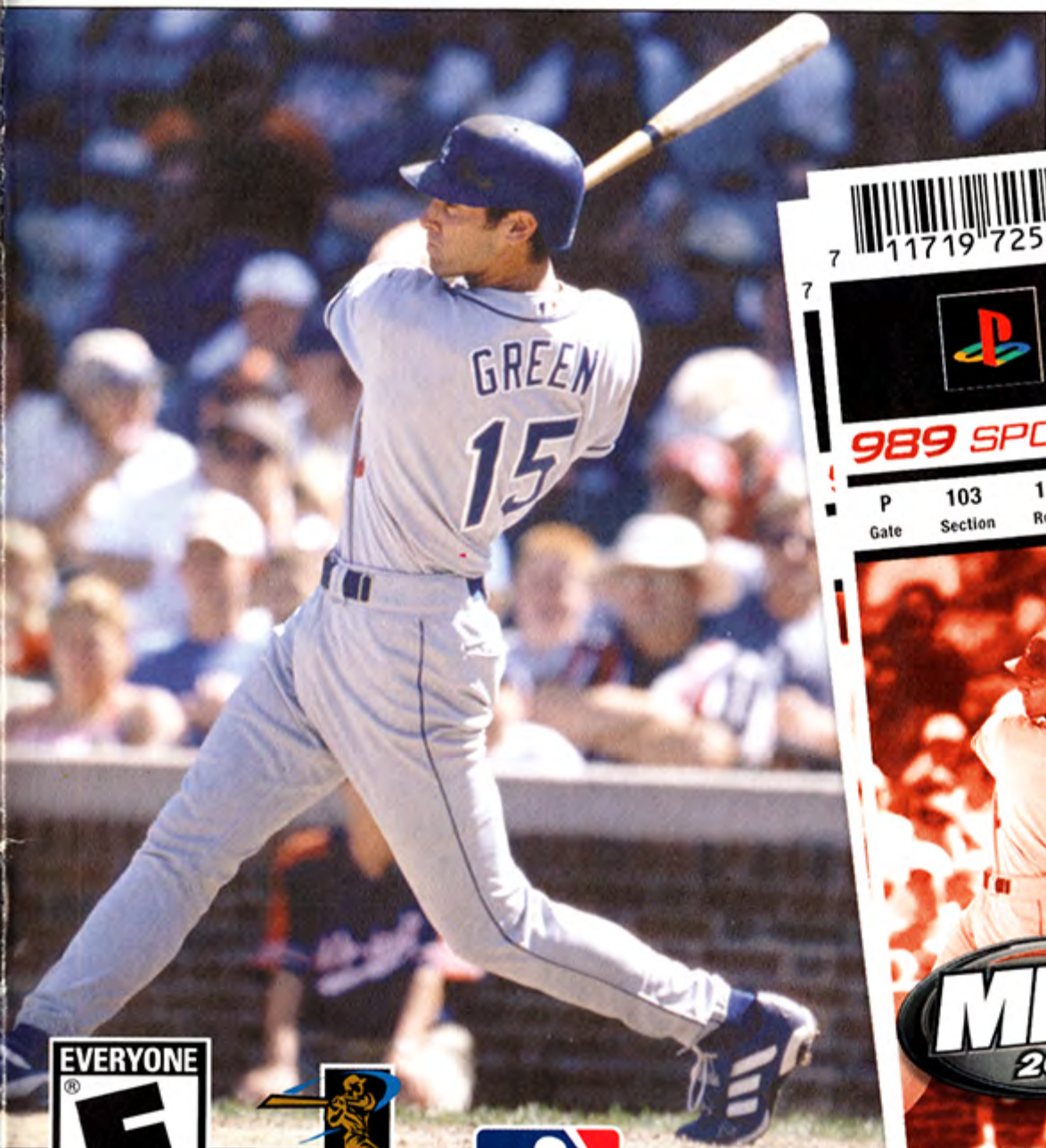


MANUAL

989 SPORTS®

MLB™ 2004

MLB 2004



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7



989 SPORTS®

P	103	11	03
Gate	Section	Row	Seat



BOX SEAT

989 SPORTS

P	103	11	03
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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

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.

MLB™ 2004 Tips & Hints**■ PlayStation 2 Hint Line**

Hints for all games produced by SCEA are available:

- Within the US 1-900-933-SONY (1-900-933-7669)
\$0.95/min. auto hints, \$1.40/min. live (All prices subject to change.)
- Within Canada: 1-900-451-5757
All Prices in U.S. \$1.50/min. auto hints (All prices subject to change.)

The automated support hint line is available 24 hours a day, 7 days a week. Live support is not available at this time. This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

■ Consumer Service/Technical Support

1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 7AM-6PM PST.

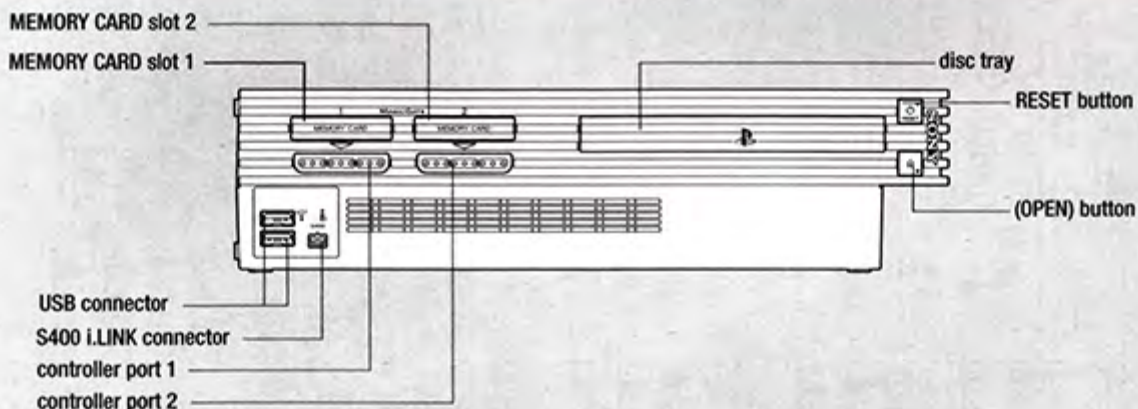
■ www.playstation.com – The official source for all things PlayStation

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the MLB 2004 disc on the disc

tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

■ Saving Data

You must insert your MEMORY CARD (8MB) (for PlayStation 2) before you save or load a file. MLB 2004 saves user-defined options and all data for Seasons, Playoffs, Rosters, Roster Changes, and Created Players. 469KB of memory must be available in order to save game data.

If you don't use a MEMORY CARD (8MB) (for PlayStation 2), all MLB 2004 data will be lost when you turn OFF your PlayStation 2 console.

■ MEMORY CARD (8MB)(for PlayStation 2)

The MEMORY CARD (8MB) (for PlayStation 2) is used to load, save, and delete files. Before starting an MLB 2004

game, you have the option to load a saved file from your MEMORY CARD (8MB) (for PlayStation 2). At this time, you can load Seasons, User Records, or Rosters.

Loading a File

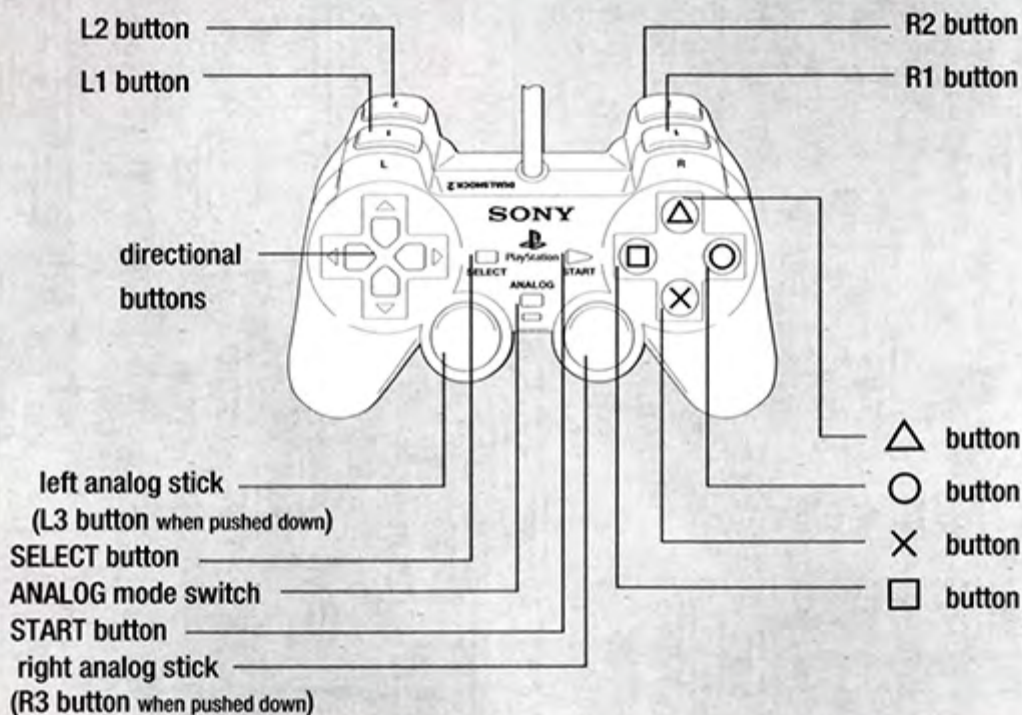
- Select Load Game, and then press **X**.
- Press **↑** / **↓** to select a file to load, and then press **X**.
- Press **X** to confirm the load or press **△** to cancel.

Saving a File

- Select the appropriate save menu item, and then press **X**.
- Press **↑** / **↓** to select an empty slot on the MEMORY CARD (8MB) (for PlayStation 2), and then press **X** to activate the on-screen naming system.

GETTING STARTED

■ DUALSHOCK®2 ANALOG CONTROLLER



- Create a name for the file, and then press **○** to save it.

Deleting a File

- Press **↑ / ↓** to select a file to delete, and then press **○**.
- Press **×** to confirm the delete or press **△** to cancel.

■ User Records

User Records allow you to keep track of player stats by creating up to eight user names that can be assigned to different teams. Your game skill is determined by the outcome of each player's stats. After each game, all created user stats are shown next to the player list names of your team.

When you have accumulated some stat information, view the user stats associated

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

Create User

- Press **← / → / ↑ / ↓** to select a user number.
- Press **×** to select a name.
- Press **← / →** to highlight a letter, and then press **↑ / ↓** to choose a new letter.
- Press **×** when finished editing a name.
- Continue this process to create up to eight user names. You can delete a created name by selecting a user name and pressing **○**. Press **×** to confirm your deletion and continue.
- Press **△** when you are finished.

GAME CONTROLS

From the batter's box - controlling the hitter

- ← / → / ↑ / ↓ Move bat cursor / Hit direction
- ⊗ Swing bat
- ⊙ Bunt
- ⊠ Normal or power hitting
- L2 Pitch history
- L2 + △ Guess pitch type 1
- L2 + ⊗ Guess pitch type 2
- L2 + ⊙ Guess pitch type 3
- L2 + ⊠ Guess pitch type 4
- L2 + ← / → / ↑ / ↓ ... Guess pitch location

Left Analog Stick

You can use the left analog stick to control any aspect of the game where you use ← / → / ↑ / ↓.

From the batter's box - controlling the baserunner

- △ All runners steal
- L1 All runners lead off
- R1 All runners lead back one step at a time

Game tips for on-field success

■ Swing Control

A skilled batsman can control his swing to hit the ball in any direction. This skill comes in quite handy when moving runners around the bases or when the manager calls for a hit-and-run. With the batting cursor turned ON, use ← / → / ↑ / ↓ to move the bat cursor over the pitch location, making sure your swing moves through the hitting zone. You can also choose to swing the bat for power or contact hitting using ⊠.

With the batting cursor turned OFF, once the pitch is thrown, use ← / → / ↑ / ↓ to aim the direction of your hit. Pressing ← / → while timing your swing correctly will enable you to hit the ball to the left or right side of

the field. Pressing ↑ / ↓ will aid you in hitting fly balls and ground balls. Fly balls are useful when trying to score a runner from third base on a sacrifice fly. Ground balls can also help move runners up a base.

■ Total Control Batting

Total Control Batting enables you to take complete control of your hitting experience. Before each pitch, you have the opportunity to guess the pitch location and type. Guessing correctly increases the size of the batting cursor and results in making perfect contact with the ball. When you press and hold L2, the action freezes and a pitch location box will appear on the screen. Use this screen

GAME CONTROLS

- L1** + $\leftarrow$ / $\rightarrow$ / $\uparrow$ / $\downarrow$... Runner lead off
- R1** + $\leftarrow$ / $\rightarrow$ / $\uparrow$ / $\downarrow$... Runner lead back
- R2** + Δ Steal 2nd base
- R2** + $\square$ Steal 3rd base
- R2** + $\times$ Steal home

On the basepaths

- R1** Return all runners
- R2** Sprint
- L1** Advance all runners
- Δ + $\leftarrow$ or $\uparrow$ Advance runner to 2nd base
- $\square$ + $\leftarrow$ or $\uparrow$ Advance runner to 3rd base
- $\times$ + $\leftarrow$ or $\uparrow$ Advance runner to home
- $\odot$ + $\downarrow$ or $\rightarrow$ Return runner to 1st base
- Δ + $\downarrow$ or $\rightarrow$ Return runner to 2nd base
- $\square$ + $\downarrow$ or $\rightarrow$ Return runner to 3rd base

and $\leftarrow$ / $\rightarrow$ / $\uparrow$ / $\downarrow$ to guess the location of the upcoming pitch.

Once you guess the location of the pitch, you can guess the pitch type. Each pitch type is represented by the Δ , $\times$, $\odot$, and $\square$ buttons. Choose one of them and then release **L2** to receive the pitch. When facing a pitcher with a player ranking of 90 or higher, like Pedro Martinez, the pitch location box will split up into eight areas instead of just four.



■ Guessing Pitches Correctly

By using the pitch history box to analyze the pitcher's most recent pitches, you can take a more educated guess at his next pitch. The pitch location box displays the pitch locations and the number of pitches already thrown during your current at bat. Until the first pitch is thrown in a new at bat, the pitch history will display the pitches thrown during the last at bat.

"Guess the pitch and its location correctly and you'll be rounding the bases often."

As you make your pitch guesses, a correct guess for a pitch type or pitch location will increase the batting cursor's size. Guessing the pitch type and location activates a "Dou-

GAME CONTROLS

Fielding the ball - player without the ball

- ← / → / ↑ / ↓ Move your fielder
- R2 Sprint
- △ Jump to catch the ball
- × Dive to catch the ball
- Switch fielder
- L2 Auto catch and throw
- L2 + ○ Auto catch and throw to 1st base
- L2 + △ Auto catch and throw to 2nd base
- L2 + □ Auto catch and throw to 3rd base
- L2 + × Auto catch and throw to home

Fielding the ball - player with the ball

- ← / → / ↑ / ↓ Move your fielder
- R2 Sprint
- Throw to 1st base
- △ Throw to 2nd base
- Throw to 3rd base
- × Throw to home
- R1 Throw to relay man

ble lock-on" cursor. This advanced cursor will provide extra power and enable you to control the direction of the ball to any field using ← / → / ↑ / ↓.

However, if you guess incorrectly on a pitch type or pitch location, the batting cursor will decrease in its size. If you guess incorrectly on both the pitch type and location, the batting cursor decreases by two-fold.

■ Running the Basepaths

Running the bases is a basic skill that can have a huge impact on the outcome of the game. Mistakes happen on the basepaths all of the time, causing managers to pull their



hair out. Mastering the controls for baserunning can allow you to stretch a single into a double, steal bases at will, advance your runners on balls hit in play, and score runs. During an at bat, if runners are on base, basepath windows will appear on the screen that will show your runner's actions on the basepaths.

GAME CONTROLS

Pitching - before the set

- △ Select pitch type 1
- × Select pitch type 2
- Select pitch type 3
- Select pitch type 4
- R1 Outfield positioning menu
- R2 Infield positioning menu
- L1 Status / Scouting report

Pitching - after the set

- Pickoff throw to 1st base
- △ Pickoff throw to 2nd base
- Pickoff throw to 3rd base
- × Pitch ball
- ← / → / ↑ / ↓ Choose pitch location after releasing pitch
- L2 + × Pitch out
- R1 Outfield positioning menu
- R2 Infield positioning menu
- L1 Status / Scouting report

The key to baserunning is making the right move at the right time. For instance, to steal a base, watch the opposing pitcher. Does he have a long, full windup? If he does, get a lead off of your base using **L1** and take off as soon as he makes a move to pitch the ball. If you can get an opposing pitcher thinking about your stealing ability, he will lose focus on the batter.

"Keep taking your leads to stir up the pitcher and cause distractions."

Once that happens, as the hitter, you can just sit back and wait for the pitcher to make a mistake by grooving a pitch right over the

plate where you can rip it.

You need to also learn when to advance your runners on hit balls. Learn the strengths of the opposing outfielders. See if an outfielder has a good arm by checking how many assists he has. Knowledge is key on the basepaths.

■ Fielding the Ball

In the field, you have some choices when it comes to fielding the ball. You can use a number of game controls before possessing the ball that provide an automatic response to fielding, or you can make defensive decisions as plays happen. If a batter hits a fly ball and

GAME CONTROLS

there is a runner on 1st base, as the ball is in the air, you can press **L2** + **△** to automatically catch the ball and then throw it in to 2nd base.

To make a play like this, run to the location of the fly ball, and then press **△** to throw the ball to 2nd base. The difference is making a defensive play call before you have possession of the ball or making the fielding decision as the play happens.

A fantastic feature of this game is the Fielding Aid. Once the ball is in play, a large replica of a baseball will appear on the field representing the landing point and location of the ball. As the ball approaches, the Fielding Aid decreases in size. To be sure that you catch or field the ball, position your fielder within the Fielding Aid. If he is in the landing area, he will make the catch.



■ From the Mound

You must be savvy on the mound to be successful in this game. You can't just go out there and start throwing meatballs right down the middle of the plate if you want to make it through the second inning. You will have four different pitches in your arsenal to try and outsmart the hitter. Mix them up and locate your pitches to keep your opponent guessing.

A key feature to making effective pitches is the ability to pick your pitch location. Learn your opponent's hitting tendencies so that you

can place your pitches accordingly. Before each pitch you can bring up the Quick Menu by pressing **L1**, giving you an in-depth look at each batter's hit chart. The hit chart shows the location history of a player's hit balls.



Once a pitch is released, you can place the location of the pitch by pressing **←** / **→** / **↑** / **↓**. Place the pitch somewhere in the strike zone or set the batter up by starting a curve ball inside that moves over the plate. You can also control the velocity of the pitch by holding **×** for more speed or tapping **×** to take a little off of the pitch. Throwing heat on every pitch can eventually wear your pitcher down. With the ability to place and control the speed of the pitch, you put a tremendous burden on the hitter to take a good swing.

Knowing a player's hit chart also enables you to know where to shift your defensive fielders. By pressing **R1** or **R2**, you can bring up the Positioning Menus that allow you to shift your infielders and outfielders to new fielding positions. Forcing opposing hitters to alter their swing or try to hit away from the defense is a good strategy to use during the game.

When runners reach base, keep an eye on the basepath windows. If a runner's lead gets too long, have your catcher try to pick the runner off with a throw to the appropriate base by pressing **○**, **△**, or **□** while the pitch is being delivered.

In-game changes to your setup

Using the Pause Menu to make additional changes to your game format

When you pause the game by pressing , you will activate the Pause Menu. The Pause Menu provides a number of options that enable you to make changes to your game setup. You can substitute players into the game, get pitchers ready in the bullpen, change the user view of the playing field from the batting and fielding views, refamiliarize yourself with game controls, and much more.

■ Substitutions

Using Substitutions, you have the power to make changes to your lineup and defensive makeup by bringing players into the game from the bench. You may want to bring in a pinch-hitter who can bat right-handed to face a left-handed pitcher in the late innings of a game. Some managers feel this gives you an advantage at the plate. You may need to make a defensive change to get more speed in the outfield to preserve a win. Whatever the reason, the Substitutions option allows you to put the right player into the game.

To make a Substitution, press  /  to select a player in the lineup and then press . Press  /  to move to the list of bench players and select a replacement by pressing  / . Press  to make the switch, bringing the new player into the game.

■ Bullpen

The Bullpen is where you get your pitchers ready for a possible appearance in the game. If your starter is wearing down or you want to bring in a reliever who has had success in the past against a particular hitter, think ahead and get your reliever ready in the Bullpen. There are many reasons to bring a pitcher into a game.

Each manager has his strategies and circumstances might not allow you to get your reliever ready ahead of time, but you always

want to avoid bringing a pitcher into a game cold. Bringing a pitcher in cold would not only compromise his health by putting him at risk to an injury, but it would most definitely put your team at risk by bringing in a player not yet ready to produce.

When you place a pitcher into the Bullpen, you will notice his status as being "COLD". As he gets more time in the Bullpen, his status will increase to the point that he will become "READY" to enter the game. Of course there are times when you may need to bring a cold pitcher into the game. If that happens, he'll need to warm up quickly from the pitcher's mound before facing the first batter.

To Make a Pitching Change

You don't have to have a pitcher in the Bullpen to make a change. You can bring any pitcher into the game at any time. From the Bullpen screen, press  /  from the list of relievers to select a pitcher and press . You can bring him straight into the game by pressing  from the pop-up screen or you can place him into the Bullpen by pressing . If he is already in the Bullpen, you can check his status to see if he is ready to enter the game.

■ Controller Set Up

The Controller Set Up enables you to change controller configurations during the game. You can change the user of each team or you can change control of a team(s) to the CPU. This allows you to play through unforeseen situations. For example, if a user quits in the middle of the game and you want to continue play, you can have the CPU finish the game for the exited user.

Play to Win

"Multiple game modes meet every challenge."



Selecting games reaches new heights

Itching for a complete baseball package of game modes? Every aspect of professional baseball is covered in MLB 2004. Do you want to build a team making all the decisions on player transactions? Do you want to develop young talent in Spring Training and try for a spot on a major league roster? How about just going out and smashing balls over the fence in a Home Run Derby? Well, you can do it all and more, finally getting a feel for what it's really like in the big leagues.

■ Exhibition Games

Select a team and let it all hang out on the field. It's only one game so be aggressive and take chances. Exhibition games give you a chance to play ball with any team in the majors. You can also choose your opponent,

so it is a good way to see what you might be facing during a regular Season or Playoff matchup.

■ Season Formats

Get a little more serious and committed about bringing a winner to the field. Multiple Season modes provide a realistic approach to America's favorite pastime. Each mode offers a unique opportunity for you to make things "real". Some gamers like the challenge of being a manager and others enjoy building a career. You'll be able to find the challenge you've been looking for in the Season Menu.

■ 1 and 2 Player Seasons

1 and 2-Player Seasons are normal Season setups. You are the player on the field making the plays and swinging the bat. The length of your Season is determined by the number of games you want to play. From the team selection screen, you will be able to set the length of your Season to 14, 29, or 162 games.

The idea behind Season play is to experience the grind of an entire Season, and in the end, somehow get your team into the Playoffs. Once the postseason begins, anything can happen and you may find yourself playing in the World Series. To get into the Playoffs, you must win your division or finish as the wild-

Stadium Select

Want to play in Fenway Park or shoot for the short porch in left at Yankee Stadium? In Exhibition mode, your game can be played in any park throughout the league. After selecting this option, press **←** / **→** to select a division, and then press **↑** / **↓** to choose a team name. Press **ⓧ** to select the ballpark and you will begin your game in a new city.

card team. The wild-card team will have the best record of the remaining teams in the league behind the conference champions.

When you enter a Season from the Pregame Menu, you will be brought to the Schedule screen showing the 2003 team schedule. To play a game on the schedule, press **↑** / **↓** to highlight a game and press **ⓧ**. To play a game further down in the schedule, you can do so without having to simulate all of the games prior to it. You can always go back and play any unplayed games.

Date	Game	Time	Opponent	Result
3-31	1	1:00PM	at Diamondbacks	W 5-1
4-1	2	7:30PM	at Diamondbacks	W 6-3
4-2	3	7:30PM	at Diamondbacks	W 7-1
4-3	4	1:00PM	at Padres	W 6-1
4-4	5	7:30PM	at Padres	W 6-2
4-5	6	7:30PM	at Padres	--
4-6	7	1:00PM	at Padres	--
4-7	8	1:00PM	Diamondbacks	--
4-8	9	7:30PM	Diamondbacks	--

At the bottom of the screen are three buttons: "PLAY GAME", "SIMULATE", and "PLAYOFF STANDINGS".

■ Simulating Games

By simulating games, you are allowing the CPU to determine the outcome. You are able to simulate a game, all games for the league up to a particular date, or all games for the entire Season. To simulate, press **↑** / **↓** to select a game on the schedule and

Saving a Season

After selecting this option from the Season Menu, choose an empty slot from the list of file slots available on your MEMORY CARD (8MB) (for PlayStation 2). Press **↑** / **↓** to choose a slot, and then press **ⓧ** to save the file. An on-screen naming system will allow you to enter a unique file name for your Season.

press **ⓧ** to bring up the simulation options. Press **↑** / **↓** to choose an option, and then press **ⓧ** to simulate.

■ Career Mode

Building a solid Career is everyone's dream. With Career Mode, you can take a team or a player and try to build a Career that can include making the 989 Career Greats team. Each Career can be up to 10 seasons in length and will include performing all of the duties of a General Manager. After each Season, you'll be able to view off-season transactions and make important decisions for your team that include releasing players, making trades, and acquiring free agents. You will also determine whether to promote players from the farm system in hopes of uncovering a potential superstar.

The first step to building a Career is to decide on whether you'd like to launch the Career of a team or a player. If you choose to build a player's Career, you will first need to create him and then place him on a team roster before starting.

"Careers can be up to 10 Seasons in length with each Season contributing to the success or failure of the club or player."

■ Farm System

During a Career, you can bring players up from the minors using the Farm System option from the General Manager Menu. Prospects can be called up to the majors at any time during the Season or Playoffs. The Farm System is made up of prospects and players who have been demoted to the minors. Keep your eyes peeled for potential "Diamonds in the Rough" as they become available during your Career. There's a good chance you may have a superstar prospect who could be the next Troy Glaus.

League rosters can only consist of 25 players, so you may have to demote a player from the roster before being able to promote a prospect. Players demoted to the Farm System can be called back up to the majors.

■ Franchise Mode

Franchise Mode gives you the feel of playing in a Fantasy League. Your goal is simple: win the World Series! Take a team of low-end players, earn enough points with your play, and then acquire new talent to help propel your team into the World Series. It's a fun challenge...one that could provide you with the ultimate thrill of winning it all.

Points can be earned by winning single games, running off win streaks, and accomplishing offensive tasks such as home runs, triples, doubles, and stolen bases. Losing, however, results in a reduction of points that can keep you from signing the players you need.

"Do you have what it takes to build a solid franchise starting out with bench players?"

When you have accumulated enough points to begin adding franchise players, you will find them in the Free Agent Pool. You have to release players to sign others, so remember that you only get half the value in points of each player you release. This makes it much more difficult to start adding players.

From the Franchise Team Select screen, each team has a point total associated with it. These point totals increase and decrease as you play games and make player transactions. The higher the total, the more opportunity you have to acquire new talent.

NAME	POS	RANK
Suppan	P	61
Harper	P	64
Bard	C	65
F. Vazquez	1B	77
J. Hairston Jr	2B	75
Castilla	3B	76
F. Sanchez	SS	67
Michaels	LF	70
Roberts	CF	73
B. Trammell	RF	82
Durazo	DH	78

■ Franchise Manager

As the Franchise Manager, you can use this menu item to complete your player transactions and also to keep a watchful eye on the rest of the league's teams. Check out each team's franchise information and watch for any player put on the Disabled List that you may want to pick up. Player ability rankings are how you'll be able to spot top talent. The higher the number, the better the player.

The Player Pool

Use the Player Pool to release and acquire players. You must have a sufficient amount of points to acquire players or your efforts will be denied by the league. You must have at least one player at every position, keeping you from releasing players without already having a replacement on the roster.

Sign a player

- Press **← / →** to enter the Franchise Pool.
- Press **↑ / ↓** to highlight a player in the pool, and then press **⊗** in an attempt to sign him.
- Confirm your offer by pressing **⊗** to sign the player.

Sell a player

- Press **↑ / ↓** to highlight a player on your roster, and then press **⊗** in an attempt to sell him.
- Press **⊗** to confirm the sale.

■ Manager Mode

So you always wanted to become a big league manager. Well, now you get to see what it's like to be the skipper and make all of the moves that you've been making from your sofa. Making starting lineups, giving pitchers the hook from the mound, calling a hit and run from the dugout steps...it's all up to you now. You will no longer be a play-

er, but the one who calls the shots on the field. The CPU plays the game as you make all the vital moves to ensure a victory. Manager Mode is a career format that can be up to 10 Seasons. Note that in Manager Mode, you can also take control of the General Manager duties.

■ All-Star Game

Ah, yes! The All-Star game and all of its glory. Feel the excitement and the energy of the most anticipated game of the year. American League versus National League, bragging rights are always worth the trip to the game for these players. You voted the players in, now you get to take the cuts for Ken Griffey Jr. and Barry Bonds. The All-Star Game is played in an Exhibition game format...one game, one winner.



■ Spring Training

Don't you just love the newness and anticipation of Spring Training? Each player dreams of making the team roster for the upcoming Season and every team believes that it can win the World Series. For you, Spring Training mode is as real as it gets. You get the chance to create a top prospect, earn points with your play on the field, and fulfill your dream of playing on a major league team.

A New Spring is set up so that once you create your prospect and enter Spring Training, you'll compete in six spring training games. Hopefully, in each game, you'll start

earning enough points to make your dream a reality. As games unfold and play is complete, you can check the status of your player by using the Status menu item to view his results. You need 50 status points to make the jump

A Prospect's Status

Once you've played a game, you can check the status of your prospect using the Status menu item. View your prospect's climb to the top from the MLB Status Meter (shown on the bottom of the screen). As your prospect's status climbs, the meter moves toward the Major League and All-Star labels.

From this screen, you can also alter your prospect's ability levels. Press **↑** / **↓** to highlight an attribute, and then press **L1** / **R1** to increase or decrease the slider bars. Use the available points shown in the ability window to alter your prospect's abilities.

to the majors. Once you reach a major league level, you automatically begin play in the league. Your stay in the majors will not last, however, unless you maintain your solid play. If poor play becomes common, back down you go! That may not be the end though, so don't give up. You can still earn your way back with better play in extended Spring Training games.

There is a bonus goal. If you gain 100 MLB Status points, before the July 13th deadline, your prospect will play in the mid-summer classic - the All-Star Game! So get started and have fun. Keep trying and don't give up until you fulfill your dream.

To create your prospect, see **Create a Player** on page 19. You'll need to place your player onto a team once your player is created. Choose the major league team that you'd like to play for by trading your prospect onto the roster.

Playoff teams are the only winners

Making the postseason is all that matters to most teams

The postseason has always been a time of great excitement. In baseball, only eight teams can make the Playoffs. If you make it in, it's all worth it - the long regular season, the time away from your family, the daily grind of the workouts. If you don't make it, all is lost and the rebuilding begins.

The grueling regular Season takes its toll on everyone. It sure is a lot of games to play without the guarantee of a postseason birth. Well, don't sweat it anymore.

■ Playoffs

You can use the Playoff mode to jump right into the Playoff picture. Just choose a team and start your Playoff run. Your choices for Playoff length include 1-1-1, a single elimination format, or 5-7-7, representing a more complete "best of" format. The "best of" format is set up so that the team winning the most games in that particular series moves on to the next set of games.

■ Playoff Brackets

From the Playoff bracket screen, choose the bracket from which your team starts its journey. Your team will be placed in a bracket that may include other divisional teams, but

you have the option to move your team to any of the Playoff brackets.

Note that although you have the power to alter the layout of your Playoff picture, you can only play the game that your team is scheduled to play in.

Choosing a Playoff Bracket

To customize the Playoff brackets, press **←** / **→** / **↑** / **↓** to select a game matchup, and then press **⊗** to place your team in the new bracket. Once you have placed your team, you can change the other Playoff teams by pressing **←** / **→** / **↑** / **↓** to move through the brackets, and then pressing **L1** / **R1** to change the teams within the selected bracket.

■ World Series

The World Series mode allows you to bypass not only the Season, but the Playoffs as well. Go straight to the big dance and feel the energy of making it to the final series! Choose a team and pick a Series game length of one or seven games and it's time to....Play Ball!

Playoff Baseball

"The atmosphere of the Playoffs is where it's at."



Big hitters face off

Big bats, big hitters, big hits - The Home Run Derby is all it's touted to be

■ Home Run Derby

To some, the Home Run Derby is the best part of the All-Star Game festivities. Now you get to slug it out with the best power hitters in the majors. When the Home Run Derby starts, each player gets one trip to the plate to hit as many home runs as he can. Don't worry about having to swing at bad pitches. Each hitter gets an unlimited number of pitches to hit, so relax and wait for your pitch.

"Sometimes a big bat comes in a small package. Last year, an unlikely player won the Derby."

When setting up your derby, you will have the opportunity to choose the number of outs each player gets during his at bat. An out is any hit ball not resulting in a home run or any swing and miss of a pitch. You will also be able to select any ten players from the major league rosters. Keep an eye out for some of the rookies you have created. It could be fun to get some of them involved in the Home Run Derby.

Set up the Derby

- Press **L1** / **R1** to choose teams from which to draw players for the contest.
- Press **↑** / **↓** to highlight a player, and then press **ⓧ** to add him to the lineup.
- Continue this process until you have chosen ten players. If you wish to delete any of your initial contestants, press **←** / **→** to enter the lineup window. Press **↑** / **↓** to highlight a player, and then press **ⓧ** to delete him from the list.
- When your lineup is complete, press **○** to continue to the Controller Select screen.

- Press **←** / **→** to highlight a player, and then press **↑** / **↓** to assign him to a controller.
- Press **L1** / **R1** to choose the number of outs allowed per batter, and then press **ⓧ** to enter the Pregame Menu.



Inside your game

Common Pregame Menu items make for a more realistic experience

■ Lineup

Sometimes, filling out the lineup card is a manager's worst nightmare. You may have a team loaded with talent where it's hard to find playing time for everybody. There are also times when you just might need to add some extra power to the lineup, in which case you may sit a good defensive player to play a good offensive player. Whatever the reason, the Lineup option is where you get it done. You have the ability to not only change the batting order of your lineups, but to make player substitutions, change the field position of your defensive players, or alter your pitching rotation. See how to substitute players and change pitchers on page 9.

"Stack your lineup with left-handed hitters to get an advantage over the opponent's right-handed starting pitcher."



Changing the Batting Order

- Press **L1** / **R1** to select a team.
- Press **↑** / **↓** to select a batting order type, and then press **×**.
- Press **↑** / **↓** to highlight a player, and then press **×** to tag him.
- Press **↑** / **↓** to highlight a player at a different position in the lineup, and then press **×** to swap the players' hitting positions.
- Press **□** to toggle stats and attributes.
- Press **△** when finished.

Positioning

- Press **L1** / **R1** to select a team.
- Press **↑** / **↓** to select Positioning, and then press **×**.

Player Positioning on the Field

Defensive player position is such an important aspect to getting batters out. It allows the pitcher to make certain pitches to the batter that he might not normally make. For instance, if a hitter likes the ball inside and tends to pull the ball, the normal tendency for a pitcher would be to throw outside. By positioning your infield to play to the pull side of the field, the pitcher can throw inside knowing that his infielders are in position for the ball to be hit to that side of the field.

- Press **↑** / **↓** to highlight a player, and then press **×** to tag him. When a player is highlighted, his number will appear in yellow on the positioning diagram shown on the screen. This will give you a visual of the player's position.
- Press **↑** / **↓** to highlight a player at a different position, and then press **×** to move the two players to their new positions.
- Press **△** when finished.

Pitching Rotation

- Press **L1** / **R1** to select a team.
- Press **↑** / **↓** to select Pitching Rotation, and then press **×**.
- Press **↑** / **↓** to highlight a player in slots 1-5 of the rotation, and then press **×** to tag him.
- Press **↑** / **↓** to highlight a different pitcher in the rotation, and then press **×** to change their position in the order.
- Press **△** when finished.

■ Realignment

Realignment is a term used when altering the team structure of each division. There are three divisions in each of the American and National Leagues and each division is made up of four to six teams. By realigning the teams, you choose the team layout of each division. For example, traditional American League teams can be moved to the National League, the Yankees can be placed in the AL Central, you can move the Brewers back to the American League, etc.

Once you begin the realignment process, you will move systematically through each division, placing teams where you like. From the available list of teams, press **↑** / **↓** to highlight a team. Press **L1** / **R1** to select a division for the team, and then press **×** to place the team. Once a division is full, press **L1** / **R1** to rotate through the remaining divisions to complete the realignment.

■ Other Options

The Options Menu brings you deeper into the competition by allowing you to alter detailed aspects of the game. Change the uniforms of your players, allow the CPU to complete trades during the Season, add a DH to your lineup, turn on the automatic play options, show the radar reading of each pitch on the game screen, and much more.

■ Fast Play

Fast Play allows you to play your game without all of the player activity before and after a pitch. For instance, with Fast Play set to ON, you won't be seeing batters walk to the plate or pitchers going to the rosin bag.

■ Player 1 and 2 Levels

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

■ Player 1 and 2 Bat Cursor

Use the Bat Cursor (shown as a white ellipse in the strike zone) to target the location of the pitch. If the pitch falls within the position of the bat cursor, and you time your swing just right, the bat cursor will turn red allowing you to crush the ball. Before the pitcher delivers the ball, the location of the pitch will be shown. Press **←** / **→** / **↑** / **↓** to move the bat cursor over the pitch location to have a better chance of making good contact with the ball.

■ DH

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

Holding a Draft

Holding a draft for your Season will change the entire makeup of the league. Every team starts from scratch and has the same opportunity to build a winner. The draft will go 25 rounds, as players are drafted at 10 pitching positions and 15 fielding positions. Once the draft starts, you can manually draft each position or have the CPU hold an Auto Draft.

When manually drafting, you have 20,000 points available for draft choices. Each player has a point total that gets deducted from your team's points when he is selected in the draft. For instance, a player like Jim Thome has a ranking of 98 and a point total of 930. Drafting him eats up a large chunk of your available points.

When drafting your players, keep track of your points to build a competitive team.

Don't get caught short wishing you had held onto a few points.

NOTE: You have 45 seconds to make your pick. If the time elapses, the CPU makes the pick for you.

Starting the Draft

- Press **←** / **→** to choose a player position.
- Press **↑** / **↓** to highlight an available player, and then press **ⓧ** to select him. As you make your picks, you can press **Ⓚ** during the draft to review all team rosters.
- Continue this process until the draft is complete. At any time during the draft, you can press **Ⓞ** to have the CPU hold an Auto Draft.
- When the draft is complete, press **ⓧ** to accept the rosters or **Ⓛ** to reject them.

Build Your Team

"Everyone, at some point, wants to make the tough calls on player personnel."

Dodgers			Cubs		
RF	S. Green	97	SP	K. Wood	84
DH	C. Hermansen	60	C	P. Bako	80
SS	A. Cora	78	1B	E. Karros	84
CF	W. Ruan	70	2B	B. Hill	72
LF	D. Ward	84	3B	M. Bellhorn	85
LF	L. Allen	68	SS	A. Gonzalez	70
LF	M. Kinkade	82	LF	M. Alou	85
C	T. Hundley	78	CF	C. Patterson	78
SP	A. Ashby	78	RF	S. Sosa	98
SP	K. Ishii	81	DH	T. OLeary	81

T. Hundley		BA	.271
---		RBI	73
---		HR	13
Trade Value: 4			

E. Karros		BA	.271
---		RBI	73
---		HR	13
Trade Value: 4			

Making roster moves count as the GM

How would you like to control the makeup of every team in the league? Before even playing in a game, you can alter any team's roster with trades, by creating players, holding a draft, and signing free agents. Set the league on fire by making blockbuster deals or creating superstar players that dominate the opposition. Other general managers around the league will be at your mercy, as you make player transactions for any team you wish.

Trading Places

You can make a trade for any player in the league. Trades can be made as a one-on-one transaction, or by equalling the trade value of the other team's players being offered. Try to add an impact player to take your team to the next level, or add some depth with a utility player or middle reliever. The key to building

a team is to have all the pieces of the puzzle. Every position counts and every player needs to contribute.

"Wearing the GM hat, you can trade for any player in the league. How would you like to have Shawn Green on your roster?"

When making trades, remember that your roster can only include 25 players, so you may need to release a player or two before making your trade. You also must have a minimum number of players at each position, so before you go and dump all of your second baseman, be sure you're adding at least one to fill the void.

Making a Trade

- Press **←** / **→** to select a side, and then press **L1** / **R1** to select teams for your trade.
- Press **↑** / **↓** to select the player(s) to be traded on both sides, and then press **X** to tag them. Trade values are shown under the selected players.
- Press **○** to make the trade, and then press **X** to confirm. If the trade is unbalanced, try to select different players to complete the transaction.

Releasing Players

You may need to make room on a roster by releasing players in order to add additional talent. To release players, highlight a player on the roster and press **○**. You will then have the choice to release the player into the Free Agent Pool or sign him to the other team. All players released to the Free Agent Pool can be signed by other clubs.

■ Creating a Player

Create any type of player for any team. Do you need a big hitter for the open DH position? How about a defensive specialist at third base? You can even have a little fun by using your own physical abilities and characteristics to create a player. Once your player is created, assign him to a team where he can start his play in the majors.

- Press **←** / **→** to select Pitcher or Player Position, and then press **ⓧ** to modify the General Attributes of the player.
- Press **↑** / **↓** to highlight the First and Last name options. You must enter a name for your player.
- Press **ⓧ** to edit the name with the on-screen naming system.
- When finished, press **○** to exit the system.
- Press **↑** / **↓** to highlight other player attributes, and then press **L1** / **R1** to make selections.
- Press **ⓧ** to move to the Pitching Attributes (when creating a pitcher).



- Press **↑** / **↓** to highlight the Role, Delivery, Stamina, and ERA options of your pitcher, and then press **L1** / **R1** to make selections. You can choose to make your pitcher a starter or closer and give him a delivery type from some of the best arms in the league. Each selection comes at a price, as you only have 300 points to alter your player's skill levels.

- Press **←** / **→** to enter the pitch type window. Here you can organize the order of your pitches and customize the action on the ball during the pitch.
- Press **↑** / **↓** to choose a pitch number or attribute, and then press **L1** / **R1** to make a change.

Player Cards

Player Cards provide an in-depth look at a player's statistics. When looking to trade, sign, or release a player, view his Player Card first for all of his pertinent info. Shown on a Player Card are a player's current year's stats and those from the year 2002. You can also check out a player's hit chart (a diagramed history of his hits) and rankings of his physical abilities.

- Press **ⓧ** to continue to the batting attributes of your pitcher.
- You can first modify your player's batting appearance by pressing **↑** / **↓** to highlight the Bat Style, Hand, and Color. Press **L1** / **R1** to make selections.
- Press **←** / **→** to enter the batting statistics window where you can alter his overall abilities, and then press **L1** / **R1** to raise/lower point totals of the slider bars. There are only 236 additional points to spread around in these categories.
- Press **ⓧ** to create your player. You now need to trade your rookie onto a team.
- Press **L1** / **R1** to choose a team for your player.
- Press **↑** / **↓** to select a player to replace with your rookie.
- Press **ⓧ** to make the trade.
- Press **ⓧ** to continue to the Career Menu.

NOTE: Creating a position player follows the same basic instruction as creating a pitcher without the pitching attribute steps.

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