WORLD SERIES 2002

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The trip includes two tickets to Game 3 of the World Series®, airfare for two and hotel accommodations. Complete and mail the entry form found inside specially marked packages of MLB™ 2003. Maybe we'll see YOU at the World Series, courtesy of MLB™ 2003 and 989 Sports®.

MLB 2003

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SONY COMPUTER ENTERTAINMENT

PlayStation

NTSC U/C

989 SPORTS®

GIANTS

MLB 2003

EVERYONE

CONTENT RATED BY
ESRB

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MLB™ 2003 Tips and Hints

PlayStation® Hint Line

Hints for all games produced by Sony Computer Entertainment America, Inc. are available:

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

$0.95/ min. auto hints, $6.95-$16.95 for tips by mail (subject to availability) & $5.00-$20.00 for card recharge.

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

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

Call this number for help with technical support, installation or general questions regarding the PlayStation® game console and its peripherals. Representatives are available Monday-Saturday, 6AM-8PM Pacific Standard Time, Sunday 7AM-6:30PM Pacific Standard Time.
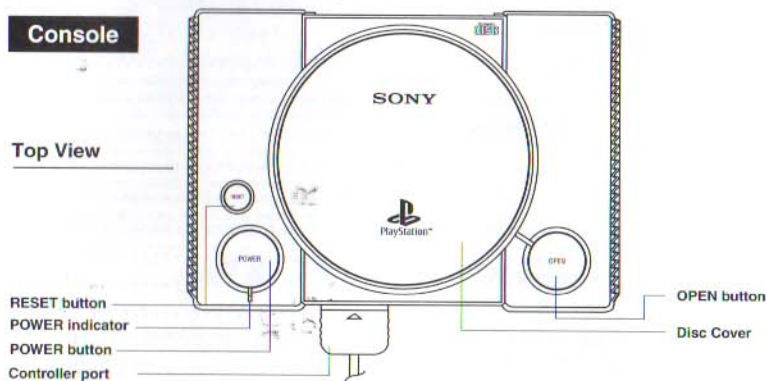
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PLAYSTATION® SETUP

Console

Top View

RESET button
POWER indicator
POWER button
Controller port

OPEN button
Disc Cover

Front View

MEMORY CARD slot 1
MEMORY CARD slot 2

Controller port 1
Controller port 2

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the MLB 2003 disc and close the Disc Cover. Insert game controllers and turn ON the PlayStation game console. Follow on-screen instructions to start a game.

CONTROLLER DIAGRAMS

Digital Controller

DUALSHOCK™ analog controller

Top View

DIRECTIONAL BUTTONS
SELECT BUTTON
START BUTTON

△ BUTTON
○ BUTTON
✕ BUTTON
□ BUTTON

LEFT STICK
RIGHT STICK

ANALOG MODE SWITCH
(ANALOG MODE WHEN LED IS LIT)
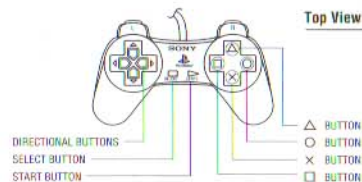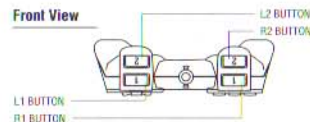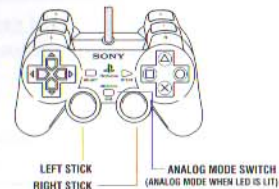
NOTE: COMPATIBLE ONLY IN ANALOG MODE

Front View

L2 BUTTON
R2 BUTTON

L1 BUTTON
R1 BUTTON

MULTITAP

When using the Multitap, at least one controller must be connected to Controller Port 1-A or 2-A.

SAVING DATA

You must insert your MEMORY CARD before you can save or load a Season, Playoff, or file. MLB 2003 saves user-defined options and all data for a Season, Playoff, Roster Change, or Created Player. Six blocks of memory must be available on your MEMORY CARD in order to save all MLB 2003 game data. One block of memory is required to save user records. If you don't have a MEMORY CARD, all MLB 2003 data will be lost after turning off your PlayStation game console.

GAME CONTROLS

QUICK START CONTROLS

Quick Start Controls are a basic set of game controls that enable you to play a game without having to learn advanced control combinations.

BATTING

Swing	⊗
Bunt	◎
Move bat cursor	← / → and ↑ / ↓

PITCHING

Select pitch type	⊗, ▣, △, or ◎
Pitch ball	⊗
Adjust pitch location	← / → and ↑ / ↓
Adjust view	■ SELECT

FIELDING

Move fielder	← / → and ↑ / ↓
Throw to first base	◎
Throw to second base	△
Throw to third base / Switch fielder	▣
Throw home	⊗

ADVANCED CONTROLS

BATTING

Hit for average / Hit for power	▣
Move batter in box	+ ←, →, ↑, or ↓
Open stance / Close stance	+ L1 or L2
Center bat cursor	■ SELECT
Move bat cursor	←, →, ↑, or ↓
Pause	▶ START

TOTAL CONTROL BATTING

Using Total Control Batting, the Advanced Batting Cursor allows you to guess the pitch type and/or pitch location of the opposing pitcher. A correct guess for a pitch type or location will result in a bigger batting cursor and brings up a blinking lock-on indicator that gives your batter more power. An incorrect guess will result in a batting cursor that is decreased in size making it tougher to hit the pitch.

To help with your guess, a pitch location box will appear showing the pitch history of your at-bat. It will display the pitch locations, number of pitches, and pitch types previously thrown to the batter. Until the first pitch is thrown in a new at-bat, the pitch history will display the pitches thrown during the last at-bat.

Guess a pitch location	**L2** + ←, →, ↑, or ↓
Guess a pitch type	**L2** + ◎, △, ▣, or ✕

* Holding **L2** freezes the action, giving you a chance to make your guess.

NOTE: When facing a pitcher with a player ranking of 95 or higher, the zones within the pitch location box will increase from four to eight.

ADVANCED BATTING CURSOR SET TO OFF

Hit fly ball / Hit ground ball	↑ / ↓
Hit to right side / Hit to left side	← / →

BASE RUNNING

Hit & run / Steal with lead runner	△
Steal with any runner	△ + ←, →, ↑, or ↓
Lead-off / Back to base	**L1** / **R1**
Return all runners	◎
Return specific runner	✕ + ←, →, ↑, or ↓
Advance all runners	▣
Speed burst	**R1**
Stop runners	
Head-first manual slide	**L1**
Feet-first manual slide	**L2**

PITCHING

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

Throw to 1st base	◎
Throw to 2nd base	△
Throw to 3rd base	▣

FIELDING

Jump	△
Speed burst	◉ + ←, →, ↑, or ↓
Dive	✕
Change fielder (without ball)	▣
Throw from knees / Dive catch	In a dive, press base icon
Rob a home run	When near wall, press △
Throw to the cut-off man	R1
Total Control Fielding (your fielder will make special catches and throws)	Hold L2 when a ground ball approaches a fielder

PREGAME MENU SETUP OPTIONS

STADIUM SELECT

You can play a game in any MLB ballpark or make a selection from a small list of the most popular Spring Training sites.

- Press ← / → to select a division, and then press ↑ / ↓ to choose a team name.
- Press ✕ to select the ballpark and go back to the Pregame Menu.

LINEUP

Make changes to your team's lineup by altering player positions, the pitching rotation, and the batting order. Press   to view player info.

To change the batting order:

- Press ▣ to choose a team.
- Press ← / → to choose Lineup (DH) or Lineup (No DH).
- Press ↑ / ↓ to highlight a player, and then press ◉ to tag him.
- Press ↑ / ↓ to highlight a player at a different position in the lineup, and then press ◉ to switch the player's hitting position.

To make a player substitution:

- Press ↑ / ↓ to highlight a player, and then press ✕ to tag him. This will move the selection cursor to the portion of the lineup listing the players on the bench.
- Press ↑ / ↓ to highlight a player, and then press ✕ to make the substitution.

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

- Press ← / → to choose the Positioning category.
- Press ↑ / ↓ to highlight a player on the field, and then press ✖ to tag him.
- Press ↑ / ↓ to highlight a player at a different position, and then press ✖ to move the two players to their new positions.

To change the pitching rotation:

- Press ← / → to choose the Pitching Rotation category.
- Press ↑ / ↓ to highlight a player in slots 1-5 of the rotation, and then press ✖ to tag him. This player will be removed from the rotation.
- Press ↑ / ↓ to highlight a pitcher in the rotation or from the unnumbered players in the bullpen, and then press ✖ to switch the two players.

OPTIONS

Select this menu item to make changes to the game attributes.

PLAYER 1 / 2 LEVELS

Player Levels will determine the player's abilities in terms of fatigue, batting and pitching difficulty, and fielding ability. The All-Star level provides the most realistic gameplay.

PLAYER 1 / 2 BAT CURSOR

Use the Bat Cursor (shown as a white box) to target the location of the pitch. If the pitch falls within the position of the bat cursor, it will turn red and guarantee that contact with the ball will be made. Before the pitcher delivers the ball, the location of the pitch will be shown. Press ←, →, ↑, or ↓ to move the white Bat Cursor over the pitch location.

ALTERNATE UNIFORMS

Use Alternate Uniforms to choose uniform styles. If set to AUTO, the CPU makes the choice.

CPU TRADING

Choose whether to have the CPU conduct and control all trades during a Season.

INNINGS

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

DH

The use of the Designated Hitter is an American League style of play. Placing a DH in the lineup adds an extra hitter, replacing the pitcher's spot in the batting order. If set to AUTO, the CPU determines when the DH is used.

AUTO FIELDING / AUTO SLIDING / AUTO LEAD OFF

With these options set to ON, players will automatically field the ball, slide into bases, and lead off from bases.

FIELDING AID

Set to ON, the Fielding Aid will appear on the screen, helping you to position your fielder where he can make a play on the ball.

TIME OF DAY

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

ERRORS / INJURIES

Set to ON, errors and injuries can occur during gameplay.

WIND / RADAR GUN / DISTANCE METER / CALL TEXT

With these options set to ON, the miles-per-hour of the wind blowing, the speed of a pitch, the distance of home runs, and the calls of the umpire will be shown on the screen.

VIBRATION

Set Vibration to ON to activate the vibration function on your DUALSHOCK™ analog controller.

BATTING VIEW / FIELDING VIEW

Set the batting and fielding views of the game screen. Press 🔲 to change the Batting View during gameplay or press 🔳 and use the Pause Menu to alter the view.

CROWD VOLUME / SOUND EFFECTS VOLUME / ANNOUNCER VOLUME

Use these options to adjust the volume levels of the crowd noise, the sound effects, and the announcer.

REALIGNMENT

For all Season game formats, Realignment is used to change the existing makeup of each division. You can place any team in any division. To go back to the default divisional alignments, press ◉.

To custom rearrange each division:

- Press ⊗ to bring up the Team Pool.
- Press ← / → to choose a division.
- Press ↑ / ↓ to select a team, and then press ⊗ to add it to the division. Press ◉ to delete divisional entries in the order they were added.
- When realignment is complete, press ⊗.

To randomly realign each division:

- Press ← / → to choose the American or National League.
- Press ◉ as many times as you wish to randomly realign each division.

QUICK START

Quick Start Games are used to start an Exhibition game quickly with minimal setup of your game. From the Quick Start screen:

- Press ← / → to choose a Home or Away team or press ◉ to randomly select teams.
- Press ↑ / ↓ to Skill Level, and then press ← / → to make a selection. This will determine each player's ability (i.e., pitching, batting, base running and fielding). The All-Star level provides the greatest test of skill.
- Press ↑ / ↓ to Batting Cursor, and then press ← / → to select Yes or No. The Batting Cursor allows the user to guess the pitch type and/or location. Guessing correctly enables the user to make better contact with the ball. See *Total Control Batting* on page 6 for more information.
- Press ↑ / ↓ to Assign User, and then press ← / → to choose a user login name. See *User Records* on page 26 for more information on user login names.
- Press ⊗ to play the game.

EXHIBITION

Exhibition games allow you to setup play in a 1-player or 2-player single game format with any team in the American or National Leagues. These games are not recorded in Season standings and game and player stats are not tabulated. Use these games to just have fun and get a feel for the game and the players.

EXHIBITION TEAM SELECT

Use this screen to select teams. To have the CPU choose two teams at random, press ⊙.

- Press ← / → to choose Home or Away, and then press ↑ / ↓ to choose a team.
- To view the stats of a team, select a Home or Away team, and then press ⊙. Press ↑ / ↓ to view the stats of other teams. Press △ to exit the stats screen.
- Press ✕ to continue.
- Press ← / → to assign a controller to a team. To play the CPU and set up a 1-player game, leave one controller image in the center of the screen.
- Press ↑ / ↓ to select a difficulty level. In a 1-player game, the CPU's team will automatically play at the same level as your team.
- Assign a Login User Name by pressing ← / → to select your team, and then pressing ⊙ to cycle through the available user names. These names are used to keep track of player stats and determine player skill levels. If you haven't already created Login User Names, do so by pressing ⊙. This will take you to the Create User screen where you can create up to eight user names. See *Create User* on page 26 for more information.
- Press ✕ to bring up the Advanced Batting Cursor Option screen. See *Total Control Batting* on page 6 for more information.
- Press ← / → to select a player.
- Press ↑ / ↓ to turn the batting cursor ON/OFF. Each user can decide whether to have the batting cursor turned ON/OFF.
- Press ✕ to continue.

ALL-STAR GAME

Play in an All-Star Game and enjoy competing with all the big name and exciting players. See *Exhibition Team Select* above for information on the team selection process.

CREATE TEAM

Create team rosters for the American and National League All-Star teams.

- Press ← / → to choose a team.
- Press ↑ / ↓ to highlight a player on the roster to replace, and then press ✕ to mark him.
- Press ↑ / ↓ to select a player not already on the All-Star team, and then press ✕ to assign him to the roster.

SEASON

Use this option to play in one of the following Season formats.

1 PLAYER / 2 PLAYER SEASON

The only difference between game setup for a 1-Player or 2-Player Season is in choosing teams for single and multi user games.

SINGLE USER TEAM SELECT

To select teams for a 1-player Season:

- Press ↑ / ↓ to select a team.
- To keep track of player stats and determine player skill levels, press ⊙ to cycle through your Login User Names and assign one to your team. If you haven't already created Login User Names, see *Create User* on page 26 for more information.
- Press ✕ to bring up the Season options.
- Press ← / → to choose a 14, 29, or 162 game season, and then press ↑ / ↓ to turn the Batting Cursor ON or OFF. See *Total Control Batting* on page 6 for more information.
- Press ✕ to continue.

MULTI USER TEAM SELECT

To select teams for a 2-Player Season:

- Press ↑ / ↓ to select a team for User 1. To randomly choose teams, press ◉. To view the stats of a team, press ◉.
- Press ← / → to select User 2, and then press ↑ / ↓ to select a team.
- Press ✕ to bring up the Season options.
- Press ↑ / ↓ to choose an option, and then press ← / → to make a selection. See *Player 1 / 2 Levels* and *Player 1 / 2 Bat Cursor* on page 10 for more information. Also see *User Records* on page 26 for more information on login options.
- Press ◉ to choose a Season length of 14, 29, or 162 games.
- Press ✕ to continue.

ENTER SEASON

Enter Season brings up the Schedule screen showing the 2002 team schedule.

- Press ↑ / ↓ to highlight a game, and then press ✕ to play a game.

To simulate a game:

- Press ↑ / ↓ to highlight a game, and then press ◉ to bring up simulation options.
- Press ↑ / ↓ to choose an option, and then press ✕ to simulate.

FRANCHISE MODE

In Franchise Mode you start off with a team made up of players with the lowest attributes. The goal is to earn enough points by winning games to be able to acquire franchise players from the player pool. There is no trading players in Franchise Mode, only acquiring and releasing players. As winning earns points, losing results in a deduction of points from your pool. Every played game also earns points for home runs, triples, doubles, and stolen bases. See *Exhibition Team Select* on page 14 for information on the team selection process.

To view the details of Franchise Mode, press ◉ to view the synopsis.

FRANCHISE MANAGER

Use the Franchise Manager to complete your player transactions.

PLAYER POOL

The Player Pool is used to release and acquire players. A purchase will be denied if your team has an insufficient amount of points.

- Press ↑ / ↓ to highlight a player on your roster, and then press ✕. All players sold are added to the Free Agent Pool.
- Press ✕ to confirm the sale.
- Press ↑ / ↓ to choose a player from the list in the Player Pool, and then press ✕. The player can only be purchased if he plays the same position as the player sold.

To buy a player from the Free Agent Pool without first selling a player:

- Press ◉ to enter the Free Agent Pool.
- Press ← / → to choose a player position.
- Press ↑ / ↓ to select a player from the pool, and then press ✕.

FRANCHISE INFO

View the team information for the current Season such as win/loss records, the value of your team (point total), and the roster number. Keep track of each team's status as you move through the Season.

DISABLED LIST

View the history of injuries that have occurred over the course of the Season and the date of each player's return to the lineup.

MANAGER MODE

In Manager Mode you are no longer a player. You become the manager of your team and make all managerial decisions which include starting lineups, pitching decisions, and substitutions. The CPU will play the game for you. See *Exhibition Team Select* on page 14 for information on this screen's options.

GENERAL MANAGER

Perform the duties of your team's General Manager by monitoring the League's status and using your power to alter your team's makeup.

TRADE PLAYERS

Trading players can be done on a one-for-one basis or by equaling a player's trade value with more than one player from the other team. Players released by the team will enter the Free Agent Pool.

- Press ← / → to select a team for the trade.
- Press ↑ / ↓ to select the player(s) to be traded, and then press ✖ to mark him. Keep track of the trade value of selected players, which is shown below the team roster.
- Press ▣ to switch sides, and then press ← / → to select another team for the trade.
- Press ↑ / ↓ to select a player(s) to trade for, and then press ✖ to mark him.
- Press ◉ to make the trade, and then press ✖ to complete the transaction.

To release players from your roster:

- Press ← / → to select a team.
- Press ↑ / ↓ to select the player(s) to release, and then press ✖ to mark him.
- Press ◉ to release the player(s), and then press ✖ to confirm the release.

FREE AGENTS

Use the Free Agent Pool to sign one or more players to your team's roster.

- Press ↑ / ↓ to select a Free Agent(s), and then press ✖ to mark him.
- Press ▣ to switch sides.
- Press ↑ / ↓ to select a player(s), and then press ✖ to mark him.
- Press ◉ to make the trade, picking up a Free Agent(s) for your team.

FARM SYSTEM

The Farm System has two attribute numbers (i.e., 83/88) shown to the right of the player name. The first number represents that player's current estimated ability. The second number represents his estimated ability potential. Farm System prospects are listed in green text and their attribute numbers will change throughout the season. Prospects can be called up to the majors at any time during the Season or Playoffs. Add up to 7 prospects per roster.

- Press ↑ / ↓ to select a player from the majors, and then press ✖ to mark him for a demotion to the farm.
- Press ▣ to switch sides to the farm system roster.
- Press ↑ / ↓ to select a player for promotion to the majors, and then press ✖ to mark him.
- Press ◉ to reassign each player.

CPU TRADE UPDATES

View the history of trades that have taken place over the course of the Season.

DISABLED LIST

View the history of injuries that have occurred over the course of the Season and the date of each player's return to the lineup.

PLAYOFFS

Try to make it into the World Series by winning each round of the Divisional Playoffs. Set up an entire Playoff bracket and compete in the Playoffs without having to go through an entire Season. The setup for the Playoffs is exactly the same as setting up a Season. Note that the Playoff length of 1-1-1 is a "Single Elimination" format and the length of 5-7-7 is a "Best of Series" format.

PLAYOFF TEAMS

Setup the Playoffs by choosing the team matchups within each bracket.

- Press ⬆ / ⬇ to select a Playoff bracket for your team, and then press ❌.
- Press ⬆ / ⬇ to select brackets, and then ⬅ / ➡ to select teams for the remaining American and National League Playoff slots. To select Playoff teams randomly, press ⬤.
- Press ❌ to enter the Playoffs Menu.

ENTER PLAYOFFS

From the Playoffs screen you can check the status of each matchup and the scores from each game played. You can also simulate games to move more quickly to the World Series.

To simulate a game:

- Press ⬆, ⬇, ⬅, or ➡ to move to a bracket, and then press ⬤.
- Press ⬆ / ⬇ to choose a simulation option, and then press ❌ to simulate.
- To begin or resume a Playoff game, press ⬆, ⬇, ⬅, or ➡ to the bracket of your team, and then press ❌.
- To view the scores of a series, press ⬆, ⬇, ⬅, or ➡ to a bracket, and then press ⬛.

WORLD SERIES

Selecting World Series will bypass all Season and Playoff games, bringing you straight to the final 7-game series. The setup for the Playoffs is exactly the same as setting up a Season. Note that the Playoff length of 1-1-1 is a "Single Elimination" format and the length of 5-7-7 is a "Best of Series" format.

See *Enter Season* on page 16 for information on how to simulate games.

SPRING TRAINING

Create a top prospect and try to earn enough points to make a Major League roster. To use the Continue Spring option, one must have already been started or loaded from a MEMORY CARD prior to making this selection.

NEW SPRING

The goal is for your prospect to earn a spot on a team by accumulating 50 status points. If your prospect plays good, fundamental baseball he will stay in the majors. Poor play will send him back to the farm system. If he earns 100 MLB status points during a 162-game season, he will play in the All-Star game.

NOTE: If a player is sent back down to the farm system for failing to play at a Major League level, he can work his way back up to the majors by performing well in extended Spring Training games.

CREATE PLAYER

Once you create your prospect, he is added to a team by being traded. See *Create Player* on page 23 for more information.

TRADE ROOKIE

To place your prospect on a roster, you must replace a current player by making a trade.

- Press ← / → to choose a team.
- Press ↑ / ↓ to select a player to replace on the roster.
- Press ✕ to replace the player on your roster with your prospect.
- Press ✕ to bring up the Spring Training Length dialog box.
- Press ← / → to choose a Spring Training Length, and then press ✕ to continue.

STATUS

Keep track of your prospect's abilities and statistics and see how close he is to reaching the Major Leagues. You must maintain Major League or All-Star status within the MLB Status window or you will be sent back to the farm system and your Season will end.

To alter your player's abilities:

- Press ↑ / ↓ to select an ability, and then press ← / → to raise/lower the ability level. Ability points can only be raised if there are points available.

To view your player's stats:

- Press ⬛ to switch to Statistics.
- Press ↑ / ↓ to view the entire list of stats.

HOME RUN DERBY

Have fun slugging it out with the best power hitters in the majors. Test your player development skills and enter the derby with some of your own created players.

- Press ← / → to choose a team.

- Press ↑ / ↓ to highlight a player, and then press ⬛ to add him to the lineup. Press ⬤ to delete players from the lineup in the order that they were added.
- Press ✕ to bring up the Controller screen.
- Press ↑ / ↓ to highlight a player, and then press ← / → to assign him to a controller.
- Press ✕ to continue.
- Press ← / → to choose the number of outs allowed per batter, and then press ✕ to enter the Pregame Menu.

GENERAL MANAGER

Using General Manager, you can make all of the necessary changes to a team's lineup by setting up trades, creating players, and holding a draft. See *General Manager* on page 18 for information on repeated menu items.

NOTE: Any change to your roster will alter your team's lineup. Be sure to check your lineup after a roster move to approve or adjust any changes to it.

CREATE PLAYER

Create a player that can dominate the league. Or have fun creating yourself by using your physical makeup and abilities. A created player enters the Free Agent Pool where he then can be picked up in a trade. You can create up to 24 players.

- Press ← / → to select a player number.
- Press ↑ / ↓ to highlight the First and Last name options.
- Press ✕ to edit the name and bring up the alphanumeric chart.
- Press ↑, ↓, ←, or → to highlight a letter or number, and then press ✕ to enter it. To delete a letter or number or to add a space, highlight ← / → and press ✕.
- Spell out a name, and then press ▲ to exit the chart.

- Press ↑ / ↓ to any player attribute, and then press ← / → to make a selection.
- Press ⬤ to alter your player's batting. You can press ⬤ to return to the Name category.
- Press ↑ / ↓ to choose a batting category, and then press ← / → to make a change.
- Press ↑ / ↓ to choose a player's overall abilities, and then press ← / → to raise/lower point totals. There are 236 ability points to distribute among your player's categories.
- Press ✕ to create your prospect.

To create a pitching prospect:

- From the position category, press ← / → to select P.
- Press ⬤ to move to the batting window of the screen.
- Press ✕ to bring up pitching categories.
- Press ↑ / ↓ to choose a pitching category, and then press ← / → to make a change.
- Press ⬤ to move to the "pitch types window" of the screen.
- Press ↑ / ↓ to choose a pitch type category, and then press ← / → to make a change.
- Press ✕ to create your pitcher and place him into the Free Agent Pool.

DRAFT

Players are drafted at 10 pitching positions and 15 fielding positions. Manually draft each position or have the computer hold an Auto Draft by pressing ⬤. The draft will go 25 rounds.

- Press ↑ / ↓ to select Team 1. To have the CPU choose two teams at random, press ⬤. To view the stats of a team, press ⬤.
- Press ← / →, and then press ↑ / ↓ to select Team 2.
- Press ✕ to continue.
- Press ← / → to designate your controller to a team.

- Press ↑ / ↓ to select a salary cap limit from 14, 16, 18, or 20 thousand. A preset time limit is associated to each salary cap limit. Selections must be made within one of the following time frames: 60, 45, 30, or 15 seconds.
- Press ✕ to continue.
- Press ✕ to start the draft. If you want to shuffle the order of the draft before you begin, press ⬤.

During the Draft:

- Press ← / → to draft from the different positions.
- Press ↑ / ↓ to highlight an available player, and then press ✕ to select him.
- Press ⬤ during the draft to review your picks.
- Continue this process until the draft is complete. At any time during the draft, press ⬤ to have the CPU hold an Auto Draft.
- When the draft is complete, press ← / → to view the rosters of each team.
- Press ✕ to accept the rosters or △ to reject them.

PLAYER CARDS

View the stats and attributes of any Major League player.

- Press ↑ / ↓ to select a team.
- Press ← / → to select a player, and then press ⬤ to view his stats and attributes.
- Press ← / → to choose a stat category, and then press ↑ / ↓ to scroll through the entire list of stats and attributes.

RESET ROSTERS

Restore all rosters to their original setup, erasing all previous changes.

USER RECORDS

User Records is a way to keep track of player stats. By selecting a team and assigning one of your created user names, your game skill will be determined by the outcome of each player's stats. After each game, view player stats to see if your players appear as statistical leaders. Your user name will be shown next to each player on the list from your team. Save your user records to the MEMORY CARD by following the instructions for MEMORY CARD on page 27.

CREATE USER

You can create up to eight users.

- Press ↑, ↓, ←, or → to select a user number.
- Press ✖ to edit a name.
- Press ← / → to highlight a letter, and then press ↑ / ↓ to choose a new letter.
- Press ▲ when you are done editing a user name. To delete a user name, select the user name and press ⬤.
- Press ▲ again to exit the screen.

PLAYER / USER VS. USER

View the player records at the completion of 1-player and 2-player games. In a 2-player game, tag both players with a different user name and compare User vs. User game statistics.

MEMORY CARD

Use the MEMORY CARD to Load, Save, and Delete files.

To Load or Delete a file:

- Return to the Main Menu and select MEMORY CARD. To swap MEMORY CARD slots, press ⬤.
- Press ← / → to select Load or Delete, and then press ✖.
- Press ↑ / ↓ to select a file to load or delete, and then press ✖.
- Press ✖ to Load or Delete the file or ▲ to cancel.

To save a Season or Playoff game:

- Return to the Main Menu and select MEMORY CARD.
- Press ← / → to select Save.
- Press ✖ to activate the alphanumeric chart.
- Press ↑, ↓, ←, or → to highlight a letter or number, and then press ✖ to enter it. To delete a letter or number or add a space, highlight the back or front arrow and press ✖.
- Spell out a name, and then press ▲ to exit the chart.
- Press ✖ to save the file or ▲ to cancel.

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