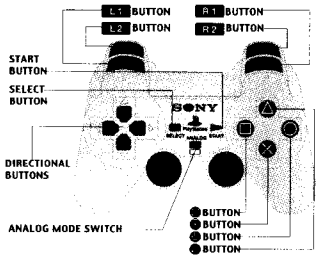

PlayStation
PlayStation
SAMMY SOSA
Softball Slam
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3DO

GETTING STARTED

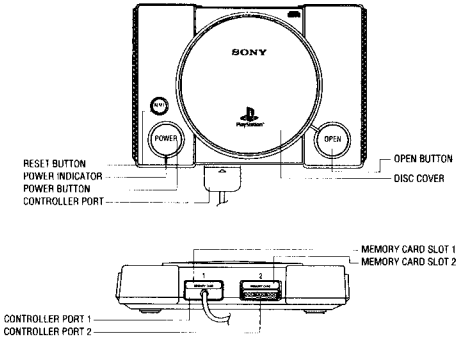
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the *Sammy Sosa Softball Slam*™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console.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

If you wish to load or save information during play, insert a memory card, with at least one free memory card block for saving a league, and two free blocks for saving a tournament, into memory card slot 1. It is advised that you do not insert or remove peripherals or memory cards once the power has been turned on.

CONTROLLER



CONSOLE



THE MENU SYSTEM

After the opening movies, the Single Game screen appears. You can either start a game now (see the section *Playing a Single Game* for more information) or switch to a different setup screen. With the Navigation Title highlighted, use the ← and → directional buttons to swap between the Tournament screen, the System Settings screen, and the League Editor. See the sections *Starting a Tournament*, *Configuring Your System* and *Editing the Leagues* for more information on these screens.

In most menus, unless otherwise noted on the screen itself or in this manual, the ↑ and ↓ directional buttons are used to move between items on the screen, and the ← and → directional buttons change the value of menu items. 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.

NOTE: *When a list of possible settings is shown in this manual, the default setting is shown in* **BOLD**.



GAME CONTROL SUMMARY

GENERAL CONTROLS

Menu navigation	Directional buttons	Menu cancellation ("go back")	▲
Menu item selection	✖	Pause / resume	**START**

PITCH DELIVERY:

Select pitch location	Directional buttons	Pitch normal Strike	Hold and release ✖
Move outfielders	**L1** + Directional buttons	Pitch Quick Strike	Hold and release ■
Toggle Umbrella/ Sweep Fielder Configuration	**L2**	Pitch normal Ball	Hold and release ●
		Pitch Quick Ball	Hold and release ▲

FIELDING (BEFORE BALL IS FIELDED):

Run in any direction	Directional buttons	Jump	✖
Change active fielder	▲	Dive	✖ + Directional buttons

THROWING:	(ONE BUTTON MODE)	(TWO BUTTON MODE)
Throw to any base	—	✖ + Directional buttons
Throw to 1st base	●	✖ *(default)*
Throw to 2nd base	▲	—
Throw to 3rd base	■	—
Throw to Home	✖	—
Power Throw	Hold **L1** + above	Hold **L1** + above

FIELDING (AFTER BALL IS FIELDED):

Run in any direction	Directional buttons	Directional buttons
Run to a specific base	**R1** + Directional buttons	● + Directional buttons
Run to nearest base	**R1**	●
Run to nearest runner	**R2**	■

BATTING:

Move batter in batter's box	Directional buttons *(unless swing is in motion)*	Swing Power	■
Practice swing	●, ✖, or ■	Swing Normal	✖
Check swing	Release held button	Swing Contact	●

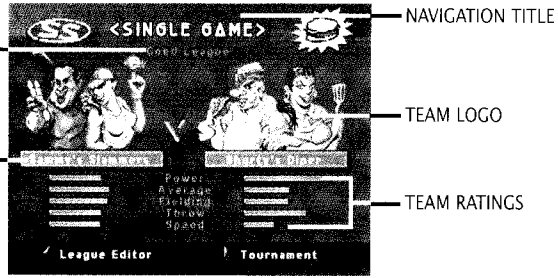
BASERUNNING:

Advance all runners	■	Retreat all runners	●
Advance to 2nd, 3rd or home	■ + ↑, ← or ↓	Retreat to 1st, 2nd or 3rd base	● + →,↑ or ←
Stop runners	▲	—	—

PLAYING A SINGLE GAME

To jump right into a game, simply choose a team, pick a difficulty level, and go. More advanced options let you configure your game options, set a starting line up and choose team settings before beginning play.

CHOOSING A TEAM



The Single Game setup screen features the two team logos. To choose a team, first use the ↓ directional button to highlight the league selector, then use the ← and → directional buttons to change between the MEN'S LEAGUE, WOMEN'S LEAGUE and the COED LEAGUE. You can also push the ■ button to load a custom league of your own creation from the memory card. When you have selected your league, use the ↓ directional button again to highlight the Home Team name.

The home team always bats in the bottom of the inning, which gives it the final chance to score. Use the ← and → directional buttons to scroll through the league's teams. Below each team's logo, their name and ratings are shown. Teams are rated by the total of their players' statistics in each category.

When you have finished selecting the Home Team, use the ↓ directional button to highlight the Away Team logo, and select a team to compete against. When you have made your selections, press the ✖ button to continue.

CONFIGURING PLAYERS AND DIFFICULTY

Once both teams have been chosen, you must decide on your players and difficulty level. In a single game, you can compete with another human player, challenge the computer to a match or have the computer control both teams so you can sit back and watch.

Use the ← and → directional buttons to place each team under human or CPU control, and to decide which controller controls which team. The ↑ and ↓ directional buttons set the difficulty for each human player. There are four levels: FAMILY, **EASY**, MEDIUM and HARD. In Family, the difficulty is set to Easy and all of the game functions are set on automatic except for pitching and hitting. This makes the Family difficulty level an ideal way to get the feel for the game without being overwhelmed by the controls. As difficulty increases, the pitch meter becomes less forgiving, hitting becomes more difficult and your fielders and runners run less quickly. The computer always matches your difficulty level when you are playing a single player game.

From the Single Game screen you can also access Game Options by pressing the ● button. Once you have confirmed you team choices by pressing the ✖ button, you can use the **R1** button to change your lineup before the game begins. See the section *Managing Your Lineup* for more information. Or, if you are ready, press the ✖ button again to start the game.

SETTING GAME OPTIONS

From the Game Options screen you specify where you play and adjust other important settings. The default settings are **bolded**. The ↑ and ↓ directional buttons move between the different settings, and the ← and → directional buttons to cycle between your choices for each option.

PARK: Choose to play at one of six ballparks.

DAY/NIGHT: Choose to play a day or night game.

INNINGS: Set the number of innings in a game. The regulation number is **7**.

1/1 COUNT: Set this option to ON for faster gameplay. This rule means that each batter comes up to bat with one ball and one strike against him or her.

TEN RUN RULE: Set this option to ON to automatically end a game under the following conditions:

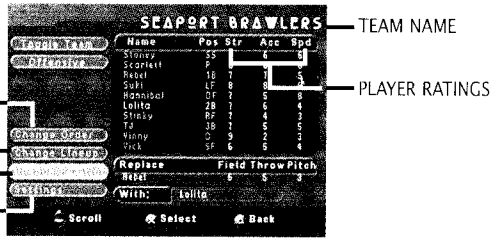
The AWAY team is ahead by 10 or more runs at the end of the 5th or 6th inning.

The HOME team is ahead by 10 or more runs at the end of any half inning during the same period.

BATTING HELP: Set this option to ON to give players some extra help in the batter's box. When a pitch is going to be a strike, the ball flashes red for a moment, signaling the batter when to swing.

You can save your settings to the memory card by pressing the ● button. You may exit the Game Options screen at any time by pressing the ▲ button.

MANAGING YOUR LINEUP



As you become more skilled at the game, you may want more control over your teams' lineups. The lineup screen gives you the control you need. You can tweak your starting lineup to try to find the perfect batting order, move players around in the starting lineup, and swap them back and forth with the bench. Use the ↑ and ↓ directional buttons to highlight a lineup management option, and press the ✖ button to select it. When you have finished setting up your team's lineup and other options, hit the ▲ button to go back to the Single Game screen.

SWAPPING PLAYERS IN THE LINEUP

To swap two players in the batting order, select CHANGE ORDER, then use the ↑ and ↓ directional buttons to highlight the first player you wish to move, and press the ✖ button. The player's name and stats appear in the REPLACE bar at the bottom of the screen. Next, highlight the second player to change, and press the ✖ button again. (If you picked the first player by mistake, press the ▲ button to cancel the swap.) The two players swap places in the batting order.

MAKING SUBSTITUTIONS

Before you enter the game, you can switch players between the bench and the lineup freely. Simply select CHANGE LINEUP, then use the ↑ and ↓ directional buttons to highlight the player you want to replace and press the ✖ button. Next, highlight the replacement player, and press the ✖ button again. To cancel the substitution, press the ▲ button. The new player comes into the game in the replaced player's position and spot in the batting order.

After the game has started, you can still replace any fielders that aren't pulling their weight, or pitchers that are choking under the pressure. Or you can bring in a heavy hitter to knock in a few runs and nail down a victory. 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 a substitution during the game, press the **START** button to display the Pause Menu and select your team. The Lineup screen appears, then follow the same procedure described above.

MAKING POSITION CHANGES

Before or during a game, you might want to move a player to a different field position where he or she can be more effective. To change a player's position, select CHANGE POS, then use the ↑ and ↓ directional buttons to highlight the player whose position you want to change and press the ✖ button. The player's name and stats appear in the REPLACE bar at the bottom of the screen. Next, highlight the second player to change, 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. To cancel the position change, you must press the ▲ button before selecting the second player.

VIEWING PLAYER RATINGS

At the top left of the Lineup screen is a button allowing you to review your players' ratings.

The button defaults to **OFFENSIVE**, displaying your players' batting power, batting accuracy and speed. You can change to the DEFENSIVE ratings by highlighting the button, and pressing the ← or → directional button. The defensive ratings are fielding ability, throwing strength and pitching accuracy. Ratings are described in more detail on page 25.

CONFIGURING TEAM SETTINGS

If you don't want to control every aspect of the game yourself, 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**. From the Team Settings screen you can also configure the camera view and controller settings for each team separately.

AUTO PITCH: When ON, the computer takes over your team's pitching. When **OFF**, you have to select the pitch type and deliver it 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 fielders 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 controls when and where the fielders throw the ball. You have to manually throw the ball, once it's caught, if this option is **OFF**.

AUTO RUN: The computer takes over baserunning when on, but you have to manually advance your runners if this is **OFF**. Even when OFF, batters automatically run for first base on a hit, and runners automatically go to the next base when forced to by another runner.

THROWING STYLE: Switches the control configuration for throwing between **1 BUTTON** and 2 BUTTON. These controls are described in detail on page 5.

BATTING CAMERA: Changes the camera view 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.

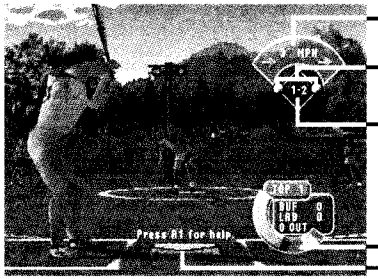
FIELDING CAMERA: This is used when your team is fielding the ball. It can be set to NORMAL or **ACTION**. The action camera shifts with the ball, changing camera angles for a more dynamic experience.

When accessing these settings before starting a game, you can save them to the memory card by pressing the ● button. When you have finished configuring your team settings, press the ▲ button to return to the Lineup 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 consistent winning. All the instructions in this section assume you have the Auto functions set to **OFF** on the Team Settings screen.

PLAYING OFFENSE – BATTING



WIND INDICATOR
BASE RUNNERS
THE COUNT
PITCH METER
THE PLATE

BATTING FUNDAMENTALS: THE STRIKE ZONE AND THE COUNT

The most important thing to learn is where the "strike zone" is. In softball this is simply the surface of the plate, plus the "plate extension" marked in orange. If a pitch is thrown and it hits the plate or the extension, it is a "strike". If the ball misses them, it's a "ball". However, if you swing at any pitched ball and miss, that is also a strike.

Each batter is pitched to until he hits the ball, gets three strikes (an "out"), or gets four balls (a "walk") and advances to first base. Any ball that is hit, but flies outside of the foul lines and is not caught, is considered a "foul" ball. All fouls are considered strikes in softball.

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. The current count is shown inside the Field Diagram at the top of the screen. For faster game play you can set 1/1 COUNT to ON in the Game Options screen. This means that each batter comes up to bat with one ball and one strike against him or her.

When a player first comes up to bat, that player's name and batting power, batting accuracy, and speed ratings are shown, along with the pitcher's name and pitching and fielding ratings. Press and hold the **R1** button to bring up the ratings again, along with reminders of which buttons control which batting style (*see below*). Release the **R1** button to resume play.

When you're at the plate, you can change the position of your batter in the batter's box. Use the direction buttons to put the batter just where you want him. If you make sure the ball hits the "sweet spot" on the bat, you'll see many more solid hits.

When the pitch is thrown, you must choose from one of three batting styles: press and hold the ✖ button to swing normally; use the ■ button to swing with more power, but with a lesser chance of hitting; or press the ● button to increase your chances of hitting, but sacrifice some power.

CHECK AND PRACTICE SWINGS

To check (or stop) your swing, release the swing button before the bat crosses the plate. However, if the ball was in the strike zone, you will still be called for a strike. You can sometimes get in a practice swing before the pitch. Simply use the directional buttons to move your batter around, then press and hold one of the swing buttons to swing.

SOFTBALL SLAM 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 a strike on a 1-2 count.

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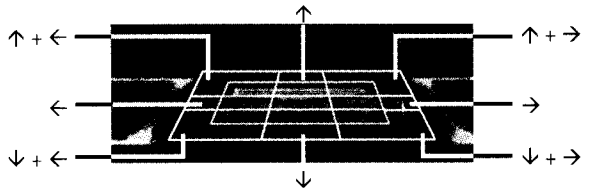
PLAYING OFFENSE – BASE RUNNING

Expertise in base running can make the difference between a win or a loss. Any good manager knows when to signal a player to go for it, and when to hold up. Some base running is automatic: the batter runs to first base on every hit, runners go to the next base if they are forced to by another runner, and if there are two outs, runners try to advance whenever possible. You control baserunning in all other cases. Remember that if you advance a runner 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. Baserunning controls are detailed on page 5.

PLAYING DEFENSE - PITCHING

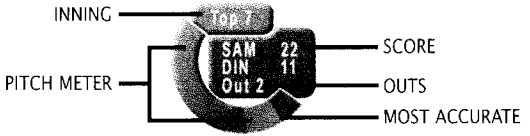
The process of throwing a pitch is a single step with two aspects: pitch location selection and pitch delivery.

The pitcher starts a pitch when you decide where to throw the ball, and the type of pitch you want to throw. Press and hold the appropriate directional buttons. For example, to aim the pitch for the front center part of the plate, press and hold the ↑ directional button.



Then, when you are ready, press and hold the button corresponding to the type of pitch you want to throw. There are four different ways to pitch the ball in the *Sammy Sosa Softball Slam* game. Press the ✖ button to try to throw a Strike, the ● button to throw a Ball, the ■ button to throw a Quick Strike, which is delivered faster than a normal Strike, or the ▲ button for a Quick Ball.

When you press a pitch button, the Pitch Accuracy Meter becomes active. As you hold the button down, the meter fills. When you let go of the button, the pitch is released. Marked in green on the Pitch Meter is the ideal release point. The closer you get to the center of the green area, the more accurate your pitch. If you release the ball in either red zone, the pitch is much less accurate, and releasing the pitch before the red is even less controlled. The better your pitcher, and the lower the difficulty of the game, the wider the green area is.



SOFTBALL SLAM GAME TIP: If you forget which button corresponds to which pitch, press and hold the **R1** button when your pitcher is on the mound and the ball is not in play. The ratings for the pitcher and batter appear, along with a list of pitch controls. Remember which button applies to the pitch you want to throw, and release the **R1** button to hide the help.

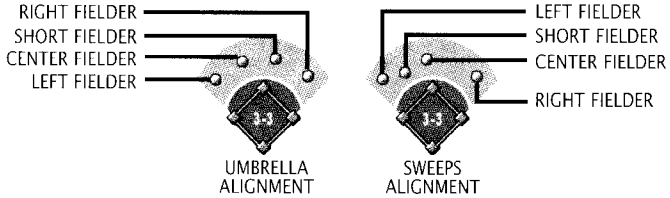
PLAYING DEFENSE – FIELDING AND THROWING THE BALL

Softball is a game of high scores and hard hits, so knowing how to field will be key to your success. 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.

ADJUSTING YOUR OUTFIELD ALIGNMENT

You can adjust your outfield alignment before the pitcher starts the pitch. In softball, unlike baseball, there are *four* outfielders, one for left field, center field, and right field, plus the short fielder. The short fielder's place on the field varies, depending on the way you align your outfield.

There are two ways to set up your outfielders, and you switch between them using the **L2** button. In the "umbrella" alignment, the players are spread evenly through the outfield, while in the "sweep" alignment, your short fielder (SF) drops down to cover the gap between the infield and the outfield on the side the batter is most likely to hit to. Right-handed hitters tend to hit to left field, so in the "sweep" alignment, your short fielder will cover the gap between your center fielder (CF) and left fielder (LF).

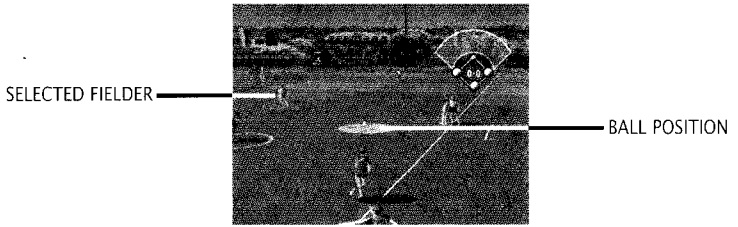


You can also make adjustments within the two alignment structures by pressing and holding the **L1** button and using the directional buttons. For example, shift the outfield back and to the right, press the **L1** button plus the ↑ and → directional buttons.

SOFTBALL SLAM GAME TIP: If a power hitter is at the plate, move the outfielders closer to the outfield wall; if you know a batter often pulls to the left, shift the outfielders into the sweep alignment and move them toward left field. Remember that it takes time for your players to move into position, so wait a few seconds between changing the alignment and throwing the pitch.

FIELDING

When the ball is hit, a white ball icon appears on the field and indicates where the ball will land. The fielder nearest the ball is automatically activated and a large glove icon appears around him. Unless the AUTO FIELD setting is ON in the Game Options screen, you have to move your fielder yourself to catch the ball. Once it hits the ground, the white softball icon moves with the ball as it moves across the field.



To field the ball after it's hit:

Use the directional buttons to move the fielder to the center of the white 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 buttons, or move your fielder with the controls detailed on page 5.

THROWING THE BALL

Use the controls detailed on page 5 to throw to your teammates. When throwing, you can choose to do a Normal Throw or a Power Throw. A Power Throw is much faster than a Normal Throw but it also greatly increases the chance that the throw will go wild.

THE PAUSE MENU

During the game, use the **START** button to display the Pause Menu.

If the ball is in play, a simple Pause Menu appears with two options: Resume Game and Quit Game.

Pausing the game immediately before a pitch is thrown brings up a Pause menu with more options. Highlight your team's name and press the ✖ button to display the Lineup screen. For details on how to make offensive and defensive substitutions see the *Managing Your Lineup* section. Select REPLAY to review the last play made. If you want to control the camera during the replay, the controls are detailed below. You can also change the batting and fielding camera views, and change the audio and controller OPTIONS. To leave the game select QUIT GAME.

REPLAY CONTROLS

Return to the game	✖	Restart replay / toggle manual camera	**R2**
Move camera forward, back, left and right	Directional Buttons	Play forward through replay	Hold ■
Move camera up	**L1**	Play backward through replay	Hold ▲
Move camera down	**L2**	Step forward through paused replay	**R1** + ■
Rotate camera	**R1** + Directional Buttons	Step backward through paused replay	**R1** + ▲
Pause replay	●	—	—

NOTE: *There are limits on how far you can move the camera.*

GAME WRAP-UP

After each game is finished, a screen appears letting you view the performance of both teams. The Post-Game Report screen gives the box score, and lists the batting statistics for both teams. The ← and → directional buttons swap which team's statistics are shown, while the ↑ and ↓ directional buttons scroll up and down the list of players. When you are done reviewing the stats for the game, press the ▲ button to exit.

BATTING STATISTICS

Abbr.	Meaning	Abbr.	Meaning	Abbr.	Meaning
AB	*At bats*	HR	*Home runs*	3B	*Triples*
H	*Total hits*	R	*Runs scored*	2B	*Doubles*
BB	*Walks and hit by pitches*	RBI	*Runs batted in*	1B	*Singles*
K	*Strikeouts*	—	—	—	—

STARTING A TOURNAMENT

For all the excitement of a softball tournament, select TOURNAMENT using the Navigation Title. Use the ↑ and ↓ directional buttons to highlight an option, and press the ✖ button to select it.

You can start a new 4 team or 8 team tournament, or load a previously saved tournament.

To resume a previously saved tournament, make sure the memory card containing the saved tournament is inserted and select CONTINUE TOURNAMENT.

SETTING UP A TOURNAMENT

On the Tournament Setup screen you can choose the teams to compete in your tournament.

Use the ← and → directional buttons to change between the MEN'S LEAGUE, WOMEN'S LEAGUE and the COED LEAGUE. You can also push the ■ button to load a custom league of your own creation from the memory card.

When you have selected your league, use the ↑ and ↓ directional buttons to scroll between the team slots, and the ← and → directional buttons to cycle through the available teams. When you are done, press the ● button to start playing the tournament. If any team slots are empty when you press the ● button, those slots will be filled with teams randomly chosen from the league.

PLAYING A TOURNAMENT

The Tournament Bracket screen is the heart of the tournament, where you can see which teams are competing against which for the title, and the results of games that have already been played.

Only one third of the bracket is shown at a time. Use the directional buttons to cycle between games in the tournament bracket; you can scroll to other parts of the bracket using the ← and → directional buttons. Highlight the game of your choice and press the ✖ button to select it. You can either PLAY the game yourself or QUICK SIM the game (having the computer quickly simulate the results of the game, based on both teams' ratings). Selecting CANCEL brings you back to the Tournament Bracket screen.

If you choose to play the game, you are brought to the Tournament Game Setup screen. This screen functions just like the Single Game Setup screen, except that you cannot change the teams. See the section starting on page 6 for more information.

When you finish a game, or review the results of a simmed game, you are returned to the Tournament Bracket screen. Press the ● button to save your tournament to a memory card, provided it has at least two free memory card blocks. Carefully read all messages, following any instructions given to you.

To quit tournament play, press the ▲ button from the Tournament Bracket screen.

CONFIGURING YOUR SYSTEM

The System Settings screen is dominated by the audio controls:

MUSIC:	Adjust the level of music you hear in the menus.
SFX:	The crack of the bat and the sound of a runner sliding into home.
CHATTER:	Taunts and encouragements from the benches and on the field.
ANNOUNCER:	This is the man who tells you what's happening.
AMBIENT:	The crickets chirping, cars honking, and the general background noise.

If one or more DUALSHOCK analog controllers are connected to your system, you can turn the VIBRATION option ON and **OFF** for each controller from this screen.

The CREDITS button at the bottom of the screen lets you take a look at the credits for this game. Press any button to return to the System Settings screen.

Press the ● button to save your settings to a memory card, they will be loaded automatically for future games. To exit the System Settings screen at any time highlight the Navigation title and press ← or → directional buttons.

EDITING THE LEAGUES

The League Editor lets you change the names, appearances, and ratings of your players to create your own custom teams and leagues. You can create any number of custom leagues. However, only one of them will be available at any time.

You create a new league by first selecting a league to start from. This can be a copy of one of the original *Sammy Sosa Softball Slam* leagues (Copy of Male League, Copy of Female League, or Copy of Coed League) or you can load one of your previously saved leagues and use that as your starting point.

NOTE: *You cannot edit the original three leagues.*

To pick a copy to start from, press the ↓ directional button from the Navigation Title and use the ← and → directional buttons to make your selection. You can also press the ■ button to load a previously saved league from your memory card.

You can save your changes to a memory card containing at least one free memory card block. Press the ● button to go to the Save League screen where you can enter a name for your custom league and choose SAVE. You can also DELETE previous custom leagues from this screen.

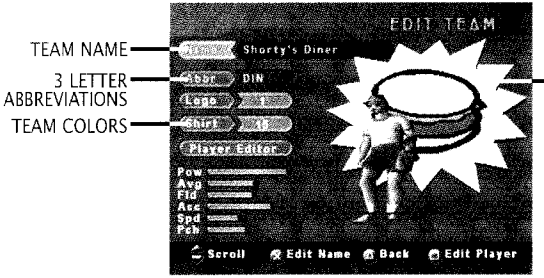
You will be prompted to save your changes when you attempt to do any of the following:

- ◆ Leave the League Editor screen.
- ◆ Load another league from the memory card.
- ◆ Change the league selected as your starting point.

Even if you don't save your changes, your custom league will be available to play with until you turn off your PlayStation game console or load a new custom league from the memory card.

When you have selected your starting point, highlight a team using the ↑ and ↓ directional buttons and press the ✖ button.

TEAM EDITOR



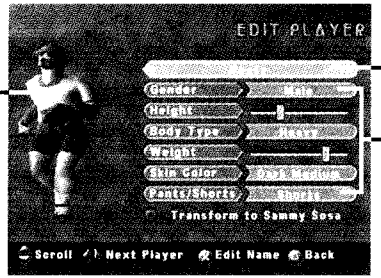
On this screen you can edit the team name, the team abbreviation as well as choose their logo and shirt style. Use the ↑ and ↓ directional buttons to scroll through the options.

To edit the team NAME or abbreviation, press the ✖ button to start editing, then use the ↑ and ↓ directional buttons to change letters, and the ← and → directional buttons to add and subtract letters. Press the ✖ button again to save any changes and the ▲ button to cancel changes.

TEAM LOGO and TEAM SHIRT allow you to customize your team's uniforms. Simply use the ← and → directional buttons to cycle through the choices.

Highlight PLAYER EDITOR and press the ✖ button to go to the Player Editor, where you can change your players' names, personalize their physical appearance, and alter their ratings. At any time you can press the ▲ button to return to the League Editor screen.

PLAYER EDITOR



At the top of the Player Editor screen is the name of the current player. Use the ← and → directional buttons to cycle through the players on the team, or press the ✖ button to edit the player's name. Use the ↑ and ↓ directional buttons to change letters, and the ← and → directional buttons to add or delete letters. Press the ✖ button to confirm any changes and the ▲ button to cancel them.

You can change any male player to Sammy Sosa simply by pressing the ■ button. This will change the player's name to Sammy Sosa, and change his appearance and ratings to be just like Sosa.

Below the player's name is a scrolling list of attributes. The ↑ and ↓ directional buttons can navigate the list, and the ← and → directional buttons change the highlighted option.

Although you can view a player's GENDER, you cannot change it. The next seven options alter the player's physical appearance, but do not affect game play: HEIGHT, BODY TYPE, WEIGHT, SKIN COLOR, PANTS/SHORTS, PANTS STYLE and FACIAL OPTION. HANDEDNESS sets how the player bats and throws. Right-handed batters tend to hit the ball to left field and vice versa. The six ratings allow you to completely customize your player's skills.

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

BAT ACCURACY: The player's effectiveness at hitting the ball. The higher the number, the more likely they are to get a hit at each at bat.

FIELDING: How well the player fields the ball. The lower the rating, the more fielding errors the player will make.

THROWING: Arm strength in the field, and a fielder's accuracy when throwing.

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

PITCHING: A gauge of the player's effectiveness and control when pitching.

When you're finished editing the player, press the ▲ button to return to the Edit Team screen. Remember, your changes to individual players and teams are only saved when you save the entire league.