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BASES LOADED '96: DOUBLE HEADER Manual


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## STARTING THE GAME

When you insert the disc, the "Bases Loaded '96: Double Header" title Screen
will be displayed. Press the Start Button. When you press it, the Select Mode
Screen will appear. At this screen you can choose from a variety of play settings.


## SELECTING THE MODE OF PLAY

You can choose one the following modes at the Select Mode screen: Season,
Exhibition, Championship, Trade, Stats and Options. Press the Left or Right
Direction Buttons to select a mode. Press X to confirm your selection. To cancel
your selection press Circle.


Regular Season - Play a full 162 game season, or select a 13, 26, or 52 game season
schedule.
                1P vs. Cpu only.
Exhibition     - Play a single game with the teams of your choice. 1P vs. CPU, 2P
vs. CPU or
                CPU vs. CPU.
Championship   - Play a 7-game Championship, or select shortened 3 or 5 game series.
1P vs. CPU.

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Trade              - Trade players to customize your team roster.
Stats              - Select a team and review each of the players on the roster. Player
statistics
                     and ratings are provided for each of the 700 MLBPA players by
STATS, Inc.
Options            - Select stereo or monaural sound, Perform a sound effects and music
test, or
                     choose from a variety of controller settings.


MENU STANDARD CONTROLLER SUMMARY
Direction Button - Move through selections.
Start Button     - Start Game.
X                - Decision
Circle           - Cancel decision or go to previous screen.


GAME STANDARD CONTROLLER SUMMARY
The control summary and control functions shown are for the original
controller settings.

Pitching
Left and Right Direction Buttons - Move pitcher left or right.
X                                - Pitch.
Square                           - Field view.

Batting
Left and Right Direction Buttons - Move batter left or right.
X                                - Swing.
Square                           - Bunt.

Fielding and Throwing
Direction Buttons - Move fielder.
X                 - Throw ball.
Circle            - Touch base.

Base Running
Direction Button + X        - Advance to selected base.
Direction Button + Circle   - Return to selected base.
Direction Button + Triangle - Steal base.
X                           - Slide
L1/L2                       - All runners advance.
R1/R2                       - All runners return.


During gameplay, holding Select and holding Start for 2 seconds will return you
to the title screen.


SELECTING A TEAM
You can change leagues by pressing L1 or R1. To move through the teams,
use the Direction Buttons. To select a team press X.
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When playing in Exhibition mode, use the Left or Right Direction Buttons to
select the home team. Use X to confirm your selection.


SELECTING A STADIUM
Eight stadiums are available including the Jaleco stadium. To move through
the stadiums use the Up and Down Direction Buttons.

REGULAR SEASON MENU
From the Regular Season Menu you can select to play a game, view your
team's schedule, or access a variety of statistics.

Exit            - Exit the menu and play ball!
Game options - Fielding and/or running can be set to Manual or Auto. If set to Auto
mode, the
                CPU will handle all of the fielding or running for you.
Schedule      - View the team's schedule for the entire season. To exit the Schedule
screen,
                press X.
Statistics    - League standings Pitching and Batting Stats for your team, League
Leaders, and
                Rosters can be viewed. To exit any of the statistics screens, press X.

League Standings
Check out the current league standings from around the nation. Use the Left
and Right Direction Buttons to view each league.

Pitching and Batting Stats
Just how strong is your team? Review each of your players' pitching and
batting statistics. Use the Up and Down Direction Buttons to scroll through the
detailed listings.

League Leaders
The Top 10 Pitching and Batting Leaders for each of the Leagues are listed
in a variety of categories. To view each category, Use the Up and Down
Direction Buttons. To scroll through each league, Use the Left and Right
Direction Buttons.

Rosters
What are you up against this season? Choose any of the 28 teams in the
league and review the rosters.


EXHIBITION MENU
Exit            - Exit the menu and play ball!
Game options - Fielding and/or running can be set to Manual or Auto. If set to Auto
mode, the
                Cpu will handle all of the fielding or running for you.
Errors        - When set ON, players are a little more human. They may accidentally
drop a catch
                or lose the ball on an easy play.
DH            - When set ON, the pitcher is replaced in the bailing order by a

Designated
                 Hitter.
Wind          -  When enabled, the wind will affect the ball.
See Roster    -  Choose any of the 28 teams in the league and review the rosters. To
exit any of
                 the Roster screens, press W


PITCHER STATUS
Pitcher status, shown on screen as STA, shows the availability of each of your
pitchers. If the pitcher's status is AV, that means he's ready to stan. Pitcher's
with a U3D, U2D, or UlD are unavailable for the number of days displayed.
SELECTING A STARTING PITCHER

Use the Direction Buttons to move through the players. Each pitcher's ERA,
win-loss and save record, and status are displayed. Press X to confirm
your selection.


ADJUSTING THE STARTING LINEUP

Changing the Batting Order - Select a player to move by pressing X. Select a second
player in
                              the lineup to switch places and press X again.
Substituting Players       - Select a player to be replaced by pressing X. Use the
Left and Right
                              Direction Buttons to move to the substitute players.
Use X to
                              select your substitution.


BATtING
Swinging the bat    - Press and hold the Up or Down Direction Buttons to swing high
or low. Use X
                      to swing.
Bunting             - Press Square to bunt.
Pinch Hitter/Runner - If you need to use a pinch hitter or runner, call a time out
by pressing
                      the Start Button. Select Pinch Hitters or Runners. Use the
Direction
                      Buttons to move through the list of players. Use X to make
your choice.

Remember, when a pinch hitter or runner is used, the replaced player is out of
the game. Use pinch players sparingly, or you'll find yourself in deep trouble
the next time around.


PITCHING
Pitching accuracy varies according to the player's pitching ability. Be careful,
as your pitcher's stamina decreases, so will his accuracy.

Fast ball     - Hold the Down Direction Button during the wind-up to increase the
speed of the
                pitch.
Breaking ball - To control the horizontal path of the ball, use the Left and Right

Direction
                  Buttons.
Sinker         - Hold the Down Direction Button throughout the duration of the pitch.
Change up      - Hold the Up Direction Button during the wind-up to decrease the
speed of the
                  pitch.


Intentional walks - Move the pitcher to the far outside of the batter. Hold the
Direction Button
                     so that the direction of the pitch is also far outside.


Pickoffs - Use Square to view a high perspective of the infield. Use the Direction
Buttons to
          select a base for the pickoff. Use X to throw the ball.


Relievers - If you need to relieve a pitcher, call a time out by pressing the Start
Button.
             Select Relief Pitcher. A list of pitchers will appear on screen. Use the
Direction
             Buttons to move through the players. Use X to select your reliever.


FIELDING
As soon as the ball is hit, an overhead view of the field is displayed. A marker
on screen will indicate where the ball will descend. A second marker will
highlight which player is closest to the ball. Use the Direction Buttons to move
the fielder to the ball marker.


Diving catch  - Press and hold one the Direction Buttons to select which direction
to dive then
                 press X.
Leaping catch - Use X to jump.


To throw a ball to first base, press X. To throw the ball to any other base, hold
down the Direction Button corresponding to the intended base, and press X.


If there is a fielder at the base, the player will automatically make the catch, If
there is no player at the intended base, the player throwing will be cited with
an error.


Touching the base    - Press and hold the Direction Button corresponding to the
intended base
                        and press Circle


Substituting Fielders - To replace a fielder with someone from the dugout, press the
Select
                         Button to call a time out. Select substitution. Use the
Direction
                         Buttons to move through the players. Press X to select a
fielder. Select
                         the substitute fielder and press X.


SELECTING A VIEW

In 1P vs 2P Exhibition mode, 3 different views can be selected: Batter's view,
Behind the Mound and Split Screen.

Use the Direction Buttons to scroll through the views. Press R1 to confirm your
selection. Once the game begins, the view may not be changed.

POST-GAME REPORT
If your game went beyond 9 innings, use R1 to view the extra inning results. To
return to the results of the first 9 innings, press L1.

Note: Bases Loaded '96: Double Header allows a maximum of 18 innings.

SAVING YOUR SEASON
Bases Loaded '96: Double Header gives you the option to save your season in one of
two ways,
memory card or password. Password saves are limited in the data stored, but it will
save your
progress through the season or series schedule. Upon completing a game in
Championship or
Regular Season mode, the Results screen appears. Press R1 to call up the Save menu.

Memory Card - Saving data using a memory card is simple. Select save from the Save
menu and your
            data will be saved.
Password    - Selecting Exit at the Save menu will display the password which will
allow you to
            continue your season or series.


RESUMING A SAVED GAME
If you have saved your progress using a memory card, make sure that it is
inserted into your PlayStation. To resume your season or championship select
Continue from the appropriate menu at the Select Mode screen.

If you have saved your progress with a password, select Password from the
appropriate menu at the Select Mode screen. Use the Direction Buttons and 31 to
type your password. Use L1 and R1 to edit your password. Press Start to continue.


TRADING PLAYERS
Bases Loaded '96 Double Header allows you to trade players from team to
team. But lust like in real life, some teams just won't let a player go.

Using the Direction Buttons, select two teams to arrange the trade. When the two
teams are selected, the Player screen appears. Select the player to trade and con-
firm your selection using 31. Now select the player from the second team to complete
the trade. It's best to trade your players before beginning a season or series.
Trading players during a season or series will overwrite your previously saved data.


GAME SCREEN ELEMENTS
Each time a batter steps up to the plate, his name will appear at the bottom left

hand corner of the screen. The player's previous results at bat will be displayed
at the center. The meter by the pitcher measures his stamina. As the pitcher's
stamina decreases, so will the level on the meter. If the meter turns red, you'd
better call in a reliever.

STATISTICS
Players active during the 1993-94 seasons can have their statistics viewed in
Stats mode. Select the league and team using the Direction Buttons.

The Player Position screen will appear. Scroll through the positions until the
desired position is highlighted. Now, move the cursor to the desired player.
Press ~ to view their statistics. Press ~ again to view the player's picture
and detailed statistics.


DOUBLE HEADER ADBREVIATIONS

Player Positions
P        Pitcher                C        Catcher
lB       First baseman          RF       Right fielder
2B       Second baseman         LF       Left fielder
3B       Third baseman          CF       Center fielder
DH       Designated hitter      SS       Short slop

Prior Plate Appearances
FO       Fly out.               FC       Fielder's choice.
GO       Ground out.            E        Error.
K        Strikeout.             Upside Down K   Strikeout (looking).
lB       Single.                2B       Double.
3B       Triple.                HR       Homerun.
HBP      Hit by pitch.          BB       Walk.

Batting
GAMES/G Games played.           AB       At bats.
AVG      Batting average.       HR       Homeruns.
RBI      Runs batted in.        SO       Strikeouts.
SB       Stolen bases.          H        Hits.
2B       Doubles.               3B       Triples.
TB       Total Bases.           OBP      On base percentage.
SP       Slugging percentage.   BB       Walks.
HBP      Hit by pitch.          SAC      Sacrifice bunts.
SF       Sacrifice flies.       E        Error.

Pitching
GAMES/G Games played.           WON/W    Games won.
LOST/L  Games lost.             Sv       Saves.
ERA      Earned run average.    SO       Strikeouts thrown.
H        Hits given up.         HR       Homeruns given up.
ER       Earned runs.           PCT      Winning percentage.
P        Innings pitched.       BB       Walks.
HBP      Batters hit by pitch.  SP       Save point.

DOUBLE HEADER RATINGS
Each player in Bases Loaded '96: Double Header has been assigned
ratings based on the player's actual performance. Every player is rated in the
following categories:
H        Hitting, ability to make contact with the ball.
TH       Throwing ability.
SP       Speed, base running ability.
FD       Fielding ability.
BASEHIT  Basehit ability.

Pitcher Ratings
SPD      Top speed for a fast ball.
PIT      Control of pitches.
STA      Maximum number of pitches per game.