

MLB SLUGFEST LOADED

Scouting Report



WARNING

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.



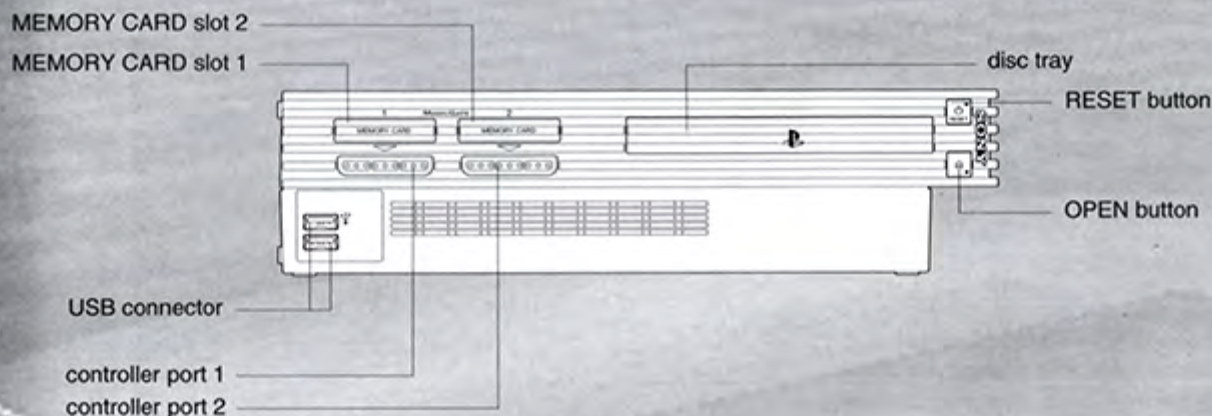
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GETTING STARTED

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 Slugfest Loaded™ 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.



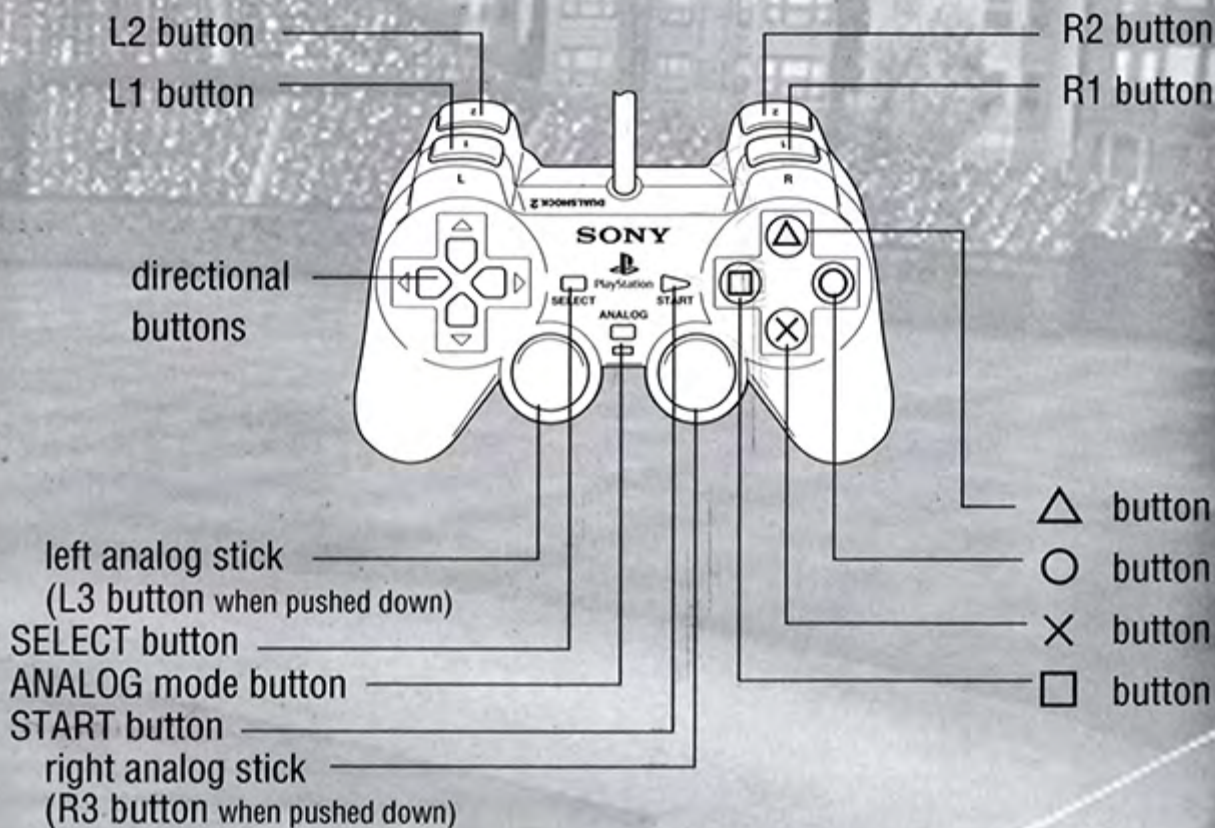
VOICE CHAT/USB HEADSET

This product allows the use of the USB headset (for PlayStation®2). Other users with voice chat capabilities will have a headset icon next to their username. To use your headset, it must be plugged in your console before an online match is started. To turn your headset on or off, press the  button. Voice chat is only available while in a match. For more information regarding the Online feature of the game, see pg. 15.

STARTING UP

MLB Slugfest Loaded does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



QUITTING A GAME IN PROGRESS

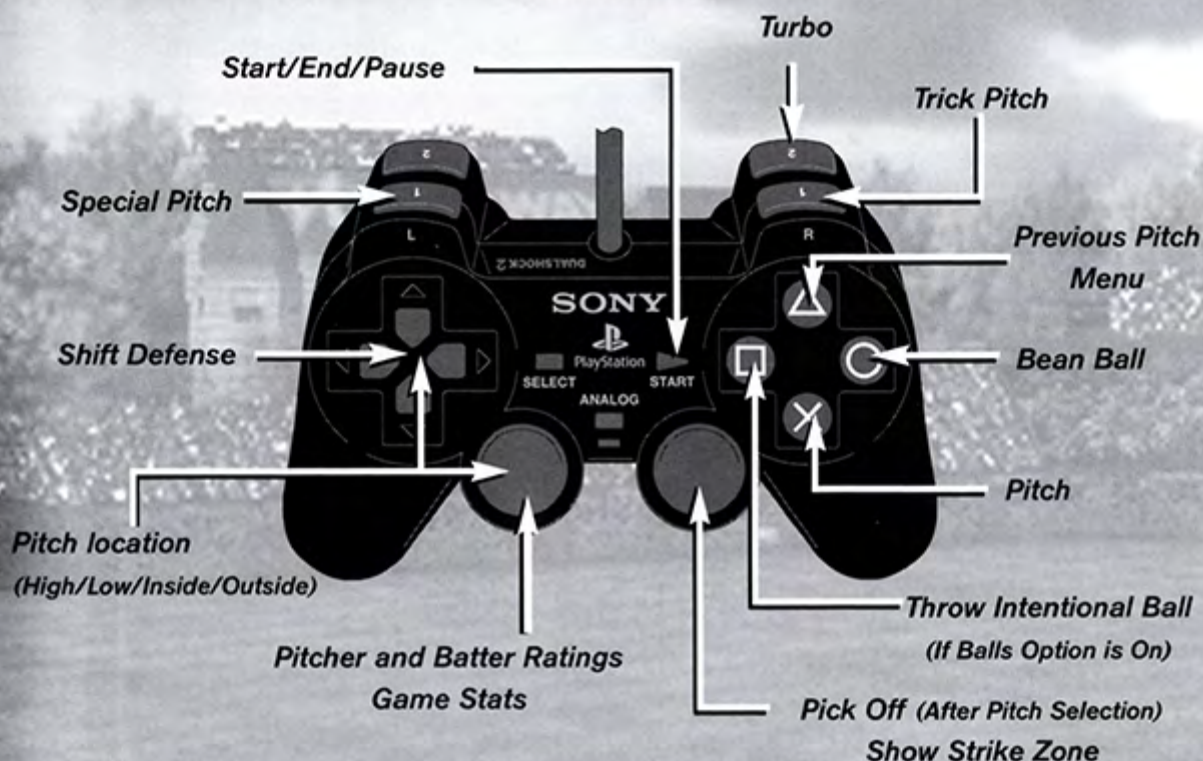
To quit a game in progress, press the  button during the game. The Pause Screen will appear. Select Quit Game, then confirm by selecting Yes. You'll then return to the Main Menu.

MENU/SUB-MENU NAVIGATION

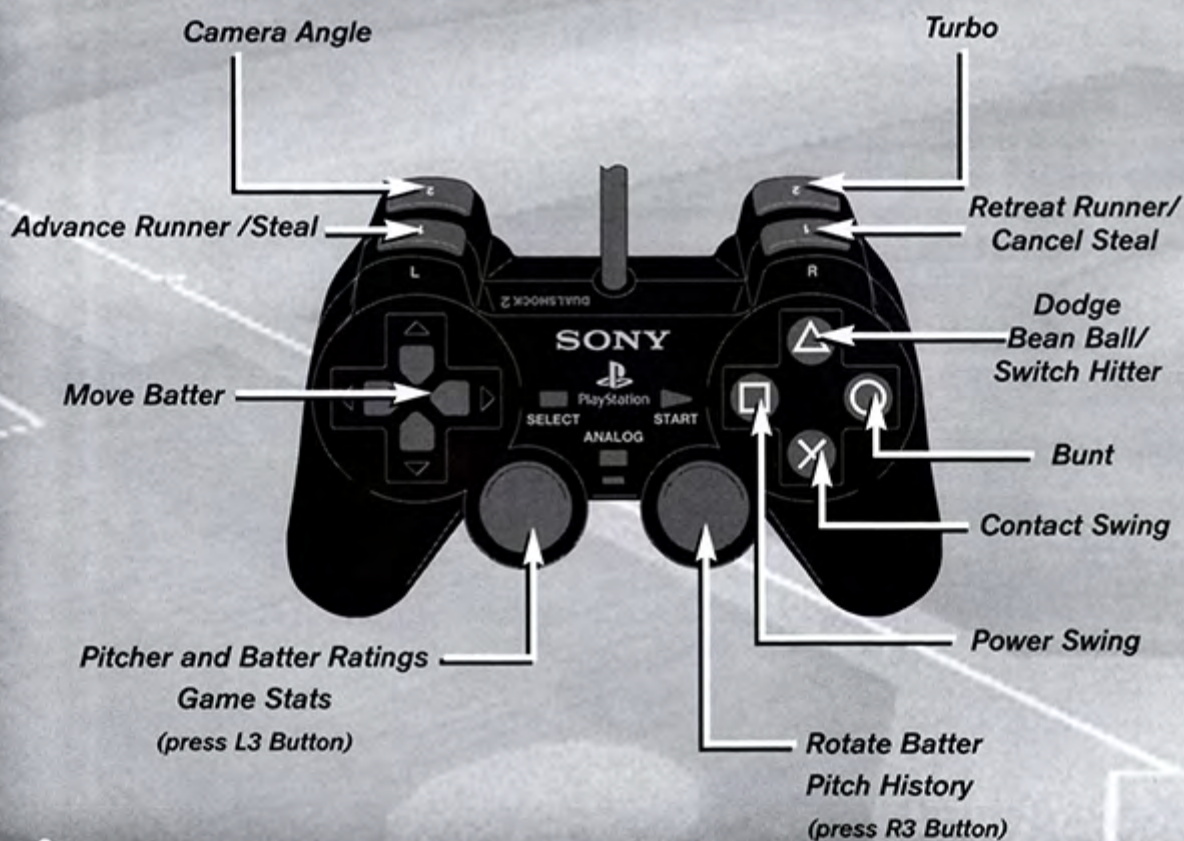
Throughout this manual, , ,  and  will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (, ,  and  depending on the menu) to highlight a selection. To activate a selection or access the next menu, press the  button. To go back to the previous menu and/or cancel the previous selection, press the  button.

DEFAULT CONTROLS

PITCHING

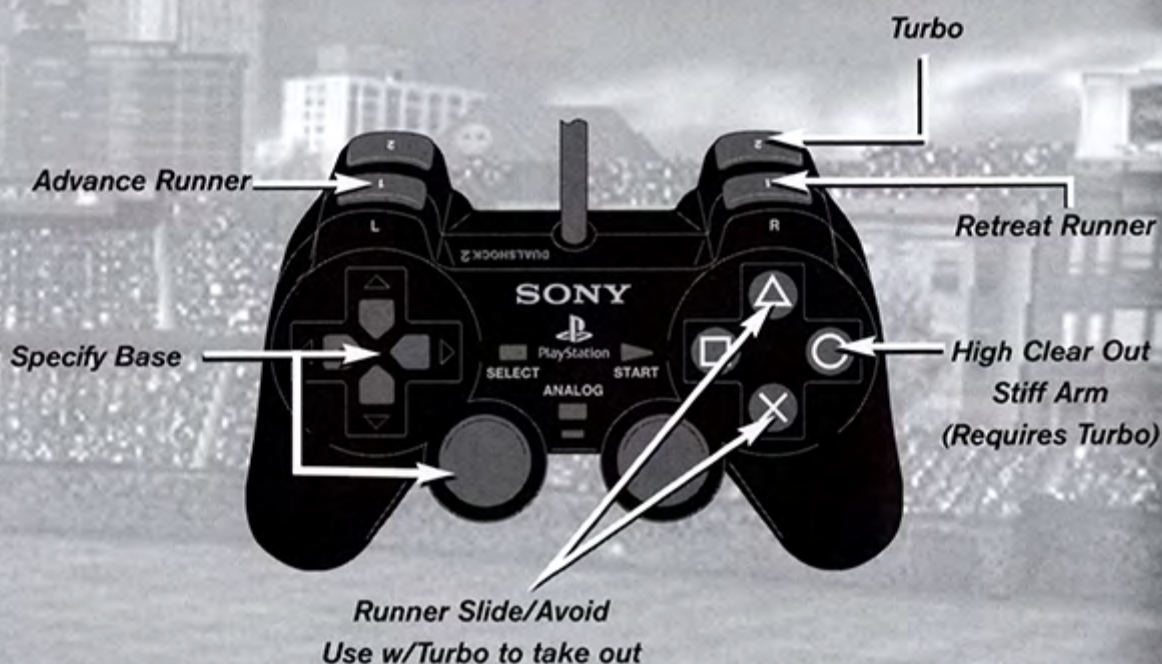


BATTING

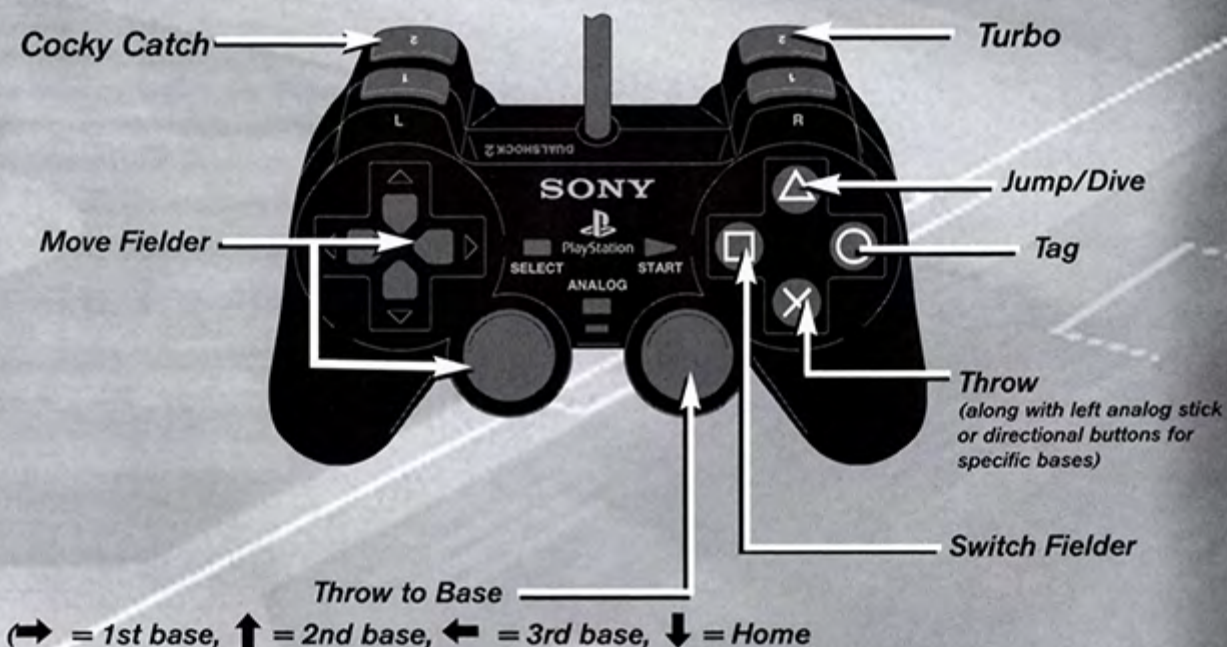


DEFAULT CONTROLS

BASE RUNNING

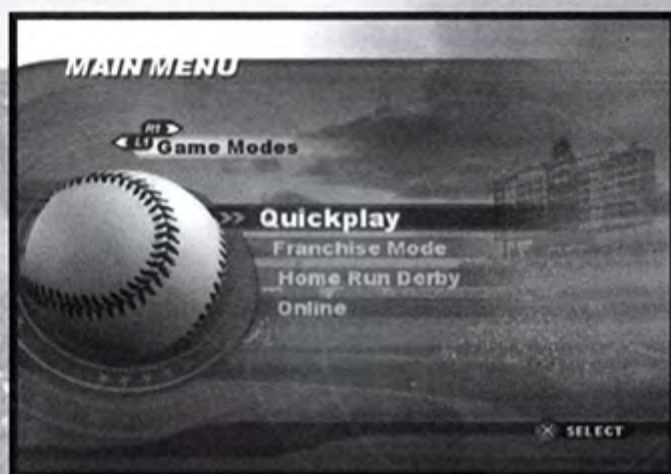


FIELDING



MAIN MENU

The Main Menu includes your Game Modes and Settings. Press the **L1** button or **R1** button to cycle these menus.



QUICKPLAY

Skip any setup options and go right to the diamond. You'll go to the Select Controller Screen. Player(s) will select Home or Away, then select a team (see Select Teams, pg. 17). You'll go to the Styles Menu, then off to the first pitch.

FRANCHISE MODE

MLB Slugfest Loaded's new Franchise Mode allows you to select an MLB team, and play multiple seasons. Over this time, your challenges will be to manage your roster, negotiate trades, sign contracts and pick up the free agents you'll need to build your team into a contender (see Franchise Mode, pg. 10-13).

HOME RUN DERBY

Knock some baseballs over the wall in MLB Slugfest's Home Run Derby. See Home Run Derby, pg. 14 for details.

ONLINE

MLB Slugfest Loaded can now be played online. Select this option to go to the Online interface and set yourself up for an online game (see Online, pg. 15).

SETTINGS

MLB Slugfest Loaded has a vast array of options that help dictate the type of game you'll play. Press the directional buttons **↑** or **↓** to highlight options.

Press the directional buttons **←** or **→** to cycle option settings. When you're finished changing options, press the **△** button to exit the set of options. Here are the options:



GAMEPLAY OPTIONS

Change the following options for a varied game play experience:

PLAY MODE

Select one of three play modes, each based on the type of baseball game you want to play. A Custom game lets you adjust all of the game options to create your own type of baseball game.

Select MLB Classic to play a more Sim based baseball game. You'll play without the Over-the-Top features normally found in a Slugfest game.

If you want to play with the Over-the-Top features you've come to know from playing previous Slugfest games, select Slugfest.

DIFFICULTY

Set the CPU Skill Level to Minors, Rookie, Pro, Veteran or All-Star.

BATTING STYLE

Select from three different battle styles:

Authentic - Using this style, you'll have to hit the ball where it crosses the plate, and you'll need to get the timing correct.

Directional - This style allows you to aim your swing to hit the ball in any direction you like.

Slugfest - The traditional Slugfest batting style is a bit easier than the other two. Basically, if your timing is down, you'll make contact with the ball.

INNINGS PER GAME

MLB Slugfest Loaded defaults to 7 innings. Set the number of innings you'd like to play anywhere between 1 and 9.

SETTINGS

ON/OFF OPTIONS

Press the directional buttons **←** or **→** to turn the following options ON or OFF:

Ticker Tape - Crawling text appears at the bottom of the screen.

Balls - Turn **Off** to keep all pitches inside the strike zone.

Ball Trails - Trail effects appear as the ball flies through the air.

Perfect Throws - Throws from your fielders hit the target base without bouncing or veering offline.

Aggression - Shove players and rush the mound.

Turbo - Extra speed and power is available for the player you're controlling.

Fire - Players catch fire for more speed, power and unlimited Turbo.

Special Pitches - Earned from strikes (see **Special Pitch Meter**, pg. 19)

Trick Pitches - An extra pitch is available for your arsenal.

Auto Select Outfielder - When the ball is in the air, the closest outfielder is selected for you.

Super Jumps - Players can leap or dive high and far for the ball.

AUDIO

You can make several modifications to the game's audio settings. Press the directional buttons **↑** or **↓** to select the option you want to change, then press the directional buttons **←** or **→** to toggle an option ON or OFF or adjust the volume level.

SOUND MODE

Choose from **Stereo**, **Mono** or **Surround Sound**.

PRESETS

Choose **Onfield**, **Old School**, **No Jokes** or **Default**.

You can make level adjustments to the **Music**, **Sound Effects**, **Commentary** or **Crowd**.



LOAD/SAVE

MLB Slugfest Loaded lets you save accumulated data to your memory card (8MB) (for PlayStation®2). We highly recommend using a memory card to enjoy the many features you'll find in this game.

Each time you start MLB Slugfest Loaded on your PlayStation®2 computer entertainment system, the game will read your memory card.



On the Load/Save Options, you'll find the Memory Management options. It offers options that allow you to view, sort and/or save game data on your memory card.

SAVING AND LOADING

SAVING

*Franchise Mode allows you to Save and Load saved data to continue a Franchise in progress. When you select a Save or Load option, available MEMORY CARD slots for saving data are displayed. Select a MEMORY CARD slot by pressing the **L1** or **R1** buttons.*

*Select a file within the memory card and press the **X** button to begin saving. A pop-up window will be displayed regarding the saving progress.*

SORTING

*Press the directional buttons **←** or **→** to highlight a category, then press the **○** button to sort the data.*

LOADING

*You can manually load your saved Franchise using this option. Select a MEMORY CARD slot, then press the **X** button. Any saved Franchises will be displayed. Press the **X** button again to load the Franchise.*

SAVING UNLOCKABLES

*At the conclusion of your game, you'll be prompted with the option to save your options settings to the memory card. If you've unlocked any unlockables during your game, you can save them to the memory card as well. To do so, select the "Unlockables" file, and press the **X** button to save them.*

It is advised that you do not insert or remove peripherals or memory cards once the power is turned ON. Make sure there is enough free space on your memory card before commencing play.

SLUGFEST THEATER

*MLB Slugfest Loaded includes FMV and promotional material that may be viewed at any time. Once this option is selected, press the directional buttons **↑** or **↓** to highlight an option. To the right, a brief description of the option will be displayed. Press the **X** button to select an option.*

FRANCHISE MODE

SCHEDULE

Prior to a Franchise game, select this option to view your team's schedule. You can press the directional buttons **←** or **→** to view future games in the schedule. You can also view other teams' schedules by pressing the **L1** or **R1** button.



WEEKLY SCHEDULE		Record	0-0
Giants		Pct.	0.00
April 1, 2004		Left 10	0-0
		Salary	30.5 CR
		Credits	97 CR
		April	
TUE 1	At Marlins		
FRI 2	At Marlins		
SAT 3	At Marlins		
SUN 4			
MON 5			
TUE 6	Royals		
WED 7	At Braves		

This is the option you'll return to when you're ready to play a game. Highlight the next game on the schedule, and press the **X** button. You'll be prompted to simulate all other games on the schedule and play yours.

Note: If you select a future game on the schedule, you'll be prompted to simulate all scheduled games prior. You can't play a future game, and return to play previously scheduled games later. You must play the games in the order they appear on your schedule.

CLUBHOUSE

The Clubhouse option allows you to make some management decisions prior to the opening pitch.

BATTING ORDER/PITCHING ROTATION/SET POSITIONS

BATTING ORDER

Highlight the player you want to move, then press the **X** button. Once that player is selected, you can highlight another player and select him as well. They will then swap positions.

Repeat the process until your batting order, pitching rotation or player positions are set. The **L1** button and **R1** button can be used to view other team's batting orders or pitching rotations. The **L2** button and the **R2** button can be used to view statistical categories.

PITCHING ROTATION

The pitching rotation and defensive positions can be adjusted the same manner in which the batting order was changed.

STRATEGIES

You can set a batting strategy for the times when you Simulate a game. Press the directional buttons **←** or **→** to increase or decrease the setting. This will increase or decrease the tendency for your team to employ a Sacrifice Bunt, Squeeze Play or a Hit and Run. The success or failure of these strategies will then show up in your team's stats.

When you're finished with your Clubhouse operations, press the **START** button to save the Franchise to your memory card.

FRANCHISE MODE

FRONT OFFICE

BATTING/PITCHING CALLUPS

The *Batting Callups* menu allows you to look at your AAA minor league prospects and decide if they should be called up to the majors. Highlight the player you want to send down to the minors, then press the **X** button. Once that player is selected, highlight the AAA player and press the **X** button again. They will then swap positions.

The **L1** button and **R1** button can be used to view other team's callups. The **L2** button and the **R2** button can be used to view statistical categories. You can't make changes to callups for any team other than your Franchise team.

RELEASE

Highlight a player, then press the **□** button to release the player to Free Agency.

SCOUTING

Scout a player by pressing the **○** button. His stats will be displayed.

TRADES

Now that you own a Franchise, you can call the shots in regards to Trades. Press the directional buttons **↑** or **↓** to highlight the players available for trade, then press the directional buttons **←** or **→** to cycle the player positions.

Once you've highlighted the player you want to trade, press the **X** button to place him in the Trade window. If you change your mind, the **X** button will also remove him from the Trade window.

To see trade offers from other teams, press the **L1** button and **R1** button to scroll through the other MLB teams. Press the **□** button to see trade offers for the player you've put on the trading block. To see more players available, press the **□** button again.

To move between your team's Trade Window and the team you're trading with, press the **L2** button and **R2** button. Once you've accessed the other team's Trade Window, press the directional buttons **↑** or **↓** to access their roster and select other players you'd like included for trade consideration. They will be added to that team's Trade Window.



FRANCHISE MODE

TRADES (CONT.)

SCOUTING

When a player is highlighted, you can press the **○** button to view player information and statistics.

Negotiating - With the Scouting Report window, you can press the **✕** button to negotiate compensation using your available Credits (see How Credits Work, pg. 16).

There are several contracts to choose from. Simply highlight the terms you want to offer that player, then press the **✕** button.

When you're finished setting up your trade, press the **▶** button to propose the trade. You'll be asked to confirm the trade, then you'll be notified if the trade was accepted or not.

FREE AGENTS

MLB Slugfest Loaded includes a list of available Free Agents that you can acquire for your Franchise.

Press the directional buttons **↑** or **↓** to highlight the players available, then press the **L1** button and **R1** button to cycle the player positions.

Name	Seeking	Thru	Vcty	Cntr
J. Acevedo	4x2	R	76	18
V. Alvarez	4x1	L	75	18
D. Bazzellon	2x1	R	73	17
J. D'Amico	14x4	R	15	95
T. Fiore	5x2	R	74	18
J. Foppert	15x1	R	81	74
G. Glover	4x3	R	78	29
M. Gonzalez	2x1	L	77	18
J. Han	2x1	R	76	18
D. Haren	3x1	R	76	18

Once you've highlighted the player, press the **✕** button to view his Scouting Report. In order to sign this player, you'll need to select a Credits package (see How Credits Work, pg. 16). Select a package, then press the **✕** button to sign the player.

SCOUTING

- **Health** is a rating indicating the approximate percentage of games in a 162-game season that this player will be able to play.
- **Stamina** indicates the approximate number of pitches a pitcher can throw before getting tired.
- **PL** (as in PL04) indicates the Playoff stats for that player (2004 Playoff stats).
- **ST** (as in ST04) indicates the Spring Training stats for that player (2004 Spring Training stats).

NEWS PAGES

This option lets you check out the latest stats information regarding your Franchise's league. You can check out the League Leaders, Standings and Headlines throughout your league.

OPTIONS

See Settings, pg. 7-8.

HOME RUN DERBY

SLUGGER SELECT

At the *Slugger Select* screen, press the directional buttons **←** or **→** to toggle between *CPU* (computer controlled) or *User* (human controlled), then press the **⊗** button to access the player names. You can have up to 8 contestants, controlled by human players and/or the CPU.



Press the directional buttons **↑** or **↓** to scroll available players, then press the **⊗** button again to make a selection. Repeat this process to complete your Home Run Derby line up.

When you're finished selecting your sluggers, press the **△** button to go back to the Home Run Derby line-up.

STADIUM SELECT

Press the directional buttons **←** or **→** to choose the stadium you'd like to use, then press the **⊗** button to select it and return to the Home Run Derby menu.

OPTIONS

Use the following options to set up your Home Run Derby contest:

SKILL LEVEL

Set the Skill Level to Minors, Rookie, Pro, Veteran or All-Star.

OUTS PER BATTER

You can decide how many Outs you'd like each player to have. Choose between 1 and 10 outs. The default is 10.

PITCH TYPE

Select the type of pitch you want thrown to the hitters. You can choose one of the many pitch types included in *MLB Slugfest Loaded*, or you can select Random to keep hitters guessing.

PITCH LOCATION

Select Middle to put them over the plate consistently, or select Random to have the ball cover all areas on and off the plate to make things a bit more difficult.

BATTING STYLE

See Batting Style, pg. 7.

GETTING STARTED

MLB Slugfest Loaded's new Online feature allows you to connect to the Internet and play a 1-on-1 game against other players online. In order to access Online mode, you will need a network adaptor (Ethernet/modem) (for PlayStation®2), a memory card (8MB) (for PlayStation®2), and a broadband connection to the Internet from an Internet service provider (ISP). Use the following procedure to log on:

Choose Online listed on the Main Menu screen to view the Network Setup screen. If there is an existing configuration file beneath the "Choose Your Connection" header, select it to enter the Network Login screen. If Create or Modify is the only selectable option, select it and follow the instructions within the Add Settings listing on the Networks Settings screen to properly configure your PlayStation®2 computer entertainment system for online play.

Note: During Online Setup, you cannot edit or delete AOL network settings. Also, you'll be required to view and accept the terms and conditions. Online service for this title is guaranteed only through June 7th, 2005.

NETWORK SETTINGS

Add Settings - Follow on-screen instructions to configure your Network Configuration file.

Edit Setting - To make changes to your settings, follow on-screen instructions.

Delete Setting - Delete the settings you no longer need.

Test Connection - To make sure you've successfully entered your setting, put the settings to the test.

Note: Network setting(s) can also be created by using the network adaptor start-up disc (SCEA) network adaptor utility disc (SCEE) included with the SCE network adaptor.

NETWORK COMPATIBILITY

MLB Slugfest Loaded supports Online gameplay using the network adaptor (Ethernet/modem) (for PlayStation®2) to connect to the GameSpy network. The in-game networking uses the official IANA registered PS2 UDP port number: ps-ams 3658/UDP PlayStation AMS (Secure). Within a GameSpy room, your local host ping information will be unavailable to other players if you are behind a NAT/firewall. GameSpy requires UDP Port 13139 to be open for unsolicited UDP in order to display the connection speed of other players.

LOGIN

On the MLB Slugfest Loaded Login screen you'll have three options: Log In Now, New Account and Disconnect. If this is your first time playing MLB Slugfest Loaded online, or you want to create a new account, select New Account. Enter or create your Username and Password.

Once you've finished entering profile information, you'll be prompted with the option to save this account to a memory card. If you have an existing account choose Log in to MLB Slugfest Loaded, then enter your previously created Username and Password. You may also log in using player profiles previously saved to your memory card.

MLB SLUGFEST LOADED CENTRAL

At the MLB Slugfest Loaded Central screen you will find playable modes. You can view the League Leaders, visit the Hall of Fame and stay current on all MLB Slugfest Loaded news & updates.

ONLINE POINTS SYSTEM

See page 27.

HOW CREDITS WORK

WHAT ARE CREDITS?

Credits are the monetary system used in MLB Slugfest's Franchise Mode. You accrue Credits automatically as your Franchise season progresses, primarily from ticket sales and earnings for TV broadcasts (these earnings are automatically determined by the CPU). Accumulating Credits is simple: build yourself a winning Franchise. Big market teams (like the Yankees & Dodgers) earn more credits. Small market teams (like the Expos & Royals) will earn less. As you win a lot of games or even win the World Series, you'll see your number of Credits on the Free Agent screen go up (see *Free Agents*, pg. 13).

You'll use your credits on player contracts and trades (for each game played, each player receives 1/162 of his salary, adding up to their full salary over the course of a 162 game season). For every game you play, Credits go up from ticket sales and down for player salaries. Because you earn a bigger share of the gate on home games, you may see your Credits go up after some home games then fall on away games.

YOUR BUDGET

The "Budget" figure is the CPU's estimate of how high your Payroll can go before you'll start losing Credits. If your Payroll is 300 and your Budget is 250, you should lose about 50 Credits from your Cash entry over the course of a season.

It's also good to have some credits in the bank, so you can spend more on rookies each year. There's a subtle difference in performance for the players acquired when you are in debt versus players acquired with a surplus of credits.

CREDITS ASSOCIATED WITH TRADES & FREE AGENTS

Having a surplus of credits means you can "sweeten the deal" on the Trades screen by adding credits to the players you are offering. Since everyone needs Credits to compensate their players, adding Credits is an effective way to make a successful trade.

When you sign a Free Agent you don't have to use any credits initially (there's no "cost" or "signing bonus" associated with signing a player). But his salary will be added to your payroll. This means you'll lose more credits as time goes on. So, if you have a Payroll of 250 and you sign a guy at "27 credits for 5 years", you will now have a 277 credit payroll.

NEGATIVE CREDITS

Having a negative number of credits doesn't mean your Franchise can't operate. You're just limited in the moves you can make until you've accumulated a surplus of Credits again. When you have negative Credits, you can't do the following:

1. Sign contract extensions
2. Re-sign players whose contracts expired (unless they are earning only 1 Credit)
3. Sign Free Agents (unless they are seeking only 1 Credit)
4. Perform a trade that increases your payroll

PRE-GAME SETUP



SELECT CONTROLLERS

Press the directional buttons **←** or **→** to select the side on which you want to play: Away Team or Home Team. Each person must pick a side.

SELECT TEAMS

In Quickplay games, you'll need to select the team you want to use in your Quickplay game. Press the directional buttons **←** or **→** to scroll through the teams. Power ranking for Batting, Pitching and Defense will be displayed.

Note: You can also select Random teams by pressing the **Ⓢ** button.



LOCKED TEAMS

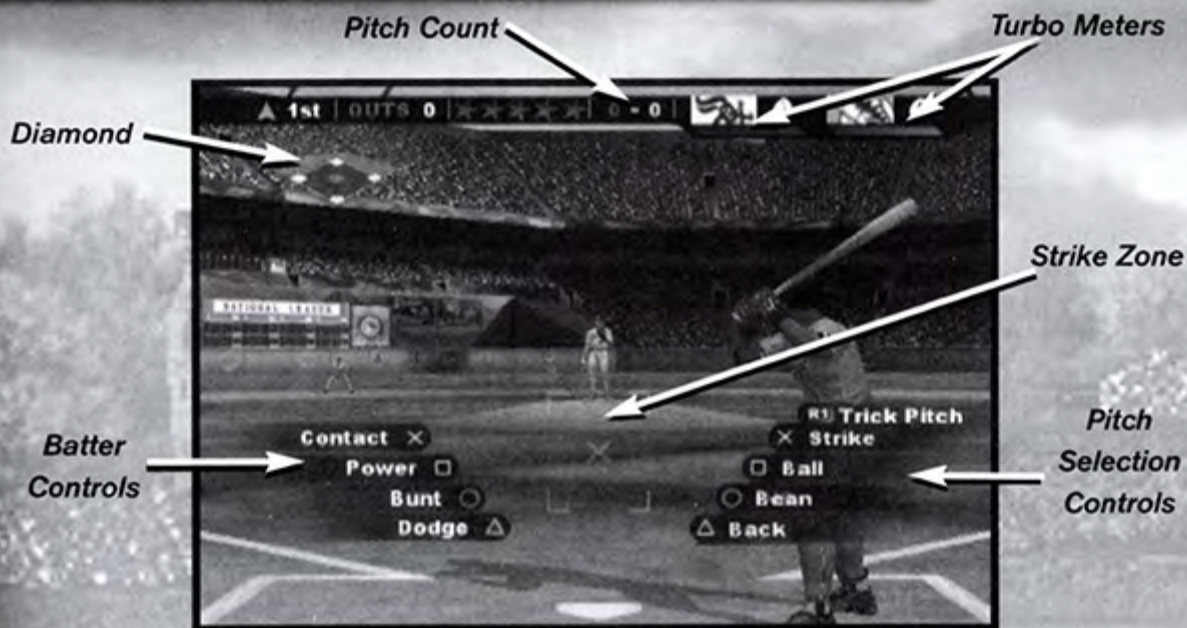
As you scroll through the teams, you'll notice that some custom teams are locked. Before you can select these teams, you'll need to find some success out on the diamond. As you accumulate wins and successful statistics, you'll see locked items become available.



PLAY MODE

Before the game starts, select the type of Play Mode for your game (see Play Mode, pg. 7)

ON THE DIAMOND



Read below for a rundown of the information displayed on-screen as you play:

TURBO METERS

At the beginning of each half of the inning, the Turbo Meters are fully colored, indicating you have the maximum amount of Turbo available. As you use your Turbo, the meter diminishes (see *Turbo Maintenance*, next page).

PITCHING/BATTING CONTROLS

Pitching and batting controls appear on-screen during an at-bat. Batting controls remain the same for every batter, but the pitching controls change, based on the pitcher.

THE DIAMOND

In the upper-left portion of the screen, the baseball diamond is displayed with colored dots representing offensive and defensive players. The color of the dots corresponds to the Home (red) and Away (blue) teams. As you run the bases, use this diamond image to keep tabs on your base runners.

STRIKE ZONE

Use the Strike Zone to set up your pitcher's pitches or gauge the location of a pitch if you're a batter. As a pitcher, use the left analog stick to place the crosshairs in the location you want your pitch. If you move the crosshairs beyond the strike zone, you'll notice the  button that indicates the location outside the zone.

PITCH COUNT

Balls and Strikes are displayed here.

DEFENSIVE POSITIONS

Press the D-pad to shift Infielders and Outfielders before the pitch.

ON THE DIAMOND



SPECIAL PITCH METER

When a pitcher throws 5 strikes, the Special Pitch meter will fill and illuminate. A pitcher's Special Pitch is then available. The **L1** button with the name of the Special Pitch will appear at the bottom of the Pitch Selections. Press the **L1** button to select the Special Pitch, aim with the left analog stick or directional buttons, then press the **X** button, **□** button or **○** button to choose your delivery. The Special Pitch will be accessible until the pitcher uses it. At times, it's best to save it until you need a critical strike out.

Note: The Special Pitch is available only to the pitcher that acquired the Special Pitch. If you change pitchers, the new pitcher will have to earn a Special Pitch.

BALL DESTINATION TARGET

After the ball makes contact with the bat, a yellow target appears in the location where the ball will land. This gives you a destination to run toward or under in order to field the ball. The size of the target indicates the height of the ball. When batting, this is useful for determining the height of a pitch. The higher the ball, the bigger the target.

FIELDER CONTROL CIRCLES

Red or Blue Control Circles are fixed below the feet of a controlled player to let you know when you're controlling a player. These colors match the colors displayed at the Select Controller Screen (see *Select Controllers*, pg. 17).

Note: As the ball is in flight, sometimes a red or blue arrow points off-screen. This arrow points to the off-screen location of your active fielder. Pressing the **□** button allows you to take control of the fielder nearest to the ball and increases his speed.

ERRORS

Errors occur at random, according to the player's Fielding rating. Just hope it doesn't happen at a critical moment.

MANAGER TIPS

TURBO MAINTENANCE

Pay close attention to your Turbo Meter during a play. It diminishes fast. Don't just hold down the button, because the Turbo is limited to one half inning at a time. It recharges between innings. Scoring runs or making a special play will help to replenish your Turbo Meter during the inning. Otherwise, you'll be limited to default speed until that half inning is over.

TIP

Use your Turbo to run the bases. It's not out of the ordinary for a hard line drive shot into the outfield to turn into an out at first base.

ON FIRE

All players have 3 major attributes: Contact, Power & Speed. Batting determines how likely a batter will hit into the holes. Strength determines how strong a player is when hitting the ball or making contact with another player. Speed determines how fast a player runs.

When hit with a Bean Ball, a batter's attribute could weaken. Over time, he will regain lost attributes. There is also a chance that your player will become enraged by the assault and explode in anger, increasing all his attributes. When this happens, the batter will rush the mound for a little payback.

The winner will remain On-Fire on the bases, on the field and even when he comes to bat in subsequent innings. He will lose fire only when he's called OUT while at bat or while running the bases.

Strength, speed and success will follow your players once you are "On-Fire". When you are on fire, your Turbo will never drain.

A Pitcher can catch fire by striking out 3 batters without giving up a run. A pitcher loses fire when he gives up a run.



On-Fire
(Orange Flames)

BASE RUNNING

LEAD-OFFS

While batting, all runners on base will automatically take a safe lead-off. Base runners will retreat automatically on pick-off plays unless the user designates otherwise.

For example: If a base runner on first base is told to steal second, and the pitcher attempts a pick-off play to first, the base runner will commence on stealing second base. To cancel a "Steal" command and retreat back to the base, press the **R1** button.



BASE STEALING

While batting, the offensive player may indicate to the base runners to steal the next base. This is done by indicating the target base with the directional buttons or left analog stick and pressing the **L1** button. That will lock the "Steal" command to the appropriate runner.

Each runner may be given a "Steal" command if desired, giving the player individual control of runner actions. So, with runners on first and third, the player may indicate that the runner on first base steals second, but the runner on third holds tight.

Also, with bases loaded, you may indicate that the runners on second and third steal their next base, but the runner on first base stays on first. Pressing the "Steal" button without indicating a target base will cause all runners to steal. The Retreat button will cancel any steal commands. Use the directional buttons or left analog stick and the **R1** button to selectively retreat base runners.

ADVANCING BASE RUNNERS

While running the bases, the player may "Advance" runners to the next base by indicating the target base with the directional buttons or Left analog stick and pressing the **L1** button. Pressing the Advance button with no target base will advance ALL runners to the next possible base.

This system keeps the game simple at a beginner's level, but gives the more advanced player more control by allowing some runners to advance while others are retreating. You may only advance the runner one base ahead of his destination base (i.e. - You may only indicate to a runner going to first base to take second base. When he is halfway to second base, you may indicate that he take third base, and so on. You may not indicate that a runner take home plate while he is running to first.

MANAGER TIPS

BASE RUNNING (CONT.)

RETREATING BASE RUNNERS

Retreat runners to the last base they "owned" by indicating the target base with the directional buttons or Left analog stick and pressing the **R1** button. Pressing the "Retreat" button with no target base indication will retreat all runners to their last "owned" base. This allows some runners to retreat while others are advancing. You may only retreat a runner back to his last "owned" base.

For example: You cannot indicate that a runner goes back to first base if he has already reached second base. When the runner reaches second base, it becomes the new "owned" base. The only way a runner can retreat back past his last "owned" base is if he is tagging up after leaving too early on a caught fly ball.

SLIDING

A runner heading to a base has the option to "Slide" (**X** button) to the base in order to decrease the probability of being tagged out. Since "tag outs" to runners happen automatically on normal standing contact to fielders, a slide will cause a fielder's tag to reach the base runner a bit later than a normal tag.

The runner may execute the "Slide" by indicating the target base with the directional buttons or left analog stick and pressing the **X** button. When the "Slide" command is given, the move will execute when the runner reaches the appropriate distance from the target base. A slide will not execute if the runner is too close to the target base. Pressing the "Slide" button with no target base will cause all base runners to slide into the next base. Again, this allows some runners to slide while others are performing some other action. Slides will not use up any Turbo, but will slowdown your run momentum for advancing to a further base.

SLIDING TAKE-OUTS

Sliding Take-Out moves such as "Leg Sweeps" can be performed by indicating the target base with the directional buttons or left analog stick, and pressing the **R2** button and **X** button (Turbo and Slide) simultaneously. The sliding runner will perform a "Take-Out" move at the end of the slide.



If the take-out move contacts a fielder, it will cause the fielder to be knocked off balance (flail), potentially disrupting his play.

If the fielder is holding the ball, there is a chance that the ball may be knocked loose and the runner will not be called "out". If you anticipate a "Sliding Attack", press the **△** button to jump over and avoid the attack. While the fielder is airborne, throw the ball. Sliding attacks will utilize a big chunk of Turbo.

MANAGER TIPS

ON-BASE SCUFFLES

Fielders can perform extra tags to an on-base runner by pressing the **Ⓢ** button (Hard Tag). This has no real value other than being fun. However, pressing the **R2** button and **Ⓢ** button (Turbo and Hard Tag) simultaneously will drain some of the base runner's Turbo.

On-base runners can defend themselves from fielders performing extra-curricular tags by pressing the **Ⓢ** button (Clear-Out). This will give a shove to the fielder and clear him away from you. The runner also has the ability to "pop" the ball from the fielder's hands by pressing the **R2** button and **Ⓢ** button (Turbo and Clear-Out) simultaneously. The likelihood of this is determined by the runner's Strength attribute versus the fielder's Strength attribute.

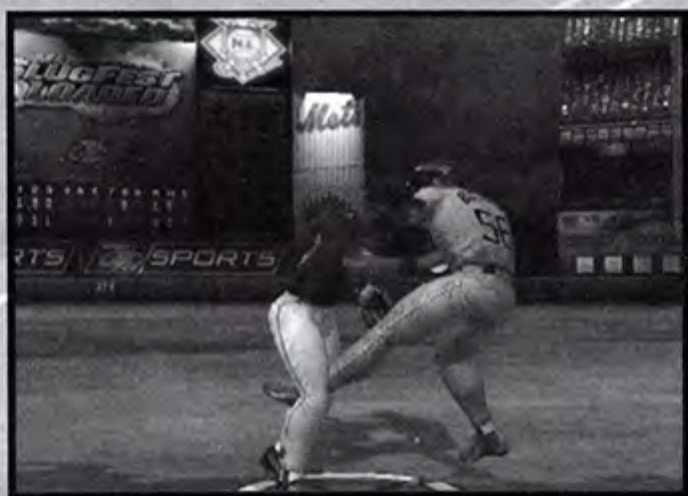
BASE RUNNING CLEAR-OUTS

Base runners can avoid being tagged out by clearing out pesky fielders in the base path in the form of a "Stiff-Arm" or "Door-Kick" type move. These "Clear-Out" moves may be executed by the base runner by pressing the **Ⓢ** button. If the runner makes contact with the fielder while executing an attack, the fielder will be knocked off balance (flail).

If the fielder is holding the ball and the attack makes contact before the fielder can make the tag, there is a chance that the ball will be knocked loose and the runner will not be called "out". "Clear-Outs" will use a good chunk of Turbo for each runner performing the move. The result of the "Clear-Out" is determined by a runner's Strength attribute versus the fielder's Strength attribute.

FIELDER TAGS

A fielder may tag out a runner by either simply making body contact with the runner while the ball is in his throwing hand, or he may perform a longer reaching "Hard Tag" to the runner by pressing the **Ⓢ** button. You must press the Hard Tag button to tag out a sliding runner. Hard Tags are also useful in countering a "Base Runner Clear-Out", as it will disrupt his attempt to knock you over.



MANAGER TIPS

TURBO

A full Turbo meter will be awarded at the start of each half inning. Using Turbo while performing moves will, in most cases, enhance those moves. If Turbo is used while running, the run will be faster. If Turbo is used while throwing, the throw will go farther and faster, etc. Some moves will drain Turbo even if the Turbo button is not being pressed. "Base Runner Clear-Outs" are a good example. When these moves are executed, the Turbo Meter will automatically be drained the appropriate amount.

Use your Turbo wisely! The Turbo meter will not automatically be replenished during an inning, but there are events that will replenish Turbo energy. On Offense, you may regain Turbo by stealing bases, scoring, and watching a pitch for a "ball". On Defense, you may regain Turbo by getting players out and fooling a batter with a "strike".

SLUGFEST BATTING

AT THE PLATE

Almost every pitch can be hit! Timing is the most important element to MLB Slugfest batting. Whether a pitch is high, low, inside or outside, if your swing is timed properly, you will make contact. Solid contact with the ball is determined by matching up the swing location to the pitch location. If your batter has a higher batting rating, he will make better contact even if he doesn't match the pitch exactly. The size of the yellow ball cursor will give the batter a clue to how high or low the pitch is. The higher the ball is from the ground, the larger the cursor will be, and the lower the ball, the smaller the cursor.



BATTING SWINGS

"Contact Swings" will deliver a nice safe swing, which has a high likelihood of landing a player on base. "Power Swings" increase a batter's chances of hitting a home run, but with the drawback that if the swing is not matched up exactly to the pitch location, there is a higher chance of a bad hit to occur. "Turbo Swings" will increase the power behind each type of swing, but will drain a chunk of Turbo. Use your Turbo wisely!

DIRECTIONAL BATTING

This entirely new MLB Slugfest batting system allows you to aim your hit like an MLB player. To aim for the fences, push **↑** on the left analog stick. To slap an outside pitch down the right field line, push the left analog stick **→**. To pound a grounder through the hole for a hit, push the left analog stick **↓** and to the **←**. For best results, you need to make sure that three factors are in agreement: (1) the direction of your swing; (2) the location of the pitch; and (3) the timing of your swing.

MANAGER TIPS

DIRECTIONAL BATTING (CONT.)

For example, if you get an inside pitch, the best response is to pull it down the line, and swing a bit early so that the force of your bat lines up with the direction you are aiming the ball. This new batting mode doesn't use any random numbers to determine where the ball goes. Your success depends entirely on your player's ratings and your actions with the controller, influenced by the pitch type and location and the pitcher's ratings. After you play for a while, you should notice the difference.

ON-FIRE REWARD

MLB Slugfest Loaded rewards good hitters with the opportunity to become "on-fire." It's our simple 2 for 2 for 2 rule. The first 2 batters on a team to hit 2 for 2 will catch "On-Fire" and will retain this reward until they are called out (See *On Fire*, pg. 20, for more details).



PITCHING

PITCH TYPES

Every pitcher has his arsenal of 4 different pitch types. Holding down the **R2** button (Turbo) when pressing the **X** button (Pitch) will deliver an extreme version of the selected pitch, giving each pitcher 8 different pitches he can throw. Mixing up your pitch types and locations is a great way of throwing off a batter's timing. Each pitcher can obtain a Special Pitch by throwing 5 strikes. The Special Pitches are wild, physics defying throws that are very difficult to hit, but very cool to watch! See *Special Pitch Meter*, pg. 19.

CHANGING PITCHERS

Once the batters becomes acquainted with a pitcher's throwing speeds and pitch types, it is a good strategy to change your pitcher to introduce a fresh arsenal of pitches that will keep the batters guessing.

FIELDING

IN THE OUTFIELD

When a ball is hit past an outfielder, immediately press the **□** button (Change Player) to take control of the closest fielder to the ball. The player you are controlling in the field is noticeably faster than a CPU controlled fielder.

If the ball is just out of reach of your fielder, press the **△** button (Jump) to leap at the ball and make a spectacular diving catch. Timing is critical in making diving catches, so practice, practice, practice!



PAUSE OPTIONS

At any time during the game, press the  button to view the Pause Menu.

INSTANT REPLAY

The Instant Replay feature allows you to review a great play. Once a play has ended and the pitcher again has the ball, pause the game and select this option to view the Instant Replay screen.

Use on-screen controls to Play, Rewind or Stop the replay. Press the  button again to return to the Pause Menu.



SUBSTITUTIONS

One of the other new features in MLB Slugfest Loaded is the in-game Substitution option. You can replace players during a game using this option. Press the directional buttons  or  to highlight a player you'd like to replace, then press the  button.

Use the same method to choose the player you want to substitute the replaced player. Repeat this process until you're happy with your substitutions, then press the  button to confirm the changes.

CHANGING PITCHERS

MLB Slugfest Loaded makes it very simple to bring in a relief pitcher. Simply select *Replace Pitcher*. You'll then be able to select another pitcher or your closer. The new pitcher will then be on the mound and ready to go.

Note: This option is not available until your team is in the field. You can't change pitchers while your team is at bat.

CONTROLLER HELP

The Pause Options screen includes a nice controller layout diagram you can use to refresh your memory regarding the controls of MLB Slugfest Loaded. Press the  button or  button to cycle through the layouts. They're also displayed on page 4 of this manual.

OPTIONS

CONTROLLER

If you'd like to switch sides during the game, you can use this option to take control of the other team.

AUDIO OPTIONS

See *Audio*, pg. 8.

GAME OPTIONS

See *Game Options*, pg. 7-8.

GAME BALANCE

You will earn a Slugfest Rating for playing online, similar to a chess ranking, based on the quality of the opponents you defeat or are defeated by. This rating is displayed next to your account name. This rating is especially useful for finding competitive opponents in the 'Playground League'.

- New online players start with a SlugFest Rating of 500.
- When a game is completed, the winner's new rating is determined by adding 20 points and adding $1/20$ th of the difference between his opponent's rating and his own rating (note that this number might be negative if he defeated a weaker opponent).
- The loser's new rating is determined by subtracting 15 points and then adding $1/20$ th of the difference between his opponent's rating and his own rating (again, that this number might be negative if he lost to a weaker opponent). All decimals are truncated (i.e. 6.7 converts to 6).
- For calculating rating adjustments, differences of greater than 300 points are treated as equal to 300 (meaning that a player always earns at least 5 points for a win).
- In the case of a disconnection, the disconnecting player loses 5 rating points if he was losing at the time of the disconnection. The other player is unaffected.

EXAMPLE:

1. Rick signs up for online play. His starting rating is 500.
2. Rick defeats a 700-rated player. He gains 20 points for the win, plus 10 for the quality of his opponent, bringing his rating to 530.
3. Rick defeats a 400-rated player. He gains 20 points for the win but loses 6 points for the quality of his opponent ($[400 - 530] / 20 = -6$). This raises his rating to 544 ($530 + 20 - 6$).
4. Rick loses to a 750-rated player. He loses 15 points for the loss, but gains 10 points for the quality of his opponent ($[750 - 544] / 20 = 10$). This drops his rating to 539 ($544 - 15 + 10$).
5. Rick loses to a 1000-rated player. He loses 15 points for the loss, but gains 15 points for the quality of his opponent ($300 / 20 = 15$). Remember that differences greater than 300 points are treated as equal to 300 points. Rick's rating is unchanged by this defeat.

ONLINE USER AGREEMENT

Welcome to the Midway Sports Online Tournament Network. Powered by GameSpy(tm).

In order to use the online features in MLB Slugfest:Loaded we need for you to read the information below, as it describes the terms under which we are offering you this extended functionality, and the rules that we require you to abide by when using the Midway Sports Online Tournament Network.

When you have read the information below, please select the 'AGREE' button to continue if you agree to the terms and conditions stated. If you select 'DIS-AGREE' you will not be able to use the Midway Sports Online Tournament Network.

Midway Home Entertainment Inc.

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These MLB Slugfest:Loaded Online Access Terms ("Access Terms") apply to your use of the online multiplayer and community services – such as online competitions, in-game public and private chats, voice conversations, online tournaments and gameplay – ("Service") brought to you by Midway Home Entertainment Inc. ("Midway") 10110 Mesa Rim Road, San Diego, California 92121, through its service provider, GameSpy Industries, Inc. ("GameSpy"). Midway and GameSpy are referred to collectively as "Service Providers." To access the Service, you must have purchased a copy of Midway's MLB Slugfest:Loaded game for PlayStation®2, have a network adaptor for PlayStation®2, and have broadband Internet access.

You should read these Access Terms carefully, as they contain the Rules of Conduct that apply to your use of the Service. As part of our efforts to bring you new and exciting features, we may update these Access Terms from time to time. It is your job to periodically review these Access Terms for applicable changes. Your use of the Services after we post any changes to these Access Terms constitutes your agreement to those changes.

I. Your Registration; User Account; Privacy

To access the Service, you will need to create a registration account ("Account"). By creating your Account, you will be asked to agree to comply with these Access Terms and the Rules of Conduct. To create your Account, you will be prompted to enter a nickname and password. During the registration process we may also collect your PlayStation®2 or MLB Slugfest:Loaded identification number. These identification numbers are unique numbers assigned to your machine or your copy of the game, and do not contain any personally identifiable information. GameSpy may collect this information in order to assist Midway in providing services and features to you, such as verifying winners in any online tournaments Midway may offer. You will not be required to provide any personally identifiable information during the registration process. Your nickname will be your online identity when you use the Service. You may not select a nickname that is already in use by another user.

You acknowledge and agree that the Service provides you with access to other individuals, including the ability to talk to other players using an optional headset, and that you have no expectation of privacy when using the Service. To protect your identity, the Service Providers employ electronic filters to search and remove certain personally identifiable information from the content of text postings, such as email addresses and phone numbers. You understand and acknowledge that these filters cannot serve as a complete protection of your personal identity and are not and cannot be employed for voice communication using the optional headset. You further understand and acknowledge that you have control over your privacy on the Service, and that to the extent that you release personally identifiable information to other users through use of the Service, you do so at your own risk. To protect your identity, we encourage you not to use your first or last name as your nickname, and not to disclose personally identifiable information to others on the Service. Because of the live, interactive nature of voice communication using the optional headset feature, the Service Providers do not allow children under 13 to participate in voice communications in MLB Slugfest:Loaded. If you are between the ages of 13 and 17, you should obtain your parent or guardian's permission before using that feature.

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 - c) Contains personal information about any individual;
 - d) Violates the privacy of any other individual or entity;
 - e) Contains business solicitations of any type, including advertising a product, offering a product for sale, or directing readers to a location for more information about a product;
 - f) Contains viruses, corrupted files, or any other similar software or programs that may adversely affect the operation of the Service Providers' system or a third party's computer;
 - g) Undermines the operation of the Service or a feature thereof; or
 - h) Contains unauthorized copies of third parties' works.

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Dir. Of Sports Engineering Michael Weibacher

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Programmers David Horachek, Ken Lam, Dan Markham, Jared Nottle, Dan Rose, Ian Smith,
Randal Stocki & Aaron Walker
Additional Programming Voltaire Castro, Dan Coleman, Rick Naegele, Mark Studenka, Dan Thompson & Josh Williams

ART

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Art Lead Matthew Gilmore
Artists Travis Gosnell, Ed Ingle, Brian Schultz & Doug Smith
Additional Art Fred Calhoun & Marina Terzich

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Senior Interface Artist Ernie Perez
Interface Artists Michelle Lin, Brian Rouleau & Matthew Secrist
Additional Interface Artist Stewart Fritz

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Designer Jon Walsh

POINT OF VIEW PRODUCTION

Project Manager Mike Michaels
Producer Jon Sieker
Assistant Producer Antonio "Tony" Trillo

POINT OF VIEW PROGRAMMING

Programming Lead Ron Nakada
Programmers Alex Dubnik, Nathan Martinez, Scott Penso, Bryan Perfetto & Jonathan Stair
Additional Programming Graeme Murray & Kyle Radue

POINT OF VIEW ART

Artists Khanh Nguyen & Mike Dudley

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Lead QA Analyst Robert Lathan

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Quality Assurance Supervisor AJ Briones
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Ray Mitchell & James Sanders
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Commentary Design Brian Chard
Audio Director Dan Forden
Stadium Announcer Chase Ashbaker

PLAY BY PLAY / COMMENTARY

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Writers Rich Carle, Brian Chard, Matt Kelly, Tim Kitzrow, Kevin Matthews, Jason Meyer,
Edmund O'Brien & Jamie Vann Zepeda

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Dir., Sports Marketing Tim Granich
Marketing Coordinator Katie Ahrenhoersterbaumer
Dir., Channel Marketing Greg Mucha
Channel Marketing Manager Echo Storch
VP Licensing Steve Booth
Dir., Public Relations Reilly Brennan
Sports PR Manager Tim DaRosa

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Creative Services - San Diego

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Bill O'Neil & Christian Munoz

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SPECIAL THANKS

Sammy Sosa, Jimmy Tiberia, Rick Nunnley, Kevin Freistat, John Olshan, Colin Hagen, Michael Napolitano, Eric Rivera, Betsy White,
Scott Norwood, Cory Schwartz, Justin Shaffer, Martin Stoltz, Vince Proce, Frank Lucero, Mark Flitman, Rik Haynes, Martin Murphy,
Chip Sineni, Sal DiVita, Ken Fedesna, David Zucker, Neil Nicastro, Samuel Peterson, Brinton Williams, Scott Bendis,
The Ayzenberg Group, Papa George, Marc Brady, Joe Rallo, Paul Barker, Miguel Gosano, Josh Madland, Rawlings, Pod9 and
to all of our wonderful spouses and significant others.

MUSIC LICENSING

Julie Sessing

MUSIC SUPERVISION

Adam Boyes

MLB SLUGFEST: LOADED SOUNDTRACK

"Acknowledge"

Written by Shawn Meehan and Ted Moore
Performed by Krome
Courtesy of Loud Sound Productions, Inc.

"Inside"

Written and performed Flipswitch
Courtesy of Static Tactic Records

"Rock (If You Need It)"

"Nobody Sleeps"
Written by Ryan Hauschild, Lanny Hussey,
Tony Kerr & Robbie Watkins
Performed by Winston

"Soquel"

"Dirty Girl"
Written by Tarl Feser, Spencer Clark, Miguel Gosano,
Jeff Ellis and Martin Ravenhill
Performed by Sam

"Hey You"

"A New Kind of Low"
"Seeing Things as They Are"
"Backfire"
Written by Charles Gladfelter
Performed by Ivory Wire

"Wish I Never Met You"

Written by John Philippon and Jesse Wainwright
Performed by State of Shock
Courtesy of Ear Shock Music

"Faker"

"A.M. Argument"
Written by T.J. Tognazzini, Kevin Stram,
Derek Dutt and Milos Jahudka
Performed by Buckfast Superbee
Courtesy of Walking Records

"Not You"

Written by Jeremy Scott and Shane Pilkey
Performed by Residue

"Rockstar"

"Peace of Mind" (Instrumental)
Written by David Faber and Michael Teigen
Performed by Seed

"What Would I Care"

"Tie It Down"
Written by Mike Bronsch, Andrew Creed & Chris Brown
Performed by Symbiant

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PERSONAL RECORDS

Player 1

W / L

Player 2

W / L

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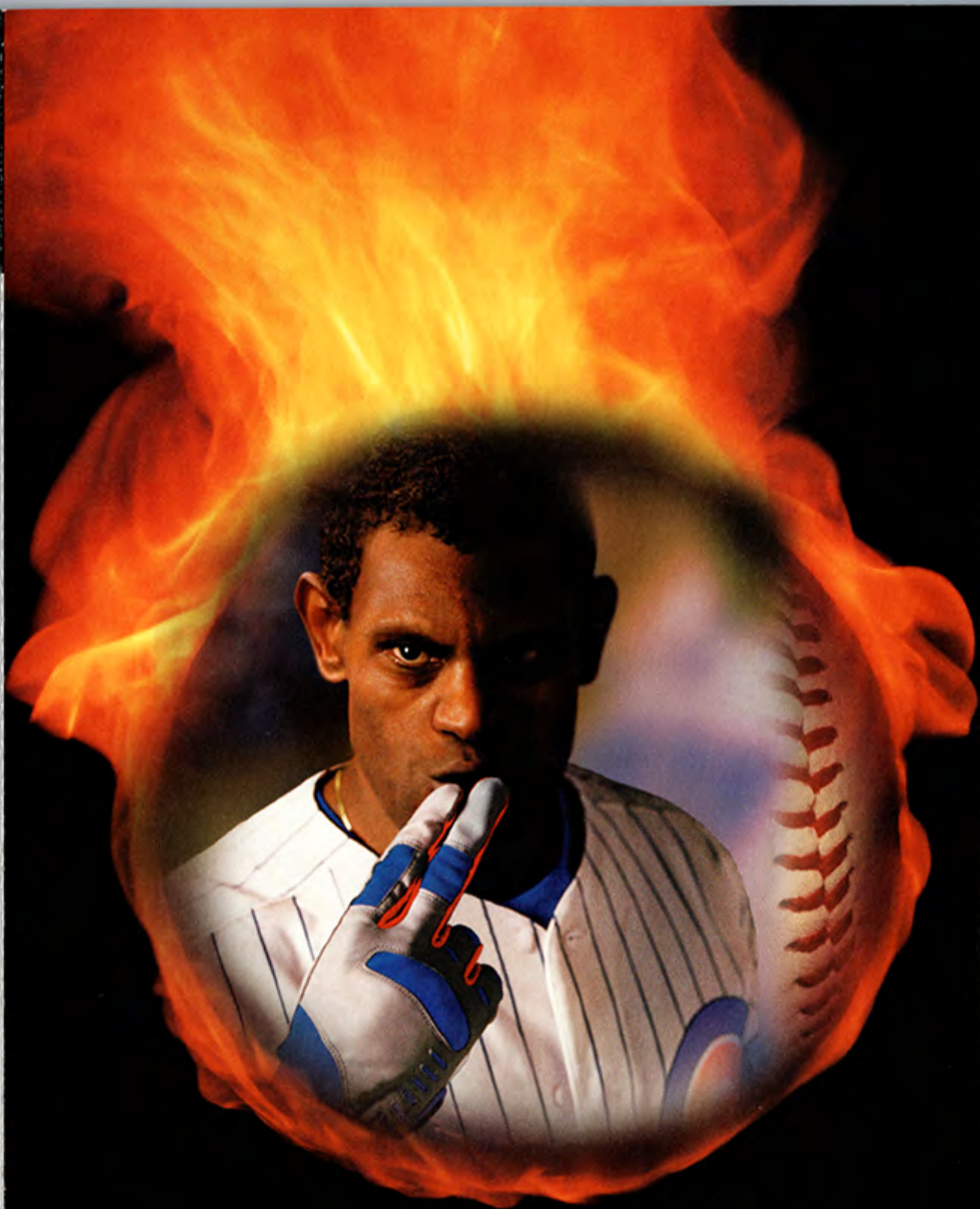
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