

**EA**  
**SPORTS™**

**MVP**  
**BASEBALL™**  
**2005**

**FOR THE 2005 SEASON**

**EVERYONE**  
**E**  
CONTENT RATED BY  
**ESRB**



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

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

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

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

### **USE OF UNAUTHORIZED PRODUCT:**

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

### **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

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

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit [www.esrb.org](http://www.esrb.org).



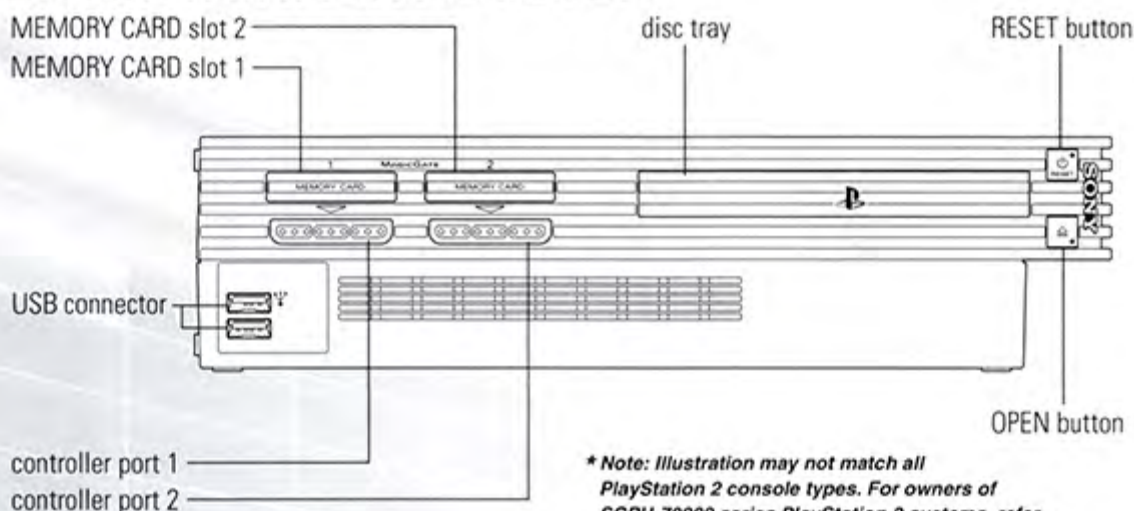
# CONTENTS

<b>STARTING THE GAME</b> .....	<b>2</b>
<b>COMMAND REFERENCE</b> .....	<b>3</b>
<b>COMPLETE CONTROLS</b> .....	<b>4</b>
<b>PLAY NOW</b> .....	<b>7</b>
PLAYING THE GAME.....	7
<b>GAME MODES</b> .....	<b>8</b>
EXHIBITION .....	8
DYNASTY MODE™ .....	8
<b>NEW</b> OWNER MODE .....	8
MVP BASEBALL™ 2005 ONLINE .....	10
<b>NEW</b> MINI GAMES .....	11
OTHER GAME MODES .....	11
<b>MY MUP</b> .....	<b>11</b>
<b>MANAGE ROSTERS</b> .....	<b>12</b>
<b>HINTS AND TIPS</b> .....	<b>12</b>
<b>SAVING AND LOADING</b> .....	<b>12</b>
<b>LIMITED 90-DAY WARRANTY</b> .....	<b>13</b>

Check out EA SPORTS™ online at [www.easports.com](http://www.easports.com).

# STARTING THE GAME

## PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

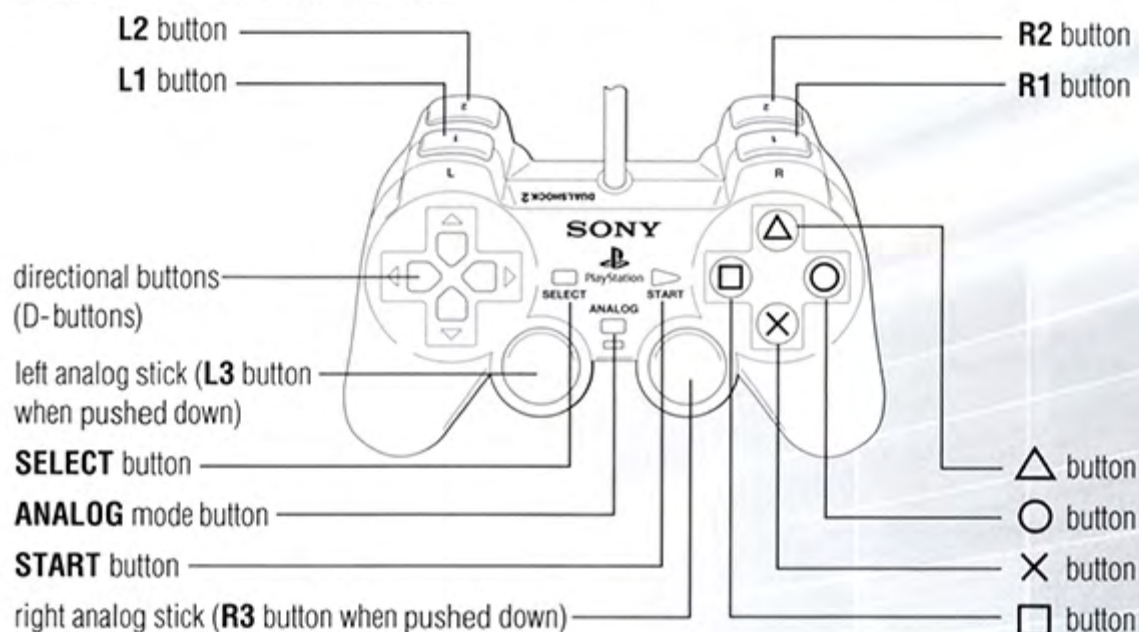


*\* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

- 1.** Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
- 2.** Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
- 3.** Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
- 4.** Place the *MVP Baseball™ 2005* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
- 5.** Attach game controllers and other peripherals, as appropriate.
- 6.** Follow on-screen instructions and refer to this manual for information on using the software.

# COMMAND REFERENCE

## DUALSHOCK<sup>®</sup> 2 ANALOG CONTROLLER CONFIGURATIONS



### MENU CONTROLS

Highlight menu items	D-button ↕
Cycle choices/Move sliders	D-button ↔
Select/Go to next screen	⊗ button
Return to previous screen	△ button



# COMPLETE CONTROLS

With additions like the EA SPORTS™ Hitter's Eye and Precision Pitching, the playing field has been leveled. Practice these controls to get any advantage you can.

## OFFENSE

BATTING	
Swing	X button
Check swing	X button (release quickly after pressing)
Bunt	R3 button (hold; release to pull back) Before the pitch for sacrifice bunt, or during the pitch for a base hit bunt
<b>NEW</b> Move in the batter's box	L2 button + left analog stick ← (As you move during the pitch, your hot and cold zones move as well to prevent pitchers from only targeting your cold zones)
Charge mound (after being hit by a pitch)	△ button
Access the Pause menu	START button
Pitch/Swing Analysis Replay/ Mute EA SPORTS™ Talk (Online Only)	SELECT button

### EA SPORTS™ PURE SWING SYSTEM

Pressing the left analog stick in the appropriate direction based on pitch location during your swing changes the way the ball reacts off the bat.

**To take an uppercut swing**, press the left analog stick ↖/↑/↗ while swinging. This increases the chances of hitting a fly ball, but also increases your chances of poor quality contact if the pitch isn't up in the zone.

**To hit the ball on the ground**, press the left analog stick ↙/↓/↘ while swinging. Keep in mind that pitches up in the strike zone are very difficult to hit on the ground.

**To hit the ball to the left**, press the left analog stick ↙/←/↖ while swinging. For the best results, use this technique when the pitch is coming in on the left side of the plate.

**To hit the ball to the right**, press the left analog stick ↘/→/↗ while swinging. For the best results, use this technique when the pitch is coming in on the right side of the plate.

## BASERUNNING

Control runner at 1st/2nd/3rd	○ button, ▲ button, or □ button
Steal/Choose base destination	Select a runner, then press the D-button (toward base you are trying to steal) L1 button (advance all runners) R1 button (retreat all runners)
Quickly return to a base during a pickoff attempt	right analog stick
Head-first slide/Railroad the catcher at home	right analog stick ↑
Head-first slide to the left/right side of the bag	right analog stick ↙/↘
Pop-up slide	right analog stick ↓
Hook slide to the right/left side of the bag	right analog stick ↘/↙

**NOTE:** If you do not select a runner, your baserunning command defaults to the lead runner.

## DEFENSE

Paint the corners and change speeds to keep the batters guessing with the all-new Precision Pitching system.

## PITCHING

Choose pitch location	left analog stick
Throw a pitch	⊗ button, ○ button, ▲ button, □ button, or R1 button
<b>NEW</b> Quick pickoff attempt	L1 button + ○ button, ▲ button, or □ button
Normal pickoff attempt	L2 button + ○ button, ▲ button, or □ button
Pitchout	L1 button + ⊗ button
Intentional walk	L1 button + R3 button
Intentionally hit a batter	L1 button + L3 button
Choose infield/outfield alignment (before pitch)	R2 button (hold) (D-button ↔ to choose a category)
View pitch history	L3 button + L1 button or R1 button to toggle at bats
View Bullpen/Dugout menu	R2 button (D-button ↔ to toggle between bullpens and dugouts)
Access the Pause menu	▶ button START

**NOTE:** Most pitchers have a unique pitching repertoire. Besides the four-seam fastball, which is always assigned to the ⊗ button, other pitches are assigned to different buttons depending on the pitcher's arsenal.



## PRECISION PITCH METER

Follow these steps to pitch like a modern-day Cy Young:



- 1 Press and hold the button for the pitch you want to throw to get this bar moving.
- 2 When the bar reaches this point, release the button. The closer the bar is to the end of the meter, the more effective the pitch.
- 3 Press the pitch button again when the bar is as close as possible to this green perfect zone. The closer you are to the green zone, the more accurate the pitch.

**NOTE:** The Pitch feedback tells you how close you were to the green zone.

## FIELDING

You can't win without solid fielding skills.

<b>Move fielder</b>	left analog stick
<b>Change fielders</b>	<b>L1</b> button
<b>Dive/Stretch</b> for the ball	right analog stick ← toward the ball
<b>Climb wall/Jump</b> for a ball over your head	right analog stick ↑
<b>Make a sliding catch</b>	right analog stick ↓ as the ball approaches
<b>Throw</b> to home, 1st, 2nd, and 3rd	⊗ button, ⊙ button, ▲ button, or ⊞ button (hold to power up, release to throw)
<b>Throw to the cut-off man/Relay throw</b>	<b>R2</b> button (hold to power up, release to throw)
<b>Fake throw</b>	⊗ button, ⊙ button, ▲ button, or ⊞ button then <b>R1</b> button

**NOTE:** The CPU automatically adjusts your defensive alignment based on the situation. You can override this by choosing the infield and outfield alignments yourself—as shown in the pitching controls.



# PLAY NOW

Pick your teams and get on the field. In Play Now mode, it's that simple.

**To begin a Play Now game**, select a Home and Away team from the Select Team screen, then move the controller icon beneath the team you want to play as. That's it—you're ready to hit the field!

## PLAYING THE GAME

Lace up your cleats—it's game time.



### **NEW** THE EA SPORTS™ HITTER'S EYE

Read the pitch the moment it leaves the pitcher's hand with the EA SPORTS Hitter's Eye. The ball's color during the initial split second after release indicates what the type of pitch.

<b>Fastball</b>	White
<b>Breaking ball</b>	Red
<b>Off-speed pitch</b>	Green
<b>Sinking pitch</b>	Purple
<b>Knuckleball</b>	Orange

### **NEW** PITCH/SWING ANALYSIS REPLAY

Analyze each swing with the Pitch/Swing Analysis Replay. Review your timing and swing location to see how you handled the previous pitch or scout what the pitcher is offering. Access the Pitch/Swing Analysis Replay by pressing the **SELECT** button or from the Pause menu—this feature is not available during online play.

### **NEW** MANAGER ARGUMENTS

Have your manager argue calls by pressing the **△** button during the auto replay or via the Your Dugout section of the Bullpen menu. Intensify the argument by rapidly pressing the **△** button. A well timed argument can give your team an attribute boost, while a poorly timed one can frustrate your team and give them an attribute penalty. Sometimes arguments have no result. Listen to the commentators during the cut scenes to figure out which you received.

**EA SPORTS™ TIP:** Manager arguments are more likely to get a boost on very close plays or blown calls so watch the entire replay before sending your manager out. Arguing balls and strikes is an automatic ticket to the shower and if you get kicked out the CPU will make all the managerial decisions for the rest of the game. Be smart!

# GAME MODES

*MVP Baseball 2005* has several game modes—including the new in-depth Owner Mode, which lets you build your own stadium and run your franchise for 30 seasons.

## EXHIBITION

Play a single game with more control over rosters and options than a Play Now game. You can set your starting lineup and choose your stadium before heading into the game.

## DYNASTY MODE™

From setting the day-to-day lineup to signing free agents, Dynasty Mode™ gives you complete control over every aspect of your team for up to 120 seasons—from the Majors all the way through Single-A.

You're judged against a series of one- and three-year goals. Every milestone you achieve increases your manager rating. Fail to meet your goals, and your rating plummets—as well as your job security.

The Dynasty Management screen is your hub to building your team into a contender. Many of the features are similar to those on the Owner Mode Management screen (see p. 9).

## NEW OWNER MODE

You now have the opportunity to put yourself in the shoes of a big-league owner. You have 30 seasons to make your franchise successful by fielding a competitive team and keeping your fans happy.

After setting your options and choosing a team, it's time to build your field of dreams.

## NEW CREATE BALLPARK

Customize your entire park while keeping your fan base in mind. Remember, the more fans that come through the turnstiles, the more revenue you receive.

Personalize your stadium by selecting a ballpark name, location, field dimensions, and even the mow pattern. The customization options are endless.

Your ballpark starts off very small, without any bells and whistles. Satisfy the fans by purchasing upgrades, but only after you've earned the revenue from TV contracts, merchandise, and ticket sales.



## OWNER MODE MANAGEMENT

You control everything from the Owner Mode Management screen. The graphic below explains some of the features accessible from this screen.



- A** Stay informed about your organization by reviewing emails from various sources and reacting to what they tell you.
- B** Make and review key decisions about team finances, pricing, ballpark assets, coaching staff, and much more. This is the financial hub of your organization. You'll spend a lot of time here attempting to balance your budget.
- C** See how you've fared against your opponent in the past and what you'll need to do to be successful in the upcoming games.
- D** Adjust your rosters, acquire players via trade or free agency, and stay on top of your payroll.
- E** Review your upcoming schedule. Select a day in the future to sim up to that point.
- F** Keep your players happy by fielding a good team and paying them what they deserve.
- G** This is an indicator of the overall happiness of your fans. If your team is winning, your stadium fits their needs, and your prices are just right, your fans will be happy. If you field a losing product and your stadium constantly needs upgrading, your fans could jump ship.
- H** See where you rank in the league in pitching, hitting, fielding, and baserunning.
- I** This is the upcoming opponent, their chemistry, the importance of the game, and their ranking.

# MVP BASEBALL™ 2005 ONLINE

Play the best players online and earn online rewards.

**NOTE:** REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT [www.easports.com](http://www.easports.com). YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON [www.easports.com](http://www.easports.com) OR 30 DAYS AFTER THE LAST DAY OF THE 2005 MLB SEASON.

YOU MUST BE 13+ TO REGISTER FOR THE EA ONLINE SERVICE.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. **A Publisher can combine this information with personally identifying information from the Publisher's records if the user provides the personally identifying information. Before providing any personal information to a Publisher, please be sure to review the Publisher's privacy policy and terms and conditions of use. Do not provide personally identifying information to a Publisher unless you accept the conditions of use and terms of their privacy policy.** SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit [www.us.playstation.com/DNAS](http://www.us.playstation.com/DNAS). In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console, or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, systems failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *MVP Baseball 2005* online. *MVP Baseball 2005* is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem) (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB) (for PlayStation®2).

## PLAYING ONLINE

It's easy to get up and running online. From the Main menu, select GAME MODES, and then MVP ONLINE. From there, you connect to EA SPORTS Online. Follow these instructions to proceed:

1. Select a Network Configuration or create a new one by following the on-screen instructions.
2. Create a new EA account or use an existing one. If you already have an EA Account saved on a memory card (8 MB) (for PlayStation®2), it appears automatically.
3. Choose your EA SPORTS Persona. You can have up to four EA SPORTS Personas. Change, delete, or create new Personas from the Select an EA SPORTS Persona screen.

**NOTE:** If you have an existing screen name on AOL, AOL Instant Messenger (AIM), CompuServe 2000, or Netscape AOL Instant Messenger, you can use it as your EA Account Name. Visit <http://www.ea.com/mvp-reg> to register, then return to *MVP Baseball 2005* and select USE EXISTING EA ACCOUNT.

## PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall, however, if you choose to do so you must open these ports:

UDP 10001 for peer-to-peer gameplay

UDP 6000 for Voice Over IP

TCP 20800-20899 for lobby connectivity

UDP 9550 for EA SPORTS Ticker

TCP 13505 for EA Messenger

TCP 80 for tournaments, lobby and roster downloading data transmission

TCP 443 for DNAS authentication

**NOTE:** You must have the most current online rosters downloaded to play online. You may save the rosters to your memory card if desired.

**NOTE:** The game's timeout function may be different than your ISP's. This could lead to high telephone charges if you leave the game unattended.



## EA SPORTS™ TALK

EA SPORTS Talk lets you talk to other players. It's activated as soon as you connect to your opponent. A microphone icon with a green soundwave means both users' headsets are functioning. If either headset becomes disconnected, the soundwave disappears and the opponent's symbol changes to a red headset.

**NOTE:** EA SPORTS Talk supports the Logitech® USB headset, but does not support dial-up modem connections. Both players must have broadband connections.

If your USB headset is plugged into your console and you are not able to communicate, your opponent is either connecting to the Internet through a dial-up modem connection, or they do not have a USB headset connected to their console. You could also be suffering from a low-quality connection.

## NEW MINI GAMES

Perfect your skills with the three new mini games.

### BATTING MINI GAME

Hone your ability to place your hits where you want. Your goal is to reach a cumulative distance level with only ten pitches. Hit the ball in the direction you are prompted to and the moving ramps will propel the ball, adding to your distance total.

❖ You can rack up bonus points by hitting the moving lawnmowers or the vehicles beyond the outfield fence.

### PITCHING MINI GAME & UNTIMED PITCHING MINI GAME

Gain pinpoint precision on the mound with the pitching mini games. The strike zone is divided into colored squares. Each of your pitches corresponds to one of the colors. In the Untimed Pitching mini game you have ten pitches to score as many points as possible by hitting the colored squares with the appropriately colored pitch. In the timed version you have to reach checkpoints to add more time before time runs out.

❖ Blocks of same-colored squares are eliminated when you hit them—the larger the block of squares you knock out with one pitch, the more points you get.

## OTHER GAME MODES

These three game modes are easy to understand and incredibly fun to master.

**Home Run Showdown** Pick a couple of mashers, choose a cumulative distance, and swing for the bleachers. The first player to hit the total distance target wins.

**Manager Mode** You control the game strategy, while leaving the on-the-field execution to the players in this single-player mode.

**Scenario Editor** Two outs, bottom of the ninth—create any scenario and play it out to see how you do.

## MY MVP

Customize the game to make it your own. Manage your User Profiles, set your Options, unlock rewards, and review your stats and trophies.

**To unlock rewards,** earn MVP points by completing various tasks throughout the game, and then use those points to unlock legendary teams and players, retro jerseys, and classic stadiums.

**NOTE:** Accumulated MVP points are added to your User Profile, so don't forget to save your Profile after completing a task.



## MANAGE ROSTERS

Shift the balance of power in the league or level the playing field by making changes to any team's roster.

- ❖ Select MANAGE ROSTERS from the Main menu to sign or release free agents, trade players, create your own players, edit player attributes, and much more.

## HINTS AND TIPS

### BATTING TIPS

Timing is the most important aspect to becoming a solid hitter. If you are trying to pull the ball, start your swing early. When trying to go the other way, wait back on the pitch and swing a bit later. If you swing too early or too late, you'll make poor contact and end up with foul balls and easy outs.

It is also important to time your swing properly when moving the left analog stick left or right.

Keep in mind that the EA SPORTS Pure Swing System tells hitters how to hit the ball, not where to swing. For example, pressing the left analog stick up for a high pitch performs an uppercut swing—it doesn't aim for the pitch up in the zone.

### FIELDING TIPS

If you power up the throw into the red zone, you throw harder, but less accurately, which could result in an error.

If you select to throw to either a base or the cut-off man before the ball arrives, the fielder begins his throw immediately after catching the ball.

### PITCHING TIPS

The effect of a bad pitch depends on the pitch type. For example, ineffective fastballs are slower than normal, and less effective breaking pitches are flatter.

If a pitcher misses his target in the green accuracy zone by a large amount, an indicator (red for hot zone, blue for cold zone, yellow for ball, white for neutral) appears to show pitch location to the batter.

## SAVING AND LOADING

You can save or load Options configurations, Profiles, Rosters, as well as Dynasty Mode and Owner Mode Progress to a memory card.

**NOTE:** Only MEMORY CARD slot 1 is supported.

**NOTE:** Never insert or remove a memory card when loading or saving files.

- ❖ A saved Options file and the last User Profile saved to a memory card load automatically at boot-up.

**To save a game or configuration**, select to save a new file or overwrite an existing one at the Save screen. Enter a name for the saved file.

**NOTE:** You can only save one set of Options and it can't have a custom save name.



# LIMITED 90-DAY WARRANTY

## ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

### RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

### RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for \$15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

### EA WARRANTY CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

Phone: (650) 628-1900

### EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

## NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025.

**TECHNICAL SUPPORT**—If you need technical assistance with this product, call us at (650) 628-4322. **No hints or codes are available from (650) 628-4322.**

### TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

Mailing Address: Electronic Arts Technical Support, PO Box 9025, Redwood City CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.  
P.O. Box 432  
Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.  
P.O. Box 181  
Chertsey, KT16 0YL, UK  
Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM-8 PM. If you are under 18 years of age parental consent required.

**Package Cover Illustration:** Tom DiPace Photography

### Licensed Images:

Inc. Archive Holdings/The Image Bank/Getty Images  
Streeter Lecka/Staff/Getty Images  
Ezra Shaw/Staff/Getty Images  
Craig Jones/Staff/Getty Images  
Jed Jacobson/Staff/Getty Images  
David Leeds/Staff/Getty Images  
Eliot J. Schechter/Staff/Getty Images

Justin Sullivan/Staff/Getty Images  
Stephen Dunn/Staff/Getty Images  
Doug Pensinger/Staff/Getty Images  
Jeff Gross/Staff/Getty Images  
Harry How/Staff/Getty Images  
Jeff Gross/Staff/Getty Images  
John Reid III/MLB photos via Getty Images  
Lisa Blumenfeld/Staff/Getty Images

M. David Leeds/Staff/Getty Images  
Don Smith/MLB photos via Getty Images  
Otto Greule Jr./Staff/Getty Images  
Elsa/Staff/Getty Images  
Darren McColester/Staff/Getty Images  
Brad Mangin/Staff/Getty Images  
Brian Bahr/Staff/Getty Images

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. to provide security and to help protect copyrighted content. The unauthorized transfer, exhibition, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information, see [www.us.playstation.com/DNAS](http://www.us.playstation.com/DNAS).

© 2005 Electronic Arts Inc. Electronic Arts, Dynasty Mode, EA, EA SPORTS, the EA SPORTS logo and MVP Baseball are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. Visit the official Major League Baseball website at MLB.com. © MLBPA. Official Licensee - Major League Baseball Players Association. Visit the Players Choice on the web at [www.bigleaguers.com](http://www.bigleaguers.com). The Minor League Club insignias depicted on this product are trademarks which may not be reproduced without the Clubs' written consent. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.

### PROOF OF PURCHASE

MVP Baseball™ 2005

1488905



0 14633 14889 3



# REGISTER

Get an exclusive cheat code and **25% off\*** your next EA STORE<sup>SM</sup> purchase!

*Register online at*  
**[www.eagamereg.com](http://www.eagamereg.com)**

Enter your Game Access Code and receive:

- Exclusive access to an EA cheat code or hint—specifically for your game.
- The inside scoop on your favorite EA games.
- Full-care technical support.

GAME ACCESS CODE:

14889

*It's Fast. It's Easy. It's Worth It!*



\*Offer will be sent via email, after registration and survey submission. Offer expires 30 days from email sent date. Offer valid for new purchase only from [www.eastore.ea.com](http://www.eastore.ea.com). Value of discount will be deducted from product list price. Offer subject to change without notice. Customers are responsible for shipping, handling and applicable sales tax. Offer cannot be combined with any other reward offer, gift card, rebate or discount coupon. Valid only in the US, Canada and Mexico. Offer may not be substituted, exchanged, sold, or redeemed for cash or other goods or services. Void where prohibited, taxed or restricted by law.

Electronic Arts Inc. 209 Redwood Shores Parkway, Redwood City, CA 94065.

© 2005 Electronic Arts Inc. Electronic Arts, EA, EA GAMES, EA SPORTS, EA SPORTS BIG, all associated logos and EA STORE are trademarks, registered trademarks or service marks of Electronic Arts Inc. in the US and/or other countries. All rights reserved. EA SPORTS<sup>SM</sup>, EA SPORTS BIG<sup>SM</sup>, and EA GAMES<sup>SM</sup> are Electronic Arts<sup>SM</sup> brands. 1488905