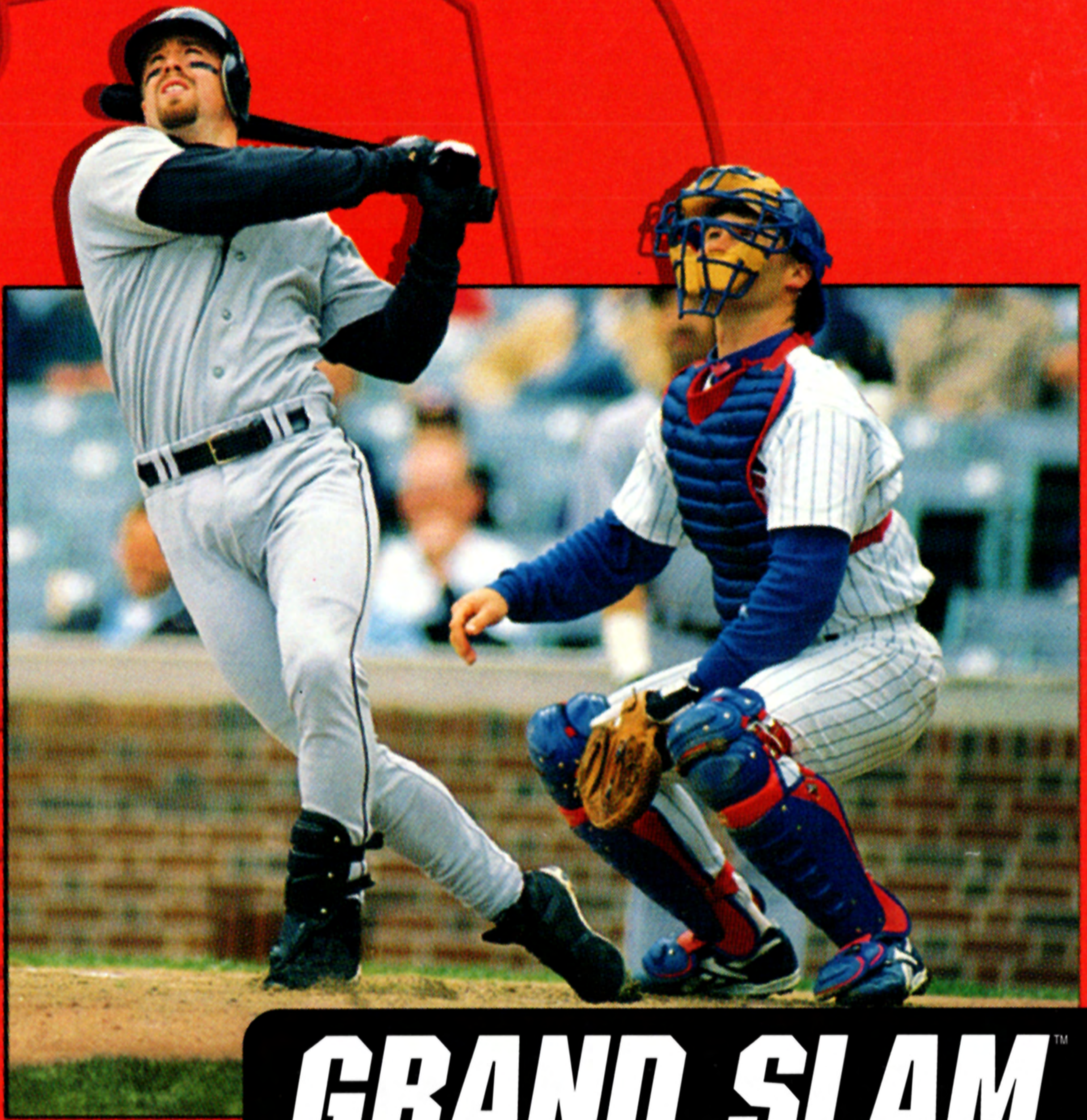




NTSC U/C

PlayStation™



# GRAND SLAM™



SLUS-00127



**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:**

Do not connect your PlayStation game 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.

**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.

# GRAND SLAM™

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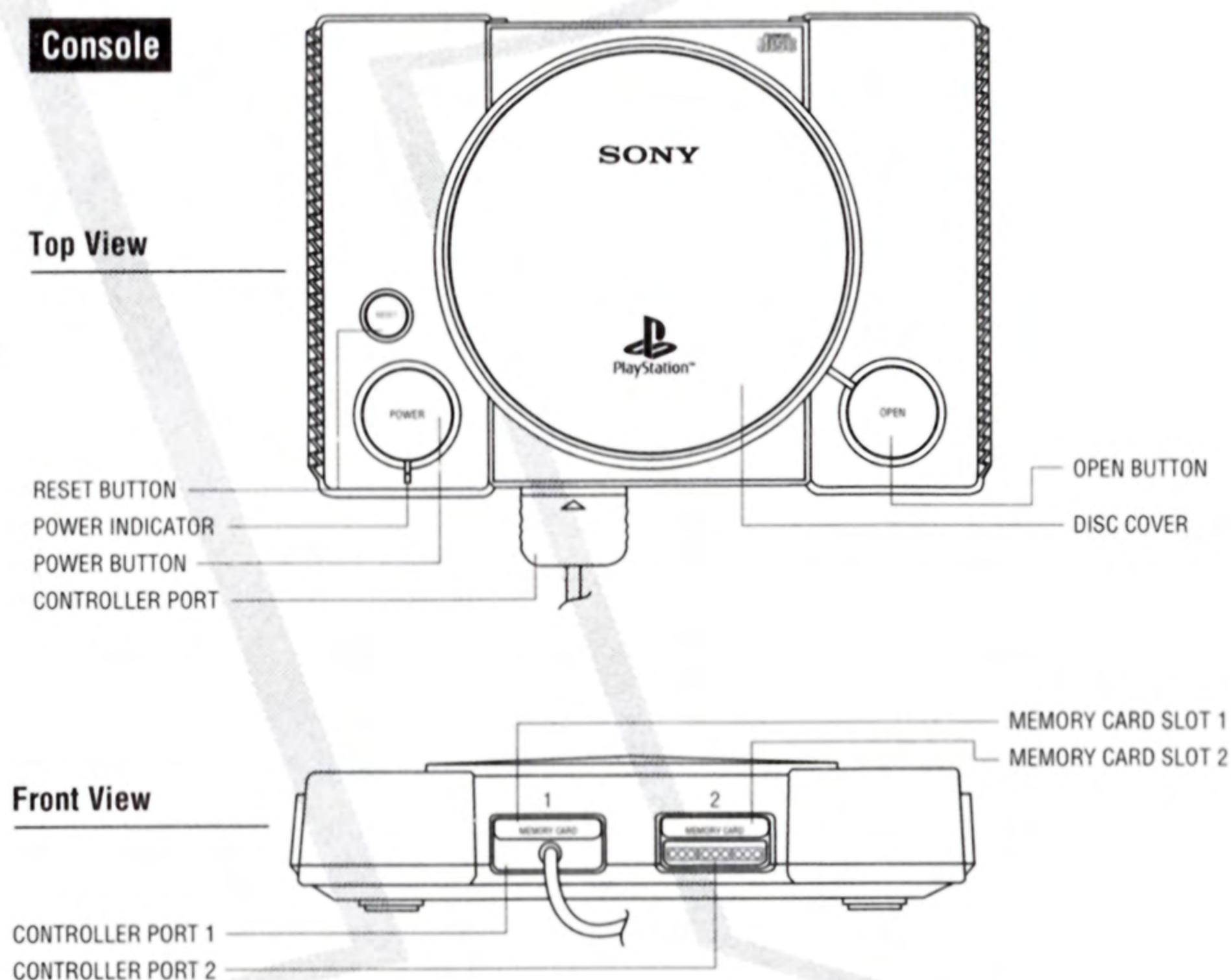
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# INTRODUCTION

## Welcome to **GRAND SLAM!!**

*GRAND SLAM* is like no other baseball game. You've played them all. And yet, you're still searching for "THE" baseball game. Look no further. This game allows you to feel as though you are ON THE FIELD. Pitch, Bat, Run, and Field with more control than you've ever experienced. Paint the black with your best heat, wait for a hanging curve and swing for the fences, stretch a hit into a double, dive for a rope at the track. All this control is at your fingertips.

Guide your team through a season of inter-league play. Promote players from your prospect list. Pick up players from the Free Agent pool. You'll also make trades with other General Managers as shrewd as you!

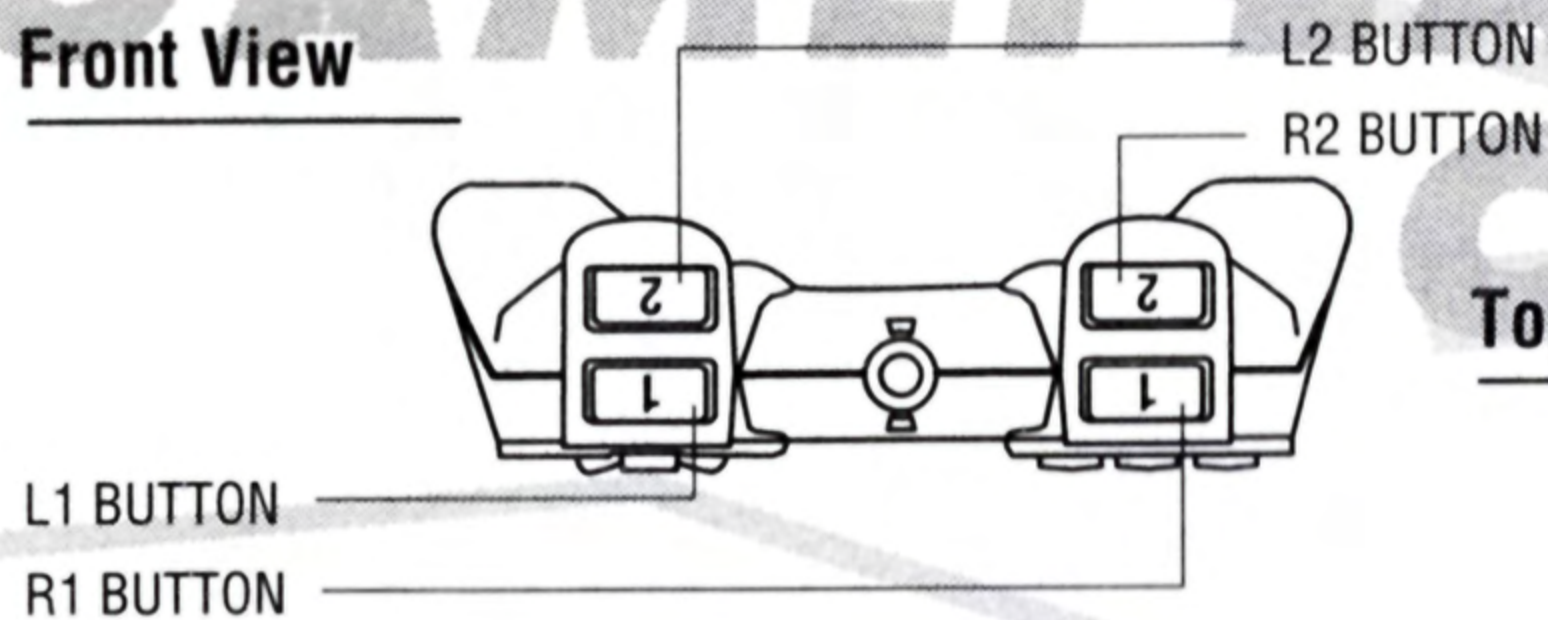


Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *Grand Slam* disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

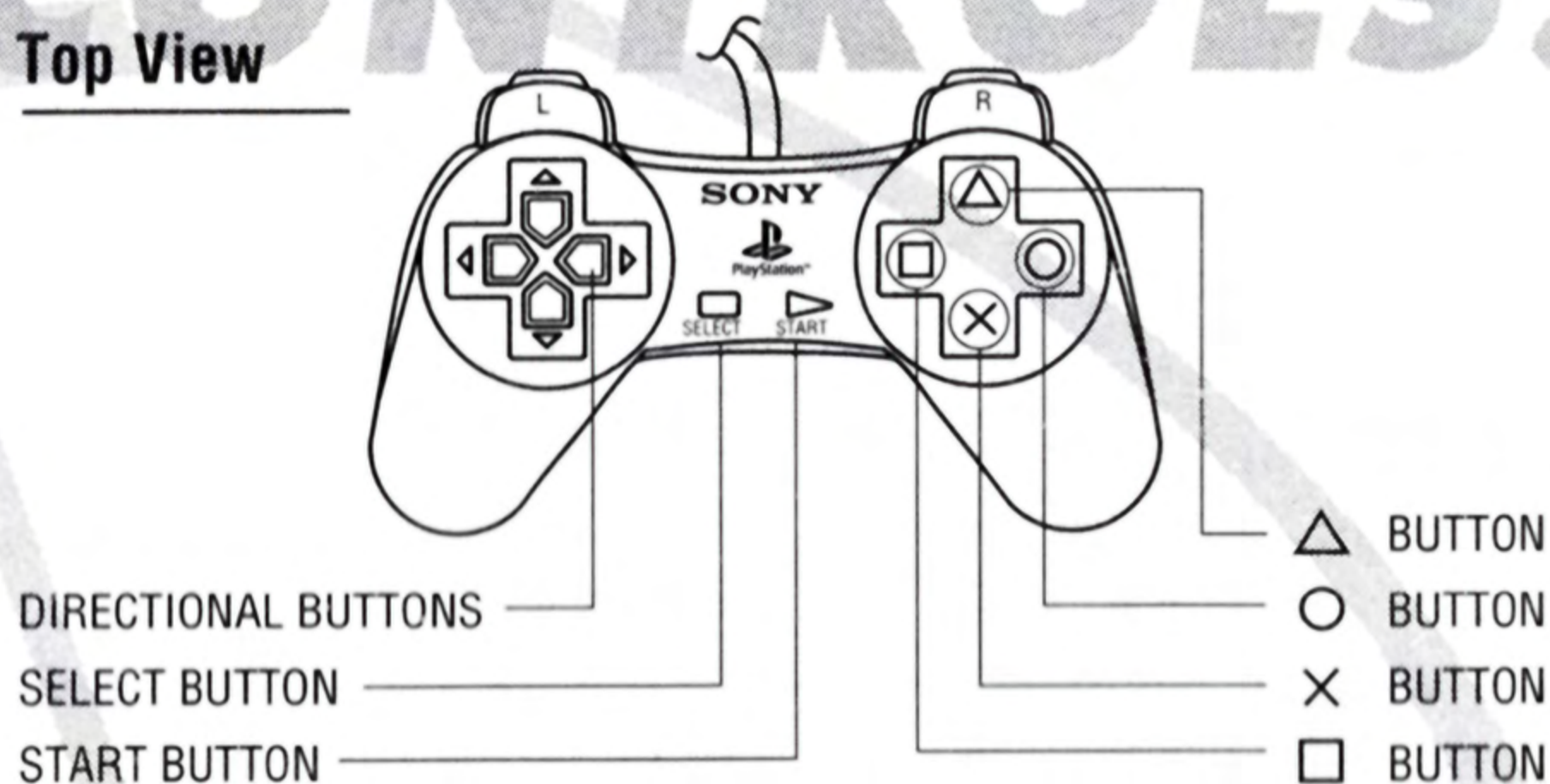
# GAMEPLAY

# CONTROLS:

Front View



Top View



# GETTING STARTED

## QUICK START

This option will get you right into a game using default teams, settings and skill levels. Choose the *Quick Start* option and press the **X Button**. At the *Vs. screen* choose which team you will control by moving your controller to the side of the screen where your team's logo is displayed. Press the **X Button** again to begin the game.

## THE MAIN MENU

To operate the *Main Menu* or any of the other menu screens, use the **D-Pad** to move up, down, left or right. Press the **X Button** to choose an option or move ahead and the **△ button** to back up.

*Grand Slam* has some new and standard play controls. Use this section of the manual to get a description of any of the controls that you might have a question about. First, here are some basic play control descriptions. For more detailed descriptions you can view the table of all the controls at the back of the manual.

## BATTING

There are two different ways to bat in *Grand Slam*. If you choose *T-Ball* or *Farm* in the skill settings you will bat the traditional way, i.e., pressing the **X Button** when the ball is close to the plate will initiate a swing. If, however, you want the maximum challenge and maximum control choose *The Show* in the *Batter Skills* setting.

To successfully bat with *The Show* skill setting, you have to have your head in the game.

You've got to know what the pitcher will be throwing to you. To anticipate a pitch, press the **X Button** (or appropriate button on your

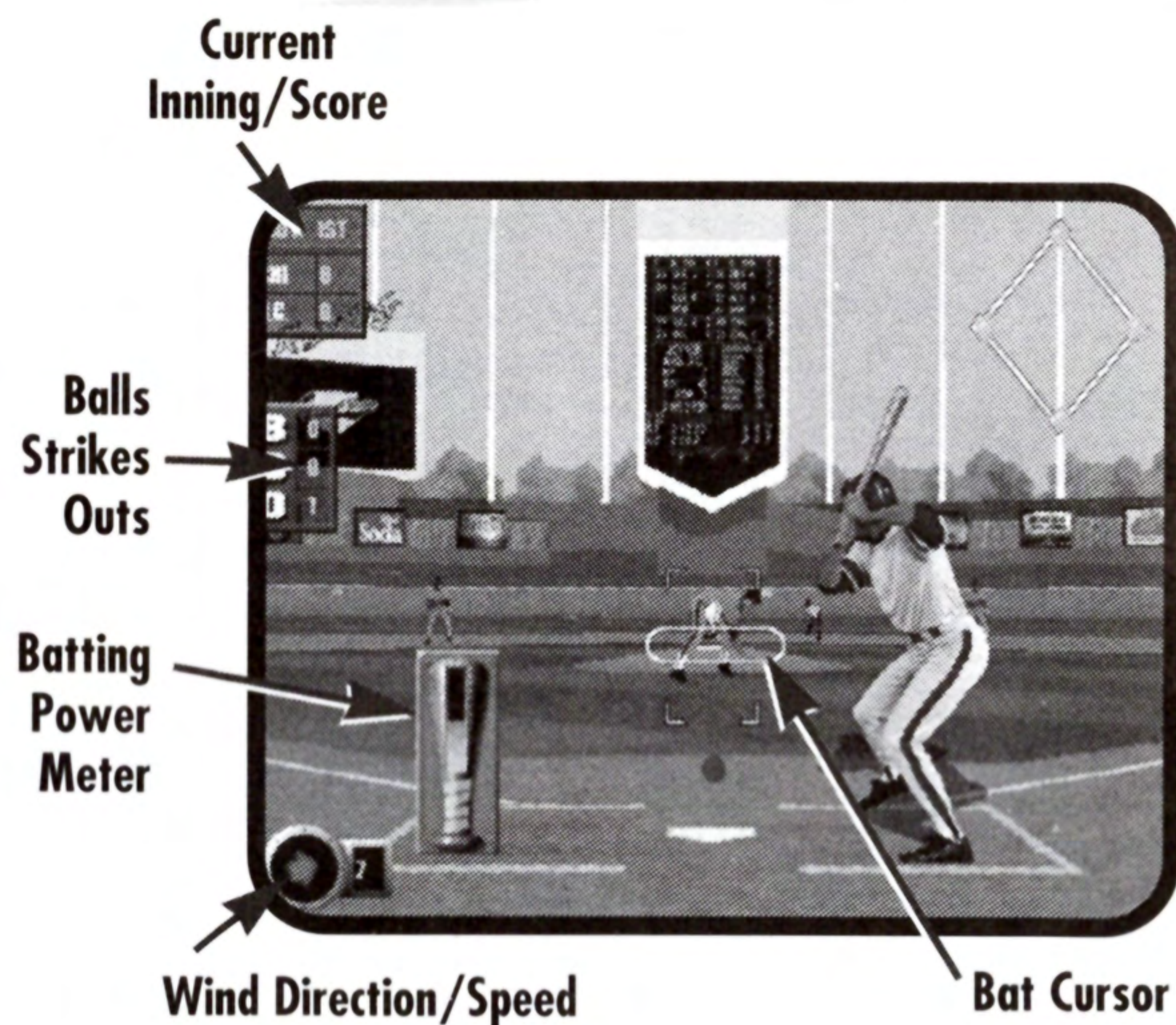
chosen configuration type) to get into your power hitch. You will notice a meter next to your hitter. This meter rises and falls according to when you start your power hitch. When the ball is about to cross the plate put the 'eye on the ball' cursor over it and release the **X Button** to swing. If your head was in the game and you guessed what pitch type was heading your way...you hit the ball with as much power as possible! Take a little practice to get the feel of this control, but once you do, you won't want to go back to any other type of control.

## BUNTING

Bunting is very simple. As the ball comes toward the plate, press the **□ Button** (or appropriate button on your controller type). You can now move the 'eye on the ball' cursor over the ball to meet the ball.

## BASERUNNING

Getting around the bases is essential in all of baseball. There are some real life baseball options offered in *Grand Slam's* base running controls. As with batting you have to have your head in



the game.

### Leading off

To lead a runner off, simply press the **L1 Button** and press the **D-Pad** towards the base that the runner occupies. Each time you press the **L1 Button**, your runner will take another step toward the next base. The 4th press of the **L1 Button** will initiate a steal attempt. To lead off all runners, just press the **L1 Button**.

### Lead Back

To move your runner back toward the currently occupied base, press the **R1 Button**. Each press of the **R1 Button** will make the runners take another step back to the base.

### Advancing

To advance runners while the ball is in play, press the **O Button** and hold the **D-Pad** toward the base that the runner has most recently passed. For example, if you want a runner to go home from 3rd base, press the **O Button** and hold the **D-Pad** left.

To advance all runners, press the **O Button** and hold the **D-Pad** down. (Note: This is the default baserunning setup. The other setup requires you to point to the base you want to go to.)

### Retreating

To retreat a baserunner while the ball is in play, press the **△ Button** and hold the **D-Pad** toward the desired base. For example, if you want your runner to head back to 1st from 2nd, press the **△ Button** and hold the **D-Pad** right.

To retreat all runners while the ball is in play, press the **△ Button** and hold the **D-Pad** down.

### Rounding

To round the next base, press the **O Button** and hold the **D-Pad** in the direction of the base you want to round. (This means the runner will maintain speed instead of getting to the next base and waiting for your next command.) To stretch your base hit into a double, press the **O Button** and hold the **D-Pad** right as the player approaches 1st base.

To have all runners round their bases, press the **O Button** and hold the **D-Pad** down.

You can have a runner slide into a base during a close play. Press the **X Button** just before arriving at the base.

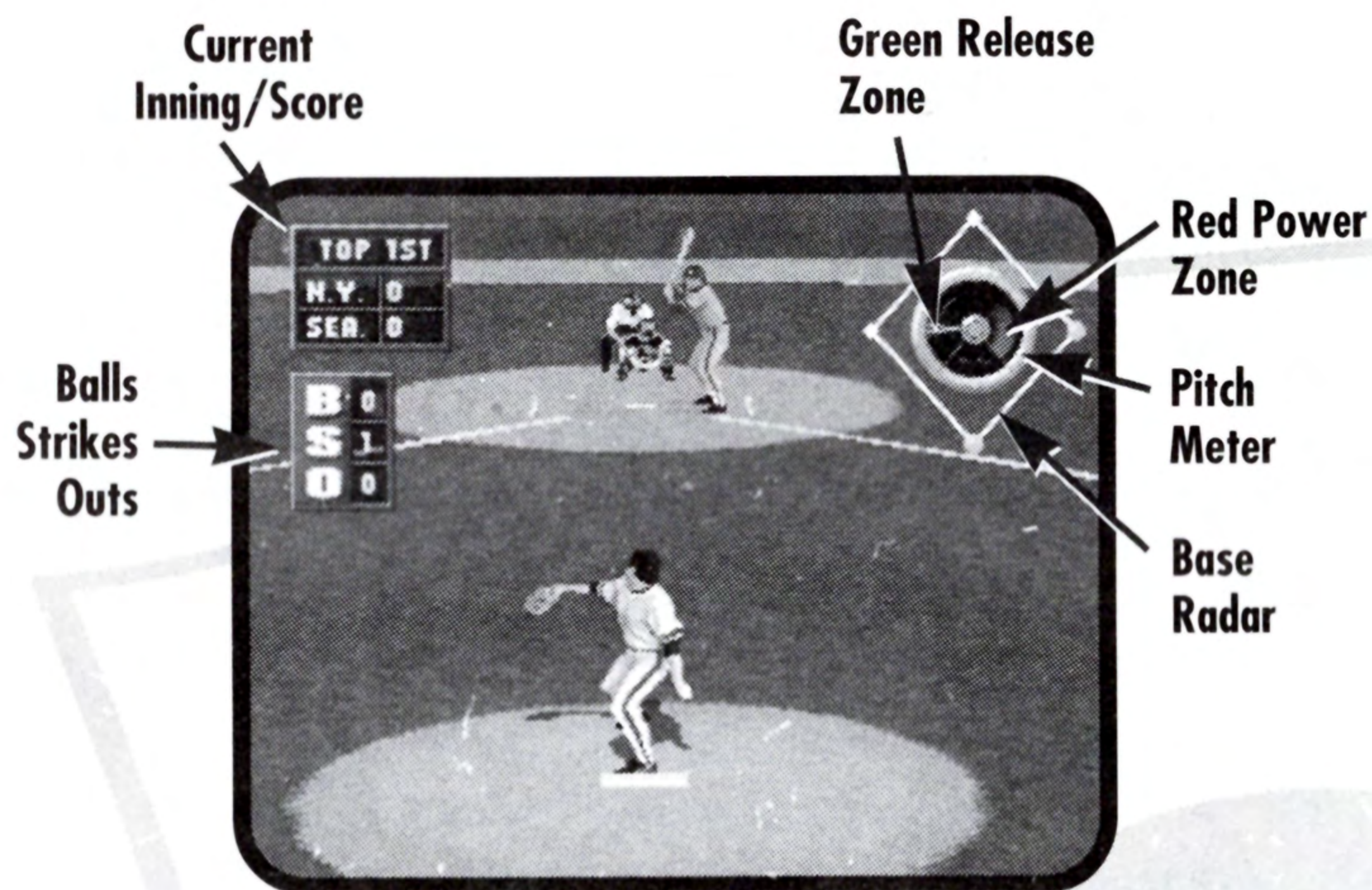
## PITCHING

You will have one of two different views of pitching while playing *Grand Slam* depending on if you are playing the computer or a friend. The pitching controls are the same for either view.

Your pitcher will have up to four different pitches available to him. They will be displayed in a small pitch menu next to your pitcher. To choose a pitch, press the **D-Pad** in the direction of the arrow that

corresponds to the desired pitch on the pitch menu. For example, if Fastball is next to the right arrow in the menu and you wish to throw a fastball, press right on the **D-Pad**. If you are playing a one-player game, you will now have an opportunity to place a baseball cursor in the desired end location. Move the baseball cursor with the **D-Pad**. Once the baseball cursor is in the desired location, press the **X Button**. If you are playing a two-player game you will still see the baseball cursor, but so will your friend! Don't worry, you can still fool him. Move the ball cursor around and when the ball is in the place you want, press AND hold the **X Button**. While you have the **X Button** held down, you can still move the cursor, but you have already chosen the location to which you want to throw. Your friend won't know when you pressed the **X Button**. When you release the **X Button**, the cursor disappears from the screen.

Now, you can begin the wind-up and delivery. Press and hold the **X Button** to start the pitch meter going. You will see a meter in the upper right area of the screen. A needle will sweep clockwise.





When the needle gets into the red area of the meter, let go of the **X Button**. (This is the velocity part of the meter. The farther the needle goes into the red the faster the pitcher will throw the ball.) The needle will now sweep back the other way. Press the **X Button** again when the needle gets into the green area. This is the 'release' of the pitch. If you perform correctly the pitch will hit the catcher's glove just where you wanted it. If you miss the green area, the pitch will not go right where you may have wanted it. As a rule, the farther you let the needle go into the red the more wild the pitch will be if you miss the green. A pitcher's stamina will also decrease more rapidly if you have him throw in the red.

To attempt a pick off, first select a pitch type and location. Next, press the **O Button** and hold the **D-Pad** toward the base to which you want to throw. A pick off can be attempted until the needle in the pitching meter starts to go back counter-clockwise.

## FIELDING

**Note:** The default game setting has *Auto Fielding* ON. This means that when your opponent hits the ball, your fielders will move to field the ball. Once they catch the ball, you will still need to make any throws. *Auto Fielding* will terminate on the current play if the **D-Pad** is moved while an auto fielder is moving toward the ball.

- To move a selected fielder, press the **D-Pad** in the direction you would like him to go.
- To make your fielder sprint, press and hold the **□ Button** and press the **D-Pad** in the direction you want him to sprint.
- To jump, press the **X Button** when the ball is going over your head.
- To dive, press a direction on the **D-Pad** and the **X Button**.
- To switch to a fielder that is closer to the ball than the one you are currently controlling, press the **O Button**.

## Throwing

There are two different perspectives in which to play defense. *Behind-the-Fielder* view and *Behind-Home* view. There are also two different types of throwing for the *Behind-the-Fielder* view. *Camera Relative*,

and normal. Below are the descriptions of how to operate each of the camera perspectives with the different throwing options.

#### Behind Fielder view - Camera relative throwing mode

To Throw to a base, press the **D-Pad** in the direction you want to throw and press the **X Button**. For outfielders, 1st Base is **LEFT**, 2nd Base is **DOWN**, 3rd Base is **RIGHT** and Home is **UP**. From the infield cameras, just press the **D-Pad** in the direction you want to throw to and press the **X Button**. If you are in the 1st base camera view and want to throw home, press left on the **D-Pad** and the **X Button**, etc. When in the outfield, you can press the **X Button** and NO direction to throw to the cut-off man. Try fielding practice to really get the hang of it.

#### Behind Fielder view - Normal throwing mode

1st base is **RIGHT**, 2nd base is **UP**, 3rd base is **LEFT** and Home is **DOWN**.

#### Behind Home view - Normal mode

To Throw to a base, press the **D-Pad** in the direction you want to throw and press the **X Button**. 1st base is **RIGHT**, 2nd base is **UP**, 3rd base is **LEFT** and Home is **DOWN**.

#### Behind Home view - Relative throwing mode

To Throw to a base, press the **D-Pad** in the direction you want to throw and press the **X Button**. 1st base is **RIGHT**, 2nd base is **UP**, 3rd base is **LEFT** and Home is **DOWN**. (It is the same as the Normal mode, really!)

This option will let you play a game with any two teams you choose (including two *All Star* teams) as well as the stadium where you want to play. You can get right into choosing teams by selecting the *Start* option. To look at any user records saved from previous games, choose the *Records* option. To alter the default options, choose *Options*.

Once at the *Select* screen:

Moving the **D-Pad** left or right will cycle through the teams. Select a team by pressing the **X Button**. You will choose the *Home* team first and the *Visiting* team second. To switch to the other leagues' teams, press the **O Button**.

After the teams have been chosen, you will automatically be taken to the *Stadium Select* screen. To view all the available stadiums, simply press the **D-Pad** left or right to cycle through them. To switch to the stadiums in the other league, press the **O Button**. To select a stadium, choose the **DONE** button and press the **X Button**.

After you have selected a stadium, you will be automatically taken to the *Control Select* screen. You can choose to be the *Home* or *Away* team here. Move the controllers under *Home* or *Away*. If you are playing the computer, the bottom controller stays in the middle.

After the *Teams*, *Stadium* and *Controllers* have been chosen, you will be able to view your roster and make any batting, pitching or lineup changes.

If you don't need to make any changes, choose the *Done* button and press the **X Button**.

To change your batting order:

- Choose one of the players that you want to move.
- Press and hold the **X Button**.
- Carry the player to the new batting order position by moving the **D-Pad** up or down.
- Drop the player by releasing the **X Button**. The replaced player will automatically move to the vacant spot.

To make a pitching change:

- Choose *Pitching Staff* on the bottom of the lineup card.
- Press the **X Button**.
- Choose the starting pitcher you want to put in the game.
- Press and hold the **X Button**.
- Carry the player to the pitching position on the lineup card.
- Drop the new pitcher by releasing the **X Button**. The replaced pitcher will be moved back to the roster.

To make a lineup change:

- Choose the player you want to replace.
- Press and hold the **X Button**.
- Carry the player to the new position on the lineup card.
- Drop the player by releasing the **X Button**.
- After you are done making your roster moves, you can get to the game by choosing the **DONE Button** then press the **X Button**.
- To see a baseball card of any player (including his batting hand), highlight a player and press the **O Button**.

Guide your favorite team through a full 162 game season (13 and 52 game seasons are also available), playoffs and the *World Championship*. Along the way you can even play an *All-Star* game complete with *Tater Tourney*.

To start a new season:

- Choose the *New* option and press the **X Button**.
- Choose a team on the *Team Select* screen.
- Choose a season length.

To resume your season:

- Choose *Load Season* and press the **X Button**.
- Choose a previously saved game (marked SEASON) and press the **X Button**.

Get right into playing your first game by choosing *Next Game* and pressing the **X Button**. You can also:

- Check out your schedule by choosing *Calendar*.
- Check out the standings by choosing *Standings*.
- Check out the leaders in statistics by choosing *Leaders*.
- Make roster moves and trades by choosing *Roster*.
- Check out season award winners by choosing *Records*.
- Change any of the game options by choosing *Options*.
- Save up to 4 different seasons by choosing *Save*.

## Calendar

Within the *Calendar*, the entire schedule can be viewed month by month. The current month is displayed in the middle top portion of the calendar. Your opponent's team logo appears on the date or dates that you are scheduled to play. In the lower right corner of each day is an icon that determines: (1) If the game is to be played at your home stadium or the visitor's stadium; a yellow icon means *Home*, a red icon means *Away*. (2) If the game is marked to be Simulated or to Play; P in the icon which means *Play*, an S means *Simulate*. Individual season games or a whole month can be simulated, as well as the entire season.

- To mark an individual game to be simulated, choose the game and press the **X Button**.
- To simulate a whole month of games, choose *Sim Month* on the month you want to simulate and press the **X Button**.
- To simulate an entire season, choose *Sim Season*.
- To begin any simulation, choose *Go To Simulation* button and press the **X Button**.
- Once there, choose *Start Simulation*.
- Press the **X Button** or move the **D-Pad** at any time to pause the simulation.
- At any time in the *Calendar* you can play your next game by choosing *Play Ball*.
- View the standings of the other league while on the *Standings* screen by choosing the *League Logo*.
- To back up to the *Season Options* screen, press the **△ Button**.

## Standings

View the results of all the league play. Check to see if your team is in first or how many games behind the leader they are. See what kind of streak your team is on, how they have fared at home and on the road.

To view the standings choose *Standings*:

- View the standings of the other league by choosing the *League Logo*.
- Go to the *Calendar* screen by choosing *Go To Calendar*.
- To back up to the *Season Options* screen, press the **△ Button**.

## Leaders

After at least one played or simulated game, view the leaders in numerous statistical categories.

Leaders are sorted by 12 different offensive categories and 12 pitching categories. Sorting can also be done by *All Players*, players in *America's League*, players in *Nation's League*, *All Teams*, Teams in *America's League*, Teams in *Nation's League*. View the leaders on each team, too.

- To view the leaders, choose the *Leaders* option.
- To change the category sorted, choose any of the 12 statistical icons by moving the **D-Pad** and pressing the **X Button**.
- To change between *Batting* and *Pitching*, choose the heading *Batting* or *Pitching*.
- To cycle Categories (*Leagues*, *Players*, etc), choose the *Bold* text heading on the upper left.
- To back up to the *Season Options* screen, press the **△ Button**.

## Rosters and Trading

Make roster moves within your own team or trade with other teams. Release or pick up players from free agent pool.

*Grand Slam* rosters that have 31 players to start with; 25 active players and 6 reserves. Only 25 players may be active at any one time. The game will never let a team have less than 25 active players, but the reserve list can be empty or have as many as 8 players.

- To view the Team roster, choose the *Roster* option.
- View current season stats by choosing the *Season* tab.
- View 1996 Stats by choosing the *1996* tab.
- To view your opponents personnel and stats, choose *Opponent*.
- To initiate trades, promote players or release players, choose the *Trade* icon (other teams may want to trade with you).
- To release someone from the reserve list, choose the player to be released and press the **X Button**.
- To promote, choose a player in the prospect list AND the player in the active list you want replaced, then press the **X Button**.

To attempt a trade with another team:

- Choose a player or players in your active and/or reserve list.
- Cycle through and select the team you want to trade with by choosing the arrows on the top of the

- page on the right and pressing the **X Button**.
- Choose the player or players on that team's active and/or reserve list you wish to trade for, then press the **X Button**.
  - Choose the *Offer* button. The manager of the other team will let you know if the trade was accepted or denied.
  - To view messages, choose the *Message* button and press the **X Button**.
  - You can accept or deny the proposed trade with *Accept* or *Cancel*.
  - To sign Free Agents, choose the *Free Agent* tab. Choose any of the players on that list, then choose the *Sign* button. Note: The trade deadline is July 31.

### **All Star Break**

When the season breaks for three days in July, you can play or simulate an Exhibition game between two teams of *All Stars* from the current season. Select *Vote* when the calendar gets to July 8. Press the **X Button**. There are default teams selected, but you can *Vote* for the players you would like to see play by highlighting a player and pressing the **X Button**. To write in a name, choose *Write In* and press the **X Button**. You may then choose any player from an active roster. When finished voting, choose *Done* and press the **X Button**.

To save a season:

- After playing a season game, choose *SAVE* and press the **X Button**.
- There are two save slots per memory card available. If the slots are marked *AVAILABLE* you may save in that slot. If the slots are marked *OCCUPIED*, that means there is no enough room on the card to save your season. If the slots are marked *ABSENT*, you have no card inserted.

**TATER TOURNEY**

This is a homerun hitting contest. You can play against the computer or against your friends. Up to 8 different players (human or computer) can participate. The pitcher is A.I. controlled and pitches 70-80 mph fastballs, right down the heart of the strike zone.

- Choose the *Tater Tourney* option.
- Once in the *Tater Tourney* you will see a chalkboard with all of your options.
- In this screen, the options for the tourney can be selected by clicking on the desired box.
- Number of Contestants: (2 through 8) (other contestants can be human or computer controlled)
- Number of Rounds: (1, 2 or 3)\*
- Innings per Round: (1 through 9)
- Outs\*\* per Inning: (1, 3, 5 or 10 outs)
- Batting Skill: (T-Ball, Farm or Show)

After these options have been set, the players can be chosen by selecting *Start*, or choose a stadium by selecting *Stadium*.

\* The option for the number of rounds is limited depending on the number of contestants.

\*\* An "Out" is defined as any hit ball that does not clear the fence. Balls and Strikes do not count. A foul ball is an out.

You can choose the stadium just like any other part of *Grand Slam*.

After you have set your desired options, choose the *Start* button and press the **X Button**.

### **Batter Selection Screen**

Now you can select the participants that will slug it out in the *Tater Tourney*:

- You can rotate between the teams by clicking the *Page Flip* buttons on either side of the team logo.
- You can switch leagues by pressing the **O Button**.
- Choose the player you want in the *Tater Tourney* by pressing the **X Button**.

You may select all the participants or choose the *Fill* button on the right page to have the computer select the rest of the participants. The default is for the human to have control of all participants. To have any or all of the participants to be controlled by the computer, choose one of the selected players on the right page and press the **X Button** inside the box next to the player. A red X will appear in the box to the left of the player's name. This red X denotes computer control. The *Clear* button can be used to clear all selections and start from scratch.

As soon as the batter lineup is complete, the user can start the *Tater Tourney* by clicking *Begin*.



Should there be a tie between two or more batters after the round is completed, the batter with the longest distance will win the tie.

Note: During the *Tater Tourney*, every human contestant uses controller 1.

There are 3 different practice modes within *Grand Slam*: *Batting*, *Pitching*, and *Fielding*.

To get in some practice before taking on the computer or a friend in a real game:

- At the *Main Menu*, choose the *Practice* option and press the **X Button**.
- At the *Practice Menu* select either *Batting*, *Pitching*, or *Fielding* and press the **X Button**.

Within each mode there are many options you may choose from to customize your practice session. Here they are:

### **Batting**

This option allows you to choose your batting skill level. (See the *Skills* description in this manual for explanations of the different skill settings.)

Choose if the batter will be left-handed or right-handed. Choose the computer pitcher skill level and the arm with which he'll throw. Also, choose what pitch type you want to face. You can pick one pitch type at a time, or select *Varied* to face a mix of different pitches. To quit practice, press the **Start Button** and choose *Quit*.

### **Pitching**

Here you can choose your pitching skill level and the arm with which you will throw. (See the *Skills* description in this manual for explanations of the different skill settings.)

Choose if the computer batter will be left or right handed. Choose the computer batter skill level. Select the type of pitches to practice. Up to four different pitches can be selected at a time. To select a pitch, choose the pitch type and press the **X Button**. If you change your mind and want to use a different pitch, choose the pitch you don't want and the **X Button** again. This will de-select that pitch.

Two separate features are also available in *Pitching* practice mode. *Tracer* which traces-the-ball flight

of every pitch you throw, and *Tutor* which will walk you through the button pressing mechanics of pitching. To select one or both of these features, simply choose the feature you wish and press the **X Button**.

Practice pitching as long as you wish. To quit *Practice*, press the **Start Button** and choose *Quit*.

## Fielding

Just pick what position you want to practice playing and press the **X Button**. Someone will hit the ball out to your position. You just have to field it. A short time after you field the ball, another one will be hit out to you. Practice as long as you want. Be sure to try both camera angles available.

Following is an outline of the many game options that can be set before (or during) gameplay:

**Settings:** You can change many general game conditions here by choosing an option and pressing the **X Button**.

**Options:**

- Turn the Wind on or off.
- Turn Errors on or off.
- Turn Auto-Fielding on or off.

*Auto-Fielding* is useful for playing your first couple of games. When the ball is hit by your opponent your fielders will automatically run to field the ball. Once they catch it, you still must make any throws. **NOTE: If you move the D-Pad while an auto fielder is on the way to the ball, the *Auto-Fielding* will be terminated for the rest of that play.**

**Game Time:** Choose the time of day the game will be played.

- Day: Bright and sunny. Some clouds.
- Dusk: Light but gets darker by the inning until nightfall around the 5th inning.
- Night: Dark, except for the stadium lights.

**DH Rule:** Choose when the DH will be in effect.

- Park Rules - the DH will be in effect for both teams when games are played at the stadiums of *America's League* teams.

- Always On - the DH will be in effect for both teams when games are played in any stadium.
- Always Off - the DH rule is never in effect.

## GAMEPLAY

You can select *View*, *Baserunning* and *Throwing* options here by choosing the option and pressing the **X Button**.

**Baserunning** - Select the way you will control your baserunners.

*Point to Runner* - When moving baserunners, point the **D-Pad** toward the runner you want to control and the advance or retreat buttons. (Consult the control diagram in this manual for the specific buttons.)

*Point to Base* - When moving baserunners, point the **D-Pad** toward the base you want them to go to and the advance or retreat button. (Consult the control diagram in this manual for the specific buttons.)

**View** - Select the view in which you will play defense.

*Home Plate* - This is a traditional view. It is from behind the plate with the camera moving to where the ball is hit. Your fielders will be facing the camera. (*Normal Throwing* is probably best for this view.)

*Fielder* - This is a behind-fielder viewpoint. The camera will place itself behind the fielder that has the best chance at fielding the ball. (Some people think the *Relative Throwing* is best for this view.)

**Throwing** - Select the way your fielders will throw the ball.

*Normal* - Pressing down on the **D-Pad** and the **Throw Button** will send the ball to Home. Pressing left and **Throw** will send the ball to 3rd, up and **Throw** to 2nd, right and **Throw** to 1st.

*Relative* - This type of throwing is view-specific. Pressing a direction on the **D-Pad** and the **Throw Button** will send the ball in the direction pressed, depending on where your fielder.

When in the outfield, the Relative Throwing is more like the Normal Throwing except the diamond is flipped. For example, if the Centerfielder has the ball and you press up and the **Throw Button**, the ball will go home; to the right and **Throw**, the ball will go to 3rd, etc.

## Signals

Your catcher will suggest a pitch to throw. One finger means your pitcher's top pitch, two fingers means your second pitch, etc.

## SKILLS

Choose the skill settings for how you and your human opponent will pitch and bat.

### Batting

*TBall* - the easiest skill setting. All you need to do is time your swing. You don't have to worry about where the ball is in the strike zone. Just swing away!!

*Farm* - Now you will be required to place the batting cursor on the ball when you swing. The more of the ball covered by the cursor the harder you will have hit the ball. Move the cursor with the **D-Pad**.

*The Show* - This is the most challenging of the batting skill levels. You have to be really good and have your head in the game to be successful with this skill setting.

Note: In all skills, you can move your batter in toward the plate by holding the **L2 Button** and moving the **D-Pad** toward the plate.

### Pitching

*Meat* - The least difficult skill level. The needle will sweep slowly and the green accuracy zone will be very large.

*Rookie* - The needle sweeps a bit faster and the accuracy zone is a bit smaller.

*Ace* - This is tough. It's just like real pitching. It requires a lot of concentration to be consistent. The needle sweep is fast and the green accuracy zone is tiny.

Note: On all skill levels of pitching, the needle will sweep back faster if you go into the red zone.

**SOUND** - The volume of music and SFX can be altered:

- 1/3- Music and SFX will be at 1/3 normal volume
- 2/3- Music and SFX will be at 2/3 normal volume
- Full- Music and SFX will be at Full normal volume

**Controls** - Choose one of three controller button setups. (Consult the control diagram in this manual for the different button combinations.)

- Press the **X Button** to enter the *Control Selection* screen.
- Choose which controller you want to adjust - Control 1 (player one) or Control 2 (player two) by choosing one of the choices and pressing the **X Button**.
- You will see a large graphic of a controller.
- *Batting* controls are in white; *Pitching* controls are in blue.
- *Fielding* controls are in green; *Baserunning* controls are in yellow.
- Toggle the **D-Pad** to the left or right to see the different configurations.
- When you find the one that you like, press the **△ Button**.

### Credits

To view the names of the folks who made *Grand Slam*, choose the *Credits* option and press the **X Button**. Toggle the **D-Pad** left or right to cycle through the pages.

## CONTROLS CHART

Here is the complete breakdown of all the possible controls for *Grand Slam*.

Action	Configuration #1 Button	Configuration #2 Button	Configuration #3 Button
<b>Batting</b>			
Swing	Press X to swing	Press X to swing	Press O to swing
Hitch & Swing (The Show skill level only)	X (press and hold to hitch. Release to swing)	X (press and hold to hitch. Release to swing)	O (press and hold to hitch. Release to swing)

<b>Action</b>	<b>Configuration #1 Button</b>	<b>Configuration #2 Button</b>	<b>Configuration #3 Button</b>
<b>Batting</b> Before you release the 'hit' button.	Place the cursor over the ball with the <b>D-Pad</b> as it comes at the plate.	Place the cursor over the ball with the <b>D-Pad</b> as it comes at the plate.	Place the cursor over the ball with the <b>D-Pad</b> as it comes at the plate.
To crowd the plate.	<b>L2+D-Pad</b>	<b>L2+D-Pad</b>	<b>L2+D-Pad</b>
Bunt	□	□	△
<b>Baserunning</b> Point to runner Lead off	<b>L1 +D-Pad</b> in direction of runner.	<b>L1 +D-Pad</b> in direction of runner.	<b>L1 +D-Pad</b> in direction of runner.
* Lead Off All	<b>L1</b>	<b>L1</b>	<b>L1</b>
* Steal	<b>L1</b> 4 times or ○+ <b>D-Pad</b>	<b>L1</b> 4 times or ○+ <b>D-Pad</b>	<b>L1</b> 4 times or ×+ <b>D-Pad</b>
* Steal All	in direction of runner. Lead off all 4 times	in direction of runner. Lead off all 4 times	in direction of runner. Lead off all 4 times
Hit and Run	Hold ○+ <b>D-Pad</b> in direction of runner during pitch.	<b>L1</b> 4 times or ○+ <b>D-Pad</b> in direction of runner.	<b>L1</b> 4 times or ×+ <b>D-Pad</b> in direction of runner.
Advance During Play	○ + <b>D-Pad</b> to Current Base	○ + <b>D-Pad</b> to Current Base	× + <b>D-Pad</b> to Current Base
Advance All During Play	○ + Down	○ + Down	× + Down
Lead Back All	<b>R1</b>	<b>R1</b>	<b>R1</b>
<b>Baserunning</b>			
Point to Base			
Retreat During Play	△ + <b>D-Pad</b> to previous Base	△ + <b>D-Pad</b> to previous Base	□ + <b>D-Pad</b> to previous Base
Retreat All During Play	△ + <b>Down</b>	△ + <b>Down</b>	□ + <b>Down</b>
Retreat During Pick Off	<b>R1</b>	<b>R1</b>	<b>R1</b>
Slide At Play	×	×	○
To advance to next base without stopping	Hold down advance + current base before reaching next base.	Hold down advance + current base.	Hold down advance + current base.

<b>Action</b>	<b>Configuration #1 Button</b>	<b>Configuration #2 Button</b>	<b>Configuration #3 Button</b>
<b>Baserunning</b>			
Point to Base			
Lead off	<b>L1 + D-Pad</b> in direction of destination base.	<b>L1 + D-Pad</b> in direction of destination base.	<b>L1 + D-Pad</b> in direction of destination base.
* Lead Off All	<b>L1</b>	<b>L1</b>	<b>L1</b>
* Steal	<b>L1</b> 4 times or <b>○ + D-Pad</b> in direction of destination base.	<b>L1</b> 4 times or <b>○ + D-Pad</b> in direction of destination base.	<b>L1</b> 4 times or <b>× + D-Pad</b> in direction of destination base.
* Steal All Hit and Run	Lead off all 4 times Hold <b>○ + D-Pad</b> in direction of destination base during pitch.	Lead off all 4 times Hold <b>○ + D-Pad</b> in direction of destination base during pitch.	Lead off all 4 times Hold <b>× + D-Pad</b> in direction of destination base during pitch.
Advance During Play	<b>○ + D-Pad</b> to Destination Base	<b>○ + D-Pad</b> to Destination Base	<b>× + D-Pad</b> to Destination Base
Advance All During Play Lead Back All	<b>○ + D-Pad</b> toward 1st base <b>R1</b>	<b>○ + D-Pad</b> toward 1st base <b>R1</b>	<b>× + D-Pad</b> toward 1st base <b>R1</b>
Retreat During Play	<b>△ + D-Pad</b> to previous Base	<b>△ + D-Pad</b> to previous Base	<b>□ + D-Pad</b> to previous Base
Retreat All During Play	<b>△ + D-Pad</b> toward 1st base	<b>△ + D-Pad</b> toward 1st base	<b>□ + D-Pad</b> toward 1st base
Retreat During Pick Off	<b>R1</b>	<b>R1</b>	<b>R1</b>
Slide At Play	<b>×</b>	<b>×</b>	<b>○</b>
To advance to next base without stopping	Hold down <b>○</b> + current base before reaching next base.	Hold down <b>○</b> + current base before reaching next base.	Hold down <b>×</b> + current base before reaching next base.
<b>Pitching</b>			
Select pitch type	<b>D-Pad</b> toward desired pitch type on menu.	<b>D-Pad</b> toward desired pitch type on menu.	<b>D-Pad</b> toward desired pitch type on menu.
Pitch Meter	Press and hold <b>×</b> , release in desired velocity range, press <b>×</b> again in control zone.	Press and hold <b>×</b> , release in desired velocity range, press <b>×</b> again in control zone.	Press and hold <b>○</b> , release in desired velocity range, press <b>○</b> again in control zone.

Action	Configuration #1 Button	Configuration #2 Button	Configuration #3 Button
<b>Pitching</b>			
Pick Off	○ + Base before windup animation begins	□ + Base before windup animation begins	× + Base before windup animation begins
<b>Fielding</b>			
Sprint	□ + direction	○ + direction	× + direction
Dive	× + direction	× + direction	○ + direction
Jump	×	×	○
<b>Normal Throwing (fielding view)</b>			
Throw Home	× + Up	× + Up	○ + Up
Throw to 1st	× + Left	× + Left	○ + Left
Throw to 2nd	× + Down	× + Down	○ + Down
Throw to 3rd	× + Right	× + Right	○ + Right
<b>Normal Throwing (Home Plate View)</b>			
Throw Home	× + Down	× + Down	○ + Down
Throw to 1st	× + Right	× + Right	○ + Right
Throw to 2nd	× + Up	× + Up	○ + Up
Throw to 3rd	× + Left	× + Left	○ + Left
<b>Camera Relative Throwing</b>			
<b>Throw</b> (from behind home view)			
Throw Home	× + Down	× + Down	○ + Down
Throw to 1st	× + Right	× + Right	○ + Right
Throw to 2nd	× + Up	× + Up	○ + Up
Throw to 3rd	× + Left	× + Left	○ + Left



Action	Configuration #1 Button	Configuration #2 Button	Configuration #3 Button
<b>Camera Relative Throwing</b>			
<b>Throw</b> (from behind 1st)			
Throw Home	X + Left	X + Left	O + Left
Throw to 1st	X + Down	X + Down	O + Down
Throw to 2nd	X + Right	X + Right	O + Right
Throw to 3rd	X + Up	X + Up	O + Up
<b>Throw</b> (from behind 2nd)			
Throw Home	X + Up	X + Up	O + Up
Throw to 1st	X + Left	X + Left	O + Left
Throw to 2nd	X + Down	X + Down	O + Down
Throw to 3rd	X + Right	X + Right	O + Right
<b>Throw</b> (from behind 3rd)			
Throw Home	X + Right	X + Right	O + Right
Throw to 1st	X + Up	X + Up	O + Up
Throw to 2nd	X + Left	X + Left	O + Left
Throw to 3rd	X + Down	X + Down	O + Down
<b>Shell &amp; Menu Navigation</b>			
In-Game Pause Menu Player 1	Start	Start	Start
In-Game Pause Menu Player 2	Start	Start	Start
Advance in Shell	X	X	X
Back Up in Shell	△	△	△

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# TROUBLE-

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