



NTSC U/C

PlayStation



SLUS-01244
PMN-5131-151



HIGH HEAT

Major League Baseball

2002

3DO

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.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

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.
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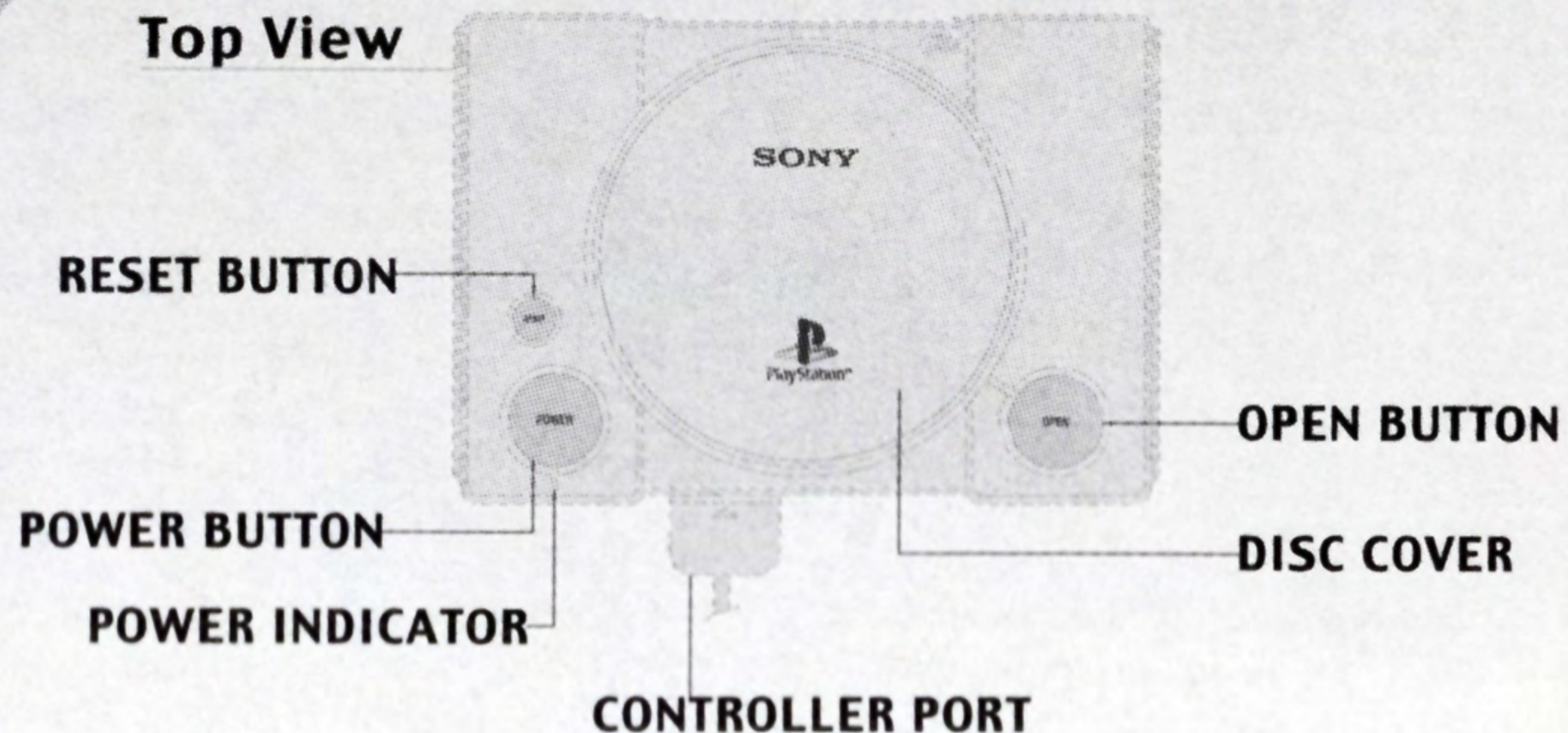
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GETTING STARTED

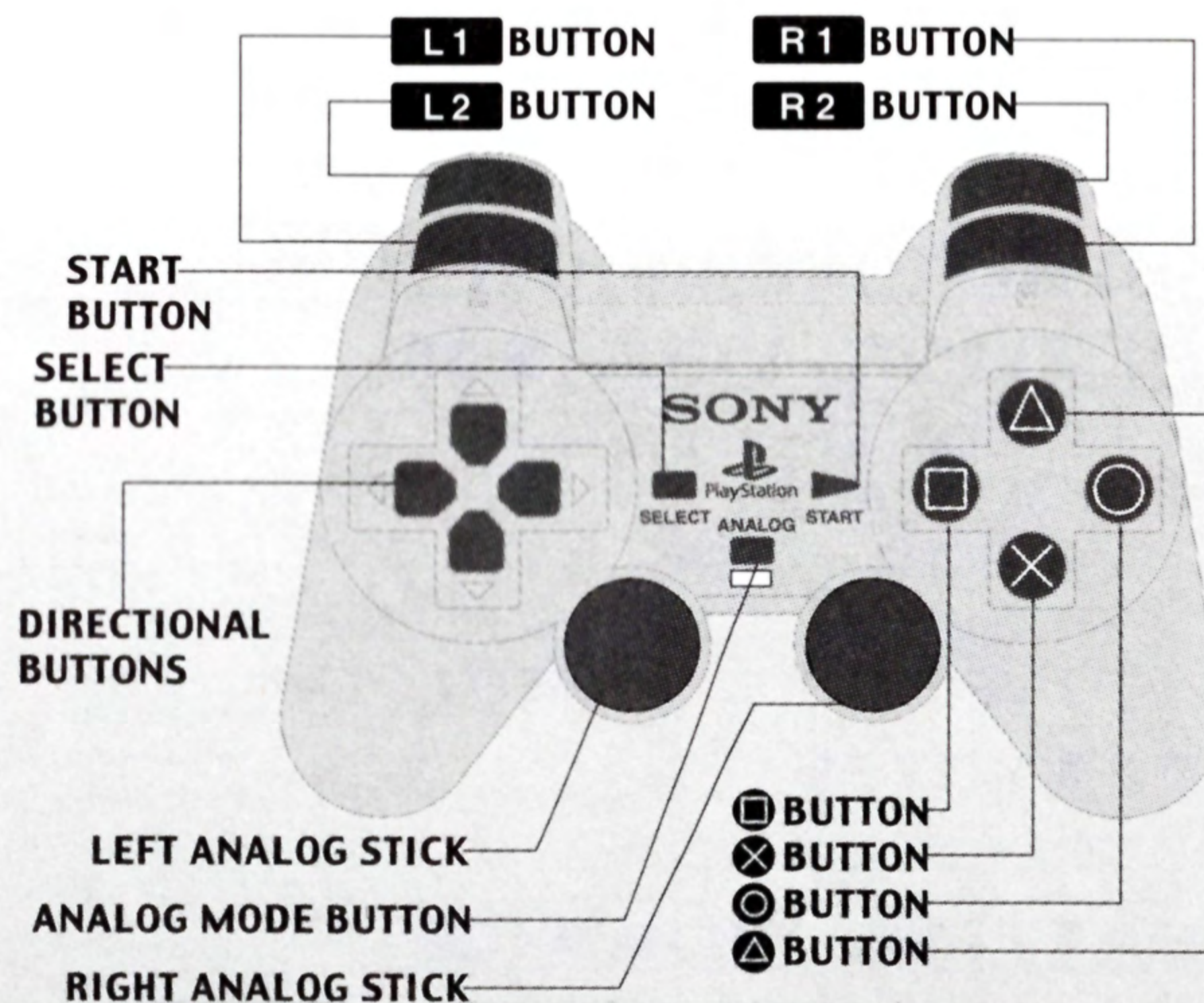
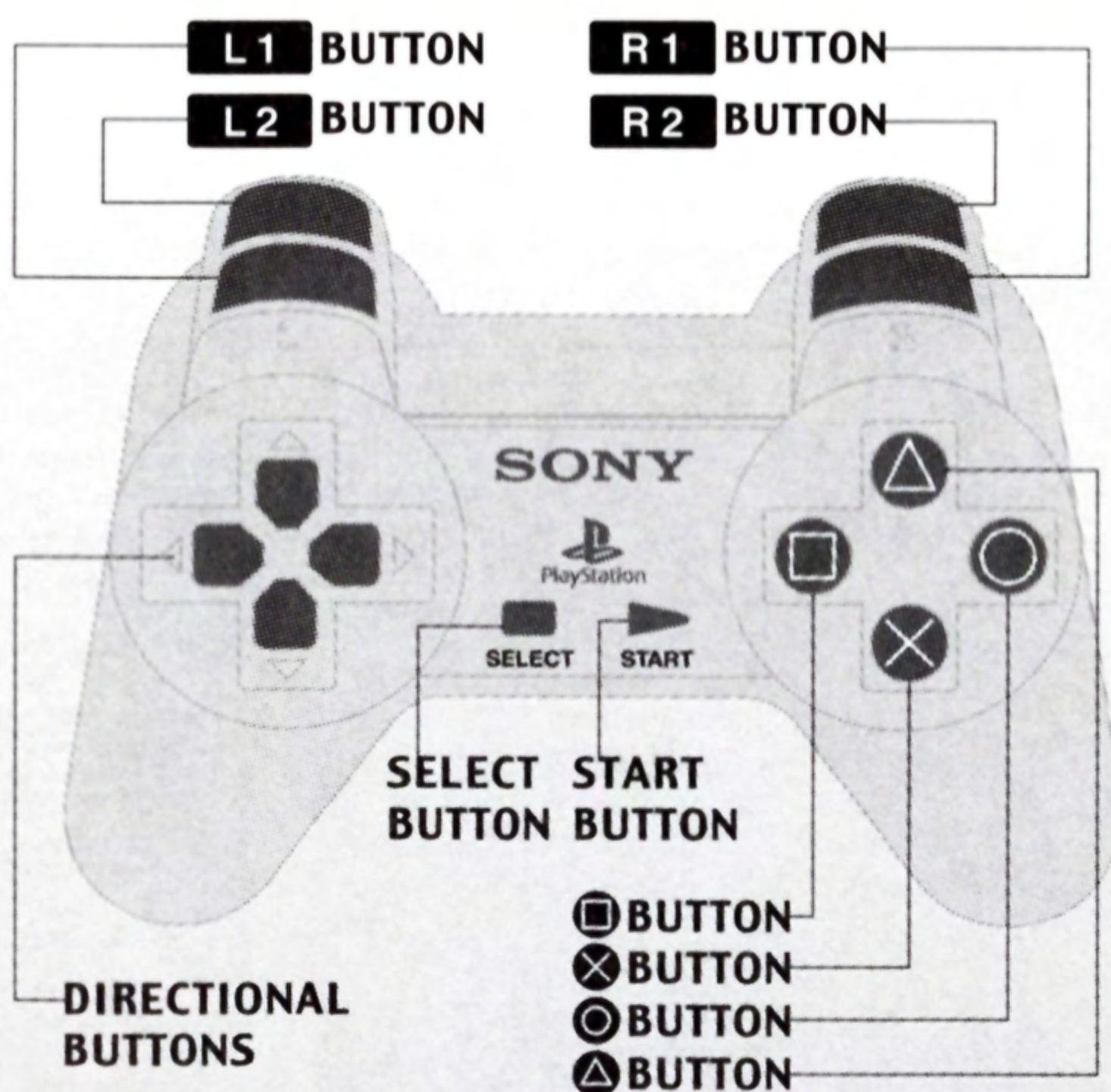
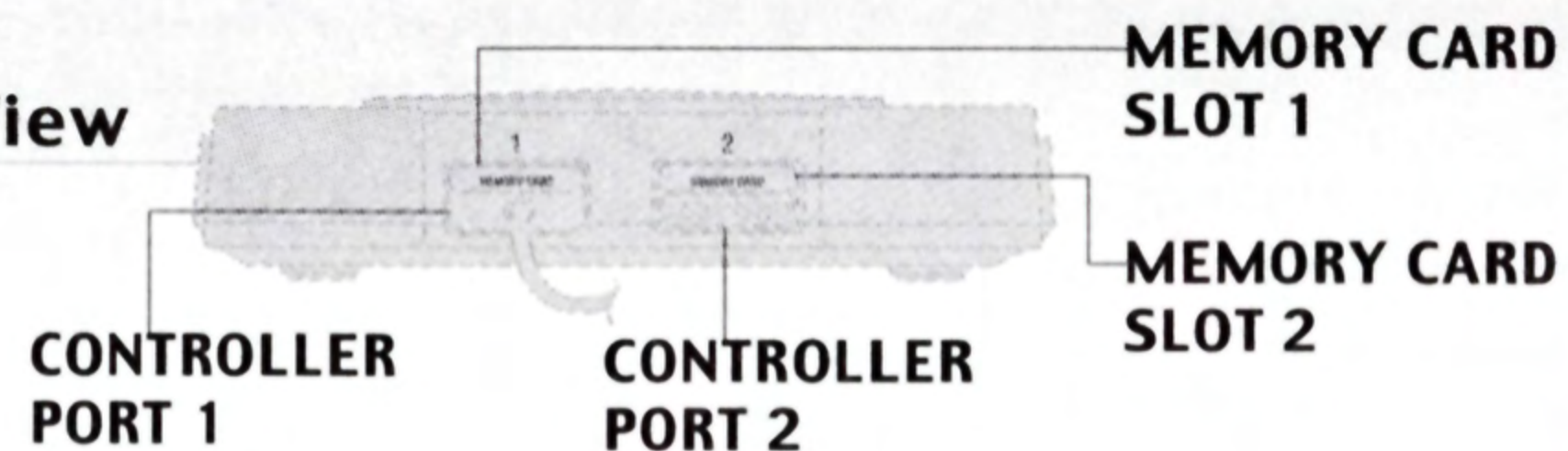
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the *High Heat™ Major League Baseball® 2002* disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow the on-screen instructions to start a game.

If you wish to load or save information during play, insert a MEMORY CARD, with at least 8 free MEMORY CARD blocks, into MEMORY CARD slot 1. To save edited player data, you need one additional MEMORY CARD block. It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power has been turned on.

Top View



Front View



USING THE MENUS

In most menus, unless otherwise noted on the screen itself or in this manual, the **↑** and **↓** directional buttons are used to switch between menu categories. The **←** and **→** directional buttons are used to toggle settings and options. In most cases, the **⊗** button is used to *select* a menu item, and the **⊙** button is used to *cancel* an action or return to a previous step or screen. If you are not sure what a button does you can press the **SELECT** button at any time and a Help Menu will appear, explaining what each button does on that particular screen. *NOTE: Default settings are shown in **BOLD** when there is a list of possible settings.*

THE MAIN MENU

When the Main Menu appears, choose a game mode. Use the directional buttons to highlight a menu item, and the **⊗** button to select it.

EXHIBITION: Play a single game using any of the 30 regular Major League Baseball® or two All-Star teams. See "Playing an Exhibition Game" on page 4 for details.

QUICK START: Start an Exhibition game, in a random stadium, using the teams you choose. Team settings and options from the last Exhibition game are used, or if none have been played, the defaults are used.

PLAYER EDIT: Make changes to individual players' attributes. See "Editing Players" on page 16 for details.

HOME RUN DERBY: See how many home runs you can hit, in the stadium of your choice. See "Home Run Derby™" on page 18 for details.

FAMILY MODE: This mode sets the computer to control pitching, fielding, base running and substitutions. This setting simplifies game play, making it easier for a first-time player to learn the fundamentals of the game.

SEASON: Play a season using from one to all 30 of the MLB teams. See "Playing a Season" on page 19 for more information. Player stats are updated as the season progresses.

PLAYOFFS: Set up your own custom division and league championship series, without playing an entire season. See "Playoffs" on page 24 for details.

BATTING PRACTICE: Learn to hit any pitch using your favorite players in your favorite stadium. See "Batting Practice" on page 25 for details.

OPTIONS: From this screen you can select Audio Options which allows you to set audio volume levels to your taste. You can select CREDITS to take a look at the 3DO team roster, or CONTROLLER SETUP to configure this device. From the Controller Setup screen you can switch between the **CONFIG1** controls described in this manual, and an alternate **CONFIG2** control configuration. If a DUALSHOCK™ analog controller is connected to your system, you can turn the vibrate option **ON** and **OFF**.

PLAYING AN EXHIBITION GAME

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

TEAM AND STADIUM SELECTION

The two competing teams are chosen on the Team Select screen. Use the **▲** and **▼** buttons to highlight Home or Away and then the **◀** and **▶** buttons to select which team(s) you would like to use. The home team always bats in the bottom of the inning, which gives it the final chance to score. To set up an All-Star Game, select the ALL STARS N.L. and ALL STARS A.L. Pressing the **■** button selects two random teams to compete. Once both teams have been chosen, select DONE, and press the **⊗** button.

Next, you will determine players and difficulty. Use the **◀** and **▶** directional buttons to determine which team or teams should be under human control. The **▲** and **▼** directional buttons change between difficulty levels ranging from ROOKIE to HOF (Hall of Fame!). The Hall of Fame difficulty setting is new this year and should challenge even the best High Heat™ players!

Press the **⊗** button again to continue to the Stadium Select screen.

From the Stadium Select screen you cycle through available ballparks using the **◀** and **▶** directional buttons, and press the **⊗** button to choose one and proceed to the Game Options screen.

GAME OPTIONS

From the Game Option screen you can adjust important settings. The default settings are in **bold**.

DH: Control the Designated Hitter rule. In real life, the DH rule applies only to American League teams, and means that a 10th player bats in place of the pitcher, taking his turn in the order. During an inter-league game or the World Series, the DH rule applies if an American League team is at home. When playing an Exhibition game, only **ON** and **OFF** are available. **OFF** means that all pitchers must bat, regardless of what league a team is in. **ON** means that pitchers do not have to bat at all, regardless of league. In Season or Playoff modes, **AL ONLY** means that the DH rule is on whenever the home team is in the American League.

ERRORS: Turn errors **ON** and **OFF**. When **ON**, your right fielder might drop a fly ball, your shortstop may muff a high-hopper, or your third-baseman may throw over the first-baseman's head. If a runner advances as a result of the mistake, an error is recorded in the player's stats and in the box score shown at the end of the game.

WIND: Toggle the wind **ON** and **OFF**. This can be a huge factor. Not only does wind aid the occasional home run, but also it gives outfielders fits!

GUESS PITCH: Affect the batter's chances of getting a hit. This defaults to **OFF**. When this is **ON**, the batter is allowed to guess the type of the upcoming pitch. In addition, this feature must be turned on if you wish to see the opposing pitcher's pitch types.

INNINGS: Set the number of innings in a game. The regulation number is **9** innings, but you can set it as low as 1 for a short, intense game. Extra innings are always played if the score is tied at the end of the game.

ROSTERS: Select either the team rosters for the **END OF 2000** or the **START OF 2001**.

SIMULATION: This determines how greatly statistics affect game play. Set this low to rely more on your own skills and high for highly realistic results. This bar defaults to **MIDDLE**.

FASTPLAY: Turning this **ON** will change game play mechanics in the following ways: the computer pitcher will always throw strikes, your pitcher is restricted to throwing a strike (except for pitch outs), and the computer batter will always swing at strikes and put the ball into play. These have the combined effect of greatly speeding the pace of play.

TIME OF DAY: Select to play either during the **DAY** or at **NIGHT**.

Once you have finished setting up your game, highlight **DONE** and press the **X** button to continue to the Lineup screen.

MANAGING YOUR LINEUP AND BULLPEN

Your lineup and batting order can sometimes mean the difference between winning and losing! The **←** and **→** directional buttons shift through various lineup management options, and the **▲** and **▼** buttons move through the player list. The **L1** and **R1** buttons are used to cycle through team and player statistics on all screens.

The time to set your lineup is before the game begins. As long as the game has not begun, you can move players around in the starting lineup or swap them back and forth with the bench. However, once the game has begun, the batting order cannot be changed and any active players replaced by a player from the bench can't play again until the next game.

CHANGING THE BATTING ORDER

To switch two players in the batting order, select **ORDER** at the bottom of the screen, and then select the first player you wish to move by pressing the **X** button. His name and stats should change color to indicate he's been chosen. (If you picked the wrong player by mistake, press the **△** button to cancel and start this procedure over.) To complete the order change, select the second player to move and the two players swap places in the batting order.

High Heat Game Tip: *Your leadoff hitter should be fast and have a high OBP. It would be nice for your second hitter to have a decent average, but at a minimum he should be your best contact hitter. Your number three slot should be, simply put, your best hitter. This guy should have high numbers in every offensive category. Your 4th hitter, or 'clean-up' hitter should be your slugger. Batting average is not a primary requirement. As long as this guy hits bombs you are in business!*

MAKING POSITION CHANGES


Before or during a game, you might want to move a player to a different fielding position where he can be more effective or to just make room for another good hitter. To change a player's position, select **POS** at the bottom of the screen, then select the player whose position you want to change; when you do, his name and stats will change color. Then select the second player to change, and the two players will swap positions. Note that swapping player

positions on the field does not change their order in the batting lineup, and it is not possible to swap positions with a player on the bench. (Instead use SUBS to bring the player in off the bench.) Keep in mind that a player might be less effective, and commit more errors, when playing out of his regular position. A player assigned to an unfamiliar position will have his position highlighted; when he is selected, his primary position will be listed underneath his player picture.

MAKING OFFENSIVE SUBSTITUTIONS: BATTERS

There are several key situations in a game where you may need a pinch hitter or pinch runner. Maybe it's time to get a strong batter up in a key situation! Maybe you need to steal a base and get a crucial run into scoring position! Keep in mind, however, that once you replace a player, the player you've removed won't be able to play again in that game!


To make an offensive substitution during the game, press the **START** button to display the Pause Menu and select your team. The Lineup appears. Select SUBS at the bottom of the screen. If any players are on base, the base they're on appears next to their names. Select the player to be replaced, and a list of available players appears. Choose the substitute player to bring into the game. The new player comes into the game in the removed player's position. If the designated hitter rule is not in effect, you can bring in a pinch hitter for your pitcher, when your pitcher is up to bat, using the same process. That pitcher cannot play again in that game. At the end of your team's at bat, the Bullpen screen will appear and force you to select a new pitcher. After you have selected your new pitcher you must place him in pitcher's spot (P) in the order. If you place him anywhere else in the order you will be performing a **DOUBLE SWITCH**.

DOUBLE SWITCH: You will notice that when you pinch hit for the pitcher, at the beginning of the next inning the new pitcher can be placed anywhere in the batting order. Whatever player is highlighted will be the player who is removed when you press the  button. It is important to note that if you choose to place your pitcher in any spot in the order other than the original pitcher spot, whomever pinch hit will assume the fielding position of the player who was just replaced.

MAKING DEFENSIVE SUBSTITUTIONS: PITCHERS AND FIELDERS

It can be especially important late in the game to make sure you have a defensive specialist in the game. Making a play on a ground ball deep in the hole can mean the difference in a one-run game! To replace an infielder or outfielder while your team is in the field, use the same substitution process outlined above in the "*Offensive Substitutions*" section. Keep in mind that the removed player can no longer play in this game, and the replacement player takes over the batting order spot of the removed player.

To replace a pitcher, press the **START** button to display the Pause Menu and select your team. The Lineup appears. Select **BULLPEN** to bring up the Bullpen. There is a column of pitch types on the right side of the screen, each with its own quality bar. The longer the bar, the better the pitcher is at that pitch.

When you've found your desired reliever, select him. Press the  button again to activate the menu items and select **DONE** to return to the game. Again, you can select another player at that time to perform a **DOUBLE SWITCH**. Remember, once you send the current pitcher to the showers, he can't play again in the current game.

High Heat Game Tip: Most teams have a "closer." This pitcher has one responsibility. **COME IN AND THROW GAS!** Your closer should be a pitcher who throws hard and lasts about one inning. When your team has a narrow lead, he's the guy you want to finish out the game!

SETTING GAME FUNCTIONS TO AUTOMATIC

When you first start to learn the game it is nice to set certain features to automatic. This allows you to gradually learn the controls so that you aren't overwhelmed the first time you play. From the Lineup screen, select **SETTINGS** to set the controls for each of these options. They can be set separately for each team, and default settings are in **bold**.

AUTO PITCH: When **ON**, the computer takes over your team's pitching. When **OFF**, you have to select the pitch type and delivery manually.

AUTO HIT: When **ON**, the computer takes over hitting so you can concentrate on running the bases. When **OFF**, you have total control of your batters.

AUTO FIELD: The computer controls the outfielders up to the moment that the ball is fielded when this is **ON**. The **OFF** setting means that you have to manually make your players chase each ball hit.

AUTO THROW: The computer automatically throws the ball once caught if this is **ON**, but you have to manually throw the ball, once it's caught, if this is **OFF**.

AUTO RUN: The computer controls your base runners when **ON**, but the **OFF** setting requires you to tell your runners when to advance.

AUTO ALIGN: The computer controls the alignment of your infielders and outfielders, depending upon the current situation, when this is **ON**. Otherwise, you have to move them manually.

Each team can also set two different camera controls. The **FIELDING CAMERA** is used when your team is fielding the ball. It can be set to **LOW**, **MED**, **HIGH** and **RANDOM**, as well as **ACTION** versions of these settings. Action cameras cut in closer to the action, changing camera angles for a more "in your face" experience. The **BATTING CAMERA** changes the camera angle when your team is up to bat. **HIGH** positions the camera at strike level and a little behind the batter. **LOW** positions the camera right behind home plate, while the **WIDE** versions of these settings increase the field of view from the batter's box. If you have a **DUALSHOCK™** analog controller you can turn the vibration on and off from this screen as well. You can also switch the control configuration from this screen.

PLAY BALL!

Now that you've got your game set up, it's time to play ball! Strategy, skill, and a little luck are keys to a winning season. Remember that practice is the real key to any winning season.

To play the *High Heat™ Major League Baseball® 2002* game well, you need to understand the different phases of play and know what both the offense and defense can do during each phase. The three phases are based on the pitcher's actions and can be broken down as follows: "before the pitch," "the wind-up and the pitch" and "after the pitch."

PHASE 1: BEFORE THE PITCH

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

The first phase ends when the pitcher selects his pitch type and comes set on the mound.

PHASE 2: THE WINDUP AND THE PITCH

- The pitcher can throw his pitch or try to pick off a runner on base.
- Any runners on base can take leads and/or try to steal.
- The batter can swing, bunt, check his swing or take the pitch.


The second phase ends when the ball hits the catcher's mitt or the batter hits the ball.

PHASE 3: AFTER THE PITCH

- Runners can advance or return to base.
- If the ball is hit, fielders become active.

PLAYING OFFENSE - BATTING

Just like in real baseball, the most difficult skill to learn is hitting. When you first start in Rookie Level you will find it easy to make contact, but as you progress to higher skill levels you will notice that hitting is much more than just making contact. It takes a lot of practice, but the key is learning the strike zone. Swinging at pitches out of the strike zone in All-Star Level is almost the surest way to hit a weak ground ball. Remember that pitchers try to get you out by inducing you to swing at bad pitches. Once you develop the patience to take those bad pitches for balls, you will be one tough out!

When a pitch is thrown, you can aim your bat using the directional pad. Press and hold the  button on your Controller to try and connect with the ball. Pitches near the top of the strike zone are "high," pitches near the bottom are called "low" and pitches in-between are "medium." To swing at a certain location after a pitch, use the corresponding button combination in the following chart.

LOCATION	CONTROL	LOCATION	CONTROL	LOCATION	CONTROL
High/Left	↖ + ⊗	High/Middle	↑ + ⊗	High/Right	↗ + ⊗
Medium/Left	← + ⊗	Medium/Middle	⊗	Medium/Right	→ + ⊗
Low/Left	↙ + ⊗	Low/Middle	↓ + ⊗	Low/Right	↘ + ⊗

High Heat Game Tip: Where you swing for the ball is as important as your timing. If you swing for a much different place than where the ball was thrown to, you're likely to miss the ball, or just get a piece of it. It is important to learn the trajectory of each pitch so that you will know where to swing when the pitch crosses the plate. With a weak hit, the ball trail turns white, and it tends to result in pop flies or grounders that never leave the infield. If "perfect contact" is made, the ball trail will appear red and will generally result in some type of base hit. The more you make "perfect contact" the greater the chances of a "flaming" home run! The "flaming" ball often sails into the bleachers, but nothing is guaranteed in baseball!

CHECK AND PRACTICE SWINGS

To check, or stop, your swing, release the ⊗ button before the bat crosses the plate. If the ball doesn't pass through the strike zone, the umpire will call the pitch a ball. To get in a practice swing before the pitch, press and hold the ⊗ button, and press the directional buttons to determine the location of your swing and the level of your bat.

BUNTING

Bunting is generally used as a "sacrifice." The idea of sacrificing is to intentionally concede the out of the batter in order to move up a runner currently on base. You are "sacrificing" the hitter to move the runner up. The most common time to sacrifice is when your pitcher comes up with a runner on 2nd or 3rd. Another common use of the sacrifice is to move a potential game tying or game-winning run into scoring position (2nd or 3rd base). To square around and get set to bunt, press and hold the ▲ button. To change the bunt angle and height, keep holding the ▲ button and press the directional pad to adjust your bat's position. Remember you can bunt with any player at any time and sometimes bunting with a speedy hitter is a great way to catch a defense off guard and get an easy base hit.

GUESSING THE PITCH

It is possible to increase your chances of hitting the ball well by guessing what type of pitch a pitcher will throw. However, if you guess wrong, you'll hit the ball more poorly than you would otherwise.

Guessing a pitch is simple. Guessing the correct pitch is the tricky part! To guess a pitch you simply press **L2** and the button that corresponds to the type of pitch you expect to be thrown.

Note: If the opposing pitcher is using pitching controls configuration 2, you must instead use the ◎ button with the directional button that corresponds to the proper pitch type.

It is important to guess the pitch quickly, however, because you can't guess once the pitcher starts his windup.

AFTER THE HIT

After you successfully hit the ball, your player automatically runs to first base. To continue running, see the base running controls given below. One gauge of whether to keep going or not is the appearance of the ball trail. When your player connects well, a red streak follows the ball into the outfield. If you really blast it, the ball catches fire!

High Heat Game Tip: Don't swing at every pitch - learn how to "work the count" by only swinging at pitches in the strike zone. In other words, don't swing at "balls," and keep in mind that a smart pitcher almost never throws a strike on a 0-2 count.

PLAYING OFFENSE - BASE RUNNING

Expertise in base running can make the difference between a win or a loss. Any good manager knows when to signal a steal, take an extra base, or hold a man up. Once the pitcher has selected his pitch type and before the ball is in play, you can adjust your runners' positions.

Although the controls for advancing and stealing are the same, stealing can only be done during the pitcher's wind-up and before the pitch, and advancing is done after the pitch. Remember that if a runner wants to advance from a base on a fly ball that is caught, the runner must first retreat back to his base and "tag-up" before proceeding to the next base. Otherwise, the runner can be thrown out if the ball gets back to the base before the runner does.

LEAD-OFF CONTROLS

BASE RUNNING CONTROLS	CONFIGURATION 1
Increase lead for all runners.	L1
Increase lead from 1st, 2nd, 3rd.	L1 + ○, △, and □
Decrease lead from all runners.	R1
Decrease lead from 1st, 2nd, 3rd.	R1 + ○, △, and □
Steal all runners.	□
Steal 2nd, 3rd, or home.	□ + ↑, ←, ↓
Retreat all runners.	○
Retreat to 1st, 2nd, 3rd.	○ + →, ↑, ←
Stop all runners.	△
Stop runner moving to 2nd, 3rd, or home.	△ + ↑, ←, ↓




PLAYING DEFENSE - PITCHING

Managers, coaches, players and fans have argued for years about the importance of pitching. But when the game's over, it's always the pitcher who's credited with a win or loss.

There are nine different authentic TruPitch™ pitch types in the *High Heat™ Major League Baseball® 2002* game: the Changeup, Knuckleball, Curve, Split-finger fastball (Splitter), Forkball, Sinker, Slider, Screwball and the Fastball. In the game, pitchers can have between two and six pitch types in their repertoire, but it's common for most pitchers to have only three or four.





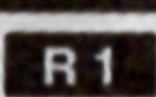

The process of throwing a pitch has two steps: pitch type selection and delivery. You can only choose to throw pitches that your particular pitcher throws.


Step 1: To select a pitch type you simply press the button that corresponds to the pitch you want to throw. A pitch menu will appear on the screen that allows you to see what pitches your pitcher throws. No pitcher has more than six pitches. The table below shows the order of buttons used.



Example: If your pitcher only has three pitches then the only buttons you will use are the , , and  buttons.

If you press a button that doesn't apply for your pitcher and select a type that your pitcher doesn't know, he "shakes off the call" by moving his head back and forth. Once you select a pitch type, your pitcher comes set and awaits instructions on where to throw the ball.

PITCH TYPE CONTROLS


















PITCH TYPE	CONTROLS	PITCH TYPE	CONTROLS	PITCH TYPE	CONTROLS
1		2		3	
4		5		6	





Alternate Pitching Controls: To select the pitch type, hold the directional pad direction that applies to the pitch you want to throw and press the  button.

Example: To select a Knuckleball, press the  directional button plus the  button.

In either control scheme, the legal choices will appear on a pitch menu on the screen.

ALTERNATE PITCH TYPE CONTROLS

PITCH TYPE	CONTROLS	PITCH TYPE	CONTROLS	PITCH TYPE	CONTROLS
Screwball	 + 	Changeup	 + 	Knuckle	 + 
Slider	 + 	Fastball		Curve	 + 
Sinker	 + 	Forkball	 + 	Split	 + 

Step 2: At this point you can either pitch to the batter, or try to pick off a base runner that might be stretching his luck. If you want to pitch to the batter, realize that delivering the pitch is more than just throwing the ball right down the pipe. You can choose where you want to try to have the ball cross the strike zone by pressing a direction plus the  button, or you can try to throw a "ball" intentionally by pressing a direction plus the  button. If you press the  button without a direction, you will throw a ball to a random location. Pressing the  button will throw a pitchout. This is very useful when you have a speedy runner at first. Throwing a pitchout when he is running is an almost sure-fire way to get him out.

STRIKE (X) AND "BALL" (O) ATTEMPT LOCATION CONTROLS

Strike attempts are made using the X button; ball attempts are made using the O button.

LOCATION	CONTROL	LOCATION	CONTROL	LOCATION	CONTROL
High/Left	↖ + X or O	High/Middle	↑ + X or O	High/Right	↗ + X or O
Medium/Left	← + X or O	Center	X	Medium/Right	→ + X or O
Low/Left	↙ + X or O	Low/Middle	↓ + X or O	Low/Right	↘ + X or O

PICKOFF ATTEMPT CONTROLS

LOCATION	CONTROL	LOCATION	CONTROL	LOCATION	CONTROL
Pickoff to 1st	L1 + O	Pickoff to 2nd	L1 + △	Pickoff to 3rd	L1 + □

ALTERNATE PICKOFF ATTEMPT CONTROLS

LOCATION	CONTROL	LOCATION	CONTROL	LOCATION	CONTROL
Pickoff to 1st	→ + △	Pickoff to 2nd	↑ + △	Pickoff to 3rd	← + △

PITCHER FATIGUE

Watch your pitcher very carefully. When he becomes tired, his pitch control and speed will degrade considerably. Underneath the Pitch Menu is a Fatigue Bar that shows how your pitcher is holding up. It's not easy throwing dozens of 80 and 90 mile per hour pitches, and over the course of the game your pitcher tires and the Fatigue Bar changes. As the fatigue level drops, consider bringing in a reliever from the Bullpen (see the section on "Managing Your Lineup and Bullpen"). When the fatigue bar becomes yellow your pitcher is starting to tire; he's really getting worn down once it goes red! Tired pitchers are the number one cause of lost baseballs!

PLAYING DEFENSE - FIELDING AND THROWING THE BALL

Striking out the opposition is nice, but defense is also key to shutting down the other team. Baseball is a game that is decided by inches and making a diving play could mean the difference in winning by a run or losing by two runs! *High Heat™ Major League Baseball® 2002* TruPlay™ artificial intelligence lets you face computer opponents with realistic base running, fielding and situational strategizing skills.

ADJUSTING INFIELD AND OUTFIELD ALIGNMENTS

You can set your infield and outfield alignments before the pitcher selects a pitch type. If AUTO ALIGN is set to ON in the Game Options screen, the computer automatically adjusts your defense based on the current situation, the pitch type you selected, and the opposing batter's characteristics. If it is OFF, you have to make your own adjustments. For example, to shift the infield back and to the right, hold down the ↑ and → directional buttons, then press the L1 button.

ADJUSTMENT	CONTROL
Shift infield	L1 + directional buttons
Shift outfield	L2 + directional buttons
Shift infield/outfield	L1 + L2 + directional buttons

High Heat Game Tip: If a power hitter is at the plate, move the outfielders deeper, but if you are expecting a bunt, bring your infielders in closer to home.

FIELDING

When the ball is hit in the air, a white ball marker appears on the field to indicate where the ball will land. The fielder nearest the ball is automatically activated and a different marker appears around him. The player's ball marker will appear blue until he gains possession of the ball. When this happens the marker around the player will turn red. Unless the AUTO FIELD setting is ON in the Game Options screen, you have to move your fielder yourself to catch the ball. Ground balls do not have any kind of marker as they can be easily seen at all times.

To field the ball after it's hit:

Use the directional pad to move the fielder to the center of the yellow marker to catch the ball. To switch to another fielder, press the **▲** button. To jump for the ball, press the **⊗** button. To dive or slide for the ball, press a direction pad button plus the **⊗** button. After catching or picking up the ball you can run freely in any direction or throw. Here are the controls:

FIELDER CONTROLS	CONFIGURATION 1	CONFIGURATION 2
Run in any direction	directional button	directional button
Throw to 1st base	⊙	⊗
Throw to lead base during a steal	—	⊗
Throw to 1st, 2nd, 3rd, or home	⊙, ▲, ◻, ⊗	⊗ + directional button
Run to nearest base	R1	⊙
Run to 1st, 2nd, 3rd, or home	R1 + directional button	⊙ + directional button
Run to base runner closest to fielder	L1	◻
Run to base runner closest to 1st, 2nd, 3rd, or home	L1 + directional button	◻ + directional button

THE PAUSE MENU

During the game, use the **START** button to display the Pause Menu. Highlight your team's name and press the **X** button to display the Lineup screen; for details on how to make offensive or defensive substitutions, see the *"Managing Your Lineup and Bullpen"* section. Select **REPLAY** to review the last play made. The controls are detailed on the next page. You can also change the batting and fielding camera views.

OPTIONS: The options menu allows you to do a few things. First of all you can change the audio levels and your controller configuration. In this menu you can also select **BATTING GUIDE** and turn on the visible strike zone. This will help you to differentiate between balls and strikes when you are getting started. Lastly, you can control **GAME TUNING**. Game tuning is a cool mechanism that allows you, the player, to customize the game to your liking.

GAME TUNING: Here is what you can control.

Runner Speed: This adjusts the speed of the base runners.

Fielder Speed: This adjusts the speed fielders cover ground.

Throw Speed: This adjusts the arm strength of the fielders.

Fastball Speed: This adjusts the speed of the fastball for pitchers.

Non-FB Speed: This adjusts the speed of all other pitches.

CPU Hitting: This adjusts the hitting skill level of the CPU.

CPU Power: This adjusts the overall power level of the CPU. The higher it is the more homers the CPU will hit.

Human Hitting: This adjusts YOUR overall hitting skill level.

Human Power: This adjusts YOUR overall power level. The higher it is the more homers YOU will hit.

Error Frequency: This adjusts the frequency of the occurrence of errors.

Injury Frequency: This adjusts the frequency of the occurrence of injuries.

To return to the Main Menu, select **QUIT GAME**.

REPLAY CONTROLS

TO DO THIS...	PRESS...
Return to the game	START
Move camera forward, back, left and right	Directional buttons
Move camera up	L1
Move camera down	L2
Angle camera up or down	R1 + ↑ or ↓
Restart replay	□
Reset camera angle and restart replay	R2
Step forward through paused replay	R1 + X
Step backward through paused replay	R1 + △
Pause replay	○

Note: There are limits on how and where you can move the replay camera.

GAME WRAP-UP

WRAP

After each game is finished, a series of screens appear letting you view the performance of both teams. The Post-Game Report screen gives the box-score, winning and losing pitchers, the pitcher credited with the save, the MVP of the game, and key player performances. Select GAME STATS to view batting and pitching summaries of each team. Select DONE to return to the Main Menu.

EDITING PLAYERS

The Player Editor allows you to change the attributes and ratings of a player. Choose PLAYER EDIT from the Main Menu, and select EDIT PLAYER to proceed to the Team Select screen. Choose the team of the player or players to be edited, and that team's roster appears. Once in the editor, a variety of data can be changed, allowing you to create an entirely new player. You can edit up to ninety-nine players.

If you make changes to player data, you are prompted to save your changes to the memory card. You can load previously saved player edits by selecting LOAD PLAYERS from the Player Editor menu and following all instructions. In the editor, at any time you can choose to UNDO CHANGES to the current player. You can also RESTORE ALL PLAYERS to their original data from the Player Editor menu. Note that this only affects players in memory, not players saved to the memory card. The DELETE ALL PLAYERS option allows you to delete all edited players from your memory card.

GENERAL INFO

A variety of general information can be changed. This includes the player's name and number, the position they play and their physical appearance.

BATTING AND FIELDING RATINGS

These ratings determine a player's expected performance in the field and at bat.

BATS: Which way they bat – LEFT, RIGHT or SWITCH.

BATTING STANCE: NORMAL, OPEN or CROUCHED.

BATTING WAGGLE: YES or NO.

THROWING ARM: Which arm they throw with – LEFT or RIGHT.

FIELDING RANGE: The amount of turf a fielder can cover. The higher this statistic, the more ground the player can effectively defend.

THROWING STR: Arm strength for fielding.

SPEED: The player's foot speed, determining how fast they can run the bases or chase down a ball.

BATTING AVG: The player's effectiveness at hitting the ball, calculated by dividing their number of hits by their number of at bats.

HITTING POWER: A player's batting strength. The higher the number the more likely they are to hit homers when they get a hit.

PATIENCE: An estimate of a player's patience in waiting for a good pitch. At a low rating a CPU-controlled player will hack away at questionable pitches.

PULL HITTER: The likelihood that a left-handed batter will pull his hits to right field, and vice versa.

VS. LEFT and VS. RIGHT: These two bars are linked. Make a player more effective against a left-handed pitcher, right handed pitcher, or equally balanced.

PITCHING PERFORMANCE RATINGS

The following set of attributes helps determine the expected performance of the pitcher.

PITCH SELECTION: Select this item to assign up to six pitches to a pitcher. The numbers must add up to 100. This is turned into a % of the time this pitcher uses each pitch, and the quality of each pitch type. Obviously, he is the best at the pitches he uses most often.

STYLE: Allows you to set up the windup style for the pitcher, either OVERHAND, 3/4 or SIDEARM.

PITCHING POWER: The strength of this pitcher's throws, which roughly translates into the speed of their fastball.

PITCHING CONTROL: The amount of control the player has on his pitches. A low rating means this pitcher may throw a lot of balls, or send the ball over the plate when he meant to throw it way outside.

PITCHING ENDURANCE: How long this guy lasts before he begins to tire.

GROUND BALL PCT.: This shows what percentage of batted balls against this pitcher are grounders.

OPPONENT BATTING AVG: How often opposing batters get a hit on this pitcher.

VS. LEFT and VS. RIGHT: These two bars are linked. Make a pitcher more effective against a left-handed batter, right-handed batter, or equally balanced.

HOME RUN DERBY™

You and three of your friends can challenge one another in the Home Run Derby to see who's the best slugger of all, without having to worry about the pressure of a real game. The pitches come in straight and fast, and if you practice your swing and develop your rhythm, you can knock the balls up into the cheap seats. Players score points based on distance (1 point per foot) and home runs (500 points each). At the end of a round, results are posted; an additional 500 points are awarded to the player who hit the ball the farthest and the player that hit the most homers.

Select HOME RUN DERBY from the Main Menu. Choose the number of players (1-4), the total number of pitches you want (10, 15 or 20) and the time of day. When the Team Select screen appears, consider a team that has long ball hitters. Select a team and the player you want to use. Only one Controller is used, so pass it along when it's the next player's turn. Once everyone has selected a batter, the Stadium Select screen appears. Choose a stadium and press the **X** button to begin the Derby.

When it starts, the first player comes up to bat. Pressing the **START** button displays the Pause Menu and allows you to adjust the camera views and other options, or quit the Home Run Derby and return to the Main Menu.

After the Derby is finished, you are given the opportunity to save the scores to a memory card. Then the Results screen appears, listing the stats for each competitor, including the longest distances balls were hit and the winner of the contest. Use the **▲** and **▼** directional buttons to switch between players, and press the **X** button to proceed to screens listing the top distances and top scores, and again to exit and return to the Main Menu.

PLAYING A SEASON

Maybe you're able to brag about winning an Exhibition game or two, but do you have what it takes to fight through a grueling 162 game season and bathe in the glow of a hard-won World Series™ victory? It's time for you to step up to the plate and see what you're really made of!

High Heat™ Major League Baseball® 2002 allows you to take as many teams as you like through a full season. Set it up the way you want and play as many of the games as you want, acting as coach, manager and player. If you're persistent and play well, you could find yourself in the World Series!

TO START A NEW SEASON:

Select SEASON from the Main Menu. Then, select START NEW SEASON to bring up the Season Setup screen. Most of the options are the same as those in the Game Options screen, but there are two new ones.

SEASON LENGTH: Length can be set to 16, 81 or **162** games, a regulation MLB season.

INJURIES: When **ON**, an injured player can be out for a few games or even the entire season; **OFF** prevents any injuries from occurring.

When you are satisfied with Season Setup, select DONE and the Managers screen appears. Use the ▲ and ▼ directional buttons to highlight each team you want to control during the season, pressing the ⊗ button to change them to human control. A human icon appears next to each selection. When you have finished choosing teams, select DONE. By default, all teams are CPU-controlled, and have a CPU icon next to their name in this screen.

The next choice you are prompted to make will determine who plays on what team. You can select actual rosters or choose to draft players. If you select Actual, all players will be on the same team as they are in real life. If not, you can compete with computerized General Managers to select the best players for your team. If you choose Draft, you can select from Standard, Snake and Random draft order. Standard order means that all teams draft in the same position in every round of draft. Snake means that the teams reverse order of picks in each round. In Random, the draft order is rearranged in every round.

When in the draft, every choice of a Computer Controlled team will be listed. When it is your turn to pick, you will be prompted. At that time you can choose to: select a Player, View Rosters of teams that are taking shape, have the CPU pick for you, or fill in your roster (which will have the computer make the remainder of your picks for you). If you choose to select a player yourself, you will notice that players are sorted in rough order of ability per position.

Once the draft is complete, you will proceed into the Season!

TO RESUME A SAVED SEASON ALREADY IN PROGRESS:

Make sure the memory card containing your saved season game is inserted into MEMORY CARD slot 1. Select SEASON from the Main Menu, then choose CONTINUE SEASON. If any messages appear on the screen, please follow their instructions carefully. The Season Standings screen should appear and you may continue your restored season.

SEASON STANDINGS

From this screen you can view where your teams stand in the Big Leagues, complete with a season record. Use the **▲** and **▼** directional buttons to scroll through the list of teams and the **L1** and **R1** buttons to switch between divisions. There are several menu options listed at the bottom of the screen. Use the **◀** and **▶** directional buttons to switch between them.

ROSTERS: View an individual team's roster. Highlight the desired team and press the **⊗** button, and the Team Roster screen for that team appears. See that section for details.

LEADERS: Obtain information on what teams and players are the best and worst in baseball, in numerous categories, using several sorting filters. See "*League Leaders*" for details.

SCHEDULE: Displays all scheduled games for that season. See "*Season Schedule*" for details.

SAVE: Save the current season. Carefully read and follow any messages and instructions that appear on the screen. You need a PlayStation memory card with nine free blocks. Only one *High Heat™ Major League Baseball® 2002* game can be saved on each memory card, regardless of available space. If the memory card contains a previously saved Season or Playoff game, you will be asked if you want to overwrite that saved game.

EXIT: Return to the Main Menu without saving your season.

TEAM ROSTER

You will spend most of your team management time on the Team Roster screen. From here you can set the pitching rotation, trade players and more. Each team has 25 players on its active roster, usually about 15 position players and 10 pitchers. Each team also has an INACTIVE RESERVES list, which it can use during the season to bring upcoming talent onto the team, or to send non-performing players down to for a while. To view a team's rosters, highlight the desired team and select ROSTERS from the Season Standings screen. The **▲** and **▼** buttons scroll through the players' names. The **◀** and **▶** directional buttons shift through the Team Roster menu options listed at the bottom of the screen.

SWAP / VIEW: Switches between the Major League and the Inactive Reserve rosters. If the team is CPU-controlled, you can only VIEW the rosters; if it is human controlled, you can SWAP players between the leagues. See "*Inactive Reserves*" for details.

ROTATION: Allows you to set your pitching rotation. For more information see "*Setting the Pitching Rotation.*"

PLAY: Brings up the Season Schedule screen, from which you can play or sim a team's game. See that section for details.

TRADE: Allows you to make trade offers with another team and view offers made to your team. See "*Trading Players*" for more information.

MANAGER: Toggles computer control for the team on and off. When there is a CPU MANAGER, you cannot swap that team's player between the major and minor leagues and the computer governs all trades.

STADIUM: Allows you to choose a team's home stadium.

SETTING THE PITCHING ROTATION

To set your rotation, select ROTATION and the Rotation screen appears. Highlight the first pitcher to move. Press the **X** button, and his name and stats change colors. Pressing the **△** button cancels the rotation change. To complete the swap, highlight the second pitcher to move and press the **X** button; the two pitchers change places in the rotation. If you wish to simply switch a player from one category to another, instead of swapping him with another pitcher, select EMPTY as your second player. Repeat until all rotation changes are complete, then press the **△** button, and you are returned to the Team Roster screen.

High Heat Game Tip: Manage your bullpen carefully in Season mode. You really do not want to use starters as relievers and before you decide to start one of your relievers you had better check their endurance rating. Relievers tend to get tired after 2-3 innings and the last thing you want is guy throwing beach balls in the 4th!

INJURIES

High Heat™ Major League Baseball® 2002 has single and multi-game injuries. When a play ends in which a player is injured, the substitution screen automatically appears and play cannot resume until the injured player is replaced in the lineup. If the injury is a single-game injury, everything returns to normal after the game, and the player is available for the next game.

However, if the injury is a multi-game injury sustained during a Season or Playoff game, the injured player moves to the bottom of the active roster list, and has a number next to his name in the Roster screen, to indicate how many games he'll be unable to play. You can elect to replace the injured player with a player from your Inactive Reserves to fill the open roster slot created by the injury. Once the injured player has healed, the injury counter disappears and you can send your reserve player back to the Inactive Reserves and reactivate your original major leaguer.

INACTIVE RESERVES

High Heat™ Major League Baseball® 2002 shows the top 10 prospects from each team's inactive reserves. The number of position players and pitchers varies per team, but it's usually six position players and four pitchers. If a player is injured, you can bring in a substitute from your bench, or you can swap a player from the active roster with one on the Inactive Reserves. To move a player, select SWAP and select the Inactive Reserve player to activate or the major leaguer to deactivate. This brings up the Inactive Reserve roster. Make the swap by selecting the player to be replaced.

TRADING PLAYERS

To trade a player to another team, select TRADE, and choose the player to trade away, which brings up the Team Select screen. Select the team you wish to trade with, and the Team Roster for the other team appears. When you select the player you want to trade for, you are asked if you really want to make this trade; choose YES or NO. If the other team is cpu-controlled, it accepts or declines your trade instantly; press the **X** button to dismiss the trade message. If that team is human-controlled, the player controlling the team has to manually accept or reject the trade. If the trade is accepted, your new player appears in your Team Roster and the player you traded away appears on the other team's roster.

EXTRA PLAYERS LIST

In addition to trading with other teams, you may also pick up players off the EXTRA PLAYERS LIST. This is a snap. After selecting TRADE, instead of choosing another team to trade with, you simply select the Extra Players List. Here, you can swap any player you currently have with any player on this list. Who knows, you may even find that diamond in the rough!

CPU TRADES

Sometimes it is nice to see which players on your own team are coveted and just what kind of deals you can command. With the new CPU TRADE feature you can do just that. Once you select TRADE, you can select CHECK CPU TRADES. On this screen you will see a list of trades that have been offered to many teams including your own. Each trade is proposed and then either accepted or rejected. If you select CONTINUE, you will continue to see all the trades that have been offered for that day. Some days you will be offered trades and some days you will not. Whenever you are offered a trade you must make a decision. Pressing the **■** button will accept the trade and pressing the **●** button will decline it. If you press the **⊗** button you can see information about both players before you decide. There is a maximum of one round of trades daily during the season. Teams will have different strategies toward trading based on their own position in the standings, their rivals', and how their rivals are doing in the standings.

High Heat Game Tip: When trading against a CPU-controlled team, keep in mind that the other team's general manager is looking for a comparable or better player to help his own team. He is also considering the weaknesses of his own team. If your trades are being declined, it could be that you are not offering a good enough player, but it could also be that the CPU-controlled team doesn't need that particular position of player.

STADIUM

A new addition this year is the Season Stadium Select feature. This allows you to set ANY stadium as your team's home stadium. Simply select STADIUM and choose your favorite ballpark!

LEAGUE LEADERS

This screen provides ranking information in several categories, allowing you to see what teams and players are the best and worst in baseball. To view rankings, select LEADERS from the Season Standings screen. The **▲** and **▼** buttons scroll through the players' or teams' names. The **◀** and **▶** directional buttons shift through various sorting filters listed at the bottom of the Leaders screen and described below:

TEAM: Highlight one of these two buttons and press the **⊗** button to cycle backward and forward between stats for the American League™, the National League™, All Players, and individual teams.

TYPE: Select this filter to show standings in a single category. Available categories are individual and team batting and pitching in the current season or the historical 2000 MLB season. The **L1** and **R1** buttons cycle through the various lists in each category.

SORT: Alternates between displaying rankings from the LOWest to highest or from **HIGH**est to lowest.

Also, the **●** button toggles between showing the **CURRENT** statistics from the season you are playing now, or the **HISTORICAL** 2000 MLB season statistics.

SEASON SCHEDULE SCREEN SCHEDULE SCREEN

This screen is the gateway to your season games. It lists all of the games to be played this season, including those of the teams you are controlling. To view the list of games, select SCHEDULE from the Season Standings screen and use the **▲** and **▼** directional buttons to scroll through the list.

The games scheduled for your team(s) are shown in black. To play or sim a team's game, select one of those games. If either team has unplayed games prior to the date you've selected, the computer asks to simulate all previously scheduled computer vs. computer games. You are asked if you want to play any games involving a human-controlled team or if they should be simulated as well.

After a game is simulated, a box score appears on the screen while the next game is simming. If there are no more games, press the **⊗** or **⬆** buttons to return to the Schedule screen. If you are simming multiple games, you can interrupt the process by pressing the **⬆** button.

To get to the playoffs in Season mode, select QUICK SIM ALL. The playoffs begin right after all regular season games have been completed or simulated.

SEASON OPTION SCREEN OPTION

So you have played a few games and it just isn't a challenge anymore, eh? Well, not to worry. Now you can change the Season Options during the season! All you have to do is select OPTION and voila! You now have control over the DIFFICULTY setting and many others.

PLAYOFFS

Do you want the excitement of tournament play without going through a full season? Then select **PLAYOFFS** from the Main Menu. If you start a **NEW PLAYOFF**, the Playoff Setup screen appears. Most settings are identical to those explained in the Game Options screen, but there are two settings unique to the Playoff mode.

PLAYERS: From 1-8 players can compete in the Playoffs. If you have fewer players than the total number of teams in the playoffs (set using **TEAMS**), then the computer automatically assumes control of the teams you choose not to control.

TEAMS: Set the total number of teams in the playoffs, either 2, 4, or 8.

When finished, select **DONE**. The Team Select screen appears, allowing you to select a team for each human player; the computer selects the remaining teams and proceeds to the Playoffs screen.

To continue a previously saved playoff, make sure the memory card containing the saved playoff is inserted, select **CONTINUE PLAYOFF**, and carefully read and follow any instructions given to you, should they appear.

PLAYOFFS SCREEN

This is the heart of the playoffs. Brackets for each series fill most of the screen, so you can see which teams are involved in each and view their progress. It is not possible to change which teams are competing against another.

Use the ◀ and ▶ directional buttons to cycle between the following menu items:

SELECT GAME: Play the game of your choice by highlighting it and pressing the **X** button. If both teams in the selected game are CPU-controlled, one game from that series is simulated.

SWAP BRACKET: Cycles between showing the bracket for the American League Championship Series, the National League Championship Series, and the World Series.

PLAYOFF LEADERS: Displays a screen that shows information about the best and worst teams in the playoffs, including yours.

SIM SERIES: Quickly simulates the series you select and displays the results of each game. The winner of each series moves up the playoff ladder.

LEADERS: Brings up the League Leaders screen, where you can view the ranking of the playoff teams and their players in a variety of categories.

OPTIONS: Just as in season play, you can change the Playoff Options during the playoffs.

SAVE: Saves your Playoff game to a memory card, provided it has at least 8 memory blocks free. Carefully read all messages, following any instructions given to you. You can only save one game per memory card, regardless of available space. If the memory card contains an existing saved game, you will be asked if you wish to overwrite it.

EXIT: Quits the playoffs and returns to the Main Menu.

BATTING PRACTICE

Finally, a chance to hone your batting skills without the embarrassment of getting struck out 15 times in a game! Yes, folks, batting practice is here! You can use any hitter and work on anything you like. Having trouble hitting that sinker? Set up BATTING PRACTICE to throw only sinkers. Having a hard time hitting the outside pitch? Set up BATTING PRACTICE to throw different kinds of pitches just to the outside corner. You can even set up BATTING PRACTICE to face any pitcher you want! The bottom line is that you can work on just about any aspect of hitting you can think of here! First you must select a hitter. You can choose any hitter from any team. Next, select a pitcher. Again, you may choose any pitcher. You will then select a stadium.

PITCHING ZONE

Here you can set up exactly where you want the pitches to be thrown. There are eleven choices: Mixed Balls and Strikes, High Balls and Strikes, High Strikes, Low Balls and Strikes, Low Strikes, Inside Balls and Strikes, Inside Strikes, Outside Balls and Strikes, Outside Strikes, Varied Strikes, and All Grooved.

PITCH TYPES

The number of pitch types you have to choose from will depend on the pitcher you choose to hit against. You can also choose to turn off whatever pitch types you do not wish to hit against during batting practice. Each pitch has an **ON** and **OFF** setting.

During BATTING PRACTICE your probable hit result will appear on the screen after you have hit the ball. We'll make a hitter out of you yet!

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