The Bigs 2 Wii Manual Interior v10 5/29/09

PLEASE CAREFULLY READ THE WITM OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR WII HARDWARE SYSTEM, GAME DISC OR ACCESSORY, THIS MANUAL CONTAINS IMPORTANT **HEALTH AND SAFETY INFORMATION.**

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

A WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Eve or muscle twitching Altered vision Convulsions Involuntary movements Disorientation Loss of awareness

- To reduce the likelihood of a seizure when playing video games:
 - 1. Sit or stand as far from the screen as possible.
 - 2. Play video games on the smallest available television screen.
 - 3. Do not play if you are tired or need sleep.
 - 4. Play in a well-lit room.
 - 5. Take a 10 to 15 minute break every hour.

▲ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

A CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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receivers are sold separately.



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SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.



A CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wij Remote in case you accidentally let go of the Wij Remote during game play. Also remember the following:

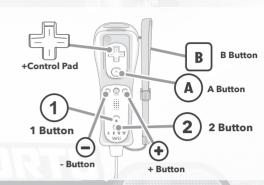
- Make sure all players put on the wrist strap properly when it is their turn.
- . Do not let go of the Wii Remote during game play.
- . Dry your hands if they become moist.
- · Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- · Stay at least three feet from the television.
- Use the Wii Remote Jacket.

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GAME CONTROLS

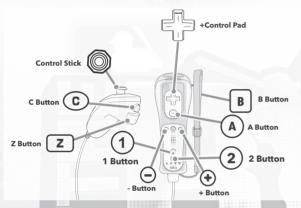
You can use three different control schemes for playing The BIGS 2: Wii Remote only; Wii Remote and an attached Nunchuk, or Classic Controller.



WII REMOTE ONLY

	WIII KENIO I E ONE	
	Offense - Batting	
	Contact Swing	Swing the Wii Remote
	Power Swing	Hold A Button + Swing the Wii Remote
	Bunt	Hold the Wii Remote Sideways
	Turbo	B Button
	Big Blast	A Button + B Button
	Big Slam	1 Button + 2 Button
	Lead Off / Steal	Press up on the +Control Pad
	Offense - Running	
-	Select Runner	- Button
	Advance Base	+Control Pad Left
	Retreat Base	+Control Pad Right
	Sliding	Swing the Wii Remote down
	Defense – Pitching	
	Aim Pitch	Point Wii Remote at the screen
	Select Pitch	Press a direction on the +Control Pad to select the matching pitch type
	Throw Pitch	Tilt the Wii Remote back to start the meter, and swing down with the Wii Remote when the meter is full to throw the pitch
	Add Twist	Turn the Wii Remote clockwise or counterclockwise as you swing the Wii Remote down

Show Cursor / Unlock Pitch	A Button
Pick Off	Press the +Control Pad twice in the direction of a corresponding base, and hold until the meter is full
Activate Turbo	B Button
Big Heat	A Button + B Button
Defense - Fielding	
Dive for Ball / Action	Swing the Wii Remote in the direction you wish to dive
Throw Ball	Press +Control Pad (corresponding base)
Activate Turbo	B Button
Select Fielder	- Button

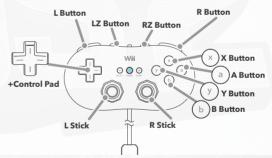


WII REMOTE AND NUNCHUK

ı	Offense - Batting	
Ī	Aim Hit	Control Stick
	Contact Swing	Swing Wii Remote
ı	Power Swing	Hold A Button + Swing Wii Remote
	Bunt	Hold Wii Remote Sideways
	Turbo	B Button
	Big Blast	A Button + B Button
	Big Slam	1 Button + 2 Button
	Lead Off / Steal	Press up on the +Control Pad
	Offense - Running	
	Select Runner	- Button or C Button
Ī	Advance Base	Control Stick
1	Sliding	Swing the Wii Remote down

Defense – Pitching	
Aim Pitch	Control Stick
Select Pitch	Press a direction on the +Control Pad to select the matching pitch type
Big Heat	A Button + B Button
Throw Pitch	Tilt the Wii Remote back to start the meter, and swing down with the Wii Remote when the meter is full to throw the pitch
Add Twist	Turn the Wii Remote clockwise or counterclockwise as you swing the Wii Remote down
Show Cursor	A Button
Pick Off	Press the +Control Pad twice in the direction of a corresponding base, and hold until the meter is full
Activate Turbo	B Button
Hold Pitch Cursor	Z Button
Defense - Fielding	

Defense - Fielding	
Fielder Control	Control Stick
Dive for Ball / Action	Swing the Wii Remote in the direction you wish to dive.
Throw Ball	Press +Control Pad (corresponding base)
Activate Turbo	B Button
Select Fielder	– Button or C Button



CLASSIC CONTROLLER

Offense - Batting		
Aim	L Stick	
Contact Swing	A Button	
Power Swing	B Button	
Bunt	Y Button	
Turbo	R Button	

	Big Blast	L Button + R Button
	Big Slam	LZ Button + RZ Button
1	Lead Off / Steal	X Button
1	Offense - Running	
	Cycle through Runners	L Button
	Advance Base	L Stick
1	Sliding	A Button
ı	Defense – Pitching	
	Aim Pitch	L Stick
	Throw Pitch	Press a direction on the +Control Pad to select the matching pitch type
	Big Heat	L Button + R Button
ı	Pick Off	Press a direction on the +Control Pad to the corresponding base while holding the L Button
	Activate Turbo	R Button
ı	Defense - Fielding	
	Fielder Control	L Stick
	Dive for Ball / Action	A Button
	Throw Ball	Press a direction on the +Control Pad towards the corresponding base
	Activate Turbo	R Button
	Select Fielder	L Button

MAIN MENU

From the Main Menu, use the **L Stick** or **Control Stick** to scroll through the following list of options or read up on some advanced strategies for The BIGS 2. Press the **A Button** to select an option.

Play Ball - Jump in and play a quick game.

Season – Take your favorite **MLB®** team through an entire season. Make trades, shuffle the line-up, play through the schedule or sim your way through to the Postseason and take the pennant!

Become a Legend – Create a Player and take him from Mexico to the **Major Leagues**" with other adventures along the way. Earn rewards and update your character's appearance as you try to become the greatest player of all-time!

Home Run Pinball – Choose your slugger and crush balls into four locations: New York's Times Square, Las Vegas, Retro Times Square, or Shibuya. Use Contact and Power swings to hit targets around the environment. Hit all the targets of a group (such as the full row of cars in Las Vegas) to earn bonuses and unlock new areas.

MINI GAMES

At the start of the game, only one of the mini-games is available. As you beat each mini-game, a new one will be unlocked until you have them all.

Options – Set up the game options to customize your BIGS 2 experience.

Pick-up Game – Test your skill with intense head-to-head action. Use a Fantasy Draft to load your team with an awesome roster to take on all in a quick game with no substitutions.

Mini-Games – Compete in training mini-games.

Tutorial Game – Follow the on-screen instructions to learn how to play the game.

BECOME A LEGEND

When you select Become a Legend mode from the main menu, one of the first things you have to do is create your soon-to-be Legend via the Create a Player editor. Here is a quick run down of what you need to do before you head down to Mexico to play a few games. Once you have completed your rehab assignment, you can choose to play for any **MLB®** club.

CUSTOMIZE YOUR PLAYER

You can customize your player just about any way you want to. From Personal Info like name and number, to Look, Accessories, and Attitude,

you can change it all. Use the **1 Button** and **2 Button** to scroll through the list of options. Press the **– Button** to randomize the choices on the current page. Press the **A Button** to edit the current option or press the **B Button** to go back to the previous screen.

EXPORT CREATED PLAYERS

One of the selections in the Options Menu is Export Created Players. This option allows you to take the created players out of the roster and save them as separate files.

DELETING CREATED PLAYERS

If you wish to delete your created player, go to the Options menu from the Start Menu. Once there, select Rosters and then Edit Player. On this screen, if you press the **1 Button**, you will be given a prompt to delete the highlighted player.

WALL JUMPS & GREAT CATCHES

All defensive players can make great diving catches and catches at the wall. Infielders can make diving catches when there is a Wii Remote icon on the screen near the catch location. Outfielders are in range for diving catches when the ball's landing indicator turns green. Outfielders can also make leaping catches at the wall when the Wii Remote icon appears on the screen above the wall

Defensive players with a Legendary Glove can make even bigger catches and they are able to catch screaming turbo hits in the infield. Making one of these catches will require you to complete a contextual mini game for your player to catch the ball.

POWER-UPS

Pay attention to the roster of your team and the roster of the teams you are playing. Some players have special power-ups that can be very beneficial. Some are as simple as giving a ± 1 to the glove of your outfielders. Others are big changes like increasing the size of all of the players' wheelhouses. When you are playing Become a Legend, make sure these are the players you go after in the Steal A Player games. They can really turn your club into a powerhouse. Note that the power-up only applies if you are playing the player in their natural position. If you have an outfielder that would give a ± 1 glove to all outfielders, you only get the bonus if he's playing in the outfield ± 1 not if he's catching or playing in the infield.

MINI GAMES

At the start of the game, only one of the mini-games is available. As you beat each mini-game, a new one is unlocked until you have them all.

PAUSE MENU

Press + Button during a game to bring you to the Pause Menu:

Resume - Get back to the action

Replay - View a replay of the last play.

Options - Check the game options and set them to your liking.

Controls - View the game's controls

Change Sides - Game not going so well? Change sides

Change Pitcher – Pull the starter (or reliever for that matter) and bring someone in fresh from the bullpen. Note, only relievers and closers can be brought in as substitute pitchers.

Offensive Sub – Make a change in your lineup like bringing in a pinch runner or pinch hitter.

Defensive Sub – Make a change in your defensive alignment. Once you get the lead, put in your best defensive players to protect it.

Stats - Check out the stats of your current game.

Restart - Restart the current game.

Quit - Leave the current game.

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