



NTSC U/C

PlayStation™

KIDS TO ADULTS



SLUS-00281
MN-PSX-154-0



"9 out of 10"
- *Digital Diner*

**"... a real contender
for baseball game
of the year..."**
- *P.S.X.*



The Difference Is Real.™

**WARNING: READ BEFORE USING YOUR PlayStation™
GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

HANDLING YOUR PlayStation™ DISC:

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

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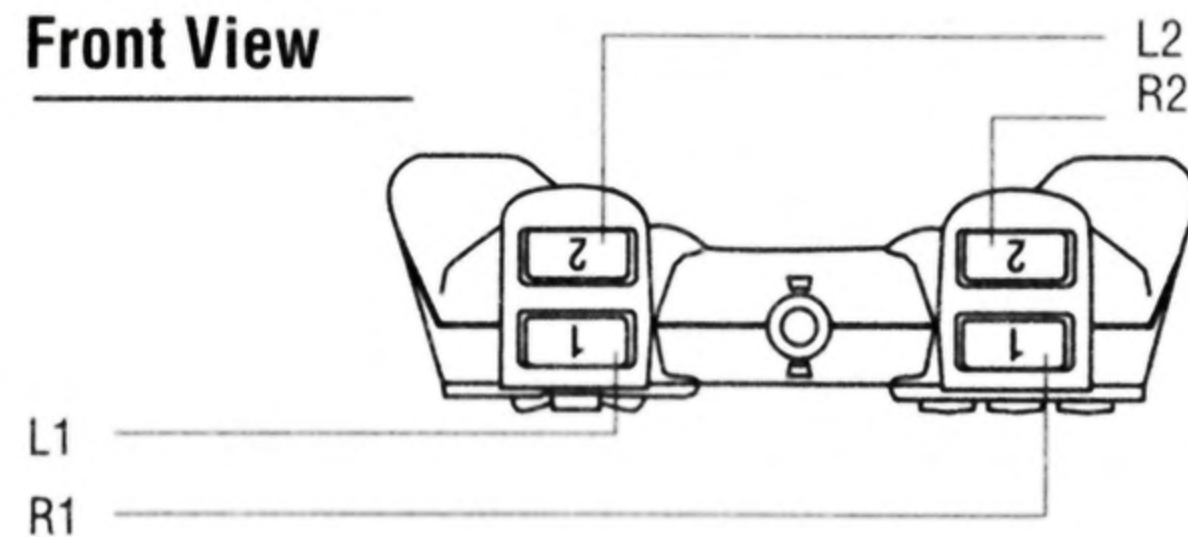
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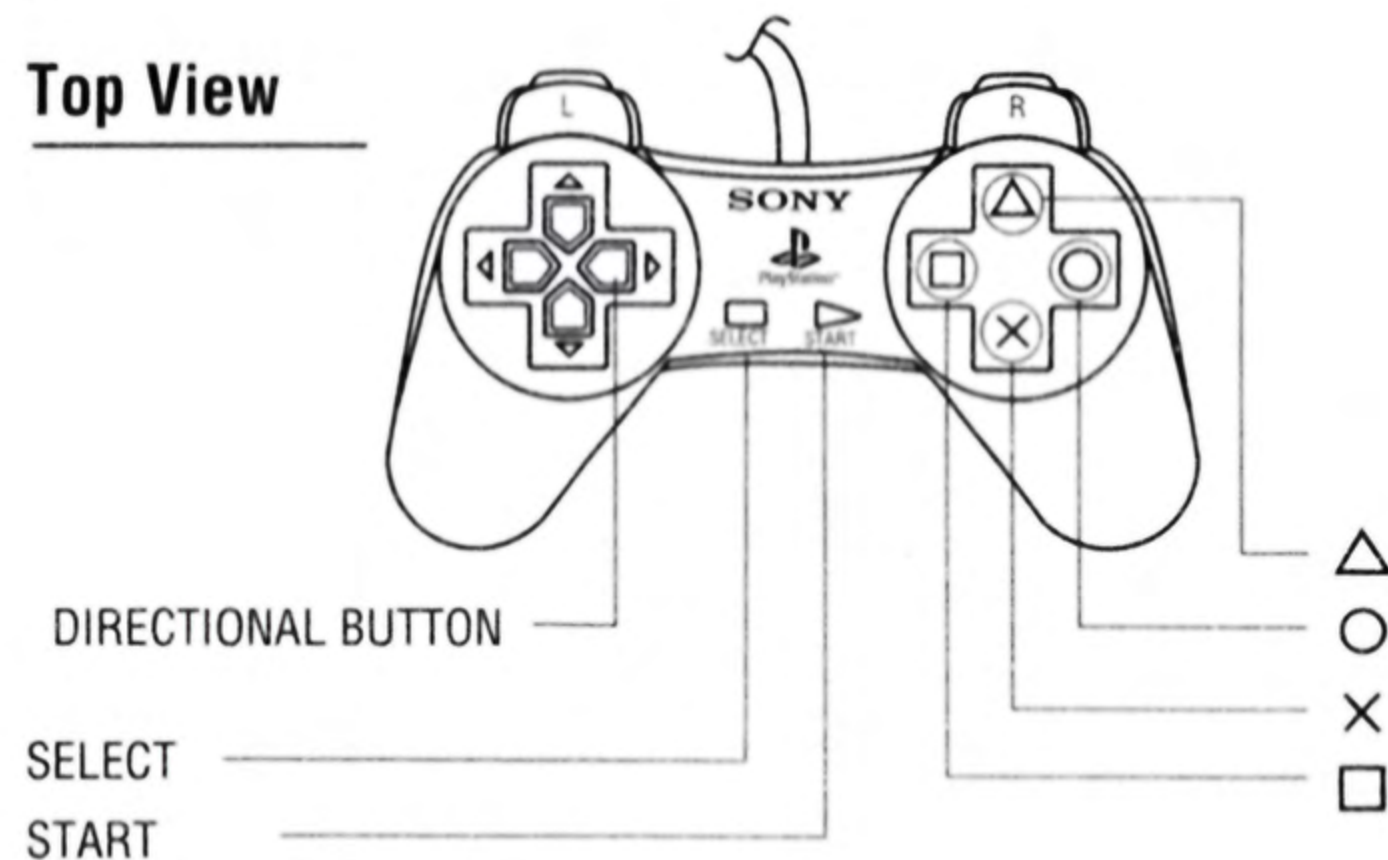


Controller

Front View



Top View



STARTING THE GAME

To play VR Baseball on your PlayStation™

1. Set up your PlayStation™ in accordance with the instruction manual supplied with the system.
2. Follow your system directions to open the Disc cover and place the CD into the Console, ensuring the printed side faces upwards.
3. Close the Disc cover and press the POWER button to load and play the game.

Warning: It is advisable that you do not insert or remove peripherals or Memory cards once the power is turned on.

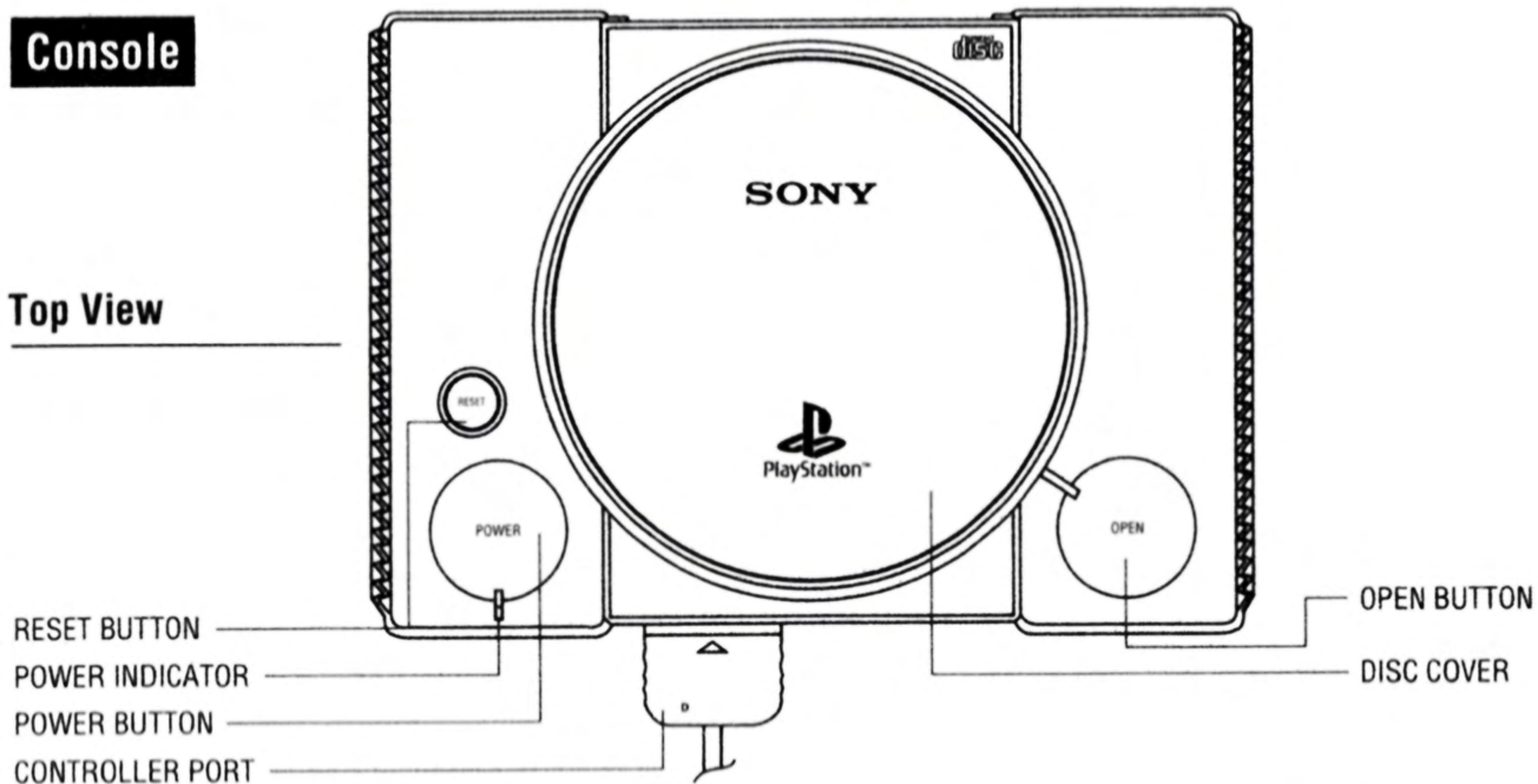
CONTROLS

SET UP

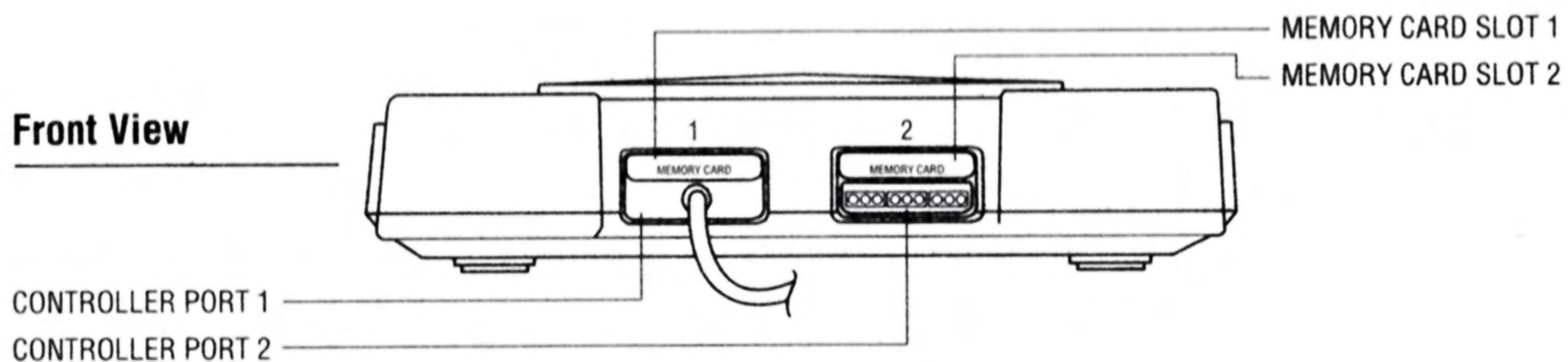
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the VR Baseball disc and close the Disc Cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen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

Console

Top View



Front View



HELLO, AND WELCOME TO VR BASEBALL '97

So, your baseball career fell short of the majors. You never got the chance to hit one over the Green Monster at Fenway Park or make a leaping catch against the ivy at Wrigley Field. With recreation of all 28 major league stadiums into true 3D environments, VR Baseball turns your dreams into reality.

VR Baseball's 3D capabilities create the most realistic gameplay possible. Choose from a preset list of camera angles or create your own with the Free Float option which allows you to position the camera anywhere in the 3 dimensional space of the stadium. Play your favorite team in their home stadium or in any stadium you choose. Play one game at a time or create an entire season of play in Season Play mode. It's entirely up to you. Have fun and may all your sinking liners find the gap.

Get ready to play the field:

- All the teams, and over 700 real players.
- State-of-the-art physics model creates true ball flight, bounce and roll as well as realistic ball rotation for accurate pitch simulation.
- Updated stats, uniform styles, team logos, and new stadiums for 1997.
- Season Play mode with fast season simulator with full stats, top ten summaries, and All-Star voting. All-Star game simulation within season play.
- Simple batting and pitching interfaces with instant access to pitch selection, speed and control for unlimited location without menus.
- Three skill levels, four uniform choices per team, four play options and more!



CONTROL SUMMARY

Note: At any time during gameplay, you can press the L2 button to bring up the in-game help menus.

MENUS

Accept selections and continue to next screen X


Cancel Selections and return to previous screen 

Highlight item D-Button



GAMEPLAY

Pause game/ Display Time-out menu/ Activate option START

Cycle between options in the Time-out menu D-Button 



PITCHING

Before Pitch

Try to pick off baserunner

△ + D-Button towards a
specific base

Fake pick off the baserunner

△

Pitch Selection

First Button Press, for type of pitch and location

□ + D-Button to select a direction of the pitch

Speciality Pitch

X + D-Button to select a direction of the pitch

Curve Ball

O + D-Button to select a direction of the pitch

Fast Ball

△ + ▼ on the D-Button

Pitch Out

Second Button Press, for speed of pitch and location

□ + D-Button to select a direction of the pitch

Slow Speed Pitch

X + D-Button to select a direction of the pitch

Medium Speed Pitch

O + D-Button to select a direction of the pitch

Fast Speed Pitch

Pitch Control

After the pitch has been thrown, you can still modify where you want the ball to go. The longer the D-Button is held during the flight of the ball, the greater degree of change in the ball's course. If the pitch hits the batter, he will take his base.



FIELDER CONTROLS

Fielding The Ball

Move towards the ball	D-Button toward ball
-----------------------	----------------------

Speed Burst	X
-------------	---

Jump up for the ball	△
----------------------	---

Dive for the ball	□
-------------------	---

Switch to player nearest ball	○
-------------------------------	---

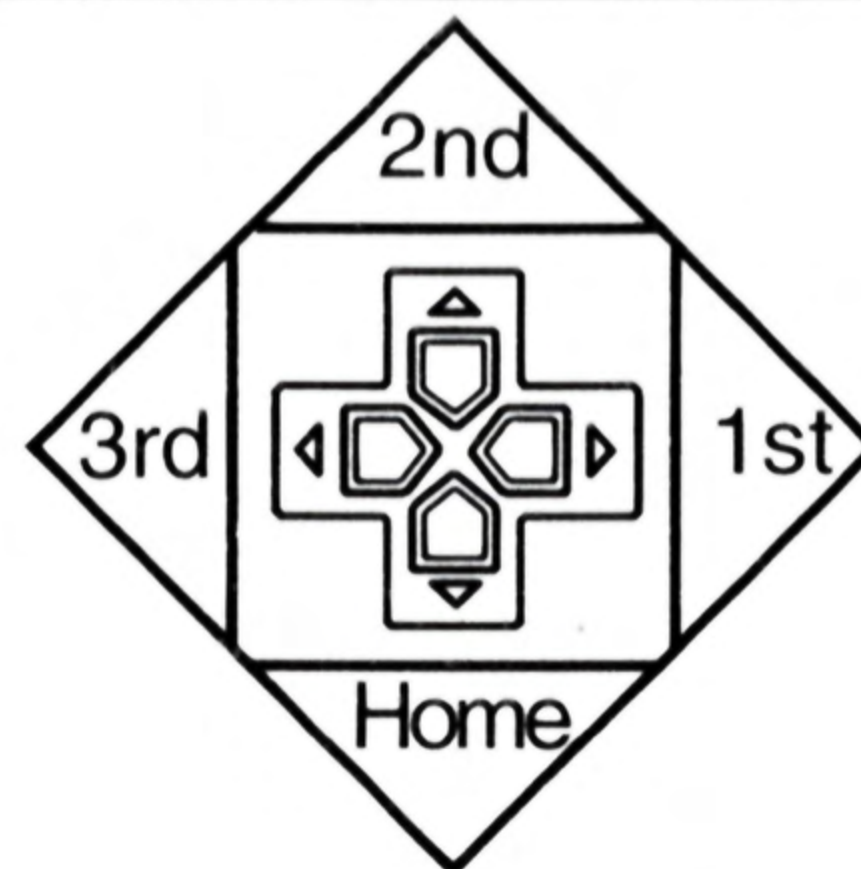
Note: The D-Button you use is based on the batters point of view. → on the D-Button will throw to first. ▲ on the D-Button will throw to second. ← on the D-Button will throw to third. ▼ on the D-Button will throw home.

Fielding The Ball

Hold the ball	No button
---------------	-----------

Throw ball to the cut off man (short stop/pitcher)	X
--	---

Throw ball to specific base	D-Button to select base + X
-----------------------------	-----------------------------



TAKING A FEW CUTS

Before the Pitch

Warm up swing

X/O

Hitting the Ball

Take pitch

No button

Normal swing (Swing for contact)

X

Aggressive power swing

O

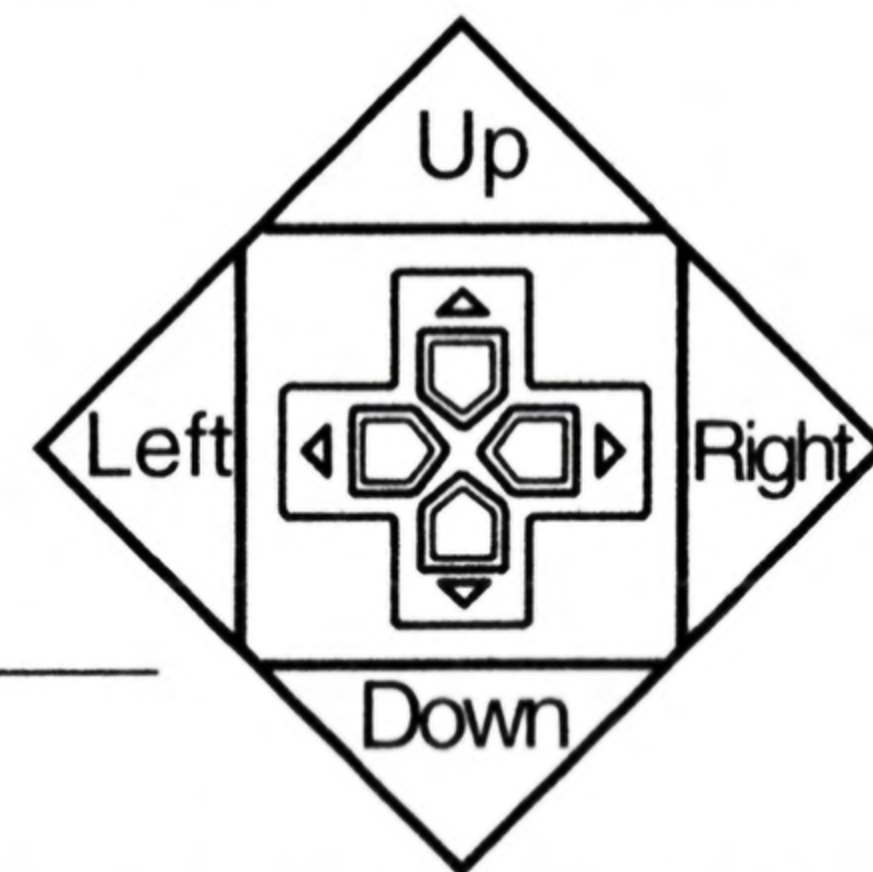
Bunt

△

Aim swing for ball

Press D-Button while swinging

Example: Use the D-Button to pull, push, swing high or low for greater power or control. If ball is high, press up on D-Button while swinging. If ball is pitched inside for a right handed batter, you would press left on the D-Button while swinging.



ON THE BASEPATHS

You will find that you have simultaneous control over the batter and all base runners using your batter control buttons and the following baserunner controls.

Before the pitch

Lead off all runners

L1



ON THE BASEPATHS continued:

Note: The first button press will create a lead off, the second button press will create a larger lead off, the third button press will cause the player to run to the next base

Lead off specific runner

L1+ D-Button

Example: Say you have runners on first and second. You can have the man on second steal by pressing the 3rd base D-Button and pressing L1.

Return all runners

R1

Return a specific runner

R1+ D-Button

Note: When advancing/returning runners, ▲ on the D-Button represents 2nd base, ◀ on the D-Button represents 3rd base, ▼ on the D-Button represent home plate.

Note: The controls for the base runners are the same during and after the windup except that instead of leading off, your runners are trying to steal the next base. Also note that the L1/R2 controls affect all base runners when the D-Button is not used with them, and are executed even while you are in the batter's box controlling the hitter.

After the pitch

Advance all runners on a hit

L1

Advance specific runners on a hit

D-Button +L1

Return all runners on a hit

R1

Return specific runner on a hit

D-Button + R1

Slides (at next base)

□



SETTING UP THE GAME

GETTING STARTED

After viewing the introductory screens, you have five options to choose from. From this menu you will be able to customize the type of game you would like to play.

Note: *VR Baseball 97 contains directions for how to operate each screen you encounter on the interface, included on the bottom of the screen.*

EXHIBITION GAME

Play an exhibition game between any two teams. See Starting Exhibition Game on page 12.

HOME RUN DERBY™

See if you have what it takes to knock the hide out of the yard. See Home Run Derby™ on page 16.

START SEASON

Start a new season. You can control up to eight teams. You can even decide how long of a season you want to play. See Start Season on page 23.



LOAD SEASON

Load a season that you have previously created. Here is where you will need your memory card. See Load Season on page 24.

BATTING PRACTICE

Get warmed up with a little BP. See Batting Practice on page 17.

CUSTOMIZE YOUR GAME

Use the D-Button to scroll up and down through all of the options. You can then press left and right on the D-Button to change the options.

SKILL The easiest level of play would be **ROOKIE**, next would be **VETERAN** and **ALL-STAR** is the most difficult.

NOTE: *VR Baseball is a very realistic baseball simulation which tries to create an authentic Major League Baseball™ playing experience. Players run hit, slide or throw based on their actual Major League Baseball™ performance. You may want to try the Rookie mode to get a better feel for the controls.*

INNINGS You can choose to play anywhere from a 1 inning game, all the way to a full 9 inning game.

TIME Select what time you would like to play the game.

SOUND You can adjust the sound of the PA, UMPIRE, CROWD, CROWD MURMUR, ANTHEM, VENDOR, MUSIC, and the SFX. You can also adjust between STEREO and MONO.

ERRORS Toggle this option ON / OFF. Turning this option OFF ensures that fielders don't drop the ball once they've caught it.

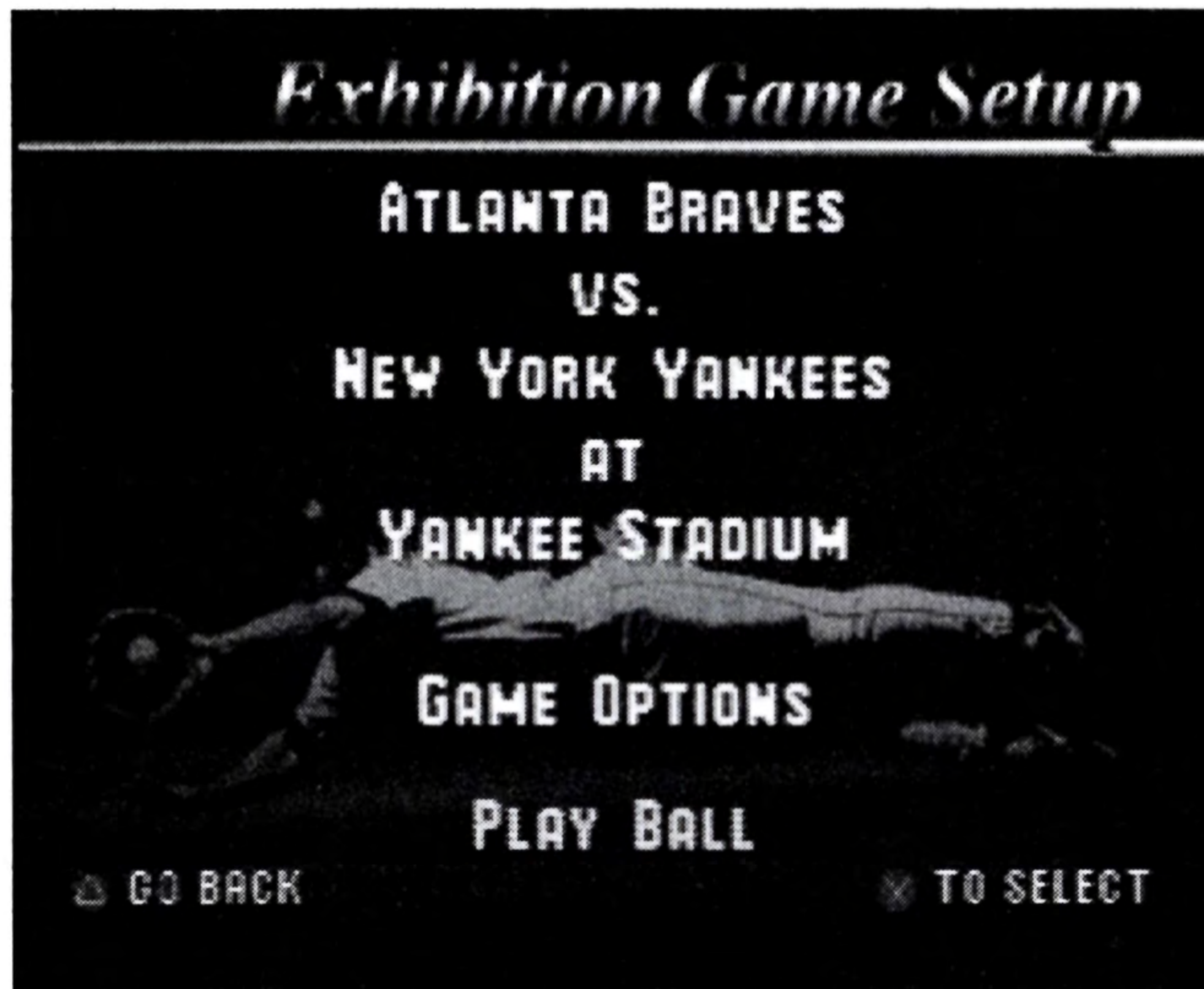
DH RULE Set the application of the designated hitter rule (where the pitcher doesn't bat). Toggle this option ON / OFF.

SPEED BURST Toggle this option ON/OFF. Allows Fielders to momentarily increase running speed.



STARTING AN EXHIBITION GAME

- To begin an Exhibition game, highlight EXHIBITION GAME from the Game Setup menu and press X. The team selection screen then appears.
- Changing options for the game can also be done from this screen.
- To accept the selected teams and stadium, highlight PLAY BALL and press X. The Choose Controller screen appears.



CHOOSE CONTROLLER SCREEN

An icon for both controllers will appear on the screen. Use the D-Button on the controllers to select which team is assigned to which controller.

NOTE: Leaving a controller icon in the middle will cause the computer to play as the team without the controller icon under it.



After selecting which controller controls which team, press the X button to go into the game. Before the umpire says "Play Ball!", you must first take a look at your lineup card.

LINE-UP

While you are viewing the team roster screen you can see each of the players statistics and attributes. This is where you can change your lineup around and view the players attributes.

In the batting lineup, you can change the order of your batters, send in new ones, or even change their field positions. To substitute batters, use the up and down D-Buttons to highlight which batter you want to change, then press the O button. You can then select with the up and down D-Buttons to select your substitute. When you have found the player you want, press the X button to confirm your change.

To change the batting order of your lineup, press the R1 button on a highlighted player, move the highlight to the player you want to exchange places with and press X to confirm. To change field positions of the players, you must use the up and down D-Buttons to select the player you want, press the square button, and then move the highlight to the person who has the position you want to exchange with and press X to confirm. While modifying your lineup, you can always cancel changes by pressing the \triangle button. Also, when you are happy with your lineup card, you can press the X button to confirm all changes and exit. Press the Select button, to bring up a help menu describing the button option.

BULL PEN

The Bull Pen menu is where you can substitute a pitcher, or put a couple pitchers in the Bull Pen to get warmed up so that they can play their best. To access the Bull Pen menu during game play, press START on the control pad. The game will pause and a menu will pop up. Using the D-Buttons, highlight the menu option VISIT BULL PEN. While this is highlighted, press the X button to bring up the Bull Pen screen.



While visiting the Bull Pen you will notice that you will have a list of all your pitchers. You will also notice a ball, representing the current pitcher, on the left-hand side of the pitcher you are using. To change pitchers, simply use the D-Buttons to highlight the pitcher you want to substitute, and press the O button. This will cause the ball to be placed to the left of his name. Pressing X will exit the menu and the new pitcher will be on the mound.

While you are in the Bull Pen menu, you will notice that you have 2 empty bull pens. You can place a pitcher in each one of these. This is a good idea to do in the first inning. That way, when your original pitcher begins to get tired, you can substitute one of the pitchers who has been warming up in the bull pen. A warm pitcher will do much better than one who has had no warm up. To do so, simply use the D-Button to highlight a pitcher you would like to put into the bull pen, and press the □ button. To take him back out of the bull pen, simply press the □ button again. Pressing X will exit the menu and resume game play.

BATTER STATISTICS

Just below each team logo, each player's **AVERAGE, HOME RUNS, RBI, STOLEN BATS, ON-BASE PERCENTAGE, SLUGGING PERCENTAGE** (from his last season) and **BATTING SIDE** are listed.

PITCHER STATISTICS

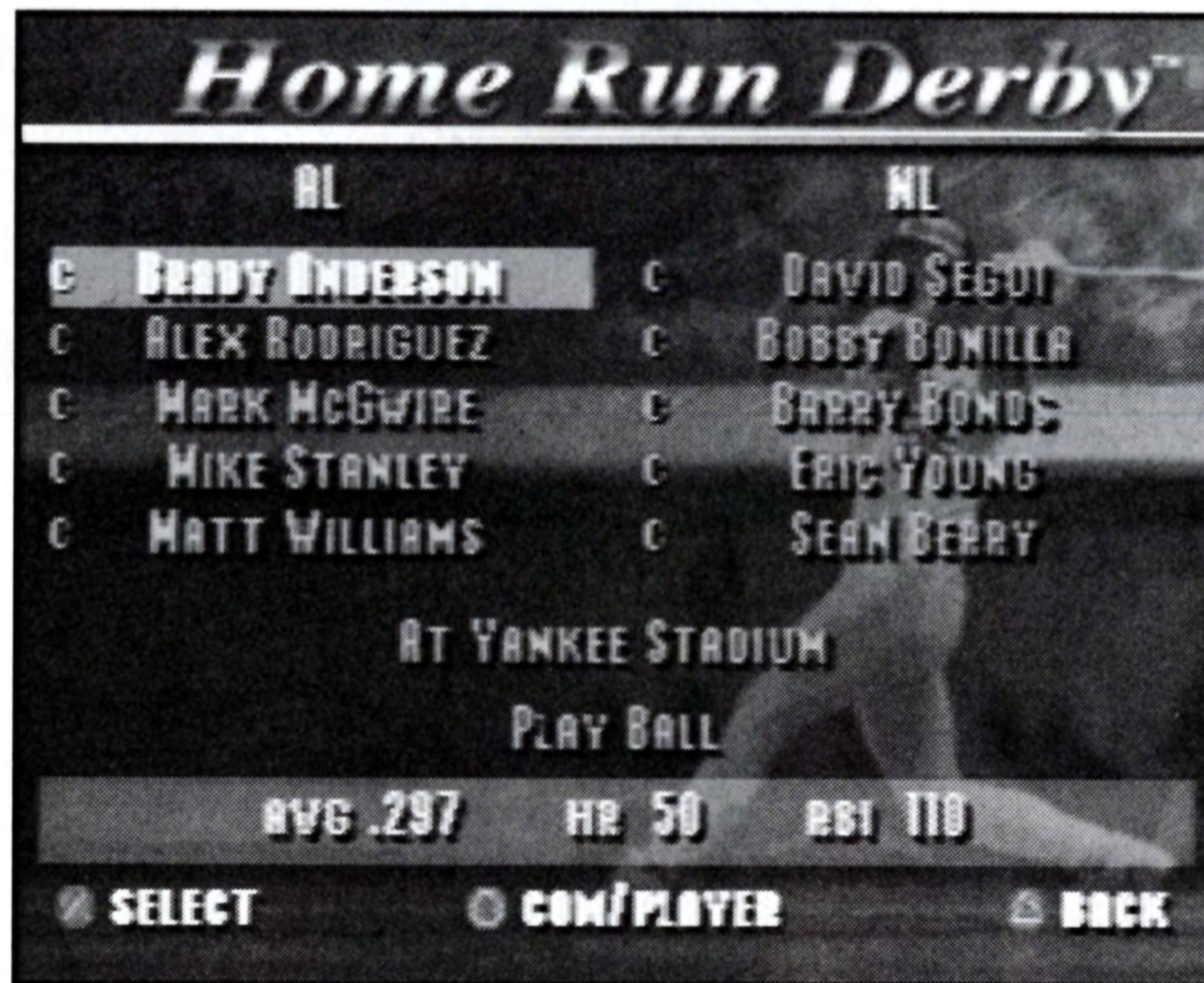
When a pitcher is highlighted, his **Won / Loss** record, **ERA, Saves** (from his last season) and throwing arm appear just above his ability categories. A pitcher's ability is determined by the following categories: **WARM** (ready to pitch), **FAST** (fast ball rating), **CURVE** (curve ball rating), **Speciality** Pitch Rating.



HOME RUN DERBY™

Select this option to get in some batting practice while seeing how far you can hit the ball. This home run derby is accurate to how the home run derby is in the major leagues. You can take up to 10 batters in to the derby. The way the derby works is like this: Each player gets ten outs, and an out is considered anything that is not a home run. An out could be a swing and a miss, a grounder, or anything else that does not leave the field.

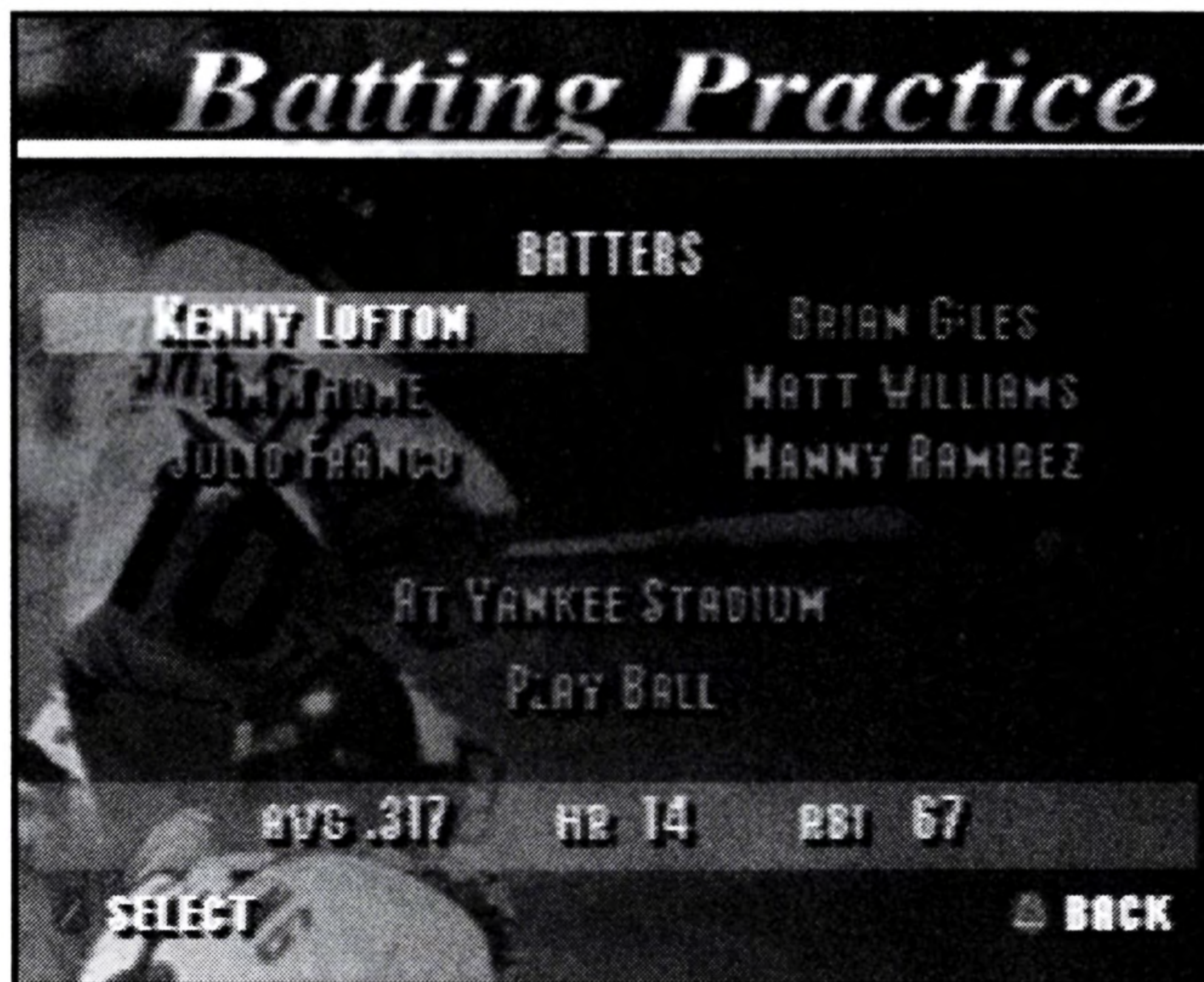
- Pick which batters you want in the Home Run Derby™.
- Pick which stadium you want in the Home Run Derby™.



BATTING PRACTICE

This is the place you want to come to if you really just want to practice your batting skills. You can place yourself in any situation you want, and then take as many practice swings as you want.

- Pick which batters you want to practice with.
- Pick which pitchers you want to practice with.
- Specify exactly what type of pitch you want.
- Decide on the speed of the pitch you would like to practice with.
- Specify how many pitches you want thrown at you.
- Pick which stadium you practice in.



PLAYING VR BASEBALL

As soon as the camera positions itself behind home plate, you are ready to play. Whether you are hitting or fielding you can always press START to call time out (as well as time in) and bring up the gameplay options menu.

HITTING

The X, O and \triangle buttons now function as the player's swing mechanism as each button represents a different hitting style. Pressing O provides a very powerful swing, \triangle causes the player to bunt and X is a slower swing intended to make contact with the ball.

BASERUNNING

As soon as the ball is hit, the baserunner appears as a red dot on the miniature tracking diamond in the upper corner of the screen. The runner automatically runs on a batted ball. To advance to the next base, press L1 and the directional button that corresponds with the next base. While on base, pressing L1 once leads the runner off his base, pressing L1 again creates a bigger lead and L1 a third time sends the runner (press \square to slide). To send a runner back to a base, press R1 and the directional button that corresponds with that base.

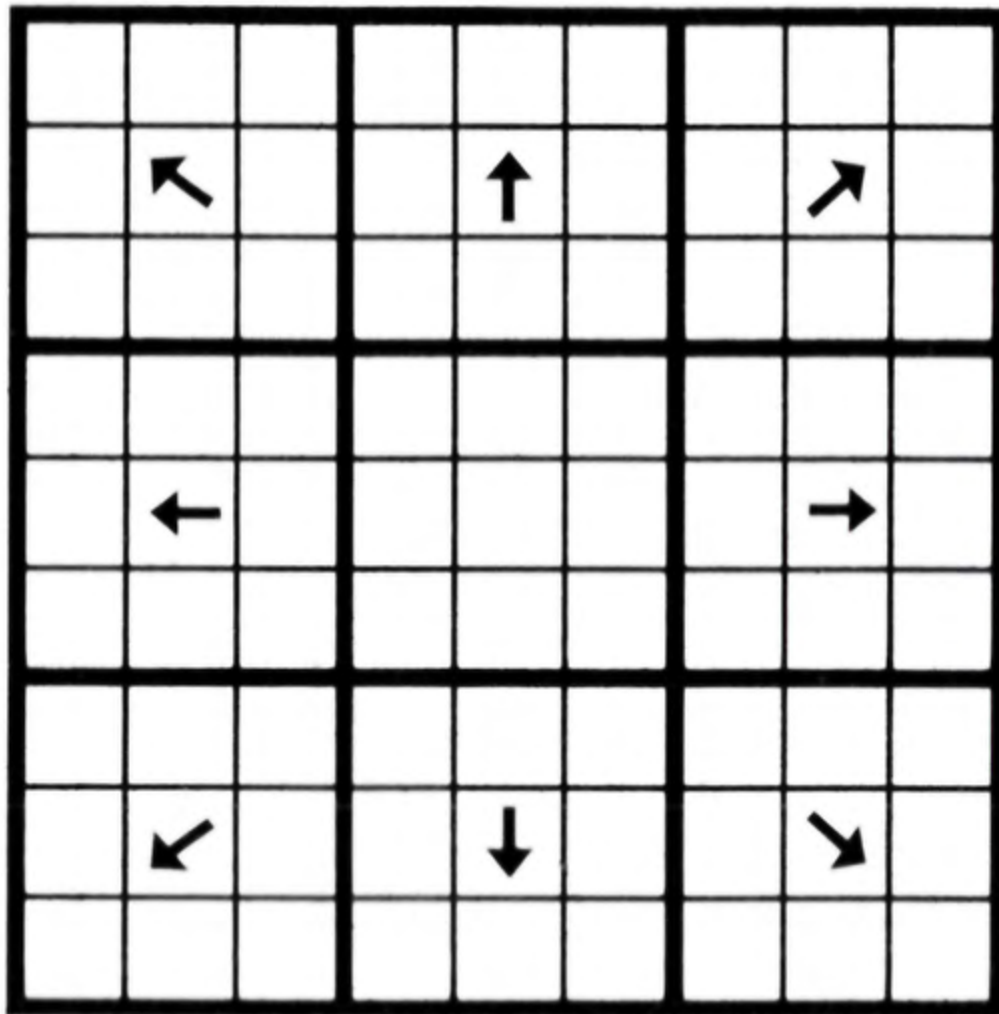
FIELDING

After a ball is hit, the camera locates the defensive player who can best make the play. A yellow triangle appears on the field beneath his feet and a blue circle appears on the field indicating where the ball is going to land. To field the ball, use the directional buttons to move the player until his highlight is aligned with the blue circle on the field. Pressing O will switch control to the next player closest to the ball. Press X along with a base on the directional pad and the selected player will throw the ball to that base (pressing X alone throws the ball to the pitcher or shortstop.) Press \square to make your fielder dive for the ball and press \triangle to make him jump.

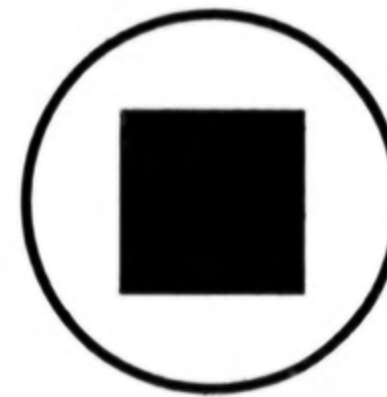


PITCHING

The □, X, O buttons control pitching. Pressing one of these buttons once, selects a type of pitch and chooses one of the nine pitch location regions (see diagram) while pressing the directional pad at the same time. The second button press determines the speed, the specific pitch location (using the directional pad) and starts the pitcher into his delivery. On the first button press, □ represents that particular pitcher's specialty pitch (slider, knuckler etc.- depends on the pitcher), X is a curve ball and O is a fast ball. On the second button press, □ is the slowest, X is medium paced and O throws it as hard as the pitcher is capable.



The first button press will decide which of the nine main sections the ball will be thrown to.



Specialty/Slow



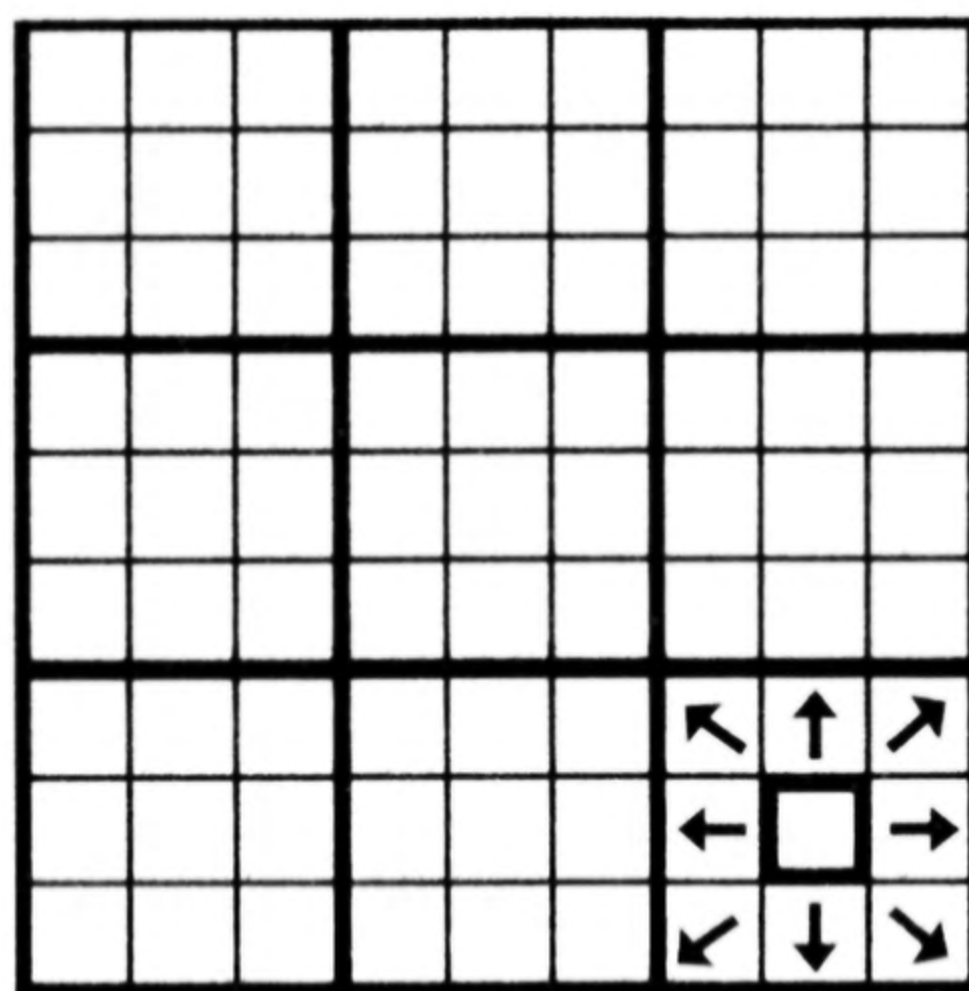
Fast/Fast



Curve/Medium



If, for example, you wanted to throw a slow curve ball, you would press X once for curve followed by □ for slow speed. To try and pick off a runner, press △ and the directional button representing the desired base. And then, if you decided that you didn't want to pitch the ball in that position, you can still change the placement of the ball about a foot or so. This is done by leaning on the Directional Pad while the Pitcher is going through his wind up. The longer you lean on the Directional Pad, the more influence you will have on the placement of the ball.



The second button press will decide exactly where the ball will be pitched. This example demonstrates, where the second location would be if you held the Directional Pad to the lower right, after you had executed the first button press.

CAMERA ANGLES

To change the game play camera view press START to bring up the options menu. Select the Game play Camera option and press X. This brings up a menu that features three different options for camera position. Select a camera using the up and down D-Buttons and press X to use that view. Press START to return to game play.

VIRTUAL FIELDVISION™

This view places the camera behind home plate. Once the ball is hit, the camera sweeps out from behind home plate providing a view of the ball as well as the fielder who is best positioned to make the play. Because this camera constantly moves through 3D space there are no cuts in the view that can be distracting to game play.

TV CAMERA

This recreates the view of an actual television broadcast. This view begins behind the pitcher and then cuts to other fixed camera locations to follow the action.

BALL CAM

Available only in the Home Run Derby and Batting Practice, this view will put you in the ball.



FREE FLOAT

This option allows you to manually place the camera anywhere that you choose. Press X while "Free Float Mode" is highlighted. You can now position the camera using controller functions. Pressing the LEFT and RIGHT directional buttons pans the view in the selected direction. Pressing up moves the camera forward, while pressing down moves it backward. To zoom in, press the L1 button and to zoom out press the R1 button. To raise the camera higher in the stadium, press the up and □ button simultaneously. To lower the view, press down and the □ button together. To tilt the camera, press O along with either the up or down button (O and up tilts the camera down, O and down tilts the camera up).

Press X and a menu will pop up with 12 different locations that you can have the camera focus on. Select a location with the UP and DOWN D-Buttons and press X again. From this location, you will still be able to move the camera around just as before. When you have found a location that you are happy with, press the △ button and the camera will be set in this position.

SEASON

This section allows you to create, configure and track your own season of play. From the main menu, you may either create a new season, or continue a season.

CREATING A SEASON

Pressing X while New Season appears yellow, brings up a menu of all American League teams in their respective divisions. Control will be indicated beneath the full team name, in the upper portion of the screen. Use the directional buttons to change highlighted teams on this screen. Pressing X when a team is highlighted assigns a human player to that team (i.e. 1P for player one). You can assign up to eight human players. When you are finished making your American League selections press O to bring up the National League screen. When you have chosen all of the teams to participate in your season, press O on the National League screen. The Number of Games menu determines the length of your season. You can play 13 (once through your league), 26 (twice through your league), 39 (three times through your league) or a full 162 game season. Selecting one of these options and pressing X will save the information on your memory card. You must then give the season a name. This is how you will know which season you are going to load. Your season save name will just be a **3 letter tag**. Once you have entered a name and have pressed X, you are ready to start the new season.

LOADING A SEASON

NOTE: *In order to continue a season, you must have a memory card that contains a previously created season.*

After the season has been loaded, the Season Play menu will allow you to control and monitor your season through quite a few options. Highlight the desired option with the up and down D-Buttons and press X to make your selection.

The options that appear on this screen are:

PLAY BALL:

Selecting this option will bring you to a screen that will show you a list of all the teams in the American League. You can use the D-Button to scroll to the left or right and view the National League. To Select the highlighted team name, press the X button.

You will then be brought to a calendar displaying all the games in their season. The yellow tab in the upper left corner of some games represents that it is a home game. Press the L1 and R1 buttons to view the different months.

When the desired game is highlighted, you can press X to play it, O to simulate it, or press to view the box scores for all other games played that day.

PLAYER TRADING:

Select this option to trade players from one team to another. Use the L1 and R1 buttons to toggle between the two sides of the trading block. You can press left and right on the D-buttons to cycle between the teams that you are going to be trading players from.

Pressing up and down on the D-Buttons will allow you to highlight the player you want to trade. Pressing the □ button will cycle between displaying Starters, Reserves, or Pitchers.

When you have decided which players to trade, and they are both listed in the trading blocks dialogue box, you can then press O to make the trade. You will then be brought to a confirmation screen to make sure that is the trade you want to make.

When you are done trading, you can press X to accept the changes and exit, or you can press △ to cancel changes and exit.

PLAY OFF PICTURE:

Selecting this option will show you a diagram, showing the hierarchy of the teams that are in competition for the World Series.

ALL-STAR VOTING:

Here you can see the current vote counts for the All-Star team.

STATISTICS:

Selecting this option will take you to a series of menus that will allow you to track all the statistics in the game for every player and team, as the season progresses.

You will be able to track the standings, league leaders, team stats, team leaders, and view the league records.

CREDITS

Director of Sports Development:

Matthew Findley

Associate Producer:

Jim Boone

3D Programming:

Darryl Dion Hawkins

Programming:

Mike Burton, Richard Doerkson, Rob Holloway,

Dan Bright, Perry Lin, Joe O'Brien,

Arthur Attila Donovan

3D Animators:

Scott Bendis, Brian Wyser

3D Modelers:

Scott Bendis, Brian Wyser, Rob Nesler

2D Art Design:

Dave Finley

2D Art:

Chris Salazar, Dave Finley, Tramell Isaac,

Scott Beiser

Game Design:

Matthew Findley, Jim Boone, Sean Cramer

Line Producers:

Jeffrey Karl Barnhart, Brandon Lee Lang

Audio Director:

Charles Deenen

Music:

Brian Luzietti

Based on music by:

Gary Glitter

Recorded at:

The Complex

Recording Engineer:

Bob Brown

2nd Engineer:

Liz Magro

Organ Music:

Brian Luzietti, Ronald Valdez

Stadium Ambience Music:

Ron Valdez, Brian Luzietti, Greg Allen and Chazz

Sound Effects:

Larry Peacock, Gregory R Allen

Ambience FX:

Charles Deenen

Audio Mastering:

Craig Duman

Music Mastering:

CMS Digital

Voice Editing:

Chris Borders, Sergio Bustamante Jr.,

Gregory R. Allen

VR Sports logo music:

Richard Band

VR Sports logo FX:

Paul Mancini at EFX, Charles Deenen

3D audio processing:

Roland RSS

Spatializer 3D



CREDITS

Anthem Singers:

Deja (Angel Singleton, Natasha Barr, Chinita Dockins), Herman Ludlow, Ann Berg

Announcer Voice:

Greg Katz

Venders Voice:

Greg Katz, Matt Findley and Chris Borders

Crowd Voices:

VR Sports team and Interplay Audio Department

Director of QA:

Chad Allison

Assistant Director of QA:

Colin Totman

Lead Testers:

Greg Baumeister, Derek Bullard

Testers:

Jim Dunn, Arlen Nydam, Donnie Cornwell, Erick Lujan, Tim Anderson, Kyle Job, Christopher Jones, Darrell Jones

Manual Writers:

Sean Cramer, Jeff Barnhart

Manual Graphic Design:

Patrizia Scharli

Den Mother for VR Sports:

Noelle Seguin

Motion Capture Studio:

Biovision

VR Sports Marketing:

Director of Marketing - Paul Sackman

Associate Product Manager - Stacy Bremmer

Special Thanks:

Brian Fargo

Elvis

John Woo

Darrell "Maestro" Jones

Tiffany Hansen

David Gaines

Thom Dohner,

Carolann Dunn, Dave Patterson, Brad Schlacter,

Tina Morris, Jennifer Cooney

Jody Steputis

Lisa Latham

Dan Williams

Kathy Helgason

Peter the Anteater

Douglas "DP" Patty

Jarrood Phillips

Cedric Wilson

Kirk Green

Customer Support

If you have any questions about this, or any other VR Sports product, you can reach our Customer Service/Technical Support Group at:

VR Sports

16815 Von Karman Avenue

Irvine, CA 92606

Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 955-9592.

Please have your system information available, or better yet, try to be at your PlayStation™. The more detailed information you can provide our support personnel, the better service we can provide you.

Internet: You can reach VR Sports by sending Internet E-mail to "support@vrsports.com". Many VR Sports demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.vrsports.com" or you may ftp to "ftp.vrsports.com".

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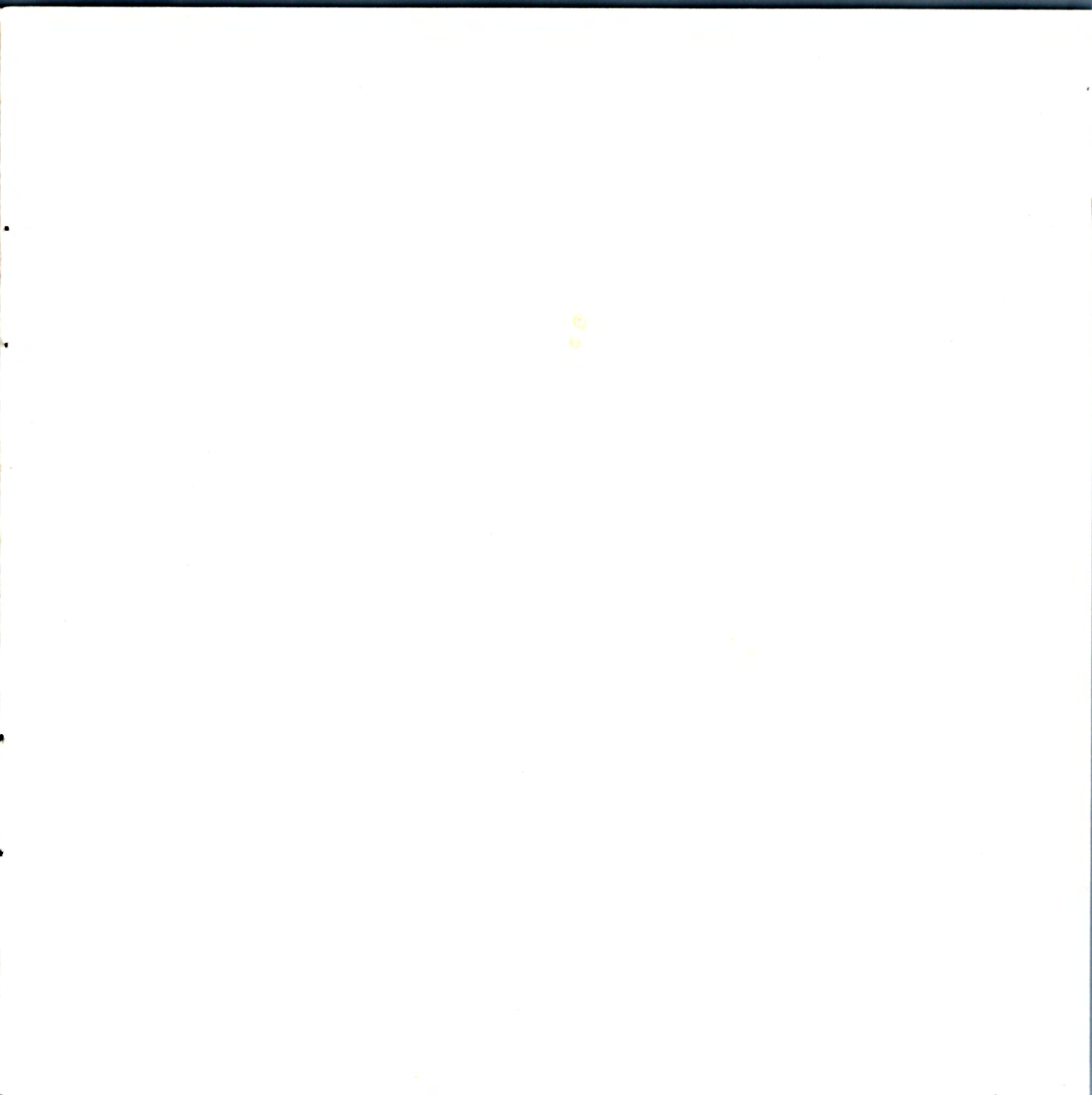
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