

THE BIGS™



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

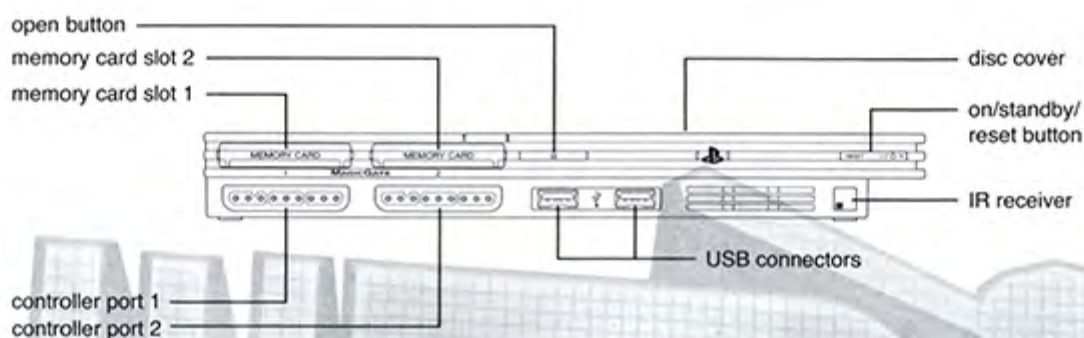
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



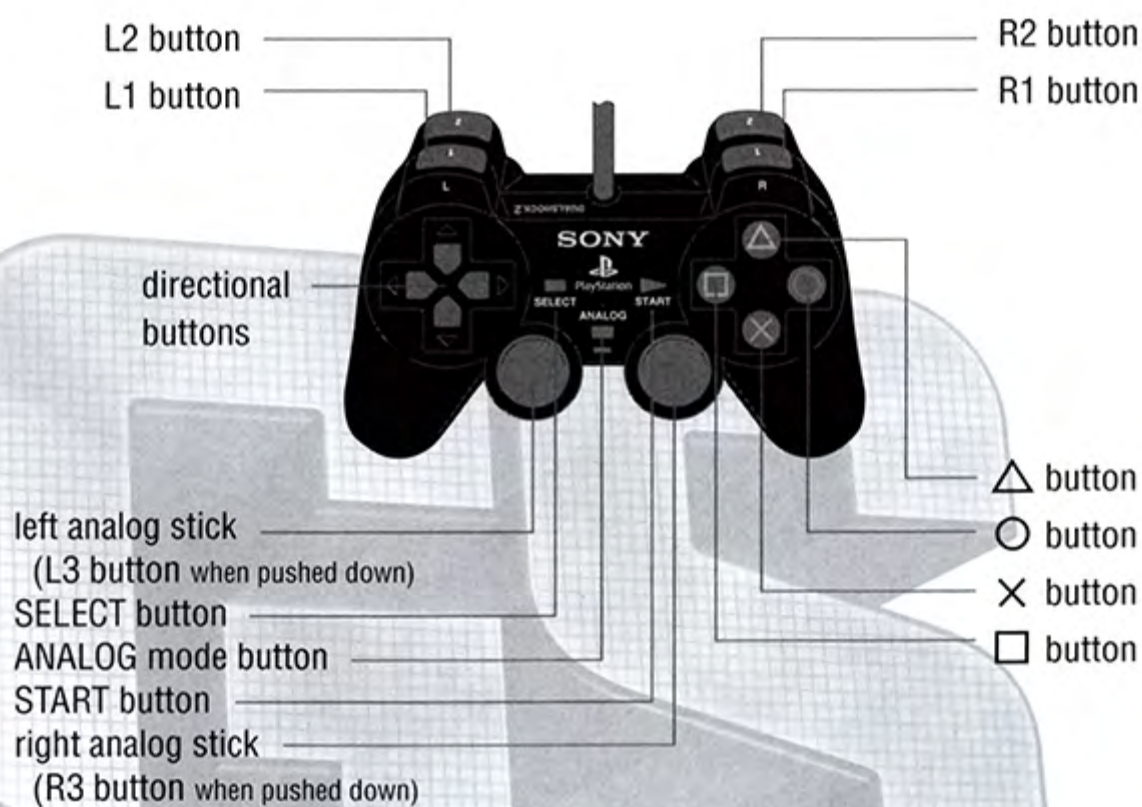
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert THE BIGS® disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLS

Offense - Batting

- left analog stickaim the direction of your hit
- ⊗ buttoncontact swing
- ⊙ buttonpower swing
- ⊠ (hold)bunt
- L1** buttonpress and hold with a man on base to activate stealing
- + ⊕ buttonqueue steal of second base
- + ⊖ buttonqueue steal of third base
- + ⊗ buttonqueue steal of home plate
- R1** buttonturbo

Aiming your hit is a key component of batting in The BIGS. You can influence a fly ball by holding **UP** on the **left analog stick**, a ground ball by holding **DOWN**, a ball to the left side of the field (pulling the ball for a right handed hitter) by holding **LEFT**, and a ball to the right side of the field (pulling the ball for a left handed hitter) by holding **RIGHT**. Of course these can be combined so you can influence a fly ball to left field by holding **UP** and **LEFT**. Hint: Power hitters are more likely to hit a home run if they're pulling the ball.

Remember, these are analog controls, so pressing **UP** a little bit instead of pressing **UP** all the way is the difference between attempting a bloop single just over the infielders and swinging for the fences. This also means that not holding **LEFT** or **RIGHT** all the way can direct balls more towards the gaps between the outfielders. Swing timing also plays a huge component, though. Play around with different directions on the **left analog stick** and different swing timings to get a full grasp on placing hits in The BIGS.

Offense - Baserunning

- left analog stickrun direction (press towards desired base)
- ⊗ buttonslide
- ⊙ buttonselect runner going from first base to second base
- ⊕ buttonselect runner going from second base to third base
- ⊖ buttonselect runner going from third base to home
- L2** buttonadvance all runners
- R2** buttonretreat all runners
- R1** buttonturbo

When manually controlling a runner, you must hold the direction of the base that they're running towards until you get there. You can release the **left analog stick** at any time if you want your runner to slow down and stop. This is great for getting a few extra steps with a quick player when you're not sure if a fly ball will be caught or not, but don't forget to keep holding the **left analog stick** if trying to stretch a single into a double, or else you might end up just standing on the base paths!

Sliding can only be done when a player is close to the base, but don't forget to do it! Sometimes sliding into second is the difference between a double play and a fielder's choice.

Defense - Pitching

left analog stickaim pitch cursor

R2 buttonbean batter

X buttonthrow pitch

○ buttonthrow pitch

△ buttonthrow pitch

□ buttonthrow pitch

L1 buttonpress and hold to enter pickoff mode

+ **○** buttonpickoff throw to first base

+ **△** buttonpickoff throw to second base

+ **□** buttonpickoff throw to third base

+ **X** buttonpitchout

R1 buttonturbo

Your pitching is tied to a Pitch Meter, and has many factors to consider. See "The Pitch Meter" and "Pitch Loss" in the Gameplay Mechanics section.

Defense - Fielding

left analog stickmove player

⊗ (while ball is in play) . . .attempt a leaping catch

+ left analog stickattempt a diving catch (in direction the player is moving)

⊗ buttonthrow home

⊙ buttonthrow to first base

△ buttonthrow to second base

⊠ buttonthrow to third base

L1 buttonswitch selected fielder (before ball has been fielded)

R1 buttonturbo

A fielder will be selected automatically as soon as the ball is hit, and will have a selection icon underneath him. Ability icons underneath selected defensive players will show you how good a particular player is. Before the ball has actually been picked up, selected fielders will have their Glove rating shown, which determines how well they field the ball. Once the ball has been fielded, their Arm rating will be shown, which determines how fast and accurate their throws are.

Also, be sure to read the "Contextual Mini Games" description in the Gameplay Mechanics section.

GAMEPLAY MECHANICS

Play in The BIGS isn't limited to your typical fielding and hitting. Becoming familiar with some of the unique gameplay concepts is key to victory.

Power Up Meter

At the top of the screen, two Power Up Meters are shown; one for the away team (upper left of the screen) and one for the home team (upper right). The Power Up Meter is where your score will be displayed, and will gradually fill up until you reach 100,000 Big Play Points. Big Play Points are earned by making accomplishments in the game, such as getting a hit or making a double play (see more specifics below).

Once your Power Up Meter is full, you'll be able to unleash a Power Blast while at the plate, or some Big Heat while on the mound! Press both the **L1** button and the **R1** button at the same time to activate the Power Blast or Big Heat, depending on if you're in control of the batter or pitcher. This souped up ability will be active for the entire at bat! Making contact with an active Power Blast is a sure-fire home run, and Big Heat pitches are disgustingly more effective.

Getting a strikeout with Big Heat will also allow you to steal away from your opponent's Power Up Meter! The number of Big Heat strikes you pitch determines how much of their meter you steal. One strike will steal 10% of your opponent's Power Up Meter, two strikes will steal 25%, and getting all three strikes with Big Heat active will steal a whopping 50% of their Power Up Meter! While it might occasionally be advantageous to save your Big Heat for only the last strike or two (throwing your opponent off with the dramatic speed difference), more often than not you're going to be better served trying to steal away from their Power Up Meter.

On defense, you can earn Big Play Points in the following ways:

- Getting a strikeout (7,500 Big Play Points)
- Making a jumping or diving catch (17,500 Big Play Points)
- Making a double play (15,000 Big Play Points)
- Robbing a home run with a wall catch (25,000 Big Play Points)

On offense, you can earn Big Play Points in the following ways:

- Getting a hit (10,000, 15,000, 25,000, and 30,000 Big Play Points depending on if it is a single, double, triple, or home run, respectively.)
- Getting hit by a pitch (7,500 Big Play Points)
- Drawing a walk (7,500 Big Play Points)
- Stealing a base (7,500 Big Play Points)

Turbo Bar

Underneath each Power Up Meter is a Turbo Bar. The Turbo Bar is broken up into five individual sections, which act as charges of turbo. You can't use any turbo abilities until at least one charge is full. You can fill your meter either by throwing strikes (foul balls don't count) when pitching, or taking balls when at the plate.





Turbo in The BIGS has a lot of contextual functions. At any time you have sufficient turbo, press the **R1** button to activate it. It's important to note that turbo is a toggled ability when batting or pitching; you only need to press the **R1** button once to activate it, you don't need to continue holding the **R1** button like you do when fielding or running.

When you activate turbo, you will have the following benefits:

- **If you're in control of the pitcher:** Your pitching meter will grow larger, your pitches will be more accurate, and your pitches will be more effective (fastballs are faster, changeups are slower, and breaking balls have more bite). You will also regain any pitches that you have lost during the game (see "Pitch Loss" later in this section). Once turbo is activated, you will lose one charge on your Turbo Bar, and you will have this increased pitching ability until you throw your pitch. Note that if you tip-off your turbo pitch, you will lose a healthy amount of the added effectiveness.
- **If you're in control of the batter:** The pitcher will not be able to throw you a ball, and your hits will have significantly more oomph behind them while also having a larger chance of being fair. Again, once turbo is activated, you will lose one charge on your Turbo Bar, and you will have this increased offensive ability for one pitch.
- **If the ball is in play and you're on defense:** Your running speed will increase drastically, allowing you to track down balls much easier. Once turbo is activated in this context, you will burn the turbo meter as long as you have the trigger held down. At least one full charge must be spent, so use them wisely.
- **If your fielder has the ball:** Any throw will be significantly faster and more accurate. This is a great tool for getting outfield assists or gunning down guys at the plate. Once turbo is activated, you will lose at least one charge on your Turbo Bar, and will have this increased throwing ability until you release the **R1** button.
- **If you're running the bases:** Much like being on defense with the ball in play, you'll become lightning-quick. Again, activating turbo will make at least one charge slowly deplete, and this super speed will last until the meter is empty or you release the **R1** button.

Consecutive strikes thrown or balls taken will multiply the amount of turbo that you receive! For instance, a second consecutive ball gives you double the turbo of the first one, and a third consecutive ball will give you three times the turbo of the original ball taken! These multipliers only apply to the current at bat, so the most you can get up to is a 3x multiplier while pitching, and 4x while batting.

The Pitch Meter

Pitching in The BIGS is tied to a meter that is visible next to the pitcher. Each face button - , , , and  - is tied to a specific pitch. Pressing and holding any face button will fill the meter, while releasing the button will stop filling the meter and cause the pitcher to go into his windup. The meter will begin dropping after it completely fills up, so don't hold the button too long!

How full the meter is when you release the pitch button will determine your pitch's accuracy and quality. Near the top of the meter is a horizontal line. If the pitch button is released while the meter is below the line, then the pitcher will tip off his pitch, allowing the batter to see where the ball will pass over the plate. Obviously this will give the batter a huge advantage, so keep an eye on that meter!

If you release the pitch button when the meter is full, you'll trigger a Perfect pitch. A Perfect pitch will have a boost in its effectiveness, and will have pinpoint accuracy.

Pitch Loss

While a batter is at the plate, an overlay can be seen at the side of the screen showing which pitches are available to the pitcher, and which button to press for each pitch. You'll also see how effective the pitcher is at that particular pitch (shown by up to five stars next to the pitch), along with a horizontal bar right above the pitch that stretches the length of the overlay.

This bar represents how effective that pitch has been over the course of the game. It will start the game completely full (unless in Rookie Challenge mode; see that section for more details), and will go down whenever that pitch is hit or thrown for a ball. The severity of the hit will also have an impact on how much of the bar is lost; allowing a single will hurt you, but giving up a two run double or a home run will yield a much more noticeable loss.

If this bar empties, then your pitcher will lose the ability to throw that pitch for the rest of the game, except when a turbo pitch or Big Heat is active.

If your pitcher gets beaten up and loses his best stuff, remember that you can replace him by choosing "Change Pitcher" from the Pause Menu between pitches.

Contextual Mini Games

There are two events that will trigger mini games during gameplay: attempting to rob a home run, and having a collision at the plate. Each one will trigger a different game.

- A collision at the plate will trigger a tug-of-war style mini game. If the catcher receives the ball with enough time to actually prepare for a collision with a base runner, then a bar will appear at the bottom of the screen with an icon for the **X** button. Both players need to mash the **X** button as quickly as possible to get the icon over to their side of the bar. Whoever wins will determine if the catcher holds onto the ball or gets bowled over and allows a run. Note that the meter may start in favor of one player or the other - bigger players have an advantage, so keep this in mind when trying to run down a beefy catcher with a slender runner!
- Attempting a wall catch will trigger a button matching mini game. If a home run can be robbed, then an indicator will appear next to the wall as the ball is flying out. When in control of this outfielder, run to the indicator and press the **X** button before the ball flies over the fence to trigger an attempt at a wall catch. Face buttons (**X**, **□**, **△**, and **○**) will appear on screen, and they must be pressed in order within a short amount of time if the potential home run is going to be snagged. The sequence of buttons will change based on difficulty level and the Glove attribute of the fielder.

Pause Menu

Anytime you press the **START** button during gameplay, you'll be taken to the Pause Menu. From here, you'll be able to access a number of settings and strategies.

While in the Pause Menu, the **○** button will return you to the previous menu (or to gameplay, if you're in the main Pause Menu), **UP** and **DOWN** on the **left analog stick** or directional pad will highlight options, and the **X** button will select a highlighted option. No matter what option is highlighted, the **START** button will resume gameplay.

The Pause Menu options are:

Resume

Exits the Pause Menu to resume gameplay.

Replay

Enters Replay mode, which gives you full command over an instant replay camera that lets you watch the last pitch. The following controls are used in Replay:

- The **left analog stick** moves the camera's focus point, represented by a large circle in the middle of the screen (the circle disappears when it is properly aligned onto an object that the camera will track).
- **UP** and **DOWN** on the directional pad will zoom the camera in and out, respectively.
- The **right analog stick** will pan the camera around the focus point.
- The **□** button will do a very fast rewind.
- Pressing the **L1** button will do a slower, more precise rewind.
- The **○** button will do a very fast fast-forward.
- Pressing the **R1** button will do a slower, more precise fast-forward.
- The **×** button will play the clip in real time, from the current point until the end. Pressing the **×** button a second time will pause it.
- The **START** button will return you to the Pause Menu.

Options

Modify gameplay, visual, and audio options. For more specific details, see Settings under the Options section of the manual.

Controls

This option will show you the game's controls in different gameplay contexts. Use **LEFT** and **RIGHT** on the **left analog stick** or directional pad to cycle through controls for Offense - Batting, Offense - Running, Defense - Pitching, and Defense - Fielding.

Choose Sides

Use this screen to add or remove team assignments. Use **LEFT** and **RIGHT** on the **left analog stick** or directional pad to assign your controller to a team, or to put your controller icon in the center (not assigned to any team). This option is not available in Rookie Challenge games.

Defensive Sub. (only when in control of the pitching team)

Use this screen to alter what position your players take when they're out in the field. The top eight players on the screen represent your starting

defensive lineup, and the players underneath them are your bench players (suggested by the large 'B' next to their portrait). The **left analog stick** and directional pad can be used to navigate the screen. Pressing the **X** button when a player is highlighted will activate that player. Pressing the **X** button again on another player will allow you to swap those two players (putting the bench player in the field). Pressing the **○** button will take you back to the Pause Menu.

Keep in mind that once a player has been taken out of the game, he can not come back in.

Offensive Sub. (only when in control of the batting team)

Use this screen to sub in pinch hitters or pinch runners. When you select this menu item, you'll be shown a list of available players to replace (whoever is currently at the plate and whoever is on the bases). Highlighting any available player with the **left analog stick** or directional pad and pressing the **X** button will bring up a list of eligible bench players. Choose any of the bench players to have them sub in for the player already in the game. At any time you can press the **○** button to go back.

As always, replacing any player will take them out of the game for good, and the player that came in for them will take over their spot in the field and in the batting order.

Change Pitcher (only when in control of the pitching team)

Select this option to get a look at your bullpen and sub in a new pitcher. Use the **left analog stick** and directional pad to navigate the screen, and press the **X** button with any pitcher highlighted to have them replace your current pitcher. Press the **○** button to go back to the Pause Menu.

Again, just like when changing your defensive and offensive substitutions, keep in mind that pitchers removed from the mound can't return to the game.

Stats

Check out the current game's box score. **UP** and **DOWN** on the **left analog stick** or directional pad will scroll through players. Pressing the **L1** button will toggle between displaying batters and pitchers, while pressing the **R1** button will toggle which team's stats are being displayed.

Restart

Select this option to restart the game from the first inning with the same teams and settings.

Quit

Select this option to quit the game outright, and be returned to the Main Menu.

PLAY NOW

The quickest way to jump into a game and get started! Once you select Play Now, you'll be taken to the Team Setup screen to choose your team.

- Press **LEFT** or **RIGHT** on the **left analog stick** or directional pad to assign controllers to teams. The left side is the away team, the right side is the home team.
- Press **UP** or **DOWN** on the **left analog stick** or directional pad when your controller is assigned to a side to cycle through the team list.
- Press the **□** button when your controller is assigned to a side to randomize your team.
- Press the **○** button to go back to the Main Menu.
- When your controller is assigned to a side, press the **×** button to start the game!

There's no option fussing with Play Now! The home team's stadium will be used, the default starting lineup is selected, and the game will be played using whatever options were setup on the Options screen from the Main Menu. See the Options section of this manual for more details.

EXHIBITION

Exhibition is similar to Play Now but with a few more options to tinker with before you begin that will apply only to that game. Once you select Exhibition, you'll be taken to the Team Setup screen.

- Press **LEFT** or **RIGHT** on the **left analog stick** or directional pad to assign controllers to teams. The left side is the away team, the right side is the home team.
- Press **UP** or **DOWN** on the **left analog stick** or directional pad when your controller is assigned to a side to cycle through the team list.
- Press the **□** button when your controller is assigned to a side to randomize your team.
- Press the **○** button to go back to the Main Menu.
- When your controller is assigned to a side, press the **×** button to assign a team to that side (home or away).

Once a team is selected, you'll be able to change the uniform that team wears in the game. Keep in mind that at this point, you can still press **LEFT** or **RIGHT** on the **left analog stick** or directional pad to assign your controller to a side. This means if you're playing single player, you can still modify the uniform of the CPU team.

Press **UP** or **DOWN** on the **left analog stick** or directional pad to cycle through home and away uniforms. Press the **○** button to leave jersey selection and go back to having the team list available. Press the **×** button to select a jersey and advance.

Once a jersey is chosen, you'll be allowed to select one of four difficulty levels for your team; Easy, Medium, Hard, or Super Hard. On higher difficulty levels it will be harder to make contact with the ball, harder to get perfect pitches when throwing the ball (making it easier to tip off your pitch), etc. CPU opponents will also be smarter and more difficult to strike out or get hits from. Remember that in a user-user game, you can each choose a different difficulty level in order to handicap the game. A beginner can play on Easy while a pro can play on Super Hard to even the contest. The difficulty settings can be modified in-game through the Pause Menu.

Press **UP** or **DOWN** on the **left analog stick** or directional pad to cycle through the difficulty levels. Press the **○** button to go back to the jersey selection. Press the **×** button to choose a difficulty level and advance.

Once both teams have chosen a difficulty level, you'll be able to set your starting pitcher. Each pitcher's effectiveness with their particular repertoire of pitches is shown on a scale of one to five stars, with five being the best. Use **UP** and **DOWN** on the **left analog stick** or directional pad to highlight a pitcher, and press the **×** button to select him. Press the **○** button to return to the Team Select screen.

After you've picked your starting pitcher, you get to tinker with your lineup and defensive positions. Players are shown in their batting order, with bench players appearing below the starters. Use **UP** and **DOWN** on the **left analog stick** and directional pad to highlight players. With any player highlighted, pressing the **X** button will activate that player, and then highlighting another player and pressing the **X** button a second time will swap those players in the batting order. Doing the same process but using the **□** button to select the players will swap those two players' defensive positions. Pressing the **○** button will take you back to the pitcher selection screen. If everything is set the way you like it, highlight **DONE** from the top of the menu and press the **X** button to advance.

Last but not least, you advance to the Game Setup. This is where you get to choose a stadium, the number of innings for the game, and what time of day the game will be played. Use **UP** and **DOWN** on the **left analog stick** and directional pad to highlight settings, and **LEFT** and **RIGHT** to change the settings. Pressing the **□** button will randomize the chosen stadium. Press the **○** button to go back to selecting your starting pitcher, and press the **X** button to get into the game!

ROOKIE CHALLENGE

Rookie Challenge lets you create a rookie and take him from a struggling scrub to a force to be reckoned with. Through training, playing games, and taking on challenges, you'll progress towards the ultimate goal of getting to the World Series. And winning. Each of these events will end with your player getting points that you can use to upgrade your rookie's attributes.

Save any rosters or created players before you enter Rookie Challenge. All rosters will be reset to default when you enter the mode, meaning you'll lose all unsaved information!

Getting Started

When you first choose Rookie Challenge from the menu you'll be asked to either load a previous game or start a new one. If you load a game, you'll be taken to the load screen. If you start a new game, then you'll be asked to pick a team. Use **UP** and **DOWN** on the **left analog stick** or directional pad to highlight a team, and the **X** button to select a team. Then choose a difficulty with the **X** button. Remember that you can change the difficulty later from the Options Menu if you find the mode too easy or too difficult.

Once a difficulty is selected, it's time to create your rookie! Creating a player for Rookie Challenge is similar to creating a player from the Rosters screen, so please see the Create Player portion of the Rosters section of the manual for a more detailed look at this mode. There are two key differences when creating a rookie in Rookie Challenge compared to creating a player from the Rosters screen. First, you can not alter Attitude settings. Second, attributes are assigned a little differently.

Attitude options are unlocked as you progress through Rookie Challenge. Winning games and advancing through the mode will give you the opportunity to edit your player and add some flair.

The Map

When you've finished creating your player, press the **START** button to enter the Map. This is where you'll spend most of your out-of-game time in Rookie Challenge, traveling to different locations to train, play games, or take on challenges.

The very first thing you should do is customize your rookie's starting attributes. Press the **Y** button to enter the Upgrade Rookie screen. You start the mode with 50,000 points in your bank, and you can put up to five stars into any of the five attributes (Power, Contact, Arm, Glove, and Speed). Each time you upgrade an attribute, it will become more expensive to bump up to the next star.


This is what each attribute does for your player:

- Power - Affects how far the ball will travel when the player hits it.
- Contact - Affects how easily the player makes contact with the ball.
- Arm - Affects how fast and accurate your throws are in the field.
- Glove - Affects your overall ability in the field.
- Speed - Affects the player's overall run speed.

And this is how the attribute cost breaks down:

- First star - 10,000 points
- Second star - 15,000 points
- Third star - 25,000 points
- Fourth star - 50,000 points
- Fifth star - 100,000 points

This means your rookie will only start with one or two stars in a few attributes, or three stars in one attribute. That makes for a pretty sub-par player, but remember: you're a rookie trying to make it into The BIGS, and your player will have plenty of opportunity to improve. And don't worry about having to use all your points at once; any unused points will be carried over and you'll have a chance to add on to them.

Once you've placed your attribute stars, press the  button to go back to The Map.

Now that your player has been upgraded, it's time to let your rookie get some on field experience!

At first you'll only have one location available, and only one thing to do there: play your first game. This first part of Rookie Challenge acts as spring training, so you'll have the chance to play a couple of exhibition games and also get some training under your belt before getting to the season opener.

During your first game, you'll receive tutorial overlays explaining some of the fundamental concepts of The BIGS. All of the overlays are contextual, so they'll guide you along as you play. For example, if you get a single with less than two outs, you'll probably receive an overlay explaining how to bunt. The tutorial is a fantastic way to learn the controls of The BIGS while actually playing the game, and each of the messages provide some helpful guidance.

The tutorial only occurs in the first spring training game, and each overlay only appears once.

From the map screen, you can do the following things:

- When multiple locations are available, highlight them with the **left analog stick** or directional pad. Highlighted locations will show the home team's logo as well as a thumbnail of the available events at that location.
- Select a location by highlighting it and pressing the **X** button. This will give you a more detailed view and explanation of the events open to you at the selected location. Select an event with the **X** button, or press the **○** button to return to the Map screen.
- Pressing the **□** button will take you to the Upgrade Rookie screen. This is where you can spend the points you earn throughout Rookie Challenge by upgrading your various attributes. The costs for each attribute star are listed earlier in this section.
- Pressing the **△** button will take you to the Edit Rookie screen. This screen functions the same as Create Player, except your options are a lot more limited. You can change your player's hair options, as well as their accessories. As you progress through the mode, you will also unlock "Attitude" options that you can add or remove from your player at any time from this screen.
- Pressing the **START** button will bring up the Rookie Challenge menu. From here you can Save your game, alter game Options (see the Options section of the manual for more details), or Quit to the Main Menu.

Once you complete all the events at a location, you won't be able to select it anymore, and it will be checked off your map. Locations that have available games or challenges will show up as stars on the map.

After you've finished your first spring training game, you'll receive an overlay showing what your rookie did in that game. This overlay, the Rookie Wrap-up screen, will appear after every game in Rookie Challenge, and will award bonus points to your rookie based on their performance. You'll receive bonus upgrade points for getting hits (more total bases equal more points!), RBI, and making star plays in the field. But remember: baseball is a team sport. Any bonus points you earn are cut by 50% if your team loses the game.

Don't worry if you lose the first game, as the only penalty you'll receive is the 50% cut to your rookie's bonus points. You'll be able to try as many times as you'd like. Once you do win, you'll have access to the first level of training mini games.

Keep in mind that you can never sub out your rookie.

Training Mini Games

Being a player in The BIGS isn't all about home runs and diving stops. Players have to train! In Rookie Challenge you'll occasionally take on progressively harder training mini games that will challenge your ability with specific concepts in the game, and reward you with a huge batch of upgrade points.


There are four mini game types total, each of which has three levels of difficulty. You have to complete the first level of three of those games if you ever hope to make it to the regular season.

- **Contact Hitting** - Hit as many fair balls as possible. You'll get 10 pitches thrown your way. Each fair ball you hit is worth points, and getting perfect timing on a hit will give you a point bonus (applied at the end of the game).
- **Distance Hitting** - Hit the ball as far as you can! Every foot forward the ball travels will translate into a point of your score. Home runs will give you an immediate point bonus, and each perfect hit you get will give you an added point bonus once the game is over.

Both batting mini games will give you a score multiplier for each consecutive ball you hit fair, maxing out with the third ball in a row hit. Every consecutive ball hit after the third one will benefit from the same multiplier. This multiplier does NOT apply to home run or perfect hit bonus points. Each level of this mini game will increase the difficulty of the pitches; level 1 is all fastballs, level 2 is a mix of pitch types, and level 3 is a mix of more effective pitches (fastballs are faster, curve balls break harder, etc.). Additionally, each level of the batting mini games will increase the score needed to advance significantly, but will also make scoring points slightly easier.

- **Fielding** - This game places you just behind second base, where your goal is to stop all line drives from reaching the outfield. A ball machine will launch the ball in your general direction, and you need to catch it. Some balls will require you to run and dive to stop them, so stay on your toes! Remember that the ball machine will not shoot a new ball until your player returns to the center of the ready circle.

Like hitting, the fielding mini game gives you a score multiplier for each consecutive ball you catch that maxes out with the third consecutive ball caught, and resets when a ball gets by. The second level of this game increases the point value of each catch, but also increases the score needed to advance. The third level of the game fires much faster balls toward the outfield, and also expands the range across the field that it will aim (you're going to have to be quick to nab some of these!)

- **Running** - This will get you all caught up on the speed and control of your running ability. Follow the green arrow through each set of cones, and press the  button to vault over hurdles or slide under barriers. This is the only mini game that also let's you build up Turbo, which you can use to sprint.

Keep in mind that this game does take momentum into account, so you may want to limit sprinting to the straight-aways.

The running mini game is the only game where your score can drop (although never below zero). Each set of cones you successfully pass through will give you 500 points, but each cone, hurdle, or barrier you hit will take away 500 points. Each level of this mini game increases the difficulty of the obstacle course. Even if you get the required points, you have to beat the obstacle course to get credit for it!

Once you actually get to the point where you've completed all three levels of a mini game, you will unlock a boss battle. This is a one on one matchup between you and a player in the league that is particularly exceptional at whatever skill the mini game tests you on. Completing a boss battle nets you a ton of points, and also helps cement your rookie as the best player in The BIGS.

Pitching Stamina

One of the unique elements of Rookie Challenge that requires your attention but doesn't impact your rookie is the Stamina of your pitchers. Unlike the rest of The BIGS, pitchers in Rookie Challenge can't pitch consecutive games and be 100% ready to go every time. They have stamina that needs to recharge between games in order for them to be tip top.


Anytime a pitcher comes into a game - be it starter or reliever - their Stamina will drop when the game is over. A pitcher's Stamina can be seen by a vertical bar on either the Starting Pitcher (before the game) or Change Pitcher (during the game) screens. A starting pitcher will have to sit out of two full games to have their stamina recharged to 100%. For this reason, pitching rotations in Rookie Challenge are limited to three starting pitchers. Closers will only lose 1/3 of their stamina for participating in a game, but they also lose their pitches far more quickly when the opposition gets hits off them.

Stamina doesn't actually impact the quality of the pitcher directly. Instead, the amount shown on the Stamina bar is how much the pitcher will have available on each pitch before he loses it in the game. See the Pitch Loss section in Game Mechanics for a more detailed explanation.

What this translates to is the less Stamina a pitcher has, the quicker they'll lose pitches when put into the game.

A pitcher's Stamina will increase after playing a challenge that they do not participate in. In addition, all pitcher stamina resets to full after the end of spring training, the start and end of the All Star break, and the beginning of the playoffs.

Opening Day

Once you finish the first level of each training mini game, you'll have to win one more spring exhibition game to make sure you're ready for regular season play. After spring training you'll unlock your first Attitude decoration (remember, put it on by pressing the  button to edit your rookie) and you'll be ready to face the league on opening day.

Rookie Challenge opens up a lot more from this point forward. You'll unlock further locations and events as you progress through the league. In addition to basic games and training, you'll have to take on situational challenges (e.g., starting a game in the bottom of the ninth with your team down by two runs), statistical challenges (e.g., racking up two home runs in a game to complete the challenge), and even games that let you steal a player from the other team if you win (note that you can only steal players from ten teams).

After your seventh Player Steal game, you will trigger the All-Star Break, which will let you participate in both the 2007 All-Star Game and the Home Run Derby[®] (note: you may skip the Home Run Derby[®] if you wish once you win the All-Star Game).

Once you complete all of your regular season challenges, you'll be taken to the race to the playoffs. At this point in Rookie Challenge, you will be one of seven teams within your league vying for a playoff spot. You will have to beat each of the other teams in a particular challenge, slowly working your way to the top spot on the list. Once you've defeated all six teams, you'll be taken to the Playoffs screen, which is setup as a tournament bracket. In the first round of the playoffs, you'll need to beat the opposing team at three challenges, and you'll need to win four challenges to win the second round.

Once the first two rounds of the playoffs are done, you'll have a shot at every player's ultimate dream: a World Series trophy. But keep in mind that you'll need to take on the top team in the other league before your rookie can truly call himself a champion of The BIGS.

HOME RUN DERBY®

Go head-to-head against another player in a power race with Home Run Derby®. Each player will receive the same number of pitches, and the first one to score ten points wins. But it's not as straightforward as it sounds...

To keep things interesting, every fifth pitch will be considered a Bonus Pitch. You'll know when to expect a Bonus Pitch by the indicator at the bottom of the screen. If a player hits a home run off of a bonus pitch, they can hit monster shots over the wall that are worth two points each.

If both players reach their tenth home run on the same pitch, the game will enter sudden death, and the next person to hit a home run wins. Once the game is over, an overlay will show you how many total pitches were thrown, how many actual home runs were hit, and how many bonus points were counted for each player.

After you select Home Run Derby®, you'll be taken to the Team Setup screen.

- Press **LEFT** or **RIGHT** on the **left analog stick** or directional pad to assign controllers to teams. The left side is the away team, the right side is the home team.
- Press **UP** or **DOWN** on the **left analog stick** or directional pad when your controller is assigned to a side to cycle through the team list.
- Press the **□** button when your controller is assigned to a side to randomize your team.
- Press the **○** button to go back to the Main Menu.
- Press the **×** button to advance.

After choosing a team, you'll have to select a difficulty, which determines how easy it is to hit a homer. After choosing a difficulty, you'll be shown that team's roster. Highlight the player you want and hit the **×** button to jump into the game!

Home Run Derby® is always played with a vertical split screen. The player on the visiting team is on the left, and the player on the home team is on the right.

ROSTERS

The Rosters menu is where you'll go for all of your roster tinkering needs. Mess around with default lineups, trade players around to different teams, or even create your own players!

Edit

With this option highlighted, press **LEFT** or **RIGHT** on the **left analog stick** or directional pad to cycle through teams. Once you've chosen a team whose roster you want to edit, press the **X** button. This will take you to the Lineup screen.

In the Lineup screen, use **UP** and **DOWN** on the **left analog stick** and directional pad to highlight players. With any player chosen, press the **X** button to activate that player. Press the **X** button a second time with another player highlighted to swap those players in the batting order. Do the same steps with the **□** button instead of the **X** button to swap players' defensive positions. Press the **L1** button or the **R1** button to toggle what type of lineup is displayed: Lineup (DH), Lineup (No DH), and Pitching Rotation. Lineup (DH) is the Lineup used in American League stadiums (where the Designated Hitter bats in place of the pitcher), while Lineup (No DH) is the Lineup used for National League parks. Press the **○** button to return to the Rosters menu.

Controls on the Pitching Rotation screen work the same way as on the Lineup screen; use the **X** button to swap players in the rotation. Use these screens to change the default batting and pitching orders for the selected team.

Create Player

Choose this option to enter Create Player mode! Highlight options with **UP** and **DOWN** on the **left analog stick** or directional pad, and modify them by using **LEFT** and **RIGHT**. This applies to all options except first and last name, which can be modified by pressing the **X** button and then entering a name on the virtual keyboard. At any time you can exit Create Player and go back to the Rosters menu by pressing the **○** button.

The descriptions below will tell you the basics of each menu. Note that you can always press the **L1** button or the **R1** button to look at the various Create Player screens without committing to anything; your player will not be completed until you hit the **START** button.

When you first select this option, you'll be able to edit the Personal Info of your players. This includes name, number, side of the plate he'll bat from, throwing arm, position, and if he's a pitcher, his available pitch types. Pressing the **R1** button will take you to the Look screen.

The Look screen allows you to edit the base model features of your player. Go here to alter skin tone, face, batting stance, and other such player features. Pressing the **R1** button will take you to the Accessories screen.

The Accessories screen allows you to customize superfluous things about your player to add some unique personality to his look. Go here to modify things like bat color, batting gloves, shoes, sleeves, and socks. Pressing the **R1** button will take you to the Attitude screen.

The Attitude screen gives you the opportunity to make your player look a little bit more on the edgy side. Set a nickname, bat decals, and even a celebratory ditty for your created player. Pressing the **R1** button takes you to the Attributes screen.

The Attributes screen is where you go to do the under-the-hood tuning of your player. Alter your player's batting (contact and power), defense (arm and glove), and speed ratings. If you're creating a pitcher, you can also modify the ratings of the pitches you've chosen for them. Be wary; pitchers only get 15 attribute points to spend, and other position players only receive 10.

Once you've created the player you want, press the **START** button to be taken to the Trade Player screen. Select a team for your created player and then press the **▲** button to view "extra" players (free agents). Swap out the created player for a player on any team! Press the **●** button to return to the Rosters menu from the Trade Players screen.

Don't forget to save your created player! Details on saving and loading can be seen later in this section.

Edit Player

This lets you edit a previously created player. All of the controls function the same as Create Player.

Trade Player

The Trade Player screen lets you trade players one-for-one between any two teams.

- Press **UP** or **DOWN** on the **left analog stick** or directional pad to scroll through the current team's list of players.
- Press **LEFT** or **RIGHT** on the **left analog stick** or directional pad to change which visible team you're scrolling through.
- Press the **L1** button or the **R1** button to scroll through teams. You can do this for both teams that are visible.
- Press the **▲** button to list "extra players," or free agents not assigned to a team. **CREATED PLAYERS WILL SHOW UP ON THIS LIST.**

- Press the **X** button to activate a player from either visible team. To complete a trade of that player, highlight a player on the other team (or from the Extra Players) and press the **X** button a second time. You'll be asked to confirm your trade.
- At any time, press the **○** button to go back to the Rosters menu.

Manage Rosters

The Manage Rosters menu is where you'll handle important tasks like resetting rosters, and saving/loading rosters or created players.

Save Rosters

Save your roster file! Press the **X** button to select the target for your save. Note that if you're selecting to save over an existing file, you'll be prompted to confirm your decision.

Load Rosters

Choose this option to select a roster file to load. Press the **X** button on any file name to load that file.

Reset Rosters

Choose this option to reset all of the game rosters back to default. This will reverse all trades, reset batting orders, and erase created players.

Save Created Players

Don't forget to save your creations! After you choose this option, select the created player that you want to save with the **X** button.

Load Created Players

Choose this option to select a created player to load. Press the **X** button to load a selected file.

OPTIONS

The Options menus let you modify different settings throughout the game. The Options menu is also where you can go to listen to 2K Beats or view the Credits.

Settings

This is the heart and soul of the Options menus. Use the **L1** button and the **R1** button to scroll between three types of settings to alter: Gameplay, Visual, and Audio.

Gameplay

- Difficulty - Easy, Medium (default), Hard, Super Hard - Sets the skill level of the home team.
- Innings - 1 to 9 (5 default) - Displays the number of innings the current game is set to.

Difficulty will impact both pitch and hit timing. The higher the difficulty level you choose, the more precise you have to be.

Visuals

- Strike Zone - On (default), Off - Toggles if the translucent strike zone will be displayed.
- Pitch Cursor - On (default), Off - Toggles if the pitch cursor is displayed to help line up your pitch.
- Fielding Aid - On (default), Off - Toggles if the fielding aid graphics will be displayed. Turning this option OFF will minimize helpful icons that are displayed while the ball is in play.

Audio

The Audio options menu lets you adjust individual volume sliders for the following sound types: Commentary, Game Sound Effects (Game SFX), Menu Music, Menu Sound Effects (Menu SFX), and Ambience.

MULTIPLAYER

Multiplayer

The BIGS isn't just made for one or even two players. Up to four players can get in on the action simultaneously!

When playing The BIGS multiplayer, you can assign up to two players per team. If only one human player is in control of a team, then they'll control every batter and fielder, just like in single player.

If two players are controlling a team, however, then things get a little different. On defense, the players will switch off who controls the pitcher each inning. The other player will control the default fielder. Keep in mind that when the ball is in play, the player in control of the pitcher can press the **L1** button to take control of another fielder as well.

On offense, the players will take turns at the plate by switching off with each batter. If one player gets a hit, they will then have full control over that runner on the base paths. **DO NOT FORGET TO CONTROL YOUR MAN WHILE RUNNING THE BASES.** He's under your control fully now, meaning that if the ball is hit you need to press the **left analog stick** towards a base to get there, or else your runner will stand still. This also means that before the ball is put in play, you can make the runner steal at any time by simply pressing the **left analog stick** towards any base. But watch out for pickoff moves; you have to dive back to the bag yourself, so inching towards another base can be a risky venture.

In any multiplayer mode, while pitching, you can make your pitching cursor disappear by moving it towards the edges of the strike zone. You will still be able to aim your pitch with the **left analog stick**, but the cursor will be invisible so as not to give away the location.

Multiplayer can be done in all modes of The BIGS. Just make sure all controllers are assigned to teams when on the Team Select screen. Your friends can also jump into the middle of a game through the "Choose Sides" screen from the Pause Menu. Also, keep in mind that you're limited to two player co-op if doing multiplayer in Rookie Challenge, and two player head-to-head if doing multiplayer Home Run Derby®.

ONLINE

Put your skills to the ultimate test by signing Online and challenging opponents all over the country! Note that you must have room on your memory card (8MB)[for PlayStation®2 for Your Network Configuration File (94KB), your Online Account (28KB), as well as your Online Roster (172KB). Once you connect Online you'll be shown a menu with the following options:

Quick Match

This is the quickest way to find a game, and allows you to search for ranked matches based on the number of innings the game is set to. The **○** button will return you to the main Online menu. Once a match has been found, you will be brought to the Team Setup screen, which functions the same as it does in Exhibition (select your team, uniforms, etc.!).

Custom Match

Choose this option to find ranked and unranked matches but with additional settings. Search for matches based on number of innings, game type, randomized teams, difficulty, and versus mode. The **○** button will return you to the main Online menu. Once a match has been found, you will be brought to the Team Setup screen, which functions the same as it does in Exhibition (select your team, then confirm your pitcher, batting order, and environment options).

Please note that in online matches, users have access to the pause menu only three times per half inning. If your opponent is idle in the pause menu, you may press the **START** button to initiate the Pause Timer. When the Pause Timer expires, the pause menu will be dismissed and the game will resume. The Pause Timer ensures your opponent can't just pause the game and walk away in an effort to infuriate you.



Leaderboards

View the stats leaders of everyone Online! Use the **L2** button and the **R2** button to scroll the pages **UP** and **DOWN**, and press the **○** button to go back to the main Online menu.

Friends

Choose this option to view your friends list. Highlight any of your friends with **UP** or **DOWN** on the left analog stick, and press the **X** button to bring up a list of options for that friend. Options include inviting to a game, sending/receiving messages, and removing or blocking people on your friends list.

Downloadable Content

Occasionally, updated rosters will be available for download to reflect changes that happen to teams during the baseball season, and those rosters can be downloaded here. Press the  button to see a list of available downloads, and the  button to go back to the main Online menu.

NOTE: If you experience difficulty joining an online game in The BIGS and are using an Internet sharing device (e.g. broadband router or firewall) you may need to enable Port Forwarding (sometimes called Virtual Server) on the device. Please refer to the manual that came with your Internet sharing device for specific setup instructions. You will need to forward both UDP and TCP port 1795 to the IP address assigned to your PLAYSTATION®2 console. This may require changing Your Network Configuration file from an "Auto" IP address (DHCP) to a "Manual" IP address. The BIGS includes a Network Configuration GUI for setting up and modifying these files. If you continue to experience difficulty joining online games, try bypassing your Internet sharing device by connecting your PLAYSTATION®2 console directly to your DSL or cable modem. In this case, you may need to create a new Your Network Configuration file before your PLAYSTATION®2 console will connect to the Internet.

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