eBASEBALL™ POWER PROS

WBSC

WBSC eBASEBALL™: POWER PROS
Play Guide

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WBSC eBASEBALL™: POWER PROS Play Guide

The controller instructions in this manual are based on the PlayStation®4 controller.
If you play on the Nintendo Switch, please read the buttons as follows.

Platform	Button							
PlayStation®4	○	×	△	□	R1	R2	L1	L2

▼**Please read the buttons as follows.**

Platform	Button							
Nintendo Switch	A	B	X	Y	R	ZR	L	ZL

Example:
Swing: × Button

B Button on Switch

Basic Controls PlayStation®4

* **Blue Text** indicates Offensive Controls, **Red Text** indicates Defensive Controls.

Change Hit Cursor
R 1

Throw to Relay
R 1

Bat
◎ Bunt
✕ Swing

Run
◎ All Runners Return
△ All Runners Advance

Pitch
✕

Throw/Pickoff
2nd Base △
3rd Base ■   1st Base ◎
Home Base ✕

List of Field Shifts
L 1
Bunt Shift: After pitching R2

Move Hit Cursor
◎

Move Fielder
◎

Select Pitch Type/Target
◎
Switch to 2nd Pitch Type: ○ + R 1

Show Timeout menu by pressing [OPTIONS]

Basic Controls Nintendo Switch

* **Blue Text** indicates Offensive Controls,
Red Text indicates Defensive Controls.

Change Hit Cursor
R

Throw to Relay
R

List of Field Shifts
L
Bunt Shift: After pitching ZR

Move Hit Cursor
L

Move Fielder
L

Select Pitch Type/Target
L
Switch to 2nd Pitch Type: L + R

Show Timeout menu
+

Bat
A Bunt
B Swing

Run
A All Runners Return
X All Runners Advance

Pitch
B

Throw
2nd Base X
3rd Base Y   1st Base A
Home Base B

Pickoff
2nd Base X
3rd Base Y   1st Base A
Home Base B

Basic Controls

Let's start with the basic controls!
"Batting," "Base Running," "Pitching," and "Defense," are key elements of gameplay.

❶ Batting

─── Batting Controls ───

Cursor Movement: Left Stick

Swing: × Button

Bunt: ○ Button

**Switch Hit Cursor
(Perfect/Big Swing): R1 or R2**
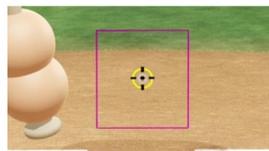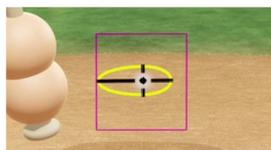
When the pitcher throws the ball, line up **the L Stick with the cursor**, and then press **the × Button at the right timing**.

- The Perfect Swing Cursor is **wider, making it easier to hit the ball** and aim for "Hits" and "Singles."

- The Big Swing Cursor is **smaller, making it more difficult to hit the ball**, but possible to hit sluggers such as home runs and doubles.

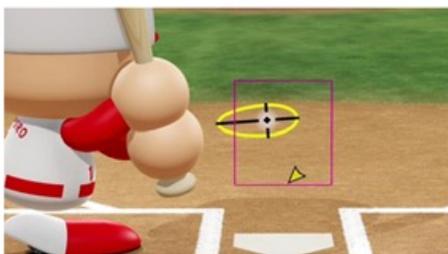- You can bunt by pressing the ○ **Button**.

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Basic Controls

Let's start with the basic controls!
"Batting," "Base Running," "Pitching," and "Defense," are key elements of gameplay.

❶ Batting

Batting with Perfect Swing

Advantage
- Easier to hit the ball
- Ball will fly even if it is not dead-on

Disadvantage
- Difficult to hit sluggers
- Weaker hits

Stronger Hits ⟷ Weaker Hits

Dead-On	Clean Hit	Other Hits

Batting with Big Swing

Advantage
- Swing powerful hits.

Disadvantage
- Harder to hit the ball
- The timing is more difficult
- The ball will not fly if not a clean hit

Stronger Hits ⟷ Weaker Hits

Dead-On (SMASH!!!)	Clean Hit (CRACK!!)	Other Hits

TIPS! Hitting above the center line of the cursor will result in a Fly Ball, and hitting below the center line will result in a Ground Ball.

Hits that will be a Fly Ball   Hits that will be a Ground Ball
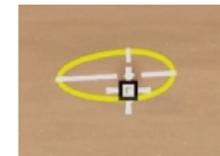
Basic Controls

Let's start with the basic controls!
"Batting," "Base Running," "Pitching," and "Defense," are key elements of gameplay.
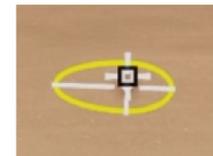
❶ Batting

☆ Strike Zone

The space within the red outline is the Strike Zone. If you hit a ball outside of the zone, the hit will be weaker. Therefore you must evaluate the pitch so as to hit only the balls that are thrown into the Strike Zone.
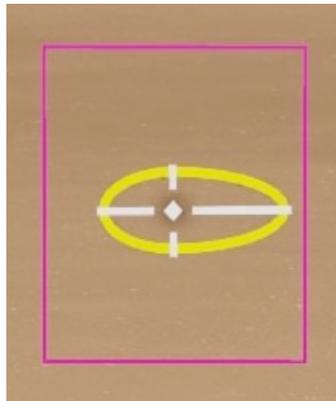
☆ Batting System (Assistance Function)

You can add movement assists to your batting depending on your level.
"**Simple Swing**" Cursor adjustment omitted. Simply press the ✕ Button at the right timing.
"**Lock-on**" Automatically corrects the position of the cursor. Can be adjusted to 5 levels.
"**Hit Cursor**" No movement assistance.

Please note that **depending on the type of tournament, there may be restrictions on the use of assists**.

TIPS! Inside/Outside

Even within the Strike Zone, you can strike with more force by swinging earlier on balls closer to the batter's body. If you are a right-handed batter, try to hit left when aiming for the inside and right for the outside.

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## Basic Controls

Let's start with the basic controls!
"Batting," "Base Running," "Pitching," and "Defense," are key elements of gameplay.

❷ Base Running

Running Controls

**All Runners Advance:
△ Button**

**All Runners Tag Up:
○ Button**

**Select Runners to Advance:
D-pad or
Left Stick + □ Button**

**Select Runners to Tag Up:
D-pad or
Left Stick + ✕ Button**

△ Button:

All runners advance to the next base (Advance Bases)

○ Button:

All runners return to their base (Tag Up)

When there are multiple runners and you want to move a specific runner only:

Use the **D-Pad or left stick to specify the base you want to advance to, and use the □ Button** to advance.

Use the **D-Pad or left stick to specify the base you want to return to, and use the ✕ Button** to Tag Up.

**Stopping
between Bases:
△ + ○ Button**
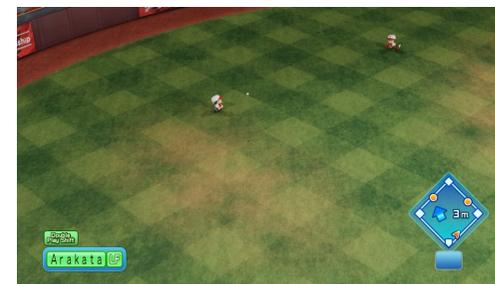
Press △ + ○ Button to make a runner stop in between bases.
This is useful when you are not sure whether the ball will land on the ground or not. To move again, you will need to enter a command once again.

Basic Controls

Let's start with the basic controls!
"Batting," "Base Running," "Pitching," and "Defense," are key elements of gameplay.

❸ Pitching

Pitching Controls

Pickoff: Respective buttons for each base
(1st Base: ○ 2nd Base: △ 3rd Base: □)

Throw the ball to the base where the runner is, to prevent them from stealing base.

Waste Pitch: R2

"**Waste Pitches**" can be used as a strategy to deliberately pitch a ball, which the catcher throws to tag out the runner stealing base. **You will throw the ball faster than a normal pitch**, so try using it when the runner is likely to steal base.

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1 Selecting Pitch Type

Left Stick

Choose a Pitch Type from your pitch repertoire!

Once the Pitch Type is decided...

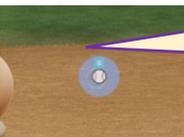**2 Start Pitching**

✕ Button

After you start Pitching, you will not be able to throw a Pickoff Ball!

During Pitching Motion

3 Select Target

Left Stick

Move **the Pitching Cursor!**

4 Release ※ When you [Press Twice] to Pitch

✕ Button

Release when the circle around the ball reaches the center of the cursor for a Perfect Pitch!

How to decide the Pitch Type and types of Breaking Pitches (Right-hand Pitcher)

Four-Seam FB+

Shootballs   Sliders

Sinkers   Curveballs

Forkballs
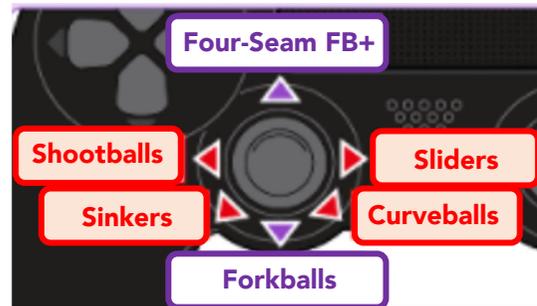
Pitch	Description
Fastball	A straight, fast Pitch. Stable spin with a straight trajectory.
Slider	A Pitch that curves sharply in the opposite direction of the dominant arm.
Curveball	A Pitch that continues to bend in the opposite direction of the dominant arm from the point of release, making it harder to swing on-time.
Forkball	A Pitch that falls sharply in front of the Batter.
Sinker	A Pitch that falls while curving in the direction of the dominant arm. Slow speed.
Shootball	A Pitch that curves sharply in the direction of the dominant arm.

Second Pitch Type selection: R1
Button Reset Pitch Type: L2

Basic Controls

Let's start with the basic controls!
"Batting," "Base Running," "Pitching," and "Defense," are key elements of gameplay.

❹Defense

When the opponent hits the ball with the bat, your controls will switch to fielding controls. Control players with the left stick and catch the ball. After catching the ball, press the button corresponding to each base to throw the ball to that base.

A yellow cursor is displayed above the player you are controlling.

A yellow circle shows the Drop Point for the ball. If you are completely within the Drop Point, the cursor above your head will change from yellow to pink.

TIPS! The farther you throw the ball, the more likely it is to deviate off course. Also, there is the risk that other runners may run while you're throwing the ball, so it is important to have a relay between the balls returned from the outfield.

Use Buttons to throw towards a specific Base

Throw Control Type: Type A

2nd Base: ▲ Button

3rd Base: ■ Button   1st Base: ● Button

Home Base: ✕ Button

Throw Control Type: Type B

Left Stick + ✕ Button

2nd Base
3rd Base   1st Base
Home Base

Throw Ball to Relay

R1 Button (R2 Button)

Cutoff (after throwing)

R2 Button

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Basic Controls

Let's start with the basic controls!
"Batting," "Base Running," "Pitching," and "Defense," are key elements of gameplay.

❹Defense

Change Field Shift: L1

All Screens ▲
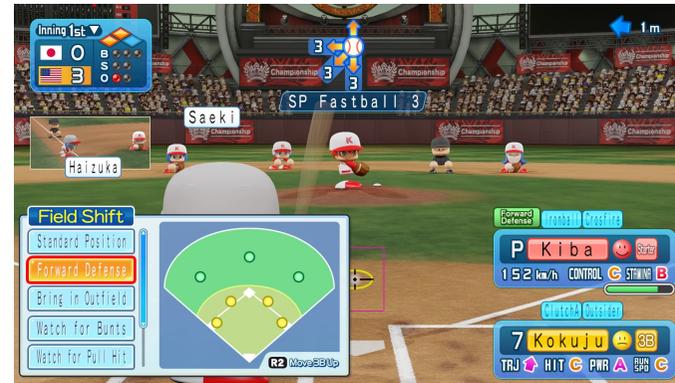
Simple ▲

You can adjust the Field Position according to the batter by holding down **the L1 Button before the pitcher begins pitching**.
This is called a Field Shift. It is important to select a Field Position that assumes the opponent's power.
"Watch for Sluggers" is useful for defending the back side if the batter has high power, and "Watch for Bunts" takes a slightly forward Field Position if the player is likely to bunt.
* You can switch between "All Screen" mode, which allows you to check your Field Position from Options, and "Simple" mode, which allows you to quickly change your Field Position.

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Basic Knowledge

Next are basic features and terminology you should know while playing the game.

❶ Conditions

A player's condition changes from game to game, and their abilities may go up or down depending on their condition.

Great	Good	Normal	Bad	Awful

When the condition is Normal, there is no change in ability.
If you are Good, or Great, your abilities will increase, and in turn, if you are Bad, or Awful, your abilities will decrease.

TIPS! Some bad abilities (red special abilities) may disappear when you're **Great**.
Conversely, most of the good abilities (blue special abilities) will disappear when you're **Awful**, so be careful.

❷-1 Fielder Aptitude

Each player has a pre-determined Field Position.
Their range of fielding drastically shrinks if you put them outside a Field Position in which they specialize.

Catcher	Infielder	Outfielder

Catcher/Infielder   Catcher/Outfielder   Inner/Outfielder

Catcher/Infielder/Outfielder
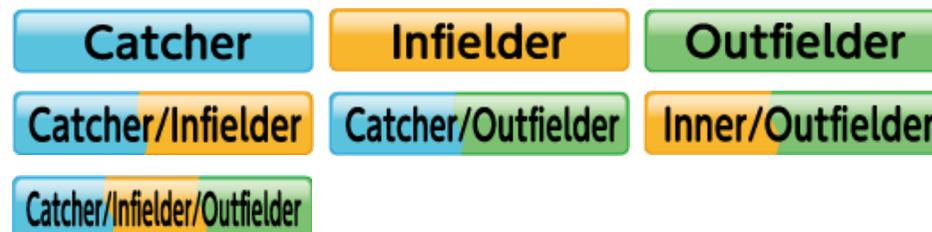
❷-2 Pitcher Aptitude

Similar to fielders, pitchers have aptitudes that vary with the scene of the game. There are three types of aptitude for pitchers: "Starter," "Middle Reliever," and "Closing Pitcher." Keep in mind that their abilities will go down if you set them outside a position in which they specialize.

Basic Knowledge

Next are basic features and terminology you should know while playing the game.

❸ How to understand Abilities

☆ Fielder Stats

A player's ability is represented by a number and eight levels represented **by S, A, B, C, D, E, F, and G**. The closer to S, the higher, and the closer to G, the lower the ability level. In addition, Trajectory has four stages from 1 to 4, and the higher the number, the higher the ball will fly. If you want to hit a home run, choose a player with a high Trajectory.

The right column represents abilities that cannot be expressed numerically, and are called special abilities. **Gold** and **blue** are good effects, and **red** are bad effects.

Sendoh	K	3		Form	General 29
Field Position	1B 3B	★435 ◆5		Dominant Hand	Throws L, Bats S
Trajectory	↗	4		Clutch D vs LHP D	Grit F
Hit	S	91		Stealing D Runner D Throwing D Recovery D
Power	S	90		Zealous Clinical Slugger Sprayer
Run Speed	F	23		Pinch Refined Blunder Fanned
Arm Strength	C	62		**Special Abilities**
Fielding	E	46		
Catching	E	49		

☆ Pitcher Stats

A pitcher's stats are mainly Pitch Velocity, Control, Stamina, and Breaking Pitch.
The longer the gauge of the Breaking Pitch, the greater the amount of curve.
Furthermore, some players have Signature Pitches.

Hayakawa	K	1		Form	Submarine7
Aptitude	MR CP	★217 ◆0		Dominant Hand	Throws R, Bats R
Pitch Velocity	135 km/h		w/ RISP D vs LHB D Poise D Grit D
Control	C	68		Heater D Agile D Recovery C
Stamina	E	41		Toolkit Hot Head

4 SFB

SP Sinker 1   CB

Signature Pitch SP Sinker 1 **Signature Pitches**

Pitching for Beginners

Now, let's learn about Pitching on a more practical level.

❶ About the Pitching System

Pitching has a "Normal" mode where you press the button once while pitching, in addition to a "Press Twice" mode that requires you to press the button a second time while pitching.

Normal

Press Twice

How to Pitch on "Press Twice" mode

Use Left Stick to select Pitch Type
→ Press the × Button to start pitching
→ Use the Left Stick to move your target
→ A circle appears, to which you must tap the × Button once more when the circle overlaps with the white circle in the center

TIPS! Advantages of the "Press Twice" method:
Since you can manually aim for a "Perfect Pitch," this allows you to throw your desired pitch even while using a pitcher with low control and reduces the risk of throwing an Easy Pitch. Try learning how to use this function once you are familiar with the controls.

Advantages of throwing Perfect Pitches

- Can be thrown at a target of your choosing
- Improves the sharpness of Fastballs and the slowdown of Breaking Pitches
- The display of the point of contact is delayed
- Decreases Stamina consumption

Defense for Beginners

Let's take a closer look at Defense too.

❶Aim for a Nice Play

When you can't reach the ball in time, aim for a Nice Play, such as doing a diving catch. However, if you fail to catch the ball, it will roll farther away and may create more chances for your opponent, so be careful when using it.

☆ Function of each Nice Play Button

✕ Button, ◯ Button

Tilt and press the Left Stick in the direction of the ball to **dive and catch** in that direction.

□ Button

Catching motions change according to the situation.
However, the range of Fielding is slightly smaller than the ✕ Button and ◯ Button.

△ Button

Press only **the △ Button to jump straight up**. If you tilt the Left Stick in the direction of the ball and press △, you will jump diagonally in that **direction and perform a jumping catch**.

【Tips for Nice Play】

● The timing of pressing the button is very important. Rather than hitting the button repeatedly, you must press the button in time with the Ball.

● Practice makes perfect. Get a feel for the timing in modes such as "Practice," and "Fielding Practice."

Participate in Online Matches

Once you familiarize yourself with the "Beginner" level controls explained thus far, try playing a game against various players in "Online Matches."

❶ Create a Team

You can create your own original team in "Custom Mode " from the Main Menu.
Replace members as you like from the automatically-generated conceptual teams.

☆ Cost

Each character is assigned a cost according to their strength.

There are 15 levels of cost, from 0~14.

Each Tournament has a maximum cost, so make sure to adjust your team's total cost accordingly.

Cost of each Player

Total Cost of Team

☆ Team Building Tips

If you try to collect only players with high stats, the total cost will increase. Determine the stats required for each position and situation. Players who have high stats in only a single area may have a smaller cost. Try out various formations and find a formation that suits you.
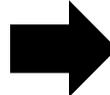
Once you familiarize yourself with the "Beginner" level controls explained thus far, try playing a game against various players in "Online Matches."

❷ Pre-Game Lineup Settings
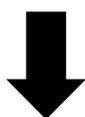
Select "Custom Mode" from the Main Menu.

Select the team you created and select "Assignment Rules Settings" → "Fielding Lineup & Starter Registration."

You can freely change the batting order and Field Positions of the Lineup.

After selecting the best order for your team, be sure to "copy" this order to each team setting such as "With DH/vs. Left."
If you don't make a "copy," the order may change depending on the opponent's pitcher.
You only have 60 seconds to select your Lineup during Online Matches, so make sure to set it up in advance in Custom Mode.

Participate in Online Matches

Once you familiarize yourself with the "Beginner" level controls explained thus far, try playing a game against various players in "Online Matches."

❸ Online Match Settings

- Game settings for Online Matches must be set separately from those for offline play. Please check "Various Settings" in "Championship Mode."

- In Online Tournaments, some control assists such as Lock-on may be prohibited. Make sure to check the settings for each tournament.

- For Online Tournaments, each tournament will have a set Team Cost. You must organize a team according to the cost of the tournament to participate.

- In "Private Match," you can play online with your friends with the settings of your choosing.

☆ Etiquette when playing online

When playing online, make sure to create a fun and comfortable playing environment for one another and avoid disconnecting mid-match or otherwise distressing your opponents.