

## Xbox 360 Enhanced Online Manual



<b>Introduction</b> .....	<b>3</b>
<b>Play Ball!</b> .....	<b>4</b>
<b>Control Summary</b> .....	<b>6</b>
Batting .....	6
Pitching .....	7
Baserunning .....	9
Fielding.....	10
In Depth Gameplay .....	11
<b>The Pause Menu</b> .....	<b>19</b>
<b>Home Run Derby</b> .....	<b>22</b>
<b>World Baseball Classic</b> .....	<b>23</b>
<b>GM Career</b> .....	<b>24</b>
Front Office.....	28
Management .....	31
Off-Season .....	34
<b>Franchise</b> .....	<b>37</b>
<b>Season</b> .....	<b>38</b>
<b>Tournament</b> .....	<b>39</b>
<b>Manager Mode</b> .....	<b>40</b>
<b>Situation Mode</b> .....	<b>41</b>
<b>The Skybox</b> .....	<b>43</b>
<b>Roster Manager</b> .....	<b>46</b>
<b>Options</b> .....	<b>48</b>
<b>Extras</b> .....	<b>53</b>
<b>Xbox Live®</b> .....	<b>54</b>
General .....	54
Leagues .....	55
Online Desk.....	58

# Introduction

Major League Baseball® 2K6, the *only* MLB® game available on every major console, brings you the definitive baseball simulation. With a truly immersive pitcher-batter showdown featuring the most accurate pitching and batting A.I. ever created, Major League Baseball 2K6 delivers the true Big League experience like never before.

- **Pitcher - Batter Showdown** -- A revolutionary breakthrough in batting control coupled with a new and intuitive pitching interface and truly accurate and individual player behavior brings the pitcher batter experience to a new level.
- **Swing Stick™** - Analog stick batting brings baseball video games to a new level. Control power swings, check swing and bunts all through simple and intuitive analog controls.
- **Pure Motion Physics** – An all-new physics engine brings running, throwing, fielding, tag outs, and player-to-player collision animations to life with more detail and variation than ever before.
- **Umpire Challenges** – Stand up for your team and challenge close calls when they count the most. Feel the heat of the moment with new, interactive umpire challenges that have a direct affect team morale and performance.
- **V.I.P. (Virtual Identity Profile)** – The popular 2K Sports exclusive feature is now available in our MLB franchise! Save your friends' profiles to compete when they're not available! Learn their tendencies, moves, & logic for more heated battles. Get the upper hand in online tournaments by downloading other players' VIP profiles.
- **Flashback Highlights (Xbox™, Xbox 360™ and PlayStation®2 with HDD)** – Relive key moments in the game as big plays and at-bats will be recalled at the end of innings and subsequent key at-bats.
- **Player Morale System** – Successful team decisions and well-balanced team brings optimal performance to the field and the plate. Your team's morale now hinges on every franchise move you make at any time in the year.
- **The Online Experience** - 2K Sports continues to lead the online gaming revolution as Major League Baseball® 2K6 brings you seamless online play and the most comprehensive online feature set anywhere including online stat tracking, buddy lists management, and online leagues.



## Play Ball!

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

### Team Select

- Move the **right stick** up or down to select a VIP Profile, or to highlight No Profile, New Profile, or Load Profile.
- To play the game without a VIP Profile, select No Profile and press **A** or **START**.
- To create a VIP Profile, highlight New Profile and press **A** 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 **A** or **START**.
- Move the **left stick** LEFT or RIGHT to choose between playing as the Home or Away team.
- Pull the **left trigger** or **right trigger** to change to a different division.
- Move the **left stick** UP and DOWN to select a team within that division
- Press **Y** to randomly select a team.
- Press **X** to view the Help Menu.
- Press **A** 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 **A** to confirm.
- Once you've confirmed your team, move the **left 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 **A** 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 **B**.

### Stadium Select Screen

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

- Pull the **left trigger** and **right trigger** to cycle between the available stadiums.
- To change game conditions move the **left stick** UP and DOWN to select the condition category. Move the **left 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 stick** UP and Down to highlight a pitcher.
- Press **A** 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



### Batting Pre-Pitch

**left trigger**  
**right trigger**  
**left stick**  
**left stick** (click)

Increase all Leadoffs  
Decrease all Leadoffs  
Move Batter's Eye  
View Batter's Eye

**START**

Pause

**directional pad**  
**left bumper**

Pitcher/Batter Display  
Quick Key

**A**  
**B**  
**X**  
**Y**

Practice Swing (Classic Control)  
BaseBurner  
Steal (+ **left stick**)  
Bunt (Classic Control)

**right stick**

Left/Right: Move Batter Left/Right;  
Up: Hold Bunt Stance (Swing Stick)  
Switch Hit

**right bumper**

### Batting (Classic Control)

left stick  
A  
X + left stick  
Y

Influence Hit Type  
Swing  
Steal  
Bunt

### Batting (Swing Stick)

left stick  
X  
right stick

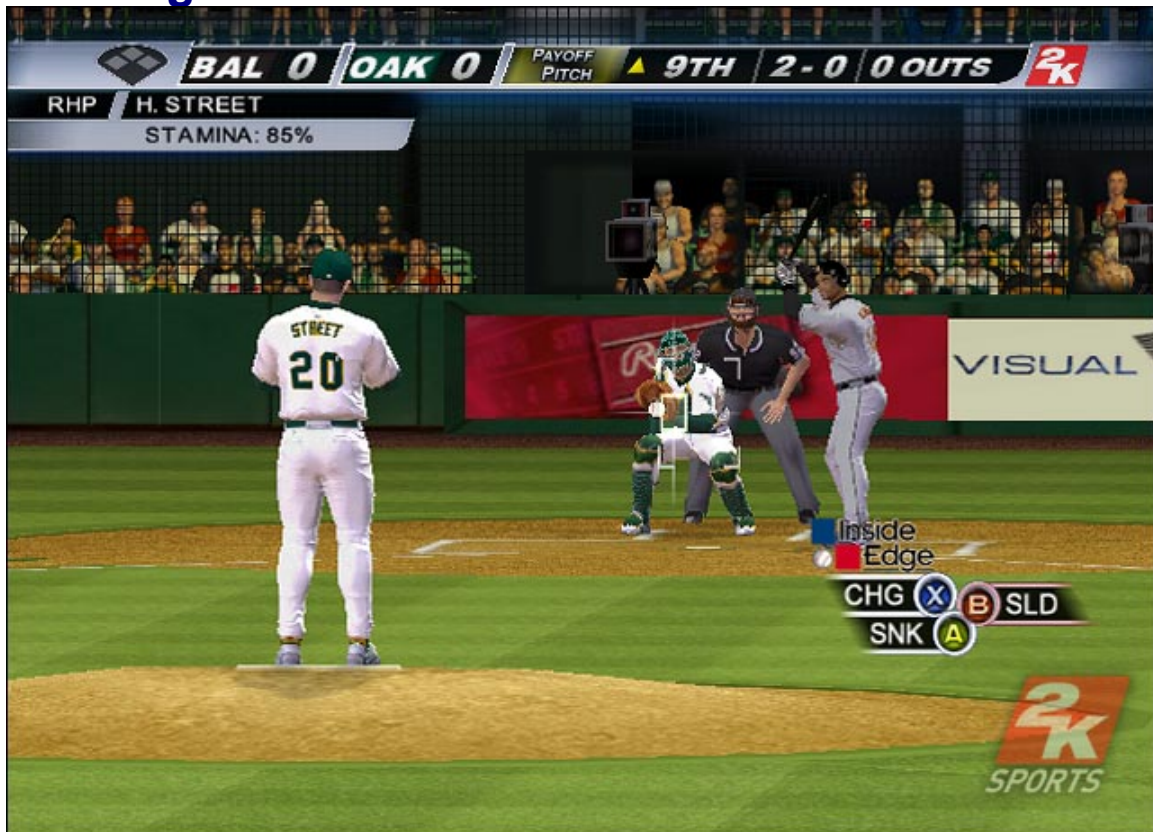
Influence Hit Type  
Steal (+ **left stick**)  
Line Drive Swing (Back & Release)  
Flyball Swing (Back & Push Forward)

### Bunting

left trigger  
right trigger  
left stick  
START  
Y  
right stick

Bunt Left  
Bunt Right  
Aim bat Up/Down  
Pause  
Hold Bunt Stance (Classic Control)  
Hold Bunt Stance (Swing Stick)

## Pitching



## Pitching

<b>left trigger</b>	Hold for Pickoffs
<b>right trigger</b>	View Breakpoint
<b>left stick</b>	Aim Pitch Breakpoint
<b>left stick (click)</b>	Pitchout
<b>BACK</b>	Cover 1 <sup>st</sup>
<b>START</b>	Pause

<b>directional pad</b>	Pitcher/Batter Display
<b>left bumper</b>	Quick Key

<b>A</b>	Throw Pitch
<b>B</b>	Throw Pitch
<b>X</b>	Throw Pitch
<b>Y</b>	Throw Pitch

<b>right stick</b>	Move Catcher
<b>right stick (click)</b>	Reset Catcher
<b>right bumper</b>	Throw Pitch
<b>right trigger + left stick (click)</b>	Pitch Out
<b>right trigger + right stick (click)</b>	Intentional Walk

## Pickoffs:

<b>left trigger</b>	Hold for Pickoffs
<b>START</b>	Pause
<b>B</b>	Pickoff First
<b>Y</b>	Pickoff Second
<b>X</b>	Pickoff Third
<b>right stick</b>	Pitcher View
<b>left stick</b>	Aim Pickoff



## Baserunning



### Stealing:

left trigger  
right trigger  
left stick + X

Increase Leadoff  
Decrease Leadoff  
Cue Steal

### Baserunning:

left trigger  
right trigger  
START  
directional pad  
left bumper  
A  
B  
X  
Y  
right stick  
right bumper

Advance one base  
Retreat one base  
Pause  
Left: Advance all / Right: Retreat All  
Hold All Runners  
Control runner  
Control runner  
Control runner  
Control runner  
Sliding  
Hold selected runner

## BaseBurner Mode

left trigger	Retreat to Base
right trigger	Advance to Base
left stick	Increase / Decrease Lead-off
START	Pause
directional pad	Batter Commands
A	Speed Burst
B	Toggle Players
right stick	Sliding
right bumper	Hold runners

## Fielding



## Fielding without the Ball

left trigger	Change fielder
Pull left trigger (after throw)	Cut off throw
right trigger	Turbo
left stick	Move fielder
START	Pause
directional pad	Move fielder
A	Jump / Dive

X  
right stick

Call off fielders  
Jump / Dive / Showboat

### Fielding with the Ball

left trigger  
right trigger  
left stick  
START

Smart throw  
Zip throws  
Move fielder  
Pause

directional pad

A  
B  
Y  
X

Move fielder  
Throw home  
Throw to First  
Throw to Second  
Throw to Third

### Catching :

B  
Y  
X

Throw to First  
Throw to Second  
Throw to Third

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

#### **Coach's Tip – Payoff Pitches**

Throughout the course of the game, your pitcher will have the opportunity to power up their pitches. These can happen in 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 moving the **right 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, pull and hold the **left trigger**, 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.

Pull and hold the **left trigger** + press **B** - Pick off throw 1st base

Pull and hold the **left trigger** + press **Y** - Pick off throw 2nd base

Pull and hold the **left trigger** + press **X** - 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 pitchout. To do so, pull and hold the **right trigger** and click the **left stick**.

### *Defense - Catching Runners Stealing*

New to Major League Baseball® 2K6 is the ability to control your catcher for a more accurate throw to any base. 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.

### **Coach's 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 stick** to run toward the ball and make the play. If you need to switch fielders for any reason, pull the **left trigger** and you will switch to the second closest player. To use a speed burst pull and hold the **right trigger**. During a speed burst the player's boost bar will deplete.

**B** - Throw to 1st base

**Y** - Throw to 2nd base

**X** - Throw to 3rd base

**A** - 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.

### **Coach's 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, pull and hold the **right trigger** 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, pull and hold the **left trigger** to have your cutoff man catch and throw the ball to the corresponding base.

#### **Coach's 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 stick**. If you move it up, it will result in a high throw, which come with a low degree of risk but a low chance of picking off the runner. Pressing down will make the player throw low, which has 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.

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

#### **Coach's Tip - Rob a Home Run**

One of the most exciting plays in all of baseball is robbing 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 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 stick** in the direction of the ball while the ball is in play.

#### **Coach's Tip – Fielder Collision**

Now in Major League Baseball® 2K6 fielders can run into each other, if they are not careful. If you find yourself in a close situation in the outfield, press **X**, 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**

### ***Hitting – Swing Stick***

In this mode, you will move the **right stick** back when you want the batter to start their “step” and then release the **right stick** to swing. For a fly ball, move up on the **right stick** instead of just releasing. To check swing, immediately pull back

on the **right trigger** after releasing. Timing is critical, so the best time to start your step is when the pitcher starts his motion.

#### **Coach's Tip – Influence Your Hit**

While batting, you can use the **left stick** to try and influence where your hit will go. Move LEFT to try to hit to left field, and move RIGHT to hit to 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 **A**. Press it to swing at the correct time and you will make contact. To try to influence a fly ball, you should move up on the **left stick** when swinging with **A**. To try a groundball, the user should move down on the **left stick** when swinging with **A**. Line drives happen

#### **Coach's 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 **right bumper** 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 stick** to move your batter closer or further away from the plate.

when the user keeps the **left stick** in the neutral position when swinging with **A**. The best results occur when you try to hit 'with the pitch', so try to adapt on the fly.

#### *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 **Y** before the pitcher begins his delivery to the plate. For Swing Stick batting, move and hold the **right stick** UP to hold the bunt stance. After the pitch has been thrown, you will still have to aim with the **left stick**. If you do not feel that the pitch is right for you, release **Y** 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 **Y** while aiming with the **left stick**, and your hitter will drag bunt. Pull the **left trigger** and **right trigger** to control the

#### **Coach's 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 move the **left 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.

direction of the bunt.

### 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 right on the **directional pad**. To advance all runners, press left on the **directional pad**. 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 pull the **left trigger** to make him advance. A number will appear in the window that corresponds to the base he is queued to advance. Pull the **left trigger** 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 pull the **right trigger** 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, pull the **left trigger** once for each extra step you'd like the runners to take. Consequently, pull the **right trigger** 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 pull the **right trigger** 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 move the **directional pad** in the direction of the base you'd like to steal.

**left stick** UP + press **X** - Queue up steal of 2nd base

**left stick** LEFT + press **X** - Queue up steal of 3rd base

**left stick** DOWN + press **X** - Queue up steal of Home base

Pulling the **right trigger** 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 **B** 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:

**right trigger** - Steal

**left trigger** - Get Back

**left stick** - Adjust Leadoff

**B** - Select runner

**directional pad** - Batter commands

### 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 **left bumper**. 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.

### **Coach's Tip - Team Momentum & 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, beaned batters and more can cause some ruckus in the dugout. When the opportunity comes up you can press **A** to start the argument. Then you can raise the intensity of your argument by pressing **A** repeatedly. 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.

## The Pause Menu

During gameplay, press **START** to access the following menu options.

- Resume - Returns you to the game.
- Replay - Use the onscreen button assignments to zoom in or out, move the camera reticule any direction, rewind, fast-forward, or play. You can click the left thumbstick to take a snapshot of the play. If you are already familiar with these functions, click **right stick** to hide the overlay.
- Substitutions\* - Set Defensive Changes, Bullpen, Pinch Hit & Pinch Run.
- Game Summary - This screen gives you access to all stats and history and challenges in the current game.
- Options - Set Game Options, Difficulty, Controls (takes you to the controller layout screen,) Presentation & Choose Sides
- Online Desk - Available during Xbox Live games only.
- Quit - Quit the game in progress.
- \* - Available when the ball is dead.

### Substitutions

At any given moment, someone from the bench will need to step up and help his team out. Here are a couple of tips that should help guide your efforts to choose the best lineup.

#### **=> Defensive Changes**

If you ever have to sub out one of your starters, be sure to check your bench player's familiarity with the position before subbing him in. You will save the embarrassment of accidentally bringing in your back-up center fielder in for your catcher.

#### **=> Pitcher Substitution**

In general, right-handed pitchers have better prevent hit ratings against right handed batters and vice versa for left handed pitchers. You can use this screen to Sub a pitcher in without warming up. Be careful doing so; a pitcher who is subbed in without warming up is less effective and runs a greater risk of injury.

#### **=> Warm Up Pitcher**

If your pitcher is slowly running out of steam or is just getting abused by the hitters, it's a good idea to start warming up a relief pitcher who can take over for him.

#### **=> Pinch Hit & Pinch Run**

The same advice for Defensive Changes applies to both Pinch Hit & Pinch Run. After you bring one in off the bench, they play that position for the rest of the game, and your substituted player is out. Be sure to check the ratings so that you aren't left in a pickle.

### => **Double Switch**

Any time you change a pitcher and a fielder at the same time, you can choose which spots on the hitting lineup the new players will fill. So, if you are in the 9th inning and you don't want your relief pitcher at bat, pull a double switch and put a solid hitter in his place. Unless the game goes into extra innings you won't have to fill that pitcher position with relief.

### Game Summary

This screen gives you access to all stats and history and challenges in the current game.

### => **Challenge Tally**

A list of the status of all current challenges is available on this screen including Gameday, Universal, Seasonal, Trivia and Homerun challenges.

### => **Game History**

This screen allows you to view a play-by-play recount of each inning.

- To cycle through innings pull the **left trigger** and the **right trigger**
- To scroll through plays in a specific inning, move the **left stick** UP or DOWN.

### => **Game Stats**

This screen shows the overall stats for the game. It is divided into 3 sections:

- **Game Stats** – Shows all the home runs hit, who hit them and each homers distance.
- **Team Stats** - Shows the overall stats per team compared to one another.
- **Pitcher Comparison** - This screen displays all the pitcher related stats for each teams pitchers compared to one another.

Pull the **left trigger** and **right trigger** to cycle between these specific screens.

### **Statistics Glossary**

#### **Batting Stats**

G	Games played
AVG	Batting Average
AB	At Bats
H	Hits
2B	Doubles
3B	Triples
HR	Home Runs
RBI	Runs batted in
R	Runs scored
BB	Bases on Balls

SO Strikeouts  
SLG Slugging Percentage (Total Bases divided by At Bats)  
OBP On base Percentage (Hits + Walks + Hit By Pitch divided by At Bats + Walks + Hit by Pitch + Sacrifice Flies)  
OPS On base Percentage + Slugging Percentage

### **Pitching Stats**

G Games played  
W Wins  
L Losses  
ERA Earned Runs Average  
IP Innings pitched (Every out counts for 1/3 an inning)  
SV Saves  
CG Complete Games  
SHO Shutouts  
H Hits allowed  
ER Earned Runs  
BB Bases on Balls (Walks)  
SO Strikeouts

### **Fielding Stats**

F-PCT Fielding Percentage  
OPP Fielding Opportunities  
A (Fielding) Assists  
PO (Fielding) Putouts  
ERR Errors

### **=> Box Score**

The Box Score screen allows you to look at stats for the entire home and away rosters. This screen is divided into 4 categories.

- Home Batting
- Away Batting
- Home Pitching
- Away Pitching

Pull the **left trigger** and **right trigger** to cycle between specific categories

### Options

Use this menu to set Game Options, Difficulty, Controls (takes you to the controller layout screen,) Presentation & Choose Sides. See the Options Menu for more details.

### Quit

Quit game and return to main menu.

# Home Run Derby

Home Run Derby takes the most exciting part of baseball and makes an entire event of it: HOME RUNS! Everyone (except pitchers) loves to see a power hitter rocket a ball deep over the midfield wall. Home run derby rewards the players for the amount of home runs hit and the distance of each hit.

## Home Run Derby Settings

• **Mode** - Classic, Duel, Score, Tag Team, Team.

**Classic:** Classic Home Run Derby is the competition held every year at the All-Star game. Hit as many home runs as you can to make your way through the round and win the title.

**Duel:** In Duel, you will compete against another player to see who can hit the most home runs within the given time limit.

**Score:** Score points by hitting home runs, being the last player to homer over a section of wall, hitting the longest homer, and by calling your shots. To call a shot move the **directional pad** LEFT, UP or RIGHT.

**Tag Team:** In Tag Team, Each Batter has a “life gauge.” You can do damage to your opponent by hitting homeruns against the current batter. But this is tag team, so you can sit a batter on the bench if he is low on energy. Doing so will slowly replenish his life gauge. Eliminate all opposing batters to win the game.

**Team:** In Team Challenge mode, the object is to homer with as many batters on your team as possible before the timer runs out.

• **Difficulty** - Rookie, Pro, All-Star, Legend.

• **Players** - 1 or 2

• **Time Limit** (minutes) - 1-5

• **Use Time Limit** - On or Off

• **Long Ball** - On or Off. Scores for the longest homer hit. Score mode only.

• **Zones** - On or Off. In Score mode, the outfield wall is divided into several different sections for scoring purposes.

• **Called Shots** - Using the **directional pad**, you can call left, right or center before hitting a ball. This will score points in Score mode and do extra damage in Tag Team Mode.

## Player Select Screen

Once all of your settings have been completed and you press **START** to advance, you will be taken to the Player Selection screen.

To use the player selection screen:

• Move the **left stick** UP and DOWN to highlight players on a team.

• Pull the **left trigger** and **right trigger** to cycle through teams.

• In single player mode, press the **Y** button to switch to the opposing batters side to select a batter.

• Press **START** to advance.

• Press **B** to return to settings menu.

## World Baseball Classic



In addition to the custom tournaments you can create, Major League Baseball 2K6® now has the World Baseball Classic! Instead of choosing between MLB teams, you choose between national teams of each country. Selecting this option will bring you to the Team Pool screen where you can select what team you want pressing the **right bumper** and **left bumper**. Once your teams are set, press **START** to begin the tourney!

## GM Career

Ever wonder if you have what it takes to manage a baseball team under aggressive deadlines and salary budget constraints with the owner breathing down your every move? This is your chance! Begin your career here and let your name be known throughout the Major Leagues.

When you begin a GM Career game, you will be taken to the settings menu. Here, you can adjust the rules and play of GM Career mode.

### GM Career Settings

- **Number of User Teams:** Select the number of teams you and your friends would like to control. 1-4 teams
- **Fantasy Draft:** On, Off. The Fantasy Draft option lets the user draft their team from a pool of every player in the league. Draft your favorite players to make the ultimate team; but remember, all the other teams are looking for the best players too.
- **CPU Trades:** On, Off. This determines whether the CPU teams will offer trades to you and each other throughout the season.
- **CPU Trade Proposals:** On, Off. When turned On, This option will halt simulation to let the CPU offer you a trade.
- **Trade Deadline:** On, Off. This enforces the CPU trade deadline of July 31st.
- **Injuries:** On, Off. Want your players to stay healthy all year? Turn Injuries Off.
- **Hitter Fatigue:** On, Off. Hitter performance will degrade from game to game when this setting is turned to ON.
- **Playoff Format:** Best of 7 games? How about just one ultimate game for the pennant. Decide how many games should be played each round of the playoffs.
- **Injury Management:** Never, Minor, Always. Sometimes there can be a lot to do when juggling an entire franchise. You can allow the CPU to handle the roster work for some (Minor) or all (Always) of the injuries on your roster.
- **Lineup Management:** On, Off. When set to On, this option allows the CPU to choose which players are best suited to be on your starting lineup.
- **Pitching Rotation Management:** On, Off. Let the CPU automatically set your pitching rotation.
- **Auto Minors Management:** On, Off. Allows the CPU to manage your entire minor league operation.
- **Scout Finds Prospects:** On, Off. When set to on, your scout will find prospects during the season and ask you if you wish to sign them.

After setting the options, press **START** to continue.



### **Coach's Tip – Dynamic Difficulty**

Are you finding that your winning games too easily? Try the new Dynamic Difficulty option which will turn up the difficulty while you play. So if you've steamrolled the competition for a week straight, the game will turn up the difficulty sliders to match your play. You can turn this feature on in the My Settings part of the My 2K6 menu in GM Career.

### Name Yourself

You will be asked to enter a name for yourself. You can either create an original name or select one from an available list.

To use the Name Yourself screen:

- Use the **left stick** to highlight a letter or the backspace icon
- Press **A** to select a letter or backspace
- Press **Y** to switch between the Name menu and the typing menu
- Pull the **left trigger** to change the case of the typing menu.
- Pull the **right trigger** to switch between first and last name.
- Press the **right bumper** and **left bumper** to cycle between coach faces

### Find a Job

After you have set your options, the task at hand is to choose the team that you want to be the general manager of. When you first start, everyone's record and bank are clean 0's. As you progress through the years it's important to factor your record and bank when making a decision of where to go. Another equally important consideration is the type of owner and his focus each team has. Those two factors combined will determine how hard managing the prospective team will be. Here's how owner types break down:

**Investor** owners are big on making money and usually seek GM's that can make a profit. **Fans** owners cater to the audience and want GM's to seek out players who can fill the stands. **Dictator** owners are very aggressive with goals and will challenge GM's around every block. **Maverick** owners sway between all 3 owner personalities.

To Use the Find A Job screen:

- Pull the **left trigger** and **right trigger** to scroll between the available teams.
- Move the **right stick** UP and DOWN to select a VIP profile to associate with the selected team.
- Press **START** to select a team.

### Coaching Staff

Your team should have a full compliment of staff after selecting your team: Manager, Pitching Coach, Hitting Coach, Baserunning Coach, Trainer and Scout. All of these coaches affect your team in different ways, which can be manipulated in the Staff Settings screen. Also, most coaches will affect player

progression, so pick good coaches. Here is a brief description on what the coaches do:

**Manager:** Their Prestige rating will affect who will join your team. The manager's Style also affects this, and the Manager can affect team chemistry.

**Pitching Coach:** Impacts your teams pitching ability based on focus, and can also teach players new pitches.

**Batting Coach:** Impacts the teams batting ability

**Baserunning Coach:** Can improve team baserunning ratings.

**Fielding Coach:** Affects player ability in the field.

**Scout:** Finds prospects in the areas you specify, and the better the scout is, the better the prospects.

**Trainer:** Keeps your team healthy, before and after injuries.

After you have selected a team to manage, a list of your goals to be completed by the end of the season will appear. It can be challenging to accomplish goals; you should form a strategy of how to clear the various hoops your owner is having you jump through. At any point in the season, you can come back and double check your goals by selecting **View Goals** from the GM Career menu.

### *GM Career Main Menu*

This is the menu that you will see most often during your GM Career Game.

### **Play/Schedule**

This is THE place to go to play, simulate, and make things happen in the Major League Baseball® Season. To simulate games, highlight a specific date on the calendar using **left stick** or **directional pad**. This date doesn't have to have one of your games on it, though that is a possibility. Press the **A** button on a date to simulate the season to that point.

### **Additional Calendar Controls:**

- Press the **left bumper** and **right bumper** to cycle between other teams on the calendar.
- Pull the **left trigger** and **right trigger** to cycle through months in the league.
- Press the **Y** button to cycle through the information given in the team boxes to the right of the calendar screen.

Once simming has begun, it will stop when one of the following occurs:

### **You simulate all games to the selected date**

If there is a scheduled game for your team on the final sim date an overlay will appear asking whether you wish to play the game, simulate the game, play the

game with Gamecast or cancel. Select the desired item and press the **A** button to continue.

### **You have an injury on your team**

An overlay will appear telling you which player has what injury and will give you several options for handling that injury. You can select to put him on the 15 day or 60 day DL (disabled list) Ignore the injury or let the CPU handle all the injuries from then on.

### **A player has recovered from an injury**

When an injured player is healthy again, you will be asked what you would like to do with that player. From this overlay, you can go to the Roster Screen to change the lineup, have the CPU adjust the current lineup for you or always let the CPU handle the lineup.

### **Your scout finds a prospect for you**

Your scouts may find what he believes is a killer prospect from some league around the world. Select whether or not you want to sign this player.

### **The CPU wants to trade with you**

One of the CPU teams will sometimes offer you a trade. From this overlay you can accept the trade, reject the trade or go to the trade screen for closer examination.

### **A Goal is completed or failed**

Congratulations! You completed a goal. You can continue to sim or go to the goals screen and see how you need to adjust your strategy.

### **Owner Comments**

Sometimes, you will be performing so well, or so lousy, that the owner makes a comment. This comment will stop simulation. Be sure to take to heart what the owner says, he IS paying your salary.

### **New Goal**

If you are given a new goal by the owner it will stop the simulation. You can choose to continue or go to the Goals screen for more details.

### **Trade Deadline**

July 31<sup>st</sup> is the trade deadline. Simulation will stop on that day for any last minute considerations.

### **Completed Simulation**

When the selected date is reached, simulation will stop.

Simulation can also be manually stopped by pressing the **B** button at any time.

After the regular Season is done you will proceed to the playoffs. See the **Playoffs** section for more details.

## Front Office

All player, budget and personnel material can be accessed using the Front Office. Press **B** to return to the **GM Career** screen.

### Inside Edge

This is an exciting new feature to Major League Baseball® 2K6. Now as a GM, you can purchase scouting reports for any player. Pull the **left trigger** and **right trigger** to navigate between teams, and move the **left stick** to scroll through the choices. You can buy reports for the whole team, batters, pitchers, team stars or each individual player as you choose. These reports do cost you, so make sure to watch your budget. These reports can be used in-game to really give you an Inside Edge.

### Email

Check in on your email to see special messages from your staff and other sources in the league.

### GM Career

All important Information and action regarding your personal career can be found here.

#### **=> Career Profile**

Stats collected from your entire career can be viewed here.

#### **=> View Goals**

This screen will show you all your goals and their status.

#### **=> Available Jobs**

This shows you any other teams that are interested in hiring you.

#### **=> Quit Job**

Your time has come in this organization you have move on. Use **Quit Job** to look for another team.

#### **=> Retire**

It's time to hang the proverbial towel and fade into retirement. After you retire your career score will be assessed.

#### **=> High Scores**

Once you retire, your scores will be placed on this list.

## Staff

### => **Manager Report**

This is a detailed report card of you Manager, which will tell you all you want to know about his history and ratings.

### => **View Staff**

Here is where you can look at all of your hired staff, their ratings and contracts. Move the **left stick** to scroll through all positions. If you press **A** on any coach you can fire or negotiate their contract.

### => **Staff Settings**

This is the real meat of the Staff menu, as this is where you manipulate what your staff is doing. Scroll through the positions by pulling the **left trigger** and **right trigger**, and use the **left stick** to scroll and modify all the different coach settings. Changing these settings will definitely change your team's performance in a given area, so adjust wisely and to your team's needs.

### => **Player Development**

This screen is the easiest way to see how your coaching choices are affecting your players. Move the **left stick** to scroll through the players and their ratings, and you will see the difference coaching makes. Green numbers notate an improvement in that player's particular stat, while red means that that stat is declining. You can press the **left bumper** and **right bumper** to scroll through different statistic categories, and pull on the **left trigger** or **right trigger** to scroll through player positions.

### => **Hire Staff**

Don't like how a certain coach is performing? Use this menu to see what staff is available on the market. Scroll through different staff positions with the **left trigger** and **right trigger**, and use the **left stick** to highlight a coach. If you see one you like, press **A** to negotiate their contract and hire them.

## Contracts

All contract negotiations happen on this screen. Highlight a player and press the **A** button to view or change his specific contract.

## Trade Central



### =>Trade Finder

The Smart Trade option this year is new to Major League Baseball® 2K6. Instead of having to try to put together deals that may or may not work, you can simply specify players you would like to offer up in a trade or players that you would like to acquire. From there, GM's of the respective teams will put together possible offers for you, to look through. Select up to 3 players on either side by pressing **A** and then press **START** to see what you might be able to get.

### =>Manual Trade

Use the Trades screen to initiate a trade deal with another team. Each trade can incorporate up to three players on either side. It is important to note that if a team is over the budget cap, you will have to give them cash to make the trade work.

- Press **A** to add a new player to the trade. While in the roster part of the screen, you can change positions by pressing **Y**.
- Move **RIGHT** on the **left stick** from the trade window to switch to the team you are trading with. Also you can pull the **left trigger** or **right trigger** to switch the team you are trading with.
- To remove a player from the trade, highlight them in the trade window and press **A**.
- Once you are ready to attempt the trade, press **START** to trade.

### =>Player Finder

Here you can search through the entire MLB roster for players. After you set all your search criteria, press **START** to begin the search. You will receive a list of all players that match, and from there you can press **A** to try and make a trade, or press **Y** to add that player to your watch list.

### =>Player Watch

This menu tracks all of the players that you have designated to watch throughout the season.

### =>Clear Watch

Using this option will clear all players off of your Player Watch screen.

### Free Agents

The Free Agents screen works exactly like the contracts screen. Cruise all the free agents and see if there is someone who will fit into your organization.

### Call Up/Send Down

Use this screen to promote or demote a player. Press the **A** button to bring up the Call Up Send Down Menu. Remember, there are 2 minor league levels: AAA and AA. You must exchange a player on one level with one on a different level.

## Management

Adjust your lineups and rotations, monitor your roster, Team Pulse, and Disabled List from this menu.

### Team Pulse

This screen gives a quick overview of all of your player's "Overall" morale, their attribute bonus or penalty based on their morale, and also two lines of feedback from each player concerning their morale. You can also call a team meeting by pressing **START**.

#### **Coach's Tip – Team Meetings**

Team chemistry is essential to your team's success throughout the season. The best way to manage this is through talking with your team. When you call a meeting, you can choose from various themes from chewing the team out, to taking them bowling to blow off some steam. Choose correctly, because your team chemistry can slip if you choose the wrong one. Results of the meeting will soon follow along with feedback from players about the meeting

### Roster

This screen shows you all the players currently on your team and gives you several actions.

- Move the **left stick** to highlight a player.
- Press **A** button to perform an action on highlighted player: Promote/Demote, Trade, Make Free Agent, Edit Lineup, Edit Starting Rotation.
- Click **right stick** to access Player Card.
- Click **left stick** to sort screen by the highlighted column.
- Press the **Y** button to switch between pitchers and batters.

- Press the **right bumper** and **left bumper** to cycle between stats and attributes.
- Pull the **left trigger** and **right trigger** to cycle between teams.

### Lineups

This screen allows you to adjust the game to game starting lineup.

- Move the **left stick** to highlight a player and to switch between Lineup and Bench.
- Press **A** button to perform select a player to move.
- Click **right stick** to access Player Card.
- Pull the **left trigger** and **right trigger** to switch between lineup sets.

### Pitching Rotation

Adjust your pitching rotation and relief here.

- Move the **left stick** to highlight a player.
- Click **right stick** to access Player Card.
- Press **A** to select a player to move.

### Defensive Alignment

This screen allows you to alter your starting players defensive assignments. Scroll through lineup types by pulling the **left trigger** and **right trigger**.

### Depth Chart

The Depth Chart screen shows the starters for each position and their backups. You can adjust the percentage each player in that position plays during the season.

- Press **A** to select a position to modify.
- Move the **right stick** to move between positions.
- Move the **left stick** UP and DOWN to move between the starter and backup of any position.

### Disabled List

The Injury screen give you a list of all injured players and the status of their injury.

### 2KSports.com

Here you can check out statistics and news from around the league.

### Features

This menu allows you to save your rosters, create new players, and modify all of the in-game music.

### My 2K6



This menu manages all your game setting while in GM Career. You can modify your VIP Profile, check out your Skybox, enter cheats and save and load your games.

### **Playoffs**

Once you have completed your season, You will be taken back to the GM Career Screen. If you made the playoffs, the playoffs option will be available to you in the GM Career menu. If you don't see the option in the after the season is over, better luck next year!

- Move the **left stick** to move the highlight to the desired series.
- Press **A** to advance a series. If your team is in that series you will have the choice of playing a game, simulating a game or playing the game via Gamecast. You can also move to any point in the post season and simulate to that point.

After the World Series is over, You will be taken to the Career Screen. From here you can do the following:

- Pull the **left trigger** and **right trigger** to switch between users.
- Press **B** to return to the Playoffs Screen. Then press **START** to advance to the Awards screen.

### **Awards**

The Awards Screens appears to honor outstanding Major League Baseball® performances for individuals and teams.

- Pull **left trigger** or **right trigger** to switch between the National and American Leagues.
- For the Best Fielder and Silver Slugger individual awards press the **left bumper** and **right bumper** to switch between positions.
- Press **START** to advance

### **Team Awards**

Here you can see all the awards for specific teams. Each award (barring the championship awards) displays the winner and the three 'runner-up' teams underneath them in that specific category.

- Move the **left stick** to highlight specific award.
- Press **START** to advance.

### **Player Performance**

As a person of higher managerial power, you are then given a **Player Performance** spread individually breaking down how each player on your team was expected to play this year versus how he actually performed. These grades ranged from A to F and are heavily influenced by a multitude of reasons including his potential, contract, and experience.

- Press **START** to advance.

## Off-Season

The season is now over, but there's no rest for the weary. Before you go proceed into the Off-Season, your owner will have a couple words with you about how you completed your goals. Beware of the axe if you did not fulfill your goals even if you have time left on your contract! If you are fired or your contract expires without a renewal, it could spell doom on your GM career. When that happens, you have to look for another team to offer you a job, or start the whole thing again.

### Renew Contracts

This screen will give you a list of all the players on your team.

- Find which players you want to resign or renegotiate with, highlight a player and press the **A** button to proceed to the **Player Contracts** screen.
- Click **right stick** to view highlighted player's Player Card.
- Press **START** to advance past Renew Contracts.

### Player Contracts Screen

- Move the **left stick** UP and DOWN to highlight the desired category.
- Move the **left stick** LEFT and RIGHT to change the value of the highlighted category.
- Pull the **left trigger** and **right trigger** to cycle between players with expiring contacts.

### Players Leaving

This screen shows which players are leaving the league.

Still alive? Successful GM's have 2 key issues that they should address before they opt to *Proceed to Offseason*.

- **Renew** player *Contracts* that have 1 year left. If you don't act now, they will file for free agency or retire. Use the *Results > Statistics > Player Statistics* option to pursue through player stats one more time to make cost effective decisions. You only have 1 chance to renew contracts, else you run the risk of bidding for free agents against other teams.

- **Save** your progress. While it's not mandatory, it's definitely wise to save your progress every now and then so you have a checkpoint to load if necessary.

### Hire on New Staff

If your team has lost some staff over the offseason you can hire replacements here.

### Proceed to Draft

Now it's time to make your move and find that rookie that will light up the opposition. In the draft, take your time to review the players you are interested in so you make the right choice. If you need to check which positions need filling, press the **Y** button. You can let the CPU draft for you by pressing the **START** button. Player cards are accessed as normal.

### Free Agent Signing

While it is easy to make offers, it's extremely important that you exercise prudent financial decision making. The highly rated (90+) Free Agents will cost you lots of money and if you're not careful your budget will be in the red when your owner wants to see the budget in November.

### Spring Training Results

Before the season starts all your players get a vigorous spring training workout. The result of which are posted here. Youth and high potential will generally result in positive spring training results.

### **Once More With Feeling**

Congratulations on completing a year in GM Career. There's no easy formula for success when managing a Major League Baseball team and more than likely in your early years you've made a few mistakes that you wish you could take back. It's never about how hard or how many times you fall down - it's how you get back up.

### GM Career Yearly Checklist

Keeping things organized so that they run efficiently and effectively is the heart of being a top tier GM. Here's a list of things to keep in mind every new year as a GM. While winning is important, you need to strike a balance between juggling team management and available resources.

#### Check Goals

What direction does the owner want you to take your time this year? Cash cow? Champion? Improve the team? Acquire that marquee player?

#### **Major League**

After the first year, your rookies and veterans alike will have had time to go through spring training. How did they shape up? Go to this screen and toggle the ratings so you can see their overall abilities. Gather as much info as you can; each player's potential will affect how well they do year to year. Adjust your lineup accordingly and don't let the CPU make all the decisions for you.

#### **Minor League**

Your minor leaguers are an inexpensive farm for you to reap when the time is right. Before you attempt to contact other teams for trades or look into the free agent pool, take a stop here and see if you can't spot someone who is ready to

step up. Highly rated young players with big potential could be a superstar in training that would anchor your team.

### **Check Contracts**

Any player with the number '1' under the Years column needs to either have their contract renewed or be cut. You will want to examine your team strengths, not just for this year but for the upcoming years while anticipating holes in your team. You shouldn't neglect your most loyal players either, as the fans will feel as though you don't care.

### **Set Coaches**

All coaches have a global affect in their respective areas to all the players. If you have a young team with high potential, you should intensify your training in an area of weakness. Sometimes it's worth spending the extra cash to get that masterful coach who will have a positive effect for years to come.

### **Trades**

As the season rolls along, the CPU controlled teams will sometimes offer you a mutually beneficial trade swapping out unneeded players. You alone know your team best, and perhaps you know something they don't about a trade. If they aren't knocking on your door, go out and try knocking on theirs. The worst that could happen is they reject you.

## Franchise

If you're looking to enjoy commanding a team to glory through the years without the hassle of "The Boss" screaming at you what to do or commenting on your progress, then Franchise is the mode for you.

The biggest difference between Franchise and GM Career is that in Franchise you set the length of the season between 10, 20, 40, 82, 120, or 162 games. In GM Career you have to follow the stiff goals that the owner set for you at the very beginning of the season that are based on a full 162 season. This isn't so in Franchise, and in fact, the *Goals* menu option is removed completely.

This open-ended mode allows you to run legends into the ground, or make a powerhouse of out the chosen team as you see fit. All menu options that are in GM Career work the same way in Franchise, as well as any strategies described.

To start a Franchise game

Choose *Game Modes*

Choose *Franchise*

### **Game Completion**

Play continues until the cows come home - in Franchise, there is no limit to the number of years you can play. In addition, you cannot be fired.

## Season

Think you have what it takes to take a club to a championship in just one year? Think you can guide your team farther into the postseason than your teammates can? You and up to 3 of your friends can have a go at it here in Season Mode. To start a Season game

Using the *Setup & Team Select* screen\*

Move the **left stick** or **directional pad** UP or down to move the highlight between options and teams.

Move the **left stick** or **directional pad** RIGHT or left to toggle or set the highlighted option.

Move LEFT or RIGHT on **left stick** to cycle between existing profiles.

Pull the **right trigger** or the **left trigger** to cycle between divisions.

Like GM Career, Season options in the setup screen function the same way.

### **Game Completion**

Play continues until the playoffs are completed, after which you can access the *Awards* screen to see which player or team earned specific awards.

# Tournament

Tournament mode is an excellent way to get some friends together for a game. Select the number of teams in the tournament and Play Ball!

## Tournament Setup

Change the settings for this particular tournament.

- **Starting Rosters:** Default, Current. Use the current starting rosters or the real ones.
- **Number of Teams:** 4, 8, 16.
- **Series Length:** Best of 1,3,5,7 games.

Press the **START** button to advance.

Once on the Choose team screen, you can edit which slots are filled with what teams and whether those teams are controlled by the CPU or a player.

- Move the **left stick** to highlight the desired team/slot.
- Pull the **left trigger** and **right trigger** to select the team to fill that spot.
- Press the **right bumper** and **left bumper** to cycle between User or CPU control for that specific team.
- When the teams have been finalized press the **START** button to advance.

## Tournament Main Menu

This menu will give you access to all the important information and functionality for Tournament mode.

### =>Play Tournament

This will take you to the tournament screen. Move the **left stick** to highlight a game and press start to play or sim that game. Games with no player teams present will automatically be simmed.

### =>Management

Use this screen to adjust your Pitching, Lineups and Depth Chart.

### =>Features

Change music settings in this menu.

### => 2KSPORTS.com

Check all the stats for the tournament here.

### => My 2K6

You can access the Skybox and Options from this menu. See **Skybox** for more details.

### => Save

From the **Save** screen you can Save the Tournament, Manage Profiles, Save Settings, Save Rosters, Load games and Delete unwanted files.

## Manager Mode

With the exclusive Manager Mode feature, you now have the power to simulate 1 play at a time, substitute players on the fly, and hop right in the middle of the game.

Move the **left stick** or **directional pad** up or down to scroll up and down the event text.

Pull the **left trigger** or **right trigger** to swap between *Defense*, *Match-Up*, and *Manage*.

Press **A** to advance one play, the text that describes what happens will appear in the event text box.

Press **B** to simulate to the end of the game.

Press **START** to join the game in progress.

On the *Manage* screen, you have additional controls. Pull the **left trigger** to select the option.

### **Bullpen**

Substitute in your pitcher on the fly. As opposed to normal gameplay, substituting pitchers in GameCast will bring them in warm.

### **Defensive Substitutions**

At any point while you are fielding, select this option to bring yourself to the *Substitutions* screen. There you can substitute any fielder for someone on the bench.

### **Box Score**

Check the stats of your GameCast game in progress. Toggle between the stats by pulling the **left trigger** or **right trigger**.

### **Pinch Hit**

Substitute your hitter for someone on the bench.

### **Pinch Run**

This option is only usable when there is someone on base. After you access this menu, select the player who is on base, and press **A**. Then choose the player whom you want to substitute in from the bench.



## Situation Mode

Recreate just about any possible baseball situation using this mode! Use it for practice, or to construct crazy baseball scenarios.

### Situation Setup

The heart of this mode are the options. Set them as you please, and press **START** to advance to the *Team Select* screen.

Starting Inning: 1-9 (1) : For situation mode, this will be the starting inning.

Half Inning: Top of the Inning / Bottom of the Inning : For situation mode, this will be the half inning.

Number of outs: 0-2 (0) : For situation mode, this is the number of outs.

Home Score: 0-19 (0) : For situation mode, this is the home team's score.

Away Score: 0-19 (0) : For situation mode, this is the away team's score.

Home batting order: 1-9 (1) : For the home team, this is the current spot in the batting order.

Away batting order: 1-9 (1) : For the away team, this is the current spot in the batting order.

Men On Base: Bases empty, 1st base, 2nd base, 3rd base, 1st and 2nd base, 1st and 3<sup>rd</sup> base, 2nd and 3rd base, Bases loaded : For situation mode, the number of men currently on base.



## The Skybox

Unlock in-game features and customize your Skybox with items that are earned by completing challenges and achieving other in-game milestones.

### Moving around the Skybox:

- Move the **left stick** left or right to look around at the areas of the Skybox (Game Room, User Stats, Trophies, Unlockables).
- Move up on the **left stick** or press **A** to access or interact with a highlighted area or item.

### Game Room

#### => Air Hockey

Perfect your hand-eye coordination with this classic parlor game. The first to seven points wins.

- Move the **left stick** to move your paddle.
- Move the **right stick** to shoot your paddle.
- Pull the right trigger to center your paddle in front of your own goal.

#### => Shuffleboard

In each round, players alternate shooting 1 puck each until all pucks are used. When all pucks are used, points are counted and play resumes from the opposite end. The player that has the puck closest to the end of the board gets points in that round. All of the pucks that are ahead of their opponent's deepest puck are added together based on what scoring zone they are in. A puck must be completely over the line for it to count. If any portion of the puck is hanging over the end of the board (not the side), it is called a "hanger" and counts as 4 points. Try to use your pucks to knock your own pucks further ahead or your opponent's pucks off the table!

- Move the **left stick** left or right to angle your aim. Move up on the **left stick** to adjust your power. The amount you move upwards on the **left stick** will adjust how much power you put into the shot. Press **A** when you want to shoot the puck.
- Pull and hold the **left trigger** or **right trigger** to move the aiming mechanism left or right. The amount you pull on the trigger adjusts your distance.
- Move the **right stick** up or down to look around the shuffleboard area.

#### => Trivia

Test your knowledge of the game! Play alone or with a friend! Press the button corresponding to your answer before time expires for each question. The player with the most correct answers wins. First, Select the number of players (1-2) and the number of questions (5,10,15 or 20.)

- Move the **left stick** UP and DOWN to highlight the desired option.
- Press the **A** button to cycle through the choices for that option.
- Press **START** to continue.

During 2 player trivia matches, each player's score will appear at the upper left of the screen: Player 1 on the left and Player 2 on the right. A yellow box will highlight the active player's score. The active player will have a chance to answer the current question. If that player gets the question correct, they will be awarded the point value of that question. Players will take turns answering questions till the game is complete. Brush up your baseball knowledge and good luck!

### User Stats

This screen shows all of your gameplay stats.

### Trophy Room

Bask in the luxury of your private trophy room, and view any earned trophies for your user profile. To move from shelf to shelf, pull the **left trigger** or **right trigger**. To highlight and examine a specific trophy, move the **left stick** or **directional pad** up, down, left, or right then press **A**.

Trophies are given when you complete player and team milestones in gameplay. Capable GM's will also be awarded trophies for winning the World Series, earning the highest profit margin in the league, etc. Note that in order to unlock the player and team trophies you must earn it on the field.

#### **Trophy Checklist**

Below is list of the trophies that can be found in Major League Baseball.

Manager Awards (GM Career, Franchise, or Season)  
 World Series Champ  
 Manager of the Year  
 League Champ  
 Executive of the Year  
 Salesman of the Year  
 Dominant Team  
 Thrifty  
 Big Spender  
 Tightwad  
 Individual Awards (GM Career, Franchise, or Season)  
 Batting Title  
 ERA Title  
 Home Run Title  
 Stolen Base Title  
 Strikeout Title  
 Outstanding Fielder  
 Most Valuable Player  
 Pitcher of the Year  
 Rookie of the Year

Team Awards (GM Career, Franchise, or Season)  
Batting Champs  
Pitching Aces  
Great Gloves  
Super Sluggers  
Speed Demons  
Strikeout Kings  
Gameplay Achievements (Gameplay Only) Individ. / Team  
Hits in a Game  
Home Runs in a game  
Doubles in a game  
Triples in a game  
Runs in a game  
Walks in a game  
Stolen Bases in a game  
RBI's in a game  
Strikeouts

### **Trophy Shelves**

- Press **A** to view a close-up and a description of the trophy.

### **Unlockables**

#### **Unlockable Shelves**

As you unlock secret stuff in the game, the collectibles representing your unlockables will light up and appear selectable.

- Press **A** to view a close-up and a description of the collectible.

#### **User Challenges**

View a list of all the challenges, their worth, and minimum difficulty required in order to activate them.

## Roster Manager

Major League Baseball gives you the opportunity to create a player for use anywhere in the game. Whether you'd like to create yourself, your family, your local team or perhaps even re-create some of your favorite players from seasons past, this is the place to be. Select *Roster* from the *Management* screen to access the following features.

### Team Rosters

**Team Rosters** is a powerful one-stop menu to access a plethora of player actions. The following options are available on the overlay:

- **Cancel** - Returns you to the *Edit Rosters* screen.
- **Edit Player** - Edit the selected player the same way you create new ones!
- **Promote/Demote Player** - Moves the selected player from the majors to the minors, or the minors to the majors. White names are already in the majors whereas **gray** names are minor league players.
- **Move Player to another team** - Move the selected player to any other team. Consequently, you can move Free Agents onto any team.
- **Make Free Agent** - Releases the selected player into free agency.
- **Edit Lineup** - Edit the four starting lineups for the team. They are as follows: [Vs. LHP, w/o DH], [Vs. RHP, w/o DH], [Vs. LHP, w/DH] & [Vs. RHP, w/DH].
- **Edit Pitching Rotation** - You can have 5 Starters and any number of Relief, Closer, Set-up, Middle, and Long pitchers in your rotation.

### Create Player

On display are the created players you currently have, as well as an option to create new players.

- Pull the **left trigger** and **right trigger** to cycle between Create Player screens
- Move the **left stick** UP and DOWN to highlight the desired trait/attribute.
- Move the **left stick** LEFT and RIGHT to change that attribute.

You can edit the Players General traits, Accessories, Appearance, Hitting, Batter Fundamentals, Fielding, Pitching, Pitch Types and Pitch ratings.

Press the **START** button when satisfied with the results.

### Player Finder

Input a name search string, press **START**, then *Player Finder* will return a list of players that have matching strings. From there, you can check their Player Card by clicking **right stick**.

### Reset Roster

This will reset any changes that have been made to all rosters in the game. If you have made changes that you want to keep, make sure to **Save Rosters** before using this option.

# Options

Here you can set a multitude of options to your liking. After you have altered settings, remember to save them so you don't have to set them again if you reset. Keep in mind, changing options alters all users' options.

## Game Options

This screen provides basic game options. It is divided into 2 sections: Setup Options and Gameplay Options. Pull the **left trigger** and **right trigger** to cycle between these two sections.

### => Setup Options

**Length Of Game:** 1-9 (9): Customize the length of the game.

**Designated Hitter:** AL Hosting Team / Always On / Always Off : Enable or disable the DH. In accordance with official MLB rules, the AL Home Team sets the DH only if an AL team hosts.

**Ejections:** On / Off - Turns ejections of overly aggressive players on or off.

**Injuries:** On / Off - With injuries off, players will never be injured during a game.

**Pitcher Fatigue:** On / Off - Between throws, pitchers will fatigue.

**Active Bullpen:** On / Off - With Active Bullpen off, pitchers don't need to be warmed up before entering a game.

### => Gameplay Options

**Pitch Speed:** Slow / Medium / Fast / Real : Set the overall speed of pitching. Does not affect the mph on pitches, but rather, their relative speed. Note - *Real* is faster than *Fast*.

**Showboat Catches:** On / Off

**Swing Feedback:** On / Off - If you swing and miss, you will see a short message after the pitch telling you why you missed.

**Pop Fly Lock:** On / Off - Locks your fielder into place when he's in the right position to catch a fly ball.

**Baserunner Speed Boost:** On / Off: Allows your baserunners to use speed boosts

**Fielder Speed Boost:** On / Off: Allows your fielders to use speed boosts.

**Hold Runners:** Never Hold, Smart Hold, Always Hold: Hold runners decides when to have your runners hold during a hit.

### Difficulty Options

This menu can be used to adjust all of the player and AI related game mechanic difficulties.

**Game Difficulty:** Rookie / Pro / All-Star / Legend: Sets the overall difficulty of the game.



**Player Power:** Slider, Default - Adjust player controlled team's hitting power

**Player Contact:** Slider, Default - Adjusts the frequency at which human controlled swings make contact with the ball.

**Player Bunt Assistance:** Slider - Adjusts how easy it is for a player to make contact with the ball while bunting.

**Player Speed:** Slider - Edit the average speed of basrunners.

**Player Stealing Success:** Slider - Adjusts how fast basestealers run.

**Player Errors:** Slider - Adjusts how many errors user controlled fielders make.

**Player Speed Burst Length:** Slider - Adjusts the active time of the speed burst.

**Player Speed Burst Power:** Slider - Adjusts the power of the speed burst.

**Player Throwing Power:** Slider - Adjusts the speed and distance a user's fielder can throw.

**Player Variability:** Slider - Modifies the accuracy of a user controlled pitcher.

**Player Fatigue:** Slider - Adjusts the rate at which user controlled pitchers tire.

**Player Interface Speed:** Changes the speed at which the crosshairs move while a user controlled pitcher is on the mound.

**Skill:** Slider - Adjusts the CPU's ability to get base hits.

**Contact:** Slider - Adjusts the frequency with which CPU-controlled swings make contact.

**CPU Hitting Power:** Slider - Adjusts the CPU's hitting power.

**Take Strike Overall:** Slider - Adjusts the overall frequency with which CPU batters take strikes.

**Take Strike Ahead:** Slider - Adjusts the frequency with which CPU batters take strikes when ahead in the count.

**Take Strike Behind:** Slider - Adjusts the frequency with which CPU batters take strikes when behind in the count.

**Take Ball Overall:** Slider - Adjusts the overall frequency with which CPU batters take balls.

**Take Ball Ahead:** Slider - Adjusts the frequency with which CPU batters take balls when ahead in the count.

**Take Ball Behind:** Slider - Adjusts the frequency with which CPU batters take balls when behind in the count.

**Aggressiveness:** Slider - Adjusts the frequency with which CPU-controlled runners try to advance.

**AI Steal 2ND:** Slider - Adjusts the frequency of attempted steals of second base by CPU-controlled runners.

**AI Steal 3RD:** Slider - Adjusts the frequency of attempted steals of third base by CPU-controlled runners.

**AI Run Speed:** Slider - Adjusts the speed of AI baserunners.

**AI Corner:** Slider - Adjusts the frequency at which CPU controlled pitchers will go for the corners of the strike zone.

**AI Change Speed:** Slider - Adjusts the frequency with which CPU-controlled pitchers change speeds.

**AI Change Location:** Slider - Adjusts the frequency with which CPU-controlled pitchers work opposite corners of the plate.

**AI Throw Strike Overall:** Slider - Adjusts the overall frequency with which CPU controlled pitchers throw strikes.

**AI Throw Strike Ahead:** Slider - Adjusts the frequency with which CPU-controlled pitchers throw strikes when ahead in the count.

**AI Throw Strike Behind:** Slider - Adjusts the frequency with which CPU-controlled pitchers throw strikes when behind in the count.

**AI Pickoff:** Slider - Adjusts the frequency with which CPU-controlled pitchers attempt pickoffs.

**AI Pitchout:** Slider - Adjusts the frequency with which CPU-controlled pitchers use pitchouts to prevent steals.

**AI Catching Aggressiveness:** Slider - Adjusts the frequency at which CPU-controlled fielders dive, lunge, or take aggressive routes toward the ball.

**AI Throwing Aggressiveness:** Slider - Adjusts the frequency at which the CPU will go for the lead runner on a close play.

**AI Hit 'N Run:** Slider - Adjusts the frequency at which the CPU team will call for a hit-and-run.

**AI Sacrifice Bunt:** Slider - Adjusts the frequency at which the CPU team will try to use a sacrifice bunt to advance runners.

**AI Squeeze:** Slider - Adjusts the frequency at which the CPU team will call for a squeeze bunt.

**Injuries:** Slider - Adjusts the frequency of injuries in the game. There is a max of 1 injury/game in a Season, Franchise, or GM Career mode and a max of 3/game in a Quick Game or Exhibition.

**AI Meat Pitch:** Slider - Adjusts the frequency at which AI pitchers will pitch a "meat ball" "hang" a pitch right over the plate.

**AI Showboat Attempt:** Slider - Adjusts the frequency at which the AI players will attempt showboating moves.

**AI Showboat Skill:** - Adjusts the frequency at which the AI players will be successful in their showboating moves.

### Control Options

Use this menu to set up all of the control related options in the game. There is also a controller layout for quick control reference.

#### **=> Controller Options**

**Profile:** Select a user profile.

**Vibration:** On / Off - When On, the controller will vibrate during certain points in the game.

**Smart Throw:** On / Off - Makes your fielder automatically throw to the best base. You will still need to cut off throws on your own.

**Auto-Round Bases:** On / Off - When appropriate, your runners will turn slightly past their bases without your input, just in case there is an opportunity for them to advance further. They will return when the ball is thrown in. With this option off, they stay put once they get on base.

**Auto Re-select Fielder:** On / Off - The CPU will automatically switch control between fielders for you.

**Contextual Sliding:** On / Off

**Batting Interface:** True Aim / Cursor: With True Aim, point in the direction you want to swing, and the better your aim, the better the hit. With Cursor hitting, you have to aim a small hitting cursor where you want to swing.

**Pitching Interface:** Classic, Effort, KZone, KZone Loose, Meter.

**Baserunning Controls:** Advanced, Simple.

**Assisted Baserunning:** On / Off - Makes your baserunners automatically make decisions from the moment the ball is put in play until you manually give them a base running command.

### =>Controller Layout

This is a controller layout for quick control reference.

### Presentation

This menu has options that pertain to the presentation of the game, such as stat windows audio and sports tickers.

### =>General

**Pitcher Statistics:** On / Off -Turns Pitching Statistic overlays ON or OFF.

**Batter Statistics:** On / Off -Turns Batting Statistic overlays ON or OFF.

**Scores Around the League:** On / Off - Turns on the sports ticker: Bottom Line.

**Action Replays:** On / Off - Turns the action replays between plays On or OFF.

**Cut Scenes:** On / Off - Toggle cut scenes.

**Fireworks:** On / Off - Choose to have fireworks during the game.

**Home Team Batting:** L. Wide / Medium / High / Offset / Overhead / Pitcher:

Changes your camera angle for when the home team is hitting.

**Zoom:** Slider: adjusts the zoom of this specific camera.

**Away Team Batting:** L. Wide / Medium / High / Offset / Overhead / Pitcher:

Changes your camera angle for when the away team is hitting.

**Zoom:** Slider: adjusts the zoom of this specific camera.

**Batting Cursor Size:** Very Small / Small / Medium / Large : If Cursor Batting Aim is enabled, this options allows you to change the size of the batting cursor - essentially the larger the cursor the easier it is to hit.

**Keep Fielder in View:** On / Off - If set, this will cause the fielding camera to stay zoomed back so that the selected fielder is always in view.

**Ball Indicator:** On / Off – this shows where the ball will land with a small reticule.

**Challenge Mode Notification:** On / Off - When on, you will be notified whenever you complete a challenge.

**Homerun Inning Notification:** On / Off - When ON, you'll be notified if you hit a home run in the designated inning.

**Player Icon:** None, Turbo and Name, Turbo, Name. This changes the Icon and information associated with the active player.

### => Audio

The Audio Options affect what audio is on during the game as well as the volume of individual audio components.

**Audio Presentation:** Default, TV Broadcast, In Stands, On Field.  
**Menu Music Volume:** Slider - Adjusts the volume of the menu music.  
**Menu Music SFX:** Adjust the level of the Sound Effects when navigation menus.  
**Commentator Volume:** Slider – Adjusts the volume if the in game commentators.  
**PA Volume:** Slider - Adjusts the volume of the Announcers' voices.  
**Umpire Volume:** Slider - Adjusts the volume of the Umpire's voice.  
**Chants Volume:** Slider - Adjusts the volume of crowd chants.  
**Crowd SFX:** Slider - Adjusts the volume of the Crowds' cheers and jeers.  
**Chatter Volume:** Slider - Adjusts the volume of crowd chatter during a game.  
**Stadium Music Volume:** Slider - Adjusts the volume of music played over the PA.  
**Game SFX:** Slider - Adjusts the volume of the Game's sound effects.  
**Custom Stadium Music:** On / Off - Allows you to use your own stadium music for the game.  
**Custom Player Music:** On / Off - Allows you to use your own player music for the game. Each time that player goes up to bat, the music will play.  
**Custom Background Music:** On / Off - Allows you to use your own background music for the game.

**Cheats:** This menu gives you a whole range of cheats and game tweaks you can use to really have fun with the game.

### **Reset Options**

Need to reset the options? This is how.

### **Online Desk**

You can access your online desk from the options menu if you are presently signed on to Xbox Live.

## Extras

The credits manual and special videogames footage can be found in the Extras menu. Furthermore, you can review all of the challenges you completed and have yet to tackle.

### **About the Game**

Learn about the new features and improvements to this year's edition of Baseball, see other video games, find out where to register your game, and view the game's credits.

### **Register Game**

Register your game at [2ksports.com](http://2ksports.com) for a chance to win great prizes.

### **Credits**

View the game credits.

## Xbox Live®

Major League Baseball 2K6 supports Online Gaming through Xbox Live®. Please register for an Xbox Live® account before using this feature. Select *Xbox Live* from the *360 Dashboard* once you have your Xbox Live® account activated. Sign-in and advance to the Online Menu at the Online Sign In Screen by selecting your gamertag and inputting your password.

### General

#### Xbox Live® Sign In

To create a user account:

- Press the **Xbox Guide** button.
- Select Create New Profile. You will be taken to the Xbox Dashboard.
- Follow Xbox Live® Instructions to create a new account.

To use an existing user account:

- Move UP or DOWN on the **left stick** to highlight the desired user account name.
- Press **A**.

To advance, press **START**.

#### 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 returned to the Find Match screen. You can also send game invites here by selecting *Play a Friend*.

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

#### 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 **X** to chat open the chat window.
- To perform a lobby related action, highlight a player name and press the **A** button. The actions you can perform are as follows: Send Challenge or Block User Chat.
- Move the **right 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 Xbox Live, Major League Baseball® 2K6League.

### My Leagues

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

- Press **START** button to access the highlighted leagues Homepage.
- Press the **left bumper** button to quit the highlighted league.

### Join League

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

- Press **A** to Join the highlighted league.
- Press **X** to report a League Name.
- Press the **right bumper** to search for a specific league by name.
- Pull the **right trigger** and **left trigger** to cycle between lists of leagues, 20 leagues at a time.
- Press the **left bumper** to sort the leagues.

### 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: 8-30.
- Number of Playoff Teams: This number contingent on the number of players in the league and can be from 4-16 teams.
- Interval Between Rounds: 1-7 days.
- League Length: 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.

### Join Tournament

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

- Press **A** to Join the highlighted Tournament.
- Press **X** to report a Tournament name.
- Press the **right bumper** to search for a specific Tournament by name.
- Pull the **right trigger** and **left trigger** to cycle between lists of Tournament, 20 leagues at a time.
- **Press the left bumper** to sort the Tournaments.

### 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 stick** to highlight selected matchup.
- Press **A** to bring up the “What Would You Like To Do?” overlay. From here you can choose: Cancel, Challenge Opponent, Send Custom Challenge or Block User Chat.
- Click the **right stick** to view user card.
- Press **X** to chat.

### Member List

Show all users in the league.



### 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, Disabled List and League Leaders.

#### **=> Personnel**

The personnel screen allows you to perform trading transactions.

#### **=> Propose Trade**

- Highlight a player and press **A** to add a player to the trade.
- Move the **left stick** to switch between your team and the team you are proposing a trade too.
- While your trading partner's window is highlighted pull the **right trigger** and **left trigger** to cycle through the available teams.
- Press the **START** button to initiate the trade.

When you offer a trade, it will show up the Offered Trades screen. To accept or reject an offered trade, highlight that trade and press **A** 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.

### **=>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.

### **=> 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 Xbox Live® 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. You can also Submit Feedback as well.

### **=>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, Allstar 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.

### **=> Admin FAQ**

Select this option to view common questions about Admin issues in Leagues.

### **Online Desk**

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

### **Leaderboard**

The Online Leaderboard screen displays the online rankings; MLB Overall, Batting or Pitching. Click the **right stick** to view user card for more detailed statistics.

## **News**

Catch all the news regarding 2K Sports videogames. Visit [2KSports.com](http://2KSports.com) for more information and to visit the forums.

## **Online Options**

These are Online specific options.

=>General

Vibrate on Challenge: On, Off.

To view additional options, press use the **Xbox Guide**.

=> Custom Match

Use this screen to change the settings for custom matches. You can then challenge players in the Custom Lobby using your custom settings.

## **Downloads**

This is where you can find and download updated rosters for Major League Baseball 2K6.

## **Online FAQ**

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

## **Main Menu**

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