



NTSC U/C

PlayStation™



HARDBALL® 5



SLUS-00108
H5* SX



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

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PLAYSTATION DISC

- This compact disc is 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 store it in its protective case when not in use. Clean the disc with a soft, dry, lint-free cloth, wiping in straight lines from the center to the outer edge. Never use solvents or abrasive cleaners on the disc.

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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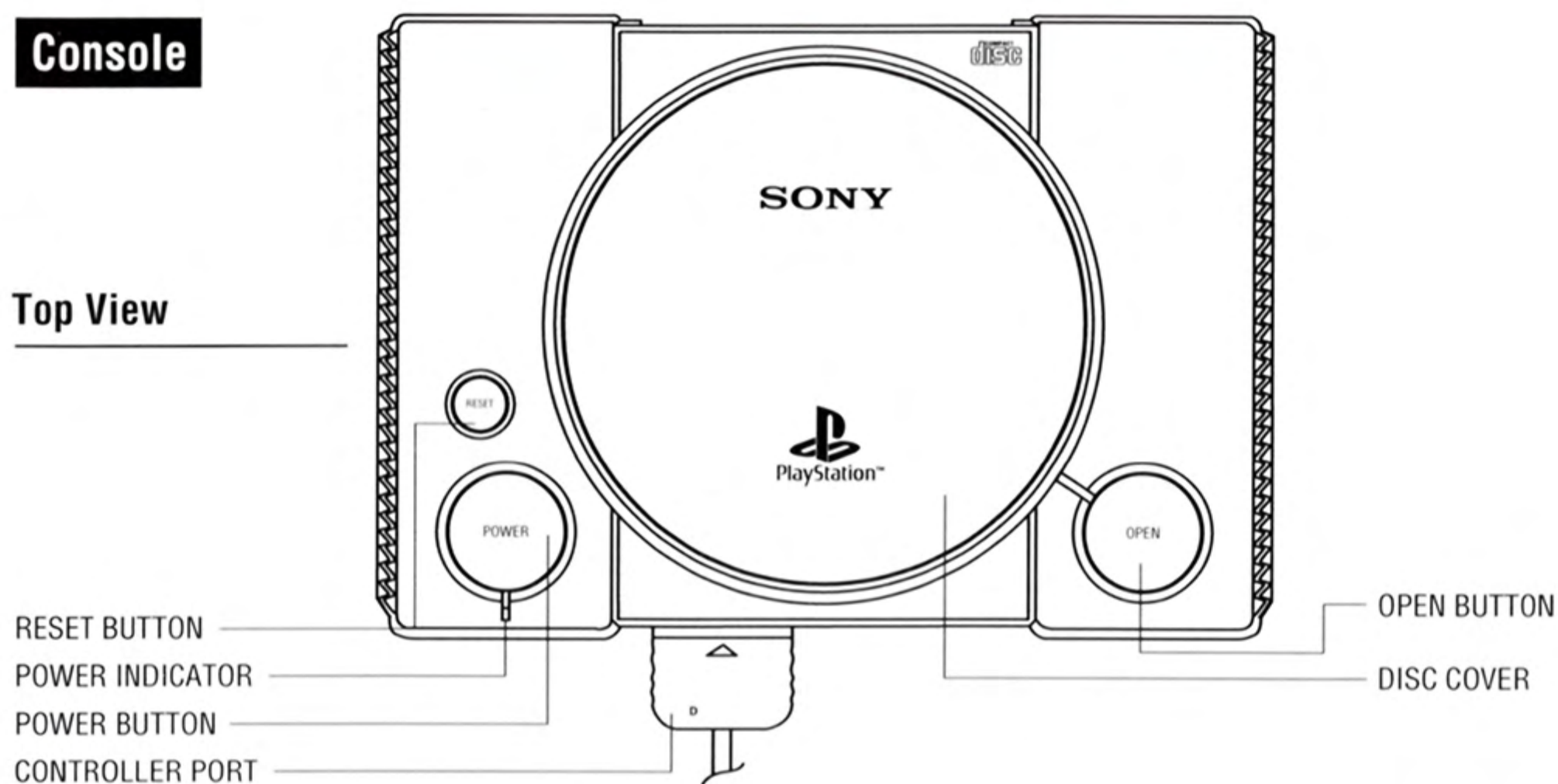
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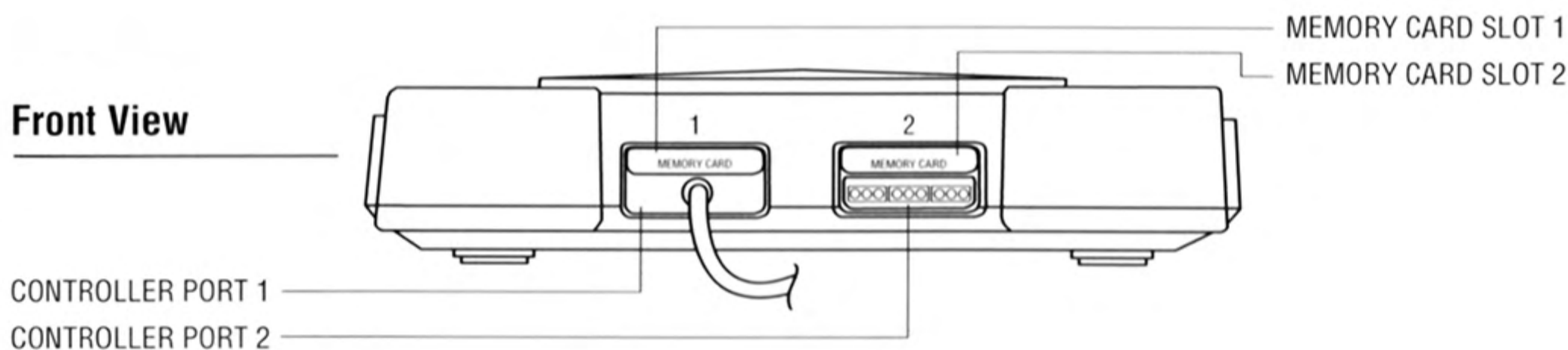
SETTING UP

Console

Top View



Front View



- 1 Set up your PlayStation game console according to the instructions in its hardware manual.
- 2 Insert one or two memory cards if you want to save your games.
Note: If a memory card is full, you won't be able to save games to it. Delete unwanted data or reformat the card before starting play. See the information on pg. 6.
- 3 Make sure the power is OFF before inserting or removing a compact disc.
- 4 Insert the *HardBall 5* disc, label side up, and close the disc cover.
- 5 Plug in one or two controllers, and turn the PlayStation game console ON.
- 6 The Sony Computer Entertainment and PlayStation logos appear, followed by the *HardBall 5* title sequence and MLBPA logo. Then the game demo begins.

Note: Any previously saved HardBall 5 data on the memory card will load before the Title screen is displayed.

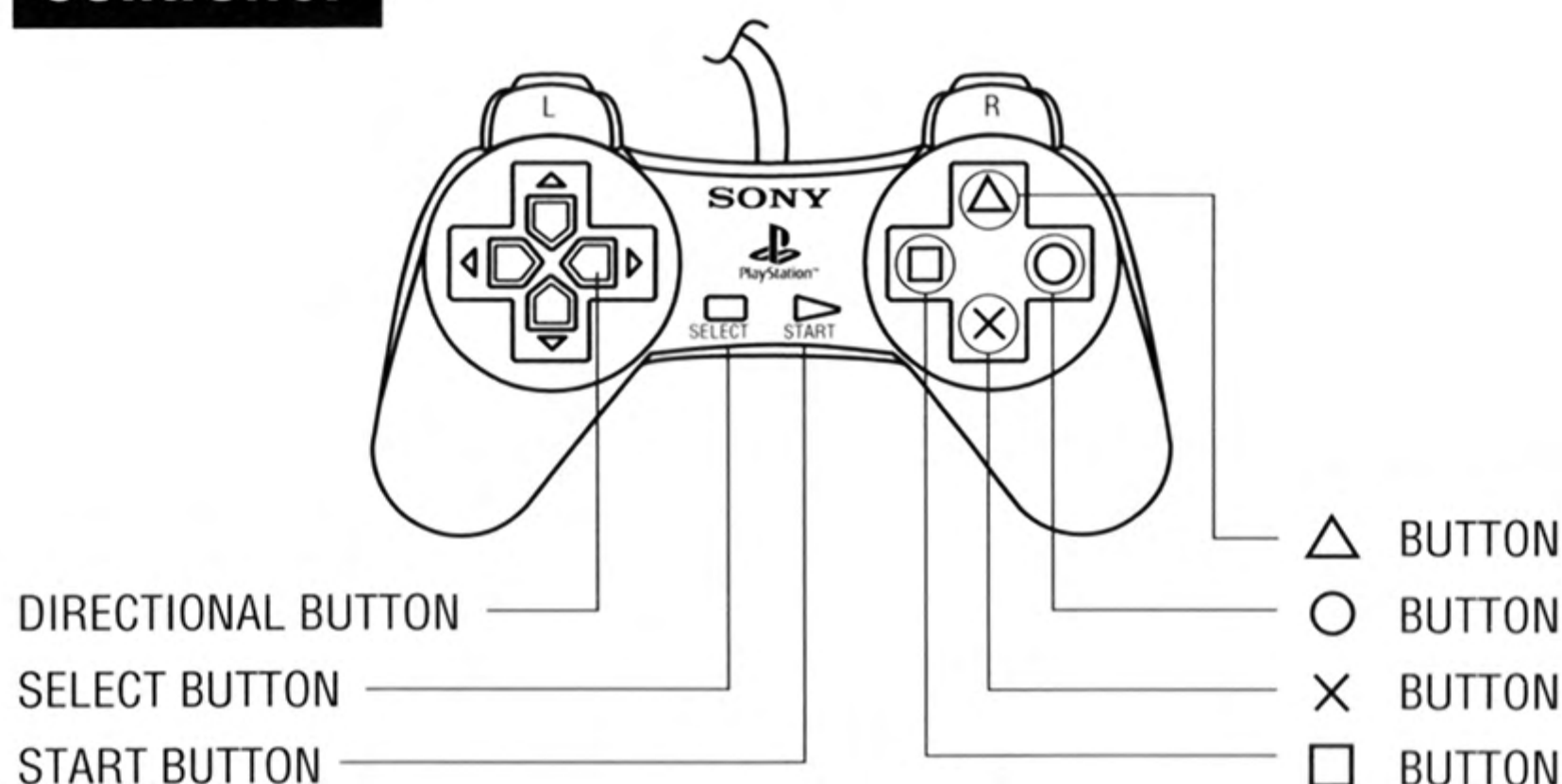
- 7 Press the **X** button or **Start** on the controller to display the Main Menu.



GAME CONTROLS

One or two players can play *HardBall 5*. For two players, plug two controllers into the PlayStation game console.

Controller



USING MENUS

Directional buttons . . . Move highlight to next item or adjacent column.

Select . . . Move highlight to next list.

Start . . . Choose default menu item.

× Choose highlighted item; in text and number grids, choose highlighted letter or symbol.

● In menus with a Statistical Set button, tap repeatedly to cycle through the four statistical sets; press and hold for 2 seconds, then release to reveal the Statistical Display screen.

■ Cancel

BATTING & BASERUNNING

Directional buttons . . . Move highlight to desired batting option; target swing location in strike zone. Also:

- **Advance to next base:** Press **Directional button** corresponding to next base.
- **Retreat to previous base:** Before reaching next base, hold down **Directional button** of previous base and press ×.
- **Lead off and steal:** Base runners automatically lead off. Increase the lead by holding down **Directional button** of next base; to steal, press ●.

× Choose highlighted batting option; swing bat; combine with **Directional button** to return runner to previous base.

● Press and hold to display batter's/pitcher's card while in Batting Options menu. Press and hold again to view the backside with statistics.

PITCHING & FIELDING

- Directional buttons** . . . Move highlight to desired pitching option; aim pitch; move highlighted fielder.
- × Choose highlighted pitching option; throw pitch; combine with a **Directional button** to throw to base; switch control to fielder closest to ball.
- Make fielder dive or jump for the ball; combine with a **Directional button** to attempt a pickoff; display batter's/pitcher's card while in Pitching Options menu.

Note: You can reconfigure the offense and defense controls on the Options; Configure Controls screen, described on pg. 18.

OTHER ACTIONS

- Display windsock and scoreboard during gameplay.
- Start** . . . Pause or resume gameplay.
- Select** . . Call time out and view the Scoreboard/Lineup screen.
- Select + Start** Reset game to Title screen. Press and hold down both buttons simultaneously for 2 seconds.

USING TEXT & NUMBER GRIDS

For many features of the game, you will use an on-screen grid to input text or numerical information. These features include saving games or highlights, and changing player attributes, stadium conditions, and team summaries. The following steps explain how to use the text and numerical input grids.



To input text information:

- 1 Highlight a character on the grid.
- 2 Press × to place it on the text line as a lowercase letter; press ● to place it as an uppercase letter.
- 3 Repeat steps 1 and 2 to create a complete name or description.
- 4 To delete the last character in the line, press ■.
- 5 Either press **Start** or highlight **Done** and press × to save the name/description, or choose **Cancel** to ignore it and exit to the previous menu.

To input numerical information:

- 1 Choose ■ to delete any current data on the input line, such as on the Player Editor or Stadium Info screen.
- 2 Highlight a number on the grid and press × to enter it on the line.
- 3 Repeat step 2 to complete the data.
- 4 Choose **Done** to save the new number, or **Cancel** to ignore it and exit to the previous menu.

MEET AL MICHAELS

Al is the best there is in the broadcast booth. His voice is known to sports lovers around the world. Al's been a sports enthusiast all his life, and fans instantly respond to the avid interest in his voice.

Knowledgeable and insightful, Al has a broadcast style all his own. When he's announcing a game, you can't help getting pulled into the play, feeling the tension on the court, and sharing the excitement coursing through the stands.

Al began broadcasting for the Hawaii Islanders in 1968. He also called the play-by-play for the University of Hawaii Rainbows, covered high school sports and hosted three TV sports shows daily. In '71, Al was named number one broadcaster for the Cincinnati Reds, and covered the team for NBC in the '72 World Series. Al signed on as sportscaster for the San Francisco Giants on KSFO Radio and KTVU-TV in '74, and then moved on to ABC Sports in '77. In '86, Al joined the broadcast crew on ABC's *Monday Night Football*, and gained millions more fans.

Al's achievements include an astounding seven World Series, five All-Star Games and seven League Championship Series. Al has also broadcast ABC's *NCAA Football* and college basketball telecasts. You'll find Al behind the mike at many of ABC's *Wide World of Sports* events, and hosting *The Superstars*.

Al has been selected the national "Sportscaster of the Year" three times and has twice captured an Emmy as Outstanding Sports Personality – Host.



GETTING STARTED

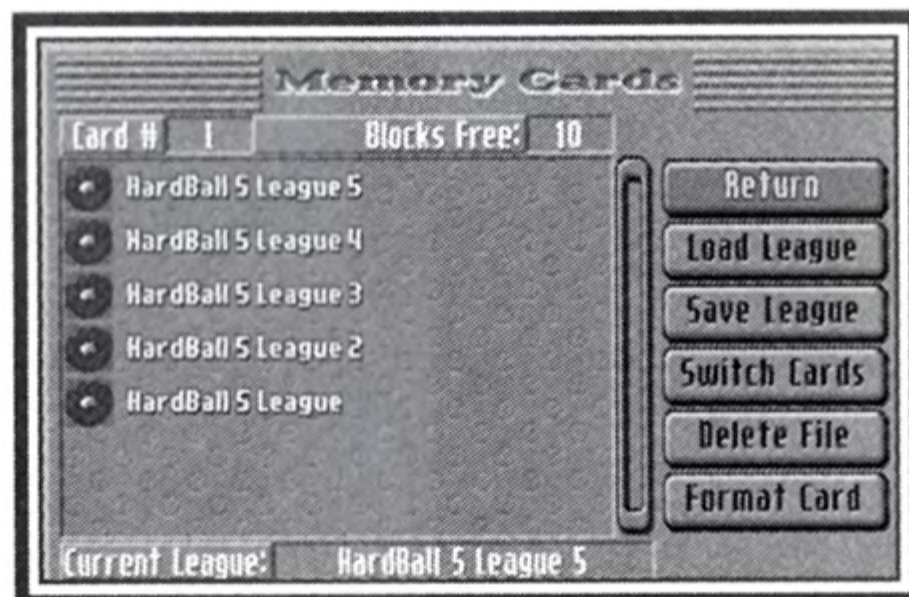
USING MEMORY CARDS

The *HardBall 5* memory card manager saves a wide variety of game data. When you create or update a Save File, the following data is saved to the memory card as a complete file:

- Current League Standings and Edits.
- Complete Player Stats and Trades.
- All Player Edits to user-owned teams.
- Highlights.
- One saved League game.
- One saved Exhibition game.
- Options settings.
- Home Run Derby high scores.

The memory card menu, available from the Main Menu, displays the following:

- **Card #:** Which of two slots either (1 or 2) current memory card is in.
- **Blocks Free:** Storage space available on the chosen card.
- **Current File:** Filename of the currently loaded Save File.



To save a file:

- 1 On the Memory Card menu, highlight **Save File**, and press X.
 - If there are no *HardBall 5* files on the card, or if **New File** is chosen, a text grid will appear. Use the text grid to enter a filename. Select Done to create the new file. If this applies, do not go on to step 2.
- 2 If any *HardBall 5* data files exist on the memory card, you will be prompted to "Store data to what file."
 - Highlight the name of an existing file, you will be prompted to "overwrite existing file." Choose **OK** to update the existing file, or **Cancel** to make no changes.

Note: Always Save File before power down to ensure preserving the most current game data for your next HardBall 5 session.

To load a file:

- 1 On the Memory Card menu, highlight **Load File** and press X.
- 2 You will be prompted to "Load which file."
- 3 Highlight a filename and press X.
- 4 The selected file is now loaded.

To format a memory card:

- 1 Insert a memory card into the PlayStation game console. (See the hardware manual for installation instructions.)
- 2 From the Main menu screen use the **Directional buttons** to highlight the **Memory Card** option and press X. The Memory Card menu appears.
- 3 Choose **Format Card** and press X.
- 4 If the memory card is not new, you will see an **OK** prompt. Choose **OK** and press X to proceed, erasing all current data on the memory card in slot 1. Choose **Cancel** to ignore the action and to return to the previous menu.
- 5 Choose **Return** to exit the Memory Card menu.

To delete memory card data:

- 1 Starting at the Memory Card menu, choose **Delete File** and press X.
- 2 Highlight the description of the file you want to delete.
- 3 Choose **OK** to delete, or **Cancel** to exit to the menu without deleting data.

To switch memory cards:

- 1 If you have more than one memory card plugged in, highlight **Switch Cards** on the Memory Card menu to load or save a file.

QUICK START

- 1 View the Main Menu with **Exhibition Game** highlighted.
- 2 Press **X** to display the Exhibition Pre-Game screen.
- 3 With the **Start** option highlighted, press **X** to choose the two default teams showing on screen and display the Scoreboard/Lineup screen.
- 4 Choose **Options** and press **X** to go to the Ground Rules menu.
- 5 In the **Manager Options** section, choose **Fielding** in the column for your team and press **X** to disable the option. The PlayStation game console will field the ball for you during play.
- 6 Choose **OK** and press **X** or **Start** to exit back to the Scoreboard/Lineup screen.
- 7 Choose **Play Ball!** and press **X** to begin play.

During play, menu boxes appear that contain play options. An arrow next to each option shows which **Directional button** to press to choose it.

Batting: Choose a swing by holding down the indicated **Directional button** and pressing **X**. The pitcher throws. Target your swing location in the strike zone with the **Directional buttons**, and swing by pressing **X**.

Running: The runner goes immediately to first base. Try for a double by pressing the **Directional button up**. The runner tries for second. If he makes it, press **left** to try for third, and **down** to try for home.

Pitching: Choose a pitch by holding down the indicated **Directional button** and press **X**. Press **X** again to start the windup. Use the **Directional buttons** to aim your pitch during the windup, before the ball is released. To attempt a pick-off, press the **Directional button** for the intended base while simultaneously pressing **●**.

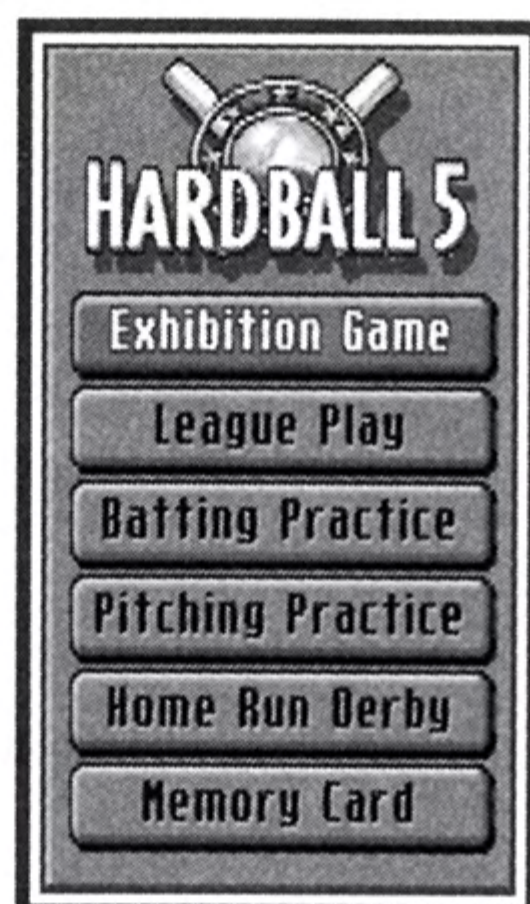
BASE	PICK-OFF CONTROLS	
	PITCHER'S VIEW	BATTER'S VIEW
First	←	→
Second	↓	↑
Third	→	←

Fielding: Once the fielder has the ball, use the **Directional buttons** to throw to different bases (**right** – 1st; **up** – 2nd; **left** – 3rd; **down** – home). Choose a base and press **X**. The fielder throws. To avoid the cut-off man in throws from the outfield, press the **Directional button** for the base, and then press **●**.

THE MAIN MENU

The Main Menu offers six game options. Each one is fully explained in its own manual section, as noted.

Use the **Directional buttons** to highlight the option you want, and press X to continue.



Exhibition Game: A single game that doesn't affect League Play.

League Play: Set up your own League and play a season with additional League Play special options. Information begins on pg. 30.

Batting Practice: Practice hitting pitches while batting right- or left-handed. See pg. 40.

Pitching Practice: Practice aiming and controlling pitches with different pitchers and pitch types. See pg. 42.

Home Run Derby: Rack up points in a home run hitting contest. See pg. 42.

Memory Card: See *Using Memory Cards* on pg. 6.

PLAYING EXHIBITION GAMES

- 1 To begin playing a single game, start at the Main Menu, choose **Exhibition Game**, and press X.
- 2 The Exhibition Pre-Game screen appears, showing team summaries for two default teams, and the pre-game scoreboard. It also provides options for customizing your game.
- 3 Choose any option to continue:



Start: Play using the teams shown on screen. You'll skip to the Scoreboard/Lineup screen.

Choose New Teams: Choose the home and visiting teams.

Stars Game: Star players from both Leagues line up for a Stars Exhibition Game.

Resume Game: Resume a previously saved Exhibition. *Saving & Resuming Exhibition Games*, pg. 21, gives more information.

Highlights: Replay saved highlight reels from previously played games. *Highlights*, pg. 21, provides additional details.

Main Menu: Return to the Main Menu.

CHOOSING NEW TEAMS

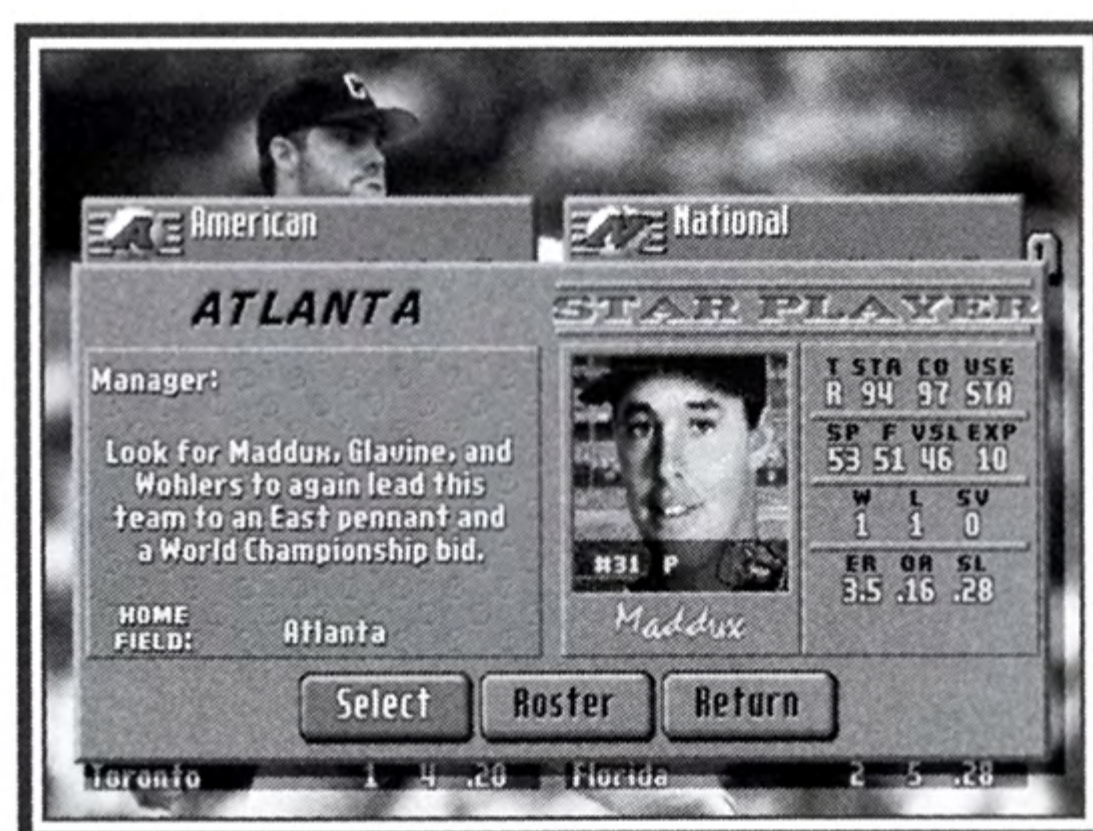
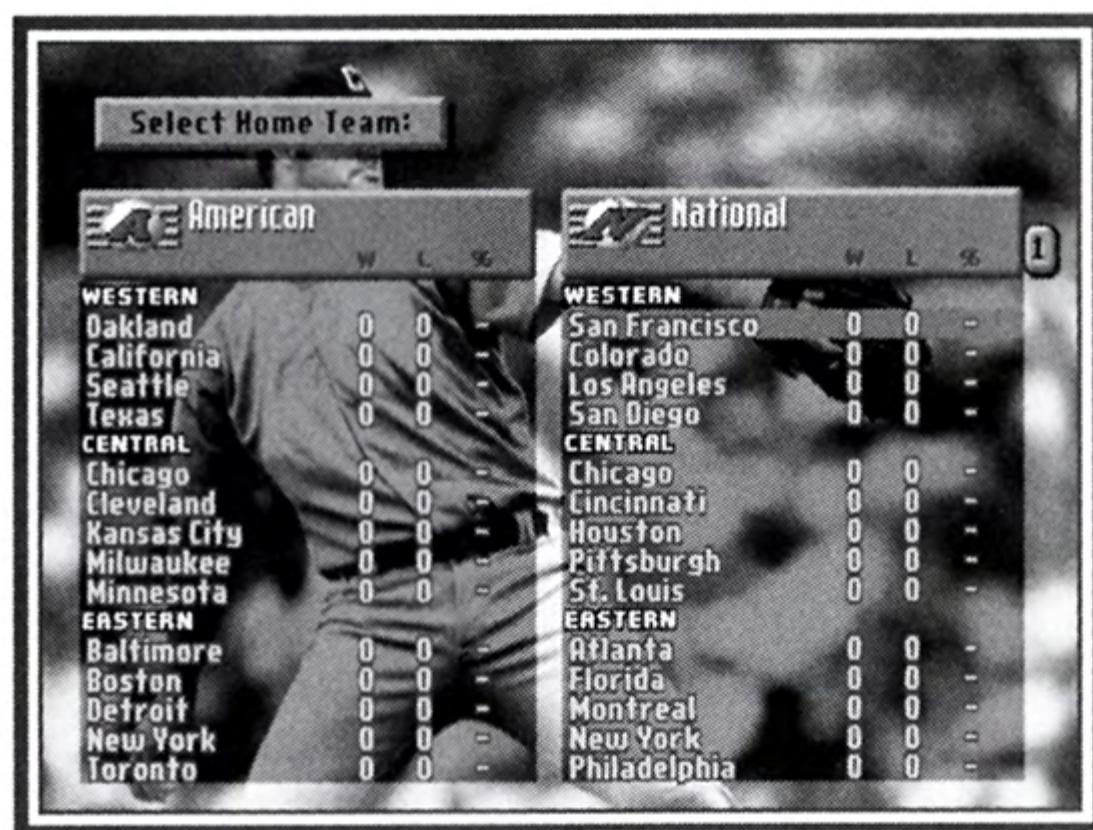
Choose the home and visiting teams for a power-packed Exhibition Game.

- 1 Starting at the Main Menu, choose **Exhibition Game; Choose Teams**.
- 2 The Select Home Team screen appears, showing the available teams and their current records.
- 3 Choose a Home team and press X.
- 4 The Team Summary screen appears, showing information for the chosen club. Choose an option and press X:

Select: Enter this team as the Home team.

Roster: View the team's roster.

Return: Return to the previous screen for a different pick.



- 5 Choose the Visitors team in the same way.

Note: Teams listed on the Select Home/Select Visitors screens play in the currently selected memory card Save File. To change files, see Using Memory Cards, pg. 6.

VIEWING THE SCOREBOARD, LINEUP & STATS

The Scoreboard/Lineup screen shows the scoreboard, starting lineups for the two chosen teams, and player stats.

Viewing Player Cards: When you highlight a player's name, a baseball card appears, revealing more information about that player.

Viewing Statistical Sets: You can look at four different sets of player stats. At the start of a game, Set 1 is displayed, shown by the Statistical Set button to the upper right of any column. To see other sets, tap ● repeatedly when a player is highlighted in a column to cycle through the four Statistical Set buttons. You can also customize the stats displayed in each set. Instructions begin on pg. 24.

Viewing Player Info: To see a screen of an individual player's ratings and statistics, use the **Directional buttons** to highlight a player's name, and press X. Choose **Previous** to view one player up the roster, **Next** to view one player down, and **Done** to exit to the previous screen.

Note: See Table 1, pg. 44-46, for explanations of the abbreviations used in the Statistical Set displays, on the baseball cards, and on any player information screen.

The Scoreboard/Lineup screen also provides a set of options for customizing your game. Highlight the option you want, and press X to continue.

Play Ball!: Begin the game with all current player and team selections.

Team Logos (two graphics): View individual team rosters and bullpens, look at baseball cards, check player stats, and make player and team lineup changes. Full details begin on pg. 14.

Options: Set ground rules for a variety of features, and configure your controller. Information begins on pg. 17.

Box Scores: See box scores for the game in progress and display stats for both teams' starting lineups. Choose **Lineups** to exit.

Highlights: Replay saved highlight reels from current or previously played games, and store new highlight reels. Full details begin on pg. 21.

Main Menu: Return to the Main Menu and abort the current game.

Statistical Set Button

PRE-GAME		1	2	3	4	5	6	7	8	9	X	R	E
Cleveland												0	0
Atlanta												0	0

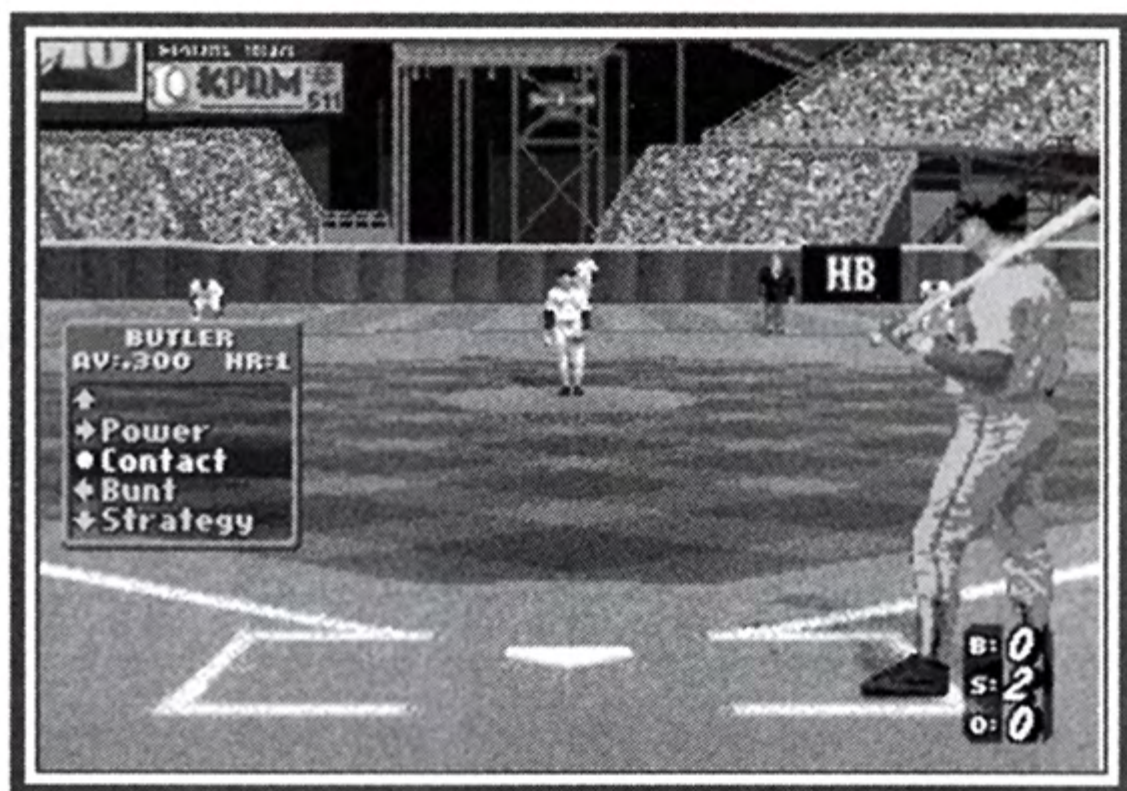
Cleveland				Atlanta			
	AVG	HR	RBI		AVG	HR	RBI
CF B Lofton, K.	.407	0	0	CF > Grissom, M.	.259	1	2
SS Vizquel, O.	.227	0	0	2B Lemke, M.	.192	0	0
2B Baerga, C.	.269	2	10	3B Jones, C.	.259	0	6
LF Belle, A.	.308	4	8	1B McGriff, F.	.077	0	0
RF Ramirez, M.	.375	4	10	RF Justice, D.	.250	0	1
DH Murray, E.	.520	3	8	LF Klesko, A.	.333	2	4
3B Thome, J.	.409	0	2	C Lopez, J.	.083	0	0
1B Perry, B.	.238	0	2	SS Belliard, R.	.211	0	0
C Alomar, S.	.217	1	1	P Avery, S.	.000	-	-

Pitcher				Pitcher			
	T	ERA	W		T	ERA	W
P McDowell, J.	R	1.6	0	P Avery, S.	L	5.6	0

Buttons: Play Ball!, Options, Box Scores, Highlights, Main Menu

ON THE FIELD

The game starts when you choose **Play Ball!** and press X. The Home Team takes the field. The batter takes his position at the plate, facing the pitcher. Baseball cards briefly appear for the two players (cards give historical stats for exhibition games and current season stats for league games), and are then replaced by the Batting and Pitching Options boxes.



B = Balls
S = Strikes
O = Outs

CHOOSING BATTING OPTIONS

The **Batting Options** box shows the batter's name, batting average and home run total. Choose from the following options:

Power: Swing for the fences. Increase your chances for hitting one out – or making an out.

Contact: A normal swing. Use when trying to get on base.

Bunt: Lay one down. A skilled bunter is a winning weapon.

Strategy: With runners on base, you can choose Hit-and-Run, Steal, Double Steal or Squeeze.



To bat:

- 1 Choose a swing by holding down the indicated **Directional button** and pressing X. For **Contact**, just press X.
- 2 The batter steps into the batter's box and the pitcher throws.
- 3 Press and hold the **Directional buttons** to target your swing location in the strike zone. The strike zone is a 3x3 grid. The left and right sides of the grid are either inside or outside, depending on whether the batter is right- or left-handed. Use the table below to target your swing.
- 4 Press X to take your swing.

SWING AREA		
↖ High & Left	↑ High	↗ High & Right
← Left	No Press Middle	→ Right
↙ Low & Left	↓ Low	↘ Low & Right

Batting strategy:

With runners on base, you can choose **Strategy** from the Batting options box. Then, choose a strategy from the menu by pressing the indicated **Directional button** and then pressing X. For **Select Swing**, just press X.

Replay: Immediately review the previous play, pg. 14.

Hit and Run: You must have at least one base runner.

Select Swing: Return to Batting Options.

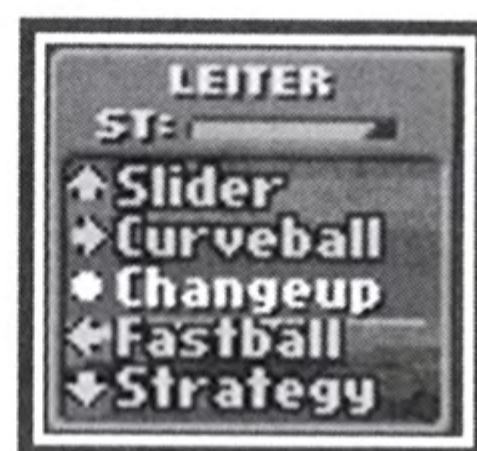
Steal: You must have at least one base runner.

Squeeze: You must have a runner on third and less than two outs.

Double Steal: You must have runners on first and second or second and third.

CHOOSING PITCHING OPTIONS

This box contains the pitcher's name and a status rating bar indicating the pitcher's fatigue level. The pitches assigned to the pitcher are listed, along with the **Strategy** option.

**To pitch:**

- 1 Highlight a pitch by pressing the indicated **Directional button** and choose it by pressing X. To choose the pitcher's default pitch, just press X.
- 2 Once your opponent chooses a swing, the batter steps into the batter's box.
- 3 Press X to start the windup.
- 4 Use the **Directional buttons** to move the crosshair and aim the pitch before the pitcher releases the ball (if the **Crosshair** option, pg. 20, is active).

PITCH TYPES	
Changeup	Sinker
Curveball	Fastball
Fastball	Slider
Screwball	Knuckleball

Note: In a 2 player game when the crosshair option is on, the crosshair disappears just before you finish aiming so your opponent will not see where you aimed.

Pitching strategy:

Choose **Strategy** for the following pitching options. Choose one by pressing the indicated **Directional button** and then pressing X. For **Select Pitch**, just press X.

Replay: Immediately review the previous play.

Walk Batter: An intentional walk.

Select Pitch: Return to Pitching Options.

IF: Normal (position infielders): Hold the **Directional button left** and repeatedly press X until the infield you want is displayed.

OF: Normal (position outfielders): Hold the **Directional button right** and repeatedly press X until the outfield you want is displayed.

INSTANT REPLAY

- 1 Choose **Strategy; Replay** from the Batting Options or Pitching Options box.
- 2 The first frame of the last play appears, including the Replay Control Panel. You can review the play in forward or reverse direction, in three speeds:



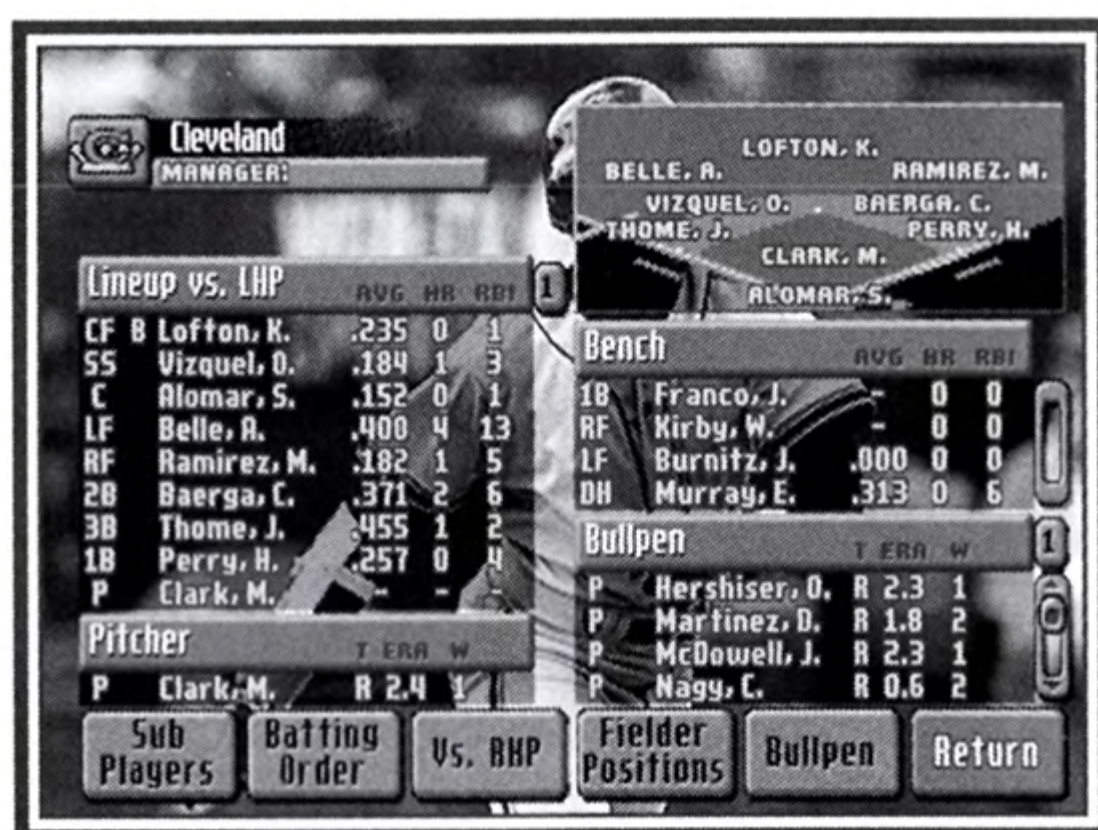
- Tap the **Directional button left** or **right**. The play moves one frame at a time.
 - Press and hold the **Directional button left** or **right** to advance through the play at normal speed.
 - Press and hold the **Directional button left** or **right** while holding down X to review the play at fast speed.
 - Move the Replay Control Panel vertically by pressing the **Directional button up** or **down**.
 - Move the Replay Control Panel horizontally by pressing the **Directional button left** or **right** while simultaneously pressing and holding the **up** and **down Directional buttons**.
- 3 Press ● to return to the field.

USING TEAM ROSTERS

Use Team Rosters to mold individual teams into winning clubs. You can set batting order, manage your bullpen, and make a variety of other player decisions.

Note: Team Rosters display a variety of statistics. To choose the stats you will see on screen, see Customizing Statistical Sets, pg. 24.

- 1 Highlight **Roster** and press X to view Team Roster.
- 2 At the upper right of the Team Roster screen, a baseball diamond shows each player's name in his fielding position or at the plate.
- 3 Use the screen's options to make player substitutions, change the batting order, change fielder positions, and move pitchers between the bullpen and the mound. Instructions are in the following sections.
- 4 Choose **Return** to exit to the previous menu.



SUB PLAYERS

Replace a player in the starting lineup with one from your bench.

- 1 Starting at the Team Roster, choose **Sub Players** and press X.
- 2 Highlight the name of the player you want to remove from the starting lineup, and press X.
- 3 Highlight the name of the player you want to sub into the lineup, and press X.
- 4 Players removed from the lineup are benched with an **X** beside their name and cannot re-enter the game.

Note: This feature can also be used to exchange fielding positions between two players in the starting lineup.

BATTING ORDER

Rearrange players in the batting order.

Note: This option is only available BEFORE a game starts.

- 1 Starting at the Team Roster, choose **Batting Order** and press X.
- 2 Highlight the name of the first player you want to move, and press X.
- 3 Highlight a new position in the batting order, where you want that player to bat. Press X to make the switch.
- 4 Repeat until the batting order is satisfactory.

VS. LHP (VS. RHP)

Set the lineups that the team will use when facing a left-handed or right-handed starting pitcher. This option is available only before a game starts. Once a game begins, the appropriate lineup is automatically chosen.

FIELDER POSITIONS

Position your fielders by choosing from six infield and five outfield alignments.

- 1 Starting at the Team Roster, choose **Fielder Positions**. The Fielder Positions menu appears.
- 2 Use the **Directional buttons** to highlight an alignment on the list. Press X to display it.

Note: See pg. 16 for a table describing the fielder positions.



FIELDER POSITIONS

OUTFIELD

Normal	Outfielders play normal positions.
In	Outfielders play shallow. Used when a weak hitter is up, or the potential game-winning run is at third base with fewer than two outs.
Left	Outfielders shift left to prevent extra-base hits to left-center field or the left field line.
Right	Outfielders shift right to stop extra-base hits to right-center field or the right field line.
Custom	Set up your own positions.

INFIELD

Normal	Infielders play in normal positions.
In	Infielders move several steps closer to the plate. Use when you expect a bunt.
Double Play	2B and SS play closer to second base.
Guard Lines	1B and 3B play near base lines to protect against extra-base hits.
Hold Runner	1B covers base. Use when a runner is on first.
Custom	Set up your own positions.

To customize the outfield positions:

- 1 Choose **Custom** from the Fielder Positions Outfield list.
- 2 Press the **Directional button right** until the left fielder blinks blue. Press X to make him blink yellow.
- 3 Use the **Directional buttons** to move this fielder to a new position, and press X to confirm.
- 4 Repeat steps 2 and 3 for each fielder you want to move.
- 5 Press the **Directional button left** to highlight one of the alignment boxes.
- 6 Highlight **OK** and press X to save your custom alignment.

To customize the infield positions:

Follow the same procedure as above, choosing **Custom** from the Infield list.

BULLPEN

At the Team Roster, choose **Bullpen** to check on your pitchers or send in relief. The Bullpen screen shows:

On the Mound: Current pitcher.

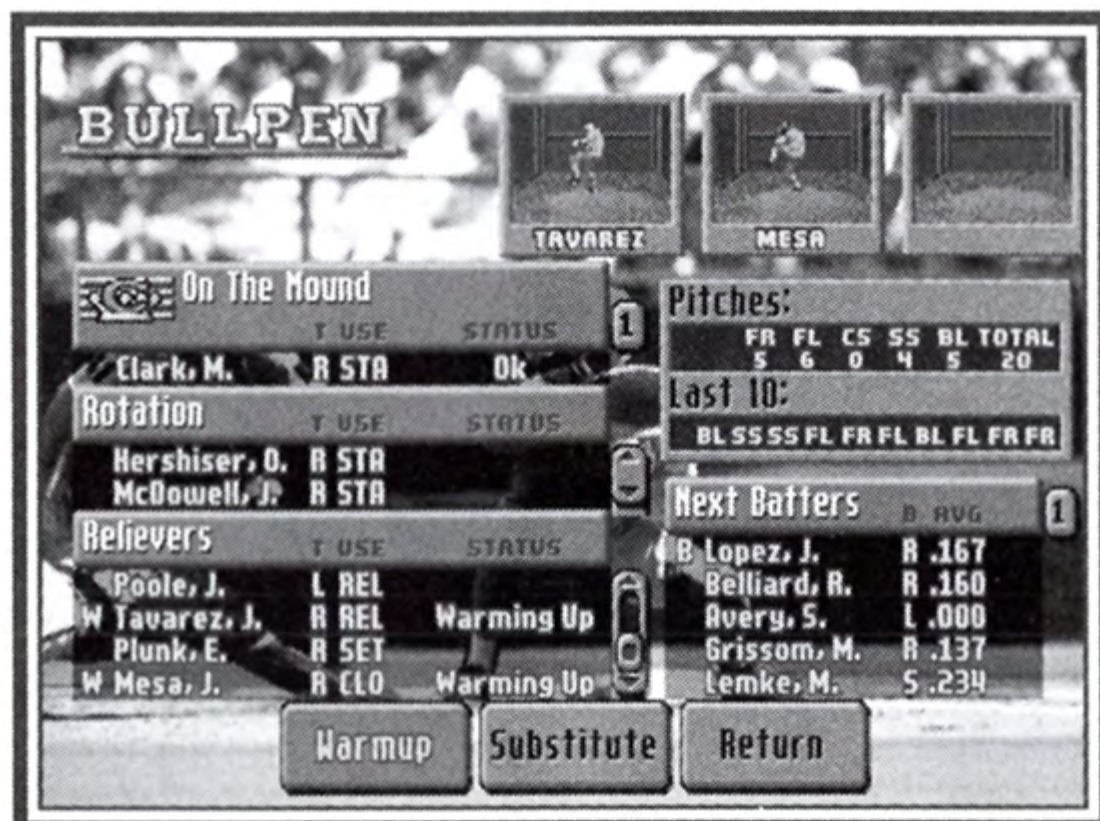
Rotation: Pitching staff's regular rotation.

Relievers: Available relief staff.

Pitches: Results of all pitches thrown by current pitcher so far in the game.

Last 10: Current pitcher's last 10 pitches.

Next Batters: Next five batters due up.



FR - Fair ball	CS = Called strike
FL - Foul ball	SS = Swing & miss
	BL = Ball

To warmup a pitcher:

- 1 Choose **Warmup** at the bottom of the screen.
- 2 Choose the name of a pitcher. The words “Warming Up” appear by his name and he begins throwing in the bullpen. When he’s ready to pitch, the words “Warmed Up” appear by his name.
- 3 To stop a pitcher who is warming up without putting him in the game, choose **Warmup** and highlight that pitcher’s name.

Note: A pitcher must warm up for approximately one inning before taking the mound. If you put him in earlier, or let him warm up too long, his control may be affected.

To substitute:

- 1 Choose **Substitute**.
- 2 Choose the name of the pitcher you want to bring into the game. The substitution is made, and his name appears under “On the Mound.”

Note: Once you’ve removed a pitcher, he cannot re-enter the game.

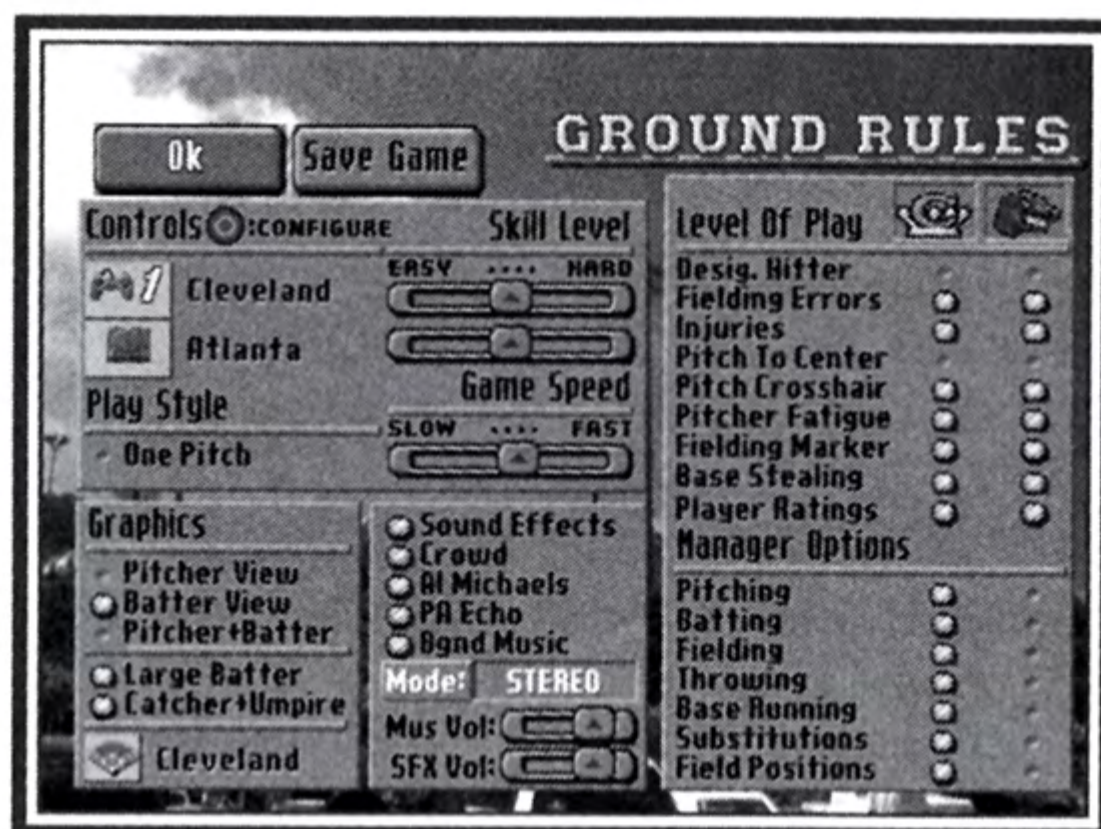
To exit:

Choose **Return** to leave the Bullpen screen.

OPTIONS

Go to the Scoreboard/Lineup screen and choose **Options**. This displays the Ground Rules screen, where you can set a variety of game features:

- Press the **Directional buttons up** and **down** to scroll through the options.
- Press **Select** to move from one gray section to another.
- Press **X** to toggle an option ON (a baseball appears) or OFF (no baseball).
- Hold down **X** and press the **Directional buttons left** and **right** to move slider switches.
- Press **X** repeatedly to cycle through Mode and Control options.



CONTROLS

Determine who controls each team, and reconfigure your controller.

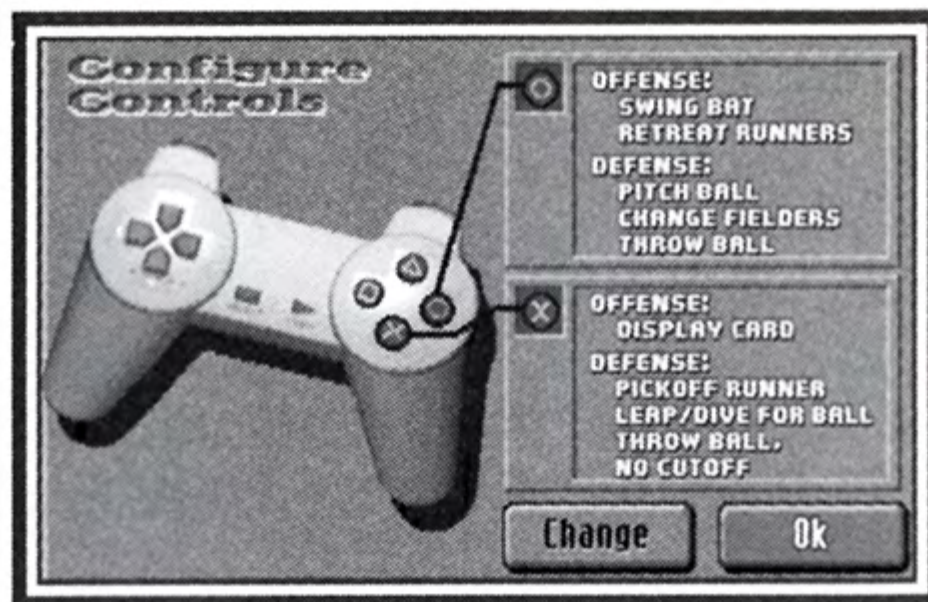
To determine team control:

- 1 Highlight the controller icon beside a team.
- 2 Press **X** repeatedly to cycle through the controls: Player 1, Player 2, or CPU (PlayStation game console).

Note: When the CPU controls a team, the Manager Options are not active for it.

To reconfigure the On the Field controls:

- 1 Choose a controller icon and press ●. The Configure Controls screen appears.
- 2 Choose **Change** and press X to toggle between the four configurations.
- 3 Choose **OK** to exit to the previous menu.

**PLAY STYLE**

You can choose a **One Pitch** play style. In this mode, each batter's turn is resolved in one pitch while the game is played out in full. If **One Pitch** mode is chosen, the Pitching and Batting Manager Options are automatically disabled.

SKILL LEVEL

To set a team's skill level, highlight the triangle in the slider switch, then hold down X while pressing the Directional **buttons left** and **right**. Press the **Directional buttons up** and **down** to move between slider switches. The higher (harder) you make the skill level, the more precise that team must be in pitching, fielding and batting in order to win games.

GAME SPEED

Adjust the tempo of your game by moving the slider switch.

GRAPHICS

Control your view by choosing one of these options:

Pitcher: The view from behind the pitcher's mound. This is the best view for pitching; you'll get a good look at how the ball breaks.

Batter: The view from behind home plate.

Pitcher + Batter: Pitcher's view when you're on the mound, and Batter's view when you're at the plate. Ideal for one-player games. In two-player games, the Home Team throws from Pitcher's view while the Visitors Team pitches from Batter's view.

Large Batter: Zoom in twice as close to the plate for an "in the batter's box" view. This is the batter's best view of incoming pitches. Not available when Pitcher's view is chosen.

Catcher + Umpire: When on, the catcher and home plate umpire are visible in both Pitcher and Batter view (except when Large Batter is also chosen).

STADIUM

Choose the **Field** icon to change venues, weather or field conditions. The Stadium Info window appears, displaying interesting information about the venues.



To change **Wind** or **Surface** conditions, highlight one of the following options and press **X** repeatedly:

- Wind:**
- None:** No effect.
 - Light:** Slightly affects the ball's flight path.
 - Heavy:** Severely changes the ball's flight path.
- Surface:**
- Dry:** No effect.
 - Damp:** Ground balls are slower; fielding is more difficult.
 - Wet:** Ground balls are severely slowed; fielding is slippery and difficult.

To change **Humidity** or **Temperature** values, highlight one of the following options, press **X**, and use the number grid:

- Humidity:** Change the humidity percentage. You can set the new percentage between 1 – 120%. The higher the humidity, the slower the ball.
- Temperature:** Change how hot or cold it is. You can set the new temperature between 40°-106°. The hotter the day, the tougher it is on a pitcher.

To choose a stadium:

- 1 Choose **Load** to see a list of all stadiums available.
- 2 Choose a stadium name and press **X**.
- 3 Choose **Return** to exit the Stadium Info window.

MUSIC, SOUND & ANNOUNCER

Toggle these selections ON or OFF: sound effects, crowd noise, Al Michaels' play-by-play, PA echo, and background music. To toggle, highlight your choice and press **X**. To choose mono, stereo, or surround sound, highlight **Mode** and press **X** repeatedly.

- Choose mono if you have a mono TV or are using an RF modulator.
- Choose stereo if you are hooked up to a stereo TV.
- Choose surround sound if you are hooked up through a surround sound receiver.

You can also adjust the music and sound effects volume. Highlight a slider switch, hold down **X**, and press the **Directional buttons left** and **right** to reset the volume level.

LEVEL OF PLAY

Adjust the level of play by toggling these options ON or OFF. Beginners can use these options to handicap more experienced opponents.

OPTION	ON	OFF
Designated Hitter	Designated hitter used.	No designated hitter.
Fielding Errors	Fielder may commit errors.	No fielding errors.
Injuries	Players may suffer injuries during played out games.	No injuries.
Pitch to Center	All pitches thrown across middle of plate.	Pitcher can throw to any area.
Pitching Crosshair	Yellow box and crosshair appear over plate, indicating strike zone and where pitch is aimed.	No crosshair or box.
Pitcher Fatigue	Pitcher tires during his time on the mound; fatigue rate depends on pitcher's stamina rating.	Pitcher does not tire.
Fielding Marker	Marker shows where ball will land on the field.	No marker.
Base Stealing	Base runners can steal bases.	Runners can't steal.
Player Ratings	Player performance based on their ratings.	Players perform equally.

MANAGER OPTIONS

Determine whether you or the PlayStation game console will control your team's actions. When an option is ON, you control that capability. When the option is OFF, the PlayStation game console is in control. For instance, with **Pitching** ON, you choose your pitcher's pitches and make the throws. With **Pitching** OFF, the PlayStation game console puts your pitcher through his paces.

*Note: When the **Fielding** option is OFF, you can override the PlayStation game console and take control by pressing X whenever you want to jump into the action.*

SAVING & RESUMING EXHIBITION GAMES

Note: You can save only one Exhibition game per Save File.

SAVING A GAME IN PROGRESS

- 1 Press **Select** to display the Scoreboard/Lineup screen.
- 2 Choose **Options; Save Game**. The Memory Card menu appears.
- 3 Choose one of the following options:

Return: Exit the menu. The current game is saved to CPU memory but will be lost at power-down.

Save File: Save the current game to the memory card (see *To save a file*, pg. 7). This file can be retrieved after power down.

*Note: Choosing **Save File** writes the saved game, League standings, player stats, trades, highlights and options settings to the memory card.*

RESUMING A SAVED GAME

- 1 Starting at the Main Menu, choose **Exhibition Game**.
- 2 Choose **Resume Game; Play Ball!**

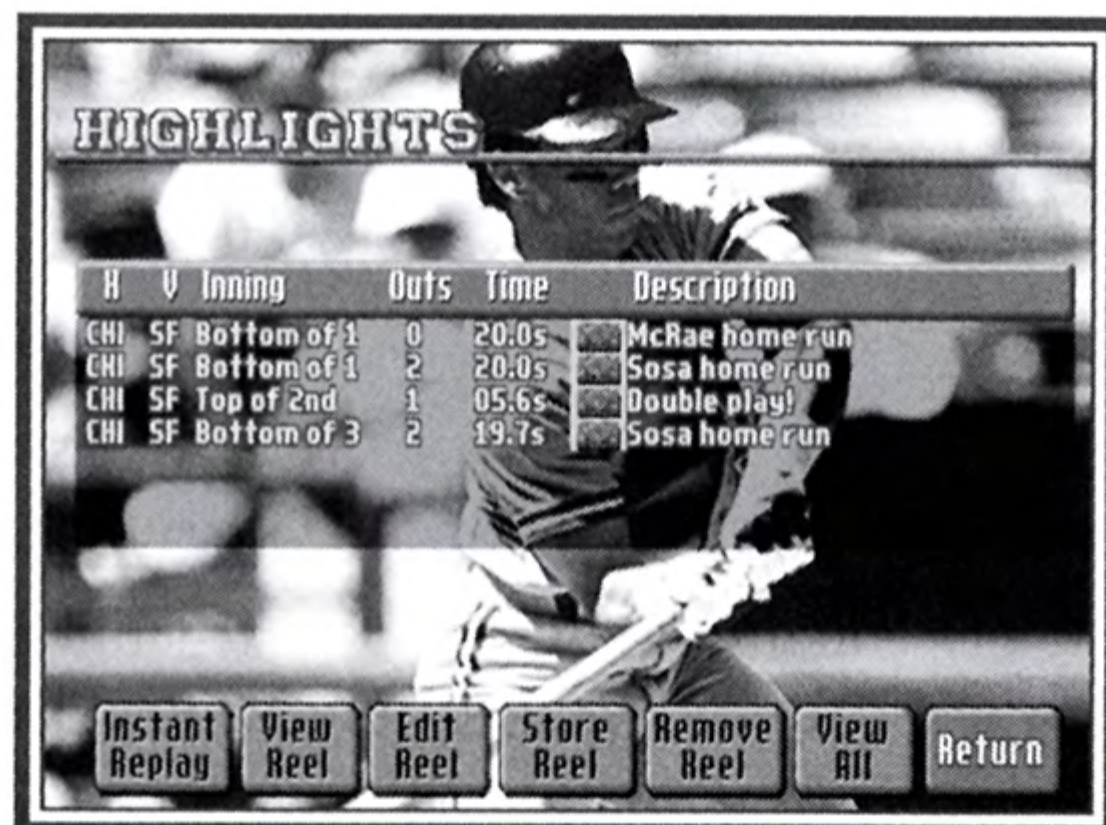
BOX SCORES

This option displays an up-to-the-minute box score for the current game, and statistics for both team's starting lineups. You can display a player's card by highlighting his name and pressing X. You can also change the statistics currently displayed by tapping ● to cycle through the four statistical sets.

HIGHLIGHTS

You can save up to seven plays per Save File of either Exhibition or League Play highlights.

- 1 Immediately following a play, press **Select** to call a time out and view the Scoreboard/Lineup screen.
- 2 Choose **Highlights**. The Highlights screen appears.
- 3 Choose one of the following options to **View, Edit, Store** or **Remove Reels**.



To view an instant replay:

- 1 On the Highlights screen, choose **Instant Replay**.
- 2 The first frame of the last play appears, along with the Replay Control Panel.
- 3 Use the control panel to view the replay in forward or reverse direction, in three speeds. See pg. 14 for details.
- 4 When you're finished, press ● to display the Highlights screen.

To save the previous play to a highlight reel:

- 1 On the Highlights screen, choose **Store Reel**. The Reel Description box, including a text grid, appears.
- 2 Use the text grid to create a brief description for the reel.
- 3 Choose **Done** to save the reel and description, or **Cancel** to ignore it and exit back to the Highlights screen.

Computer-selected highlights:

If a scoring play, home run or great defensive play occurs, that highlight is automatically saved. These highlights are noted on the Highlights screen by a small PlayStation game console icon next to the play description. These highlights are stored only until the next league or exhibition game is started. To store them permanently, edit their descriptions (as explained below).

To edit a highlight reel description:

- 1 On the Highlights screen, choose **Edit Reel**.
- 2 Choose a reel description, and press ×. The text grid appears.
- 3 Use the text grid to edit and save the chosen reel description.
- 4 If you've edited a computer-selected highlight, the PlayStation game console icon disappears after you save the reel description, confirming the save.

To view a single highlight:

- 1 On the Highlights screen, choose **View Reel**.
- 2 Choose the reel description for viewing, and press ×.
- 3 The first frame of the highlight appears, along with the Replay Control Panel.
- 4 View as you would an instant replay, described on pg. 14.

To view all highlights:

- 1 On the Highlights screen, choose **View All**.
- 2 All listed highlights are automatically replayed. (With **View All**, the Replay Control Panel does not appear.)

To remove a stored highlight:

- 1 On the Highlights screen, choose **Remove Reel**.
- 2 Choose the reel to be removed and press X.

Warning: You cannot recover a deleted reel.

To return to Scoreboard/Lineup screen:

Choose **Return** to exit to the Scoreboard/Lineup screen.

To view saved highlights without starting a game:

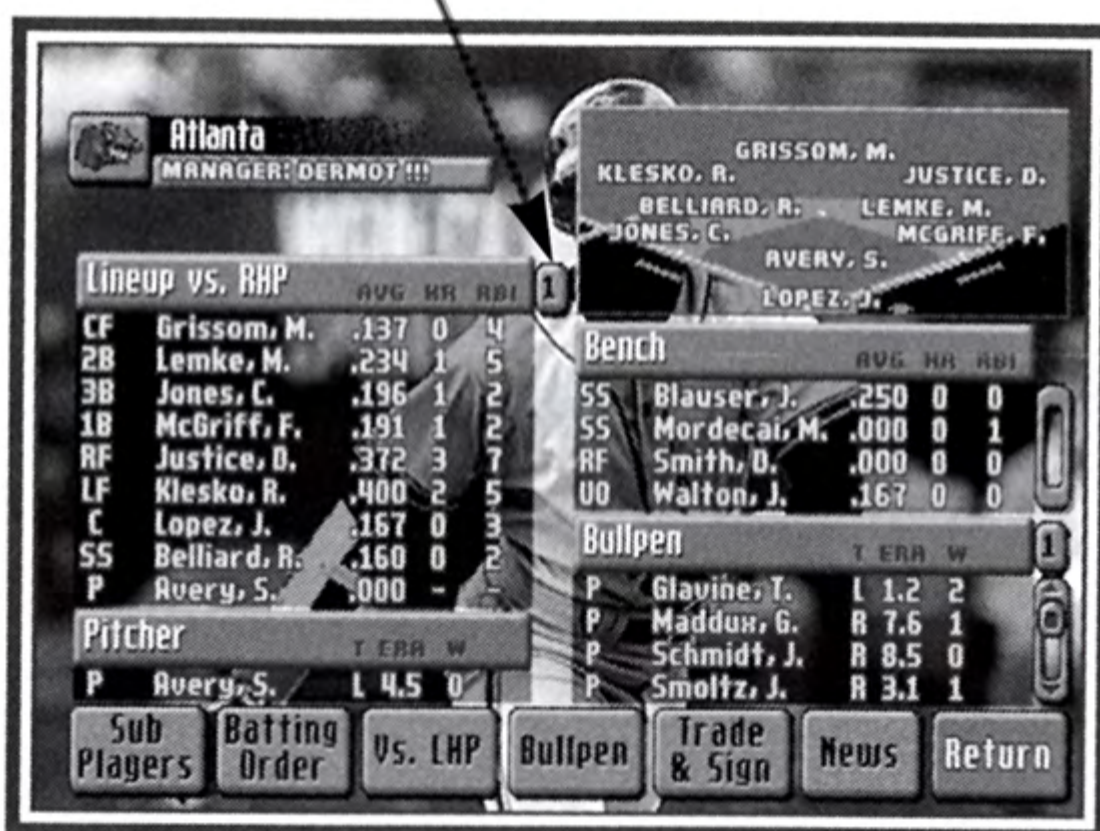
From the Main Menu, choose **Exhibition Game; Highlights**.

USING STATISTICAL SETS

HardBall 5 compiles a wide variety of individual and team statistics during League and Exhibition games. Using this data, you can customize four different sets of statistics for each statistical display screen. For example, Set 1 on the Scoreboard/Lineup screen could display completely different statistics from Set 1 on the Team Roster screen.

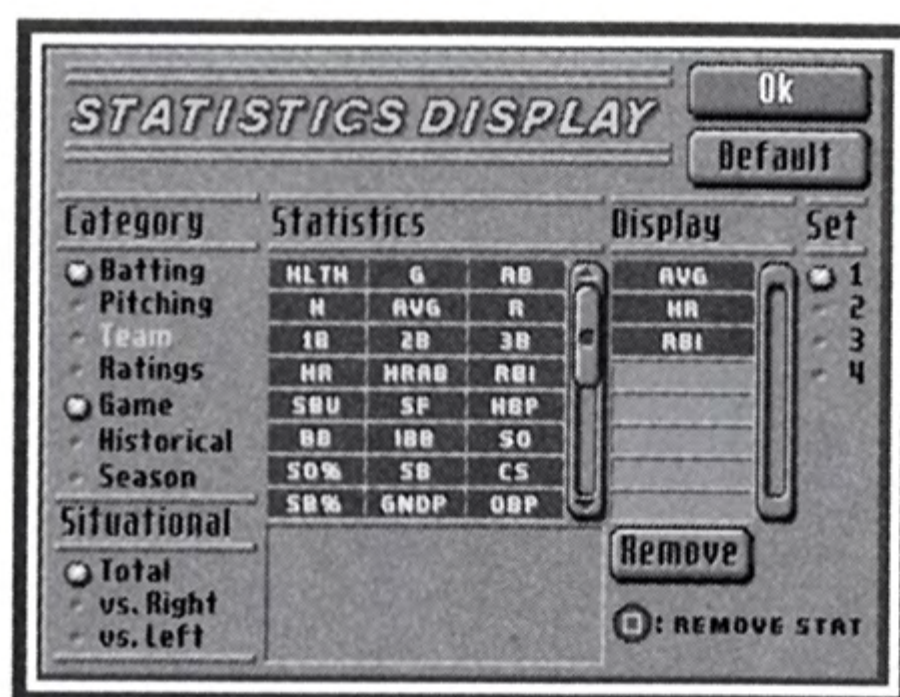
Note: See Table 1: Player Statistics, pg. 44-46, for a list and explanations of all abbreviations used in the statistical displays.

Statistical Set Button



VIEWING STATISTICAL DISPLAYS

- 1 Begin from any screen that lists player statistics (such as the Team Roster screen). Highlight a player in the section of interest, and tap ● repeatedly to cycle through the four statistical sets for that section.
- 2 Press and hold ● briefly, then release, to bring up the Statistical Display screen.



- 3 This screen allows changes in five areas: Category, Situational, Statistics, Display and Set. Use the following controls:
- Press **Select** or the **Directional buttons** to move between sections.
 - Press the **Directional buttons up** and **down** to highlight options.
 - Press **X** to choose a highlighted option.

Category stats:

Batting: Batters' statistics only

Pitching: Pitchers' statistics only.

Team: Team statistics only.

Ratings: Players' performance ratings.

Game: Individual game statistics.

Historical: 1995 performance statistics for the MLBPA League and performance statistics based on the team year listed in the Legends League.

Season: The cumulative season-to-date totals for an individual, not including post season play.

Situational stats:

Shows how a player does in a particular situation, such as against right-handed pitchers.

Statistics:

Shows the statistics compiled for the category or situation selected. See *Table 1: Player Statistics*, pg. 44-46, for a list and explanations of all abbreviations used in the statistical sets.

Display:

Lists the statistics currently assigned to a set.

Set:

Identifies the statistical set number.

CUSTOMIZING STATISTICAL SETS

The following example describes how to customize statistical set 1, including Situational statistics:

- 1 Choose **1** in the Statistical Set box and press **X**.
- 2 Choose **Batting** and press **X**.
- 3 Choose **Season** and press **X**.
- 4 Choose an item in **Situational** and press **X**.
- 5 Choose a statistic in the **Statistics** box (a description appears below the list). Use the **Directional buttons** to scroll through the statistics, and press **X** to add the highlighted statistic to the Display box.
- 6 Repeat step 5 until you've added all desired statistics to Set 1.

Note: Statistics that won't fit in the statistical set will be grayed out.

Other options:

Remove: Remove a statistic from the Display list. Press the **Directional buttons up** and **down** to place the blue line under a statistic, and press **■**.

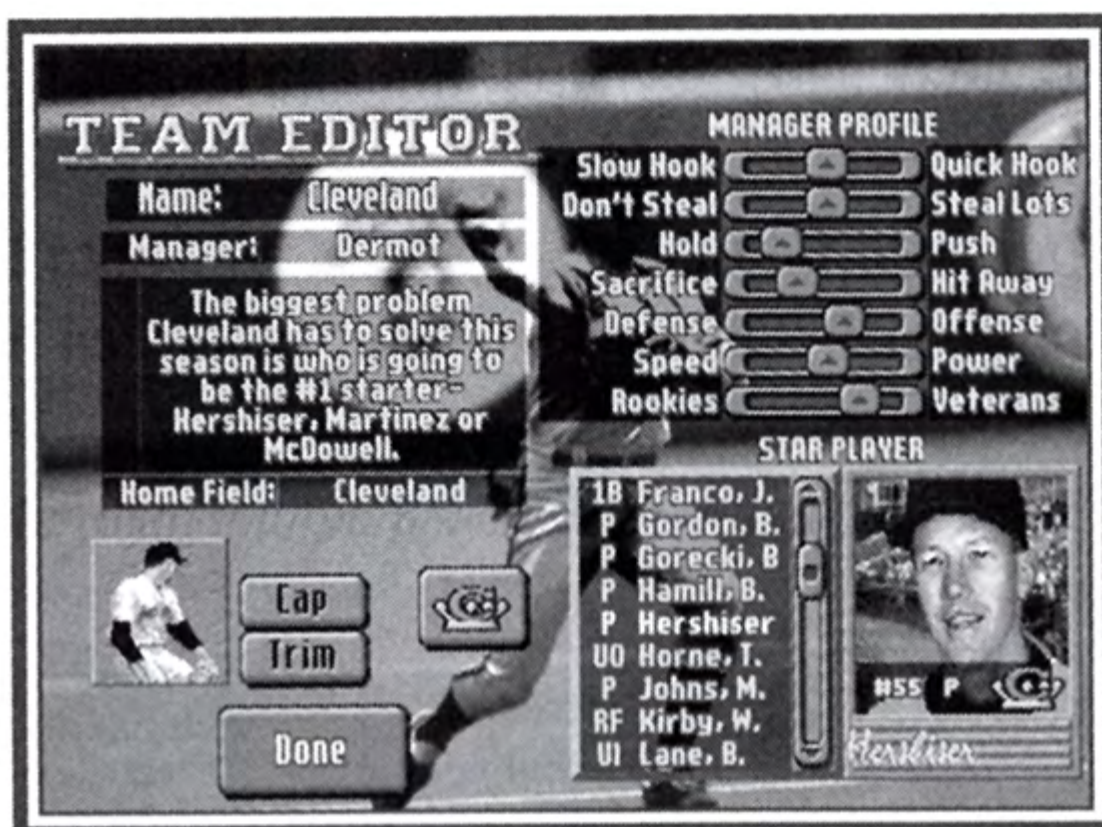
Default: Restore the default settings for Set 1, 2, 3 or 4.

OK: Exit the Statistical Display screen with all changes in effect.

EDITING

In League Play, you must own a team (see *Buying & Selling Teams*, pg. 32) before you can edit it or its players. Edits made in League Play remain in effect until you sell the team.

In Exhibition play, player edits will not be saved either during the current game that is saved and resumed, or after the current game.



EDITING A TEAM

You can only access the **Edit Team** option during League Play.

- 1 At the League Play screen, choose the team you want to edit. The Team Summary screen appears. (If you don't already own the team, choose **Buy Team**, pg. 32.)
- 2 Choose **Edit Team**. The Team Editor appears. Choose any item, and edit it according to the information beginning below.
- 3 Choose **Done** to save your changes and exit to the Team Summary screen.

Team edit options:

Name: Use the text grid to create a team name.

Manager: Use the text grid to rename the manager.

Change Team Summary: Use the text grid to describe your team with a paragraph of text.

Change Home Field: Press **X** to display the Select Stadium menu, choose a stadium as the home field, and press **X** to confirm.

Change Team Colors: Choose **Cap** or **Trim**, then tap **X** to cycle through the available colors.

Manager Profile: Use this set of slide options to adjust how the PlayStation game console manages its ballplayers. Press the **Directional button up** or **down** to highlight a slide button, then press and hold **X** while pressing the **Directional button left** or **right** to reset the item.

Slow Hook/Quick Hook: Choose how quickly the manager replaces a tiring pitcher with a reliever.

Don't Steal/Steal Lots: Choose whether the manager wants the team to be conservative on the base paths or steal lots of bases.

Hold/Push: Choose whether the manager likes conservative runners or aggressive runners who go for extra bases.

Sacrifice/Hit Away: Choose whether the manager likes to use sacrifice bunts.

Defense/Offense: Choose whether the manager emphasizes defensive or offensive abilities when evaluating trades and organizing the lineup.

Speed/Power: Choose whether the manager likes speedy singles-hitting players or home-run-belting sluggers.

Rookies/Veterans: Choose the mix of youth to experience that the manager wants. A team that's rebuilding for a future pennant will look for inexperienced but energetic players, while a team hoping for a quick championship will want experienced players with unimpressive long-term prospects.

Change Team's Star Player: Highlight a new Star Player in the lineup. A card appears for that player. Press **X** to choose him.

EDITING A TEAM LOGO

- 1 Choose the logo from the Team Editor. The Logo Editor appears.
- 2 Press **Select** twice to move the cursor to the Palette box.
- 3 Choose a color with the **Directional buttons** and press **X**. That color appears to the right of the Palette box and the cursor moves into the drawing area.
- 4 Choose the pixel you want to paint and press **X**. The change appears both in the drawing area and on the logo at the upper left.
- 5 Continue in the same way to paint with that color.
- 6 To change the active color, press **Select** to return to the color palette. To change colors without returning to the palette, highlight a color being used in the drawing box and press **●**. You can now draw using that color.
- 7 Press **Start** to save the new logo.



To undo a change:

Choose **Undo** to negate your last change.

To choose a logo from the library:

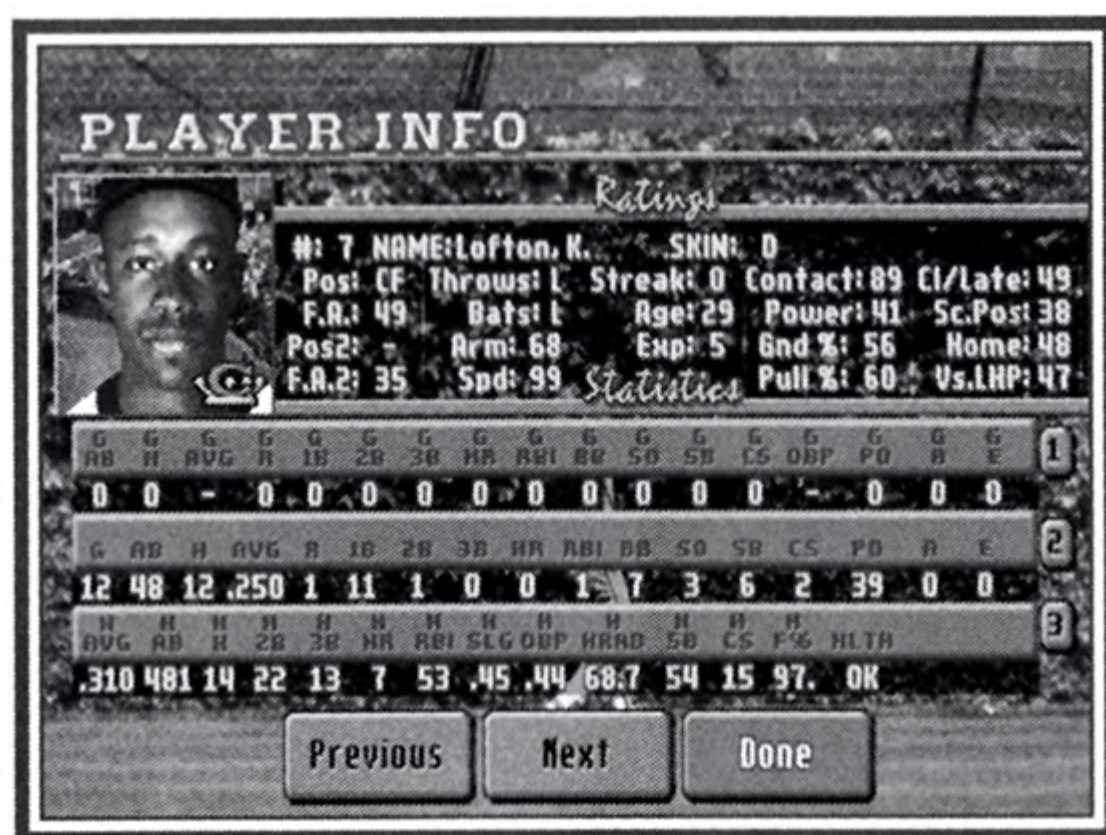
- 1 Choose **Library**.
- 2 Use the **Directional buttons** to highlight the logo you want. Scroll through additional logos by holding down the **Up** or **Down Directional button** at the top of bottom of any column.
- 3 Press **X** to choose the highlighted logo. That logo appears in the drawing area.
- 4 Follow the steps under *Editing a Team Logo*, pg. 26, to make edits, or choose **Done** to assign the chosen logo to your team.

To erase the current logo:

Choose **Clear** to erase the team logo displayed in the drawing area so you can start with a fresh drawing board to create your own logo.

EDITING PLAYERS

- 1 From the Team Summary screen, choose **Roster**.
- 2 The Roster screen appears. Highlight a player to edit and press **X**.
- 3 The Player Editor appears. Choose any item, and edit it according to the information starting below.
- 4 Choose **Previous** or **Next** to edit another player on the team without exiting the Player Editor.
- 5 Choose **Done** to save your changes and exit to the Roster screen.

**Player edit options:**

Note: Options marked with an asterisk () are also available when editing a pitcher.*

- ***Uniform Number (#):** Use the number grid to enter a different number from 0 to 99.
- ***Name:** Use the text grid to edit the current name or enter a different one.
- ***Skin:** Press **X** repeatedly to choose **L**(ight) or **D**(ark) skin tone.
- Position (POS):** Press **X** repeatedly to cycle through the fielding positions (see *Table 2: Fielder Positions*, pg. 47).
- ***FA (Fielding Ability):** Choose the player's fielding ability at his primary position. Use the number grid to enter a number from 0 (weak) to 99 (strong).
- POS 2 (Secondary Fielding Position):** Tap **X** repeatedly to cycle through the fielding positions.

FA2 (Fielding ability in secondary position): Choose this player's fielding ability at his secondary position. Use the number grid to enter a number from 0 to 99.

***Throws:** Tap X to choose **L**(eft-handed) or **R**(ight-handed).

***Bats:** Tap X to choose **L**(eft-handed), **R**(ight-handed) or **S**(witch hits).

Arm (Strength): Choose whether a player has a "gun" for an arm or throws marshmallows. Use the number grid to enter a number from 0 to 99.

***Spd (Running):** Choose base running and fielding speed. Use the number grid to enter a number from 0 (slow) to 99 (fast).

***Streak:** Use the number grid to enter a number from 0 to 4:

0 - Even throughout season

3 - Cool at start/end, hot in middle

1 - Hot at start, cool near end

4 - Cool at start, hot at end

2 - Hot at start/end, cool in middle

***Age:** Use the number grid to enter a number from 20 to 55.

***Exp (Experience):** Use the number grid to enter a number from 0 to 45.

Contact: Choose how often this player makes contact with the ball. Use the number grid to enter a number from 0 to 99.

Power (Hitting): Choose whether the player is a singles hitter or a power hitter. Use the number grid to enter a number from 0 to 99.

Gnd % (Grounder Percentage): Choose the percentage of at bats this player hits a grounder. Use the number grid to enter a number from 0 to 99.

Pull %: Choose the percentage of time this player pulls the ball down the line. Use the number grid to enter a number from 0 to 99.

***Cl/Late:** Choose this player's performance in close or late game situations. Use the number grid to enter a number from 0 to 99.

***ScPos (Performance with Runners in Scoring Position):** Choose how well this player drives in runners in scoring position (i.e., second and third bases), or how well he pitches his way out of trouble and leaves runners stranded. Use the number grid to enter a number from 0 to 99.

***Home:** Choose how this player performs at home vs. away games. Use the number grid to enter a number from 0 to 99.

Vs.LHP (Versus Left-Handed Pitchers): Choose how this player performs against left-handed pitchers. Use the number grid to enter a number from 0 to 99.

STARTING LEAGUE PLAY

In League Play, you can create your “dream team” by editing any Team and Team Roster in the game. You can buy teams, and trade and sign players.

Then, choose to play a full, half or short season. Play a Stars Game at a season’s half-way point, and enter League and World Championships when the season is over.

American				National			
	W	L	%		W	L	%
WESTERN				WESTERN			
Seattle	5	0	1.00	Colorado	3	2	.60
California	4	1	.80	Los Angeles	3	2	.60
Oakland	4	1	.80	San Diego	2	2	.50
Texas	2	3	.40	San Francisco	1	4	.20
CENTRAL				CENTRAL			
Cleveland	4	1	.80	Cincinnati	3	1	.75
Minnesota	3	2	.60	Chicago	2	2	.50
Kansas City	1	3	.25	Houston	2	2	.50
Milwaukee	0	4	.00	Pittsburgh	2	2	.50
Chicago	0	4	.00	St. Louis	2	2	.50
EASTERN				EASTERN			
Boston	3	1	.75	Atlanta	3	1	.75
Baltimore	2	2	.50	Montreal	3	2	.60
New York	2	2	.50	Florida	2	2	.50
Detroit	1	3	.25	New York	2	2	.50
Toronto	0	4	.00	Philadelphia	2	3	.40

Buttons: Schedule, New League, Reset Season, League Leaders, Edit League, Display, Main Menu

- 1 From the Main Menu, choose **League Play**.
- 2 The League Standings screen appears, listing all the teams in the American and National conferences. It also provides the League Play options.
- 3 Choose a team or one of the option buttons to continue:

Teams: Buy a team, check the calendar, review and modify a team’s roster (plus edit players, trade, and sign on free agents) and edit the team.

Start Season: Begin League Play, pg. 35.

New League: Create a new League, as described below.

League Leaders: See the top 100 statistical leaders in a chosen category, pg. 38.

Edit League: Customize League and Tournament names and League logos, pg. 31.

Display: Choose the option and press X to toggle between a two-column League standings display and a one-column display. See *Table 5: League Standings*, pg. 47, for explanations of the abbreviations in the display.

Main Menu: Return to the Main Menu.

CREATING A NEW LEAGUE

Note: If you have made any changes to the current league that you would like saved, save changes to the memory card before using this option.

- 1 On the League Standings screen, choose **New League**.
- 2 The New League box appears, asking if you want to erase the current League.
- 3 Choose **OK** to erase, or **Cancel** to ignore the action and exit to the League Standings screen.
- 4 If you choose **OK**, a second box appears, asking you to choose either an **MLBPA** or **Legends** league type.
- 5 Highlight your choice and press X.



EDITING A LEAGUE

Choose **Edit League** on the League Standings screen to display a screen for customizing the League and Tournament names and League logos.

- 1 In the **Name** box, choose a name and press X. Use the text grid that appears to edit the current name or create a new name for the League.
- 2 Change a logo by highlighting it and pressing X. Then follow the instructions in *Editing a Team Logo*, pg. 26, to redesign the logo.
- 3 Additionally, you can toggle the following options ON (a baseball appears) or OFF (no baseball) by choosing them and pressing X.

Injuries can occur: When ON, injuries can occur to players on all teams during League Play. When OFF, no injuries occur.

Computer makes trades: When ON, computer-managed teams make trades up to the trading deadline of September 1st. When OFF, computer teams will not propose trades.

Computer can decline trades: When ON, the computer may decline an offer made to a team it controls. When OFF, trades offered to computer-managed teams are automatically accepted.

- 4 Choose **OK** and press X to complete the process. To reset to the default settings, choose **Default** and press X.

SETTING UP A LEAGUE TEAM

Take the baseball world by storm, just like Connie Mack, Branch Rickey and other great owners and managers. Buy and sell teams, edit teams and players, trade up, try out free agents, and check the team's League calendar.

- 1 Starting at the Main Menu, choose **League Play**.
- 2 Choose a team on the League Standings screen, and press X.
- 3 The Team Summary screen appears. Choose one of its options and press X.

Buy/Sell Team: Own up to two teams, or sell the teams you own.

Calendar: Check the team's League schedule, pg. 36.

Roster: You must first buy a team in order to edit the team or team players. Make changes to your team's lineup or edit players, pgs. 14 and 27.

Edit Team: You must first buy a team in order to edit the team or team players. Redo the team's name, logo, manager, home field, and other features, starting on pg. 25.

Return: Exit to the League Standings screen.



BUYING & SELLING TEAMS

You can own one or two teams in a League.

To buy a team:

- 1 From the Team Summary screen, choose **Buy Team**.

Note: If you already own two teams, **Buy Team** will not be available. You must sell one of your teams first before you can buy another.

- 2 Enter the manager's name on the text grid.
- 3 Choose **Done** to complete the buy. (A controller icon marks the teams you own on the League Standings screen.)

To sell a team:

- 1 From the Team Summary screen, choose **Sell Team**.
- 2 Choose **OK** to complete the sale, or **Cancel** to retain ownership. **When you sell a team, all edits (except trades) made to that team and its players are lost.**



SETTING THE PITCHER ROTATION

You can arrange your starting pitchers in any order, with three to six pitchers in your rotation. If you choose three starters, each starter begins every third game; if you have five chosen, each one starts every fifth game, and so on.

- 1 On the League Standings screen, choose a team and press X.
- 2 If you don't already own the team, buy it.
- 3 Choose **Roster; Bullpen**. A screen appears listing your pitching staff.
- 4 Choose **Move**, choose the name of the pitcher to be moved, and press X.
- 5 Choose the name of a different pitcher and press X. The pitchers switch places.
- 6 Repeat the process until the pitching rotation is satisfactory.
- 7 Choose **Return** to exit to the previous screen.

INJURIES

If the **Injuries** option is ON, all players are susceptible to injuries during played-out-in-full games. If the option is OFF, injuries will not occur in those games. Injuries are always active in simulated games.

*Note: Injuries are always active in simulated games if the **Injuries can occur** option is active, pg. 31.*

When a player on a human-controlled team is injured during a played-out game, the team's roster automatically appears so that you can choose a substitute for the injured player. By adding Health (Hlth) to one of your statistical sets for the Roster or Player Editor screen, you can track the status of an injured player. (See *Table 4: Health Rating*, pg. 47.)

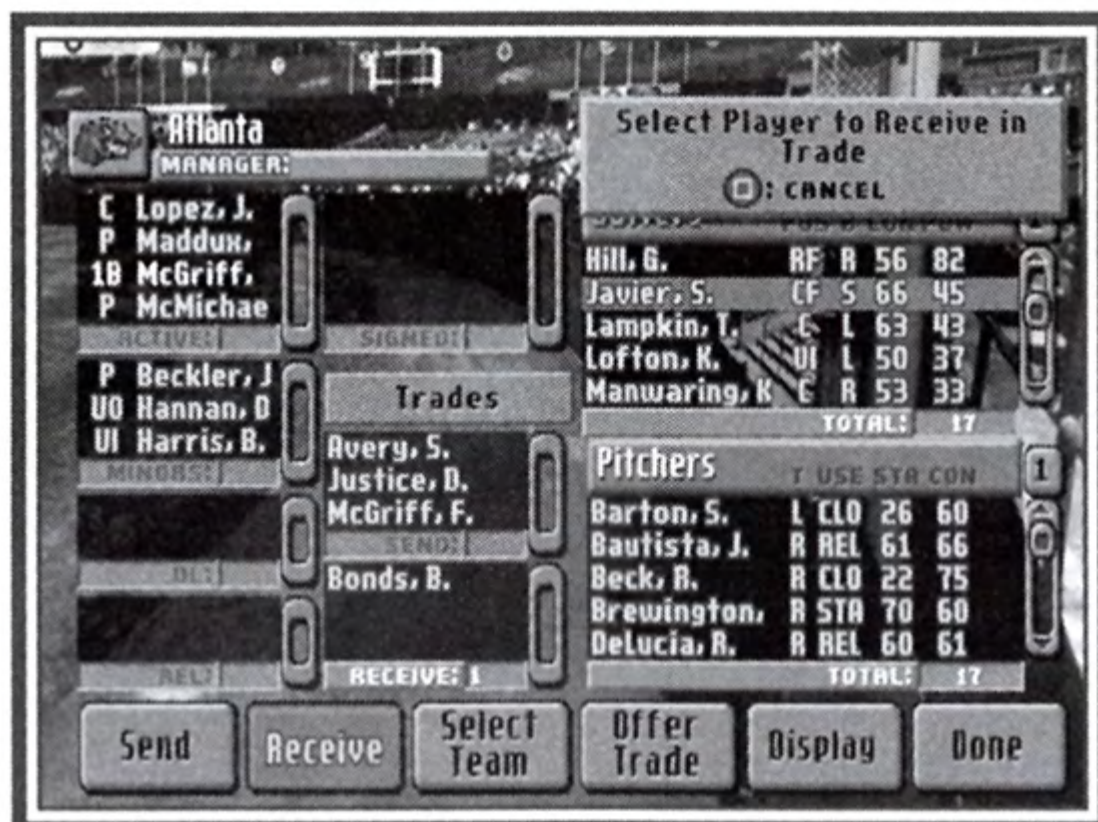
If a player's injury requires several days of recovery, he is not eligible for play and you may want to move him to the Disabled list. Players on the Disabled list cannot be moved from that list for at least 14 days.

Note: Players on the Disabled list will heal faster than injured players who remain on the Active roster.

TRADING & SIGNING PLAYERS

This exciting *HardBall 5* feature lets you move injured players on and off the Disabled list and to and from the Majors and Minors. You can trade players, sign free agents, and release players you no longer want. You can also display team information, see news on your team's current status, and look at a team's lineup.

Active rosters can have up to 25 players until the month of September. After that, the Active roster can grow to 40 players. The total number in the Active, Minors, Disabled and Signed areas can never exceed 40 players per team.



MOVING A PLAYER

To move a player to the Active, Minors, Disabled, or Released list:

- 1 On the League Standings screen, choose the team you want and press X.
- 2 Choose **Roster; Trade & Sign; Move Players**.
- 3 Choose a player from any list, and press X.
- 4 When you see "Select New Location," press **Select** to choose the appropriate location, and then press X to confirm.

TRADING A PLAYER

You can initiate player trades during the season up to the September 1st trade deadline; post season trades are not permitted. You can trade away or receive up to three players at a time, and the trades can be unbalanced (i.e. two players traded for three). The computer can also initiate trades if the **Computer Makes Trades** feature is ON (pg. 31).

- 1 Starting at League Standings screen, choose the team you want, and press X.
- 2 Choose **Roster; Trade & Sign; Trade Players; Send**.
- 3 Choose the player you want to trade away, and press X. That player's name appears in the Send box.
- 4 Choose **Select Team** and press X. The Select Team menu appears.
- 5 Choose the team that has the player you want, and press X.
- 6 Choose **Receive**, choose the player you want to receive in trade, and press X.
- 7 Choose **Offer Trade**. Your trade will either be accepted or declined:
 - When you offer a trade to a computer-controlled team, it is accepted or declined automatically. In two-player games, the player being offered the trade must choose **Accept** or **Decline**.
 - When a trade is accepted, the player's name appears in the Signed box. To move him to a new location, see *Moving a Player*, pg. 33.
 - When a trade is declined, you can choose a new player to receive, choose a new team to trade with, or choose **Done** to exit.

To prompt a computer-managed team to propose a trade with your team:

Place one or more players in the Send box, then exit the Trade Players screen. Computer-managed teams will evaluate your "auction block" and periodically propose trades throughout the season.

Note: You cannot trade players on the Disabled list. If you trade away a player from a team you own, all his attribute and rating edits are restored to the default settings.

SIGNING A FREE AGENT

A free agent is any player who has been released by a team.

- 1 On the League Standings screen, choose the team you want, and press X.
- 2 Choose **Roster; Trade & Sign; Free Agents**. A list of available Free Agent batters and pitchers appears.
- 3 Choose **Sign**, choose the name of the Free Agent you want to sign, and press X. The player's name is entered in the Signed box.
- 4 Choose **Move Players** to activate your Free Agent, move him to the Minors, or place him on the Disabled list.

ADDITIONAL OPTIONS

To display a wide-screen view of player lists:

- 1 On the Trade Players screen, choose **Display**. You'll see a "wide-screen" view of the player lists, where you can view expanded statistical sets.
- 2 You can change the set of statistics shown by tapping ● repeatedly to highlight and cycle through the numbers on the Statistical Set button. To customize the sets, see *Customizing Statistical Sets*, pg. 24.
- 3 Choose **Display** to exit to the previous screen.

To see team news:

Choose **News** to check the current status of your team, including player trades and injured players.

To exit:

Choose **Lineup** to return to the Roster screen.

STARTING A SEASON

- 1 At the Main Menu, choose **League Play**.
- 2 On the League Standings screen, choose **Start Season**.
- 3 The Select Schedule box appears, listing the different League formats. Choose a format: **Complete Season (1996 schedule)**, **Half Season**, or **Short Season**.

VIEWING THE SEASON SCHEDULE

You can view a season's schedule in two ways:

- **Weekly League Schedule** – Games scheduled for all teams in the League, week by week.
- **Team Calendar** – Individual team's monthly schedule.

To view the weekly schedule:

- 1 On the League Standings screen, choose **Schedule**.
- 2 Choose **Prev Week** or **Next Week** to browse through the entire season, one week at a time. The calendar week is listed at the top of the screen.
- 3 Use the **up** and **down Directional buttons** to scroll through all games for the current week.
- 4 Choose **Return** to exit to the previous screen.

Date	Teams	Score
Jul 1	Texas California	3 4
Jul 1	Minnesota Chicago	5 2
Jul 1	Los Angeles San Diego	4 1
Jul 1	Florida Houston	5 8
Jul 1	Chicago Pittsburgh	1 2
Jul 1	Cincinnati St. Louis	3 5

Navigation buttons: Prev Week, Next Week, Simulate Week, Simulate Season, Tourn. Tree, Return

To view a team calendar:

- 1 On the League Standings screen, Choose a team and press \times . The Team Summary screen appears.
- 2 Choose **Calendar**. The team's schedule for the current month appears, with the opponent's logo on its scheduled game day.
- 3 Choose any date with a posted game. The current record against that team, or the number of games scheduled (if no games have been played) appears at the upper right of the screen.
- 4 Choose **Previous Month** or **Next Month** to scroll through the remaining months.
- 5 Choose **Schedule** to move to the weekly schedule, or **Return** to exit to the previous screen.

**RESETTING A SEASON**

Is your team off to a dismal start? Reset the season to opening day and try again!

- 1 On the League Standings screen, choose **Reset Season**.
- 2 Choose **OK** to reset the season, or **Cancel** if you change your mind.

PLAYING LEAGUE GAMES

You can play a League game in one of two ways:

- Play out a complete nine-inning game.
- Simulate a game in which the PlayStation game console does a batter-by-batter simulation of the game and calculates the final box score.

PLAYING A COMPLETE GAME

You can play out any game on the schedule, whether you own the team or not. If you own a team, you must play out all of its games in full. Player-owned teams are marked with a controller icon on the weekly schedule.

- 1 Choose **Schedule** from the League Standings screen or **Calendar** from a Team Summary screen.
- 2 Choose the game you want to play, and press \times .
- 3 Choose **Play Out In Full**. The Pre-Game screen appears, showing the starting lineups and line score.
- 4 Choose **Play Ball!**

SIMULATING A GAME

The computer runs through a “pitch-by-pitch” simulation of the game, calculating all the statistics and the final score.

To simulate one game:

- 1 Choose **Schedule** from the League Play screen or **Calendar** from the Team Summary screen.
- 2 Choose the game you want to simulate, and press X.
- 3 Choose **Simulate** and press X. The game is simulated. The final score and box score are displayed, giving you game statistics.
- 4 Choose **Return** to return to the Schedule or Calendar screen.

To simulate multiple games:

- 1 Choose **Schedule** from the League Standings screen.
- 2 The current week’s schedule is displayed. Choose **Simulate Week** or **Simulate Season**. If you choose **Simulate Season**, you will be prompted to **Stop before post season**, or **Simulate through post season**.
- 3 The computer simulates the week’s games. Press ● to stop simulating games before the entire week is completed.

SAVING & RESUMING LEAGUE GAMES

Note: You can save only one League game per saved file.

SAVING A LEAGUE GAME IN PROGRESS

- 1 Press **Select** to display the Scoreboard/Lineup screen.
- 2 Choose **Options; Save Game**. The Memory Card menu appears.
- 3 Choose one of the following options:
 - Return:** Exit the menu. The current game is saved to CPU memory but will be lost at power-down.
 - Save File:** Save the current game to the memory card. You will be prompted to name or choose a Save File for the game. This file can be retrieved after power-down.

*Note: Choosing **Save File** writes the saved game, League standings, player stats, trades, highlights and options settings to the memory card.*

RESUMING A SAVED SEASON GAME

- 1 From the Main Menu, choose **League Play**.
- 2 Choose **Schedule** from the League Standings screen or **Calendar** from the Team Summary screen.
- 3 Choose the game you saved (it will have a memory card icon with an **S** on it), and press X.
- 4 Choose **Play Ball!**

VIEWING LEAGUE LEADERS

- 1 From the League Standings screen, choose **League Leaders**.
- 2 The League Leaders screen appears, displaying the top 100 statistical players or teams in the category of your choice.
- 3 Scroll through the listings by highlighting a name, and pressing the **Directional buttons up and down**.
- 4 To display a different statistical set, tap ● repeatedly to cycle through the numbers in the Statistical Set button. To customize the statistical sets, see the information beginning on pg. 24.

The screenshot shows the 'LEAGUE LEADERS' screen with a table of player statistics. The table has columns for RANK, NAME, TERM, and various statistical categories. Below the table are three menu sections: 'Order' (Highest, Lowest), 'Teams' (All, American, National, Single, Totals), and 'Player' (All, Batters, Pitchers, Infield, Outfield, C, 1B, 2B, SS, 3B, RF, CF, LF, DH). A 'Return' button is also visible.

RANK	NAME	TERM	AVG	H	H	H	H	H	H	H	H	H
1	Bichette, D.	COL LF	.340	19	38	2	40	14.5	128	16.6	13	
2	Gwynn, T.	SD RF	.368	19	33	1	9	59.4	90	2.8	17	
3	Johnson, L.	NY CF	.306	18	18	12	10	60.7	57	5.1	40	
4	Martinez, E.	SER DH	.356	18	52	0	29	17.6	113	17.0	4	
5	Bonilla, B.	BAL RF	.329	18	37	8	28	19.8	99	14.3	0	
6	Grace, M.	CHI 1B	.326	18	51	3	16	34.5	92	8.3	6	
7	Knoblauch, C.	MIN 2B	.333	17	34	8	11	48.9	63	17.7	46	
8	Salmon, T.	CAL RF	.330	17	34	3	34	15.8	105	20.7	5	

To choose a category and sort statistics:

- 1 Press **Select** until the yellow highlight flashes in the heading bar.
- 2 Use the **Directional buttons** to move the highlight onto a category, and press X. The statistics automatically sort, and the leaders in that category are displayed.
- 3 Repeat the process for other categories.

To use the Sorting options:

This portion of the screen lets you choose sorting and viewing options. Use the **Directional buttons** to highlight an option, and press X.

Order: Choose Highest (top 100 leaders) or Lowest (lowest 100).

Teams: Specify whether you want to view League leaders from **All** (American and National), **American** (only), **National** (only), a **Single** team or team **Totals**. To view a single team:

- 1 Choose **Single**. The League Leaders standings screen appears.
- 2 Choose the team you want and press X. You return to the League Leaders screen and the chosen team's top 10 leaders are displayed. The team name appears below the **Single** option.
- 3 To choose a different team, highlight the current team name and press X. Then repeat step 2.

Player: Choose from the following: **All**, **Batters**, **Pitchers**, **Infield**, **Outfield**, **C**, **1B**, **2B**, **SS**, **3B**, **RF**, **CF**, **LF** or **DH**.

Totals: Automatically calculates totals for all the players on a team, and display the team's name and totals for the chosen statistics.

PLAYING THE STARS GAME

The Stars Game is held at the halfway point of full, half and short seasons. This mid-season classic features a one-game match-up of the best players from both Leagues. *HardBall 5* automatically chooses the best players at each position. The Stars Game can be simulated or played in full, just like a regular season game.

Note: You can also play a Stars Game as a single Exhibition game.

LEAGUE PLAYOFFS

1ST ROUND PLAYOFFS

When a season ends, the three division winners and a wildcard team (best record of non-division winners) take part in the first round of the playoffs for the League Championship.

Each team plays in a best-of-five series to advance to the League Championship game. The team with the best regular season record hosts three of the five games versus the wildcard team. The division winner with the second-best record hosts a series versus the third-best division winner.

Pre-Playoff tie breaker:

If two teams are tied for the division lead at the end of the season, they'll play a one-game playoff to determine the outright division winner. When more than two teams in a division are tied, two are randomly chosen to play in the tie breaker. If you own one (or both) teams, it (or they) will automatically be chosen to participate.

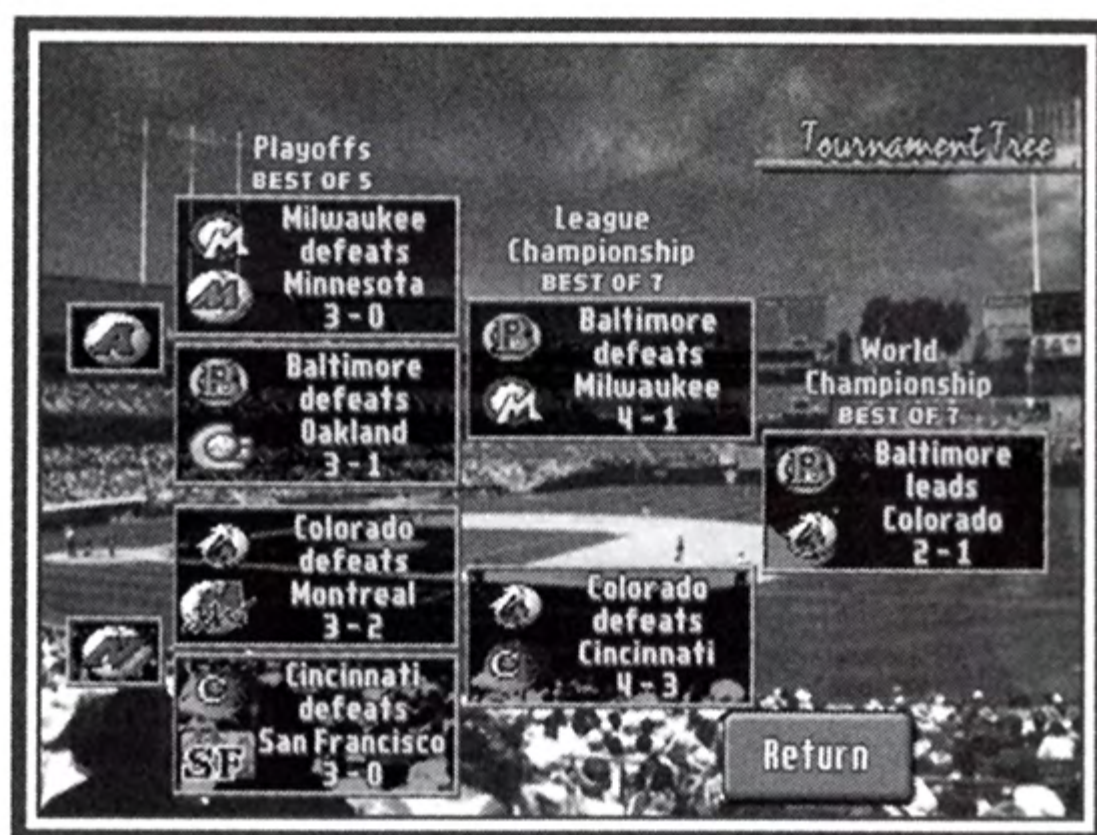
After the tie-breaker game, the winner goes on to the League Championship 1st round playoffs, as described above.

2ND ROUND PLAYOFFS

The winners of the two 1st round match-ups then play a best-of-seven series to determine the League Champion. The League Champions then advance to the World Championships.

WORLD CHAMPIONSHIP

Both League Champions square off in a best-of-seven series to determine the World Champion. The **Tournament Tree** screen displays the winning teams and their win/loss record for each match-up as they advance toward the World Championship.



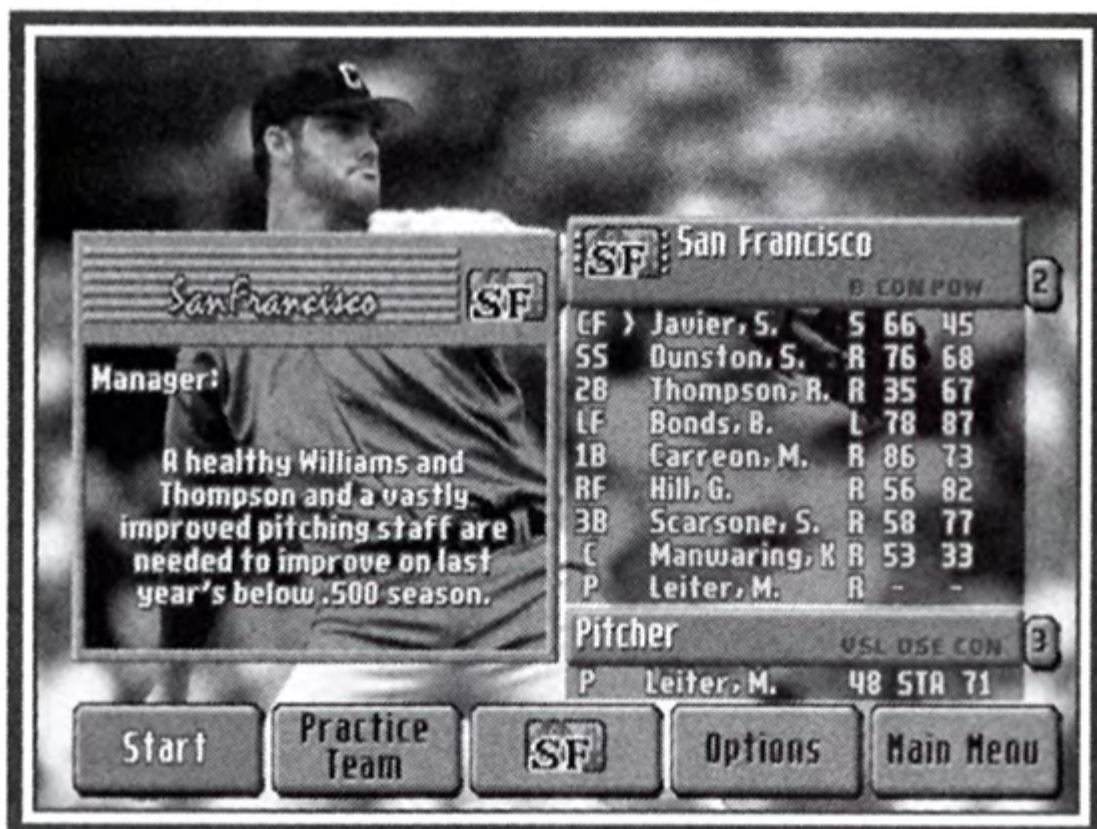
BATTING PRACTICE

Batting Practice lets you practice hitting any kind of pitch against a left- or right-handed pitcher.

CHOOSING A TEAM

To practice with the default team:

- 1 Starting at the Main Menu, choose **Batting Practice**.
- 2 The Batting Practice screen appears, displaying its set of options and the batting order of a default team. Its leadoff hitter will take batting practice, and the pitcher in the batting order will throw the ball.



To change teams:

- 1 At the Batting Practice screen, choose **Practice Team**. The Choose Practice Team screen appears, which lists all teams in the current League.
- 2 Choose a team from the list to display its Team Summary screen.
- 3 Choose **Select** to display the team's batting order. Its leadoff hitter will take batting practice, and the pitcher in the batting order will throw the ball.

To change batters:

- 1 Press **Select** to move into the Roster list, and highlight the player you want.
- 2 Press **X** to place a **>** symbol next to his name. That hitter will take batting practice.

Note: You can also change batters on the Roster screen by first choosing the team logo on the Batting Practice screen.

To change pitchers:

- 1 At the Batting Practice screen, choose the team logo to display the team's Roster screen.
- 2 Choose **Sub Players** to highlight the current pitcher with a blue bar, and press X.
- 3 Highlight a pitcher in the Bullpen, and press X. The pitchers change places.
- 4 Choose **Return** to exit to the previous screen.

SETTING BATTING PRACTICE OPTIONS

- 1 From the Batting Practice screen, choose **Options**. This menu includes the following items:
 - Pitch Types:** Choose the type of pitch(es) you want thrown. Highlight any or all of the pitches listed and press X. A baseball appears by each chosen pitch. Highlight a chosen pitch and press X to deselect it.
 - Pitch Locations:** Choose one of the locations listed in the Pitch Location box and press X. A baseball appears next to your choice.
 - Center of zone:** Pitches are thrown across the middle of the plate.
 - High/low:** Pitches are thrown across the plate, but to the high and low part of the strike zone.
 - Inside/outside:** Pitches are only thrown to the inside and outside part of the strike zone.
 - Random:** Pitches are thrown to all parts of the strike zone.
- 2 Choose **OK** to exit to the previous screen.

TAKING BATTING PRACTICE

- 1 At the Batting Practice screen, choose **Start**. The batter, pitcher and catcher take the field.
- 2 Choose a swing from the Batting Options box by holding down the **Directional button** corresponding to the swing you want, and then pressing X.
- 3 The batter steps into the batter's box. The pitcher throws the ball.
- 4 Use the **Directional buttons** to target your swing location in the strike zone. See pg. 12 for instructions and a Swing Area table.
- 5 To swing, press X.
- 6 Press **Select** to return to the Batting Practice screen.
- 7 Choose **Main Menu** to exit.

PITCHING PRACTICE

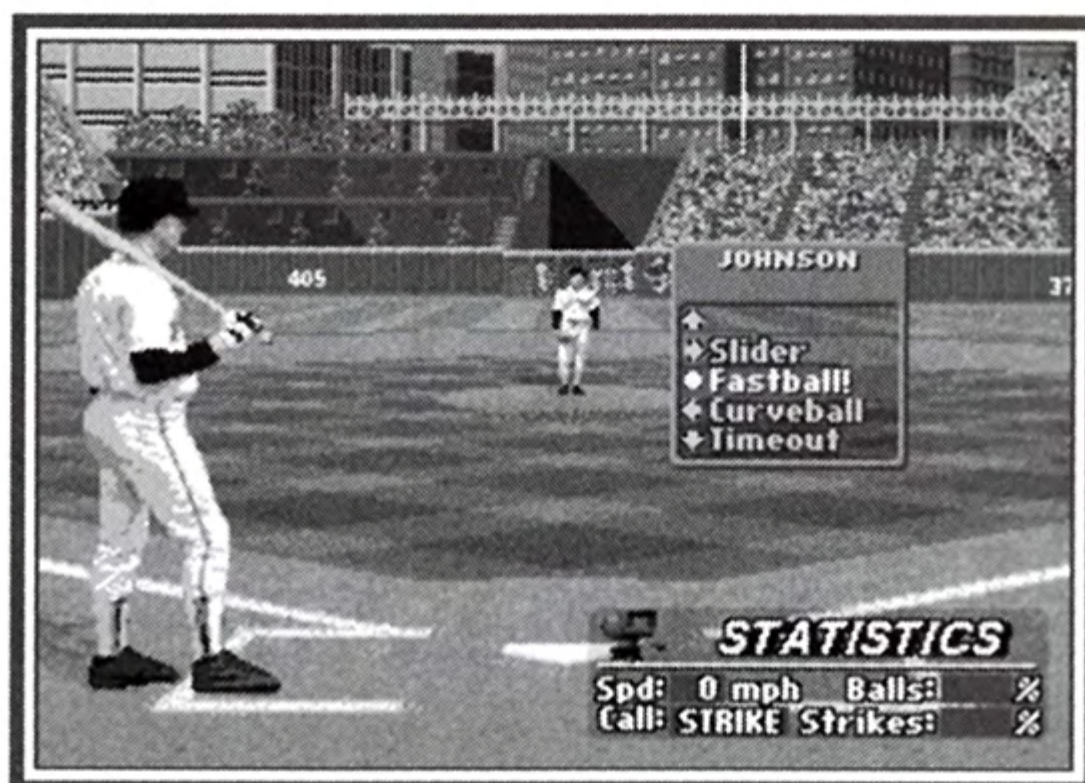
Pitching Practice lets you work out any pitcher on any team, and choose the view you want.

TAKING PITCHING PRACTICE

- 1 From the Pitching Practice screen, choose **Start**. The batter, pitcher and catcher take the field.
- 2 Choose a pitch from the Pitching Options box by holding down the **Directional button** corresponding to the pitch, and then pressing **X**.
- 3 The batter steps up to the plate.
- 4 Press **X** to start the throw. Use the **Directional buttons** to move the crosshair and aim the pitch before the pitcher releases the ball.

Note: The batter will not swing at your pitches.

- 5 Press **Select** or choose **Timeout** to return to the Pitching Practice screen.
- 6 Choose **Main Menu** to exit.

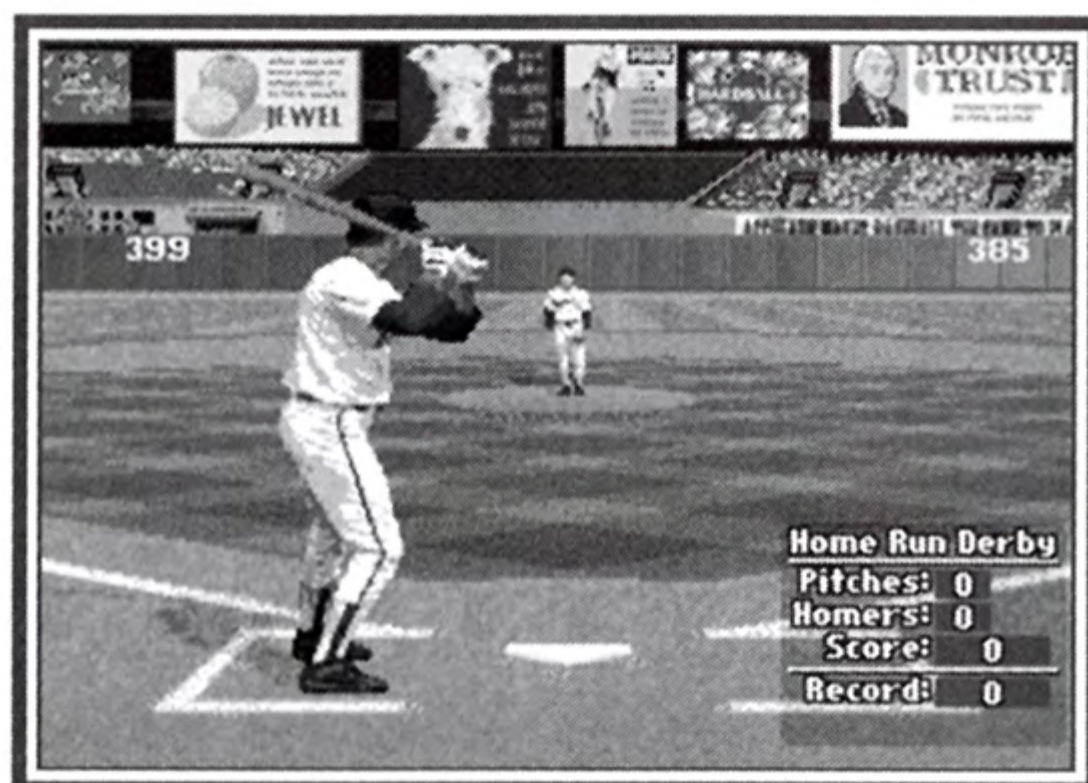


HOME RUN DERBY

See how many home runs you can knock out of the park!

In a Home Run Derby, the pitcher always pitches fastballs in the strike zone. Each home run counts for 1,000 points; hits to other parts of the field count less. The closer you are to a home run, the higher the points you'll get.

Two players can also play, with one player batting and the other player pitching.



SETTING HOME RUN DERBY OPTIONS

- 1 At the Home Run Derby screen, choose **Options**. In addition to the regular Exhibition game options (pg. 17-20), this menu lets you choose the **Pitch Count** (how many pitches will be thrown).
- 2 To choose your batter and pitcher controls, highlight **Batter** or **Pitcher** and press X to cycle through the choices.

PLAYING A HOME RUN DERBY

- 1 Choose **Start** and press X. The batter, pitcher and catcher take the field.
- 2 Choose **Begin** from the Hitting Options box. The batter steps into the batter's box and the pitcher throws the ball.
- 3 Press X to swing.

Note: In two player games, one player controls the batter and the other controls the pitcher. The player controlling the pitcher must press X to throw a pitch, and can only aim within the strike zone.

- 4 After the Home Run Derby, if you are the high scorer, you will be prompted to enter your name. The next time you start Home Run Derby your name and score will appear under **Record** in the lower right corner of the screen.
- 5 To exit to the Home Run Derby screen, press **Select** or choose **Timeout** from the Hitting Options box.
- 6 Choose **Main Menu** to exit.

TABLES

TABLE 1: PLAYER STATISTICS

Abbr.	Batter/Pitcher	Meaning
#	B/P	Jersey number
1B	B	Singles
1B	P	Opponents' singles
2B	B	Doubles
2B	P	Opponents' doubles
3B	B	Triples
3B	P	Opponents' triples
A	B/P	Assists
AB	B/P	At bats
ACC	P	Accuracy rating
AGE	B/P	Age
ARM	B	Arm rating
AVG	B/P	Batting average
B (Bats)	B/P	Batting arm (R = right; L = left; S = switch hits)
BB	B/P	Base on balls
BB/9	P	Base on balls per 9 innings pitched
BF	P	Batters facing pitchers
BS	P	Blown saves
CG	P	Complete games
CH	B	Total chances
CH/G	B	Chances per game
C/L	B/P	Close/late in game rating
CON (Contact)	B	Contact hitting rating
CON	P	Control rating
CS	B/P	Caught stealing
CU	P	Changeup rating
CV	P	Curveball rating
DP	B	Double plays
E	B	Errors
ER	P	Earned runs
ERA	P	Earned run average
EXP	B/P	Number of years in major leagues
F%	B	Fielding %
FA	B/P	Fielding ability
FA2	B	Fielding ability at POS2
FLY%	B	Fly Ball %
FS	P	Fastball rating
G	B/P	Games played
G@P	B	Games played at primary position
G/F	B	Ground vs. fly hitting ratio
GF	P	Games finished
GND%	B	Grounders %
GNDP	B	Grounded into double play
GS	P	Games started
H	B/P	Hits
H/9	P	Hits per 9 innings pitched
HB	P	Hit batsmen
HBP	B	Hit by pitch
HLD	P	Holds

Abbr.	Batter/Pitcher	Meaning
HLTH	B/P	Health
HM	B/P	Home game rating
HR	B	Home runs
HR	P	Opponents' total home runs
HRAB	B	At bats per home run
IBB	B/P	Intentional base on balls
IP	B	Innings played
IP	P	Innings pitched
I@P	B	Innings played at primary position
IR	P	Inherited runners
IR%	P	Inherited runners scored %
IRSC	P	Inherited runners scored
IRST	P	Inherited runners stranded
KN	P	Knuckleball rating
L	P	Losses
NAME	B/P	Player's name
OAB	P	Opponents' at bats
OAV	P	Opponents' batting average
OBP	B	On base %
OBP	P	Opponents' on-base %
OH	P	Opponents' hits
OPP%	B	Opposite field hits %
PA	B	Plate appearances
P:CB	P	Curveball pitch rating
P:CU	P	Changeup pitch rating
P:FB	P	Fastball pitch rating
P:KN	P	Knuckleball pitch rating
PO	B	Put outs
POP%	B	Pop up %
POS	B/P	Player's position
POS2	B	Secondary fielding position
POW	B	Power hitting rating
P:SC	P	Screwball pitch rating
P:SI	P	Sinker pitch rating
P:SL	P	Slider pitch rating
PULL	B	Pull rating
PULL%	B	Pulled hits %
QS	P	Quality starts
R	B	Runs
RAT	P	Rating
RBI	B/P	Runs batted in
RES	P	Rested factor
RNG	B	Range factor
R/S	P	Runs scored per start
SB	B	Stolen bases
SB	P	Stolen bases allowed
SB%	B	Stolen base %
SBU	B/P	Sacrifice bunts
SC	P	Screwball rating
SCP	B/P	Runner in scoring position rating
SF	B/P	Sacrifice flies
SHO	P	Shutouts
SI	P	Sinker rating

Abbr.	Batter/Pitcher	Meaning
SKIN	B/P	Player's skin Color (L = Light, D= Dark)
SL	P	Slider rating
SLG	B	Slugging %
SLG	P	Opponents' slg %
SO	B/P	Strikeouts
SO%	B	Strikeout %
SO/9	P	Strikeouts per 9 innings pitched
SPD (Speed)	B/P	Speed rating (running speed)
STA (Stm)	P	Stamina rating
STR (Streak)	B/P	Streak rating: 0 - Even throughout season 1 - Hot at start, cools through end 2 - Hot at start/end, cool in middle 3 - Cool at start/end, hot in middle 4 - Cool at start, hot at end
SV	P	Saves
T (Throws)	B/P	Throwing arm (R = right, L = left)
TB	B	Total bases
TB	P	Total bases against
USE	P	Sta(rter), Rel(eiver), Clo(ser), Set(up)
VSL (vsLHP)	B	Rating vs. left-handed pitchers
VSL (vsLHB)	P	Rating vs. left-handed batters
W	P	Wins
WP	P	Wild pitches

If the Situational option is chosen, the statistic will have one of the following prefixes:

- VR: vs. right-handed pitcher/batters
 VL: vs. left-handed pitcher/batters

TABLE 2: FIELDER POSITIONS

C Catcher	RF Right field
1B First base	CF Center field
2B Second base	LF Left field
SS Shortstop	DH Designated hitter
3B Third base	UI Utility infielder
	UO Utility outfielder

TABLE 3: PITCH DEFINITIONS

Changeup	Thrown with the same motion as a fastball but comes in slower
Curveball	Travels to the plate in an arc
Fastball	Very fast, straight pitch
Knuckleball	Thrown with no spin, its motion is determined by the wind
Screwball	Breaks in the opposite direction of a normal curveball
Sinker	Begins high and slow then changes to fast and low as it crosses the plate
Slider	Mimics a fastball but, dips down and away as it crosses the plate

TABLE 4: HEALTH RATING

OK	Not injured
Fair	Not completely healed: may suffer further injury if played
d	Not eligible for play for the number of days listed
w	Not eligible for play for the number of weeks listed
m	Not eligible for play for the number of months listed

TABLE 5: LEAGUE STANDINGS

W	Wins
L	Losses
%	Win %
GB	Games behind 1st place team
1R	Win/loss record in 1 run games
X1	Win/loss record in extra-inning games
Str	Current winning/losing streak
Home	Win/loss record in home games
I Div	Win/loss record against teams in division
O Div	Win/loss record against teams out of division

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90-DAY WARRANTY

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of this software that the medium on which it is recorded will be free from defects in materials and workmanship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90 day period without charge. To receive warranty service:

- 1 DO NOT return your defective compact disc to the retailer.
- 2 Notify Accolade Customer Service of the problem by calling (408) 296-8400 between the hours of 8am and 5pm (Pacific Standard Time) Monday through Friday. Please Do Not send your compact disc to Accolade before calling. Accolade can also be reached 24 hours a day through America Online, CompuServe, and our BBS system. Reach us through America Online by using the keyword "Accolade." CompuServe users should type GO GAMEPUB or leave a message for Accolade 76004,2132. Accolade's BBS numbers: For transfer rates to 14.4kbps, dial (408) 296-8800; for transfer rates to 19.2kbps, dial (408) 296-8810. Settings for all baud rates are: 8 Data, No parity; and 1 Stop Bit.
- 3 If a Customer Service Technician is unable to solve the problem by phone, you will be given a Return Authorization number. Record this number on the outside packaging of your compact disc (be sure your packaging is at least 4" x 6" as many shipping companies will not ship anything smaller). Send the compact disc and your sales slip or similar proof-of-purchase within the 90 day warranty period to: Accolade, Customer Service, 5300 Stevens Creek Blvd. #500, San Jose, CA 95129.

After the 90-day period, defective media may be replaced in the United States for \$10 (U.S. dollars; plus 7.75% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address listed above. (To speed processing, please do not return manuals or game boxes.)

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