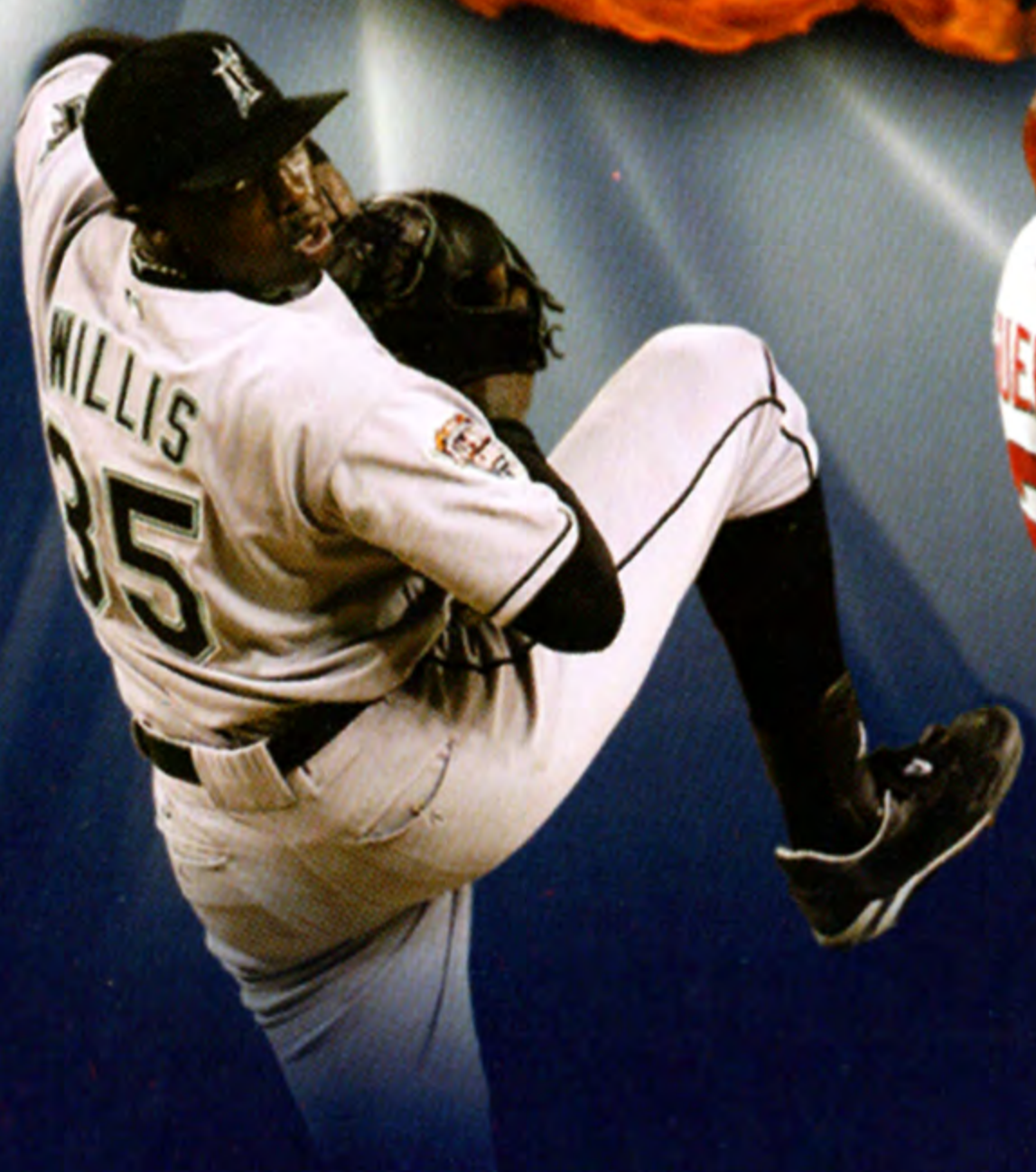




MLB SLUGGFEST 2006



Instruction Manual



WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

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

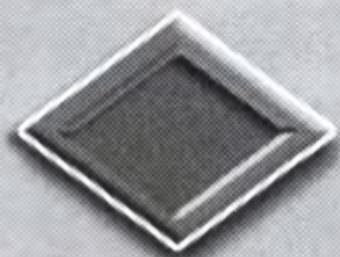
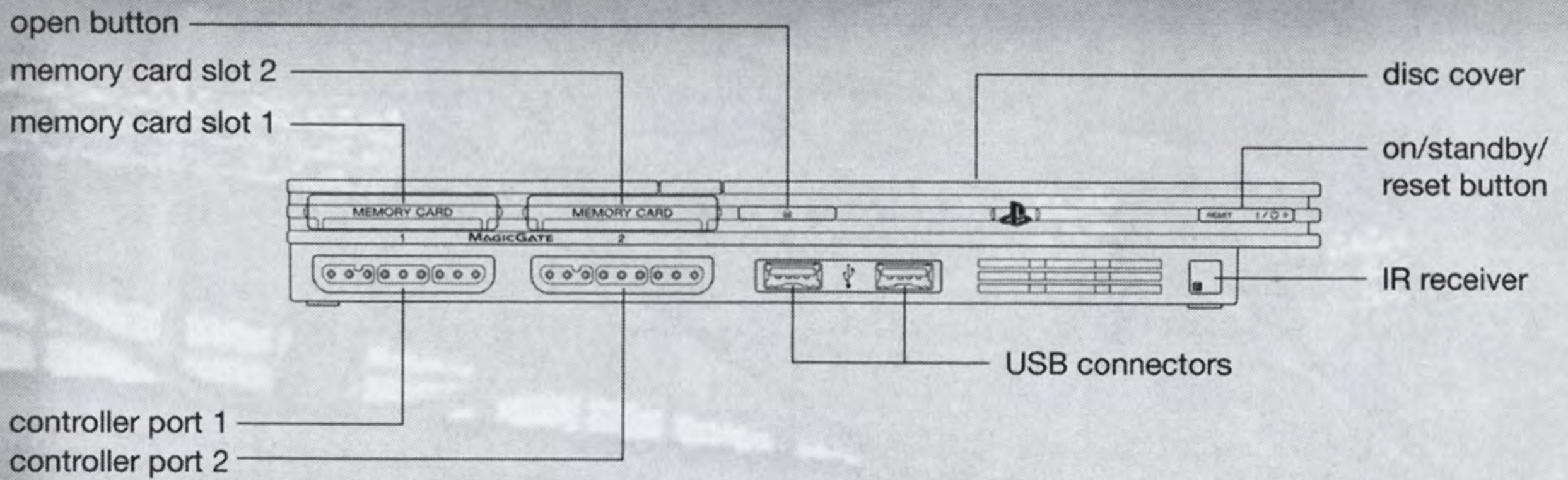


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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button.

When the power indicator lights up, press the OPEN button and the disc tray will open. Place the "*MLB® Slugfest® 2006*" 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.

MENU/SUB-MENU NAVIGATION

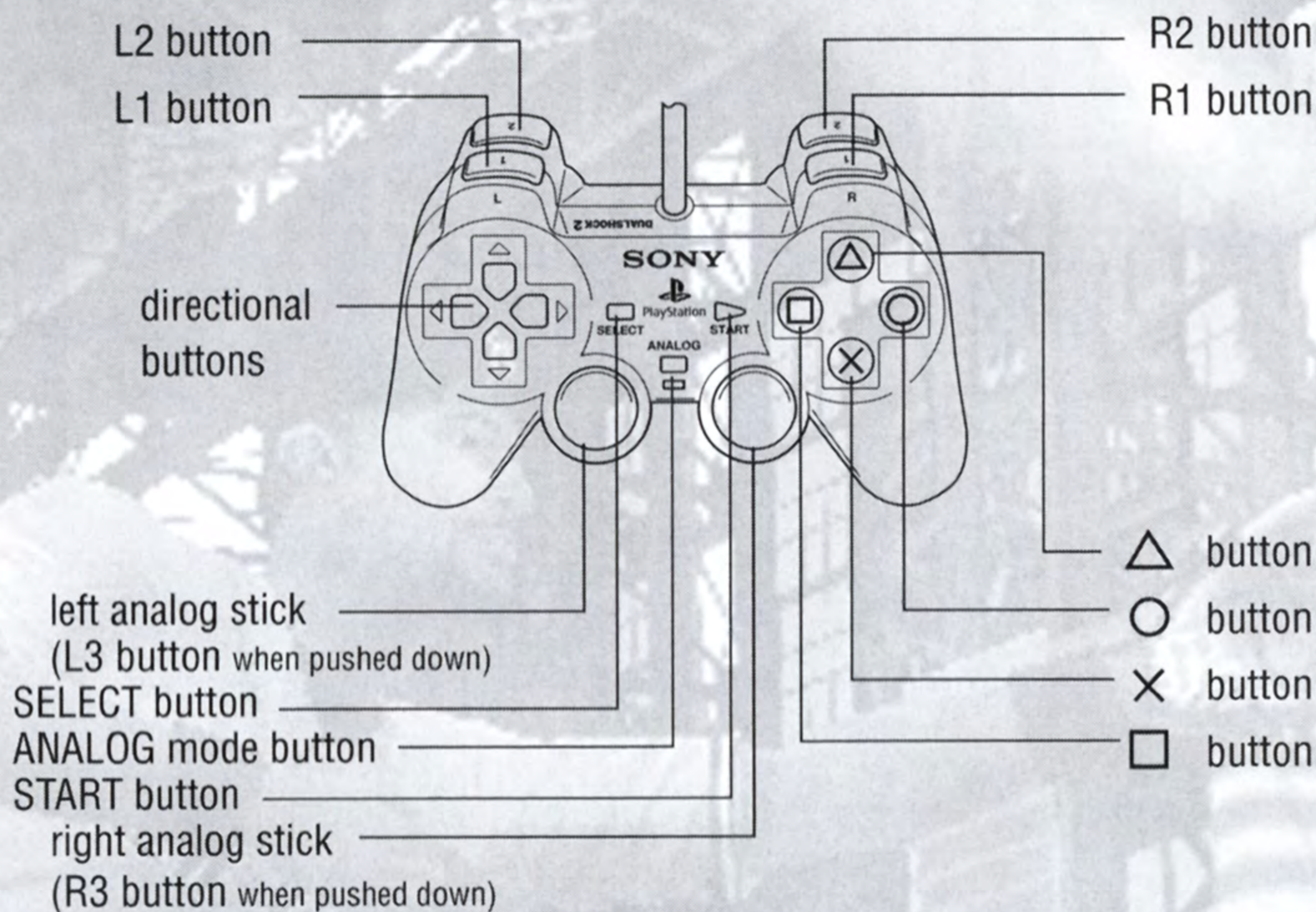
Throughout this manual, **↑**, **↓**, **←** and **→** will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (**↑**, **↓**, **←** or **→** depending on the menu) to highlight a selection.

QUITTING A GAME IN PROGRESS

During the game, press the **▶** button to display the Pause Menu. Press the directional buttons **↑** or **↓** to select **Quit Game**, then press the **⊗** button. To confirm exiting the game, highlight **Yes** and press the **⊗** button again to go to the Main Menu.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MLB Slugfest 2006 does NOT recommend or support “Analog Joystick” controllers that are not DUALSHOCK®2 analog controllers.

PROFILES

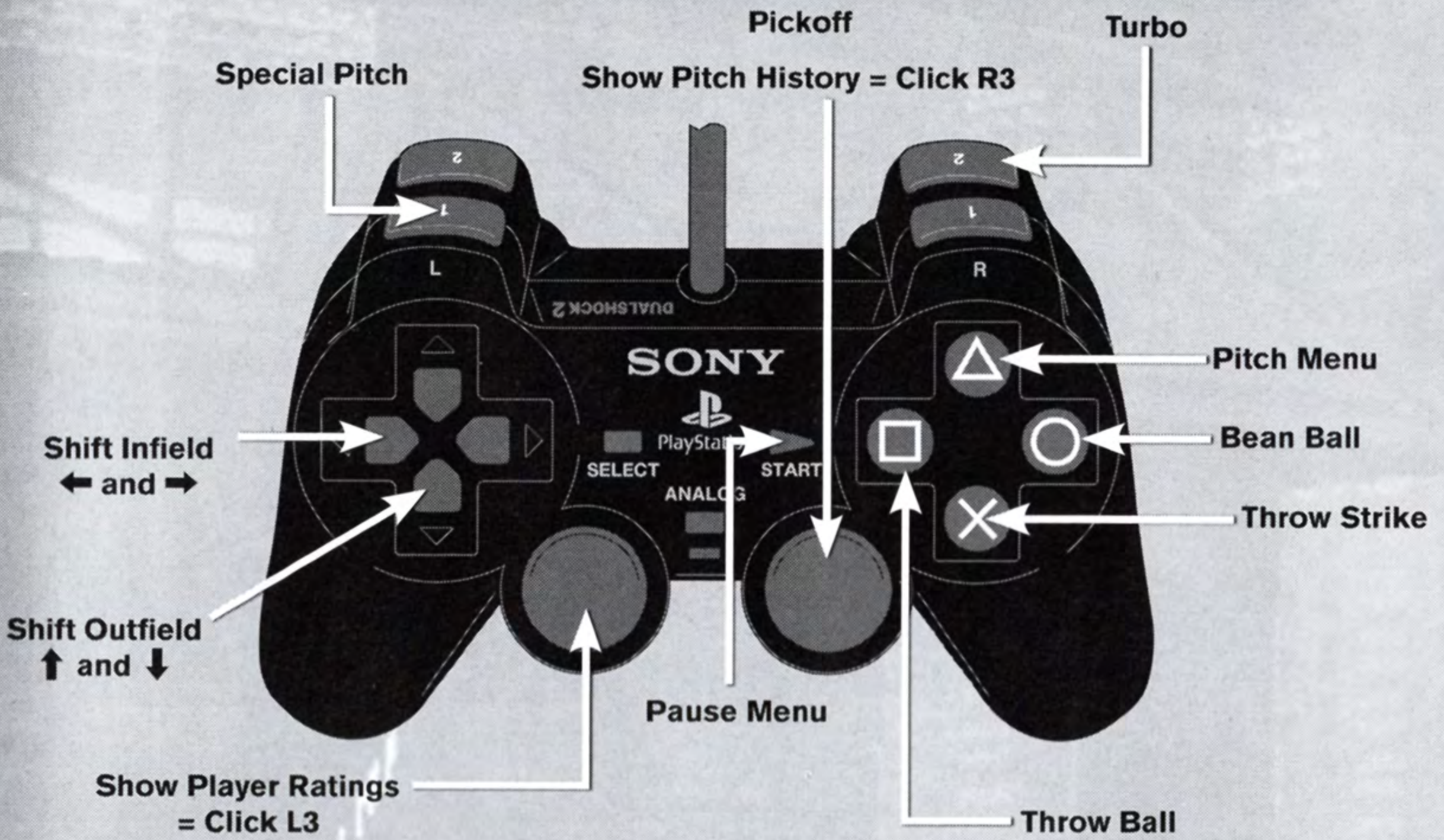
MLB Slugfest 2006 includes a Multi-Profile system to manage the information you'll want to save to your memory card (8MB) (for PlayStation®2). Each time you start the game on your PlayStation®2 computer entertainment system, you can load your saved Profile(s) and continue to save your **Game Options**, **Season/Playoff/Challenge Mode** progress or any **Created Teams** or **Players**.

MULTI-PROFILES

It's important to know that a separate Profile is used for **Season** and **Playoff** mode progress, as well as a separate Profile for **Game Options**. Another Profile you create will save, **Challenge Mode** and **Created Teams** or **Created Players**. An **Unlockables** Profile is also saved separately. For more information regarding the **Save/Load** option, see **Save/Load**, pg. 12.

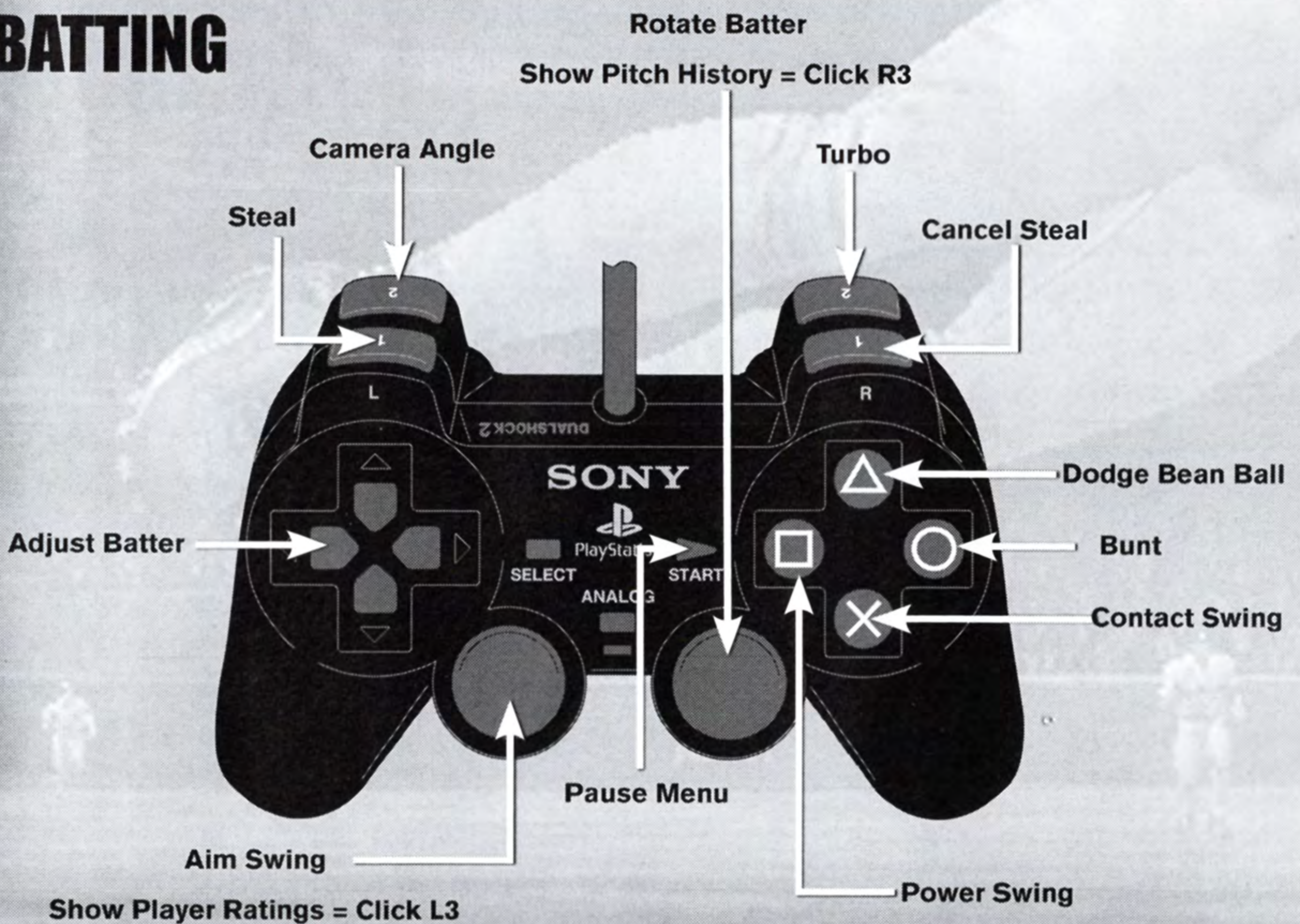
DEFAULT CONTROLS

PITCHING



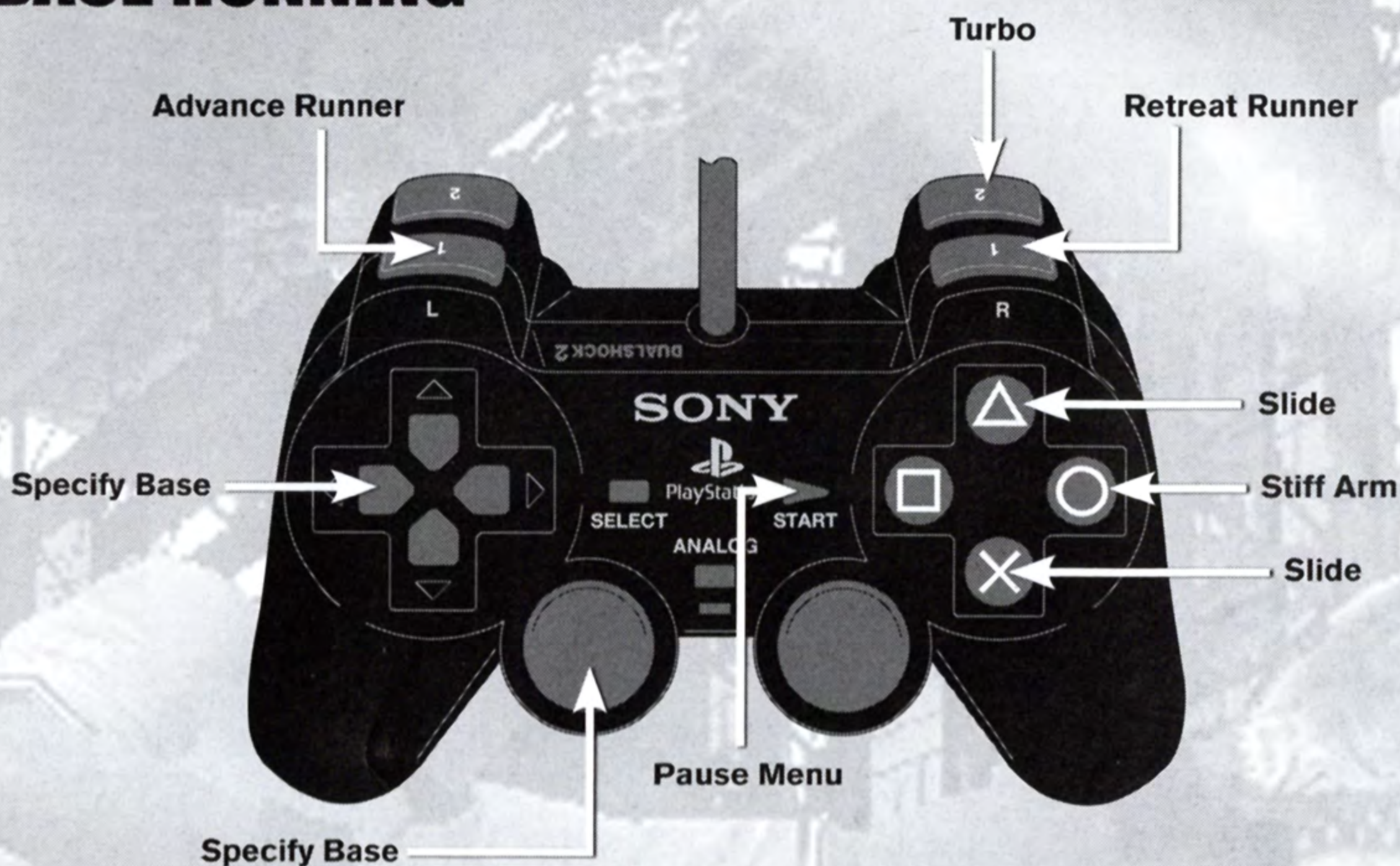
MLB Slugfest 2006 includes many trick pitches you can use to baffle the hitters at the plate. See **Trick Pitches**, pg. 22.

BATTING

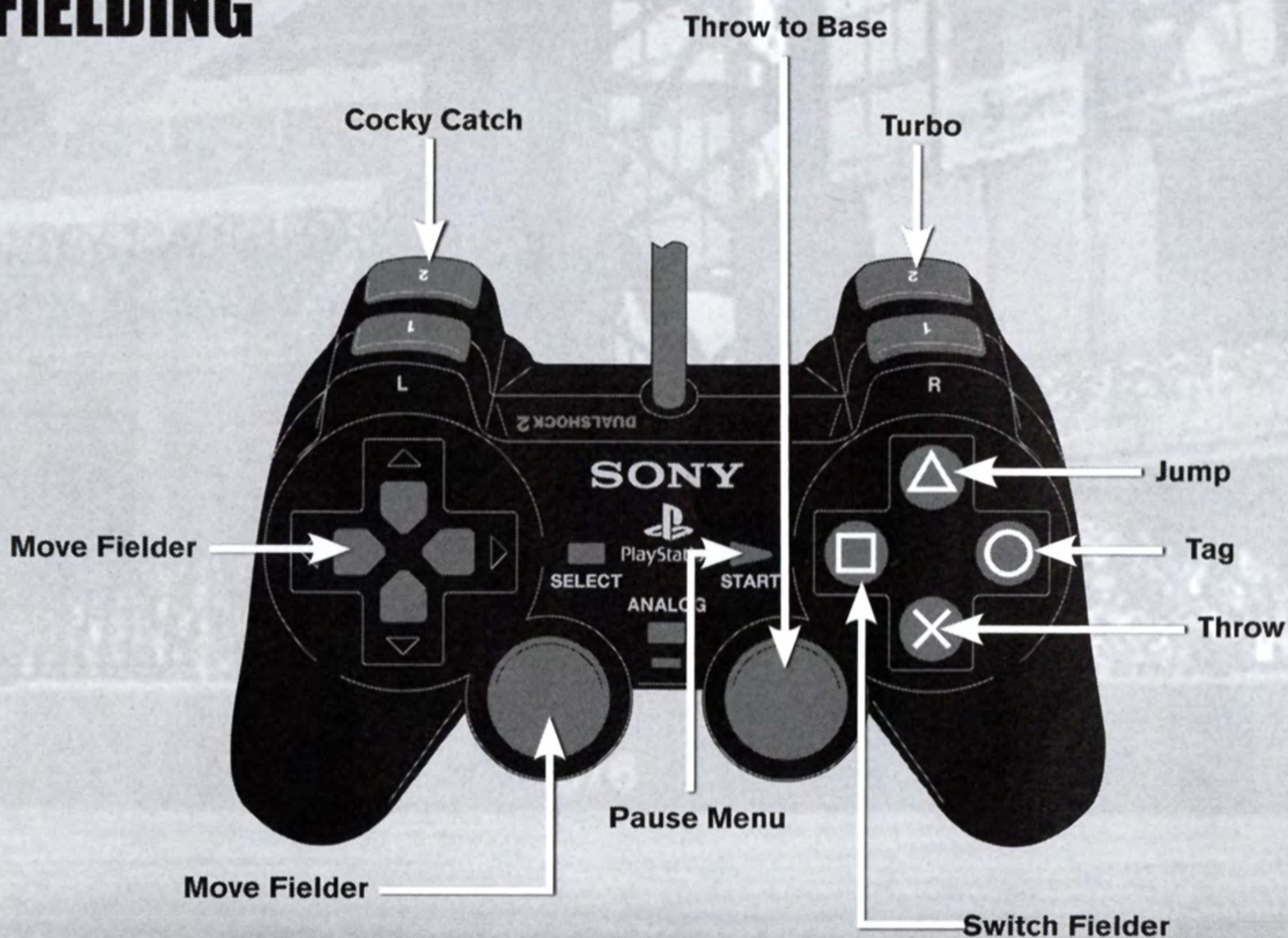


DEFAULT CONTROLS

BASE RUNNING



FIELDING



MAIN MENU

The Main Menu includes an option to change songs. Press the **L1** button or **R1** button to cycle the songs.

QUICKPLAY

Skip any setup options and go right to the diamond. You'll go to the Select Controller Screen. At the Controller Select screen, player(s) will select **Home** or **Away**, then press the **X** button to go to the Team Select screen.



TEAM SELECT

At the Team Select screen, press the directional buttons **↑** or **↓** to highlight a team, then press the **X** button to make a selection. Team ratings are displayed, so you can choose a team with the attributes that best fit your needs. Press the **□** button to let the game pick your team at **Random**.

After selecting a team, you'll go to the Quickplay Menu to adjust **Game Options** (see pgs. 10-12). You can also **Edit Home** or **Away Lineups** and **Select a Stadium** (see pgs. 9-10).

GAME MODES

HOME RUN DERBY™

Sluggers Select

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

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

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

MAIN MENU

Select Stadium

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

Options

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

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

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

Pitch Type - Select the type of pitch you want thrown to the hitters. You can choose one of the many pitch types included in *MLB Slugfest 2006*, or you can select **Random** to keep hitters guessing.

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

CREATE A TEAM

MLB Slugfest 2006 lets you create a team to play against the other teams in the game. When you select this option, you'll need to choose **New Profile** to create a Profile or choose **Load Profile** to access a previously created Profile.

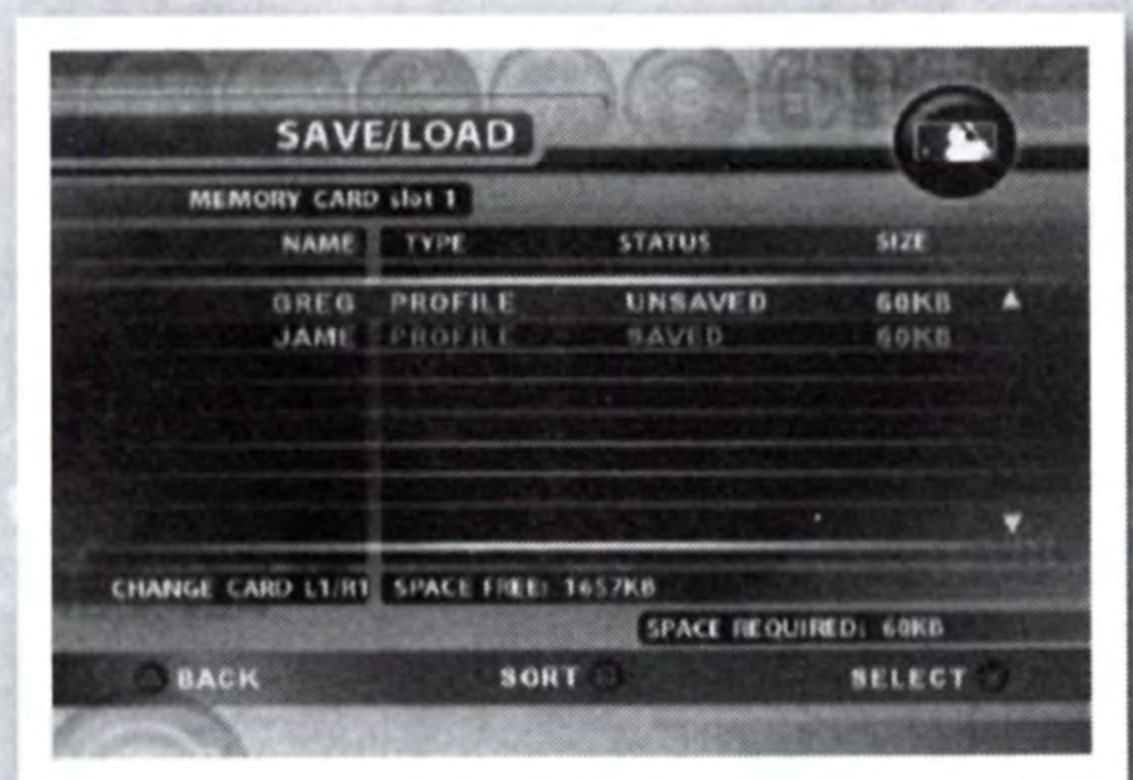
New Profile

You'll need to name your Profile. Highlight a letter, then press the **⊗** button to make a selection. Spell out the name you want, then select **End**.

Load Profile

To load a Profile, select the previously saved Profile, then press the **⊗** button.

Note: When you create a new Profile, make sure you select the **Save/Load** option to save the newly created Profile. The **Status** column of the Save/Load screen will let you know if a Profile is "Saved" or "Unsaved".



MAIN MENU

CREATE A TEAM (cont.)

Name Team

Use the in-game keyboard to spell out the name of your new team, then select **End**.

Select Stadium

Choose the stadium you'd like your team to call home, then press the **X** button to select it. The name and a model of the stadium are displayed below.

Select Logo

Press the directional buttons **↑** or **↓** to highlight the logo you want for your team, then press the **X** button choose it.

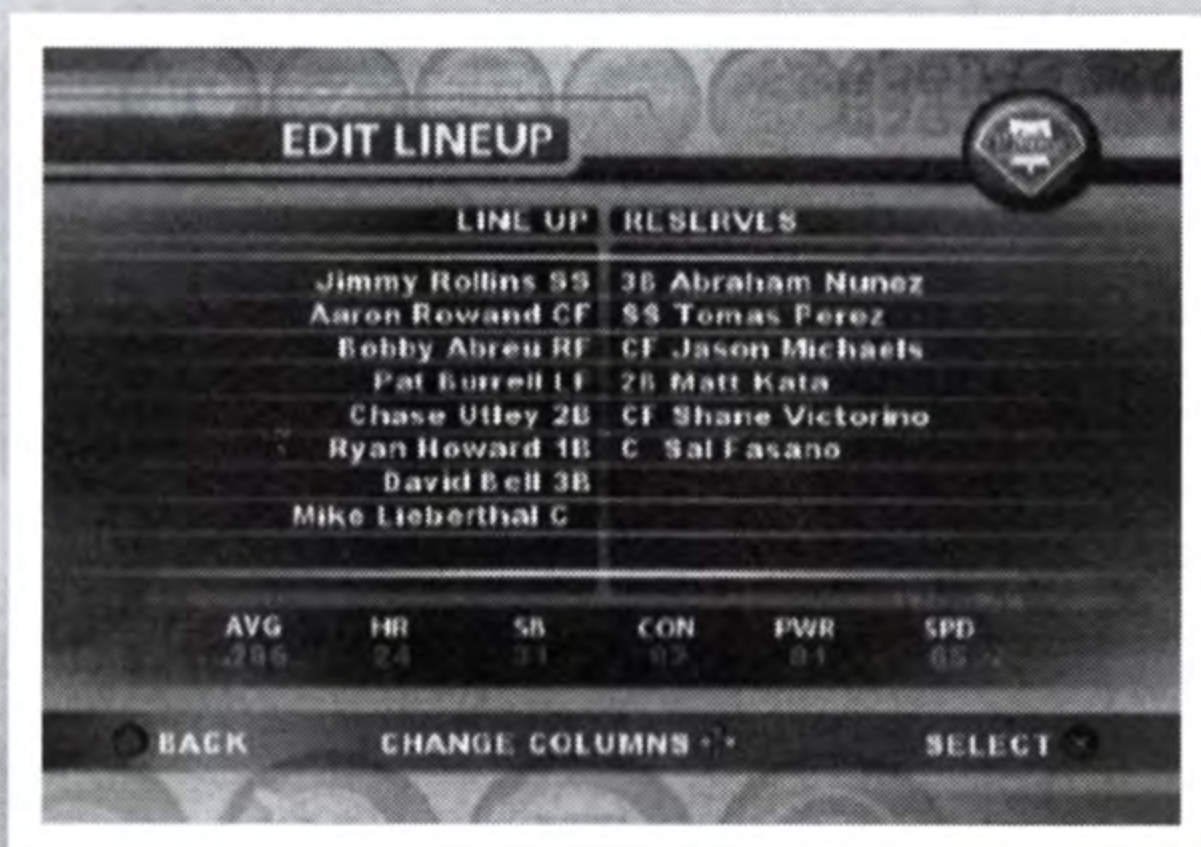
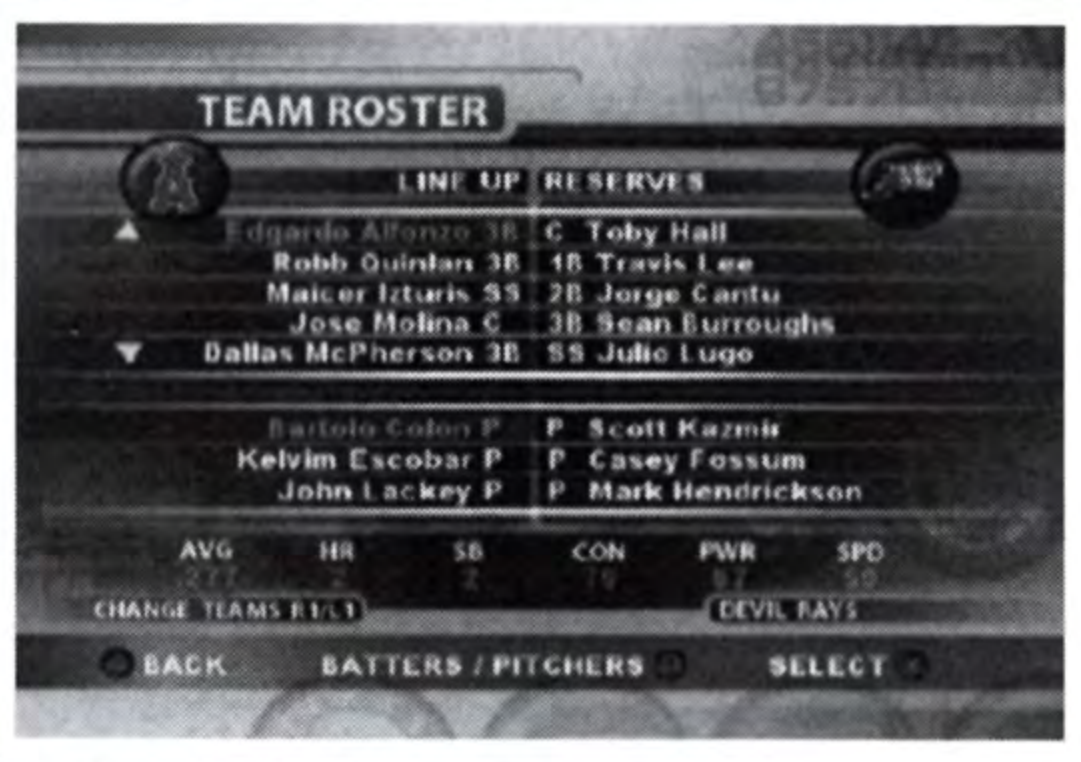
Team Roster

You can create your team's roster by choosing players from any of the major league teams. There are two teams displayed on the Team Roster screen. Here's how to set your roster:

Highlight a player in the left column, then press the **X** button. You'll now have access to the right column, so you can choose a player from that team. Highlight the player you'd like to add to your roster, then press the **X** button again. To change the team in the right column, press the **R1** button or **L1** button. Continue this process until you've filled your roster with the players you want. Press the **□** button to toggle between the **Batters** and **Pitchers**.

Edit Lineup

Once you've used the Team Roster option to create your team, you can now edit the lineup with the players you'd like on the field. Highlight a player on the roster, then press the **X** button to access the Reserves. Highlight a Reserve, then press the **X** button again to add him to the starting lineup.



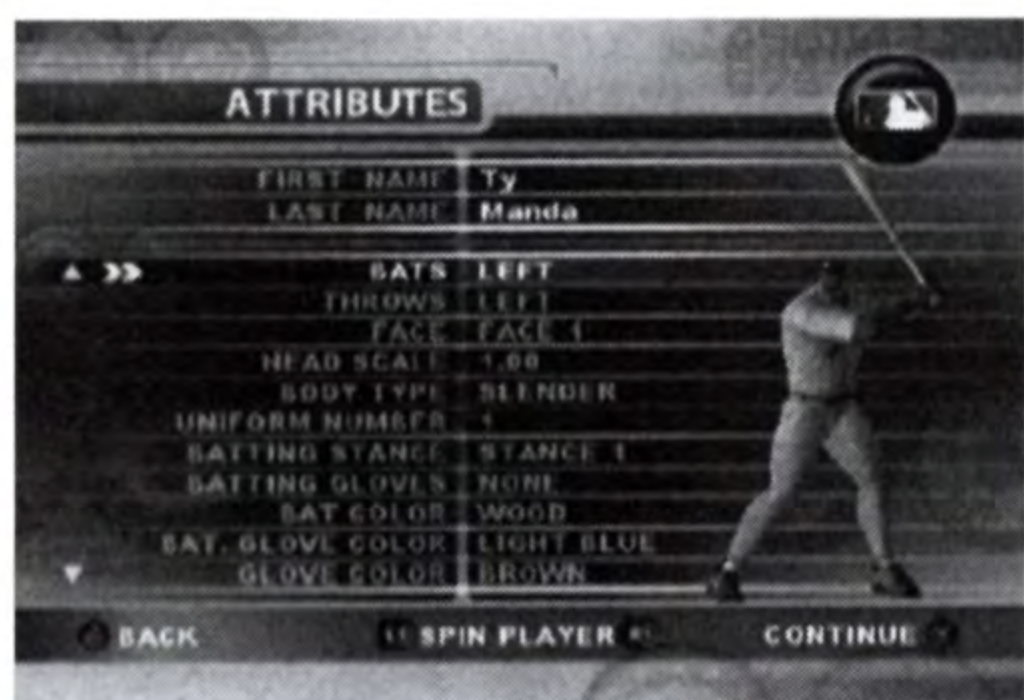
MAIN MENU

CREATE A PLAYER (PITCHER/BATTER)

This option lets you create a pitcher or batter to use in **Season** or **Challenge** modes. When you select this option, a list of available slots is displayed. Select a "New Pitcher/Batter" slot, then press the **X** button. Press the directional buttons **↑** or **↓** to highlight a player attribute, then press **←** or **→** to make a change. As you make changes, a preview is displayed to the right.

When you're finished adjusting Attributes, press the **X** button to go to the Player Ratings screen to make more changes. Player Ratings range from 50 to 100 (100 = strongest). When you're creating a Pitcher, you can also choose the types of pitches he'll throw.

Note: A created Batter or Pitcher can only be added to a team you created using the **Create A Team** option (see pgs. 7-8).



SEASON MODE

Play a complete season with one of the MLB[®] teams or a team you've created using **Create A Team** (see pgs. 7 - 8). Select **New Season** to begin the process. Spell out the name of your Profile, then go to the Team Select screen. You'll select a team, then return to Season Mode's Main Menu.

Edit Lineup

Once you've selected your team, you have the option to edit your lineup. Highlight a player on the roster, then press the **X** button to access the Reserves. Highlight a Reserve player, then press the **X** button again to add him to the starting lineup.

RANK	NAME	TEAM	AVG	AB	H
1	O. Cabrera	ANA	0.576	19	10
2	G. Jenkins	MIL	0.500	16	8
3	B. Roberts	BAL	0.500	20	10
4	M. Tejada	BAL	0.500	18	9
5	R. Howard	PHI	0.500	16	8
6	E. Encarnacion	CIN	0.500	12	6
7	J. Payton	OAK	0.355	15	7
8	P. Burrell	PHI	0.466	15	7
9	A. Keatts	CIN	0.481	13	6

Season Options

See **Game Options**, pgs. 10-12.

Season Stats


Stats accumulate as the season progresses. Use this option to see where your players stand against all the other players in the league. Season Stats include **League Leaders**, **Team Stats** and **League Standings**. On-screen button instructions show you how to sort and view the stats.

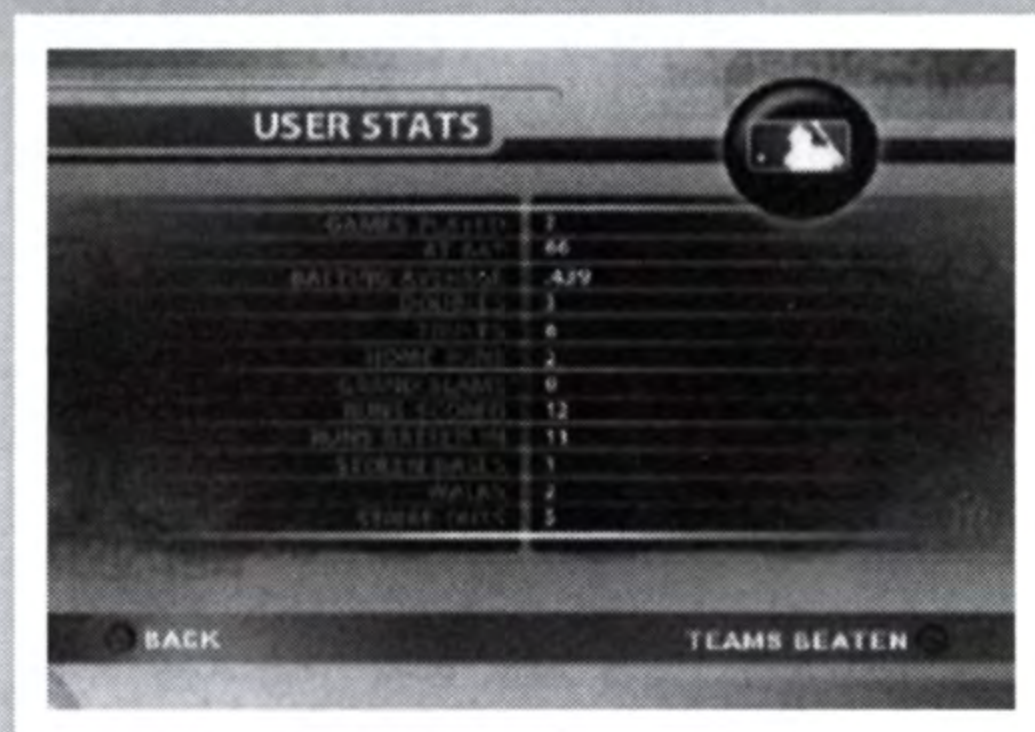
MAIN MENU

CHALLENGE MODE

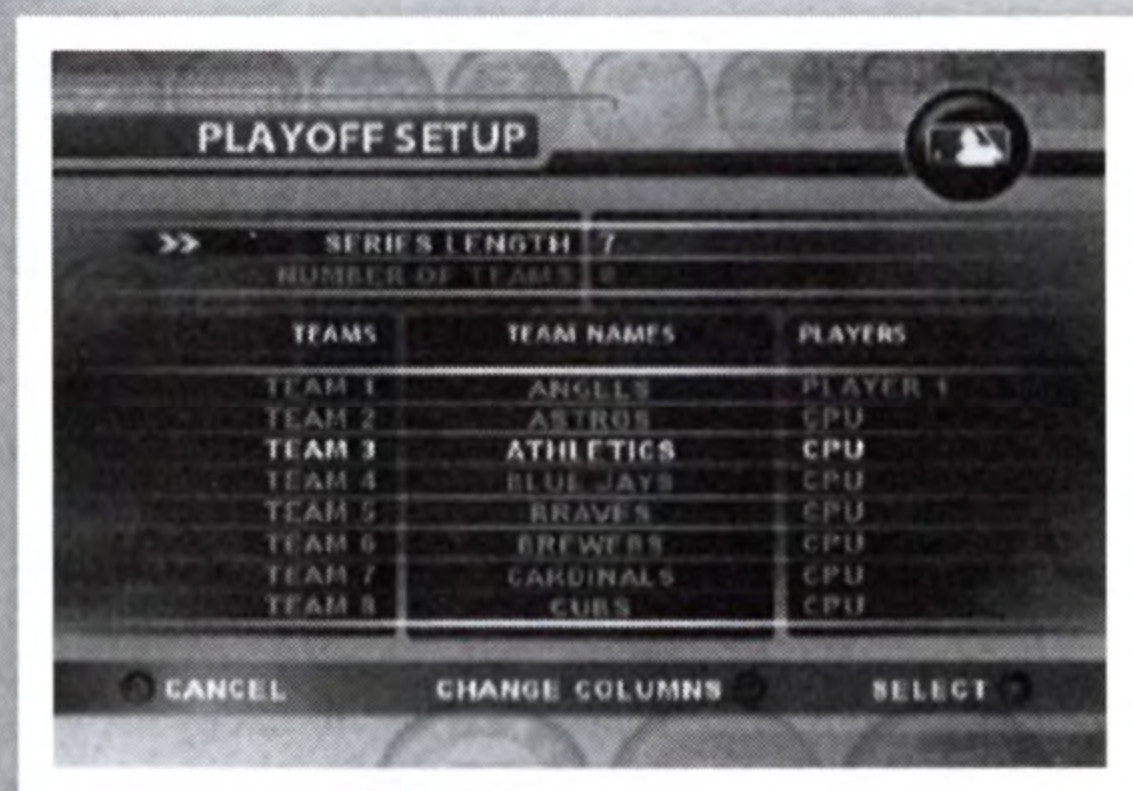
This is a single player game mode where you must beat all 30 of the game's MLB teams, starting with the worst ranked team and ending with the best.

User Stats






Use this option to check your progress in Challenge mode. It displays all your stats from the Challenge games you've played. Press the  button to view a list of the teams you've beaten.



PLAYOFF MODE



Playoff Mode lets you set up a four or eight team playoff bracket. Each team can be set to **Human** or **CPU** control, and the series length can be set to 1, 3, 5 or 7. Any of the 30 MLB teams can be selected.

Press the directional buttons  or  to highlight an option or team, then press  or  to choose. Press the  button to toggle access between the columns.

OPTIONS

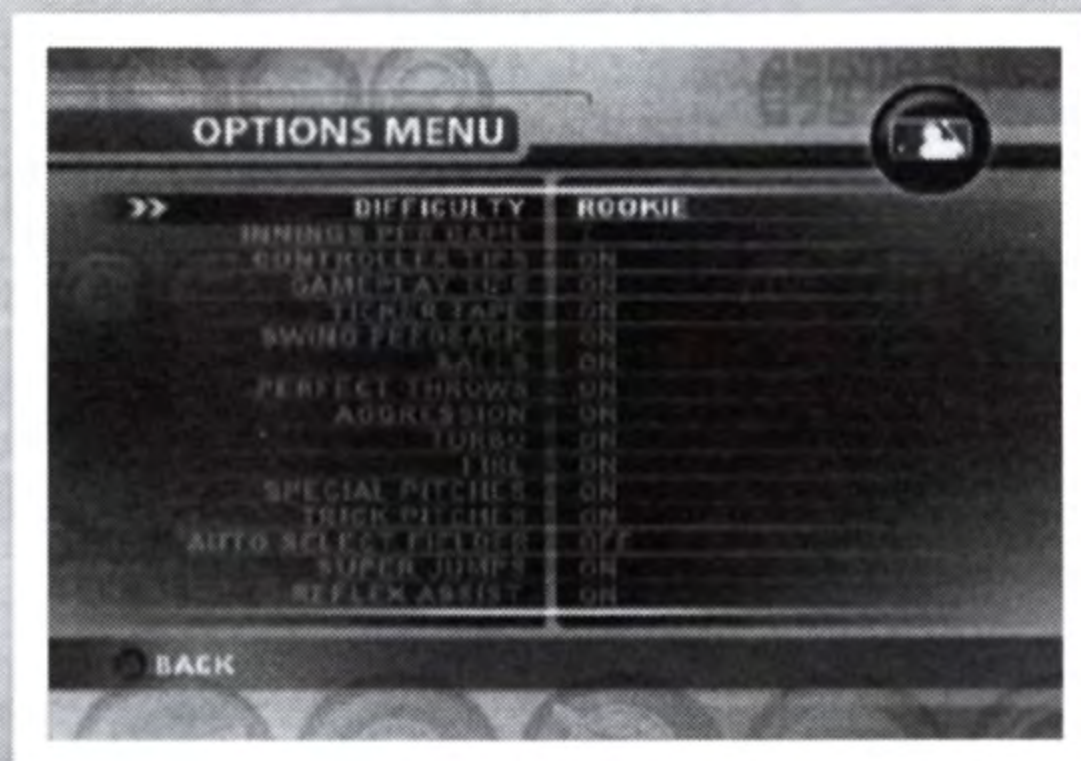
GAME OPTIONS

Difficulty

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

Innings Per Game

MLB Slugfest 2006 defaults to 9 innings. Set the number of innings you'd like to play anywhere between 1 and 9.



MAIN MENU

On/Off Options

Press the directional buttons ◀ or ▶ to turn the options On or Off:

- Controller Tips** - These tips appear on-screen as you play.
- Gameplay Tips** - Game related tips appearing in the game.
- Ticker Tape** - Crawling text appears at the bottom of the screen.
- Swing Feedback** - Location and timing tips following a swinging strike.
- Balls** - Turn Off to keep all pitches inside the strike zone.
- Perfect Throws** - Throws from your fielders hit the target base without bouncing or veering offline.
- Aggression** - Shove players and rush the mound.
- Turbo** - Extra speed and power is available for the player you're controlling.
- Fire** - Players catch fire for more speed, power and unlimited Turbo.
- Special Pitches** - See **Special Pitch Meter**, pg. 14.
- Trick Pitches** - Extra pitches are available for your arsenal.
- Auto Select Fielder** - When the ball is in the air, the closest outfielder is selected for you.
- Super Jumps** - Players can leap or dive high and far for the ball.
- Reflex Assist** - Helps select the right defender to make the play.

In-Game Options

The following options are only available during a game:

- Strikezone Indicator** - Turns the Strikezone display On or Off.
- Pitcher Camera** - Changes pitcher camera angle slightly.
- Batters Camera** - Changes batter camera angle slightly.
- Batting Eye** - Added crosshair shows batter the pitch location.
- Vibration** - Turns the controller's Vibration feature On or Off.
- Advantage** - Increase this number to increase your ability to score runs. This option applies to the **Home** or **Away** team, depending on which player accesses and changes the option.
- Auto-Field** - Fielders automatically field the ball.
- Auto-Tag** - Fielders automatically tag out runners.
- Auto-Throw** - Fielders automatically throw to appropriate bases.
- Auto-Run** - Base runners automatically run the bases.
- Auto-Pitch** - CPU controls the pitcher and pitches
- Auto-Bat** - CPU controls your batter
- Auto Slide** - Base runners slide automatically when needed.

MAIN MENU

AUDIO OPTIONS

Make modifications to the game's audio settings. Press the directional buttons **↑** or **↓** to select the option you want to change, then press the directional buttons **←** or **→** to toggle an option On or Off or adjust the volume level.

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

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

Make level adjustments to the **Music**, **Sound Effects**, **Commentary** or **Crowd**.

SAVE/LOAD

Saving

MLB Slugfest 2006 allows you to save or load Options settings, Unlockables or continue saved **Season**, **Challenge** or **Playoff** mode games. When you select a **Save/Load** option, available memory card slots for saving data are displayed. Select a memory card slot by pressing the **L1** or **R1** buttons (if you have more than one).

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

Sorting

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

Loading

You can manually load your saved data using this option. Select a memory card slot, then press the **X** button. Any saved data will be displayed. Press the **X** button again to load.

Saving Unlockables

If you unlock items during a game, a separate Save specifically for **Unlockables** will be listed. Select **Unlockables** and press the **X** button to save them to the memory card.

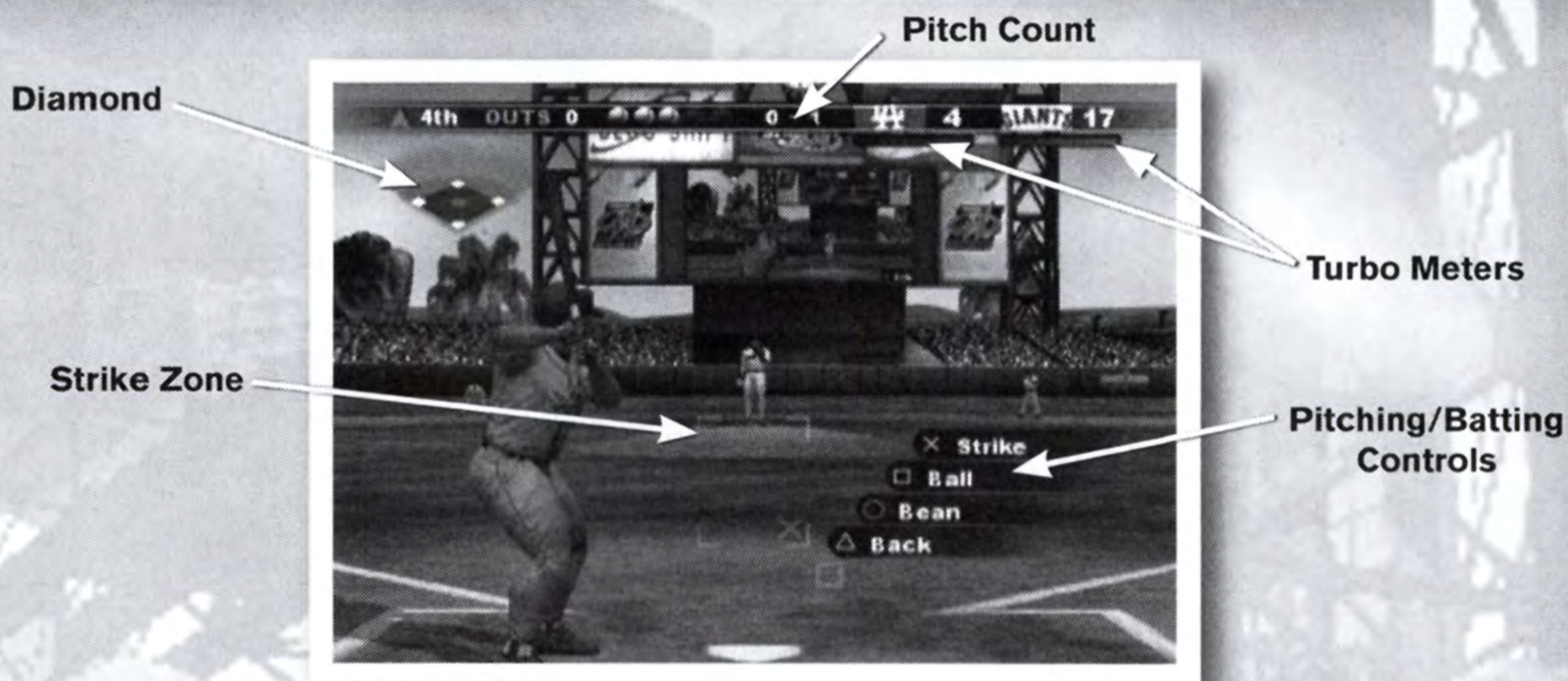


IMPORTANT

Following each completed **Season**, **Challenge** or **Playoff** mode game, make sure you manually save your progress to your memory card. If you back out to the Main Menu, you will lose any progress.

If you adjust **Game Options**, you'll also need to save right away.

ON THE FIELD



Turbo Meters

At the beginning of each half of the inning, the Turbo Meters are fully colored, indicating you have the maximum amount of Turbo available. As you use your Turbo, the meter diminishes (see **Turbo Maintenance**, pg. 15).


Pitching/Batting Controls

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

The Diamond

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





Strike Zone

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

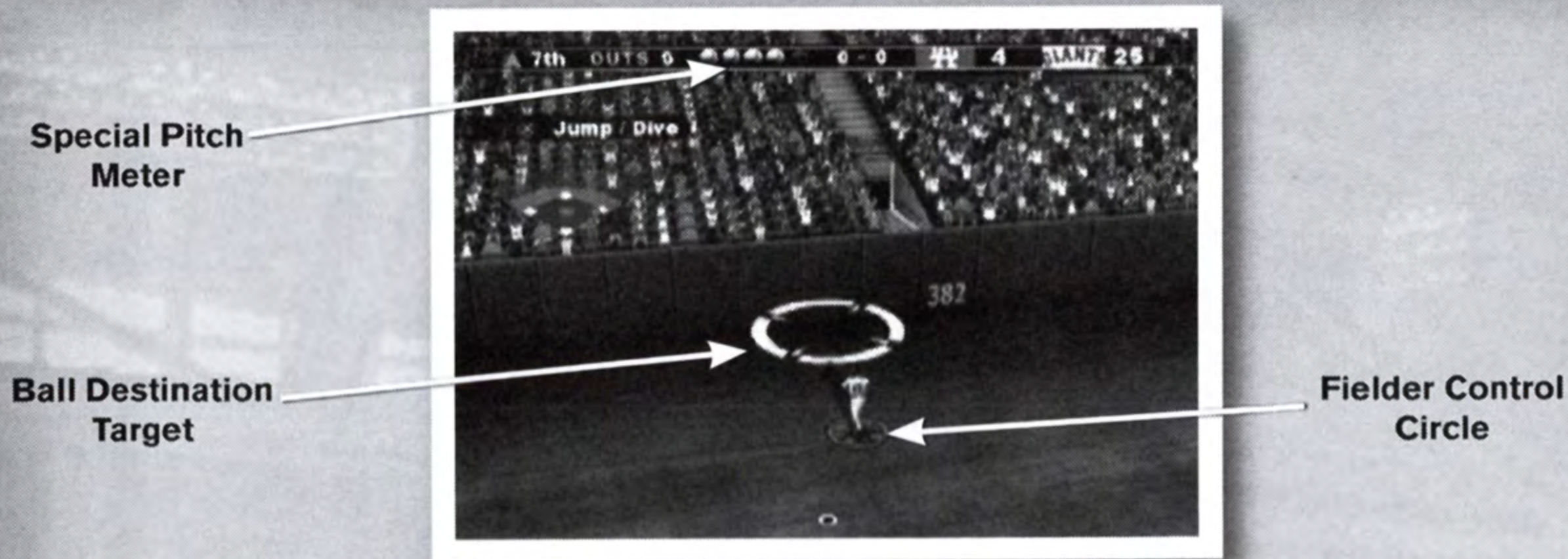
Pitch Count

Balls and Strikes are displayed here.

Defensive Positions

Press the directional buttons  or  to shift Infielders and  or  to shift Outfielders before the pitch.

ON THE FIELD



Special Pitch Meter

When a pitcher throws five strikes, the Special Pitch meter will fill with five ball images. The **L1** button and the name of the Special Pitch will appear at the bottom of the Pitch Selections. Press the **L1** button to select the Special Pitch. Aim with the left analog stick, then press the **X** button or **□** button to choose your delivery. The Special Pitch will be accessible until the pitcher uses it. Consider saving it until you need a critical strike out.

Note: The Special Pitch is available only to the pitcher that acquired the Special Pitch. Substitute pitchers will have to earn a Special Pitch.

Ball Destination Target

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

Fielder Control Circles

Red or Blue Control Circles are fixed below the feet of a controlled player to let you know when you're controlling a player. These colors match the colors displayed at the Select Controller screen.

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

Errors

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

MANAGER TIPS

TURBO

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

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

TURBO MAINTENANCE

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

TIP

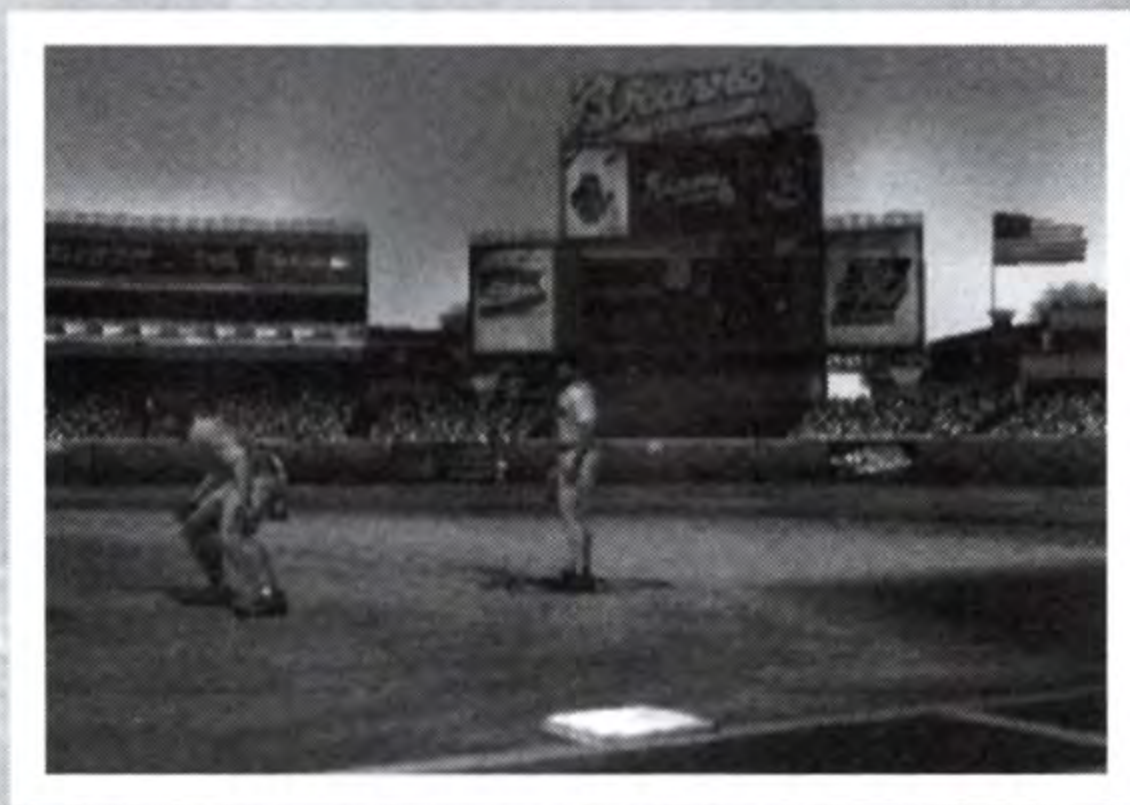
Consider using your Turbo to run to first base. It's not out of the ordinary for a hard line drive shot into right field to turn into an out at first base.

BASE RUNNING

LEAD-OFFS

While batting, all runners on base will automatically take a safe lead-off. Base runners will retreat automatically on pick-off plays unless you manually take control.

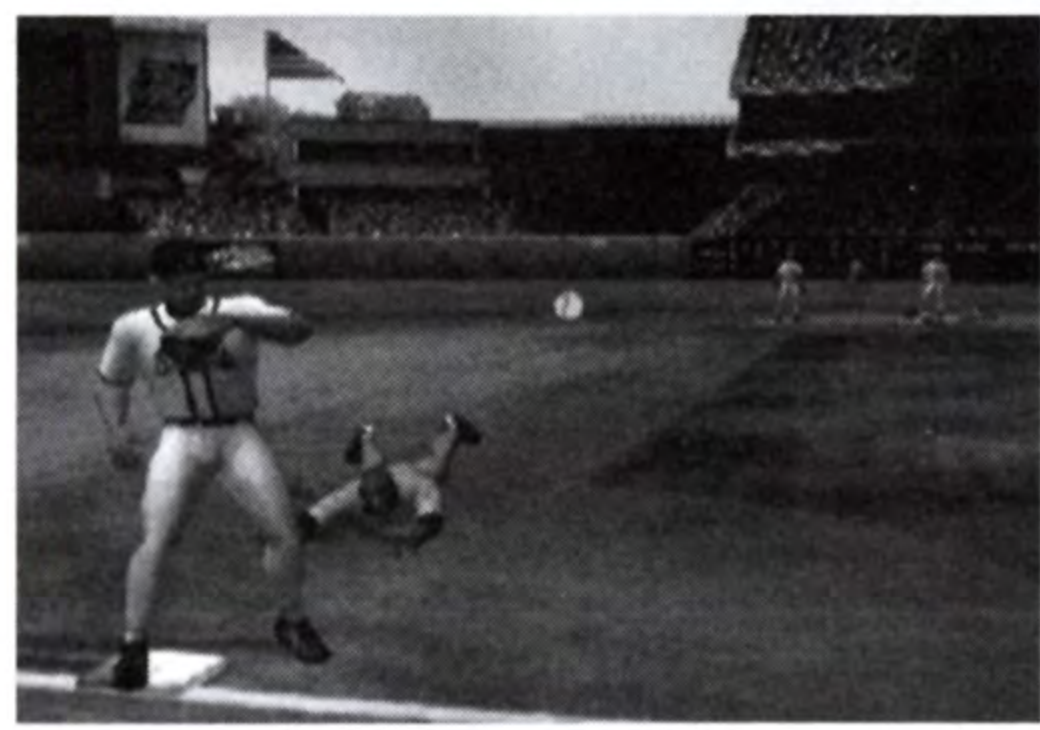
For example: If a base runner on first base is told to steal second by pressing the **L1** button, and the pitcher attempts a pick-off play to first, the base runner will commence on stealing second base. To cancel a "Steal" command and retreat back to the base, press the **R1** button.



MANAGER TIPS

BASE STEALING

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

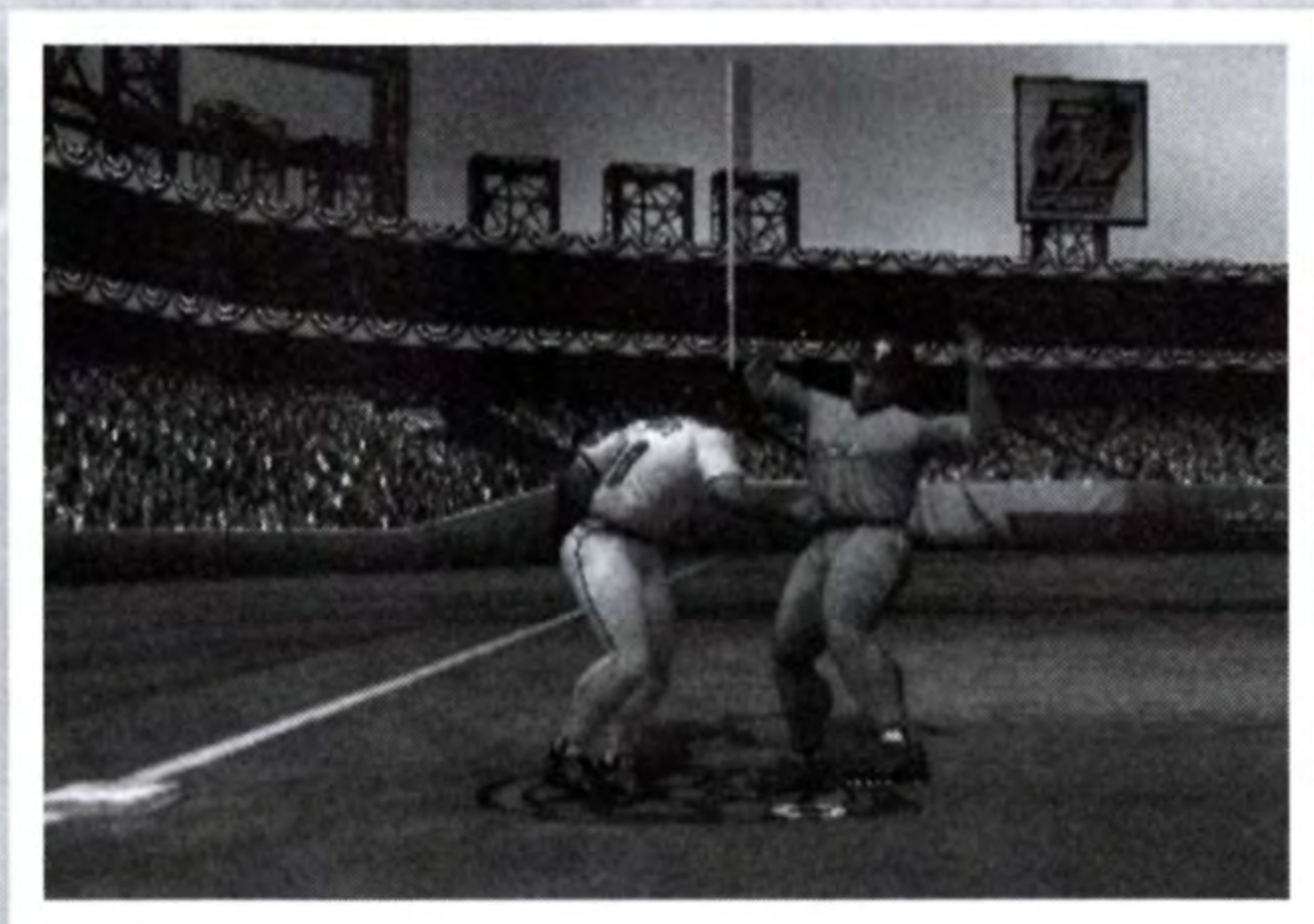


Each runner may be given a “Steal” command if desired, giving the player individual control of runner actions. So, with runners on first and third, the player may indicate that the runner on first base steals second, but the runner on third holds tight.

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

FIELDER TAGS

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



MANAGER TIPS

ADVANCING BASE RUNNERS

While running the bases, the player may “Advance” runners to the next base by indicating the target base with the directional buttons or left analog stick and pressing the **L1** button. Pressing the Advance button with no target base will advance ALL runners to the next possible base. This system keeps the game simple at a beginner’s level, but gives the more advanced player more control by allowing some runners to advance while others are retreating. You may only advance the runner one base ahead of his destination base.

For example: You may only indicate to a runner going to first base to take second base. When he is halfway to second base, you may indicate that he take third base, and so on. You may not indicate that a runner take home plate while he is running to first.

RETREATING BASE RUNNERS

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

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

BASE RUNNING CLEAR-OUTS

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

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

MANAGER TIPS

BASE RUNNING (CONT.)

SLIDING

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

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

SLIDING TAKE-OUTS

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



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

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

ON-BASE SCUFFLES

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

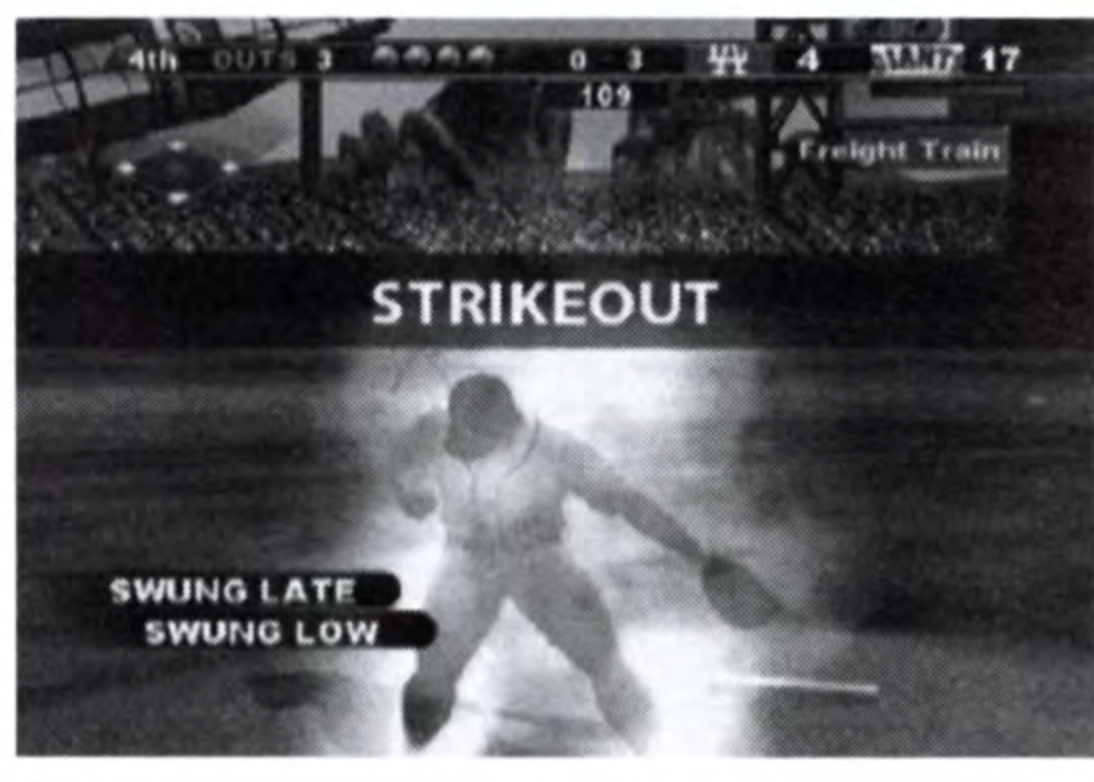
MANAGER TIPS

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

ON FIRE

All players have four skill attributes: **Contact, Power, Bunt & Speed**. Contact determines how likely a batter will hit into the holes. Power determines how strong a player is when hitting the ball or making contact with another player. Bunt gives an indication how well the player can Bunt the ball. Speed determines how fast a player runs.

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



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

Strength, speed and success will follow your players once you are “On-Fire”. When you are On-Fire, your Turbo will never drain while using the player.

ON-FIRE REWARD

MLB Slugfest 2006 rewards good hitters with the opportunity to become “On-Fire.” It’s our simple 2 for 2 for 2 rule. The first two batters on a team to hit 2 for 2 will catch “On-Fire” and will retain this reward until they are called out.

A Pitcher can catch fire by striking out three batters without giving up a run. A pitcher loses fire when he gives up a home run. Batters will catch fire after getting two hits. These hits do not need to be in the same inning. Following one hit, a batter will appear smoky the next time he goes to the plate.

MANAGER TIPS

SLUGFEST BATTING

AT THE PLATE

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

BATTING SWINGS

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



DIRECTIONAL BATTING

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

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

MANAGER TIPS

PITCHING

PITCH TYPES

Every pitcher has his arsenal of four different pitch types. Holding down the **R2** button (Turbo) when pressing the **X** button (Pitch) will deliver an extreme version of the selected pitch, giving each pitcher eight different pitches he can throw. Mixing up your pitch types and locations is a great way of throwing off a batter's timing. Each pitcher can obtain a Special Pitch by throwing five strikes. The Special Pitches are wild, physics defying throws that are very difficult to hit, but very cool to watch (see **Special Pitch Meter**, pg. 14).



TRICK PITCHES

You have the ability to customize a pitch before it's thrown. Just before the pitcher releases the ball, you'll need to complete a certain button sequence on the controller to perform the Trick Pitch. Trick pitches can be performed unlimited times per inning, but they require Turbo.

CHANGING PITCHERS

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

FIELDING

IN THE OUTFIELD

When a ball is hit past an outfielder, immediately press the **□** button (Change Player) to take control of the closest fielder to the ball. The player you are controlling in the field is noticeably faster than a CPU controlled fielder. If the ball is just out of reach of your fielder, press the **△** button (Jump) to leap at the ball and make a spectacular diving catch. Timing is critical in making diving catches.



TRICK PITCHES

FASTBALL

Fireball	⊗, ⊗, ⊗
Rising Fastball	↓, ↑, ⊗
Spazz	←, →, ⊙, ◻
Freight Train	↑, →, ↓, ←, ↑, ⊗, ⊗
Cutter	←, ↓, →, ⊗
Buzz	↓, ←, ↑, ⊗, ⊙, ⊗

SLIDER

Mr. Snappy	←, ↓, ⊗, ⊗
Backdoor Slider	→, ↓, ←, ◻, ⊙
Screwball	→, ↑, ←, ◻, △
Slurve	↑, ←, ↓, ⊗
Lights Out	↑, ←, ↓, ↑, ↓, ⊗

SINKER

Bouncer	↑, ⊗, ↓, ⊗
Gyroball	⊙, ⊗, ◻, ⊗, △
Bobber	△, ↑, ⊗, ↓, △

CHANGEUP

Eephus	↑, △, ↑, △, ↑, △
Circle Change	→, ↓, ←, ↑, →, ⊗, △
String Puller	↑, ↑, ↑, ↑
Loop-D-Loop	⊗, ↑, ↓, ⊗

CURVE

Sweeper	⊗, ⊗, ←, ↓, →
Rockabye	→, ↓, ←, ↓, →, ⊗
Bell curve	↑, ↓, ⊗

KNUCKLER

Whizzer	←, →, ←, →, ←, →
Flutterby	◻, ⊙, △, ⊗
EKG	△, ⊙, ⊗, △, ⊙

SPLITTER

Cobra	←, ↓, →, ⊗, →, ↓, ←, ⊗
Dive Bomber	△, △, ↓, ⊗, ⊗

PERSONAL RECORDS

PLAYER	Win / Loss	PLAYER	Win / Loss
_____	____/____	_____	____/____
_____	____/____	_____	____/____
_____	____/____	_____	____/____
_____	____/____	_____	____/____
_____	____/____	_____	____/____
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_____	____/____	_____	____/____

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