

The 3DO Company
High Heat Baseball™ 2001 Beta Demo
December 1999

Thank you for installing/playing the demonstration version of HIGH HEAT BASEBALL 2001 BETA DEMO. We recommend that you read this file to get information about installing, running and maximizing the performance of HIGH HEAT BASEBALL 2001 BETA DEMO. This document contains useful information that will allow you to get as much enjoyment out of this game as possible.

PLEASE NOTE: THIS IS A BETA DEMO RELEASE. YOU MIGHT DISCOVER MINOR PROBLEMS WITHIN THE GAME THAT YOU WILL NOT SEE IN THE RELEASE VERSION OF HIGH HEAT BASEBALL 2001.

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1) Story

High Heat Baseball 2001 Beta Demo is the brainchild of a team of baseball fanatics at 3DO. Their goal is simple: to create the best baseball game ever made, combining the best elements of arcade-action play with the science of an incredibly accurate simulation.

High Heat Baseball 2001 Beta Demo is a fast-paced, leading-edge baseball game for the Windows '98 environment. Visually, it features a high-resolution, high-performance 3D-stadium environment with polygonal players and animation derived from motion capture. The artificial intelligence features a highly accurate and leading edge simulation system, which utilizes statistics from actual MLBPA players on actual MLB teams.

2) System Requirements

PLEASE NOTE: The installer will verify that you meet the minimum system requirements for software (non-3D) mode only.

Minimum Configuration

- Pentium® 166Mhz CPU
- 32MB RAM
- 85MB free Hard Disk space
- Windows® 95/98
- 4X CD-ROM
- 8-bit DirectX compatible sound cards
- SVGA or VGA video card with minimum 2 MB of RAM

- Microsoft DirectX 7.0 or better
- Mouse and Keyboard

Recommended Configuration

- Pentium 200Mhz CPU with MMX™
 - 32MB RAM
 - 85MB free Hard Disk space
 - Windows 95/98
 - 6X+ CD-ROM drive
 - 16 bit DirectX™ compatible sound cards
 - Direct3D compatible video card with 4MB or more of RAM
 - Mouse and Keyboard
 - Gravis XTerminator™, Microsoft® SideWinder®, Gravis GamePad™ Pro or PC GamePad™
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3) Installation

To install the demo, double-click on the MY COMPUTER icon from your desktop. Double-click on CD-Rom drive and once again on the SETUP.EXE file. This will initialize the installer.

Follow the on-screen instructions of the installation program. You will be given the choice to install the game files to the default directory (C:\Program Files\3DO\High Heat Baseball 2001 Beta Demo) which we recommend, or you can choose another directory. Click on the NEXT button to go to system requirements.

A short list of requirements necessary to play the High Heat Baseball 2001 Beta Demo are listed on screen and whether your computer meets those requirements is displayed as well. If everything passes, click on the NEXT button to install the demo files, or you may CANCEL the installation.

When all files are installed, select the FINISH button to return to the Desktop.

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4) Launching the Demo

To launch (i.e. start) the High Heat Baseball 2001 Beta Demo, open the Start menu and open the Programs submenu. Select the 3DO program group, choose High Heat Baseball 2001 Beta Demo, and click on High Heat Baseball 2001 Beta Demo in the submenu. You can also run the demo by opening the game folder located in the "Program Files\3DO" directory and double-clicking on "HH2001Demo.exe." If you chose to create a shortcut icon to your desktop during installation, you can also start the game by double-clicking on that icon.

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5) Gameplay

The High Heat Baseball 2001 Beta Demo user interface is navigated with the mouse. Most menus are "drag and drop" or require a click to use any button.

To play High Heat Baseball 2001 Beta Demo, select the Exhibition button in the Main Menu of the game. In the following screens you will set your game options and team settings. Select the DONE button to move on to the next screen. In this demonstration version of High Heat Baseball 2001 Beta Demo, you may only use the 2 default teams, New York and Atlanta. Also, you are limited to playing games in Yankee Stadium, Turner Field and Shibe Park.

The Lineups Screen allows you to make defensive substitutions. You may also change your starting pitcher by selecting the BULLPEN button for your team. All transactions are performed using drag and drop. When you're ready to start playing baseball, select the PLAYBALL! button.

Pitching:

Note: D-pad is an abbreviation for Directional Pad or refers to numbers [1] through [9]

on the numeric keypad on your keyboard.

COMMAND	4-BUTTON (8-BUTTON)	SIDEWINDER	X-TERMINATOR (10-BUTTON)	KEYBOARD*
Display Pitches	Green	Y-button	Y-button	F1
Select Pitch	D-pad+Yellow	D-pad+C	D-pad+C	[Enter]
Pickoff	Blue	D-pad+A	D-pad+A	D-
Throw Strike	D-pad+Yellow	D-pad+C	D-pad+C	D-
Throw Ball	D-pad+Green	D-pad+B	D-pad+B	D-pad+[NumPadDel]
Pitchout	Green	B-button	B-button	[NumPadDel]
Bean Ball	Red	Z-button	Z-button	[+]
Pause	START	X-button	X-button	[Esc]

Fielding:

Note: D-pad is an abbreviation for Directional Pad or refers to numbers [1] through [9]

on the numeric keypad on your keyboard.

COMMAND	4-BUTTON (8-BUTTON)	SIDEWINDER	X-TERMINATOR (10-BUTTON)	KEYBOARD*
Move Fielder	D-pad	D-pad	D-pad	D-pad
Change Fielder	Blue	B-button	B-button	[NumPadDel]
Throw to Cutoff (Outfield Only)	Yellow	C-button	C-button	[Enter]
Throw to Base	D-pad+Yellow	D-pad+C	D-pad+C	D-pad+[Enter]
Run to Base	D-pad+Green	D-pad+B	D-pad+B	D-pad+[NumPadDel]
Run to Runner	D-pad+Red	D-pad+A	D-pad+A	D-
Jump	Yellow	C-button	C-button	[Enter]
Dive	D-pad+Yellow	D-pad+C	D-pad+C	D-pad+[Enter]

Batting:

Note: D-pad is an abbreviation for Directional Pad or refers to numbers [1] through [9]

on the numeric keypad on your keyboard.

COMMAND	4-BUTTON (8-BUTTON)	SIDEWINDER	X-TERMINATOR (10-BUTTON)	KEYBOARD*
Display Pitches	Green	Y-button	Y-button	F1
Guess Pitch	D-pad+Green	D-pad+B	D-pad+B	D-pad+[NumPadIns]
Fake Guess	N/A	D-pad+A	D-pad+A	D-pad+[NumPadDel]
Swing	D-pad+Yellow	D-pad+C	D-pad+C	D-pad+[Enter]
Bunt	D-pad+Blue	D-pad+Z	D-pad+Z	[+]

Baserunning:

Note: D-pad is an abbreviation for Directional Pad or refers to numbers [1] through [9] on the numeric keypad on your keyboard.

COMMAND	4-BUTTON	SIDEWINDER	X-TERMINATOR	KEYBOARD*
	(8-BUTTON)	(10-BUTTON)		
Advance All Red	A-button	A-button	[NumPadIns]	
Retreat All Green	B-button	B-button	[NumPadDel]	
Advance (one) pad+[NumPadIns]	D-pad+Red	D-pad+A	D-pad+A	D-
Retreat (one) pad+[NumPadDel]	D-pad+Green	D-pad+B	D-pad+B	D-
Stop Runners	Blue	Z-button	Z-button	[-]
Increase Lead	D-pad+Red	Left Shift	Left Shift	[NumPadDel]
Decrease Lead	D-pad+Green	Right Shift	Right Shift	[NumPadEnd]
Steal Base	D-pad+Red	D-pad+A	D-pad+A	D-pad+[NumPadIns]
All Steal	Red	A-button	A-button	[NumPadIns]

*Keyboard users: In the game, the arrow keys on the numeric keypad can be used (NOT the four arrow keys located just to the left of the numeric keypad - they are used for other purposes during gameplay.)

[Enter] = Either Enter key on the keyboard.

[Esc] = The Escape key on your keyboard.

Other definitions:

[NumPadIns] is the Insert key on the numeric keypad (also labeled "zero").

[NumPadDel] is the Delete key on the numeric keypad (also labeled ".").

[NumPadEnd] is the End key on the numeric keypad (also labeled "1").

[+] is the plus key on the numeric keypad.

[-] is the minus key on the numeric keypad.

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6) ALT-TAB Key Use and Other Keyboard Information

In High Heat Baseball 2001 Beta Demo, you may press [ALT]+[TAB] on your keyboard to return to your Desktop.

We strongly recommend you close all programs before running High Heat Baseball 2001 Beta Demo.

The following are Hot Keys that may be used during a game:

[ESC]	During game play, you can press the Esc key to bring up the Pause Menu.
[F1]	Displays the Pitching Key during game play.
[F2]	Toggles the batting camera between low, high, pitcher and blimp angles.
[F3]	Replays all the pitches from the current at bat, and shows position relative to the strikezone.
[F4]	Displays the next 3 batters due up.
[F5]	Displays the statistics for both the batter and the pitcher.
[F6]	Toggles displayed statistics between current season, previous season, and career statistics.
[F7]	Toggled displayed statistic between combined handedness, stats vs.

left-handed opponents, stats vs. right-handed opponents, and stats relative to the handedness of the current opponent.

[F8] Toggles display of baserunner statistics.

[F9] Replays the last pitch and diagrams the ball path as it approaches the strikezone.

[F10] Toggles a heads-up display showing the strikezone.

[F11] Toggles a heads-up display showing the "actual" strikezone. The actual strikezone may differ from the standard depending upon whether you have the Variable Umpire option enabled.

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7) Multi-Player Information

In the release version of High Heat Baseball 2001 Beta Demo you will be able to play a game of baseball versus a friend over a local area network, modem, or the internet. In this demo version this feature has been disabled.

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8) Un-Install

To un-install the High Heat Baseball 2001 Beta Demo, open the Start menu and open the Programs submenu. Select the 3DO program group, choose High Heat Baseball 2001 Beta Demo, and click on Uninstall High Heat Baseball 2001 Beta Demo in the submenu.

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9) Video Card and Other Hardware Drivers / Direct X

High Heat Baseball 2001 Beta Demo works on any D3D compatible video card. If your video card is not D3D compatible, then you will have to run High Heat Baseball 2001 Beta Demo in software mode. Video preferences are determined the first time you run the demo. These preferences may be changed within the game as well.

High Heat Baseball 2001 Beta Demo requires Microsoft DirectX™ 7.0 to run. During the installation, you will be prompted and asked if you would like to have it automatically installed on your system. You can also get the latest DirectX drivers installed on your computer by downloading them from the Microsoft web site at <http://www.microsoft.com/directx>.

You will also need to make sure that the drivers for your video as well as sound card are compatible with the version of DirectX that the game uses to run on (Version 7.0). To update your video and sound card drivers, contact the manufacturer of the specific card, and ask them where to get a DirectX 7.0 compatible driver for your particular hardware. Most of the time, these companies will have them available for download on their website.

If not, most will send them to you on a floppy disk for no charge.

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10) Purchasing Software

You can order High Heat Baseball 2001 and other 3DO software directly from 3DO through our order web page at <http://www.3DO.com/direct>, or you can call the 3DO Direct line at 800-336-3506 (outside the United States at 650-261-3227).

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11) Contacting Customer Support

For technical problems or questions:

3DO Customer Support Website:

<http://www.3DO.com/support> (includes an email question form)

E-mail:

customer-support@3do.com

Phone:

Monday through Friday from 9 a.m. to 12 noon and 2 p.m. to 5 p.m. Pacific Time, at (650) 261-3454.

Fax Number:

(650) 261-3419

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