



NTSC U/C

PlayStation



SCUS-94689
94689



SONY



COMPUTER
ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION® 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 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 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 FORMAT DISC:

This disc is intended for use only with PlayStation 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.

MLB™ 2004 Tips & Hints

■ PlayStation Hint Line

Hints for all games produced by SCEA are available:

- Within the US 1-900-933-SONY (1-900-933-7669)
\$0.95/min. auto hints, \$1.40/min. live (All prices subject to change.)

- Within Canada: 1-900-451-5757
All Prices in \$U.S. \$1.50/min. auto hints (All prices subject to change.)

The automated support hint line is available 24 hours a day, 7 days a week. Live support is not available at this time. This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

■ Consumer Service/Technical Support

1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 7AM-6PM PST.

■ www.us.playstation.com – The official source for all things PlayStation

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation computer entertainment system.

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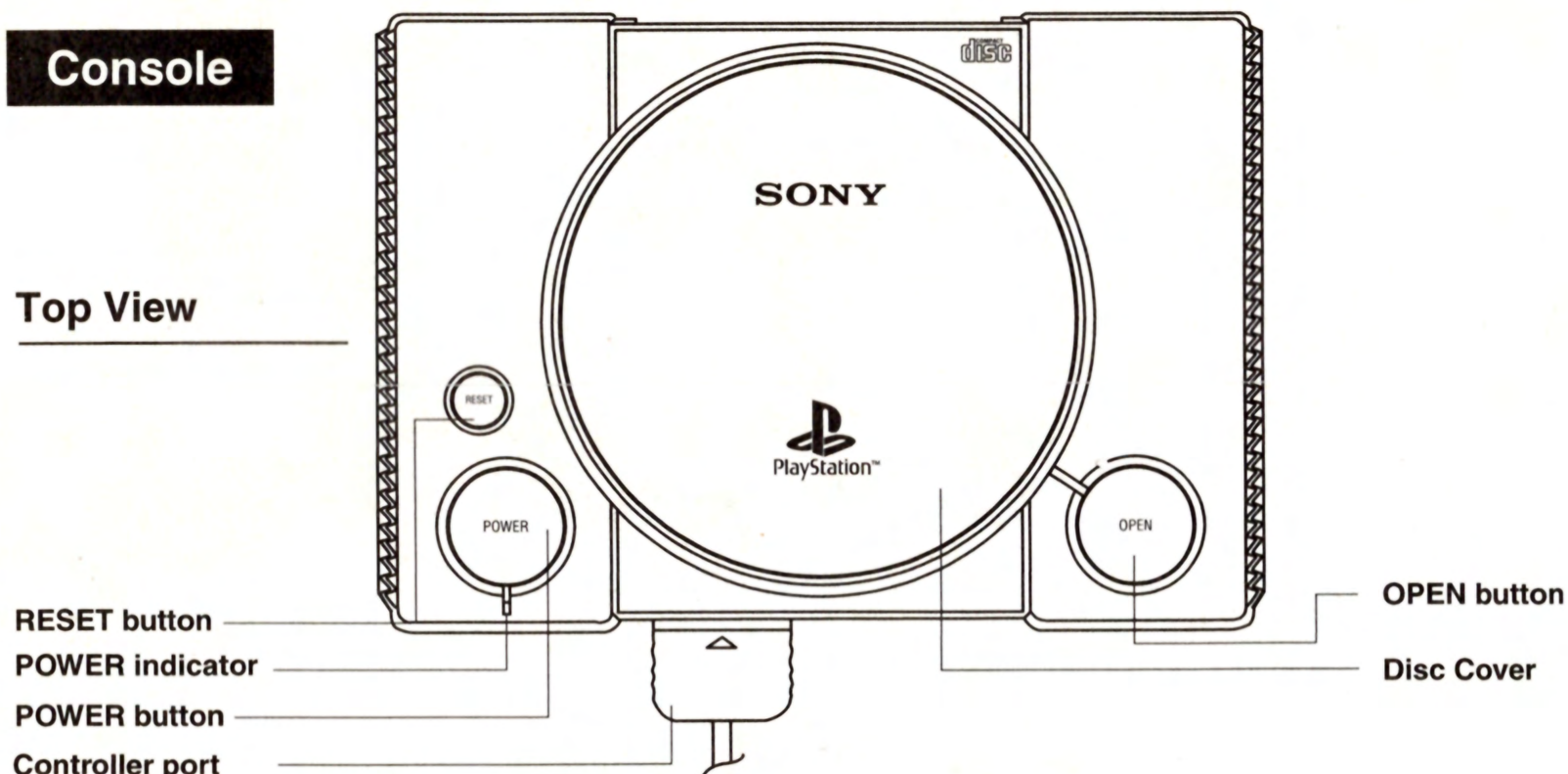
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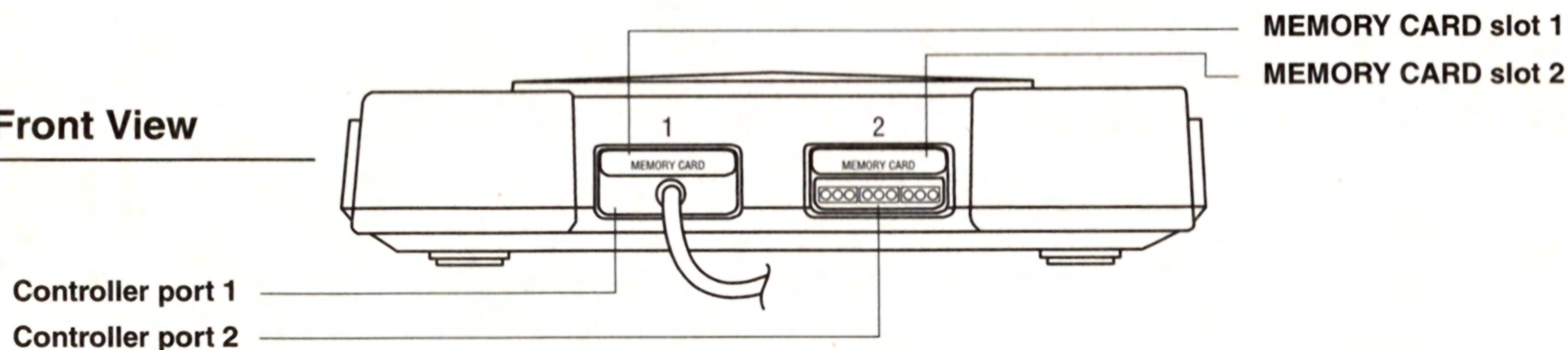
PLAYSTATION® SETUP

Console

Top View



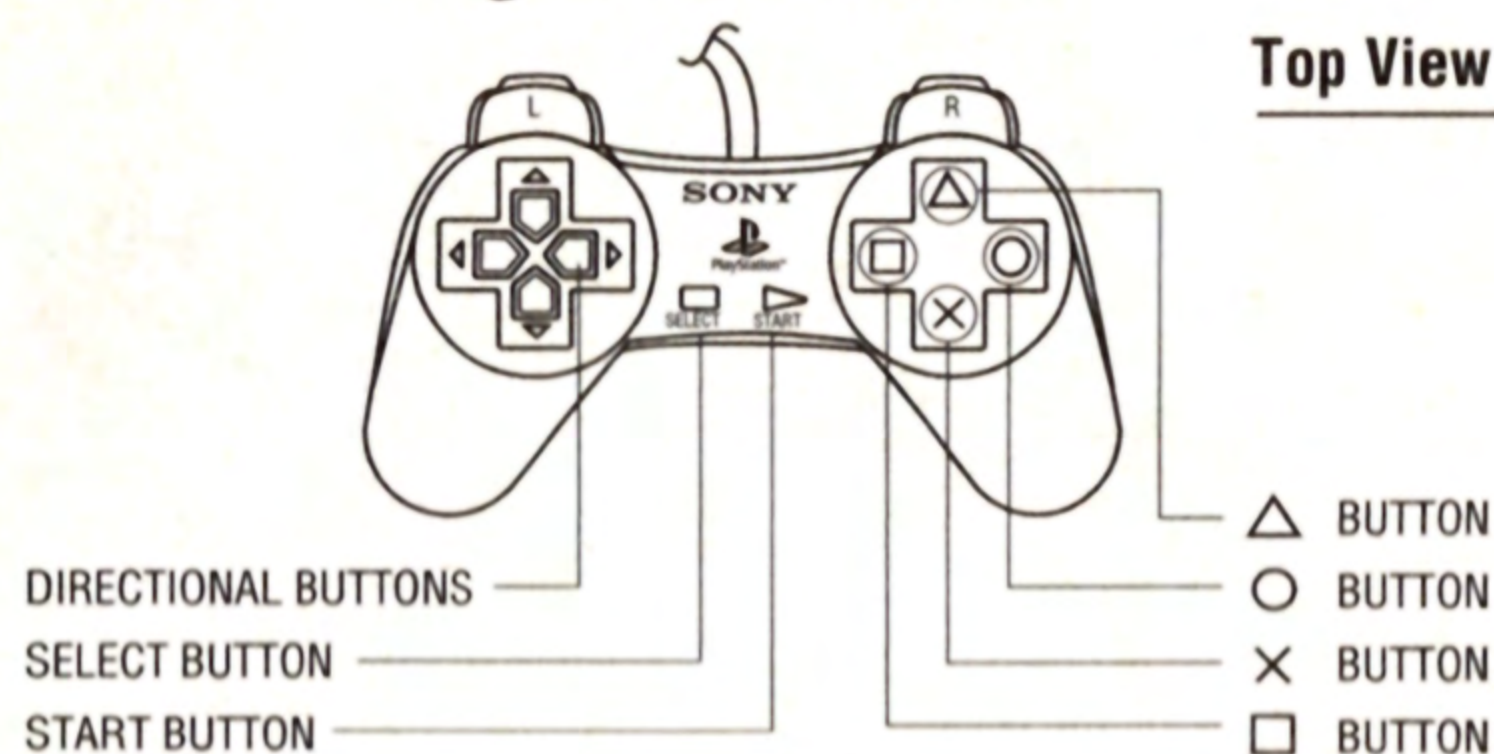
Front View



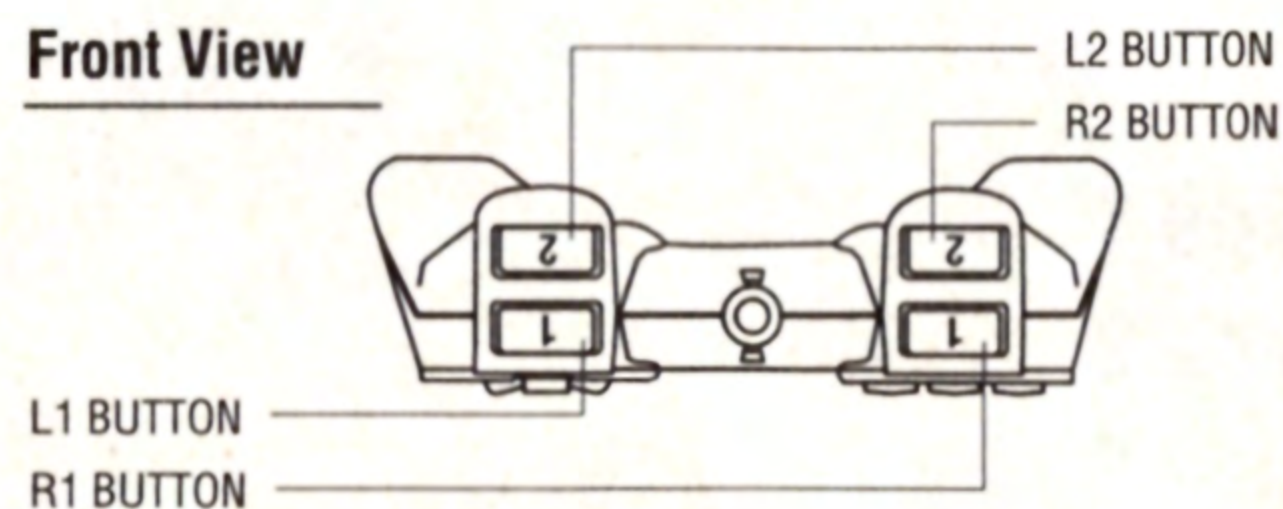
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the MLB 2004 disc and close the Disc Cover. Insert game controllers and turn ON the PlayStation game console. Follow on-screen instructions to start a game.

CONTROLLER DIAGRAMS

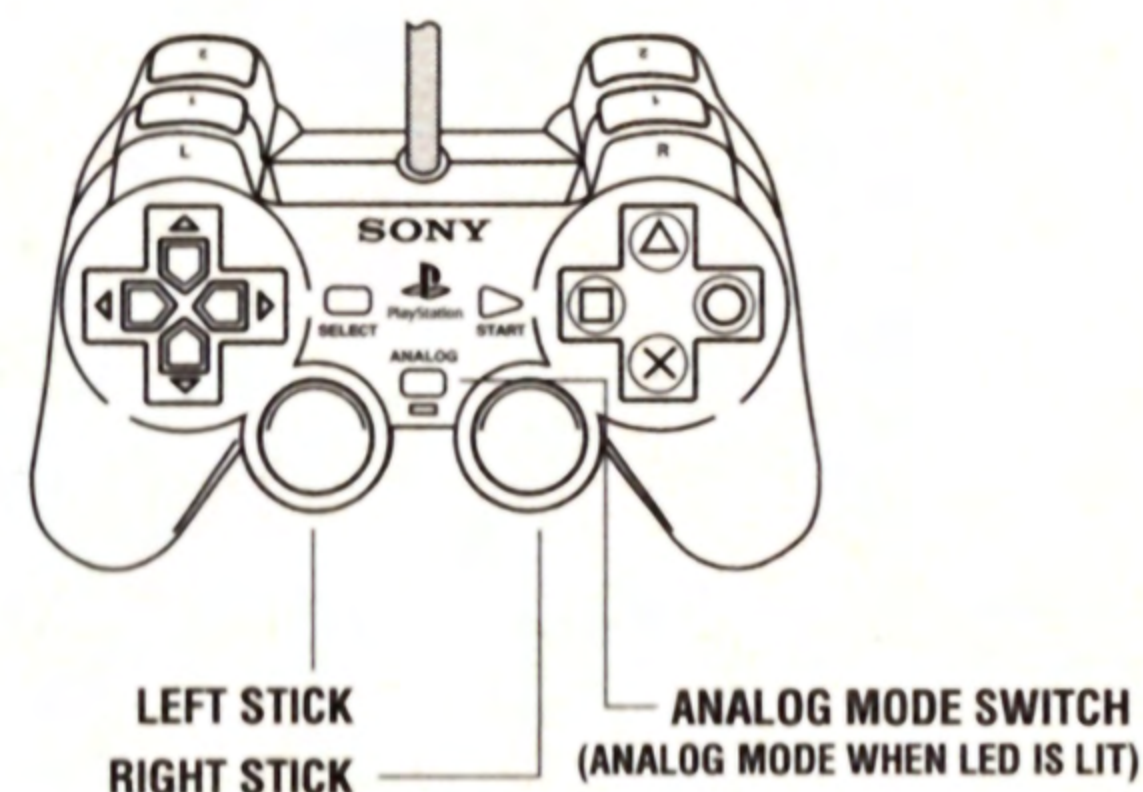
Digital Controller



Front View



DUALSHOCK® analog controller



NOTE: COMPATIBLE ONLY IN ANALOG MODE

MULTITAP

When using the Multitap, at least one controller must be connected to Controller Port 1-A or 2-A.

SAVING DATA

You must insert your MEMORY CARD before you can save or load a Season, Playoff, or file. **MLB 2004** saves user-defined options and all data for a Season, Playoff, Roster Change, or Created Player. Six blocks of memory must be available on your MEMORY CARD in order to save all **MLB 2004** game data. One block of memory is required to save user records. If you don't have a MEMORY CARD, all **MLB 2004** data will be lost after turning off your PlayStation game console.

GAME CONTROLS

From the batter's box

← / → / ↑ / ↓		Move bat cursor / Hit direction
R2 + ← / → / ↑ / ↓		Move batter in box
R2 + L1 or L2		Open stance / Close stance
SELECT		Center bat cursor
×		Swing bat
○		Bunt
□		Average or power hitting
L2		Pitch history
L2 + △		Guess pitch type 1
L2 + ×		Guess pitch type 2
L2 + ○		Guess pitch type 3
L2 + □		Guess pitch type 4
L2 + ← / → / ↑ / ↓		Guess pitch location
START		Pause Game

Left Analog Stick

You can use the left analog stick to control any aspect of the game where you use ←, →, ↑, or ↓.

Running the bases

△		Hit and run / Steal with lead runner
△ + ← / → / ↑ / ↓		Steal with any runner
L1		Runner lead off (+ ← / → / ↑ / ↓ for each runner)
R1		Runner lead back (+ ← / → / ↑ / ↓ for each runner)
○		Return all runners
× + ← / → / ↑ / ↓		Return specific runner
□		Advance all runners

R 2		.Stop all runners
R 1		.Sprint
L 1		.Head-first manual slide
L 2		.Feet-first manual slide

In the field

← / → / ↑ / ↓		.Move your fielder
○		.Sprint
△		.Jump to catch the ball
×		.Dive to catch the ball
○ / △ / □ / ×		.Throw to a base from knees after a dive catch
□		.Switch fielder
○		.Throw to 1st base
△		.Throw to 2nd base
□		.Throw to 3rd base
×		.Throw to home
R 1		.Throw to relay man
L 2		.Total Control Fielding

From the mound - before the set

SELECT		.Adjust field view
△		.Select pitch type 1
×		.Select pitch type 2
□		.Select pitch type 3
○		.Select pitch type 4
R 1 (toggle)		.Outfield positioning menu
R 2 (toggle)		.Infield positioning menu

From the mound - after the set

⊙	Pickoff throw to 1st base
△	Pickoff throw to 2nd base
□	Pickoff throw to 3rd base
×	Pitch ball (Hold to increase velocity)
← / → / ↑ / ↓	Choose pitch location after releasing pitch
R1 (toggle)	Outfield positioning menu
R2 (toggle)	Infield positioning menu

PLAYING THE GAME

Swing Control

Control your swing to hit the ball in any direction. This will come in handy when moving runners around the bases or when you want to use a hit-and-run. With the batting cursor turned ON, use ← / → / ↑ / ↓ to move the bat cursor over the pitch location, making sure your swing moves through the hitting zone. You can also choose to swing the bat for power or contact hitting using .

With the batting cursor turned OFF, once the pitch is thrown, use ← / → / ↑ / ↓ to aim the direction of your hit. Pressing ← / → while timing your swing correctly will enable you to hit the ball to the left or right side of the field. Pressing ↑ / ↓ will aid you in hitting fly balls and ground balls. For example, use fly balls to score a runner from third base on a sacrifice fly and ground balls to help move runners up a base.

Total Control Batting

Total Control Batting enables you to take complete control of your hitting experience. Before each pitch, you have the opportunity to guess the pitch location and type. Guessing correctly increases the size of the batting cursor and results in making perfect contact with the ball. When you press and hold **L2**, the action freezes and a pitch location box will appear on the screen. Use this screen and ← / → / ↑ / ↓ to guess the location of the upcoming pitch.

Once you guess the location of the pitch, you can guess the pitch type. Each pitch type is represented by the , , , and  buttons. Choose one of them and then release **L2** to receive the pitch. When facing a pitcher with a player ranking of 95 or higher, the pitch location box will split up into eight areas instead of just four.

Guessing Pitches Correctly

By using the pitch history box to analyze the pitcher's most recent pitches, you can make a more educated guess at his next pitch. The pitch location box displays the pitch locations and the number of pitches already thrown during your current at bat. Until the first pitch is thrown in a new at bat, the pitch history will display the pitches thrown during the last at bat.

As you make your pitch guesses, a correct guess for a pitch type or pitch location will increase the batting cursor's size. Guessing the pitch type and location activates a "Double lock-on" cursor. This advanced cursor will provide extra power and enable you to control the direction of the ball to any field using  /  /  / . However, if you guess incorrectly on a pitch type or pitch location, the batting cursor will decrease in size. If you guess incorrectly on both the pitch type and location, the batting cursor decreases by two-fold.

Running the Basepaths

Running the bases is a basic skill that can have a huge impact on the outcome of the game. Mastering the controls for baserunning can allow you to stretch a single into a double, steal bases, advance your runners, and score runs. The key to baserunning is making the right move at the right time. For instance, to steal a base, watch the opposing pitcher. Does he have a long, full windup? If he does, get a lead off of your base using **L1** and take off as soon as he makes a move to pitch the ball.

If you can get an opposing pitcher thinking about your stealing ability, he will lose focus on the batter. Once that happens, as the hitter, you can just sit back and wait for the pitcher to make a mistake by grooving a pitch right over the plate.

Fielding the Ball

A fantastic feature of this game is the Fielding Aid. Once the ball is in play, a large shadow of the baseball will appear on the field representing the landing point and location of the ball. As the ball approaches, the Fielding Aid decreases in size. To be sure that you catch or field the ball, position your fielder within the Fielding Aid. If he is in the landing area, he will make the catch.

From the Mound

You must be savvy on the mound to be successful in this game. You will have four different pitches in your arsenal to try and outsmart the hitter. Mix them up and locate your pitches to keep your opponent guessing. A key feature to making effective pitches is the ability to pick your pitch location. Once a pitch is released, you can place the location of the pitch by pressing **←** / **→** / **↑** / **↓**. Place the pitch somewhere in the strike zone or set the batter up by starting a curve ball inside that moves over the plate. With the ability to place and control the speed of the pitch, you put a tremendous burden on the hitter to take a good swing.

By pressing **R1** or **R2**, you can bring up the positioning menus that allow you to shift your infielders and outfielders to new fielding positions. Forcing opposing hitters to alter their swing or try to hit away from the defense is a good strategy to use during the game.

NOTE: The velocity of the pitch is determined by how long you hold **X** as you pitch the ball. Throwing heat on every pitch can eventually wear down your pitcher.

MEMORY CARD

The MEMORY CARD is used to load, save, and delete files. Before starting an MLB 2004 game, you have the option to load a saved file from your MEMORY CARD. At this time, you can load Seasons, User Records, or Rosters.

Loading a File

- Press **←** / **→** to select LOAD, and then press **X**.
- Press **↑** / **↓** to select a file to load, and then press **X**.
- Press **X** to confirm the load or press **△** to cancel.

Saving a File

- Press **←** / **→** to select SAVE, and then press **X**.
- From the on-screen naming system, press **←** / **→** / **↑** / **↓** to spell out a name, and press **△** when finished.
- Press **X** to save the file name or **△** to cancel.

Deleting a File

- Press **←** / **→** to select DELETE, and then press **X**.
- Press **↑** / **↓** to select a file to delete, and then press **X**.
- Press **X** to confirm the delete action or press **△** to cancel.

USER RECORDS

User Records allow you to keep track of your stats for each game that is played. You can create up to eight user names that you can assign at the Team Select screen. When you have accumulated some stat information, view the user stats associated with each player at the completion of 1-player and 2-player games. In a 2-player game, tag both players with a different user name and compare User vs. User game statistics.

Create User

- Press **←** / **→** / **↑** / **↓** to select a user number.
- Press **×** to select a name.
- Press **←** / **→** to highlight a letter, and then press **↑** / **↓** to choose a new letter.
- Press **△** when finished editing a name.
- Continue this process to create up to eight user names. You can delete a created name by selecting a user name and pressing **□**. Press **×** to confirm your deletion and continue.
- Press **△** when you are finished.

CHOOSING A GAME MODE

MLB 2004 has all the bases covered when it comes to game modes. Whether its playing in the All-Star game, developing a player in Spring Training, playing a Season, or competing in the Playoffs, choose from multiple game formats to satisfy your competitive itch.

Exhibition Games

Exhibition games give you a chance to play ball with any team in the majors. You can also choose your opponent, so it is a good way to see what you might be facing during a regular Season or Playoff matchup. Exhibition games are only a one game competition.

Using the Stadium Select option, you can change the location of your game and choose any park in the majors to play your Exhibition game. You can shoot for the short porch in right at Yankee Stadium or play a day game in historic Wrigley Field. After selecting this option, press **←** / **→** to select a division, and then press **↑** / **↓** to choose a team name. Press **×** to select the ballpark and you will begin your game in a new city.

All-Star Game

The All-Star game is a time where you can feel the energy and excitement of the great game of baseball. Both the American League and National League play for bragging rights and a chance to face off against the best players in the game today. As a fan, you voted them in, now you get to take the swings and make the plays for the players. The All-Star Game is played in an Exhibition game format...one game, one winner.

Another feature of the All-Star game format is the Create Team option. Create Team enables you to change the makeup of the American and National league rosters by assigning other players from around the league to replace the current All-Stars. Now you can create an All-Star team of your favorite players from your favorite teams.

Create an All-Star Team

- Press  /  to choose a team.
- Press  /  to highlight a player on the current roster, and then press  to mark him.
- Press  /  to select a player not already on the All-Star team, and then press  to assign him to the roster.

Season Formats

Multiple Season modes will bring America's favorite pastime to life. Each of the Season modes offer a different challenge giving you a real sense of what it's like to play Major League Baseball. Some gamers like the challenge of being a manager and others enjoy building a team from scratch. You'll be able to find the thrill of the game you've been wanting from the Season Menu.

Farm System

During a Season, you can bring players up from the minors using the Farm System option from the General Manager Menu. Prospects can be called up to the majors at any time during the Season or Playoffs. The Farm System is made up of prospects and players who have been demoted to the minors. Keep your eyes peeled for potential stars as they become available during your Season. There's a good chance you may find a superstar prospect that could become your future franchise player.

League rosters can only consist of 25 players, so you may have to demote a player from the roster before being able to promote a prospect. Players demoted to the Farm System can be called back up to the majors.

Simulating Games

By simulating games, you are allowing the CPU to determine the outcome. You are able to simulate a game, all games for the league up to a particular date, or all games for the entire Season. To simulate, press **←** / **→** to select a game on the schedule and press **⊙** to bring up the simulation options. Press **↑** / **↓** to choose an option, and then press **⊗** to simulate.

1 and 2 Player Seasons

1 and 2-Player Seasons are normal Season setups. You control the play on the field by making the plays and swinging the bat. The length of your Season is determined by the number of games you choose. From the team selection screen, you will be able to set the length of your Season to 14, 29, or 162 games.

Season play gives you the experience of an entire Season, and at its end, you could wind up with your team in the Playoffs. To get into the Playoffs, you must win your division or finish as the wild-card team. The wild-card team will have the best record of the remaining teams in the league behind the conference champions. Once you enter the postseason, play hard and you may find yourself playing in the World Series.

When you enter a Season from the Pregame Menu, you will be brought to the Schedule screen showing the 2003 team schedule. To play a game on the schedule, press **↑** / **↓** to highlight a game and press **⊗**. To play a game further down in the schedule, you can do so without having to simulate all of the games prior to it. You can always go back and play any unplayed games.

Franchise Mode

Franchise Mode operates like a Fantasy League. Your goal is to take a team of low-end players, earn enough points with your play, and then acquire new talent to help build your team into the World Series champions. Points can be earned by winning single games, running off win streaks, and accomplishing offensive tasks such as home runs, triples, doubles, and stolen bases. Losing, however, results in a reduction of points that can keep you from signing the players you need.

When you have accumulated enough points to begin adding franchise players, you will find them in the Player Pool. You may have to release players to sign others, so remember that you only get half the value in points of each player you release. This makes it much more difficult to start adding players. Another obstacle to overcome is that you cannot trade players in Franchise Mode. You must complete player transactions through the releasing and signing of players only.

From the Franchise Team Select screen, each team has a point total associated with it. These point totals increase and decrease as you play games and make player transactions. The higher the total, the more opportunity you have to acquire new talent.

Franchise Manager

As the Franchise Manager, checking in on the Franchise Info and Disability List will give you a good feel for the current state of the league's players and teams. This information is vital in attempting to better your ballclub through free agent pickups.

Player Pool

The Player Pool is used to sell and buy players. All players sold are added to the Free Agent Pool and you must then buy a player that plays the same position of the player sold. A purchase will be denied if your team has an insufficient amount of points.

- Press  /  to highlight a player on the roster, and then press .
- Press  to confirm the sale.
- Press  /  to choose a player from the list in the Player Pool, and then press .
- Press  to confirm the sale.

To buy a player from the Free Agent Pool without first selling a player:

- Press  to enter the Free Agent Pool.
- Press  /  to choose a player position.
- Press  /  to select a player from the pool, and then press .
- Press  to confirm the purchase.

Manager Mode

Here's the chance you've been waiting for - acting as a big league manager. Now you get to see what it's like to be the skipper and make all of the decisions on the field. Making starting lineups, giving pitchers the hook from the mound, calling a hit and run from the dugout steps...it's all up to you. Because you are the manager, the CPU plays the game as you make all the vital moves to give your team the best shot at victory. Manager Mode is a career format that can be up to 10 Seasons. Note that in Manager Mode, you can also take control of the General Manager duties.

Playoffs

The postseason has always been a time of great excitement. In baseball, only eight teams can make the Playoffs. If you make it in, it's all worth it - the long regular season, the time away from your family, the daily grind of the workouts. If you don't make it, all is lost and the rebuilding begins.

The grueling regular Season takes its toll on everyone and there is no guarantee of a postseason birth. With the Playoffs mode, don't sweat it anymore. You get right in!

1 and 2 Player Playoffs

You can use the 1 and 2 Player Playoff modes to jump right into the Playoff picture. Just choose a team and start your Playoff run. Your choices for Playoff length include 1-1-1, a single elimination format, or 5-7-7, representing a more complete "best of" format. The "best of" format is set up so that the team winning the most games in that particular series moves on to the next set of games.

Playoff Brackets

From the Playoff bracket screen, choose the bracket from which your team starts its journey. Your team will be placed in a bracket that may include other divisional teams, but you have the option to move your team to any of the four Playoff brackets in your league. Press **↑** / **↓** to choose a bracket, and then press **⊗** to lock your team into that bracket. Press **↑** / **↓** to all other brackets and press **←** / **→** to select the other teams for your Playoff race. Although you have the power to alter the layout of your Playoff picture, you can only play in the game that your team is scheduled to play.

World Series

The World Series mode allows you to bypass not only the Season, but the Playoffs as well. Go straight to the final series by choosing a team and picking a Series game length of one or seven games.

Spring Training

Spring Training is a new opportunity for all players and each team. Everything that happened the previous year is gone and a renewal begins. The anticipation brings thoughts of making the team and winning the World Series. For you, Spring Training mode is as real as it gets. You get the chance to create a top prospect, earn points with your play on the field, and fulfill your dream of playing on a major league team.

New Spring

A New Spring is set up so that once you create your prospect and enter Spring Training, you'll compete in six spring training games. As games unfold and play is complete, you can check the status of your player by using the Status menu item to view his results. You need 50 status points to make the jump to the majors. Once you reach a major league level, you automatically begin play in the league. Your stay in the majors will not last, however, unless you maintain your solid play. If you do get demoted to the minors, don't give up hope. You can earn your way back with better play in extended Spring Training games. If you gain 100 MLB Status points before the July 9th deadline, your prospect will play in the All-Star Game!

To create your prospect, see *Create a Player* on page 19. You'll need to place your player onto a team once your player is created. Choose the major league team that you'd like to play for by trading your prospect onto the roster.

Home Run Derby

The Home Run Derby is one of the most anticipated events of All-Star weekend. Now you get to slug it out with the best power hitters in the majors. When the Home Run Derby starts, each player gets one trip to the plate to hit as many home runs as he can. Don't worry about having to swing at bad pitches. Each hitter gets an unlimited number of pitches to hit, so relax and wait for your pitch.

When setting up your derby, you will have the opportunity to choose the number of outs each player gets during his at bat. An out is any hit ball not resulting in a home run or any swing and miss of a pitch. You will also be able to select any ten players from the major league rosters. Keep an eye out for some of the rookies you have created. It could be fun to get some of them involved in the Home Run Derby.

Set up the Derby

- Press  /  to cycle through and choose teams from which to select players for the contest.

A Prospect's Status

Once you've played a game, you can check the status of your prospect using the Status menu item. View your prospect's climb to the top from the MLB Status Meter (shown on the bottom of the screen). As your prospect's status climbs, the meter moves toward the Major League and All-Star labels.

From this screen, you can also alter your prospect's ability levels. Press  to make sure you're in the Abilities window. Press  /  to highlight an attribute, and then press  /  to increase or decrease the slider bars. Use the available points shown in the ability window to alter your prospect's abilities.

- Press **↑** / **↓** to highlight players from team rosters, and then press **■** to add them to the lineup.
- Continue this process until you have chosen ten players. If you wish to delete any of your initial contestants, press **○** to begin deleting players from the bottom of the lineup toward the top.
- When your lineup is complete, press **✕** to continue to the Controller Select screen.
- Press **↑** / **↓** to highlight a player, and then press **←** / **→** to assign him to a controller.
- Press **✕** to continue.
- Press **←** / **→** to choose the number of outs allowed per batter, and then press **✕** to enter the Pregame Menu.

QUICK START

Quick Start Games are used to start an Exhibition game quickly with minimal setup of your game. From the Quick Start screen:

- Press **←** / **→** to choose a Home or Away team or press **○** to randomly select teams.
- Press **↑** / **↓** to the Skill Level option, and then press **←** / **→** to make a selection from Rookie, Veteran, and All-Star. The player level will determine each player's ability (i.e., pitching, batting, base running and fielding). The All-Star level is the highest skill level.
- Press **↑** / **↓** to the Batting Cursor option, and then press **←** / **→** to select ON or OFF. The Batting Cursor allows the user to guess the pitch type and/or location. Guessing correctly enables the user to make better contact with the ball. See *Guessing Pitches Correctly* on page 7 for more information.
- Press **↑** / **↓** to the Assign User option. If you have created user names, press **←** / **→** to choose a user login name. See *User Records* on page 9 for more information.
- Press **✕** to play the game.

PREGAME MENU ITEMS

The following are common pregame menu items when you are playing Season mode games:

Lineup

Filling out the lineup card can be one of the toughest managerial duties. It may be hard to find playing time for all of your players if you have a star-studded roster. There are also times when you just might need to add some extra power to the lineup, in which case you may sit a good defensive player to play a good offensive player.

Whatever the reason, the Lineup option is where you get it done. You have the ability to not only change the batting order of your lineups, but to make player substitutions, change the field position of your defensive players, or alter your pitching rotation.

Changing the Batting Order

- Press  to select a team (If playing a 2 player game).
- Press  /  to select a Lineup (DH or No DH).
- Press  /  to highlight a player, and then press  to tag him.
- Press  /  to highlight a player at a different position in the lineup, and then press  to swap the players' hitting positions.
- Press  when finished.

Making a Player Substitution

- Press  /  to highlight a player, and then press  to tag him. This will move the selection cursor to the list of bench players.
- Press  /  to highlight a player, and then press  to make the substitution.
- Press  when finished.

Positioning

- Press  to select a team (If playing a 2 player game).
- Press  /  to select Positioning.
- Press  /  to highlight a player jersey at his position, and then press  to tag him. When a player is tagged his jersey will appear in dark red on the positioning diagram shown on the screen. A highlighted player will be shown in red. This will give you a visual of the player's position.
- Press  /  to highlight a player at a different position, and then press  to move the two players to their new positions.
- Press  when finished.

Pitching Rotation

- Press  to select a team (If playing a 2 player game).
- Press  /  to select Pitching Rotation.
- Press  /  to highlight a player in slots 1-5 of the rotation, and then press  to tag him.

- Press  /  to highlight a different pitcher in the rotation, and then press  to change their place in the order.
- Press  when finished.

Realignment

Realignment is a term used when altering the team structure of each division. There are three divisions in each of the American and National Leagues and each division is made up of four to six teams. By realigning the teams, you choose the team layout of each division. For example, traditional American League teams can be moved to the National League or you can move a team back to a league where it once played - like the Brewers in the American League.

Once you begin the realignment process by pressing , you will move systematically through each division, placing teams where you like. From the available list of teams, press  /  to highlight a team. Press  /  to select a division for the team, and then press  to place the team. Once a division is full, press  /  to rotate through the remaining divisions to complete the realignment.

Other Options

The Options Menu brings you deeper into the competition by allowing you to alter detailed aspects of the game. Change the uniforms of your players, allow the CPU to complete trades during the Season, add a DH to your lineup, turn on the automatic play options, show the radar reading of each pitch on the game screen, and much more.

Player 1 and 2 Levels

Player Levels will determine the player's abilities in terms of fatigue, batting and pitching difficulty, and fielding ability. The All-Star level is the highest level and provides the most difficult challenge.

Player 1 and 2 Bat Cursor

Use the Bat Cursor (shown as a white rectangle in the strike zone) to target the location of the pitch. If the pitch falls within the position of the bat cursor, and you time your swing just right, the bat cursor will turn red allowing you to crush the ball. Before the pitcher delivers the ball, the location of the pitch will be shown. Press  /  /  /  to move the bat cursor over the pitch location to have a better chance of making good contact with the ball.

DH

The use of the Designated Hitter is an American League style of play. Placing a DH in the lineup adds an extra hitter, replacing the pitcher's spot in the batting order. Set to ON, you can use a DH in a National League team's lineup. If set to AUTO, the CPU determines when the DH is used.

GENERAL MANAGER

How would you like to control the makeup of every team in the league? Before even playing in a game, you can alter any team's roster with trades, by creating players, holding a draft, and signing free agents. Set the league upside down by making blockbuster deals or creating superstar players. Other general managers around the league will be at your mercy, as you make player transactions for any team you wish.

When looking to trade, sign, or release a player, view his Player Card first for all of his pertinent info. Shown on a Player Card are a player's current year's stats and those from the year 2002. You can also check out a player's batting chart, a diagramed history of his hits.

Making Trades

You can make a trade for any player in the league. Trades can be made as a one-on-one transaction, or by equalling the trade value of the other team's players being offered. Try to add an impact player to take your team to the next level, or add some depth with a utility player or middle reliever. The key to building a team is to have all the pieces of the puzzle. Every position counts and every player needs to contribute.

When making trades, remember that your roster can only include 25 players, so you may need to release a player or two before making your trade. To release players, highlight a player on the roster and press . All players released to the Free Agent Pool can be signed by other clubs. You also must have a minimum number of players at each position. So, before you start moving players, be sure you're adding at least one to fill the void.

Making a Trade

- Press  to select a side for the trade.
- Press  /  to select a team for each side.
- Press  /  to select the player(s) to be traded on both sides, using  to switch sides.
- Press  to tag them. Trade values are shown under the roster window.

- Press **⊙** to make the trade, and then press **⊗** to confirm. If the trade is unbalanced and rejected by the league, try to select different players to complete the transaction.

Create a Player

You can create any type of player for any team. He can be a big hitter for the open DH position or a defensive specialist to fill a need in center field. Whatever the case you can create a player to improve your team. You can even have a little fun by using your own physical abilities and characteristics to create a player. Once your player is created, assign him to a team where he can start his play in the majors. You can create up to 24 players - each player number representing a particular position.

- Press **← / →** to choose a player number (player type).
- Press **↑ / ↓** to highlight the First and Last name options. You must enter a name for your player.
- Press **⊗** to edit the name with the on-screen naming system.
- When finished, press **⊙** to exit the naming system.
- Press **↑ / ↓** to highlight other player attributes, and then press **← / →** to make selections.
- Press **⊞** to continue to the batting attributes of your player.
- You can first modify your player's batting appearance by pressing **↑ / ↓** to highlight the Bat Stance, Bat Style, and Follow Thru. Press **← / →** to make selections.
- Press **↑ / ↓** to enter the batting statistics section where you can alter his overall abilities, and then press **← / →** to raise/lower point totals of the slider bars. There are only 236 additional points to spread around in these categories.
- Press **⊗** to move to the Pitching Attributes (when creating a pitcher).
- Press **↑ / ↓** to highlight the Role and Delivery options, and then press **← / →** to make selections. You can choose to make your pitcher a starter, closer, or reliever and give him a delivery type from some of the best arms in the league.
- Press **↑ / ↓** to highlight the Stamina and ERA options of your pitcher, and then press **← / →** to make selections. Each selection comes at a price, as you only have 300 points to alter your player's skill levels.
- Press **⊞** to enter the pitch type window. Here you can organize the order of your pitches and customize the action on the ball during the pitch.
- Press **↑ / ↓** to choose a pitch number or attribute, and then press **← / →** to make a change.
- Press **⊗** to create your player. You now need to trade your rookie onto a team from the Free Agent Pool. See *Free Agents* on page 20 for more information.

Draft

Holding a draft for your Season will change the entire makeup of the league. Every team starts from scratch and has the same opportunity to build a winner. The draft will go 25 rounds, as players are drafted at 10 pitching positions and 15 fielding positions. Once the draft starts, you can manually draft each position or have the CPU hold an Auto Draft.

When manually drafting, you can choose to have 14,000, 16,000, 18,000 or 20,000 points available for draft choices. Each player has a point total that gets deducted from your team's points when he is selected in the draft. For instance, a star player may have a ranking of 98 and a point total of 930. Drafting him eats up a large chunk of your available points.

When drafting your players, keep track of your points to build a competitive team. Don't get caught short wishing you had held onto a few points.

NOTE: You have 15 seconds to make your pick. If the time elapses, the CPU makes the pick for you.

Starting the Draft

- Press **←** / **→** to choose a player position.
- Press **↑** / **↓** to highlight an available player, and then press **⊗** to select him. As you make your picks, you can press **▣** during the draft to review all team rosters.
- Continue this process until the draft is complete. At any time during the draft, you can press **⦿** to have the CPU hold an Auto Draft.
- When the draft is complete, press **⊗** to accept the rosters or **⬆** to reject them.

Free Agents

Use the Free Agent Pool to sign or release players to team rosters. Each team roster must have 25 players so you may need to release a player to sign another. Player signings work like player trades. You cannot sign a player to a roster without giving up a player to the Free Agent Pool. You must also create a signing in trade value that equals that of the player you want to release in the Free Agent Pool. Uneven trades can be rejected by the league. Releasing players into the pool allows other teams to pick up those players. You can release players from other teams just so your team can pick them up in trades.

Signing a Free Agent

- Press  /  to select a Free Agent(s), and then press  to mark him.
- Press  to switch sides.
- Press  /  to choose a team for the player pickup.
- Press  /  to select a player(s), and then press  to mark him.
- Press  to make the trade, picking up a Free Agent(s) for your team.

Releasing a Player

- Press  /  to choose a team.
- Press  /  to select a player(s) from a team roster.
- Press  to release the player.

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