



NTSC U/C

PlayStation™

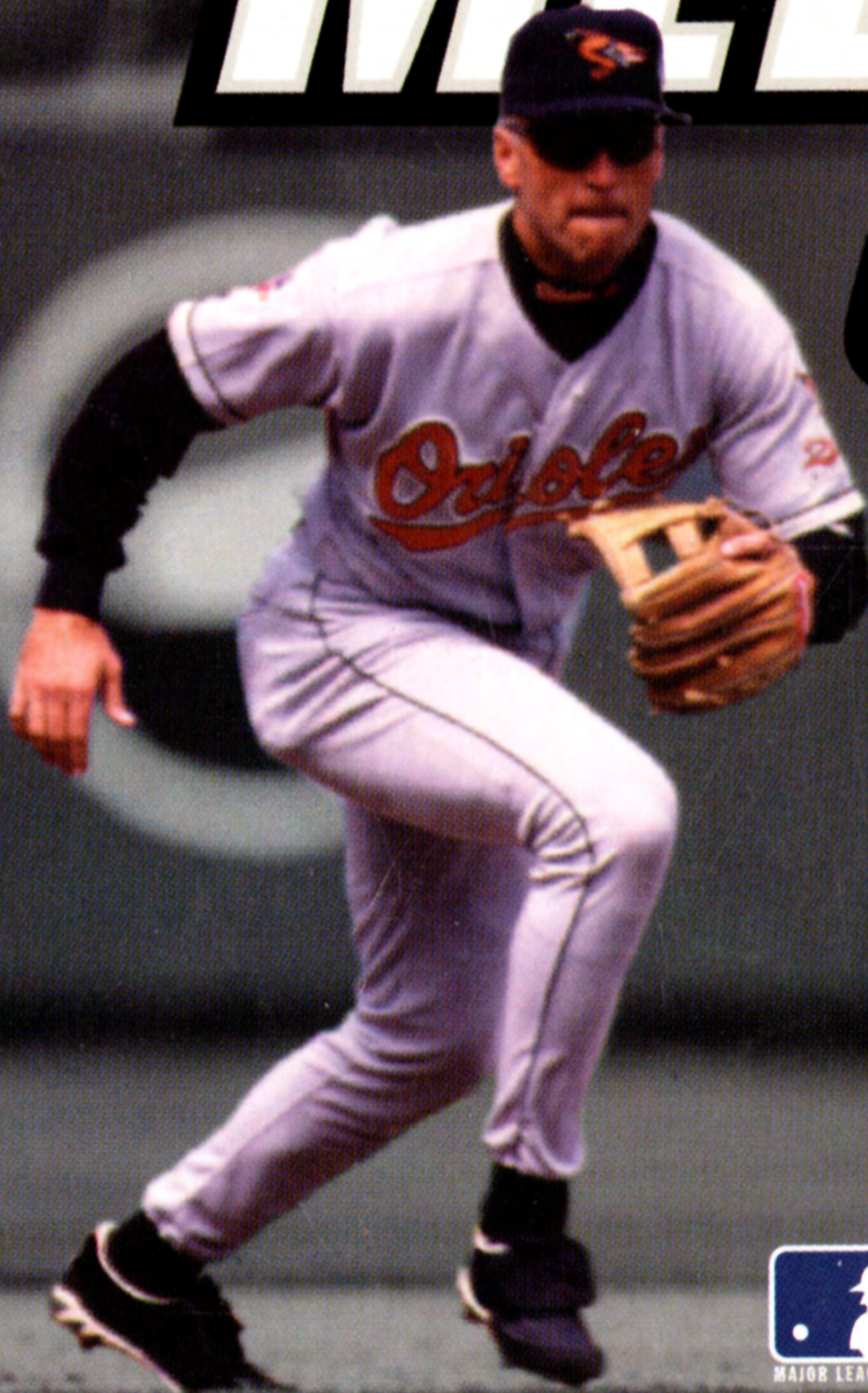
EVERYONE



CONTENT RATED BY ESRB

SCUS-94233  
94233

# MLB™ 99



SONY



COMPUTER ENTERTAINMENT

**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 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 the outer edge. Never use solvents or abrasive cleaners.

## ***MLB '99 Tips and Hints***

PlayStation™ Hint Line

Hints for all games produced by SCEA are available:

**Within the US: 1-900-933-SONY (1-900-933-7669)**

\$0.95/ min. auto hints, \$1.40/ min. live, \$6.95-\$16.95 for tips by mail & \$5.00-\$20.00 for card recharge

**Within Canada: 1-900-451-5757**

\$1.50/ min. auto hints

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

**Consumer Service/Technical Support****1-800-345-SONY**

Call this number for help with technical support, installation or general questions regarding the PlayStation™ game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

**PlayStation On-Line****<http://www.playstation.com>**

Our news is always hot! Visit our website and find out what's happening — new titles, new products and the latest information about the PlayStation™ game console.

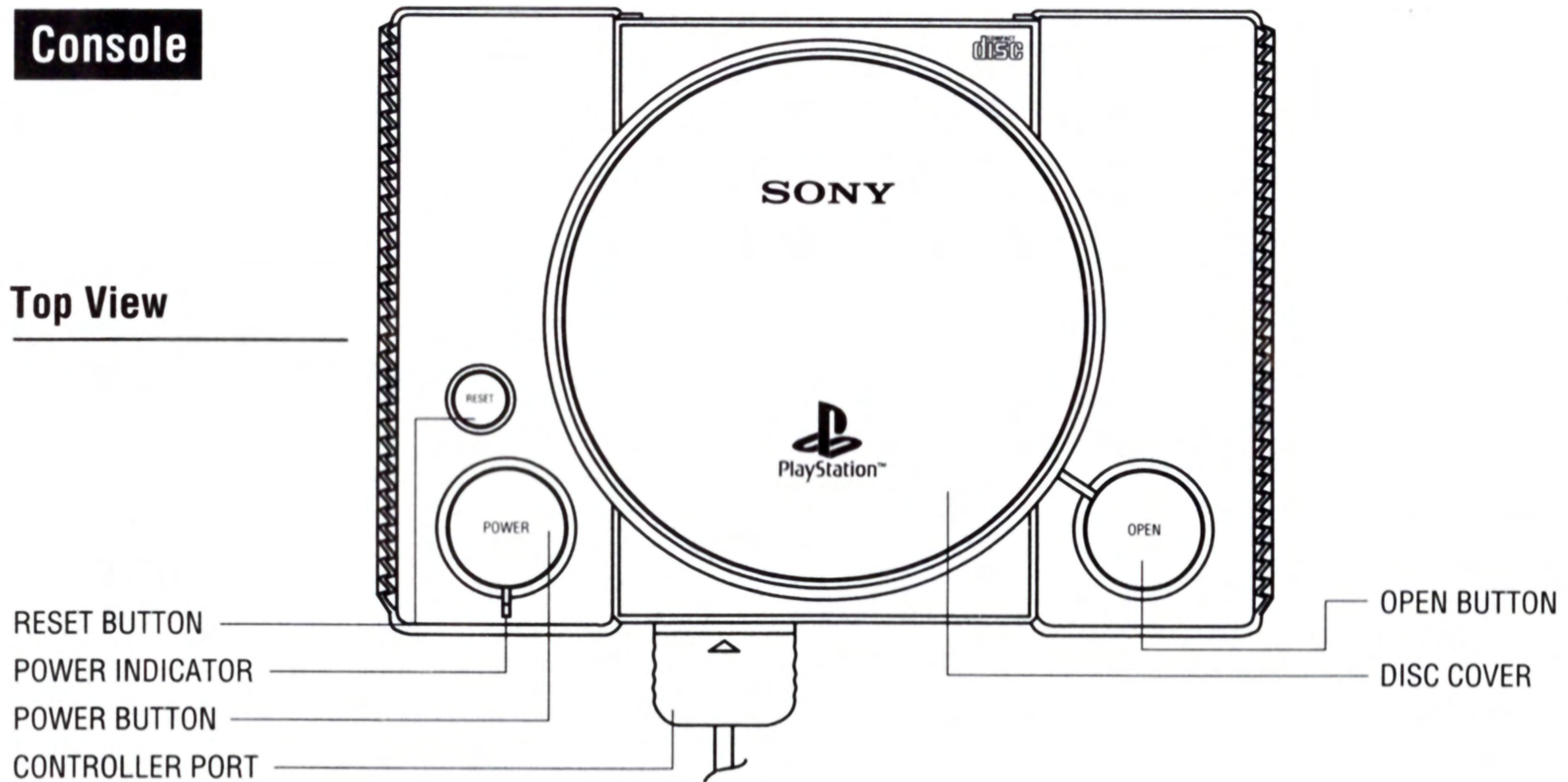
# Table of Contents

PLAYSTATION SETUP .....	.2
CONTROLLER DIAGRAM .....	.3
MEMORY CARD/SAVING DATA .....	.3
SPRING TRAINING .....	.4
GAME CONTROLS .....	.4
SETTING UP THE GAME .....	.7
Select Game .....	.7
Exhibition .....	.7
User Records .....	.8
Options .....	.10
Season .....	.12
Playoffs .....	.14
Draft .....	.16
Spring Training .....	.17
Create Player .....	.17
Homerun Derby .....	.18
Rosters .....	.19
Trade Players .....	.19
Create Players .....	.19
Free Agents .....	.19
Player Cards .....	.20
Reset Rosters .....	.20
Memory Card .....	.20
PLAYING THE GAME .....	.21
Pause Menu .....	.21
Defense .....	.21
Offense .....	.22
MLB '99 CREDITS .....	.23

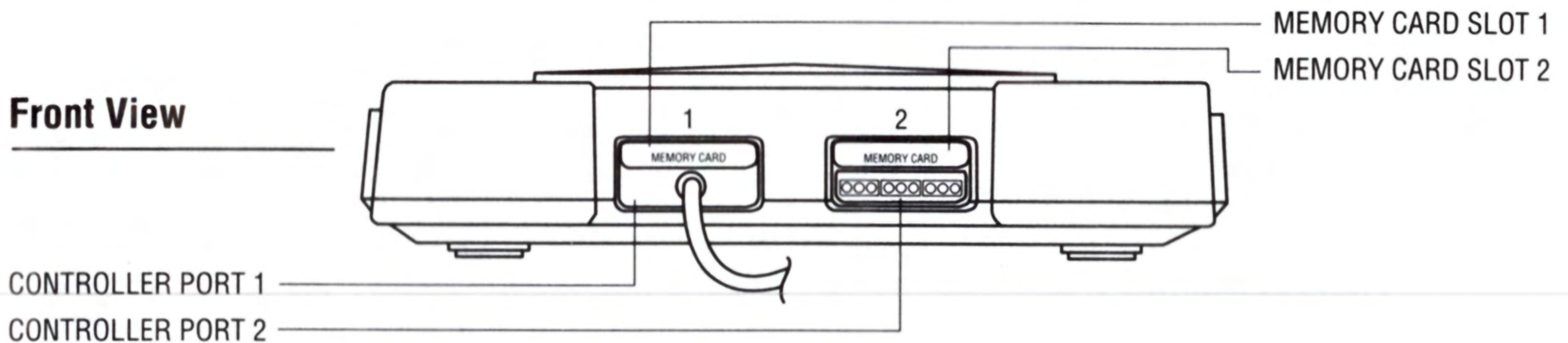
# PlayStation Setup

## Console

### Top View

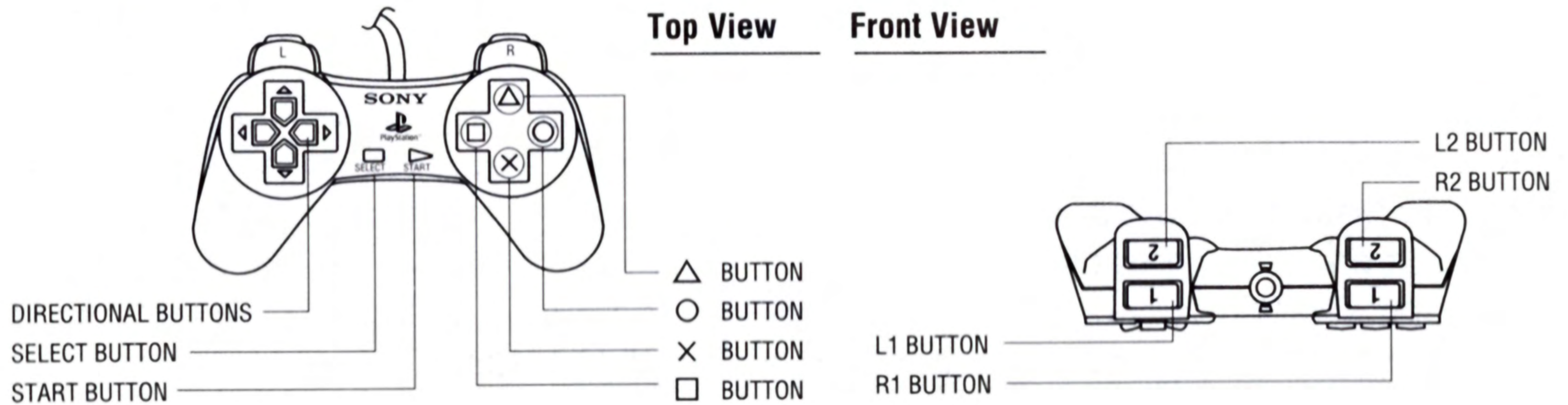


### Front View



**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 MLB '99 disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.**

# Controller Diagram



## Memory Card/Saving Data

To save your progress, you must insert your Memory Card before you start a Season, Playoff, change a Roster, or Create a Player. MLB '99 saves user-defined options and all data for a Season, Playoff, Roster Change, or Created Player. Four blocks of memory must be available on your Memory Card in order to save any MLB '99 data. Only one file can be saved at a time. If you don't have a Memory Card, all MLB '99 data will be lost after turning off your Sony PlayStation™ game console.

# Spring Training

MLB '99 introduces Spring Training; a 2 or 6 game spring training season designed to add player development challenges to a season. Spring Training offers the opportunity for you to create a minor leaguer, add him to a team roster, and compete towards earning a position on a Major League team for the start of the regular season. During each spring training game, your player can earn ability points which will determine his strengths. Status points will be allocated based on your minor leaguer's game performance in two categories: hitting and defense. It takes 50 status points to make it to "The Show". To keep track of your player's status, view the status bar at the bottom of the Status screen. Once your player reaches Major League on the status bar, spring training will end and you may begin a regular season. During the course of a season, accumulate enough ability points to earn a spot on the All-Star team.

Remember that even if your player is fortunate enough to make it to the majors, he must continue to perform at a Major League or All-Star level to keep his roster spot. If at any time during the season your player loses his major league status, he will be sent back down to the minors and your season will end. To create a minor leaguer and begin your quest for the "big", see Spring Training on page 17 for more details.

## Game Controls

### BATTING

Swing	⊗
Hit for Average/Hit for Power	⊠
Bunt	○ + D-Pad
Move Batter in Box	R2 + D-Pad
Open/Closed Stance	R2 + L1/L2
Pause	Start Button
<b>Veteran and All Star Levels</b>	
Center Bat Cursor	Select Button
Move Bat Cursor	D-Pad

## Total Control Batting™ (Veteran and All Star levels of Simulation mode)

Before the ball is pitched:

- Press L2 + D-Pad to guess a pitch location.
- Press L2 + pitch icon button to guess a pitch type.

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

- Use the D-Pad to direct the ball when you swing.






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

<b>Pitch Type</b>	Correct guess - Bigger batting cursor Incorrect guess - Smaller batting cursor
<b>Pitch Location</b>	Correct guess - Yellow Lock-on indicator appears Incorrect guess - Smaller batting cursor
<b>Type + Location</b>	Correct guess - Lock-on indicator appears + extra power Incorrect guess - Smallest batting cursor

### Pitch History Box

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

## BASE RUNNING

Hit & Run/Steal lead runner	
Steal Specific Runner	 + D-Pad
Lead Off (Forward)	L1
Lead Off (Back to Base)	R1
Return All	
Return Specific Runner	 + D-Pad
Advance All	
Speed Burst	R1
Stop Runners	R2
Head First Manual Slide	L1
Feet First Manual Slide	L2

## FIELDING

Move Fielder	D-Pad
Throw to 2nd/Jump	△
Throw to 1st/Speed Burst (without ball)	○
Throw Home/Dive	⊗
Throw to 3rd/Change Fielder (without ball)	□
Special Throws & Catches	Press and hold L2
Throw from Knees/Dive catch	In the dive, press base button
Rob a Home Run	When near the wall, press △
Throw to a Cut-Off Man/Cut-Off Man in a pickle	R1

**Note:** When fielding in the pitcher's perspective, △ is home, □ is 1st base, etc.

### Total Control Fielding™ (All game modes)

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

**HINT:** Continually press and hold L2 while on defense to improve fielding.

## PITCHING (Simulation mode)

Select Pitch Type/Pitch in pitcher's perspective	△
Select Pitch Type/Pitch in default view	⊗
Select Pitch Type	○, □
Adjust Pitch Location	D-Pad
Adjust View	Select Button

**HINT:** Hold the pitch button longer for more pitch speed. Be aware that this will use up more of a pitcher's energy and stamina.

### Pick Off

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

Pick Off to 1st, 2nd, 3rd	○, △, □
Adjust Infielders, Outfielders	R1, R2



# Setting Up The Game

## SELECT GAME

Use this menu option to choose a game format.

### EXHIBITION


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




- Highlight Exhibition Game and press  to bring up the Team Select screen.

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

For a one-player game, leave one controller image in the center of the screen. The computer's team will automatically play at the same level as your team.

### Team Select Screen

Use this screen to select a team and the player level for competition. To have the computer choose two teams at random, press .




- D-Pad Left/Right to choose Home or Away.
- D-Pad Up/Down to choose a Home or Away team.
- Highlight a team selection and press  to view the team stats.
- Press  to continue.
- D-Pad Left/Right to assign a controller to a team.
- D-Pad Up/Down to select a difficulty level.
- Press  to cycle through available user names and assign a user to each team

## User Records

User Records are a unique way to keep track of player stats tabulated during exhibition games. By selecting a team and tagging one of your user names to it, your game skill will be determined by the outcome of each player's stats. Your user name will be shown next to each player on the list from your team. You can save your user records to the Memory Card. See Memory Card/Saving Data on page 3 for more details.

### Create Users

Create up to eight users to compete in exhibition games.

- D-pad Up/Down to select a user number.
- Press  to edit a name.
- D-Pad Left/Right to highlight a letter.
- D-Pad Up/Down to select a letter.
- Press  when you are done creating users.
- Press  again to exit the screen.

### Player

After each game, view player stats to see if your user appears as a statistical leader.

- D-Pad Left/Right to view each category.

### User vs. User

Play in a two-player game with both teams tagged with different users and compare their game statistics after each competition.

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

## Pregame


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

### Play Game

Selecting this option will start the game.


## Select Stadium

Choose any ballpark from around the league.



- D-Pad Left/Right to choose a division.
- D-Pad Up/Down to highlight a team's ballpark.
- Press  to select a stadium

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



## Lineup

Look over your lineup and make necessary changes to the batting order and player positions. You can also scratch a player from the lineup by using a substitute off of the bench. Press  when a player name is highlighted to view player stats.



To change the batting order:

- D-Pad Left/Right until CHANGE BATTING ORDER appears at the top of the lineup screen.
- D-Pad Up/Down to highlight a player and press  to mark him for a switch.
- D-Pad Up/Down to highlight another player and press  to move that player to the desired position in the order.

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

- D-Pad Left/Right until CHANGE POSITION appears at the top of the lineup screen.
- D-Pad Up/Down to highlight a player and press  to mark him for a position switch.
- D-Pad Up/Down to highlight another player and press  to switch their fielding positions.

To substitute a player:

- D-Pad Left/Right until SUBSTITUTE appears at the top of the lineup screen.
- D-Pad Up/Down to highlight a player to remove from the lineup and press  to bring up the Substitute screen.
- D-Pad Up/Down to highlight a sub and press  to insert him into the lineup.

To view a Player Card:

- D-Pad Left/Right until PLAYER CARD appears at the top of the lineup screen.
- D-Pad Up/Down to highlight a player and press ⊗ to bring up his card.
- Press □ to view other stats.

## Options

Select this option to customize the attributes of your game.

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

### Game Style (Simulation/Arcade)

In Simulation mode, you make a pitch selection and set up the location before the pitch is thrown. In Arcade mode, the pitcher controls the pitch with the D-Pad after it is thrown to home plate. The pitching menu and batting cursor are no longer shown on the screen.

Use the D-Pad to choose a pitch type:

Up	Change Up/Ball goes up
Down	Fast ball/Ball goes down
Left	Ball breaks left
Right	Ball breaks right

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

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

### Innings (1-9)

Set the length of the game by choosing the number of innings to play.

### DH (Auto/On/Off)

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

### Auto Fielding (On/Off)

Turn this option On for your defense to field the ball automatically.

### Auto Sliding

Use Auto Sliding to have your base runners automatically or manually slide.

**Auto Lead Off**

Use Auto Lead Off to have your base runners automatically or manually take a lead from the base they occupy.

**Fielding Aid (On/Off)**

Use the fielding aid to position your fielder to make the play after the ball is hit.

**Time of Day (Auto/Day/Night)**

Set the Time of Day of a game. To let the game determine the time, select Auto.

**Errors (On/Off)**

With Errors On, the players on the field will at times commit errors.

**Wind (On/Off)**

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

**Radar Gun (On/Off)**

Use this option to show the miles-per-hour of the pitch on the playing screen.

**Distance Meter (On/Off)**

Use this option to show the distance in feet of the flight of the ball.

**Call Text (On/Off)**

Use this option to show umpire calls during the game on the playing screen.

**Batting View ( Low/Low 1/Low 2/Medium/High)**

Set the desired level of the batting view. This option can be altered during the course of the game. Press the START button to bring up the Pause Menu and alter the Batting View.

**Fielding View (Low/Medium/High)**

Set the fielding view of the defense. See Batting View above.

**Point of View (Always Batter/Always Pitcher/Alternate Home/Alternate Away)**

Always Hitter is a view set from behind Home Plate. Always Pitcher is a view set from behind the pitcher's mound. Alternate Home is a view from the Home team's perspective. Alternate Away is a view from the the visitor's perspective.

### **Crowd Volume**

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

### **Sound Effects Volume**

Use this option to adjust the sound effects volume.

### **Stadium Announcer Volume**

Use this option to adjust the volume of the P.A. Announcer.

### **Play By Play Volume**

Use this option to adjust the volume of the game Play-By-Play Announcer.

### **Music Volume**

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

## **SEASON**

Use this option to start a new season or continue a previously saved season. Seasons can only be played in a one-player format. See Pregame under Exhibition for Lineup and Options Menu item descriptions.

### **New Season**

Start a New Season and see if you have what it takes to make it into the playoffs.

- Highlight New Season and press ⊗ to bring up the Team Select screen.

### **Team Select**

- D-Pad Up/Down to select a team.
- Press ⊠ to toggle between the team's stats and ratings.
- Press ⊗ to bring up the Season Length screen.
- D-Pad Left/Right to choose a 14, 29, or 162 game season and press ⊗.

### **Play Game**



When Play Game is selected, the Schedule screen comes up with the 1998 team schedule. View the schedule and play the game of your choice. Note that games can be simulated.

- D-Pad Up/Down to highlight the game on the schedule you would like to play and press ⊗.

**Note:** When a game is skipped, the result of that game will be posted as if it was actually played.



### **Simulate Games**

Games can be simulated to get you closer to the playoffs or just to move you past a game(s) in the schedule. If a game is simulated further down in the schedule, all unplayed games prior will also be simulated.





- D-Pad Up/Down to a game on the schedule and press  to simulate that game and all games prior.
- Press  to simulate all games on the schedule and start the playoffs.

### **Realignment**

Use this option to reorganize the teams in each division from both leagues.

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

To custom rearrange each division:

- D-Pad Left/Right to view the leagues.
- Press  to bring up the Team Pool.
- D-Pad Left/Right to choose a division.
- D-Pad Up/Down to select a team and press  to place it in the division.
- Press  to delete your divisional entries.
- Press  to automatically fill each division with teams.



### **Continue Season**

Resume a baseball season at the next scheduled game. To use the Continue Season option, you must have already started a New Season and saved the Season results on the Memory Card. See Memory Card/Saving Data on page 20 for more details. Also see Season for descriptions of repeated menu items.

Play in the next scheduled game or skip to a different game further down on the schedule. Remember, skipping to and playing a game further down in the schedule will simulate all games prior.



## **League Leaders**

View the League Leaders of every important statistical category.

- Press  to toggle between the American and National Leagues.
- Press  to select Player or Team leaders.
- D-Pad Left/Right to choose a category.
- D-Pad Up/Down to view the entire list of leaders.

## **Stats**

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

- D-Pad Left/Right to select the team you will be facing in your next game.
- D-Pad Up/Down to view the statistics of each player.
- Press  to toggle between pitching and hitting statistics.
- Press  to toggle between player and team stats.

## **Standings**

View the division standings of both leagues.

- D-Pad Left/Right to cycle through the divisions of the American and National Leagues.

## **Awards**

View the award winners of the current season.

- D-Pad Left/Right to view each award category for the American and National Leagues.

## **Load Season**

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




## **PLAYOFFS**

Go straight to the playoffs and bypass the regular season. Playoffs can only be played in a one-player format. See Season for more details of how to setup a playoff game.



## **New Playoffs**

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


- From the Team Select screen, D-Pad Up/Down to select a playoff team.
- Press  to view the stats of each team.
- Press  to bring up the Playoff Length box.
- D-Pad Left/Right to select a “Single Elimination” (1, 1, 1) or “Best of Series” (5, 7, 7) playoff format and press  to bring up the Playoff screen.

## **Play Game**


- Highlight Play Game and press  to bring up the Playoff Tree.

### **Playoff Tree**

Customize the playoffs by setting up matchups. Or, adjust the brackets and games to simplify your team’s road to the finals.



- D-Pad Left/Right to choose the American or National League bracket.
- D-Pad Up/Down to highlight a team.
- Press  to cycle through the available teams.

When the teams have been set for each match:

- Press  to play the game in your bracket.

### **Simulate**

From the Playoff Tree screen, each round of the playoffs can be simulated.



- Press  to simulate a playoff round.
- When you are ready to begin or resume play in a playoff game, press .

## **Continue Playoffs**

Continue your run in the playoffs at the next scheduled game. To play in a continued playoff series, the playoffs must have been saved to the Memory Card and loaded prior to making this selection. You can also get to the playoffs by finishing a season. See New Season for repeated menu item descriptions.

## Playoff Stats


View the team and player stats of the current playoff series.

- D-Pad Left/Right to select the team.
- D-Pad Up/Down to view the statistics of each player.
- Press  to toggle between Pitching and Hitting statistics.
- Press  to toggle between player and team stats.







## Load Playoffs

Load Playoffs brings up the Memory Card screen, allowing you to load files from your Memory Card. See Memory Card for more details.



## DRAFT

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

**Note:** In a two-player game, you have 60 seconds to make a pick. If the timer expires, the CPU will draft for you.

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

During the draft:

- D-Pad Left/Right to draft from the different positions.
- D-Pad Up/Down to highlight an available player and press  to select him.
- Press  during the draft to review your picks.
- Continue this process until the draft is complete.





## SPRING TRAINING

Earn a trip to the majors by earning enough ability points in Spring Training. See Spring Training on page 4 for more details. Also see Season for repeated menu item descriptions.

### Start Training

Create a minor league player to add to your Spring Training roster. Earn ability and status points throughout Spring Training to help propel you into the major leagues.



#### Create Player

- D-Pad Up/Down to highlight the first name.
- Press  to bring up the alphanumeric chart.
- Use the D-Pad to highlight a letter or number and press  to enter it.
- To delete a letter or number, highlight the back arrow and press .
- Spell out a name and press  to exit the chart.
- D-Pad Down to highlight the last name and repeat the previous steps.



To continue to customize your player:

- D-Pad Down to the other player attributes and D-Pad Left/Right to make a selection.

When you have completed making adjustments to these options:

- Press  or  to alter your player's attributes.
- D-Pad Up/Down to choose a player attribute.
- D-Pad Left/Right to make a selection or raise/lower the player stat averages.

When you have completed making adjustments to these options:

- Press  to alter your player's abilities.
- D-Pad Up/Down to choose a player ability.
- D-Pad Left/Right to raise/lower the ability levels of your player.
- Press  to create your minor leaguer and bring up the Trade Player screen.

**Note:** With only 7 points to distribute among the 7 categories, be wise in your allocation of each point to provide maximum efficiency for each player.

## **Trade Player**

Select a spring training team and add your minor leaguer to its roster.

- D-Pad Left/Right to select a team.
- D-Pad Up/Down to highlight a player to trade for your minor leaguer.
- Press ⊗ to make the trade; assigning your player to the team.
- Press △ to undo the trade and select a different player.
- Press ⊗ to continue to the Spring Training Menu.

## **Status**

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

## **Continue Training**

Continue Spring Training at the next scheduled game.

## **Load Training**

Load Training brings up the Memory Card screen, allowing you to load files from your Memory Card. See Memory Card for more details.

## **HOMERUN DERBY**

Play in the Home Run Derby to see if you have what it takes to hit with the “big boys” of the Major Leagues. Slug it out with the top power hitters from around the league or with a player that you’ve created. See Exhibition for details on how to set up a game.

- D-Pad Left/Right to choose a team.
- D-Pad Up/Down to highlight a player and press ⊗ to add him to the lineup.
- Press ○ to delete players from the lineup.
- Press □ to bring up the controller screen.
- D-Pad Up/Down to highlight a player.
- D-Pad Left/Right to assign a controller to that player.

# ROSTERS

The Rosters option allows you to create position players and pitchers and add them to your existing rosters. You can also set up trades of individual players and free agents. If you prefer the original setup of the league rosters, you can reset all rosters.

## TRADE PLAYERS

Select this option to obtain the perfect player to bring your team to the next level. Trading players is done on a one-for-one basis only.

- D-Pad Left/Right to select the team from which you would like to trade.
- D-Pad Up/Down to select the player to be traded and press ⊗ to mark him.
- D-Pad Left/Right to select the team to which you would like to trade.
- D-Pad Up/Down to select a player to trade for and press ⊗ to complete the trade.

## CREATE PLAYERS

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

- D-Pad Left/Right to select a player.
- See Create Player under Spring Training for more details.

If you are creating a pitching prospect:

- Press ⊞ to alter your player's pitching attributes.
- D-Pad Up/Down to choose a pitcher attribute.
- D-Pad Left/Right to make a selection or raise/lower the attribute levels of your player.
- Press ⊕ to create your pitcher and bring up the Trade Player screen.

## FREE AGENTS

Sign a player from the free agent pool.

- D-Pad Left/Right to select the team from which you would like to release a player.
- D-Pad Up/Down to select the Player to be released and press ⊗ to mark him.
- D-Pad Up/Down to select the Player to be added to your roster and press ⊗.

## PLAYER CARDS

View the stats and attributes of each player in the majors.

- D-Pad Left/Right to select a team.
- D-Pad Up/Down to highlight a player and press ⊗ to view his player card.
- Press □ to cycle through player stats and attributes.
- D-Pad Up/Down to scroll through the entire list of stats.
- Press △ to back out.

## RESET ROSTERS

You can easily restore the rosters to their original setup.

- Select Reset Rosters and press ⊗; or press △ to cancel.

## OPTIONS

See Options under Exhibition for more details.

## USER RECORDS

See User Records under Exhibition for more details.

## MEMORY CARD

Use the Memory card to Save, Load, and Delete files. To save a season or playoff game:

- Return to the Main Menu and select Memory Card.
- Select Save File.

### New Save

- Press ⊗ to activate the alphanumeric chart.
- Use the D-Pad to highlight a letter or number and press ⊗ to enter it.
- To delete a letter or number, highlight the back arrow and press ⊗.
- Spell out a name and press △ to exit the chart.
- Press ⊗ to save the file or △ to cancel.

## Over Write

- D-Pad Right to Over Write.
- D-Pad Up/Down to select a season to overwrite and press ⊗.

## To Load or Delete a file:

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

# Playing the Game

## PAUSE MENU

During game play, to alter your lineup, press the START button to bring up the Pause Menu and select Rosters to make any changes.

Also, use Instant Replay from Options to review the latest play.

## DEFENSE

Defense is the key to any team. A good defense can carry a team into the playoffs.

### Pitching

The key to pitching successfully is knowing your opponent. Stamina can also be an issue, so locate your pitches and hit the corners while throwing as few pitches as possible. See the pitching Control Codes for more details.

**HINT:** The longer the pitch button is held, the faster the speed of the pitch.

### Fielding

Learn how to position your players on the field. To get to the ball, press □ to switch to the fielder closest to the path and destination of the ball. Press ○ to get your fielder to the ball quickly. To perform special catches or throws, hold L2 when fielding the ball.

## Infield

Press R1 to adjust your infield's defensive settings.

- A Normal infield is positioned on the field for regular situations.
- An infield set to Double Play gives your infielders the best chance at turning a double play.
- Bring the infield in Shallow to try and get a force-out at home and keep a potential run from scoring from third on a ground ball.
- Bring the Corners In to stop a run from scoring from third on a ground ball to first or third, still having a shot at a double play if the ball is hit to the middle infielders.
- Set the infield to Bunt if you think the opposition will try to advance a runner or attempt a suicide squeeze.

## Outfield

Press R2 to adjust your outfield's defensive settings.


- A Normal outfield is positioned on the field for regular situations.
- Place your outfield in a Deep set if a power hitter comes to the plate.
- Move the outfielders in Shallow to snag a liner or stop an important run from scoring from second on a base hit.

## OFFENSE


The best way to beat a good defense is with a potent offense. Notice the setup of the defensive players and learn how to use the bunt when the infield is drawn back, use the hit & run or bunt to advance a runner safely, or steal a base to reach scoring position.

### Batting

When a pitcher delivers the ball, a yellow ball-marker box appears indicating the location of the ball.

- Use the D-pad to move the white bat-cursor over the ball-marker. When the ball is in range of the batting area, the white bat-cursor will turn red.
- Press  to swing.

**Note:** Bat-cursor is a feature of the Veteran and All-Star levels of Simulation mode.

For late inning punch, switch the batter's swing from Hit for Average to Hit for Power by pressing  before the pitcher delivers the ball.



# MLB '99 Credits

## **LEAD PROGRAMMER**

Scott Murray

## **PROGRAMMERS**

Dan Enfield and Lee Blum

## **LEAD ARTIST**

Kevin McMahon

## **ARTIST**

Paul Hainey and Adam McMahon

## **SENIOR PRODUCER**

Chris Cutliff

## **ASSOCIATE PRODUCER**

C.J. Conroy

## **ASSISTANT PRODUCER**

Greg Batalucco

## **DIRECTOR OF SPORTS DEVELOPMENT**

Kelly Ryan

## **SENIOR DIRECTOR, PRODUCT MARKETING**

Peter Dille

## **SENIOR PRODUCT MANAGER, MARKETING**

Craig Ostrander

## **PRODUCT MANAGER, MARKETING**

Allan Frankel

## **MARKETING COORDINATOR**

Ed Loonam

## **PUBLIC RELATIONS**

Helene Sheeler and Wendy Spander

## **SOUND MANAGER**

Rex Baca

## **SOUND**

Chuck Carr and Joel Coppen

## **VIDEO PRODUCTION COORDINATOR**

Scott McMahon

**MULTIMEDIA ARTIST**

Dominic Perricone

**MOTION CAPTURE MANAGER**

Dwayne Mason

**MOTION CAPTURE**

Brian Johnson, Jason Parks, and Travis Parks

**MOTION CAPTURE ATHLETES**

Shawn Estes, Darryl Hamilton, Darryl Kile, Ray Durham, Karim Garcia, and Benji Gil

**STATISTICS**

STATS, Inc.

**PLAY BY PLAY**

Vin Scully, recorded by Ira Cord Rubnitz

**P.A. ANNOUNCER**

Mike Carlucci

**DOCUMENTATION AND LAYOUT**

David Lovalvo

**PLAYER PHOTOS**

Photo File, Inc.

**MUSIC BY**

Kurt Bestor and Lance Lenhart, produced by Pinnacle Music Group, Salt Lake City, Utah

**TEST MANAGER**

Charles Flock

**TESTERS**

Eddy Cram (Senior Lead), Masashi Ogasawara, Walter McDowell, and Bruce Cochrane

**SPECIAL THANKS**

Gary Sheffield, Mike Mussina, Brad Schlachter, Beth Ann Dexter, Peggy O. Janosik, Roy Cooler, Mike Schechter, Susan Schechter, Evan Kaplan, Kaz Harai, Kelly Flock, Andrew House, Jack Tretton, Jeff Fox, Frank O'Malley, Marilyn Weyant, Riley Russell, Jean Galli, Heidi Adams, Donna Armentor, Shelley Ashitomi, Maggie Baquero, Kim Bardakian, Gary Barth, Christa Carter, Lori Chase, Chris Clark, Joyce Clement, Tina Cruz, Brian Dimick, Steve Dreo, Aimee Duell, Ron Eagle, Christy Favrhov, Matt Feyling, Butch Freedhoff, Peggy Gallagher, Bob Gayman, Randy Gordon, David Greenspan, Jim Harper, Kerry Hopkins, Kevin Horn, Jeff Hutchinson, Eric Ishii, Mike Janis, Chris Johnson, Genie Kim, Howard Liebeskind, Kelly Loyd, Nikki McGrath, Mike McMahan, Colin MacLean, Quinn Pham, Renee Middleton, Loren Miller, Liz Miranda, Joel Pambid, Mark Pentek, Phil Rosenberg, Kevin Seiter, Sharon Shapiro, Maggie Silverman, Molly Smith, Yvonne Smith, Kris Trathen, Jason Torres, Nemer Velasquez, Michelle Vercelli, Michelle Whitmer, Donruss, and B.D. Fox

# SOFTWARE WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this Game Pak is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

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

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

FROM THE MAKERS OF NFL GAMEDAY™



# XTREME™

## ► State of the Art Graphics

A dazzling player model recreates the real NFL player in stunning, 3 dimensional detail. All 30 NFL teams, stadiums & players are brilliantly reproduced with the most advanced NFL graphics ever to grace the PlayStation.

## ► Adrenaline Pumping Experience

Jaw-dropping, never seen before animations include ferocious upended & "decleat" hits, "clothes line" tackles & helmet popping sticks! High-step down the sidelines, plow over defenders, spin out of & drag tacklers into the endzone! The NFL gladiators clash in epic, high scoring & physical gridiron battles.

## ► Arcade Style Gameplay

The makers of the NFL GameDay series deliver a high scoring, "in-your-face" 5 on 5 NFL experience. From the sports enthusiast to the fighting & action/adventure video gamer, everyone will love NFL Xtreme's addictive gameplay!

## ► TD Dances, Celebrations & Taunting

Trash talk your opponent after the "pancake" hit, flex to the fans after the big QB sack & celebrate with 50+ "in-your-face" celebrations. The most intensely animated action ever assembled in a football video game.



# COMING THIS JULY!

Officially licensed product of the NFL Players and NFL Properties. The NFL shield design is a registered trademark of the National Football League. Team names, nicknames, logos and other indicia are trademarks of the teams indicated. TM/© 1998 NFLP. Players Inc. logo is an official trademark of the NFL Players. © 1998 Players Inc. Developed by Sony Interactive Studios America. ©1998 Sony Computer Entertainment America Inc.

MLB and The Major League Club insignias depicted on this product are trademarks which are the exclusive property of the respective Major League Clubs and may not be reproduced without their written consent. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. Official Licensee - Major League Baseball Players Association. © MLBPA. Total Control Fielding and Total Control Batting are trademarks of Sony Computer Entertainment America Inc. Developed by Sony Interactive Studios America. © 1998 Sony Computer Entertainment America Inc.

Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION U.S. AND FOREIGN PATENTS PENDING.

