PlayStation®

NTSC U/C

PlayStation

The Best Baseball Game
WE GUARANTEE IT!
See Details Inside

BONUS!
Strategy Guide Inside.

SAMMY SOSA
HIGH HEAT
Baseball
2001

EVERYONE

E

CONTENT RATED BY
ESRB

1 DISC

SLUS-01863
PFL-5054-151

3DO

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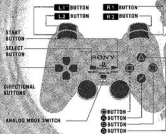Featuring the music of Loudmouth – www.loudmouthrocks.com

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 Sammy Sosa High Heat Baseball 2001 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 your options, season or playoff data, 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.
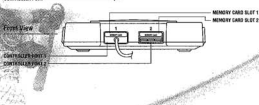
Controller

Front View

L2 BUTTON
R2 BUTTON

L1 BUTTON
R1 BUTTON

L1 BUTTON   R1 BUTTON

START BUTTON
SELECT BUTTON

DIRECTIONAL BUTTONS

ANALOG MODE SWITCH

Console

Top View

SONY

OPEN BUTTON

RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT

DISC COVER

MEMORY CARD SLOT 1
MEMORY CARD SLOT 2

Front View

CONTROLLER PORT 1
CONTROLLER PORT 2

△ BUTTON
○ BUTTON
✕ BUTTON
□ BUTTON

QUICK START

To jump right into the excitement of a Major League Baseball® game, start from the Sammy Sosa High Heat Baseball 2001 Main Menu. EXHIBITION will be highlighted, press the ✕ button to bring up the Team Select screen. Use the ⇧ and ⇩ directional buttons to scroll through the team list, and the ⇨ or ⇦ directional buttons to change between Away and Home teams.

Once both teams have been chosen, press the ✕ button to 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.

Press the ✕ button again to continue to the Stadium Select screen, and ✕ again to proceed to the Game Setup screen. You can change these options, which are described in the section starting on page 7, or simply highlight DONE, and press ✕ again.

Now the Lineup screen for the home team appears. If you wish to make changes, consult "Managing Your Lineup and Bullpen". Otherwise, press the ✕ button twice to confirm the lineups for the home and away teams, and the exhibition game will load.

The game loads with the away team at bat, and the home pitcher ready to go on the mound. See "Play Ball!" on page 11 for detailed game play information. A summary of the Sammy Sosa High Heat Baseball 2001 game controls is given below.

CONTROL SUMMARY

GENERAL

Menu Navigation	Configuration 1	Configuration 2
Skip ahead (fly-in, post-inning, etc.)	■,✕,● or ▲	■,✕,● or ▲
Pause/resume game, Pause Menu	START	START
Menu navigation	Directional buttons	Directional buttons
Menu item selection	✕	✕
Menu cancellation (go back)	▲	▲

OFFENSE

At Bat: Before the Pitch	Configuration 1	Configuration 2
Practice swing	✖ + Directional buttons	✖ + Directional buttons
Get set to bunt (if Guess Pitch option OFF)	▲	▲
Set bunt angle and height	Hold ▲ + Directional buttons	Hold ▲ + Directional buttons
Display pitch type legend	R2 or L2	R2 or L2
Guess pitch type (9 types, if option ON)	● + Directional buttons	● + Directional buttons
Hitting the Ball	**Configuration 1**	**Configuration 2**
Swing	✖ + Directional buttons	✖ + Directional buttons
Check swing	Release ✖	Release ✖
Bunt	▲	▲
Set bunt angle and height	▲ + Directional buttons	▲ + Directional buttons
Running the Basepaths	**Configuration 1**	**Configuration 2**
Increase lead for all runners	L1	L1
Increase lead from 1st, 2nd or 3rd	L1 + ⇨, ⇧ or ⇦	L1 + ⇨, ⇧ or ⇦
Decrease lead for all runners	R1	R1
Decrease lead from 1st, 2nd or 3rd	R1 + ⇨, ⇧ or ⇦	R1 + ⇨, ⇧ or ⇦
Steal all runners	■	■
Steal 2nd, 3rd or home	■ + ⇨, ⇧ or ⇦	■ + ⇨, ⇧ or ⇦
Retreat all runners	●	●
Retreat to 1st, 2nd or 3rd	● + ⇨, ⇧ or ⇦	● + ⇨, ⇧ or ⇦
Stop all runners	▲	▲
Stop runner moving to 2nd, 3rd or home	▲ + ⇧, ⇦ or ⇩	▲ + ⇧, ⇦ or ⇩

DEFENSE

Before the Pitch	Configuration 1	Configuration 2
Display pitch type legend	L2 or R2	L2 or R2
Select pitch type*	✖ + Directional buttons	✖ + Directional buttons
Set infielder alignment	R1 + Directional buttons	R1 + Directional buttons
Set outfielder alignment	L1 + Directional buttons	L1 + Directional buttons
Set defensive (all) alignment	L1 + R1 + Directional buttons	L1 + R1 + Directional buttons
Pitching the Ball	**Configuration 1**	**Configuration 2**
Attempt to pitch a strike	✖ + Directional buttons	✖ + Directional buttons
Attempt to pitch a ball	● + Directional buttons	● + Directional buttons
Pitchout	▲	▲
Pickoff to 1st, 2nd or 3rd	▲ + ⇨, ⇧ or ⇦	▲ + ⇨, ⇧ or ⇦
Brush-back pitch (bean ball)	■	■
Fielding the Ball	**Configuration 1**	**Configuration 2**
Run in any direction	Directional button	Directional buttons
Change active fielder	▲	▲
Jump	✖	✖
Dive	✖ + Directional buttons	✖ + Directional buttons
Making the Play	**Configuration 1**	**Configuration 2**
Run in any direction	Directional buttons	Directional buttons
Throw to 1st base	---	✖
Throw to lead base during a steal	---	✖
Throw to 1st base, 2nd, 3rd or home	●, ▲, ■ or ✖	✖ + ⇨, ⇧, ⇦ or ⇩
Run to nearest base	R1	●
Run to 1st, 2nd, 3rd or home	R1 + ●, ▲, ■ or ✖	● + ⇨, ⇧, ⇦ or ⇩
Run to base runner closest to fielder	L1	■
Run to base runner closest to 1st, 2nd, 3rd or home	■ + ●, ▲, ■ or ✖	■ + ⇨, ⇧, ⇦ or ⇩

* There are 9 different pitch types in the game: the Change-up, Knuckleball, Curve, Split Finger Fastball, Forkball, Sinker, Slider, Screwball, and the Fastball. Each pitcher may have from 2-6 pitches available to him. See "Playing Defense – Pitching" on page 14 for more information.

USING THE MENUS

In most menus, unless otherwise noted on the screen itself or in this manual, the ◄ and ► directional buttons switch between menu categories, and are used to change the values of some menu items. The ⬆ and ⬇ directional buttons are used to move between items in the same menu category. In most cases, the ✖ button is used to select a menu item, and the ▲ button usually cancels an action or returns to a previous step or screen. When in doubt, look at the Controls Key shown along the bottom of each screen for help. If you have not yet started a game, and wish to quickly return to the Main Menu, press and hold the START and SELECT buttons simultaneously, however, you will lose any unsaved data if you do this.

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 7 for details.

QUICK PLAY: 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 has been played, the defaults are used.

PLAYER EDIT: Make changes to individual players' attributes. See "Editing Players" on page 18 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 21 for details.

FAMILY MODE: This mode sets the computer to control pitching, fielding, base running and substitutions. This setting simplifies gameplay, 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 21 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 26 for details.

OPTIONS: From this screen you can set audio volume levels to your tastes. Simply highlight the option and press ◄ or ► directional buttons to adjust the volume. 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 ⬇ directional buttons to scroll through the team list, and the ◄ and ► directional buttons to change between Away and Home teams. 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, press the ✖ button to determine players and difficulty. Use the ◄ and ► directional buttons to determine which teams or teams should be under human control. The ⬆ and ⬇ directional buttons change between difficulty levels ranging from ROOKIE to MVP. The PRACTICE level allows you to practice game skills by having computer controlled pitchers throw every pitch as a fastball down the middle, in addition to being at the ROOKIE difficulty level for all other game functions.

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 Setup screen.

GAME SETUP

From the Game Setup screen you specify game difficulty and adjust other important settings. The default settings are **bolded**.

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 the World Series, the DH rule applies when a game is played in an American League stadium. **AL ONLY** means that the DH rule is on for both teams, if the Home team is in the American League. 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. When playing an Exhibition game, only ON and OFF are available.

ERRORS: Turn errors ON and OFF. When **ON**, your right fielder might drop a fly ball or your shortstop may muff a high-hopper. If a runner advances as a result of the mistake, an official 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 in a game – many a home run has been credited to mother nature.

GUESS PITCH: Affect the batter's chances of getting a hit. When this is **ON**, the batter is allowed to guess the type of the upcoming pitch. See page 13 for more information.

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 1999 or the **START OF 2000**.

SIMULATION: Determine how greatly statistics affect game play. Set this low to rely more on your own skills and high for highly realistic results.

FASTPLAY: Turning this ON will change game play mechanics in the following ways: the computer pitcher will always throw strikes, and if your pitcher deliberately throws a strike, the computer batter will hit the ball. 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 ✖ button to continue to the Lineup screen. You are prompted to save your settings to the memory card.

MANAGING YOUR LINEUP AND BULLPEN

This is where your skills as a strategist and manager really come into play. The ⟵ and ⟶ directional buttons shift through various lineup management options, and the ⬆ and ⬇ directional buttons move through the player list. The L1 and R1 buttons are used to cycle through team and player statistics on all screens.

Before a game begins, you can adjust your starting lineup to try and find the perfect batting order, and hit the ground running. If 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, then select the first player you wish to move. His name and stats should change color to indicate he's been chosen. (If you picked the first 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: As a general rule, pick a lead-off hitter that's good at getting on base, either through walks or hits. The second hitter should handle a bat well – he may need to sacrifice or hit behind the runner, and should keep the ball on the ground. The man in the third spot should be the team's best gun, with a big number in the RBI column. The fourth man is your clean-up man – be sure he can hit the ball hard!

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. To change a player's position, select POS at the bottom of the screen, select the player whose position you want to change; his name and stats turn yellow. Then, select the second player to change, and the positions for both players swap. Note that swapping player positions on the field does not change their order in the batting lineup, and it's 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 their regular position. Players assigned to unfamiliar positions have their positions highlighted in green and, when selected, their primary position is given in parenthesis.

MAKING OFFENSIVE SUBSTITUTIONS: BATTERS

When the game is on the line, and your team is at bat, you might want to bring in a pinch hitter or a pinch runner. Keep in mind, however, that once you replace a player, the removed player 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. If any of your team's at bat, the Bullpen appears and forces you to select a new pitcher. Then the Lineup appears. Select the player to pull out of the game and your new pitcher now assumes that spot in the batting order.

MAKING DEFENSIVE SUBSTITUTIONS: PITCHERS AND FIELDERS

When your team is in the field, you can replace any fielders who aren't pulling their weight, or pitchers that are starting to tire. Defensive substitutions are also useful when you want to neutralize the strengths of a specific hitter. 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. Alternatively, 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 is a pitcher who is very strong for a short period of time, often specializing in the fastball. If you're nearing the end of a close game, and your starting pitcher is getting tired, consider bringing in your closer to put the opposing team away!

SETTING GAME FUNCTIONS TO AUTOMATIC

If you don't want to attend to every aspect of the game, you have the option to have the computer take over some of the control for you. This can be particularly useful when you want to gradually learn all the controls, and don't want to be overloaded in your first game. 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 caught 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 at bat. LOW positions the camera at strike level and a little behind the batter, while the 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 have your game set up, it's time to play some ball! Strategy, skill, and a little luck are the tickets to a winning season. All the instructions in this section assume you have the Auto functions set to OFF on the Game Settings screen.

To play the Sammy Sosa High Heat Baseball 2001 game well, you need to understand the different phases of a 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 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

Batting is without a doubt the most critical skill to master, if you want to make it to the World Series. It's also a skill that takes time to learn, but once you do, you'll be sending fans home with souvenirs and denting cars in the parking lot. Learning what pitches you should and shouldn't swing at is a sense acquired over time, as is "working the count." Patience is the key to hitting in the Sammy Sosa High Heat Baseball 2001 game.

When a pitch is thrown, you can aim your bat using the directional buttons and 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 can be 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 the ball trail turns white, and it tends to result in pop flys or grounders that never leave the infield. Swing for roughly the same spot that the pitch throws to, and you're apt to make "good contact" with the ball, shown by a red ball trail. These hits tend to go into the outfield, or be hard to catch. If you swing for the exact location that the pitch is thrown to, you greatly increase your chances of making "perfect contact" with the ball, shown by a flaming ball trail. The perfect hit often sends balls 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

Bunts are commonly used as "sacrifice" plays when there are one or no outs. By keeping the bat between the batter and the pitcher, the batter is giving a runner already on base a chance to advance, even though the batter is usually thrown out. If you're good at bunting, you can surprise the opposing team and get a hit. 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 buttons to adjust your bat's position.

GUESSING THE PITCH

It is possible to increase your chances of hitting the ball well by guessing what pitch type a pitcher will throw. However, if you guess wrong, your chance of getting a quality hit will be decreased.

In order to guess the pitch, the GUESS PITCH setting on the Game Setup screen must be turned ON. Guessing a pitch can only be done during the first phase, before the pitcher goes into his wind-up, and you still have to time your swing correctly.

To view the pitcher's available pitch types, press the L2 or R2 buttons to display the Pitching Key; this shows you the corresponding directional pad pattern you need to enter in order to guess the pitch. (Also see the section "Playing Defense – Pitching" on page 14.) Press the L2 or R2 buttons again to remove the Pitching Key.

To guess a pitch, before the pitcher begins his windup press a direction plus the ● button to select the pitch you think is coming next. For example, to guess a change-up, press the ⇧ directional button plus the ● button. Once the pitcher decides his pitch type and begins his pitch, you can no longer display the Pitch Key or guess the pitch next.

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 on page 14. 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 "tap-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

Baserunning Controls	Configuration 1	Configuration 2
Increase lead for all runners	L1	L1
Increase lead from 1st, 2nd, 3rd	L1 + ●, ▲ or ■	L1 + ⇦, ⇧ or ⇨
Decrease lead for all runners	R1	R1
Decrease lead from 1st, 2nd, 3rd	R1 + ●, ▲ or ■	R1 + ⇦, ⇧ or ⇨
Steal all runners	■	■
Steal 2nd, 3rd or home	■ + ⇧, ⇨ or ⇩	■ + ⇧, ⇨ or ⇩
Retreat all runners	●	●
Retreat to 1st, 2nd, or 3rd	● + ⇨, ⇧ or ⇦	● + ⇨, ⇧ or ⇦
Stop all runners	▲	▲
Stop runner moving to 2nd, 3rd, or home	▲ + ⇧, ⇨ or ⇩	▲ + ⇧, ⇨ or ⇩

PLAYING DEFENSE – PITCHING

There are nine different authentic TruPitch™ pitch types in the Sammy Sosa High Heat Baseball 2001 game: the Change-up, 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 two or three. Starters tend to have a larger selection of pitch types and a higher physical endurance, while relievers and closers often specialize in fewer pitch types and have a lower endurance.

The process of throwing a pitch has two steps: pitch type selection and delivery. To view the pitch types available to your pitcher, press the L2 or R2 buttons when he's on the mound and the ball is not in play. A "Pitch Key" appears listing the pitch types available to that particular pitcher; corresponding directional button arrows show how to throw each pitch. Remember which directional button applies to the pitch you want to throw, and press the L2 or R2 buttons again to hide the Pitch Key.

Step 1: To select the pitch type, hold the directional button that applies to the pitch type you want to throw and press the ✖ button. For example, to select a Knuckleball, press the ⇙ directional button plus the ✖ button. If you select a type that your pitcher doesn't know, he shakes it off 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
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. You can brush back a batter using the ■ button, but if the umpire thinks your pitch was an intentional bean ball, you might get ejected from the game!

STRIKE (✖) AND "BALL" (●) ATTEMPT LOCATION CONTROLS

Strike attempts are made using the ✖ button, ball attempts are made using the ● button.

Location	Control	Location	Control	Location	Control
High/Left	⇖ + ✖ or ●	High/Middle	⇧ + ✖ or ●	High/Right	⇗ + ✖ or ●
Medium/Left	⇦ + ✖ or ●	Center or Pitchout	✖ or ●	Medium/Right	⇨ + ✖ or ●
Low/Left	⇙ + ✖ or ●	Low/Middle	⇩ + ✖ or ●	Low/Right	⇘ + ✖ or ●

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. In the Pitch Key is a fatigue level indicator 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" on page 8). Don't leave a tired pitcher on the mound!

PLAYING DEFENSE – FIELDING AND THROWING THE BALL

If you're fortunate enough to have a pitcher that's won multiple pitching awards, your outfielders might be spectators for most of the game. But in reality, even the best pitchers get hit by equally great sluggers, and that's where your fielders come in. By learning how to field and throw the ball effectively, you can help prevent a hit from sending home the opposing team's game-winning run. Sammy Sosa High Heat Baseball 2001 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 Setup 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. Press the R1 button plus a directional button to control the infield, the L1 button plus a directional button to control the outfield, or both to shift all your players at the same time. For example, to shift all your players back and to the right, press the L1 and R1 buttons plus the ⇧ and ⇨ 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, a 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. Unless the AUTO FIELD setting is ON in the Game Setup screen, you have to move your fielder yourself to catch the ball. Once it its the ground, the yellow marker helps you see the ball as it moves over the field. When the active player picks up the ball, the square outline changes color.

To field the ball after it's hit:

Use the directional buttons 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 button to give a direction to dive or slide in plus the ✕ button.

After catching or picking up the ball, you can choose to run with the ball or throw it using the following 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 base, 2nd, 3rd or home	●, ▲, ■ or ✕	✕ + Directional button
Run to nearest base	R1	●
Run to 1st, 2nd, 3rd or home	R1 + ●, ▲, ■ or ✕	● + Directional button
Run to base runner closest to fielder	L1	■
Run to base runner closest to 1st, 2nd, 3rd or home	L1 + ●, ▲, ■ or ✕	■ + 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 ✖ button to display the Lineup screen (for details on how to make offensive or defensive substitutions, to bring in a reliever or to perform a double-switch, see the "Managing Your Lineup and Bullpen" section on page 8.) Select REPLAY to review the last play made. The controls are detailed below. You can also change the batting and fielding camera views, and change the audio and controller OPTIONS. To return to the Main Menu, select QUIT GAME.

REPLAY CONTROLS

To do this...	Press:	To do this...	Press:
Return to the game	START	Restart replay	L1
Move camera forward, back, left and right	Directional Buttons	Reset camera angle and restart replay	R2
Move camera up	L1	Step forward through paused replay	R1 + ✖
Move camera down	L2	Step backward through paused replay	L1 + ▲
Angles camera up or down	R1 + ⇧ or ⇩	Pause replay	●

Note: There are limits on how far you can move the camera angles.

GAME WRAP-UP

After each game is finished, a series of screens appears 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. Players that have previously been edited have a human icon next to their name. Select the player you wish to edit to proceed to the Player Editor. Once in the editor, a variety of data can be changed, allowing you to create an entirely new player. You can edit up to one hundred 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, and the position they play and their physical appearance.

BATTING AND FIELDING RATINGS

The following 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, CROUCHED, CLOSED or WIDE.

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 in the field, and also pitch velocity for pitchers.

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 computer 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. Players who are better against left-handed pitchers tend to be less effective against right-handed pitchers.

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. Enter numbers for each pitch which will be termed into a percentage of the time this pitcher uses each pitch, and the quality of each pitch type. The numbers must add up to 100. 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. Players who are better against left-handed batters tend to be less effective against right-handed batters.
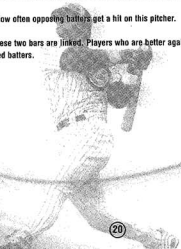
HOME RUN DERBY™

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 ✖ 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 ✖ 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!

The Sammy Sosa High Heat Baseball 2001 game 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, START NEW SEASON to bring up the Season Setup screen. Most of the options are the same as those in the Game Setup 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, which brings up the Season screen. By default, all teams are computer controlled, and have a CPU icon next to their name in this screen.

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 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 below 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 on page 25 for details.

SCHEDULE: Displays all scheduled games for that season. See Season Schedule on page 25 for details.

SAVE: Save the current season. Carefully read and follow any messages and instructions that appear on the screen. You need a memory card with three free blocks. Only one Sammy Sosa High Heat Baseball 2001 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 reserve, which it can use during the season to bring upcoming talent into the game, or take non-performing players out of the active roster. 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 pages options listed at the bottom of the screen.

SWAP / VIEW: Switches between the Active Roster and the Inactive Reserves. If the team is computer controlled, you can only VIEW the rosters, if it is human controlled, you can SWAP players between the rosters. See "Bringing a Player Up from the Reserves" on page 24 for details.

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

PLAY: Brings up the Season Schedule screen, from which you can play or sim a team's game. See that section on page 25 for details.

TRADE: Allows you to make trade offers with another team, and view offers made to your team. See "Trading Players" on page 24 for more information.

MANAGER: Toggles computer control for the team on and off. When there is a CPU MANAGER, you cannot swap players between the active roster and the reserves and the computer governs all trades.

SETTING THE PITCHING ROTATION
To set your rotation, select ROTATION and the Rotation screen appears. Select CHOOSE, and highlight the first pitcher to move. Press the ✖ 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 ✖ button; the two pitchers change places in the rotation. If you wish to simply move a player from one category to another, instead of swapping him with another pitcher, select EMPTY as your second player. Repeat this process until all rotation changes are complete, then select DONE, and you are returned to the Team Roster screen.

> **High Heat Game Tip:** Manage your bullpen carefully in Season mode. When playing a Season, you shouldn't often use starting pitchers as relievers. It may help you win the current contest, but you might regret your choice a couple games down the road, when that starter begins a game already tired from pitching relief!

INJURIES
The Sammy Sosa High Heat Baseball 2001 game 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 an injury icon appears with a number next to his name in the Roster screen, to indicate how many games he'll be unavailable for to you. 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 put the replacement back in the reserves and reactivate their healthy player.

BRINGING A PLAYER UP FROM THE RESERVES

The Sammy Sosa High Heat Baseball 2001 game shows the top 10 reserve players for each team. The number of position players are variable amounts, but it's usually six position players and four pitchers. If a player is injured, you can bring up a replacement player from your reserves, or you can swap a player from the active roster with one on the roster. To move a player, select SWAP and select the reserve player to active or the major leaguer to send to the reserves. This brings up the 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 computer controlled, it accepts or declines your trade instantly; press the ✖ button to dismiss the trade message. If that team was human controlled, the player controlling the team has to manually accept or reject the trade. If the trade was accepted, your new player appears in your Team Roster and the player you traded away appears on the other team's roster.

If you have any pending trades, a message blinks to notify you. Press the ■ button to view the Trading screen, where you can review, accept and decline any pending trades. Computer-controlled teams do not offer trades to other teams, but any offer tendered by another human-controlled team is shown. Carefully read any messages, and follow any instructions given to you.

> **High Heat Game Tip:** When trading against a computer-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, you're not offering a good enough player.

Unlimited one-for-one trades can be made in a season, up to 30 of which can be pending at any one time. You can trade players to and from your inactive reserves — just select them as you would any other player on your active roster. When a player is traded, his personal season stats (not his lifetime stats) are transferred, but they do not add to his new team's cumulative totals. Any new numbers accumulated after the trade are added to his new team's cumulative statistics. There may only be 10 pending trades active at any given time.

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 ranking, 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 1999 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 HIGHest to lowest. Also, the ● button toggles between showing the **CURRENT** statistics from the season you are playing now, or the HISTORICAL 1999 MLB season statistics.

SEASON 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 highlighted. To play or sim a 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.

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 Setup 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 ✖ button. If both teams in the selected game are computer-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.

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

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