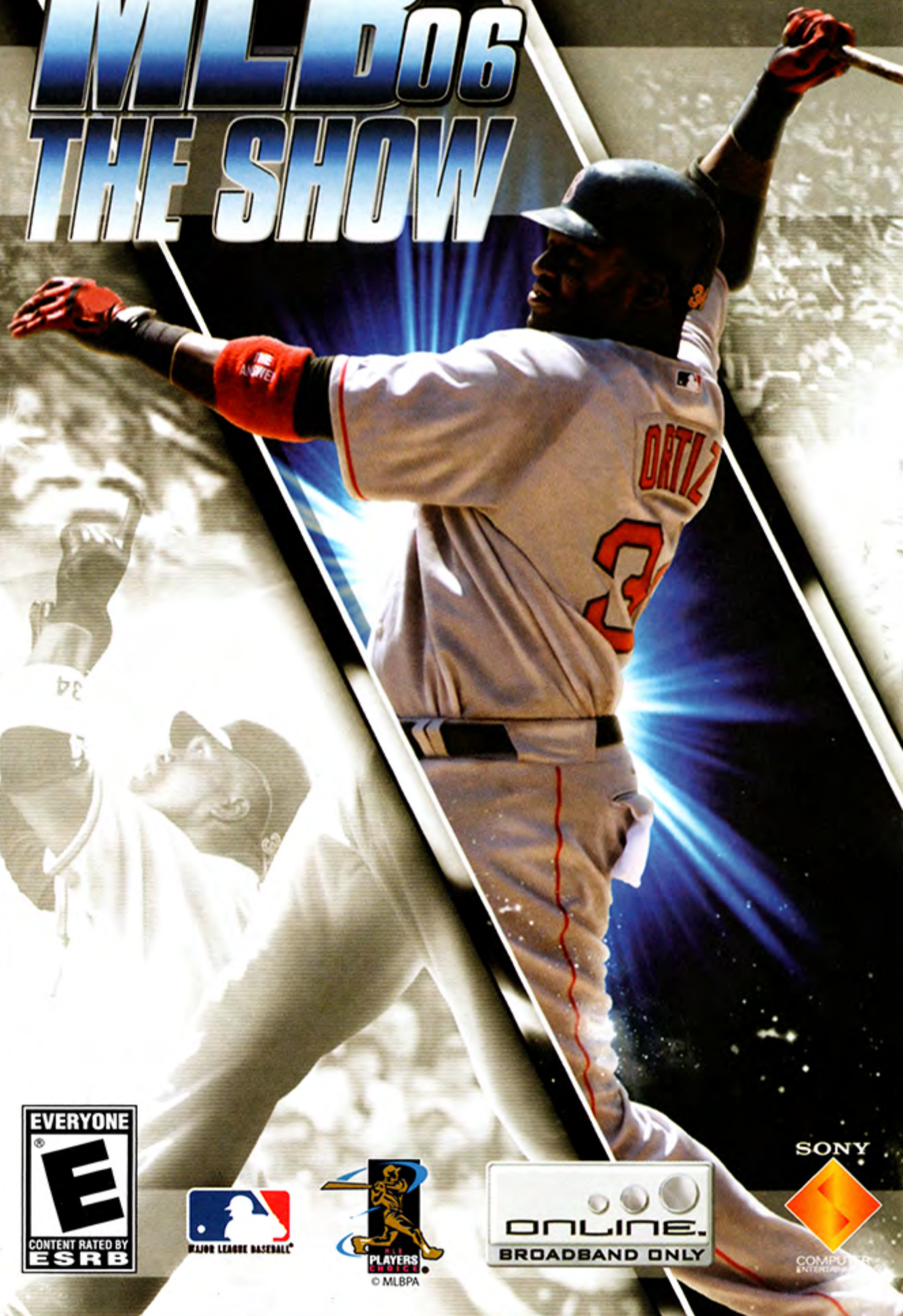


MLB 06 THE SHOW



SONY



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 trigger epileptic seizures in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

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

MLB® 06 The Show Tips and Hints

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.

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

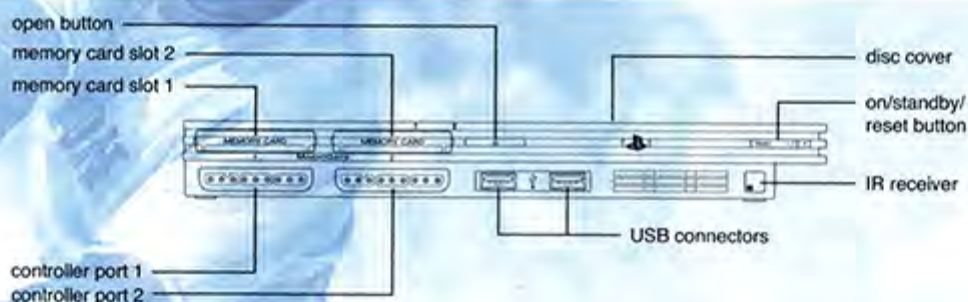
Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc will open. Place the MLB® 06 The Show disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Playing Online

To play online, you need an Internet connection, Network Adapter (Ethernet/modem) (for PlayStation®2) or PlayStation 2 with internal network connector, and a Memory Card (8MB) (for PlayStation®2). Please refer to your network start up for setting up a network configuration.

USB Headset (For PlayStation 2)

When playing online you can use the USB Headset to discuss tactics or taunt your opponents during a game. To connect your USB Headset, ensure that the console is turned off. With the USB symbol of the connector facing up, securely insert it into either the upper or lower USB connector on the front of the PlayStation®2 console, then turn the console on. The game will auto-detect the USB Headset.

USB Keyboard (For PlayStation 2)

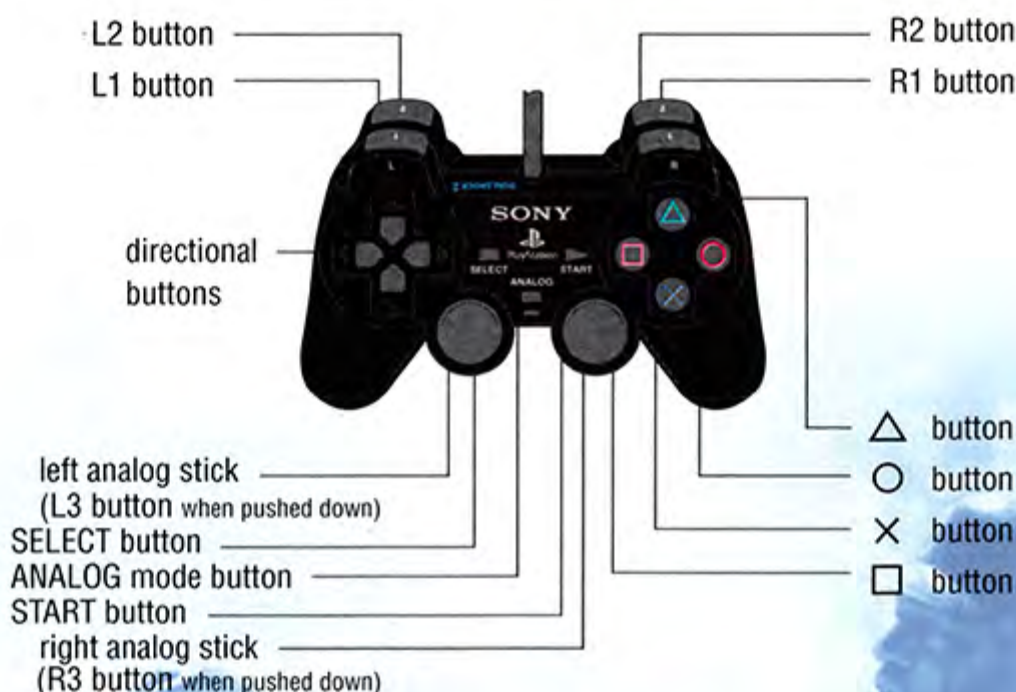
You can connect a USB Keyboard to communicate with other users while in the match rooms. To connect your USB Keyboard, ensure that the console is turned off. Insert the USB Keyboard connector into either the upper or lower USB connector on the front of the console then turn the console on.

MEMORY CARD (8MB) (For PlayStation 2)

Throughout this manual, the term "Memory Card" is used to describe the Memory Card. Memory Cards designed for use with the PlayStation® format software are not compatible with this game.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Saving Data

You must insert your MEMORY CARD before a file can be saved or loaded. MLB 06 The Show saves user-defined options and all data for Season, Rivalry Mode, and Tournament style game modes, settings (including rosters), options, profiles, and records. If an attempted save requires more memory than your MEMORY CARD has available, a MEMORY CARD dialog box appears on the screen indicating the amount of memory needed for a successful save of the current file.

At this point, you can insert a different MEMORY CARD with available memory space, or you can delete existing files from the current MEMORY CARD to create additional memory space for the save. If you do not use a MEMORY CARD all MLB 06 The Show data is lost when you turn OFF your PlayStation 2 console.

Options, Pro Manager rosters, and Live Rosters are always saved and loaded from the first MEMORY CARD found when the game is booted. Memory cards are searched in the following order: slot 1 (or 1-A, 1-B, 1-C, 1-D, if a Multitap (for PlayStation®2) is inserted into slot 1), then slot 2 (or 2-A, 2-B, 2-C, 2-D, if a Multitap (for PlayStation®2) is inserted in slot 2).

GAME CONTROLS

PITCHING

Pitch Type 1	⊗
Pitch Type 2	⊙
Pitch Type 3	△
Pitch Type 4	□
Pitch Type 5	R1
Pitch Out L1 +	⊗
Intentional Walk L1 +	⊙

Pitching After Set (After pitch selection)

Pickoff to 1st base	⊙
Pickoff to 2nd base	△
Pickoff to 3rd base	□
Pitch	⊗
Position ball in strike zone	←
Step off rubber [Baseball term, the pitcher is on the rubber or pitching plate. Pressing R1 causes the pitcher to step off, allowing him to throw to any base.]	R1	

BATTING

Swing direction in zone (Veteran and All-Star modes)	←
Swing	⊗
Check SwingPress and release	⊗
Power Swing (in all modes except Rookie)	◻
Sacrifice Bunt	⊙
Drag Bunt	⊙ (at last moment)
Pitch history	R2
Guess pitch type 1	R2 + ⊗
Guess pitch type 2	R2 + ⊙
Guess pitch type 3	R2 + △
Guess pitch type 4	R2 + ◻
Guess pitch type 5	R2 + R1
Guess pitch location (Veteran and All-Star modes)	R2 + left analog stick
Try for fly ball	right analog stick ↑
Try for a ground ball	right analog stick ↓
Try to hit the ball to the right side	right analog stick →
Try to hit the ball to the left side	right analog stick ←
Activate / Deactivate Batter's Eye Camera	R3
Control Batter's Eye Camera	left analog stick ← / →
Pitcher / Batter Status Window	SELECT

BASE RUNNING

NOTE: In the table below, the term "base icon" refers to the ⊙ (1st base), △ (2nd base), ◻ (3rd base), ⊗ (Home) buttons on your controller.

Before the Pitch

All runners steal (auto steal)	L2
Steal 2nd Base, 3rd Base, or Home (auto steal)	L2 + base icon
Manually steal 2nd Base	△ + ↑
Manually steal 3rd Base	◻ + ←
Manually steal Home	⊗ + ↓
Lead off all runners	L1
Lead back all runners	R1
Lead off individual runner	L1 + base icon
Lead back individual runner	R1 + base icon

After the Pitch

- Advance all runners **L1**
- Return all runners **R1**
- Advance individual runners **L1** + base icon
- Return individual runners **R1** + base icon
- Advance multiple bases base icon + directional pad

FIELDING

Defensive Fielder without Ball

- Player movement left analog stick/directional buttons
- Jump or Dive **↑, ↓, ←, →** right analog stick
- Switch to closest player **L2**
- Jump **R1**
- Dive **R2**

Defensive Fielder with Ball

- Player movement left analog stick/directional buttons
- Throw to 1st base **○**
- Throw to 2nd base **△**
- Throw to 3rd base **□**
- Throw to Home **×**
- Throw to relay man **L1**
- Dive with ball **R2**

NOTE: Press **START** at any time during the game to pause and bring up the Pause Menu.

MAIN MENU

Once the game loads up, you are able to select from the following choices.

Game Modes - Choose from Exhibition, Rivalry, Career, Franchise, Season, Home Run Derby or King of the Diamond.

Quick Game - A quick game between two quality opponents. The default is the 2005 World Series Matchup, but you can change it just like an Exhibition game.

Online - Head out to compete against players from around the world.


Features - Create Player Profiles, view game tips, move players, adjust rosters, and edit players.

Options - Tweak how the game plays.

Load Game - Load a saved game from your MEMORY CARD.



ONLINE

MLB 06 The Show Online enables you to play games with other users online. There are a number of game options to choose from, including exhibition game challenges, KOTD challenges, Buddy Lists and MLB.com Headline News. To go online, select ONLINE from the Main Menu and press .

CREATE AN ACCOUNT

To play MLB 06 The Show online, you will need to create an account and choose a unique screen name and password. You can save up to six accounts, including password with the MLB Account Manager.

NOTE: You must agree to the terms of the User Agreement to connect to MLB 06 The Show online. You do not need to create a new account if you already have created an account via an online sports title.

In the Online Lobby, you can navigate your way through the entire online process. It allows you to create games, post messages, join tournaments, check out leaderboards, and much more. This screen also shows your user profile, which lists your online information such as User Name, Rank, My Team (a team such as the Chicago White Sox) and User Statistics (e.g. record). Included in the user profile is your Rank. It keeps track of your combined stats to show where you rank among all MLB 06 The Show gamers.

GAME ROOMS

Game Rooms are where game challenges take place. You can search for perfect match-ups or challenge other online opponents for a ranked or unranked game. You can also view all online players within your selected Game Room.

Selecting a Game Room

To join a Game Room, press **R1**, **R2**, **↑**, **↓** to highlight a Game Room, then press **X**.

There are a number of Game Rooms including Rookie, Veteran, All-Star, and more. A gamer with any skill level can find a place to play. Highlight the Game Room and press **X** to enter. You can challenge an opponent to either an Exhibition or King of the Diamond game.

The Chat Area / Selecting a Game

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

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

To select an opponent for a game, highlight a name from the list of players in the Game Room and press **X**. You can set the game options, view your opponent's statistics, and start your game.

Quitting Games

After accepting challenges or joining games, you must finish the entire contest or you will lose points from your overall ranking.

Leaderboards

Real-time leaderboards show your ranking among all MLB 06 The Show gamers. Each user ranking will be listed by point total and provide details of team statistics. The Affiliation leaderboards option shows all user stats with the same team affiliations.

Tournaments

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

To sign up for a tournament, select a tournament menu and press **X**. A list of all available tournaments for that category will be listed. Press **↑** / **↓** to highlight the tournament and press **X** to view its information. If you would like to join the tournament, press **←** / **→** to select the "SIGN UP" option then press **X**. Once you enter your team information, you are ready to play.

MLB Live Rosters

You will be able to download Live Roster updates for regular and online play. Live rosters represent the current rosters of MLB teams including all player moves, injuries and attribute updates. When you go online, the latest Live Roster will automatically be downloaded and applied. To play online you must have the latest Live Roster applied. You will then be prompted to save the roster.

Message Boards

Message Boards are designed to provide a place for gamers to discuss the baseball trades and any other topic of interest.

Mail / Feedback

The Mailbox allows you to send private email messages to any online gamer as long as you have their user name(s). Sending email is a perfect way to contact your friends about game start times or to just talk baseball.

MLB.com Headline News

Get the latest news around the league directly from the source, mlb.com ©. View 620 team and league articles in 31 feeds updated hourly.

Edit Profile

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

www.mlb06theshow.com



The MLB 06 The Show website allows you to access the MLB 06 Online lobby from your computer. Log on to www.mlb06theshow.com from the web and check out the leaderboards, who's playing, your mailbox through SportsConnect. You can even send and receive user mail.

EXHIBITION MODE

When selecting teams for the game, you are able to select from this year's MLB teams and the All-Star teams. Beneath the team symbol are team rankings that will help you analyze the teams you choose. The team options include selecting team jerseys, changing your game settings, selecting your starting pitcher, setting your batting order, and choosing the stadium for the game. Exhibition games are a one-game format and stats from these games cannot be saved to a MEMORY CARD unless a user profile is loaded prior to the Exhibition Mode selection.

CAREER MODE

In Career Mode, your goal is to create a player and build a successful career earning post season and career awards. The ultimate goal is getting your player inducted to the Hall of Fame. A Career can be up to 10 seasons or longer if your player is still performing well. After each season you contribute to the off-season task of releasing players, controlling the amateur drafts, and signing free agents. In this mode, you take your player through the ups and downs of the Majors and Minors. Your player goes through situations like real major leaguers including trades, free agency, contract issues, promotions, and demotions.

Create Player and Select Team

To begin a Career, you need to create a player and assign him to a team in hopes of getting a contract offer after Spring Training. From any Team Select screen, pay attention to the Competition chart. This helps you pick your spot to make your shot at the big leagues. If the parent club has a perennial All-Star at your position or a hot rookie waiting in the

minors, you're going to need an awesome Spring to make the team.

Minor Leagues

In Career and Franchise Modes you have the ability to call players up and send them down to and from the Minor Leagues. You have access to the 25-man rosters from the AAA and AA affiliates of your team.

Spring Training

Earning a spot on a major league roster will depend on your prospect's performance in Spring Training games. You aren't the manager of the team, so you will not be playing every day. Make sure you take advantage of the opportunities that your player gets. As Spring Training progresses, keep track of his status using the Career Status Menu. As your prospect's status climbs, the MLB Status Meter moves through the Rookie, Veteran, All-Star and Hall of Fame levels. Once he reaches a certain level, he can be offered a contract.

Career Home

From the Career Home sub menu, you can manage your player's career. From here, visit the Locker Room, check on your contract, train, and interact with the other players and manager in the clubhouse. Take care on how you interact. Remember you are trying to make the big club, being a malcontent in Spring Training will not earn you any bonus points.

FRANCHISE MODE

In Franchise Mode, you run the club from the front office. You are in complete control of all team operations including player and vendor contracts, scouting, drafting, player rehab

assignments, and marketing. Do well in all of these areas to generate revenue and make your club successful. When you take over a team, the game assigns a number of goals. Meet the goals during your contract's tenure and you can continue running the club.

Team Morale

Part of your job as General Manager is keeping tabs on Team Morale. Emotions play a big part in the long 162 game baseball season, so keeping morale high is a top priority. Players spending a lot of time on the bench, batting in the bottom half of the order, or pitching only in mop-up roles all have negative effects on team morale.

Development

Determine the amount of funding needed to effectively train and rehab your players, hire scouts, hire coaches, and hire managers. There is never enough money, so striking the right balance is key. Winning does bring more money in though, so make sure you put a good club out on the field and you will have more money for player development.

Player Management

Sign free agents, make trades, send guys down to the minors, or call up promising rookies. Use the Player Progression menu to keep an eye on player improvement to assist in making player movement decisions.

Trade Central

Go to Trade Central to see who is on the trading block or check out other interesting tidbits circulating in the Rumor Mill.

Business Management

Putting out a good product is only one piece of the puzzle. In the Business Management Menu, you need to make decisions

about marketing and things like funding of facilities improvement. Facility responsibilities include Stadium Updates such as field upgrades, seating additions, and ticket and parking pricing. You have to hire vendors, determine food pricing, arrange team transportation, and rehab facility changes. Marketing is where you get to use media outlets to advertise your product and draw fans into your park.

Banking

From time to time, your team needs funds to meet payroll and other financial obligations. You can borrow / pay back loans for your franchise from the Banking menu.

Franchise Progress

Franchise progress is a good way to see which way your franchise is heading. You can hear fan and player feedback, see the team budget, and view the franchise goals.

SEASON MODE

During one and two player seasons, you play an entire 14, 29, 82, or 162-game season with the same team. If you win your division or finish as the league wild-card team at the end of the season, you qualify for the playoffs.

Once you select to play a game on the schedule, you can play the game, manage it, simulate it, or use the SportsCast Manager feature. When you are managing the game, the decisions are yours, but the players will hit, field, and throw on their own.

From the Season Menu you can use the Around the League menu to view the league's standings, statistics, roundup, leaders, and accolades. Manage your roster from the Player Management menu to edit your lineup, trade players, sign free agents, activate players, and much more.

Lineup

Changes can be made to your batting order, defensive positioning, and pitching rotation before the game. Four batting orders can be set up to use against the opposing pitching rotation. You can make additional changes to these options when the game starts from the Pause Menu.

Game time decisions

MLB 06 The Show offers the all-new Game Time Decisions to add more depth to Franchise and Season Modes. Take full control over your team and make the tough decisions. An injured player on the roster or a pitcher who needs more rest – the decision to play them is yours. If you ever thought you could be a big league manager this is the year to test your skill.

HOME RUN DERBY™

A Home Run Derby can include up to 10 hitters from any team and can be held in any stadium throughout the league. Facing an unlimited number of pitches, you get ten outs per at-bat. Anything other than a home run or taking a pitch is considered an out.

Bracket Breakdown

7-10 players3 total rounds of play
3-6 players2 total rounds of play
2 players1 round of play

King of the Diamond

King of the Diamond is a fun mini-game where you try to rack up as many runs as you can. Unlike Home Run Derby that only scores runs on the long ball, you can hit singles, doubles, triples, and home runs - as well as fly outs, ground outs, and

double plays. Score more runs than your opponent in a user selectable number of innings. 1 Player Ladder is a multi-tiered competition that takes the user through all 4 difficulty levels of gameplay while also facing tougher opponents as the user progresses through the tiers. Quick Play is a single round competition against one opponent.

GAME TIPS

Need a little help? MLB 06 The Show has got you covered with in game tips via the Features Menu. They provide detailed explanations of how to best use the game controls for pitching, batting, base running, and fielding. Game Tips also pop up during the game from time to time. Follow these tips to elevate your game to playoff caliber.

PITCHING TIPS


Meter Vs Classic Pitching

MLB 06 The Show features two different pitching interfaces. In Classic Mode, you select the pitch type and location then the velocity. Velocity is determined by tapping **X** repeatedly to generate more speed. Meter pitching allows a greater amount of control over your pitches. Once you've selected the pitch and location the meter appears on screen. Press and hold **X** to start the meter cursor. When the cursor reaches the power zone (the green / yellow / red area), release **X** to set your power. Watch the meter and press **X** again when it reaches the light blue area. This determines your release point. Get closer to the "sweet spot" (yellow line) to better your control and accuracy.

Pitcher Confidence





Sometimes the difference between a strike out and a home run comes down to the pitcher's confidence. When a pitcher is in the zone and dominating the opposing hitters, the "sweet spot" gets larger. This makes it easier for you to hit your mark and to mow the hitters down. If your pitcher is getting roughed up, the "sweet spot" gets smaller.

Trips to Mound





A trip to the mound can help a struggling pitcher regain his confidence. To visit the mound, press  to pause the game and select Mound Visit from the Pause Menu.

BATTING TIPS



Guessing Pitch Types

You hear it all the time, after hitting a home run, professional ball players always talk about how they were "sitting on a fastball" or they got their pitch. In MLB 06 The Show, you can guess what kind of pitch is coming via the Pitch type menu. Hold **R2** to bring up the menu, then press , , , , or **R1** to guess a pitch. This will help you judge your timing and really turn on the ball.

Swing Types

With Total Control Batting, you have complete control of your swing. Need a fly ball to bring the runner on third home? Press the right analog stick  while you swing. Need a ground ball? Press the right analog stick  while you swing. You can also try to hit the ball to the right or left side of the field by pressing the right analog stick  or .

Bunting

Press  at any time during the pitcher's windup to perform a sacrifice bunt. Press  at the last possible moment to try a

drag bunt. You've got a better chance of getting an infield hit with the drag bunt as the defense has little time to react.

Rookie Batting

In Rookie mode, successful hitting is accomplished with good timing. Your swing must move through the zone at the right time to make good contact with the ball. Swing early and you will pull the ball, swing late and you will send it to the opposite field. Timing will need to be adjusted based on the location of the pitches too. For instance, if the ball is thrown outside, swing late to hit the ball.

Veteran, All-Star, and Hall of Fame Batting

Veteran and All-Star modes allow you to use Zone Control Batting to guess the pitch location. Press and hold the **R2** button and direct the left analog stick in the zone you think the pitch will be. Guessing correctly increases your hitter's power. Guess incorrectly and you swing and miss.

If you guess the right pitch type and the right location, you'll "lock-on" and get an additional boost of power. When the crosshairs appear in the strike zone, you know you have guessed both right, so be ready to make a good cut.

All-Star Mode








In All-Star mode, you must utilize Zone Control Batting. Even if you time the pitch perfectly, if you do not use the left analog stick for bat placement you are going swing and miss. The strike zone is broken up into four batting zones. Guess the right location to put the sweet spot on the bat.

Hall of Fame Mode

With the difficulty setting ratcheted up to Hall of Fame, Zone Control Batting takes on a whole new dimension. The strike zone is broken up into nine zones, the same nine zones you have when you are pitching. Just like in the big leagues, the sweet spot is that much harder to get on the ball.

BASE RUNNING TIPS

Advancing Runners

Total Control Base Running gives you the ability to strategically move your runners on the bases. Press the base icon that corresponds to your runner, then press **L1** to advance that runner or **R2** to have the runner return. You can also use Total Control Base Running to advance the runner multiple bases. Say you have a runner on first and your hitter hits a rocket down the line that's going for extra bases in the corner. Press  to activate your runner on first, then press the  /  / or  directional button to determine his destination.  is second base,  is third base, and  is home.

User Controlled Slides

MLB 06 The Show features the all-new User Controlled Slides to gain control of the base runners down to the last detail. Split-second decisions are the difference between a win and a loss. As you round the bases, you decide when it's time to get dirty.

right analog stick 	Head First Slide
right analog stick 	Feet First Slide
right analog stick 	Hook Slide
right analog stick 	Hook Slide

FIELDING TIPS

Fielding Marker

When a ball is hit in the air, you can position your fielder to catch the ball using the Play Maker Fielding Marker. As the ball travels through the air, the Fielding Marker will appear on the field. Camp your fielder into the on field indicator to make the catch. The size of the indicator depends on the ability of your fielder. The better the fielder, the bigger the area you can be in and still make the catch.

Making the Throw

By pressing a base icon before fielding the ball, your fielder comes up throwing faster. This can often mean the difference between gunning a runner down or the runner advancing successfully.

Cutoff Man

To gun down the runners in single relay situations, use the cutoff man by pressing **L1** after the ball has been thrown. The longer you hold **L1**, the stronger the throw. Be careful not to hold it too long, as too much power can result in a wild throw.

Preloading Throws

Fielders can decide where they are going to throw the ball before they catch the ball. Press the base icon **○**, **△**, **□**, or **×** and your fielder immediately makes the throw upon catching it. Split seconds can mean the difference between safe and out.

PROFILES

Create a Profile via the Features menu to keep track of your progress in the game. As you accomplish goals, like getting multiple hits by one player in a game, you earn points. You can use those points to unlock Hall of Famers from throughout baseball's illustrious history. Want to see Cy Young pitch or Babe Ruth hit? Accomplish your goals, earn the points, and then spend them on your favorite Hall of Famers.

OPTIONS

Many of the MLB 06 The Show gameplay options can be set individually for each user. Gameplay options can be set before the game or while selecting a team in some game modes. You can adjust difficulty, and a myriad of other options.

CREDITS

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Senior Lead MLB Franchise Programmer

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