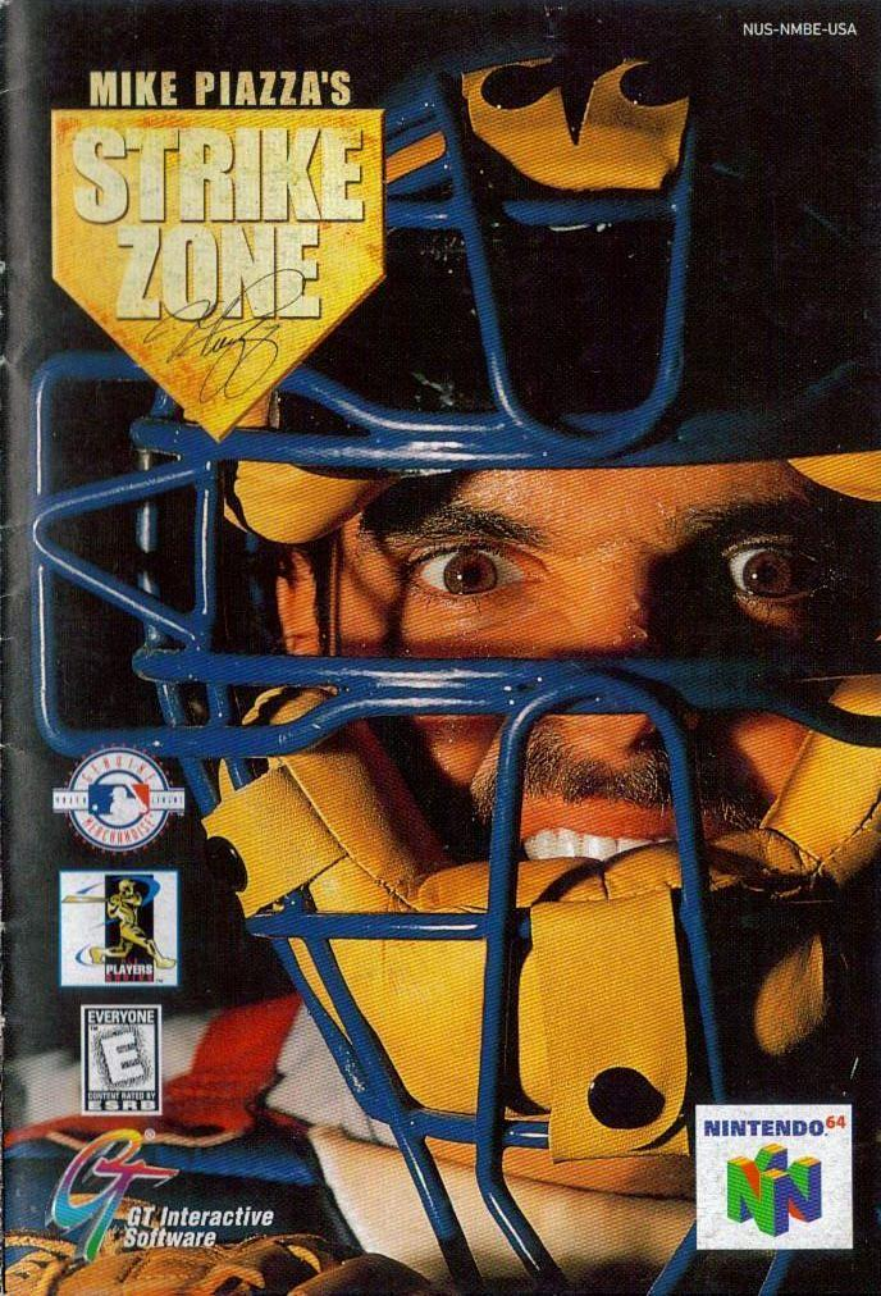
NUS-NMBE-USA

MIKE PIAZZA'S STRIKE ZONE



GT Interactive Software

NINTENDO 64

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COMMAND SUMMARY

MENU SYSTEM

ACTION	BUTTON
Move Cursor	Control Pad, Control Stick
Select or Highlight Items	A Button
Reverse screen, de-select item	B Button
Select Player Info.	Z Button
Select Item, Pause	Start Button
Scroll Screens Left	L Button
Scroll Screens Right	R Button

COMMAND SUMMARY

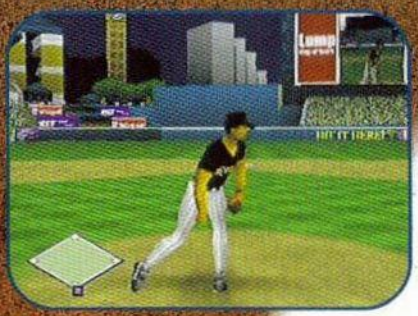
BATTING BEFORE THE PITCH

ACTION	BUTTON
Pause Game	Start Button
Swing the Bat	A Button
Get into/out of Bunt Stance	B Button
All Runners Lead Off	Z Button, 3 presses for Max
Lead Off Specific Runner	Z Button + Direction (3 for max)
All Runners Return	R Button
Return Specific Runner to Base	R Button + Direction
Steal Second	C↑ Button
Steal Third	C← Button
Steal Home	C↓ Button
All Runners Steal	C→ Button
Batter Status Bar	L Button

ONCE THE BALL IS PITCHED

ACTION	BUTTON
Swing	A Button
Bunt	B Button + Direction
Steal Second	C↑ Button
Steal Third	C← Button
Steal Home	C↓ Button
All Runners Steal	C→ Button
All Runners Advance	Z Button
All Runners Return to Base	R Button

COMMAND SUMMARY



BUNTING

ACTION	BUTTON
Normal Bunt	B Button
Push Bunt Left	B+ ← Direction
Push Bunt Right	B+ → Direction

RUNNING

ACTION	BUTTON
All Runners Advance	L Button or Z Button
All Runners Return to Base	R Button
Advance to That Base	A Button + Control Stick
Return to That Base	B Button + Control Stick
Advance to Second Base	C↑ Button
Advance to Third Base	C← Button
Advance to Home	C↓ Button

COMMAND SUMMARY

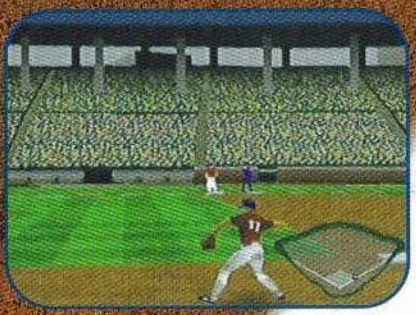
PITCHING (BEFORE THE PITCH)

ACTION	BUTTON
Third Base Camera	L Button
First Base Camera	R Button
Pitch Menu	Z Button
Pause Game	Start Button
Attempt Pick Off	B Button + Base Direction
Pick attempt 1st base	C→ Button
Pick attempt 2nd base	C↑ Button
Pick attempt 3rd base	C← Button

BEGIN TO PITCH

ACTION	BUTTON
Fastball	A Button + ↑
Curve	A Button + →
Screwball	A Button + ←
Slider	A Button + ↘
Change Up	A Button
Super Fastball	A Button + ↖
Sinker	A Button + ↓
Knuckleball	A Button + ↗
Split Finger Fastball	A Button + ↙
Super Change Up	A Button

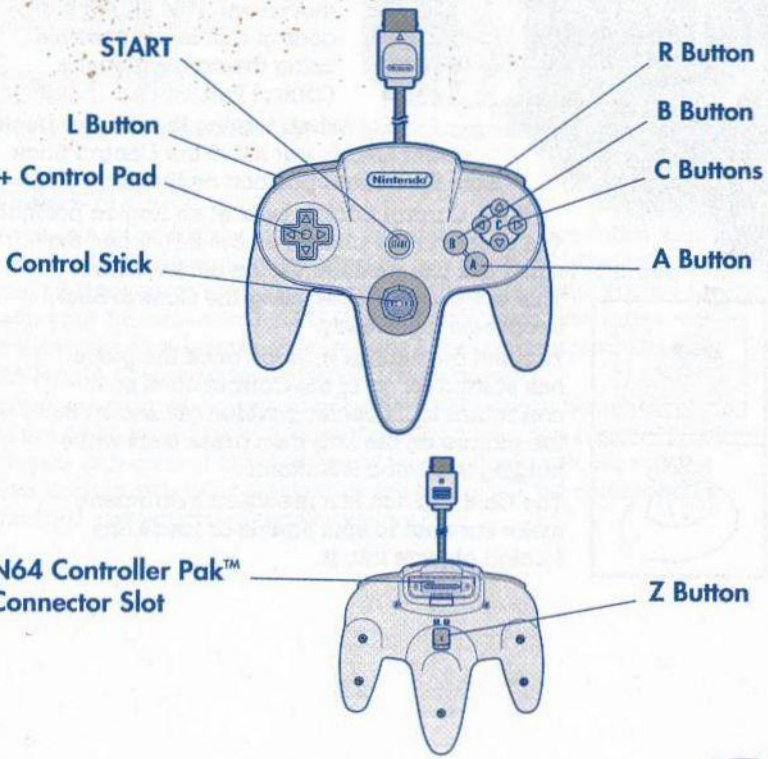
COMMAND SUMMARY



FIELDING

ACTION	BUTTON
Action (dive, jump, throw)	A Button
Throw to a Base	A Button + Direction
Throw to First Base	C→ Button
Throw to Second Base	C↑ Button
Throw to Third Base	C← Button
Throw to Home	C↓ Button
Move Fielder	Control Stick

CONTROLLER


START
L Button
+ Control Pad
Control Stick
R Button
B Button
C Buttons
A Button
N64 Controller Pak™
Connector Slot
Z Button

CONTROLLER

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press start while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

MAIN MENU

When you start Mike Piazza's StrikeZone, the main menu will follow the title screen. From the main menu, you can choose the type of game you wish to play.

SINGLE GAME

Play a single game with any two Major League Baseball teams.

SEASON PLAY

Begin a new season or continue an existing one. An entire season can be played, including the playoffs and the World Series™. Use the real MLB teams or start from scratch with a full draft. Trade players with your friends or with CPU General Managers. You can even create your own league, change your League name, and choose the length of your season (162, 81, or 15 games).

In season play, you can play with the 1997 League structure or go to the 1998 structure to include the new expansion teams. Human players can control any number of teams. If you select to play a new season, you will be asked which teams will be controlled by the CPU and which by human players.

MAIN MENU

WORLD SERIES™

Play a seven game World Series™ with one or two players.

ALL-STAR GAME™

Replay the 1997 All-Star Game™ in Cleveland, or choose any other MLB Stadium.

HOME RUN DERBY™

The Home Run Derby™ is a slugging match between the best hitters from the American and National Leagues. One or two can play in this home run hitting contest.

TEAM CONTROL

LINE-UP

Replacing players in the current roster with players from the bench changes the team's line-up. A player can change and save custom line-ups, batting orders, and pitching rotations. Substitutions can also be made during the game.

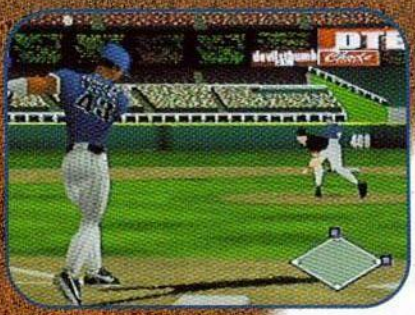
TRADE

Trades are available only during season play. You can trade with both CPU and human controlled players, but CPU controlled teams will only accept fair trades.

SCHEDULE

Select Schedule to view your team's entire season schedule. You can also view each team's schedule in both the American and National Leagues.

TEAM CONTROL



NEWS

Under the News Icon, you can view the League standings as well as team and individual League leaders in all statistical categories.

EDIT PLAYER

Each individual player can be edited in a number of different ways. Change a player's name, number, build, hair color, skin color, ratings, batting and throwing hand, and his face.

EDIT TEAM

A team can also be edited. Change a team's nickname, city, logo, uniform colors, stadium name, or the stadium they play in.

DRAFT

At the beginning of each new season, you can choose to put all of your players into a pool and re-draft for all teams. CPU controlled teams will select their players automatically.

GAME OPTIONS

MUSIC
Toggle background music on or off.

SFX
Toggle game sound effects, including the announcer, on or off.

CROWD
Toggle ambient crowd sounds on or off.

STEREO
Toggle stereo sound on or off.

DH (DESIGNATED HITTER)
Toggle the designated hitter on or off.

RUMBLE PAK
Toggle Rumble Pak on or off. See Rumble Paks, page 15, for more information.

GAME OPTIONS

DIFFICULTY

Select level of difficulty. You can choose from All-star, Veteran, or Rookie.

GAME TIME

Choose to play your game during the Day, Afternoon, or Evening.

GAME MODE

Choose between Arcade and Sim. Sim gives you a game experience that closely simulates an actual major league game, while Arcade indulges you in a baseball slugfest.

STADIUM

Use this option to elect to play in a different stadium.

QUIT GAME

Quits the current game and returns you to the Main Menu.

CONTROLLER PAK AND RUMBLE PAK

SAVING TO CONTROLLER PAKS

Mike Piazza's StrikeZone is compatible with the Controller Pak accessory. Before using the accessory, please read the Controller Pak accessory instruction booklet carefully. Follow the on-screen instructions to determine when you should insert or remove the Controller Pak accessory. Only one full season can be saved to a Controller Pak and it will automatically be saved. When playing in a World Series™ or Single game, the game will not be able to be saved and the system must be left on if you wish to continue later.

RUMBLE PAKS

Mike Piazza's StrikeZone is compatible with the Rumble Pak accessory. Before using the accessory, please read the Rumble Pak accessory instruction booklet carefully. Follow the on-screen instructions to determine when you should insert or remove the Rumble Pak accessory. You cannot swap between a Controller Pak and a Rumble Pak while playing the game, so if you want to play with a Rumble Pak in your controller and also save your games, you will need to plug the Controller Pak into a spare controller.

PLAYING THE GAME

As in the real game of Baseball, Mike Piazza's StrikeZone requires strategy as well as quick reflexes. The following are some strategic pointers that can help you optimize your game.

BATTING

Knowing the sluggers on your team lets you capitalize on their strengths and compensate for their weaknesses. While a power hitter can hit the ball far, if his batting skill is low, he's more likely to whiff than to hit it out of the park.

PITCHING

While some think of Pitching as just throwing a ball, a good pitcher knows that ending the inning with as few pitches as possible is to his advantage. Stamina is a huge factor in pitching; the harder you throw, the less chance the batter has to hit the ball, but the pitcher's stamina is sapped much more quickly. Changing up pitches will keep batters on their toes, as they are always looking for that pitch left carelessly over the plate.

FIELDING

Defense is key to winning baseball. You will want to familiarize yourself not only with your fielders, but also the opposing batters to better position your fielders. If you expect your opponent to hit one out of the park, move your fielders to the back wall, but if you think they'll hit it short, bring them in closer.

PLAYING THE GAME

BASE-RUNNING

A player's Speed will determine how fast they can run and steal bases. Knowing the maximum distance each runner can lead-off the base will help in stealing bases and pick-offs.

THROWING

Once the fielder has the ball, he can throw it to any base or the pitcher. It is usually a good idea to nab the lead runner, but if that is not possible, try to get another. See the Control Overview for details on throwing.

STRATEGY

The use of strategy in Baseball is just as important as quick reflexes. The positioning of the infield and the outfield can be critical when trying to stop a single hit or to force-play at home. Knowing not only your own team, but the opposing team's strengths and weaknesses as well is essential to selecting your batting order and your bullpen. Substituting players at key points of the game will keep your pitchers fresh and put your power hitters in the line-up when you need to score a run.

TECHNICAL SUPPORT (U.S. & CANADA)

Assistance Via World Wide Web

Get up-to-the-minute technical information at the GT Interactive Software web-site, at http://www.gtisonline.com, twenty-four hours a day, seven days a week. Through this site you'll have access to our FAQ documents, (Frequently Asked Questions) which contain our latest product information. You'll have access to our Hints/Cheat Codes area where you can pick up some tips if they're available, an E-Mail area where you can leave us your tech support problems and questions, and other areas where you can get valuable information on GT Interactive Software products.

Help Via Telephone In The United States & Canada

For phone assistance, call GT Interactive Software's Tech Support at 716-871-6646. We have an Interactive Voice Response and Faxback system that is available twenty-four hours a day, seven days a week. This console-based product will have automated support at this phone number, which will include information from our FAQ documents such as gameplay tips, information on Control Keys, possible cheat code combination keys, instructions for finding secret screens and/or additional game levels if these type items exist and are made available for this particular product.

If you encounter what may be determined to be a defective product medium issue such as your game freezing at the beginning or during gameplay, no display, etc., information will also be included on the automated system regarding your product return and replacement options. These are described further below.

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Product Return Procedures In The United States & Canada

If you encounter what may be determined to be a defective product medium issue such as those mentioned, you must call GT Interactive Software's Customer Services number at 888-229-0569, extension 800. If our technicians cannot pick up your call directly, please leave your complete name and phone number so that we can call you back promptly.

In the event our technicians at 888-229-0569, extension 800 determine that you will need to forward materials directly to us, they will issue you a Return Merchandise Authorization Number. Make sure you include the Return Merchandise Authorization Number supplied you by the technician along with your full name, address and your telephone number within your return in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Your mail should be sent to the following address:

GT Interactive Software Corp., Attn: TS/QA, 1 Nixon Lane
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If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), GTIS will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, GTIS will replace the product storage medium for a nominal fee.

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04-15144

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