



PlayStation

®

NTSC U/C

PlayStation®

EVERYONE



CONTENT RATED BY
ESRB

SLUS-00632
MN-PSX-805-1

VR BASEBALL™ 99



Tommy



**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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STARTING THE GAME

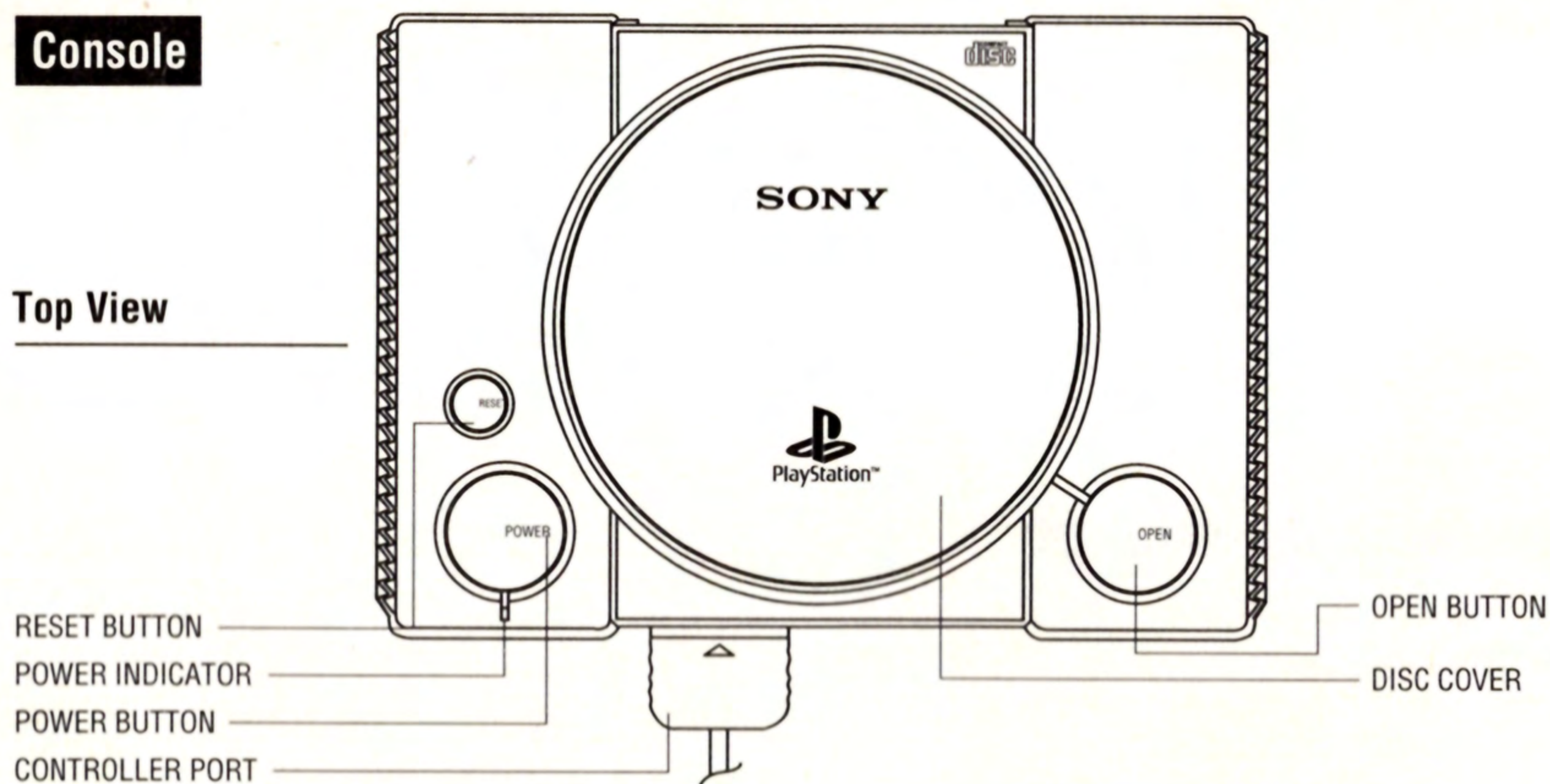
To Play VR Baseball™ '99 on your PlayStation®

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.

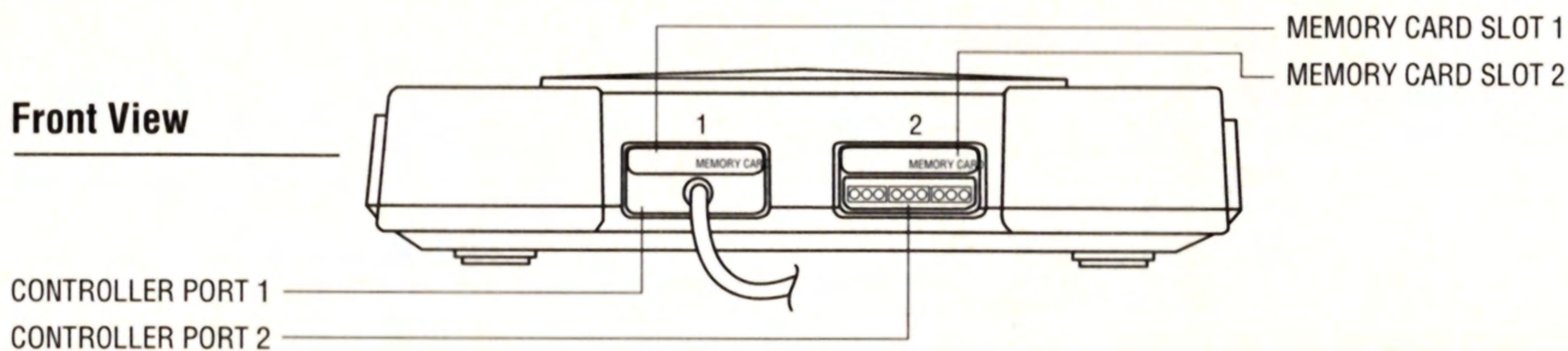
WARNING: It is advisable that you do not insert or remove peripherals or Memory cards once the power is turned on.

Console

Top View



Front View

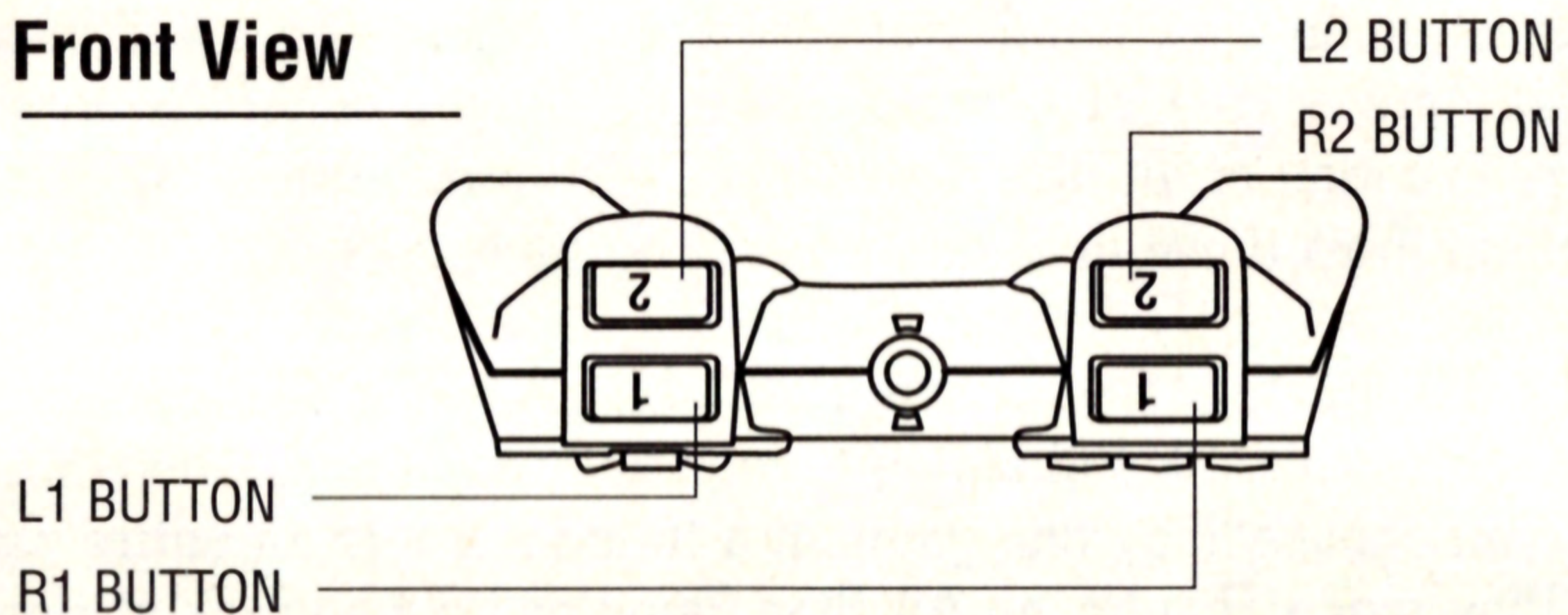


CONTROLS

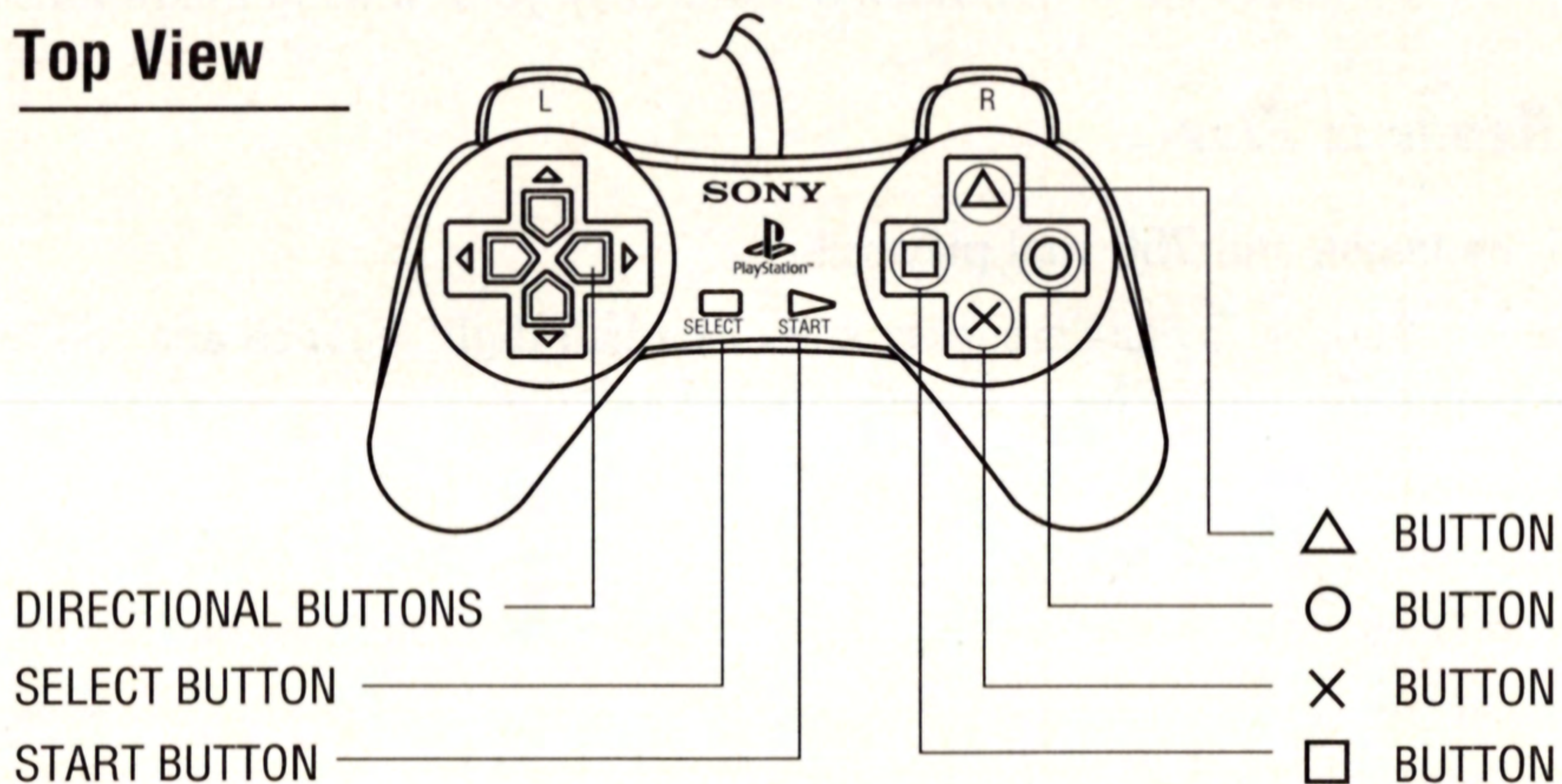
Set Up

Controller

Front View



Top View



Hello, and Welcome to
VR BASEBALL™ '99

So, your dreams of becoming a major league ballplayer have come down to watching an occasional game on TV while plopped down on your favorite couch, sucking down your favorite beverage. In your mind, you dream about crushing a ball over the Green Monster at Fenway Park or making a leaping catch against the ivy at Wrigley Field. With the re-creation of all 30 major league stadiums in true 3D environments, VR Baseball '99 can turn those dreams into reality. (Well, sort of)

VR Baseball '99's 3D capabilities and true-to-life baseball engine create the most realistic gameplay possible. Play along with your favorite team in their home stadium or any stadium you choose. Play one game at a time or create an entire season of play in Season Play mode. Or play an All-Star Game or take a crack at Home Run Derby™. It's entirely up to you. Have fun and may your sinking liners find the gap.

Get Ready to Play

- All the teams and 750 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 1998.
- Season Play mode with fast season simulator with fully sortable stats, top 20 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 locations without menus.



- Three skill levels, three uniforms per team, three play options, and more.

CONTROL SUMMARY

NOTE: At any time during gameplay, you can press and hold down the Select Button to bring up the in-game help menus.

Menus

Accept selections and continue to the next screen

Cancel selections and return to the previous screen

Highlight item

✕

▲

D-Button

Gameplay

Pause game/Display Time-out menu/Activate option

Cycle between options in the Time-out menu

Skip through Walk Ups/Foul Balls/Between Innings

Screen/Team Specific Help

START

D-Button

✕

Select

Pitching

Before Pitch

Try to pick off baserunner

Fake pick off a baserunner

R1+D-Button towards a specific base

R1

Pitch Selection

First Button Press, for type of pitch and location

■ + **D-Button** to select a direction of a pitch

✕ + **D-Button** to select a direction of a pitch

● + **D-Button** to select a direction of a pitch

▲ + **D-Button** to select a direction of a pitch

Specialty Pitch

Curve Ball

Fast Ball

Slider

VR Sports™



Second Button Press, for speed of pitch and location

- + **D-Button** to select a direction of a pitch
- ✕ + **D-Button** to select a direction of a pitch
- + **D-Button** to select a direction of a pitch
- R1** + **D-Button** to select a direction of a pitch

Slow Speed Pitch
Medium Speed Pitch
Fast Speed Pitch
Pitch Out

From a Windup (No one on base)

Both type of pitch and speed of pitch must be selected before a pitcher will go into his motion and deliver a pitch.

From the Stretch (Runners on base)

When the type of pitch is pressed, the pitcher will go into the stretch. From this point, you can either select the speed of pitch which will deliver the pitch to the plate, or you can make a pick off attempt.

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
- Jump for the ball
- Dive for the ball
- Switch to player nearest ball

D-Button toward ball



Note: The D-Button you use is always based on the batter's point of view, regardless of camera position. ⇨ 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 to home.

Fielding The Ball

Hold the ball

Throw the ball to the cut off man
(Shortstop/Second base)

Throw ball to specific base

No button

×

D-Button to
select base + **×**



Taking a Few Cuts

Before the Pitch

Warm up swing

×/●

Hitting the Ball

Normal swing (Swing for contact)

Aggressive power swing

Bunt

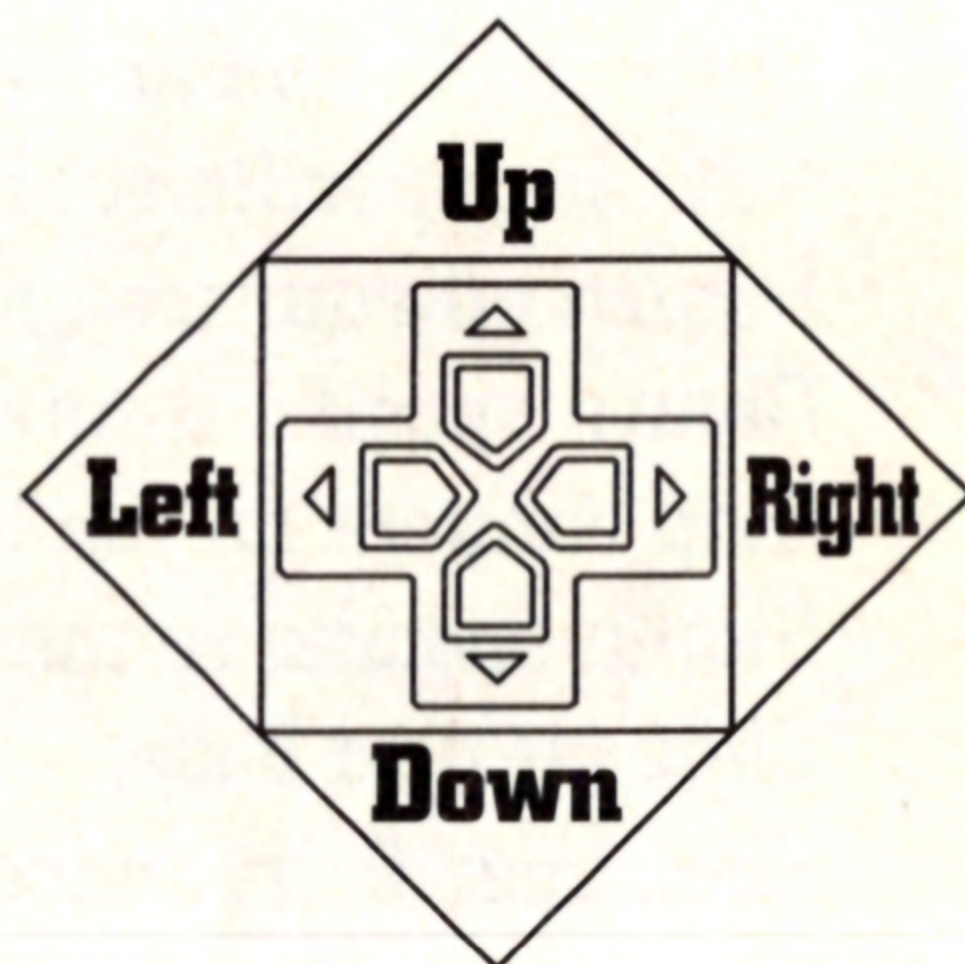
Aim swing for ball

×

●

▲

Press **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 base running controls.

Before the pitch

Longer lead off for all runners

Longer lead off for a specific runner

Return all runners

Return a specific runner

L1


L1 + D-Button




R1

R1 + D-Button




Note: All runners will automatically take a short lead. If there is a pick off attempt from the short lead, runners will return to base automatically. Pressing **L1** will cause the runner to take a larger lead. If a pick off is attempted during the larger lead, you are responsible for getting the runners back by pressing **R1**. Pressing **L1** a second time will cause the runner to steal.

Example: If you have a runner on first and second, you can have the man on second steal by pressing **L1** and then **L1** again plus  on the **D-Button**.

Note: When advancing/returning runners,  on the D-button will represent second base,  on the D-button will represent third base, and  on the D-button will represent home. Also note that the **L1/R1/L2** controls affect all runners when the D-Button is not used with them, and are executed even while you are in the batters box controlling the hitter.

After the pitch

Advance all runners on a hit	L1
Advance specific runners on a hit	L1 + D-Button
Return all runners on a hit	R1
Return specific runners on a hit	R1 + D-Button
Stop runners on the base path	L2
Stop a specific runner on the base path	L2 + D-Button
Slide (at next base)	■
Slide specific runners	■ + D-Button

Note: You can send a runner by two bases or more by using the **L1** and the D-Button. For example, if you have a runner on first and a ball is hit into the gap, you can press **L1** plus  on the D-Button and the runner will go all the way to the plate.

Quitting the Game

You can quit a game at any time by pressing the **START** button and selecting "QUIT GAME." Select "Yes" on the first menu and "No" on the second menu, and you will be taken to the Main Menu.



SETTING UP THE GAME

Getting Started

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

Note: *VR Baseball '99* contains directions for how to operate each screen you encounter on the interface by pressing the Select button.

Play Modes

Exhibition Game

Play an exhibition game between any two teams. See Starting Exhibition Game on page 11.

Season

This is where you can either start a new season, or continue a season in progress. See Season Play on page 20.

Home Run Derby™

See if you have what it take to compete against the big boys. See Home Run Derby™ on page 16.

Difficulty

Rookie

Get your feet wet with VR Baseball™ '99. Hitting the ball requires timing only. You don't have to worry about where you swing the bat.

VR Sports™



Pro

Now hitting gets a little tougher. You now have to control where you are swinging as well as the timing of your swing.

All-Star

Same as Pro, but now the ball is coming at you at a much faster pace. Are you that good?

Options

Game

- DIFFICULTY** Choose between Rookie, Pro, or All-Star.
- PITCH SPEED** Choose between Regular or Fast.
- HITTING TYPE** Choose Arcade for timing only or Simulation for timing and location.
- FIELDING ASSISTANCE** The higher the number selected, the more the computer assists you on fielding.
- INNINGS** Choose how many innings you wish games to be, from 1-9.
- DH** Choose ON to have the DH active in all stadiums, OFF to deactivate, or AMERICAN ONLY for actual major league rules.
- ERRORS** Turn errors on or off.
- INJURIES** With this ON, you can lose players to injury, anywhere from day-to-day to going on the DL in Season Mode.
- GAME TIME** Choose whether you want the game played at day, night, dusk, overcast, or random.



Sounds

You can adjust PA, UMPIRE, CROWD, MURMUR, ANTHEM, VENDOR, MUSIC, and the SFX volume by pressing left and right on the D-Button. You can also adjust between STEREO and MONO.

Shell

Change these numbers to affect the look of the shell screen transitions.

Credits

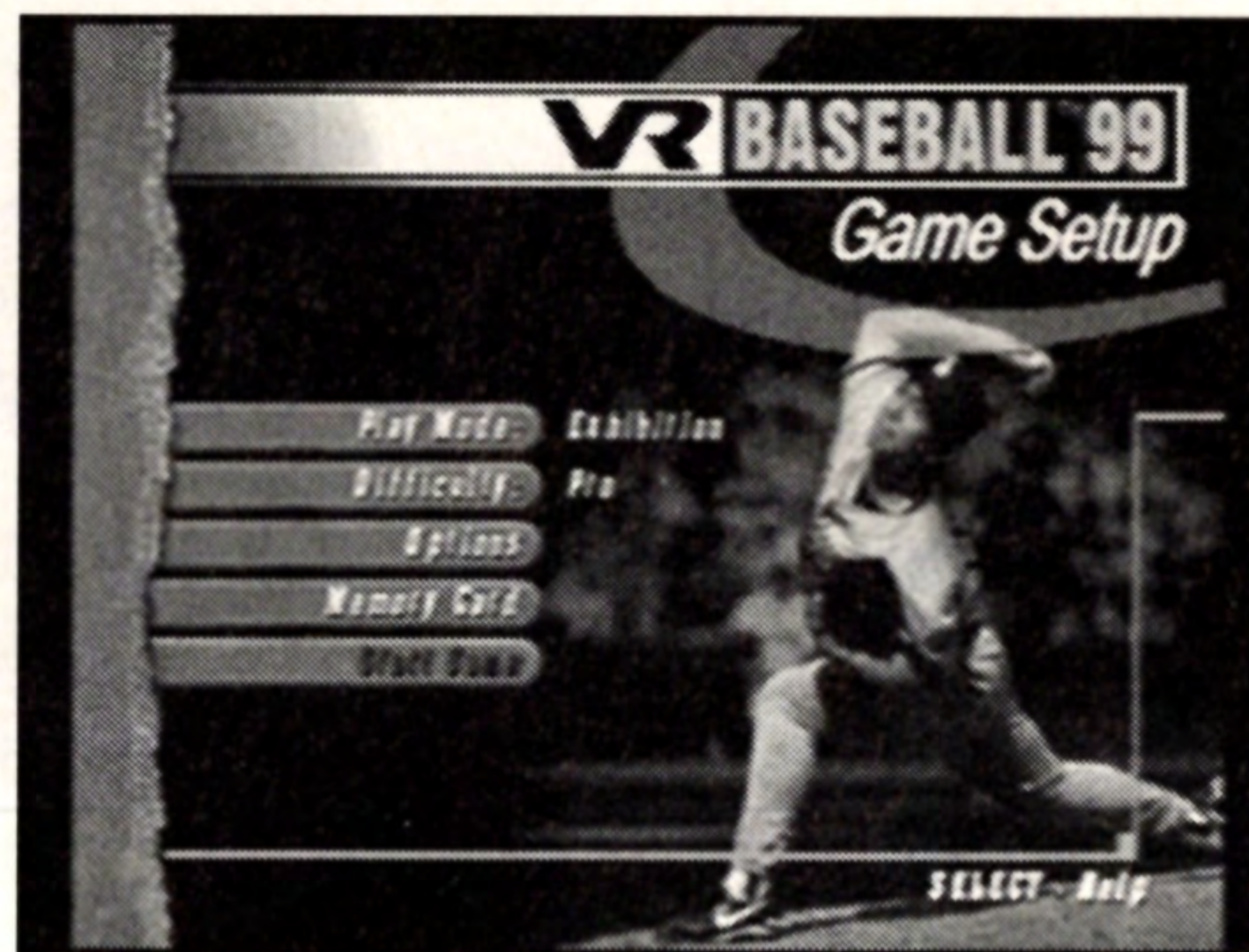
See who tore their hair out putting this all together.

Memory Card

LOAD	Load a previously saved file.
COPY	Copy a file from one memory card to another.
DELETE	Delete a saved file.

Starting an Exhibition Game

- To begin an Exhibition game, select EXHIBITION GAME from the Game Setup menu and press START. The team selection screen appears.
- The **R1/R2** team selects the Home Team while **L1/L2** selects the Visiting Team.
- If you wish to change the Options for the upcoming game, you can do so by highlighting OPTIONS and pressing **X**.
- The stadium is automatically defaulted to the Home Team stadium, or you can change that by highlighting STADIUM and pressing **X**. Then cycle through stadiums utilizing the **D-Button** and press **X** once you highlight the stadium you desire.
- Once you are happy with all of your selections, highlight PLAY BALL and press **X**. This will bring you to the Choose Controller screen.



Choose Controller Screen

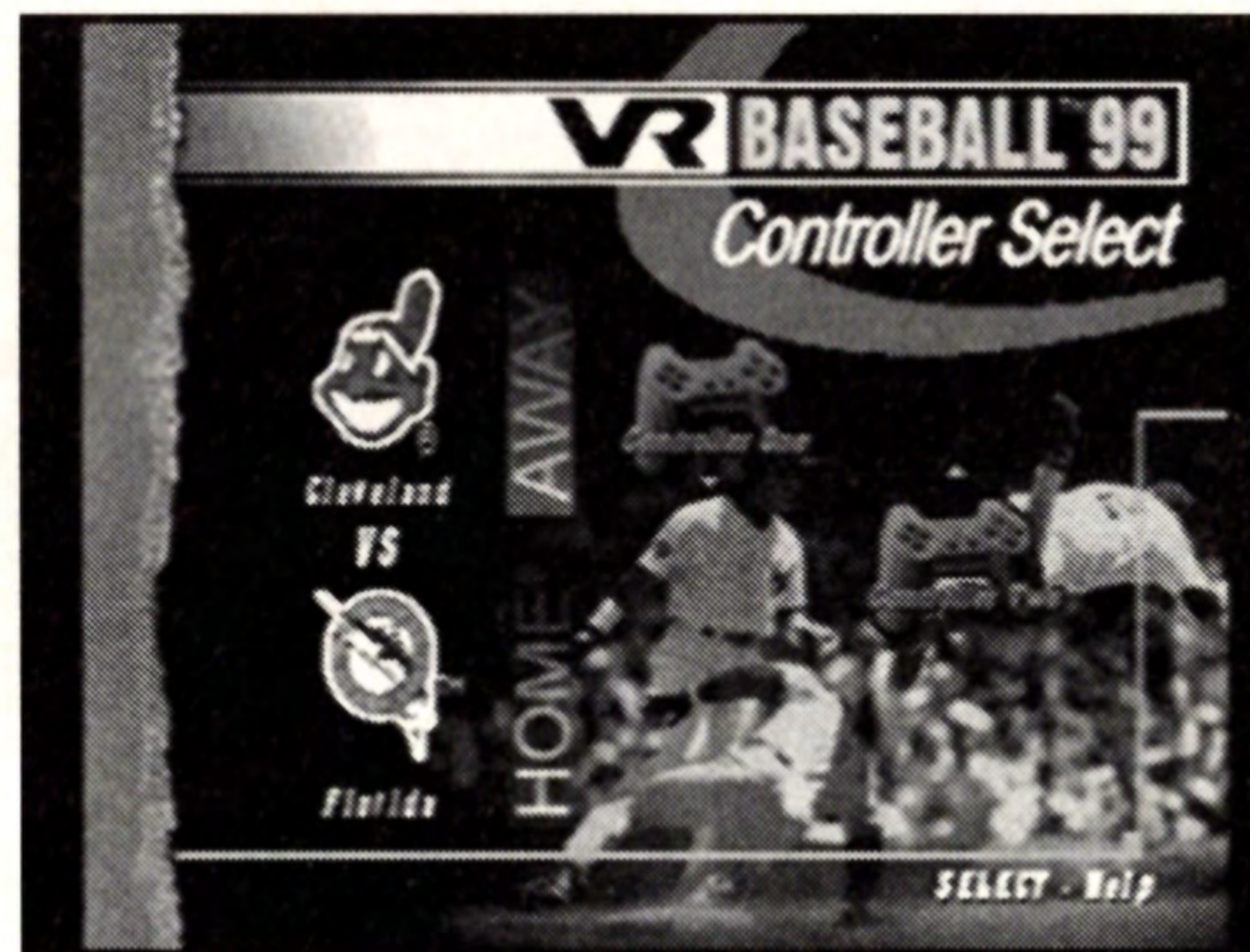
An icon for both controllers will appear on the screen. Use the **D-Button** on the controllers to select which team is assigned to which controller.

Note: Leaving a controller icon in the middle of the screen will cause the computer to control the team which is not selected. If both controllers are in the center of the screens, the computer will control both teams.

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.

Lineup

While you are viewing the team roster screen, you can see each of the players statistics by scrolling up and down with the **D-Button**.



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 **●** 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 the change. Remember, you can always press **▲** to cancel a selection before you press **X**.

To change the batting order of your lineup, press the **L1** button on the highlighted player, move the highlight to the player you wish to change places with and press **X** to confirm. To change field positions of the players, highlight the player you wish and press **■**, then highlight the player you wish to change positions with and press **X**.



Note: *Placing a player in a position he is not listed as playing severely effects that players fielding ability.*

While modifying your lineup, you can always cancel changes by pressing **▲** before you press **✕**. You can also press the Select button to bring up a help menu describing the button options. Once you are happy with your changes you can either press **✕** to confirm your lineup, or highlight VISIT BULLPEN to change your starting pitcher.

Bullpen

This is where you can select your starting pitcher. The starting pitcher is marked by a baseball icon to the left of his name. When a pitcher is highlighted, you see his stats as well as the type of pitches he throws. The quality of each of these pitches are shown by a bar graph. To change your starting pitcher, highlight the player you wish and press **●** to put him in the game. Then press **✕** to confirm. This will bring you back to your starting lineup menu. Use the **D-Button** to move off the highlight of VISIT BULLPEN and press **✕**. Once both teams have been accepted, it's time to play ball.

Making Changes During a Game

Change Lineups

You can substitute players or change positions anytime during a game by pressing the START button. From this menu, highlight the lineup for your team. This will bring up the lineup menu and you change players and positions the same as when you started the game. Once a player or pitcher is substituted, he will disappear from your lineup card and is no longer available to play. Press **✕** to accept your changes and return to the game.



Change or Warm Up Pitchers

Press the **START** button to bring up the menu, and highlight **VISIT BULLPEN**. This screen will show your available pitchers and a bullpen for them to warm up in. To warm up a pitcher, highlight the desired pitcher and press **■**. This will place the pitcher in the bullpen. It takes roughly 2-3 batters for a pitcher to get fully warmed up. A pitcher brought into the game not properly warmed up will not perform as well or long as a warmed up pitcher. You can place up to two pitchers at a time in the bull pen. To put a pitcher in the game, highlight the desired pitcher and press **●**. To just sit a pitcher down in the bullpen, highlight his name and press **■**. Once satisfied with your decisions, press **✕**.

To perform a "double switch" with a pitcher coming in from the Bullpen, highlight the pitcher you want and press **●**. Press **●** again and this will bring you to your lineup screen. Move the pitcher up and down the lineup with the **D-Button** and place him in the lineup where you want him to hit. Press **✕**, and the pitcher will be placed in that location in the lineup. You must then choose a substitute to take the place of the player taken out of the game. Highlight the player you wish and he will automatically be placed in the pitchers old spot. Press **✕** to continue the game.

Injuries

During the course of a game, it is possible for a player to get injured. After a play, an injury screen will appear if a player is injured on the play. There are two possibilities at this point. The player can be injured seriously enough to be removed from the game. If this happens, you will automatically be brought to your lineup screen. Your injured player will be highlighted and you must choose a player to take his place. Once the desired substitute is highlighted, press **✕** to replace the injured player. Press **✕** again to accept and continue the game. It is also possible for a player to be injured, but not seriously enough to leave the game. Although you may leave the player in the game, his performance will be hindered for the rest of the game.



If a pitcher's stamina bar works its way down to nothing, you will be warned by a flashing red light that your pitcher is risking injury. From that point on, not only will your pitcher have weak pitches, but he is risking serious injury on each pitch thrown.

Quick Keys

You can instantly bring up vital information menus at any time during the game without having to go to the start menu screen. To do this, hold down the **R2** button which will bring up the Quick Button menu. While still holding down the **R2** button, press the button corresponding to the information you wish.

▲ HOME TEAM LINEUP

You can see the home team's line up which shows who is at the plate and which players are on base.

● VISITING TEAM LINEUP

Same as above, but for the visiting team.

■ BULLPEN

This brings you instantly to your bullpen menu, and you can make any changes you feel are necessary.

✕ PITCHER STATUS

This shows you a complete status of the pitcher who is on the mound. The Status Bar at the top shows you how much strength your pitcher has at any given time. You can also keep an eye on Pitch Count, number of Balls and Strikes, the number of each type of pitch thrown, as well as who is at the plate. On the right is a color coded chart which shows where pitches are crossing the plate. The flashing dot shows the location of the last pitch thrown.

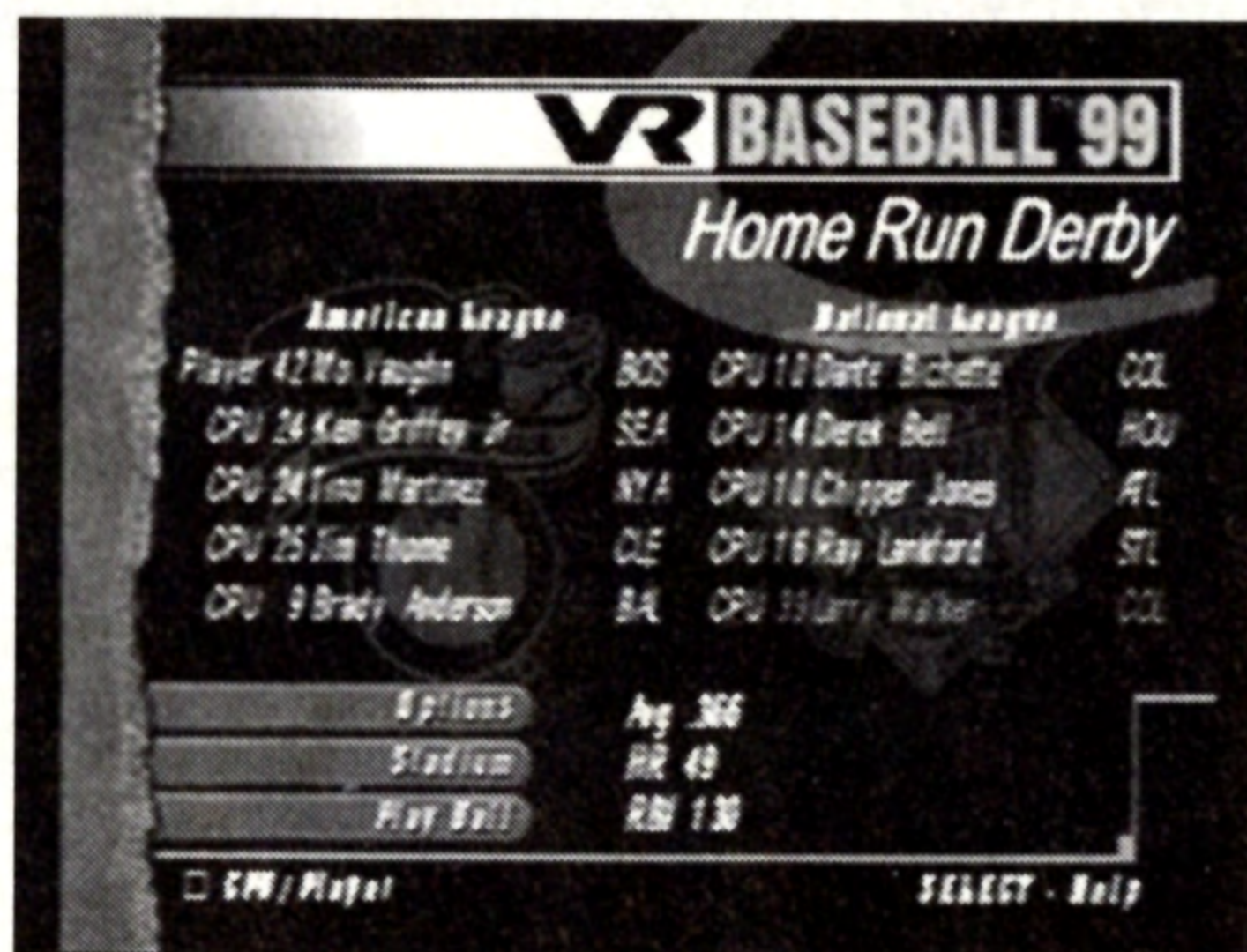


Home Run Derby™

Challenge the big boys of baseball in Home Run Derby™, and see if you can out slug them to the top of this three round classic. Select Home Run Derby™ from the main screen and press **START**. Once inside, you will see a list a ten players, 5 from each league. You can select anywhere from 1 to 10 of these players to control during the contest. To select an existing player, highlight Player/Comp next to the players name. Press **■** to toggle between computer and player controlled. To choose a player that is not on the list, highlight a player you wish to replace and press **✕**. This will bring up team rosters. To select other teams, use left/right on the **D-Button** and then up/down to find the player you wish, then press **✕**. This will place that player in the Home Run Derby™, then toggle whether you want him player or computer controlled. If you wish to change stadiums, highlight Stadiums, press **✕**, and highlight which stadium you wish to play in and press **✕**. Once you are satisfied with your selections, highlight Play Ball and press **✕**.

Playing Home Run Derby™

The game begins with a tally of how many home runs the computer controlled players hit. You must finish in the top 4 to continue on to round 2. Press **✕** and the first user controlled will walk to the plate.



Here are the rules of Home Run Derby:

- RULES** Every swing is either a home run or an out.
- FORMAT** Round 1: Each player gets ten (10) outs; top four players advance to Round 2.
- Round 2: Each player gets ten (10) outs; top two players advance to Championship.
- Championship: Each Player gets five (5) outs; player with the most home runs in this round is the champion.
- TIE-BREAKERS** If two or more players are tied for the final spot to advance to the next round, the tie breaker will be:
- From Round 1 to Round 2: Distance of longest home run in Round 1.
- From Round 2 to Championship: Tie breaker #1: Tally in Round 1.
- Tie breaker #2: Distance of longest home run in Round 1 or 2.

To hit the pitch, use either X/O to swing. In Home Run Derby™, every ball is thrown down the middle of the plate, so you don't need to worry about location of your swing. The distance of your shot depends on two factors, the timing of your swing and how long you hold down on the swing button. Tap too fast and the ball won't be hit high enough, hold the button down too long and you'll pop the ball up. You'll need to practice to get the feel of the derby, so swing for the fences.



PLAYING VR BASEBALL™ '99

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 **✕**, **●**, **▲** buttons function as the players swing mechanism as each button represents a different hitting style. Pressing **●** provides a powerful swing, **✕** a contact swing, and **▲** causes a player to bunt 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. A forced runner automatically runs on a batted ball. To advance to the next base, press **L1** and the **D-Button** that corresponds with the desired base you want to runner to go to. While on base, the runners take a short lead automatically. To take a bigger lead, press **L1**. Pressing **L1** again will cause the runner to attempt a steal (press **■** to slide). If a pick off is attempted, runners with short leads return to the base automatically, but if you have a long lead you are responsible for sending the runner back to the base using **R1**. To send a runner back to a base, press **R1** and the **D-Button** that corresponds with that base.

Fielding

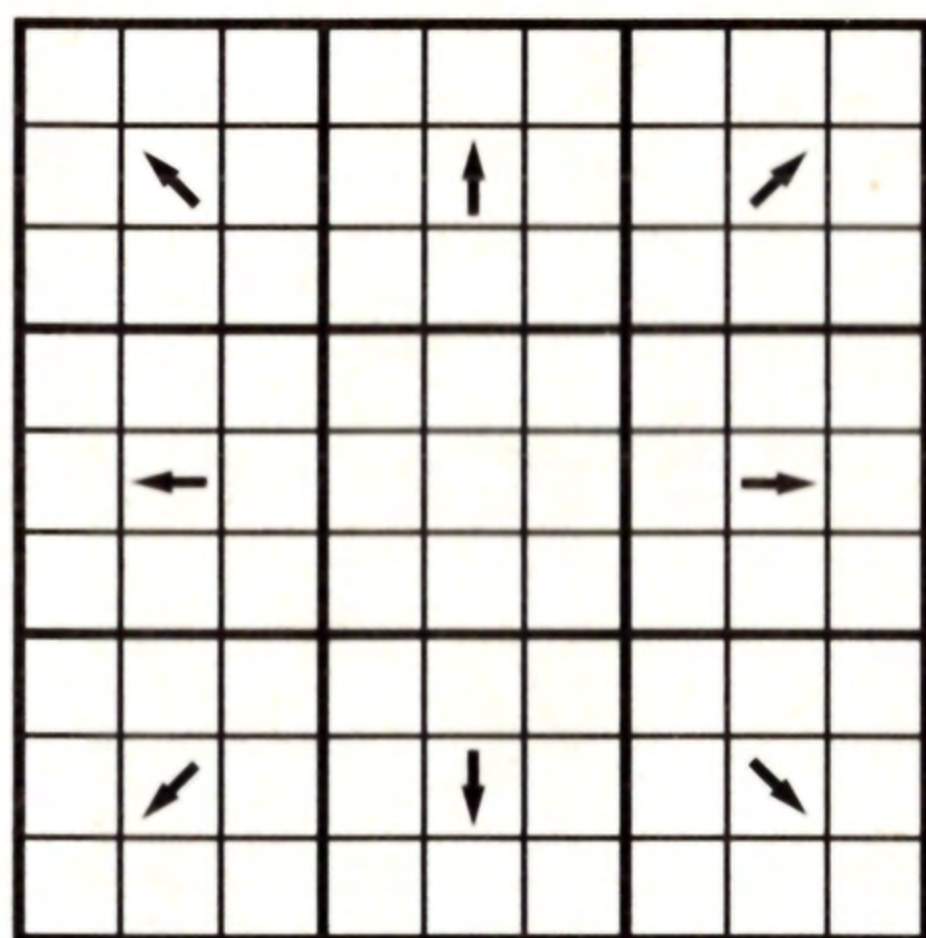
After the ball is hit, the camera locates the player that can best make the play. A yellow triangle appears over the control fielders head and a blue circle appears on the field where the ball is going to land. If the marking on



the field is a red X, this means you have time to get under the ball and catch it. To field the ball, use the **D-Button** to move the player to the desired location. Pressing ● will switch control to the next player closest to the ball. Once a player has the ball, press ✕ along with a base on the **D-Button** and the player will throw to that base. Pressing ✕ alone will cause the player to either hit the cutoff man or throw back to the pitcher. Press ■ to make your fielder dive for the ball, and ▲ will cause him to jump.

Pitching

The ■, ✕, ●, and ▲ 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 **D-Button** at the same time. The second button press determines speed, the specific pitch location using the D-Button, and starts the pitcher into his delivery. On the first button press, ● represents a fastball, ✕ represents a curve, ■ represents a specialty pitch, and ▲ represents a slider. On the second button press, ● is the fastest, ✕ is medium paced, and ■ is the slowest.



D-Pad direction with the first button press will decide which of the nine main sections the ball will be thrown to.


 Specialty Pitch/Slow

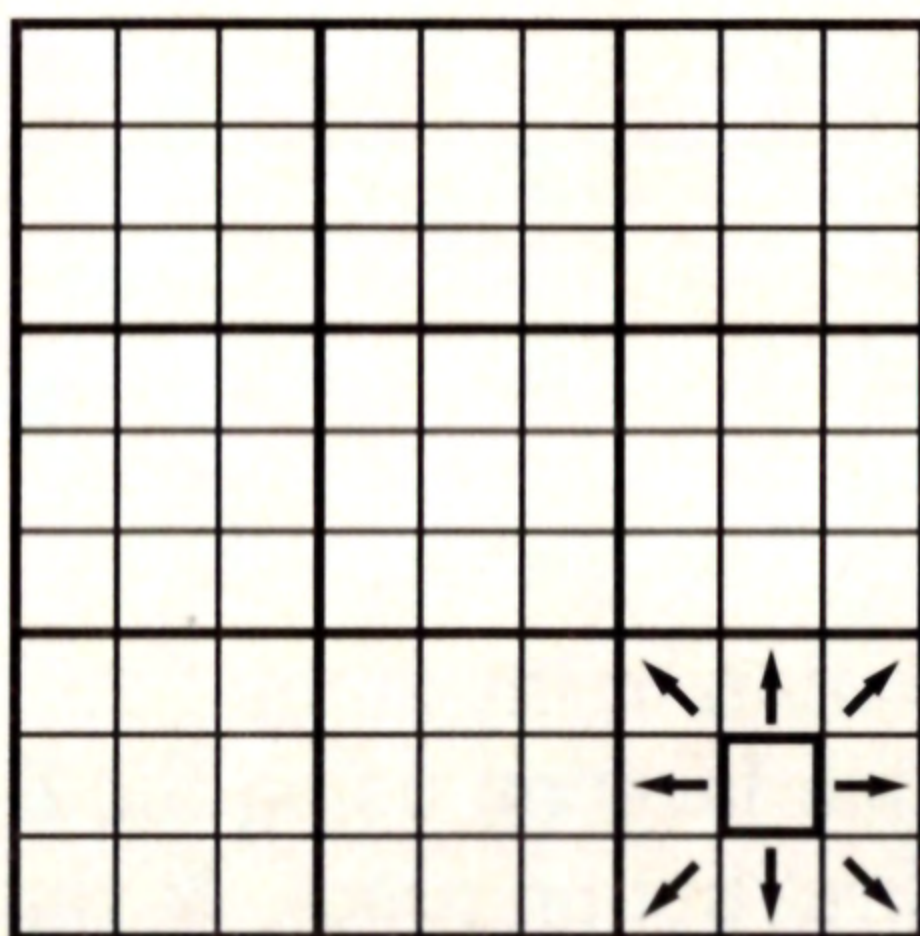

 Curve/Medium


 Slider


 Fastball/Fast



If, for example, you wanted to throw a slow curveball, you would press **✖** once for curve followed by **■** for slow speed. To try and pick off a runner, press **R1** and the D-Button representing the desired base. After the pitch is made, you can still change the location of the pitch by holding down on the D-Button. The longer you hold down on the D-Button during the pitch, the more influence you will have on the placement of the ball.



D-pad direction with 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.

Season Mode

Season Length

Choose four different season lengths. 20, 40, 86 or a full season of 162 games.

Team Select

You can choose to play with anywhere from 1-30 teams in Season Mode. By using the **D-Button**, highlight the team(s) you wish to play as and press **✖**. Games with teams you do not select will be simulated unless you choose to play those games.



When you are satisfied with the length of the season and the teams you have selected, highlight **START SEASON** and press **✕**.

Playing a Season

PLAY BALL

Goes to the next selected game. The game will ask if you wish to simulate all other games up to that point. Select "Yes" and those games will be simulated, and then you will be ready to play a game.

STANDINGS

This shows the current up to date standings in each division.

STATISTICS

This gives you access to several statistics categories for the current season. Many of these statistics are sortable by highlighting the desired column by using the **D-Button** then pressing **✕**. To toggle between batter and pitcher stats, press **■**. You can toggle between current season stats and real 1997 stats by pressing **●**. You can also toggle through leagues, divisions, and teams by using the **L1/R1** buttons.

CLUB HOUSE

Lists stats by team.

LEAGUE LEADERS

Sort through all stat categories for each league or the majors.

TEAM LEADERS

Sort through team stats.

ALL-STAR VOTING

Shows the current All-Star voting per position using the **L1/R1** buttons.

INJURY REPORT

Shows updated injury reports.

CALENDAR

Shows a monthly schedule for all teams. You can toggle between teams using **L1/R1** and months using **L2/R2**.

TRADES

Allows you to make trades between teams.

VR Sports™



Injuries in Season Mode

If injuries are turned on for a season, it is possible for a player to go on the disabled list for an extended period of time. This period of time is based on season length. If a player goes on the Disabled List (DL), he will not be available to play until he comes off the DL. You can check a player's status by going to the INJURY REPORT.

If a player is injured during a game, there are two possible outcomes.

OUT OF GAME

The player is pulled from the game, but you won't know until after the game if he will go on the DL or be listed as day-to-day. If he goes on the DL he will not be available to play until he comes off the DL.

DAY-TO-DAY

If a player is listed as day-to-day, he can play but his ability will be limited. Also, if you play an injured player, you are risking a chance of him going on the DL. He will heal much faster if you rest him a few days. The INJURY REPORT will let you know if he is fully recovered.

Loading a Season

If SEASON MODE is selected from the main screen and a saved season is detected on a memory card, you will be asked if you want to start a new season or continue an existing season. If you choose to continue a season, you will be shown the saved files on your memory card. Highlight the season you wish to load with the **D-Button** and press **✕**.

Instant Replay

After a play, you can see it again by calling up REPLAY. When a play is completed, press start to bring up the options menu. Highlight Instant Replay and press **✕**. The game will then show you the play again and then



continue on with the game. You can terminate Replay at any time by pressing **START** and selecting "ABORT REPLAY."

Camera Float

If you wish to lock on a particular player during replay, you can use the Free Float option. Once you've selected **REPLAY**, press **START** and select **Camera Menu** from the options menu. Then select **Free Float** and press **✕**.

Pressing **✕** will select different players on the field. You can also press **START** to bring up a positions menu. Once you have the player you wish, you can control the camera with the following buttons.

Change height

L1/R1

Zoom

R1/R2

Circle around player

Left/Right on **D-Button**

Move forward and back

Up/Down on **D-Button**

Once you have your desired camera location, press the **▲** button. You will then see the play from that camera position and it will follow the selected player.



CREDITS

HEAD COACH

Happy Keller

EXECUTIVE PRODUCER

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Darin Erstad

& the VR Sports Team

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Charles Deenen

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Foley Recordists

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Rainel Caranto

Jim Daggon

Scott Elster

Jim Fier

Fred Goetschel

Dennis Miller

Geoff Ross-Smith

MUSICIANS

Music

Johann Langlie for "Thru Traffic
Merge Left"

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Johann Langlie

Guitars

Stevie Salas

Bass

Deon Estus

Drums

Dean Butterworth

Trumpets / Trombones / Horn Arrangements

Lee R. Thornbug

Baritone Sax

Stephen "Doo" Kupka

Engineer

Will Rogers



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Travis Powers

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Mixed by

William Rogers

Johann Langile

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Organ Music

Ron Valdez

Stadium Music

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C&G, Rick Jackson, Greg Allen

Anthems

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Barr, Chinita Dockins), Herman
Ludlow, Ann Berg

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Supervision**

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V.O. Editing

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Kevin Frayser

Announcer Voice

Mike Carlucci

Stadium Processing

Charles Deenen

Mastering

Craig Duman

Cinematics Mixing

Charles Deenen

Cinematics mixed at Interplay in
Dolby Surround ™
using  Euphonix™ consoles

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Steve Victory

IS Technician

Steve Cabiness

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VR Baseball™ '4.

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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 (949) 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.

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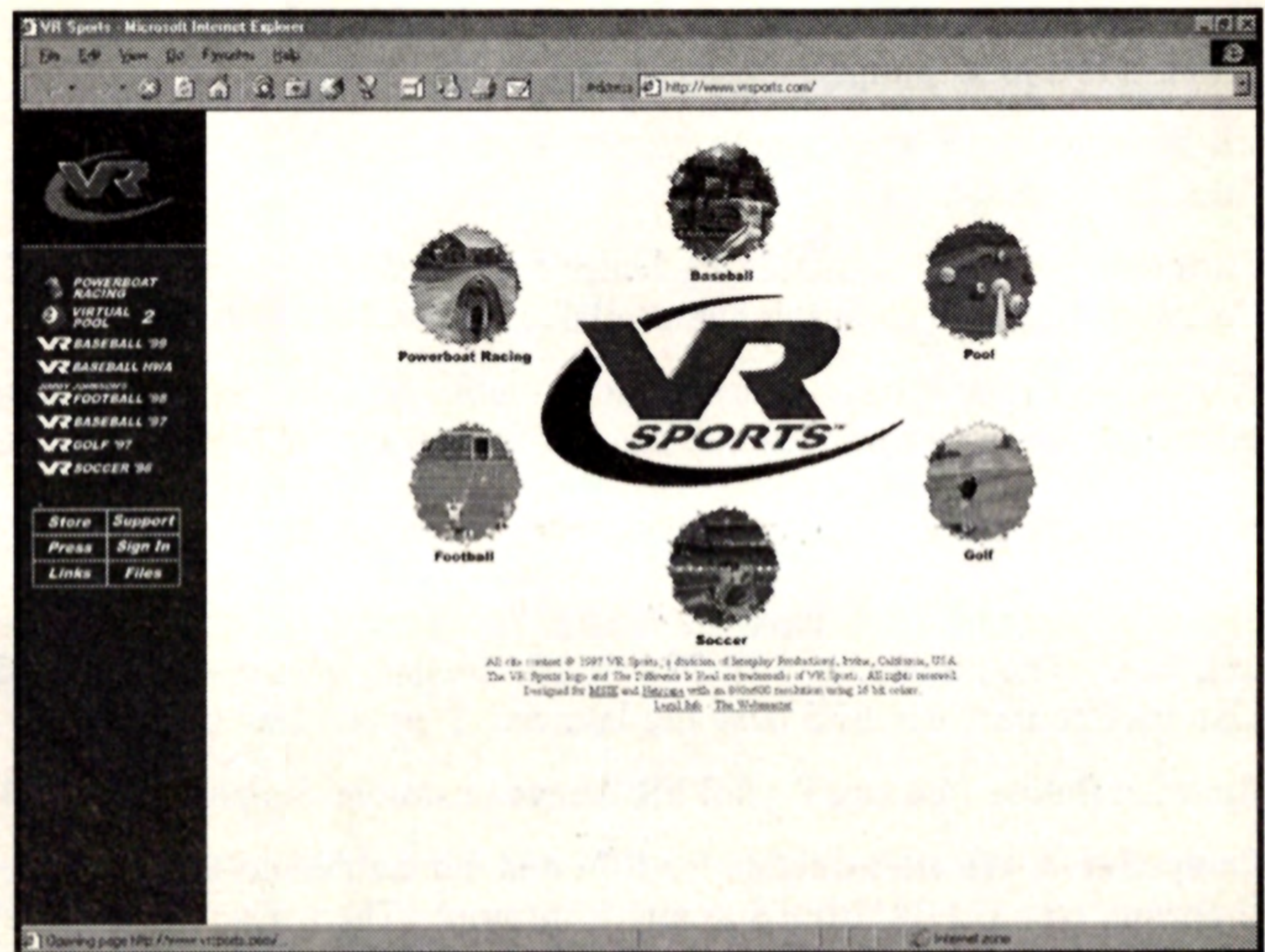
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Once again, welcome.

Brian Fargo

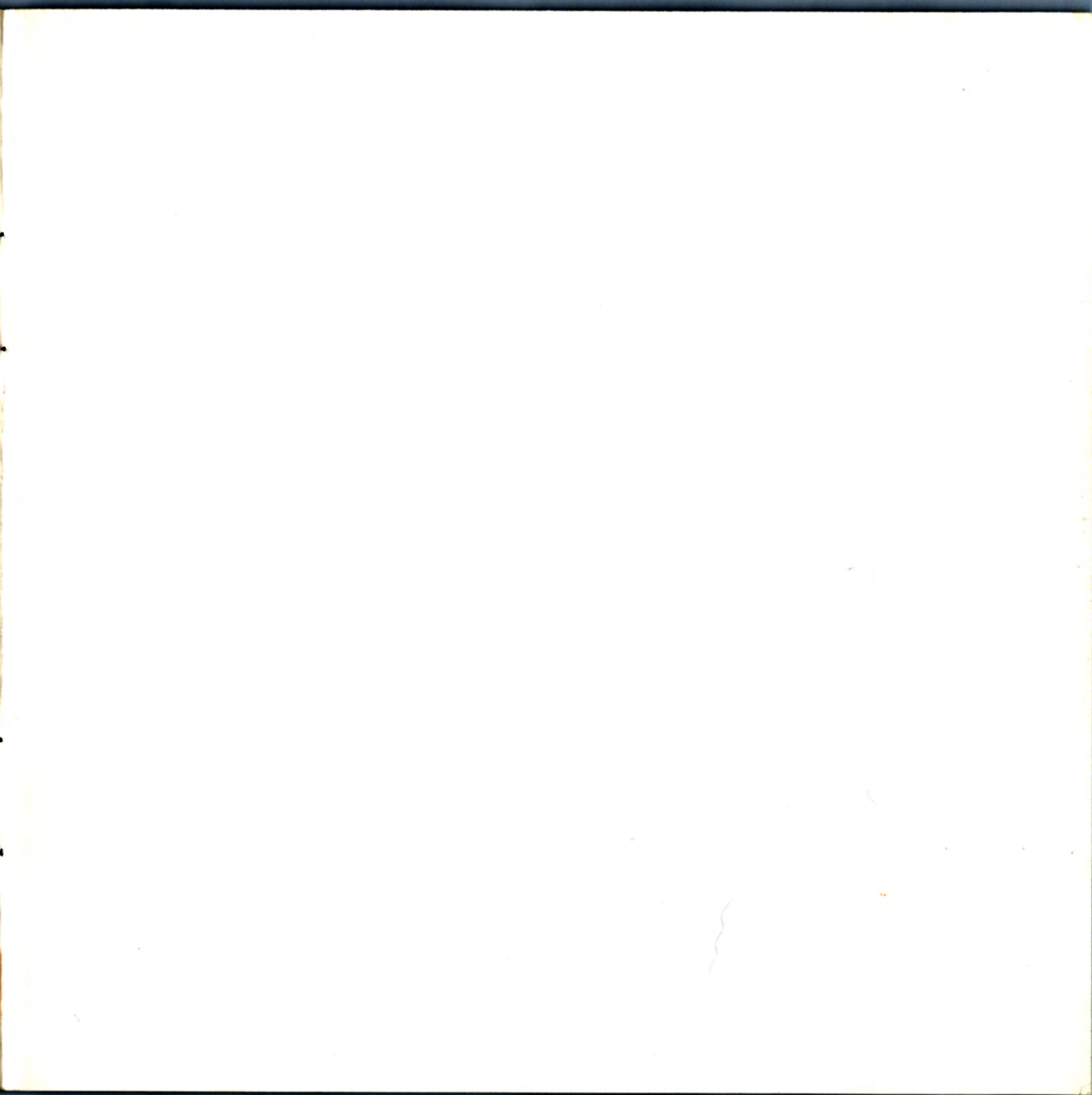


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VR Baseball™ '99



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