



**MAJOR
LEAGUE
BASEBALL**

2K6



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

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

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

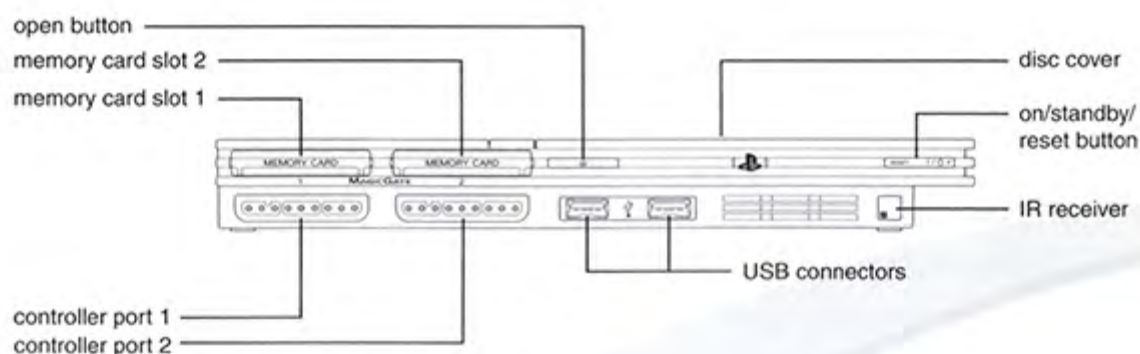
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

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

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Getting Started*



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the Main Power switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the MLB® 2K6 disc on the disc tray with the label side facing up. Press the OPEN button once again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Play Ball!

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

Team Select

- :: Move the **right analog stick** UP or DOWN to select a User Profile, or to highlight No Profile, New Profile, or Load Profile.
- :: To play the game without a User Profile, select No Profile and press X or **START**.
- :: To create a User Profile, highlight New Profile and press X or **START**. Enter a name on the Virtual Keyboard and press **START**.
- :: To load a User Profile from the *Load* screen, highlight Load Profile and press X or **START**.
- :: Move the **left analog stick** LEFT or RIGHT to choose between playing as the Home or Away team.
- :: Press the **L1** or **R1** buttons to change to a different division.
- :: Move the **left analog stick** UP and DOWN to select a team within that division.
- :: Press **triangle** to randomly select a team.
- :: Press **square** to view the Help Menu.
- :: Press X or **START** (with one of your profiles or No Profile selected) to confirm your team.
- :: To play with a friend, select either HOME or AWAY with the second controller and press X to confirm.
- :: Once you've confirmed your team, move the **left analog stick** UP and DOWN to select the uniform you want your team to wear (some of the uniforms must be unlocked first).
- :: Once you've found the right uniform, press X or **START** (with one of your profiles or No Profile selected) to advance to the *Stadium Select* screen.
- :: At any point, if you want to back up to the previous step, press **triangle**.

Stadium Select Screen

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

- :: Use the **L1** and **R1** buttons to cycle between the available stadiums.
- :: To change game conditions move the **left analog stick UP** and **DOWN** to select the condition category. Move the **left analog stick LEFT** and **RIGHT** to change the condition of the highlighted category.
- :: Press **START** to continue to the *Lineup* Screen.

Lineup Screen

Use this screen to arrange your team's lineup. First you must select your starting pitcher, then you will have the chance to adjust your batting order.

- :: Move the **left analog stick UP** and **DOWN** to highlight a pitcher.
- :: Press the **X** button to select the highlighted pitcher as the starting pitcher.
- :: Once the pitcher is selected, you can change your batting order by selecting a player then selecting another player to take his place.
- :: Press **START** to advance.

Control Summary

Batting Pre-Pitch

L1 buttonIncrease all leadoffs
R1 buttonDecrease all leadoffs
left analog stickMove batter's eye
L3 buttonView batter's eye
STARTPause
directional buttonsPitcher/batter display
L2 buttonQuick key
XPower up your swing
circleBaseburner
squareSteal (+ left analog stick)
triangleBunt (total control hitting)
right analog stickLEFT/RIGHT: move batter left/right; UP: hold bunt stance (Swing Stick™)
R2 buttonSwitch hit

Batting (Total Control)

left analog stick	.Influence hit type
X	.Swing
square + left analog stick	.Steal
triangle	.Bunt

Batting (Swing Stick Hitting)

left analog stick	.Influence hit type
square	.Steal (+ left analog stick)
right analog stick	.Line drive swing (back & release)
	.Flyball swing (back & push forward)

Bunting

L1 button	.Bunt left
R1 button	.Bunt right
left analog stick	.Aim bat up/down
START	.Pause
triangle	.Hold bunt stance (total control)
right analog stick	.Hold bunt stance (Swing Stick™)

Pitching

L1 button	.Hold for pickoff
R1 button	.Set breakpoint
left analog stick	.Aim pitch breakpoint
L3 button	.Pitchout
Select	.Cover 1st
START	.Pause
directional buttons	.Pitcher/batter display
L2 button	.Quick key
X	.Throw pitch
circle	.Throw pitch
square	.Throw pitch
triangle	.Throw pitch
right analog stick	.Move catcher
R3 button	.Reset catcher
R2 button	.Throw pitch

Special Pitching Commands

R1 button +	
left analog stick (click)	.Pitch out
R1 button +	
right analog stick (click)	.Intentional walk

Pickoff

L1 button	.Hold for pickoff
START	.Pause
circle	.Pickoff 1st
square	.Pickoff 3rd
triangle	.Pickoff 2nd
right analog stick	.Zoom in / out
left analog stick	.Aim pickoff

Stealing

L1 button	.Increase leadoff
R1 button	.Decrease leadoff
left analog stick + square	.Queue steal

Base Running

L1 button	.Advance one base
R1 button	.Retreat one base
START	.Pause
directional buttons	.LEFT: advance all / RIGHT: retreat all
L2 button	.Hold all runners
X	.Control runner
circle	.Control runner
square	.Control runner
triangle	.Control runner
right analog stick	.Sliding
R2 button	.Hold selected runner

BaseBurner Mode - Become the Baserunner

L1 button	.Retreat to base
R1 button	.Advance to base
left analog stick	.Increase / decrease lead-off
START	.Pause
directional buttons	.Batter commands
X	.Speed burst
circle	.Toggle players
triangle	.Change camera
right analog stick	.Sliding
R2 button	.Hold runners

Fielding without the Ball

L1 button	.Change fielder
Press and hold L1 button (after throw)	.Cut off throw
R1 button	.Turbo
left analog stick	.Move fielder
START	.Pause
directional buttons	.Move fielder
X	.Jump / dive
square	.Call off fielders
right analog stick	.Jump / dive / showboat

Fielding with the Ball

L1 button	.Smart throw
R1 button	.Zip throws
left analog stick	.Move fielder
START	.Pause
directional buttons	.Move fielder
X	.Throw home
circle	.Throw to 1st
square	.Throw to 3rd
triangle	.Throw to 2nd

Catching

circle	.Throw to 1st
square	.Throw to 3rd
triangle	.Throw to 2nd

Play Ball! In Depth Gameplay

Pitching - Selecting a Pitch

Each pitcher comes equipped with his real-life assortment of pitches. To select a pitch, press the corresponding button of the desired pitch.

Pitching - Pitch Location

After you have selected your pitch, you now have to select a location in the strike zone (outlined by the white box). Move the **left analog stick** in any direction to aim the pitch cursor to the location in which you'd like the pitch to break. You will then have to know the movement of the pitch to correctly get it in the strike zone. Once you initiate a pitch you will see a bracket radiate from your breakpoint, and an arrow rotating around your breakpoint cursor.

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

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

Pitching - Catcher Movement

Using the **right analog stick** you can now change the position of your catcher. By moving the **right analog stick** in any direction, the catcher will reset to that position, and you can press down on the **R3** button to have your catcher expect it down the middle. This can also be used to shake off location suggestions from your catcher.

Coaches Tip - Payoff Pitches

*Throughout the course of the game, your pitcher will have the opportunity to power up their pitches. These can happen in the several different scenarios. First, when your catcher spots a location based on the Inside Edge™, you can throw a high effort pitch that finishes on his target. If you do this correctly, you will get a bonus to your pitch rating, but beware, if you miss your rating will decrease. You can also initiate a payoff pitch anytime by using the **right analog stick** to move the catcher to spot a pitch. You should also note that you get a bigger bonus if the catcher spots the opportunity using the Inside Edge™ instead of manually.*

Defense - Keeping an Eye on Baserunners

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

Press and hold the **L1** button + press **circle** - Pick off throw 1st base
Press and hold the **L1** button + press **triangle** - Pick off throw 2nd base
Press and hold the **L1** button + press **square** - Pick off throw 3rd base

If you suspect that a baserunner could very well be on the move during your next pitch, it might be a good time to call for the ol' pitchout. To do so, press and hold the **R1** button and press the **L3** button.

Defense - Catching Runners Stealing

New to MLB® 2K6 is the ability to control your catcher for a more accurate throw to any plate. When you see a runner stealing you can attempt the pickoff by pressing the corresponding base button during the pitch or immediately after the catcher has caught it. This will trigger the first person perspective of the catcher, you will see a ball marker located near the base along with some contracting brackets. You can then adjust the target up or down to try to make the throw at base level. When the target is lined up, press the base button again to make the throw. The incoming pitch affects your target, so it's harder if it's down in the dirt, but easier if it is a pitchout. Also, the more accurate the catcher is, the better they are at making the throw.

Coaches Tip - Snap Throws

Is that baserunner leading too far off the base? Now you can attempt to throw them out before they get back to the bag. This works the same way as throwing out a base stealer, just press the corresponding base button during or immediately after the pitch, line up the cursor, and press the button again to throw. This can be used to keep aggressive runners in check, or maybe get a quick out.

Defense - Fielding

Once the ball is put into play, you will automatically be given control of the player that's closest to the ball and is best able to make the play. Look for the player with a name overlay under him to see who you're controlling. Move the **left analog stick** to run toward the ball and make the play. If you need to switch fielders for any reason, press the **L1** button and you will switch to the second closest player. To use a speed burst press and hold the **R1** button. During a speed burst the player's boost bar will deplete.

- circle** - Throw to 1st base
- triangle** - Throw to 2nd base
- square** - Throw to 3rd base
- X** - Throw to home plate

Throwing is pressure-sensitive, so the longer you hold the button down; the harder the player will throw. If you lightly tap the button, you will perform a slow safe throw to the bag. If you hold down the button, you will throw a high-risk powerful throw, which will get to the bag quicker.

Coaches Tip - Zip Throws

If you really need to get the ball to the infield quickly, use a Zip Throw. While your fielder has the ball, press the R1 button and press the button of the base that you want to throw to. Your player will put everything he has into the throw, much faster than a regular throw.

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

Coaches Tip - Pinpoint Pickoff Throws

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

Coaches Tip - Rob a Home Run

One of the most exciting plays in the Major Leagues today is robbing another player of a home run. If a ball looks as if it's going to clear the wall, your outfielder will have the opportunity to pull it back in. Race your outfielder back to the wall and move the right analog stick towards the wall to have him scale the wall. Timing is everything. It's probably not a play you'll see everyday, but it IS possible. Also, note that you can make jumping catches or spear line drives. To do so, you simply have to move the right analog stick in the direction of the ball while the ball is in play.

The move that is executed is sensitive to the input from the **right analog stick**. For example, if you are trying to field a blazing grounder to the outfield, press down on the right thumbstick and you will execute a dirt eating dive. While these moves may not be as impressive as a over-the-wall home run stealing grab, at least you'll earn coach points for good hustle!

Coaches Tip - Fielder Collision

*Now fielders can run into each other, if they are not careful. If you find yourself in a close situation in the outfield, press **square**, and you will call off any other fielders that are attempting to make the same catch as you. Use this to prevent any major collisions in the field.*

Offense

Hitting - Swing Stick™

In this mode, you will move the **right analog stick** back when you want the batter to start their "step" and then release the **right analog stick** to swing. For a fly ball, move up on the **right analog stick** instead of just releasing. To check swing, immediately press the **R1** button after releasing. Timing is critical, so the best time to start your step is when the pitcher starts his motion.

Coaches Tip - Influence Your Hit

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

Hitting - Classic Control

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

Coaches Tip - Positioning at the Plate

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

Hitting - The Bunt

Another hitting technique is none other than the bunt. To have your batter square up for a sacrifice bunt, press and hold the **triangle** button before the pitcher begins his delivery to the plate.

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

Coaches Tip - Batter's Eye

Using the **Batter's Eye**, you can attempt to make a guess on where a pitch is coming while you are at bat. If you press and hold the **left analog stick** in a given area when a pitch is made you will make a guess on that pitch's location. If you are correct the pitch location will be revealed: a red icon shows that the ball is in the strike zone, and a blue icon shows that the ball is not in the strike zone. Note that a "spotted" pitch will also result in a slight power boost. The **Batter's Eye** will change in size depending on the batter, the pitcher, and the current performance of the batter. So if a guy is constantly striking out, they will have a small **Batter's Eye**, or if a guy is on fire, they will have a large **Batter's Eye**.

Offense - Base Running

Getting a grasp on the basics of base running is essential if you hope to have any success in **Major League Baseball® 2K6**. You can take full control of the base runners using the **BaseBurner** control scheme.

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

If you want to advance a specific runner, in this case the first base runner, press the button that corresponds to him then press the **L1** button to make him advance. A number will appear in the window that corresponds to the base he is queued to advance. Press the **L1** button multiple times to queue up additional bases that the base runner will attempt to take. If you need him to retreat for any reason, select the baserunner using his corresponding button and pull the right trigger. This will both lower the amount of bases the runner will try for and allow the runner to retreat. If you are trying to retreat the runner, always make sure you press the **R1** button enough times to remove any queued up additional bases.

While you are at bat with any hitter, you can order your baserunners to increase his lead at the bag in an effort to get a better jump. You can only move baserunners back and forth while the pitcher still has the ball, but beware of pickoffs. From the normal (or default) lead position, you'll have the ability to extend the runner's lead by one or two extra steps. To do so, press the **L1** button once for each extra step you'd like the runners to take. Consequently, press the **R1** button to move the runners back a step. Before the pitch, each baserunner will automatically take his normal, default lead. While in this position, your runner is considered to be in a safe distance from the bag, meaning he'll automatically return to the bag safely should the pitcher make a pickoff throw.

However, once you start extending a runner's lead, you'll put him in danger of possibly being picked off. If the pitcher spins and throws back to the base, you'll need to press the **R1** button quickly to get your man back in time. From one extra step away, you have a little bit of cushion with regard to your reaction time, but if you push your lead to two steps, you need to be lightning quick on the trigger finger if you want to get back in time to thwart the pickoff attempt.

By default, Auto-Round Bases is set to On - when appropriate, your baserunners will turn the corner on a base as soon as they touch a base, but will not advance forward. You will have to manually input advance commands, and they are in little danger of being thrown out with this tiny lead.

Offense - Stealing

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

left analog stick UP + press square - Queue up steal of 2nd base

left analog stick LEFT + press square - Queue up steal of 3rd base

left analog stick DOWN + press square - Queue up steal of Home base

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

Offense - BaseBurner

Imagine being in the runner's shoes as he peers nervously at the pitcher while inching up the baseline, trying to gain as much ground as possible before he takes off to steal a base. In Major League Baseball® 2K6, you can BE the baserunner and take complete control of this action in BaseBurner mode.

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

R1 button- Steal

L1 button- Get Back

left analog stick - Adjust Leadoff

right analog stick - Select runner

Defense - Advanced Gameplay

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

Infield

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

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

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

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

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

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

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

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

Outfield

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

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

Deep: Against power hitters, use this formation.

Left: Shifts your outfielders around to the left.

Right: Shifts your outfielders around to the right.

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

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

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

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

Coaches Tip - Team Momentum and Confidence

Depending on his own performance or his team's performance, a player's confidence will go up or down and affect his ratings. High amounts will give you a slight edge when you need it most - harder hitting, faster throws, biting curves, etc. Confidence carries over a little bit between games (GM Career, Franchise, or Season).

Advanced Controls - Arguing Calls

Stand up for your team and challenge close calls when they count the most. *Argue calls such as: safe/out arguments, catch/no catch arguments, beamed batters and more can cause some ruckus in the dugout.* When the opportunity comes up you can press the X button to start the argument. Then you can raise the intensity of your argument by mashing the X button. The more you can raise the intensity of their argument without getting tossed, the higher the team attribute boost you'll receive if you can get through the argument without getting ejected. Make sure to keep your meter out of the red zones or you will get ejected and lose the argument.

For specific instructions on in-game modes such as: the Home Run Derby™, World Baseball Classic™, GM Career, Franchise, Season, Tournament, Manager Mode, The Skybox, and Unlockables see the in-game manual found by selecting Extras and in-game manual.

Online

Major League Baseball® 2K6 supports Online Gaming.

Setting Up Your PlayStation®2 Console for Network Online Play

Major League Baseball® 2K6 is compatible with network configuration files from other PlayStation®2 online games. To play online with Major League Baseball® 2K6, you'll need to have a network configuration file saved on your memory card (8MB) (for PlayStation®2). You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem) (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration.

You'll need to know the setup information for your Internet Service Provider (ISP), such as your user ID and password if applicable. You may want to have the documentation from your Internet Service Provider handy when you begin.

To setup our Network/Internet connection, select ["NetConfGUI option"] from the ["specific"] menu. This will open the Network Settings main menu.

Quick Match

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

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

Friends List

In MLB® 2K6, you can access your friends list at any time while on the REGI Network.

To use the Friends List:

- :: Press square to pull up additional options: Send message to all friends and Add friend by gamertag.

:: Move the **left analog stick** UP or DOWN to select a user on your Friends List. There are three types of users found on this list: users who are your friends, users with a pending friend request from you, and users who are awaiting your accepted friend request. Press X to bring up the options overlay for a specific user.

If you selected user is already your friend you can: Send Text Message, Send Voice Message, Remove Friend, Mute Voice and Voice Chat.

If you selected a user who has yet to accept your friend request, you can: Cancel Friend Request, Mute Voice, Voice Chat.

For users who are awaiting a pending friend request acceptance from you, you can: Accept Friend Request, Decline Friend Request, Block Requests From This User, Mute Voice or Voice Chat.

Lobbies

Lobbies are where you can challenge other users or chat.

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

Once in a lobby:

:: Press the **square** button to chat open the chat window.

:: To perform a lobby related action, highlight a player name and press the X button. The actions you can perform are as follows: Send Custom Challenge, Send Lobby Challenge, Send Message, Add to friends List and Mute user.

:: Move the **right analog stick** DOWN, to see challenges from other users.

My Player Card

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

Leagues

For the most in depth way to play online, try joining an Major League Baseball® 2K6 League.

My Leagues

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

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

Join League

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

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

Join Tournament

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

- :: Press the **X** button to join the highlighted tournament.
- :: Press the **square** button to report a tournament name.
- :: Press the **R2** button to search for a specific tournament by name.
- :: Press the **R1** and **L1** to cycle between lists of tournament, 20 leagues at a time.
- :: Press the **L2** button to sort the tournaments.

Create League

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

Settings:

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

Create Tournament

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

Settings:

- :: **League Name:** put your league name here.
- :: **Private:** if you want a private league, turn the Private option to ON and create a league password.
- :: **Number of Players:** 4-16.
- :: **Interval Between Rounds:** 1-7 days.
- :: **Series Length:** best of 1, 3, 5, 7 games.
- :: **Difficulty:** Rookie, Pro, All-star, Legend.
- :: **Innings:** 1-9 innings.
- :: **Trading:** On, Off.
- :: **Injuries:** On, Off.

League Home

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

Lobby

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

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

Tournament Tree / Schedule

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

League/Tournament Settings

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

League Desk

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

=> Standings

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

=> Stats

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

=> Personnel

The *Personnel* screen allows you to perform trading transactions.

=> **Trades**

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

When you offer a trade, it will show up on the *Offered Trades* screen. To accept or reject an offered trade, highlight that trade and press the **X** button to bring up the *View Trade* screen. Press the **START** button to bring up the "Accept" or "Decline" overlay and make the desired selection.

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

=> **Set Lineups**

Use the *Set Lineups* screen to adjust your team's starting lineups.

=> **League/Tournament Notifications**

Any league or tournament related actions will be recorded here.

=> **Admin Log**

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

=> **Drop from League**

Use this option to quit the league.

Administrator Options

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

=> **Manage Users**

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

=> **Manage Schedule**

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

=> **League Settings:**

Use this screen to change the league settings

Difficulty: Rookie, Pro, All-star and Legend

Innings: 1-9

Injuries: Off or On

Trading: Off or On

=> **Admin Delegation**

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

Online Desk

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

Leaderboard

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

News

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

Online Options

These are Online specific options.

=> General

- :: Appear Online: Yes, No.**
- :: In Game Message Icon: On, Off.**
- :: Vibrate on Challenge: On, Off.**
- :: Voice Over Speakers: On, Off.**

=> Custom Match

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

Online FAQ

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

Sign Out

Select "Sign Out" to log off.

Main Menu

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

2K Beats / Music Credits

Bear Vs. Shark

"Catamaran" (© 2005)
Courtesy of Equal Vision Records
www.equalvision.com

Belle And Sebastian

"To Be Myself Completely" (© 2005),
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By arrangement with Sony/ATV,
Jeepster, Sanctuary, & Rough Trade
www.matadorrecords.com

Cornelius

"Drop" (© 2002),
"Count Five Or Six" (© 1998)
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3-D Corporation LTD. (JASRAC)/
Doormat Music (ASCAP)/
Administered By Bug
www.matadorrecords.com

DJ Spooky

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Early Man

"Closing In" (The Medley) (© 2005)
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Green Carnation

"Pile Of Doubt" (© 2005)
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www.theendrecords.com

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(When I'm Not Looking)" (© 2005)
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Interpol

"Evil" (© 2004)
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Pretty Girls Make Graves

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Stephen Malkmus

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The Double

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The Fall Of Troy

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Yo La Tengo

"Today Is The Day" (© 2003)
Roshashauna Music/Excellent
Classical Songs)
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www.matadorrecords.com

*For artist info, bio's, music and/or future music inclusion go to:
2KSPORTS.com/mlbmusic*



In-game Voice Over Talent Credits

Play By Play

Jon Miller

Color Commentary

Joe Morgan

Studio Lead

Jeanne Zelasko

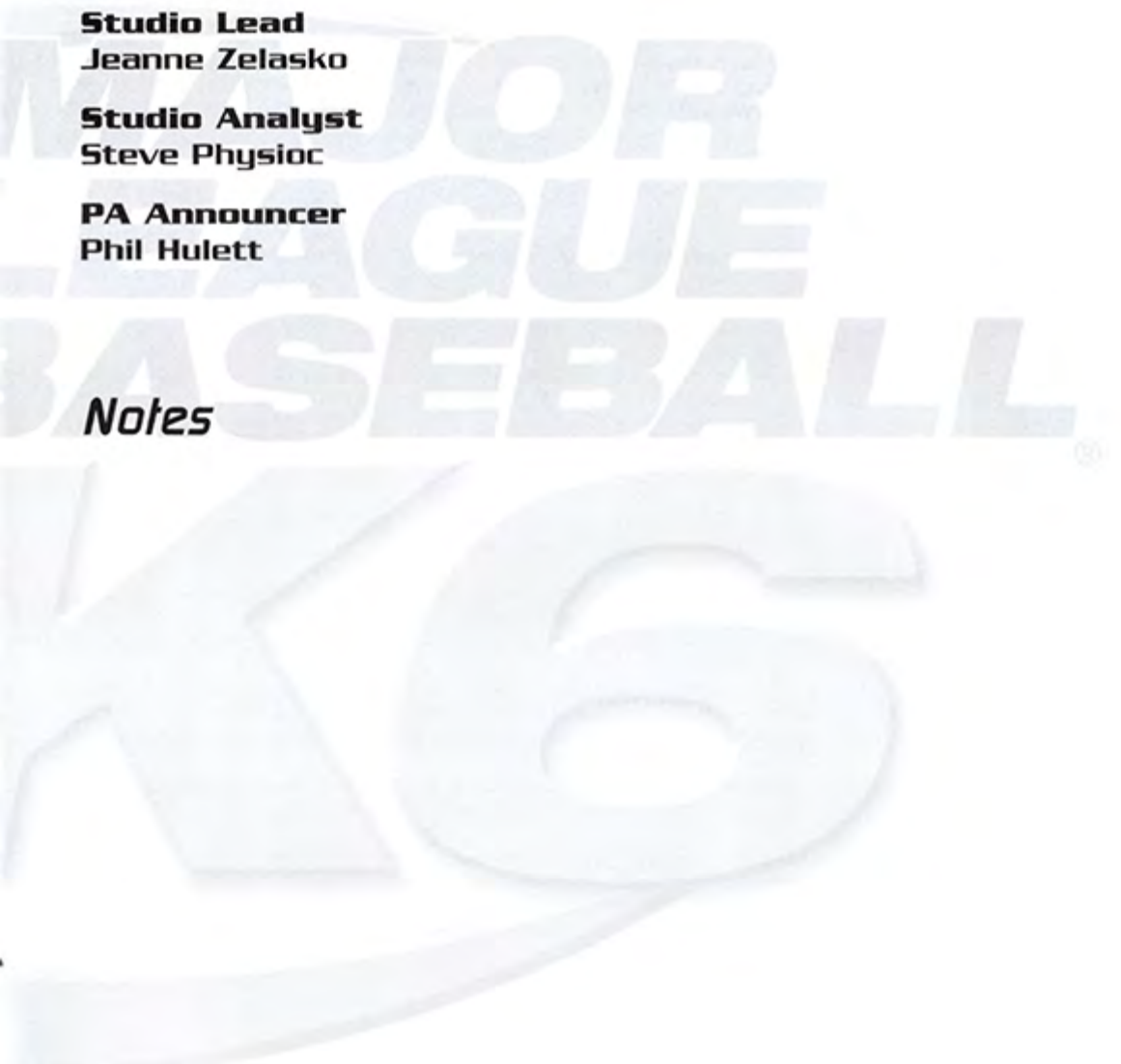
Studio Analyst

Steve Physioc

PA Announcer

Phil Hulett

Notes



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