Hitting & Running

Pull to have all runners steal or advance

Tap to lead off

Move for precision batting

Press to display Pause Menu

Pull to return all runners to previous base

Tap to reduce lead

Press to bunt

Press to swing

Press to power swing

Fielding & Pitching

Pull to switch active fielder

Move to maneuver active fielder

Press Ⓐ, Ⓑ, Ⓧ, or Ⓨ to make pitch selections

Move to make a throw (Right to first base, Up to second base, Left to third base, and Down to home plate), or click to throw to cutoff man; move while pulling Left trigger for pickoffs

MLB.com

INSIDE PITCH 2003™

0403 Part No. X08-66616

Microsoft
game studios™

SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

CONTENTS

INTRODUCING NOMAR

Nomar Garciaparra, the star shortstop of the Boston Red Sox®, is one of the most talented and popular players in Major League Baseball®. He was a member of the 1992 U.S. Olympic Baseball Team, earned Rookie of the Year honors in 1997 (only the sixth unanimous selection ever), was the MVP runner-up in 1998, American League™ batting champion in 1999 and 2000, and is a four-time All-Star.

NOMAR SAYS

Being part of the *Inside Pitch* team has been a great experience and I'm proud to endorse this game. And while I don't know how to write code or create graphics, I know baseball. Throughout this manual you'll find gameplay tips and observations ("**Nomar Says**"), as well as answers to questions ("**Ask Nomar**") that I hope will help you become an All-Star player. Thanks for choosing our game ... and let's play ball!
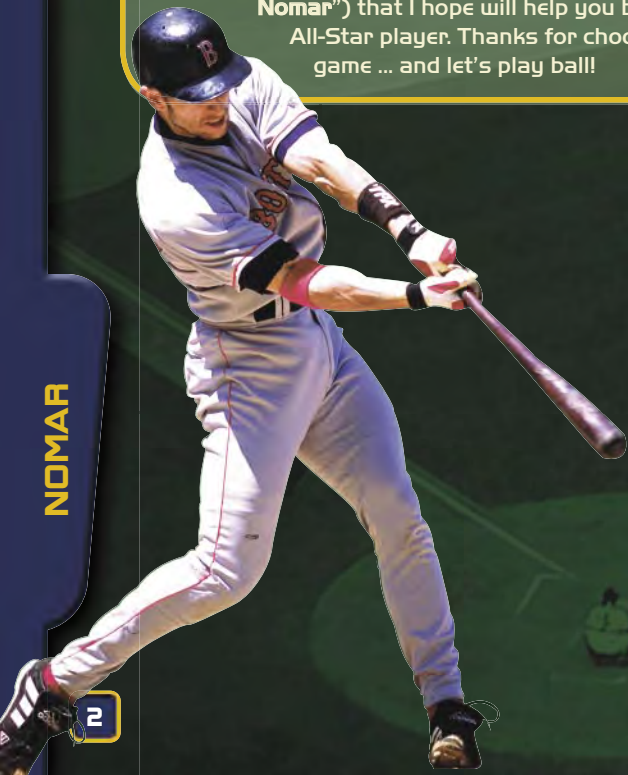
MAIN MENU

The Main Menu appears each time you start the game and offers a variety of great options:

- **Single Game**: Play a standard one- or two-player game.
- **Season**: Create and play in a customized season.
- **Playoffs**: Go straight to the postseason and customize the playoff teams and format.
- **Network Play**: Compete against players anywhere in the world using Xbox *Live* or System Link.
- **Home Run Derby**: Put your top sluggers to the test in the most exciting competition of All-Star Weekend.
- **Championship Challenges**: Replay classic moments in historic games from the 2002 baseball season.
- **Create/Train Player**: Create your own prospect and then turn him into a ballplayer using Training Tracks.
- **Tutorials**: Learn to hit in Fenway Park™, play the field at Shea Stadium, or toe the rubber in the Hubert H. Humphrey Metrodome!
- **Team Manager**: Create lineups, make trades, and upgrade your roster for a run at a World Championship!
- **Options**: Customize settings, sounds, music, and so on.

BATTER UP! QUICK START

Can't wait to throw out the first pitch? No problem. Enter your name (to create your **profile**), select teams, a ballpark, and controllers, and you'll be on the field in less than a minute!

To quick start (Single Game mode)

1. From the Main Menu, select **Single Game**.
2. From the Team Select screen, use the **Left thumbstick** to select a **Visiting Team** and a **Home Team**, and then press Ⓐ.

ASK NOMAR

My favorite team changed its lineup during the off-season. How can I get it updated?

The teams' rosters, batting orders, and number one starting pitchers are accurate as of Spring Training™ 2003, but personnel moves are a big part of the game, so *Inside Pitch* makes it easy to update your team's roster, or even make trades. Find out how from the "Team Manager." Rosters can also be updated via Xbox *Live*™.

3. From the Single Game Setup screen, select a **Stadium** and other gameplay options. Up and/or Down Arrow icons indicate that you can scroll up/down to view additional options. When you're done, press Ⓐ.
4. From the Controller Select screen, assign the Xbox controller(s).
5. When you're finished, press Ⓐ and you're ready to play!
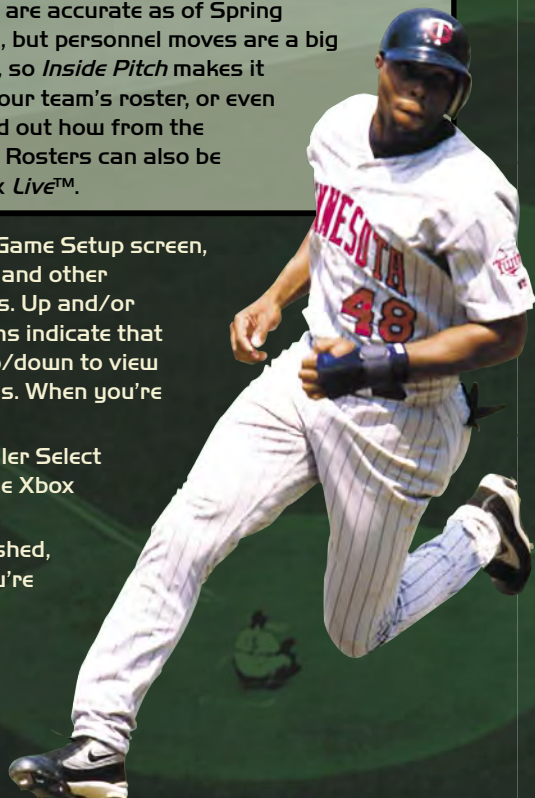
NOMAR SAYS

Single Games are like exhibition games: fast, easy, and played just for fun. The displayed stats are from the 2002 season, and won't change as you play. For a more in-depth experience, create and play a Season.

THE BATTING VIEW

The Batting View is the primary in-game screen. You can choose from several batting views when selecting options prior to starting a Single Game.
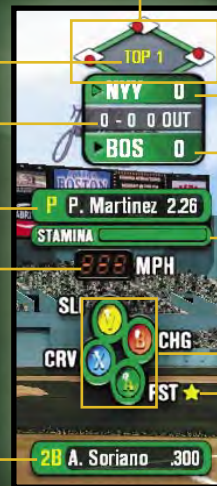
Base Runner Display

Inning

Balls, Strikes, Outs

Pitcher Name, Earned Run Avg.

Pitch Speed Radar

Batter Position, Name, Batting Average

Visiting Team Score

Home Team Score

Pitcher Stamina Bar

Pitch Selection Buttons

Best Pitch

TOP 1
NYY 0
0 - 0 0 OUT
BOS 0
P P. Martinez 2.26
STAMINA
MPH
SLI
CRV CHG
FST ★
2B A. Soriano .300

XBOX CONTROLS

Left Trigger **L**
R Right Trigger

● **Black button**

○ **White button**

Start ▶
D-Pad ✚

Left Thumbstick Ⓛ
Right Thumbstick Ⓡ

MOVE	CONTROLS
Batting	
Swing the Bat	Ⓐ
Precision Batting	Ⓐ + ✚
Position Batter in Batter's Box	✚
Bunt Attempt	Ⓨ
Base Running	
Lead Off All Runners	**L** (Tap)
All Runners Steal/Advance	**L** (Hold)
Advance Runner to a Specific Base (Up for second, Left for third, and Down for home)	Ⓧ + ✚
Reduce Lead Off for All Runners	**R** (Tap)
All Runners Return to Previous Base	**R** (Hold)
Return Runner to a Specific Base (Up for second, Left for third, and Down for home)	Ⓑ + ✚
Stop All Runners	**L** + **R**

Pitching	
Pitch Selection	
Select the Fastball	Ⓐ
Select the Second Pitch (if available)	Ⓑ
Select the Third Pitch (if available)	Ⓧ
Select the Fourth Pitch (if available)	Ⓨ
NOTE: Pitches designated with a star next to the button denote the pitcher's most effective pitch.	
Pickoff Throw to a Base (Right for first, Up for second, Left for third) *	**L** + **R**
Fielding	
Move Fielder	Ⓛ
Throw Ball to a Base (Right for first, Up for second, Left for third, Down for home; click the **Right thumbstick** for the cutoff man) *	Ⓡ
Dive for a Ball in the Air or Directly Above the Fielder (fielders automatically dive or leap in the direction of the ball)	Ⓐ Without Ball
Change Fielder (if you do not have the ball; if you have the ball, you cannot change fielders)	**L** or **R**
Pause Menu	
Enter/Exit Pause Menu	▶
Move Highlight within Pause Menu	Ⓛ
Move Highlight within Pause Menu	✚

* You can set alternate throwing controls from the Pause Menu.

PITCHING COACH

Each pitcher has up to four types of pitches, which correspond to the (A), (B), (X), and/or (Y) buttons. After selecting a pitch type, press the **D-pad** to aim the throw, and then press (A) to try to make it a strike, (B) to keep it off the plate, or (X) for a pitchout (which the hitter cannot make contact with). These and other pitching options are listed in the Post-Pitch Selection table.

ASK NOMAR

What does it mean if there's a star next to one of a pitcher's pitch selection buttons?

It means that's his best, most effective pitch.

MOVE	CONTROLS
Post-Pitch Selection	
Attempt to Throw a Strike	(A)
Attempt to Throw a Strike to a Selected Location	(A) + ✚
Attempt to Throw a Ball	(B)
Attempt to Throw a Ball to a Selected Location	(B) + ✚
Pickoff Throw to a Base (while pulling **Left trigger** move **Right thumbstick** Right to first, Up to second, Left to third) *	(L) + (R)
Pitchout	(X)
Intentional Walk	◐
Brushback Pitch	◑

* Or, while pulling **Left trigger**, press (B) (first base), (Y) (second base), or (X) (third base).

NOMAR SAYS

Pitching accuracy depends on the pitcher's rating, overall accuracy, and current stamina, as well as where he's trying to throw.

PITCHER STAMINA

As in the real game, pitchers are not machines. The Pitcher Stamina Bar displays how the pitcher is holding up: **green** means he's at full strength; **yellow** indicates that he's starting to tire and may not have as much snap on his curve or juice on his fastball; **red** shows that the pitcher is tired (and very hittable!).

NOMAR'S PITCHING TIPS

Inducing Ground Balls/Fly Balls: No secret here—it's just like in the actual game: batters tend to hit *under* high pitches (creating pop-ups and fly balls), and *on top of* low pitches (causing ground balls).

Pitch Sequence: Batters usually anticipate a fastball when they're ahead in the count (2-0, 3-1, and so on) and the pitcher needs to throw a strike. Conversely, batters expect a ball thrown out of the strike zone if the pitcher is ahead in the count. Another way to keep a hitter off balance is by throwing a different first pitch each time you face him.

Hitters' Strengths/Weaknesses: Most Big League pitchers keep a "diary" on each hitter—over time, this helps them figure out which pitches, locations, and pitch sequences are most effective against that player.

HITTING COACH

Anyone can press Ⓐ to swing the bat, but great hitters learn pitch recognition, bat control, and how to make solid contact.

PICKING A PITCH TO SWING AT

The first rule of hitting is, "*Don't swing unless it's a strike.*" Curves, sliders, and splitters that look like strikes at first will usually end up out of the strike zone, or may look like balls (especially if they're coming in high) and end up strikes.

ASK NOMAR

Any tips on guessing what the pitcher's gonna throw?

If you're ahead in the count, you'll probably get something over the plate; if you're behind, hope for something hittable. Another tactic is to wait for a particular pitch. If you're looking for a fastball and see junk, you might let the breaking ball go and look for heat on the next pitch. All pitchers have a best pitch (the button with a star next to it)— expect it whenever the pitcher is in a jam.
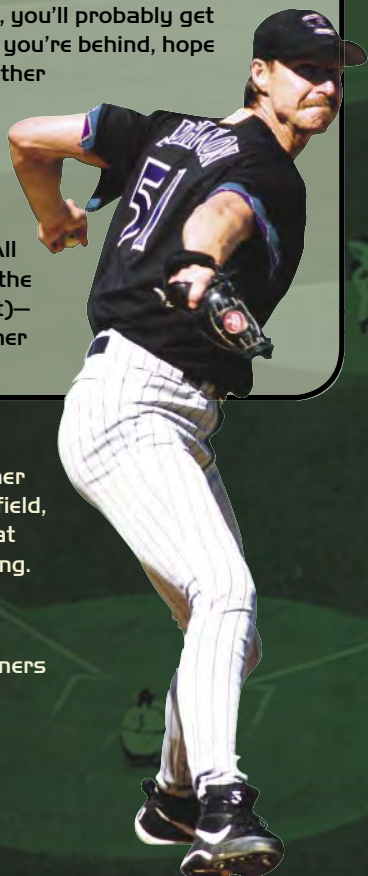
PRECISION BATTING

To try to pull the ball, hit the other way, or slap one through the infield, press the **D-pad** to adjust the bat position as you press Ⓐ to swing.

BUNTING

"Sacrifice" to advance base runners or try to bunt for a base hit by pressing and holding Ⓨ.

NOMAR'S BATTING TIPS

Moving in the Batter's Box: Before each pitch, press the **D-pad** to move the hitter within the batter's box.

Hitting for Power: Press ● to take a big cut. Your odds of popping up and striking out are higher, but, hey, what's more satisfying than crushing the long ball?

Situational Hitting: Sacrifice flys/bunts, hit & runs, opposite field hitting, and so on, are referred to as *situational hitting*. Develop these skills using the Create/Train Player feature in the Situational Hitting Training Track.

Exploiting Pitcher Fatigue: Keep an eye on the Pitcher Stamina Bar: if it's **yellow**, the pitcher is getting tired; if it's **red**, the pitcher is throwing meatballs.

PINCH-HITTING

A pinch hitter comes off the bench to replace another player in the batting order. Most commonly, pinch hitters are used to bat for weak-hitting pitchers (if the DH Rule is not in effect) when it's more important to try to generate some offense than keep the current pitcher in the game. Pinch hitters are also used to create favorable matchups, such as a left-handed hitter against a right-handed pitcher, or a power hitter against a power pitcher.

To use a pinch hitter

1. When the player you want to pinch-hit for is next in the lineup, press **START**.
2. From the Pause Menu, select **(Your Team's) Lineup**.
3. From the Lineup screen, select a player to pinch-hit, and then press Ⓐ. The pinch hitter takes the previous player's place both in the batting order *and* in the field. For this reason, after pinch-hitting for a pitcher, you'll need to replace the pinch hitter with a relief pitcher.

BASE COACH

RUNNING THE BASES

Hitters automatically run to first base, but after that, *you* take control. Pull the **Left trigger** to send all runners to the next base, **Right trigger** to return all runners to their previous bases, **both triggers** to freeze the runners. For an individual runner, press Ⓧ to advance (or Ⓑ to return) and then press the **D-pad** in the direction of the desired base (Up for second base, Left for third base, Down for home).

LEADING OFF BASE

Base runners can lead off base before each pitch by pulling the **Left trigger**, or by pressing Ⓧ and the **D-pad**.

NOMAR SAYS

Unless you're about to attempt a steal, don't risk getting picked off by taking too big a lead! If a pitcher catches you too far off the bag, your only hope will be to break for the next base ... and you better hope your runner is *really* fast or gets *really* lucky!

STEALING BASES

Steal bases by using the same commands as running the bases. To execute a double steal with runners on first and third, press Ⓧ and then press the **D-pad** Up (to send the runner from first base); when the catcher throws to second base, press Ⓧ and then press the **D-pad** Down (to send the runner home from third base).

TAGGING UP

After a fly ball out, runners can tag up and try to advance to the next base using the same controls used for running the bases. A runner must stay on the original base—until the catch is made—before trying to advance to the next base.

NOMAR'S RUNNING TIPS

Player Speed: Runners safely on base appear as *black* dots in the Base Runner Display. When off base, the dots are colored and indicate players' speed— *green* is fast, *yellow* is average, *red* is the slowest.

Smart Baserunning: When a ball is hit, runners should start moving toward the next base. If the ball has a chance of being caught, advance the runners only to the point where they can still safely beat the throw back to the base. If the ball falls in for a base hit, the runners will have a head start.

Aggressive Baserunning: The element of surprise may be enough to get you that extra base, so don't be afraid to challenge slow fielders or outfielders' arms.

Hit & Run: In a hit & run, runners take off with the pitch and trust the batter to make contact with the ball. If the batter whiffs, a runner could get thrown out easily by the catcher. And if the batter lines out, it's a sure double play. But a well-executed hit & run gives runners a head start, helping to avoid double plays, putting runners in scoring position, and maybe even getting a runner home from first base on an extra base hit.
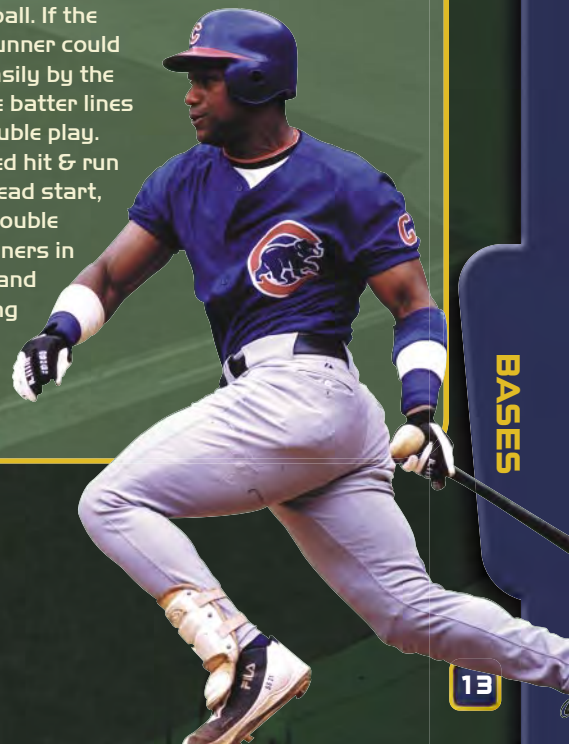
FIELDING COACH

When a ball enters the field of play, the view switches and a *yellow* target indicates the ball's destination. For ground balls, the ball's shadow is the best indicator of speed and direction.

THE ACTIVE FIELDER

The player in the best position to field the ball is automatically activated and highlighted with a *red* circle (his name also appears). You can change the active fielder—as long as he isn't holding the ball—by pulling the **Left** or **Right trigger**.

THROWING TO BASES

Move the **Right thumbstick** to throw to a base: Right (to first base), Up (to second), Left (to third), or Down (to home), or click the **Right thumbstick** to throw to the cutoff man. Move the **Right thumbstick** while pulling the **Left trigger** for pickoffs.

ASK NOMAR

What's the purpose of the cutoff man?

If an outfielder makes a play deep in the outfield and the ball needs to get thrown back in quickly, the infielder closest to the outfielder—the cutoff man—will come out to catch the outfielder's throw and then relay it. This will get the ball where it needs to be much faster (and more accurately) than if the outfielder tried to make the long throw himself.

NOMAR SAYS

Some plays are only made if you sacrifice your body! For a diving stop or leap at the wall, make sure the correct fielder is activated, time your move, and then press Ⓐ. To jump straight up, don't use the directional controls.

DEFENSIVE POSITIONING

In some situations, you may want to use special defensive alignments such as these:

- **Infield/Outfield Shift:** Move the infielders to crowd the left or right side of the infield.
- **Infield Deep:** Move the infielders back—often used in conjunction with Outfield Deep.
- **Infield In:** Move the infielders in to try to prevent a runner from scoring from third base on a ground ball.
- **Infield Double Play Depth:** With a runner on third base, keep the infielders back to try and turn a double play.
- **Charge Bunts:** Move the third baseman and first baseman closer to home plate (to give them a head start in case of a bunt), and move the shortstop left and the second baseman right (to cover more area).
- **Guard Lines:** Move the third baseman and first baseman close to the foul lines to prevent extra base hits.
- **Outfield Deep:** Play deep against power hitters.
- **Outfield In:** Move the outfielders closer to the infield. Used with weaker hitters, or to guard against bloop hits.

To change the defensive positioning
1. During a game, press **START**.
2. From the Pause Menu, select **Defensive Positioning**.
3. From the Defensive Positioning screen, select a new alignment.
4. When you're finished, press **START** to return to the game.

TEAM MANAGER

As your team's manager, you're responsible for creating lineups and pitching rotations, as well as controlling the team roster, making trades, and so on.
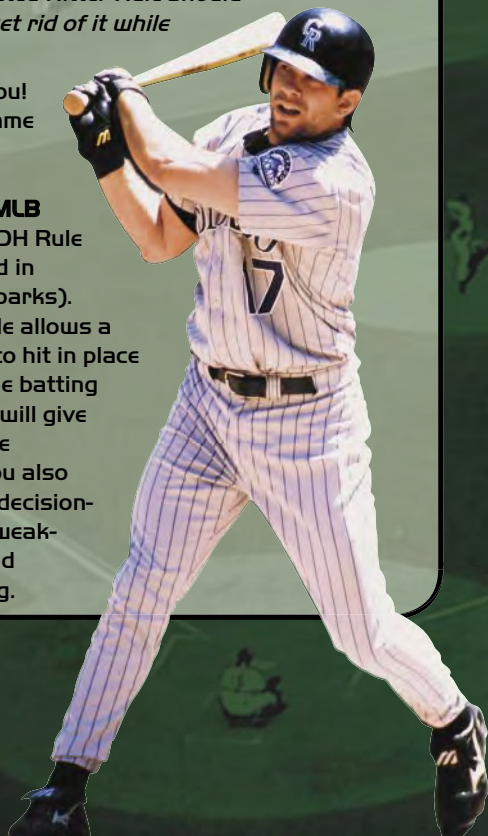
DEFAULT LINEUPS

You can pencil in four different default batting lineups (DH Rule on or off, and facing a left- or right-handed pitcher). To set up the default lineups, select **Team Manager** from the Main Menu, and then **Lineups**. Pull the **Left** or **Right trigger** to cycle through the four lineups.

ASK NOMAR

I think the Designated Hitter Rule should be banned. Can I get rid of it while I'm playing?

It's totally up to you! When choosing game options, highlight **DH Rule**, and then select **On**, **Off**, or **MLB Rules** (to use the DH Rule in all games played in American League parks). Briefly, the DH Rule allows a *designated hitter* to hit in place of the pitcher in the batting order. Using a DH will give you more offensive production, but you also lose the strategic decision-making involving weak-hitting pitchers and clutch pinch-hitting.

CHANGING THE DEFAULT LINEUPS

On the Lineup screen, press Ⓐ to select a player, highlight another player (starter or bench), and then press Ⓐ again to swap the two players. When you leave the screen, all changes are saved.

NOMAR SAYS

For Single Games, each team's ace pitcher is automatically selected to start. Choosing a starting rotation isn't necessary until you play a Season.

PAUSE MENU

Press **START** during a game to display the Pause Menu.

- **Home Team/Visiting Team Lineup:** Make substitutions.
- **Bullpen:** Bring in a relief pitcher.
- **Select Controller:** Assign an Xbox controller.
- **Defensive Positioning:** Change your fielder alignments.
- **Pitching/Batting Camera:** Change the camera view.
- **Throwing Controls:** Activate **D-pad+**Ⓐ or Ⓐ, Ⓑ, Ⓧ, Ⓨ for throwing controls (**Right thumbstick** is *always* active).
- **Audio Settings:** Set volume of PA, music, sound, and f/x.
- **Quit:** End the current game.

RELIEF PITCHERS

Is your starting pitcher getting tired? Facing a certain batter or situation and want someone else on the mound? All you need to do is make a call to the bullpen.

To change pitchers

1. During the game, press **START**.
2. From the Pause Menu, select **Bullpen**.
3. From the Bullpen screen, move the **Left thumbstick** to highlight a pitcher. His stats and pitches are displayed.
4. To start warming up a pitcher, press Ⓧ.
5. To send the highlighted pitcher into the game, press Ⓐ.

NOMAR SAYS

If the Relief Pitcher option isn't set to **Always Warm**, you'll need to give your relievers time to warm up or they're likely to get pounded.

SAVING & LOADING

Single games cannot be saved. Seasons are automatically updated and saved each time you exit the Season. You can maintain up to three unique Seasons.

EXITING

To exit a game, press **START**, select **Quit** from the Pause Menu, and then **Yes**. To exit *Inside Pitch*, turn off your Xbox console.

ASK NOMAR

My favorite team has lousy stats. Are we doomed to keep getting spanked by the high payroll teams, or can I turn these chumps into winners?

There's nothing you can do about their stats, but you can upgrade your team via good trades and the Create/Train Player feature, which lets you develop prospects and add talented rookies to your team.

TRADES

All trades are straight across, involving an equal number of players from each team. You make the initial offer, the other team's GM will either accept or reject the trade. To keep your roster current with the MLB™ team, you can override a rejected trade.

ASK NOMAR

My favorite team buys all the best players. Can I do the same?

You can't buy players, but you can try to trade up. As long as your team has 15 position players and 10 pitchers, you can go nuts. And *you* don't have to worry about revenue sharing!

To make a trade

1. From the Main Menu, select **Team Manager**, and then **Trades**.
2. In your team's roster, highlight a player you want to trade, and then press Ⓐ. Repeat for multiplayer trades.
3. Pull the **Left** or **Right trigger** until the team you want to trade with appears.
4. Highlight a player you want to trade for, and then press Ⓐ. Repeat for multiplayer trades.
5. The players to be traded are displayed at the bottom of the screen. There must be an equal number from each team! Press Ⓨ to offer the trade. Unfair trades will usually be rejected, but you have the option to override.
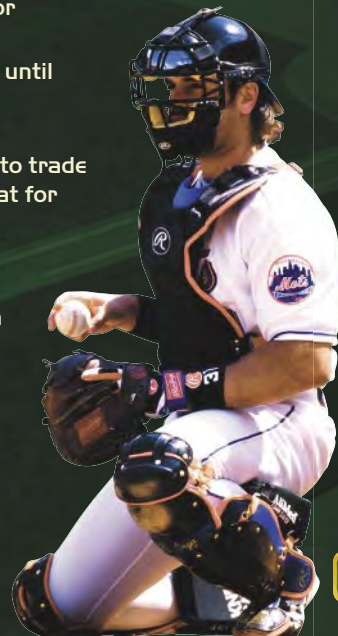
NOMAR SAYS

Inside Pitch has a cool feature for fans who love the wheeling and dealing that goes on every year around the trade deadline. Teams that are out of playoff contention may offer to trade their star players to contenders (such as your team, hopefully!). Pulling the trigger on a blockbuster deal can make all the difference in the stretch run to the playoffs.

ADDING CREATED PLAYERS

You can use the Create/Train Player feature to create a new player and then put him on your team using the Trade function.

To add a created player to a team

1. From the Main Menu, select **Team Manager**, and then **Trades**.
2. When you create a new player, he is saved in your profile. Pull the **Left** or **Right trigger** until the created player's profile is displayed, and then select him.
3. Follow the steps to trade one of the players on your team roster (who will be released to the free agent list) for the created player.
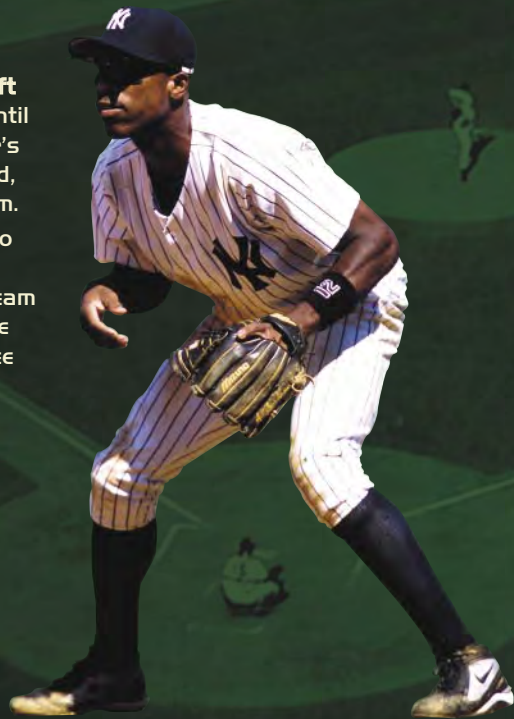
SEASONS & PLAYOFFS

For baseball purists, the 162-game season is a vital element of the game. No other sport puts such emphasis on the long haul or the importance of statistical trends, multigame series, and winning streaks. Winning or losing a single game is less important than, say, taking three of four on the opposing team's home turf. Of course, 162 games is a hefty schedule, which is why *Inside Pitch* allows you to create abbreviated seasons of varying lengths.

Seasons, which can be played by up to four players, capture the full Major League experience, complete with trades, injuries, roster changes, player releases/pickups, the All-Star Game, and a full postseason.

To start a season

1. From the Main Menu, select **Season**, and then **Season 1**.
2. From the Season Setup screen, select season options, and then press Ⓐ.
3. Select a **Team**, press Ⓐ, specify a profile, and then press Ⓐ again. Repeat to add other teams.
4. When you're finished, press Ⓧ to start the season.

To play a season game

1. From the Main Menu, select **Season**, and then a Season.
2. From the Season Center screen, select **Today's Games**, and then press Ⓐ.
3. Choose a date when your team has a game scheduled, select your team, and then press Ⓐ.
4. Under Sim Game, select **All**, and then press Ⓐ.
5. Press Ⓐ again. Under Play Game, select **Yes**, and then press Ⓐ.
6. Select controllers and lineups and you're ready to play!

SEASON OPTIONS

- **Difficulty:** Set the level of difficulty (AAA, MLB, All-Star).
- **Innings:** Set the length of games to be from 1 to 9 innings.
- **Season Length:** Play 15, 29, 81, or all 162 games.
- **Playoff Length:** (1-1-1, 1-1-3, 3-3-5, 5-7-7) The postseason consists of three rounds: Semis, League Championship Series (LCS), and the World Series®. A 1-1-1 format is a single game in each round; 5-7-7 is the Major League format, the first round is best of five (the first team to win three games advances); and the LCS and World Series are best of seven.
- **DH Rule:** Turn **On** to have designated hitters bat for the pitchers. Turn **Off** to have pitchers bat for themselves. In MLB rules, the DH is used when games are played in American League parks, but never in National League™ parks.
- **Errors:** Add the human element by allowing errors, and track error stats.
- **Injuries:** Dealing with injuries over the course of a season will test your managerial talents.
- **Player Fatigue:** Allow pitchers to get tired, placing more importance on how you use your bullpen.
- **Relief Pitchers:** With this option, pitchers who enter the game without warming up first will have poor control, speed, and ball movement.
- **Draft:** Delete all team rosters and conduct a full-scale, expansion-style draft to restock each roster with 15 position players and 10 pitchers. Created players are excluded from the draft, though they may be added to rosters later.
- **Pitching View:** Select a view from behind the pitcher.
- **Batting View:** Select one of various views from the catcher's perspective.

SPECIAL FEATURES

CHAMPIONSHIP CHALLENGES

Select this option from the Main Menu and put yourself right into the middle of some of the most thrilling moments of the 2002 season, including:

- **Derek Lowe's No-Hitter:** Take over for Derek and try to complete the final three innings of his historic no-hitter.
- **Shawn Green's Total Base Explosion:** Try to tie or break Shawn Green's record of 19 total bases in a single game.
- **2002 All-Star Game:** Try to score in the bottom of the 11th inning to avoid the infamous tie game.

NOMAR SAYS

Championship Challenges allow you to earn special points you can use to upgrade the skills of a player created using the Create/Train Player feature.

THE *INSIDE PITCH* ALL-STAR GAME

Midway through each full season you play, *Inside Pitch* hosts an All-Star Game featuring the most popular players with the best stats from that particular season. The game appears automatically on your season schedule and cannot be customized.

ALL-STAR ROSTERS

AL All-Stars and **NL All-Stars** are two teams available from the Team Select screen and feature the 2002 All-Stars. These rosters cannot be changed.

To play with the All-Stars

1. From the Main Menu, select **Single Game**.
2. Select **NL** and **AL All-Stars**, and then press Ⓐ.
3. The default stadium is **All-Star 2003**, a special edition of Comiskey Park (site of the 2003 All-Star Game). Follow the usual steps to set up a Single Game.

HOME RUN DERBY

The Home Run Derby is always a highlight of All-Star Weekend.

To play the Home Run Derby

1. From the Main Menu, select **Home Run Derby**.
2. On the Home Run Derby screen, four National League players and four American League players from the 2002 Home Run Derby are preselected, but you can choose any four players from each league to compete. When the lineups are set, press Ⓧ.
3. From the Home Run Setup screen, select your options for the Home Run Derby, and then press Ⓐ.
4. From the Controller Select screen, select your profile(s) or allow the CPU to control the player(s). When you're done, press Ⓐ.
5. Get ready for some long ball fireworks!
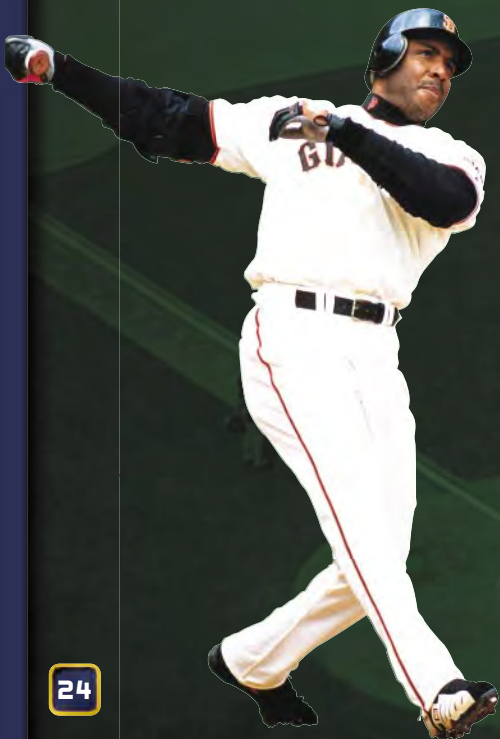
INSIDE PITCH GAME SOUNDTRACK

Inside Pitch features a selection of great music tracks that play randomly while you're in the game. You can also create your own unique game soundtrack by importing your own music.

RIPPING YOUR OWN TRACKS

For instructions on importing your own music to the Xbox console, go to www.xbox.com/system/createcd.htm, or refer to the "Soundtracks" section of the Xbox manual.

CHOOSING THE GAME SOUNDTRACK

The default soundtrack will automatically play until you rip your own tracks, load them, and then change the setting.

To change the game soundtrack

1. From the Main Menu, select **Options**, and then **User Music**.
2. Select **Available Tracks** to view a list of the tracks you've imported.
3. Select the tracks you want to be played in the game, and then press Ⓐ. To display the list of selected tracks, press Ⓧ to toggle between the Available Tracks screen and the Inside Pitch Soundtrack screen.
4. When you're done, press Ⓑ to save the settings and go back.
5. From the Options screen, select **Sound**.
6. At the bottom of the Sound screen, highlight **User Music** and set it to **On**. The next time you play, so will your customized soundtrack!

XBOX *LIVE* & SYSTEM LINK

With the Xbox *Live* service, you can play online against your buddy down the street, your crazy uncle in North Dakota, or a new rival halfway around the globe. To determine if the Xbox *Live* service is available in your region, go to www.xbox.com.

GETTING CONNECTED

Your Xbox console must be connected to a direct or shared broadband connection. Then you have to sign up for the Xbox *Live* service. For more information on these steps, see the Xbox *Live* service Quick Start card that came with this game, or visit www.xbox.com. If you need more help, call 1-800-4MY-XBOX (1-800-469-9269).

SIGNING IN

When you're ready to sign into the Xbox *Live* service, select **Network Play** from the Main Menu, and then select **Online With Xbox Live**. Select a user profile, and then press Ⓐ. Select (or create) a Live Account, and then press Ⓐ. This will take you to the Online Game Lobby.

ENTERING THE LOBBY

In the Lobby, you can select a number of options. If you press Ⓑ while in the Lobby, you will be signed out of the Xbox *Live* service.

Quick Match	Find an opponent immediately, without specifying game criteria.
Friends List	View your current Friends List, see the online status of a friend, and invite a friend to play.
OptiMatch	Create and host a game, or specify settings for a game you would like to join.
Voice/ User Status	Set your Online Status, and decide whether or not to change the sound of your voice.
Ranking	See where you rank, and view stats on other players.
Recent Player List	View users you have recently played against in *Inside Pitch 2003*.
Content Downloads	Check for downloadable content.
Sign Out	Quit your game session, and sign out of the Xbox *Live* service.

RANKINGS

Want to find out where you rank among all other *Inside Pitch* players? Move the **Left thumbstick** to scroll through the names on the screen; or to find your name, press Ⓨ.

VOICE CAPABILITIES

Not only can you challenge your buddy to an online game, with an Xbox Communicator, you can chat with him at the same time. Just follow the instructions that come with the Communicator, and you'll be trash talking in no time.

KEEPING TRACK OF FRIENDS

Your Friends List can contain up to 100 other gamers whom you've designated as *friends*. The list allows you to send invitations, be invited to a game with your friends, and check to see if they are signed in, currently playing, what game they are playing, and more.

SENDING INVITATIONS

You can invite friends to play by highlighting a name in your Friends List, pressing Ⓐ, and then selecting **Send Game Invitation** from the Friends Options Menu.

PREVENTING GAME DELAYS

In an online game, if a pitch is not thrown within *one minute*, a pitchout is automatically thrown (for a ball). After three consecutive automatic pitchouts, the other player will be given the option to end the game (and win by forfeit), or give the first player more time. This also happens if either player pauses the game or has the Xbox controller unplugged for over *three minutes*.

THE XBOX *LIVE* SERVICE ICONS	
🔊	Voice On
🔇	Voice Muted
⏱	Game Invitation Sent
🕐	Game Invitation Received
👤	Friend Is Online
👤	Friend Request Sent
👤	Friend Request Received

SYSTEM LINK

You can physically connect two Xbox video game systems using Xbox System Link Cables. Or, use Ethernet cables to plug the consoles into a 10Base-T network. Refer to your Xbox Instruction Manual for instructions and additional information. To use System Link, select **Network Play** from the Main Menu, and then **System Link**. Instructions are similar to those used for Xbox *Live*.

CREATE/TRAIN PLAYER

To create your own player, select **Create/Train Player** from the Main Menu, choose a profile, and then press Ⓐ. Select **Create-A-Player**, and then press Ⓐ. Specify a name, position, and physical traits, and then press Ⓐ. Assign player accessories, press Ⓐ, and then finish creating your player by giving him attributes (or skills).

PITCHER/BATTER ATTRIBUTES

In the final phase of creating a player, you get 75 points (for pitchers) or 50 points (for all other players) to use to increase the player's attributes. When you select an attribute, a message will tell you how many points it will cost to improve that attribute. If you decide to spend the points, it's similar to buying a spin on a roulette wheel, and you'll end up with a randomly generated number (from 1 to 50), which will then be added to the current total for the selected attribute. Certain special attributes are not available until they are unlocked.

ASK NOMAR

How do I get more points to build up my created player's attributes? And just how good can he get?

Player attributes max out at 99, and as the attribute rating rises, the more points you'll need to increase it. The points necessary to increase attributes are earned by winning games, putting on outstanding individual hitting and pitching performances, participating in the Championship Challenges, and so on. To get the most improvement out of your player, take him through the Training Tracks. His ratings will go up every time he performs well in the Training Tracks.

TRAINING TRACKS

Develop your created player with a variety of specialized pitching, hitting, and/or fielding drills. Each drill consists of 10 challenges of increasing difficulty. From the Main Menu, select **Create/Train Player** and then **Train Player**.

- **Pitching:** Train in five skill categories (Target Practice, Bunting, Mix-It-Up, Fielding & Pickoffs, and Situational Pitching) to improve skills and add new pitches.
- **Hitting:** Go through six drills (Bunting, Timing vs. Right [-handed pitchers], Timing vs. Left [-handed pitchers], Pitch Recognition, Pull/Spray/Go the Other Way, and Ducks on the Pond) to improve batting ability.
- **Fielding:** Complete three sets of drills to learn a specific position or become an effective utility player. Skill ratings earned by players determine their range, speed, and ability to field the ball cleanly without making an error.

NOMAR SAYS

As you develop your player, look for new, higher-level attributes to be unlocked and made available.

ADDING A CREATED PLAYER TO A TEAM

Before creating a player, you are required to select a profile. This is where the player is saved after he's created. To add him to a team, you have to conduct a trade, exchanging a player currently on a team roster for the created player—in the same way you make regular trades. For instructions, see "Trades" under "Team Manager."

CREDITS

Program Manager
Richard Reagan

Art Lead
Brian Johnson

Art
Tom Angus
Paul Johnson
Fraser Sunderlund
Brandon Voeller (Volt)
Neil Yamamoto (Volt)
Karl Hepworth (Volt)
Ryan Neider (Volt)
Glenn Hammer (Volt)
Ben Jarvis (Volt)
Randy Stuart (Volt)
Stephanie Welch (TruGolf)

Additional Art
Roger Chamberlain
Steve Cotton
Richard Taylor (Volt)

Software Development Lead
Tom Carbone

Graphics Engine Lead
Pete Ivey

Software Developers
Chandler Holbrook
Dave Lang
Jim Young
Chris Braymen (Volt)
Dan Silver (Volt)
John Woznack (Volt)

Product Planner
Mark Yamada

Lead Product Manager
John Rodman

Associate Product Manager
Brandon Stander

Test Lead
Russ Jenkins

Testers
Mike Burge
Craig Abo (Volt)
Dan Aird (Volt)

Seth Behunin
Matthew Griffith (Volt)
Devon Hargraves (Volt)
Jason Humphrey (Volt)
Ron Jenkins
Ian Morris (Volt)
Chris Okelberry (Volt)
Ricardo Godina (Volt)
Brandon Himes (Volt)
Jon Yurth (Volt)

Audio Lead
Brad Beck

Audio Development
Kelly Peterson

Additional Audio Support
Jon Clark
Jerry Schroeder
Heather Sowards
Scott Turner

Front End Music
Michael Cozzi

User Testing Lead
Jun Kim

User Testing
Eric Schuh

User Experience Manager
Alan Theurer

User Experience Lead
Aaron Conners

Editors
Brent Metcalfe
Shannon Topalovich (Volt)

Print
Jeannie Voirin
Doug Startzel (ArtSource)
Amy Farrington (Volt)

Release Program Manager
Thorsten Moeckel

MGS Motion Capture Services
Bruce Gil—Studio Director
Steve Wynn—Production Coordinator
Bill Biggs—Shoot Specialist

Dave Brown—Technical Director
James Slade—Studio Specialist
Brandon Woolsey—Mocap Operator

Salt Lake Games Management
Dave Curtin—Studio Manager
Chris Jones—Lead Planner
Nate Larsen—Art Director
Steven ZoBell—Group Program Manager
Carl Schnurr—Design Manager
Daryl Welsh—Test Manager
Russ Almond—Development Manager
Heather Sowards—Audio Director

Commentary Script
David McLean (Volt)

Special Thanks
Declan McMullen (Cincinnati Reds)
Chip Pedersen
Kevin Verboort
Tom Youtsey
Karen Wadsworth
Angela Blue
Josh Moore
John Butkus
Bonnie Chong
Jon Dean
Dustin Hansen
Mark Henrichsen
Dennis Miller
Dave Murrant
Mary Qian
Ken Rogers
Kevin Snider
Don Waller
Kevin Kralian
Mike Burton
Robin Huff
Chris Sehy

WARRANTY

Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

Warranty

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90-day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

Returns within 90-day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90-day period described above. TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

CUSTOMER SUPPORT

Get an Edge on the Game!

Xbox Game Tips (Automated): Available 7 days a week including holidays, 24 hours a day.

- In the U.S., call 1-900-933-TIPS. $.95 per minute.
- In Canada, call 1-900-561-HINT. $1.50 (Canadian) per minute.

Xbox Game Tips (Support Representative): Available 7 days a week including holidays.

- In the U.S., call 1-900-933-TIPS. $1.40 per minute.
- In Canada, call 1-900-561-HINT. $1.50 (Canadian) per minute.

IMPORTANT: Individuals under 18 years of age need a parent's or guardian's permission to call a pay-per-call number. Local and long distance telephone toll charges may apply. It is the customer's responsibility to check with their telephone company to determine if additional telephone charges will apply. Permission required from the telephone bill payer. Prices subject to change without notice. May not be available in all areas. Requires a touch-tone telephone. Call length is determined by user. Messages subject to change without notice.

Games Technical Support: Available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX.
  TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12.
  TTY users: 001-866-251-26-21.

Note: Xbox game tips are not available from 1-800-4MY-XBOX. You must call Xbox Game Tips (Automated) or Xbox Game Tips (Support Representative) for tips, hints, or codes.

For more information, visit us on the Web at www.xbox.com

Information in this document, including URL and other Internet Web site references, is subject to change without notice. Unless otherwise noted, the example companies, organizations, products, people and events depicted herein are fictitious and no association with any real company, organization, product, person or event is intended or should be inferred. Complying with all applicable copyright laws is the responsibility of the user. Without limiting the rights under copyright, no part of this document may be reproduced, stored in or introduced into a retrieval system, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), or for any purpose, without the express written permission of Microsoft Corporation.

Microsoft may have patents, patent applications, trademarks, copyrights, or other intellectual property rights covering subject matter in this document. Except as expressly provided in any written license agreement from Microsoft, the furnishing of this document does not give you any license to these patents, trademarks, copyrights, or other intellectual property.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

© & ℗ 2003 Microsoft Corporation. All rights reserved.

Microsoft, *Inside Pitch*, the Microsoft logo, the Microsoft Game Studios logo, OptiMatch, Xbox, the Xbox logo, Xbox *Live*, the Xbox *Live* logo are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

Manufactured under license from Dolby Laboratories.

Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. Visit the official Web site at MLB.com.

© MLBPA Official Licensee—Major League Baseball Players Association. Visit the Players Choice Web site at www.bigleaguers.com.

Data Source: © 2003 Stats, Inc.