



PlayStation

NTSC U/C



989
SPORTS

PlayStation

EVERYONE



CONTENT RATED BY
ESRB

SCUS-94692
94692



MAJOR LEAGUE BASEBALL



ALL
PLAYERS
CHOICE



THE
ONLY
MLB
GAME
ON PS one™
THIS SEASON!



SONY



COMPUTER
ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 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 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 FORMAT DISC:

- This disc is intended for use only with PlayStation 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 & Hints

■ **Consumer Service/Technical Support Line 1-800-345-7669**

Call this number for technical support, installation or general questions regarding PlayStation® and its peripherals. Representatives are available Monday-Saturday 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.

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.

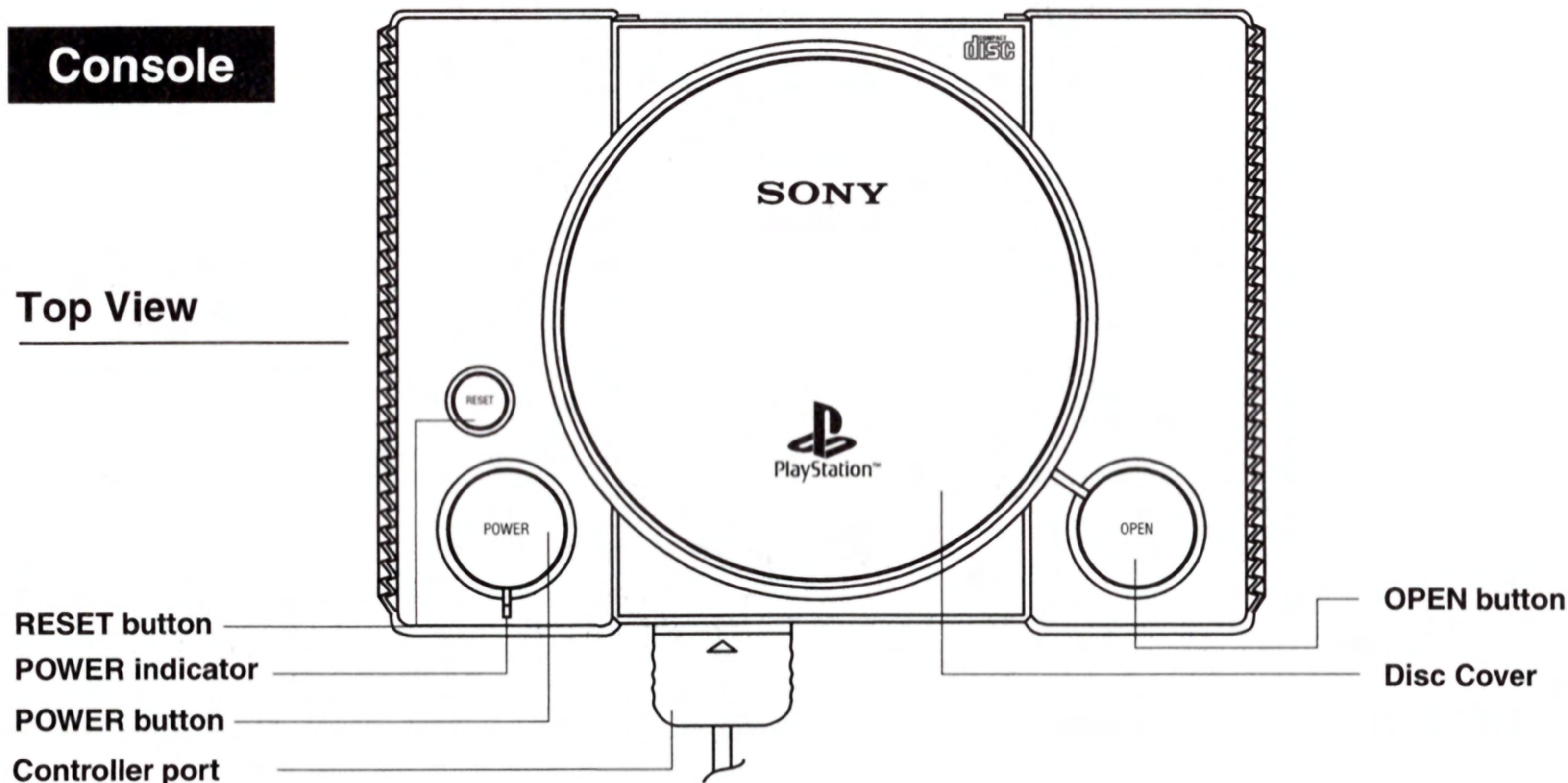
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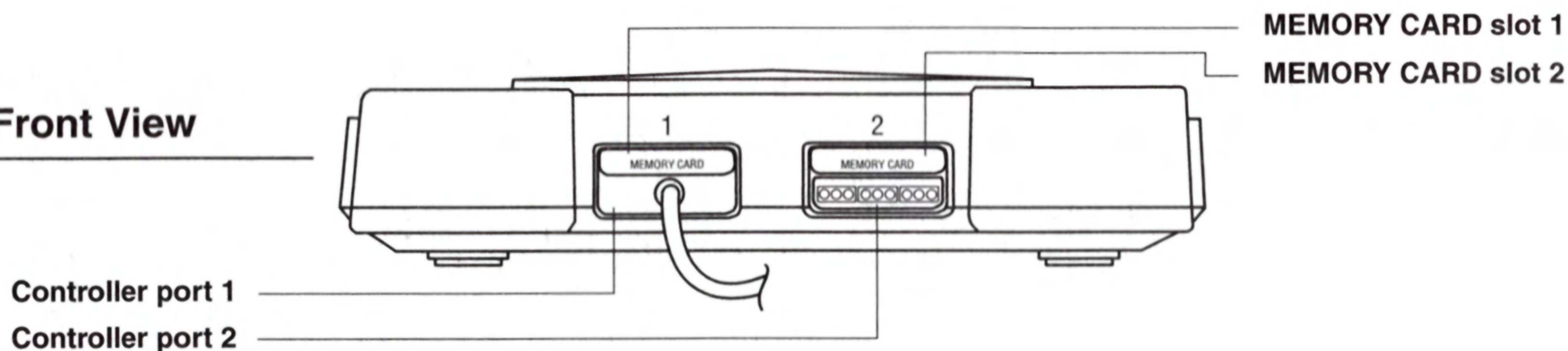
PLAYSTATION® SETUP

Console

Top View



Front View

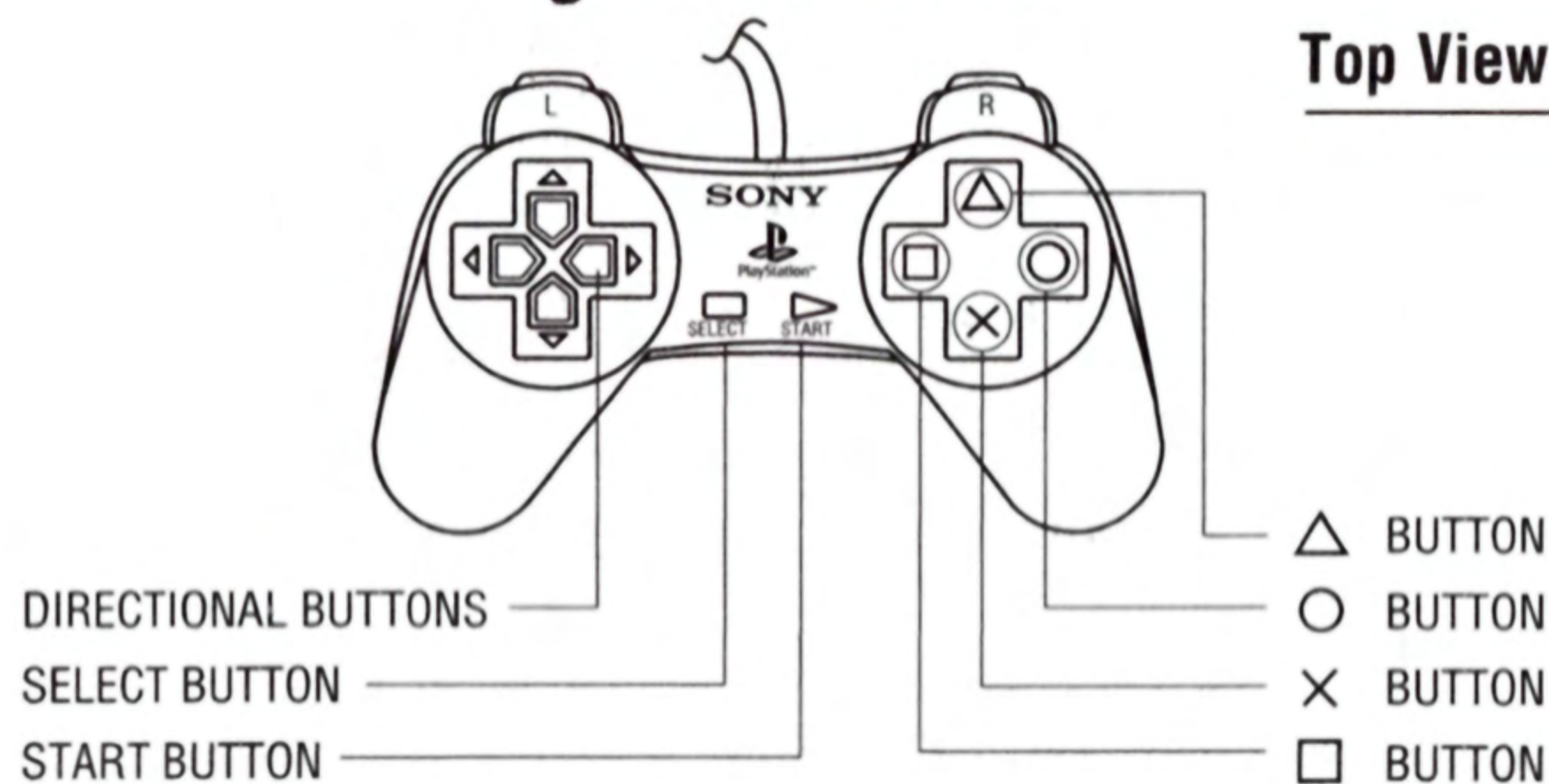


Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the MLB 2005 disc and close the Disc Cover. Insert game controllers and turn ON the PlayStation game console. Follow on-screen instructions to start a game.

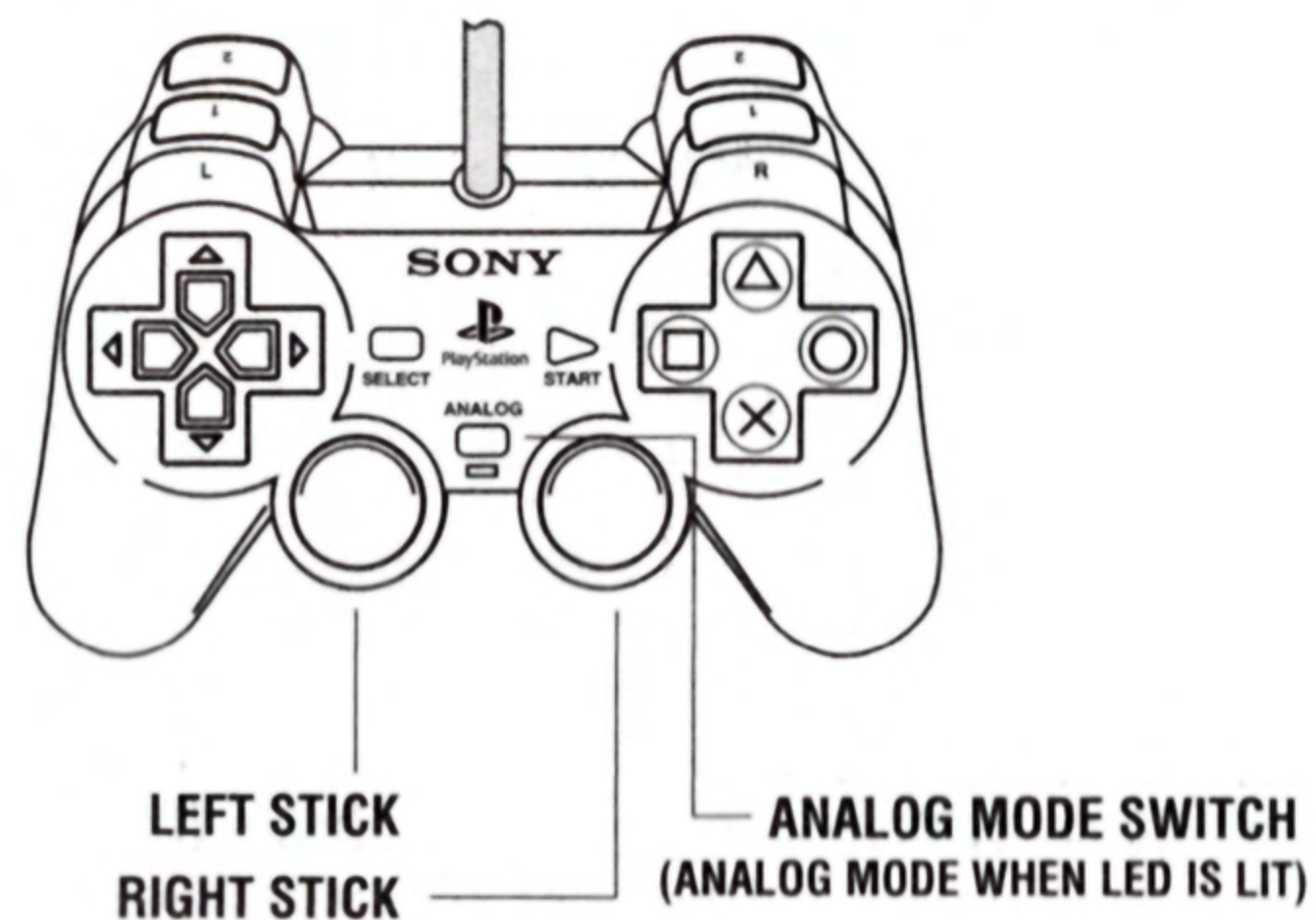
CONTROLLER DIAGRAMS

Digital Controller

Top View

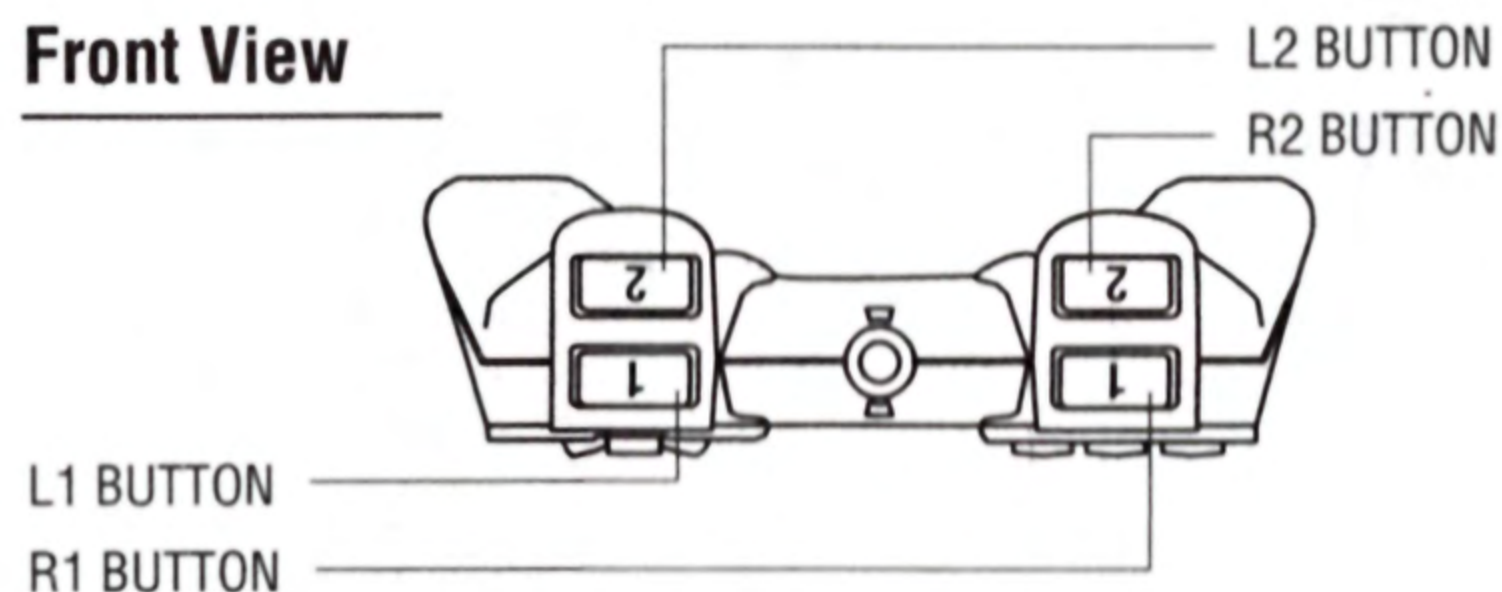


DUALSHOCK® analog controller



NOTE: COMPATIBLE ONLY IN ANALOG MODE

Front View



SAVING DATA

You must insert your MEMORY CARD before you can save or load a Season, Playoff, or file. **MLB 2005** saves user-defined options and all data for a Season, Playoff, Roster Change, or Created Player. Six blocks of memory must be available on your MEMORY CARD in order to save all **MLB 2005** game data. One block of memory is required to save user records. If you don't have a MEMORY CARD, all **MLB 2005** data will be lost after turning off your PlayStation game console.

GAME CONTROLS

HITTING

← / → / ↑ / ↓Move bat cursor / Hit direction
R2 + ← / → / ↑ / ↓Move batter in box
R2 + L1 or L2Open stance / Close stance
SELECTCenter bat cursor
XSwing bat
OBunt
□Average or power hitting
L2Pitch history
L2 + △Guess pitch type 1
L2 + XGuess pitch type 2
L2 + OGuess pitch type 3
L2 + □Guess pitch type 4
L2 + ← / → / ↑ / ↓Guess pitch location
STARTPause game

Left Analog Stick

You can use the left analog stick to control any aspect of the game where you use ←, →, ↑ or ↓.

BASE RUNNING

△Hit and run / Steal with lead runner
△ + ← / → / ↑ / ↓Steal with any runner
L1Runner lead off (+ ← / → / ↑ / ↓ for each runner)
R1Runner lead back (+ ← / → / ↑ / ↓ for each runner)
OReturn all runners
X + ← / → / ↑ / ↓Return specific runner
□Advance all runners

- R2**Stop all runners
- R1**Sprint
- L1**Head-first manual slide
- L2**Feet-first manual slide

FIELDING

- ← / → / ↑ / ↓**Move your fielder
-Sprint
- △**Jump to catch ball
- ×**Dive to catch ball
- / △ / □ / ×**Throw to base from knees after dive catch
-Switch fielder
-Throw to 1st base
- △**Throw to 2nd base
-Throw to 3rd base
- ×**Throw home
- R1**Throw to relay man
- L2**Total Control Fielding

PITCHING - BEFORE THE SET

- SELECT**Adjust field view
- △**Select pitch type 1
- ×**Select pitch type 2
-Select pitch type 3
-Select pitch type 4
- R2 (toggle)**Outfield positioning menu
- R1 (toggle)**Infield positioning menu

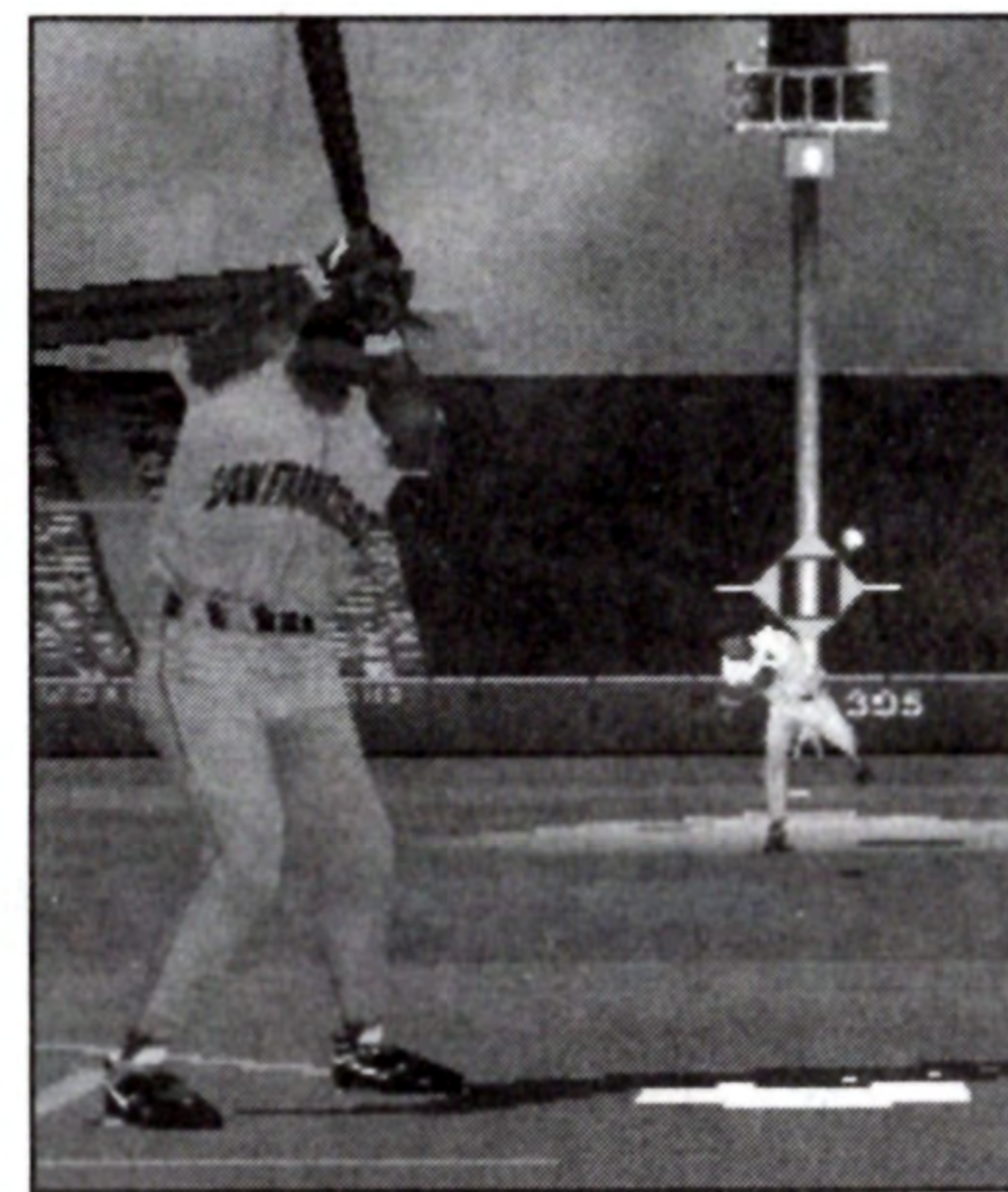
PITCHING - AFTER THE SET

- ⊙Pickoff throw to 1st base
- △Pickoff throw to 2nd base
- ▣Pickoff throw to 3rd base
- ⊗Pitch ball (Hold to increase velocity)
- ← / → / ↑ / ↓Choose pitch location after releasing pitch
- R2** (toggle)Outfield positioning menu
- R1** (toggle)Infield positioning menu

PLAYING THE GAME





ADVANCED BATTING CURSOR

With the Advanced Batting Cursor option, before each pitch, you'll have the opportunity to guess the pitch location and/or the pitch type of the opposing pitcher. A correct guess for a pitch location or a pitch type will increase the batting cursor's size (target of the hitting zone). Guessing both the pitch type and location activates a "Double lock-on" cursor, which will enable you to lock onto the pitch for extra hitting power. You will also be able to control the direction of the ball to any field using ← / → / ↑ / ↓ (grounders and fly balls). However, if you guess incorrectly on either the pitch type or pitch location, the batting cursor will decrease in size and make it tougher for you to hit the ball. If you guess incorrectly on both the pitch type and location, the batting cursor decreases two-fold.



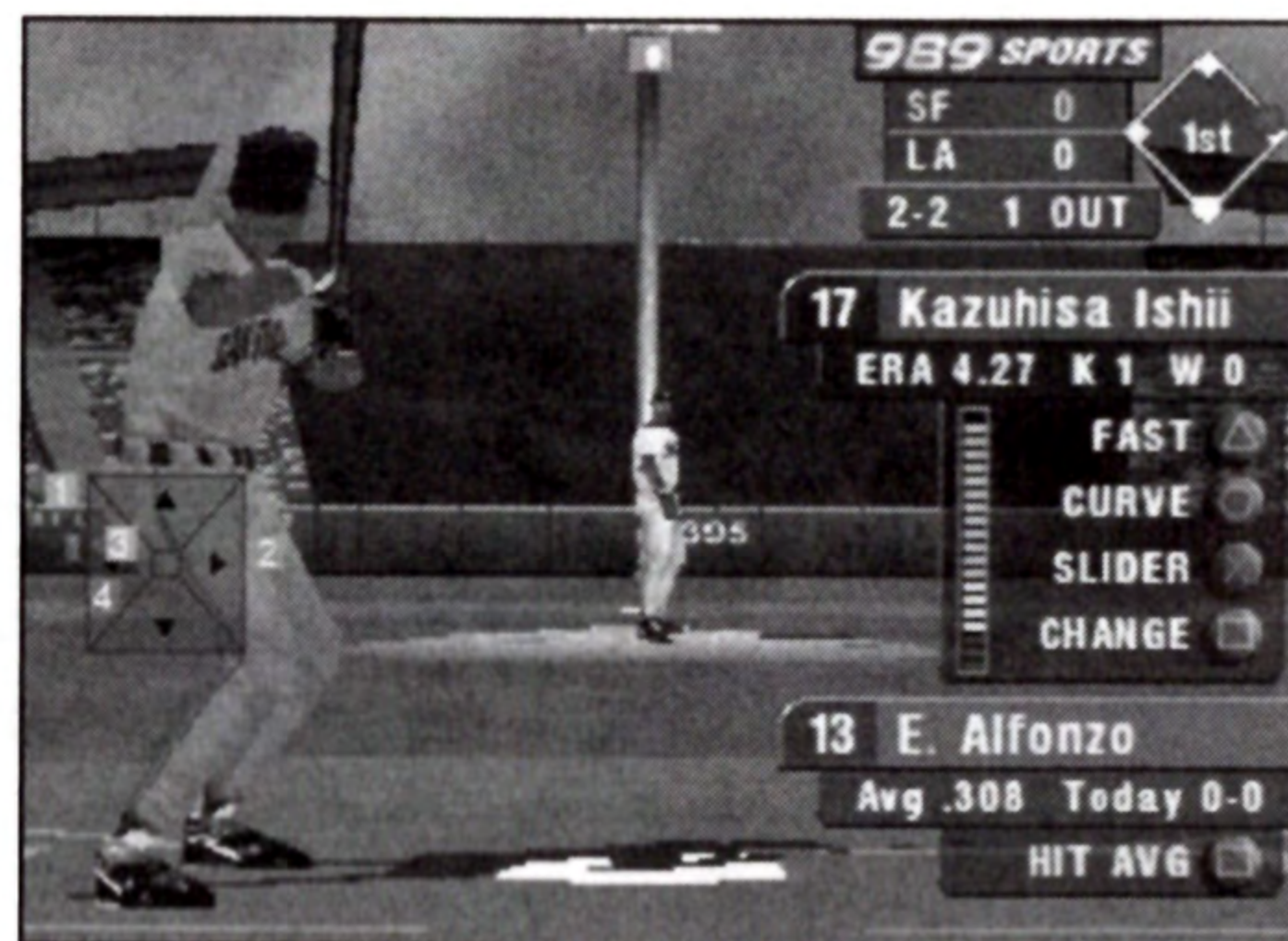
Guessing Pitches

To guess the pitch location, press and hold **L2**. The game action will freeze and a pitch location box will appear on the screen. Press ← / → / ↑ / ↓ to guess the location of the upcoming pitch. When facing a pitcher with a player ranking of 95 or higher, the pitch location box will divide into eight areas. To guess the pitch type, continue to press **L2** to freeze the game action and select a button symbol that corresponds to one of the pitch






types. Each pitch type is represented by , , , or . Choose one of them, and then release **L2** to receive the pitch.









Pitch History Box

You can make better guesses on a pitcher's next pitch by using the pitch history box to analyze his most recent pitches. Until the first pitch in a current at bat, the pitch history will display pitches thrown during the batter's last plate appearance. Also visible is the pitch location box that will display the pitch locations and the number of pitches already thrown during your current at bat. Each pitch label will represent the order in which the pitch was thrown (number), the pitch type (color), and the pitch location.













SWING CONTROL

Controlling your swing will allow you to hit the ball to any field. If the game situation calls for a hit-and-run or for moving runners into scoring positions, you'll want to make sure you know how to use the swing controls. Your first decision is to decide whether you want to swing with power or to make contact. To toggle between the two, press . Next, you'll want to make sure you make contact with the ball when you swing. This is made easy with the batting cursor. Turned ON, the batting cursor allows you to target your swing over the pitch location. Press  /  /  /  to move the bat cursor, making sure your swing moves through the hitting zone.

If the batting cursor is turned OFF, use  /  /  /  to aim the direction of your hit. Once the pitch is thrown, pressing  /  while timing your swing correctly will enable you to hit the ball to the left or right side of the field. Pressing  /  will enable you to hit fly balls and ground balls.

BASE RUNNING

Knowing the controls for baserunning will help you to stretch singles into doubles, steal bases, advance your runners, and score runs. The key to baserunning is making the right move at the right time. To get a lead off a base, press **L1** (also press , , , or  for multiple leadoffs). To steal a base, as soon as the pitcher makes a move towards the plate, press . If more than one runner is on base, use  + , , , or  to steal with any runner.

When the ball is hit, control baserunners by pressing ← / → / ↑ / ↓ to determine which base to run to. Each base runner will be controlled using a different directional button. To advance all runners around the bases, press ◻. Use the base path box located on the game screen to view the runners on base and their movement around the basepaths. On a fly ball, be sure to keep an eye on your baserunners. If you know the ball is going to be caught, press ● to return all of your runners to their bases.

THE FIELDING AID

On a fly ball, you can position your fielder and make the catch using the Fielding Aid. As the ball travels through the air, a large circular shadow will appear on the field tracing the ball's flight and targeting its landing spot. The Fielding Aid will start out as a large shadow but as it approaches its landing spot, will decrease in size. To be sure that you catch or field the ball, position your fielder on top of the Fielding Aid.

FROM THE MOUND

The key to good pitching is location. Your pitchers will have four different pitches in their arsenal but you have control over the location of each pitch as it approaches the hitter. Mix it up by using all of your pitches but more importantly, be able to locate your pitches around the strike zone. Once a pitch is released, you can place the location of the pitch by pressing ← / → / ↑ / ↓. By using the pitch location controls, the batter will never know where the pitch is going to end up. For example, you can start a curve ball inside that may look like it's going to hit the batter but it will then move back over the plate for a strike.

Player Shift

By pressing **R1** or **R2**, you can bring up the defensive positioning menus that allow you to shift your infielders and outfielders to new fielding positions. Know your opponent's hitting tendencies to determine the best positions for your fielders. Shifting your defense can also cause batters to hit away from the defense, forcing them out of their normal swing and comfort zone.

Throwing Heat











The velocity of the pitch is determined by how long you hold ⊗ as you pitch the ball. Be aware that using maximum velocity on every pitch can eventually wear down your pitcher.

PREGAME MENU ITEMS








LINEUP

With the Lineup option, you can change your batting order, make player substitutions, change the field position of your defense, and change the pitching rotation. See *General Manager* on page 17.











Changing the Batting Order

- Press  to select a team (if playing a 2 player game).
- Press  /  to select a Lineup (DH or No DH).
- Press  /  to highlight a player, and then press  to tag him.
- Press  /  to highlight a player at a different position in the lineup, and then press  to swap the players' hitting positions.
- Press  when finished.

Making a Player Substitution

- Press  /  to highlight a player, and then press  to tag him. This will move the selection cursor to the list of bench players.
- Press  /  to highlight a player, and then press  to make the substitution.
- Press  when finished.

Positioning

- Press  to select a team (if playing a 2 player game).
- Press  /  to select Positioning.
- Press  /  to highlight a player jersey at his position, and then press  to tag him. When a player is tagged his jersey will appear in dark red on the positioning diagram shown on the screen. A highlighted player will be shown in red. This will give you a visual of the player's position.
- Press  /  to highlight a player at a different position, and then press  to move the two players to their new positions.
- Press  when finished.

Pitching Rotation

- Press **□** to select a team (if playing a 2 player game).
- Press **←** / **→** to select Pitching Rotation.
- Press **↑** / **↓** to highlight a pitcher in slots 1-5 of the rotation, and then press **⊗** to tag him.
- Press **↑** / **↓** to highlight a different pitcher, and then press **⊗** to change their places in the order.
- Press **△** when finished.

REALIGNMENT

Realignment allows you to change the teams within each division. There are three divisions made up of four to six teams in both the American and National Leagues. By realigning the teams, you can choose which teams will be playing in each division. For example, you can break up the AL East rivalry of the Yankees and Red Sox by moving one of them to a different division. You can randomly have each division realigned by the CPU or do a custom realignment on your own. To custom realign MLB:

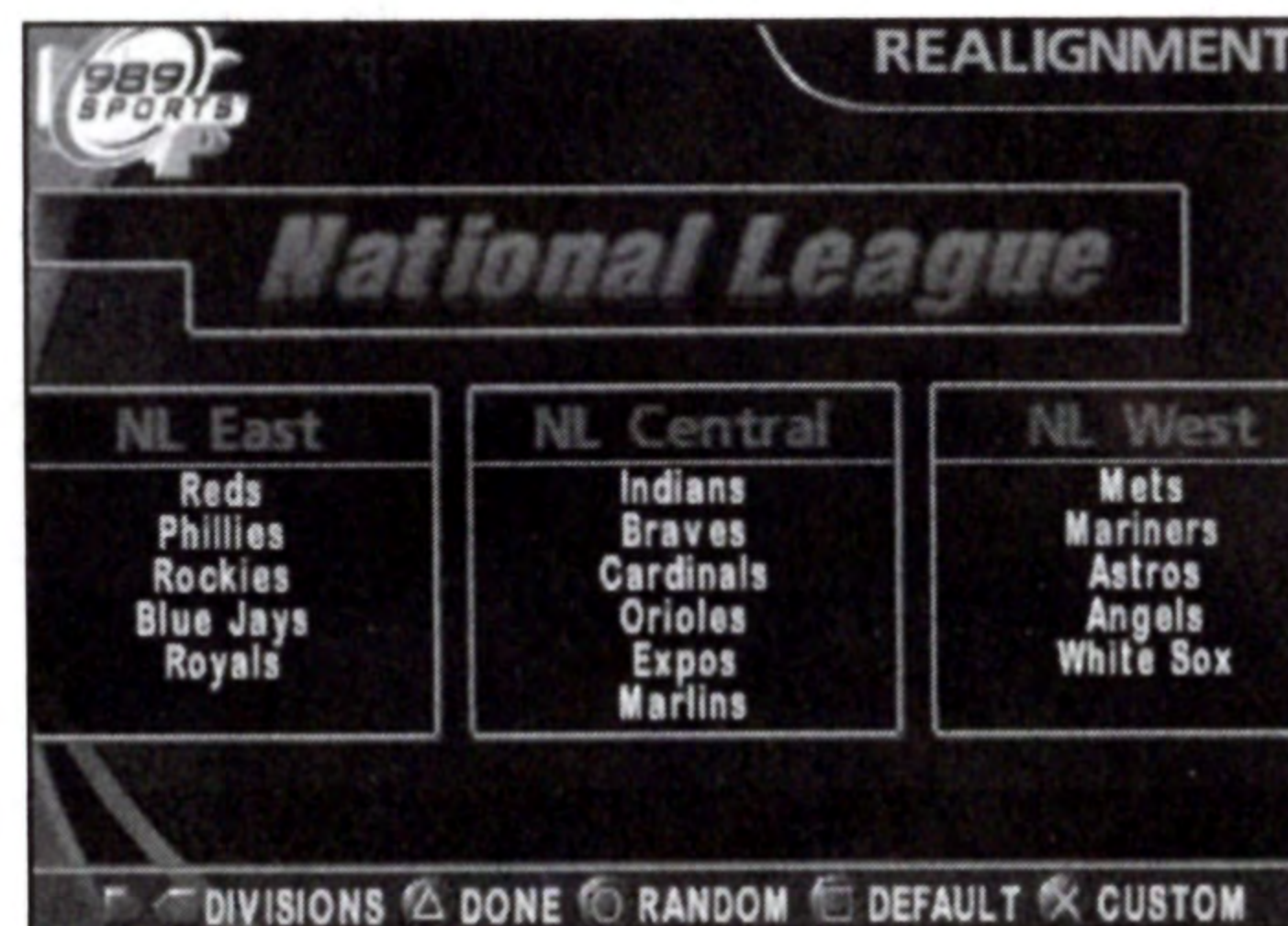
- Press **⊗** to start.
- Press **←** / **→** to select a division.
- Press **↑** / **↓** to select a team(s) to place within a division, and then press **⊗** to add it.
- Continue selecting divisions and teams until realignment is complete, then press **△** when finished. You can return to the default divisional alignments by pressing **□**.

OPTIONS

The following are some of the more prominent game options. You'll also be able to change the uniforms of your players, allow the CPU to complete trades during the season, turn on the automatic play options, show the radar reading of each pitch on the game screen, and much more.

Player 1 and 2 Levels

Player Levels will determine the player's abilities in terms of fatigue, batting and pitching difficulty, and fielding ability. The All-Star level is the highest level and provides the most difficult challenge.



Player 1 and 2 Bat Cursor

Use the Bat Cursor (shown as a white rectangle in the strike zone) to target the location of the pitch. If the pitch falls within the position of the bat cursor, you'll have a much better chance of making good contact with the ball. Before the pitcher delivers the ball, the location of the pitch will be shown. Press **←** / **→** / **↑** / **↓** to move the bat cursor over the pitch location.

DH

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

SELECT GAME

When it comes to choosing game modes, MLB 2005 has multiple game formats that can satisfy any gamer. You can compete in a single game format, go to spring training, play complete seasons, slug it out in Home Run Derbies, and more. See *Quick Start* on page 16 for team selection information.

EXHIBITION

Exhibition games allow you to match up any two teams for one game. Playing exhibition games is a good way to test the competition for teams that you may be facing in a season. You can also choose any major league park to play in using the Stadium Select option. After selecting Stadium Select, press **←** / **→** to choose a division of teams, and then press **↑** / **↓** to choose a team name. Press **⊗** to select the ballpark for your game.

ALL-STAR GAME

The All-Star game is an exciting competition that includes the best players from both leagues. It's a game of bragging rights and a chance for you to play with and control the best players in the game on the field. If you want to create your own custom All-Star team, rather than play with the previous year's All-Star lineups, use the Create Team option from the All-Star Game Menu. Create Team allows you to change the current All-Star lineups by assigning new players to both the American and National League rosters. Use this option to create All-Star teams consisting of your favorite players.

Creating All-Star Teams

- Press ← / → to choose the American or National league roster.
- Press ↑ / ↓ to highlight a player on the current roster, and then press ⊗ to mark him. You can only substitute players for those playing the same positions.
- Press ↑ / ↓ to select a new player from the league, and then press ⊗ to assign him to the roster.

SEASON

Season modes offer a number of different Major League Baseball challenges. You can play a regular season format, build a team or control a team for a season as the manager. When you enter a season game from the Pregame Menu, you'll be brought to the 2004 team schedule screen. To play a game on the schedule, press ↑ / ↓ to highlight a game and press ⊗. You can play any game on the schedule in any order. If you skip games to play others further down in the schedule, you can always go back and play any unplayed games.

1 and 2 Player Seasons

1 and 2 Player Seasons are normal season setups, as you'll play out the entire season with the same team. The length of your season is determined by the number of games you choose to play. From the team selection screen, you'll be able to set a length of 14, 29 or 162 games. To get into the playoffs at the end of the season, you must finish on top of your division by winning enough regular season games or finish as the wild-card team. The wild-card team will have the best record of the remaining teams in the league behind the conference champions. Once in the postseason, the World Series becomes a reality.

Franchise Mode

Franchise Mode is set up much like a fantasy league in that you'll be attempting to build a championship team by selling and buying players. The goal is to start with a team of low attribute players and try to improve it by acquiring the best possible players from the Player Pool. You must play at a high level to earn points and build a

Simulating Games

By simulating games, you're allowing the CPU to determine the outcome. You're able to simulate a game, multiple games up to a particular date or all games for the entire season. To simulate, press ↑ / ↓ to select a game on the schedule and press ● to bring up the simulation options. Press ↑ / ↓ to choose an option, and then press ⊗ to simulate.

team good enough to win the World Series. Points are awarded by winning games, hitting home runs, hitting triples, hitting doubles, and stealing bases. However, if you lose games, you'll lose points. Point totals change constantly as points are added and subtracted every game. From the Franchise Team Select screen, each team has a point total associated with it. These point totals increase and decrease as you play games and make player transactions. The higher the total, the more points to acquire franchise players.

To acquire players, go to the Player Pool where all sold players are located. No trades are done in Franchise Mode so you must be sure of whom you're signing, as the only way to make transactions is through selling and buying players.

Franchise Manager

As the Franchise Manager, you'll need to continually check franchise information and disability lists of every team. Knowing this information will help you make better decisions through player transactions.

Player Pool

The Player Pool is where you can buy and sell players. Even though your goal is to acquire the best talent available, you should always try to keep a full roster of players, as injuries can play a major role in your team's success. Your roster can hold 25 players so don't sell a bunch of your players to be able to sign a few superstars. You'll need to make sure you have enough players to compete, especially as part of your pitching staff. If your roster is full and you still want to buy a player, you'll have to first sell a player to make room. The only problem with selling players that you've acquired is that you only get half of their original value in return.

NOTE: Any attempt to purchase a player while your team has an insufficient amount of points will be denied.

To sell a player:

- Press **↑** / **↓** to highlight a player on the roster, and then press **⊗**.
- Press **⊗** to confirm the sale. You must have at least one player at each position or your attempt will be rejected.

To buy a player:

- Press **□** to enter the Player Pool.
- Press **←** / **→** to choose a player position.
- Press **↑** / **↓** to select a player from the pool, and then press **⊗**.
- Press **⊗** to confirm the purchase.

Manager Mode

In Manager Mode, you get to feel what it's like to manage a big league club. You'll be making all of the decisions, from setting the starting lineups to making pitching changes during the game. The CPU plays the game and you make all the strategic moves in an attempt to win the game. As the manager, you'll also have full control of the general manager's duties, enabling you to build your player roster. Do all that you can to create a better club by making trades, creating players, holding drafts or signing free agents. Manager Mode is also available in the Playoffs game format – you can manage a team through the playoffs without having to go through a regular season.

PLAYOFFS

In Playoff mode, you'll skip the regular season and begin competition in an eight-team playoff with goal – to win the World Series.

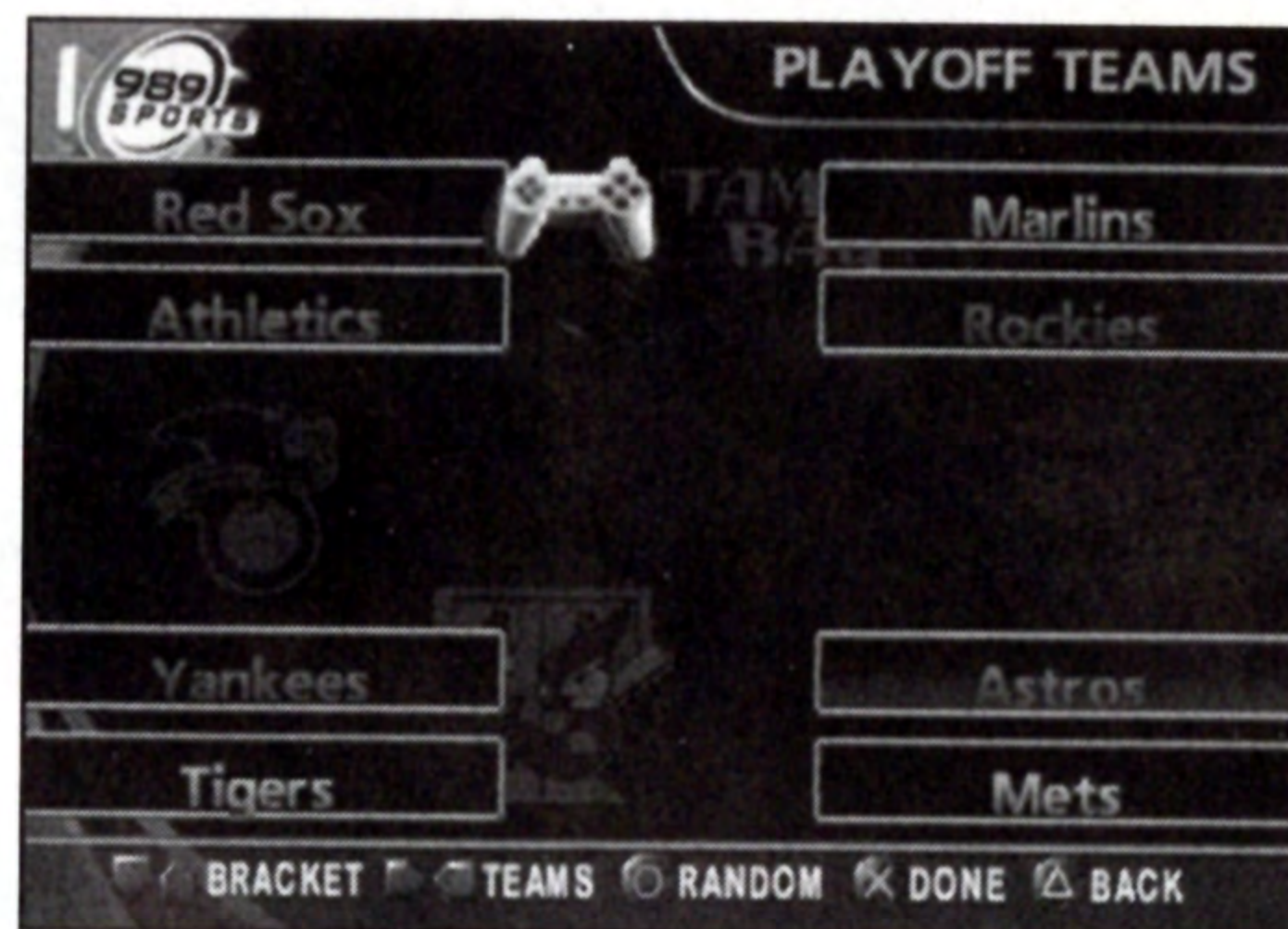
1 and 2 Player Playoffs

When playing a 1 or 2 Player playoff, you'll need to choose a playoff length. Your choices will include 1-1-1 (single elimination) or 5-7-7 (more complete “best of” format). The 5-7-7 format is set up so that the team winning the most games in that particular series moves on to the next set of games. After selecting your playoff team, press **↑** / **↓** to select a playoff length.

Playoff Teams

From the Playoff Team screen, you'll choose the bracket for your team and then select all other playoff participants.

- Press **↑** / **↓** to choose a bracket, and then press **⊗** to lock your team into that bracket.
- Press **↑** / **↓** to all other playoff slots, and then press **←** / **→** to fill the playoff brackets with other teams. You can only participate in the game that your team is scheduled to play.



World Series

The World Series mode allows you to bypass not only the season, but the playoffs as well. Go straight to the final series by choosing a team and picking a series game length of one or seven games. There must be 2 players to play in World Series mode.

SPRING TRAINING

In Spring Training, you get to create a top prospect that will have the chance to earn a big league roster spot. Once you earn enough points through your play on the field in spring training games, you'll be sent up to the majors.

New Spring

A New Spring consists of six spring training games. You need to earn 50 status points with your offensive and defensive play to earn a trip to the majors. Once you reach a major league level of 50 points, you automatically make the jump and begin play on a major league roster. As a bonus, if you earn 100 MLB Status points before the deadline, your prospect will play in the All-Star Game. As the new spring progresses, keep track of your prospect's status using the Status Menu. From the MLB Status Meter (shown on the bottom of the screen), as your prospect's status climbs, the meter moves toward the Major League and All-Star labels.

If you do make it to the major leagues, you must maintain your quality of play. If your skills slip and your play suffers, you'll be sent packing – demoted back to the minors. If you do get sent back down, you'll still get the chance to earn your way back by developing your skills and improving your play in extended spring training games.

To begin, you must first create a prospect. Once he is created, you'll select a team by trading him onto its roster. To trade your prospect onto a roster:

- Press **← / →** to select a team.
- Press **↑ / ↓** to select a player to replace, and then press **⊗** to make a trade. Your prospect takes the place of the selected player. The original player is then placed into the Free Agent Pool.

Prospect Abilities

From the Spring Status screen, you can alter your prospect's ability levels. Press **□** to make sure you're in the Abilities window. Press **↑ / ↓** to highlight an attribute, and then press **← / →** to increase or decrease the slider bars. Use the available points shown in the ability window to alter your prospect's abilities.

HOME RUN DERBY

In a Home Run Derby, you'll be competing with the best power hitters in the majors. When the Home Run Derby starts, each player gets one trip to the plate to hit as many home runs as he can. You get to choose the number of outs each player gets, but remember that an out is considered any hit ball not resulting in a home run or any swing and miss of a pitch. Each hitter will get an unlimited number of pitches to hit (balls and strikes are not called), so don't swing at pitches that you don't like. Be patient and wait for your pitch. You will also be selecting all ten players to compete in the derby, which can include any rookies that you've created.

Home Run Derby Setup

- Press **← / →** to cycle through and choose team rosters to find players for the derby.
- Press **↑ / ↓** to select players, and then press **■** to add them to the derby lineup.
- Continue this process until you have chosen ten players. If you wish to delete any of your initial contestants, press **○** to begin deleting players from the bottom of the lineup toward the top.
- When your lineup is complete, press **⊗** to continue to the Controller Select screen.
- Press **↑ / ↓** to highlight a player, and then press **← / →** to assign him to a controller.
- Press **⊗** to continue.
- Press **← / →** to choose the number of outs allowed per batter, and then press **⊗** to enter the Pregame Menu.

QUICK START

Quick Start games are exhibition games that involve randomly selected teams. From the Quick Start screen:

- Press **← / →** to choose one of the home or away teams. You can press **○** to randomly choose new teams.
- Press **↑ / ↓** to the Skill Level option, and then press **← / →** to make a selection from Rookie, Veteran, or All-Star. The player level will determine each player's ability (i.e., pitching, batting, baserunning, and fielding). The All-Star level is the highest skill level.
- Press **↑ / ↓** to the Batting Cursor option, and then press **← / →** to select ON or OFF. The batting cursor allows the user to guess the pitch type and/or pitch location. Guessing correctly enables the user to make better contact with the ball. See *Advanced Batting Cursor* on page 6 for more information.
- Press **↑ / ↓** to the Assign User option. If you have created user names, press **← / →** to choose a user login name. See *User Records* on page 21 for more information.
- Press **⊗** to play the game.

GENERAL MANAGER

As the general manager, you can control every team roster in the league. You can trade or create players, hold drafts, and sign free agents. Make as many deals as you like or create superstar players to add to any team. Before making player transactions, check out each player's attributes and information by viewing player cards. To view a player card press **L2** to bring up the Quick Menu, and then press **X**.

FARM SYSTEM

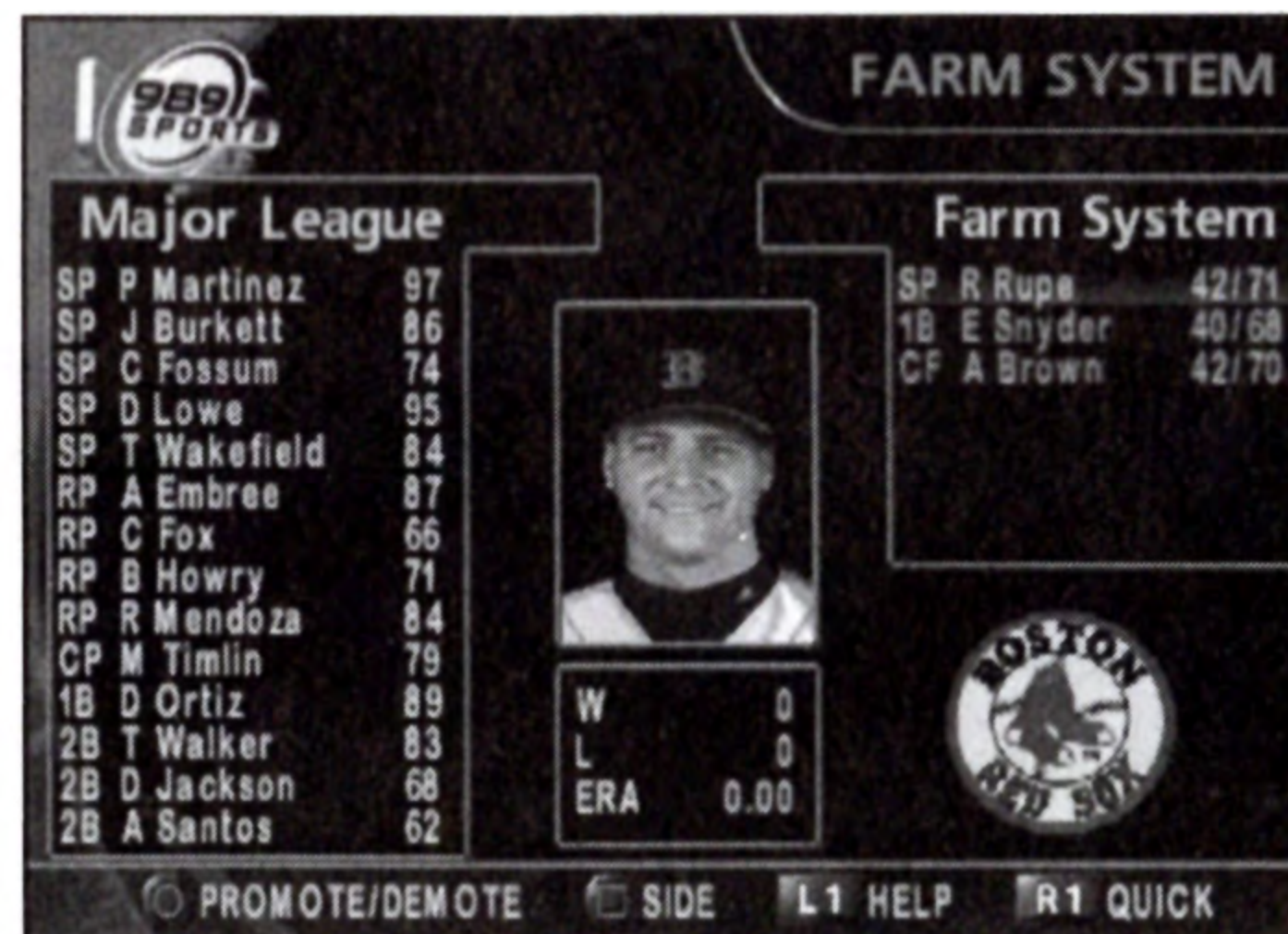
During a season or in the playoffs, you can bring players up from the minors using the Farm System option of the General Manager Menu. The Farm System is made up of team prospects and players who have been demoted from the majors. A prospect's development can happen over night, so be watchful for potential superstars that become available.

League rosters can only consist of 25 players, so to promote a prospect you may have to demote a current player. Players demoted to the Farm System can be called back up to the majors at any time. To bring players up from the Farm System:

- From the Farm System screen, press **□** to move to the Farm System player list.
- Press **↑** / **↓** to highlight a player, and then press **X** to tag him for a trip up to the majors.
- Press **○** to send up the prospect. If you need to make room on your major league roster to add a prospect, highlight a player on the major league roster, and then press **○** to demote him.

TRADE PLAYERS

Trades can be made for any player in the league and can include as many players as you want to package. Be aggressive and try to make some blockbuster trades or play it conservatively and build your team slowly. Be sure to know each player's trade value as you tag him for the trade. You'll want to be sure you're getting quality talent for the players you're giving up. Your roster can only include 25 players, so you may need to release players before making trades. To release players, highlight a player on the roster and press **○**. All players released are placed into the Free Agent Pool and can be signed by any other club. If you don't have a minimum of one player at each position, your attempt to release a player will get blocked. To trade a player:

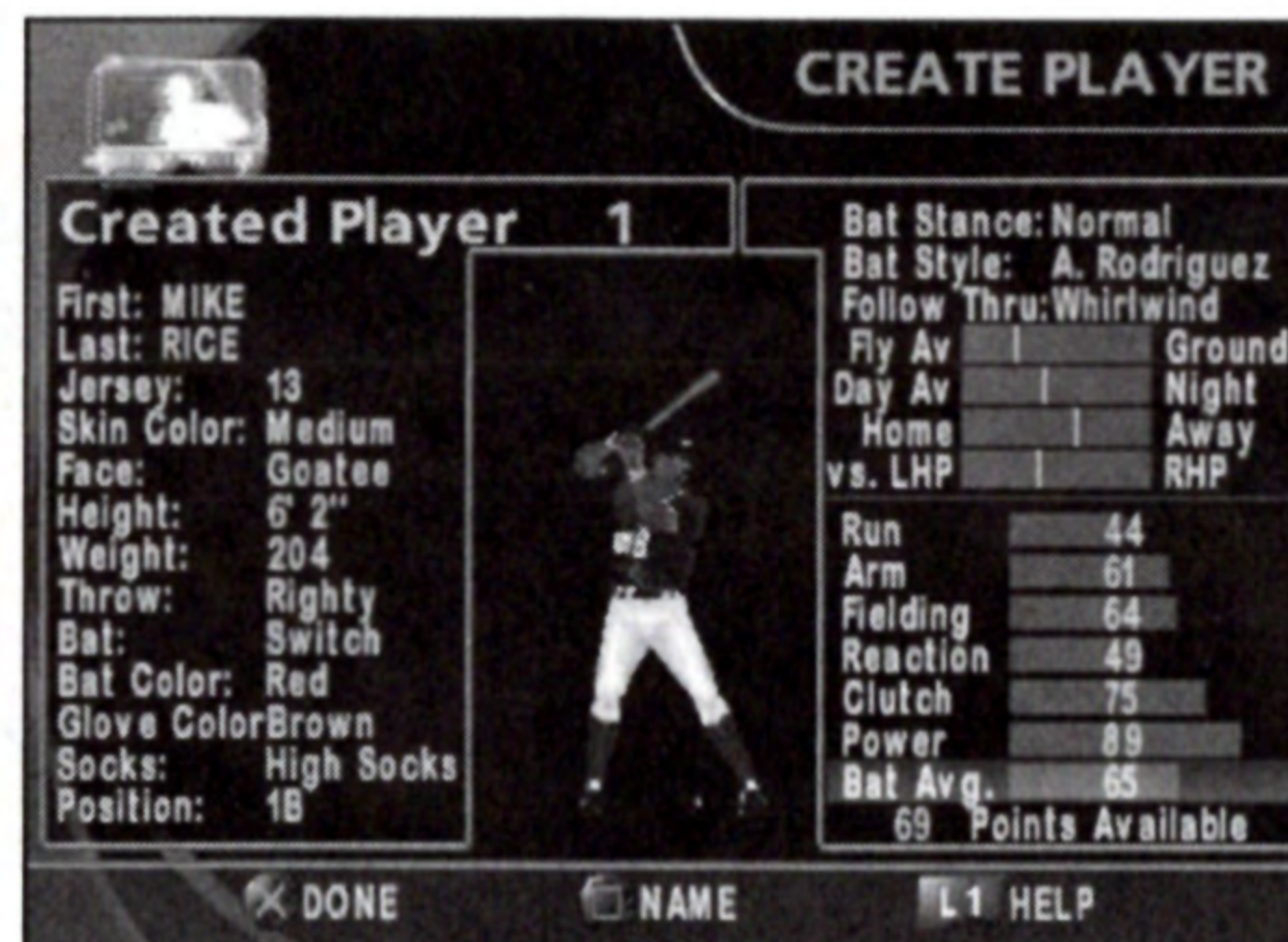


- Press **□** to select a side for the trade.
- Press **← / →** to select a team for each side.
- Press **↑ / ↓** to select the player(s) to be traded on both sides, using **□** to switch sides.
- Press **⊗** to tag them. Trade values are shown under the roster window.
- Press **⊙** to make the trade, and then press **⊗** to confirm. If the trade is unbalanced and rejected by the league, try to select different players to complete the transaction.

CREATE A PLAYER

Create the type of player that can make an impact right away. You can even have fun by using your own name, physical abilities, and characteristics to create yourself as a player. Once your player is created you'll assign him to a team where he'll be added to the roster. You can create a maximum of 24 players. To create a player:

- Press **← / →** to choose a player number (player position).
- Press **↑ / ↓** to highlight the First and Last name options.
You must enter a name for your player.
- Press **⊗** to edit the name with the on-screen naming system.
- When finished, press **△** to exit the naming system.
- Press **↑ / ↓** to highlight other player attributes, and then press **← / →** to make changes.
- Press **□** to continue to the batting attributes of your player.
- You can first modify your player's batting appearance by pressing **↑ / ↓** to highlight the Bat Stance, Bat Style, and Follow Thru. Press **← / →** to make selections.
- Press **↑ / ↓** to enter the batting statistics section where you can alter his overall abilities, and then press **← / →** to raise/lower point totals of the slider bars.
- Press **↑ / ↓** to enter the player ability section, and then press **← / →** to raise/lower point totals of each ability. There are only 236 additional points to spread throughout these categories. If you lower one category, additional points will be added to the total that can be used in different areas.
- Press **⊗** to create your player. If you're creating a pitcher, press **⊗** to move to the Pitching Attributes.
- Press **↑ / ↓** to highlight the Role and Delivery options, and then press **← / →** to make selections. You can choose to make your pitcher a starter, closer, or reliever and give him the delivery type of one of the best pitchers in MLB.



- Press **↑** / **↓** to highlight the Stamina and ERA options, and then press **←** / **→** to make selections. Increasing these options will use up some of the 300 points you have available to improve your player.
- Press **□** to enter the pitch type window. Here you can change your pitch types, organize the order of your pitches, and increase the quality of the pitch by using up the remainder of your points.
- Press **↑** / **↓** to choose a pitch number or attribute, and then press **←** / **→** to make a change.
- Press **⊗** to create your player. You now need to trade your rookie onto a team from the Free Agent Pool. See *Free Agents* on page 20 for more information.

DRAFT

In the draft, every team starts from scratch and has the same opportunity to build their roster. During the draft, which runs for 25 rounds, try to select at least one player for every position – you can only draft a maximum of 15 pitchers. After selecting teams for the draft, you'll choose whether you'll have 14,000, 16,000, 18,000 or 20,000 points available for draft choices. Each player has a point total that gets deducted from your team's points when he is selected in the draft. For instance, a star player may have a ranking of 96 and a point total of 900, which is a significant portion of your available point total. To draft a well-rounded team, be sure to watch your points and draft players worthy of their point totals.

Starting the Draft

- From the Draft Team Select screen, press **←** / **→** to choose Player 1 or Player 2.
- Press **↑** / **↓** to choose teams for each player.
- Press **⊗** to continue.
- Press **↑** / **↓** to choose the number of points available for drafting players, and then press **⊗** to continue.
- From the Draft screen, press **⊗** to start the draft. You can press **○** to change the predetermined draft order.
- Press **←** / **→** to select a player position, and then press **↑** / **↓** to highlight an available player.
- Press **⊗** to draft the player. As you make your picks, you can press **□** during the draft to review all team rosters.
- Continue this process until the draft is complete. At any time during the draft, you can press **○** to have the CPU hold an Auto Draft.
- When the draft is complete, press **⊗** to accept the rosters or **△** to reject them.

On the Clock

You have 60 seconds to make your pick. If time runs out, the CPU makes the pick for you.

FREE AGENTS

To sign a free agent, you must do so from the Free Agent Pool where all released and created players are sent. Team rosters cannot exceed 25 players, so you may need to release players to sign others. All players within the Free Agent Pool can be signed by any club. Use this option to your advantage by releasing players from other teams just so your team can pick them up as free agents.

Signing a Free Agent

- Press **↑** / **↓** to select a free agent(s), and then press **⊗** to mark him.
- Press **□** to switch sides.
- Press **←** / **→** to choose a team for the player pickup.
- Press **○** to sign the free agent. If your team has 25 players, make room on the roster by releasing players before making a free agent signing.

Releasing a Player

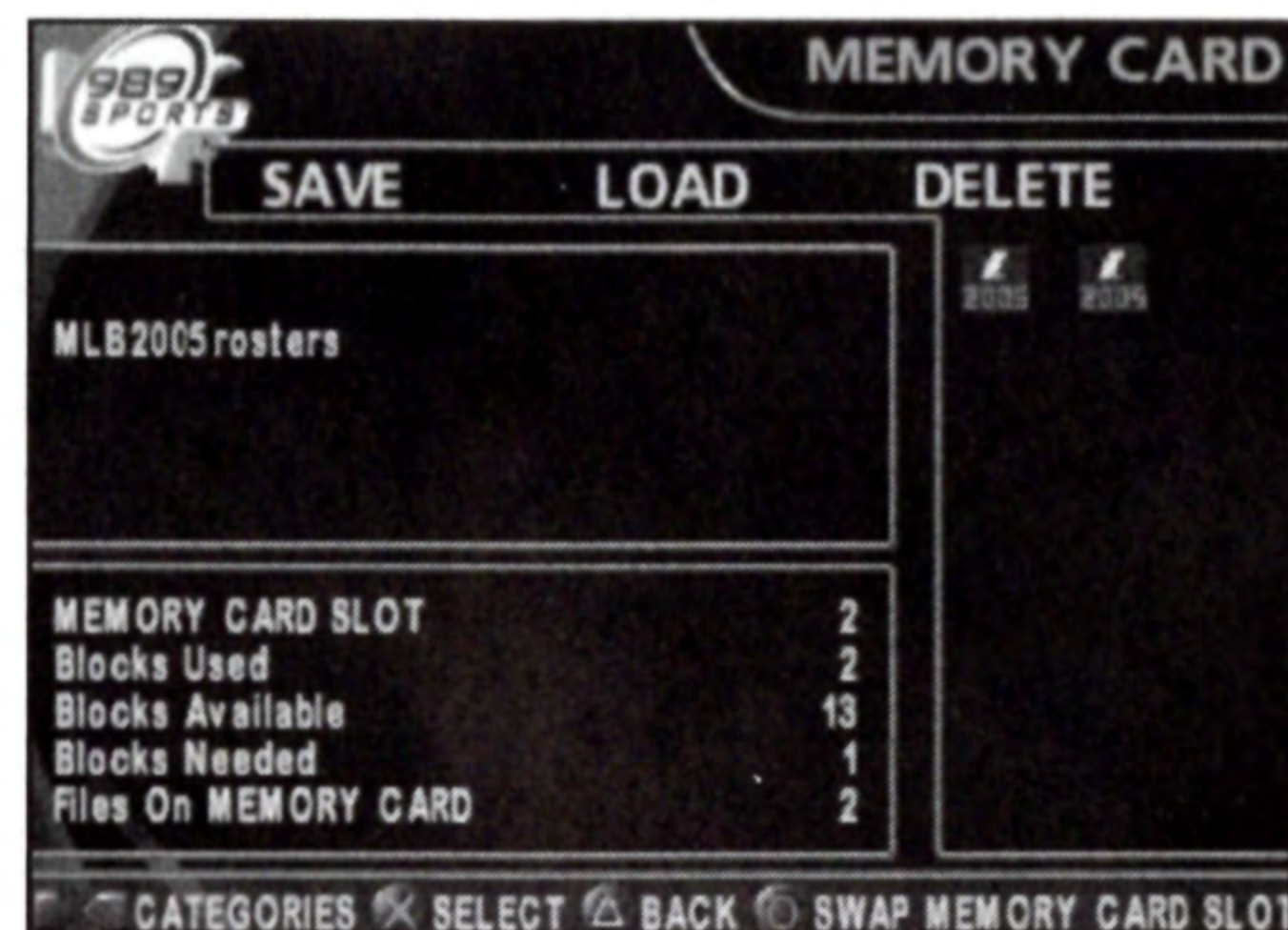
- Press **←** / **→** to choose a team.
- Press **↑** / **↓** to select a player(s) from a team roster.
- Press **○** to release the player into the Free Agent pool.

MEMORY CARD

To save game settings and progress use the MEMORY CARD option. Before attempting a save, make sure a MEMORY CARD is inserted into a MEMORY CARD slot of your PlayStation console. Before starting an MLB 2005 game, you can load saved game data from any MEMORY CARD containing previously saved games.

Saving a File

- Press **←** / **→** to select the SAVE option, and then press **⊗**.
- From the on-screen naming system, press **←** / **→** / **↑** / **↓** to spell out a name and press **△** to finish.
- Press **⊗** to save the file name or **△** to cancel.



Loading a File

- Press **←** / **→** to select the LOAD option, and then press **⊗**.
- Press **↑** / **↓** to select a file to load, and then press **⊗**.
- Press **⊗** to confirm the load or press **△** to cancel.

Deleting a File

- Press **←** / **→** to select the DELETE option, and then press **⊗**.
- Press **↑** / **↓** to select a file to delete, and then press **⊗**.
- Press **⊗** to confirm the delete action or press **△** to cancel.

USER RECORDS

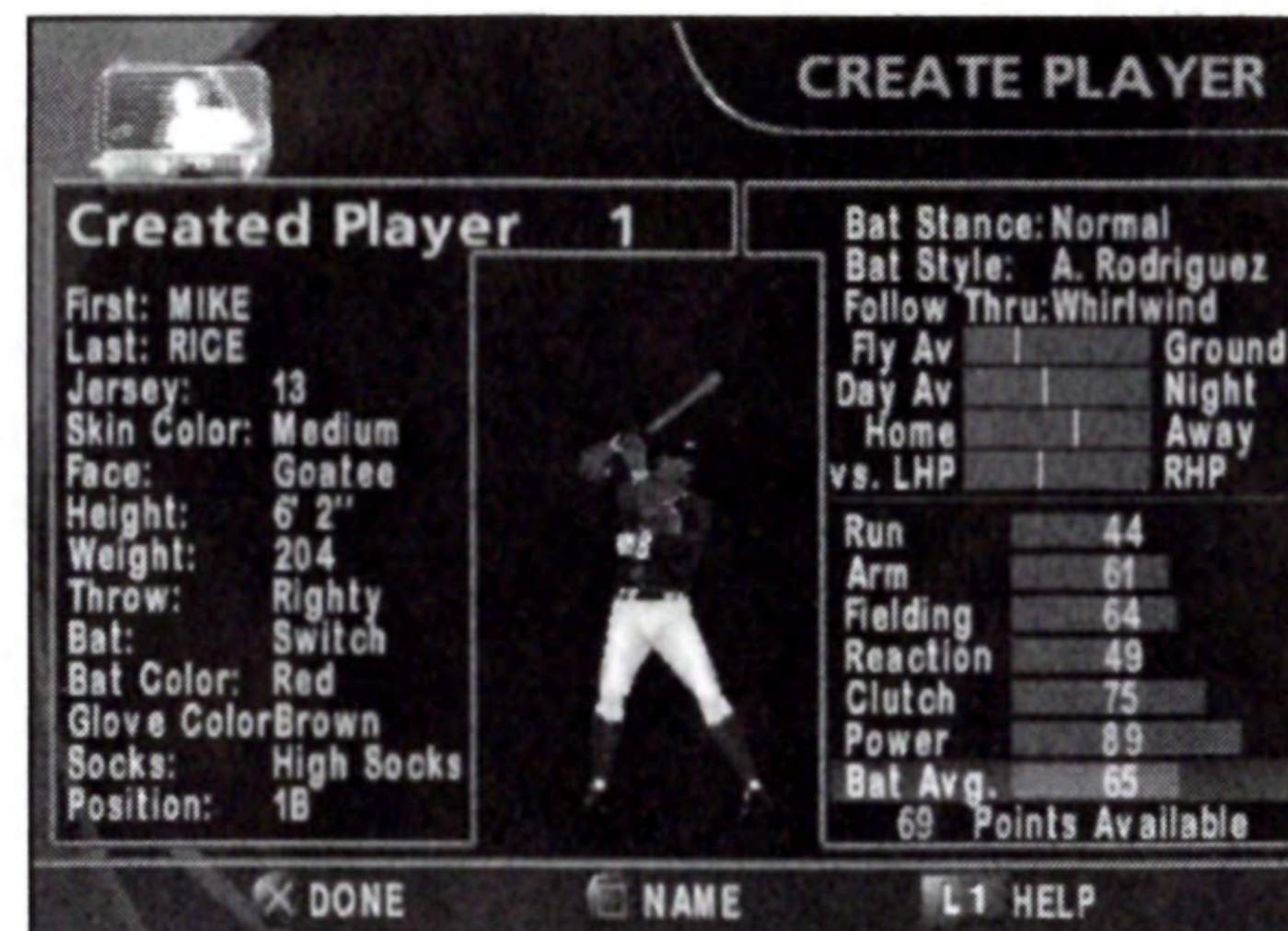
User Records are a fun way to track the stats of players that you control on the field. If you create user names and assign them to your team, as you play each game your players' stats (e.g., home runs, stolen bases, strike outs, etc.) will be tracked and attached to your user name. At the completion of 1 player and 2 player games, stats can be viewed from the Player menu item of the User Records screen. In 2 player games, tag both teams with different user names and compare your stats against your opponents' from the User vs. User menu item. For as many of the user names you use to play the game, stats will be kept for each.

CREATE USER

Using the Create User menu item, you can create up to eight user names. These user names are assigned to your team by pressing

□ (cycle through all of your user names by continually pressing **□**) at the Team Select screen.

- Press **←** / **→** / **↑** / **↓** to select a user number.
- Press **⊗** to edit a name.
- Press **←** / **→** to highlight a letter, and then press **↑** / **↓** to choose a new letter.
- Press **△** when finished editing a name.
- Continue this process to create up to eight user names. You can delete a created name by selecting a user name and pressing **□**. Press **⊗** to confirm your deletion and continue.
- Press **△** when you are finished.



CREDITS

989 SPORTS

Senior Audio Tools Engineer

Chris Braymen

Programmer

Lee Blum

Senior MLB Lead Artist

Paul Hainey

Senior Lead Environmental Artist

Shawn Robles

Senior Environmental Artist

Kevin Weinstein

Senior Environmental Artist

Franz Borowitz

Senior Environmental Artist

Bryan Paquette

Environmental Artist

Thai Tran

Senior Lead Character Artist

Gil Garcia

Character Artist

Robert Fitzgerald

Character Artist

Walter Stuart

Character Artist

Christine Dekhi

Character Artist

Eric Heim

Senior Lead Interface Artist

Tom Chung

Senior Producer

Chris Cutliff

Producer

Chris Gill

Producer

Kolbe Launchbaugh

Associate Producer

Greg Batalucco

Director of Sports

Product Development

Scott Rohde

Director of Technology

Scott Murray

Licensing Account Manager

Kristin Mason

Director, Art

Homoud Alkoush

AUDIO

Director, Audio Services

Buzz Burrowes

Senior Sound Designer

Rex Baca

Sound Effects

Rex Baca and Chris Jahnkow

Dialog Editing

Joel Copen and Ira Cord Rubnitz

Play-By-Play Announcer

Vin Scully

Color Commentator

Dave Campbell

Technical Script Writer

Pat Hagarty

MUSIC

Director, Music

Chuck Doud

Sound Design Manager

David Murrant

Cinematic Music

Original music composition by Larry Groupe'

Stadium Fly-In Movies

Anthem Vocals - Angie Mason

SAN DIEGO FIRST PARTY QUALITY ASSURANCE

Director

Michael Blackledge

TEST TEAM

Senior Manager

Ritchard Markelz

Core Manager

Mike Veigel

Usability/Online Manager

Fred Dodson

Game Test Engineer

Bob Staite

Analysts

Mathew Bolger, Vincent Cancino, Peter Casale, Mitchell Durbin, Seferino Gallardo, Dwight Gibson, Michael Iguico, Doug Johnson, Victor Lis, Josiah McGinley, Dennis Miller, Daniel Newman, Robert Robinson, Rahsaan Suitt and Alex Warren

TECHNOLOGY TEAM

Technology Manager

Kevin Simmons

Lab Technician

Vince Loughney

PROJECT MANAGEMENT TEAM

Project Coordinator

Jason Villa

Release Coordinator

Eric Ippolito

PRODUCT DEVELOPMENT SERVICES GROUP

Director, Product Development Services Group

Dwayne Mason

MOTION CAPTURE

Motion Capture Manager

Brian Rausch

Motion Capture Project Coordinators

Jerry Ashworth and Scott Peterson

Motion Capture Technical Supervisor

Percy Sagun

Motion Capture Animation Lead

Chad Moore

Motion Capture Animator

Michael Graessle, Brian Phipps, Eryn Roston and Frank Strocchio

Motion Capture Specialist

Travis Parks, Johnny Walker and Jake Wilson

Motion Capture Studio Supervisor

James Scarafone

Motion Capture Studio Technician

Ryan Beeson and Daniel Legg

3-D Scanner Lead

Chip Parsons

3-D Scanner Technology Supervisor

Tyler Crook

3-D Scanner Technician

Doug Hagstrom and Tony Lui

Motion Capture Tracking Supervisor

Michael Shinkle

Motion Capture Tracking Technician

David Ibarra

MLB Motion Capture Athletes

Roger Clemens, Ray Durham, Shawn Estes, Karim Garcia, Shawn Green, Tony Gwynn, Darryl Hamilton, Gil Heredia, Trevor Hoffman, Tim Hudson, Darryl Kile, Ramon Ortiz, Jim Parque, Troy Percival, John Rocker, Mike Sirotko, Brett Tomko

and Mo Vaughn

CINEMATIC SOLUTIONS GROUP

Cinematic Supervisor

Scott McMahon

Creative Project Lead

Gene Strocchio

Cinematic Project Manager

Nonet Vargas

Cinematic Artist

Steve High

Editor/Compositors

Aaron McFarland and Jahil Nelson

Senior CG Advisor

Bob Estus

CG Lead Designer

Ron Padua

CG Coordinator

Brian Johnson

Cinematic CG Artists

Jung-Yoon Choi, Bill Johnston, Won Joo, Byung-Gun Jung, Greg Jung, Vicky Lin, Jason Parks, Jarett Riva and Hock Wong

Cinematic Technical Engineer

David Randolph

Cinematic Audio Post Production

Tristan des Pres

TOOLS & TECHNOLOGY

Manager

Brian Dawson

Senior Tools Engineer

David Hubbard

Tools Engineer

Joe Wilkerson

Development Tools & Accounts**Administrator**

Jason Young

Maya Technical Support Group

Rick Harding, Dave Marshall and
Chris Mayberry

SCEA MARKETING**Director, Product Marketing**

Ami Blaire

Manager, Product Marketing

Troy Mack

Specialist, Product Marketing

Doug Panter

Director, Public Relations

Molly Smith

Manager, Public Relations

Ron Eagle

Director, Promotions

Sharon Shapiro

Manager, Promotions

Janeen Anderson, Aimee Duell, Blair
Elliott and Bob Johnson

**Director, Online and Direct
Marketing**

Steve Williams

Director, Creative Services

Ed DeMasi

Manager, Creative Services

Jack Siler

Specialists, Creative Services

Dan Aquino and TJ Consunji

Documentation and Layout

David Lovalvo

Packaging & Manual Design

Petrol Advertising

Photography

Getty Images

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