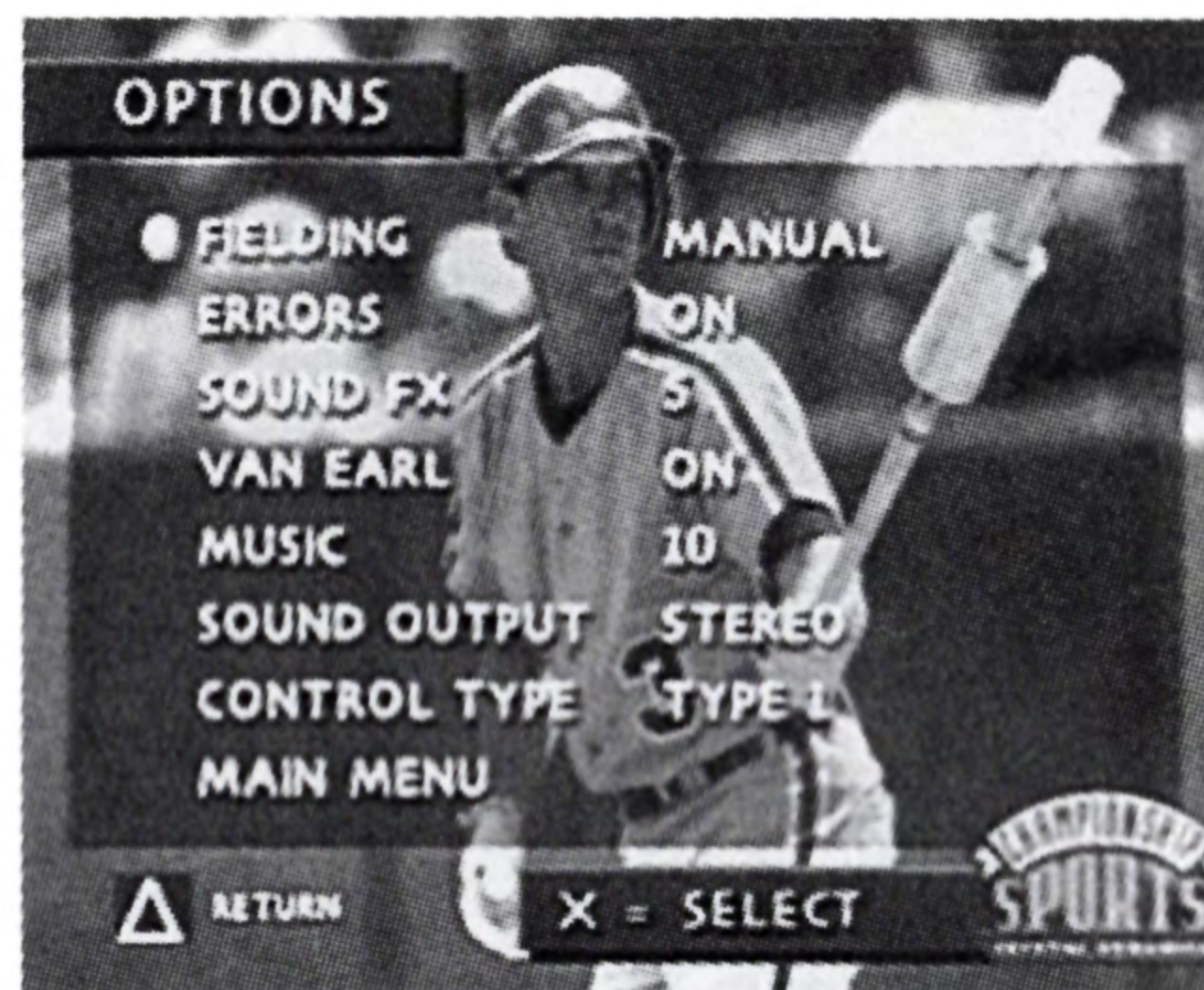
Turn Van Earl Wright's play-by-play (ON) or (OFF).

MUSIC

Adjust the music level from 0 (off) to 10 (loudest).

SOUND OUTPUT

Switch between (stereo) or (mono) sound.



CONTROL TYPE

Switch the button controls to one of three configured settings:

FUNCTION	TYPE 1	TYPE 2	TYPE 3
Action 1	X	●	X
Action 2	■	■	●
Action 3	●	X	■
Change View	▲	R1	▲
Change Display	L1	L1	L1
Shorten Leadoff	R1	▲	R1
Aim Left	L2	L2	L2
Aim Right	R2	R2	R2

Action 1 = Pitch, Throw, Cut-off throw, Dive, Jump, Swing, Run Back

Action 2 = Bunt

Action 3 = Pickoff, Run Forward, Leadoff, Steal,

EXHIBITION GAME

1. At the Game Selection screen, highlight EXHIBITION and press X.
2. Highlight PLAYER 1 and press the D-Pad LEFT/RIGHT to select your team.
3. Highlight COMPUTER and press the D-Pad LEFT/RIGHT to select your opponent.
4. Highlight HOME TEAM and press the D-Pad LEFT/RIGHT to select a home team.
5. Highlight STADIUM and press the D-Pad LEFT/RIGHT to select one of four stadiums.
6. Highlight ROSTERS and press D-Pad LEFT/RIGHT to select from 1996 season rosters or your current Pennant Race roster.



7. Highlight **TEN RUN RULE** and press **D-Pad LEFT/RIGHT** to turn **ON** or **OFF**. Note: if set to **ON**, the game is over if a team is winning by 10 runs or more after 4½ innings.
8. Highlight **START GAME** and press **X** to display the Starting Lineup screen and make pre-game lineup changes.

TWO-PLAYER GAMES

- In two player Exhibition Games, Player One is in control of:
 - designating an Exhibition game on the Game Select screen
 - selecting a two player game on the Exhibition screen
- After selecting a two player game, both controllers make Team, Home Team and Field decisions.
- On the Starting Lineup screen, Player One gets first look at his team. Press **X** to select lineup.
- After Player Two selects lineup, press **Start** or **X** to Play Ball!

STARTING LINEUP

Change the batting lineup, replace the pitcher and fielders or just check out stats on your team.

TO CHANGE THE BATTING ORDER:

1. On the Starting Lineup screen, press **■** to view the Bench screen.
2. Press the **D-Pad UP/DOWN** to select the player to be changed and press **■**.
3. Press the **D-Pad UP/DOWN** to select the player to replace the first player. Press the **D-Pad LEFT/RIGHT** to check out all the stats on that player.
4. Press **■** to make the switch.



TO REPLACE A STARTER:

1. On the Starting Lineup screen, press ■ to view the Bench screen.
2. Press the **D-Pad UP/DOWN** to highlight player to replace. Press ■.
3. Press the **D-Pad DOWN** to highlight player from the bench to bring in. There is a space separating the starting players (upper list) from the bench players (lower lists).
4. Press ■ to complete the switch.

TO SWITCH PLAYER DEFENSIVE POSITIONS:

1. Before the game from the Starting Lineup screen, press ■. (During gameplay press **Start** to call time-out. Highlight Defensive change and press **X**).
2. Press the **D-Pad UP/DOWN** to highlight player to move and press ■.
3. Press the **D-Pad UP/DOWN** to select the player to switch positions with.
4. Press ● to make the switch.

TO REPLACE THE PITCHER BEFORE A GAME:

1. On the Starting Lineup screen, press ● to view the Bullpen screen.
2. Press the **D-Pad UP/DOWN** to highlight a prospective pitcher. Press the **D-Pad LEFT/RIGHT** to check out the pitcher stats.

Note: In PENNANT RACE mode, pay special attention to the Rest & Stamina (STM) Ratings of a prospective pitcher. See the section "Reading Stats."

3. To select a new pitcher, press ■ to make the switch.
4. Press ▲ to return to the Lineup screen.

PLAY BALL!

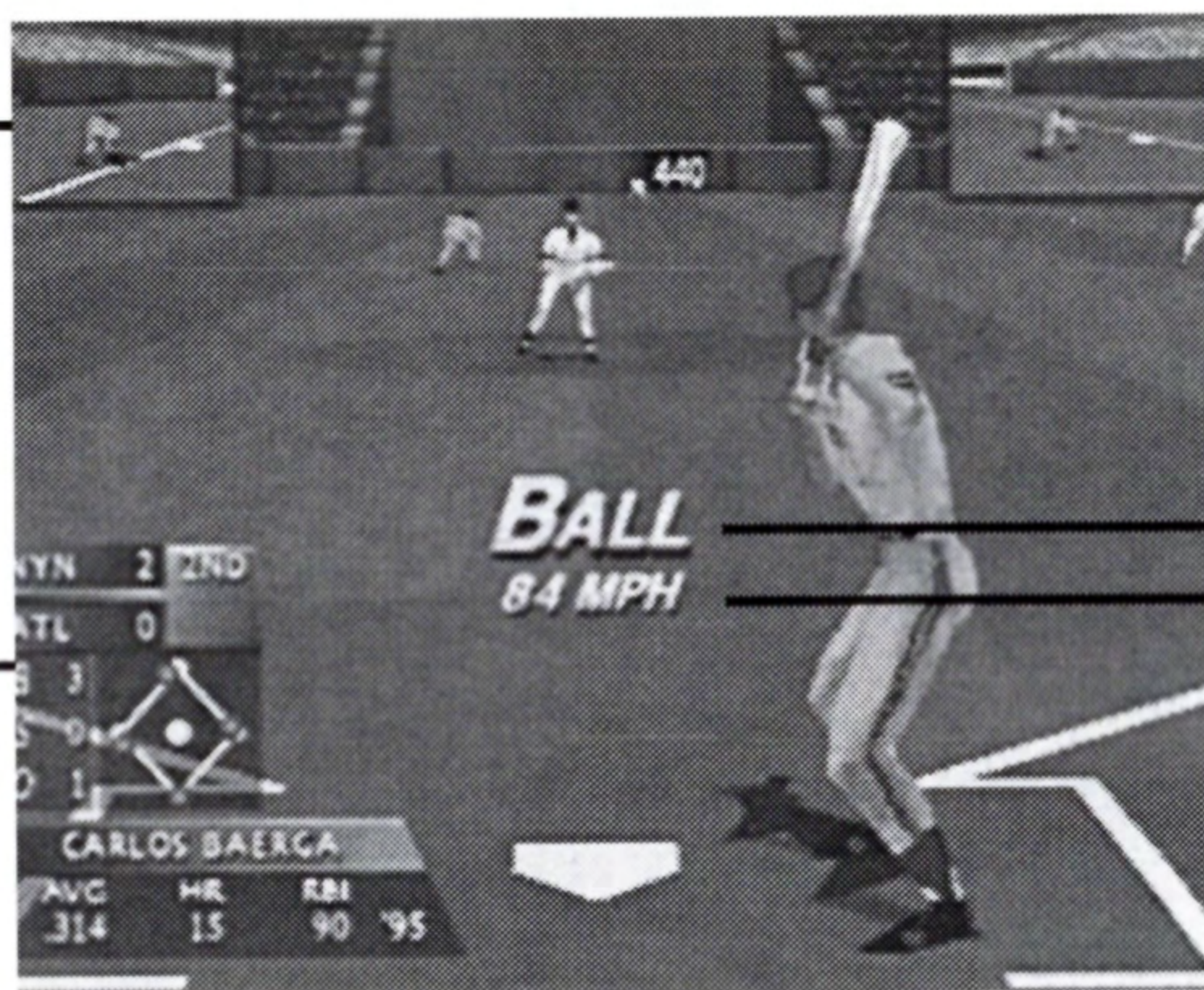
GAME SCREEN

Third Base
Runner Box

First Base
Runner Box

Current
Inning
Windows

Called Pitch
Ball Speed

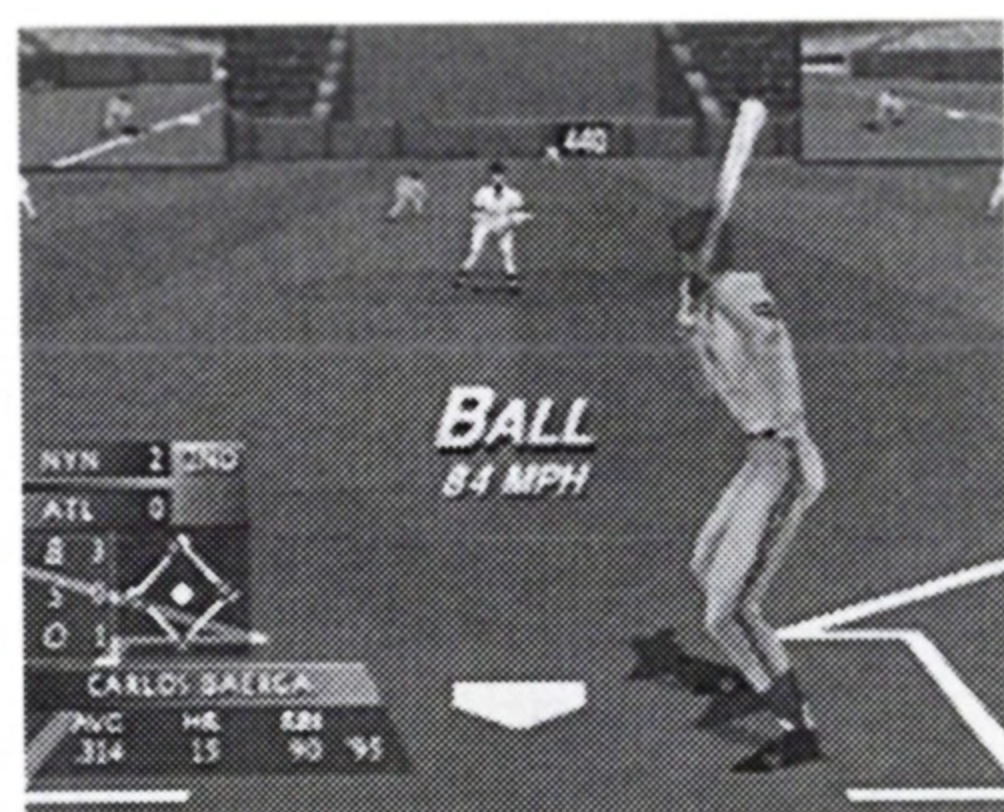


GENERAL SCREEN CONTROLS

Pause/resumeStart

Switch Field View▲

CURRENT INNING WINDOWS

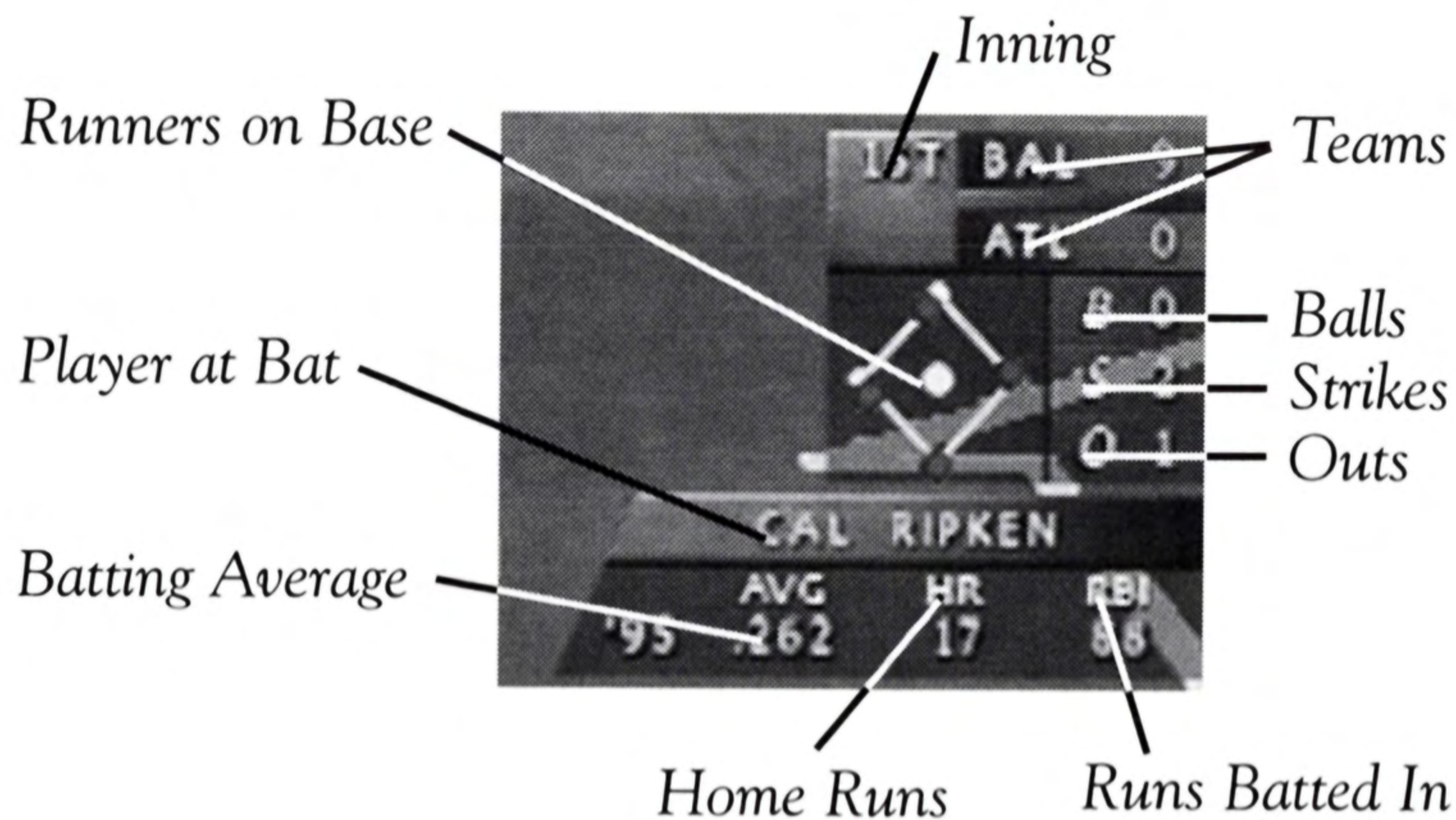


Maximized



Minimized

- Check the Current Inning Windows for key play making information.
- Maximize or minimize the windows by pressing L 1.



TIME-OUT

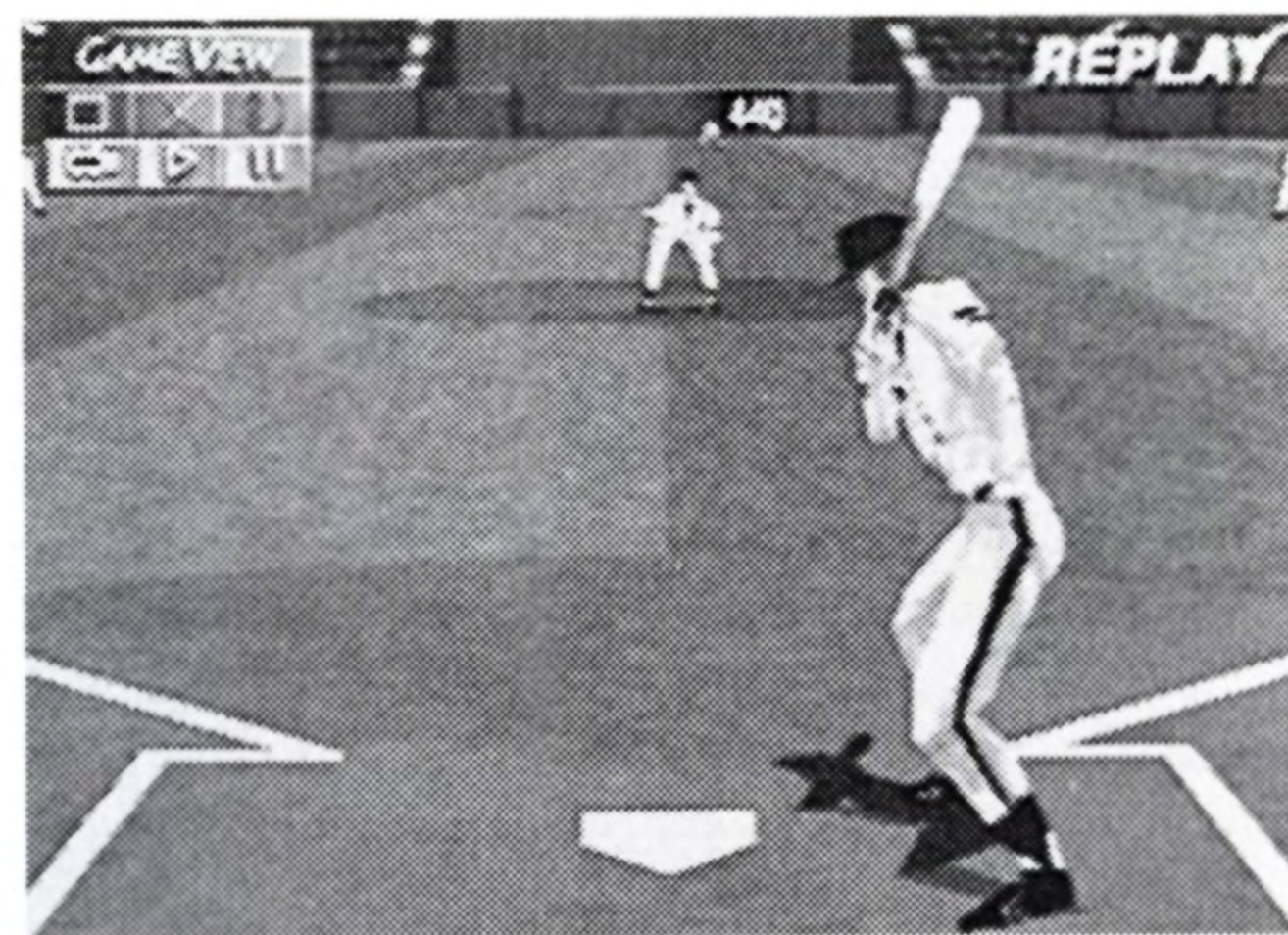
Call a time-out to display the Offense or Defense menu, and make batting, pitching and fielding changes. See specific sections such as "Batting" and "Pitching" for more information.

Call time-out **Start** (when batter is in the box & before the pitcher's wind-up)

INSTANT REPLAY

To call an Instant Replay of the last play:

1. Press **Start** to call time-out.
2. Highlight INSTANT REPLAY on the Defense or Offense Menu and press **X** to display the Instant Replay screen.
3. Press **■** to select one of five camera views for the replay.
4. Press **X** to start the replay.
5. Press **●** to freeze the action anywhere in the replay.
6. Press **Start** to return to the game.



BATTING

Adjust position at plateD-Pad UP/DOWN/ LEFT/RIGHT
SwingHold X
Check SwingTap X
Hit to leftX + L2
Hit to rightX + R2
Bunt to left■ + L2
Bunt to right■ + R2

- Batting success depends on your skill, the batting average of the player you are controlling and the pitcher he is up against.
- The Batter's stats play a major role in what kind of hit he is going to get when he connects with the ball.

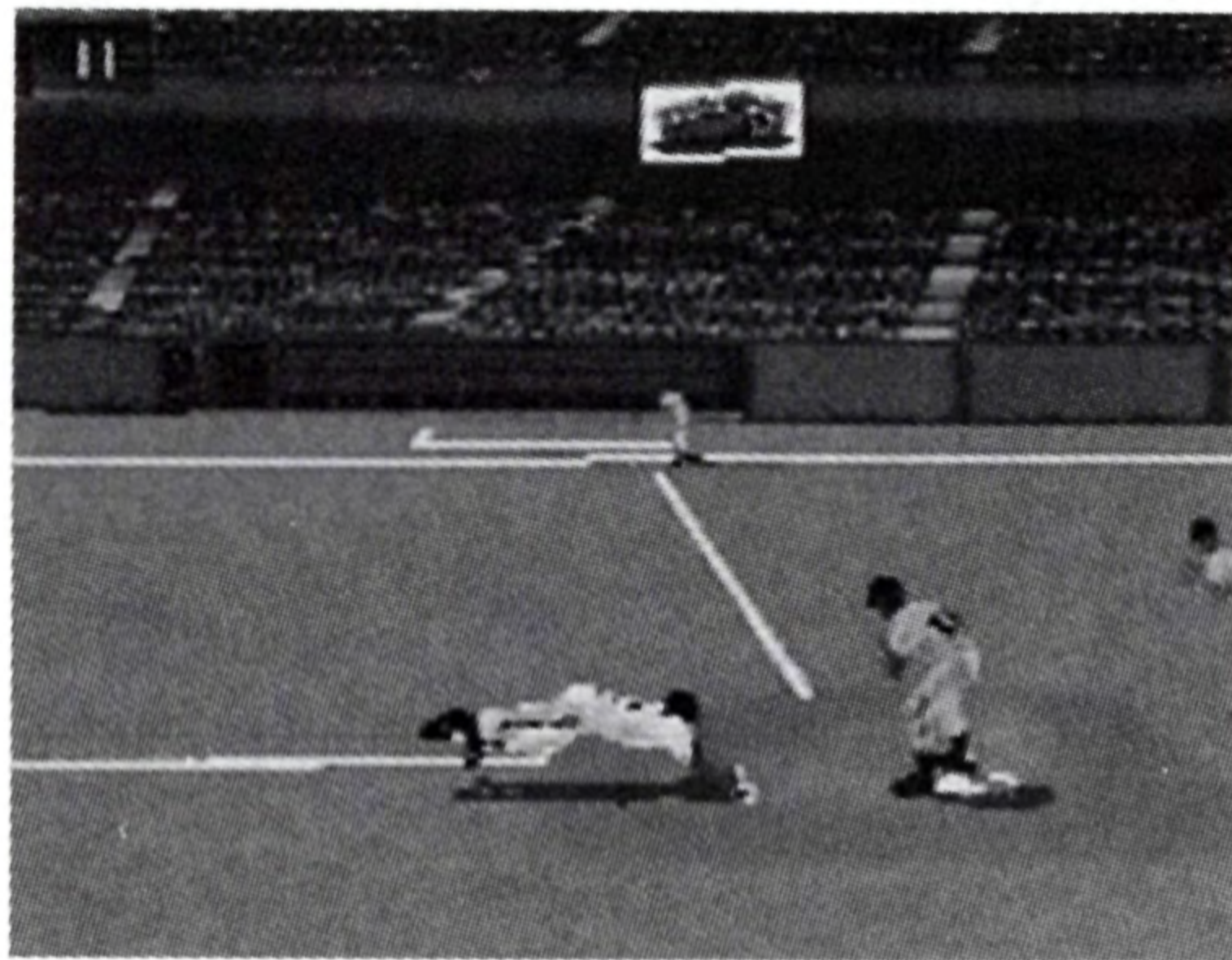
SENDING IN A PINCH HITTER

When you send in a pinch hitter, he will automatically take over the fielding position of the replaced player unless you switch him with another player. See section, "Starting Lineup".

1. Press **Start** to call a time-out to display the Offense menu.
2. Press the **D-Pad UP/DOWN** to highlight PINCH HITTER and press **X** to show the Bench screen.
3. Press the **D-Pad UP/DOWN** to highlight a benched player from the lower list.
4. Press **■** to switch the players.
5. Press **▲** to return to the Offense menu, and highlight CONTINUE and press **X** to re-enter the game.

BASERUNNING

- A runner automatically runs to a base when he hits, is walked or forced to a base.
- A leading off runner will return to base on his own during a pick-off attempt.



BASE DESIGNATIONS:

First	D-Pad RIGHT
Second	D-Pad UP
Third	D-Pad LEFT
Home	D-Pad DOWN

SPECIFIC RUNNER CONTROLS:

Advance runner to second	D-Pad UP + ●
Advance runner to third	D-Pad LEFT + ●
Advance runner to home	D-Pad DOWN + ●
Return runner to first	D-Pad RIGHT + X
Return runner to second	D-Pad UP + X
Return runner to third	D-Pad LEFT + X

BEFORE THE BALL IS HIT:

Lead off	●
Extend lead off	● (tap again after lead off)
Shorten long lead off	R1
Steal during wind-up	●
Run back to base	X

AFTER THE BALL IS HIT:

Advance all runners	●
Return all runners	X
Advance specific runner	● + D-Pad base designation
Return specific runner	X + D-Pad base designation

SENDING IN A PINCH RUNNER

1. Call a time-out to view the Offense Menu.
2. Press the **D-Pad UP/DOWN** to highlight PINCH RUNNER.
3. Press **X** to show the Bench screen. Your man on base will have a base number listed under Status (ST) to the right of their name.

Example: You have Maddux on first base. His Status designation is 1B.

4. Highlight the player on base that you want a pinch runner for and press **■**.
5. Press the **D-Pad UP/DOWN** to highlight a pinch runner from the lower list.
6. Press **■** to select the pinch runner.
7. Press **▲** to return to the Offense menu. Highlight CONTINUE and press **X** to re-enter the game.

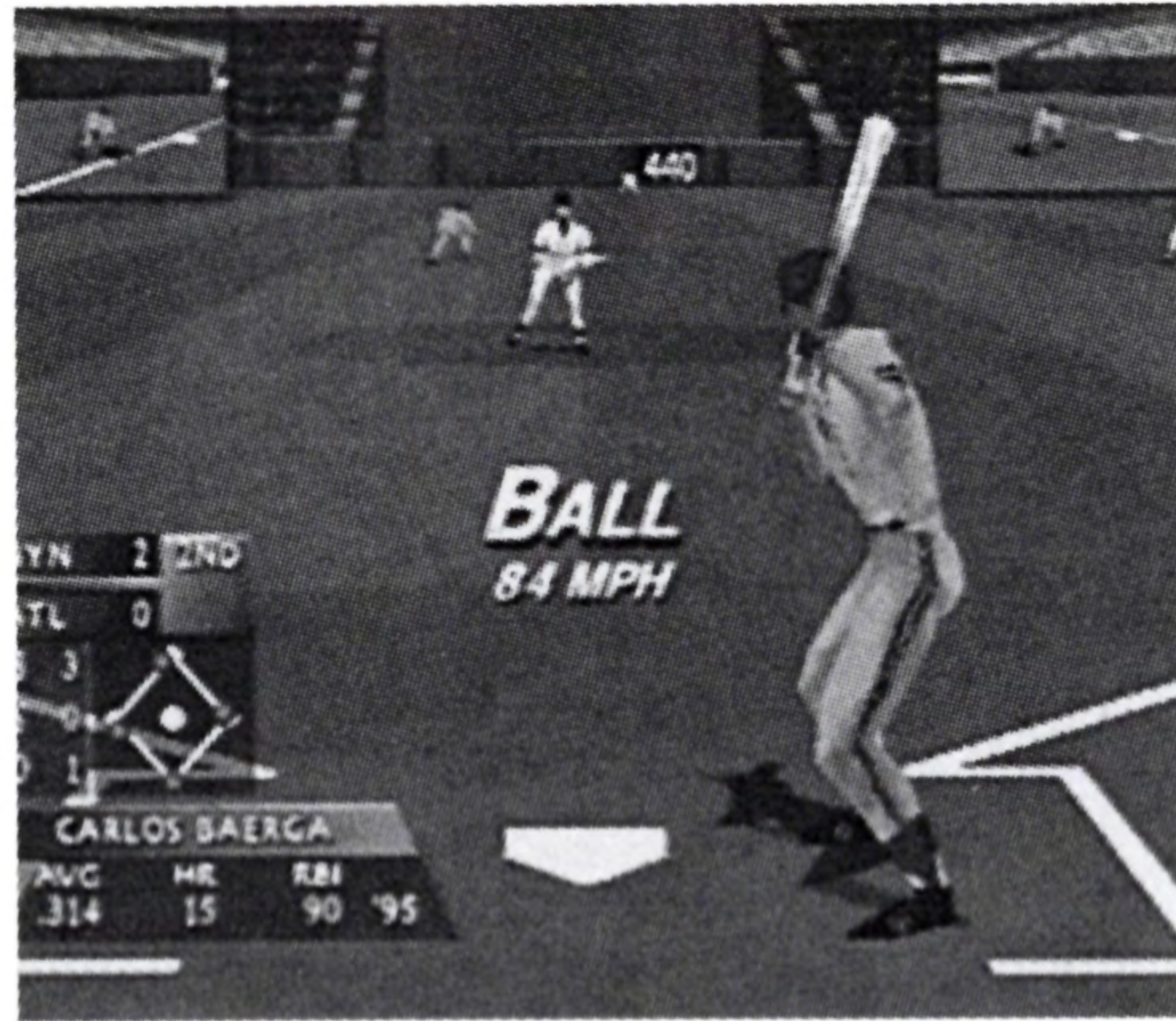
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PITCHING



Adjust position on the moundD-Pad LEFT/RIGHT
PitchX + D-Pad for ball control
Change-upD-Pad UP
Fast ballD-Pad DOWN
Breaking ballD-Pad LEFT/RIGHT

Note: Pitch type is determined at the time the pitch button is pressed.

Pick-off● + D-Pad base designation
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PICK-OFF PLAY BASE DESIGNATIONS:

FirstD-Pad RIGHT
SecondD-Pad UP
ThirdD-Pad LEFT

- In a one-player game, the opposing team will automatically call time-outs to replace pitchers.

BRINGING IN A RELIEF PITCHER

Your pitcher will get tired if he makes a lot of pitches. Look for these signs:

- The pitcher starts shrugging prior to delivery.
 - Pitch variations like breaking balls stop working.
 - Fast balls are losing their velocity.
1. Call a time-out to display the Defense Menu.
 2. Press the **D-Pad UP/DOWN** to highlight PITCHING CHANGE.
 3. Press **X** to view the Bullpen.
 4. Press the **D-Pad UP/DOWN** to highlight a pitcher. In PENNANT RACE mode, check out the REST number next to your reliever. This is the number of days of rest that is needed for the pitcher regain all of his skill.
 5. When you decide on a new pitcher, press **■** to make the switch.
 6. Press **▲** to return to the Defense menu. Highlight CONTINUE and press **X** to re-enter the game.

DOUBLE SWITCH

- When making a pitching change when the DH is not in effect, the user is given the option to make additional changes to his lineup.
1. Press **■** to make the reliever switch (see Relief Pitcher #5).
 2. Start a double switch by pressing **●**.
 3. At the Bench screen, press the **D-Pad UP/DOWN** to highlight defensive player to leave game.
 4. Press **■** to place relief pitcher into that player's spot in the batting order.
 5. Press the **D-Pad UP/DOWN** to highlight defensive replacement.
 6. Press **■** to complete the DOUBLE SWITCH or press **SELECT** to cancel. The defensive replacement will assume the former pitcher's (or pinch hitter's) spot in the batting order.
 7. Press **▲** to return to the Defense menu. Highlight CONTINUE and press **X** to re-enter the game.

FIELDING

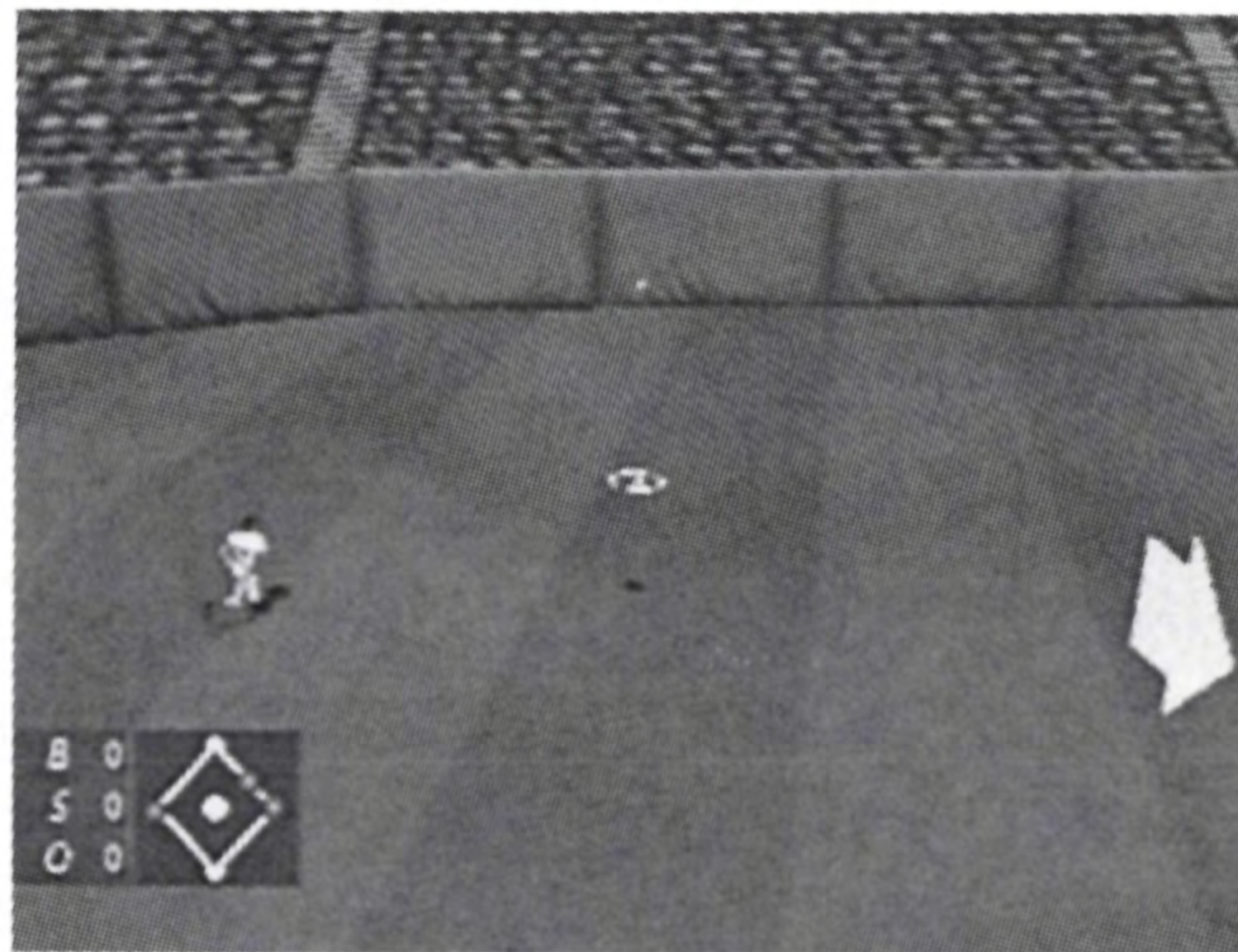
When the Fielding Option is set to AUTOMATIC:

Your fielders will attempt to field the ball on their own. The user then controls the throw.

When the Fielding Option is set to MANUAL:

The active player is highlighted by a yellow circle and the ball's landing area is highlighted with a green target. The user controls the fielding and the throwing.

- When throwing to bases, use the **D-Pad** to designate the base. If you do not press the **D-Pad**, the throw goes to first base.
- If there is no fielder at the base you are throwing to, your active fielder will run toward the base to make the out.
- When there is no fielder visible on the field, a yellow arrow points in the direction of the closest fielder.
- Make fielder adjustments during a defensive Time-out.



Use these base designations for fielding:

HomeD-Pad DOWN
FirstD-Pad RIGHT
SecondD-Pad UP
ThirdD-Pad LEFT

Before Catching the Ball:

- Switch controlled fielder ●
- Dive for ball X + direct with D-Pad
- Jump for ball X
- Run for ball D-Pad

After Catching the Ball:

- Throw ball X + D-Pad to designated base
- Run to base ● + D-Pad to designate base

When an Outfielder's throw to Third or Home is in the Air:

- Tell cut-off man to catch and hold X
- Tell cut-off man to catch and throw X + D-Pad to designate base.
- Disable cut-off man Press X again to disable cut-off man

ADJUSTING FIELDING POSITIONS

Adjust fielding positions based on different play situations. Fielding positions return to the default between innings.

1. Call a time-out.
2. Press the **D-Pad UP/DOWN** to highlight OUTFIELD or INFIELD.
3. Press the **D-Pad LEFT/RIGHT** to make the fielding setup.
4. Highlight CONTINUE and Press **X** to return to game.

Infield Setups

Normal
Double Play
Corners In
Half-Way
In (on the grass)
Righty Pull
Lefty Pull
Guard Lines

Outfield Setups

Normal
Deep
Shallow
Shade Left
Shade Right
Gap Right
Gap Left
Guard Lines

DEFENSIVE CHANGES

1. Call a time-out.
2. Press the **D-Pad UP/DOWN** to highlight DEFENSIVE CHANGE from the Defense Menu
3. Press **X** to display the Bench screen.
4. Press the **D-Pad UP/DOWN** to highlight the player to replace. Press **■**.
5. Press the **D-Pad UP/DOWN** to highlight the player to substitute in and press **■**.
6. Press **▲** to return to the Defense menu. Highlight CONTINUE and press **X** to re-enter the game.

Note: See “Starting Lineup” section for changing defensive positions.

PENNANT RACE

1. On the Game Selection Menu, choose NEW PENNANT RACE and press **Start** or **X**.

Note: If a Pennant Race is already in progress, this warning displays: “The Memory Card in slot ____ has an existing 3D Baseball file. Overwriting this file will destroy any Pennant Race data you have saved. Do you wish to overwrite it?” Selecting YES will remove your old Pennant Race from memory. Highlight MAIN MENU and press X to exit. Highlight CONTINUE and press X to continue a new season without destroying your saved season.



2. On the Pennant Race Menu, highlight SELECT TEAM and press the D-Pad LEFT/RIGHT to pick your team.
3. Highlight SEASON LENGTH and press the D-Pad LEFT/RIGHT to select a 26, 81 or 162 game season.
4. Highlight HOME STADIUM and press the D-Pad LEFT/RIGHT to select your home game stadium.
5. Press X to view the Sports Desk Menu.

IMPORTANT NOTES ON MEMORY CARD USAGE: (1) 3D Baseball is an “auto-save” game. Season data is automatically saved to your memory card during Pennant Race mode. (2) A Pennant Race may be played without a memory card present, but once a Pennant Race has begun and you’ve chosen to “Continue Without Save” once, you will never be able to save this Pennant Race in progress to a memory card. (3) NEVER remove a memory card while the message “ACCESSING MEMORY

CARD. PLEASE WAIT.” is onscreen. Doing so may damage your memory card and may cause any saved data to be lost.

- Highlight **SCHEDULE** and press **X** to view upcoming games. Press the **D-Pad LEFT/RIGHT** to cycle through the calendars. Your next game is circled.
 - Highlight **STANDINGS** and press **X** to view all the teams by league and division. More information is displayed as you get into the season.
 - There are no League Leaders yet. Once the season is under way check here more current info on the top players.
6. If you want to enter General Manager Mode, highlight **GENERAL MANAGER** and press **X** or highlight **START GAME** and press **X** to get into the season.
 7. Make last minute changes on the Starting Lineup screen and press **X** to load the season and play your first game.



PLAYER OF THE GAME AND MVP

Each game ends with the Player of the Game screen, featuring key stats on the best performer. When you finish a season of play, several post-season awards, including an MVP for each league, are handed out.



Post-Season Awards:

MOST VALUABLE PLAYER- The player in each league deemed to be the most valuable to his team.

PITCHER OF THE YEAR- The pitcher in each league deemed to be the most valuable to his team.

BATTING CHAMPION- The player in each league who finishes the season with the highest batting average.

RBI CHAMPION- The player in each league who drives in the most runs during the season.

STOLEN BASE CHAMPION- The player in each league who steals the most bases during the season.

PLAYOFFS

In order to advance to the playoffs you must first qualify in Pennant Race mode. The season ending divisional winners and one wildcard team from each league qualify for the playoffs. The wildcard team is the team that finishes with the best season record that was NOT a divisional winner.

In the Wildcard Round of the playoffs, the wildcard team will play the division winner with the better overall record of the two teams that are NOT in its division. The other two divisional winners play each other in the other wildcard series.

The four winners from the Wildcard Round play in the League Championship Series, and these two winners from the League Championship Series play each other in the World Championship. Home field advantage for each series is given to the team with the better league record, with the exception of the wildcard team, which is never granted home field advantage.

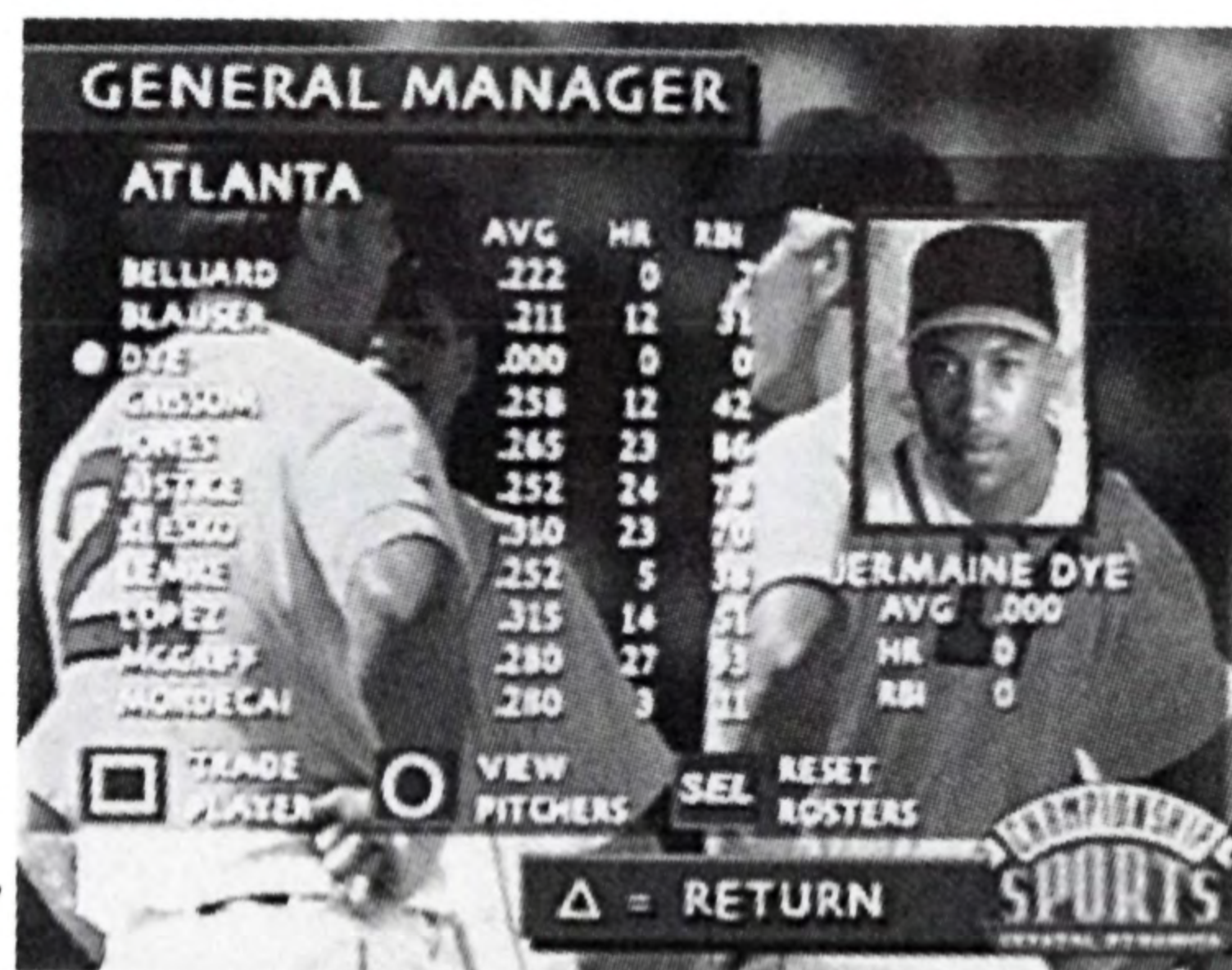
Note: You may see how the teams that qualified fared in the postseason by selecting "Continue Pennant Race" from the Game Selection Menu and selecting "View Schedule" from the Sports Desk Menu.

GENERAL MANAGER

The General Manager mode allows the user to make team changes by altering player stats and/or trading players.

- Adjust batting average from 0 to .500.
- Jack up their home run total to 62.
- Pad their runs batted in to 150.
- Change Pitchers' Win/Loss and ERA.
- Trade Players

Note: Players without stats did not play in 1995, and will need stat changes to reflect their actual abilities. The Default Stats are based on the real 1995 stats for each player.



CHANGING PLAYER STATS

1. Press **X** to open General Manager from the Exhibition screen, or the Sports Desk screen in New Pennant Race Mode.
2. Press the **D-Pad UP/DOWN** to highlight the player whose stats you want to change. If you are going to adjust pitcher stats, press **●** and then press the **D-Pad LEFT/RIGHT** highlight the desired pitcher.
3. Press the **D-Pad LEFT/RIGHT** to highlight the stat that you want to alter.
4. Press the **D-Pad UP/DOWN** to raise or lower the stat.
5. If you decide to return the Stats and Rosters to the defaults, press **Select** to cancel your changes.

*Note: In Pennant Race Mode, you will receive a warning that players and their stats will return to their last saved settings. Press **■** to erase your current changes. Press **SELECT** to keep your changes in force.*

6. Press **▲** to return to game. Any roster changes will now be saved.

TRADING PLAYERS

Note: Players who are traded between leagues will not take their accumulated Pennant Race statistics with them, but traded players from teams in the same league will retain all statistics.

1. Press **X** to open the General Manager screen from the Exhibition screen, or the Sports Desk screen in Pennant Race mode.
2. On the General Manager screen, press the **D-Pad UP/DOWN** to highlight the player you want to trade. If you want to trade off a pitcher, press **●** and then highlight the desired pitcher.
3. Press **■** to select your player and display the other teams. Press the **D-Pad LEFT/RIGHT** to select a team. Press the **D-Pad UP/DOWN** to highlight the player you want to bring to your team.
4. Press **■** to make the trade and return to the General Manager screen. If you decide to return the Stats to the defaults, press **SELECT** to reset your roster and cancel the trade.
5. Press **▲** to return to game.

TRADING DEADLINE

In Penant Race mode, no trades or stats adjustments will be permitted after the following periods:

26-game season	after game 20
81-game season	after game 67
162-game season	after game 135

QUITTING A GAME OR A SEASON

1. Call a time-out.
2. Highlight **QUIT GAME** and press **X**. A quit warning will appear. Note that stats are not saved for incomplete games in Pennant Race mode.
3. Highlight **YES** to quit and press **X** to quit the game.

SAVING & LOADING SEASONS

In order to save or load seasons, a Memory Card must be inserted into Memory Card slot 1 or 2. If you do not have enough space (2 blocks) to save 3D Baseball, you will need to create space on your Memory Card by deleting other saved files. A warning will appear prior to beginning a NEW PENNANT RACE and give you the option to delete files.

SAVING A NEW PENNANT RACE

1. At the Main Menu, highlight NEW PENNANT RACE and press **X** to begin new season. Only one PENNANT RACE season can be saved at a time.
2. If you have an existing Pennant Race in progress you will be given the option to overwrite that season. Highlight YES and press **X** to overwrite and start a new season or highlight NO and press **X** NOT to overwrite season saved. If you selected NO, highlight Main Menu and press **X** to exit or highlight CONTINUE and press **X** to continue playing the unsaved season.

LOADING SAVED PENNANT RACE

1. At the Main Menu, highlight CONTINUE PENNANT RACE and press **X** to load a previously saved season.
2. If you have a season saved, you will view the Sports Desk and return to the Pennant Race in progress.

Note: See *PENNANT RACE* for more details.

READING STATS

Check Stats carefully to make key decisions for gameplay and trading players.

- Performance over the season.
- Find out the stamina levels of player.
- Check how rested relief pitchers are before sending them into a game.
- Gather information on the strengths and weaknesses of the opposition.

Find Stats in these places:

- Standings (During a Pennant Race) — Select VIEW STANDINGS on the Sports Desk screen any time after you complete the first game in the Season.
- General Manager screen - Open this screen from the Sports Desk during Pennant Race
- Bench or Bullpen screens.

BATTING STATS

2B Doubles

3B Triples

AB At bats

AVG Batting average

B Bats

L Left handed

R Right handed

S Switch hitter

BB Walks

E Errors

H Hits

HR Home runs

POS Player Positions

1B First baseman

2B Second baseman

3B Third baseman

C Catcher

CF Center fielder

LF Left fielder

P Pitcher

RF Right Fielder

SS Shortstop

R Runs scored

RBI Runs batted in

SB Stolen Bases

SLG Slugging percentage (total bases divided by times at bat)

ST Status

(a player's position on the bases)

PITCHING STATS

BB Walks allowed
ER Earned runs allowed
ERA Earned run average
H Hits allowed
HR Home runs allowed
IP Innings pitched
K Strikeouts
L Losses
POS Position
 RP Relief pitcher
 SP Starting pitcher

R Runs allowed
Rest Number of days remaining to be fully rested
STM Stamina rating--highest when pitcher is fully rested.
SV Saves
T Throws
 L Left handed
 R Right handed
W Wins

TEAM STATS

Away W-L record for away games
GB Number of games out of first place
Home W-L record for home games
L Losses

L10 W-L record for last 10 games
PCT Percentage of games won
STR Streak (number of games won or lost in a row)
W Wins

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Programmer

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Lead Designer

Sam Player

Additional Programming

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Art

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Lyle Hall

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Steve Henifin

**Music Adapted for
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Loudmouth, Inc.
Steve Henifin

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Detroit, Michigan

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Roy Cooler - MLBPA
Team Titan
Music Annex
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Game Manual

Hanshaw, Ink.
Sam Player

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