

Instruction Manual



HIGH HEAT™

Major League Baseball®

2004



3DO™

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.

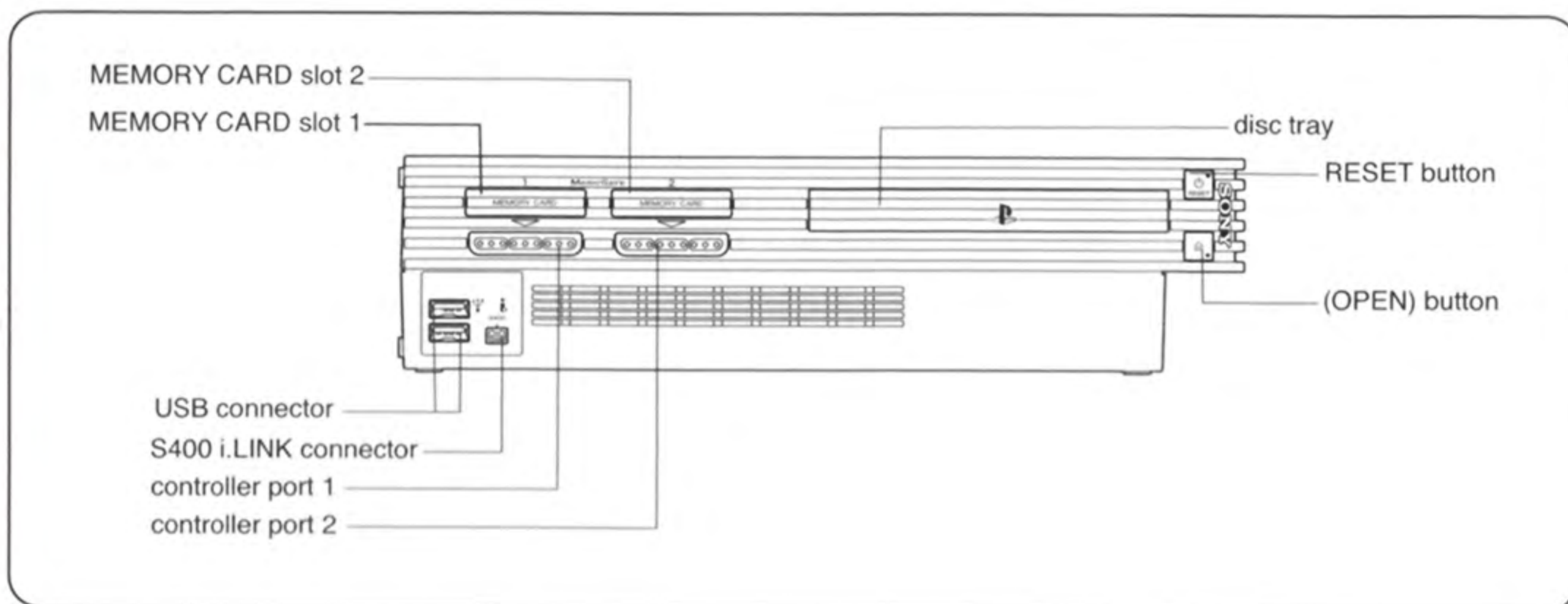
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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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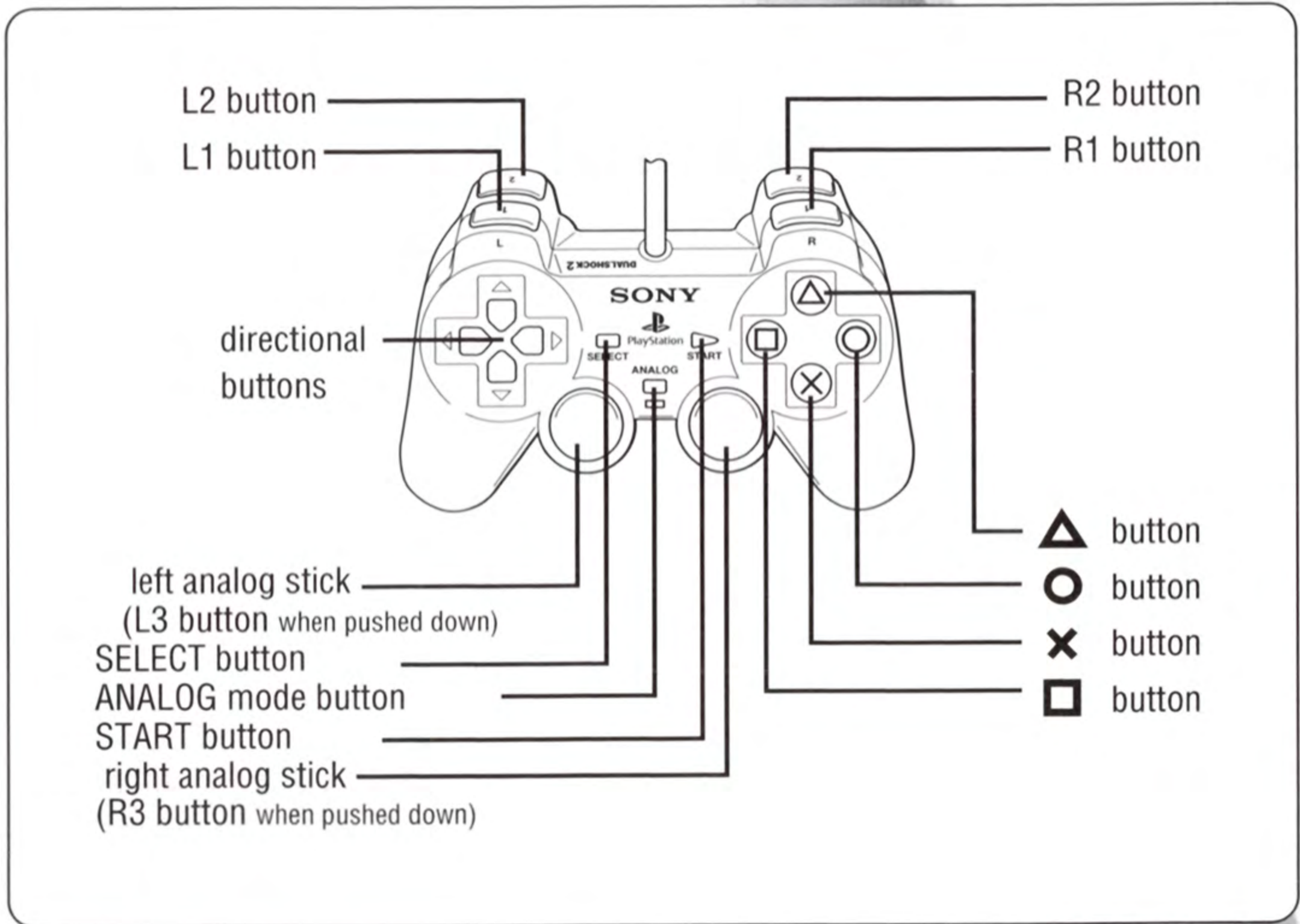
GETTING STARTED



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 *High Heat™ Major League Baseball® 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.

A memory card (8MB) (for PlayStation®2) is used to save game progress. Before you turn on the console, insert a memory card (8MB) (for PlayStation®2) with at least 1500KB of available save space into MEMORY CARD slot 1. (MEMORY CARD slot 2 is not used). It is advised that you do not insert or remove peripherals or memory cards (8MB) (for PlayStation®2) once the power has been turned on.

STARTING UP



MENU CONTROLS

Unless otherwise noted onscreen or in this manual:

The ▲ and ▼ directional buttons OR ▲ and ▼ on the left analog stick are used to move between menu items.

The ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick are used to change the values of some menu items.

Use the × button to accept and continue.

Use the △ button to go back to the previous screen.

INTRODUCTION

We are proud to present *High Heat™ Major League Baseball® 2004*, the most realistic baseball simulation available! Whether you're a casual fan or a hard-core baseball junkie, we think that you'll love this game. You will notice the smooth new graphics and character animations. You'll also notice the abundance of game modes and options. The new Career and Franchise Modes enable you to take your team through an unlimited number of seasons. If you choose to, you can manage team budgets, player contracts, and make other financial decisions. Or you can dive right into the action with the Two On Two Showdown™ or Home Run Derby™ Modes. The High Heat team at The 3DO Company is passionate about baseball and we hope that you enjoy our latest!

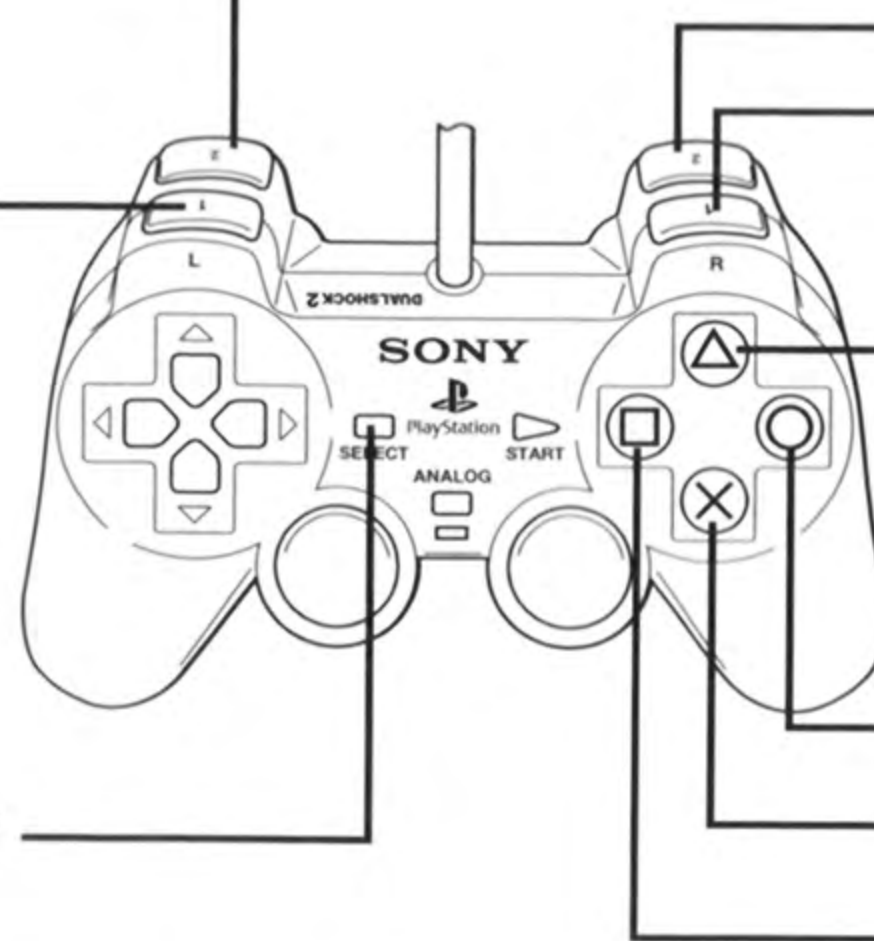
GAME CONTROL SUMMARY

Select Pitch

Align Outfield—hold the directional button OR left analog stick first

Align Infield—hold the directional button OR left analog stick first

Pitch Legend on/off



Select Pitch Type

Select Pitch Type

Select Pitch Type

Select Pitch Type

Select Pitch Type

Select Pitch Type

NOTE: Use directional buttons OR left analog stick + **R2** button (hold the directional button first)

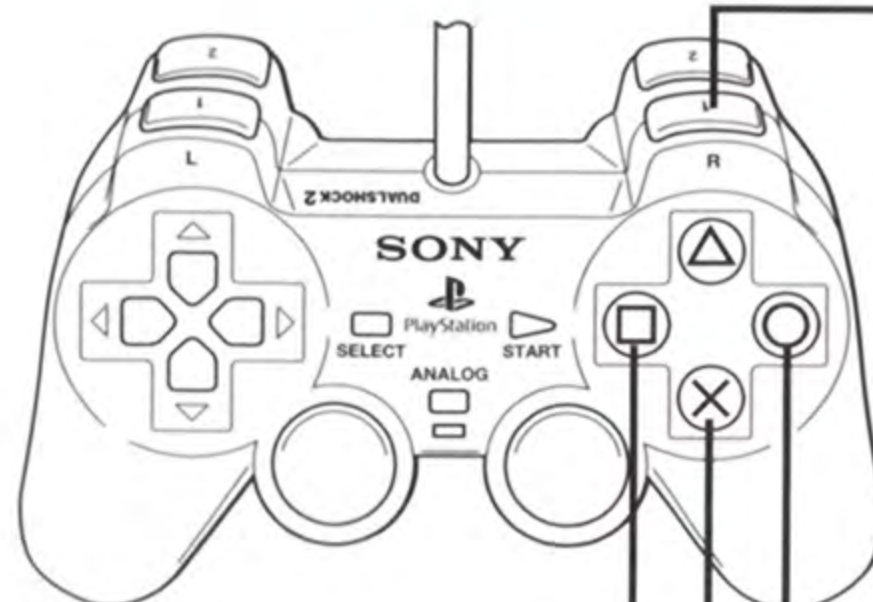
Deliver Pitch

L1 Button +

△ Pickoff First

○ Pickoff Second

■ Pickoff Third



Brushback Pitch

R1 Button + **X**

Pitch a Ball

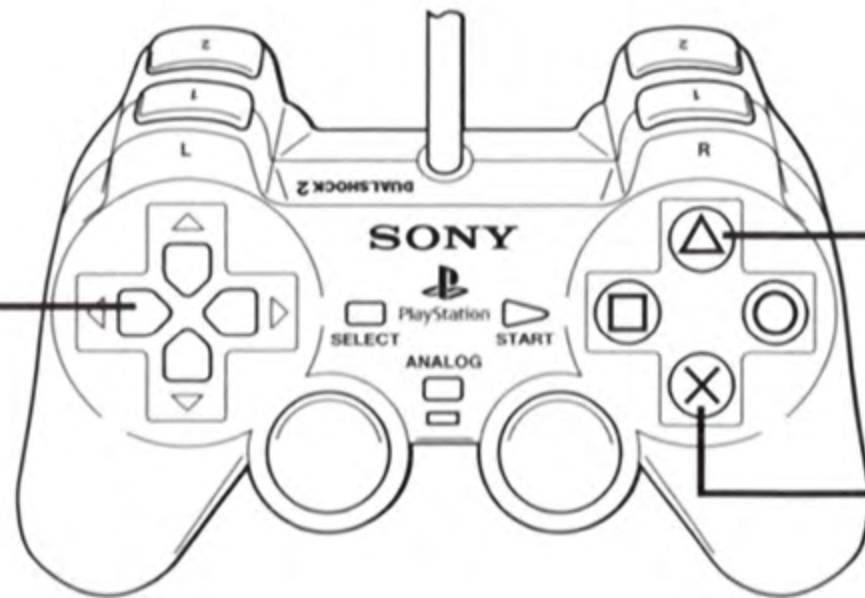
Pitch a Strike

Pitchout

NOTE: Use directional buttons OR left analog stick (directional button OR left analog stick for location)

Batting

Use directional buttons OR left analog stick to aim swing or to bunt



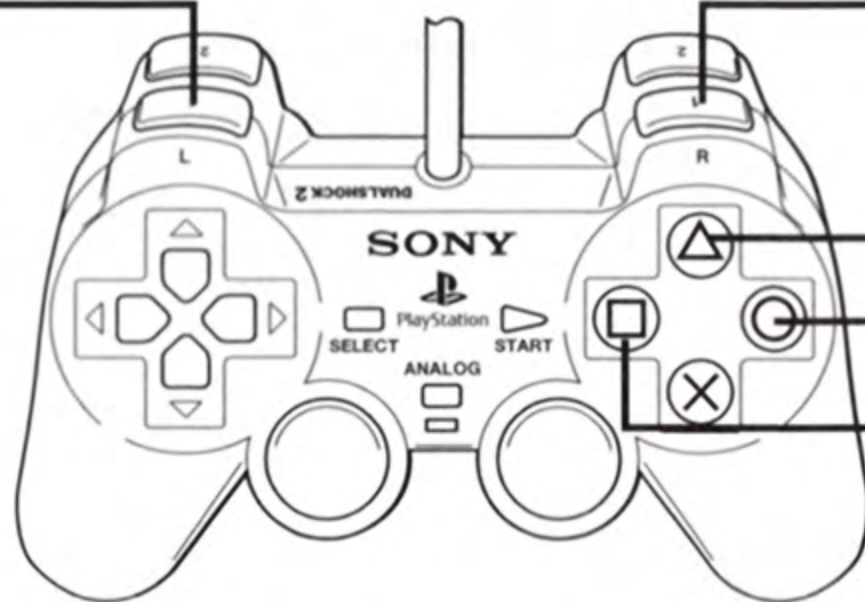
Bunt/Square to Bunt - before pitch has been thrown

Swing/Practice Swing - before pitch has been thrown

NOTE: Guess pitch type = **L2** button + **△, ○, □, ×, R1** or **R2** button

Baserunning

Lead



Retreat Lead

Stop

Retreat

Advance

NOTE: Use directional buttons to specify a runner, otherwise the command applies to ALL baserunners.

Fielding

Use directional buttons OR left analog stick to move an active fielder



Change active fielder

Jump or Dive (using the directional button OR left analog stick)

CONTROLS

PITCHING

PITCH SELECTION

Select pitch type	⊗, ⊙, △, ◻, R1 or R2 button
Align infield	directional button OR left analog stick, + L1 button (hold the directional button OR left analog stick first)
Align outfield	directional button OR left analog stick, + L2 button (hold the directional button OR left analog stick first)
Pitch legend on/off	SELECT button
Move pitcher on mound	← or → directional buttons OR left analog stick, + R2 button (hold the directional button first)

PITCH DELIVERY

Pitch a strike	⊗ buttons + directional buttons OR left analog stick (directional buttons OR left analog stick for location)
Pitch a ball	⊙ button + directional buttons OR left analog stick (no directional buttons OR left analog stick = random ball target)
Brushback pitch	R1 button + ⊗ button
Pitchout	◻ button
Pickoff first	L1 button + ⊙ button
Pickoff second	L1 button + △ button
Pickoff third	L1 button + ◻ button

BATTING

DURING PITCH SELECTION

Guess pitch type	L2 button + ⊗, ⊙, △, ◻, R1 or R2 button
Practice swing	⊗ button + directional buttons OR left analog stick
Square to bunt	△ button + directional buttons OR left analog stick

DURING PITCH DELIVERY

Swing	⊗ button + directional buttons OR left analog stick
Bunt	△ button + directional buttons

Use directional buttons OR left analog stick to aim swing or bunt. To check your swing, release the ⊗ button before the bat crosses the plate. To swing through, press and hold the ⊗ button.
NOTE: If you find yourself having problems hitting, try setting the difficulty to "Rookie." Work yourself into the big leagues!

BASERUNNING

Lead	L1 button
Retreat lead	L2 button
Advance	◻ button
Retreat	⊙ button
Stop	△ button

Use directional buttons to specify a runner, otherwise the command applies to ALL baserunners.

FIELDING

Move active fielder	directional buttons OR left analog stick
Jump	⊗ button
Dive	⊗ button + directional buttons OR left analog stick
Change active fielder	△ button

THROWING

Throw to first	○ button
Throw to second	△ button
Throw to third	□ button
Throw to home	⊗ button
Throw to relay man	R1 button
Cut off throw	○, △, ⊗, or □ button (after throw begins)
Run to base	L1 button
Run to specific base	L1 button + directional button OR left analog stick (use the directional buttons OR left analog stick to specify a base)
Run toward runner	L2 button
Run to specific runner	L2 button + directional button OR left analog stick (use the directional buttons OR left analog stick to specify a base)
Catcher pickoff	L1 button + □ or ○ button after the pitch begins (1st or 3rd bases only)

REPLAY VCR

Exit	START button
Play/Pause	⊗ button
Step forward 1 frame	○ button or → directional button OR → on the left analog stick
Step backward 1 frame	□ button or ← directional button OR ← on the left analog stick
Hide Menu	△ button
Fast forward 10 frames	R1 button or ↓ directional button OR ↓ on the left analog stick
Fast backward 10 frames	L1 button or ↑ directional button OR ↑ on the left analog stick
Switch to camera controls	SELECT button

CAMERA

Tilt	↑ or ↓ directional button OR ↑ or ↓ on the left analog stick
Pan	← or → directional button OR ← or → on the left analog stick
Move forward	⊗ button
Move backward	△ button
Strafe horizontally	○ button + ← or → directional button OR ← or → on the left analog stick
Strafe vertically	○ button + ↑ or ↓ directional button OR ↑ or ↓ on the left analog stick
Zoom	L1 or L2 button
Exit	START button
Accelerate	hold the L2 or R2 button
Switch to VCR controls	SELECT button

ALTERNATE CONTROLS

PITCH SELECTION

Select pitch type	⊗ button + directional button OR left analog stick (see onscreen pitch legend)
Align infield	L1 button + directional button OR left analog stick (hold the directional button OR left analog stick first)
Align outfield	L2 button + directional button OR left analog stick (hold the directional button OR left analog stick first)
Pitch legend on/off	SELECT button
Move pitcher on mound	hold ◀ or ▶ directional button OR ◀ or ▶ on the left analog stick + R2 button (hold the directional button OR left analog stick first)

PITCH DELIVERY

Pitch a strike	⊗ button + directional buttons OR left analog stick (the directional buttons OR left analog stick for location)
Pitch a ball	⊙ button + directional buttons OR left analog stick (no directional buttons OR left analog stick = random ball target)
Pitchout	■ button
Pickoff	△ button + directional button OR left analog stick

THROWING

Move active fielder	directional button OR left analog stick
Throw to first	⊗ button + ▶ directional button OR ▶ on the left analog stick
Throw to second	⊗ button + ▲ directional button OR ▲ on the left analog stick
Throw to third	⊗ button + ◀ directional button OR ◀ on the left analog stick
Throw to home	⊗ button + ▼ directional button OR ▼ on the left analog stick
Throw to relay man	⊗ button or R1 button
Cut off throw	⊗ button (after throw begins)
Run to base	⊙ button
Run to specific base	⊙ button + directional button OR left analog stick (use the directional buttons OR left analog stick to specify a base)
Run to runner	■ button
Run to specific runner	■ button + directional button OR left analog stick (use the directional buttons OR left analog stick to specify a base)
Catcher pickoff	△ button + directional button OR left analog stick after the pitch begins (1st or 3rd bases only)

MAIN MENU

EXHIBITION

Play a single game using any of the 30 regular MLB™ or two All-Star teams. See "Exhibition Play" on page 11 for details.

CAREER MODES

Play at least one season using any of the 30 regular MLB™ teams. See page 19.

SINGLE SEASON MODE

Forget about next season, try to win NOW! See "Single Season Mode" on page 19 for details.

FRANCHISE MODE

Play multiple seasons going for the playoffs while trying to stay within a budget. See "Franchise Mode" on page 24 for details.

CAREER MODE

Play multiple seasons without worrying about budget problems (small market teams, this one's for you!). See "Career Mode" on page 26 for details.

LOAD SEASON

Trying to re-load a saved season? See "Load Season" on page 26.

FANTASY DRAFT

Draft your own team for a Single Season or for Multiple Seasons, see page 27.

OTHER GAME MODES

Check out all of our other cool game modes starting on page 28.

TWO ON TWO SHOWDOWN™

Two On Two Showdown is back! Check out the details on page 28.

PLAYOFFS

Don't want to mess around with a long season? Jump straight into the playoffs! Check out page 29 for details.

HOME RUN DERBY™

Who cares about singles, doubles and moving the man over?!?! We want to see the long ball, baby! See page 31 for details on our Home Run Derby!

BATTING PRACTICE

Has it been a long winter? Need to re-tool that swing of yours? Check out page 31 for details.

ALL-STAR GAME®

Want to know what it's like to pitch and hit with some of the best players in the game? Instead of trying out each team, just jump directly into the All-Star Game! Details on page 32.

ROSTER MANAGEMENT

Want to make changes to the roster? Whether you're updating your roster set via a trade, making a player better or worse, or creating that new rookie, we give you the option to modify the roster to your heart's content!

MODIFY ROSTERS

Change a team's starting lineup or pitching rotation! See page 33 for details!

TRADING

Was there a major trade that happened yesterday? Or maybe there should have been? See page 37 to find out how to make that trade happen!

EDIT PLAYERS

Did a player improve significantly during the off-season? Or maybe your favorite player is having a monster year? Find out how to make him how YOU want him on page 37.

CREATE PLAYERS

Did a player just appear out of thin air to take a starter's spot? Find out how to do the same thing on your own roster set by going to page 34.

OPTIONS

Hitters doing too well? Or are the pitchers dominating too much? Play the game the way YOU want to play it by going into our Tuning Menu or other options!

TUNING

So you don't think players are hitting as many home runs as they should? Or maybe players aren't stealing enough bases? Find out how to modify the baseball world on page 38.

CREDITS

Be sure to look at OUR All-Stars. Details are on page 39.

LOAD OPTIONS

Already saved your options? Load them up here!

SAVE OPTIONS

You have every tuning variable set. The pace of the game is perfect. Sound levels are exactly what you would expect. You can save these options from this menu.

MORE OPTIONS

Change things like Volume Controls, Roster Sets and Controller Setup. Details are on page 39.

EXHIBITION PLAY

An Exhibition game allows two players to compete against one another, one player to play against the CPU, or the CPU to control both teams so you can sit back and watch. To start an Exhibition game:

1. Highlight "Exhibition" and press the **X** button.
2. Select teams.
3. Use the default settings to go directly into a game, or customize your game experience by changing any of the many options which appear on our Game Menu.

TEAM SELECT

1. Use the **↑** and **↓** directional buttons OR **↑** and **↓** on the left analog stick to switch between Home and Away teams.
2. Use the **←** and **→** directional buttons OR **←** and **→** on the left analog stick to change teams.
3. Or press the **□** button for random home and away selection.
4. Press the **X** button when you have the teams you want, or press the **△** button to go back to the Main Menu.

CONTROLLER ASSIGN

- Use the **↑** and **↓** directional buttons to assign your controller to either the Home or Away team, or leave it in the middle to have the CPU control the team.
- Use the **←** and **→** directional buttons to change your skill level from Rookie all the way up to Hall of Famer.
- Press the **X** button when you have the teams you want, or press the **△** button to go back to the Team Select.

SKILL LEVELS

- Rookie – A very easy skill level where hitting and fielding are a cinch. Perfect for the beginning ball player!
- Pro – This level is a little tougher than Rookie but still easy enough for the beginner to have fun.
- All-Star – So you're making progress? All-Star level combines better CPU A.I. with tougher hitting and fielding.
- MVP – The appropriate level for highly-skilled videogamers with good baseball knowledge. Statistics will tend to come out very close to real life.
- Hall of Famer (HOF) – If you want to succeed in this skill level, you better have it all: baseball savvy, arcade skill and flawless execution.

GAME MENU

From the Game Menu, you can access the following menus, or just press the **X** button to play ball!

- Home Team Settings
- Away Team Settings
- Game Options
- Stadium Select

STADIUM SELECT

1. Highlight the "Stadium Select" icon on the Game Menu, and press the **X** button.
2. Use the **←** and **→** directional buttons to scroll through any of the 30 MLB stadiums.
3. Select the stadium you wish to play in by pressing the **X** OR **△** button.

TEAM SETTINGS

LINEUP

You can customize your starting lineup and player positions using the Lineup Screen. Before the game begins, you can move players around in the starting lineup, or swap them back and forth with players on the bench. On any of these screens you can press the **■** button to bring up the highlighted player's information.

Substitution

So you think one of your bench players is due for a big day, huh? Well, here is how you get him into the starting lineup.

1. After selecting the Lineup Header, highlight "Substitution" and press the **X** button.
2. Use the **↑** and **↓** directional buttons to highlight which player you wish to remove.
3. Press the **X** button to select the player.
4. The list of bench players becomes active.
5. Use the **↑** and **↓** directional buttons to choose the player you wish to put in.
6. Press the **X** button. (Press the **△** button to cancel the selection.)
7. You have now placed a bench player into the starting lineup and you have placed the default starter on the bench.

Batting Order

Changing the batting order involves swapping one player's batting order position for another's.

1. After selecting the Lineup Header, highlight "Batting Order" and press the **X** button.
2. Use the **↑** and **↓** directional buttons to highlight the first player whose batting order position you wish to change.
3. Press the **X** button to select the player.
4. Use the **↑** and **↓** directional buttons to highlight the player you wish to swap with the first player.
5. Press the **X** button. (Press the **△** button to cancel the selection.)
6. The players' batting order positions have now been swapped.

Position

Changing a player's fielding position works the same as changing the batting order. Two players will swap fielding positions with one another.

1. Highlight "Position" and press the **X** button.
2. Highlight the player whose position you want to change and press the **X** button. (To cancel the position change, press the **△** button.)
3. Next, highlight the second player, and press the **X** button again.
4. The positions for both players have been swapped.

IN-GAME LINEUP CHANGES

During the game, you can use the Lineup Screen to bring a position player in from the bench. It is important to note that once the game begins, anyone who is removed from the lineup cannot return to the game.

1. Press the START button to display the Pause Menu, highlight the "Team Options", and press the **X** button.
2. Highlight either "Home Team Settings" or "Away Team Settings" and press the **X** button. The Lineup Screen appears.
3. Follow the directions for "Starting Lineup Substitution" to complete your lineup change.

DOUBLE SWITCH

If you bring in a pinch hitter for your pitcher, the Bullpen Screen appears at the end of the inning and forces you to select a new pitcher. After you have selected your new pitcher, you must place him in the batting order. If you place him in the pitcher's spot (P), you're done. If you place him anywhere else in the order, you will be performing a DOUBLE SWITCH. Whichever player is highlighted will be the player who is removed when you press the **X** button. It is important to note that if you choose to place your pitcher in any spot in the order other than the original pitcher spot, whoever pinch hits assumes the fielding position of the player who was just replaced.

VIEWING STATISTICS

1. To toggle through a player's stats against right or left-handed pitchers, simply press the **L2** button.
2. To toggle between a player's career stats and his stats from last year, press the **R2** button.
3. To view the opposing team's stats, highlight either the "Away Team Settings" or the "Home Team Settings" from the in-game Pause Menu and press the **X** button.

BULLPEN

To change your pitcher before the game begins:

1. Highlight either "Home Team Settings" or "Away Team Settings" and press the **X** button.
2. Scroll to the "Bullpen" heading and press the **X** button.
3. The Pitcher on the Mound is highlighted.
4. Press the **X** button to enter your relief pitchers list.
5. Highlight the pitcher that you want on the mound and press the **X** button.

To bring in a relief pitcher during the game WITHOUT the pitcher warming-up:

1. Press the START button to display the Pause Menu.
2. Highlight "Team Options" and press the **X** button. The Game Menu appears.
3. Highlight either "Home Team Settings" or "Away Team Settings" and press the **X** button.
4. Scroll to the "Bullpen" heading and press the **X** button.
5. The Pitcher on the Mound is highlighted.
6. Press the **X** button to enter your relief pitchers list.
7. Highlight the pitcher that you want on the mound and press the **X** button.

Warming Up Pitchers

If you are using the Pitcher Warm-up feature, then you will have to warm up your pitcher BEFORE putting him on the mound. Here is how you do it:

1. Press the START button to bring up the Pause Menu.
2. Highlight "Team Options", press the **X** button, and the Game Menu will appear.
3. Highlight either "Home Team Settings" or "Away Team Settings" and press the **X** button.
4. Scroll to the "Bullpen" heading and press the **X** button.
5. The Pitcher on the Mound is highlighted.
6. Using the **↓** directional button, highlight "Bullpen #1" or "Bullpen #2" and press the **X** button to enter your relief pitchers list.
7. Highlight the pitcher that you want in the bullpen and press the **X** button.

Note: If the Pitcher Warmup feature is turned ON, placing pitchers into the game without being warmed up will result in lower pitch velocity and an increased chance of being hit hard.

SETTINGS

Batting Camera

This changes the camera angle when your team is up to bat. HIGH positions the camera at strike level and a little behind the batter. LOW positions the camera right behind home plate.

Fielding Camera

This can be set from VERY LOW to RANDOM, and is used when your team is fielding the ball.

Action Camera

Turn the Action Camera to ON and the camera cuts to close-ups on diving catches, jumping throws, etc.

Pitching Configuration

Set the pitching controls to one of two different configurations. See "Pitching" in the "Controls" section on page 6 and "Alternate Controls" section on page 8 for details.

Fielding Configuration

Set the fielding controls to one of two different configurations. See "Fielding" in the "Controls" section on page 7 and "Throwing" in the "Alternate Controls" section on page 8 for details.

Controller Vibration

When a controller with feedback is detected and this is set to ON, vibrations will occur when your batter hits the ball.

Pitching

When set to AUTOMATIC, the CPU takes over your team's pitching.

Fielding

When set to AUTOMATIC, the CPU controls the outfielders up to the moment that the ball is caught.

Throwing

When set to AUTOMATIC, the CPU takes over the defense until the end of the play.

Relay Man

When set to AUTOMATIC, the CPU decides when to use the relay man on long throws.

Batting

When set to AUTOMATIC, the CPU takes over hitting.

Baserunning

When set to AUTOMATIC, the CPU controls your baserunners.

Substitutions

When set to AUTOMATIC, the CPU makes all of the player substitutions for you.

Defensive Alignment

When set to AUTOMATIC, the CPU controls the alignment of your infielders and outfielders.

GAME OPTIONS***INNINGS***

Set the number of innings in a game from one to nine. Extra innings are always played if the score is tied at the end of the game.

DH

BOTH means that the DH rule is on for both teams. NONE means that all pitchers must bat, regardless of what league their team is in. AL ONLY means only the American League™ teams have the DH rule in effect. NL ONLY means only the National League™ teams have the DH rule in effect.

AUTO REPLAYS

Select how often the game shows a replay. Choose from NONE to MANY.

GAME PACE

Choose from FASTEST to SLOWEST game pace.

TIME OF GAME

Choose to play in the DAYTIME or at NIGHT.

WIND

Toggle the wind ON and OFF.

GUESS PITCH

Affect the batter's chances of getting a hit. When this is ON, the batter is allowed to guess at the upcoming pitch. See "Guessing the Pitch" on page 18 of this manual for how to guess the pitch.

BATTER WALK-UP

Choose ON to see the batter walk up to the plate, or OFF to skip it.

ERRORS

Turn errors ON and OFF. When ON, your fielder might drop a fly ball or your shortstop may miff a high-hopper.

PITCHER WARM-UP

Turn this option ON and you will need to warm up your relief pitcher in the bullpen before bringing him to the mound.

VARIABLE UMPIRE

Toggle ON or OFF. Turn this option ON and the umpires' strike zones vary from game to game.

INJURIES

Turn injuries ON or OFF. This determines whether or not your players can be hurt.

SIMULATION

A scale from 0-10, this determines how much the game is weighted toward arcade play or stats simulation. 0 makes it a true arcade experience, where a 10 is almost entirely stats driven.

PLAY BALL!

Now that you have the game set up to your liking, you can dive in and start playing!

PITCHING

The pitching examples in this section refer to the default controls. For alternate pitching controls, see "Alternate Controls" on page 8.

The process of throwing a pitch has two steps:

1. Pitch Selection.
2. Pitch Delivery.

PITCH SELECTION

Before the pitch is thrown:

- The pitcher can select the type of pitch.
- The infield and outfield can be realigned.
- The batter can guess what pitch is going to be thrown or get squared to bunt.

There are 27 different authentic TruPitch™ pitch types in *High Heat Major League Baseball 2004!* See if you can find them all!


To select the pitch type, press the , , , , **R1**, or **R2** button according to the pitch you want to throw. (If you select a type that your pitcher doesn't know, he shakes it off by moving his head back and forth.) Your pitcher now comes set and awaits instructions on where to throw the ball.

PITCH DELIVERY


At this point you can either:

- Pitch to the batter.
- Try to pick off a baserunner.

To choose where you want to try to have the ball cross the strike zone:

- Press the directional buttons OR the left analog stick + the  button (if you don't press any directional buttons OR move the left analog stick, the pitcher throws the ball down the middle of the plate).


To try to throw a "ball" intentionally:

- Press the directional button OR the left analog stick + the  button (if you don't press any directional buttons OR move the left analog stick, the pitcher throws the ball in a random location).

The accuracy of the pitch placement depends on your pitcher's real-life abilities. For example, a pitcher that is known for his good control and ability to "paint" the corners will have more accurate pitches in relation to your pitch location. A pitcher that is known for his lack of control will have less accurate pitches.

HIGH HEAT TIP: *Make no mistake, it is better to miss off the plate than to just groove one down the middle and watch it get crushed.*

PICKING OFF BASERUNNERS

After a pitch selection is made and the pitcher comes set, you can throw to any base in order to try to pick off the runner. Hold the  button and press the button that corresponds to the base.

HIGH HEAT TIP: *Throwing to bases will help keep those especially fast runners close. Of course, doing this can also lead to wild throws, so be smart about when you throw over!*

CHANGING FIELDER ALIGNMENT

You can set your infield and outfield alignments before the pitcher selects a pitch type. To align the infield, hold a directional button and press the  button. To align the outfield, press and hold a directional button and press the  button.



PITCHER FATIGUE

In the Pitch Key is a fatigue level indicator that shows how your pitcher is holding up. Over the course of the game your pitcher tires and the Fatigue Bar changes. When your pitcher gets tired, his pitch control and speed degrade considerably. You should seriously consider bringing in a reliever from the Bullpen. (See "Bullpen" on page 13.)


HIGH HEAT TIP: *You've probably heard it before, but remember: Tired pitchers are the number one cause of lost baseball games.*

BATTING



SWINGING THE BAT

To swing the bat, press and hold the  button. Be sure to keep the  button held down through the entire swing.



AIMING THE BAT

When a pitch is thrown, you can aim your bat using the directional buttons OR the left analog stick. To swing at a certain location after a pitch, use the  button and press and hold the corresponding directional button OR left analog stick to swing. The better your aim, the better the contact will be, and the better the chances of getting a good hit.

CHECK AND PRACTICE SWINGS

To "check", or stop your swing, release the  button before the bat crosses the plate. To get in a practice swing before the pitch, press the directional button to determine the angle of your swing and the level of your bat, then press and hold the  button.


BUNTING

To square around and get set to bunt, press and hold the  button. To change the bunt angle and height, keep holding the  button and press the directional button OR left analog stick to adjust your bat position.

GUESSING THE PITCH

It is possible to increase your chances of getting a good hit on a pitch by correctly guessing what pitch type a pitcher will throw. Guessing a pitch can only be done during the pitch selection before the pitcher goes into his wind-up.

To guess the pitch:

1. Hold the  button.
2. Press the button on the controller that corresponds to the pitch you think the pitcher is going to throw next.
3. A brief sound plays to acknowledge that you guessed a pitch.

HIGH HEAT TIP: *Guessing incorrectly will increase the chance of even well struck balls resulting in an out, so it's a good idea to only guess the pitch in predictable counts.*



FIELDING

The fielding examples in this section refer to the default controls. For alternate fielding controls, see "Alternate Controls" on page 8.

RETRIEVING THE BALL





When the ball is hit, a tracking outline appears on the field and indicates where the ball will land. The fielder nearest the ball automatically activates and an outline appears around him.

MAKING THE PLAY

After catching or picking up the ball, you may run freely using the directional buttons OR the left analog stick. You may throw the ball to any base by pressing the corresponding base button on the controller, or move your fielder with the "run to..." commands. By pressing the  button and the corresponding directional buttons OR left analog stick, you can run to any base. You can run any runner by pressing the  button and the corresponding base directional button OR left analog stick.

BASERUNNING

The controls for advancing and stealing are the same. Stealing can only be done during the wind-up and pitch. Advancing is done after the ball is in play.

- To steal or advance all runners, press the  button.
- To steal or advance a specific runner, press the  button and the directional button that corresponds to the runner's base.
- To retreat all runners, press the  button.
- To retreat a specific runner, press the  button plus the directional button that corresponds to the runner's base.

PAUSE MENU

During the game, use the START button to pause the game. When the ball is in play, the game will simply display the "Paused" text. To reach the Pause Menu, pause the game when the ball is not in play. From here you can select from the following:

- Return to Game
- Visitor Options
- Home Options
- Box Score
- Defensive Alignment
- Replay VCR
- Tuning Menu
- Game Options
- Audio Options
- Miscellaneous Options
- Quit

For details on how to make offensive or defensive substitutions, choose "Visitor Options" or "Home Options", then see the "Lineup" and "Bullpen" sections on page 12-13.

CAREER MODES

The *High Heat Major League Baseball 2004* game allows you to take as many teams as you like through a full season and beyond. Within the Career Modes, you can play or manage your team through a single season in Single Season Mode (see below), or through multiple seasons in Franchise Mode, see page 24, or Career Mode, see page 26. The difference between the last two modes is that in Franchise Mode you must also manage the finances of your team. Here's your chance to take that perennial cellar dweller to the World Series®!

Single Season Mode

Forget about next year! Play for this year and this year only in our Single Season Mode!

Season Setup Menu

Customize your season the way you want. Here you can adjust team schedules, team rosters, and various season settings.

Schedule and Roster

This is where you can change your Schedule or Roster Options. Highlight the heading "Schedule" and press the **X** button. You can then modify any of the following Schedule Options using the **←** and **→** directional buttons OR by pressing **←** and **→** on the left analog stick.

- Schedule Length
- Inter-Division Play
- All-Star Game®
- Playoff Round 1 Length
- Playoff Round 2 Length
- World Series Length

If you want to load a custom roster or reset back to the default rosters, highlight the heading "Rosters" and press the **X** button. Cycle through the various Roster Options and press the **△** button to accept and continue.

NOTE: Neither of these options is available to change while the season is in progress.

Team Control

This screen allows you to change control of any team from CPU control to Human control and vice versa.

To change control of a team:

1. Select "Team Control" from the Season Setup Screen.
2. Find the division that the team you wish to toggle control on is in by using the **←** and **→** directional buttons OR by pressing **←** and **→** on the left analog stick.
3. Press the **X** button to enter the Division Screen.
4. Use the **↑** and **↓** directional buttons OR press **↑** and **↓** on the left analog stick to highlight different teams.
5. Use the **←** and **→** directional buttons OR press **←** and **→** on the left analog stick to toggle control.
6. Press the **△** button to accept changes and back out to the previous menu.

Season Settings

In the Seasons Settings Screen, you can change Season Options, how budgets are calculated, and how often you are interrupted during simming.

Fantasy Draft

Finally you can make up for all the horrible mistakes your favorite team's GM has made over the years. With Fantasy Draft you can pick the players you want and show the world that YOU should be in the front office! When you get to the Season Setup Screen select "Fantasy Draft" to view the draft options. Toggle the draft to "ON" and select the Draft Type. Press the **△** button to accept the changes and back out to the Season Setup Screen. Once you select "Start Season" from the Season Setup screen, the Fantasy Draft will begin.

Start New Season

Once you're all finished setting up your options, start your new season!

SEASON MAIN MENU

The Season Main Menu allows you to view information, manage your team, save your season, view your schedule, and change season options.

SEASON INFORMATION MENU

From the Season Information Menu, you can view a player's stats, your team's stats, season news, the league leaders, or the Standings. You can also see any player's previous seasons' stats by highlighting the player and pressing the **■** button.

Individual Stats

View any player's stats by cycling through all the teams in the Individual Stats Screen.

Once you have found the team you want to look at, press the **X** button.

If you want to look at a player's batting stats, use the **←** and **→** directional buttons OR press **←** and **→** on the left analog stick to highlight "Batting" and press the **X** button. Similarly, to look at pitching or fielding stats, highlight "Pitching" or "Fielding" and press the **X** button.

Once you are in the screen of your choice, use the **L1** and **R1** buttons to scroll through the various stats. You can also sort using the **○** button. Additionally you can toggle handedness (vs. L, vs. R, Total) using the **L2** button and years using the **R2** button (Current, Last Year, Career).

Team Stats

View your team's stats on the Team Statistics Menu. Cycle through AL, NL, or All teams.

Once you have found the League you want to access, press the **X** button.

Use the **←** and **→** directional buttons OR press **←** and **→** on the left analog stick to highlight a choice. Press the **X** button to access that screen.

From here, you can sort statistics by using the **L1** and **R1** buttons to highlight a stat, and then pressing the **○** button to sort by that stat. Pressing the **○** button again sorts in the opposite direction.

To toggle the splits (vs. L, vs. R, Total) use the **L2** button.

To toggle years (Current, Last Year, Career) use the **R2** button.

Season News

Here you can scroll through the different types of news and information such as Transactions, Achievements, Retirements, and more by using the **←** and **→** directional buttons OR by pressing **←** and **→** on the left analog stick.

Highlight what news you want to view and press the **X** button. This activates the screen.

You can now use the **↑** and **↓** directional buttons OR press **↑** and **↓** on the left analog stick to scroll through the news.

League Leaders

The League Leaders Screen allows you to select just AL Leaders, NL Leaders, or All Leaders. Cycle through these using the **←** and **→** directional buttons OR by pressing **←** and **→** on the left analog stick.

The sub-header that follows lists all of the stats you can view the League Leaders in.

Standings

Scroll through each of the divisions, using the **←** and **→** directional buttons OR by pressing **←** and **→** on the left analog stick, to see who's on top!

MANAGE MENU

The Manage Menu allows you to enter the following screens:

Team Control

If you want to take control of a team or remove control of a team, go here. Controls are similar to the Team Control Screen on page 20.

Edit/Create Player

This will take you to the Edit/Create Player Screen mentioned on page 34.

Trading

Selecting this allows you to attempt a trade between a human-controlled team and another team.

After selecting the two teams involved in the trade, you will be directed to a screen that has up to four (4) player spots available. Highlight one of these slots and press the **X** button. Find the player you want to trade and press the **X** button: this player will replace the empty slot.

Do this for both sides of the trade until you are happy with the trade, then highlight "Offer Trade" and press the **X** button.

To view a player's information, highlight the player and press the **■** button.

NOTE: The CPU Trade A.I. may reject the trade.

Additional Players

This screen allows you to swap a player on the Additional Players list onto your team. To do this: Highlight the player that you want on the Additional Players list and press the **X** button.

Your team's roster is displayed. Highlight an empty slot to swap the additional player with (you may swap with a player slot as well, but this will cut the player) and press the **X** button.

The additional player is swapped with the highlighted player on your roster.

NOTE: If you are in Franchise Mode, you will assume the additional player's contract.

Roster Management

This will take you to the Roster Management Screen where you can promote or demote a player on your roster, and set your lineup or rotation.

To promote or demote a player, use the **←** and **→** directional buttons OR press **←** and **→** on the left analog stick to highlight "Modify Rosters".

Press the **X** button to activate the Modify Rosters Screen.

Select the class of the player you want to promote/demote by highlighting the top line using the **↑** and **↓** directional buttons OR by pressing **↑** and **↓** on the left analog stick. Use the **←** and **→** directional buttons OR press **←** and **→** on the left analog stick to toggle through the available selections.

Use the **↑** and **↓** directional buttons OR press **↑** and **↓** on the left analog stick to highlight the player you want to promote/demote.

Press the **X** button to select the player you want to promote/demote.

The adjacent box is now activated. Follow the above instructions to select a player to replace the promoted/demoted player.

Setting your lineup or rotation is similar to setting up your lineup or rotation described on page 33.

SEASON OPTIONS

- Designated Hitter
- Innings Per Game
- Difficulty
- Auto Replays
- Game Pace
- Wind
- Guess Pitch
- Batter Walk-Up
- Errors
- Pitcher Warm-Up
- Variable Umpire
- Injuries
- Simulation

To modify any of these options, highlight the option using the **▲** and **▼** directional buttons OR by pressing **▲** and **▼** on the left analog stick. Then use the **◀** and **▶** directional buttons OR press **◀** and **▶** on the left analog stick to modify the highlighted option.

SAVE

Saving is simple! Highlight "Save" and press the **X** button!

NOTE: Must have a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. Only 1 saved season per card.

SCHEDULE SCREEN

This screen takes you to the Season Calendar, Playoff Bracket or Off-Season Tasks.

Season Schedule

Displays all scheduled games for the current season in a calendar format. This screen is the gateway to your season games. It lists all of the games to be played this season, including those of the teams you are controlling. Use the **R1** and **L1** buttons to scroll through the months. Use the **◀** and **▶** directional buttons OR **◀** and **▶** on the left analog stick to highlight the different options at the bottom of the screen and press the **X** button.

To view a specific team's schedule:

1. Use the **◀** and **▶** directional buttons OR **◀** and **▶** on the left analog stick to highlight the team name.
2. Press the **X** button.
3. Continue pressing the **X** button to scroll through each team's schedule one at a time. To go backward through the names, press the **□** button.

To play a game on the schedule:

1. Highlight "Select Game". A cursor will appear on the calendar.
2. Move the cursor to any game.

3. Press the **X** button.
4. Select "Play".
5. At this point, play proceeds like an exhibition game. Refer to the "Controller Assign" section on page 11 for more information.

To simulate a specific game:

1. Highlight "Select Game". A cursor appears on the calendar.
2. Move the cursor to any game.
3. Press the **X** button.
4. Select "Sim Game".
5. The CPU simulates the game, and the results appear on the schedule.

To simulate an entire season:

1. Select "Sim To Playoffs".
2. The CPU simulates all games for the season, and the results appear on the schedule.

Playoff Bracket

The following menu items are available from the Playoffs Main Menu:

- **PLAY GAME:** You can play any game of any series by highlighting "Play Game" and pressing the **X** button.
- **SIM GAME:** You can simulate any game of any series by highlighting "Sim Game" and pressing the **X** button.
- **SIM SERIES:** You can simulate an entire series by highlighting "Sim Series" and pressing the **X** button.

Franchise Mode

Your owner refuses to increase the budget for the team? Free Agents are constantly leaving your team? Want to prove that you could be a better GM? Franchise Mode has everything you need to do it: contract negotiations, budgets, and free agency! After the season is over, show your scouting knowledge by drafting the best of the best!

FRANCHISE BUDGETS

In the Season Setup Menu you will find the Franchise Budgets Screen. Once activated, you can alter how high your team's budget is set. Your options are:

Market

Market Size gives each team a budget size based on the metropolitan size of its home city.

Equal

Equal Size gives each team the same budget.

Custom

Custom Size allows you to determine what the budgets of each team are.

MINOR LEAGUES™

Minor League players do not typically count against your budget. However, as soon as you bring a player to the big leagues, he will get a 3-year contract and you'll have to account for him from then on.



Any player with a valid contract counts against your budget even if you send him down to the minors. If you cut him, he will continue to count against your budget until the contract expires or another team picks up the player and the contract.

Make sure that bringing up a player doesn't affect your team's budget plans for the future!

CONTRACT SCREEN

This screen allows you to look at all of the players you currently have under contract and how close you are to the team's budget limit.

OFF-SEASON TASKS

After the World Series is over, the off-season tasks begin! To view the information that is going on in the current task, highlight "Off Season" in the Schedule Screen and press the  button. Highlight "Start Task" and press the  button to begin.

When it is your team's turn to complete the current task, you will be given the option to:

- Do Manual - Manually complete the task
- Auto - Have the task completed for you
- Skip - Skip the task completely






The off-season tasks, in order, are:









Players Retire






After the season is over, some players decide that another season is just too much. You can see which players decided to hang 'em up in the Off-Season Task Screen.

Contract Negotiations

You knew it would happen. A player on your team has a career year in the last year of his contract. So what do you do? Sign him and hope he continues that pace? Or do you let him go and hope he doesn't continue to put up those numbers? It's all up to you in the Contract Negotiations.

To start up Contract Negotiations with a player, use the  and  directional buttons OR press  and  on the left analog stick to highlight the player. After highlighting the player, press the  button to bring up the Make Offer Screen.

Once in the Make Offer Screen you can modify the offer to the player by highlighting either "Offered Cost" or "Offered Years" using the  and  directional buttons OR by pressing  and  on the left analog stick. Once the option is highlighted, use the  and  directional buttons OR press  and  on the left analog stick to modify the offer.

After you are satisfied with the offer, highlight "Make Offer" using the  and  directional buttons OR by pressing  and  on the left analog stick and press the  button.

Cut Players

Is there a guy in the minors just not pulling his weight? This task takes you to the Roster Management Screen so you can cut any underachieving Minor Leaguer.

Free Agent Signing

Has your farm system seen better days? Time to plug some free agent players in until your minor leagues are ready to provide more stars for you. You get multiple rounds to decide whom you want to try and grab, but keep in mind other teams might want the same player, so his demands may change! See "Contract Negotiations" for more details.

Promote Rookies

You will be taken to the Roster Management Screen where you can promote players. Be sure to move all the players you want to retain to "AA" or higher. When this setup is completed, all players remaining in "A" rosters will be automatically cut to make way for a new crop of rookies.

Rookie Draft

The Rookie Draft is where re-stocking your farm system with future stars all begins. The team with the worst record during the previous season gets the first pick, while the team with the best record gets the last pick. Pick wisely; this is your future! See "Fantasy Draft" for details on how to go through this process.

Career Mode ***[MULTI-SEASON PLAY]***

Don't want to hassle with player contracts or budgets? Career Mode allows you to do everything Franchise Mode does, just without contracts and budgets being involved.


Load Season

Already have a season in progress? Load it from the Season Menu under any of the Modes.


FANTASY DRAFT


With Fantasy Draft you can pick the players you want and show the world that YOU should be in the front office! When you get to the Season Setup Screen select "Fantasy Draft" to view the draft options. Toggle the draft to "ON" and select the Draft Type. Press the  button to accept the changes and back out to the Season Setup Screen. Once you select "Start Season" from the Season Setup screen, the Fantasy Draft will begin.


DRAFTING





To draft a player, highlight "Choose Player" and press the  button.





If you want advice on whom to draft, highlight "Get Advice" and press the  button. The Make Pick Screen becomes active with a player highlighted.

If you want the game to automatically draft for you for one round, highlight "Auto-Pick" and press the  button.

If you want the game to draft for you for the rest of the rounds, highlight "Auto-Complete" and press the  button.

If you want to make your own pick, highlight "Make Pick" and press the  button. The Make Pick Screen becomes active.


If the Make Pick Screen is active you can scroll through the available players by using the  and  directional buttons OR by pressing  and  on the left analog stick.

At the top of the screen, you can toggle between "Batters" and "Pitchers" by highlighting that option and using the  and  directional buttons OR by pressing  and  on the left analog stick.






You can toggle through a player's statistics by using the **L1** and **R1** buttons.

You can sort by a statistic by using the  button.

To bring up the Player Information Screen, use the  button.

Once you have decided which player to draft, highlight the player and press the  button.

VIEW TEAMS

You can see who other teams have selected by highlighting this header and pressing the  button. By using the  and  directional buttons OR by pressing  and  on the left analog stick, you can see who all the other teams are taking!

VIEW PICKS

Want to know who was taken during what round? "View Picks" has all the answers you are searching for!

OTHER GAME MODES

Whether it is taking a little Batting Practice, smashing a few dingers in Home Run Derby, or battling it out with your friend in Two On Two Showdown™, you are bound to have fun playing any of the *High Heat 2004* game's other Game Modes.












TWO ON TWO SHOWDOWN™

Two On Two Showdown has the same pitcher-batter matchup as playing a regular game, but it's a game within the game. It's just the batter vs. the pitcher and every pitch counts. There are no fielders and all points are given out based on what the umpire thinks your hit would have been. The best part of the Two on Two Showdown is that even if you are down after you hit, you can easily make up points with stellar pitching. Almost any lead can be overcome with some clutch, savvy play. What it all comes down to is one inning of pressure baseball, and if the game is tied, the home team gets the final say in one last, sudden-death pitch.





SETTING UP TWO ON TWO SHOWDOWN™

You will want to choose one pitcher and one hitter. You can choose any pitcher or hitter you want.

Team Select

1. Use the  and  directional buttons OR  and  on the left analog stick to switch between Home and Away teams.
2. Use the  and  directional buttons OR  and  on the left analog stick to change teams.
3. Or press the  button for random home and away selection.
4. Press the  button when you have the teams you want, or press the  button to go back to the Main Menu.

Controller Assign

1. Use the  and  directional buttons to assign your controller to either the Home or Away team, or leave it in the middle to have the CPU control the team.
2. Use the  and  directional buttons to change your skill level from Rookie all the way up to Hall of Famer.












TWO ON TWO SHOWDOWN MENU

Team Settings

Selecting your team's settings will allow you to change your pitcher and/or batter.

Choose Batter

You can either use the default players or choose your own. To choose another player, follow these steps:

1. Highlight "Choose Batter" and press the  button.
2. Use the  and  directional buttons OR  and  on your left analog stick to change the team.
3. Use the  button to select the team your player is on.
4. Use the  and  directional buttons OR  and  on the left analog stick to highlight the player you would like to use. After you have highlighted the player you want, press the  button.

Choose Pitcher

You can either use the default players or choose your own. To choose another player, follow these steps:

1. Highlight "Choose Pitcher" and press the **X** button.
2. Use the **←** and **→** directional buttons OR **←** and **→** on your left analog stick to change the team.
3. Use the **X** button to select the team your player is on.
4. Use the **↑** and **↓** directional buttons OR **↑** and **↓** on the left analog stick to highlight the player you would like to use. After you have highlighted the player you want, press the **X** button.

NOTE: The players you have chosen will wear the uniform of the team you originally picked, even if they do not normally play for that particular team.

TWO ON TWO OPTIONS

This is where you can change the time of day or turn the wind on or off. To change an option, highlight it with the **↑** and **↓** directional buttons OR by pressing **↑** and **↓** on the left analog stick, then press the **←** and **→** directional buttons OR press **←** and **→** on the left analog stick to change it.

STADIUM SELECT

What stadium do you want to play in? Select this and refer to page 12 to change the stadium you're playing in.

PLAY BALL!

Get out and play some Two On Two Showdown!!!

PLAYOFFS

So you love a horrible team, and rather than suffer the agony of another losing season you would prefer to miraculously jump directly into the playoffs. No problem, we've got you covered.

PLAYOFF SETUP MENU

Roster Options

Have a custom roster set you want to use for these playoffs? Load it here!

Playoff Teams

Select the playoff teams YOU want in the playoffs by doing the following:

1. Select "Teams" from the Playoff Setup Menu.
2. Use the **↑** and **↓** directional buttons OR press **↑** and **↓** on the left analog stick to highlight a team.
3. Use the **←** and **→** directional buttons OR press **←** and **→** on the left analog stick to change the selected team.

Playoff Options

Playoff Options allows you to change the format of the Playoffs, change control of a team, and much more!

Options

You can change any option by selecting "Playoff Options" from the Playoff Setup Menu, followed by selecting "Options".

Once the Options Screen has been activated, you can highlight any option using the **▲** and **▼** directional buttons OR by pressing **▲** and **▼** on the left analog stick.

After you highlight an option, you can change it by using the **◀** and **▶** directional buttons OR by pressing **◀** and **▶** on the left analog stick.

Format

In the Format Screen, you can change the following options:

- Number of Teams
- Round 1 Length
- Round 2 Length
- Round 3 Length

NOTE: You cannot change any of these options once the playoffs have started.

Control

TO CHANGE CONTROL OF A TEAM

1. Activate the Control Screen.
2. Use the **▲** and **▼** directional buttons OR press **▲** and **▼** on the left analog stick to highlight the team you want to change control.
3. Use the **◀** and **▶** directional buttons OR press **◀** and **▶** on the left analog stick to change control of the highlighted team.

Load Playoff

Load your Saved Playoff Bracket right here!

Start New Playoff

If you have all of your options set and ready to go, click "Start New Playoff" to get it going!

PLAYOFF MAIN MENU

Roster Management

See "Roster Management" section on page 33.

Playoff Stats

Select "Statistics" to see who's the new Mr. October!

Playoff Options

See "Playoff Options" on page 29 and 30.

Save

No time to finish your playoff? Select "Save" so you can finish it later!

Playoff Bracket

See "Playoff Bracket" on page 24.

HOME RUN DERBY™

Jason Giambi won the Home Run Derby during last year's All-Star break, but it should have been Sammy, right? Or Barry? Well, here is your chance to right that wrong! Step up with your favorite slugger and blast away!

HOME RUN DERBY MENU

Choose Batter

Choosing a batter for the Home Run Derby is just like our Lineup Screen! Select a slot for the batter and choose your batter!

Home Run Derby Settings

Go to the "Home Run Derby Settings" to toggle the controller's vibration as well as camera settings.

Home Run Derby Options

In the Home Run Derby Options Screen you can toggle the following options:

- Number of Batters
- Number of Pitches
- Time of Day
- Wind

Stadium Select

See "Stadium Select" on page 12.

Play Ball!

Done setting up your Home Run Derby? Well, you know what it's time to do then... (Play Ball!)

BATTING PRACTICE

Admit it, last year it took you all season to figure out our Cut Fastball. This year we decided to really mess with that swing of yours with over 15 new pitches! Better take your turn in the cage before our pitchers send you back to the minors!

BATTING PRACTICE MENU

Choose Batter

See "Choose Batter" on page 28.

Choose Pitcher

See "Choose Pitcher" on page 29.

Batting Practice Settings

BATTING PRACTICE SETUP

Activate the Batting Practice Setup Screen to change what types of pitches you'll see in the cage, as well as where they will be thrown.

To change between fastballs only and mixed pitches, highlight "Pitch Types" using the **▲** and **▼** directional buttons OR by pressing **▲** and **▼** on the left analog stick.

Use the **◀** and **▶** directional buttons OR press **◀** and **▶** on the left analog stick to toggle between "Fastballs" and "Mixed Pitches".

To change the location of the pitches you'll be seeing in the cage, highlight "Pitch

Targets" using the **▲** and **▼** directional buttons OR by pressing **▲** and **▼** on the left analog stick.

Use the **◀** and **▶** directional buttons OR press **◀** and **▶** on the left analog stick to toggle through the available pitch locations.

Settings

By activating the Settings Screen, you can change the following options:

- Difficulty
- Time of Day
- Controller Vibration

To change any of these options, highlight one using the **▲** and **▼** directional buttons OR by pressing **▲** and **▼** on the left analog stick.

Toggle through the available options by using the **◀** and **▶** directional buttons OR by pressing **◀** and **▶** on the left analog stick.

Stadium Select

See "Stadium Select" on page 12.

Play Ball!

Get out there in the batting cage! You need the work!

ALL-STAR GAME[®]

Choose to go directly to an All-Star Game featuring the American League[™] and National League[™] All-Stars.

See "Exhibition Play" on page 11 for a complete explanation of all further screens and various options.

ROSTER MANAGEMENT

Want to change your Roster Set just before going into one of our game modes? Select "Roster Management"!

MODIFY ROSTERS

If you select "Modify Rosters" you can do the following:

View Roster

To view your selected team's roster, select "View Roster". To toggle between batters and pitchers, highlight "Batters" (or "Pitchers") using the **▲** and **▼** directional buttons OR by pressing **▲** and **▼** on the left analog stick.

Use the **◀** and **▶** directional buttons OR press **◀** and **▶** on the left analog stick to toggle between batters and pitchers.

Set Lineups

To set your selected team's lineup, highlight "Set Lineups" using the **◀** and **▶** directional buttons OR press **◀** and **▶** on the left analog stick, then press the **⊗** button to activate the screen below.

You can now toggle between your four lineups (vs. L, vs. L DH, vs. R, and vs. R DH), using the **◀** and **▶** directional buttons OR by pressing **◀** and **▶** on the left analog stick.

Once you find a lineup you would like to change, use the **▼** directional button OR press **▼** on the left analog stick to highlight "Substitution". From here, you can use the **◀** and **▶** directional buttons OR press **◀** and **▶** on the left analog stick to scroll through the following options:

• Substitution

To make a substitution, highlight the player you want to substitute using the **▲** and **▼** directional buttons OR by pressing **▲** and **▼** on the left analog stick, then press the **⊗** button.

Highlight the player you want to swap for by using the **▲** and **▼** directional buttons OR by pressing **▲** and **▼** on the left analog stick, then press the **⊗** button to swap players.

• Bat Order

To change the batting order, highlight the player you want to move by using the **▲** and **▼** directional buttons OR by pressing **▲** and **▼** on the left analog stick, then press the **⊗** button.

Highlight the position in the batting order you want to swap the selected player to by using the **▲** and **▼** directional buttons OR by pressing **▲** and **▼** on the left analog stick, then press the **⊗** button to swap batting order positions.

• Position

To change a player's position in the field, highlight the player you want to change by using the **▲** and **▼** directional buttons OR by pressing **▲** and **▼** on the left analog stick, then press the **⊗** button.

Highlight the player you want to swap positions with by using the **▲** and **▼** directional buttons OR by pressing **▲** and **▼** on the left analog stick, then press the **⊗** button to swap fielding positions.

Set Rotation

To set your selected team's rotation, highlight "Set Rotation" using the ◀ and ▶ directional buttons OR press ◀ and ▶ on the left analog stick, then press the ⊗ button to activate the screen below.

First decide whether your team will have a 4 or 5 man rotation by using the ◀ and ▶ directional buttons OR by pressing ◀ and ▶ on the left analog stick.

After deciding on a 4 or 5 man rotation, use the ▲ and ▼ directional buttons OR press ▲ and ▼ on the left analog stick to highlight a pitcher that you no longer want in your starting rotation, and press the ⊗ button.

Highlight a pitcher amongst your relievers you want to put into the starting rotation by using the ▲ and ▼ directional buttons OR by pressing ▲ and ▼ on the left analog stick, then press the ⊗ button to swap pitchers.

CREATE PLAYER

Looking for that blue chip prospect to help your team to the next level? Forget it! Just make him! Follow these steps to begin creating a player:

1. On the Main Menu, highlight "Roster" and press the ⊗ button.
2. Highlight "Edit/Create Player" and press the ⊗ button.
3. Select the C.P. Team to view the slots for created players and press the ⊗ button to activate the screen.
4. The first option that is highlighted can be toggled between "Batters" and "Pitchers" by using the ◀ and ▶ directional buttons OR by pressing ◀ and ▶ on the left analog stick.
5. Use ▲ and ▼ on the directional buttons OR press ▲ and ▼ on the left analog stick to highlight an empty player slot. Press the ⊗ button to start the creation process.
6. Using the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick, you can toggle between the following editing screens:

EDITING PLAYER NAMES

Highlight either "First Name" or "Last Name" and press the ⊗ button. Creating a name is simple. You just highlight the letter you want to use and press the ⊗ button. As you select letters, they will appear on the right-hand side of the screen. To remove any individual letter, highlight "DEL" and press the ⊗ button. If you want to clear the whole screen and start over, highlight "CLR" and press the ⊗ button.

EDITING GENERAL PLAYER INFORMATION

This is the area that allows you to set a player's name, number, and a variety of other general characteristics.

Jersey Number

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to choose your player's number.

Position

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to choose your player's position. It is important that your player play the position you give him. If not, he is going to look like he is playing with a frying pan for a glove!

Complexion

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to choose your player's complexion.

Height

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to choose your player's height.

Weight

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to choose your player's weight.

Body Type

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to choose your player's body type.

EDITING BATTING INFORMATION

Editing these fields will directly affect your player's offensive performance. To get this screen you need to highlight the top line on the screen and simply use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick until you see "Batting" at the top of the screen.

Bat Side

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to choose your player's bat handedness.

Stance

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to choose your player's batting stance.

- Normal – Both feet even and weight evenly distributed.
- Open – Front foot slightly closer to the outside of the batter's box than the back foot.
- Closed – Front foot slightly closer to the plate than the back foot.
- Wide – Front foot significantly closer to the outside of the batter's box than the back foot.
- Crouched – Both feet even in the batter's box with the weight shifted toward the back foot.

Waggle

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to choose your player's waggle.

Wave

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to choose your player's wave.

Stride

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to toggle between a LOW stride and a HIGH stride.

Average

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to edit your player's ability to hit for a high average. The scale goes from 0-10 with 10 being one of the top averages in the league.

Power

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to edit your player's ability to hit for a high slugging percentage. The scale goes from 0-10 with 10 being one of the top slugging percentages in the league.

Pull

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to edit your player's ability to pull the ball when being controlled by the CPU. The scale goes from 0-10 with 10 pulling the ball most frequently.

NOTE: Pulling the ball tends to help power numbers.

EDITING OTHER INFORMATION

These fields control the rest of your player's characteristics, including defense. To get this screen, highlight the top line of the screen and simply use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick until you see "Other" at the top of the screen.

Throwing Arm

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to choose your player's throwing handedness.

Arm Strength

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to edit your player's arm strength. The scale goes from 0-10 with 10 making your player's arm one of the strongest in the league.

Range

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to edit your player's fielding range. The scale goes from 0-10 with 10 making your player's range one of the best in the league.

Running Speed

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to edit your player's base running speed. The scale goes from 0-10 with 10 making your player one of the fastest in the league.

EDITING PITCHING ATTRIBUTES (PITCHERS ONLY)**Throwing Arm**

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to choose your player's throwing handedness.

Delivery Style

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to choose your player's delivery style.

Power

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to edit your player's power. The scale goes from 0-10 with 10 making your player's arm one of the strongest in the league.

Control

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to edit your player's control. The scale goes from 0-10 with 10 making your player's control one of the best in the league.

Endurance

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to edit your player's endurance. The scale goes from 0-10 with 10 making your player's endurance one of the best in the league.

Effectiveness

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to edit your player's effectiveness. The scale goes from 0-10 with 10 making your player's effectiveness one of the strongest in the league.

Ground Ball Ratio

Use the ◀ and ▶ directional buttons OR ◀ and ▶ on the left analog stick to edit your player's ground ball ratio. The scale goes from 0-10 with 10 making your player's ground ball ratio almost exclusively ground balls.

EDITING PITCH TYPES

A pitcher can have a maximum of 6 different pitch types. Editing pitch types is easy:

1. Highlight any of the Pitch Slots using the ▲ and ▼ directional buttons OR by pressing ▲ and ▼ on the left analog stick.
2. To change a pitch in the highlighted pitch slot, use the ◀ and ▶ directional buttons OR press ◀ and ▶ on the left analog stick.

Using a Created Player in the game

Now that you have made this player you want him on your team, right? It isn't hard at all. Just refer back to "Additional Players" section on page 22 for a full explanation on how to get your created player onto your team.

EDIT PLAYER

Wouldn't it be nice if Barry Bonds had blazing speed along with the most powerful bat in the universe? With the player editor, it's just a few button presses away!

Editing Players

All current players have the same modifiable fields that are contained within Create a Player. Please see the previous section for an explanation of, and how to edit, each of these fields.

TRADING

On the Roster Management Menu, highlight "Trading" and press the ⊗ button, and the Trades Screen appears. You will be taken to the Trade Team Select Header. Choose which teams you would like to see involved in the trade. Choosing players to trade is as easy as setting your lineup! Highlight a player spot and press the ⊗ button to go through that team's roster.

To select a player, highlight a player spot and press the ⊗ button. The screen that appears has the same controls as "View Roster". Press the ⊗ button to place a player in the trade player spot.

In season play, there are options for Compute/Accept/Deny trade logic, as well as Computer Offer Trades. Make sure these are set to your liking.

OPTIONS

TUNING

This awesome feature will allow you to tweak the gameplay of the *High Heat 2004* game so that it meets even your high standards! The following are all tunable in the Tuning Header by highlighting the variable to be tuned and using the ◀ and ▶ directional buttons OR pressing ◀ and ▶ on the left analog stick:

BATTING

- CPU Hitting
- CPU Power
- Human Hitting
- Human Power
- Foul Balls
- Human Contact Ease

PITCH SPEEDS

- Fastball Types Speed
- Curveball Types Speed
- Sinker Types Speed
- Screwball Speed
- Cutter Speed
- Slider Types Speed
- Split-Finger Types Speed
- Knuckleball Speed
- Changeup Types Speed
- Knuckle Curve Speed
- Slurve Speed
- Fosh Speed
- Palmball Speed
- Forkball Speed

RUN SPEEDS

- CPU Baserunner Speed
- CPU Fielder Speed
- Human Baserunner Speed
- Human Fielder Speed


THROW SPEEDS

- CPU Fielder Throw Speed
- CPU Catcher Stolen Base Throwing
- Human Fielder Throw Speed
- Human Catcher Stolen Base Throwing

MISCELLANEOUS

- Error Frequency
- Injury Frequency
- Pitch Count
- Pitcher Control Sim
- Pitcher Fatigue Rate

CREDITS

To view the creators of the best baseball game on the market, highlight "Credits" and press the  button.

LOAD OPTIONS

Already have your tuning and other options perfected? Load them here!

SAVE OPTIONS

Once you've found the perfect settings, save them here so you won't have to keep re-setting them!

MORE OPTIONS

VOLUME

Each of these has 0-10 sliders with 10 being the loudest and 0 being the softest:

- Music
- Sound FX
- Umpire
- Crowd
- Announcer

CONTROLLER

You can toggle between alternate and default controls here. Just highlight the option and use the  and  directional buttons OR press  and  on the left analog stick.

ROSTERS

From this screen, you can load your previously saved roster set or use our default roster set.

TIPS AND STRATEGY

BATTING

NOVICE

- Try to wait for a good pitch! Don't swing at everything! Patience will generally pay off.
- Get ahead in the count; pitchers will then be forced to throw more strikes.

INTERMEDIATE

- Use the directional button OR the left analog stick when you swing to "go with the pitch".
- Strategically use sacrifice bunts in the late innings when a single run becomes more important.

ADVANCED

- Try to identify the pitch type as early as possible to anticipate the break.
- Use the "Guess Pitch" feature and your knowledge of what the pitcher likes to throw in real life to further increase your chances of batting success!

PITCHING

NOVICE

- Mix up your pitch types and locations! Don't be predictable!
- Remember to sometimes throw balls, not strikes. Sometimes the hitter will chase a bad pitch and strike out or hit a weak grounder or pop fly.
- If a pitch does not end up where you aimed it, it is because of your pitcher's control rating. If he is especially wild, remember that asking him to try to throw a ball may be better than asking him to try to throw a strike when you really need a key strike!

INTERMEDIATE

- Keep the ball away from hitters (outside) as much as possible. Most of the time power is best generated on inside pitches. But remember: Don't be predictable!
- Utilize pickoff throws and pitchouts to keep opposing baserunners honest. Just like real baseball, using these techniques sparingly in steal situations is likely to be more effective than using them all the time. Use the element of surprise!
- If first base is open, do not hesitate to use an intentional walk against a star opponent.

ADVANCED

- Throw a pitcher's most effective real life pitches most often. It will make a difference!
- Utilize changing speeds and breaks to keep a hitter off balance. A mix of Knuckleballs and Fastballs can drive a hitter crazy! So can a Sinker or Screwball following a big Curve!

- In addition to those nasty pitches, we have a pitch we call the “Cutter”. This has to be the nastiest of all. It has a very late flat break, which makes it very tough to distinguish from the fastball. It only takes a couple of inches on a late break to change a home run into a lazy fly ball!
- Don’t be afraid to “pitch around” a key hitter and walk him if necessary, especially if you get behind in the count. In important situations, a walk is almost always a BETTER result than a Home Run!

DEFENSE

NOVICE

- Don’t throw the ball around unnecessarily. Your opponent will often be able to take extra bases. You will also be asking for trouble with off-line throws and errors.

INTERMEDIATE

- Use the jump and dive maneuvers to rob potential hits, but try not to overuse them and cost you sure outs.

ADVANCED

- Utilize the cut-off man. Doing so will often get the ball to your preferred destination faster than throwing straight through. It will also increase your options if a baserunner gets too greedy.

BASERUNNING

NOVICE

- Use a single directional button OR left analog stick with the advance or retreat commands to send a single baserunner at a time (as opposed to all of your runners).
- Being aggressive on the bases, especially in the early innings, often pays big dividends!

INTERMEDIATE

- Keep your eyes open. Plenty of opportunities for taking an extra base exist when the opponent tries to nail a lead runner.

ADVANCED

- Use the lead and retreat lead buttons to rattle an opposing pitcher with stolen bases. Mastery of these techniques will give you a competitive edge. But always be careful of a pickoff move!

STRATEGY

NOVICE

- Watch your pitcher's fatigue meter. Be sure to always replace a pitcher when he is tiring, especially if he seems to be losing his control.

INTERMEDIATE

- Use pinch hitters and relief pitchers to create Lefty/Righty match-ups just like they do in the Big Leagues. It will make a significant difference in the game!
- With a decent lead, consider using late inning defensive replacements. Not doing so can cost you.

ADVANCED

- Use double-switches to keep your pitcher in the game longer and away from the batter's box.
- In Season Play, be careful not to overuse pitchers, particularly short relievers.
- Use any and all strategies you see succeed in Major League Baseball. They generally will have a similar chance of success in this game!

STATISTICS GLOSSARY

These are listed by order of appearance within the game.

BATTING

- Pos** - Position
- B/T** - Batting/Throwing Hand
- AVG** - Batting Average
- HR** - Home Runs
- RBI** - Runs Batted In
- SB** - Stolen Bases
- CS** - Caught Stealing
- OBP** - On-Base Percentage (Walks + Hits + Hit By Pitch/At-Bats + Walks + Hit by Pitch + Sacrifice Flies)
- SLG** - Slugging Percentage (Total Bases/At-Bats)
- AB** - At-Bats
- H** - Hits
- 2B** - Doubles
- 3B** - Triples
- R** - Runs
- BB** - Walks
- K** - Strikeouts
- OPS** - On-Base Percentage (OBP) + Slugging Percentage (SLG)
- Steal %** - Stolen Base Rate (Stolen Bases/Stolen Bases + Caught Stealing)
- HBP** - Hit by Pitch
- GIDP** - Ground into Double Play
- IBB** - Intentional Walk
- SF** - Sacrifice Fly
- SH** - Sacrifice Hits
- PBA** - Pinch Batting Average (Batting average as a pinch hitter)
- RC** - Runs Created (A complicated formula used to determine how many runs a hitter created over the course of a season)
- TB** - Total Bases (Hits + Doubles + (Triples x 2) + (Home Runs x 3))
- TPA** - Total Plate Appearances (At-Bats + Walks + Hit by Pitch + Sacrifice Flies)
- EQA** - Equivalency Average (A statistical formula using all offensive statistics to determine a player's productivity)
- RC27** - Runs Created per 27 Outs

PITCHING

- T** - Throw Hand
- W** - Wins
- L** - Losses
- ERA** - Earned Run Average (Earned Runs x 9/Innings Pitched)
- S** - Saves
- IP** - Innings Pitched
- K** - Strikeouts
- BB** - Walks
- H** - Hits Against
- G** - Games Played
- GS** - Games Started
- CG** - Complete Games
- SHO** - Shutouts
- BS** - Blown Saves
- 2B** - Doubles Against
- 3B** - Triples Against
- HR** - Home Runs Against
- BK** - Balks
- WP** - Wild Pitches
- SB** - Stolen Bases Against
- CS** - Caught Stealing Against
- AVG** - Batting Average Against
- OBP** - On-base Percentage Against
- SLG** - Slugging Percentage Against
- Win%** - Winning Percentage
- HLD** - Holds
- OPS** - On-Base Percentage (OBP)+ Slugging Percentage Against (SLG)
- K/9** - Strikeouts per 9 Innings
- QS** - Quality Starts
- #PIT** - Total Number of Pitches Thrown
- #P/G** - Number of Pitches per Game
- SvOp** - Save Opportunities
- SV%** - Save Percentage

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