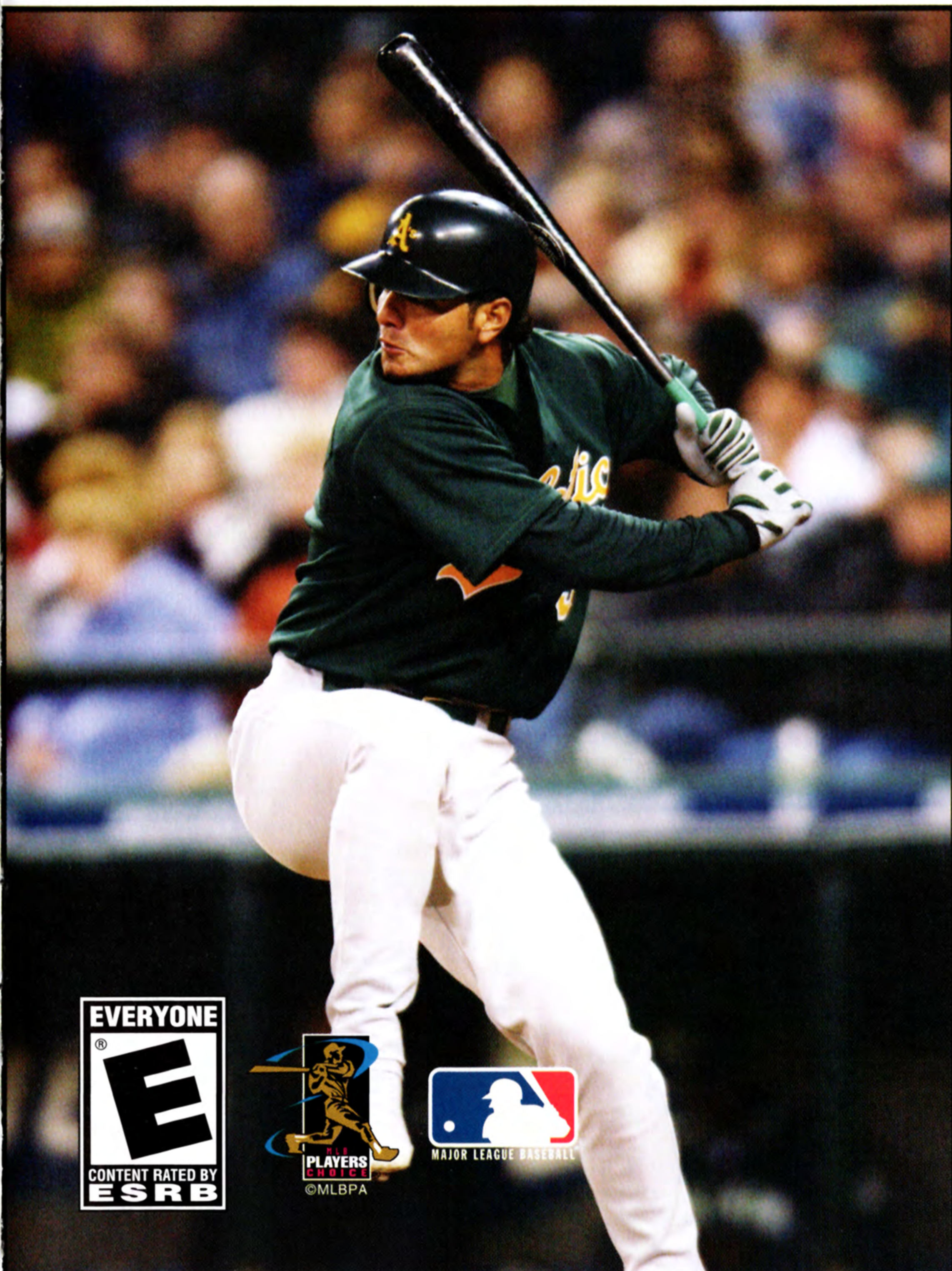


**MANUAL**

**MLB™ 2005**

**989 SPORTS®**

# MLB™ 2005





**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions— **IMMEDIATELY** discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

***MLB™ 2005 Tips and Hints*****Consumer Service/Technical Support Line 1-800-345-7669**

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

**Game Hint Guide Information**

PlayStation Underground Game Guides

For free hints and tips visit us at [www.us.playstation.com](http://www.us.playstation.com)

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

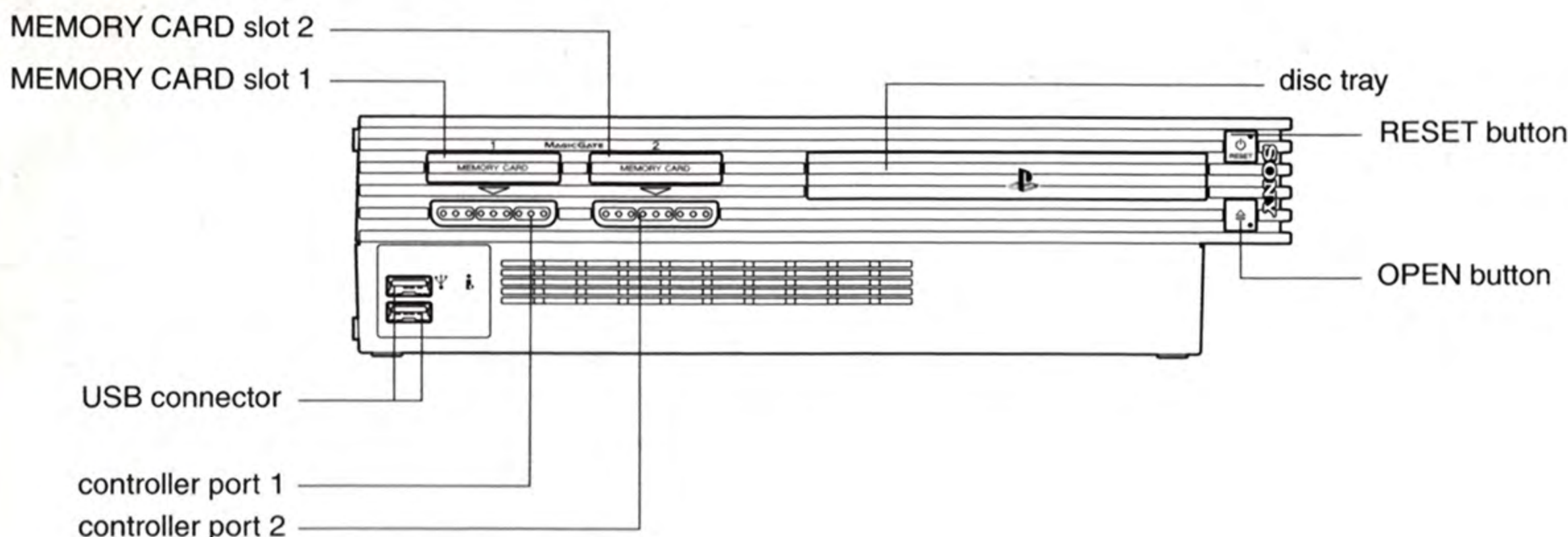


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# Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the MLB™ 2005 disc

on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## MEMORY CARD (8MB)(PlayStation 2)

### ■ Saving Data

You must insert your MEMORY CARD before you save or load a file. MLB 2005 saves user-defined options and all data for Franchises, Careers, Seasons, Playoffs, Rosters, and Created Players. 469KB of memory must be available in order to save game data. If you don't use a MEMORY CARD, all MLB 2005 data will be lost when you turn OFF your PlayStation 2 console.

### ■ Altering Your Card

The MEMORY CARD is used to load, save, and delete files. Before starting an MLB 2005 game, using the Load

option from the Main Menu, you can load a saved file from your MEMORY CARD. At this time, you can load data from any game format that's been previously saved.

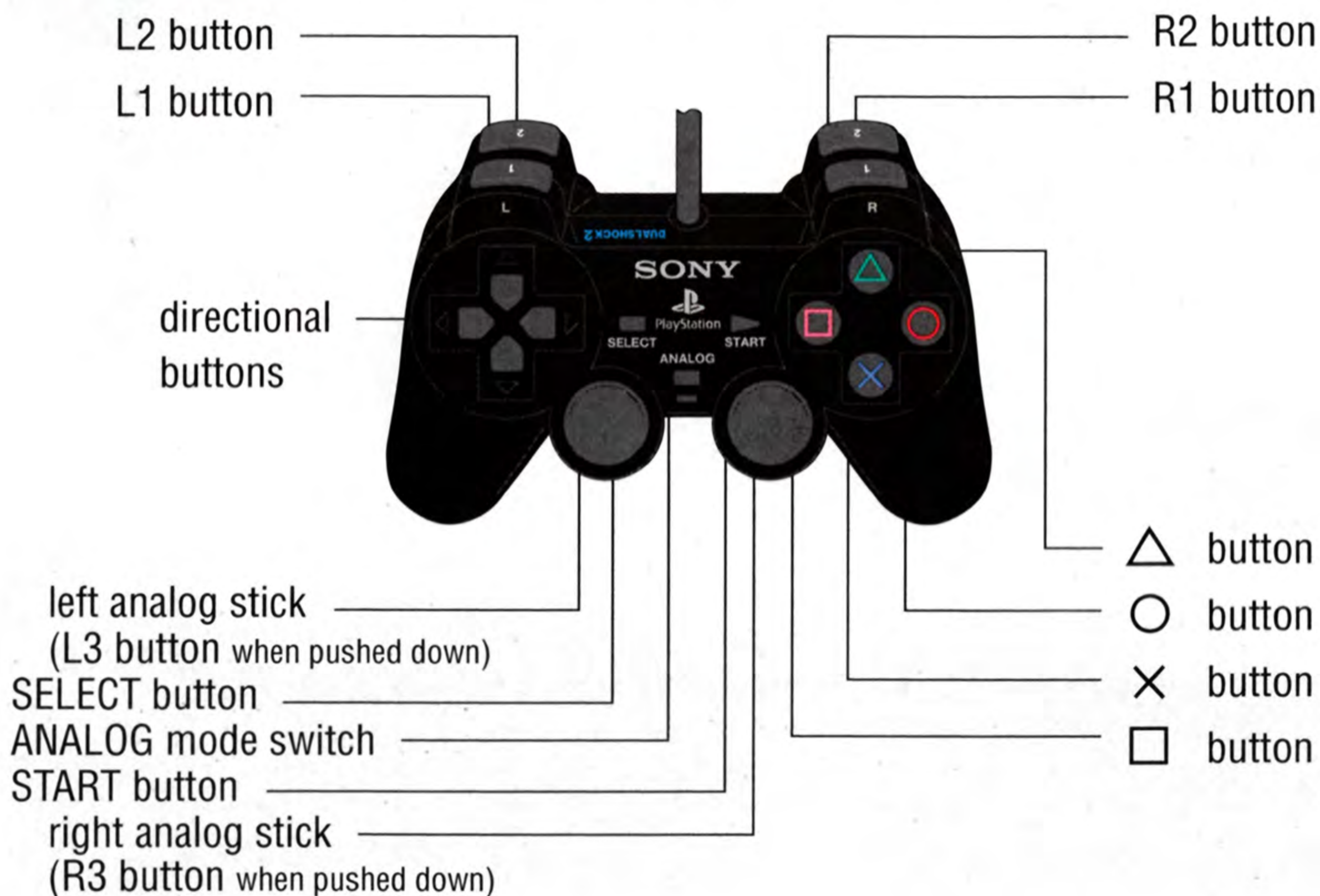
### ■ Loading a File

- Select Load Game and press **X**.
- **↑** / **↓** to choose MEMORY CARD slot 1 or 2. If a MEMORY CARD is loaded in a slot when the slot is chosen, the MEMORY CARD will be accessed and all files on it will be shown.
- **↑** / **↓** to select a file to load, then press **X**.
- Press **X** to confirm the load or press **△** to cancel. Once the file is loaded, select a game mode and begin your game setup.



# Getting Started

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



### ■ Saving a File

- Select Save from any menu and press **X**.
- **← / →** to choose MEMORY CARD slot 1 or 2. If a MEMORY CARD is loaded in a slot when the slot is chosen, the MEMORY CARD will be accessed and all files on it will be shown.
- **↑ / ↓** to select an empty slot on the MEMORY CARD, then press **X** to activate the on-screen keyboard to create a file name.
- When complete, press **○** to enter the file name and save it.

### ■ Deleting a File

- From a MEMORY CARD save or load screen, you can delete any of the files on a card.
- **← / →** to choose MEMORY CARD slot 1 or 2. If a MEMORY CARD is loaded in a slot when the slot is chosen, the MEMORY CARD will be accessed and all files on it will be shown.
  - **↑ / ↓** to select a file on the MEMORY CARD, then press **○** to start the delete.
  - Press **X** to confirm the delete or press **△** to cancel.



# Game Controls

## Left Analog Stick


Use the Left Analog Stick to control any aspect of the game where you would use ← / → / ↑ / ↓

## In the Field - Defensive Fielder without the Ball

- Left Analog Stick .....Player Movement
- R1 .....Jump
- R2 .....Dive
- L2 .....Switch to Closest Player

## In the Field - Defensive Fielder with the Ball

- .....Throw to 1B
- △ .....Throw to 2B
- .....Throw to 3B
- × .....Throw Home
- L1 .....Throw to Relay Man

**Note:** At any time during the game, press  to pause the game.



# Game Controls

## Pitching - Pitcher before the Set

- ⊗ ..... Select Pitch Type 1
- ⊙ ..... Select Pitch Type 2
- △ ..... Select Pitch Type 3
- ◻ ..... Select Pitch Type 4
- R1 ..... Select Pitch Type 5
- L1 ..... Select Pitch Type 6
- L2 ..... Infield Positioning
- R2 ..... Outfield Positioning
- SELECT ..... Pitcher/Batter Status

## Pitching - Pitcher after the Set (after pitch selection)

- ⊙ ..... Pickoff Move to 1B
- △ ..... Pickoff Move to 2B
- ◻ ..... Pickoff Move to 3B
- Left Analog Stick ..... Position Ball in the Strike Zone
- ⊗ ..... Pitch Ball
- L1 + ⊗ ..... Pitch Out
- L2 ..... Infield Positioning
- R2 ..... Outfield Positioning



# Game Controls

## At the Plate - Batting in Rookie Mode

- ⊗ ..... Swing (timing based)
- Right Analog Stick ↑ / ↓ ..... Influence Fly Ball / Ground Ball
- R2** (Hold to override pitch) ..... Guess Pitch
- ⊙ (Hold) ..... Bunt

## At the Plate - Batting in Veteran Mode

- ⊗ ..... Swing
- Left Analog Stick ..... Swing direction in zone (9-Box Zone)
- Right Analog Stick ↑ / ↓ ..... Hit a Fly / Ground Ball
- R2** (Hold to override pitch) ..... Guess Pitch Type
- ⊙ (Hold) ..... Bunt

## At the Plate - Batting in All-Star Mode

- ⊗ ..... Swing
- Left Analog Stick ..... Swing direction in zone (9-Box Zone)
- Right Analog Stick ↑ / ↓ ..... Influence Fly Ball / Ground Ball
- ⊙ ..... Bunt
- R2** (Hold to override pitch) ..... Guess Pitch



## Game Controls

### Running the Bases - Before the Pitch

- L2** .....All Runners Steal
- L1** .....Lead All Runners One Step
- R1** .....Return All Runners One Step
- ←** + **○**, **△** or **□** .....Lead Individual Runners One Step
- + **○**, **△** or **□** .....Return Individual Runners One Step
- L2** + **○** .....Steal 2B
- L2** + **△** .....Steal 3B
- L2** + **□** .....Steal Home

### Running the Bases - After the Pitch

- L1** (Hold or Tap) .....Advance All Runners
- ←** + **○**, **△** or **□** .....Advance Individual Runners
- R1** (Hold or Tap) .....Return All Runners
- + **○**, **△** or **□** .....Return Individual Runners



## Voice Recognition Controls

Voice Recognition (VR) will only work in one-player gameplay modes. It will work only for the user with a controller plugged into Controller Port 1. It is always activated and does not need to be turned on. To use it, press and hold **R3**, while saying the exact command. When you press and hold **R3**, a YELLOW VR icon will appear at the left of the screen. It will remain there until you release it. When the computer accepts a command, the VR icon will flash GREEN as it fades away. If the computer does not understand the command, the VR icon will flash RED as it fades away.

“Pause Game”	Pauses game
--------------	-------------

### Infield Defense

“Infield Normal”	Places infield at normal depth
“Infield In”	Moves infield in
“Infield Corners In”	Moves 1st and 3rd basemen in
“Infield Halfway”	Moves infield in halfway
“Infield Bunt Defense”	Places infield in bunt positions
“Infield Double Play”	Places infield at double-play depth
“Infield Left”	Shifts infield toward 3rd base
“Infield Extreme Left”	Shifts infield even closer to 3rd base
“Infield Right”	Shifts infield toward 1st base
“Infield Extreme Right”	Shifts infield even closer to 1st base
“Infield Guard Lines”	Moves 1st and 3rd basemen toward foul lines
“Infield Straight Up”	Places infield at straight up position

### Outfield Defense

“Outfield Deep”	Moves outfield into deep positions
“Outfield Normal”	Places outfield at normal depth
“Outfield Shallow”	Places outfield at shallow depth
“Outfield Left”	Shifts outfield toward left field line
“Outfield Right”	Shifts outfield toward right field line
“Outfield Straight Up”	Places outfield at straight up position



# Voice Recognition Controls

## Pitch Types

- “4 Seam”
- “2 Seam”
- “Cut Fastball”
- “Curveball”
- “Slider”
- “Sinker”
- “Change”
- “Circle Change”
- “Knuckle Ball”
- “Knuckle Curve”
- “Split Finger”
- “Slurve”
- “Screw Ball”
- “Palm Ball”
- “Fork Ball”
- “Pitch Out”



## Pickoff Moves

- |            |                          |
|------------|--------------------------|
| “Pick 1st” | Pickoff move to 1st base |
| “Pick 2nd” | Pickoff move to 2nd base |
| “Pick 3rd” | Pickoff move to 3rd base |

## Base Running

- |              |                                   |
|--------------|-----------------------------------|
| “Lead All”   | All runners lead off              |
| “Lead Back”  | All runners take leads back       |
| “Go Home”    | Runner advances home              |
| “Go Back”    | All runners return to bases       |
| “Steal”      | All runners steal                 |
| “Steal 2nd”  | Runner attempts steal of 2nd base |
| “Steal 3rd”  | Runner attempts steal of 3rd base |
| “Steal Home” | Runner attempts steal home        |



## Playing the Game

### ■ Batting

MLB 2005 has different batting levels for each of its three difficulty levels; Rookie, Veteran, and All-Star. Each level also has different batting controls so you may want to review the Game Controls section before beginning play.

For all three hitting levels, you can influence whether you hit ground or fly balls during your at-bat. Before or during a pitch, you can move the Right Analog Stick **↑** to influence a fly ball or **↓** to influence a ground ball before you make your swing.

#### Rookie

In Rookie mode, the timing of your swing will determine where and how hard you hit the ball. Your swing should be altered depending on pitch location. For instance, if the ball is thrown outside, the hitter will need to swing later to make contact with the ball at the correct moment. Perfect timing will result in optimal power and contact.

#### Veteran

In Veteran mode, timing, swing location and your ability to determine pitch type all influence how well you make contact with the ball. In this mode, timing and swing location are critical. You must time your swing properly and use the left analog stick to direct your swing. There are nine zones to the strike zone. Depending on your batter's abilities, you have the

ability to cover six of them effectively with aiming left analog stick. For example, Pushing left analog stick away from the batter aims your swing outside or away and you are swinging through the outside six zones with maximum impact at outside middle. If you would like to cover the inside half of the plate, Push Left Analog stick toward the batter. You can also cover up, down, low and in, low and away, up and in or up and away. Regardless which direction you choose, one zone will offer maximum impact while the others are diminished. If you are able to successfully guess a pitch, your power attribute increases. If you are unsuccessful, your power attribute decreases. Each of the nine zones are rated based on the hitter's strengths and weaknesses, "hot" and "cold". A batter's hitting zones are color-coded; red is hot, blue is cold and clear is neutral. Because these hitting zones are interactive they can get hotter and colder based on the success or failure of each at-bat.





## Playing the Game

### All-Star

In All-Star mode, you will only be successful if you can guess pitch locations and make good swings. As with Veteran difficulty you must use the Left Analog Stick to choose your swing direction. However, at All-Star difficulty based on your batters abilities you can only cover up to three of the nine hitting zones. The same principles apply for All-Star with one zone providing maximum impact but you are only able to cover two other adjacent zones rather than five. If the pitch is out of your zone and you swing, even if your timing is perfect, you will miss. The only way to increase your power in All-Star mode is to correctly guess a pitch. Guessing the pitch location only provides the hitter's normal power output. See Guessing Pitch Types for more information.



### Guessing Pitch Types

You have the ability to guess pitches in any difficulty level of the game. If you guess a pitch, you'll increase your hitter's power. In Veteran mode, if you guess both the pitch location and pitch type, your batter will get a double boost of power. In the All-Star mode, if you guess both the pitch location and pitch type, you will be rewarded with a larger contact region as well as a more powerful swing.

To guess a pitch:

- Hold **R2** to freeze the action and bring up the pitch history/location box. During your at-bat, all previous pitches thrown will be shown. Analyzing the pitcher's trends will help you to guess the next pitch.
- Press **X**, **□**, **△**, **○**, **L1**, or **R1** to guess a pitch type. When you select a pitch type, the DUALSHOCK®2 analog controller will vibrate in your hand to confirm your selection.
- Release **X** to receive the pitch.





## Playing the Game

### ■ Pitching

A pitcher can have up to six pitches to throw. Helping you to outsmart the hitter is your ability to control the speed and location of each pitch and being able to view each hitter's hot and cold zones.

#### Changing Speeds

You can change speeds based on how long you hold down **X**. When you pitch the ball, holding **X** for the duration of the pitch will get the maximum amount of speed out of it. Tapping **X** or holding it for a portion of the pitch takes some of the speed away. Holding **X** and trying to "throw heat" on every pitch can decrease your pitcher's stamina. When you see your pitcher losing velocity, try to get the hitter out by pitching on the corners of the strike zone.



#### Locating your Pitches

Once you've selected your pitch, you'll be able to choose the pitch location. Before each pitch, the batter's hot and cold zones are visible on the screen. Once a pitch is selected, the zones will disappear and get replaced with a strike zone and ball cursor. The ball cursor will only be shown for 2 seconds before it fades away. This is just enough time to quickly use the Left Analog Stick to choose a pitch location (adjust ball cursor options at the Options Menu).

After the ball cursor fades away, you can still use the Left Analog Stick to locate the pitch without an indicator. As you use the Left Analog Stick to move the ball cursor around, the DUALSHOCK®2 controller will vibrate as you move further away from the center of the strike zone. The farther you target the pitch away from the center of the strike zone, the harder the vibration.

#### Adjusting your Pitch Placement

When selecting the final location of the ball cursor it is important to note that this illustrates the release point of your pitch. For instance, if you throw a curve ball, the break of the ball will occur from the chosen spot of the ball cursor. With this method, borderline pitches are not telegraphed to the batter.

A pitcher's ability and stamina are closely linked. As a pitcher loses his stamina, his effectiveness is reduced. If you notice your pitcher's speed, accuracy or spin diminishing, make a trip to the mound to try and calm him down. He may gain back stamina with this strategy. To go to the mound:

- Press **START** to bring up the Pause Menu.
- **↑** / **↓** to select the Mound Visit menu item, then press **X**.





## Playing the Game

### ■ Defense

#### Fielding Aid

As the ball travels through the air, a large replica of a baseball, the Fielding Aid, will appear on the field targeting its landing spot. To be sure that you catch or field the ball, position your fielder on top of the Fielding Aid. You'll know your player has fielded or caught the ball when the Fielding Ball Marker lights up under your player, showing that he has possession of the ball.



#### Defensive Player Positioning

Before the pitch, you can set the positioning of your infield and outfield defense. You can also draw the defense in or play it deep depending on the hitter's abilities and tendencies or the game situation. To change the player positioning of the defense, before the pitch, press **L2** to bring up Infield Positioning options and **R2** to bring up Outfield Position options.





## Playing the Game

### Quick Start

Quick Start enables you to play exhibition games with minimal pregame setup. Simply choose teams for the game and you're ready to play. From the Quick Start screen:

- **← / →** to select the home and away teams, then **↑ / ↓** to choose teams. To play for a team, you must assign your controller to either the home or away team. To select teams randomly, press **■**.
- Press **⊗** to start the game. Once the game begins, you can make changes to it by using the Pause Menu.

### Game Modes

MLB 2005 offers six different game modes that cover every aspect of baseball, from playing an exhibition game to building a career.

#### Exhibition

Exhibition games are a match up of any two teams in the league in a one-game format. Playing exhibition games provides a chance to test the competition and play teams that you might be playing during a season. Results from these games cannot be saved to a MEMORY CARD (8MB)(PlayStation 2). However, stats can be saved to a player profile. Setup for exhibition games will include choosing a uniform style and setting pregame options such as selecting a stadium for the game.

To start an exhibition game:

- **← / →** to select the home and away teams, then **↑ / ↓** to choose teams. To play for a team, you must assign your controller to either the home or away team.
- Once your teams are chosen and you've assigned your controller, press **⊗** to continue.
- **↑ / ↓** to select a uniform style for your team, then press **⊗** to continue.
- Pregame options will now be displayed. **↑ / ↓** to select an option, then press **L1 / R1** to choose new settings.
- Press **⊗** to continue.
- If you want to check out your starting lineups and make changes, **↑ / ↓** to Lineup, then press **⊗** to continue. See Lineup on page **⊗** for more information on how to make lineup changes. Press **△** to return to the Exhibition screen.
- **↑ / ↓** to Select Stadium, then press **⊗**. The home team's stadium will be shown as the location of the game, but you can select a different site by pressing the **← / →** to cycle through all stadiums.
- Once you've selected your stadium, press **⊗** to start the game.





## Playing the Game

### ■ Lineup

Make changes to your team's lineup, defensive positions and pitching rotation before the game. Once the game begins, use the Substitution and Bullpen options from the Pause Menu to make changes.

#### Changing the Batting Order

- Press **L1** / **R1** to select a team.
- **←** / **→** to select a lineup (DH or No DH) tab.
- **↑** / **↓** to highlight a player, then press **X** to mark him.
- **↑** / **↓** to highlight a player at a different position in the lineup, then press **X** to swap the players' hitting positions.

#### Positioning

- Press **L1** / **R1** to select a team.
- **←** / **→** to select the Positioning tab.
- **↑** / **↓** to highlight a player, then press **X** to mark him. As you move **↑** / **↓**, you will notice that each player's number will appear in YELLOW on the playing field diagram, giving you a visual of each player's position.
- **↑** / **↓** to highlight a player at a different position, then press **X** to swap players to their new positions.

#### Pitching Rotation

- Press **L1** / **R1** to select a team.
- **←** / **→** to select the Pitching Rotation tab.
- **↑** / **↓** to highlight a player from slots 1-5 of the rotation, then press **X** to mark him.
- **↑** / **↓** to highlight a different pitcher in the rotation, then press **X** to change their position in the order.

### Player Substitutions

To substitute a player into the batting order or pitching rotation:

- **↑** / **↓** to highlight a player in the lineup, then press **X** to mark him.
- Press **○** to move to the list of bench or bullpen players.
- **↑** / **↓** to highlight a player, then press **X** to make the substitution. To view the player stats of bench or bullpen players, highlight a player and press **R2**. **↑** / **↓** / **←** / **→** to view all of his stats from the player card.



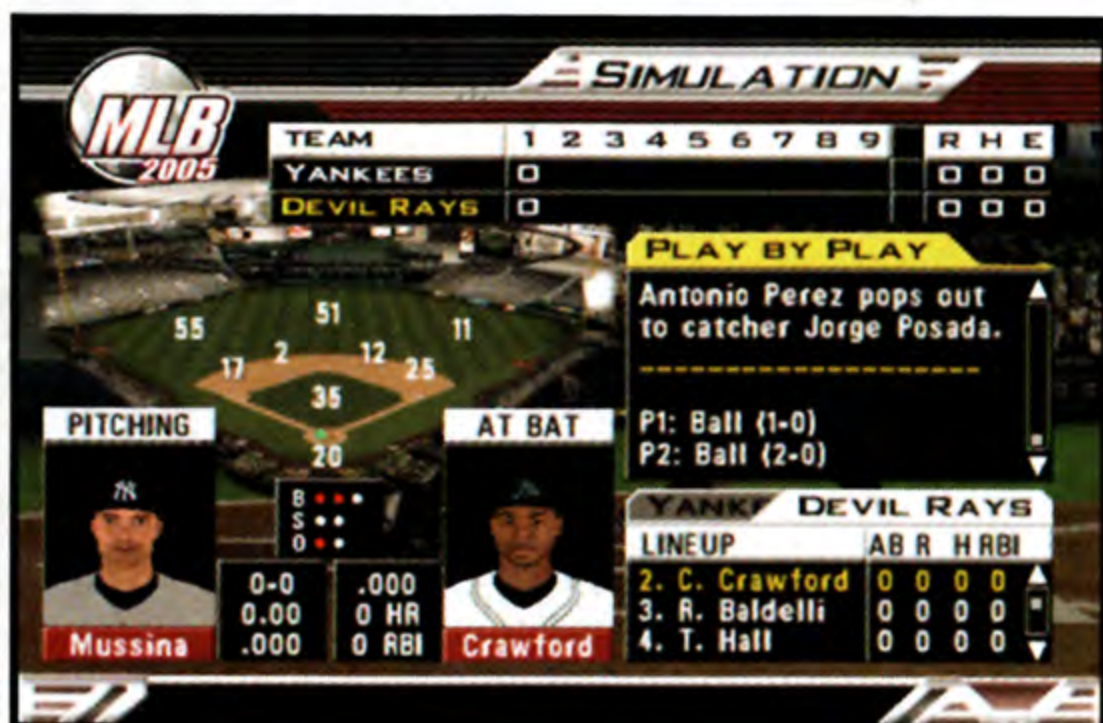
# Playing the Game

## ■ Simulating Games

Simulating games can be done in Franchise, Career, Season, and Playoff modes. MLB 2005 allows you to simulate single games, multiple games up to a selected date, and entire seasons. Simulations can take place from any date on the schedule and can be cancelled at any time. For instance, if you choose to simulate games up to the All-Star game and you begin the simulation, pressing **△** will stop the simulation at the most recent simulation date.

### SportsCast Manager

In SportsCast Manager you can manage the entire game against the CPU or another manager. As each pitch, hit, and play unfolds on the field, you can watch it take place while you're making real-time pitching and lineup decisions. During the game you can press **□** to pause the game and bring up your lineup card. To view the available managerial options for each player, highlight a player and press **×**. Instruct players to take, swing away, hit and run, steal, sacrifice or position the defense. You're the skipper of the club. There are also blind controls when you're playing head-to-head so you don't give your strategy away.



### Offensive:

L2 + <b>×</b>	Steal All
L2 + <b>□</b>	Steal Home
L2 + <b>△</b>	Steal 3rd
L2 + <b>○</b>	Steal 2nd

R2 + <b>□</b>	Suicide Squeeze
R2 + <b>○</b>	Hit and Run
L2 + R2	Sac Fly

### Defensive:

L2 + <b>×</b>	Intentional walk
L2 + <b>□</b>	Pickoff 3rd
L2 + <b>△</b>	Pickoff 2nd
L2 + <b>○</b>	Pickoff 1st
L2 + R2	Pitchout

### Enter A SportsCast Manager Game

At any time during a game simulation, you can press **×** to bring up the Options Menu. The Enter Game option enables you to stop the simulation and jump into the game. You will begin play at the exact point of the paused simulation.

## ■ Franchise Mode

In Franchise mode you'll be in charge of the entire franchise and all of its operating functions. You are in the front office handling the scouting, drafting, rehab assignments of the players, contracts, marketing of the club, and much more. Each area is important because the success of your franchise is dependent on generating



# Playing the Game

enough money to build a winning team. When you choose a club to run, included in your contract will be a list of goals for you to meet over a period of seasons (e.g., 6 years). Goals might include making a playoff appearance, having a team ERA of 4.50 in three seasons, winning two Rookie of the Year Awards, etc.

## Team Management

PLAYER	AGE	YRS	SALARY	OVERALL
SP P. Martinez	32	7	40,000	
SS N. Garciparra	30	5	33,400	
SP C. Schilling	37	3	30,400	
CP K. Foulke	31	2	10,200	
LF M. Ramirez	31	1	14,500	
SP B. Arroyo	27	5	16,100	
RF T. Nixon	29	7	8,300	
1B D. Ortiz	28	6	5,200	
TEAM AVERAGE	30	4	6,050	

Team Management is used to determine how much money you're going to spend in the areas of Training, Scouting, Management, and Rehab. You decide how much of your budget to spend on developing players, medical equipment and staff, scouts and more. Be sure to spend wisely on areas that your team needs the most. How and where you spend money on training will have direct results on your players. Additionally, quality managers will have a positive effect on players. As in real-life, getting something cheaper doesn't necessarily mean you got a better deal. For example, if you spend extra money on better scouts, they are able to scout better, more efficiently and ultimately scout more players simultaneously. Be results oriented and watch your bottom line.

## Player Management

Player Management options allow you to make changes to your roster so you can field the best possible team. You can keep an eye on each player's progression to see if they continually improve, shake up your line up by making substitution changes, trade players, sign free agents, and move players to and from the inactive roster. You can also release players (from the Player Progression and Free Agent screens), placing them into the Free Agent Pool where they can be signed by any club.

TEX		BOS	
PLAYER	OVERALL	PLAYER	OVERALL
SS A. Rodriguez		SP P. Martinez	
DH B. Fullmer		SS N. Garciparra	
2B M. Young		SP C. Schilling	
1B M. Teixeira		CP K. Foulke	
A. Rodriguez		P. Martinez	

C. Biggio  
 E. Young  
 J. Damon  
 P. Reese

RANGERS INTEREST LEVEL: [Progress Bar]

## Business Management

Business Management is a financial operation and is used to delegate your franchise's funds. As the one in charge of the team's decisions, you'll be handling the facility, marketing, and banking responsibilities, all of which will hopefully increase revenue and help to create a better product on the field. Careful planning is necessary, as you want to be able to work within your budget and end each year ahead in the cash column.



## Playing the Game

### Facilities

You are in control of stadium responsibilities that include ticket and parking income, field upgrades, and seating additions. It's your job to hire vendors to sell their product in the stadium and make the training facility decisions including whether to build aerobic or poolroom. Direct everything from rehab facility needs of your team to its future forms of transportation for comfort and ease.

### Marketing

Marketing is a very important aspect of building a fan base. Your job will be to use every media resource available to gain exposure for your team and its players. To accomplish this, you'll be buying air time and ad space locally and nationally to promote your team. You'll also be lining up promotions such as "bobble head" and "free ticket" nights at the stadium. Marketing is not all spending, however, as you'll be raising your own cash by selling ad space on billboards throughout the stadium.

### Banking



If your franchise needs to borrow money to cover some debt, pay for advertising, upgrade the playing field, or for any number of different expenses, find a loan to help absorb some of costs. You can also manage any existing loans here.

### Franchise Progress

As a franchise, you need to keep everybody happy to be successful. From the Franchise Progress screen,

you can check out feedback from the fans and players as to whether they are supporting your team. You can also keep an eye on your budget to see if you're operating within it and whether you're making or losing money. In terms of the goals you agreed upon when you signed on to lead this franchise, this is the place to refresh your memory and see where you're meeting expectations or falling short.

## ■ Career Mode

In Career Mode, your goal is to create a player and build a successful career from that player's perspective. There are short and long-term goals that can include post season and career awards and a possible induction into Hall of Fame. Your player's Career begins in Spring Training where success and promotion to the Majors are determined by his play on the field. Careers will last as long as players are physically able to remain productive. As in the big leagues, factors that can limit a Career are age, ability and skill. You can retire from your career at any time by pressing . Press  to move through the Career screens.

### Create Player and Select Team

To begin a Career, from the Create Player screen you'll create your player and be able to make changes to his appearance and abilities from the Appearance, Accessories, Bat Skills, and Pitching Skills tabs. Cycle through



## Playing the Game

each category using the ◀ / ▶. From the Appearance tab, to edit the player's name, press ⊗ to activate the onscreen keyboard. When altering the Bat Skills and Pitching Skills of your player, you have points to increase your player's specific abilities. If you're creating a pitcher, you have 14 pitches to choose from when setting up his arsenal. You'll only be able to choose five, but you'll be able to alter each pitch's accuracy, speed, and break with your available points.

Once you've created your player, you'll be assigning him to a team in hopes of getting a contract offer after Spring Training. From any Team Select screen, notice the Team Status chart. It will show the player on the team's roster that you'll be competing with for the job. Also shown is the signing potential of your player. Look for a team that you'll be able to get your player signed to.



### Spring Training

Your player's move to the big league roster depends on his play in Spring Training games. As Spring Training progresses, keep track of your prospect's status using the Career

Status Menu. From the MLB Status Meter, as your prospect's status climbs, the meter will move through the Rookie, Veteran, All-Star, and Hall of Fame levels. Once you reach a certain level, you'll be able to receive contract offers from Major League teams.

### Contract Signing

If you're interested in one of the contract offers presented, you'll first need to set contract goals and terms. The team can accept your terms and conditions or reject them. In rejecting an offer, the team may make a counteroffer. If the team accepts the terms, you'll be able to sign the contract and join the Major League roster. As contracts run out, if you continue your solid play, all major league teams will be able to submit new offers to you. During any season, you can even try to force your team to trade you to another club.

From the Contract Signing screen:

- ↑ / ↓ to highlight contract goals, then press ⊗ to mark them. You must choose 10 goals for your player.
- ◀ / ▶ to select the Contract Acceptance tab where you'll see the goals that you've set and the original terms of the contract offered by the team.
- Press **L1** / **R1** to change the terms of the salary offer.
- Press **L2** / **R2** to change the length of the contract.
- Press ⊗ to make your offer.

NOTE: If you reject a contract offer, you will be placed into the Free Agent Pool where any team can sign you.



## Playing the Game

### ■ Season

During one and two player seasons you'll play out the entire season with the same team. The number of games that you choose to play determines the length of your season. From the team selection screen, you'll be able to set a season length of 14, 29, 82 or 162 games. To get into the playoffs at the end of the season, you must finish on top of your division or finish as the league wildcard team. The wildcard team will have the best record of the remaining teams in the league.

You can play any game on the schedule in Season mode. If you'd like to play a game further in the season schedule, you can do so, but all games prior to it will have to be simulated. To play a season game, enter the Schedule screen and press **R2** / **L2** to cycle through the months on the season. **↑** / **↓** / **→** / **←** to select a game date, then press **⊗** to bring up the Options screen. You can choose to play the game or simulate it. If you select Manage Simulation, although you won't be playing the game, you can make managerial decisions from the simulation screen as the game is played. You can also pause the simulation and enter the game to finish what the CPU started. See Simulating Games on page 18 for more information.

		MAY 2004						
		SUN	MON	TUE	WED	THU	FRI	SAT
<b>BOS</b> (11-17) Schilling 3-2 <b>AT</b> <b>CLE</b> (17-10) J. Bere 2-2 HOME AWAY	6-3	0-8	2-3	7:30	7:30	7:30	1:00	
	W TEX	L CLE	L CLE	CLE	CLE	KC	KC	
	1:00	7:30	7:30	7:30	7:30	7:30	1:00	
	KC	CLE	CLE	CLE	TOR	TOR	TOR	
	1:00	1:00	7:30	7:30	7:30	7:30	7:30	
	TOR	TB	TB	TB	TOR	TOR	TOR	
	1:00	7:30	7:30	7:30	7:30	7:30	1:00	
	TOR	OAK	OAK	OAK	SEA	SEA		

### Roster Management

Use Roster Management to make changes to your team's roster such as changing the line-up, making trades, signing free agents, or releasing players. You can also move players to and from the inactive roster.

### ■ Playoffs

In Playoff mode, you'll skip the regular season to compete in an eight-team playoff. Not only will you be selecting the teams for the playoff you'll also be choosing the playoff series length. There are ten playoff series' (e.g., 3-5-5), each including three rounds. For instance, a series length of 3-5-5 indicates a three-game playoff series, followed by a 5-game playoff series, followed by a 5-game World Series.

### Playoff Brackets

From the Playoff bracket screen, you will construct the playoff picture by placing each team in a bracket. Your team will be originally placed in a bracket that includes other divisional teams, but you have the option to move your team to any other bracket. Once you place your team and begin the playoffs, you'll only be able to play in the matchup that includes your team. You can however simulate a playoff game, a playoff round, or the entire playoffs.

### ■ Homerun Derby™

The Homerun Derby™ is a Homerun contest that usually includes the top 10 homerun hitters in the league. But in MLB 2005, you get to choose who participates. Each player gets one trip to the plate to hit as many homeruns



## Playing the Game

as he can. With an unlimited number of pitches to hit (balls and strikes are not called), make sure you swing at the pitches you like. When taking your cuts, remember that an out is considered any hit ball that isn't a homerun or any swing and miss of a pitch.

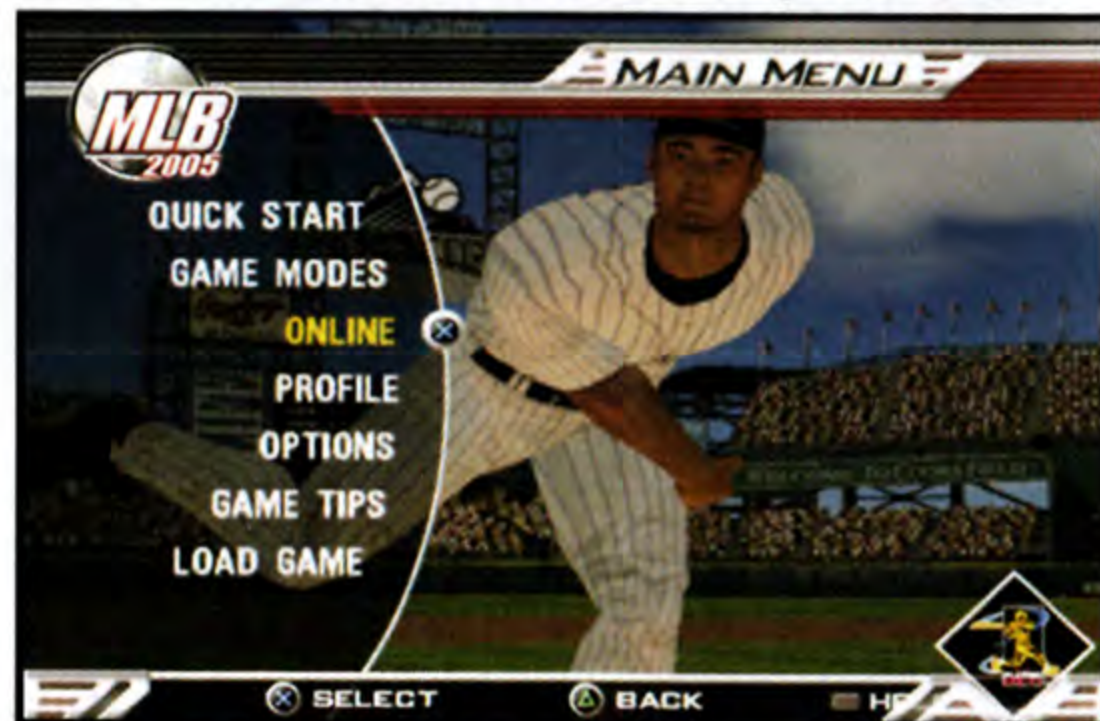
To set up the Homerun Derby™:

- Press **L1** / **R1** to cycle through and select teams for choosing players.
- **↑** / **↓** to scroll through the players on each team. Highlight a player, and then press **□** to add him to the Homerun Derby™ lineup.
- Once a player is added to the lineup, press **L1** / **R1** to assign him to a controller.
- Continue this process until you have chosen ten players. If you wish to delete any of your initial contestants, press **○** to enter the lineup window. **↑** / **↓** to highlight a player, then press **X** to delete him from the list.
- When your lineup is complete, press **X** to continue.
- From the Stadium Select screen **←** / **→** to select a stadium for the contest. The dimensions of each park are shown to help you choose a hitter friendly location.
- Press **X** to continue to the derby.



## ■ Online

Using MLB 2005 Online, you can play a game with other users over the Internet. There are a number of exciting game options to choose from, including game challenges and hosting private tournaments with your friends. You can even send out emails to coordinate start times for games. To go online, select ONLINE from the Main Menu and press **X**.



### Creating an Account

To play MLB 2005 online, you'll need to create an account and choose a unique screen name and password. Each time you use the online function, login using the same screen name and password. This account will be accessible only to you and can be used for any of the 989 Sports games, including NFL GameDay™ 2004, NCAA® GameBreaker® 2004, NBA ShootOut 2004, and NCAA® Final Four® 2004.

**Note:** You do not have to create a new account if you have already created an account via a 989 Sports Online title.



## Playing the Game

In the Online Welcome Lobby, you can navigate your way through the entire online process. It allows you to create games, post messages, join tournaments, check out leaderboards, and much more. This screen also shows your user profile, which lists your online information such as User Name, Rank, Affiliation (a team such as the Oakland A's), and User Statistics (e.g., record). Included in the user profile is the 989 Rank. It keeps track of your combined rankings for all 989 Sports Online titles. Rankings from MLB, GameDay, GameBreaker, ShootOut, and Final Four are combined to show where you rank among all 989 Sports Online gamers.

### Game Rooms

Game Rooms are where game challenges take place. You can search for the perfect matchup for your skill level or create games to entice opponents. You can also view all online players within your selected Game Room.

### Selecting a Game Room

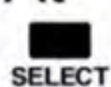
Whether creating a game or accepting a challenge, the Game Room option allows you to select from a group of games that match your skill level. You can select a new Game Room from anywhere in the Game Room as long as your rank allows you. Points earned during competition will determine the Game Room level you can enter. To join a Game Room, ←/→/↑/↓ to highlight a Game Room, then press ⊗.

There are a number of Game Rooms including Rookie, Veteran, and All-Star. Each gamer with any skill level can find a place to play. MLB 2005 even has Game Rooms such as Dial-up and Broadband — places for gamers using dial-up or broadband connections to play online. Connection speeds may be different and gamers using a broadband connection may want to stick with playing those using the same connection speeds.

### The Chat Area/Selecting a Game

The Chat Area is where available games in that particular lobby are listed. While looking for a game, you can read through all of the real-time chatting between potential opponents.

Join in on some trash talking or search for information on possible opponents. Anyone online within the same Game Room will be able to view your chat messages and participate in the dialogue. To post a chat, from the chat screen, highlight the bottom chat bar or use a USB keyboard. Type in a message and enter it. Your message will be displayed in the chat window.

To select an opponent for a game, highlight a name from the list of players in the Game Room and press ⊗. You can set the game options, view your opponent's statistics, and start your game. At any time during a game, press  to bring up the chat window. While playing, you can trash talk with your opponent.



## Playing the Game

### Quitting Games

After accepting challenges or joining games, you must finish the entire contest or be penalized with a reduction of points previously earned from other games. Losing points will prevent you from entering higher skill level Game Rooms.

### Leaderboards

Real-time leaderboards such as Overall, Weekly, Monthly, and Affiliation show where you rank among all other online gamers. Each user ranking will be listed by point total and provide details of team statistics. Affiliation Leaderboards shows all user stats with the same team affiliation.

### Tournaments

Create an online tournament or join others that have already been created. You can even create private tournaments, using password protection, to control the gamers that can join. When you create an online tournament, set the number of teams, the date that it starts, and a sign-up period in which to join. Once your tournament is created, users can go to the "VIEW OR JOIN A TOURNAMENT" option to join. Each tournament shows its status, registration details, and start dates.

To sign up for a tournament, select a tournament menu and press **X**. A list of all available tournaments for that category will be listed. **↑** / **↓** to highlight a tournament, then press **X** to view its information. If you'd like to join this tournament, press **←** / **→** to

select the "SIGN UP" option, then press **X**. Once you enter your team information, you're ready to play.

### Privatizing Your Tournaments

To privatize your tournament, making them by invitation only, you must enter a password as the key into the tournament. From the setup screen, after naming your tournament, enter a unique password into the password field. Invite gamers to join by giving them the password and other important details using the Mail option on the Welcome screen. See Mail/Feedback on page 26 for more information.

### Joining a Private Tournament

The only way to join a private tournament is to know the tournament creator's password. To get the password, contact the creator using the Mail option or send a chat.



## Playing the Game

### Message Boards

Message Boards are set up to provide a place for gamers to discuss Major League Baseball and any other topic of interest. MLB 2005 has created multiple message board categories for you to choose from, so feel free to join in on as many as you'd like. Enter the General Message board to create new topics and put your thoughts online. By participating on the message boards, you can see what's on the minds of other gamers.

### Mail / Feedback

The Mailbox allows you to send private email messages to any online gamer, as long as you have their user name(s). Sending email is a perfect way to contact your friends about game start times or to just talk baseball. You can also use email to join private tournaments by contacting the tournament's creator and trying to obtain the tournament's password.

### Polls / Survey

Fill out the latest polls and surveys to give opinions on a number of game issues. Polls and surveys are constantly updated, so check back often to fill them out and view the latest results.

### News / Promos

Check here for exciting news, reports, and updates from 989 Sports including updated game information, events, sweepstakes, and happenings.

### Edit Profile

At any time, you can change the profile of your account.

### 989sportsonline.com

You can access the MLB Online lobby from your computer. Log on to [www.989sportsonline.com](http://www.989sportsonline.com) from the web and check out the leaderboards, view tournament brackets, participate in message boards, and even send and receive user mail.

## Profile



The Profile option allows you to view all of your user records from Exhibition, Season, Franchise, and Career modes. You can view your Exhibition totals including team records and stats against the CPU, Season records and team information for each, Franchise records with the budgets and goals that were met, Career records and the results of each career player, and all of the Rewards that you earned during gameplay.

## Options

### Fantasy Draft

The Fantasy Draft includes all players from every team and puts



## Playing the Game

them into a draft pool. The draft is an auto draft, so the CPU handles the entire drafting process. Once a draft is complete, each team will no longer have its original roster but an entirely different roster that includes players from any of the 32 Major League teams.

### Player Movement

Use Player Movement to customize player rosters before you choose a game mode. Any two players from any two teams can be exchanged for one another. These aren't trades, so moves won't be rejected. There are no restrictions. If you'd like to exchange a bullpen pitcher on the Tigers for the ace of the Red Sox staff, you can do so by selecting the two players and making the move.

### Audio

The audio options allow you to adjust the volume level of the game announcers, music, sound effects, and crowd.

### Game

The game options are what control the play on the field. Depending on the game mode and option, you can edit them before you begin, while selecting a team or from the Pause Menu while you are playing a game.

### Fast Play

Fast Play allows you to play your game without all of the player activity before and after a pitch. For instance, with Fast Play set to ON, you won't have to view batters walk to the plate or pitchers go to the rosin bag.

### Difficulty

Difficulty levels will determine the defensive and offensive abilities of the players on the field, on the mound, and at the plate. It will also reflect in a player's stamina and intelligence. The All-Star level is the highest difficulty level and provides the greatest and most realistic challenge.

### Vibration

You can set the vibration characteristic of your DUALSHOCK 2 controller to ON/OFF. Vibration does however have its usefulness when trying to locate pitches. See Locating your Pitches on page 14 for more information.

### Strike Zone

The strike zone will be shown as a white box above the plate during an at-bat. With the strike zone visible, it will help you as a pitcher to locate your pitches for strikes and as a batter to make good swings. This option can be turned off, on, or allowed to fade out before the pitch.

### Hot Zones

Hot Zones are sections of the strike zone shown on the screen during an at-bat. Each red section indicates a hitter's hot zones or areas where the hitter has the highest level of hitting efficiency. Those that are blue indicate a hitter's cold zones or those areas where the hitter has trouble hitting the ball. Both hot and cold zones can increase or decrease in intensity based on each hitter's successes or failures in those zones. For instance, a hot zone can get cold if the hitter starts missing pitches in that zone.



## Playing the Game

### Pitching Cursor



The Pitching Cursor is shown as a small baseball in the center of the strike zone before a pitch. Once a pitch type is selected, you can move the ball cursor with the Left Analog Stick to target a location for your pitch. This option can also be turned off, on, or set to fade out before the pitch. See *Locating your Pitches* on page 14 for more information.

### DH

The use of the Designated Hitter is an American League style of play. Placing a DH in the lineup adds an extra hitter and replaces the pitcher's spot in the batting order. Set to ON, you can use a DH in a National League team's lineup. If set to AUTO, the CPU determines when the DH is used.

### Pitcher Stamina

With this option set to ON, pitchers' stamina will be affected during the game. As a pitcher gets tired, his pitch characteristics such as his speed, accuracy, and break will diminish.

### Auto Base Running

To allow the CPU to control your base runners, set this option to ON.

Using Auto Base Running, you no longer have to worry about where your base runners are when the ball is hit. It allows you to focus purely on your hitting. The CPU will return your runners to the appropriate base on fly ball outs and send them running on base hits.

### Fielding Aid

The Fielding Aid is a replica of a baseball shown on the field to locate the landing spot of a hit ball. Position your player within the Fielding Aid to make the play or catch the ball. See *Fielding Aid* and *Fielding Ball Marker* on page 15 for more information.

### Errors

To avoid any fielding mistakes from happening by your players, turn this option OFF.

### Innings

You can set the length of each game that you play by choosing a number from 1-9.

### Time of Day

The Time of Day can be set to Day, Night, or Random. Random will set the time of day relative to the time and date of the game on the schedule. You can also change the Time of Day when selecting stadiums for your game from certain game formats.

### Batting View

This option determines the angle of the camera in regard to the view of the game from an offensive and defensive position.







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Major League Baseball Players Association and Major League Baseball.

### **SPECIAL THANKS**

We would like to thank each individual at Sony Computer Entertainment of America for their contributions, support and dedication to the success of the MLB 2005 with special recognition to the Executive Management team including:

Kaz Hirai  
Andrew House  
Shuhei Yoshida  
Jim Bass  
Masayuki Chatani  
Steve Ross  
Riley R. Russell  
Jack Tretton  
Marilyn Weyant

### **SPECIAL THANKS**

Becky Boyd, Joe Brennan, Claudette Castillo, Eric Chavez, Jenifer Clucas, Adam Dunn, Lori Flor, Annemieke Frost, Allan Frankel, Troy Glaus, Shawn Green, Collin Hagen, Scott Leventhal, Ed Loonam, Mike Napolitano, Mike Nicotera, and Sarai Sequeria and Stanley Tarr.

### **MLB Motion Capture Athletes**

Allan Burke, Roger Clemens, Joe DeMarco, Ray Durham, Shawn Estes, Karim Garcia, Benji Gill, Jason Gill, Tony Gwynn, Darryl Hamilton, Gil Heredia, Trevor Hoffman, Tim Hudson, Toby Lehman, Ramon Ortiz, Jim Parque, Troy Percival, John Rocker, Mike Sirotko, Brett Tomko, Mo Vaughn, Chris Cutliff, Chris Gill, Glen Evans, Shawn Green



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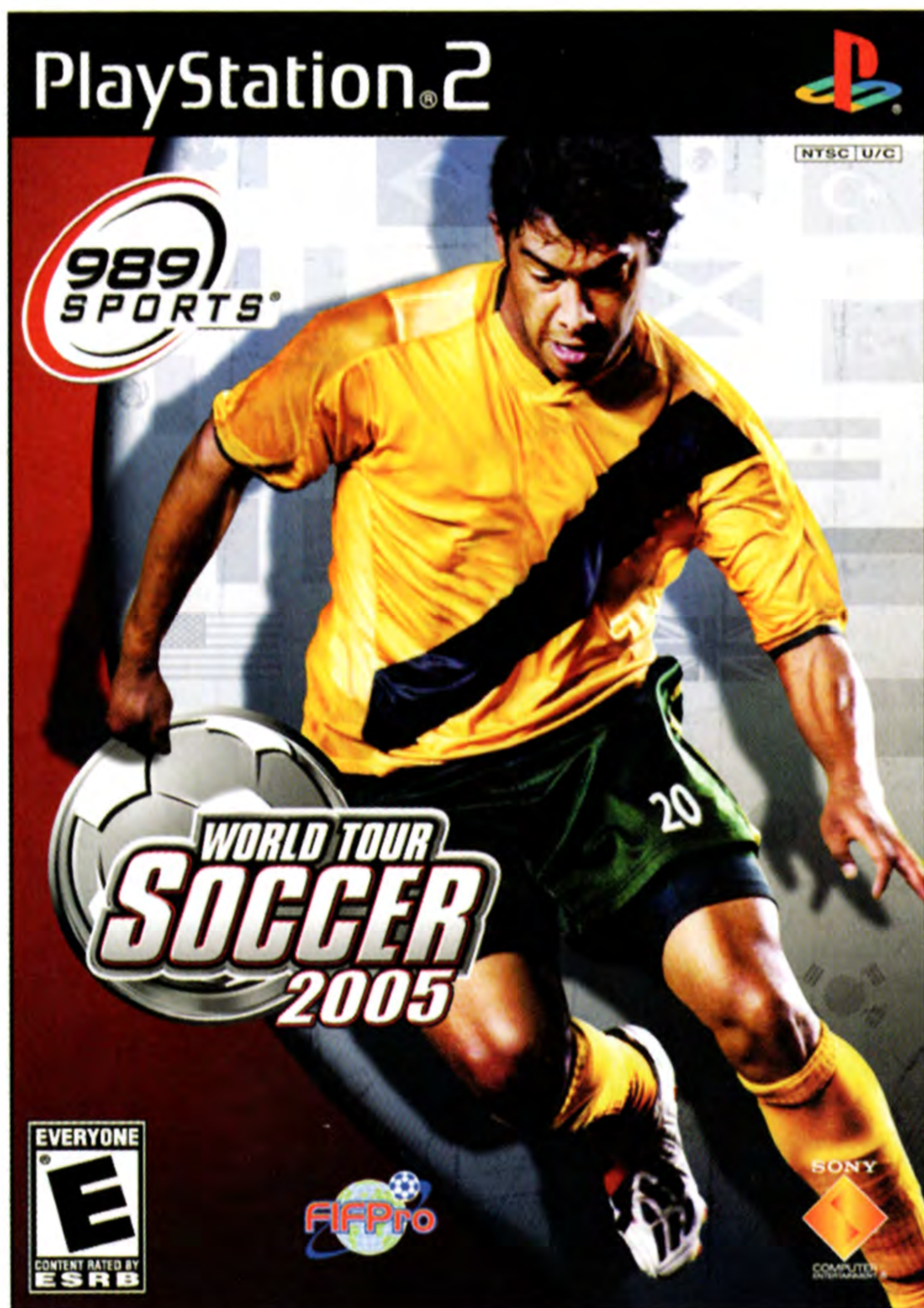




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