



2KSPORTS

THE BIGS 2



2K
SPORTS

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

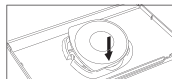
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

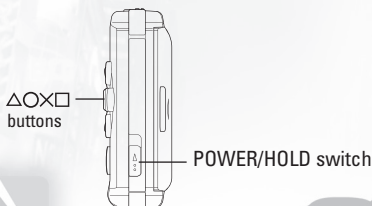


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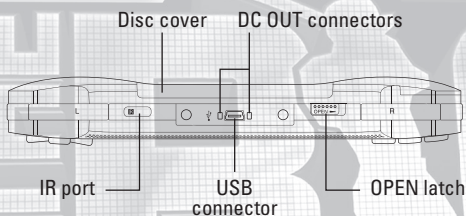
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GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT THE BIGS 2 disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **⊗** button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

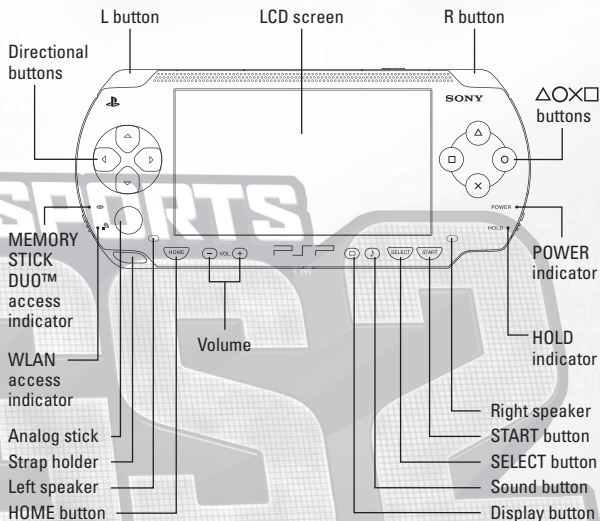
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration



MENU CONTROLS

Navigate Menus	Analog stick
Select option	⊗ button
Go Back to Previous Menu	△ button

GAME CONTROLS

Offense - Batting

L button + Base	Steal
R button	Turbo
L button + R button	Big Blast
⊗ button	Contact Swing
○ button	Power Swing
□ button	Bunt
Analog stick	Aim Hit
START button	Pause

Offense - Running

R button	Turbo
O button	Runner on First
A button	Runner on Second
□ button	Runner on Third
X button	Slide
Analog stick	Runner direction

Defense - Pitching

L button + X button	Pitch Out
L button + Base	Pickoff
R button	Turbo
L button + R button	Big Heat
X button	First Pitch
O button	Second Pitch
A button	Third Pitch
□ button	Fourth Pitch
Analog stick	Aim Pitch
directional button ↑	Chin Music
START button	PAUSE

Defense - Fielding

L button	Switch Fielder
R button	Turbo
X button	Throw the ball home
O button	Throw the ball to first
A button	Throw the ball to second
□ button	Throw the ball to third
Analog stick	Move Fielder
START button	Pause

AIM

Aiming your hit is a key component to hitting in The BIGS 2. You can influence a fly ball by holding **UP** on the **analog stick**, a ground ball by holding **DOWN**, a ball to the left side of the field by holding **LEFT**, and a ball to the right side of the field by holding **RIGHT**.

MAIN MENU

From the Main Menu, use the **analog stick** or **directional buttons** to scroll through the following options.

Play Ball – Jump in and play a quick game. No muss, no fuss, just select two teams and jump into the game.

Exhibition – Similar to Play Ball but with a few more options to tinker with before you begin. Select your teams' jersey, difficulty level, starting pitchers, and lineups.

Legends Challenge – Create a player and take him from **Spring Training™** through the season and to the **World Series®** championship, with adventures with **MLB®** Legends along the way. Earn rewards and update your character's appearance as you try to become the greatest player of all-time!

Pick Up Game – Test your skill with intense head-to-head action. Use a Fantasy Draft to create an awesome roster and take on all comers in a quick 5-run game.

BATTER'S WHEELHOUSE

New to The BIGS 2 is the Batter's Wheelhouse. The batter's wheelhouse indicates the area where your batter can really hit the ball well.

Home Run Derby® – See if you can win an exciting **Home Run Derby®** contest!

Rosters – Create a player and manage your rosters.

Options – Configure your gameplay experience. Adjust presentation settings and load / save your progress.

CREATING YOUR PLAYER

You have complete control over how your player will look. Use the **L** button and **R** button to scroll through Personal Info, Look, and Accessories. Use the **analog stick** to move up and down through the different options. Press the **○** button to go back to the previous menu. Once you are satisfied with your choices, press the **START** button to move on to the next phase.

WELCOME TO LEGENDS CHALLENGE

Your Rookie's journey begins in **Spring Training™**. Prove your worth in The BIGS 2 and progress to the regular season. Win games, train your rookie, and lead your team to the **World Series®** championship. Along the way you will also unlock some cool attitude features for your rookie. Access the Edit Rookie screen to change your player's look.

UPGRADES

You can upgrade your player in the following categories: Power (Hitting), Contact (Hitting), Arm (Throwing), Glove (Fielding), and Speed (in the field and on the basepaths).

To make it in The BIGS 2, complete challenges to gain points and upgrade your attributes. Inside the Legends Challenge menus:

Legends Challenge

○ button	Quit
△ button	Edit Rookie
□ button	Upgrade Rookie
× button	Select
START	Main Menu

PAUSE MENU

Press the **START** button during the game to bring up the Pause Menu. From here you can:

Resume – Get back into the game.

Replay – View a replay of the most recent play.

Options – View and change the in-game options.

Controls – View the game controls.

Choose Sides – Change up who you are playing as.

Defensive Sub – Call a defensive substitution.

Offensive Sub – Change out a base runner or the current batter.

Change Pitcher – Take out the current pitcher when he's getting beaten up or just too tired to go on.

Stats – View the stats for your current game.

Restart – Restart the current game.

Quit – Quit the current game.

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For U.S. Support:

Phone: 1-866-219-9839

Email: usa@take2support.com

For Canadian Support:

Phone: 1-800-638-0127

Email: Canada@take2support.com

<http://www.take2games.com/support>

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PlayStation®



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