

# Aaron Boone vs. Tim Lincecum™

Battle of the Big Bats™



MINDSCAPE SPORTS ADVANTAGE™

# Aaron vs. Ruth

Battle of the Big Bats



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## INTRODUCTION

Welcome to AARON VS. RUTH: BATTLE OF THE BIG BATS. Hank and Babe have come to slug it out, and they're bringing a few of their friends! AARON VS. RUTH: BATTLE OF THE BIG BATS brings baseball's all time greatest players to life in a game of unmatched control, realism, and playability-not to mention sheer fun.

You can battle against the computer, or head to head against a friend in Exhibition, Season, and Series games in historical ballparks like Ebbets Field and the Polo Grounds. AARON VS. RUTH has the best of both old time traditions (Home Run Derby, baggy uniforms, manual scoreboards, echoing announcer), and modern day baseball (Radar gun, pitch location screen, updated pitcher/batter reports) in one game. Probably the most remarkable feature of AARON VS. RUTH is that some of these superstars use their actual motions. You can see Willie Stargell's famous batting style, Juan Marichal's high leg kick delivery, and even Babe Ruth's home run trot (just to name a few). AARON VS. RUTH also has internet access, so you can go to your favorite baseball web sites from within the game. AARON VS. RUTH was designed to spark memories of good old fashioned baseball.

Play ball!

## GETTING STARTED

### HOW TO MAKE CHOICES

#### KEYBOARD CONTROLS

Throughout this manual, to use the "arrow keys" refers to the numeric keypad. The 4, 8, 6, and 2 keys represent the four directions of the arrows. For some functions, such as aiming the ball for your pitcher, you will be able to use the 7, 9, 1, and 3 keys as well to move the ball at diagonals. See the "Keyboard Quick Reference" section on page 19 for more information on keyboard commands.

#### MOUSE CONTROLS

Throughout this manual, to "click" means to move the mouse cursor over to the item to be selected and press the left mouse button. To "double-click" means to move the mouse cursor over to the item to be selected and press the left mouse button twice in succession. To "right-click" on an object means to move the mouse cursor over the item to be selected, and press the right mouse button.

#### JOYSTICK CONTROLS

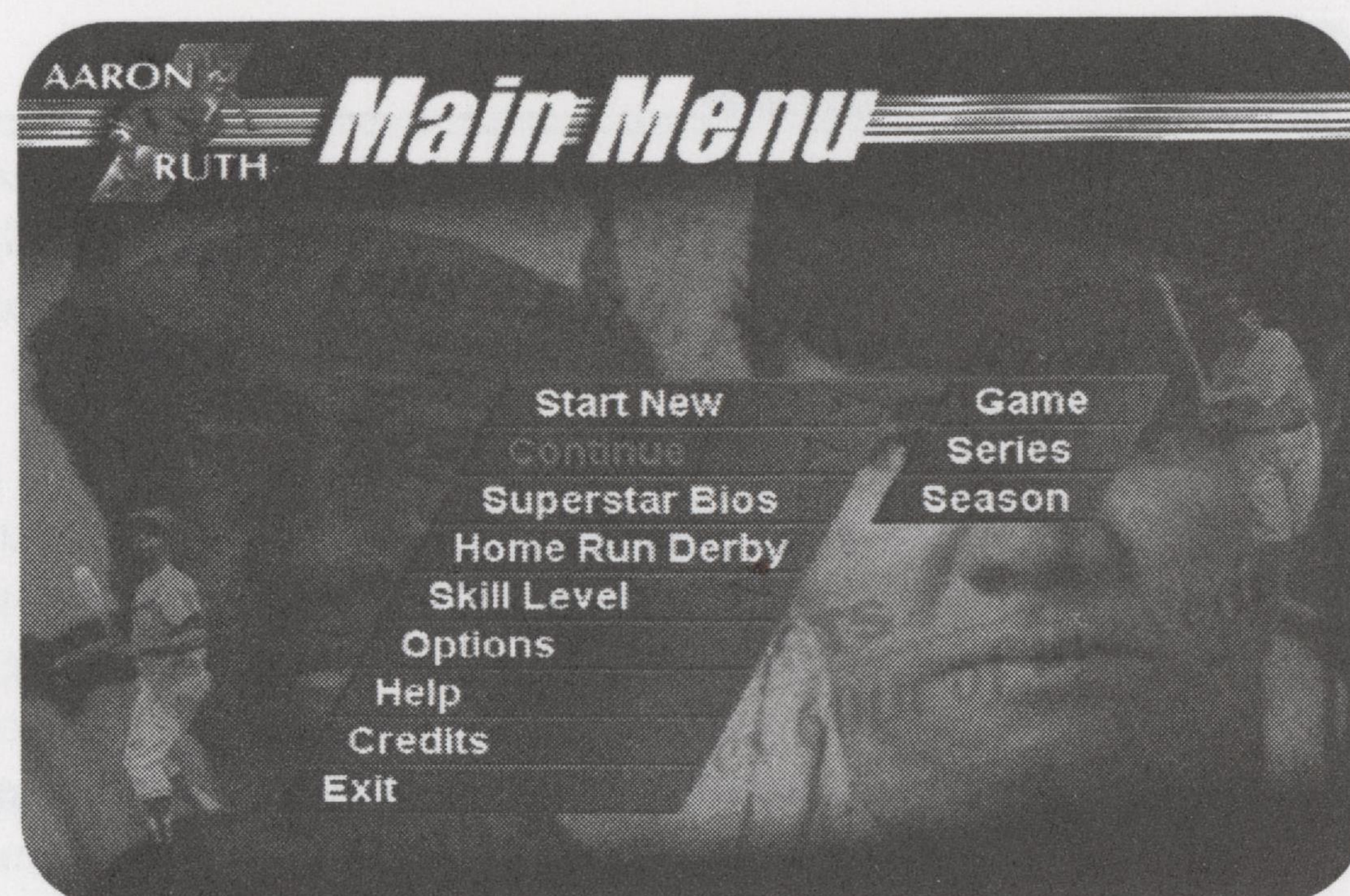
AARON VS. RUTH supports the use of the Gravis GamePad, Gravis GripPad and Microsoft® Sidewinder. You must have some type of alternative input device configured for two-player games. For detailed joystick control information, please see the enclosed data card.

*Note: A mouse is required to navigate all menu screens, regardless of the controller type used in the main game.*



## MAIN MENU SCREEN

The first screen that appears after you begin the game is the AARON VS. RUTH title screen. The Main Menu screen appears automatically, or you can click the mouse button, a joystick button, or press any key to bring up the Main Menu screen. When you first start AARON VS. RUTH, or when you exit a game, the Main Menu screen is displayed. From this menu you have several options.



### START NEW

Click here to start a new game, series, or season. This brings up the applicable Setup screen. See the "Setting Up a New Game, Series, or Season" section, beginning on page 3, for more details.

### CONTINUE

If you have previously saved a game, series, or season, click here to load it. After selecting the type of save you wish to load, you are brought to the applicable Continue screen. For more information, see the "Continuing a Saved Game, Series, or Season" section, starting on page 5.

### SUPERSTAR BIOS

This brings up the Superstar Bios screen, where you can view biographies of the superstars of baseball. See the "Superstar Bios" section, which begins on page 5, for more details.

### HOME RUN DERBY

Click here to battle it out in a Home Run Derby. The "Home Run Derby" section, on page 6 contains more information on setting up and playing this type of game.

### SKILL LEVEL

Click here to select your overall level of play. The greater the level of difficulty, the more control you assume over the baserunning, batting, fielding, and pitching functions in the game. At the Amateur level the computer controls most of these functions, while at the Professional level, you are required to make more decisions, and at the Superstar level, you are controlling most of the aspects of these functions. Your level of control over baserunning, batting, fielding, and pitching can still be set individually from the appropriate screen. See the "User Setup" section beginning on page 6, for details on how to configure your skill level.

### OPTIONS

This brings up the Options screen, which allows you to set sound levels and the control of trading and skill point distribution, as well as other options. For more information, see the "Options" section, beginning on page 6.

### HELP

Selecting this opens the electronic help files, where you can find instant answers to your game questions.

### CREDITS

Brings up a screen listing the credits for AARON VS. RUTH.

### EXIT

Click here to exit the game, and Return to your Windows® 95 desktop.

## SETTING UP A NEW GAME, SERIES, OR SEASON

When you choose **Start New** from the Main Menu screen, a screen is displayed from which you can set up a new game, series, or season. All games can be played by one or two players. When you click on **Start New**, then on **Game**, **Series**, or **Season**, two more menu windows will appear off of that option (**One Player** and **Two Players**). However, these options do not appear if you don't have a joystick or game device configured for your system. The game then sees the keyboard as the only device. When **Two Players** is selected, then the **Player 2** button appears at the bottom of the necessary menus.

The New (Game, Series, or Season) Setup screen is displayed when you start a new game. In this screen, you specify many options to configure your game. The screen defaults to the Player 1 Setup screen; if two people are playing, click on the **Player 2** button at the bottom of the screen to make the selections for the second player.

Next to each option, there is a selection of text bracketed by arrow buttons. You can change an option several ways:

- Clicking directly on the arrow buttons to cycle through the choices.
- Right-clicking to bring up the choices, and either highlighting and clicking, or using the up and down arrow buttons and pressing **Enter** to make your selection.
- Clicking on the text selection, and use the left or right arrow buttons to cycle through the choices.

Following are explanations of your possible options.

**TEAM** Select the team you want. Select the **Hammers** to have Hank Aaron captain your team. Select the **Bambinos** to have Babe Ruth captain your team.

**STADIUM** Select the stadium in which you want to play the game. Select **Random** to have the computer select a random stadium for you.

**HOME TEAM** Select which team will be at home.

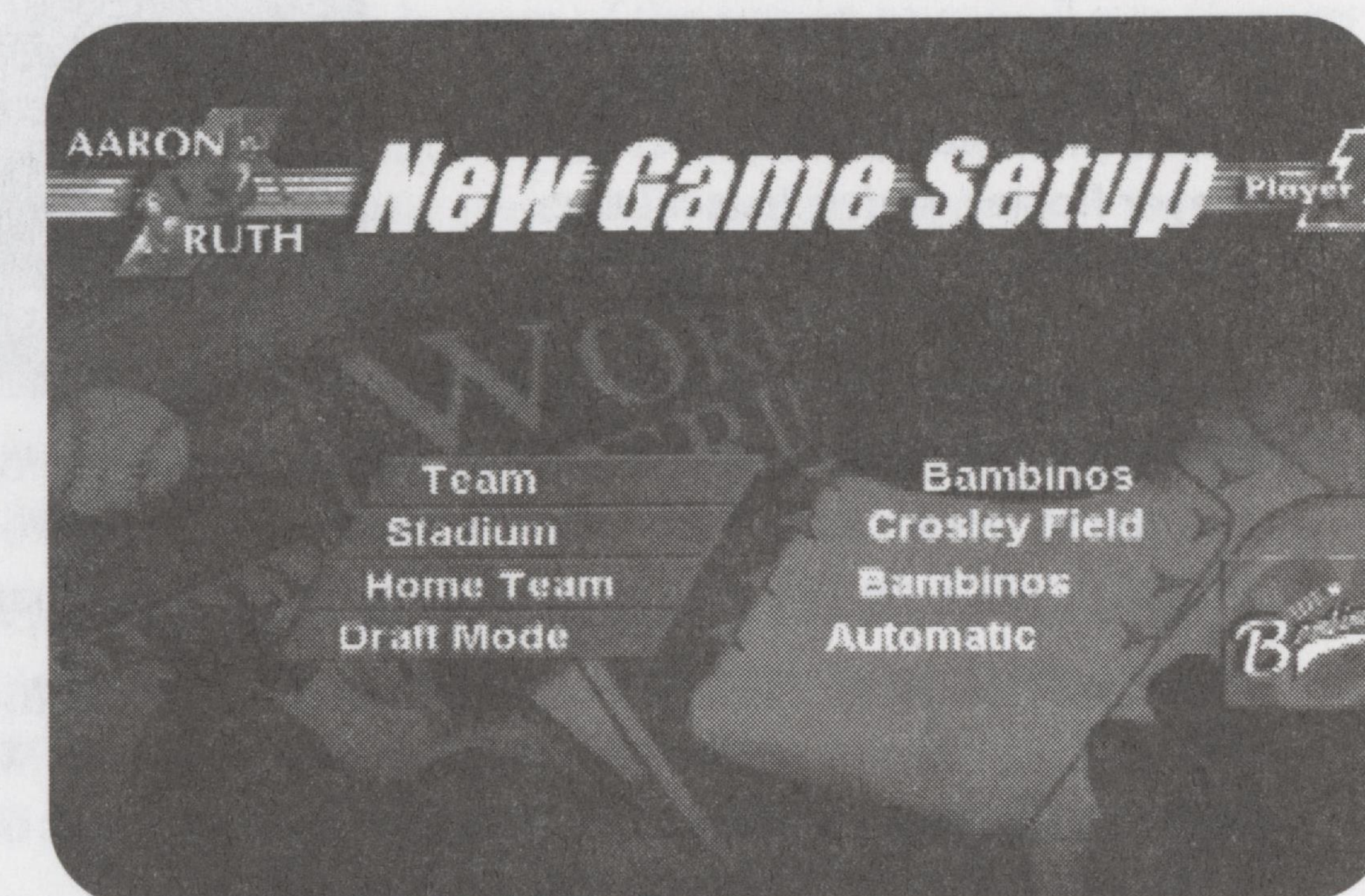
**DRAFT MODE** Select the way in which players are chosen for each team. Select **Auto** to have the computer automatically generate the two teams. Select **Manual** to display the Draft Mode screen, where you can choose which players are on your team. The Draft Mode screen is displayed when you click on the **Okay** button at the bottom of the screen. See the section "Drafting a Team" starting on page 4 for more information on the Draft Mode screen.

**SERIES LENGTH** Select how long you want the series to last.

**FIRST GAME** Select whether the first game of the series is a home or away game for your team.

**SEASON LENGTH** Select how many games you want to play in the season. At the bottom of the New Season Setup screen is also the **Edit Roster** button. This takes you to the Edit Season Players screen, where you can personalize existing players. For more details, see the "Editing Your Roster" section on page 4.

Press the **Escape** key or click on the **Cancel** button at the bottom of the screen to abort the new game setup and return to the Main Menu screen. When you are satisfied with your choices, click on the **Okay** button at the bottom of the screen, or press **Enter** to continue to the Pre-Game Summary screen, or to the Draft Mode screen if you choose to manually draft your team.



## EDITING YOUR ROSTER

Selecting the **Edit Roster** button from the New Season Setup screen brings up the Edit Season Players screen. Here you can change existing players' names, numbers, batting and throwing arms, and skin tone, to personalize your team, or add a favorite player.

On the left side of the screen is the **Player Roster** which lists all the players in the game. Double-click on a name to select that player, or click on a name and click on the **Edit Name** button at the bottom of the screen. On the right side of the screen are six options you can change to personalize your players. Below the top two choices, Name and Uniform Name, is a text box; click on the text box and type to change a name, press **Enter** when you've finished.

Press the **Escape** key or click on the **Cancel** button at the bottom of the screen to cancel any changes and return to the New Season Setup screen. When you are satisfied with your choices, click on the **Okay** button at the bottom of the screen, or press **Enter** to save your changes and return to the New Season Setup screen.

Also at the bottom of the screen is a **Sort** button, which toggles between sorting the players in alphabetical order, and listing them according to the team they are on. The **Load Roster** and **Save Roster** buttons bring up screens allowing you to load, rename or delete a roster you've already saved, or to save a roster under a unique name.

**PLAYER ROSTER** Displays your team's current roster. Select the player you want to change by double-clicking on the name, or click on a name and click on the **Edit Name** button at the bottom of the screen.

**NAME/UNIFORM NAME** Displays the name of the player. Click on the existing name and type a new name. The maximum length of the name varies depending on the letters in the name, between 9 and 31 letters.

**UNIFORM NUMBER** Displays the current uniform number. Select a new number by using the arrow buttons.

**ARM** Selects whether the player throws with his **Left** or **Right** hand.

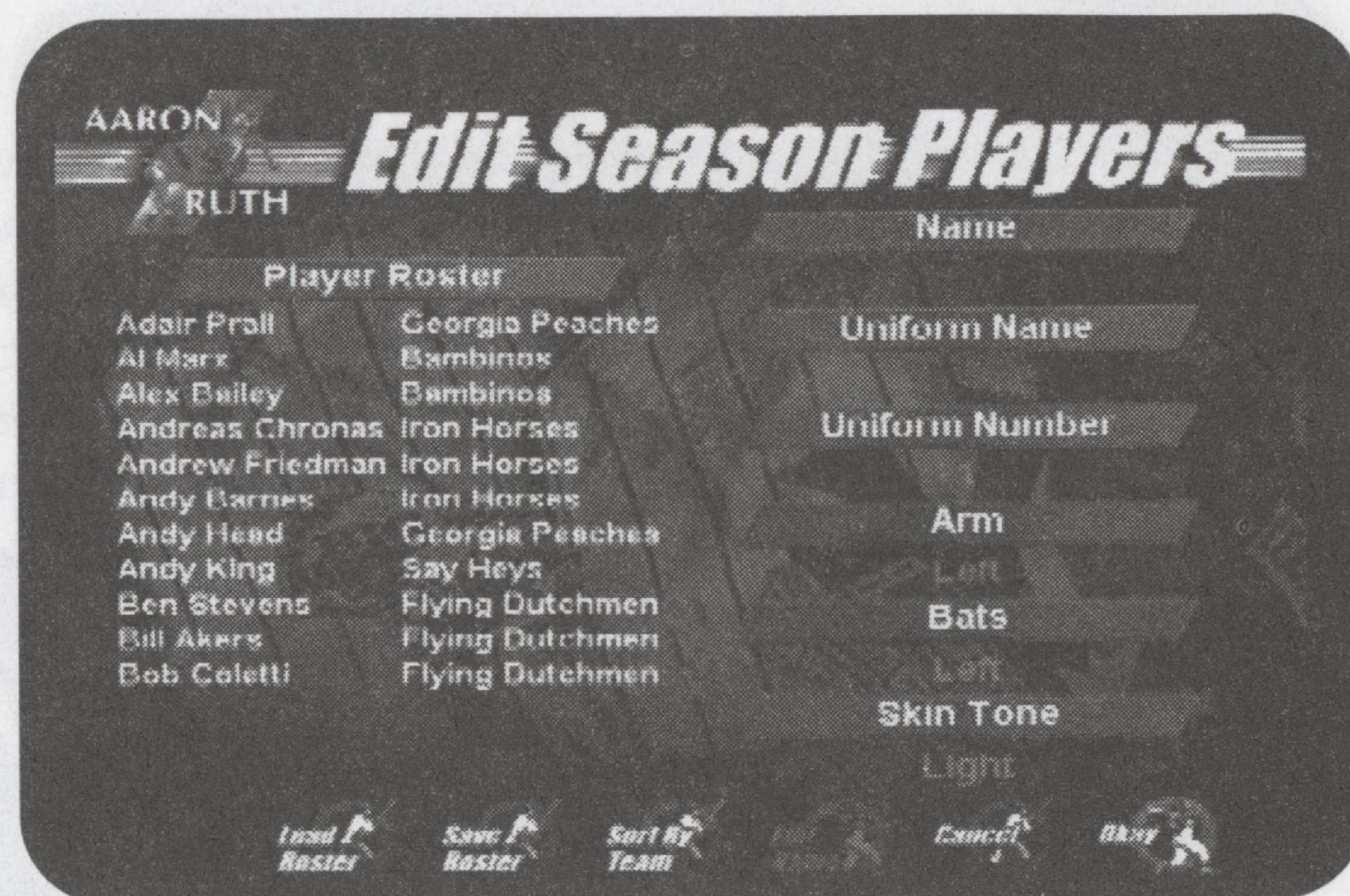
**BATS** Selects whether the player bats **Left**, **Right**, or **Switch**.

**SKIN TONE** Selects the skin tone of the player, either **Light**, **Medium**, or **Dark**.

## DRAFTING A TEAM

The Draft Mode screen is displayed when you select Manual draft mode from the New Game or Series Setup screens or the Home Run Derby Setup screen. Use the Draft Mode screen to select the players you want on your team. You must select all your starting players before drafting back-ups. The Player Pool is the listing of available players in the center of your screen. At the bottom of the screen you are told how many draft picks you have available. Click on a name to select a player you want to draft. On either side of the Player Pool are the Team Rosters.

At the bottom of the screen are several buttons that control the draft process. Click on the **Stats** button to display the Lifetime Stats screen, where you can view the stats of the player you selected in Player Pool. Click on the **Done** button to return to the Draft Mode screen.



Click on the **Draft** button to draft the player you selected in Player Pool, or simply double-click on the player's name. Select a player from your team's roster and click on the **Undraft** button. on or simply double-click on a player name in your roster to return the player to the Player Pool, and open a slot on your team.

If you decide to have the computer automatically select the rest of your players, click on the **Autofill** button and both teams' rosters are filled. This brings up the Pre-Game Summary screen. Click on the **Sort** button to toggle between sorting the Player Pool by position or name.

Press the **Escape** key or click on the **Cancel** button at the bottom of the screen to cancel any changes and return to the New Game, Series, or Season Setup screen, or the Home Run Derby screen. When you are satisfied with your choices, click on the **Okay** button at the bottom of the screen, or press **Enter** to accept the results of the draft, and continue to the Pre-Game Summary screen.

## CONTINUING A SAVED GAME, SERIES, OR SEASON

The Continue (Game, Series, Season) screen is displayed whenever you continue a saved game, series, or season. You can also delete saved games, series, or seasons.

A list of your saved games, series, or seasons is given in the center of the screen. Click on the name of the game, series or season you want to continue or delete to select it. Click on the **Delete** button at the bottom of the screen to delete the selected game, series, or season. You are prompted to confirm this deletion.

Press the **Escape** key or click on the **Cancel** button at the bottom of the screen to return to the Main Menu screen. Press the **Enter** key, or click on the **Okay** button at the bottom of the screen to continue the selected game, series, or season, and bring up the Game Summary screen.

## SUPERSTAR BIOS

The Superstar Bios screen shows the stats and biographies of the greatest players in the history of baseball. A list of these superstars appears in the center of the screen. You can scroll through this by clicking on the up and down arrow buttons. Select the player whose biography you want to view by clicking on his name, and clicking on the **View Bio** button at the bottom of the screen, or by double-clicking on the player's name. This brings up the Biography screen.

Also at the bottom of the screen is the **WWW** button. Clicking on this button links you to your Web browser, if you have already configured it. If no browser is configured, you have the option to install the AT&T WorldNet<sup>SM</sup> service (separate access fee may apply). Press the **Escape** key or click on the **Done** button at the bottom of the screen to return to the Main Menu screen.

## BIOGRAPHY SCREEN

The Biography screen shows the biography of the player you selected in the Superstar Bios screen. At the left side of the screen the player's picture, and a few pertinent stats are displayed. At the right of the screen is given the player's biography. Along the bottom of the screen are several buttons. The **Page Up** and **Page Down** buttons scroll through the text of the biography, while clicking on the **Stats** button replaces the biography with a listing of the player's lifetime stats totals. Click on the **View Bio** button at the bottom of the screen to bring back the biography text.

Press the **Escape** key or click on the **Player's List** button at the bottom of the screen to return to the Superstar Bios screen.

## HOME RUN DERBY

The Home Run Derby is a sub-game hitting contest based on the pre-game competitions sometimes played before exhibition games such as the All-Star game. Two teams of batters compete to see which can hit the most home runs within a given number of outs. Use the Home Run Derby screen to set the options for the Home Run Derby you want to play, including the team name, stadium, roster size, number of outs and drafting mode. The Home Run Derby screen defaults to the Player 1 Setup screen; if two people are playing, click on the **Player 2** button at the bottom of the screen to make the selections for the second player.

Press the **Escape** key or click on the **Cancel** button at the bottom of the screen to cancel the Home Run Derby and return to the Main Menu screen. When you are satisfied with your choices, click on the **Okay** button at the bottom of the screen, or press **Enter** to start the game, or to go to the Draft Mode screen if you choose to manually draft your team.

Once your team takes the field, all you have to do is control your batter. The teams take turns putting a slugger up to bat, and a neutral pitcher throws, within the strike zone as much as possible. Any swing which does not connect, or any hit which is not a home run, counts as an out. After both teams' batters have been up to bat, the team with the most home runs wins.

## OPTIONS

The Options screen is displayed when you click **Options** from the Main Menu screen or the Pre-Game Setup screen. Use the Options screen to select wind conditions, sound options, whether player baseball cards are displayed, and who controls trading and skill point distribution.

When you are satisfied with your choices, click on the **Okay** button at the bottom of the screen, or press **Enter** to save your changes and return to the Main Menu screen.

Also at the bottom of the screen is the **Edit Roster** button, which brings up the Edit Season Players screen, and the **User Setup** button. Click on this to bring up the User Setup screen, where more options can be changed. For more information, see the "User Setup Screen" section below, and "Editing Your Roster" starting on page 4.

### WIND CONDITIONS

Selects the wind conditions for all games. Choose any wind condition to play all games with that wind condition, or choose **Random** to play games with differing wind conditions.

### MUSIC, SOUND EFFECTS, CROWD/ORGAN, ANNOUNCER, AND UMPIRE

Selects whether these sounds are on or off. Choose any volume level (**Quiet**, **Medium**, **Full**) to turn the sound on. Choose **Off** to turn the sound off.

### BASEBALL CARDS

Selects whether baseball cards are displayed for the players (**On/Off**).

## USER SETUP SCREEN

Use the User Setup screen to set defensive and offensive skill levels, and to control who manages your starting lineup.


Press the **Escape** key or click on the **Cancel** button at the bottom of the screen to cancel your changes and return to the Options Menu. When you are satisfied with your choices, click on the **Okay** button at the bottom of the screen, or press **Enter** to save your changes and return to the Options Menu.


### CONTROLLER

Choose a control device for the game (**None / Keyboard / Gravis Gamepad / Gravis Grip / Microsoft Sidewinder**). *Note: A mouse is required to navigate all menu screens, regardless of the controller type used in the main game.*


## BATTING SKILL


Selects the level of difficulty with which you bat against your opponent. Two indicators show the location of the pitch. Batting skill changes the length at which these two indicators remain on the screen.

 Indicates where the pitcher is aiming; only appears if another human is playing your opponent.


 Indicates the place at which the pitch will cross the plate.


### AMATEUR


 Is displayed, if another human is playing your opponent.


 Appears before the pitch is thrown, and for several seconds after the release.

### PROFESSIONAL

 Is NOT displayed.

 Flashes for several seconds after the pitch is released.

 Is NOT displayed.

 Flashes briefly when the pitch is released.

## PITCHING CONTROL

Selects whether pitching is controlled by you or the computer.

## FIELDING SKILL

Selects the difficulty level of fielding and determines whether fielding is controlled by you or the computer. Fielding skill determines what part of the fielding process you control during the game.

**COMPUTER** The computer automatically directs the player at which the ball is hit. The computer makes the throws, and moves all defensive players. (The player does nothing for defense.)

**AMATEUR** The computer still directs the player at which the ball is hit. However, once the ball is caught, you make the throws, and control the player.

**PROFESSIONAL** You control the player at which the ball is hit. A red circle appears on the screen where the ball should land.

**SUPERSTAR** You control the player at which the ball is hit. NO red circle appears.

## BASE RUNNING CONTROL

Selects whether baserunning is controlled by you or the computer.

## MANAGE STARTING LINE-UP

Selects whether you or the computer manages your starting lineup.

## BATTER, BASERUNNER, PITCHER, AND DEFENSIVE SUBSTITUTIONS

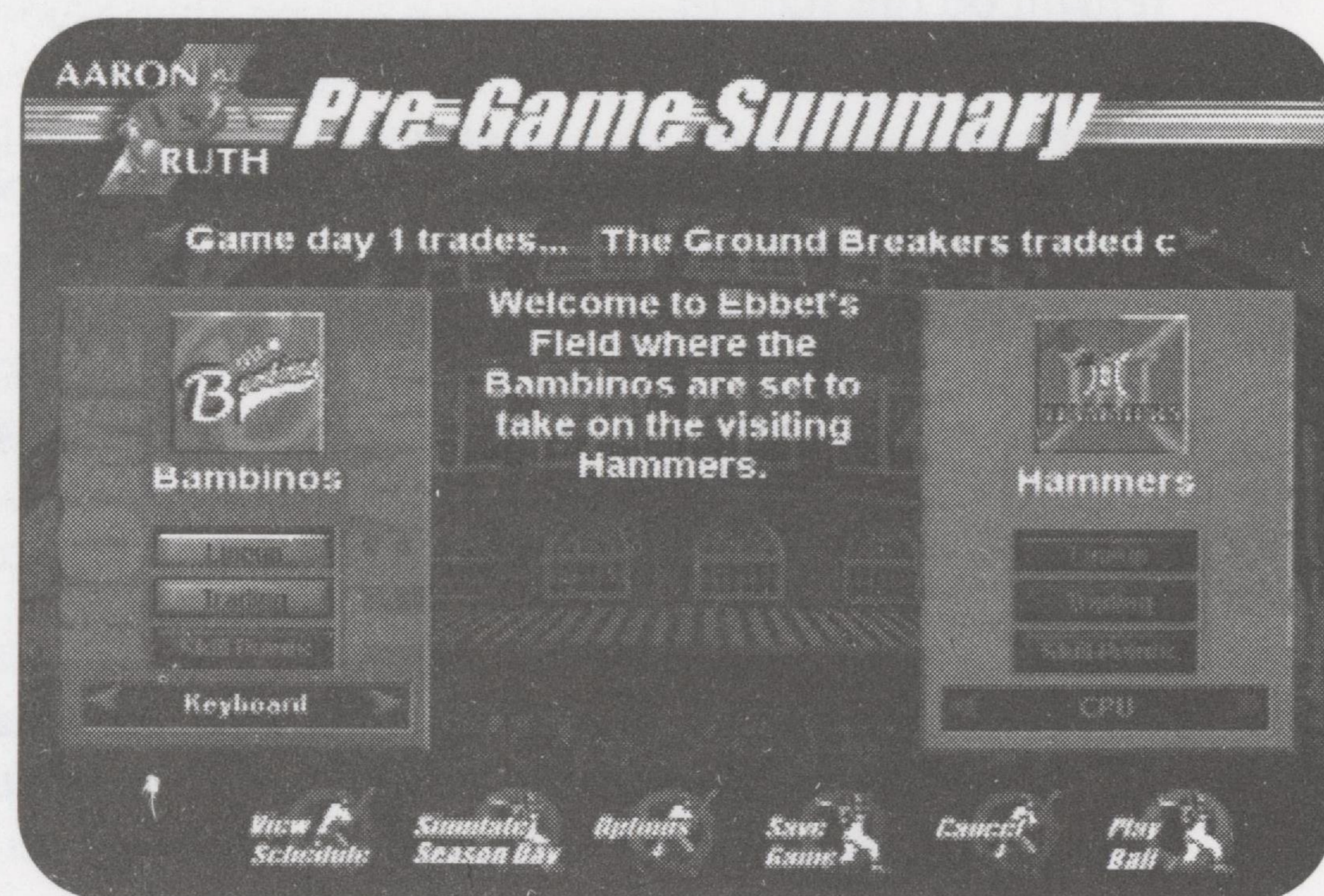
Selects whether these substitutions are controlled by you or the computer.

## POSITION DEFENSE

Selects whether defensive positioning is controlled by you or the computer.

## PRE-GAME SUMMARY SCREEN

The Pre-Game Summary screen displays the details of the game to be played. From this screen, you select which controller you will use, your starting defensive lineup and batting order, and other game options. Trade information scrolls across the top of the screen. On either side of the screen is a Team Information box, containing one or more of the following buttons and options.



**LINEUP** Click to display the Starting Lineup screen, where you can change your starting defensive lineup. From the Starting Lineup screen, you can display the Batting Order screen, as well as make substitutions or view stats. For more details, see the “Starting Lineup Screen” section on page 9.

**TRADING** Click to enter the Trade Proposal Screen, where you can make trade offers. For more details, see the “Trading” section beginning on page 10.

**SKILL POINTS** This option is only available if you are playing an entire season. Click to enter the Player Skills screen, where you can assign the skill points that are awarded during season play. For more information, see the “Skill Points” section beginning on page 11.

**CONTROLLER** Select the controller you want to use to control your team by clicking on the text to cycle through the options, clicking on the arrow keys to cycle through the options, or right-clicking on the text and selecting a controller method from the pop-up list. Select **Keyboard** to use keyboard commands. Select **Gravis Gamepad** to use the **Gravis GamePad** or **Gravis GripPad**, or select **Sidewinder** to use the **Microsoft Sidewinder**. You must configure your gaming device for Windows 95 in order to use that device with AARON VS. RUTH. See the **Control Panel** under **Joysticks/Gaming Device** for information on how to configure your controller.

*Note: A mouse is required to navigate all menu screens, regardless of the controller type used in the main game.*

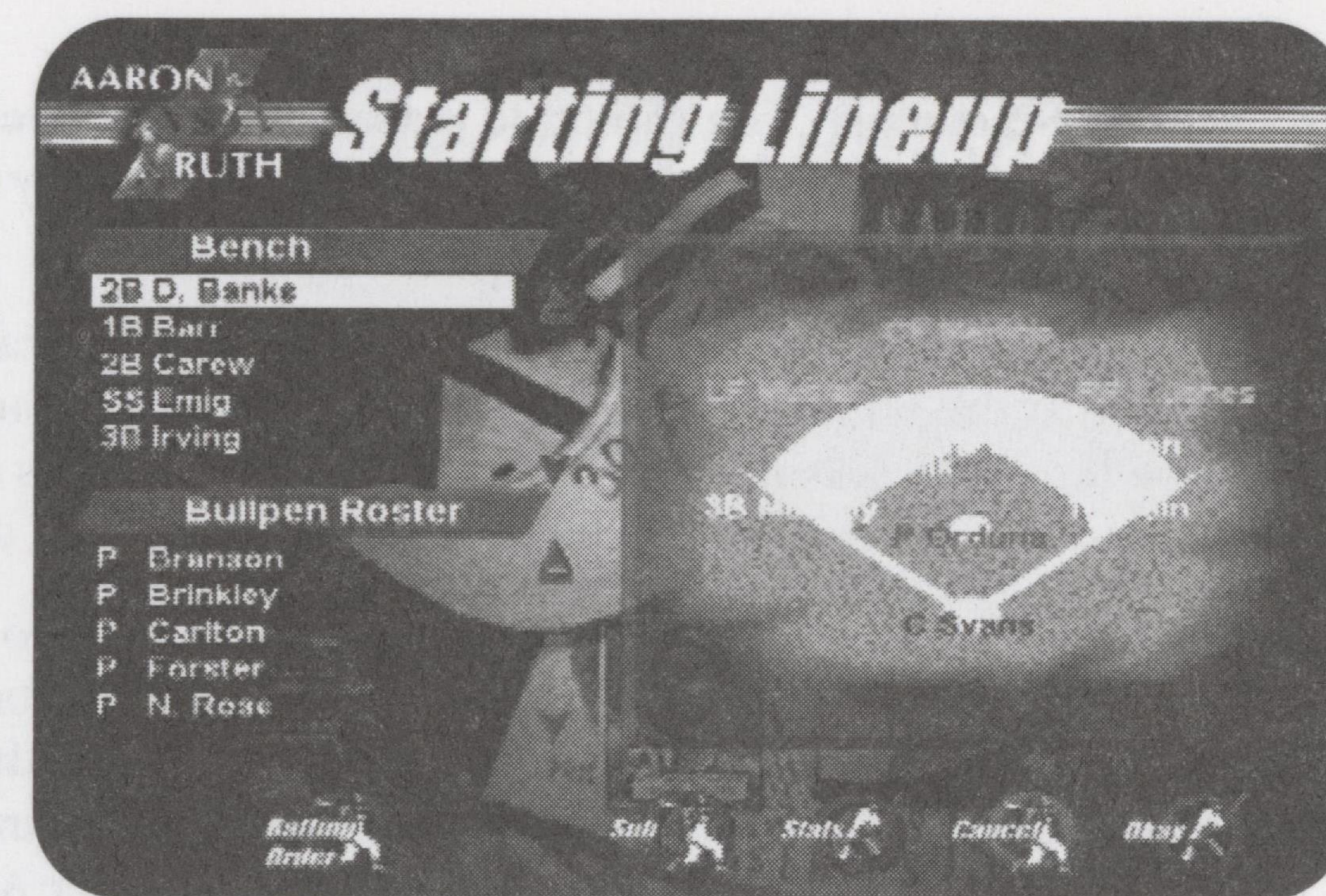
For series or seasons, the **View Schedule** button appears at the bottom of the screen. Click on it to display your team’s remaining schedule of games, and/or the team standings. The **Simulate Season Day** button also appears in season or series play. Click on it to simulate the current day’s games. The result of the game is displayed in the Post-Game Summary screen.

Click the **Options** button to display the Options screen, where you can select various sound effects options, wind conditions, and whether player cards are displayed. For more information, see the “Options” section beginning on page 6. Click on the **Save Game** button to save the current game, series, or season with the current settings.

Press the **Escape** key or click on the **Cancel** button to cancel any changes you have made and quit the current game, series or season. You are prompted to save before quitting, then you are returned to the Main Menu screen. To start the current game press the **Enter** key or click on the **Play Ball** button. This brings up the Game Play screen. See the section “Game Play Screen” starting on page 12, for additional details.

## STARTING LINEUP SCREEN

Clicking on the Lineup button from the Pre-Game Summary screen brings up the Starting Lineup screen, where you can make defensive substitutions, view your batting order, and view player stats. On the left side of the screen is a list of the players not currently on the field, the **Bench**, and the other pitchers you have available, the **Bullpen**. On the right side of the screen is the playing field. Along the bottom of the screen are a row of buttons that control the Starting Lineup screen.



The player’s names on the playing field are color-coded to signify their positions: **Green** for Outfielders, **Yellow** for Infielders, **Red** for Pitchers, and **Blue** for Catchers. *Note: You cannot substitute non-pitchers as pitchers.*

Click on a player’s name to select that player. You make substitutions by selecting a player, either on the field or on the roster, clicking on the name of the player you wish to substitute, and clicking on the **Sub** button. Both players must be highlighted for the substitute option to be active. Click on the **Stats** button to display the Stats screen, where you can view the stats of the player you selected. If you are playing a single game, the lifetime stats of the player are given, otherwise the player’s accumulated stats for the series or season are shown. Click on the **Done** button to return to the Starting Lineup screen.

Clicking on the **Batting Order** button brings up the Batting Order screen. See the “Batting Order Screen” section below for details.

Press the **Escape** key or click on the **Cancel** button at the bottom of the screen to cancel any substitutions made and return to the Pre-Game Summary screen. When you are satisfied with your substitutions, click on the **Okay** button at the bottom of the screen, or press **Enter** to save your changes and return to the Pre-Game Summary screen.



## BATTING ORDER SCREEN

Clicking on the **Batting Order** button from the Starting Lineup screen brings up the Batting Order screen. Along the left side of the screen is listed the current batting order for your team, and on the right, the playing field appears. Along the bottom of the screen is a row of buttons controlling the batting order.

Click on a player’s name on the batting order list to select that player. Then click the **Move Up** or **Move Down** button to shift that player to a different place in the batting order. Click on the **Stats** button to display the Stats screen, where you can view the stats of the player you selected. Click on the **Done** button to return to the Batting Order screen.

Click on the **Starting Lineup** button to return to the Starting Lineup screen. Press the **Escape** key or click on the **Cancel** button at the bottom of the screen to cancel any changes made and return to the Pre-Game Summary screen. When you are satisfied with your batting order, click on the **Okay** button at the bottom of the screen, or press **Enter** to save your changes and return to the Pre-Game Summary screen.

## TRADING

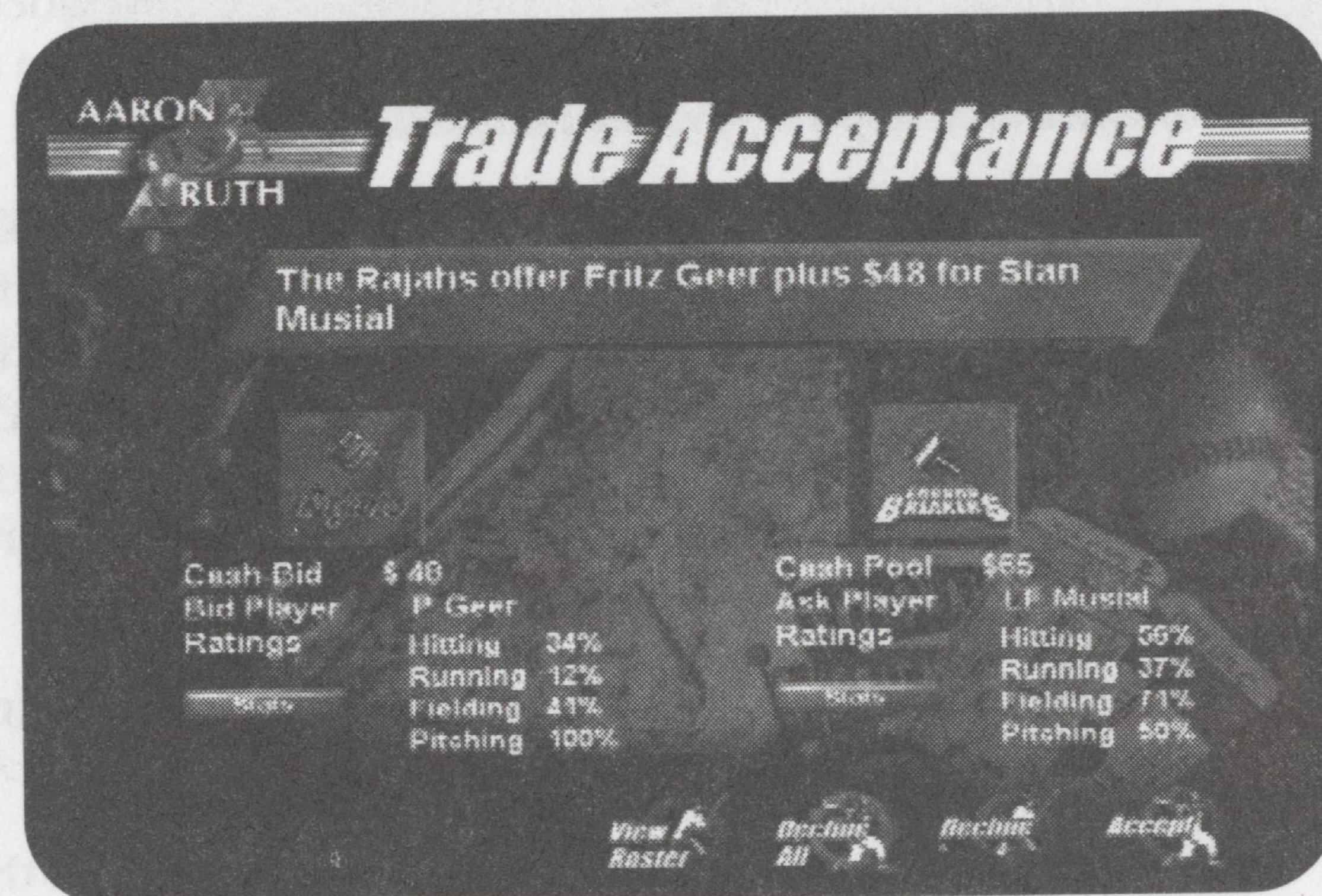
During Season play, you can trade players among the teams and acquire players from the Free Agent pool. A particular trade deal can be offered only once per game. A trade offer can be accepted or rejected but cannot be countered.

Each team begins the season with one hundred-fifty trading dollars. Additional trading dollars are earned at the rate of one for each game played plus one additional for each victory. At the end of each ten game season block, the first place team earns an additional twenty trading dollars and the second place team earns an additional ten trading dollars.

In addition to trades with other teams players may also be acquired from the Free Agent Pool. In order to acquire a player from the pool a roster position must first be freed by releasing a current player to the pool or completing a cash only trade with another team. A released player has no value and is not considered when bidding to acquire a Free Agent player. If a Free Agent acquisition is rejected, the player released to the Free Agent pool may be reclaimed without cost.

## TRADE ACCEPTANCE SCREEN

This screen appears when the computer is proposing a trade to you. At the top of the screen a text box lists the details of the trade. Below that, the player or players to be traded appear underneath their team insignias. The ratings of each player in comparison to the rest of the players in the game are given, the higher the number, the better the rating. You can click on the Stats button to display the Season Stats screen, where you can review the performance of the player you selected so far this season. Click on the Done button to return to the Trade Acceptance screen.



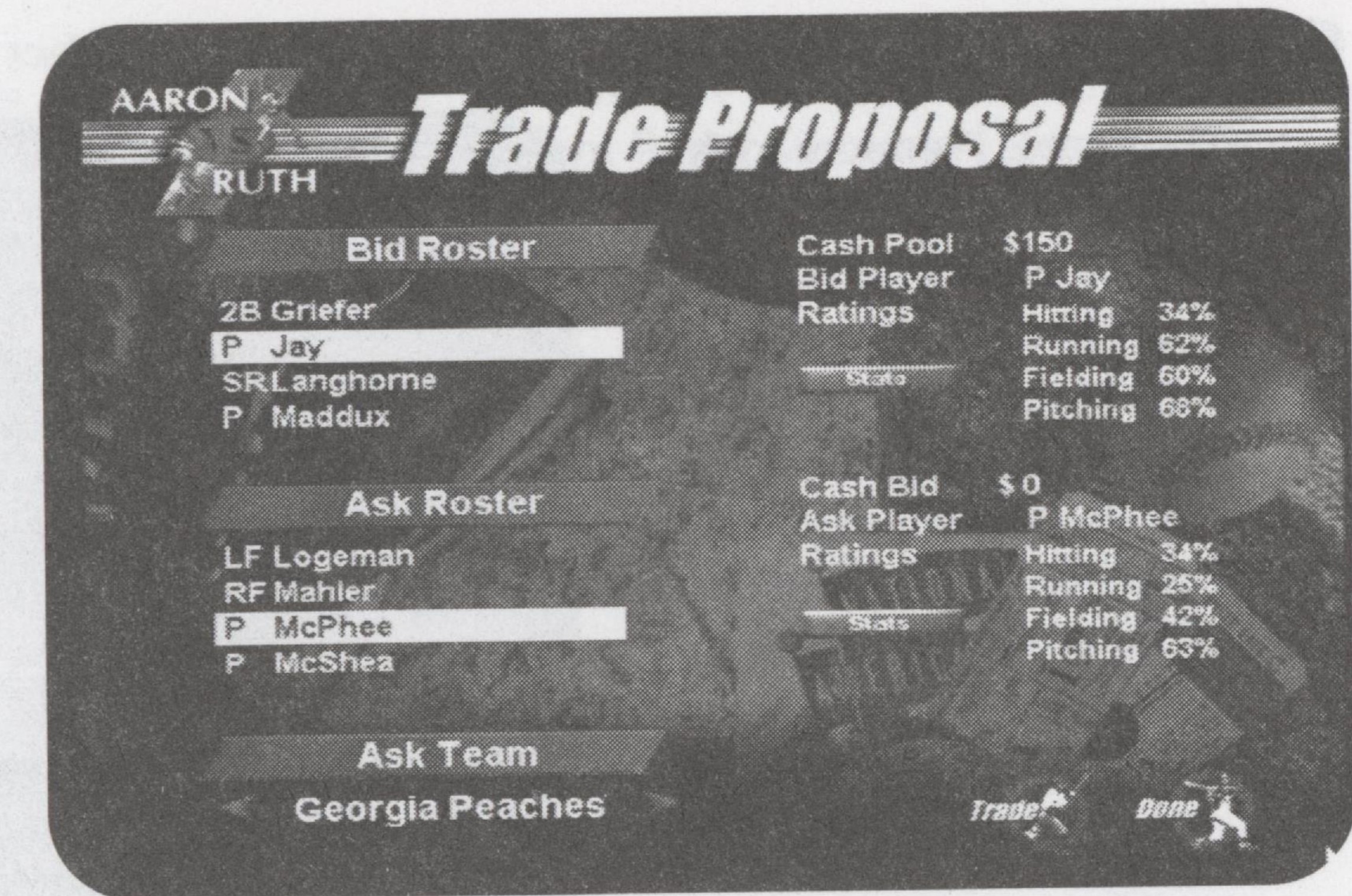
At the bottom of the screen is a row of buttons. Click on the **View Roster** button to bring up the Roster screen, from which you can check the season stats of all your players. Click on the **Okay** button to return to the Starting Lineup screen. Press the **Escape** key or click on the **Decline** button at the bottom of the screen to refuse the trade, and if no other trades are offered, it brings up the Pre-Game Summary screen. If you approve of the offer, click on the **Accept** button at the bottom of the screen, or press **Enter** to agree to the trade. This also brings up the Pre-Game Summary screen if there are no further trade offers. Clicking on the **Decline All** button refuses all trade offers for that session, and brings up the Pre-Game Summary screen.

## TRADE PROPOSAL SCREEN

The Trade Proposal screen is where you make trade offers to any other team in the game. There is a **Bid Roster** (the players available on your team to offer for trade), and an **Ask Roster** (the players available on other teams). The **Ask Team** button is directly below the **Ask Roster**, and allows you choose which team's **Ask Roster** you'd like to view. Click on a player's name to select him. Whenever you select a player from either list, his ratings appear to the right of the list you chose him from.

A selected player's stats are also accessible from the Ratings menu. To offer a trade, you simply select a player from your **Bid Roster**, select a player from another team's **Ask Roster** (if you want to include cash in the trade proposal, you can click on the cash bid area and enter an amount for either team), then click on the **Trade** button. Your trade offer is either be Approved or Rejected, depending on how sensible an offer it was.

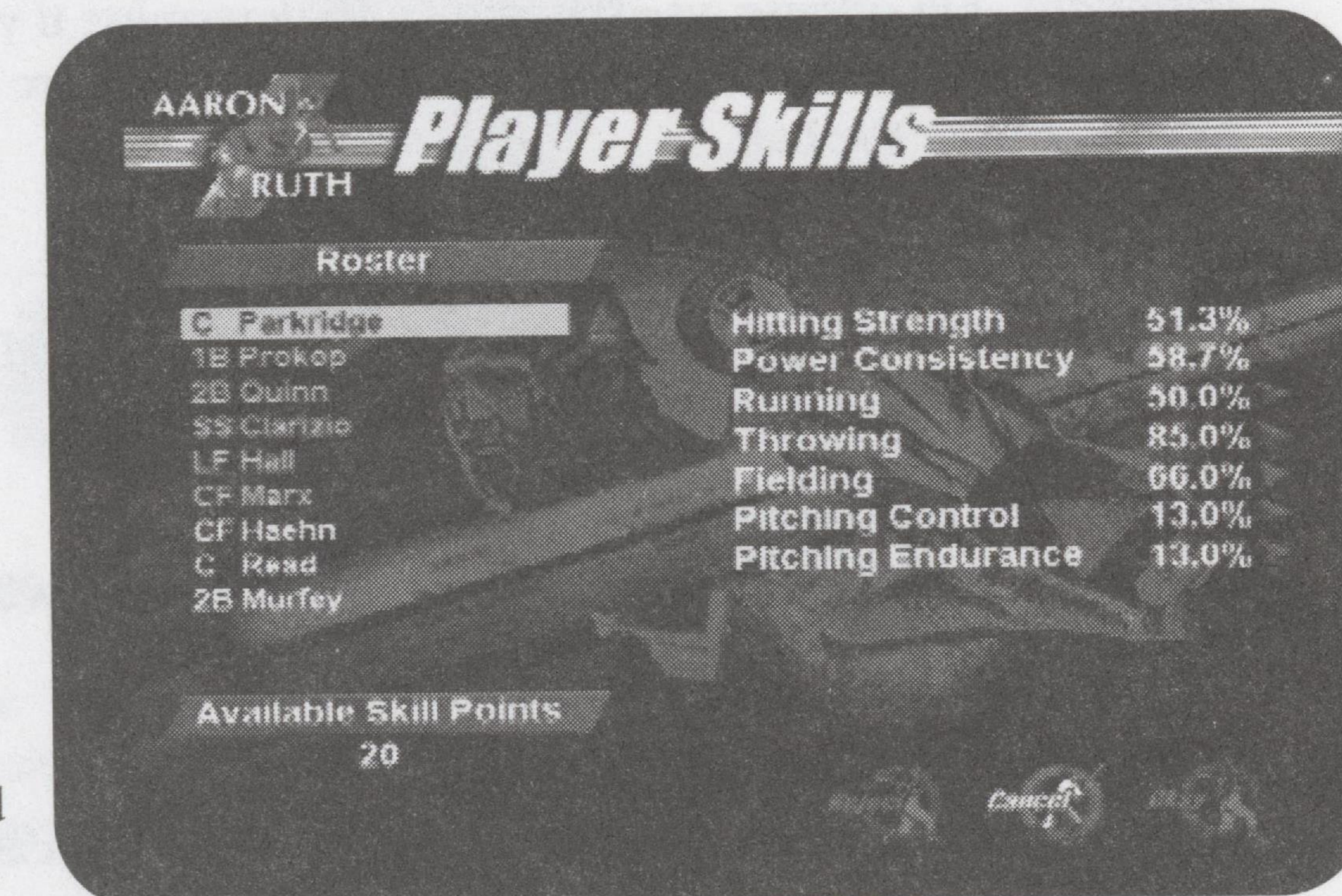
*Tips for trading: Offer players for equal positional value (i.e. Don't offer a second string infielder for a Superstar pitcher).*



## SKILL POINTS

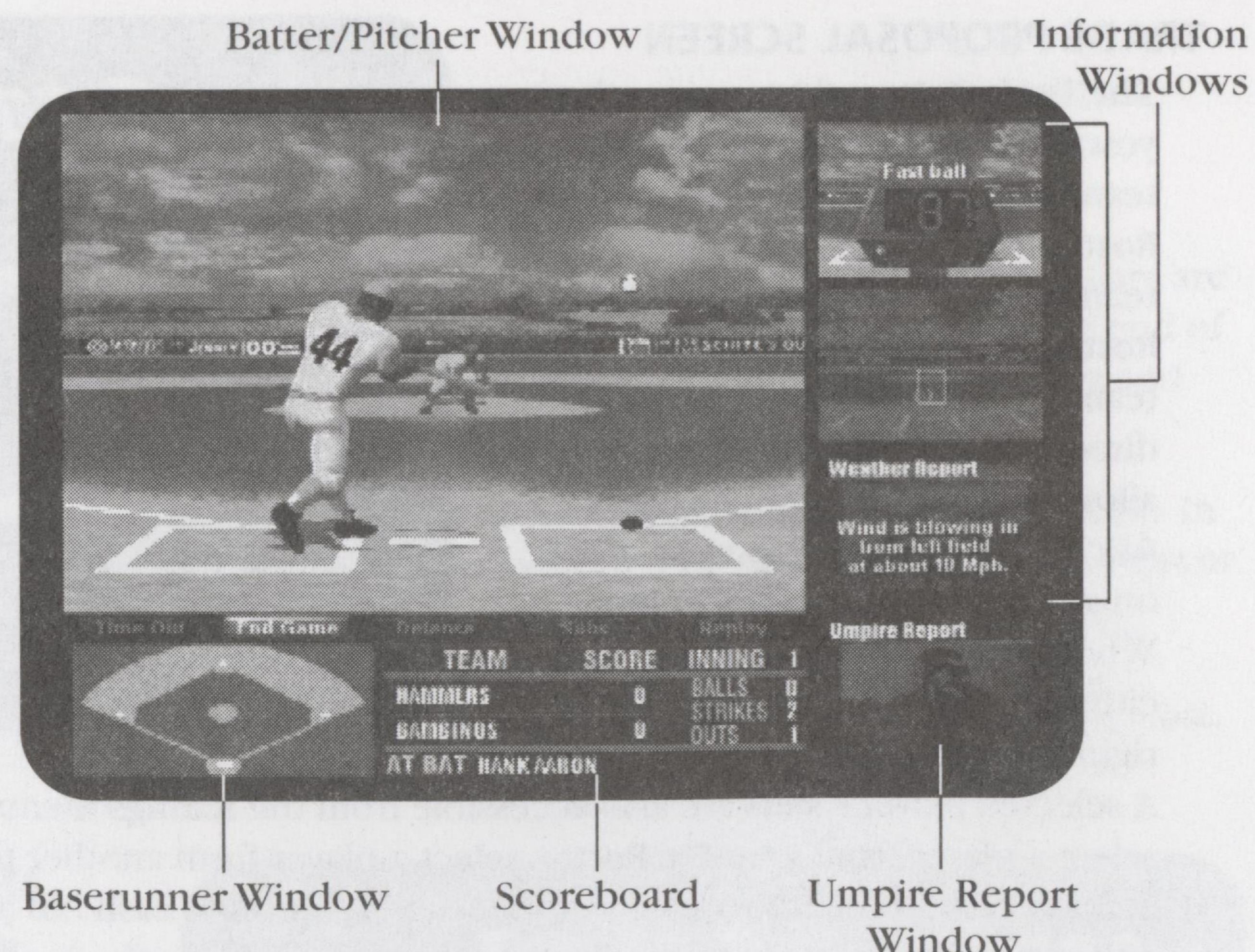
Clicking on the **Skill Points** button from the Pre-Game Summary Screen brings up the Player Skills screen. On the left side of the screen you have the **Roster** of the team you are viewing or editing. You can scroll through all players on that team by using the up and down arrows. Just below the **Roster**, you will see **Available Skill Points**. This lets you know how many skill points you have available to allocate amongst your team. This number goes up and down as you play or simulate games. On the right side of the screen, you will see a column of player skills. The percentage listed next to each category is an internal rating system for the game (the higher the number, the better the player is in that area), with an arrow to either side of the number. To view a player's current rating for these skills, simply highlight his name in the **Roster** list and his ratings will appear. To add/remove skill points, click on either arrow next to the rating number (the left arrow to take away points, the right arrow to add points).

Your team earns skill points by playing and winning games. For the purpose of calculating skill point earnings, season games are divided into blocks of ten. For each block of ten games a team plays, two skill points are earned. Within each block, five or more victories earns one additional skill point. Nine or more victories within a block earns another skill point.



## GAME PLAY SCREEN

The Game Play screen is displayed when you are playing a game or a Home Run Derby. It contains the batter/pitcher window, the baserunner window, the scoreboard, the umpire report window, a menu bar, and three information windows on the right that you can configure to contain various information.



### BATTER/PITCHER WINDOW

The large window that fills most of the screen displays the batter and pitcher interface. When a ball is hit, it follows the ball. For details on pitching, see the "Pitching" section starting on page 17, to learn more about batting, see the "Batting" section on page 18, and for fielding information, see the "Fielding" section also on page 18.

### BASERUNNER WINDOW

This is located in the lower left corner of your screen, and displays baserunners along the basepaths. On offense, use this screen to determine if you can advance baserunners. On defense, use this screen to see how far baserunners are leading off, and to which base you need to throw the ball.

### SCOREBOARD

The scoreboard, at the bottom center of the screen, displays the team names, score, ball/strike count and current batter.

### UMPIRE REPORT WINDOW

Located in the lower right corner, the umpire report window displays vital game information as it happens. This window cannot be changed.

### INFORMATION SCREENS

On the right side of the screen are three screens you can configure to display different information. To change what is displayed in each screen, right-click on the screen you want to change to bring up a menu. From the pop-up menu, select what information you want displayed.

**RADAR GUN** A radar gun showing pitch speeds is displayed in the window. Pitch types are also displayed on the gun.

**PITCH LOCATION** Pitch locations for the current batter are displayed in the window.

**PITCHER INFO** Information on the pitcher, including, hits, strike-outs, walks, and the pitcher's fatigue level, is displayed in the window.

**BATTER INFO** Information on the batter, including batting averages for the current game, and series or season, is displayed in the window.

**ON DECK INFO** Information on the on-deck batter, including batting averages for the current game, series or season, is displayed in the window.

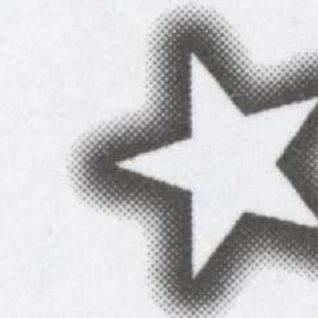
**HOME BULLPEN** The home bullpen is displayed in the window, where you can see if pitchers are warming up.

**AWAY BULLPEN** The away bullpen is displayed in the window, where you can see if pitchers are warming up.

**WEATHER REPORT** The weather report, including wind speed and direction is displayed in the window.

**CYCLE** The window will cycle through all the options except Radar Gun and Pitch Location.

**NONE** Nothing is displayed in the window.



### THE MENU BAR

The menu bar is located above the scoreboard in the center of the screen. Options that are currently unavailable are shaded out.

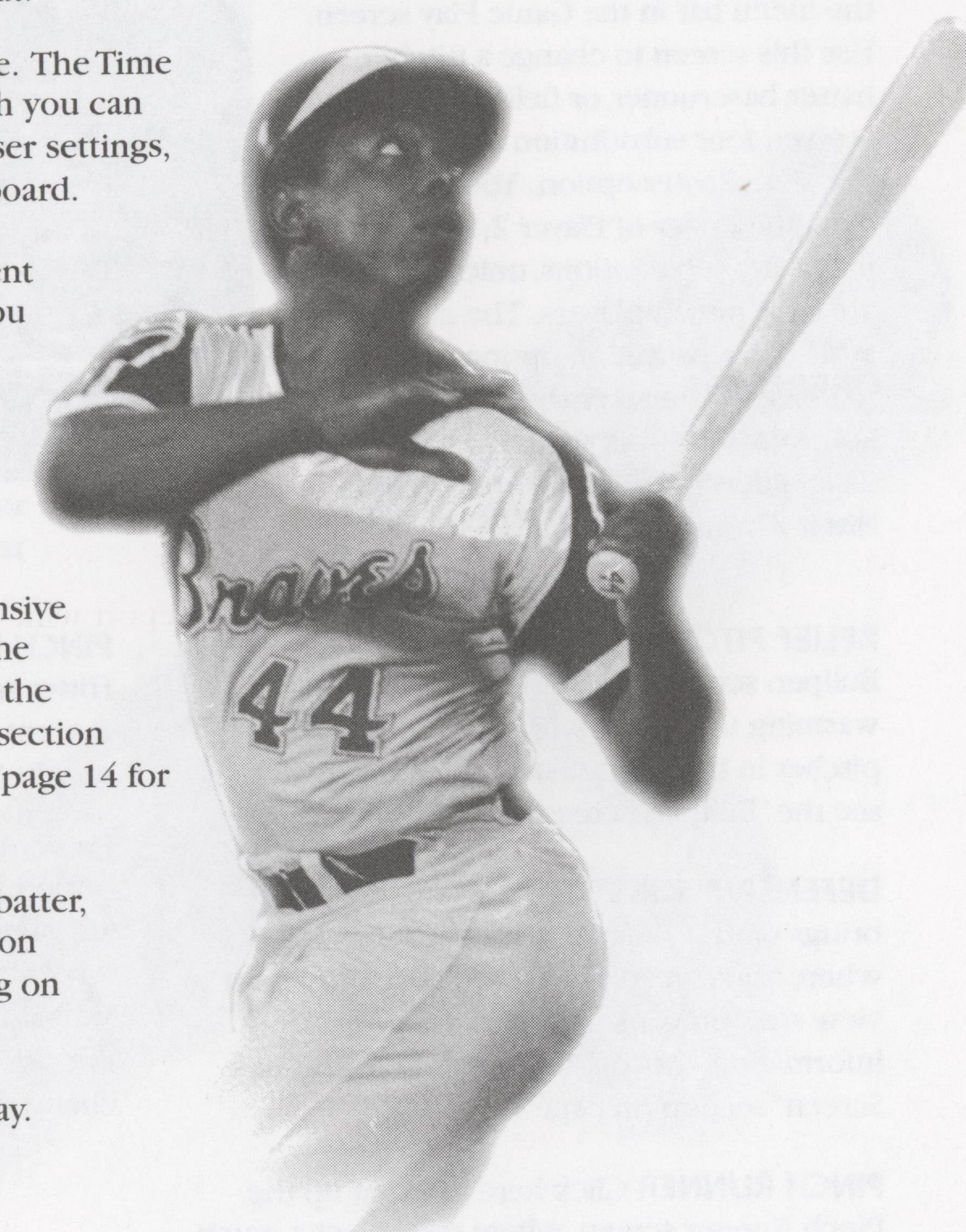
**TIME OUT** Click to pause the game. The Time Out screen is displayed, from which you can save the game, change game and user settings, change options, or view the scoreboard.

**END GAME** Click to end the current game. A dialog appears asking if you want to save the current game. If you click yes, the Save (Game, Series, Season) screen is displayed. If you click no, the Main Menu screen is displayed.

**DEFENSE** Click to change the defensive configuration, including changing the infield and outfield alignments, and the duration of these changes. See the section "Defensive Adjustments Screen" on page 14 for more details.

**SUBS** Click to substitute a pitcher, batter, baserunner, or fielder. See the section "Player Substitution Screen" starting on page 14 for more details.

**REPLAY** Click to replay the last play.



## DEFENSIVE ADJUSTMENTS SCREEN

Use the Defensive Adjustments screen to change the defensive configuration, including changing the infield and outfield alignments, and the duration of these changes.

**INFIELD** Choose the defensive positions of your infielders (**Normal / In / Deep / Double Play / Guard Lines**).

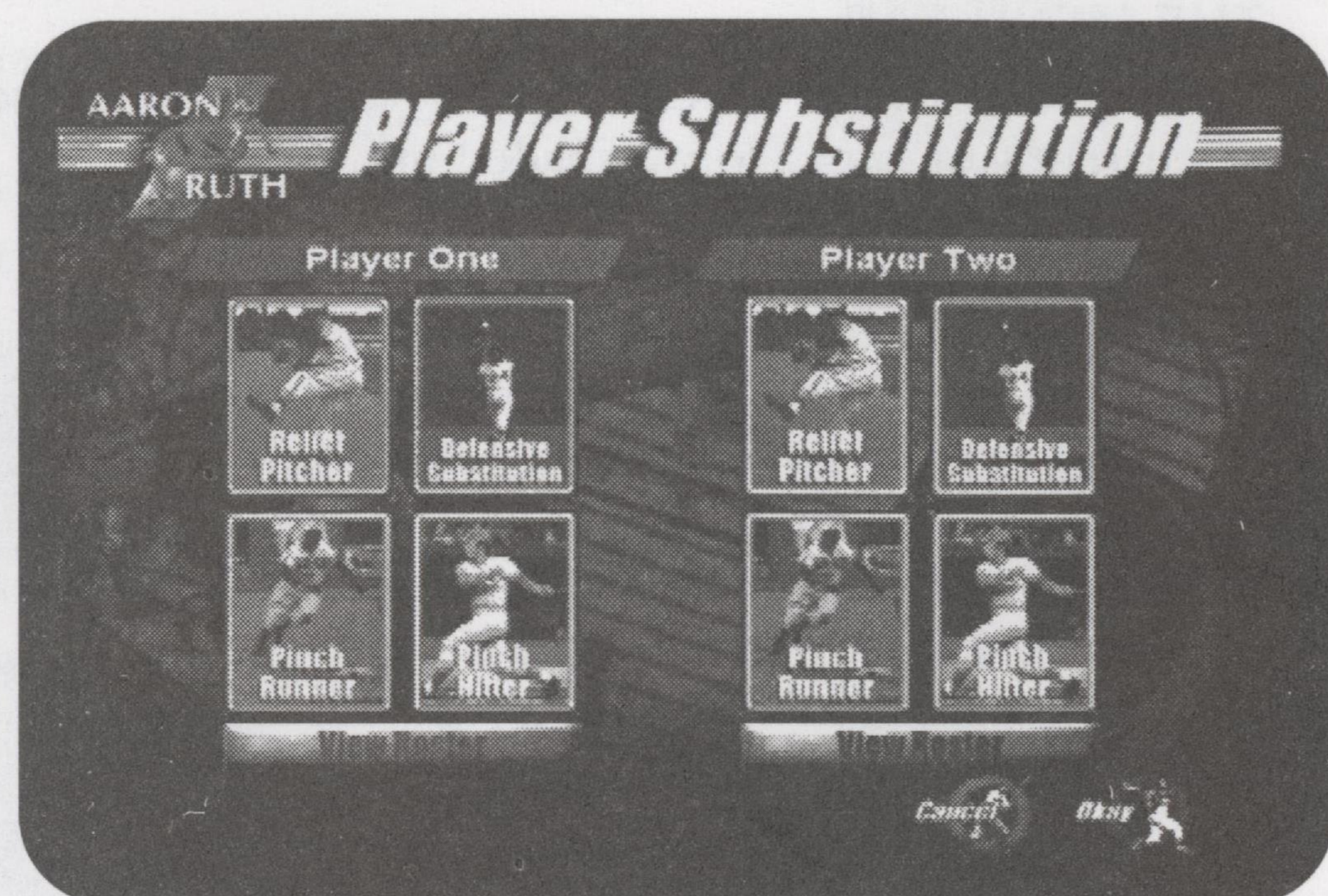
**OUTFIELD** Choose the defensive positions of your outfielders (**Normal / In / Deep**).

**DURATION** Sets the duration of the selected defensive position of your fielders (**The Game / This Play / This Batter / This Inning**). After the duration expires, the computer selects the most logical position for your defense.



## PLAYER SUBSTITUTION SCREEN

The Player Substitution screen is displayed when you click **Sub** from the menu bar in the Game Play screen. Use this screen to change a pitcher, batter, baserunner, or fielder. Each team is given four substitution options, and the View Roster option. You are able to view the roster of Player 2, but not to make any substitutions, unless there are two human players. The currently available substitution options are highlighted, **Relief Pitcher** and **Defensive Substitution** if your team is on defense; **Relief Pitcher**, **Pinch Runner** and **Pinch Hitter** if your team is on offense.



**RELIEF PITCHER** Click here to bring up the Bullpen screen, where you can start pitchers warming up in the bullpen, or bring a relief pitcher in the game. For more information, see the "Bullpen Screen" section on page 15.

**DEFENSIVE SUBSTITUTION** Clicking here brings up the Defensive Substitutions screen, where you can edit your defensive line-up, or view stats on your players. For more information, see the "Defensive Substitutions Screen" section on page 16.

**PINCH RUNNER** Click here to bring up the Pinch Runner screen, where you select a pinch runner, to substitute for a current baserunner.

**PINCH HITTER** Click here to bring up the Pinch Hitter screen, where you can pinch hit for the current or on-deck batter. For more information, see the "Pinch Hitter Screen" section on page 16

Press the **Escape** key or click on the **Cancel** button at the bottom of the screen to cancel any substitutions and return to the Game Play screen. When you are satisfied with your substitutions, click on the **Okay** button at the bottom of the screen, or press **Enter** to save your changes and return to the Game Play screen.

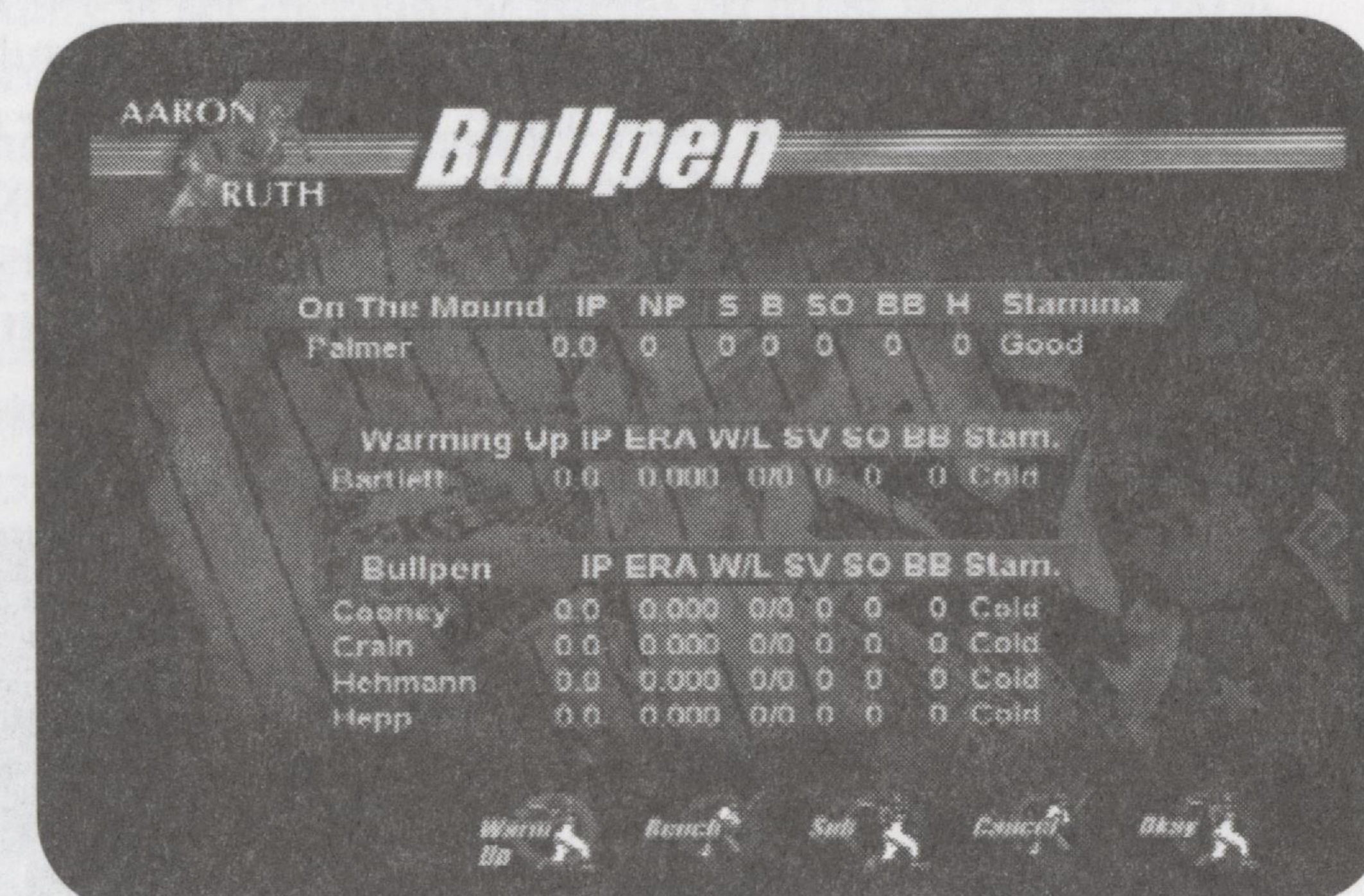
## BULLPEN SCREEN

This screen appears when you select **Relief Pitcher** from the Player Substitutions screen. Use the Bullpen screen to warm up relief pitchers or bring a relief pitcher into the game. Don't forget to warm up a relief pitcher before bringing him into the game.

**ON THE MOUND** Displays the current pitcher on the mound, including number of pitches, strikes, balls, strike outs, walks, hits, and current stamina. Click on the name of the pitcher currently on the mound, click on the name of the relief pitcher you wish to substitute, and click on the **Sub** button at the bottom of the screen to make the substitution.

**WARMING UP** Displays any pitchers currently warming up in the bullpen, including their innings pitched, ERA, record, saves, strike outs, walks, and current stamina. When a pitcher's stamina is **Ready**, the pitcher is ready to be brought into the game. If you have changed your mind about warming up a pitcher, click on the player's name and click on the **Bench** button at the bottom of the screen to bench that player.

**BULLPEN** Displays the pitchers in your bullpen. Click on the red arrows to scroll through the list of available pitchers. Click on the player's name and click on the Warm Up button at the bottom of the screen to start warming up that pitcher.



## DEFENSIVE SUBSTITUTIONS SCREEN

On the Defensive Substitutions screen, you have a Bench Roster on the left side, which lists all the players on your bench that are available to be subbed into the game. You also have the Playing Field on the right side, which shows you the player names in respect to their defensive positioning on the field (names are color coded for positioning on the field screen, the same as in the Starting Lineup screen). To make a defensive substitution, highlight a player from the Bench Roster, by clicking on their name, highlight a player from the playing field, then click on the **Sub** button at the bottom of the screen. Remember, players are color coded by positions. Any players in an incorrect position will be obvious. You can also view any player's stats by simply highlighting his name, and clicking on the **Stats** button along the bottom of the screen.



AARON RUTH <i>Pinch Hitter</i>										
On The Mound	Arm	IP	NP	S	B	SO	BB	H	Stamina	
Spain	Left	0.0	2	0	0	0	0	0	1	Good
At Bat	Bats	Avg	1B	2B	3B	HR	SO	BB		
SB B. Robinson	Right	0	0	0	0	0	0	0	0	0
On Deck	Bats	Avg	1B	2B	3B	HR	SO	BB		
CF Marx	Right	0	0	0	0	0	0	0	0	0
Bench	Bats	Avg	1B	2B	3B	HR	SO	BB		
SS Bailey	Switch	0	0	0	0	0	0	0	0	0
1F Brock	Left	0	0	0	0	0	0	0	0	0
CF Hahn	Right	0	0	0	0	0	0	0	0	0
2B Murfey	Right	0	0	0	0	0	0	0	0	0
1B Nychay	Left	0	0	0	0	0	0	0	0	0

## PINCH HITTER SCREEN

This screen appears when you select **Pinch Hitter** from the Player Substitutions screen. Use the Pinch Hitter screen to pinch hit for the current batter or the on-deck batter.

**ON THE MOUND** Displays the stats of the opposing pitcher currently on the mound.

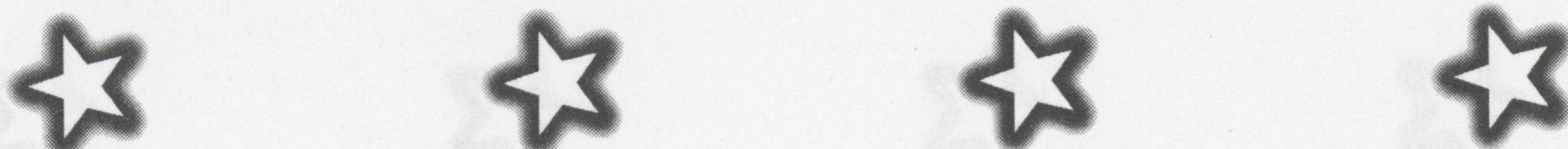
**AT BAT** Displays the stats of the batter currently at bat. Click on the name of the batter you want to replace, click on the name of the pinch hitter you wish to substitute, and click on the **Sub** button at the bottom of the screen to make the substitution.

**ON DECK** Displays the stats of the batter on deck.

**BENCH** Displays the players on the bench along with their stats.

## POST GAME SUMMARY SCREEN

After you finish a game, the Post Game Summary screen appears, giving the final run, hit, and error totals, and the names of the pitchers. In single game play, click on the **Play Again** button at the bottom of the screen to play that game again, or click on the **Okay** button at the bottom of the screen, or press **Enter** to bring up the Main Menu screen. In series or season play, click on the **Save Game** button at the bottom of the screen to save the game, click on the **Play Next Game** button at the bottom of the screen to bring up the Pre-Game Summary screen, or click on the **Quit** button or press **Escape** to quit the game and exit to the Main Menu screen. In season play, you also have the option of viewing your team's standings at this time by clicking on the **Standings** button at the bottom of the screen.



## DETAILS OF PLAY

### PITCHING

Pitching can be either human or computer controlled. If pitching is CPU controlled, you just let the computer do all the work. If pitching is set on manual, then you must select the pitch type. For keyboard control, this is done by pressing the arrow key that represents the pitch you wish to throw (displayed in Pitch type menu next to the batter). Then, you must move the pitch location icon around (using the arrow keys). Once you have decided where the pitch should be, hit the **Space** bar. In two-player mode, you can select the pitch location, then you have a random amount of time to continue to move the icon around. This is to keep your opponent from knowing where you are throwing the ball. Once pitch location has been established, you have to wait for your pitcher to assume the ready position, then hit **Space** again to throw the pitch. See the enclosed data card for details on other control device commands. Following is a description of the different basic pitches.

**CHANGE UP** A pitch during which the pitcher goes through the same motions as their fast ball, but does not throw as hard. This can cause a batter to misjudge the speed of the ball, and they swing too soon, missing the ball.

**CURVE** Any pitch which the pitcher intends to bend, called breaking. Usually curve balls break down or away from the hitter.

**FAST BALL** Generally a hard thrown, straight pitch, sometimes with movement.

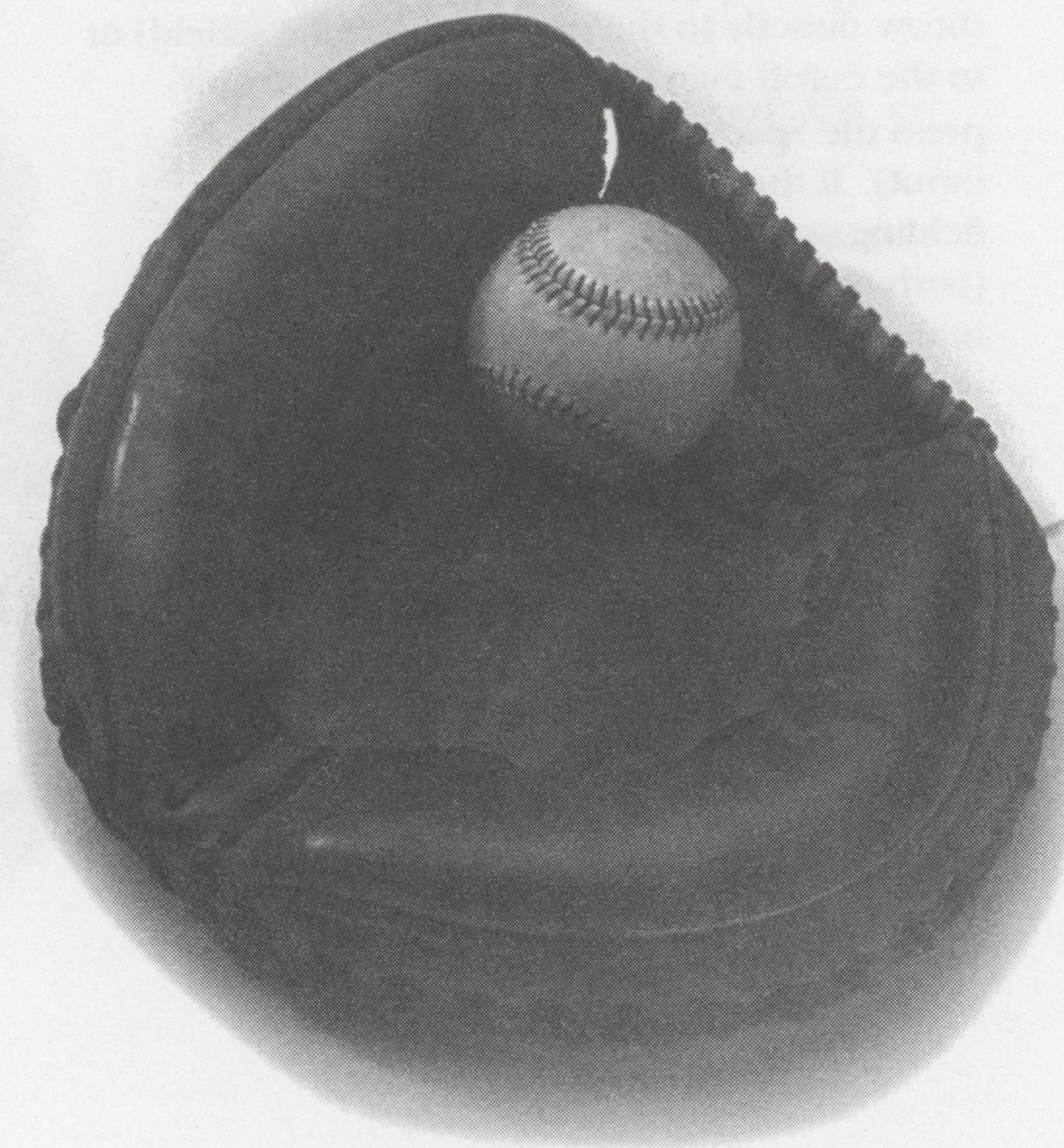
**KNUCKLE** The ball is thrown with little to no spin on the ball. The motion of the ball is unpredictable and is greatly effected by the wind.

**RISER** A hard thrown, straight pitch that veers up as it approaches the plate.

**SCREWBALL** The ball breaks back in towards the batter when thrown to the same handed player (right-handed pitcher to a right-handed batter) The ball is thrown fairly hard as well.

**SINKER** Ball has a consistent and very late drop when thrown. The spin is recognizable and consistent, but it looks like a fastball. The drop is not as great as a curve, and the pitch is thrown fairly hard.

**SLIDER** A curve ball, which instead of breaking down, breaks to the side. Usually a right-handed pitcher's slider breaks to his left, and left-handed pitcher's slider breaks to the pitcher's right.



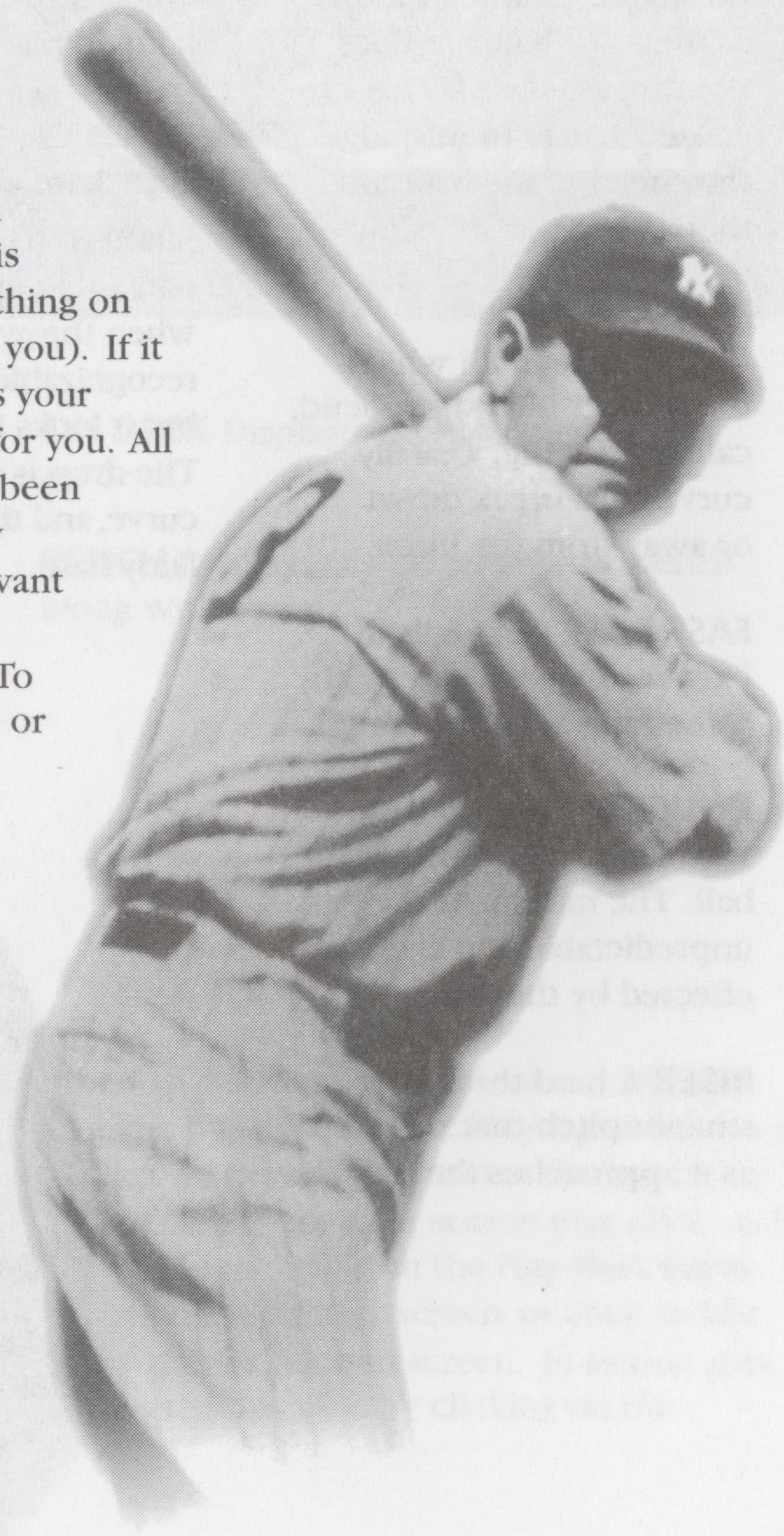
## BATTING

Batting can either be controlled manually (by the user), or by the computer. If the batting is assigned to the computer, you do not have to do anything to hit the ball (sit back and let the computer do it). If the batting is being manually controlled, you have to interact to hit the ball. The first thing that you must do is to select the swing type (this is pretty self-explanatory, simply press the arrow key that matches the swing type you want to use). You can use the right and left arrow keys to move your batter towards and away from the plate. There are three skill levels of batting: Amateur, Professional, and Superstar, see the "User Setup Screen" section, starting on page 6 for more information.

The same action is required for hitting the ball in any skill level. You have a crosshair icon that you can move up or down. There is a pitch location icon, called a hotspot, that shows where the pitch is going to be located. To hit the ball, you have to line up your icon with the pitch location icon (place the crosshair-type icon above the pitch location icon to hit grounders, and below it to hit fly balls), and swing at the correct time by pressing **Space**. To bunt, you simply hold down the **Alt** key along with a direction (straight, right, left) to aim the bunt.

## FIELDING

Fielding the ball can be controlled by you or the computer. If you are manually controlling fielding, there are three different settings: Amateur, Professional, and Superstar, see the "User Setup Screen" section, starting on page 6 for more information. If the computer is controlling fielding, you do not have to do anything on defense (the computer catches and throws for you). If it is set on Amateur fielding, the computer moves your defensive players around and catches the ball for you. All you have to do is to throw the ball once it has been caught by the defensive player. This is done by pressing the arrow key towards the base you want to throw to (Right-1st, Up-2nd, Left-3rd, Down-Home plate), and then pressing the **Space** bar. To throw directly to the pitcher (from the infield) or to the cutoff man (from the outfield), simply press the **Space** bar by itself (no directional input). If the game is set on Professional fielding, you control the defensive player (both motion and throw). The ball will land in the middle of the red circle that appears on the field when the ball is in the air. You must line up the defender to the middle of that circle, then throw the ball once it has been fielded. If the game is set on Superstar fielding, you must catch and throw the ball with no help at all. There is no red circle, and you must make the throws as well. To move a defensive player while he has the ball, just use your arrow keys to control the direction in which your player runs.



## KEYBOARD QUICK REFERENCE

The following is a list of keyboard combinations for use in playing AARON VS. RUTH. When baserunning, stealing, and throwing to each base, use the direction arrows on the numeric keypad: right (6) for first base, up (8) for second base, left (4) for third base, and down (2) for home. In terms of throwing the ball, **Direction** refers to the base you want to throw to. In terms of base running, **Direction** refers to the base that the runner is currently on. For Joypad controller information, please see the enclosed datacard.

### PITCHING AND FIELDING

#### SELECTING THE PITCH

Selecting Pitch type: **Direction arrows**

Intentional Walk : **Space + Alt**

#### AIMING THE PITCH

Aim Pitch: **Direction arrows**

Select Aim: **Space**

#### THROWING THE PITCH

Throw Pitch: **Space**

Throw Pitch Fast: **Space + +**

Throw Pitch Slow: **Space + -**

Cancel Pitch: **Esc**

Pick off: **Alt + Direction**

Pitch out: **Space + Ctrl**

#### FIELDING

Move Fielder: **Direction arrows**

Select Active Fielder: **Ctrl**

Throw Ball to Pitcher or Cutoff Man: **Space**

Throw Ball to Base: **Space + Direction**

Fast Throw to Base: **Alt + Direction**

Burst of speed/dive for ball: **Enter**

### BATTING AND BASERUNNING

#### SELECTING AND AIMING SWING

Swing type: **Direction arrows**

Move in batter's box: **Left and Right arrows**

Aim swing: **Up and Down arrows**

#### BATTING

Practice swing: **Space**

Swing: **Space**

Bunt: **Alt**

Aimed Bunt: **Alt + Left or Right arrow**

Cancel swing: **Esc**

#### RUNNING

Lead Off / Steal: **Shift + Right, Up or Left arrow**

Lead Off / Steal All Runners: **Shift + Down arrow**

Return: **Ctrl + Direction**

Halt runner: **Alt + Direction**

## CREDITS

### NUFX, INC. CREDITS

**DESIGN:** NuFX, Inc.  
**PROGRAMMERS:** Gordon Read, Jonathan Murfey, David Crain, Greg Bungo  
**GRAPHIC ARTISTS:** Lisa Clarizio, Scott Nychay, Jim Prokop, Marc Brinkley, Chad Dirks, Dave Pasciuto  
**PRODUCERS FOR NUFX, INC.:** Patrick Quinn, Lou Haehn  
**ASSOCIATE PRODUCER:** Jim Prokop  
**MUSIC AND SFX:** Brian Schmidt

### MINDSCAPE CREDITS

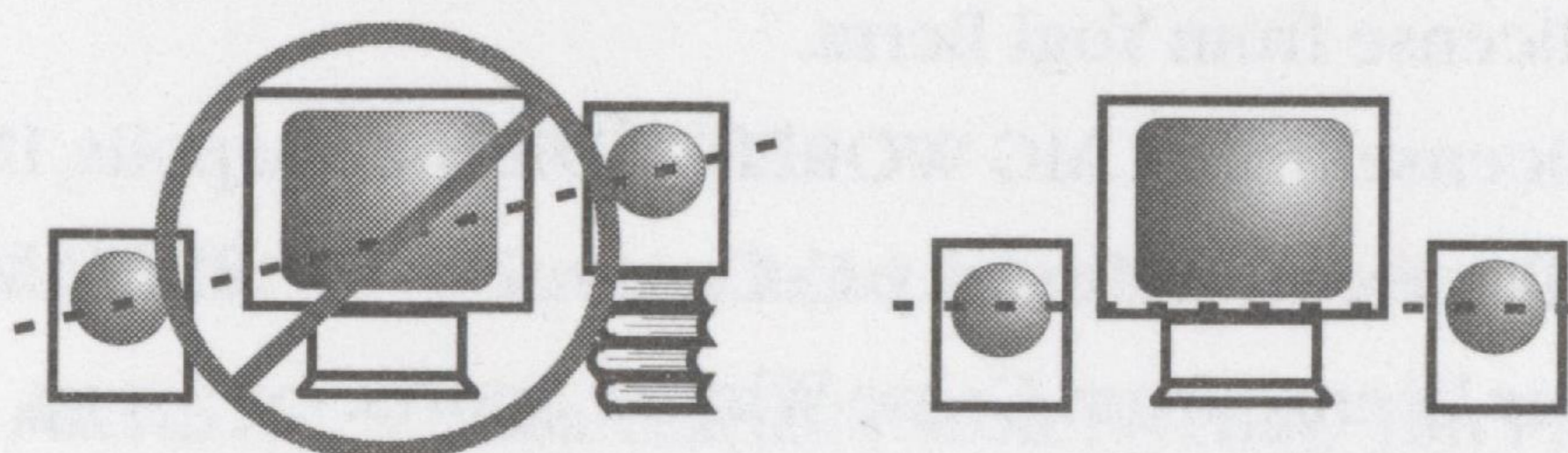
**GAME CONCEPT AND DESIGN:** Barr Entertainment  
**MOTION CAPTURES:** BIOVISION  
**PRODUCERS:** Jim Molitor, Marty LaFleur, Dan Cermak  
**ASSOCIATE PRODUCERS:** Todd Morgan, Jon Howe  
**MOTION ACTORS:** Justin Kubiak, Mike Jacob  
**QA LEADS:** Buck Irving, Hugh Mason  
**QA TESTERS:** Scott Van Schoick, Julius Dilag, Daryl Bunting, Chris Gaffield, Enamari Roque-Vizzini, John Pena, Mark Schmidt  
**DTS:** William Emery, Dyanne Boury, Jeremy Revitch, Al Dynarski  
**MARKETING COORDINATORS:** Ruth Weston, Shannon Bross  
**MARKETING MANAGERS:** Mike Lustenberger, Jeff Shirk  
**MANUAL AUTHOR:** Anatheia Lopez  
**ON-LINE HELP:** Lisa von Derwies  
**MANUAL EDITOR:** Mark Whisler  
**GRAPHIC DESIGN AND DTP:** Three 8 Creative Group  
**SPECIAL THANKS TO:** Alicia Berns, Dan Barr, Andrea Akmenkalns, Jeff Hoff, Debbie Minardi, Ritta Cantayre, Tom Frangione, Lee Crasford, Maurice Jackson, Lance Page

## PLAYER ACKNOWLEDGMENTS

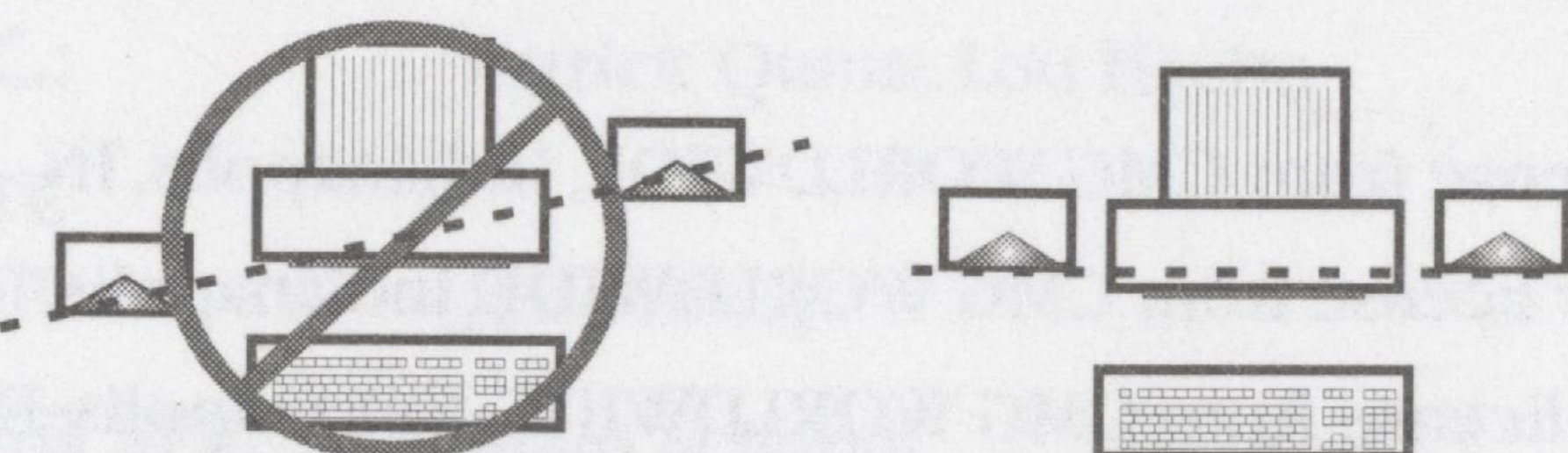
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# QSOUND Optimal Listening Setup

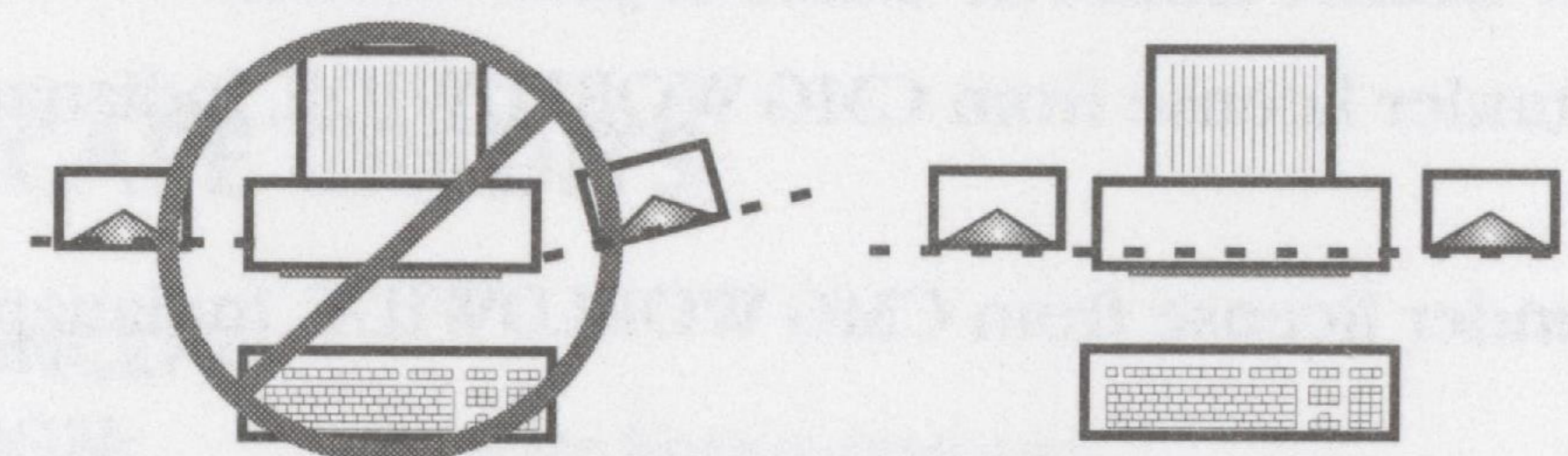
QSound produces a greatly expanded soundfield of amazing realism from regular speakers. For best results...



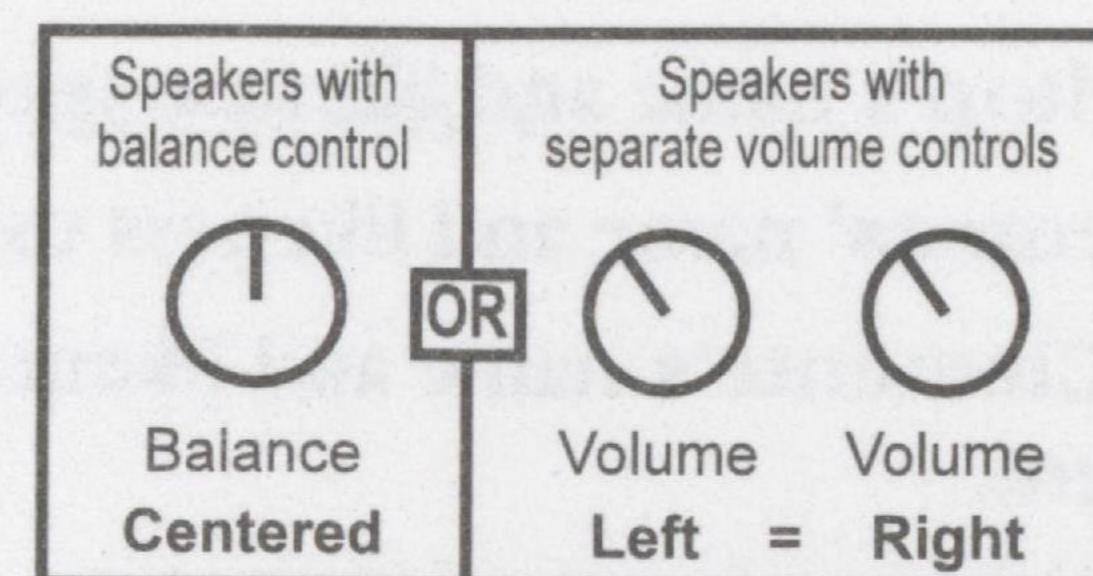
1. Speakers should be at the same height.



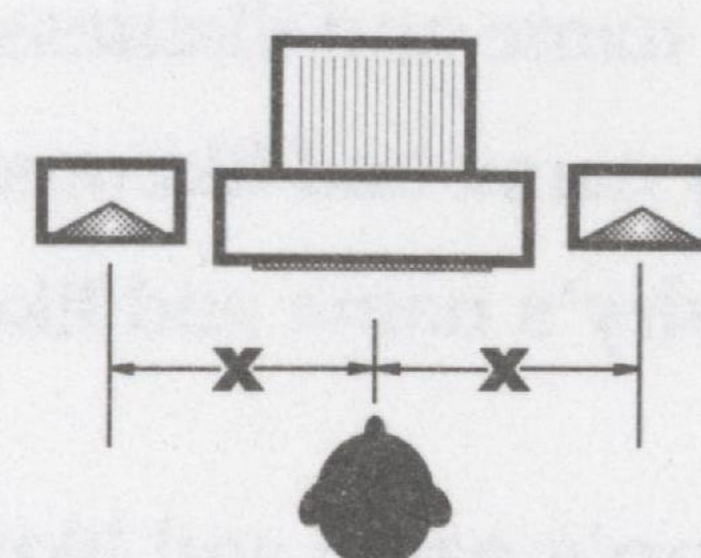
2. Speakers should be in the same plane.



3. Speakers should be at the same angle.



4. Equal L/R Volumes



5. Listen centered

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## QSOUND VIRTUAL AUDIO™

### GUIDE TO OPTIMAL LISTENING

Congratulations! AARON VS. RUTH incorporates QSound Virtual Audio from QSound Labs Inc. Qsound® is a patented, innovative process that creates a dramatically enhanced soundfield extending far beyond the bounds of regular stereo. The result is an audio experience of unparalleled realism.

The following guidelines will help you get the maximum benefit from QSound Virtual Audio.

Since QSound is a stereo process, you will need a stereo playback system. The aim of the following suggestions is simply to set up your system symmetrically, so that both left and right speakers are similarly arranged.

- Both speakers should be placed at the same distance from the listening position.
- Make sure both speakers are at the same angle. (Facing straight forward or turned slightly toward the listening position; whichever is your preference.)
- Arrange both speakers at the same height.
- Your speakers should not be too far apart. For example, in a multimedia setup, they should be just to either side of your video monitor.
- If your system has a balance control, be sure it is centered. If, on the other hand, each speaker has its own volume control, adjust them so that the speakers are as closely matched in relative volume as possible.
- Your speakers must be in phase. Most multimedia speakers use connectors that automatically ensure proper phasing, but some systems (e.g. home stereos) having separate speakers and amplifier use two terminals for each connection point. These are typically coloured red and black or marked '+' and '-'. Speaker wire usually has one of its two conductors marked with a coloured line or ridge. Connect this wire to the red or '+' terminal in each case, then connect the remaining conductor to the black or '-' terminal.

Although enhancement can be heard off axis, dramatic sound localization will be heard when you are centered between the speakers. By taking a little time to set up your system properly, you will maximize your enjoyment of the QSound audio enhancement built into AARON VS. RUTH.



MINDSCAPE SPORTS ADVANTAGE™



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675 Almanor Ave, Suite 201, Sunnyvale, CA 94086

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