

2KSPORTS MAJOR LEAGUE BASEBALL



2K7



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.

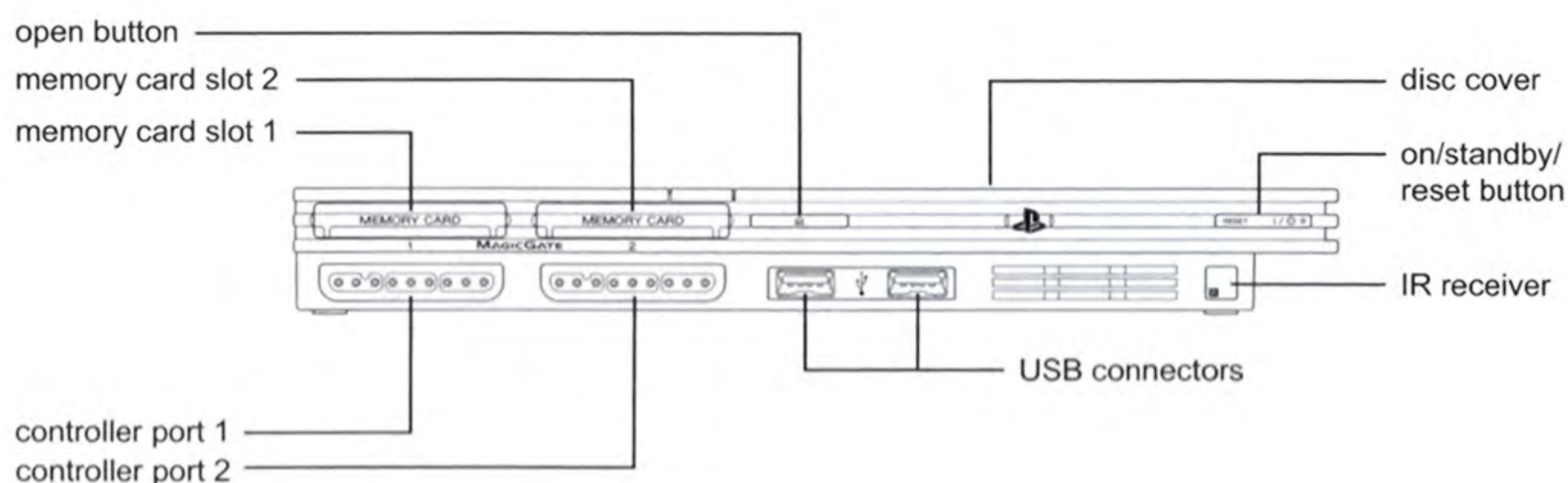
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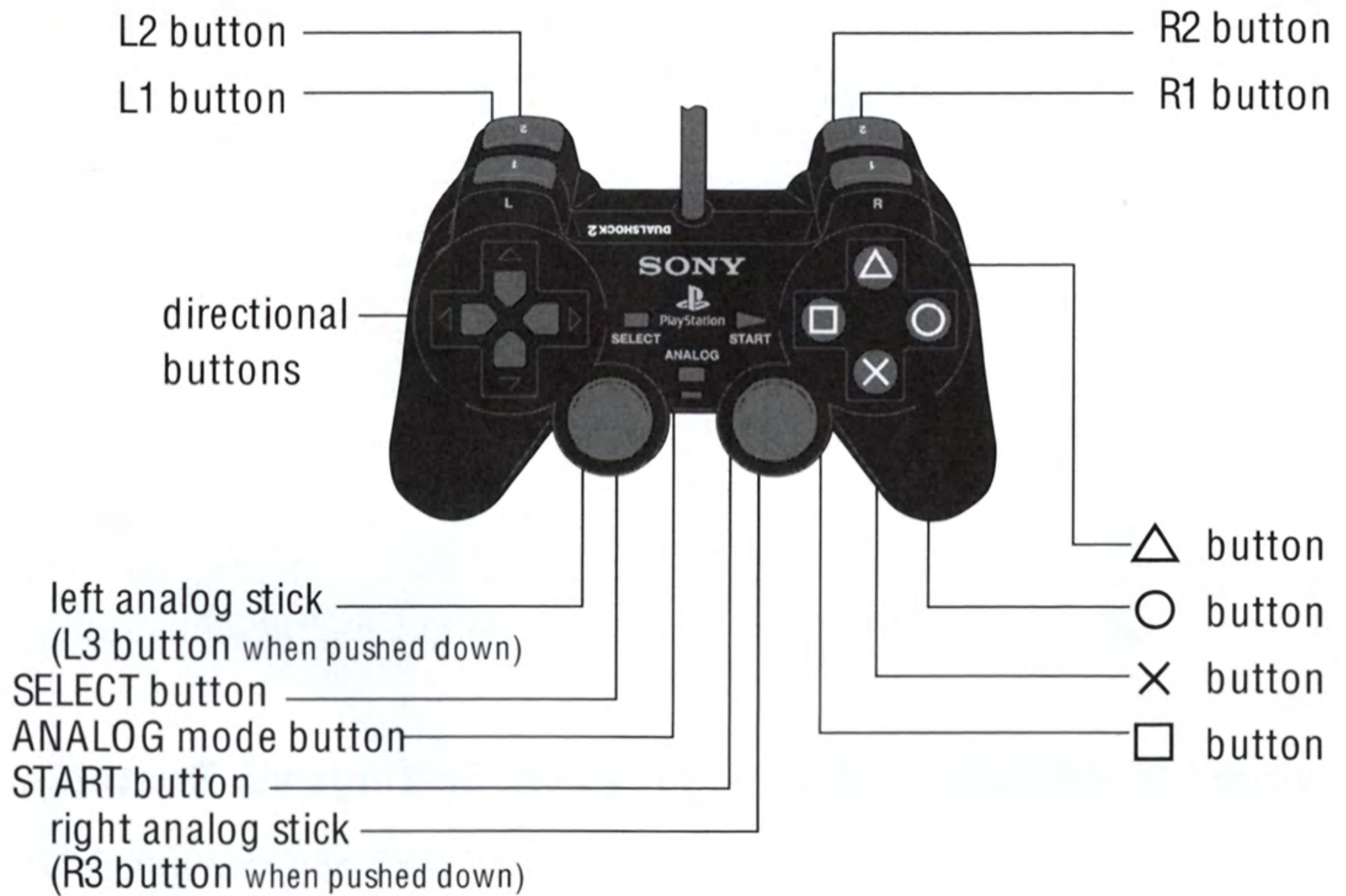
GETTING STARTED

GETTING STARTED *



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the MAJOR LEAGUE BASEBALL® 2K7 disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

DUALSHOCK² ANALOG CONTROLLER CONFIGURATIONS



An important new feature to MAJOR LEAGUE BASEBALL[®] 2K7 is the 2K Tips dynamic help system. The 2K Tips will offer in-depth descriptions of the game mechanics in appropriate situations by showing little tips that explain how things work. From the basic (how to catch a pop fly) to the situational (how to take advantage of a payoff pitch), these tips are incredibly helpful and allow you to get the most from your game.

When a 2K Tips screen appears, gameplay pauses, and you'll be given a few options:

- Press the **L1** button or the **R1** button to cycle through each page of the tip. Typically, the first page will offer a general feature description, and the following pages will show you how and why to use the feature.
- Press the  button to disable the current tip being shown. Tips will not repeat within the same game, however if you do not disable the current tip then you will probably see it again in a future game.
- Press the  button to disable all tips (turning the 2K Tips feature off entirely)
- Press the  button to simply dismiss the tip when you're done reading it.

Saving: VIP Profiles vs. Game Modes vs. Settings vs. Rosters...

It's important to note that Major League Baseball 2K7 has multiple SAVE TYPES. Saving one type of file will not save another type. So, for example, saving your VIP Profile while in Franchise mode WILL NOT also save your Franchise game. The saves can generally be divided up as follows:

Game Modes - Saves for Franchise, GM Career, Season, or Tournament. In order to save your progress within one of these game modes, you **MUST** make a save for the specific game mode. For example, to save a Franchise, you must actually select "Save" from the "My 2K7" menu within Franchise mode.

Profiles - Save for VIP Profiles. Saving this will save everything that is tied to your profile - overall statistics, personal bests, unlockables, etc.

Settings - A Settings save will save all of your modified options, such as MLB rules, Presentation style, etc.

Rosters - Saving a Rosters file will save any rosters that you have modified from the front end.

To actually perform a save, select My 2K7 from any menu out of gameplay and then select Save.

Play Ball! Lets you jump right into a game between the teams of your choice.

Team Select

- Move the **right analog stick UP** or **DOWN** to select a User Profile, or to highlight No Profile, New Profile, or Load Profile.
- To play the game without a User Profile, select No Profile and press the **X** button or the **START** button.
- To create a User Profile, highlight New Profile and press the **X** button or the **START** button. Enter a name on the Virtual Keyboard and press the **START** button.
- To load a User Profile from the Load screen, highlight Load Profile and press the **X** button or the **START** button.
- Move the **left analog stick LEFT** or **RIGHT** to choose between playing as the Home or Away team.
- Press the **L1** button or the **R1** button to change to a different division.
- Move the **left analog stick UP** or **DOWN** to select a team within that division
- Press the **○** button to randomly select a team.
- Press the **□** button to view the Help Menu.
- Press the **X** button or the **START** button (with one of your profiles or No Profile selected) to confirm your team.
- To play with a friend, select either HOME or AWAY with the second controller and press the **X** button to confirm.
- After selecting your team, you'll then be given the chance to purchase Inside Edge scouting reports on opposing players using "Edge Points." Purchasing Inside Edge scouting reports is a way to gain valuable in-game info on players. When you buy a batter's Inside Edge report, you'll gain access to his hot and cold zones. In addition, your catcher will intelligently suggest pitches and locations that the batter struggles against in any and all situations. Listen to your catcher. When you buy a pitcher's Inside Edge report, you'll gain access to his pitch frequency and locational tendencies in all situations. This helps give you an idea where and what a pitcher is likely to throw next!
- Press the **START** button to begin the game!

If you'd like to play a single game but have more options to customize, choose Exhibition from the Game Modes menu. The following options are available within Exhibition:



- Once you've confirmed your team, move the **left analog stick UP** or **DOWN** to select the uniform you want your team to wear (some of the uniforms must be unlocked first).
- Once you've found the right uniform, press the  button or the **START** button (with one of your profiles or No Profile selected) to advance to the Stadium Select screen.
- At any point, if you want to back up to the previous step, press the  button.

Stadium Select Screen

Select the specific stadium you wish to play in on this screen.

- Use the **L1** button or the **R1** button to cycle between the available stadiums.
- To change game conditions move the **left analog stick UP** or **DOWN** to select the condition category. Move the **left analog stick LEFT** or **RIGHT** to change the condition of the highlighted category.
- Press the **START** button to continue to the Select Pitcher screen.

Pitcher Selection

First you must select your starting pitcher. After selecting your starting pitcher you will then have the chance to adjust your batting order.

- On the Lineups screen, press the  button to select a player that you'd like to move around in the order. Use the  button on another player to swap their places in the batting order.
- On the Lineups screen, press the  button to select a player whose position you'd like to change. Use the  button on another player to swap their positions.
- Press the **START** button to advance.

CONTROL SUMMARY

7

Batting Pre-Pitch (Classic)

L1 button

Increase all Leadoffs

R1 button

Decrease all Leadoffs

left analog stick

Move Batter's Eye (Invisible)

L3 button

View Batter's Eye

START button

Pause

directional buttons

Pitcher/Batter Display

L2 button

Quick Key

X button

Practice Swing

O button

BaseBurner

□ button + **left analog stick**

Steal

△ button

Bunt

right analog stick

Left/Right: Move Batter Left/Right;

Up: Hold Bunt Stance (Swing Stick)

R2 button

Switch Hit

Batting (Classic)

left analog stick (UP / DOWN)

Influence Hit Type

X button

Swing

□ button + **left analog stick**

Steal

△ button

Bunt

X Button (Double Tap)

Check Swing

Batting (Swing Stick Hitting)

R1 button

Check swing

□ button + **left analog stick**

Steal

right analog stick

Line Drive Swing (Back & Release)

Power Swing (Back & Push Forward)

SPORTS

Bunting

L1 button

R1 button

left analog stick

START button

Pitching

L1 button

R1 button

R1 button + **left analog stick UP**

R1 button + **left analog stick DOWN**

left analog stick

R1 button + **L3** button

R1 button + **R3** button

START button

L2 button

X button

O button

□ button

△ button

R2 button

right analog stick

R3 button

L3 button

directional buttons

Bunt Left

Bunt Right

Aim bat Up/Down

Pause

Hold for Pickoff

View pitch breaks

View Pitch frequencies

View Pitch ratings

Aim Pitch Cursor

Pitchout

Intentional Walk

Pause

Lineup card

Throw Pitch

Throw Pitch

Throw Pitch

Throw Pitch

Throw Pitch

Move Catcher

Reset Catcher

Deactivate "Payoff Pitch" opportunity
(when available)

Toggle Pitcher / Batter stat displays

Pickoff:**L1** button

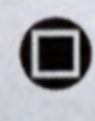
Hold for Pickoff

START button

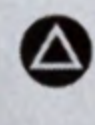
Pause

 button

Pickoff 1st

 button

Pickoff 3rd

 button

Pickoff 2nd

Stealing:**L1** button

Increase Leadoff (all runners)

R1 button

Decrease Leadoff (all runners)

 button + **left analog stick**

Cue Steal

Baserunning:**L1** button

Advance ALL runners one base

R1 button

Retreat ALL runners one base

directional button left

Advance SELECTED runner one base

directional button right

Retreat SELECTED runner one base

BaseBurner Mode - Become the Baserunner**L1** button

Retreat to Base

R1 button

Advance to Base

left analog stick

Increase / Decrease Lead-off

START button

Pause

directional buttons

Batter Commands

 button

Toggle Players

right analog stick

Directional Sliding

Fielding without the Ball

L1 button	Change fielder
Press and hold the L1 button (after throw)	Cut off throw
R1 button	Sprint
left analog stick	Move fielder
START button	Pause
 button	Call off fielders
right analog stick	Jump / Dive

Fielding with the Ball

L1 button	Smart throw
left analog stick	Move fielder
START button	Pause
 button	Throw home
 button	Throw to 1st
 button	Throw to 3rd
 button	Throw to 2nd

PLAY BALL! IN DEPTH GAMEPLAY

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Pitching - Selecting a Pitch and Pitch Location

Each pitcher comes equipped with his real-life assortment of pitches. First, it's a good idea to aim your pitch using the **left analog stick** to manipulate the pitch cursor. By default, the pitch cursor indicates the point at which the pitch will break, not the final pitch location. Once you have your pitch cursor lined up, selecting a pitch will initiate the pitcher's windup. To select a pitch, press the corresponding button of the desired pitch. Once you initiate a pitch by pressing and holding any of the relevant pitch buttons (shown on screen), you will see brackets radiate from your breakpoint, and an arrow rotating around your breakpoint cursor.

The brackets radiating out from the center of your target indicates your pitching effort as you put extra effort on a pitch. The more you "power-up" a pitch, by holding the corresponding pitch button, the more effectiveness your pitch will have. More effort means that fastballs will go faster, your changeups will go slower, your curveballs will curve more and so on. Beware: the more effectiveness you put on a pitch, the harder it will be to locate it, so don't overdo it.

The revolving arrow tells you which way a pitch will move from your breakpoint, and how effort will affect your pitch. For example, when powering up a curveball, you will see the arrow graphic progressively rotate at a faster speed to show that powering up the curveball makes it break more. The faster the arrow's rotation, the more your final pitch location will end further away from your set breakpoint, so keep that in mind when setting your breakpoint. If you ever need help knowing which direction a pitch will break, press the **R1** button to view this information.

Pitching - Catcher Movement

Using the **right analog stick** you can now change the position of your catcher before a pitch is made. By moving the **right analog stick** in any direction, your catcher will reset to that position. To have your catcher reset to the middle of the strike zone (effectively shaking off his location suggestion), press **R3**. While not necessary to manually move your catcher most of the time, catcher movement is of great importance during "Payoff Pitch" situations. Payoff Pitch situations are discussed in greater length in the next section.





Coach's Tip - Payoff Pitches

Throughout the course of the game, your pitcher will be given the chance to make a "Payoff Pitch." "Payoff Pitches" are pitches you can choose to attempt in big game situations. Making a successful Payoff Pitch allows you to increase a pitcher's pitch type rating while failure can result in a ratings drop. Whenever you have 2 strikes on a batter or are in any "Pitching Jam," "Clutch-at bat," or "Showdown" scenario, you'll see a yellow "Payoff Pitch" icon appear near the score at the top of the screen. Looking out towards your catcher, you'll also see a rectangular "target" icon appear briefly onscreen. If you can get your pitch to pass through this zone your pitch will receive a ratings boost. Note that your pitch rating can vary in how much it increases if you do this correctly. To get the highest ratings boost, throw the catcher's suggested pitch and throw it with maximum effort. Essentially, the greater the difficulty, the more you'll be rewarded as curveballs are harder to place than fastballs. However, note that pitch ratings CAN decrease if you miss the targeted zone. If you miss the targeted zone, your pitch rating will drop by a point. Your catcher will always suggest a location to you whether you have the Inside Edge on a batter or not (Inside Edge makes him suggest intelligently). If you don't like your catcher's suggested location, you can manually move him around using the **right analog stick**. Lastly, if you don't wish to make a Payoff Pitch when the situation arises, you can deactivate this opportunity (possibly keeping you from having your pitch ratings drop if you're not feeling confident) by pressing **L3**.

Defense - Keeping an Eye on Baserunners

Smart pitchers know that it's in their best interest to keep baserunners honest when they're aboard. To try a pickoff move, press and hold the **L1** button, and press the button corresponding to the base you'd like to throw. Depending on whether a base is being covered and the size of the lead, you may pickoff the baserunner.

Press and hold the **L1** button + press the  button - Pick off throw 1st base

Press and hold the **L1** button + press the  button - Pick off throw 2nd base

Press and hold the **L1** button + press the  button - Pick off throw 3rd base

If you suspect that a baserunner could very well be on the move during your next pitch, it might be a good time to call for the ol' pitchout. To do so, press and hold the **R1** button and press the **L3** button. This will throw wide of the batter (an intentional ball) but will also get your catcher up and ready to throw to any base, drastically improving your chances at catching a runner stealing.

Coach's Tip - Pinpoint Pickoff Throws

You now have the option of fine-tuning your pickoff throws to bases. When you attempt to pick off a runner, you can modify your throw by moving the **left analog stick**. If you hold it up, it will result in a high throw, which comes with a low degree of risk but a low chance of picking off the runner. Pressing down will make the player throw low, which has a higher probability of picking off runners but comes at a greater risk. Use these advanced controls to make sure you make that crucial play at the plate.

Defense - Fielding

Once the ball is put into play, you will automatically be given control of the player that's closest to the ball and is best able to make the play. This player will be set apart from the others by having a circular, gray shaded icon underneath him to let you know that he's the fielder you are currently controlling. Move the **left analog stick** to run toward the ball and make the play. If you need to switch fielders for any reason, press the **L1** button and you will switch to the second closest player. To use a speed burst press and hold the **R1** button. During a speed burst the player's boost bar will deplete.

- button - Throw to 1st base
- △ button - Throw to 2nd base
- button - Throw to 3rd base
- × button - Throw to home plate

It's important to remember that when you throw the ball to any of the bases from the outfield that you can cut off the throw and redirect it to the base of your liking. Press one of the aforementioned buttons to initiate the throw. Then, while the ball is in the air, press and hold the **L1** button to have your cutoff man cut the throw off. From here you can redirect your throw by throwing it to another base of your choice.

Offense - Hitting

Hitting - Swing Stick

In this mode, you will move the **right analog stick** back when you want the batter to start their “step” and then release the **right analog stick** to swing. For an attempt at a power swing, move up on the **right analog stick** instead of just releasing. To check swing, immediately press the **R1** button after releasing. Timing is critical, so the best time to start your step is when the pitcher is about to release his pitch.

Coach's Tip - Influence Your Hit

While batting, you can use the **left analog stick** to try and influence where your hit will go. Move **LEFT** to try to hit to left field, and **RIGHT** to hit to right field. This can help you find a hole in the infield and get those extra base hits.

Hitting - Classic Control

In this hitting style, all the action is controlled by the **X** button. Press it to swing at the correct time and you will make contact. To help influence fly balls, hold down on the **left analog stick** when swinging with the **X** button. To help influence ground balls, hold down on the **left analog stick** when swinging with the **X** button. Line drives happen when the user keeps the **left analog stick** in the neutral position when swinging with the **X** button. The best results occur when you try to hit 'with the pitch', so try to adapt on the fly.

Coach's Tip - Positioning at the Plate

New to this year's game is the ability to switch what side of the plate your batter is on at the touch of the button. Press the **R2** button while at the plate, and your batter will change sides. This will have a negative effect on the batter, especially if they are not a switch hitter. You can also move the **right analog stick** to move your batter closer or further away from the plate.

Hitting - The Bunt

Another hitting technique is the bunt. To have your batter square up for a sacrifice bunt, press and hold the  button before the pitcher begins his delivery to the plate.

After the pitch has been thrown, you will still have to aim with the **left analog stick**. If you do not feel that the pitch is right for you, release the  button before the pitch reaches the plate. If you would rather attempt to bunt for a base hit, after the pitch has been thrown, press and hold the  button while aiming with the **left analog stick**, and your hitter will drag bunt. Press the **L1** or **R1** buttons to control the direction of the bunt.

Using Swing Stick Hitting, bunts can be performed by holding the right **analog stick** in the up position (the triangle button is used in "Classic" hitting). To have your batter square up for a sacrifice bunt, hold the **right analog stick** up before the pitcher begins his delivery. From here you can move your bat up or down (to better improve your odds of making contact) by moving the **left analog stick** up or down. You can also attempt to control which direction your bunt will travel by using the **L1** and **R1** buttons. Note that better bunters will have an easier time placing their bunts than bad bunters. If you wish to abort this bunt stance, simply stop holding the **right analog stick** in the up position and let it return to the neutral position. To make a bunt with the intention of getting a base hit, wait until the pitch is in flight before holding up on the **right analog stick**. Such a tactic can catch unsuspecting defenders off guard.

Coach's Tip - Batter's Eye

While at the plate, you can increase your chances of success by wisely using the "Batter's Eye." With the Batter's Eye, you can attempt to make a guess on where a pitch is coming while you are at bat. If you move the **left analog stick** in a given area when a pitch is made you will make a guess on that pitch's location. If you are correct, the pitch location will be revealed: a red icon shows that the ball is in the strike zone, and a blue icon shows that the ball is not in the strike zone. Note that a "spotted" pitch will also result in a slight power boost for your batter. The Batter's Eye will change in size depending on the batter, the pitcher, and the current performance of the batter. If a guy is constantly striking out, they will have a small Batter's Eye. If a guy is on fire, they will have a larger Batter's Eye. By default, the batter's eye is hidden from view. To bring the current batter's "eye" into view, press **L3** any time to have it appear. Note that if you would like to have the eye appear on screen at all times, you can change the "Batter's Eye" option under "Control Settings" in the options menu.

Be aware that by default the Batter's Eye will always start out in the middle of the strike zone at the outset of every pitch. As the batter, you'll want to HOLD the **left stick** in the area of the strike zone you wish to protect. Your eye location becomes "locked in" once the pitcher starts his windup.

Offense - Baserunning

Getting a grasp on the basics of baserunning is essential if you hope to have any success in MAJOR LEAGUE BASEBALL® 2K7. You can take full control of the baserunners using the BaseBurner control scheme.

The basic controls of baserunning are straightforward. To retreat all runners, press the **R1** button. To advance all runners, press the **L1** button. This will cause all runners to attempt to reach the next base. Some situations however, will require you to advance an individual baserunner. For example, if there is a base hit to right field with a man on first, that man on first will probably be able to make it to third but the hitter will not be able to make it to second. In this scenario you will need to select a specific runner (in this case, the lead runner) to advance. Each runner on base will have a window that shows that runner in the base path and a button icon that corresponds to that specific runner.

If you want to advance a specific runner, in this case the lead runner, press the button that corresponds to him then press the left **directional** button to make him advance. A number will appear in the window that corresponds to the base he is cued to advance. Press the left **directional** button multiple times to cue up additional bases that the baserunner will attempt to take. If you need him to retreat for any reason, select the baserunner using his corresponding button and press the right **directional** button. This will both lower the amount of bases the runner will try for and allow the runner to retreat. If you are trying to retreat the runner, always make sure you press the right **directional** button enough times to remove any cued up additional bases.

While you are at bat with any hitter, you can order your baserunners to increase his lead at the bag in an effort to get a better jump. You can only move baserunners back and forth while the pitcher still has the ball, but beware of pickoffs. From the normal (or default) lead position, you'll have the ability to extend the runner's lead by one or two extra steps. To do so, press the **L1** button once for each extra step you'd like the runners to take. Consequently, press the **R1** button to move the runners back a step.

Offense - Stealing

Sometimes, you steal because it strategically benefits you to pit your fastest baserunner against a mediocre catcher. Other times, you want to steal just to gun it against your friend for taunting rights. In either event, the basic base stealing commands are straightforward. When you have baserunners on any of the bases, prior to the pitch, press the **X** button and the **left analog stick** in the direction of the base you'd like to steal.

left analog stick UP + the **□** button - Cue up steal of 2nd base

left analog stick LEFT + the **□** button - Cue up steal of 3rd base

left analog stick DOWN + the **□** button - Cue up steal of Home base

Pressing the **R1** button will retreat the runner to his previous base as normal.

Offense - BaseBurner

Imagine being in the runner's shoes as he peers nervously at the pitcher while inching up the baseline, trying to gain as much ground as possible before he takes off to steal a base. In MAJOR LEAGUE BASEBALL® 2K7, you can BE the baserunner and take complete control of this action in BaseBurner mode.

To enter BaseBurner Mode, while there is a man on base, press the **○** button to cycle to the runner you want to take control of. Once you have a runner selected you will control that runner for the duration of the play. The control scheme is as follows:

R1 button- Steal

L1 button- Get Back

left analog stick - Adjust Leadoff

right analog stick - Directional sliding

directional buttons - Issue batter commands

Defense - Advanced Gameplay

A key component of great management is knowing where to position your fielders on any given play. As a batter stands at the plate, you can adjust your defensive setup by pressing the **L2** button. This will bring you to a menu where you can track many different things, including fielder positioning.



Infield

Normal: The default infield position. Normal is a balanced setup, good for many scenarios, but never the optimal choice if you can tip the odds in your favor.

Fielders In: Your fielders will shift closer to home plate. Use this formation when you want to cut down a runner at the plate.

Fielders Back: Your fielders will play deep to guard against hard hit grounders.

Fielders Left: Shift your fielders to cut down the batting average of pull-hitting righties.

Fielders Right: Shift your fielders to cut down the batting average of pull-hitting lefties.

Double Play: The shortstop and second baseman cheat toward the middle so they'll be in better position to turn two.

Guard Lines: Your first and third baseman hug the foul lines.

Guard Bunt: Your first and third baseman are brought a few steps closer to guard against the bunt.

Outfield

Normal: The default outfield position. Like a Normal Infield setup, good for many scenarios, but not if you'll want to cater your defense for the batter.

Shallow: Bring your outfielders in against a poor hitter, or give them a better shot at a play at the plate in the late innings of a game.

Deep: Against power hitters, use this formation.

Left: Shifts your outfielders around to the left.

Right: Shifts your outfielders around to the right.

Deep Left: Positions your outfielders deep and around to the left.

Deep Right: Positions your outfielders deep and around to the right.

Shallow Left: Pulls your outfielders in and to the left.

Shallow Right: Pulls your outfielders in and to the right.

Coach's Tip - Inside Edge Defensive Shifts

Whenever a new batter comes up, your defense will default to playing a shift it deems most appropriate for the given situation (double play depth, protect the plate, etc.). However, if you own a batter's Inside Edge scouting report and he shows strong tendencies to hit the ball to a certain section of the field, you'll notice that your defense will automatically and intelligently shift to counter this! For example, if a right-handed batter is known to pull a lot of hits over to the right side of the field, you might see BOTH your infield and outfield shading him over to that side of the field to decrease his chances of successfully getting a base hit.

Advanced Controls - Arguing Calls

Stand up for your team and challenge close calls when they count the most. Argued calls such as safe/out arguments, catch/no catch arguments, beamed batters, and more can cause some ruckus in the dugout. When the opportunity comes up you can press the  button start an argument. You then have the ability to raise the intensity of your argument by pressing the  button repeatedly. The more you can raise the intensity of the argument without getting tossed, the higher your team's attribute boost you'll receive if you can get through the argument without getting ejected. Make sure to keep your meter out of the red "ejection" zones or you might get ejected and lose the argument. By getting your manager tossed from the game you will no longer be able to make substitutions as your assistant coaches will now control all managerial decisions for your team. Note that when the opposing manager is arguing a call, YOU play the role of the umpire and have the opportunity to eject the opposing manager from the game. Whenever you see the "eject" button light up, quickly press it before it dims again to toss the manager from the game!

Major League Baseball 2K7 supports Online Gaming.

Setting Up Your PlayStation®2 Console for Network Online Play

MLB 2K7 is compatible with network configuration files from other PlayStation®2 online games. To play online with MLB 2K7 you'll need to have a network configuration file saved on your memory card (8MB) (for PlayStation®2). You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem) (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. You'll need to know the setup information for your Internet Service Provider (ISP), such as your user ID and password if applicable. You may want to have the documentation from your Internet Service Provider handy when you begin. To setup our Network/Internet connection, select Launch network configuration utility from the NETWORK CONFIGURATIONS menu. This will open the Network Settings main menu.

Quick Match

Quick Match is the fastest way to play a game without fussing about options. It finds a random game that is open, and automatically challenges the creator. If no games are found, you will be prompted to create a game.

You can look for a game based upon Opponent Rank and 2K Rating.

Lobbies

Lobbies are where you can challenge other users or chat.

Once in the Lobbies menu, select a specific game type to enter a lobby.

Once in a lobby:

- Press the  button to open the chat window.
- To perform a lobby related action, highlight a player name and press the  button. The actions you can perform are as follows: Send Custom Challenge, Send Lobby Challenge, Send Message, Add to Friends List and Mute user.
- Move the **right analog stick DOWN**, to see challenges from other users.

My Player Card

My Player Card allows you to view your online user stats, VIP files, Online rankings and 2K Rating.

Leagues

For the most in depth way to play online, try joining a Major League Baseball 2K7 League.

My Leagues

This screen is where all of your leagues and league info are kept.

- Press the **R2** button or the **L2** button to refresh screen.
- Press the **START** button to access the highlighted leagues Homepage.
- Press the **L2** button to quit the highlighted league.

Join League

If you want to join in on a League, use this screen.

- Press the **X** button to Join the highlighted league.
- Press the **□** button to report a league.
- Press the **R2** button to search for a specific league by name.
- Press the **R1** button or the **L1** button to cycle between lists of leagues, 20 leagues at a time.
- Press the **L2** button to sort the leagues.

Join Tournament

If you want to join in on a Tournament, use this screen.

- Press the **X** button to Join the highlighted Tournament.
- Press the **□** button to report a Tournament name.
- Press the **R2** button to search for a specific Tournament by name.
- Press the **R1** button or the **L1** button to cycle between lists of Tournament, 20 leagues at a time.
- Press the **L2** button to sort the Tournaments.



Create League

Use this screen to create your own League and adjust all the settings to your satisfaction.

Settings:

- League Name: put your league name here.
- Private: if you want a private league, turn the Private option to ON and create a league password.
- Number of Players: 4-30.
- Number of Playoff Teams: This number contingent on the number of players in the league and can be from 2-16 teams.
- Interval Between Rounds: 1-7 days.
- League Length: 4, 8, 16, 24, 32 and 82, 162 games.
- Playoffs: Best of 1-7 games
- Flexible Schedule: On or Off. Flexible Schedule allows users to play any league game without having to wait for the interval to allow them to do so.
- Difficulty: Rookie, Pro, All-Star, Legend.
- Innings: 1-9 innings.
- Trading: On, Off.
- Injuries: On, Off.

Create Tournament

Use this screen to create your own Tournament and adjust all the settings to your satisfaction.

Settings:

- League Name: put your league name here.
- Private: if you want a private league, turn the Private option to ON and create a league password.
- Number of Players: 4-16.
- Interval Between Rounds: 1-7 days.
- Series Length: best of 1, 3, 5, 7 games.

- Difficulty: Rookie, Pro, All-Star, Legend.
- Innings: 1-9 innings.
- Trading: On, Off.
- Injuries: On, Off.

League Home

This screen is where all the functionality for a specific league is kept.

Lobby

The Lobby Screen allows the user to challenge their scheduled league opponent.

- Move the **left analog stick** to highlight selected matchup.
- Press the **X** button to bring up the "Ready to Play" overlay. Select Ready to Play to prepare to play the game. The matchup will turn Green when you are prepared to play or if your opponent has challenged you. Select, "Send a Message" to send a message to you opponent. Once you have selected "Ready to Play," you will have the option to challenge your opponent.
- Press the **R3** button to view the Player Card.
- Press the **□** button to chat.

Tournament Tree / Schedule

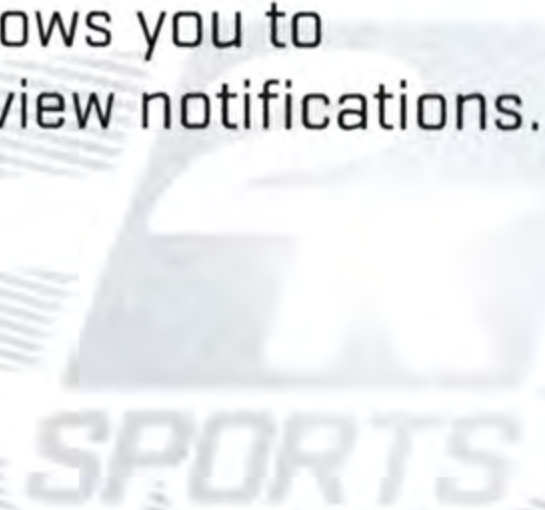
Depending on whether the active league is a tournament or League, you will be given one of these 2 screens.

League/Tournament Settings

Use this screen to view the league or tournament's settings. If you are admin you can edit these settings using the Admin Options screen.

League Desk

The League desk gives you access to league statistics, allows you to perform team transactions, administrative functions and view notifications.



Standings

Use this screen to check the current league or tournament standings.

Stats

Check all the stats from around the league. These stats are divided into Team Stats, Player Stats and League Leaders.

Personnel

The personnel screen allows you to perform trading transactions.

Trades

- Highlight a player and press the **X** button to add a player to the trade.
- Use the **left analog stick** to switch between your team and the team you are proposing a trade too.
- While your trading partner's window is highlighted press the **R1** button or the **L1** button to cycle through the available teams.
- Press the **R2** button or the **L2** button to sort players by the highlighted category.
- Press the **START** button to initiate the trade.

When you offer a trade, it will show up the Offered Trades screen.

To accept or reject an offered trade, highlight that trade and press the **X** button to bring up the view trade screen. Press the **START** button to bring up the Accept or Decline overlay and make the desired selection.

The trade will go through once the administrator accepts or declines the trade.

Set Lineups

Use the set lineups screen to adjust your team's starting lineups.

League/Tournament Notifications

Any league or tournament related actions will be recorded here.

Admin Log

Any actions that are performed by the admin will be logged here.

Drop from League

Use this option to quit the league.

Administrator Options

This screen is accessible only by the administrator/creator of an Online League. This league allows you to manage both players in your league and the schedule of your league.

Manage Users

This screen allows you to drop or ban players from the league.

Manage Schedule

This screen allows the administrator to determine the winners of any given matchup and advance the schedule to the next game.

League Settings:

Use this screen to change the league settings

Difficulty: Rookie, Pro, All Star and Legend

Innings: 1-9

Injuries: Off or On

Trading: Off or On

Admin Delegation

Use this screen to pass the admin duties to another member of the league or tournament.

Online Desk

All of the general options for online play can be found on the Online Desk screen.



Leaderboard

The Online Leaderboard screen displays the online rankings for each difficulty setting. Press the **R3** button to view user card for more detailed statistics.

News

Catch all the news regarding 2K Sports videogames. Visit 2KSports.com for more information and to visit the forums.

Online Options

These are Online specific options.

General

Appear Online: Yes, No.

In Game Message Icon: On, Off.

Vibrate on Challenge: On, Off.

Voice Over Speakers: On, Off.

Custom Match

Use this screen to change the settings for custom matches. You can then challenge players on your friends list using your custom rule set.

Online FAQ

If you have any questions about Online play, use this screen for information.

Sign Out

Select Sign Out to log off.

Main Menu

This allows the user to use offline menus and functionality while still signed in.

Note: If you frequently experience difficulty joining a MLB® 2K7 online game and are using an Internet sharing device (e.g. broadband router or firewall) you may need to enable Port Forwarding (sometimes called Virtual Server) on the device. Please refer to the manual that came with your Internet sharing device for specific setup instructions. You will need to forward UDP port 3658 to the IP address assigned to your PlayStation®2 console. This may require changing Your Network Configuration file from an "Auto" IP address (DHCP) to a "Manual" IP address. MLB® 2K7 includes a Network Configuration GUI for setting up and modifying these files. If you continue to experience difficulty joining online games, try bypassing your Internet sharing device by connecting your PlayStation®2 console directly to your DSL, modem, or cable modem. In this case, you may need to create a new Your Network Configuration file before your PlayStation®2 console will connect to the Internet. 2K Games Videogames reserves the right to discontinue online service for this title with 30 days notice. This game is presented in Dolby Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may also need to select "Dolby Pro Logic II" from the audio options menu of the game.



CREDITS

KUSH GAMES INC.**Executive Producer**

Umrao Mayer

Director of Technology

Romain Soson

Director of Art

George Simmons

Producer

Ben Brinkman

Project Manager

Randy Sasaki

Assistant Producers

Mike Del Santo

Jason Teirstein

Game Designer

Greg Wondra

Production Intern

Eric Ravenscroft

Art and Animation

Jon Alford

Adam Bain

Brandon Blackwell

Leon Chen

Daniel Edwards

Sam Gutierrez

Jeff Horn

Robert Kenyon

Jeff Kleinzweig

Drew Krevi

Johnny Liu

Matthew L. Maners

Jeff McNurlin

Robert Mille

Baback Moussavi

Dony Permedi

Eric Provan

Jordan Vine

Adam Wiens

Kenneth Yeh

Additional Art Support

Jesus Baeza

Jonathan Kruse

Mike Miller

Ben Mordue

Tony Scuria

Michael White

Audio

Daniel Gardopee

Devin Hurd

Joel Simmons

Programmers

Keith Albrecht

Tim Dawbarn

Butch DeBerry

Wally Hecht

Kelson Hootman

Larry Irvin

Andrew Jepsen

Jimmy Lee

Jonathan Leung

Naganand Madhavapeddy

Steve Marton

Alan Palmer

Edmund Park

Randy Platt

Chris Robbers

Pete Siamidis

Jim Simmons

Tech Artists

Zac Burns

Trevor Dorsey

Tech Group

Katherine Tattersall

Stephen Whiting

Testers

Andrew Miller

Tim Taylor

IT

Dennis Michaud

Jon Ferraez

Shawn Hoffman

Support

Andrea Davis

Kate Morrisset

Voice Over Talent**Play By Play**

Jon Miller

Color Commentary

Joe Morgan

Studio Lead

Jeanne Zelasko

Studio Analyst

Steve Physioc

PA Announcer

Phil Hulett

Crowd Voice Over Actors

Steve Barnhart
 Allyson Brinkman
 John Cox
 Celeste Davis
 Christian Deleon
 Loren Gmachl
 Brian Hendricks
 Nikki Hootman
 Jon A Houd
 Ryan Hurd
 Alex Irvin
 Teresa Irvin
 David Jennison
 Joseph Jones
 Jon Katz
 Scott Krager
 Malie Mayer
 Sonali Mayer
 Colin O'Hara
 Tracy Palmer
 Cody Platt
 Jeremy Platt
 Lindsey Platt
 Mindy Platt
 Stacey Platt
 Tessley Platt
 Whitney Platt
 Zachary Platt
 Lily Smith
 Marty Smith
 Trevor Stephenson
 Amanda Welborn
 Brent Welborn

Visual Concepts Entertainment, Inc.**Executive Producer**

Greg Thomas

Project Manager

Ben Bishop

Assistant Project Manager

Erik Andreassen
 Kevin Clement

Additional Project Assistance

Matt Underwood
 Damon Perdue

Online Project Manager

Asif Chaudhri

Online Engineers

David Copelovici
 Mark Roberts

Web Engineer

Barry Stump

Additional Programming

Henrik Holmdahl
 Matthias Wloka

Director of Technology

Tim Walter

Library Engineers

Ivar Olsen
 Boris Kazanskii
 Jason Dorie
 Isaac Gartner
 Khoi Nguyen
 Oleg Dopertchouk
 Kirill Medvinsky

Submission Specialist

Jesse Jones

Manual Writer

Patrick Smith
 Derek Williams

VP Marketing 2K Sports

Erik Whiteford

Marketing

Lily Atkins
 Anthony Chau
 David DePaulis
 Mark Goodrich
 Ryan Hunt
 Rustin Lee
 Mike Rhinehart
 Tim Rosa
 Christian Scatena

Video Director

Christian Santos

Motion Capture Supervisor

David Washburn

Motion Capture Coordinator

Steve Park

Motion Capture Production Manager

Alison Kellom

Motion Capture Specialist

Jose Gutierrez

Motion Capture Tracker

Gil Espanto
 Elton Hayes



Motion Capture Talent

Zo
L. Ellis
Al Drumheller
Adam Callan
Darin Vieira
Drew Krevi
Greg Wondra
Kevin Clement
Lily Atkins
Jason Teirstein

2K Games (Westlake Village)**Lead Tester**

Greg MacCauley

Senior Testers

Tom Anderson
Daniel Eguia

Standards Lead

Michael Greening

Standards Team

Andrew Garrett
Matt Newhouse
Eric Lane
Paul Diaz

Quality Assurance Team

Allan Balangue
Marc Lindberg
David Wheaton
Ryan Ramsey
Evan Avery
Eddie Castillo
Phoenix P. Cross
Joe Bettis
Dave J. Clayton-Ready
Yardan Cohen
Bayaar Lo-borjiged
Brandon Fike
Luke Kane
Rob Stanley
David Costisick
Adam Plotkin
V. Garrett Bittner
Joel Casillas
Jeremy Ranzinger
Brent Charlton
Andrew Lynn
Jason "J-Rod" Crowell
Ella Preger
Paul Herrera
Cash Russell III
Mike O'Donnell
Kory Mazariego
Brandon Roye
Matt Mullen

Quality Assurance Team Cont.

Sergio R. Sanchez
Frederick A. Guese
Blake Miles
Ish Cordova
Alex Bujold
Jamie D. Quiñones
Edward M. Erdelac
Rodney Philips
Johan Munoz
Anthony Song

PUBLISHED BY**2K Games Inc.****Managing Director**

Christoph Hartmann

VP Product Development

Greg Gobbi

VP New Business and Product Planning

Susan Lewis

VP Business Affairs

David Ismailier

VP, Sales and Licensing

Steve Glickstein

VP, Marketing

Sarah Anderson

Development Manager

Jon Payne

Director of PR

Marcelyn Ditter

Director of Operations

Dorian Rehfield

Technical Manager

Tim Perry

Art Director

Lesley Zinn

Web Manager

Gabe Abarcar

Production Manager

Jack Scalici

Strategic Sales and Licensing Manager

Paul Crockett

Game Analyst

Jim Yang

Quality Assurance Director

Lawrence Durham

Production Development Coordinator

David Barksdale

Product Coordinator/Producer

James Daly

Associate Producer

James Pacquing

Take-Two Interactive

Bob Blau

Scott DeFreitas

David Edwards

David Gershik

Drew Smith

And the rest of the Take-Two Sales Team

Packaging Design

peñabrand

Manual Mechanical Production

Vicki Morawietz of VAM Design

Special Thanks

Michael Napolitano (MLB)

Daniel Fowler (MLB)

Hernan Tudela (MLB)

Christine Buckley (MLB)

Howard Smith (MLB)

Colin Hagen (MLB)

Nick Trotta (MLB Productions)

Rich Pilling (MLB Photos)

Josephine Fuzesi (MLB)

John Olshan (MLBPA)

Eric Rivera (MLBPA)

Heather Gould (MLBPA)

Richard White (MLBPA)

Judy Heeter (MLBPA)

Mark Sapir (Topps)

Robert Johnson (Majestic)

Progressive (Walt Doublestein - Channel M)

Tom Tango (inthebook.com)

Dave Smith (Retrosheet)

Music Credits

Bishop Allen

"Middle Management"

Courtesy of Bank Robber Music

www.bankrobbermusic.com

Cities in Dust

"Emergency"

Paper Bag Records [(c) 2006]

www.paperbagrecords.com

Dixie Witch

"Set the Speed"

Small Stone Records [(c) 2006]

www.smallstone.com

Editors

"Munich"

Kitchenware Records [(c) 2005]

www.kitchenwarerecords.com

Five Horse Johnson

"I Can't Shake It"

Small Stone Records [(c) 2006]

www.smallstone.com

Great Day For Up

"Man's Ruin"

Small Stone Records [(c) 2005]

www.smallstone.com

The Jealous Sound

"Naive"

Better Looking Records [(c) 2005]

www.betterlookingrecords.com

Les Savy Fav

"Hold On To Your Genre"

French Kiss Records [(c) 2004]

www.frenchkissrecords.com

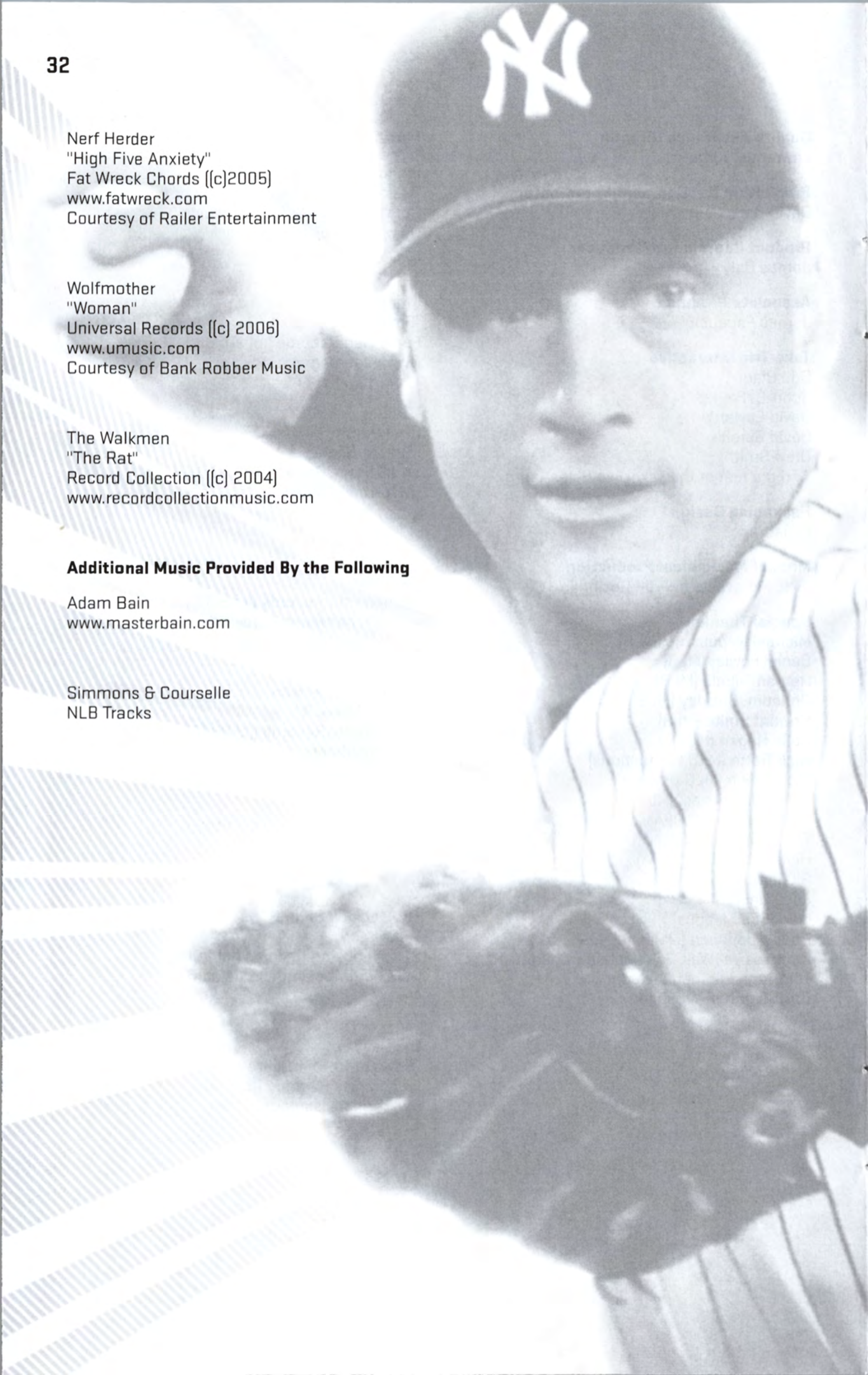
The M's

"Plan of the Man"

Polyvinyl Records [(c) 2006]

www.polyvinylrecords.com





Nerf Herder
"High Five Anxiety"
Fat Wreck Chords [(c)2005]
www.fatwreck.com
Courtesy of Railer Entertainment

Wolfmother
"Woman"
Universal Records [(c) 2006]
www.umusic.com
Courtesy of Bank Robber Music

The Walkmen
"The Rat"
Record Collection [(c) 2004]
www.recordcollectionmusic.com

Additional Music Provided By the Following

Adam Bain
www.masterbain.com

Simmons & Courselle
NLB Tracks

NOTES

33

A black and white photograph of a person's face, heavily shadowed and obscured by horizontal lines, suggesting a close-up or a stylized representation. The image is framed by a thick black border.

NOTES

[illegible]

NOTES

35

This image shows a single sheet of white paper with horizontal black ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper. At the bottom right corner, there is a faint, light blue watermark that appears to be a large number '2' next to some illegible text.

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COMING SUMMER 2007

THE BIGS



PLAYSTATION 3

37124-2



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