WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see **www.xbox.com/support** or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

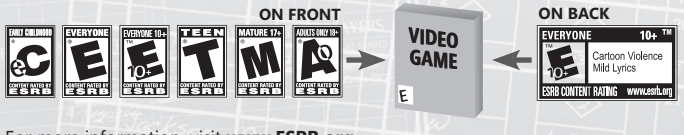
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit **www.ESRB.org**

Contents

Menu Controls 2
- Update Your Manual 2

Xbox LIVE 2
- Connecting 3
- Family Settings 3

Main Menu 3

Career 4
- Starting A New Career 4

The Hub Screen 4

Fantasy Leagues 9
- Fantasy Scoring 9
- Commissioners 10

Head-to-Head Leagues 10

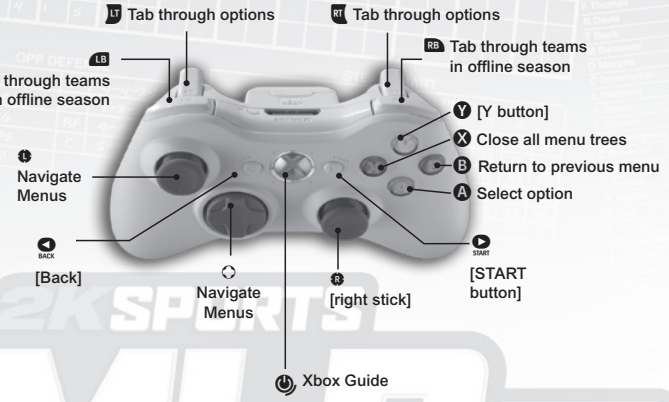
Managing A Game 11
- Offensive Options 11
- Positional Familiarity 12
- GM Skills 13

Tips 14
- Rule 5 Draft 14
- September Call-Ups 14
- Arbitration 14
- Assignment & Waivers 15

Options 15

Limited Software Warranty And License Agreement 17

Menu Controls



left stick	**Navigate menus**
A button	**Select option**
B button	**Return to previous menu**
X button	**Close all menu trees**
left trigger / right trigger	**Tab through the options available in the lower information panel.**
left bumper / right bumper	**Tab through the teams that you are managing in an offline season.**

UPDATE YOUR MANUAL

MLB® Front Office Manager is a complex game with a lot of controls. Check out a more elaborate instruction manual at **www.2ksports.com/mlbmanager** (select the Downloads menu).

Xbox LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360® and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. And now, LIVE Family Settings and Windows Vista Parental Controls work better together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.

Main Menu

Once the game finishes loading, you will be at the Main Menu. From here you can choose from one of the following four options.

Career – Compete in a deep and entertaining Career Mode. Take on the role of a real-life General Manager. Customize your appearance, select your team, and lead your team to the World Series.

Fantasy – Compete in three different Fantasy League formats – Rotisserie, Head to Head, and Normal Fantasy League.

Xbox LIVE – Test your GM skills in an online league with friends and players from all over North America via Xbox LIVE.

Options – Adjust user settings for audio, presentation, Rosters, and the Jukebox.

Career

Select CAREER from the Main Menu to continue a career or start a new career.

STARTING A NEW CAREER

To begin a new career, you must first create your GM. On the initial tab, enter your GM's name, age, nationality, body type, and outfit. On the second tab, select your GM's career background. Your GM background determines your skill levels at the start of your career. As you move through your career, you will earn points to increase these skills.

GM Backgrounds

Business Man	As a business man, your career starts out with higher than normal trade skills.
Ex-Player	As an ex-player, your career starts out with higher than normal player development skills.
Ex-Scout	As an ex-scout, your career starts out with higher than normal scouting skills.
Ex-Manager	As an ex-manager, your career starts out with higher than normal leadership skills.
Lawyer	As a lawyer, your career starts out with higher than normal contract negotiation skills.

Once you have created your GM, select your team and proceed to the Hub.

The Hub Screen

You will use the Hub screen to navigate your way through your career.

Play Today's Game

Select Play Today's Game allows to play the game that is scheduled on the current day on your calendar. After selecting Play Today's Game, you will be given the option to either Manage or Simulate.

Manage – Allows you to see the game progress on the field and participate in your team's game. You can choose a number of strategies and affect how your team plays the game.

Simulate – This option will simulate the game and quickly give you the results.

Advance to the Next Day

When you are done with your activities for a given calendar day, click on Advance to the Next Day. This completes your activity and turns the page on the calendar.

Advance the League

When you click on Advance the League, the game will keep advancing to the next day until an event occurs that requires your attention. When an event occurs, a pop up menu will give you a chance to stop the simulation or to continue on.

My Career

My Career allows you to distribute both your earned skill and coach points as well as view your GM's history.

Skill Points

As you play through your career, you will earn GM Skill Points for good performance. These Skill Points will give you the ability to upgrade all of your GM's skills.

E-mail Inbox

As you advance through the season, various events will be communicated to you via e-mail. You can even get updates from real life GM Billy Beane. The E-mail Inbox will sort your e-mail so you can keep everything nicely organized. Here is a list of the e-mail categories:

Injuries	When players on your team get hurt, you will receive updates on the severity of their injury and notes on their rehab.
Transactions	Here you will find information about transactions, such as proposed trades from other teams, call-ups /downs, and contract offers.
Team Updates	Get notes about your team performance, news from your Minor League teams, and notifications about suspensions and player retirements.
Owner	Find out how the owner feels about your performance. Remember that keeping the owner happy makes it easier for him to keep you on the payroll.

Morale	Get updates on the morale of your players and find out information about other MLB players around the league. Some players may be looking for a fresh start on a new team.
Scouting	Read reports from your scouts as they find new prospects from their territories.
League News	Read about League Updates, Fantasy Updates, and Hall of Fame voting.
Billy Beane	Receive helpful tips and updates from Billy Beane. Use his expertise if you find it difficult to come to a decision.

Schedule

Schedule is where you can see schedules for all MLB and minor league teams.

Rosters

The Rosters menu allows you to update your team's lineups and pitching rotations, and manage your Minor League teams.

left stick	Scroll up and down through the list of players.
Ⓐ button	Select player / swap player.
Ⓑ button	Go back to the previous menu.
START button	Autofix your lineups
Ⓨ button	Get info on the selected player.
left trigger / right trigger	Toggle between the different lineups.
left bumper / right bumper	Tab through the list of available players at your different teams (MLB®, AAA, AA, A, etc).

Lineups

Your team has four lineups: DH versus a Left-Handed Pitcher; DH versus a Right-Handed Pitcher; without a DH versus a Left-Handed Pitcher; without a DH versus a Right-Handed Pitcher. Set each of your lineups to maximize your team's potential.

Pitching Rotation

Set up your pitching rotation for use during the season. The pitcher with the ball icon next to their name will be pitching the next scheduled game. The player following him in the list is starting the game after that, and so on. You can designate the starter for the next game by highlighting the pitcher and pressing Ⓧ.

Depth Chart

The depth chart allows you to quickly reposition your team by swapping or removing players from positions. This allows you to prioritize players at each position. Use the **left stick** to scroll up and down through the list of players. Press Ⓐ to Add / Swap / Remove the highlighted player. Press Ⓨ to get info on the selected player.

Disabled List

The Disabled List, or DL, displays all of your injured players that are currently on either your 15-day or 60-day disabled lists. 15-day is used for minor injuries with an expected quick recovery, whereas the 60-day list is used for major injuries that require extra time to heal.

40-Man Roster

The 40-man roster is the 25 players on your active Major League Roster as well as 15 players that are either on your Disabled List or in your Minor League system. After September 1st, when September call-ups are made, all the members of your 40-man roster are eligible for use during regular season games.

Player Search

Player Search gives you the ability to search for any player or type of player in the MLB or the Minor Leagues.

Player Morale

Player Morale displays how players in your organization are feeling. High morale means that a player is performing at the top of their game, whereas low morale will mean a player is under-performing.

Payroll

This screen contains information about your team's payroll and budget. The Payroll screen also includes contract information for all of your players. Here you can make contract adjustments and make sure that your team is making the most of the money they have.

Transactions

The Transactions menu allows the user to move players up / down amongst the organization, trade players, put players on the trading block, sign free agents, and cut players.

Note that as you make transactions, the move will appear in Pending Transactions until you advance to the next day or when the transaction expires.

Scouting

In today's Major League Baseball, the next great Hall of Famer can come from anywhere. There are scouts scouring the globe for the next dominant pitcher and the next home run king. The Scouting Menu is where you will begin your organization's search for those players by setting budgets, viewing prospects, and bidding on players from Japan.

Budget Allocation

When you click on budget allocation, you are brought to a map of the globe. The map is broken up into regions that define where you can spend your scouting money. Use the slider bar to allocate the money you wish to spend in a region.

Class is a way to rate your scouting network in a given area. The class can be A, B, C, or Not Invested. The more money you spend in an area, the better your scouting will be and the more top level prospects your organization can find.

Prospects

Over time, your investment in draft regions will begin to pay off in the form of prospects. When you click on the Prospects menu, you will see the players your scouts have found. Here you can see information on individual players as well as organized lists by position.

Japan Bidding

If your Japanese scouts have identified a prospect from Japan, your organization will have to win the bidding war with other MLB® teams in order to have the right to negotiate a contract with that player. Winners of the bidding process are notified via e-mail.

Stats & Standings

The Stats & Standings sub menu gives you access to all the data you could ever want about the performance of your team. View the batting, pitching, and fielding stats as well as league leaders, team stats and MLB® standings. You can even view detailed statistical splits, such as batting average versus left-handed pitching.

League News

League News is where you can find out about events happening around the league. Read the team Injury Reports, learn about transactions, end of season awards, and player retirements.

Settings

When you simulate multiple games, the CPU will follow pre-determined settings when certain events occur. For instance, you can decide to pause the simulation or let Autofix adjust your lineups after a major injury.

Save & Quit

Save your current career and quit back to the Main Menu.

Fantasy Leagues

Fantasy Leagues allows you to play offline with Fantasy Scoring. Like Career Mode, you get to manage a team, but in Fantasy Leagues you have more freedom as the GM. You can play with a Fantasy Draft, force CPU trades, play with no budget, and so forth.

FANTASY SCORING

Fantasy Leagues offer two types of optional fantasy scoring: Head-to-Head, and Rotisserie. Here is a description of the two scoring modes.

Head-to-Head	**You will still manage your team on a game by game basis, but you will be "matched up" with another team for the week. The winner of the week is the team who has the best stats in ten different categories. Your weekly win-loss total will be added to your team's regular season win-loss record.**
Rotisserie	**GMs will receive points based on how well their team performs in ten different statistical categories. The winner of the league is the GM that has the highest point total at the end of the season.**

COMMISSIONERS

Each Fantasy League will have a commissioner who sets up the way the season will play out. One of the most important roles for a commissioner is selecting the statistical categories the league will compete in (for Head-to-Head and Rotisserie Leagues). There are 30 different statistical categories to choose from, but it is the role of the commissioner to select which ten categories the league will play with.

Head-to-Head Leagues

Online

Online allows you to compete in an online career or fantasy league with your friends. Online leagues are very customizable, allowing you to control just about everything for the league. Compete with as many or as few online GMs as you would like in order to see if you can lead your team to a World Series title.

The person creating the league will be the League Commissioner. The League Commissioner has extra responsibilities like booting players, and locking teams.

Joining a League

When you head online, you can search through a list of available leagues in two different categories: Ranked and Unranked. Ranked leagues compete with either Rotisserie or Head-to-Head scoring. Unranked leagues can compete in either of those scoring methods or with no fantasy scoring.

When you look at any given league, you can see what teams have been taken and which ones are available. The league information screen will also tell you the type of scoring method used.

Managing A Game

Whether you choose to play Career Mode or a Fantasy League, you have the opportunity to hit the field and manage your team's games. When you see a game on your schedule, you have three choices:

Sim	When you are simming a game, the action will speed past until one of the preset pause situations occurs. Your team's performance depends on the settings you have defined for your team. How aggressive will they be? Do your runners have the green light to steal?
Per At Bat	Per at bat allows you to set your team strategy on a per at bat basis. The sim will proceed through the entire at bat unless a pause condition interrupts the game (like a base runner attempting a steal, etc.)
Auto Play	In the Auto Play mode, the CPU will simulate the game for you.

OFFENSIVE OPTIONS

When your team is up to bat, you will have the following choices:

Hit	The hitter is just trying to make contact.
Bunt	The hitter will either try to bunt for a hit or attempt to sacrifice bunt in the attempt to move runners over.
Steal 2nd	The runner will attempt to steal a base.
Double Steal	Multiple base runners will attempt to steal at the same time.
Hit & Run	The runners will be off with the pitch while the hitter will attempt to make contact. This option is only available with less than 2 outs and at least one runner on base.
Suicide Squeeze	With a runner on 3rd and less than two outs, the runner will break for home before the ball is bunted.
Bullpen	Manage your bullpen (see below).
Offensive Sub	Make a substitution like a pinch hitter or a pinch runner.
Auto Play	The CPU simulates the game while you analyze the action.

Defensive Options

Pitch	The pitch will be determined by your sim strategies
Walk Batter	Intentionally put the hitter on first base.
Bullpen	Manage your bullpen (see next page).
Defensive Sub	Change pitchers, put in a defensive replacement, or pull a double switch.
Alignments	Change your defensive set up for the given situation.
Auto Play	The CPU simulates the game while you analyze the action.

Bullpen

Getting a complete game from your starter is always a good thing, but it rarely ever happens. That's what your bullpen is for.

Warming Up a Pitcher	To warm up a pitcher, go to your bullpen and select a pitcher that is currently on the bench. When you select the pitcher, a popup appears asking you what you want to do. You can either move the pitcher to the mound (without warming him up) or warm them up in the bullpen.
Bringing in a Pitcher	If you want to bring in a pitcher from the bullpen, select a pitcher and choose Mound on the pop up menu. You can also put them on the bench if you have decided you aren't going to use them and don't want to keep warming them up.

POSITIONAL FAMILIARITY

Positional Familiarity helps you decide which player should fill each defensive position. When you look at your line-ups, note that there is a colored circle next to their name. This is the player's familiarity in their current defensive position. The dots will range from All Green to Gray. Here is a description of the scale:

All Green	The player is familiar with this position and is above average in that position.
All Yellow	The player is familiar with this position, but his skill set is only average at best.
All Red	The player is not very familiar with this position and his performance will be below average.
Gray	The player has no familiarity with this position and his performance will be poor.

GM SKILLS

The abilities of your GM affect everything about your season – how well your scouting department works, how well you can develop Major League talent, how well your contract negotiations go, etc. As you do well in your career, you will earn skill points that you can spend to boost your skills. Here are the different skill categories:

North American Scouting	Rates your ability to find and scout North American prospects.
International Scouting	Rates your ability to find and scout International prospects.
Pro-League Scouting	Rates your ability to better see potential in existing MLB® players.
Player Development	This ability tracks how deep the information is about a player's career progression.
Trades	The higher the rating, the more likely your trades will be accepted by the other GMs in the league.
Contract Negotiation	The higher the rating you have, the more likely your contract offers will be accepted by the players you are trying to sign.
Owner Confidence	The higher the confidence rating, the more likely you are to get a bigger budget for the year.
Leadership	A high leadership rating gives a boost to the effectiveness of your coaching staff.

Tips

Here are a couple of tips that all GMs should know about before heading into the season.

RULE 5 DRAFT

MLB® created the Rule 5 draft as a way to prevent teams from stockpiling talent in the minor leagues when those players could be playing on other Major League rosters. Each December, at the GM Winter Meeting, the league will hold the Rule 5 Draft. Starting with the team with the worst record, teams will examine other organizations' rosters looking for talent that could make an immediate impact for them.

Prospective GMs should note that there are some rules governing draftees in the Rule 5 draft. Notably, players drafted must be placed immediately on the 40-man roster. These players must also be on the active 25-man roster once the upcoming season begins. Removing a Rule 5 draftee from the active roster during the season forces teams to offer the player back to their previous team.

There is also a cost of $50,000 associated with selecting a player.

SEPTEMBER CALL-UPS

During most of the Major League season, teams are restricted to a 25-man roster. On September 1st, however, the roster expands. Anyone on a team's 40-man roster can be called up to the Big Leagues to play with the organization. This allows teams out of contention to give prospects some playing time in the Big Leagues, while contending teams can bolster their depth and give their regulars some much needed rest.

ARBITRATION

When a player's contract expires on November 1st, the two sides have a period of time to exclusively negotiate a contract. If the two sides cannot come to terms, the team can offer binding arbitration. Arbitration prevents a team from low-balling young players who are not yet eligible for free agency. The arbiter will decide the fair market value for the player based upon the salary sought by the player and the club's counteroffer. The decision of the arbiter is final and is valid for a one-year period.

Players are not obligated to accept arbitration offers, however. Major League players that are eligible for free agency can choose to reject salary arbitration and seek out a contract from the other teams.

ASSIGNMENT & WAIVERS

You can choose to move a player from your active 25-man roster into the Minor Leagues by designating that player for assignment. However, you can only send a player down to the minors a predetermined number of times. When a player is said to be out of options, he can no longer be designated for assignment.

In cases where players are out of options, the team will have to put a player on Waivers before sending him to the Minor Leagues. A player put on waivers can be picked up by any other team. If more than one team claims the player off of waivers, the team with the worst record becomes the winner of the claim.

When a player is claimed off of waivers, the team can either negotiate a trade with that team, release the player to the claiming team, or rescind the waiver offer and put the player back on the 25-man active roster.

If a player is not claimed, he has cleared waivers and has the option of accepting an assignment to the Minors or becoming a free agent.

Options

You can adjust the following settings via the Options menu. Please note that the Edit Rosters menu is not present once you are inside one of your careers. It is only available from the Main Menu.

Edit Rosters – Adjust your batting lineups, pitching rotation, Call Ups / Send Downs, Trades, Depth Charts, and Edit a Player.

Presentation Settings – Adjust how you view and interact with the game. You can adjust game speed; turn on or off play-by-play text, batter and pitcher PIPs and the ball trail.

Audio Settings – Using the on screen sliders, adjust the volume of the In-game Sound Effects, Menu Sound Effects, Ambiance, and Jukebox.

Jukebox – Use the **left stick** to scroll through the list of songs available on the Jukebox. Press Ⓐ to play the song. Press Ⓧ to add / remove the song from the playlist.

Credits – View the names of the people that brought *MLB® Front Office Manager* to you.