



989 SPORTS®



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 an epileptic seizure in these individuals. Certain conditions may trigger 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™ 2006 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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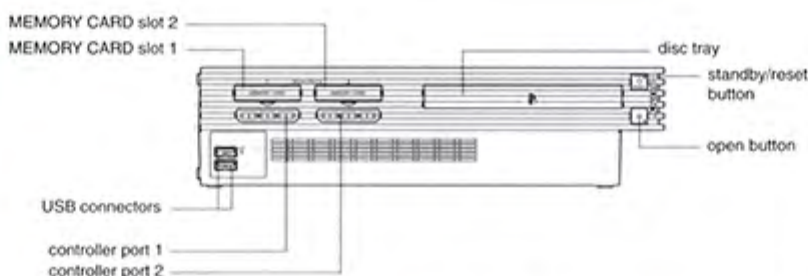
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GETTING STARTED

PlayStation®2 computer entertainment system (slim):



PlayStation®2 computer entertainment system (original):



Set up your PlayStation®2 console according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned OFF. Attach game controllers and other peripherals as appropriate BEFORE you turn your console on. It is advised that you do not insert or remove accessories once the power is turned on.

When you are ready, turn the console ON at the MAIN POWER switch and press the (standby)/RESET button. When the (standby) indicator lights up green, press the (open) button to open the disc tray. Place the MLB 2006 disc on the disc tray with the label side facing up. Press the (open) button again to close the disc tray. Finally, press the (standby)/RESET button again to load the game and commence play. 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)

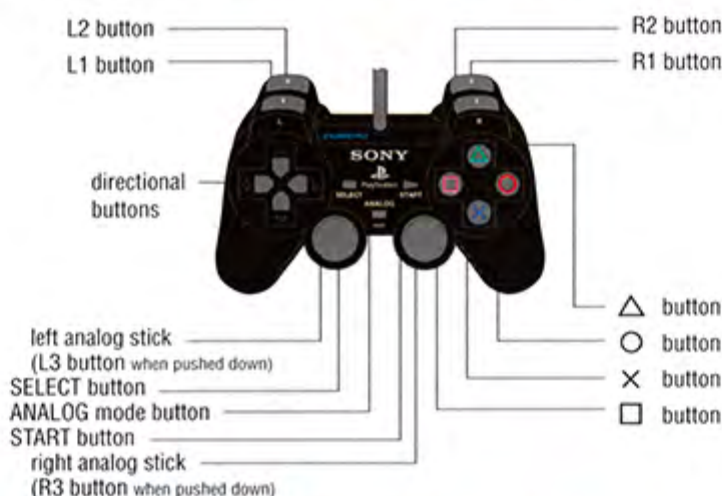
When playing online you can use the USB Headset to discuss tactics or taunt your opponents during a game. To connect your USB Headset, ensure that the console is turned off. With the USB symbol of the connector facing up, securely insert it into either the upper or lower USB connector on the front of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

GETTING STARTED

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



• EYETOY™ USB CAMERA (For PlayStation®2)

PLEASE NOTE: in this manual, the term "EyeToy™USB camera" is used to describe the EyeToy™ USB camera (for PlayStation®2). Holding the USB connector for the EyeToy™ USB camera with the USB symbol facing up, securely insert the USB connector into either the upper or lower USB connector on the front of the PlayStation®2 console. The LED power indicator (blue) on the front of the camera will light up blue to indicate that the EyeToy™ USB camera is now ready to use.

Place the EyeToy™ USB camera on top of or immediately below your television and stand back between 5 and 7 feet. To focus the image on the screen, rotate the manual focus ring on the front of the camera. To center the player's image on the screen, hold the camera base steady and gently tilt the camera body.

For specific EyeToy™ USB camera setup instructions, or if you encounter difficulties, refer to the instruction manual for the EyeToy™ USB camera.

• 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.

• SAVING DATA

You must insert a Memory Card before a file can be saved or loaded. MLB 2006 saves user-defined options and all data for game modes, settings, rosters, and records. The data that you attempt to save will determine the amount of memory needed to perform the save successfully. If an attempted save requires more memory than your Memory Card has available, you can insert a different Memory Card with available memory space or delete existing files from the current Memory Card to create more free space. If you do not use a Memory Card, all MLB 2006 data will be lost when you turn OFF your PlayStation®2 console.

By selecting the Load Game option from the Main Menu and pressing X, you can load a previously saved game mode file from your Memory Card. To save a file, select Save from any of the game menus and press X to access your Memory Card.

GAME CONTROLS

PITCHING

• Pitcher before Set

Pitch type 1	X
Pitch type 2	O
Pitch type 3	△
Pitch type 4	□
Pitch type 5	R1
Pitch out	L1 + X
Intentional walk	L1 + O
Quick Menu	L2
Pitcher/Batter Status Window	SELECT

• Pitcher after Set (after pitch selection)

Pickoff to 1B	O
Pickoff to 2B	△
Pickoff to 3B	□
Pitch ball	X
Position ball in strike zone	Left Analog Stick
Step off rubber	R1

BATTING

Swing direction in zone (9-box zone)	Left Analog Stick (Veteran and All-Star modes)
Swing	X
Check swing	Press and release X (pressure sensitive)
Sacrifice bunt	O
Drag bunt	O (pressed at last possible moment)
Pitch history	R2
Guess pitch type 1	R2 + X
Guess pitch type 2	R2 + O
Guess pitch type 3	R2 + △
Guess pitch type 4	R2 + □
Guess pitch type 5	R2 + R1
Guess pitch location	R2 + Left Analog Stick (Veteran and All-Star modes)
Influence fly ball	Right Analog Stick ↑
Influence ground ball	Right Analog Stick ↓
Influence bunt towards 1B	Right Analog Stick →
Influence bunt towards 3B	Right Analog Stick ←
Activate/Deactivate Batter's	R3
Eye Camera	
Control Batter's Eye Camera	Left Analog Stick ← / →
Pitcher/Batter Status Window	SELECT

GAME CONTROLS

BASE RUNNING

PLEASE NOTE: the term "base icon" refers to the  (1B),  (2B), and  (3B) buttons of your controller that correspond to the bases on a baseball field.

• Before the Pitch

All runners steal (auto steal)	
Steal 2B, 3B or Home (auto steal)	 + base icon
Manually steal 2B	Base icon of runner + 
Manually steal 3B	Base icon of runner + 
Manually steal Home	Base icon of runner + 
Lead off all runners	
Lead back all runners	
Lead off individual runners	 + base icon
Lead back individual runners	 + base icon

• After the Pitch

Advance all runners	
Return all runners	
Advance individual runners	Base icon of runner + 
Return individual runners	Base icon of runner + 
Advance multiple bases	Base icon of runner + D-Pad direction of destination base

FIELDING

• Defensive Fielder without Ball

Player movement	D-Pad or Left Analog Stick
Throw to relay man	
Switch to closest player	
Jump	
Dive	

• Defensive Fielder with Ball

Player movement	D-Pad or Left Analog Stick
Throw to 1B	
Throw to 2B	
Throw to 3B	
Throw Home	
Throw to cutoff man (only when ball is in flight to a base)	
Dive with ball	

Press  at any time during the game to pause it and bring up the Pause Menu.

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GAME TIPS

Game Tips are available in the Features Menu as well as appearing in game. They provide detailed explanations of how to best use the game controls for pitching, batting, base running, and fielding.

A pitcher can have the ability to throw up to five different pitches. Your ability to control speeds, locate your pitches, and keep your confidence will determine your success on the mound.

• Meter/Classic Pitching

The Meter system (release point pitching) allows you to set the power and starting point of your release by using a pitching meter. After you select a pitch type, the meter will appear. The top region, the YELLOW/RED gradient, is where you generate your power. Press and hold **X** to start the meter cursor. When the cursor reaches the power zone, release **X** to set your power.



To set the release point, the LIGHT BLUE gradient region, as the cursor continues to move down the meter press **X** as close to the "sweet spot" as possible (YELLOW line). If you miss the region high, the pitcher will release the ball too early resulting in a higher starting point than desired. If you miss low, the pitcher will release the ball late resulting

in a lower starting point. The size of the release point region will vary based on the individual pitch control rating, the pitcher's energy, and his confidence.

The Classic system does not use a meter but allows you to set the velocity of the pitch by holding or tapping **X** to generate or decrease pitch speed.

• Total Control Pitching

Using the Left Analog Stick, you can locate your pitches in or around the strike zone. If you have the Hot Zones display activated, you will see the nine different zones of the strike zone before you throw the ball. Move the Left Analog Stick to adjust the location of the Pitching Ballmarker to set the starting point of your pitch. As you move your aim further from the center of the strike zone, your DUALSHOCK®2 Analog Controller will vibrate and will "buzz" if you run your aim over the edges of the strike zone. This action will help if the Hot Zones display is not ON.



• Pitcher Confidence

A pitcher's confidence will determine his ability and stamina on the mound. Using the Meter system to pitch, pitcher confidence will be indicated by the size of the "sweet spot". If a pitcher dominates the hitters or is having a good outing, the "sweet spot" will increase. If he is missing his targets or is getting hit, the "sweet

spot" will decrease, making it more difficult to find throw strikes.

To help a struggling pitcher regain his confidence, make a trip to the mound to try and settle him down by selecting Mound Visit from the Pause Menu.

• Quick Menu

Between pitches, press and hold **L2** to access the Quick Menu, which will allow you to go to the bullpen and make pitching and defensive changes without pausing the game. You can make pitching changes, defensive substitutions, and defensive alignment adjustments.



BATTING

• Total Control Batting

Total Control Batting allows you to achieve a higher level of hitting by guessing pitch types and influencing hit direction. You can use this feature in all difficulty levels.

• Guessing Pitch Types

Guessing pitch types allows you to know what timing is needed to make good contact with the ball. Do so correctly and the corners of the strike zone will light up. To guess a pitch, hold **R2** to freeze the action and bring up the pitch types window. While holding **R2**, press **X**, **□**, **△**, **○**, or **R2** to guess a pitch. In Rookie mode, if you select

the correct pitch type, a lock-on indicator (crosshairs) will appear in the strike zone giving you a power bonus. Release **R2** to receive the pitch.



• Influencing Hits

With Total Control Batting, you can influence your hit types as you make your swing by pressing the Right Analog Stick **↑** for a sac fly, **↓** for ground balls, and **← / →** (tap) to bunt the ball to 3B or 1B.

To perform a sacrifice bunt, press **○** at any time during the pitcher's windup. To perform a drag bunt, press **○** at the last possible instant, just as if you were swinging at the pitch.

• 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 and All-Star Batting

Veteran and All-Star modes allow you to use Zone Control Batting to guess the pitch



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location. To do so, hold the **R2** button and direct the Left Analog Stick in the zone you think the pitch will be. Guessing correctly will increase your hitter's power. Guess incorrectly and you will swing and miss. You still have the ability to react to a pitch and change your hitter's focus by moving your location of the Left Analog Stick.

If you guess the right pitch type and location in the Veteran and All-Star levels you will "lock on" to the pitch and generate an additional burst of power. When the crosshairs appear in the strike zone, you will know you have guessed both right, so be ready to make a good cut.

In All-Star mode, you must utilize Zone Control Batting. Even if you time the pitch just right, without utilizing the Left Analog Stick for bat placement, you will swing and miss.

BASE RUNNING

• Total Control Base Running

You can assign your base runners to run or return to bases using Total Control Base Running. Simply toggle a base runner ON by pressing the icon button of your controller that corresponds to his base (e.g., press **△** to activate a base runner on 2B). Once you have control of the base runner, press **L1** to advance or **R1** to return the runner. After setting one base runner's action, set up the others with the same technique. You can also advance or return all runners simply by pressing **L1** / **R1**.

To move a base runner multiple bases, activate the runner by pressing his base icon, then press **↑** / **←** / **↓** to determine the destination base. For example, if your runner is on first base and you want him to

move to third on a ball in play, press **○** to activate him and press **←** to send him all the way to third base.

• Manual Steal/Step off Rubber

Using the base running windows, watch your runner take a lead, then as you notice the pitcher not paying attention, steal a base manually before he pitches the ball. Simply press the base icon of your runner and then the destination base using **↑** / **←** / **↓** to steal 2B/3B/Home. On defense, when you notice a runner getting too big of a lead, press **R1** to have your pitcher step off of the rubber and check back the runner.

DEFENSE

• 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 targeting its landing spot. This fielding marker is comprised of two separate indicators. The first to appear is the catch region indicator, which provides you with the general area in which the ball will land. This indicator also scales in size, dependent upon your fielder's fielding ability – the better the fielder, the smaller the region will be. The final marker to appear is the catch position indicator. This provides you with the specific area in which the ball will land. To catch the ball, move your fielder to the catch position with the Left Analog Stick.

In situations when a runner might tag up, you will notice a third indicator.

This indicator animates to show you the optimal catch position, to help you get your fielder behind the ball. Do this

correctly, and you will induce a smooth catch and crow-hop throw that enables you to get more distance and accuracy on the throw.



• **Branch Point Technology**

This feature enables you to preload throws from the field to a particular base as soon as the ball is hit in play. By pressing a base icon before fielding the ball, your player will automatically throw the ball to that base. If you would like the CPU to automatically field and throw the ball for you, set the Fielding Assist option to Auto in the Options Menu.

• **Cutoff Man**

To gun down 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.

GAME MODES

• **Fast Forward**

Available in all modes of play (except Home Run Derby™), Fast Forward allows you to move through parts of a game. During a game, access the Fast Forward option from the Pause Menu or the Defensive Quick Menu. In Career Mode, where you are trying to build a career for a created player, you will be able to fast forward through innings or to

specific created-player appearances on offense or defense (e.g., coming into the game to pitch, the next at-bat, etc.). In all other modes, you will only be able to fast forward through innings.



• **Manage Only Mode**

In Manage Only Mode, you will act as the manager by making all of the game decisions from the bench such as selecting pitch types, giving signs to base runners and hitters, and making defensive adjustments and lineup changes. You will have no control of the play on the field. The players will control the outcome of the game. Manage Only Mode can be used in Career, Season, and Franchise Modes and is accessed from the pre-game popup box on the schedule screen.

• **Manage Only Gameplay**

As a manager, you will see the game played out live. Manager decisions will be made before each pitch. You will have 6 seconds to select a game option before the CPU will make default decisions of "Swing Away" when batting and "Pitch Batter" when pitching.

• **Game Simulations**

You can simulate games in Career, Franchise, and Season modes. Simulate single games, multiple games or entire

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seasons. The simulation option is available once a game is selected on the season's schedule. Games cannot be played or simulated out of order, so if you choose to play or simulate a game further in the schedule, all prior games to it will be simulated as well. If you decide to simulate an entire season to reach the playoffs and then change your mind during simulation, press **△** to stop the simulation at the current date.

• SportsCast Manager

When you select a game to play on the schedule, one of your options will be SportsCast Manager. Instead of playing the game on the field, you can manage it from the SportsCast Manager screen. As the game is being played, you can make real-time pitching, hitting, and base running calls with the following controls:

• Base Running

Steal All	L2 + ×
Steal 2B	L2 + ○
Steal 3B	L2 + △
Steal Home	L2 + □

• Hitting

Suicide Squeeze	R2 + □
Hit and Run	R2 + ○
Sac Fly	L2 + R2

• Pitching

Intentional Walk	L2 + ×
Pickoff 1st	L2 + ○
Pickoff 2nd	L2 + △
Pickoff 3rd	L2 + □
Pitchout	L2 + R2

To pause the game, press **□** to access the Team Management menu. On offense, you can select a player from your lineup and

press **×** to view his offensive options. Instruct him to perform certain actions at the plate such as "Bunt" or "Hit & Run" or choose to bring in a pinch hitter. You can make decisions for three players at a time. On defense, you have access to your entire defensive lineup. Instruct your pitcher to "Pitchout" or "Walk Batter" or make substitutions for any player.



• Enter a SportsCast Manager Game

During a game simulation, you can press **×** to bring up the Options Menu. To jump into the game and finish what the simulation has started, select Enter Game. You will begin play at the exact point of the paused simulation.

QUICK GAME

Quick Game allows you to start an exhibition game quickly by playing a predetermined match up. You will still have control to choose different teams, but using Quick Game automatically selects a good match up.

EXHIBITION

Exhibitions are games that can be played by choosing any two teams from the league. 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.

When selecting teams for the game, you will be able to select from this year's MLB teams and the All-Star teams. Notice that beneath the team symbol are team rankings that can help you analyze the teams you choose and the quality of the match up. The team options will include selecting team jerseys, a chance to make changes to your game settings, selecting your starting pitcher, setting your batting order, and choosing a stadium for the game.

CAREER

In Career Mode, your goal is to create a player and build a successful career earning post season and career awards with the ultimate goal of being inducted into the Hall of Fame. A Career can be up to 10 seasons or longer, depending on how well your player performs. After each season you will contribute to the off-season tasks of releasing players, controlling amateur drafts, and signing free agents. In this mode, you take your created player through the ups and downs of the Majors and Minors ultimately finding success. Your created player will go through situations like real major leaguers including trades, contract issues, promotions, and demotions.

• Create Player and Select Team

To begin a Career, you will 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, which shows the players occupying the roster spot that you want for your player. It also shows the minor league players at the same position and the need level of each position.

• Minor Leagues

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

• Spring Training

Earning a spot on a major league roster will depend on your prospect's performance in spring training games. As spring training progresses, keep track of his status using the Career Status Menu. As your prospect's status climbs, the MLB Status Meter will move through the Rookie, Veteran, All-Star, and Hall of Fame levels. Once he reaches a certain level, he can be offered a contract.



• Contract Signing

If you see a contract you like you will first need to set goals and terms of the contract. A team can accept or reject your terms and conditions but may make counter offers. If a team accepts your terms, your player will be able to sign the contract and join the team. As contracts run out, any team can extend an offer for your player. If you reject a contract offer, he will be placed into the Free Agent Pool where any team can sign him.

During a season, you can try to force your team to trade your prospect to another club.

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FRANCHISE

In Franchise mode you will run the club from the front office and be in charge of all team operations including player and vendor contracts, scouting, drafting, player rehab assignments, and marketing. You will need to do well in each of these areas, as the revenue generated by the product on the field will determine the success of your club and the ability to build a good team. Once you select a team, your contract will include goals that you must strive to meet such as winning a pennant, hosting an All-Star game, having two players hit over .300 in a season, and more. Your job is to meet these goals within the length of your contract. Once you accept the terms of your contract, you will need to set your Franchise Options (team responsibilities) to manual or CPU. If set to manual, team responsibilities such as drafting, contracts, facilities, etc. will be handled by you. Setting these options to CPU will activate the CPU to handle team responsibilities.

Franchise seasons include players from minor league teams. See Minor Leagues on page X for more information.

• Team Morale

As you play Franchise games, part of your managerial responsibility will be to keep your team morale high. If you can control your player's emotions during a game and throughout the season, your team will play well. But if your team's morale drops, the team will start losing and have problems in the clubhouse. Reasons why a player's morale is high include:

- The player is hitting in the cleanup spot where he has a lot of RBI chances.
- The player is starting for a winning team.
- The player is pitching toward the top of the rotation.

Reasons why a player's morale is low include:

- The player is sitting on the bench after starting for a number of games.
- The player is batting toward the lower half of the order.
- The player is relegated to pitching in mop-up situations.

Three different icons will reflect a player's happiness rating (J, L and K). You can find these ratings next to a player's name on the Lineup Screen, Player Feedback Screen (under Franchise Progress), on the Franchise Main Menu, and the View Roster Screen during a game. It will also appear during gameplay to show the players' emotional state of mind.



• Development

You will have to determine the amount of funding needed to effectively train and rehab your players, hire scouts, and hire managers and coaches. When making these financial decisions, you will be able to see how your funds have been distributed and how they compare to other clubs.

• Player Management

Player Management options allow you to improve your ball club by signing free agents, making trades, and sending down or calling players to and from the minors. Use the Player Progression menu to keep an

eye on player improvement to assist in making player movement decisions. You can also make changes to your lineup by altering the batting order, defensive positioning of players, and the pitching rotation.

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

• Business Management

Business Management includes the delegation of funds towards facility improvements and marketing decisions as well as determining the type of funding used to finance your team operations. Good business management will help to increase team revenue and enable you to improve your financial power in the league to sign better players to bigger contracts. You need to be able to work within your budget by making sound financial moves so that your team ends each season with a profit.

Facilities

Facility responsibilities include Stadium Updates such as field upgrades, seating additions, and ticket and parking pricing. You will also be hiring vendors and determining pricing for food at the park. Other important features of Business Management will include training and rehab facility changes and team transportation.



Marketing

Not only will marketing benefit your team by generating income it will provide necessary exposure for your team and players. You will be using every media outlet available to promote your players and team, create game-day promotions to draw fans to the park, sign TV contracts and sell stadium advertising to generate team revenue.

Banking

Your team may need to borrow money to cover some of its costs. To do so, find the best loan available.

• Franchise Progress

In order to make sound team decisions that will improve your financial position, you need to keep track of a number of important factors – fan and player feedback, the team budget, and your franchise goals. The fan and player feedback will give you valuable insight into the needs and wants of the people that keep your club moving in a positive financial direction. You should always make sure you are operating within your budget and the budget option will show how your team's financial reports compare with the league average. The Franchise Goals option will remind you of the goals agreed upon in your contract when you signed on to run the club.

SEASON

During one and two player seasons you will 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 will qualify for the playoffs. The wild-card team will have the best record of the remaining teams in the league.

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Once you select to play a game on the schedule, you will have a number of gameplay options in which to choose. You can play the game, simulate it (or the season), or use the SportsCast Manager feature. See Simulating Games on page X for more information.

From the Season Menu you can use the Around The League menu to view the league's standings, statistics, roundup (transactions, scores, roster promotions, and player injuries), leaders, and accolades such as awards and records. You can also manage your roster from the Player Management menu where you can 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 (e.g., vs. a left-hander pitcher with a DH in the lineup). You can make additional changes to these options when the game starts from the Pause Menu.

PIRATES LINEUP										
LT						VB RHP NO DH RT				
STARTING LINEUP						OVERALL				
1	RF	M. Lawton	L	100%	▲	1B	D. Ward	L	100%	▲
2	SS	J. Wilson	R	100%		C	H. Cota	R	100%	
3	1B	C. Wilson	R	100%		2B	B. Hill	S	100%	
4	CF	J. Bay	R	100%		3B	F. Sanchez	R	100%	
5	LF	Mackowiak	L	100%		LF	J. Bautista	R	100%	
6	3B	T. Wigginton	R	100%		CF	T. Redman	L	100%	
7	C	B. Santiago	R	100%						
8	2B	J. Castillo	R	100%						
9	P	O. Perez	L	100%	▼					

	Craig A. Wilson	1B	
AVG	.000	CON	100%
RBI	0	PWR	100%
HR	0	SPD	100%
	FLD		100%

	Daryle Ward	1B	
AVG	.000	CON	100%
RBI	0	PWR	100%
HR	0	SPD	100%
	FLO		100%

HOME RUN DERBY™

A Home Run Derby™ can include up to 10 hitters from any team and be held in any stadium throughout the league. Facing an

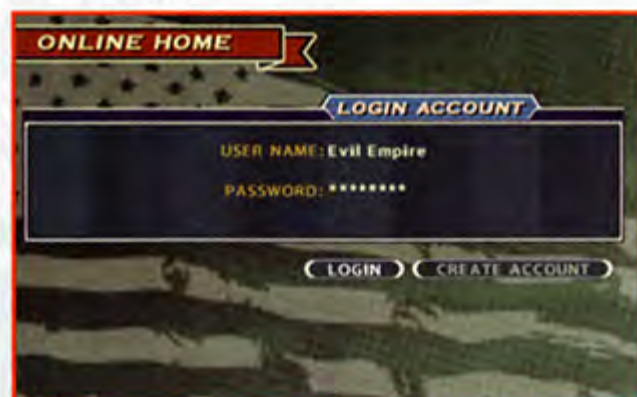
unlimited number of pitches, you get ten outs per at-bat. Anything other than a home run or taking a pitch is considered an out.

• Bracket Breakdown

7-10 players 3 total rounds of play
3-6 players 2 total rounds of play
2 players 1 round of play

ONLINE

MLB 2006 Online enables you to play games with other users over the Internet. There are a number of game options to choose from, including game challenges, hosting private tournaments with your friends, and sending out emails to coordinate start times for games. To go online, select ONLINE from the Main Menu and press **X**.



• Creating an Account

To play MLB 2006 online, you will need to create an account and choose a unique screen name and password. Each time you use the online function, login using the same screen name and password. This account will be accessible only to you and can be used for any of the 989 Sports titles.

NOTE: You must agree to the terms of the User Agreement to connect to MLB 2006 online. You do not need to create a new account if you have already created an account via a 989 Sports Online title.

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

• **Game Rooms**

Game Rooms are where game challenges take place. You can search for 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**

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

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. MLB 2006 even has Game Rooms such as Dial-up and Broadband — places for gamers using dial-up or broadband connections to play online. Connection speeds may be

different and gamers using a broadband connection may want to stick with playing those using the same connection speeds.

• **The Chat Area / Selecting a Game**

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

Join in on some trash talking or search for information on possible opponents. Anyone online within the same Game Room will be able to view your chat messages and participate in the 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 **⊗**. You can set the game options, view your opponent's statistics, and start your game. At any time during a game, press **SELECT** to bring up the chat window. While playing, you can trash talk with your opponent.

• **Quitting Games**

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

• **Leaderboards**

Real-time leaderboards show your ranking among all online gamers. Each user ranking will be listed by point total

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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 the gamers that join. When you create an online tournament, set the number of teams, the date that it starts, and a sign-up period in which to join. Once your tournament is created, users can go to the "VIEW OR JOIN A TOURNAMENT" option to join. Each tournament shows its status, registration details, and start dates.

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

• Privatizing Your Tournaments

To privatize your tournament as invitation only, you must create a password that would need to be entered by users in order to join the tournament. From the setup screen, after naming your tournament, enter a unique password into the password field. Invite gamers to join by giving them the password and other important details using the Mail option on the Welcome screen. See Mail/Feedback on page 19 for more information.

• Joining a Private Tournament

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

• Online Downloaded Rosters

You will be able to download live roster updates for regular and online play. Live rosters represent the current rosters of Major League Baseball teams that include all player movement up to the date downloaded. When you go online, you will be prompted to download updated rosters and save them to your Memory Card. If you do not download the latest rosters, you will play with the default rosters from the beginning of the season. To play other online users that have downloaded the latest rosters, you must also download live rosters. You can also go to the Home/Welcome screen to download rosters using the Rosters option.



• Message Boards

Message Boards are designed to provide a place for gamers to discuss Major League Baseball and any other topic of interest. MLB 2006 has created multiple message board categories for you to choose from, so join in on as many as you like. Enter the General Message board to create new topics and put your thoughts online. By

participating on the message boards, you can see what other gamers are thinking.

• Mail / Feedback

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

• Polls / Survey

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

• News / Promos

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

• Edit Profile

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

• 989sportsonline.com

The 989 Sports website allows you to access the MLB 2006 Online lobby from your computer. Log on to 989sportsonline.com from the web and check out the leaderboards, view tournament brackets, and participate in message boards. You can even send and receive user mail.

FEATURES

• Create Player

You have the opportunity to create a player of any skill and ability. To create a player, simply make new selections to player attributes from each Create Player setup screen by pressing **↑** / **↓** to choose an option and **←** / **→** to choose a setting. Move through the setup screens by pressing **ⓧ**.

When a player is created, he is added to the Free Agent Pool where he can be signed by any club.

• EyeToy™ USB Camera

With the EyeToy USB camera, you can create players using pictures of MLB 2006 users. Have fun using the EyeToy USB camera and the physical characteristics of you and your friends to field a team.

• Fantasy Draft

Use the Fantasy Draft to shake up the league by allowing the CPU to create new rosters for all 32 teams. You will have no control, as the CPU will make all player selections during the draft. When the draft is complete, you can select teams from the draft list and press **ⓧ** to view the new rosters.

• Profile

You can create up to two profiles that can be used in game competitions to compare stats or for earning points to unlock special game rewards. Once a profile is created, you can load it to use in any Exhibition, Season, Franchise, or Career Mode. Profiles must be loaded before competition to utilize this feature. Once profiles have been used, you can use the View menu to analyze the Game Logs of each profile, checking out the statistics compiled for each game mode.



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Also available will be the Trophy Case, which will include the awards given to players throughout competitions.

• **Goals and Rewards**

If goals are achieved in competition, you will be able to unlock special game rewards such as great players, stadiums, and uniforms from past eras, as well as Easter eggs, which are unique game features (e.g., big ball, run really fast, etc.). There are individual and team goals for each game mode. From the Goals screen, you can view the list of goals, whether they have been achieved, and the point total for each. Once you have earned enough points by reaching your goals, from the Rewards screen you can begin to unlock game features. Press **L1** / **R1** to cycle through the reward categories and **↑** / **↓** to view the list of rewards. If you have enough points, highlight a game reward and press **X** to unlock it.

• **Game Tips**

The Game Tips feature provides perspective on every gameplay aspect of MLB 2006. Learn how to better utilize the game control features for pitching, batting, base running, and fielding.

• **Player Movement**

Player Movement allows you to alter any team roster by adding or removing players from a roster. Player moves will not be rejected because they are done before selecting a game mode and are not considered player trades. There are no restrictions with player movement, as you can exchange any two players in the league (e.g., All-Star shortstop for utility player).

• **Rosters**

Rosters that have been changed can be saved to your Memory Card and then loaded for any game format.

OPTIONS GAMEPLAY

Many of the MLB 2006 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. These options can also be found in game from the Pause Menu.

• **Difficulty**

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

• **Batting, Pitching, and Fielding View**

These options determine the angle of the camera in regard to the view of the game from an offensive and defensive position.

• **Manager Mode View**

In Manage Only Mode, you can adjust your view of the game.

• **Auto Throwing**

Auto Throwing set to ON will activate your players to automatically throw the ball to the appropriate base when it is fielded.

• **Fielding Assist**

Set to Auto will field for you when a ball is put in play. A fielding marker will appear on the field with two indicators of the balls landing

spot – general and actual. See Fielding Marker on page 10 for more information.



• Auto Base Running

Auto Base Running set to ON will activate your players to automatically run the bases, determining on their own when to steal, tag up, go for the extra base, and slide.

• Vibration

When set to ON, your DUALSHOCK®2 Analog Controller will vibrate allowing you to utilize the Total Control Pitching feature.

• Base Running Windows

Set to ON, Base Running Windows will appear before a pitch and show close-up activity of your runners on base as they take leads and attempt steals.

• Guess Pitch

The Guess Pitch option allows you to guess the pitch before it is delivered. A correct guess will activate a crosshairs and enable you to make good contact of the ball.

• Pitch Callout

The Pitch Callout display can be set to Simple, Full or Off. After a pitch, a Full display will show pitch details of miles per hour, location, movement of the pitch, pitch type, and whether the pitch was a strike or ball. A Simple display will only show the location and whether the pitch was a strike or ball.

• Pitch Interface

You can set the Pitch Interface to Meter or Classic. The Meter Interface allows you to use a pitching system meter to set the power and

release point of the pitch. Classic Mode Pitching will not display a meter, as holding **X** throughout the pitch generates power for a pitch. Tapping **X** will take velocity off of the pitch.

• Pitching Ballmarker



The Pitching Ballmarker is a baseball cursor located in the center of the strike zone before a pitch. Once you select a pitch type, you can move the cursor with the Left Analog Stick to aim the starting point of your pitch. This option can be set so that the cursor fades out before the pitch for a greater challenge. As you move your aim further from the center of the strike zone, your DUALSHOCK®2 Analog Controller will vibrate and will "buzz" if you run your aim over the edges of the strike zone.

• Tag Up Indicator

The Tag Up Indicator will display during the game while you are positioning your fielder for a catch. If there are runners on base tagging up, you can make immediate throws after the catch to gun down the runner. Using the fielding marker, you can also position your fielder just behind the marker to make the catch and deliver a stronger throw.





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• **Catch Region Indicator**

The Catch Region Indicator is the part of the Fielding Marker that shows the general area in which a fly ball will land.

• **Catch Position Indicator**

The Catch Position Indicator is the part of the Fielding Marker that shows the exact landing spot of a fly ball.

• **Hot Zones**

Hot Zones are sections of the strike zone that display a hitter's strong and weak hitting zones. Red sections indicate locations of a batter's highest level of hitting efficiency. Blue zones indicate a batter's weak locations. Both hot and cold zones can increase or decrease in intensity based on the batter's successes and failures in each zone.

• **Strike Zone**

A Strike Zone can be set to appear above the plate during an at-bat to help you throw strikes or as the batter make good cuts at a pitch.

• **Errors**

Errors can be set ON/OFF for the game.

• **Innings**

You can set the length of the game to 1-9 innings.

• **DH**

The Designated Hitter is only used in American League games unless you set this option ON to use it for National League teams. Set to AUTO, the CPU determines when the DH is used.

• **Pitcher Stamina**

The stamina of a pitcher will determine his effectiveness in regard to speed, accuracy, and break of his pitches. Set ON, a pitcher's stamina will be affected during the game as fatigue sets in.

• **Fast Play**

Fast Play allows you to play your game without all of the player activity and camera shots before and after a pitch or play.

• **Batter Walk Up**

Turn the shot of the batter walking to the plate ON/OFF.

• **Broadcast Presentations**

Set the occurrence of broadcast-style presentations made during the game.

• **Game Tips**

Turn the Game Tips presented during the progress of the game ON/OFF.

• **Widescreen**

If you play the game on a widescreen TV, set Widescreen ON.

• **Audio/Video**

Adjust the announcer, music, sound effects, and crowd volume level of your game.

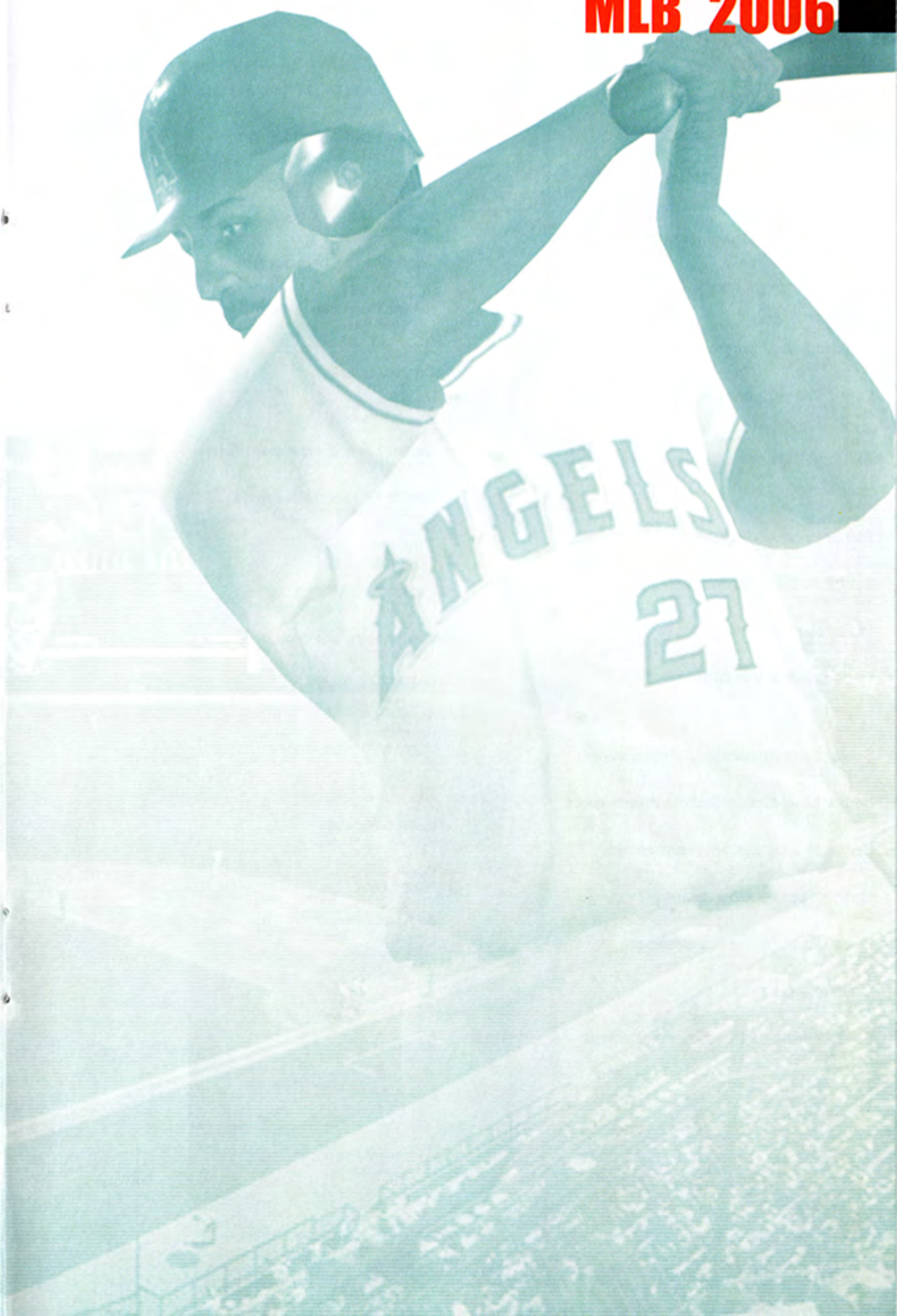
• **Jukebox**

Using the Music Jukebox, you can turn pre-loaded music selections of the game ON/OFF.

• **Game Tuning**

Use Game Tuning options to customize ability and attribute levels of your players and those of the CPU. You can increase or decrease level settings such as pitch speed, batter contact and power, arm strength, and more.

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PROGRAMMING

MLB Franchise Lead Programmer
Tim Monk

Senior Lead Graphics Programmers
Patrick Hager
Jon Ramsey

Senior Graphics Programmer
John East

Graphics Programmers
Tim Flier
Bijan Forutanpour

Senior Lead AI programmer
Mike Weldon

Senior AI Programmers
Mike Burton
Jeff McArthur

AI Programmers
Brian Ma
Brian Hendley
Josh Wirth

Senior Lead Audio Programmer
Stephen Conrad

Senior Audio Programmer
Jeff Harward

Lead Front End Programmer
Ben Hulse

Front End Programmers
Jeff Ullman
Lloyd Tullues
Dave Herman

Senior Lead Presentation Programmer
Lee Blum

Senior Lead Motion System Programmer
Tawn Kramer

Senior Motion System Programmer
Chris Fodor

Motion System Programmer
Leo Mortero

Senior Lead Online Programmer
Oren Peli

Online Programmer
Jason Phillips

Senior On-Screen Display Programmer
Joe Wilkerson

Senior Programmers
Dan Enfield
Omar Canon

ART

Senior Lead MLB Franchise Artist
Paul Hainey

Senior Lead Animation Artist
Chris Clements

Senior Animation Artists
Weon Ju
Jon Rohland
Donny Sorvala

Senior Lead Character Artist
Gil Garcia

Senior Character Artists
Christine Dekhi
Robert Fitzgerald

Character Artists
Eric Heim
Walter Stuart
Joel Benjamin

Senior Lead Environment Artist
Shawn Robles

Senior Environment Artists
Franz Borowitz
Bryan Paquette
Thai Tran
Kevin Weinstein

Environment Artist
Dale Sedenquist

Senior Lead Interface Artist
Tom Jung

Interface Artists
Sito Francisco
Ashley Kim
Andy Wilson
SungHyun "Tate" Baik

DESIGN TEAM

Lead Designer
Kolbe Launchbaugh

Designer
Ed Brady

Assistant Designers
Lorne Asuncion
Greg Batalucco
Aaron Luke

PRODUCTION

Senior Producer
Chris Cutliff

Producers
Chris Gill
Jody Kelsey

Assistant Producer
Jason Villa

Director of Sports
Scott Rohde

Creative Director of Sports
David Ortiz

Art Director
Brad Pollard

VP of Product Development
Shuhei Yoshida

Licensing Director
Christian Phillips

Licensing Assistant
Jennifer Kacizak

Sports Dept. Administration
Erica Nathanson

AUDIO
Director of Tools, Technology and Services
Buzz Burrowes

SOUND DESIGN MANAGER
David Murrant

MANAGER OF SPORTS AUDIO
Rex Baca

Senior Sound Designer
Andrew Bracken

SCRIPT WRITER
Ed Brady

SPEECH ENGINEER
Monty Mudd

PLAY-BY-PLAY ANNOUNCER
Matt Vasgersian

COLOR COMMENTATOR
Dave Campbell

P.A. ANNOUNCER
Mike Carlucci

CINEMATIC AUDIO POST PRODUCTION
Andrew Bracken, Tristan des Pres

Assistant Script Writer
Zach Parris

MUSIC

Music Director
Chuck Doud

IN-GAME MUSIC
Chris Stevens

MUSIC SUPERVISOR
Chuck Carr

Music Production Coordinator
Tammy Tsuyuki

MUSIC LICENSING
Victor Rodriguez
Information Technology Group

Director
Charles Connoy

ONLINE GAMING OPERATIONS

Sr. Systems Administrator
Ron Andres

Sr. Database Administrator
Richard Bennett

Principal Systems Administrator
Chip Capelik

Product Development IT Director
Charles Connoy

Network Operations Specialist
Keith Hutchinson

Network Operations Specialist
Kristin Igaki

Network Operations Specialist
Aaron Johnston

Network Operations Specialist
Jose Madrigal

Sr. Database Administrator
Michael Thompson

Network Operations Specialist
Rudy Wiley

Sr. Database Administrator
Madhukar Yedulapuram

INFRASTRUCTURE GROUP

Desktop Support Technician
David Alonzo

Principal Security Administrator
Robert Clark

Network Engineer
Chris Dudley

Sr. Systems Administrator
Tom Guptill

Network Engineering Manager
Derrell Jenkins

Sr. Systems Administrator
Sven Nielson

Sr. Systems Administrator
Andrew Lee
Network Engineer
Randy Lopez

Manager, IT Infrastructure
Tom Perrine

Help Desk Manager
Rick Rossitter

Sr. Project Coordinator
Tracy Seifert



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Desktop Support Technician

Chad Sousa

Sr. Systems Administrator

Paul Zastoupil

SCE-RT (Online Technology Group)

Director Online Technology

Glen Van Datta

Senior Project Manager

Greg Becksted

Game Integration

Vinod Tandon, Rob Colbert, Tom Sawyer

Production

Erika Kato, Trang Ho, Steve Slover

SVO

Senior Programmer

Russ Patterson

Senior Programmer

Amir Zbeda

Online Associate Producer

Doug Damron

Lead Server Engineer

Peter Heino

Programmer

Don Costes

Programmer

Glen Kawano

Programmer

Rolando Simeon

Programmer

Ed O'Leary

Associate Programmer

Ben Choorut

Associate Programmer

Allen Pouratian

Associate Programmer

Matt DeVico

Associate Programmer

Aaron Brunstetter

Product Development, First Party Quality Assurance (FPQA)

Director Test Team

Michael Blackledge

Senior Manager

Ritchard Markelz

Test Manager

Michael Graham

Game Test Engineers

Masashi Ogasawara, Robert Helsel

Quality Assurance Analyst

Brian Nolan

QA Analysts

Dominic Zenquis, Francis Cancio, Josh Short, Jonathin Morse, Avery Anderson, Robby Cheverton, Josh Kahelin, Mathew Bolger, Joseph Schmedding, Steven Han, Niko Apostolidis, Adam Martin, Jason Whitney, Jen Crutchfield, Robert Craddock, Mikey Cohen, Justen Hollis, Jefferey Navasca, Mario Avalos, Ben Peterson, Andrew Sayers, Donald Poquiz, Brandon Johnson, Thomas Miller, Larry Gitlitz, Warren Congdon, Michael Levinson, Jason Robinson, Jonathan Shufeldt, Mosi Humphrey, Douglas Lewis

GTE Component Team: Scott Nyce, Mathew Zauher Analysts:

Lab Technician

Vince Loughney

QA Support

Manager

Ken Kribs

Test Tool Developer(s)

Jie Xu, Chris Depuydt

Applications Manager

Kevin Simmons

Applications Admin

Christian Davis

Technology Projects Coordinator

Matt Harper

Project Management Team

Project Management Supervisor

Eric Ippolito

Project Coordinator

Jason Coker

Art & Animation Services Group

MOTION CAPTURE

Director, Art and Animation Services Group

Dwayne Mason

AASG Department Assistant

Nonet Vargas

Motion Capture Manager

Brian Rausch

Motion Capture Production Supervisor

Scott Peterson

Motion Capture Animation Supervisor

Chad Moore

Motion Capture Animation Lead

Frank Strocchio

Motion Capture Technical Animation Lead

Johnny Walker

Motion Capture Animator

Brian Phipps
Michael Graessle
Eryn Roston
Daniel Legg
Jerry Ashworth

Motion Capture Specialist Lead

Jake Wilson

Motion Capture Technology Supervisor

Percy Sagun

Motion Capture Specialist

Travis Parks

Motion Capture Studio Supervisor

James Scarafone

Motion Capture Studio Technician

Ryan Beeson
Doug Hagstrom

Motion Capture Tracking Supervisor

Michael Shinkle

Motion Capture Tracking Technician

David Ibarra
Jason Giles
Jason Rush
Ander Bergman
Marla Rausch
Xou Fang

SCANNING

3-D Scanner Lead

Chip Parsons

3-D Scanner Technology Supervisor

Travis Ross

3-D Scanner Technician

Tony Lui
Trisha Manbeck

Maya Technical Support Group

Richard Harding - Lead Engineer
Chris Mayberry - Technical Artist/Engineer

Technical/Art Training Coordinator

Jason Parks
Cinematic Solutions Group

Cinematic Manager

Scott McMahon

Production Supervisor

Brian Johnson

Creative Project Supervisor

Jahil Nelson

Cinematographer

Diana Ulzheimer

Shake Composer

Scott Minter

Editor

Rick Takashi

CG supervisor

Greg Jung

CG Coordinator

Janelle Pitchford

CG Lighting Technical Lead

Sal Arditti

CG Rigging Technical Lead

Christian Vagnati

CG ARTIST

Bill Johnston
Hong Suckhsu
Hock Wong
Long Pham
Ben Bathen
Allen O'Brien
Bret McConnell
Nicki Ran Huai
Paul Fedor
George Castro

TOOLS & TECHNOLOGY GROUP

DIRECTOR OF TOOLS & TECHNOLOGY

Edward Lerner

AUDIO TEAM

Lead

Buzz Burrowes

Engineers

Alex Rosenberg
Alex Goldobin
Chris Braymen
Jim Sproul
Laurent Betbeder

RUN-TIME TEAM

Manager

RJ Mical

Engineers

Alex Rosenberg
Dan Hilton
Gustavo Oliveira

SUPPORT TEAM

DEV.TOOLS/ACCOUNTS ADMINISTRATION

Jason Young

TOOLS TEAM

Manager

Andy Bushnell

Engineers

Bill Budge
Steve Merel

WEB TEAM

Manager
Michael Plotkin

Engineers

Dzmitry Zhemchouh
Eugene Neymark
Kyle Saugier



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SONY COMPUTER ENTERTAINMENT AMERICA, MARKETING

Product Marketing Manager
Troy Mack

Product Marketing Specialist
Doug Panter

Director, Promotions
Sharon Shapiro

Promotions
Janeen Anderson, Donna Armentor, Blair Elliott, Bob Johnson, Tracy Ryder

Director, Public Relations
Molly Smith

Public Relations
Ron Eagle, Ryan Bowling, Paul Murphy, Alyssa Casella, Scott Goryl

Director of Loyalty and Channel Marketing
Steve Williams

**Director of Brand and Market Strategy,
PlayStation Online**
Susan Nourai

Director, Creative Services
Ed DeMasi

Creative Services Manager
Jack Siler

Creative Services Specialist
TJ Consunji

POP Manager
Josh Bingham

Manual Documentation
David Lovalvo

Packaging & Manual Design
Petrol Advertising

PHOTOGRAPHY
Getty Images

LEGAL & BUSINESS AFFAIRS

LEGAL & BUSINESS AFFAIRS
Shelly Gayner-Director
Jim Williams - Intellectual Property Attorney

PARALEGALS
Kirsten Costello
Marla Dressen

MUSIC LICENSING
Brian Fukuji
Mary Nappi

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Andrew House
Jack Tretton
Frank O'Malley
Steve Ross
Riley Russell
Jim Bass
Shuhei Yoshida
Glenn Nash

MLB Motion Capture Athletes

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

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IN-GAME MUSIC

Extreme Music
Chris Stevens for C.S. Productions
Chuck Carr

MUSIC LICENSING

"Adding To The Noise"
Performed by Switchfoot
Written by Jonathan Foreman & Tim Foreman
© Sugar Pete Songs / Meadowgreen Music Company
ASCAP
Courtesy of Columbia Records by arrangement with Sony

"Allaboutit"

Performed by The High Speed Scene
Music & Lyrics by Max L. Hart
© 2004 by Banana Seat Music BMI administered
worldwide by Crowded Air Music BMI
Courtesy of Interscope Records under license from
Universal Music Enterprises
From the album The High Speed Scene

"Bring Me Down"

Performed by Pillar
Written by Noah Henson, Lester Estelle, Rob Beckley &
Michael Wittig
© Flicker USA Publishing & Fireproof Music BMI
Courtesy of Flicker Records under license from EMI Film &
Television Music

"Callin' Out"

Written by T. Shimura, Charles Berman, Claude Chapeau, Alain
Gagnon, François Lanctôt, Yves Légaré
Female Vocals by Constance Lopez and Joyo Velarde
Mixed by Count with LB at Studio 880 and Studio Chocula
Produced, Programmed, and Arranged by Lyrics Born
© Asia Born Music ASCAP and Les Editions ZAK Enrg.
"Callin' Out" contains samples from "Galactic" and "Magic Toy"
as performed by Zak under license from Charles Berman,
Claude Chapeau, Alain Gagnon, François Lanctôt and Yves
Légaré
Provided courtesy of Quannum Projects

"Carry On"

Performed by Saliva
Written by Paul Crosby, Christopher D'abaldo, David Novotny,
Josey Scott, Wayne A. Swinny
© 2004 Five Superstars ASCAP. All rights administered by
Almo Music Corp. ASCAP
Courtesy of The Island Def Jam Music Group under license
from Universal Music Enterprises

"Done With You"

Performed by Papa Roach
Written by Tobin Esperance, Jerry Horton, Jacoby Shaddix
and David Buckner
© Viva La Cucaracha Music, Inc. ASCAP
Courtesy of Geffen Records under license from Universal
Music Enterprises

"Do You Wanna Play (Wit' Me)"

Performed by Bootsy and Friends Feat. Morris &
D.M.A.U.B.
Written by Morris Mingo, Donnie Harper & Bootsy Collins
© Mash-a-Mugg BMI

"Get Your Boogie On"

Performed by Young MC
Written by Marvin Young
© Young Man Moving ASCAP administered by Music &
Media International ASCAP
Courtesy of Young Man Moving

"In Too Far"

Performed by Acceptance
Written by Ryan Zwielfoer, Jason Vena, Christian
McAlhaney, Kaylan Cloyd and Nick Radovanovic
© This Weapon Is Loaded Music ASCAP, Loss For Words
ASCAP, My Songs Not Yours ASCAP, Big Rock Money
ASCAP and Copyright Control
Courtesy of The Militia Group and Columbia Records by
arrangement with Sony Music Licensing

"It's Happening"

Performed by White Light Motorcade
Written by Harley Dinardo, Mark Lewis, Thomas Salmorin &
Steve Slingenevner

© 2004 BMG Songs, Inc., Imbecile Music, Moveable
Music, Scouthouse Music & Zukelaweit Music BMI
(p) 2003 Octone Records

"Listening"

Performed by The Used
By Robert McCracken, Brandon Steineckert, Jeph Howard
and Quinn Allman
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"No Way Out"

Performed by Theory of a Deadman
Written by Tyler Connolly, Dave Brenner and Dean Back
Produced by Howard Benson. Mixed by Chris Lord-Alge.
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From the Roadrunner Records / 604 Records album
Gasoline

"Rawklist"

Performed by Thousand Foot Krutch
Written by Trevor McNeven, Steve Augustine & Joel Bruyere
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Performed by Chevelle
Written by Pete Loeffler, Samuel Loeffler, Joseph Loeffler
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"The Ace, The Only"

Performed by Atlas Plug
Written by Tom Salta
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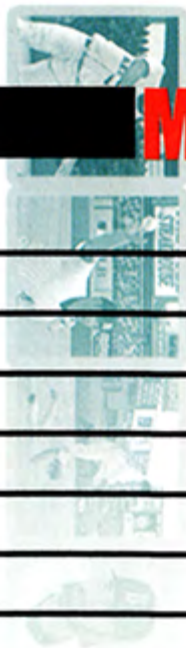
"We Got The Beat"

Performed by Talib Kweli featuring Res
Written by Talib Kweli, Kevin Risto, Wayne Nugent
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