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USING THE MENUS

In most menus, unless otherwise noted on the screen itself or in this manual, the ⇧ and ⇩ directional buttons are used to move between menu items, and the ⇦ and ⇨ directional buttons are used to change the values of some menu items. In most cases, the ✖ button or **START** button are 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 a list of possible settings is shown in this manual, the default setting is shown in **BOLD**. If you have not yet started a game and wish to quickly return to the main menu, press and hold the **START** button and **SELECT** button simultaneously for two seconds.

THE MAIN MENU

When the Main Menu appears, select a game mode. Use the ⇧ and ⇩ directional buttons to highlight a menu item, and the ✖ button to select it.

EXHIBITION: Play a single game using any of the 30 regular MLB or two All-Star teams. See "Playing an Exhibition Game" for details.

FAMILY MODE: Similar to Quick Play, this mode has most computer settings turned on except batting. Just pick your teams and play ball! When the game starts, the computer will pick all pitch types, control fielding, handle player substitutions, and base running. Just swing at the pitches and enjoy the game!

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

QUICK PLAY: Starts an Exhibition game, in a random stadium using the teams you choose. The teams settings, and options from the last Exhibition game are used. If no previous Exhibition games have been played, the default settings are used.

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

HOME RUN DERBY: Take on all comers and get in some batting practice. How many homers can you hit? See "Home Run Derby" for details.

OPTIONS: Allows you to set audio volume levels to your tastes and turn **ON** or **OFF** the vibrate function of any connected Analog Controller (DUAL SHOCK™). The vibrate options will not be adjustable unless an Analog Controller (DUAL SHOCK) is connected to a Controller port. To turn off a certain audio level, set the volume to 0, but to crank it up, set it to 9.

CREDITS: Take a look at the Team .366™ team roster.

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. Player 1's team is picked first, then Player 2's. Use the ⇧ and ⇩ directional buttons to scroll through the team list, the ⇦ and ⇨ directional buttons to change the active league, and press the ✖ button to select one. To set up an All-Star Game, select the AL All-Stars and NL All-Stars teams.

Once Player 1 has chosen a team, Player 2 should repeat the same process. When Player 2 is done, press the ✖ button to continue to the Stadium Select screen. If either player wishes to change their team, press the ▲ button to cycle back through the screen.

From the Stadium Select screen you pick the ballpark to play in and specify the home team. When finished, highlight DONE and press the ✖ button.

CITY: Allows picking the location the game will be played in.

HOME: Sets which team is playing at home and which team is away – only one team can be the home team. The home team always bats in the bottom of the inning, which gives it the final chance to score.

GAME OPTIONS

From the Game Setup screen you specify game difficulty and adjust other important settings. The default settings are bolded. When finished, highlight DONE and press the ✖ button.

DIFFICULTY: Set the level of difficulty; your options are ROOKIE (easiest), **PRO**, ALL-STAR and MVP (most difficult).

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.

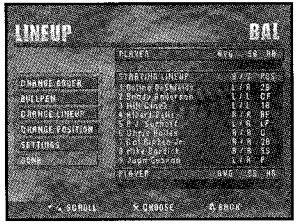
DH: Control the Designated Hitter rule. In real life, the DH rule applies only to American League teams, and means that a 10th player bats in place of the pitcher, taking his turn in the order. During the World Series, the DH rule applies when a game is played in an American League stadium. NORMAL means 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, ON and OFF are available.

ERRORS: Turn errors **ON** and OFF. When ON, your 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 at the upcoming pitch.

MANAGING YOUR LINEUP AND BULLPEN



This is where your skills as a strategist and manager really pay off. You can customize your gameplay settings and make changes to your starting lineup, bullpen, and player positions.

The Starting Lineup & Batting Order

Before a game begins, you can tweak your starting lineup to try and find the perfect 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.

To change the lineup before starting a game, select CHANGE LINEUP. Use the ⇧ and ⇩ directional buttons to highlight the player to replace. Press the ✖ button to select the player, and his name and stats appear at the top of the screen to signify he's been selected. Press the ▲ button to cancel the selection, or highlight the player to bring in off the bench and press the ✖ button. The player from the bench will appear in the lineup.

High Heat Game Tip: When setting your starting lineup or batting order, pick a lead-off hitter that's good at getting on base. They can do this 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. He doesn't necessarily need power, but should have 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 field position where he can be more effective. To change a player's position, select CHANGE POSITION. Highlight the player whose position you want to change and press the ✖ button; his name and stats appear at the top of the screen. (To cancel the position change, press the ▲ button.) Next, highlight the second player to move, and press the ✖ button again. 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 is not possible to swap positions with a player on the bench. (Instead use CHANGE LINEUP to bring the player in off of the bench).

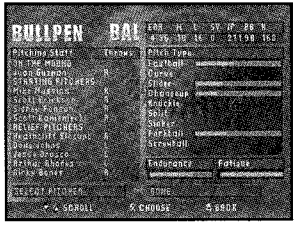
Keep in mind that a player might be less effective, and cause more errors, when playing out of their regular position. Try to keep them in positions similar to what they normally play. For example, a second baseman will play shortstop better than center field.

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 replaced 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 screen appears. Select CHANGE LINEUP. Use the ⇧ and ⇩ directional buttons to highlight the player to replace. If the player is a runner that's on base, the base he's on appears next to his name. Press the ✖ button to select the player, and his name and stats appear at the top of the screen to signify he's been selected. Press the ▲ button to cancel the selection, or highlight the substitution player to bring into the game, and press the ✖ button. The new player comes into the game in the replaced player's position.

Defensive Substitutions: Pitchers and Fielders



When your team is in the field, you can replace any fielders that aren't pulling their weight, or pitchers that are starting to fade.

To replace an infielder, outfielder or baseman while your team is in the field, use the same substitution process outlined above in the "Offensive Substitutions" section. Keep in mind that the replaced player can no longer play in this game, and the replacement player takes over the batting order spot of the substituted player.

To replace a pitcher during the game, press the START button to display the Pause Menu and select your team. The Lineup screen appears. Select BULLPEN and the Bullpen screen appears. Use the ⇧ and ⇩ directional buttons to highlight the desired reliever. There is a column of pitch types on the right side of the screen, each with its own indicator bar. The more green in a pitch type indicator bar, the better the pitcher is at that pitch.

When you've found your desired reliever press the ✖ button to bring him into the game, or press the ▲ button to cancel the substitution and leave your current pitcher on the mound. Remember, once you send the current pitcher to the showers, he can't play again in the current game.

High Heat Game Tip: Manage your bullpen carefully in Season mode. When playing a Season, you shouldn't 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!

Double Switches
A double switch can be accomplished much as a normal substitution, and is useful for situations where you have a pitcher that's up to bat, but you want to have a veteran pinch hit for him.

To perform a double switch, from the Lineup screen select CHANGE LINEUP and select the pitcher. Now select the substitution player to bring into the game. The new player comes into the game in the replaced pitcher's position. Your pitcher is now sent to the locker room and cannot play again that game. Select DONE, press the ✖ button, return to the game and knock that ball out into the parking lot!

At the end of your team's at bat, the Bullpen screen appears and forces you to select a new pitcher. Then the Lineup screen appears. You now have to complete the double switch by inserting your new pitcher into the lineup, which requires taking an active fielder out of the game. Select the player to pull out of the game, press ✖, and your new pitcher now assumes that spot in the batting order. The double switch is complete!

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

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 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.

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 takes over the defense until the end of the play when ON, but you have to manually throw the ball, once it's caught, if this is **OFF**.

VIBRATE CONTROLLER 1 AND CONTROLLER 2: When an Analog Controller (DUAL SHOCK) is detected, this is set to ON, and vibrations will occur when your batter hits the ball. When set to OFF, the vibrations will not occur on any detected Analog Controller (DUAL SHOCK). This option cannot be changed if an Analog Controller (DUAL SHOCK) is not detected in the corresponding Controller port.

Each team can also set two different camera controls. 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. The FIELDING CAMERA setting can be set to LOW, **MEDIUM**, HIGH and RANDOM, and is used when your team is fielding the ball.

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 AUTO PITCH, AUTO RUN, AUTO HIT, AUTO FIELD, and AUTO THROW set to OFF on the Game Setup screen.

To play High Heat Baseball 2000 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, during the wind-up and 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 get squared 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

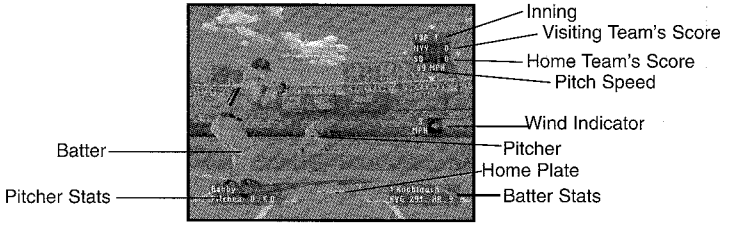
- The pitcher can throw his pitch or try to pick off a runner on base.
- Any runners on-base can take leads or try to steal.
- The batter can take a swing, bunt, check his swing, or take the pitch.

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."

Batting Fundamentals: The Strike Zone And The Count

The most important thing to learn is where the "strike zone" is. This is an imaginary box over home plate in front of the batter, typically between the middle of the batter's chest and his knees. A pitch that passes inside this zone is a "strike," and a pitch outside of it is a "ball." However, if you swing at a ball outside of the strike zone, the umpire may call it a strike.

Each batter is pitched to until he hits the ball, gets three strikes (an "out"), or gets four balls and advances to first base (a "walk"). Any ball that is hit, but flies outside of the foul lines and is not caught, is considered a "foul" ball. Fouls are considered strikes unless the batter already has two strikes against him, in which case he suffers no penalty.

The number of balls and strikes are tracked by means of "the count," which is the number of balls followed by the number of strikes. For example, a count of 1-2 means one ball, two strikes. A "full count" is 3-2, three balls and two strikes.

When a pitch is thrown, you can aim your bat using the directional pad 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	⇘ + ✖

Check and Practice Swings

To "check," or stop, your swing, release the ✖ button before the bat crosses the plate. However, if the ball was in the strike zone, the umpire may call the pitch a strike. To get in a practice swing before the pitch, press the directional pad to determine the angle of your swing and the level of your bat, then press and hold the ✖ button.

Bunting

Bunts are commonly used as "sacrifice" plays to help a runner on base advance when there are one or no outs. By keeping the ball 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 pad to adjust your bat's position.

Guessing the Pitch

It is possible to increase your chances of getting a good hit on a pitch by guessing what pitch type a pitcher will throw. In order to guess the pitch, the GUESS PITCH setting on the Game Options 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 guess the pitch, press the L2 or R2 button to display the pitching key, which shows the pitcher's available pitch types, and the corresponding directional pad pattern you need to enter in order to guess the pitch. (Also see the section "Playing Defense – Pitching.") 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.

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 pitcher almost never throws an intentional 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 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 advances from a base on a fly ball that is caught, the runner has to retreat back to the 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

To do this	Press this	To do this	Press this
Lead all runners	L1	Decrease lead for all runners	R1
Increase lead from 1st	L1 + ⇨	Decrease lead from 1st	R1 + ⇨
Increase lead from 2nd	L1 + ⇧	Decrease lead from 2nd	R1 + ⇧
Increase lead from 3rd	L1 + ⇦	Decrease lead from 3rd	R1 + ⇦

Advancing, Stealing and Tagging Up controls

To do this	Press this	To do this	Press this
All runners advance or steal	■	All runners retreat / tag-up	●
Advance to or steal 2nd base	■ + ⇧	Retreat to 1st base / tag-up	● + ⇨
Advance to or steal 3rd base	■ + ⇦	Retreat to 2nd base / tag-up	● + ⇧
Advance to or steal home	■ + ⇩	Retreat to 3rd base / tag-up	● + ⇦

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 High Heat Baseball 2000: 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: 1) pitch type selection and 2) delivery. To view the pitch types available to your pitcher, press the L2 or R2 button when he's on the mound and the ball is not in play. A "pitch key" appears listing the pitch types available to that pitcher; corresponding directional button arrows show how to throw each pitch. Remember which directional arrow applies to the pitch you want to throw, and press the L2 or R2 button again to hide the pitch key.

Step 1: To select the pitch type, hold the directional button direction that applies to the pitch you want to throw and press the ✖ button. For example, to select a Knuckleball, press the ⇗ directional button and press the ✖. 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
Change up	⇧ + ✖	Forkball	⇩ + ✖	Sinker	⇙ + ✖
Fastball	✖	Knuckleball	⇗ + ✖	Slider	⇦ + ✖
Curve	⇨ + ✖	Screwball	⇖ + ✖	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

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. While your pitch velocity and accuracy vary with each pitch, when your pitcher becomes tired his pitch control and speed degrade considerably. You should seriously consider bringing in a reliever from the Bullpen (see the section on "Managing Your Lineup and Bullpen"). Don't leave a tired pitcher on the mound!

PLAYING DEFENSE – FIELDING AND THROWING THE BALL

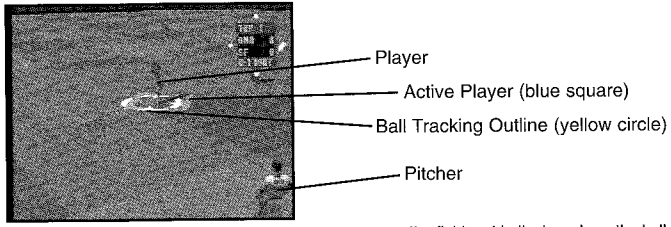
If you're fortunate enough to have a pitcher that's won multiple pitching awards, your outfielders might be spectators for most of the game. But in reality, even the best pitchers get hit by equally great sluggers, and that's where your fielders come in. By learning how to field and throw the ball effectively, you can help prevent a hit from sending in the opposing team's game-winning run. High Heat Baseball 2000's 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. For example, to shift the infield back and to the right, press the R1 button plus the ⇧ and ⇨ directional buttons.

Adjustment	Control
Shift infield	R1 + direction
Shift outfield	L1 + direction
Shift infield/outfield	R1 + L1 + direction

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

Fielding



When the ball is hit, a yellow tracking outline appears on the field and indicates where the ball will land. The fielder nearest the ball is automatically activated and a blue outline 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 hits the ground, the yellow marker helps you see the ball as it moves over the field..

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 for the ball, press the ✖ button plus a directional button to give a direction to dive in.

After catching or picking up the ball: You may run freely using the directional pad, or move your fielder with any of the following controls.

To do this...	Press...	To do this...	Press...
Run to nearest base	●	Run to closest base runner	■
Run to 1st base	⇨ + ●	Run to base runner closest to 1st base	⇨ + ■
Run to 2nd base	⇧ + ●	Run to base runner closest to 2nd base	⇧ + ■
Run to 3rd base	⇦ + ●	Run to base runner closest to 3rd base	⇦ + ■
Run home	⇩ + ●	Run to base runner closest to home	⇩ + ■

Throwing the Ball
Sometimes the only way to get a base runner out is to throw the ball. Use the following controls to throw to your team mates.

To do this...	Press...	To do this...	Press...
Throw to 1st base	⇨ + ✖	Throw home	⇩ + ✖
Throw to 2nd base	⇧ + ✖	Throw to 1st base (on a hit ball)	✖
Throw to 3rd base	⇦ + ✖	Throw to lead base (during steal)	✖

THE PAUSE MENU

During the game, use the START button to display the Pause Menu. Pausing the game can only be done when the ball's not in play. From here you can adjust the lineup for both teams, bring in a relief pitcher, substitute runners and hitters, change the audio settings, change the batting and fielding camera views, and quit the game. To access the menu for your team, select the menu item with your team's name on it and press the ✖ button to display the Lineup screen; from there you can access the Bullpen. To quit the current ballgame, select QUIT GAME. 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.

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, and the MVP of the game. Select STATS and press the ✖ button to view batting and pitching summaries of each team.

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 Baseball 2000 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; the Season Setup screen appears. START NEW SEASON brings 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 the Season settings, select DONE, press the ✖ button and the Season Team Select screen appears. Use the ⇧ and ⇩ directional buttons to highlight each team you want to control during the season, pressing the ✖ button to select them. A checkmark appears next to each selection. Use the ⇦and ⇨ directional buttons to change leagues. Repeat this process until you've selected all your teams (up to 30), press the ▲ button or select DONE SELECTING, and press the ✖ button.

To begin the season: Select NEXT, which brings up the Season Standings screen.

To resume a saved season already in progress: Select SEASON from the Main Menu; the Season Setup screen appears. Insert the MEMORY CARD containing your saved season game into MEMORY CARD SLOT 1 and select CONTINUE SEASON. If any messages appear on the screen, please follow their instructions carefully. Each MEMORY CARD can contain only one saved game. 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. There are several menu options.

TEAM ROSTER: View an individual team's roster. Once selected, use the ⇧ and ⇩ directional buttons to highlight the desired team, the ⇦ and ⇨ directional buttons switches leagues. Press the ▲ button to cancel and return to the menu items, or press the ✖ button, and the Team Roster screen for that team appears. See that section for details.

LEAGUE LEADERS: Obtain information on what teams and players are the best and worst in baseball, in numerous categories, using several sorting filters.

SCHEDULE: Displays all scheduled games for that season.

SAVE SEASON: Save the current season. Carefully read and follow any messages and instructions that appear on the screen. You need a PlayStation MEMORY CARD inserted in MEMORY CARD SLOT 1 with eight free blocks. Only one High Heat Baseball 2000 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.

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 using several adjustable sorting filters.

AMERICAN / NATIONAL / BOTH: Ranks the top 15 players in the specified league.

TEAMS / INDIVIDUALS: TEAMS ranks all individuals according to their averages, and INDIVIDUALS ranks the top players from each team.

HIGHEST / LOWEST: HIGHEST ranks the highest stats of the current category, and LOWEST ranks the lowest stats of the current category.

BATTING / PITCHING: BATTING displays hitting stats and PITCHING shows pitching stats.

CURRENT / HISTORICAL: CURRENT displays stats from the current season you are playing on the PlayStation, and HISTORICAL displays actual 1998 MLB season statistics.

SELECT TEAM: Allows you to toggle between teams.

VIEW STATS: Allows you to enter the listing and scroll up and down through it. Use the ⇦ and ⇨ directional buttons to select a column of statistics, and press the ✖ button to sort them based upon the current criteria. For example, if you highlight batting average (AVG), the list of stats is reordered based on batting averages.

The following table defines the statistics abbreviations used throughout the game:

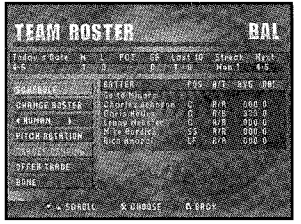
Batting Statistics

Abbrev	Meaning	Abbrev	Meaning	Abbrev	Meaning
2B	Doubles	CS	Caught stealing	OBP	On-base percentage
3B	Triples	E	Errors	R	Runs
AB	At bats	H	Hits	RBI	Runs batted in
AVG	Batting average	HR	Home runs	SB	Stolen bases
BB	Walks	K	Strikeouts	SLG	Slugging percentage

Pitching Statistics

Abbr.	Meaning	Abbr.	Meaning	Abbr.	Meaning
2B	Doubles against	G	Games	L	Losses
3B	Triples against	GS	Games started	R	Runs
BB	Walks allowed	H	Hits against	S	Saves
CG	Complete games	HR	Home runs allowed	SB	Stolen bases allowed
CS	Runners caught stealing	IP	Innings pitched	SHO	Shutouts
ER	Earned runs	K	Strikeouts	W	Wins

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, has a AAA minor league team, which it can use during the season to bring upcoming talent into the game, or send non-performing Big League players down from The Show. While actual farm teams have larger rosters than what is shown in the game, High Heat only shows the top 10 talents from each team. The number of position players and pitchers varies, but it's usually 6 position players and 4 pitchers.

A summary line across the top of the screen gives the current date, and the team's performance so far. The team roster is in the center of the screen and can be scrolled through by selecting VIEW PLAYERS, and using the ⇧ and ⇩ directional buttons. You can only begin the next game from the SCHEDULE screen. See that section for further details.

Trading Players

To trade a player to another team, choose OFFER TRADE. Highlight the player to trade away and press the ✖ button, which brings up the Team Select screen. Select the team to which you wish to trade the player away, and the Team Roster for the other team appears. Use the ⇧ and ⇩ directional buttons to highlight the player you want to trade for, and press the ✖ button. You are asked if you really want to make this trade; select YES or NO. The other team then accepts or declines your trade; select OK to dismiss the trade message. 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.

Only one-for-one trades are allowed, but it is possible to have more than one trade offer extended to other human-controlled teams at the same time.

To view any pending trades, select VIEW TRADES. Computer-controlled teams do not offer trades to other teams, but any offer tendered by another human-controlled team is shown, if one has been made to you. Carefully read any messages, and follow any instructions given to you. Human-controlled teams may initiate a

> **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, so if your trades are being declined, you're not offering a good enough player.

trade during the first 75% of the season as long as there is no trade deadline. Only one player may be traded for one other player at a time, and there is no limit on the number of trades that can be made during a season. You can trade players to and from your minor league team – 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.

Bringing a Player Up from the Minors
If a player is injured, you can bring up a replacement player from your farm team, or you can swap a player from the active roster with one on the minor team roster. To bring up a player from the minors, select CHANGE ROSTER, Select "Go to Minors," and choose the minor league player to bring up. You can cancel the move by pressing the ▲ button, or you can make the swap by highlighting the major leaguer to send down, and pressing the ✖ button. Note that any player sent to the minors must stay there for 21 days, but a minor leaguer brought up to the majors can be sent back down at any time, even after only one day of Big League play.

Setting The Pitching Rotation
To set your rotation, select SET ROTATION and the Rotation screen appears. Select CHANGE ROTATION, 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. Repeat this process until all rotation changes are complete. Press the ▲ button to make CHANGE ROTATION the active menu item, then select DONE, and you are returned to the Team Roster screen.

Changing Human Computer Control
When set to HUMAN, all aspects of this team can be controlled by a human player. Setting this to COMPUTER will make the PlayStation assume control of team management functions throughout the season.

Injuries
High Heat Baseball 2000 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 a number appears next to his name to indicate how many games he'll be unable to play. You can elect to replace the injured player with a player from your minor league team, 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 minor leaguer back to the bush leagues and reactivate your major leaguer.

SCHEDULE SCREEN

This screen lists all of the games to be played this season, including those of the teams you are controlling. To view the list of games, highlight SELECT GAME and use the ⇧ and ⇩ directional buttons to scroll through the list, or the ▲ button to cancel. The games scheduled for your team(s) are automatically highlighted. To play one of your teams' games, select one of those games. If there are unplayed games prior to the date you've selected, the computer simulates all previously scheduled computer vs. computer games; it asks you if you want to play any games involving a human-controlled team or if they should be simulated as well. Any unplayed games involving a human-controlled team must be played in order.

To get to the playoffs in Season mode, select QUICK SIM TO PLAYOFFS. The playoffs begin right after all regular season games have been played. To interrupt the simulation of a game, press and hold the ▲ button.

PLAYOFFS

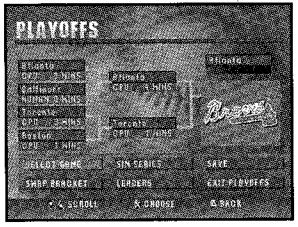
Do you want the excitement of tournament play without going through a full season? Then select PLAYOFFS from the Main Menu. You are given the option to start a new playoff or continue a saved playoff series. To start a new playoff, select NEW PLAYOFF, and the Playoffs Setup screen appears. Most settings 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 PlayStation 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.

To continue a previously saved playoff, insert the MEMORY CARD containing the saved playoff into MEMORY CARD SLOT 1, select CONTINUE PLAYOFF, and carefully read and follow any instructions given to you, should they appear.

Playoff Screen



This is the heart of the playoffs. There are three screens, one for the American League Championship Series, one for the National League Championship Series, and one for the World Series. Use SWAP BRACKETS to see what teams are involved in each and view their progress. It is not possible to change which teams are competing against another. The following menu items are available:

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 the ALCS, NLCS, and World Series screens.

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. To select a game, move the highlight using the directional pad and press the ✖ button.

SAVE: Saves your Playoff game to a MEMORY CARD in MEMORY CARD SLOT 1, provided it has at least 8 free blocks. 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 PLAYOFFS: Quits the playoffs and returns to the Main Menu.

HOME RUN DERBY

You and up to 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 rafters. 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.

To Play In The Derby:
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 desired stadium. Only one Controller is used, so pass it along when it's the next player's turn. When the Team Select screen appears, consider a team that has long ball hitters. The batting average and number of home runs hit are listed to help you choose. Select a team, then use the ⇧ and ⇩ directional buttons to highlight the player you want and press the ✖ button. Repeat this step until each competitor has chosen a batter.

Once everyone has selected a batter, the Derby begins and the first player is up at bat. Pressing the START button displays the Pause Menu and allows you to adjust the camera views and audio settings, or quit the Home Run Derby and return to the Main Menu.

After the Derby is finished, a series of totals screens appear, listing the results for each competitor, the longest distances balls were hit, and the highest scores achieved. Highlighting DONE and pressing the ✖ button on each screen continues to the next.