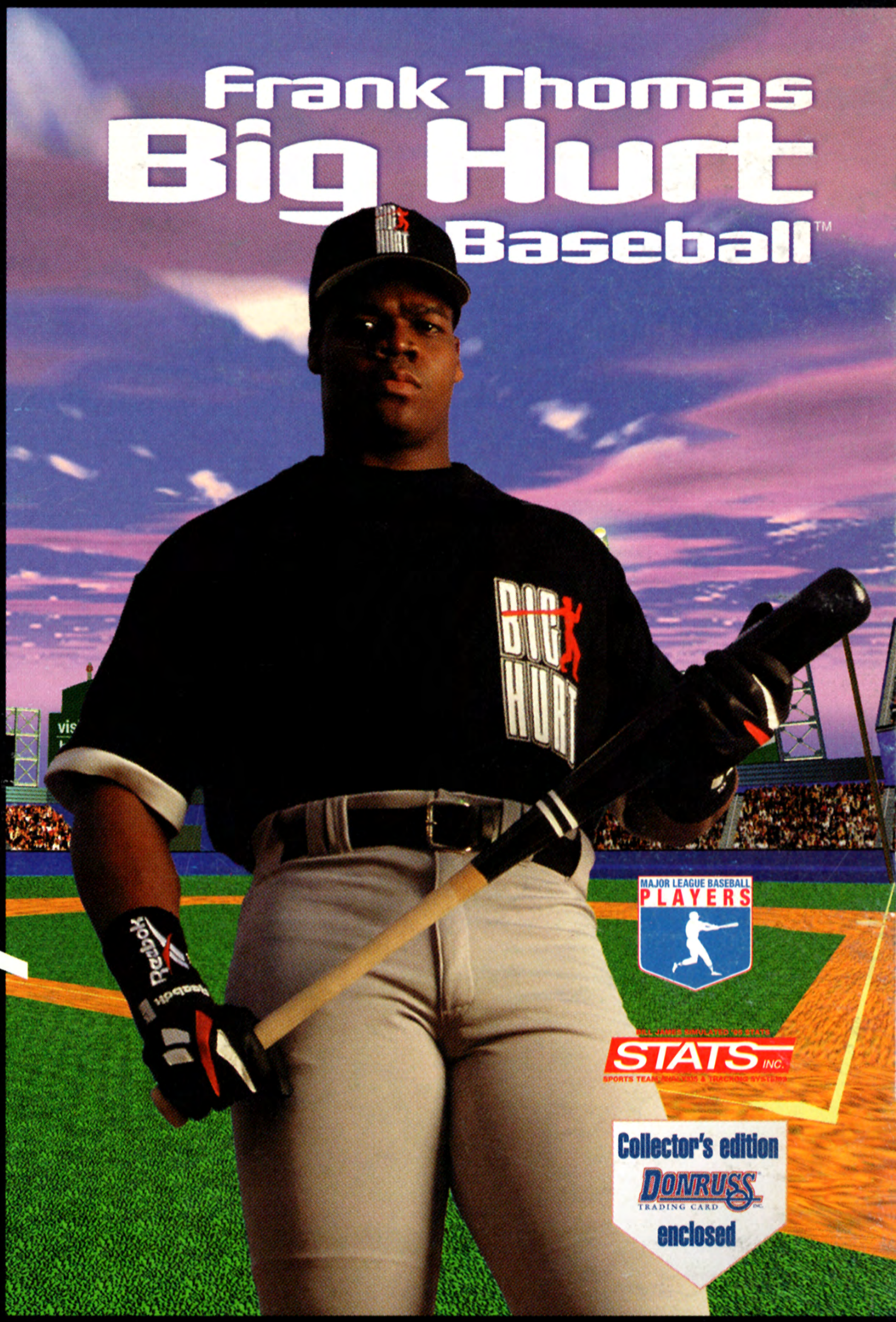
PlayStation™

NTSC U/C

PlayStation™

Frank Thomas Big Hurt Baseball™



KIDS TO ADULTS

AGES 6+

SLUS-00010
21018

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

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 game 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:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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.

Frank Thomas Big Hurt Baseball™

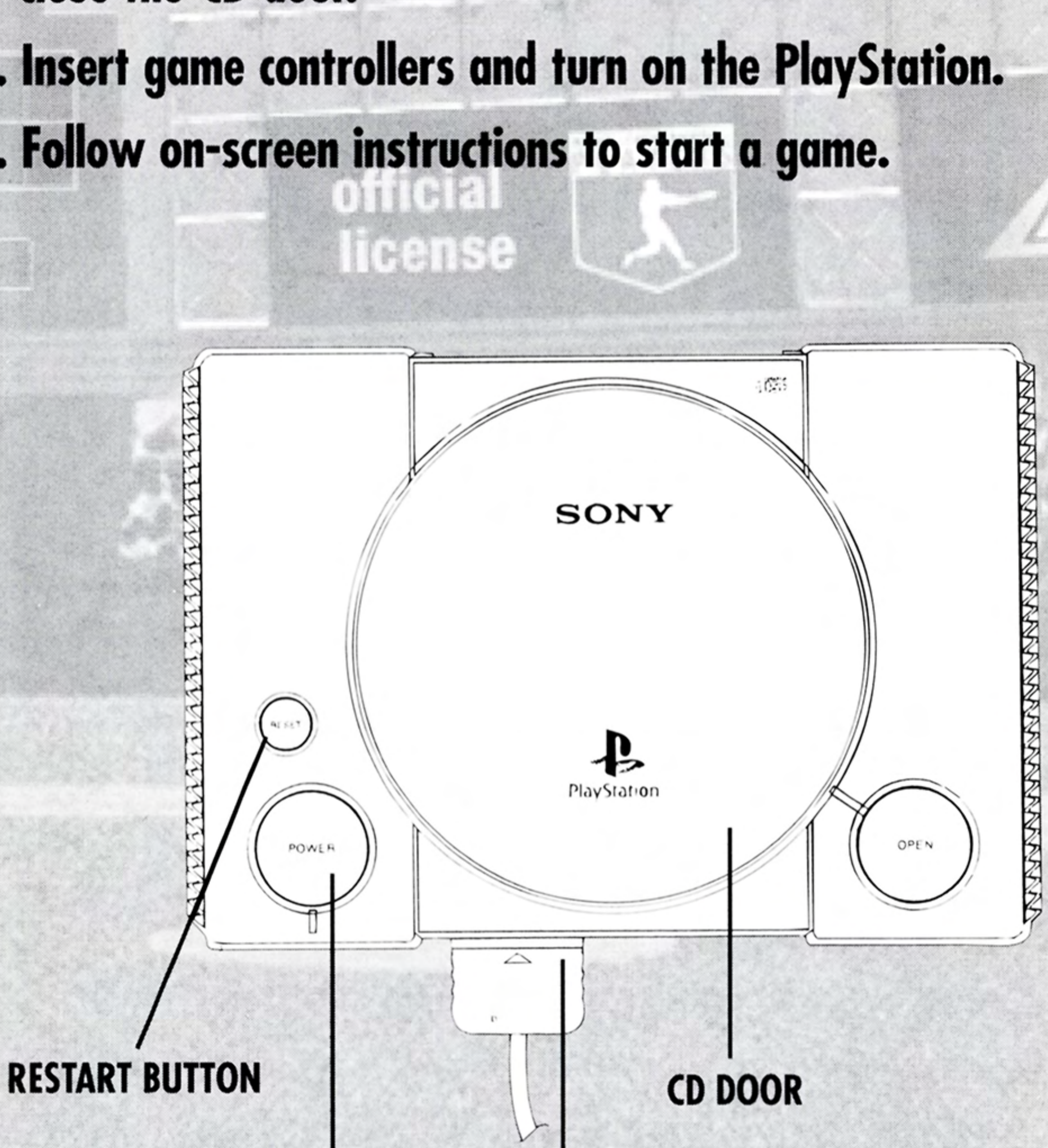
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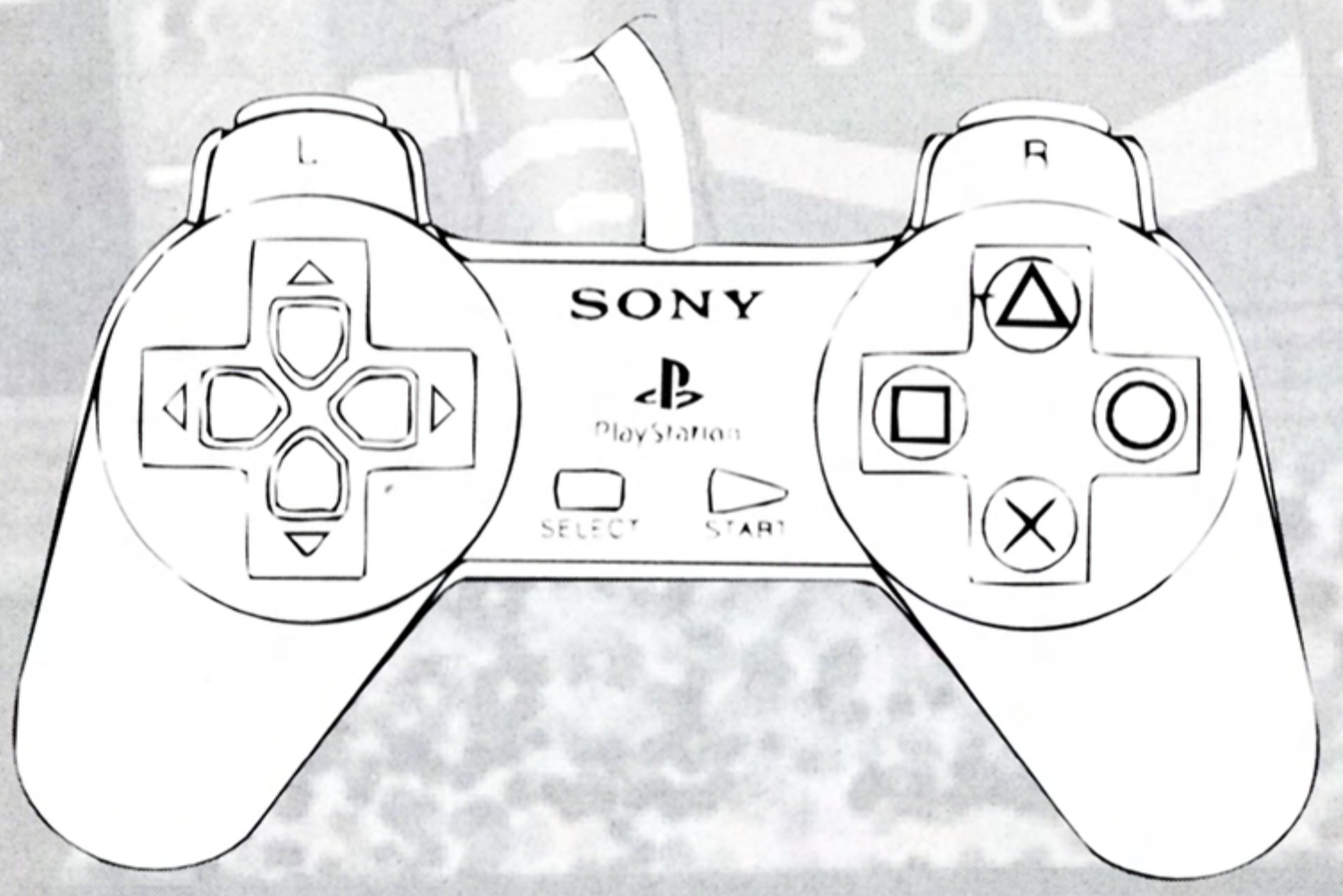
PLAY BALL!

1. Set up your PlayStation according to the instructions in its instruction maual. Make sure the PlayStation power is OFF before inserting or removing a compact disc.
2. Insert the Frank Thomas "Big Hurt" Baseball™ disc and close the CD door.
3. Insert game controllers and turn on the PlayStation.
4. Follow on-screen instructions to start a game.

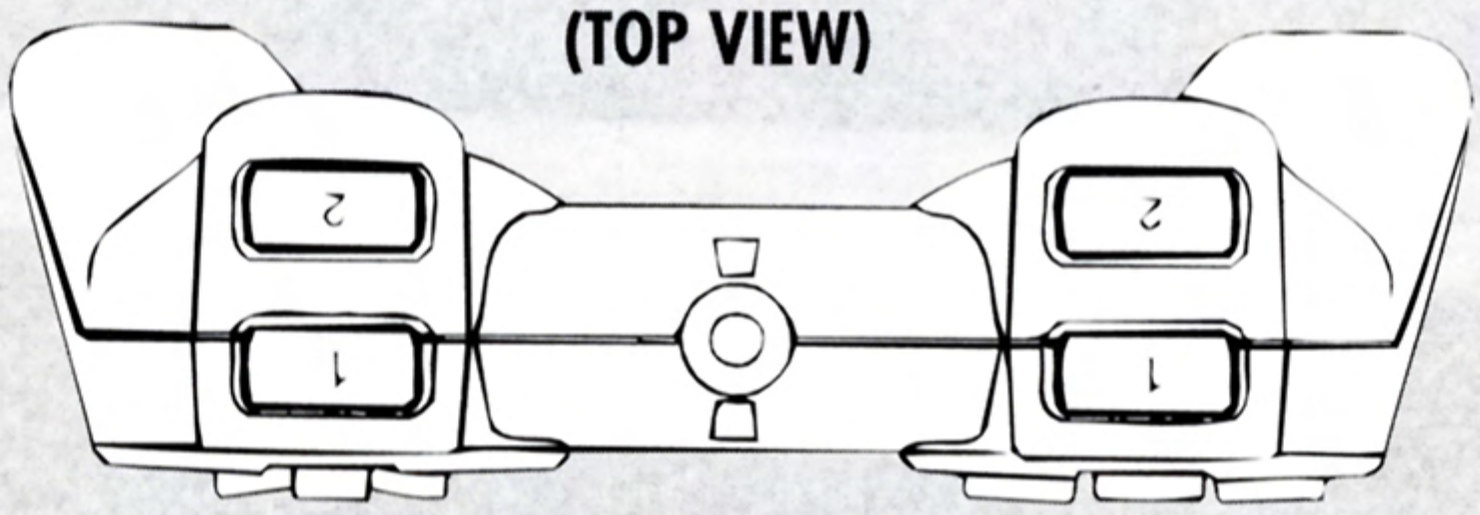




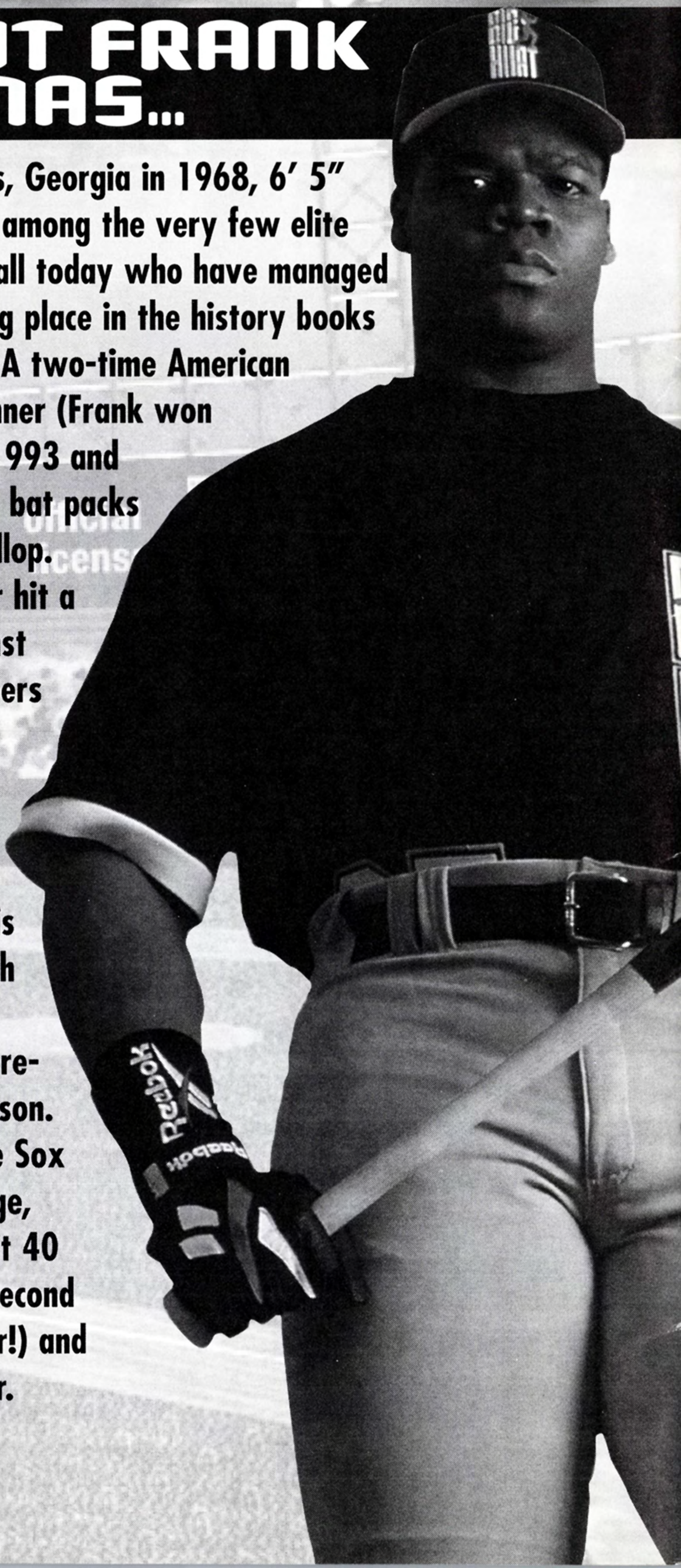
CONTROLLER (FRONT VIEW)



CONTROLLER (TOP VIEW)



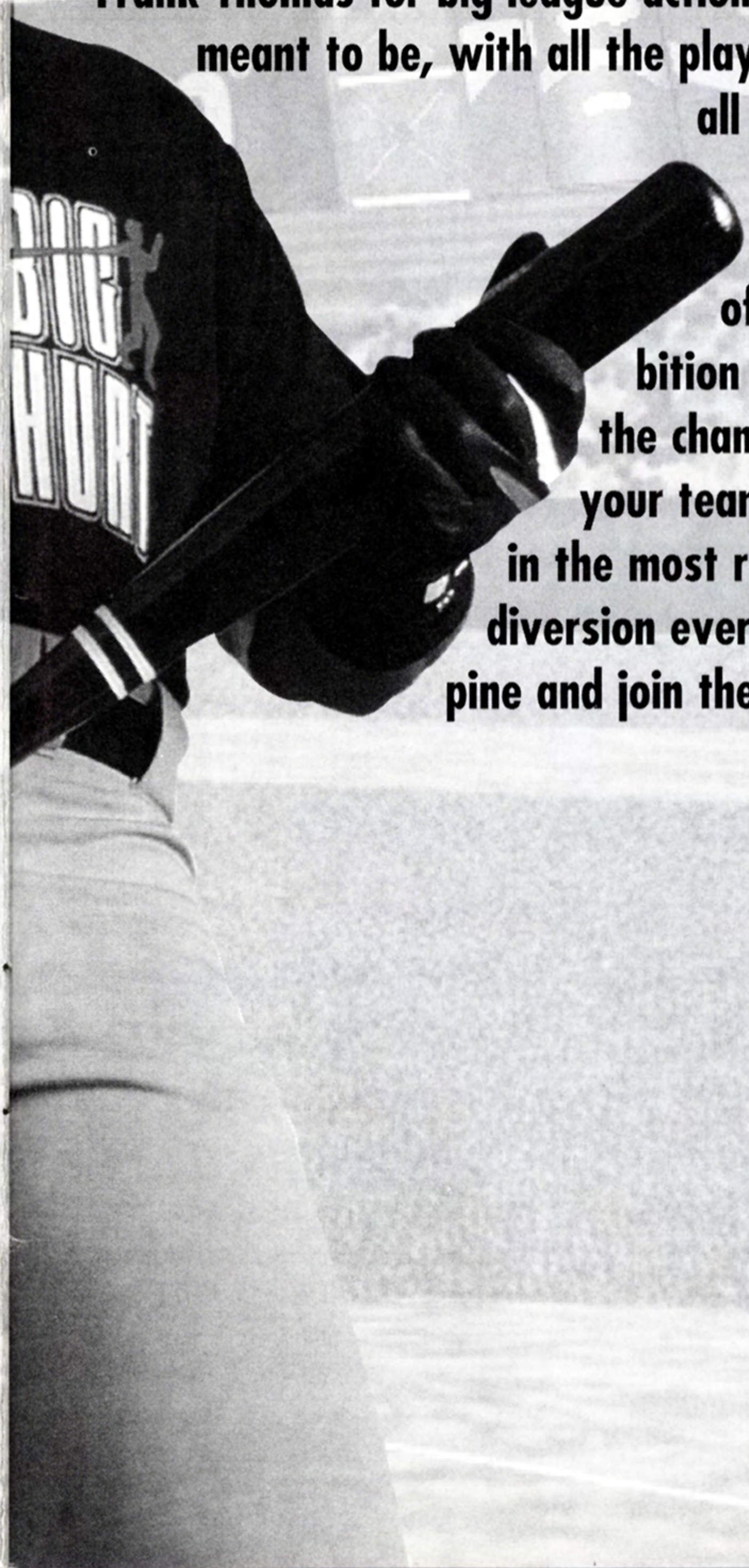
ABOUT FRANK THOMAS...



Born in Columbus, Georgia in 1968, 6' 5" Frank Thomas is among the very few elite players in baseball today who have managed to carve out a big place in the history books in a short time. A two-time American League MVP winner (Frank won back to back in 1993 and 1994!), Thomas' bat packs an awesome wallop. This right-hander hit a hefty .389 against left-handed pitchers in 1995! The respect he commands at the plate is attested to by his major-league high 29 intentional walks in the abbreviated 1995 season. He led the White Sox in batting average, home runs (he hit 40 homers for the second time in his career!) and doubles last year.

INTRODUCTION:

America's Pastime just got hotter! The mightiest bat around today brings you the greatest home baseball game ever, with a ball-crushing homerun derby, the most generous and realistic play features, and the real attributes of all of today's players! Join "Big Hurt" Frank Thomas for big league action the way it was meant to be, with all the players, all the stats, and all the exciting strategy that makes baseball the best-loved sport of all time! From exhibition play all the way to the championship, you'll guide your team and all the players in the most realistic diamond diversion ever devised. Get off the pine and join the nine!

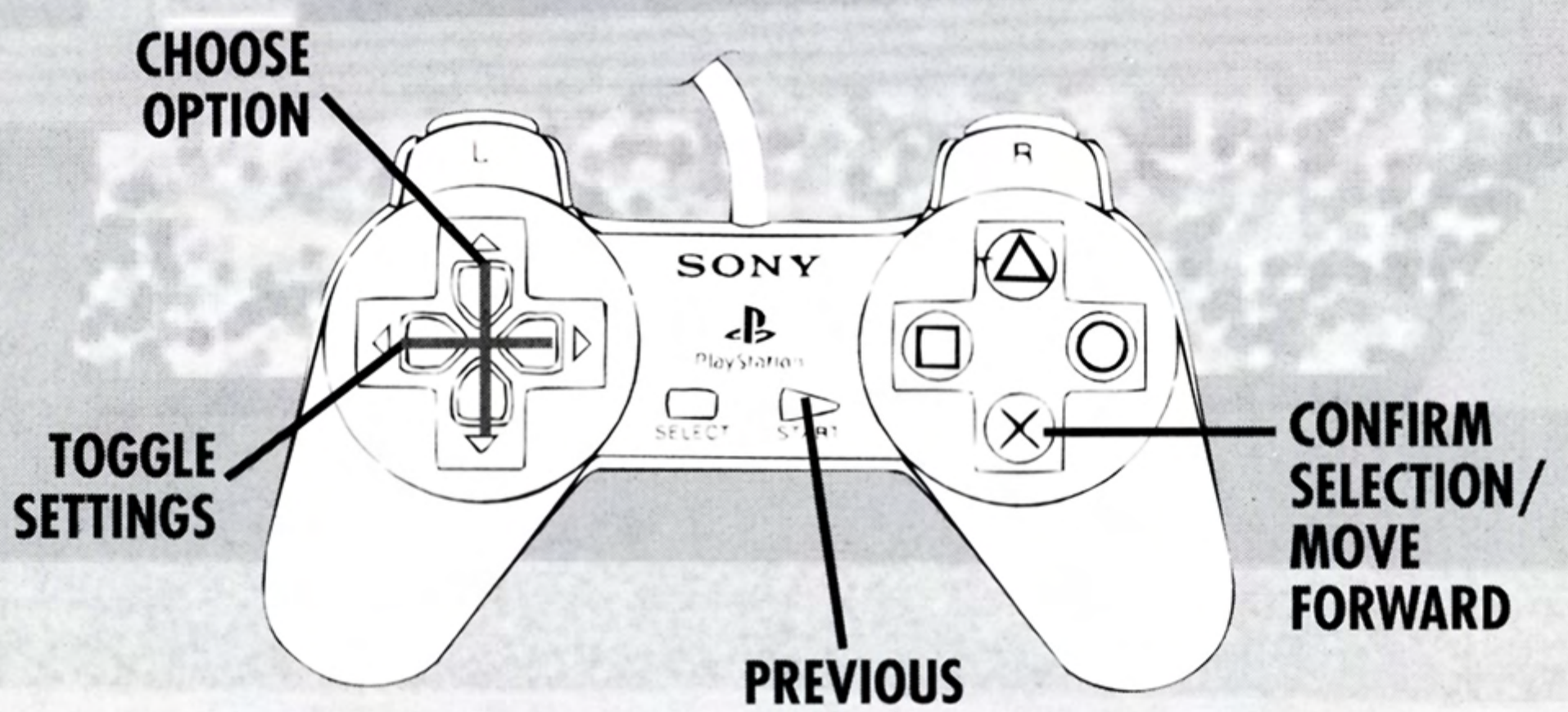


STARTING UP

When the Frank Thomas "Big Hurt" Baseball™ title screen appears, press the START BUTTON. You will then see the Game Setup Screen. This screen allows you to select from 6 game play modes and to set Main Options.

*A NOTE ABOUT MOVING THROUGH FRANK THOMAS "BIG HURT" BASEBALL™ SCREENS:

There are several different sets of options and settings to consider in the various game modes. Different modes have different options.



•THE PLAYER with CONTROLLER 1 is responsible for making most selections.

•In general, after setting options and choosing game types, press the X BUTTON to go to the next appropriate screen to select teams, stadiums, adjust your line up, etc.

•As a rule, press UP or DOWN on the DIRECTIONAL PAD to scroll through/select options, lists/rosters, LEFT or RIGHT on the DIRECTIONAL PAD to change option settings within a screen, and the X BUTTON to confirm a player, team or option selection/setting.



•Press the START BUTTON to return to a previous screen.

ON-SCREEN HELP. Every effort has been made to make Frank Thomas "Big Hurt" Baseball™ as fun and easy to play as possible. On-screen Help bars with control prompts appear at the bottom of each screen.

TO RETURN TO THE TITLE SCREEN at any time, hold down the SELECT BUTTON and press the START BUTTON for 2 seconds.

MAIN OPTIONS

Frank Thomas "Big Hurt" Baseball™ allows you to customize game play in many exciting ways.

DIFFICULTY

Choose between Rookie and Veteran skill levels.

TIME OF DAY

Choose between Day, Night and Random game times.

ANNOUNCER

Choose to play with or without the game announcements on.

SOUND

This option allows you to play with Sound Effects OFF or ON.

MUSIC

This option allows you to play with Music ON or OFF.

AUDIO

Choose between Stereo and Mono audio.

SOUND TEST

Listen to any of the sound effects samples used in the game. To do so, toggle to the desired sound and press the X BUTTON.

MUSIC TEST

Listen to any of the music samples used in the game. To do so, toggle to the desired sound and press the X BUTTON.

CONFIGURE CONTROLLERS

Choose from among 4 pre-set button configurations.

PLAY MODES

In Exhibition, Season, Playoff and All-Star Game modes, you can choose between two play modes, Quick Play or Regulation Play (9 innings) .

QUICK PLAY MODE:

It's one strike and you're out! Because of this Quick Play rule, foul balls do NOT count as strikes.

*Note: Stats for Quick Play games will vary from those in Regulation Play.

REGULATION PLAY:

This follows the established major league rules.

NUMBER OF INNINGS:

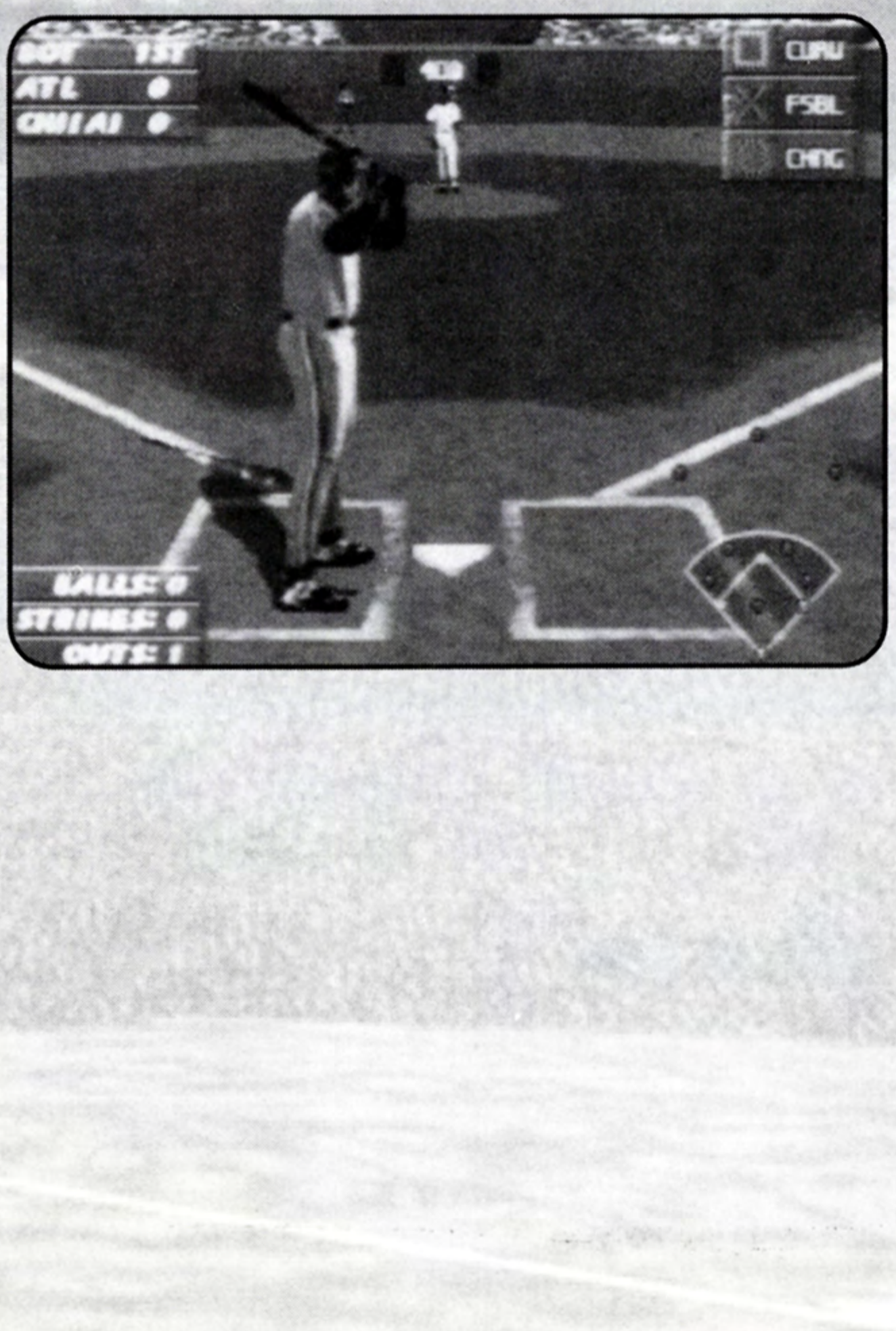
You can set how many innings any game will be, from 1-9.

ONE PLAYER GAMES:

This pits you against a computer-controlled opponent. In Season play, Player One controls the team that goes through a season.

TWO PLAYER GAMES:

Two players match skills and strategy.



CONTROLS: BASIC OFFENSE

DEFAULT CONTROLS

Just ask Frank Thomas: hitting is all about timing! To control the bat when at the plate, use the following controls:

SWING

Press the □ BUTTON

LEFT HANDED BATTING

Pulling the ball: Press RIGHT + □ BUTTON

Pushing the ball: Press LEFT + □ BUTTON

RIGHT HANDED BATTING

Pulling the ball: Press LEFT + □ BUTTON

Pushing the ball: Press RIGHT + □ BUTTON

BUNTING

Press the △ BUTTON to bunt. Release the △ BUTTON to pull out of a bunt. Use LEFT or RIGHT while bunting to push or pull the ball as described under left and right handed batting.

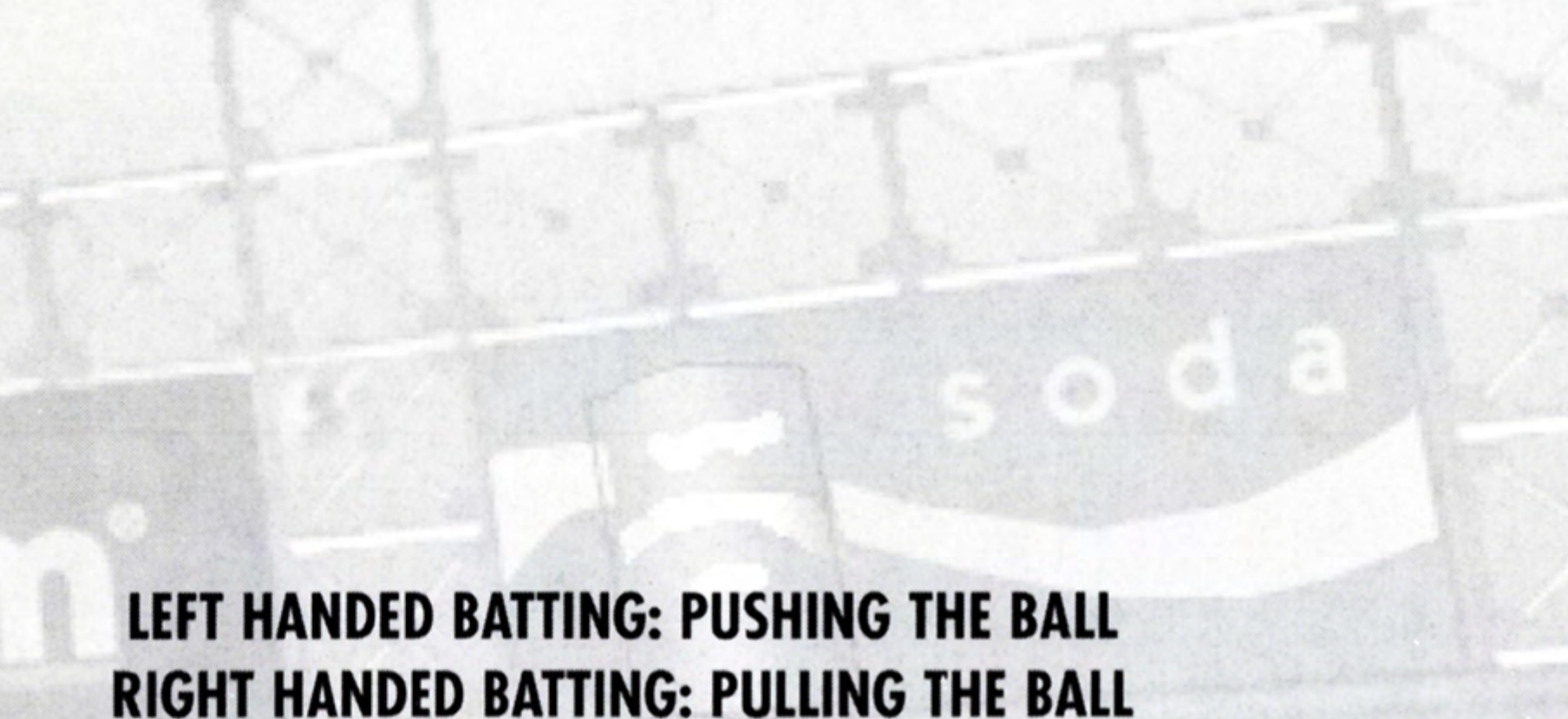
PINCH HITTER

In a tight situation, bring in a pinch hitter for the pitcher or another batter. You can replace a current batter with a pinch hitter by going to Substitution under Lineup in the Pause Options

Note: These are default controls. You can change your button configuration in the Option menu.



LEFT HANDED BATTING: PUSHING THE BALL
RIGHT HANDED BATTING: PULLING THE BALL



LEFT HANDED BATTING: PULLING THE BALL
RIGHT HANDED BATTING: PUSHING THE BALL

BASE RUNNING

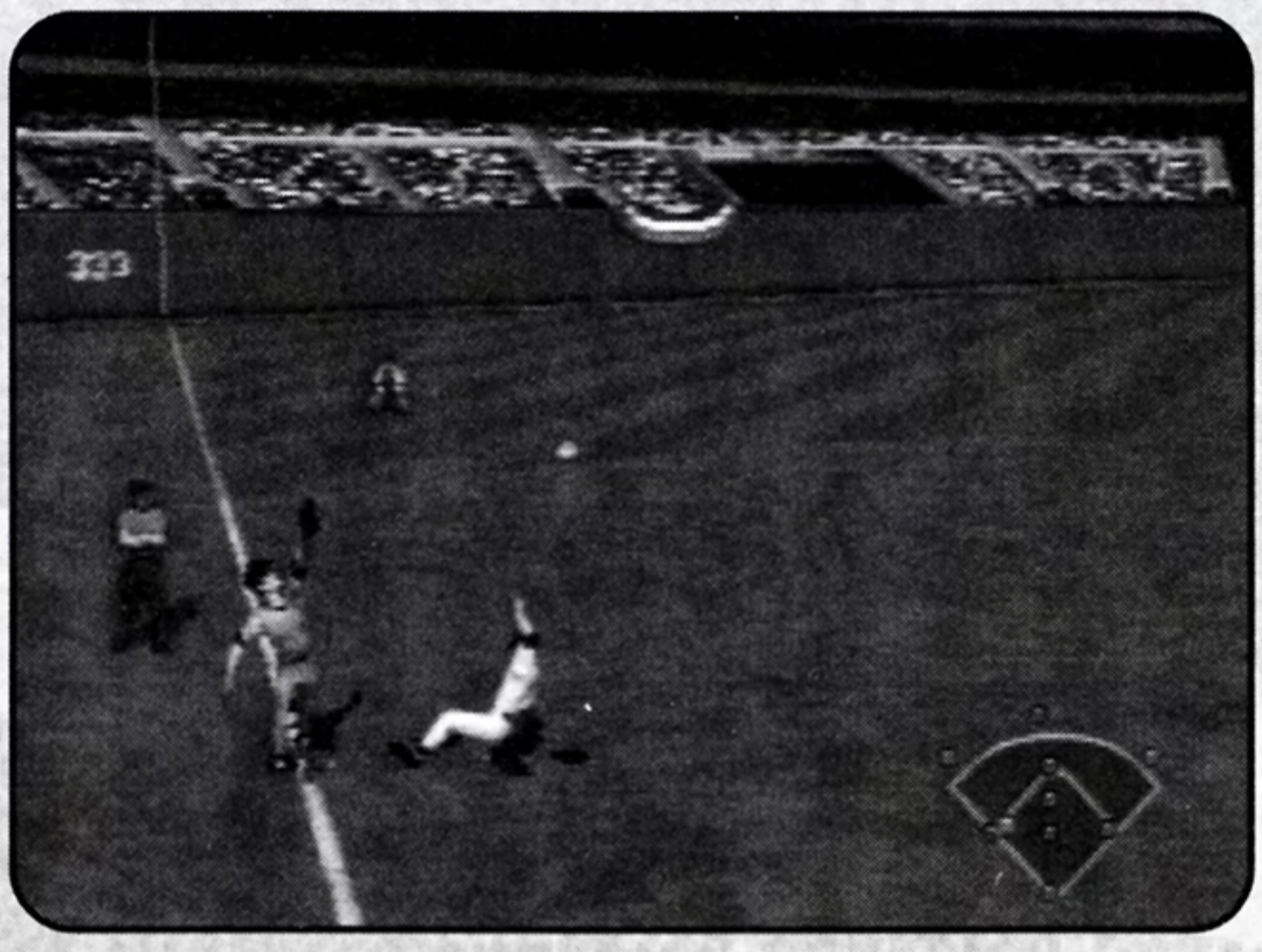
ADVANCING RUNNERS

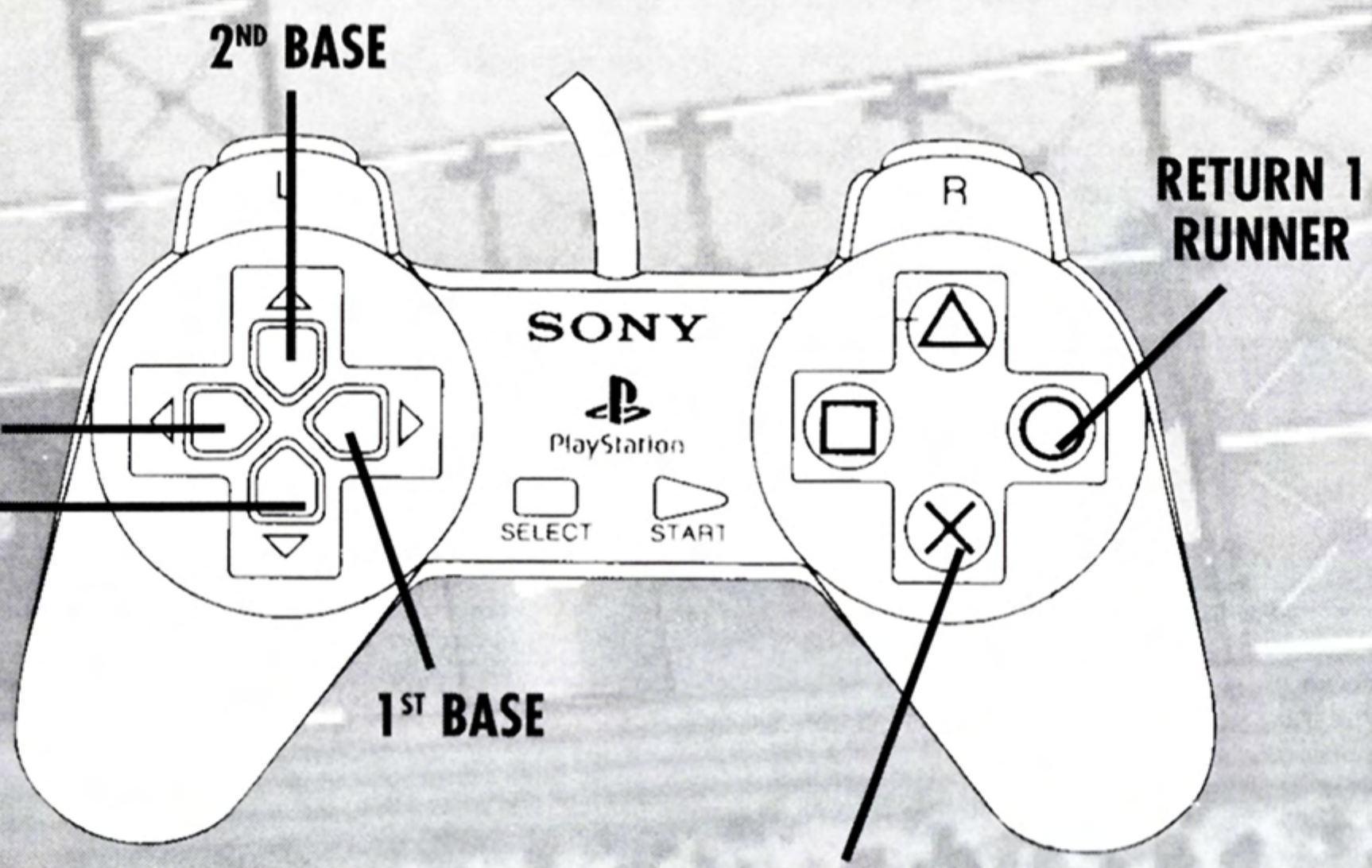
- Base runners are advanced by pressing the X BUTTON and the direction of the desired base on the DIRECTIONAL PAD.
- To return to a base, press the ○ BUTTON and the DIRECTIONAL PAD in the direction of the base.

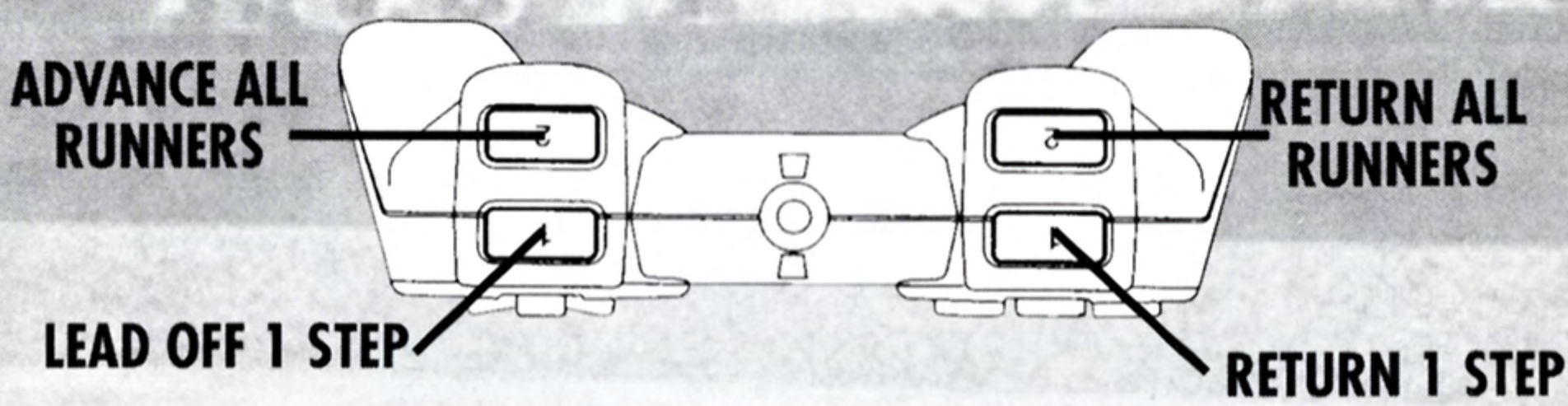
ADVANCING & RETURNING MULTIPLE RUNNERS

When the game situation forces base runners to advance, they do so automatically.

- To advance all base runners, press the L2 trigger.
- To return all base runners, press the R2 trigger.
- To advance multiple runners individually, press the X BUTTON plus the DIRECTIONAL PAD in the direction of the next base for each base runner.
- To return multiple runners individually, press the ○ BUTTON plus the DIRECTIONAL PAD in the direction of the previous base for each base runner.




2ND BASE
3RD BASE
HOME
1ST BASE
RETURN 1 RUNNER
ADVANCE 1 RUNNER/
ATTEMPT STOLEN BASE
L
R
SONY
PlayStation
SELECT
START


ADVANCE ALL
RUNNERS
LEAD OFF 1 STEP
RETURN ALL
RUNNERS
RETURN 1 STEP

ADVANCING MULTIPLE BASES

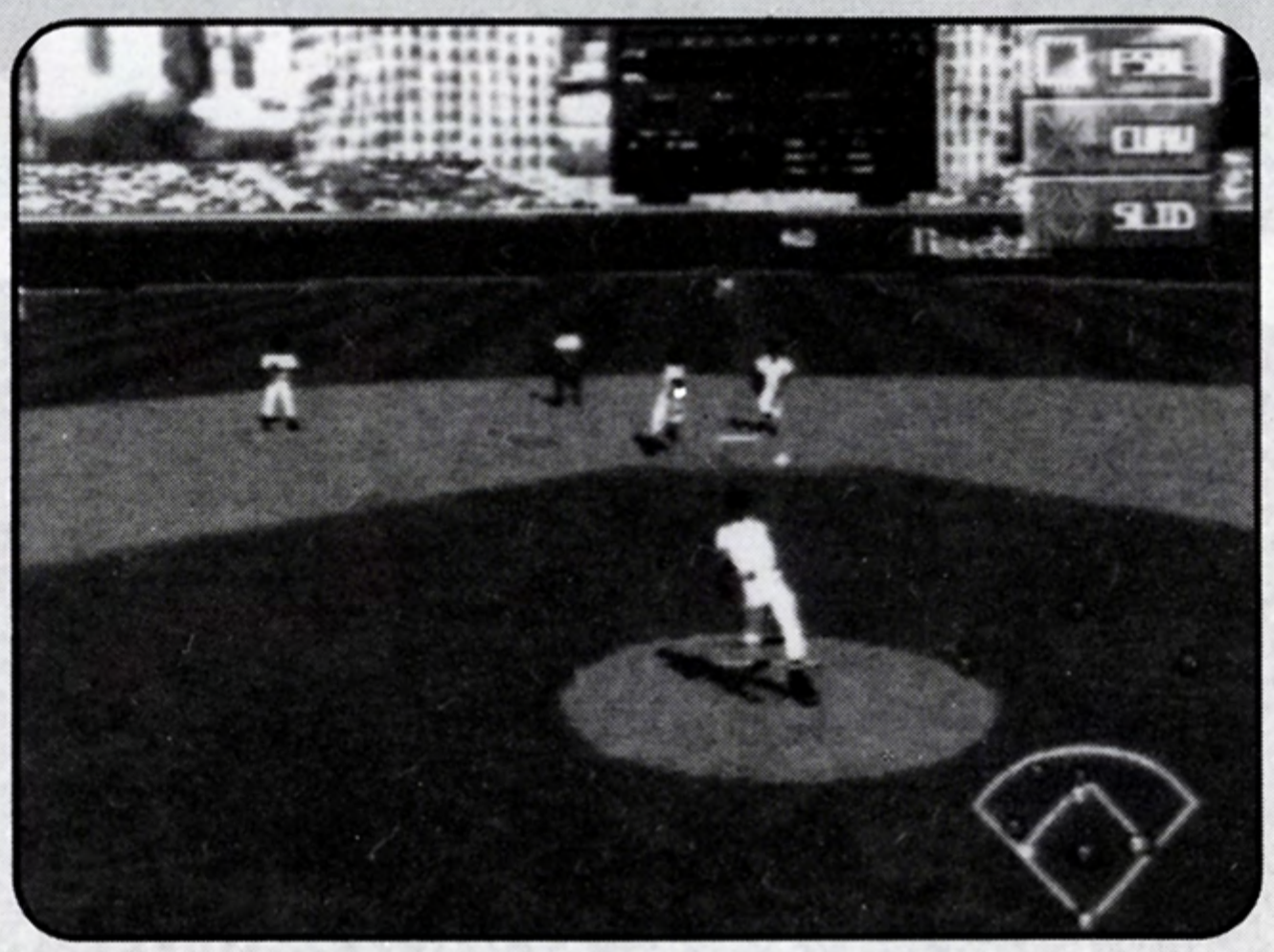
Once a ball is put into play, the batter automatically advances towards first. Any additional bases must be manually taken by the player by using the X BUTTON and the DIRECTIONAL PAD.

LEADING OFF

- To lead off a base a step, press L1.
- To return one step, press R1.

STEALING BASES

You can attempt a stolen base by pressing the X BUTTON and the appropriate base direction on the DIRECTIONAL PAD at any time during a pitcher's windup or delivery.





RUN DOWNS

You may find yourself in a rundown if you're caught off base and the ball arrives at your intended base ahead of you.

- **Try to evade pursuing infielders by using the DIRECTIONAL PAD and the X BUTTON to advance or the ○ BUTTON to return to base, toggling between the two as needed.**

USING PINCH RUNNERS

Once a pinch runner has been substituted, he assumes the proper base and becomes subject to normal controls.

BASIC DEFENSE

PITCH SELECTION AND CONTROL

There are eight basic pitches in this game. Each pitcher can throw three pitches. To choose a pitch, press the appropriate button.

Pitch speed and location are determined with the DIRECTIONAL PAD.

- **SELECT PITCH TYPE:**

PITCH 1	□ BUTTON	(+ HIGH △ ▽ LOW)
PITCH 2	X BUTTON	
PITCH 3	○ BUTTON	

- **PITCH SPEED:**

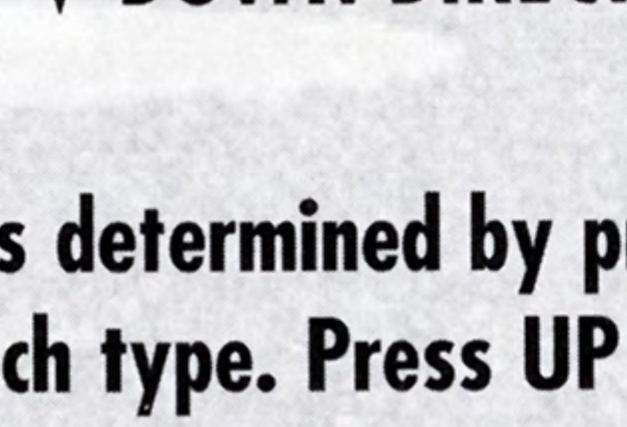
To control the speed of a pitch, hold UP (slow) or DOWN (fast) on the DIRECTIONAL PAD during the windup. If no control is input, the pitch will be medium speed.

SLOW	↑ UP DIRECTIONAL PAD
FAST	↓ DOWN DIRECTIONAL PAD

- **PITCH LOCATION:**

The height of a pitch is determined by pressing UP or DOWN while selecting the pitch type. Press UP DIRECTIONAL PAD for a high pitch, DOWN DIRECTIONAL PAD for a low pitch, and no direction for a pitch down the middle. To locate a pitch inside or outside, press LEFT or RIGHT on the DIRECTIONAL PAD before the pitcher releases the ball.

AIM PITCH LEFT ← → AIM PITCH RIGHT



PICK OFF THROWS

To execute a pick off throw, press the △ BUTTON and the DIRECTIONAL PAD toward any base.

MOVE PITCHER ON MOUND

L1 or R1 will shift the pitcher's position on the mound left or right.

THROWING OUT A RUNNER FROM THE PLATE

BEFORE the catcher throws the ball back to the mound, he can try to gun down a runner who's attempting a steal. To do this, press the □ BUTTON and the DIRECTIONAL PAD in the direction of the base.

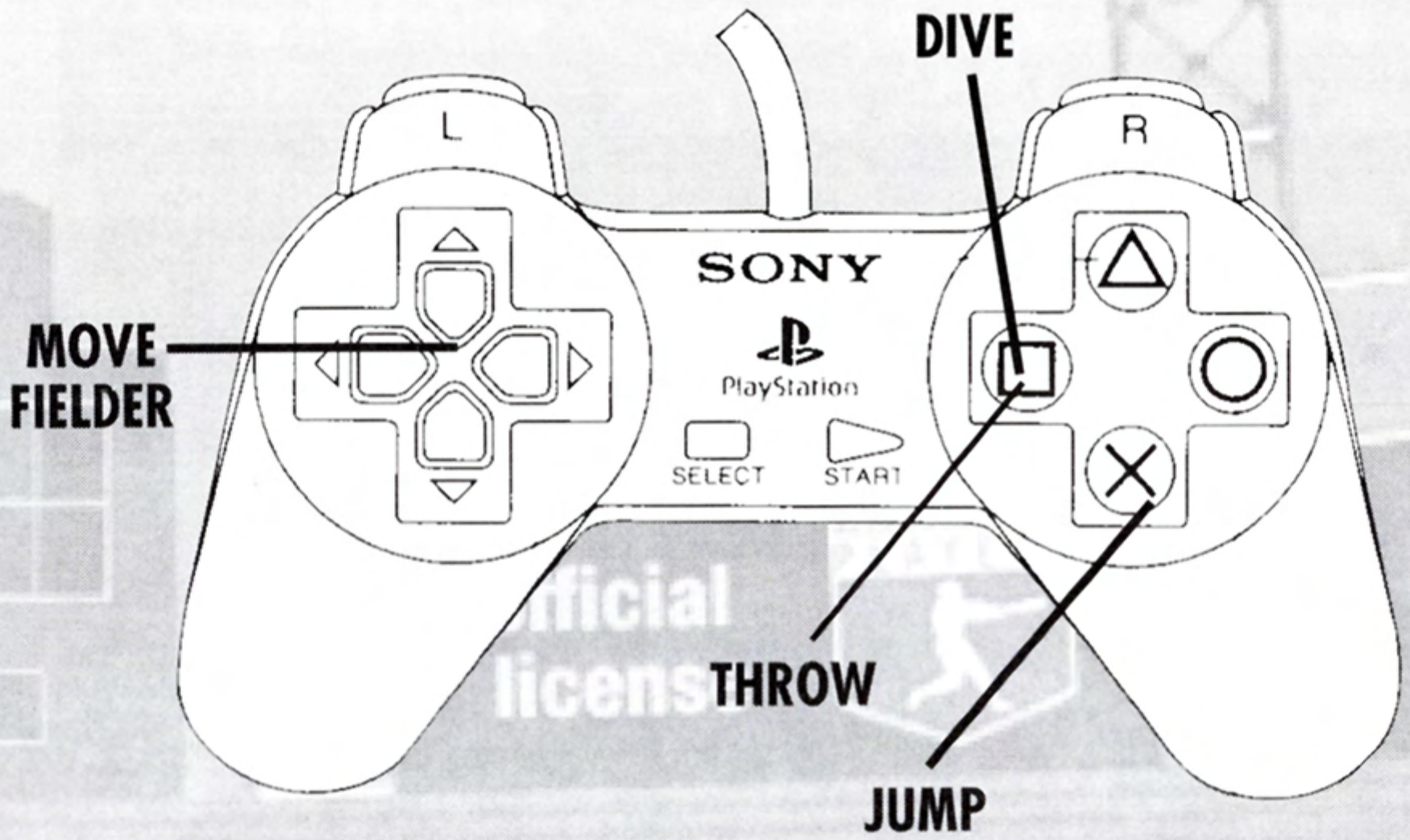
INFIELD SHIFT

Press the L2 trigger and DOWN, UP, LEFT or RIGHT on the DIRECTIONAL PAD to shift the infield in, back, left, or right, respectively.

OUTFIELD SHIFT

Press the R2 trigger and DOWN, UP, LEFT or RIGHT on the DIRECTIONAL PAD to shift the outfield in, back, left, or right, respectively.

FIELDER CONTROLS:



MOVING FIELDERS

Press the DIRECTIONAL PAD to move your fielder in any direction.

CATCHING THE BALL

To catch a ball, move your fielder to the spot where the ball is (or will land).

DIVE

When trying to field a ball that is out of reach, press the □ BUTTON and the DIRECTIONAL PAD to dive for the ball.

JUMP

Press the X BUTTON and the DIRECTIONAL PAD to make a jumping catch.

THROWING

When in control of the ball, press the □ BUTTON and the DIRECTIONAL PAD in the direction of the base.

FIELDER POV: Fielding Radar



When batting or fielding, you will be using the Fielding Radar which appears in the lower right portion of the screen to track the position of the ball and players.

- The position of base runners is indicated by a small blue circle.
- The position of the ball is indicated by a small red circle.
- The position of fielders is represented by a green circle.
- An outfielder under user control appears as a yellow circle.
- Once a player catches the ball, the color of his circle will change to orange to indicate that he now controls the ball.
- The spot where the ball will land appears as a white X.

MANAGING YOUR TEAM

PRE-GAME TEAM OPTIONS

Once you've selected a game type and made the appropriate decisions, it's time to set your line up. Note that in Season mode, there are a number of additional options. To select an option, highlight it, then press the X BUTTON .

LINE UP



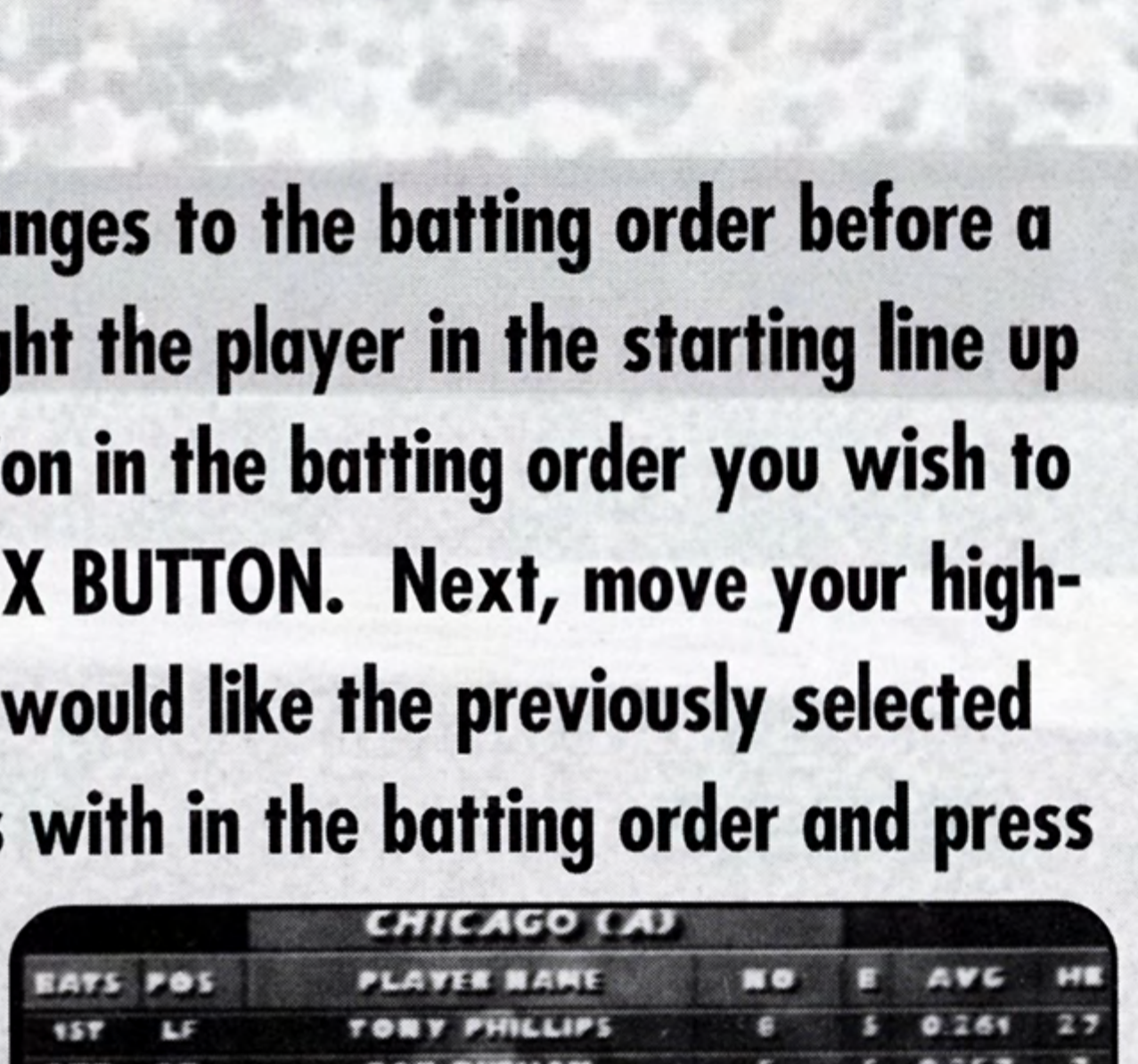
A team roster consists of up to 28 players, including pitchers. Before a game, changes can be made to this line up. (You can also access and change your line up at any time during a game via the Pause Options screen). You can have players switch positions, but once a player is taken out of a game for a substitute, he cannot return. To access any line up option (at the bottom of the screen), press LEFT or RIGHT on the DIRECTIONAL PAD and press the X BUTTON. If you wish to cancel an option after selecting it, simply press the START BUTTON.

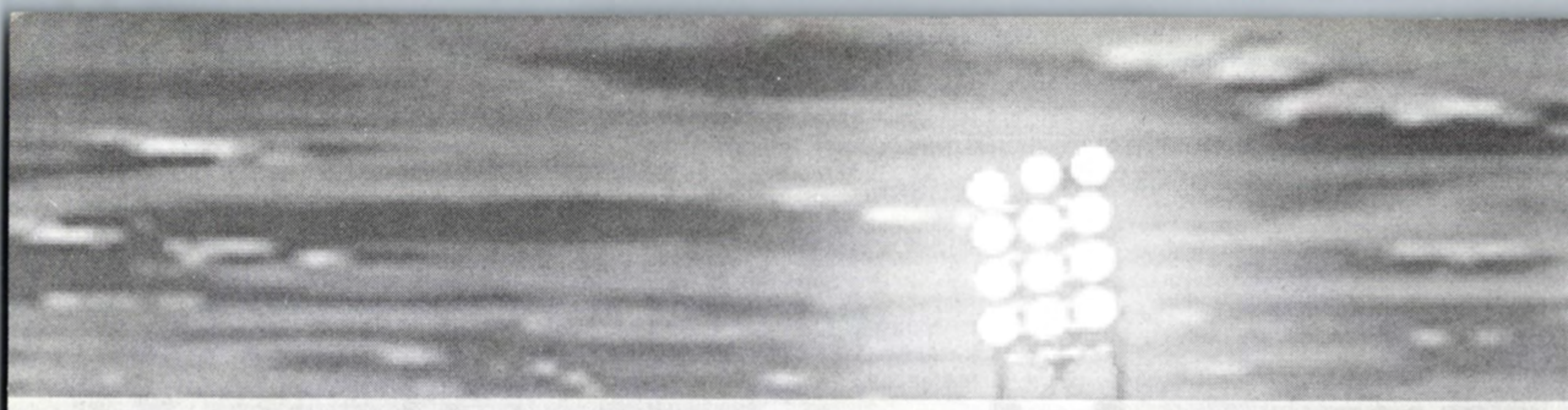
STARTING LINE UP

Each team has a default starting line up made up of 9 players (10 if a DH is used) who normally start at their positions, but one player can be swapped into another's position or brought off the bench and into the line up in any position. A player swapped out before a game starts will return to the bench, where he remains eligible for play. Each player has his usual position listed with his name, number and season stats.

CHANGING BATTING ORDER

You must make any changes to the batting order before a game. To do so, highlight the player in the starting line up who occupies the position in the batting order you wish to change, then press the X BUTTON. Next, move your highlight to the player you would like the previously selected player to change places with in the batting order and press the X BUTTON. The two players will exchange slots in the batting order. Check each player's stats to help you make batting order decisions.





DESIGNATED HITTER

Pitchers usually make poor hitters. They are regarded as almost sure outs, and in the National League the pitcher invariably is placed ninth in the batting order, while the American League removes the pitcher from the batting order altogether in favor of a Designated Hitter. Teams from different leagues follow the rules of the home stadium.

SWAP POSITIONS

Swap player positions by pressing the X BUTTON when any current position is highlighted. Toggle to the position you wish that player to assume and press the X BUTTON again. The two players will exchange playing positions.

SUBSTITUTE PLAYER

If you wish to substitute a different player at a position (including changing your default starting pitcher), press the X BUTTON when the position player is highlighted. Then find the player (either on the bench or in the starting line up) you wish to put in that position and highlight him. Pressing the X BUTTON will bring that player into the previously highlighted position. The player formerly in that position will move to the bench (unless each player was in the starting line up), where he remains available for play.

STARTING PITCHING

Each pitcher is listed with relevant stats, as well as which pitches he throws and his current stamina percentage. Starting pitchers have an optimal stamina rating of 100%. A relief pitcher will enter the bullpen at 65%, and should be warmed up to 100%.

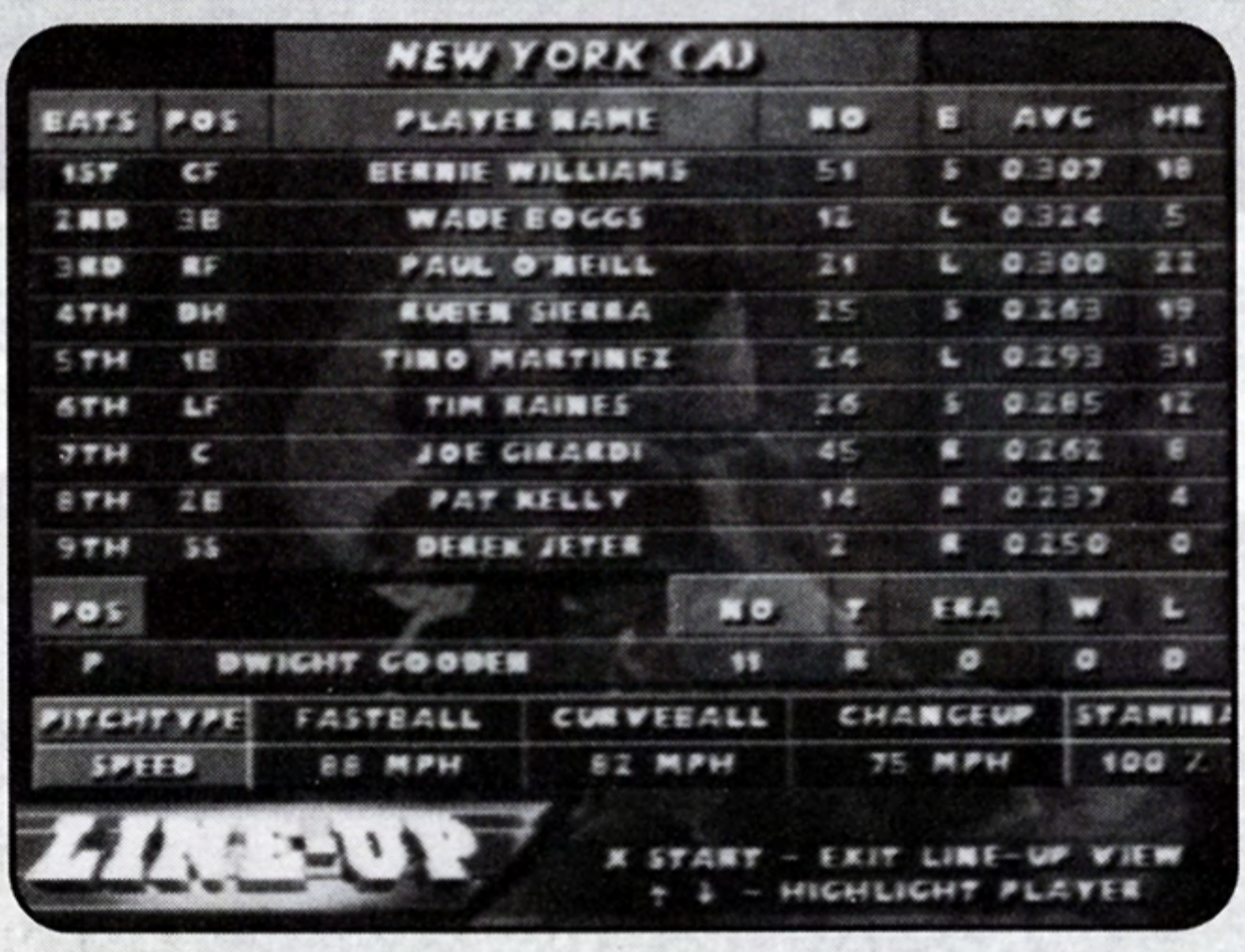
- To change your starting pitcher, select Substitute Player, highlight the pitcher and press the X BUTTON. You'll see a roster of available pitchers. Select the desired one and press the X BUTTON.

In Season mode, pitchers are on a 5 day rotation.

Note: after a game, the line up resets to the default starting line up.

VIEW OPPOSING TEAM'S LINE UP

Highlight this option and press the X BUTTON, then use the DIRECTIONAL PAD to scroll through the opposing line up.



FINISHED

When you're through setting your line up, select Finished and press X BUTTON.

ADDITIONAL SEASON MODE OPTIONS



Season mode features these extra options:

SCHEDULE

The Schedule option is a calendar giving you the day and place of each game scheduled for a season. To browse through your schedule calendar, press RIGHT to flip forward and LEFT to flip backward.

CONFERENCE STANDINGS

View the latest standings for both conferences, with a full range of stats, including won/loss records, winning percentage, games back and winning/losing streak over the last 10 games. Use the DIRECTIONAL PAD to switch between conferences and divisions.

VIEW TEAM STATS

You can view current individual season stats for your team. Press LEFT or RIGHT on the DIRECTIONAL PAD to scroll through the stat categories, and UP or DOWN to highlight a particular player.

PAUSE OPTIONS

Frank Thomas "Big Hurt" Baseball™ features several Pause Options which are available whenever the game is stopped (i.e., the pitcher has the ball), though not all pause options are available in all game types.

BALL LAND TARGET Toggle Ball Land Target On or Off

ADJUST CAMERA Adjust your view of the game by choosing one of the following camera modes:

Ground: An umpire's eye view.

Chase: The camera follows the action.

High: Aerial view

Medium: This medium high view is the default setting.

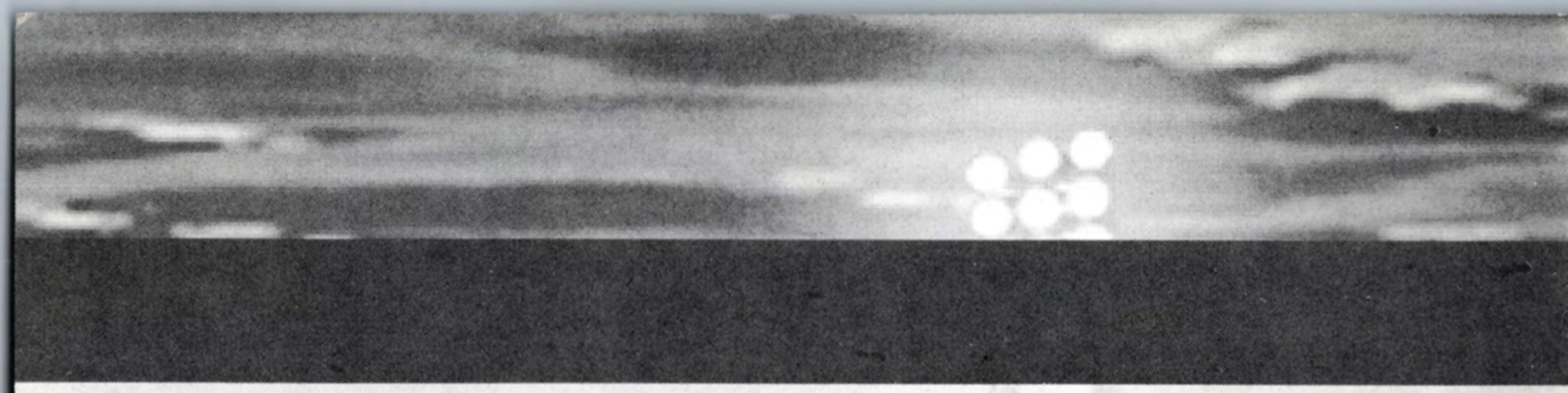
AUTO FIELDER

You can choose to play with or without Auto Fielding.

- **ON:** The computer controls the fielders. You only control the timing and direction of the throw once the ball has been handled by an Auto-controlled fielder.
- **OFF:** You are responsible for controlling all fielder movements, including shifting position to field hit balls, catching balls, and throwing the ball to the proper position at the proper time.

ANNOUNCER See Main Options

SOUND See Main Options



LINE UP The pause option Line Up works like the Pre-Game line up options.

POSITION CHANGE Change an on-field player's position.

SUBSTITUTION Bring in a substitute position player from the bench.

VIEW BENCH View the players currently available on the bench.

BULLPEN

The Bullpen features five options. To select an option, highlight it then press the X BUTTON. To return to the bullpen options screen, press the START BUTTON. After you've set your Bullpen Options, press the START BUTTON to return to the Pause Options menu.

PITCHER INFO

This screen lists the current and available pitcher(s) on a team, along with his number, which arm he throws with (R or L), his pitcher type (Starter, Middle Reliever or Closer), which pitches he throws and his current level of Stamina. As a pitcher's Stamina decreases, so will his performance.

WARM UP PITCHER

Before entering a game, a relief pitcher should be warmed up in the bullpen. You can have up to two pitchers warming up at any time.

- To start warming up a pitcher, select Warm Up Player, then highlight the desired pitcher from your available roster and press the X BUTTON.

CHECK WARM UP

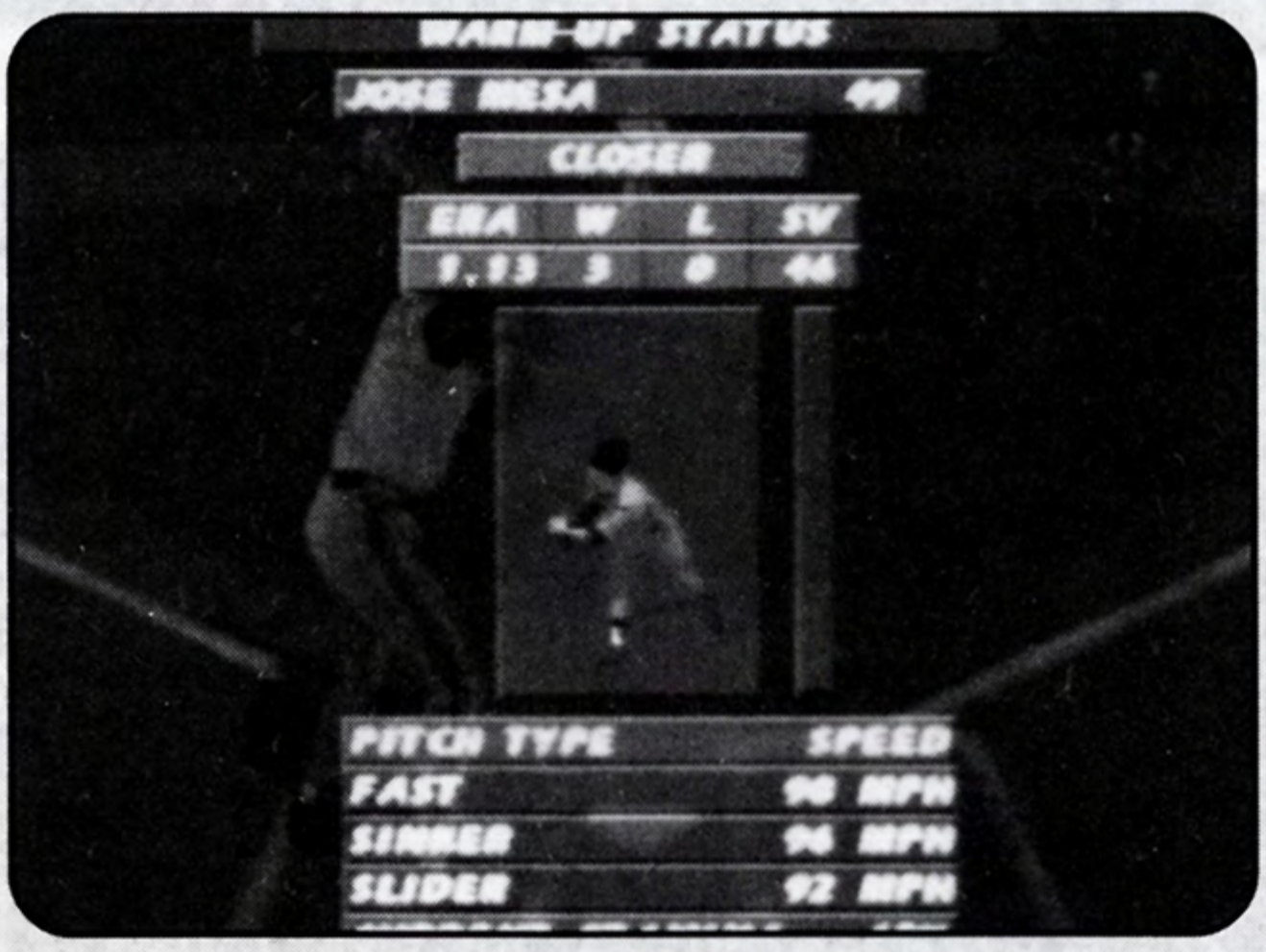
To check on any pitcher who is warming up, select Check Warm Up.

The status of a pitcher warming up in the bullpen varies from Cold (blue) to Warm (red) to Tired (yellow). When the meter shows a pitcher is Warm and his stamina is at 100%, he's at his optimal state of readiness.

WARM UP TO MOUND

To replace the pitcher currently on the mound with a warmed up replacement, highlight Warm Up to Mound.

- To select a replacement pitcher currently warming up in the bullpen, move the highlight to the desired pitcher and press the X BUTTON. The current pitcher will go Out on Rotation, and will not become available again until he has rested for the required number of days.



BULLPEN TO MOUND

You may bring a new pitcher to the mound directly from the bullpen (without warming him up). To do so select



Bullpen to Mound, move the highlight to the desired pitcher and press the X BUTTON.

PLAY BALL

Resume your game from where you paused it.

EXIT GAME

To quit out of the current game and return to the Main Menu Screen.

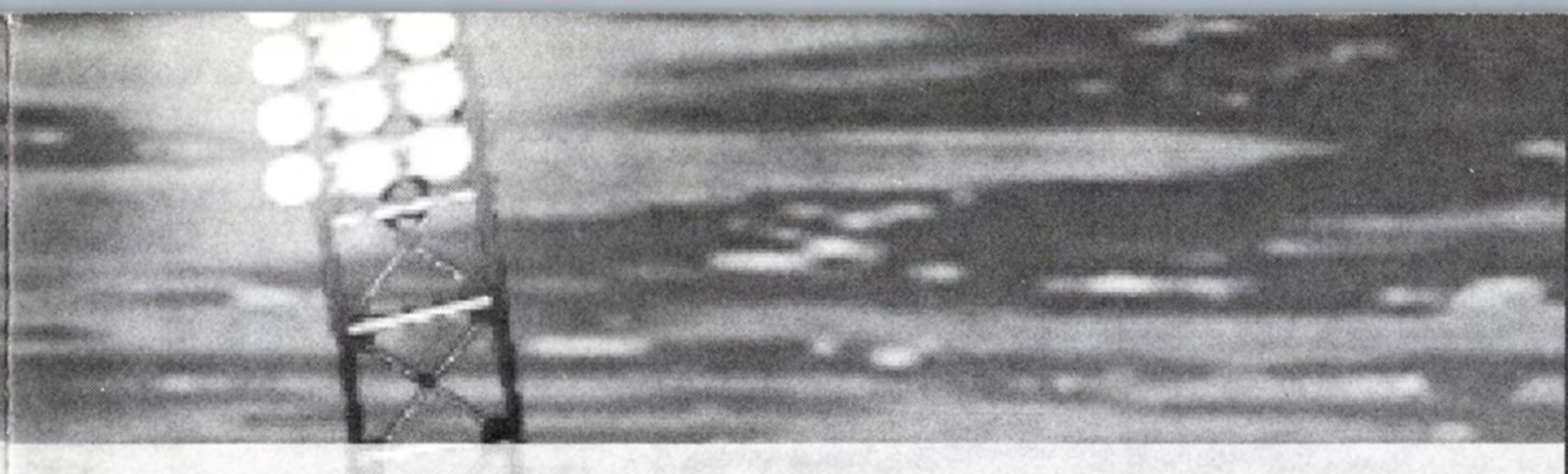
GAME TYPES

You're ready to choose from among the 6 exciting game types available in Frank Thomas "Big Hurt" Baseball™! Tune up your hitting with some Batting Practice, then strut your stuff in the swing-for-the-stands Home Run Derby. Hone your team's skills in Exhibition Games, then use your hard-nosed baseball sense to lead them through a Season all the way to the Championship! Take time out for the All-Star Game, as the best position players in each league battle for glory. If you can't wait for Playoff excitement, jump right into three tense rounds of playoff action against the best teams in each league!

- **To select a particular game mode, press UP or DOWN on the DIRECTIONAL PAD to select the desired game type, then press the X BUTTON.**

EXHIBITION GAMES (1-2 PLAYER)

An Exhibition Game is a one game event for one or two

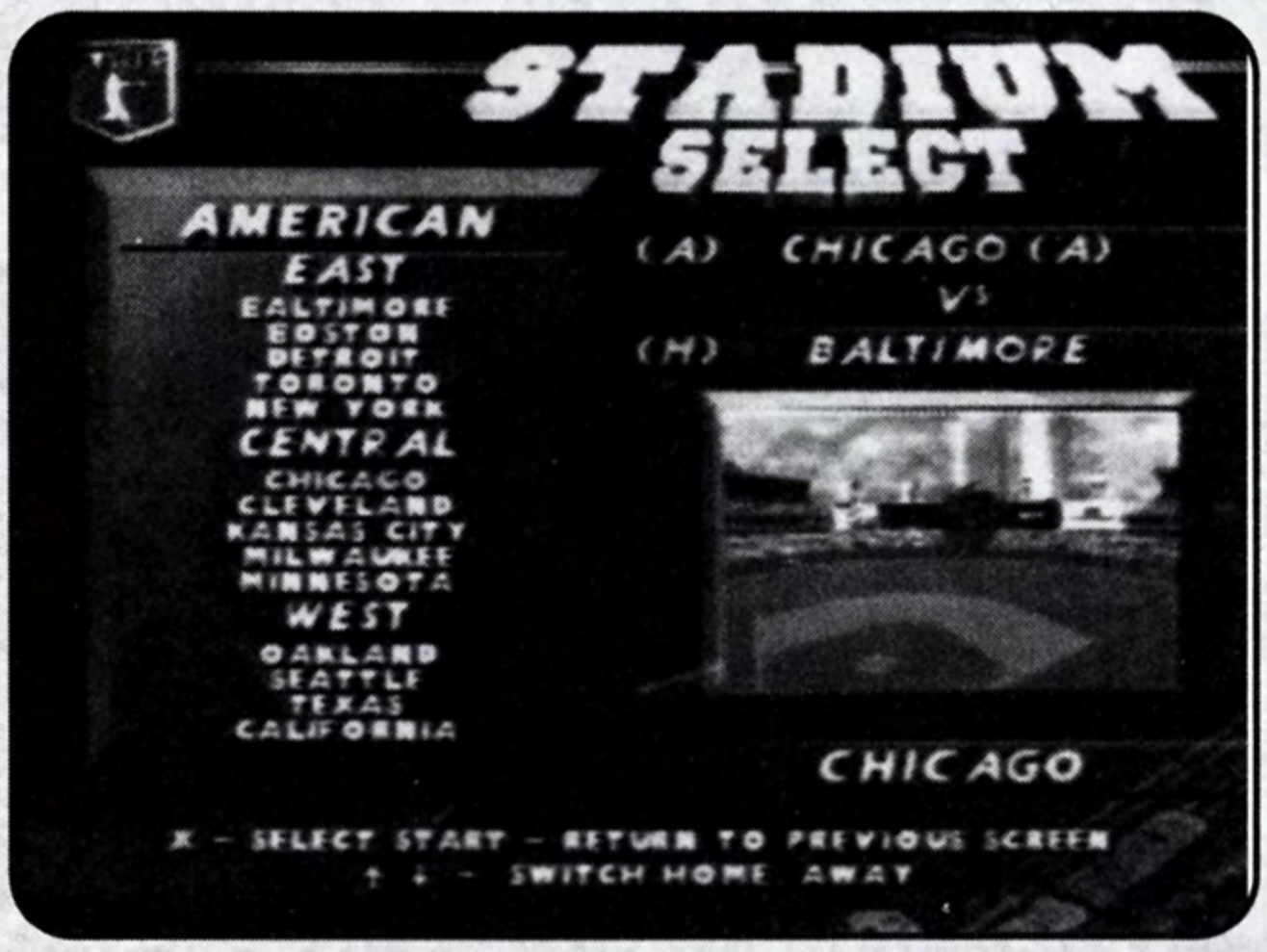


players. In Exhibition mode, two players can even choose the same team! Exhibition games do not count in the standings, and do not affect stats. After choosing your Game Mode, select the number of players, innings, and Regular Play or Quick Play options. You will then move to the Team Select Screen, where you can choose your team(s), and who will control them.

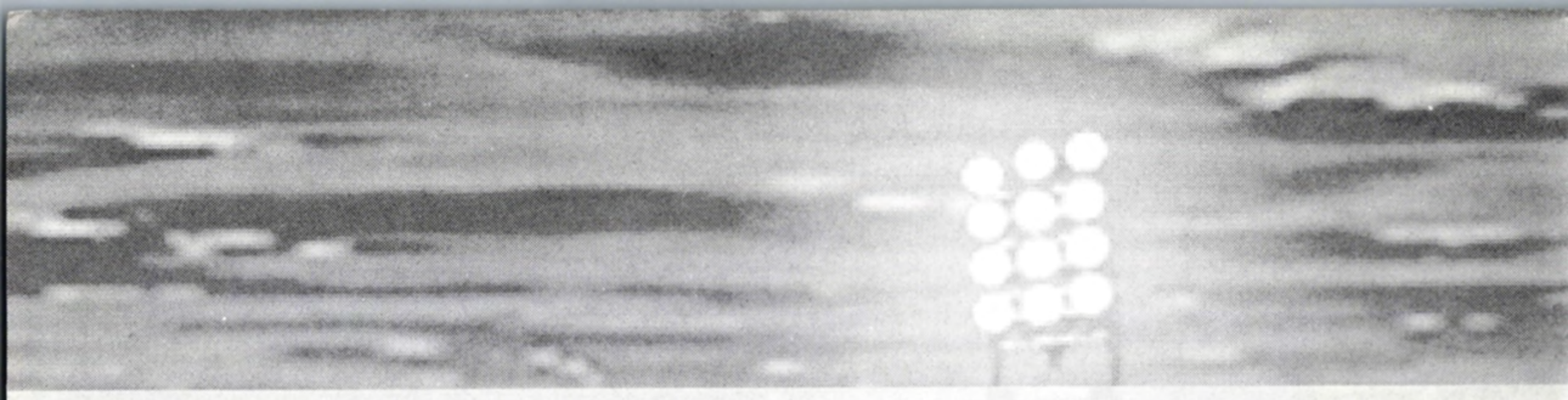
SELECTING TEAMS

- To select a team, use the DIRECTIONAL PAD to highlight a team, then press the X BUTTON.
- In a 1 Player game, you select both the team you wish to control and the team which the CPU will control.
- In a 2 Player game, each player selects a team.

STADIUM SELECT



Once you've selected your team, you will see the Stadium Select screen, where you can choose a stadium by pressing the DIRECTIONAL PAD to scroll through the various team stadiums. When the desired stadium is



highlighted, press the X BUTTON to select it. An A or H will appear next to each team, indicating the Away (visiting) or Home team. You may change this setting by pressing UP or DOWN on the DIRECTIONAL PAD, then pressing the X BUTTON to confirm your selection.

SEASON MODES

In Season mode, you will play as one team for an entire season as you battle towards a league title. Once Season mode is selected, you will see a choice of season options. First you will need to choose between starting a New Season, or picking up a previous season from where you left off by selecting Resume Season.

SEASON TYPES

NEW SEASON

Note: To start a New Season, any previous season information must be erased.

Choose between New Season and Resume Season. When you highlight New Season, you will then choose whether or not to erase an old season.

- If you wish to begin a New Season, highlight Erase Old Season, then press LEFT or RIGHT on the DIRECTIONAL PAD to highlight "YES".

When you choose to start a New Season, Frank Thomas "Big Hurt" Baseball™ gives a choice between a Short (26 game), Medium (52 game), or Full (162 game) Season.



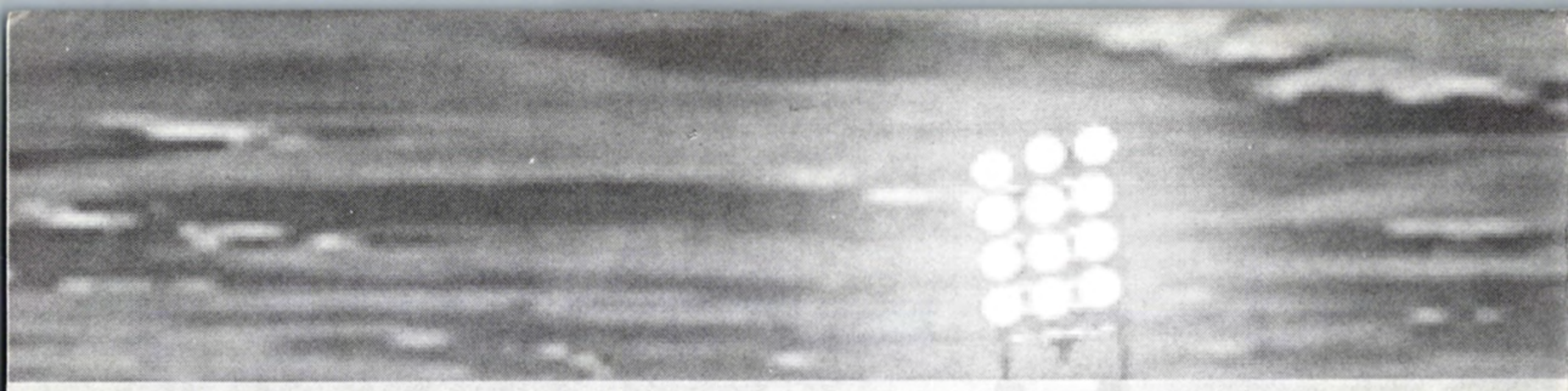
RESUME SEASON

If you wish to resume a saved season from where you left off in your season schedule, highlight Resume Season and press the X BUTTON. Set your various game options. You will then be brought to the Team Standings screen, which is described below. When you're through, press the X BUTTON. You will then see a screen featuring "Tonight's Match Up", which displays the next scheduled game of your season. After viewing this screen, press the X BUTTON.

SAVING A SEASON GAME

In Season mode, you have the option of saving a completed game so you can pick up scheduled play later (you gotta sleep sometime!). Saving a game saves your current game results and updates your season stats.

- To save your game, view the various post-game screens by pressing the X BUTTON. You will come to the Save screen. Once this screen appears, if a Memory Cards is detected, you will be asked if you wish to save the game. Select "Yes" to do so. **Note: Saving a game will erase ALL data stored on your Memory Card.** You will next be asked if you wish to save over (erase) any previous game. select "yes" to do so, then press the X BUTTON. Your current season game will be saved.



Season Pitching Rotation In Season mode, a five man pitching rotation is used. After a pitcher is used, he will not be at his optimal stamina until his spot in the rotation comes up again four days later.

PLAYOFF

Go directly to exhilarating playoff action in this grueling three round contest! The first round features a best-of-five series, followed by two best-of-seven match-ups against the top remaining teams. Playoffs feature the three best teams in each league plus a wild card team battling for the title! The winners then face off for the League title—and perhaps the Championship! You can choose which league you wish to play in and whether you wish to select your Playoff team or have the computer do so.

- A 1 Player game pits your team against CPU-controlled opponents through a playoff elimination ladder.
- A 2 Player playoff pits two human players against each other as they battle up the Playoff ladder to the top. They will meet only once. The round they meet in depends on which leagues they choose to play in.



You may choose the team you will control (User Select), or have the computer select all the teams (Random Select).

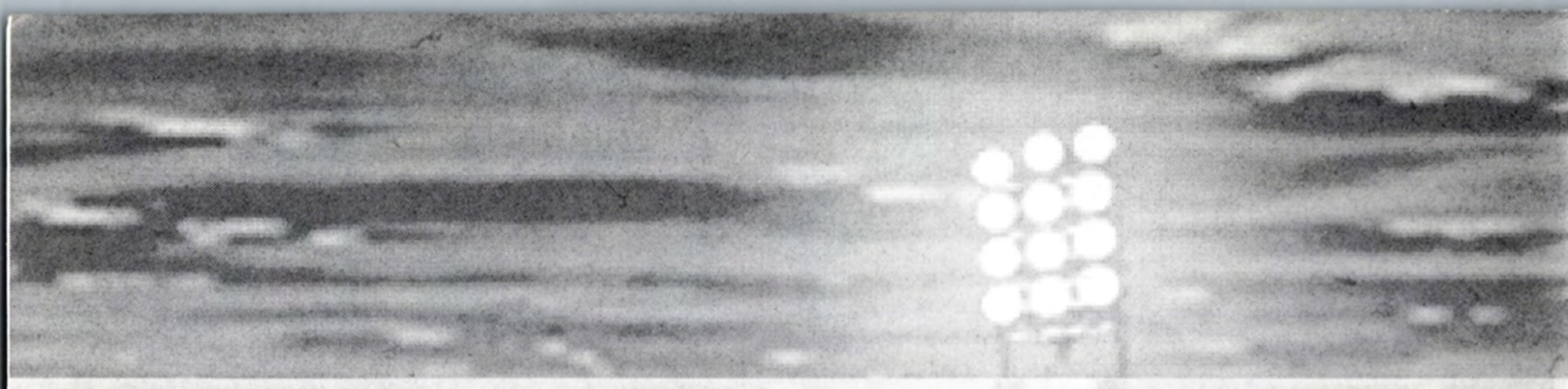
THE ALL-STAR GAME



Player 1 elects to play in either the American or National league. Your opponent is the remaining league (in a 1 player All-Star Game, you will also choose your CPU controlled opponent's league). Press LEFT or RIGHT on the DIRECTIONAL PAD to choose, then press the X BUTTON. The computer will then automatically select All-Star rosters for each League.

Next you will see the All-Star Roster screen, showing Player 1's All Star Roster.

- **If you wish to change your All-Star roster, press UP or DOWN on the DIRECTIONAL PAD to move the cursor next to a player/position you wish to change. Press the X BUTTON.**
- **Press UP or DOWN on the DIRECTIONAL PAD to high-**



light the player you'd like to use in a given position and press the X BUTTON to select him. You will then return to the All-Star Roster. Your selected player's name will appear next to his position on the roster. If you make a mistake or wish to change any player, simply highlight the position again and select a new player. When you are satisfied with your roster, press LEFT or RIGHT on the DIRECTIONAL PAD to highlight "Finished." Press the X BUTTON. You will then see the All-Star Roster for Player 2 or your CPU controlled opponent. Player 2 can then make any desired roster changes, then highlight "Finished."

HOME RUN DERBY

The Home Run Derby is the most honored hitting contest in all of baseball. In this mode, you compete to see who can hit the most homers. There are up to three robust rounds.

- Up to 10 contestants (5 from each League) compete in the Home Run Derby.
- Each batter is allowed between 10 and 30 outs (any swing that doesn't result in a homer is an out in the Derby!) from an unlimited number of pitches. There are up to three rounds, depending on the number of contestants.
- 2nd round: Top 4 hitters advance

  3rd round: Top 2 hitters advance

Batters are scored by the number of homers they swat. In the event of a tie, the longest total distance



of all contestant's homers in a round will determine who advances.

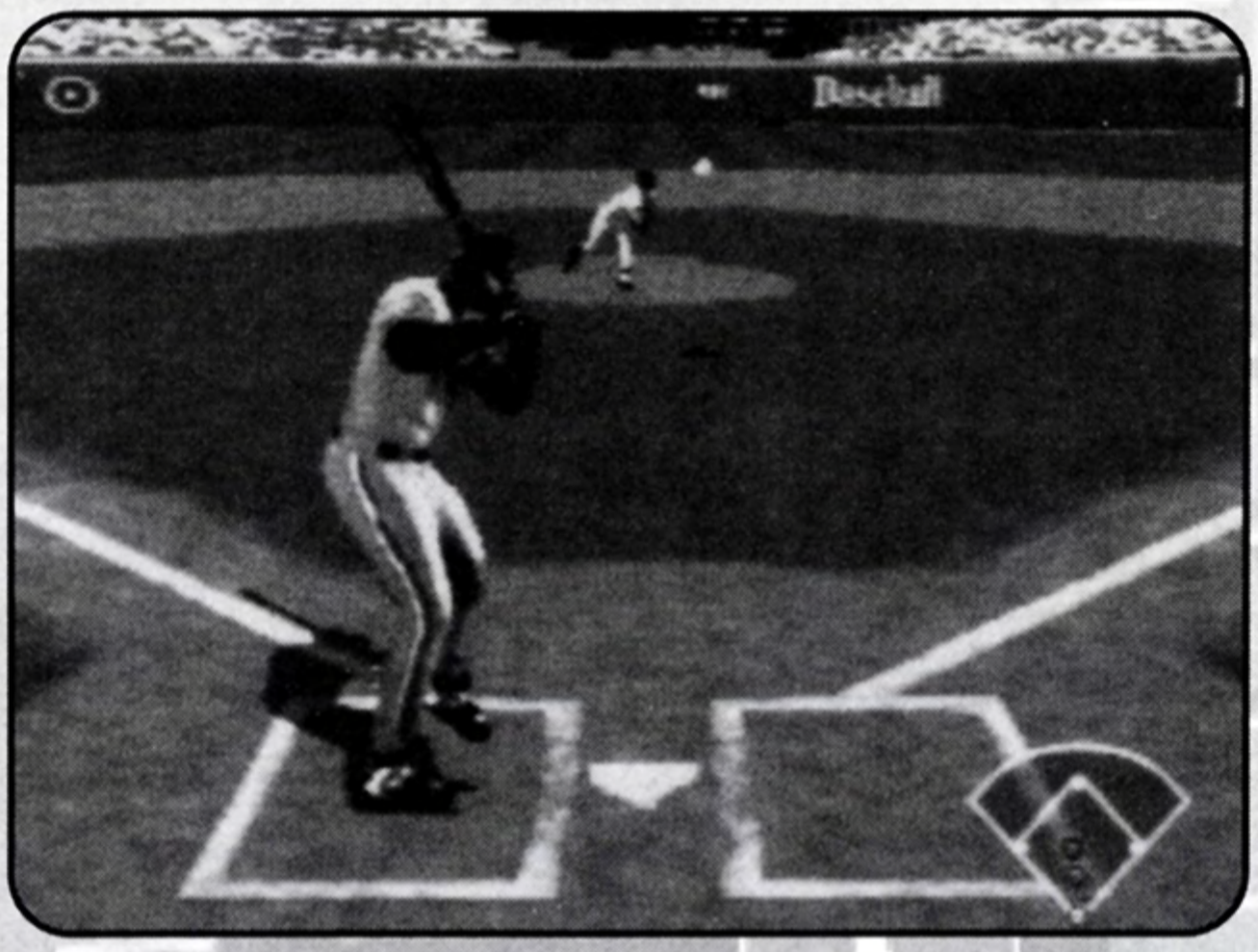
CHANGING THE DERBY CONTESTANT ROSTER

To change the Derby roster and default player control, highlight a particular contestant, then press LEFT or RIGHT on the DIRECTIONAL PAD to toggle between 1P (player 1), 2P (player 2), CPU and Empty. Highlighting Empty will remove the player in that slot from the contestant roster.

To substitute a different player for any Derby contestant, highlight the player you'd like to swap out and press the X BUTTON. Select a player by choosing the league and team he's on, then scrolling to him and pressing the X BUTTON. The new player will appear in the chosen slot on the Contestant Roster. Once your roster is set, highlight "Finished" and press the X BUTTON.

BP (BATTING PRACTICE)

BP, or Batting Practice, allows you to warm up and perfect your hitting skills before you face the fearsome major league pitching featured in Frank "Big Hurt" Thomas Baseball™. You can choose whether you wish to select the batter (Team/ Batter Select), or let the computer decide (Random Batter).



- To choose your own batter, highlight Team/Batter Select, scroll the Select Box to the appropriate League and team and press the X BUTTON. Next, scroll to the desired player and press the X BUTTON to select him. This player will then be the batter you control in practice.

- To have the computer select a batter at random, highlight Random Select and press the X BUTTON.

After selecting your stadium, you will go directly into the Pitch Select screen. Note that in Batting Practice, the computer always controls the pitcher.

- To select the type of pitches you wish to practice hitting against, highlight the Pitch Type box. Press UP or DOWN on the DIRECTIONAL PAD to select a particular pitch type (press LEFT or RIGHT to switch a pitch ON or OFF). Go to Play Ball and press the X BUTTON to begin practice.

Note: You can also change your pitches at any time by pausing the game to bring up the Pitch Selection Screen.

- Selecting Random will cause the computer to throw a variety of pitches.



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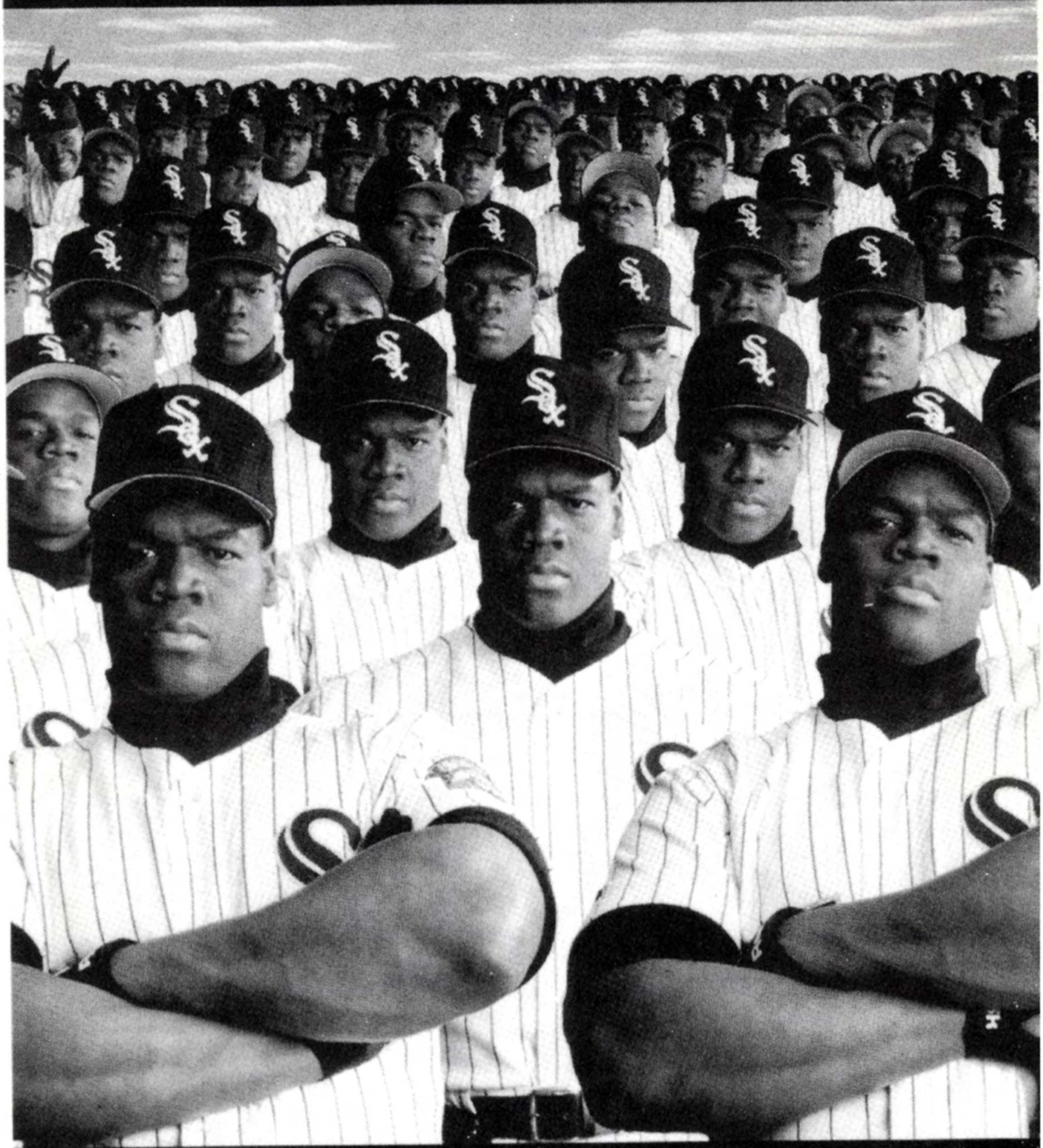
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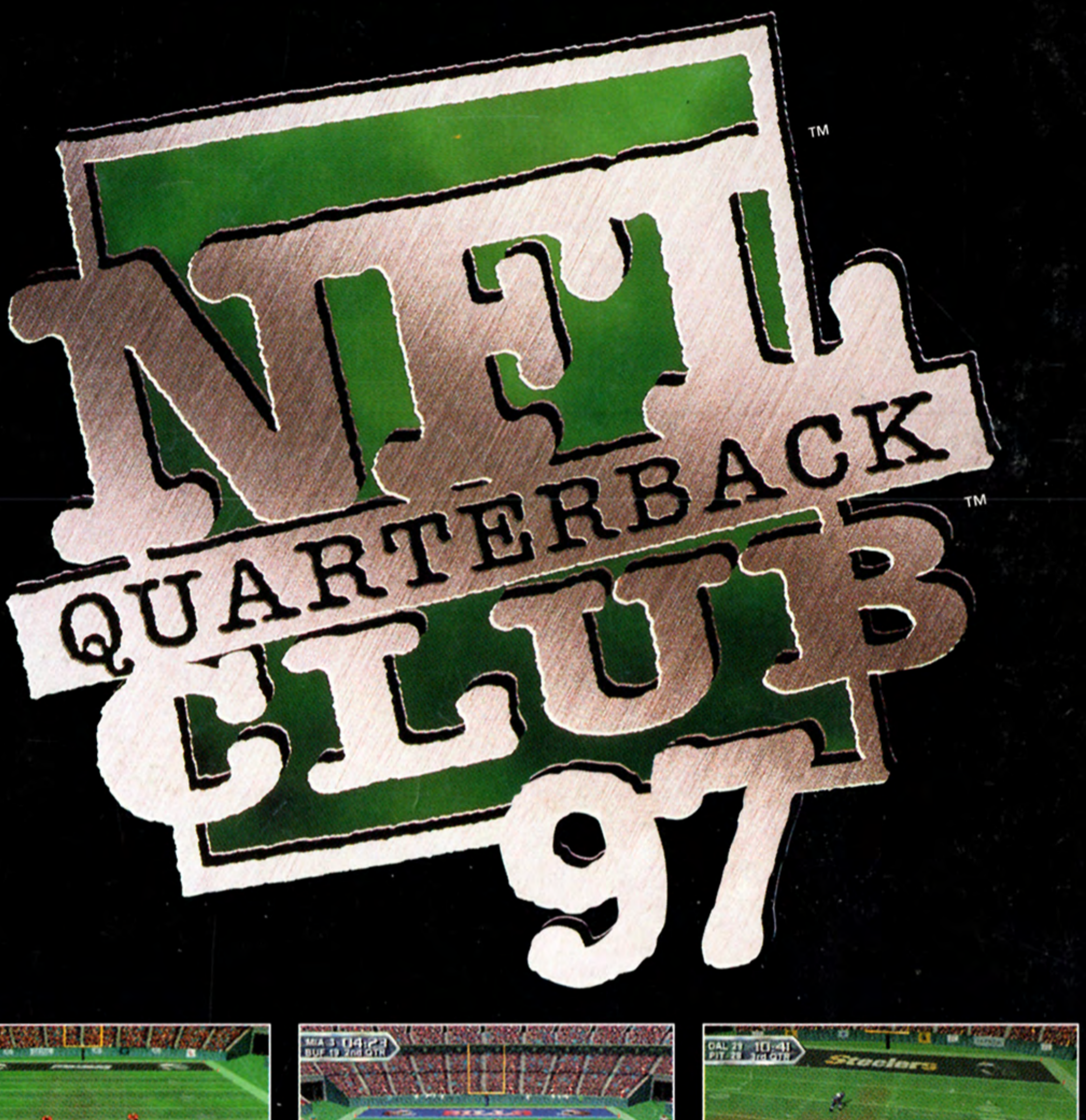
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