

EA
SPORTS™

MVR
BASEBALL™
2003

EVERYONE
E
CONTENT RATED BY
ESRB



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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

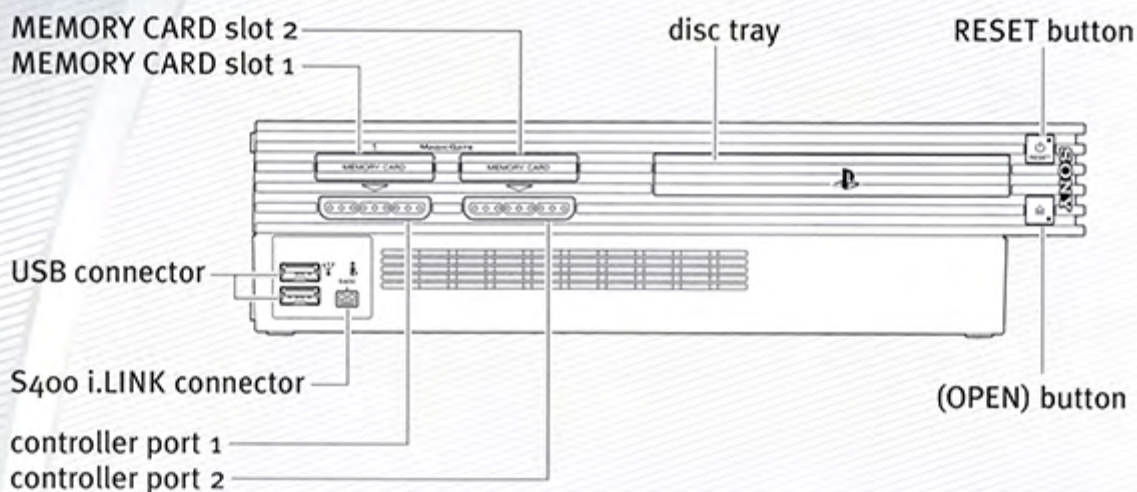
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STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

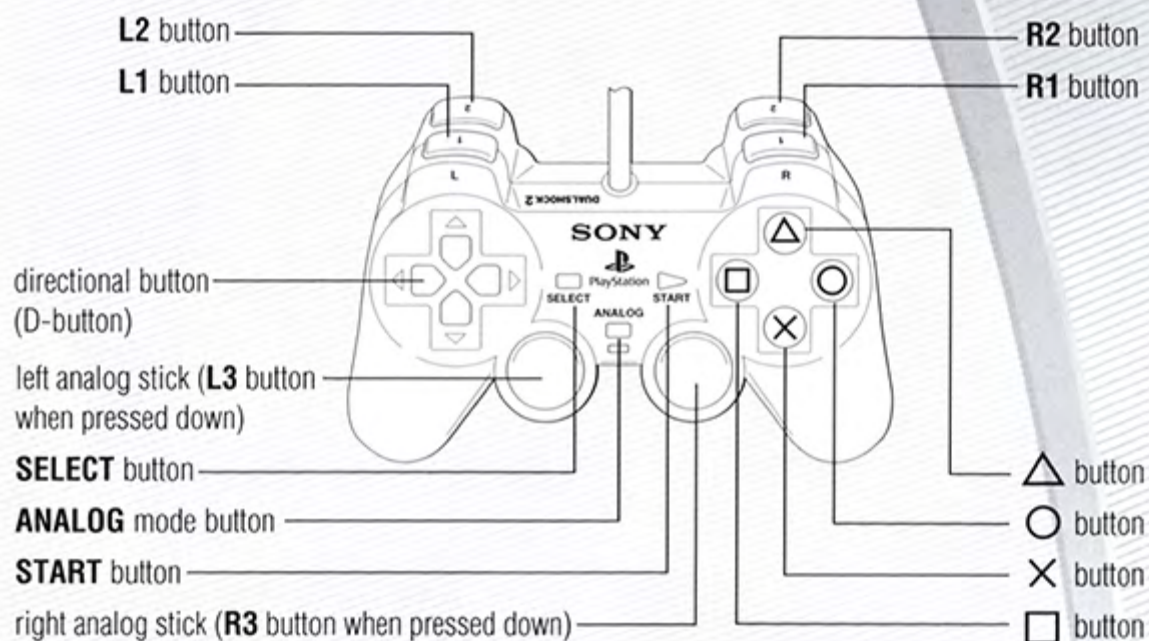


1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *MVP Baseball™ 2003* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

COMMAND REFERENCE



DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS



NOTE: *MVP Baseball 2003* does not support the DUALSHOCK[®] analog controller or the Digital controller.

MENU CONTROLS

Highlight menu item	D-button ↑
Change highlighted item	D-button ↔
Select/Go to next screen	× button
Return to previous screen	▲ button

BASIC CONTROLS

It's easy to jump into *MVP Baseball 2003* and play like a pro. Here's all you need to know to start your Major League career.

⊙ For a more detailed list of commands, ► *Complete Controls* on p. 6.

PITCHING

Choose pitch location	left analog stick
Throw a pitch	✕ button, ● button, ▲ button, ■ button, or R1 button (hold, release at top of pitch meter, then press again in control zone at bottom of pitch meter)

BATTING

Swing	✕ button
Square to bunt	R3 button (hold)
Pull back bunt	release R3 button
Aim hit/bunt	left analog stick

BASERUNNING

Slide	✕ button
Control runner at 1st/2nd/3rd	● button/▲ button/■ button
Choose base destination	D-button (toward base)
Advance/retreat all runners	L1 button/R1 button

FIELDING

Move fielder	left analog stick
Throw to 1st/2nd/3rd/home	● button/▲ button/■ button/✕ button (hold to power up, release to throw)

INTRODUCTION



Bottom of the ninth, bases loaded, two outs, and you're at the plate... Experience the intensity of the big-league pitcher-batter duel with *MVP Baseball 2003* from EA SPORTS™. With a totally new look and feel, *MVP Baseball 2003* delivers the excitement and drama of baseball's defining moment—the pitcher-batter showdown. Featuring true-to-life baseball gameplay, *MVP Baseball 2003* redefines what a baseball game should look and play like with new player animations, Franchise Mode play, game depth, and much more.

KEY FEATURES

- ⊙ **REVOLUTIONARY PITCHER/BATTER INTERFACE**—Own the game from the mound or from the plate.
- ⊙ **THE MOST LIFELIKE PLAYERS AND ANIMATIONS**—Player models, movements, and reactions are ultra-realistic and believable.
- ⊙ **FRANCHISE MODE**—Get deep into the action with the most fun and interactive Franchise Mode found in a baseball video game.
- ⊙ **PICTURE-IN-PICTURE BASERUNNING**—Run the bases like a pro with on-base view and runner control.
- ⊙ **NEW GAME ENGINE**—The all-new gameplay takes full advantage of next-generation game engine capabilities to deliver an amazing baseball experience.
- ⊙ **HOT AND COLD ZONE**—An intuitive strike zone incorporates a batter's true strengths and weaknesses.
- ⊙ **PLAYER COUNCIL**—Expert input and advice from leading MLB players who are huge gamers, including Torii Hunter, Trot Nixon, Todd Pratt, Eric Chavez and Tim Hudson.



For more info about this and other titles, visit EA SPORTS on the web at www.easports.com.

COMPLETE CONTROLS

MVP Baseball 2003 revolutionizes the showdown between the pitcher and the batter. In *MVP Baseball 2003*, the pitcher can make mistakes and fail to execute in the clutch, just like real baseball. With *MVP Baseball 2003's* new, more intuitive batting model, you have more control to slap a single the other way, drill an extra-base hit down the line, or blast a hanging curve into the bleachers. Whether you're staring down a batter from the mound or stepping up to the plate, this is your chance to deliver with the game on the line.

PITCHING

Instead of just choosing pitch location and type, now *you* control the pitch with wind-up, power, and release point.

THROWING A PITCH



RED ZONE

CONTROL ZONE

To throw a pitch:

1. After the batter steps into the batter's box, press the left analog stick to move the pitch cursor and choose a pitch location.
 - ⊙ The controller vibrates when you move the pitch cursor toward the edge of the strike zone, and vibrates more when it is out of the strike zone. For more information on the pitching cursor, > *Options* on p. 23.
2. Press and hold the **X** button, **●** button, **▲** button, **■** button, or **R1** button to select a pitch (> *Pitch Selection* on p. 7).
3. Release the pitch button at the top of pitch meter (while the meter is climbing). The closer your release point is to the top of the meter, the more effective the pitch is.
 - ⊙ The effect of a bad pitch depends on the type of pitch. An ineffective fastball, for instance, is slower than a normal fastball, whereas less effective breaking pitches are flatter and less effective offspeed pitches are faster.



4. Press the pitch button again in the control zone (the green section) at the bottom of the pitch cycle (while the meter is falling) to determine the pitch's accuracy.
- Ⓞ If a pitcher misses his target in the control zone by a considerable amount, an indicator (red for hot zone, blue for cold zone, yellow for ball) appears to tip off the batter to the location of the pitch.

OTHER CONTROLS

Choose pitch location	left analog stick
Pickoff attempt	L1 button + ● button, ▲ button, or ■ button
Pitchout	L1 button + ✕ button
Choose infield/outfield alignment	R2 button + left analog stick

NOTE: The CPU automatically adjusts your defensive alignment for you based on the situation. However, you can override this simply by choosing the infield and outfield alignments yourself.

PITCH SELECTION

Your pitcher's pitch selection appears on the right side of the screen (for right-handed batters; the left side of the screen for lefties). Not all pitchers have the same arsenal of pitches. A pitcher's four-seam fastball is always assigned to the ✕ button. The remaining pitches are assigned to the ● button, the ▲ button, the ■ button, and the R1 button (though not all pitchers have five pitches in their arsenal).

BATTING

The batting system in *MVP Baseball 2003* offers unparalleled control at the plate, giving you the chance to react to the pitch and “hit ’em where they ain’t.” The timing of your swing is just as important as the location, so don’t be surprised when you’re sitting dead-red if you whiff on a changeup.

Swing	✖ button
Square to bunt	R3 button (hold)
Pull back bunt	release R3 button
Aim hit/bunt	left analog stick

BATTING ZONES

The strike zone is divided into nine squares, which can be colored red, blue, or clear. A red square marks this particular batter’s hot zone, meaning he typically hits the ball well when the pitch is in this zone. Blue squares are the batter’s cold zones—you’re better off taking a pitch in these zones. Clear squares are neutral for this batter.

AIMING YOUR HIT

- ↳ To hit a fly ball, press the left analog stick ↖ / ↑ / ↗ while swinging.
- ↳ To hit a grounder, press the left analog stick ↙ / ↓ / ↘ while swinging.
- ↳ To pull the ball (or, for left-handed batters, to hit to the opposite field), press the left analog stick ↙ / ← / ↖ while swinging.
- ↳ To hit to the opposite field (or, for left-handed batters, to pull the ball), press the left analog stick ↘ / → / ↗ while swinging.

BASERUNNING

Use picture-in-picture baserunning to get the perfect angle to judge whether you can stretch that single into a double, or steal home while another player is caught in a run-down.

NOTE: If you do not select a runner, your baserunning command defaults to the lead baserunner.



BATTER AT THE PLATE

Control runner at 1st/2nd/3rd	● button/▲ button/ ■ button
Steal	D-button (toward destination base)
Retreat runner	R1 button
Increase/decrease leadoff	L2 button/R2 button

↳ To steal, first press the ● button/▲ button/■ button to select your runner, then press the D-button to select the base to steal.

ON THE BASEPATHS

Control runner at 1st/2nd/3rd	● button/▲ button/■ button
Feet-first slide	✖ button
Head-first slide	left analog stick ↑ + ✖ button
Choose base destination	D-button (toward base)
Advance/retreat all runners	L1 button/R1 button

FIELDING

Move fielder	left analog stick
Change fielders	L1 button
Throw to 1st/2nd/3rd/home	✖ button/● button/ ▲ button/■ button (hold to power up, release to throw)
Cut off the throw	R1 button

- ⊙ If you power up the throw into the red zone, your throw becomes harder, but less accurate, which could result in an error (when Errors are turned ON; ➤ *Options* on p. 23).

SETTING UP THE GAME

Welcome to the Show! Whether you're a rookie or a future Hall of Famer, *MVP Baseball 2003* has a challenge for you.

NOTE: Default options are listed in **bold** in this manual.

MAIN MENU

The Main menu is your shortcut to the Game Modes screen as well as Options, EA SPORTS Extras, and more. You can even jump right to the field in a Play Now game.

➤ **PLAY NOW**
ON P. 11

➤ **OTHER
GAME MODES**
ON P. 18

➤ **ROSTER
MANAGEMENT**
ON P. 21

➤ **OPTIONS**
ON P. 23



➤ **HAROLD
REYNOLDS'**
MVP TIPS,
BELOW

VIEW EA
SPORTS
EXTRAS SUCH
AS EA SPORTS
PRESENTS AND
CREDITS

HAROLD REYNOLDS' MVP TIPS

MVP Baseball 2003 is a deep game, and though it's easy to pick up and play, it takes a lot of practice before you can excel at the All-Star level. Let commentator and baseball guru Harold Reynolds teach you everything from the basics to the more advanced features of the game.

The tutorial videos cover various aspects of pitching, batting, baserunning, and fielding.

➤ You can exit a tutorial at any time by pressing the **X** button.



PLAY NOW

Are you ready to face a Randy Johnson 100-MPH fastball? Are you prepared to stare down the biggest sluggers in the Major Leagues™, from Bonds to Tejada? Then start a Play Now game and show 'em what you've got.

To start a Play Now game:

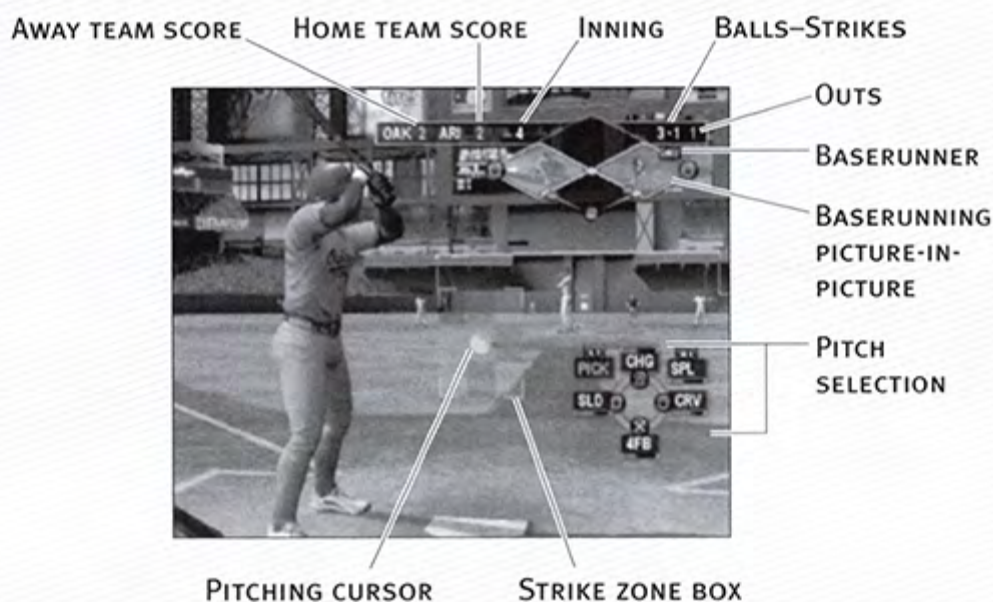
1. From the Main menu, select PLAY NOW. The Select Team screen appears.
2. Press the D-button ↔ to move the controller icon beneath the team (Home or Away) you want to play as.
 - ⊙ The Select Team screen shows the displayed teams' rankings for pitching (baseball icon), batting (bat icon), fielding (glove icon), and speed (shoe icon).
3. Press the D-button ↑ to select a new team, then press the ✕ button.
4. Press the D-button ↓ to select a uniform, then press the ✕ button.
 - ⊙ If you are playing a two-player game, the second player also performs steps 2-4.
5. The Select Stadium screen appears. Press the D-button ↔ to select a new stadium.
6. To toggle between NIGHT and DAY, press the D-button ↓, then press the D-button ↔.
7. Configure your gameplay options as desired (► *Gameplay Options* on p. 23) then press the ✕ button. The game begins.

PLAY BALL!

You've put in your time in the Minors, traveling from motel to motel in rickety buses for little more than minimum wage. That's all about to pay off. Your shot at the big time is here. Play ball!

GAME SCREEN

Baseball is a game of strategy, so take a good look at the field before you make your next move. Should you throw this guy the high heat, or will he chase a splitter in the dirt? Do you want to hit one the opposite way to move the runner over, or should you rear back and take a shot at cheap seats? The Game screen has the info you need to make the right call.



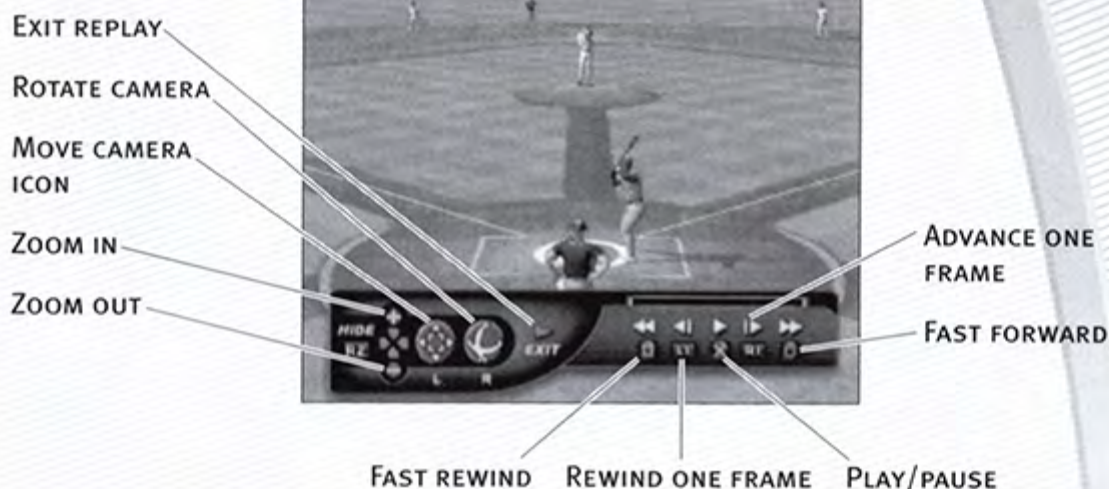
PAUSE MENU

Access the Pause menu to change your roster, adjust game options, or just to take a break from the action.

- Press the **START** button at any time during gameplay to access the Pause menu.

REPLAY

View an instant replay of the last play.



- Move the cursor beneath a player to lock the camera on that player. The icon disappears when locked on a player.

- Press the **R2** button to hide/show the help display.

ROSTER OPTIONS

Change the look of your lineup during the game.

- To select an item in the options below, press the D-button \updownarrow to highlight him and then press the **X** button.

NOTE: ROSTER OPTIONS is only available when the pitcher has the ball in-hand.

PINCH HIT

Select a hitter to pinch hit for, then select the pinch hitter from the bench (the window on the right).

PINCH RUN

Select a pinch runner the same way you select a pinch hitter. Only runners on base are available in the left window.

PITCHER SUBSTITUTION	Select a substitute pitcher the same way you select a pinch hitter. You can sub in any available pitcher.
CHANGE DEFENSIVE ALIGNMENT	Select a fielder, then select another fielder. The two fielders swap defensive positions.
DEFENSIVE SUBSTITUTION	Select a substitute defensive player the same way you select a pinch hitter. You can place a player on the bench in any defensive position, even if it isn't his normal position.
DOUBLE SWITCH	Perform the double switch the same way you would perform two pinch hit substitutions.

DOUBLE SWITCH

The double switch lets you bring in a new pitcher or defensive player, but have a different player bat early in the next inning. You could, for instance, replace your pitcher with a heavy-hitting center fielder to bat this inning, then replace your former center fielder with a new pitcher, who won't be due to bat for another eight spots.

GAME OPTIONS	➤ <i>Gameplay Options</i> on p. 23.
BOX SCORE	Check out the performance of all the players in the game.
SELECT CONTROLLER	Press the D-button < > to take control of the other team or to hand over control to the CPU.
QUIT	Select REMATCH to restart the game (Home Run Showdown mode only), or QUIT to return to the Main menu.

FRANCHISE MODE



Owner, manager, starter, benchwarmer. In Franchise Mode, you get to play them all. From setting the starting lineup to signing your stars to lucrative contracts, you control every aspect of your team—including its destiny.

To start a new Franchise:

1. Select FRANCHISE MODE from the Game Modes screen.
2. Select NEW FRANCHISE.
3. At the Welcome screen, press the **X** button.
4. The Management Interface screen teaches you about the Momentum Meter, Manager Rating, Team Rating, Information Window, and Game Impact displays. Press the **X** button to continue.
5. Select your Difficulty level and choose whether or not you want to Use Default Rosters.
6. Press the D-button **<>** to select your team, noting your Franchise Goals on the right. Press the **X** button to advance to the Management screen.

MANAGEMENT

If you want your franchise to succeed, you have to stay involved in the day-to-day management. The Management screen is your hub to build your team into a contender.

➤ Press the **R1** button/**L1** button to change the display in the box at lower right between today's opponents, your next three games, team budget, and division standings.

PLAY TODAY'S GAME

Head to the field for your next Major League game.

SCOUTING REPORT

View the scouting report for the next game, including your opponent's team momentum and starting pitcher.

TEAM MANAGEMENT

Conduct the trades and roster adjustments that will keep your team in the playoff chase.

TRANSACTIONS

Trade players and sign free agents. For more information on these transactions, ➤ *Roster Management* on p. 21.

ROSTERS

Adjust your team roster, see who's on the disabled list, create a new player, and more. For information on Pitching Rotation, Batting Order, Defensive Alignment, Create Player, and Edit/Delete a Player, ➤ *Roster Management* on p. 21.

PAYROLL

View your current players' contracts and the years remaining on their contract. Exclamation marks appear next to players who are in the final year of their contract.

- ⊙ At the top of the screen are your Budget, Payroll, and points in the Bank. Decrease payroll and add points to the Bank by releasing players (see below).

To offer a player a new contract:

1. From the Payroll screen, select a player and press the **✖** button. The Player Contract screen appears.
2. View the terms that the player is asking, then adjust the Points and Term as you see fit.
3. Select Make Offer or Release Player.
4. If you make an offer, the player either rejects or accepts your offer. The player may also refuse to negotiate with you.

↳ If your offer is rejected, you may make another one, as long as the player has not refused to negotiate with you.

SCHEDULE

View full season schedule for any team.

↳ Press the **L1** button/**R1** button to switch months, and press the **L2** button/**R2** button to switch teams.

↳ Press the **✖** button on any date to access the following options: VIEW DAY'S GAMES, GO TO DAY, SIM UP TO AND INCLUDING THIS DAY, and CANCEL.

AROUND THE LEAGUE

Keep up on Major League standings, statistics, and news.

STANDINGS

See who the division leaders are and who's chasing them.

↳ Press the **L1** button/**R1** button to switch divisions.

STATISTICS

View individual stats in a variety of categories.

↳ Depending on the statistical category, press the **L1** button/**R1** button to switch between leagues or teams, and press the **L2** button/**R2** button to toggle different statistical categories.

↳ To sort by a particular stat, press the D-button ↔ to highlight that stat, then press the **✖** button.

LEAGUE NEWS

Catch up on the latest transactions, injuries, All-Star voting, and more.

TEAM GOALS

View the goals for your ball club to work toward. Every time you achieve a goal you increase your manager rating, which gives you the opportunity to get a contract offer with another team down the road.

GAME OPTIONS

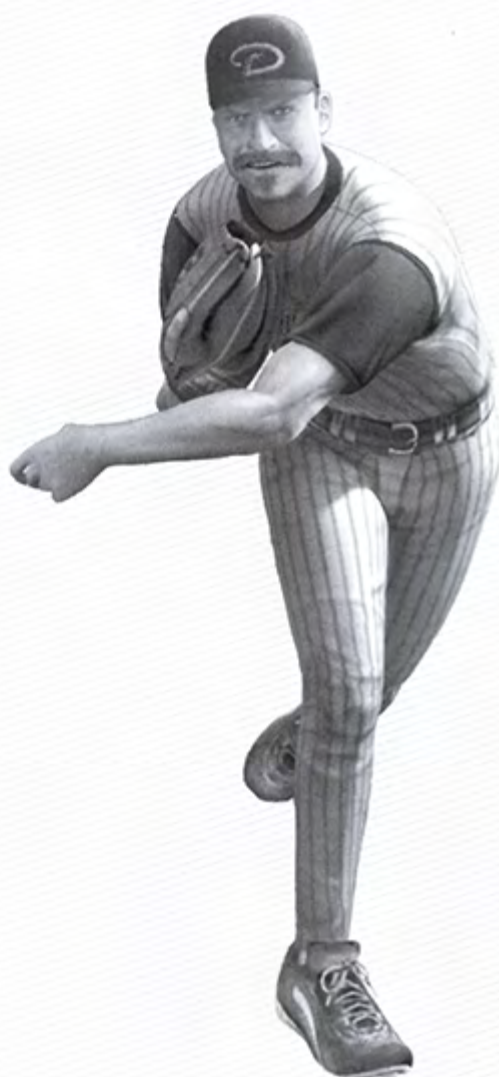
► *Gameplay Options* on p. 23.

SAVE FRANCHISE

Save your franchise and its progress to a memory card (8 MB) (for PlayStation®2). For more information, ► *Saving and Loading* on p. 25.

QUIT

Return to the Main menu.



OTHER GAME MODES

Play a full Season, set up a Tournament, or go yard in Home Run Showdown.

➤ To select an item in the options below, press the D-button to highlight an item and then press the **X** button.

SEASON

It's a long way to the playoffs, but if you play your cards right and keep your starters fresh, you'll have a good shot at playing well into October.

To start a new Season:

- 1.** Select GAME MODES from the Main menu, then select SEASON.
- 2.** Select NEW SEASON.
- 3.** Adjust your options then press the **X** button when done.
- 4.** Press the D-button **< >** to select your team, then press the **X** button. The Management screen appears.

MANAGEMENT IN SEASON MODE

The Management screen options in Season mode are the same as in Franchise mode (➤ *Management* on p. 15) with the following exceptions:

- ⊙ There is no PAYROLL option under Team Management.
- ⊙ There is no LEAGUE NEWS option under Around the League.
- ⊙ There is no TEAM GOALS option.





TOURNAMENT

Set up a Round Robin + Playoffs or Playoffs tournament and invite the teams you want to beat up on.

To start a new Tournament:

1. Select GAME MODES from the Main menu, then select TOURNAMENT.
2. Select NEW TOURNAMENT.
3. Select a ROUND ROBIN + PLAYOFFS tournament, or a PLAYOFFS tournament.
In a Round Robin + Playoffs tournament, if a team survives the Round Robin, it advances to the Playoffs. In Playoffs mode, the teams enter directly into the elimination round.
4. Adjust your Tournament Options, including errors, whether the designated hitter rule is used, and more.
 - ⊙ In Round Robin tournaments, you can adjust the Number of Groups (how many groups you can have depends on the number of teams you decide to invite) and the number of teams that advance to the next round, which in turn affects your options for Series Length.
5. Select the trophy that is awarded to the tournament champ.
6. Press the D-button ← to select a team. Press the D-button ↓ to select a different slot.
 - ↳ In Round Robin tournaments with two groups, press the L1 button/R1 button to toggle between groups.
 - ↳ Press the ● button to toggle the team between CPU and HUMAN control.
 - ↳ Press the ■ button to customize the name of the selected team.
7. Press the ✕ button to advance to the Tournament hub screen.

TOURNAMENT HUB SCREEN

Customize your Tournament even more before the teams take the field.

PLAY TOURNAMENT

Select a game to play or simulate.

- ↳ When you select a game and select PLAY from the pop-up menu, follow steps 2-7 under *To start a Play Now game* (► p. 11) to start the game.

ROSTER MANAGEMENT

Set your Pitching Rotation, Batting Order, and Defensive Alignment. For more information, ► *Roster Management* on p. 21.

TOURNAMENT INFO

View Standings, Statistics, and Line Scores from the current Tournament.

GAME OPTIONS

For more information, ► *Game Options* on p. 23.

SAVE TOURNAMENT

Save your Tournament to a memory card (► *Saving and Loading* on p. 25).

QUIT

Select QUIT to return to the Main menu.

HOME RUN SHOWDOWN

Bust out your biggest bat for this all-out bash-fest to see who can reach the target distance first. Every fair ball adds distance to your total. Every foul ball subtracts the distance the ball travels from your total. A home run gives you a 100-foot bonus, while a strike subtracts 100 feet. There's even a Money Ball that doubles the distance that the ball adds to (for fair balls) your total.

↪ Press the **START** button to access the Home Run Showdown Pause menu to start a REMATCH or QUIT to the Game Modes menu.

To start a Home Run Showdown:

1. Select GAME MODES from the Main menu, then select HOME RUN SHOWDOWN.
2. Press the D-button ←→ to move the controller icon beneath the side you want to play as.
3. Press the D-button ↑ to highlight a new team or league, then press the **X** button.
 - ⊙ If you are playing a two-player game, the second player also performs steps **2** and **3**.
4. Press the **X** button to bring up the player roster for that team or league.
5. Select a player from the roster.
6. Press the D-button ↓ to highlight a uniform for your player, then press the **X** button.
7. Select a difficulty level.
8. Select a stadium and time of day for the contest then press the **X** button.
9. Choose the target distance for the match. The first player to hit home runs whose combined distance exceeds this mark is the winner.
10. Press the **X** button and the game begins.

ROSTER MANAGEMENT



You can make changes to any team's roster that apply to any game mode. Shift the balance of power in the league, or level the playing field. The control is in your hands.

↳ To select a player in the options below, press the D-button ↓ to highlight him and then press the ✕ button.

STATISTICS

View a variety of statistics in different offensive and defensive categories.

FREE AGENTS

Sign a free agent or put a player up for free agency.

↳ To sign a free agent, select him from the left window. View free agents at different positions by pressing the L1 button/R1 button.

↳ To release a player to free agency, press the D-button ↔ to access the right window, then select the player to be released.

TRADE PLAYERS

To trade players, simply select one or more players from each team to add them to the trade windows below their team, then press the ■ button to conduct the trade.

CREATE PLAYER

Create a player with tons of customizable traits, or edit or delete an existing player. Press the L1 button/R1 button to toggle between General Information (including name, position, etc.), Appearance, Equipment, Batter/Fielder Ratings, and Pitching Ratings categories.

⊙ Note that your player's value changes as you adjust his performance attributes (applies to Franchise and Season modes only).

↳ To delete a player, press the ✕ button.

↳ Edit a created player by adjusting his attributes the same way you would when creating a new player.

INACTIVE ROSTERS

To activate a player, select him from the left window, then select an active player from the right window to take his place on the inactive list.

BATTING ORDER

To swap the rotation spots of two batters in the order, simply select the first batter, then select the second. To remove a batter from the order, select him, then select a new player from the bench (the window on the right) to plug into his slot.

PITCHING ROTATION

Change your pitching rotation the same way you'd change your batting order.

DEFENSIVE ALIGNMENT

Change your defensive alignment the same way you'd change your batting order.

SAVE ROSTERS

Save the current roster arrangement for all teams (► *Saving and Loading* on p. 25). Rosters re-set to default once you exit a game to the Main menu.

LOAD ROSTERS

Load a previously-saved roster setup.

RESET ROSTERS

Reset all rosters to the game's default rosters (► *Saving and Loading* on p. 25).



OPTIONS



From the number of innings to the nine-spot in your batting order, *MVP Baseball 2003* lets you set up the game you want to play.

AUDIO SETTINGS

Adjust the volume for in-game Broadcast, Music, Sound FX, and Crowd Volume.

GAMEPLAY OPTIONS

Customize your game by adjusting the following options.

DIFFICULTY

Set at **ROOKIE**, **PRO**, or **ALL-STAR**.

NOTE: At Rookie level, the Fielding option defaults to **ASSISTED**. At Pro and All-Star levels, Fielding defaults to **MANUAL**.

INNINGS

Play 1, 3, 5, 7, or 9 innings.

FIELDING VIEW

Choose from a variety of different views when the ball is in play.

BATTING VIEW

Choose from a variety of different views when the batter's at the plate.

STRIKE ZONE

Turn the visual strike zone aid **ON/OFF**.

PITCHING CURSOR

Set the pitching cursor to **FADE/ON/OFF**.

FIELDING

When set to **ASSISTED**, the CPU catches the ball for you, but you must throw the ball to the proper base. When set to **AUTOMATIC**, the CPU performs all catches and throws for you. When set to **MANUAL**, it's up to you to make all the catches and all the throws.

FIELDING AID

When **ON**, a visual fielding aid shows you where the ball is going to land.

VECTOR LINE

When **ON**, the ball has a motion tail to help you keep track of its movement.

THROW METER

Turn the Throw Meter display **ON/OFF**. The Throw Meter functions the same whether or not the meter is displayed.

PLAYER NAMES	When ON , the controlled player's name appears below the player.
PLAYER ICONS	When ON , the controlled player's icon appears below the player. A baseball icon means the player is a strong thrower, a bat indicates a good hitter, a glove represents a good fielder, and a shoe indicates a fast runner.
AUTO REPLAY FREQUENCY	Set the frequency of CPU-initiated replays.
INJURIES	When Injuries are ON , your players are susceptible to landing on the disabled list.
ERRORS	When Errors are ON , your fielders might boot the ball, throw it away, or commit other mistakes.
DH RULE	Determine whether the designated hitter is used in the AL ONLY , NL ONLY , BOTH leagues, or NONE .
CONTROLLER 1 VIBRATION	Turn the vibration function on player 1's controller ON/OFF .
CONTROLLER 2 VIBRATION	Turn the vibration function on player 2's controller ON/OFF .
SAVE OPTIONS	Save your current options configuration for future use (► <i>Saving and Loading</i> on p. 25).
LOAD OPTIONS	Load a previously saved options configuration.
DELETE SAVES	Delete saved options, games, etc. from your memory card.

SAVING AND LOADING



NOTE: MVP Baseball 2003 only supports MEMORY CARD slot 1.

NOTE: Never insert or remove a memory card when loading or saving files.

You can save or load Options configurations, Rosters, Seasons, Franchises, and Tournaments.

Ⓞ If the CPU detects a saved options configuration on a memory card at boot-up, it loads the options automatically.

To save a game or configuration:

1. At the Save screen, press the **X** button to select the slot to save your game or configuration to.
2. A pop-up tells you if you have enough space on your memory card to save the game or configuration. Press the **X** button to proceed.
3. Use the keyboard display to enter the name of your save and select the DONE key when done.

NOTE: You can only save one set of options and they can not have a custom save name.

4. A pop-up window appears when the save is complete. Press the **X** button again at the pop-up window to proceed.



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