

MLB[®] **POWER PROS**



KONAMI

2K
SPORTS

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

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



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First, make sure you know a lot about Major League Baseball.

start game

08

Using the controller

09

Batting / Base Running / Pitching / Fielding Controls

10~13

Learn the various controls needed to play a game of baseball. Then bring home victory!

Game Screen

14

The screens used during a game are standard for every mode. If you don't understand any of the displays, just check here.

Matchup

17



Compete fiercely in a one game showdown. This mode allows you to enjoy a game with a friend and/or the computer (CPU).

Success

20



Develop your own original player and try to become a major leaguer.

Season

26



Battle it out the entire season using the same team. Aim to become world champions!

League

36



Enjoy a league competition for two to six teams with your friends and/or the computer.

Practice

40



Full-on training where you can work on any controls that give you problems.

Arrange

42



Create and enjoy your own dream team.

Profile

44

Save your own personal results and records.

Home Run Challenge

46

Swing your bat with great intensity as you try to hit a lot of homers.

Shop

48

By playing through this game's various modes often, you can acquire a lot of points. Then, go to the Shop and make a purchase.

Baseball Cards

48

The more Baseball Cards you collect, the more you'll know about the players in the major leagues.

Display Settings

49

Change the ingame camera and screen viewpoint.

My Data

50

Enter a password and check data for a created player. Also, perform actions such as loading data.

Introduction

Thank you very much for your purchase of "MLB POWER PROS". To enjoy this product to the fullest, be sure to read this manual before playing your game. Also, refer regularly to this manual to understand the correct procedures for using this product. Please note that this manual will not be reissued, so make sure to keep it in a safe place.

Rules for MLB® POWER PROS

The rules for this game are generally the same as Major League Baseball, but please be aware of the following points.

- ★ The data used for each player is based on information forecasted for Opening Day of the 2007 season.
- ★ In Season Mode and League Mode, any game that is still tied after 20 innings will be replayed.

Runs



The highest number of runs that will be counted is 99.

Mercy Rule



This rule calls for a winner and loser to be decided when one team has scored a certain number of runs more than the other team. When determining the settings for this game, you can choose how many runs to set the Mercy Rule at.



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Notification

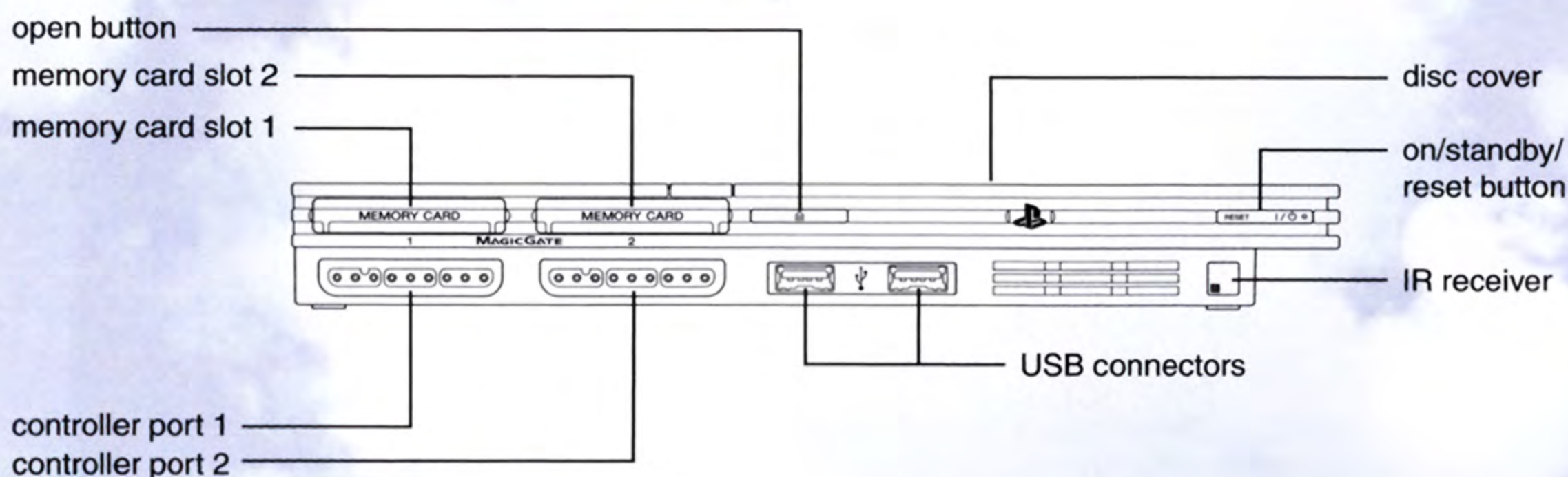
To ensure our customers are provided with the safest and most enjoyable products available, we at Konami Digital Entertainment Co., Ltd. are constantly conducting quality improvement measures. For this reason, the same product may differ in various ways depending on the time when it was purchased. Please be aware of this fact.

Legal Notice

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Getting Started



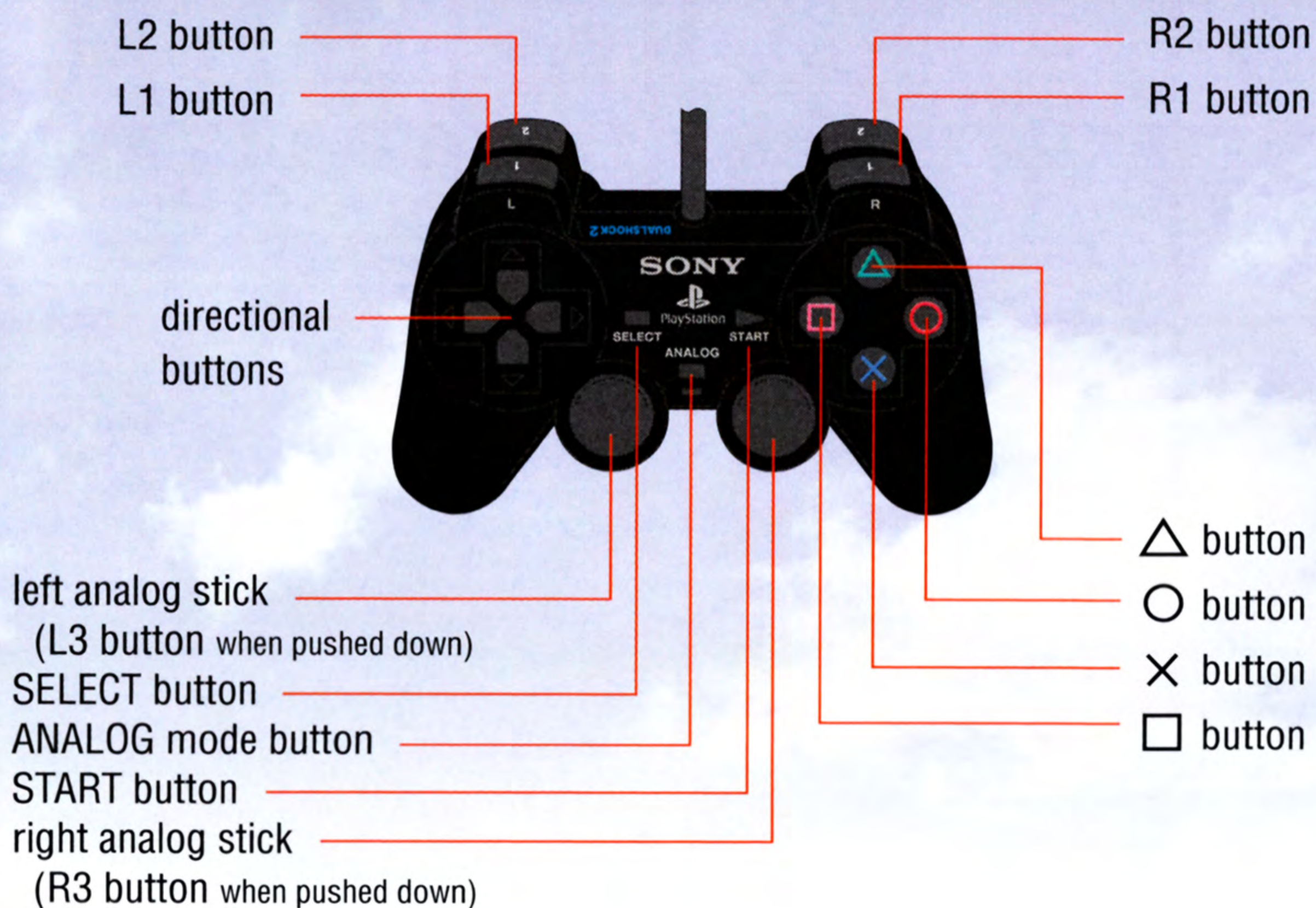
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the (MLB POWER PROS) disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

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

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Major League Baseball™ Team Introductions

American League™ teams appear in red and National League™ teams appear in blue



1 Seattle Mariners™

Founded in 1977. Have featured many top stars, including several Japanese players. Tied the all time record for wins at 116 in 2001.



2 Oakland Athletics™

Once a National League team, joined the American League when it was founded in 1901 as the Philadelphia Athletics. Moved to Oakland in 1968.



3 Los Angeles Angels™

Established in 1961. Their official team name is the "Angels", and comes from the English translation of Los Angeles.



4 Texas Rangers™

Founded in 1961. The team's name was taken from the mounted Texas lawmen of the past.



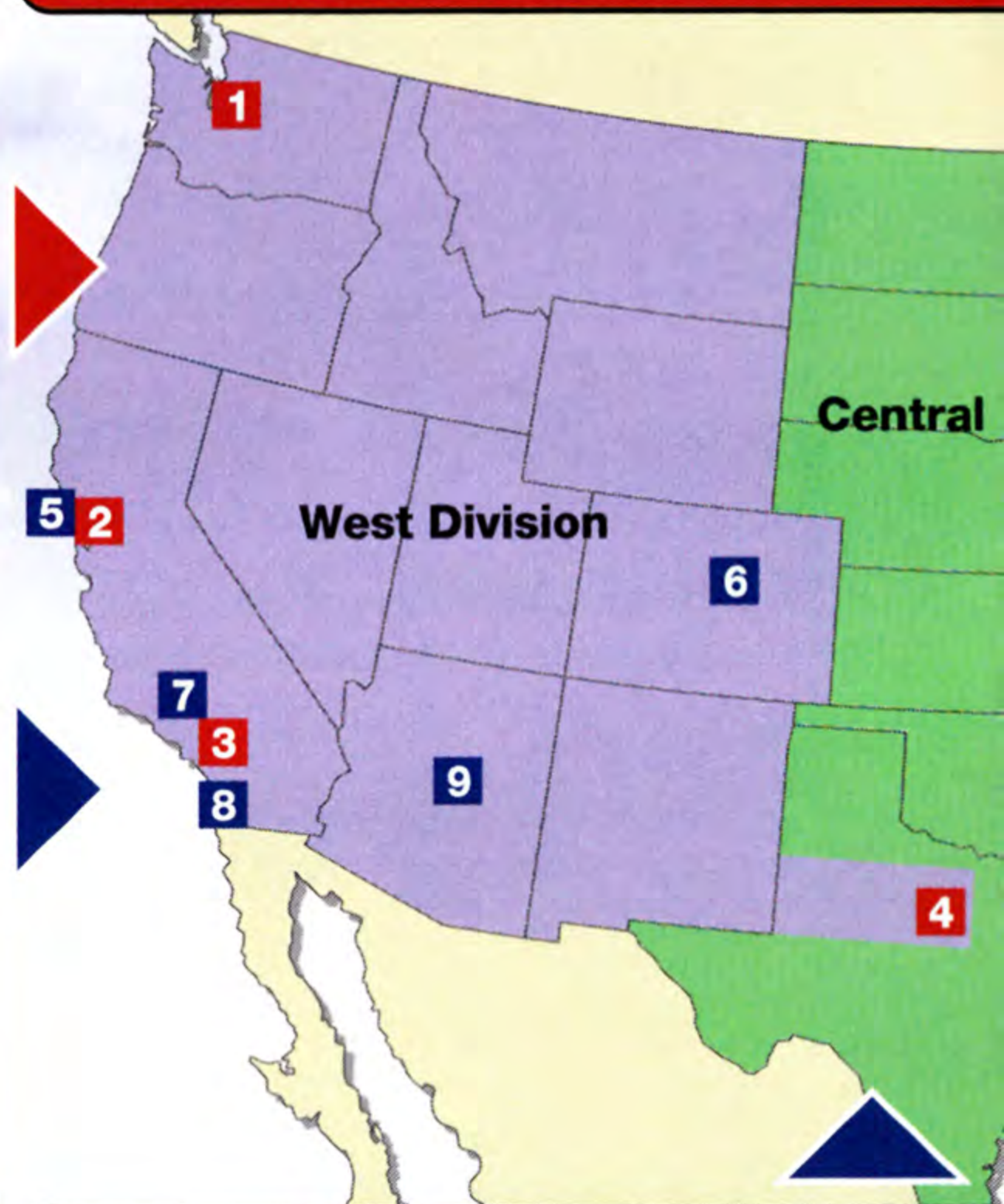
10 Minnesota Twins™

Founded as the Washington Senators in 1901. Moved to their current location in 1961.



11 Detroit Tigers™

Originally a member of the National League, were once relegated to the Minor Leagues. Resurfaced as an American League team at a later time.



5 San Francisco Giants™

Joined the National League in 1883. The team name came from one of the first managers of the club, who called the team players "his Giants".



6 Colorado Rockies™

Added to the National League in 1993. Named after the Rocky Mountains, the club plays at Coors Field.



7 Los Angeles Dodgers™

Entered the National League in 1890. The first team in Major League Baseball to feature an African American player.



8 San Diego Padres™

Founded in 1969. Named after the priests who helped develop the local area in the eighteenth century.



9 Arizona Diamondbacks™

Formed in 1998. Given their name from the rattlesnakes that live in Arizona.



15 Milwaukee Brewers™

Formed in 1969. The name of the team is derived from the city's famous brewing industry.



16 Chicago Cubs™

Founded in 1876. Past players include many famous Hall of Famers.



17 Pittsburgh Pirates™

Established in 1887. Received their name because of an incident when they aggressively stole a player from another team.



12 Chicago White Sox™

Became a founding member of the American League in 1901. The winners of the first ever AL pennant.



13 Cleveland Indians™

Established in 1901. Famous for being the team portrayed in the movie "Major League".



14 Kansas City Royals™

Founded in 1969. Their name, taken from a local livestock and horse show, was chosen from fan suggestions.



21 Toronto Blue Jays™

Formed in 1977. The team was named as such to pay tribute to other local sports teams who also feature the color blue in their uniforms.



22 Boston Red Sox™

Founded in their current city in 1901 as a charter member of the American League. Play in Fenway Park, the oldest Major League ballpark.



23 New York Yankees™

Established in 1903. Dominant team who have won the World Series 26 times, have featured numerous Hall of Famers.



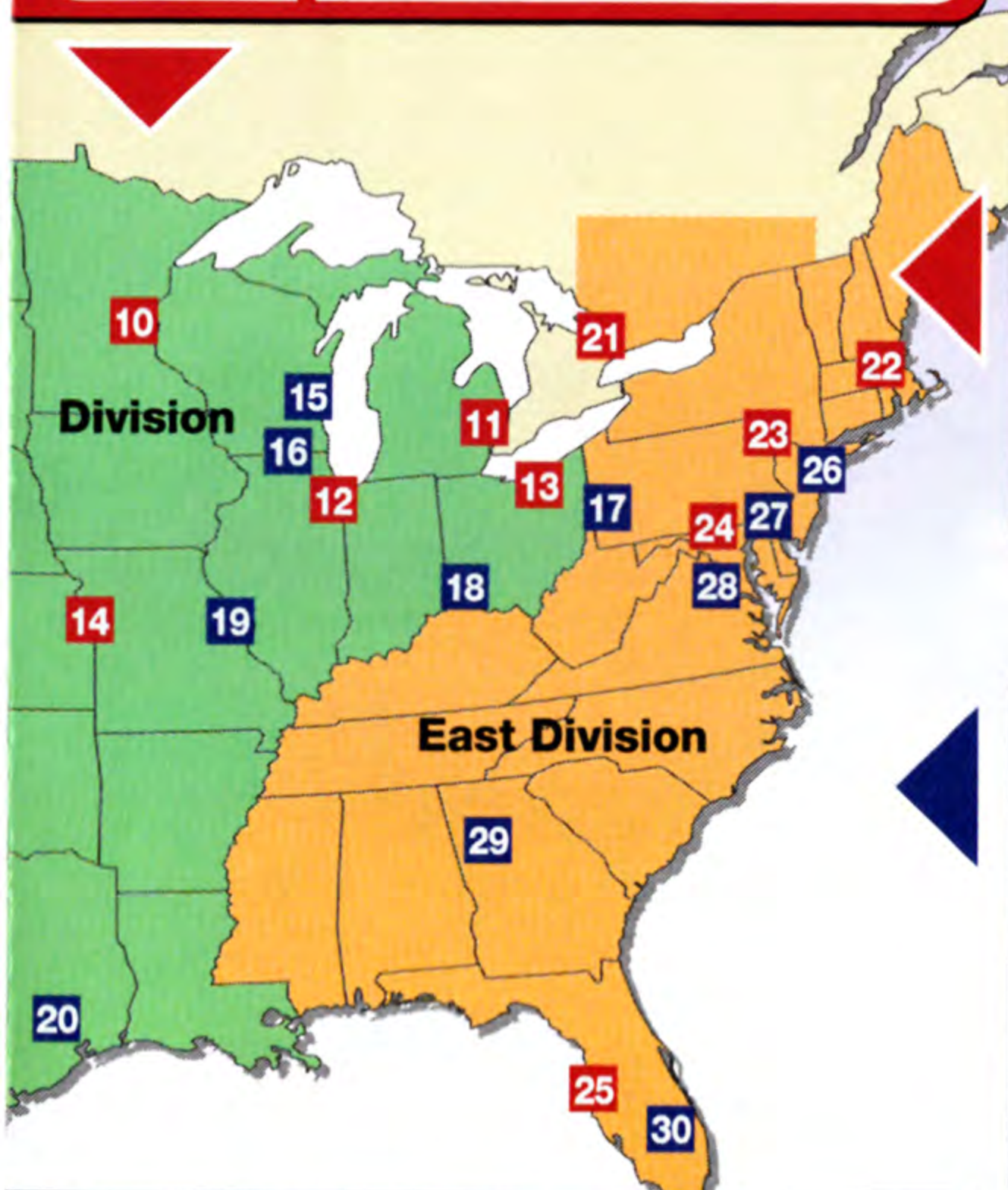
24 Baltimore Orioles™

Founded in St. Louis in 1901 as the Browns, they moved to Baltimore and became the Orioles in 1954. Have featured many talented players such as Cal Ripken Jr.



25 Tampa Bay Devil Rays™

Joined the American League in 1998. Named after the largest species of manta rays.



26 New York Mets™

Founded in 1962. Their name is short for "Metropolitans", meaning people from the big city.



27 Philadelphia Phillies™

Entered the National League in 1883. Their name is based off of the city where they play.



28 Washington Nationals™

The franchise began life in 1969 as the first MLB club to play in Canada (Montreal Expos). Relocated to Washington D.C., their current home, in 2005.



29 Atlanta Braves™

Joined the National League in 1876 as one of its charter members. Won their division 14 straight times between 1991 and 2005.



30 Florida Marlins™

Established in 1993. Named after the fish which is found in nearby waters.



18 Cincinnati Reds™

Founded in 1876. A previous incarnation of the team - the Red Stockings - were the first ever pro Baseball club.



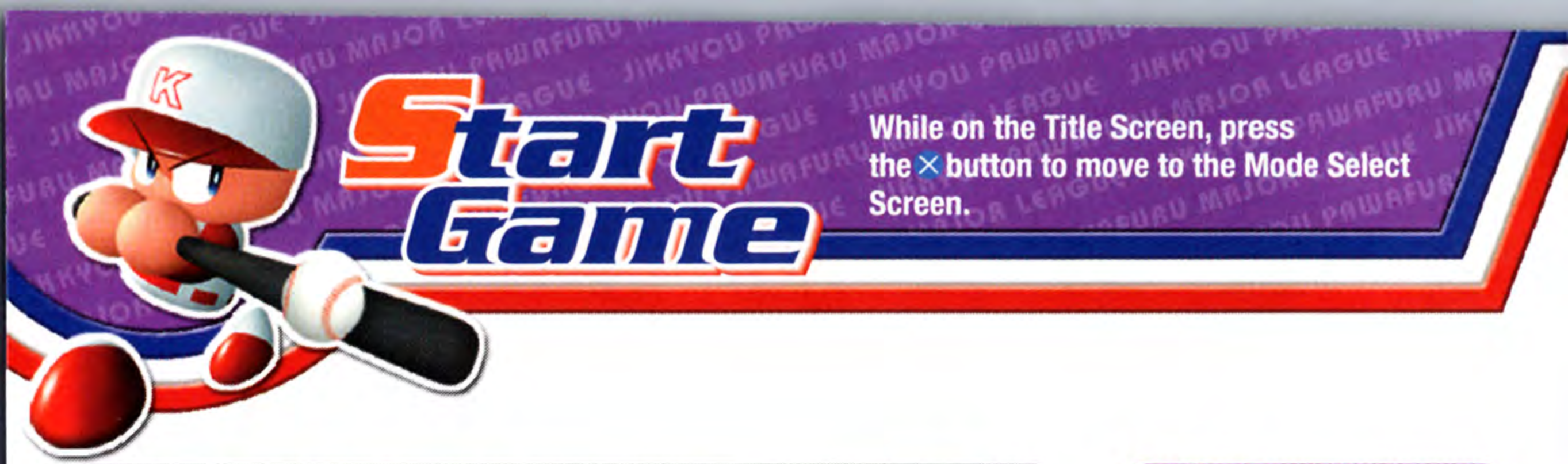
19 St. Louis Cardinals™

Joined the National League in 1892. Given their name from the shade of red used on their uniforms.



20 Houston Astros™

Established in 1962. Received their name from the astronauts who come from the nearby NASA space center.



While on the Title Screen, press the **X** button to move to the Mode Select Screen.

Mode Select

Twelve different options will appear on the Mode Select Screen. Use the directional buttons (left analog stick) to highlight your choice. Press the **X** button to make your selection.



Matchup **P.17~P.19**

Play as your favorite team and enjoy a game of baseball against a friend or the computer (CPU).

Success **P.20~P.25**

Create your own player and train hard to get to the major leagues.

Season **P.26~P.35**

Pick a team and try to become the world champions in the next five years.

League **P.36~P.39**

Battle it out with your friends and the computer in a league with two to six teams.

Practice **P.40~P.41**

Work on different types of controls such as pitching and batting.

Arrange **P.42~P.43**

Build your own ballclub using any players or teams that you like.

Profile **P.44~P.45**

Save your results and records.

Home Run Derby™ **P.46~P.47**

Choose your favorite player and try to hit a whole lot of homers.

Baseball Cards **P.48**

Look through the cards you own to check players' profiles and data.

Shop **P.48**

Spend Power Major Points to buy things such as Baseball Cards, batting styles, and pitching forms.

Display Settings **P.49**

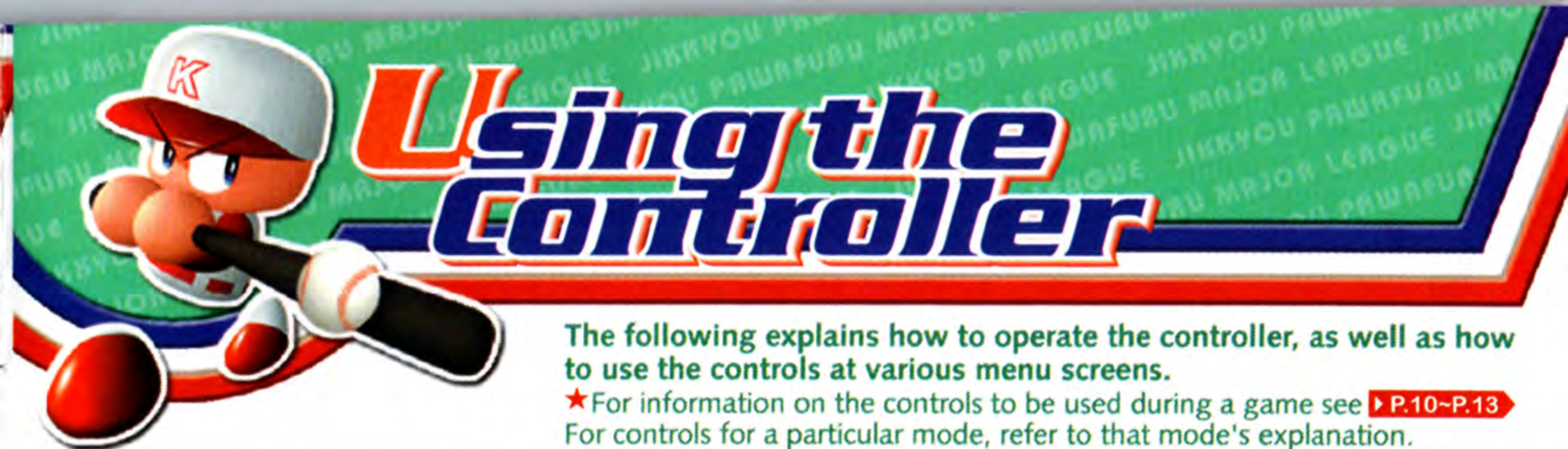
Adjust settings such as Batting Camera and Pitching Camera.

My Data **P.50~P.51**

Manage various data such as the password display and input for the player you are developing in Success Mode.

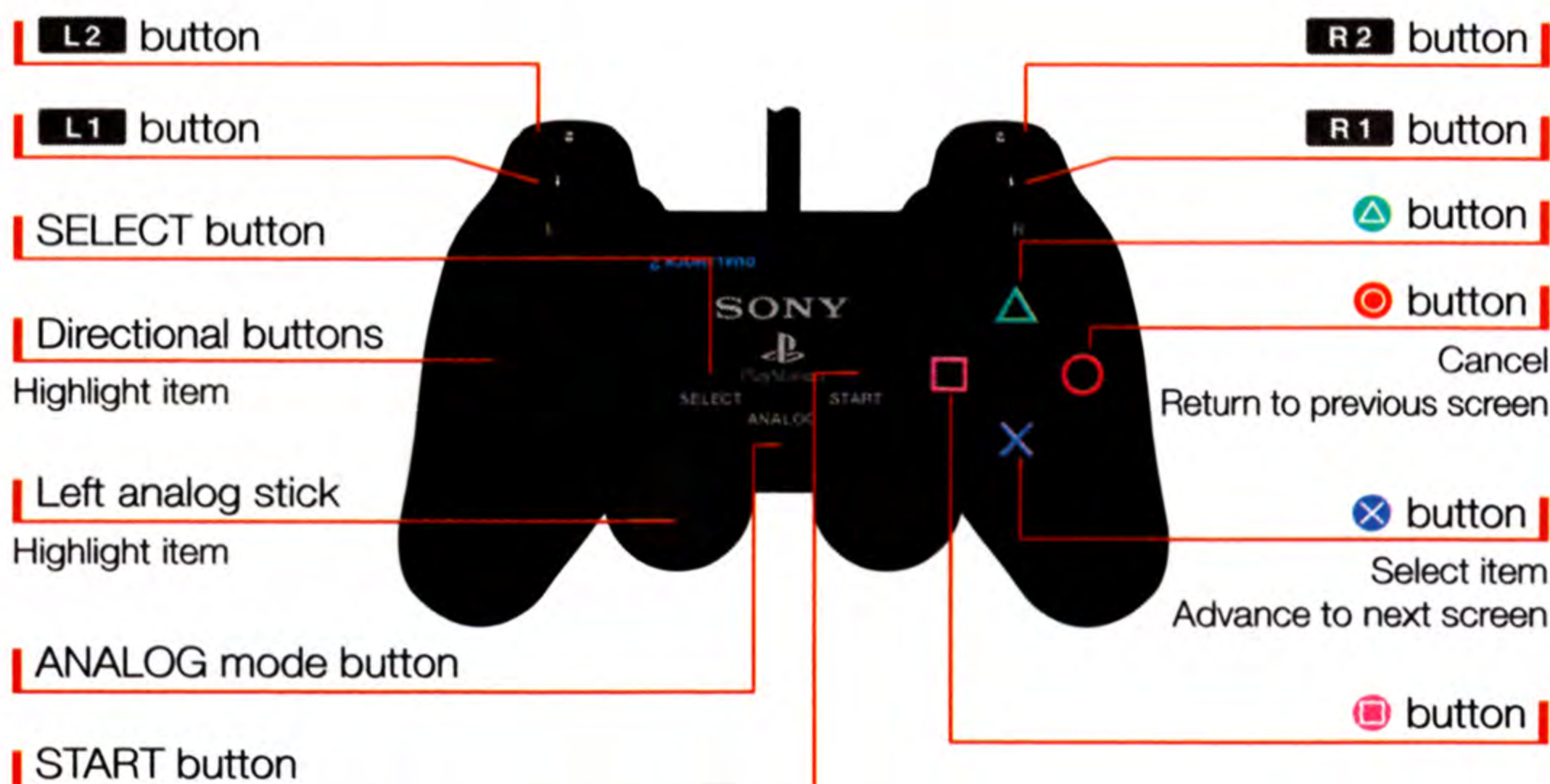
◆ Saving

As the game progresses or you change various settings, the Save Screen will appear, allowing you to record game data. Before saving, you must have already inserted a Memory Card (8MB) (for PlayStation®2) with at least 1322 KB of available space into MEMORY CARD slot 1. In addition, beyond the space used to record your main data, an extra 1024 KB or more is needed to save Season Mode data. Please note that when game data is saved to your Memory Card (8MB) (for PlayStation®2), it will load automatically.



Analog Controller (DUALSHOCK®2)

For a one player game, connect an Analog Controller (DUALSHOCK®2) to controller port A. For a game with two or more players, after also connecting a controller to controller port B and so on, operate all the controllers in response to the onscreen display. This game is compatible with the Analog Controller (DUALSHOCK®2), the Analog Controller (DUALSHOCK®) and Controller.



- ★ For this game, when ANALOG mode is switched on (the mode indicator lights red), you may control the game using the left analog stick. When ANALOG mode is switched off (the mode indicator does not light), you can only control the game using the directional buttons.
- ★ About the vibration function: By setting Vibration to "On" in either the Options or Control Options menu of a particular mode, the controller will vibrate as it is manipulated during a game.
- ★ The method for using the Analog Controller (DUALSHOCK®) is the same as for the Analog Controller (DUALSHOCK®2). The method for using the Analog Controller (DUALSHOCK®) is the same as the Analog Controller (DUALSHOCK®2). The method for using the Controller is the also same as the Analog Controller (DUALSHOCK®2) except with regards to the vibration function and the left analog stick.

◆ Ingame controller types

There are two controller types that can be used during a game: Type A (MAN A) and Type B (MAN B). Select which one you would like to use in the Options or Control Options menu of the mode you are playing. Please note that, while both types have the same basic controls, they differ with regards to some actions.

- ★ Refer to the display icons on P.10~P.13 to see how to use each controller type.



Batting controls

To get your timing right and hit the ball well, line up the Sweetspot Cursor of the bat with the mark that appears after the pitch is thrown (i.e. the ball's arrival point).

- ★ The directional buttons are referred to in one of the diagrams. You may also use the left analog stick by changing the settings in Options.
- ★ You can change the controller type (Type A or Type B) in Options. See "About Options" on **P.41**

Batting

1 Changing the Sweetspot Cursor

There are two kinds of Sweetspot Cursors: Good Contact for striking the ball easily, and Big Swing for hitting for extra bases, though it becomes more difficult to make contact. Be sure to select the right one beforehand.



R 1

button

R 2

button



Big Swing Display

Appears when Big Swing has been selected.

2 Lining up the Sweetspot Cursor

Try to line up the Sweetspot Cursor with the ball's arrival point. You can hit a powerful shot if the center of both the Sweetspot Cursor and the ball's arrival point meet. Also, if you barely move the Sweetspot Cursor after the pitch is thrown, you can hit the ball with extra power.



The ball's arrival point



Sweetspot Cursor

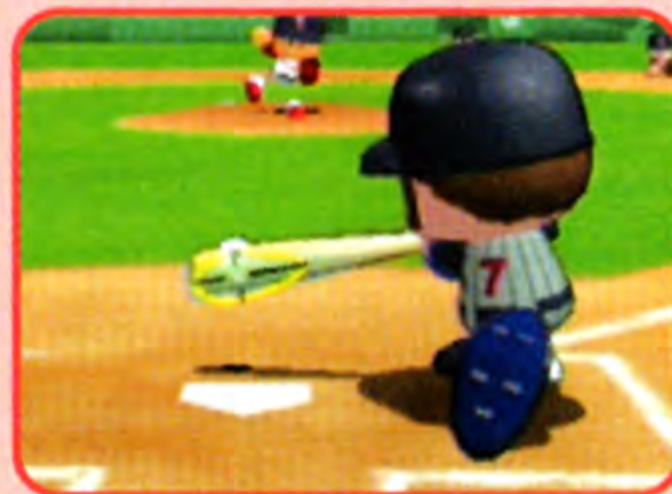
- ★ When using the directional buttons to control the game, you can return the Sweetspot Cursor to the center by pressing the SELECT button. Also, even when using the left analog stick to control the game, if you previously set the Cursor Controls in Options to Digital, you can return the Sweetspot Cursor to the center by pressing the SELECT button in the same way.
- ★ Besides the Sweetspot Cursor, you can also hit the ball with any part of the bat that is displayed onscreen. But, by connecting outside of the Sweetspot Cursor, you will hit the ball weakly, resulting in a soft groundball or flyball, etc. So, always try to strike the ball with the Sweetspot Cursor.
- ★ The ball's arrival point is marked by a cursor. To change its shape, go to Options See **P.41**

3 Swinging

The direction in which the ball is hit will change based on how well you time your swing.



button



Bunt

To line up your bat with the ball, press the directional buttons (left analog stick) **↑/↓** to adjust height and **←/→** to change the direction of the bunt.

- ★ Bunt for a Hit by getting into a bunting stance after the pitcher throws the ball. Push Bunt by striking the ball while you are using Big Swing as your Sweetspot Cursor. After the pitcher starts his motion and lifts his leg, begin pulling out of a bunting stance and then swing.



button



Base Running controls

You can control runners who reach base by having them advance, retreat, or try to steal. While runners are moving, boost their speed a little by repeatedly pressing the **L1** button, **L2** button, **R1** button, and/or **R2** button.

★ The directional buttons are referred to in some of the diagrams. You may also use the left analog stick by changing the settings in Options.

★ You can change the controller type (Type A or Type B) in Options. See “About Options” on **P.41**

Advance all runners

All runners move towards the next base.

★ To take a big lead and improve your chances of stealing a base, quickly press each control used to advance runners (directional buttons or left analog stick + **□** button or **△** button) two times in a row.



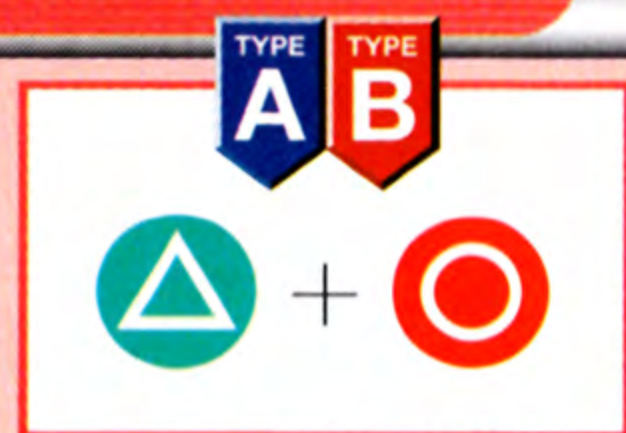
Return all runners

All runners return to their previous base. When the Fielding Screen appears, hold down the **○** button to retreat at a faster pace.



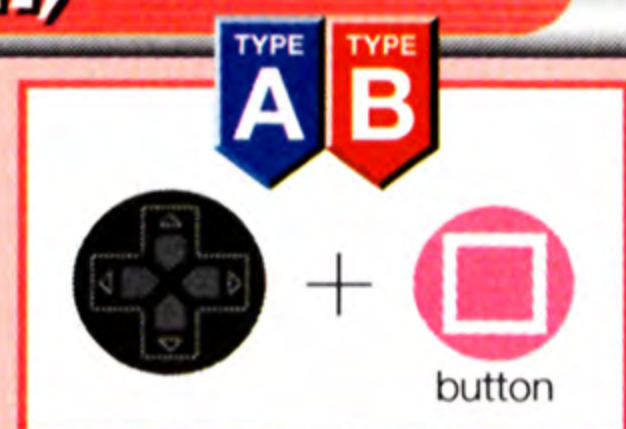
Halt all runners

Stop all men who are running the bases from moving. To restart runners, press the **△** button. To then return runners to their previous base, press the **○** button.



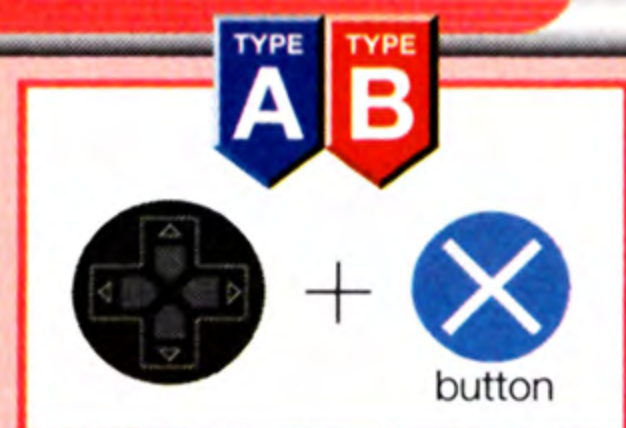
Advance to a specified base (Steal)

Choose a base with the directional buttons (left analog stick), and press the **□** button to start advancing. Please note that, if you enter the controls to advance a runner before the pitch is thrown, the runner will start moving automatically.



Return to a specified base

Choose a base with the directional buttons (left analog stick), and press the **×** button to return to that base. Hold down the **×** button to retreat at a faster pace.



Pitching controls

You can choose a pitch type and location for every pitch you throw. When runners are on base, you can also try to pick them off.

- ★ The directional buttons are referred to in some of the diagrams. You may also use the left analog stick by changing the settings in Options.
- ★ You can change the controller type (Type A or Type B) in Options. See “About Options” on **P.40**

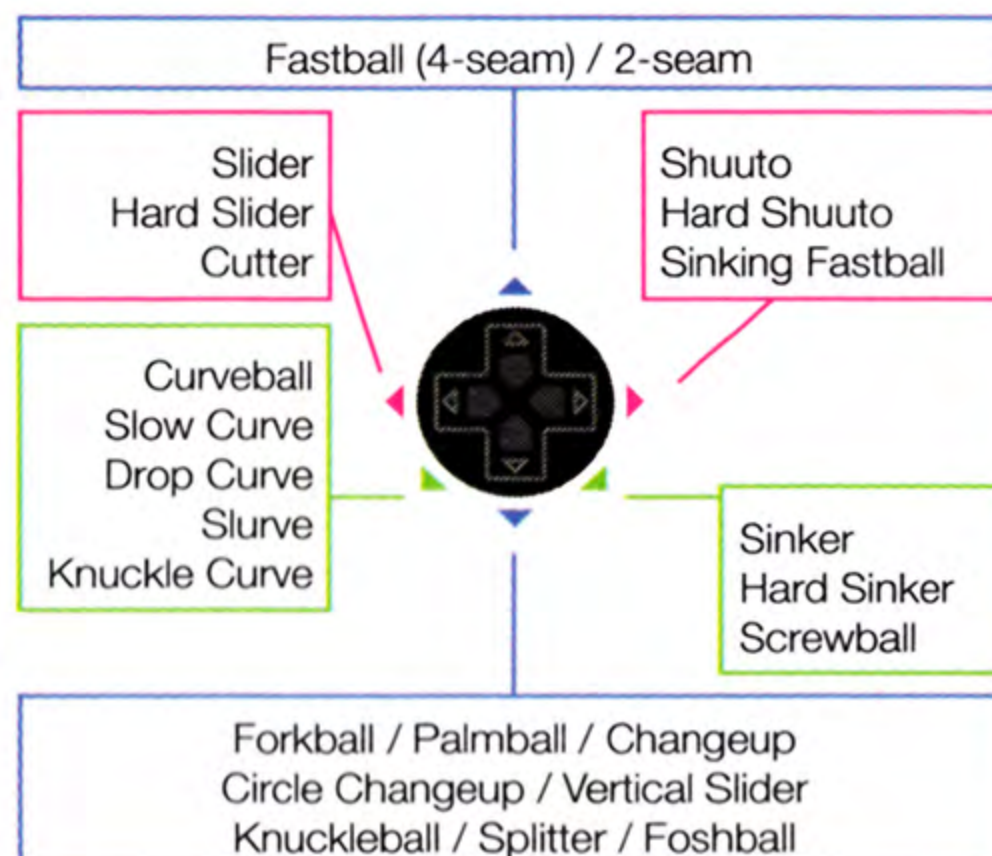
Pitching

1 Choose a pitch type

From the pitches your pitcher can throw, select the type you would like to throw. If two pitch types both use the same direction, press the **R1** button to switch between the pitches after pressing in that direction. Press the SELECT button or don't select any direction at all to throw a fastball (4-seam).

- ★ When using the directional buttons to control the game, press two directional buttons at the same time to select a pitch that corresponds to a diagonal direction.

Directions set for each pitch type



2 Starting the wind-up

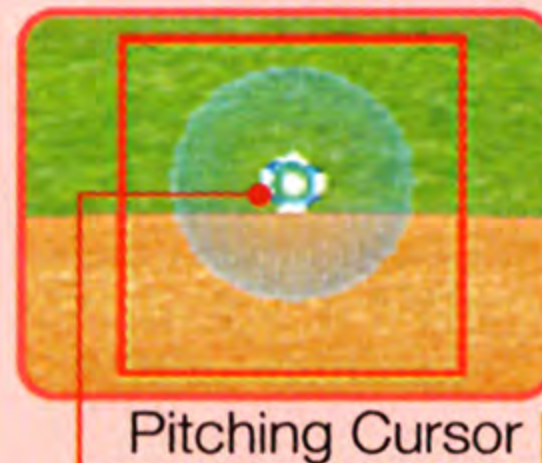
There are two pitching methods available: Classic and Expert. Select the one you like best by going to Options. See **P.40**

Classic

Press the **X** button once to pitch. Also, you can speed up the pitch by repeatedly pressing the **X** button after the ball is thrown.

Expert

After beginning the wind-up by pressing the **X** button, press the **X** button again as the pitcher reaches his release point (the moment the Pitching Cursor is at its smallest size). Timing this correctly will give the pitch more control.



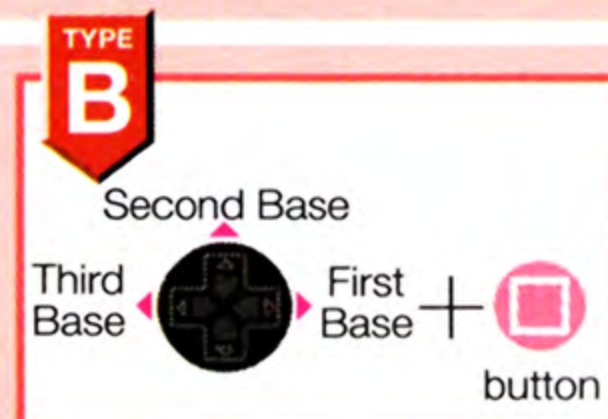
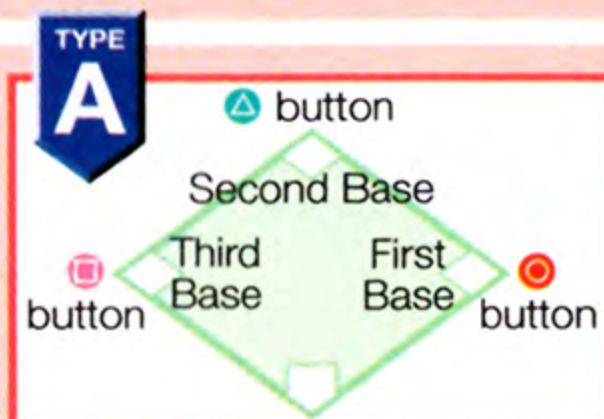
Pitching Cursor

3 Selecting pitch location (directional buttons /left analog stick)

Choose the pitch's location by controlling the Pitching Cursor with the directional buttons (left analog stick) while the pitcher is in his motion. The ball will then be thrown to where you placed the Pitching Cursor.

Pickoff move

Try to pickoff a runner at a specified base. The controls will differ depending on the controller type you have selected.



Waste pitches

Press the **X** button after pressing the **R2** button to throw a pitch off the plate to defend against a potential steal, sacrifice bunt, or squeeze bunt. If they receive an easy pitch to handle, catchers can throw the ball sooner to catch runners stealing.

You can decide to throw a waste pitch up until the point that you release the pitch.

Fielding controls

You can control fielders marked by a . Other fielders will move automatically.

- ★ The directional buttons are referred to in some of the diagrams. You may also use the left analog stick by changing the settings in Options.
- ★ You can change the controller type (Type A or Type B) in Options. See “About Options” on **P.41**

Moving a fielder

Control the fielder marked by a  with the directional buttons (left analog stick).

Press the **R1** button to fix the mark on the fielder you are controlling, or press the **L1** button to move the mark to a fielder who is close to the ball.



Special controls for jumping, diving, and fielding near the fence

TYPE A TYPE B Sliding catch



When close to the Catch Mark, slide and catch a flyball.

TYPE A TYPE B Slight jump



button button

TYPE A TYPE B Diving catch



button button

TYPE A TYPE B Diagonal jump



button

TYPE A TYPE B



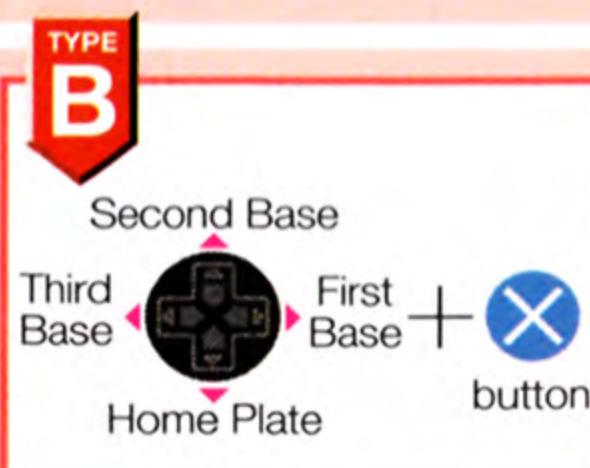
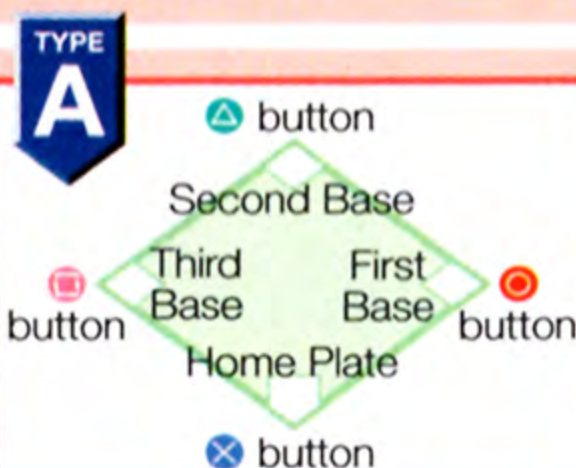
button

- **Climbing the fence (at stadiums with a low fence)**
Hold down the  button to get on top of the fence. At this point, press either the , , or  button to jump from the fence.
- **Wall jump (at stadiums with a high fence)**
Use the wall to make a jumping catch.

- ★ Press the , , , or  button without pressing the directional buttons (left analog stick) to jump straight up.

Throwing

After you field the ball, throw the ball to a specified base. You can also press the **L1** button to fake a throw. Please note that the controls will differ depending on the controller type you have selected.



Cut-off man

Throw the ball to a cut-off man.

TYPE A TYPE B

R1 button or **R2** button

Fielding shift

Set fielding positions for both the outfield and the infield.

L1 button +  button ( button): Outfield shift (Change outfield positioning)

L1 button +  button ( button): Infield shift (Change infield positioning)

- ★ Press the **L1** button from when your pitcher begins his motion until he releases the pitch to bring the infield in to defend a bunt.



Close-up Screen

This screen appears when you are hitting or pitching.

Close-up Screen

Runner on second base

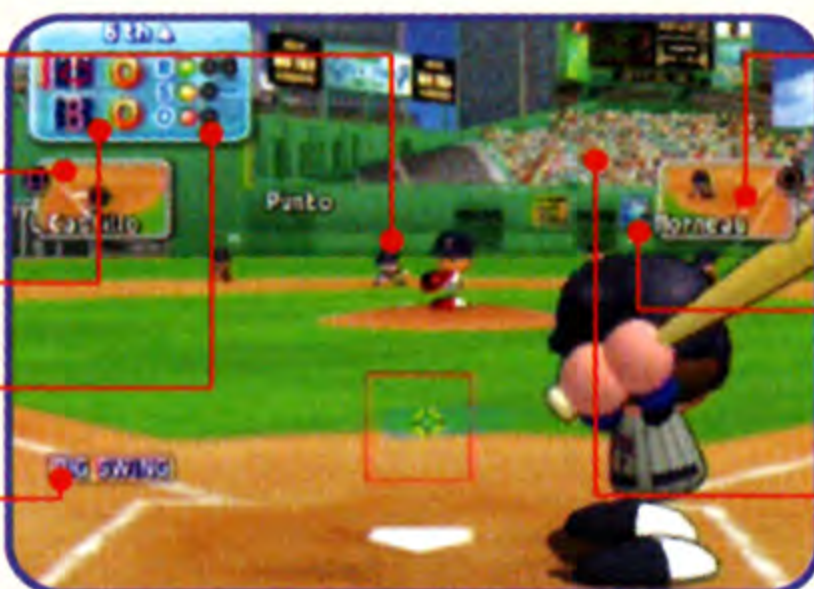
Runner on third base

Inning – Runs

Pitch Count

Big Swing Display

Appears when Big Swing has been selected.



Runner on first base

Wind direction and strength

Fielding Shift Display

Pitcher name

ERA



Form

Strikeouts this game



Spot in batting order / Batter name

Batting average

RBI



Form

Homers

Fielding Position

Spectator View

In Spectator View, the center field camera projects images onto the screen. Press the button to use this function, and press the button to return to the normal Close-up Screen.



Fielding Screen

This screen appears when the batter hits the ball. The following explanation is for when the player whose team is in the field must react to a ball.

Fielding Screen



- ★ ▼ / ▼ : Fielders standing on a base / Fielders not standing on a base
- ▼ : Fielder standing at batted ball's Catch Mark
- ▼ (Not rotating): The only fielder you can control because you pressed the **R1** button
- ▼ : Fielders who can cut-off the play (can't be controlled)

Timeout

Press the START button before the pitcher starts his motion to call a timeout. During a timeout, you can view various settings and data.

Please note that the items that appear during a timeout will differ depending on the mode you are playing in.

Play	Restart the game
Pinch Hit	Put in a pinch hitter. (Only when batting)
Pinch Run	Put in a pinch runner. (Only when batting)
Pitcher	Change pitchers. (Only when fielding)
Fielder	Change fielders. (Only when fielding)
Options	Adjust various settings such as those for the controls.
Replay	Watch the play that just happened.
Scores	Check the current score.
Pitcher Data	View pitcher information.
Controller	Choose from two different controller types.
Sound	Adjust sound settings.
Display Settings	Choose from two different display settings.
Quit	End the game and return to the Mode Select Screen.

Box Score

When the game is over, the Box Score Screen appears, and you can view information such as the score. Press the  button to advance to the next screen. To view detailed statistics, pick a team. Select "Next" to exit the Box Score Screen.

Box Score Screen



Score

Key Information

W : Winning pitcher
SV : Pitcher who got the save
L : Losing pitcher
HR: Home run hitters

Batting



Totals

Stats chart

AB: At-bats
H: Hits
2B: Doubles
3B: Triples
HR: Home runs
RBI: Runs-batted-in

R: Runs scored
SO: Strikeouts
BB: Walks
HBP: Hit by pitch
SH: Sacrifice hits
SB: Stolen bases

DP: Times hit into a double play
E: Errors
AVG: Batting Average
HR#: Total home runs this season

Pitching



Stats chart

W : Winning pitcher
L : Losing pitcher
H : Pitcher who held the lead
SV: Pitcher who saved the game

IP: Innings pitched
BF: Batters faced
NP: Number of pitches thrown
H: Hits allowed
SO: Strikeouts
BB: Walks issued
HBP: Number of batters hit by pitch
R: Runs allowed
ER: Earned runs allowed
WP: Wild pitches
HR: Home runs allowed
ERA: Earned run average this season

Pitching Distribution



Location chart

Pitch type diagram

Pitch Display



Pitch type chart

Location diagram

★ Press the **L1** button or **R1** button to start tracing the pitch type's movement.

Batting records



Hitting breakdown

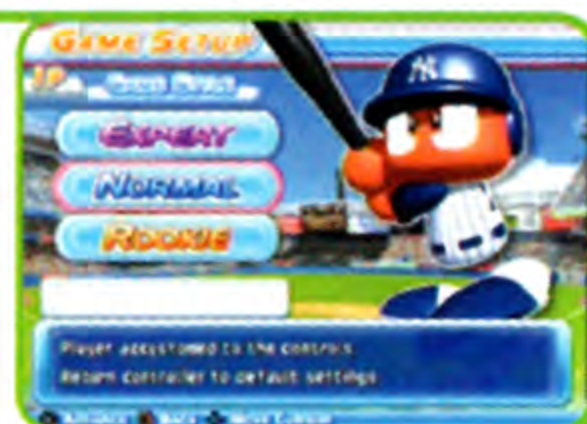
Best Try: Balls hit using Best Try
Good Try: Balls hit just missing Best Try
Other: Remaining balls hit



Prior to starting the game

1 SELECT A PLAY METHOD

Choose “1 Player” to compete by yourself against a computer opponent, or “2 Players” to battle it out with a friend. You can also select “Watch a Game” and take the role of a spectator as two computer teams compete against one another.



2 CONTROLLER SETUP

Choose from a Rookie, Normal, or Expert controller setup. Select a Rookie setup if you are not yet used to the controls used for “PowerPro”. Also, choose a 2P controller setup when playing a 2 Player game.

3 TEAM SELECT

Choose a 1P and CPU (2P) team. By pressing the button here, you can view data that illustrates a team’s strength in areas such as batting and fielding.

4 AWAY – HOME

Choose which team bats first and which team bats last by pressing / on the directional buttons (left analog stick). After deciding who bats first and last, select whether to wear a home or away uniform for each team.

5 STADIUM SELECT

Choose the stadium where the game will be held.

6 GAME SETTINGS

Adjust various settings which affect how the game will be played. Highlight items with the directional buttons (left analog stick), press the button to make a change, and select “OK” to confirm your choice.

★ What is DH?

It’s a setup where a hitting specialist (designated hitter) bats instead of the pitcher. When set to “On”, the pitcher is not allowed to field at any other positions. Please note that in the rules actually adopted by the major leagues, the American League uses a designated hitter and the National League does not.

★ What does the Special Extra Innings setting do?

From the specified inning on until the contest is decided, each half an inning will begin with one out and the bases loaded.

7 STARTING LINEUP SETTINGS / CHANGE FIELDING POSITIONS

You can adjust these for each team, except when 2P is a CPU team.

8 FINAL CHECK

Select “Play Ball” to start the game. To make a new batting order, choose “Redo Lineup”. To adjust Options, select “Options”. ★ See “About Options” on **P.41**

Lineup

By choosing “Fielder” or “Pitcher” on the Lineup Screen, you can change your batting order and view player data. Redo your lineup by rearranging the names (nameplates) in the order you prefer, and then confirm your selection. In the same way, you can also change players’ fielding positions. Be careful not to weaken your defense by putting players into a position they normally don’t play. Also, to select a player in Triple-A, choose “Triple-A Fielder” or “Triple-A Pitcher”.



Fielding Positions

The method used to write positions differs between Japanese Style and Major League Style.

P Pitcher	DH Designated Hitter	C Catcher	
1B First Baseman	2B Second Baseman	3B Third Baseman	SS Shortstop
LF Leftfielder	CF Centerfielder	RF Rightfielder	

Form

A Form Mark appears for each player. It will change with each game.

	Best Form		Good Form		Normal		Bad Form		Worst Form
	Injured		? (Settings adjusted to hide Form Mark)						

Spirit System

When you set this to “On” in the Game Settings, players do not perform based on their form for that day. Instead their Form Marks change to either “On His Game” or “Off His Game” based on how they are playing during that one game.

	On His Game
	Off His Game

Nameplates

Positions suitable for the player are shown in color. Some players can play more than one position, so multiple positions will be in color in that case.

Pitcher

Catcher

Infielder

Outfielder

Data

After you select a player (nameplate), that player's data will be displayed. Press the D button to view more detailed information about that player. For both fielders and pitchers, make sure you understand how to check all the data that is available. You can switch between displays by pressing the SELECT button.

CON

Size of Sweetspot Cursor

PWR

Physical strength

SPD

Ability to run fast

ARM

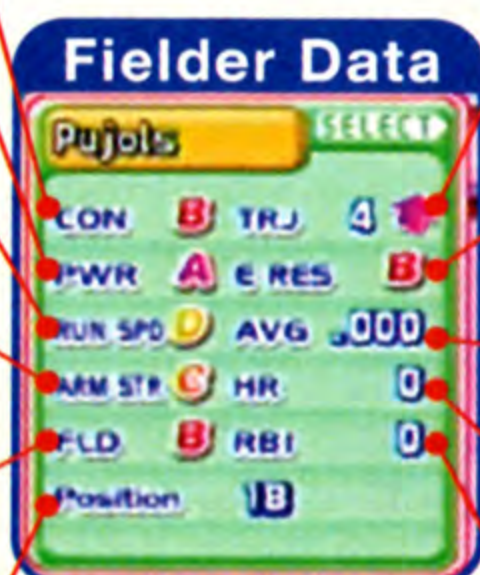
Strength of arm, ability to throw hard

FLD

Range covered, ability to react quickly

POSpositions

Suitable fielding positions



TRJ

Ability to lift ball higher

SLD FLD

Ability to avoid making errors

AVG

Batting average

HR

Home runs

RBI

Runs-batted-in

ERA

Dominant hand and pitching form

Control

Level of break in pitch types that can be thrown



Top speed

Role

Stamina



Suitability of each fielding position

Throws / Bats / Uniform number

★ Meaning of Rank Displays: A (Highest) > B > C > D (Average) > E > F > G (Lowest)



Story

The main character is a baseball player who has just entered Powerful University. To fulfill his dream of becoming a major leaguer, he's really determined to play well in college. He'll need to catch the eye of the scouts to get where he wants to go... It's now time for the main character to begin his college life.

Objectives of Success Mode

Improve the main character's abilities by practicing and playing games. Then, use those abilities to play some exceptional baseball and get noticed by major league scouts. Really impress them to clear the mode.

What happens to a player who clears Success Mode?

A player who has cleared Success Mode will be registered in your created players file. This will take place after you perform any final actions such as buying and equipping items or adjusting profile settings. You cannot register the player if the created players file is already full, meaning you already have saved 110 fielders or 90 pitchers. After registering the player and placing him into a team in Arrange Mode, you can use him in Matchup, League, Home Run Challenge, and Practice Modes. ★ See "Arrange" on [P.42](#)

Success Mode Title Screen

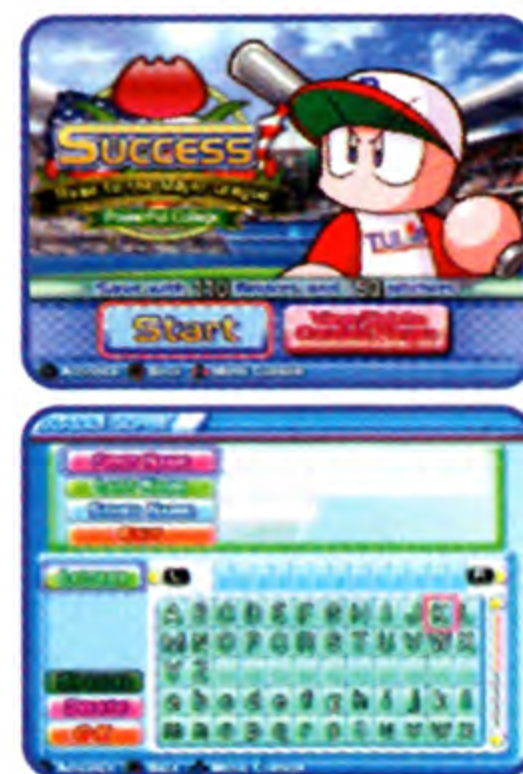
To play Success Mode, choose "Start". If game data has already been saved, select "Yes" when "Continue from last save point" appears. To delete previously saved data and start a new game from the beginning, select "No".

Start

Play Success Mode.

View created player - Delete

Check or delete created player's data.



Start Success Mode

1 ENTER A NAME

First, give your player a name. Enter a First Name, Last Name, and Saved Name, which is the name the player will be registered under. Confirm each by selecting "OK". When finished, choose "Exit" to begin player creation.

2 PLAYER CREATION

Begin by choosing a Skin Tone for your player. Then select a dominant hand, fielding position, pitching form or batting style, improvement type, and favorite MLB team. Finally, choose "Yes" to start Success Mode. You can increase the number of pitching forms and batting styles available by buying new ones at the Shop.

★ You cannot buy pitching forms, etc, during a Success Mode game, however.

★ See "Shop" on [P.48](#)

Command Screen

For the most part, Success Mode progresses via the Command Screen. Time passes every time you perform an action by selecting one of the commands listed under Main Commands. Use time wisely to skillfully develop your player, ensuring that he's scouted by major league teams within a three year period. Press the **X** button to advance the conversation. Press either the **L1** button or the **L2** button to have the conversation displayed quickly. You can also view the most recent conversations by pressing either the **R1** button or the **R2** button.

Success Mode Flow



Command Screen

Main Commands

See **P.22~P.25** for detailed information regarding each command.

Motivation

Displays the main character's motivation level.

★ See "Motivation" on **P.22**

Money owned

Part-time Job / Treatment / Date

Icons only appear for commands that can be selected.

★ See "Private" on **P.23**

Vitality

It's easy to get injured when the gauge is low.

Date

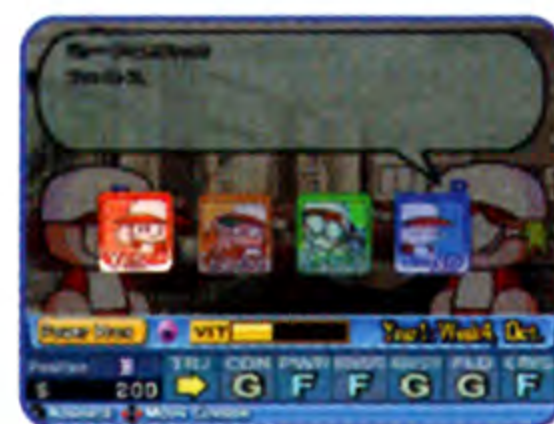
Main character's abilities

Press the **-** Button to switch the current abilities display between numbers and ranks. Ranks appear as letters from A (highest) through G (lowest). Also, the numbers of any abilities boosted by the effect of an equipped baseball item will be displayed in blue. ★ See "Equip" on **P.23**



Use Fate Cards to influence events!

During an important point in an event, you can change how that event progresses by selecting either "Yes", "No", "Challenge", or "Marvin" from among the four kinds of Fate Cards. When it's time to choose a card, all cards that you own are displayed. You can then select any card you like. The card you use will then disappear and be replaced randomly by another card. While you're generally allowed to have four Fate Cards, this number can change based on the main character's abilities. ★ See "Boost Abilities" on **P.23**



● Kinds of Fate Cards

Yes

Show positive determination.

No

Show negativity.

Challenge

Try something out, compete against someone, or confess something.

Marvin

Pull your teammate Marvin into the event at that point, and have him take your place.

★ With each situation, you can cause many different things to occur.
As you play the game, find ways to make events turn out favorably for you.

Go to practice. The Practice Menu differs for fielders and pitchers. Depending on the kind of practice you conduct, you will gain a certain type of Experience. Please note that there are times when the Practice Menu will change for reasons such as when an event has occurred. ★ See “About Experience” on **P.24**

Practice Menu

Fielder Menu	Practice Type	Main Type of Experience Gained
Machine Training	Conduct strength training	Strength Points
Swinging	Work on swing	Technique Points, Strength Points
Sprints	Work on speed	Quickness Points
Long Throws	Work on arm strength	Strength Points
Fungo Drills	Conduct fungo drills	Technique Points

Pitcher Menu	Practice Type	Main Type of Experience Gained
Machine Training	Conduct strength training	Strength Points
Shadow Pitching	Conduct shadow pitching	Technique Points
Running	Go running	Strength, Quickness, and Mentality Points
Breaking Ball Throwing	Learn breaking ball technique	Breaking Ball Points
Bunt Fielding	Work on fielding bunts	Technique Points



Injuries

You can get injured during practice, so be careful. Your Chance of Injury depends on your Vitality during practice and the kind of Practice Menu you are in. In a worst case scenario, you'll have to stay in the hospital after you get hurt. Until you check out of the hospital, you can't do things like go to practice or work at your part-time job.



Chance of Injury

Fast Recovery and Repeat Bonus

After conducting any type of Strength-based practice, such as Machine Training, for a certain time, you might be able to gain Experience by selecting the “Rest” command (Fast Recovery). Also, by continuously repeating the same type of Technique-based practice, such as Swinging or Shadow Pitching, that training will become more and more effective (Repeat Bonus) with each session. Make sure you use these two features to improve your abilities quickly.

Motivation

The main character's Motivation is represented by an icon which is displayed on places such as the Command Screen. There are five types of icons with each one showing a different level of Motivation. The more determined the player is, the less Vitality he will use up. When his Motivation is at its lowest though, his Chance of Injury will not be displayed.

No Motivation

High Motivation



Motivation Icon

MAIN COMMAND

Private

Perform actions such as resting and working at your part-time job. The commands that you can select will change based on how the game progresses and your current status.

Rest

Recover Vitality by resting.
Do this at the right time to prevent injury.

Treatment

Stop by the hospital to get treatment for an illness or injury.

Date

After you meet a girl and get her phone number, you can ask her on a date. Clear certain conditions and she'll even become your girlfriend.

Part-time Job

Work and make some money.

Study

Do homework and hit the books for your college classes.

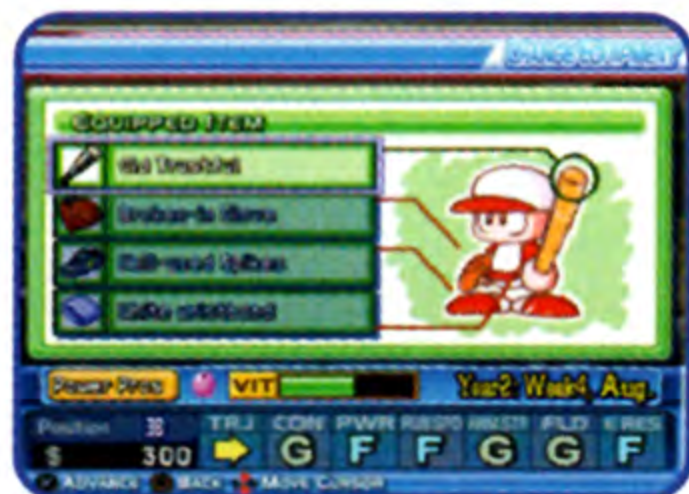


MAIN COMMAND

Equip

Equip baseball items (equipment) that you own to boost Major Abilities and acquire Special Abilities.

★ See "Boost Abilities" on **P.24**



MAIN COMMAND

Use an item

Use or discard expendable items in your possession. Such items can help you do things like recover Vitality.

MAIN COMMAND

Shop

Buy items, such as baseball items.

★ You can only select this command when the Traveling Shopkeeper is present.

Buy / Sell

Spend money and do some shopping, or receive money for something you own by selecting "Sell". Press the **L1** button and **R1** button to switch between item categories. Then choose what you would like to buy or sell. Complete the purchase or sale by selecting "OK".



Improve certain abilities by spending the Experience you have acquired.

★ See “Player creation” on ▶ P.20

Boost Abilities Screen

Current Experience

All of the Experience that you presently have.

OK

After choosing the ability you would like to boost, select this to complete the increase.

Cancel

Cancel the ability increase.



Fielder Items / Pitcher Items

The different types of Experience and points needed for each kind of player to improve is displayed.

Changes in ability

“Current Ability” and “After Ability Boost” both appear. Depending on the ability you choose, “Including Item” (a boost from an equipped item is added to the ability) will also be displayed.

About Experience

There are five types of Experience: Strength, Quickness, Technique, Breaking Ball, and Mentality. Spend any of these to raise their respective ability. You can acquire Experience by practicing. The type of Experience you gain changes depending on the kind of practice you conduct.

Gamble-Up

When you acquire a special kind of item and you enter the Boost Ability Screen, a Gamble-Up Success Rate will display in place of an ability which you can't increase due to a lack of Experience. Select the ability to try your luck at Gamble-Up. Your chances of acquiring the boost are fixed at a certain percentage. However, by doing Gamble-Up, you use up all your Experience.



Secondary Skills

By repeating commands besides practice (Part-time Job, Date, Study, etc.), you can improve your Secondary Skills. By boosting Secondary Skills, you can receive many kinds of benefits.

Secondary Skill

Ladies Man

Improves when you often take part in events such as dates. Allows you to receive presents and impress people more easily.

Money Man

Mostly improves when you work often at your part-time job. Allows you to make more money and have an advantage buying and selling items.

Bookworm

Mostly improves when you study often. Allows you to practice better and develop new items.

Select either “Personal Data” to view your own information, “Friend Data” to check teammates’ information, or “Rating” to see what the manager and your teammates think about you. Press the **L1** button and **R1** button to switch between the displays found within each type of data.

Personal Data

Pitcher Abilities

View Major Abilities and Special Abilities related to pitching.

Batter Abilities

View information, such as Special Abilities and Strong Area of the Plate, related to batting.

Fielder Abilities

View Major Abilities and Special Abilities related to fielding.

Other 1

View information such as current fortune and illness.

Other 2

View information such as the status of Secondary Skills and Fate Cards.



Friend Data

All

Display information for every teammate.

Pitcher Abilities

View teammates’ Pitcher Abilities.

Fielder Abilities

View teammates’ Fielder Abilities.

Other

View teammates’ most important Special Abilities and player types.



Luck

The Luck you have affects your chances of acquiring Special Abilities in events and getting injured, etc. Check today’s fortune in Other 2 of your Personal Data. Going from best to worst, there are five kinds of Luck: Charmed, Great, Good, Bad, and Cursed.

Adjust controller and sound settings, and save your current game.

Save and Exit

Save your current game and return to the Mode Select Screen.

Quit

Return to the Mode Select Screen without saving your current game.

Ingame Controller Settings

For the controller type to use during a game, select between “Type A” and “Type B”.

Ingame Cursor Settings

For cursor controls to use during a game, select between “Analog” and “Digital”.

Vibration Events

Select whether or not the controller vibrates for an event.

Sound Settings

Set voices by player name.

Abbreviated Messages

Select whether or not to shorten long events.

Warning

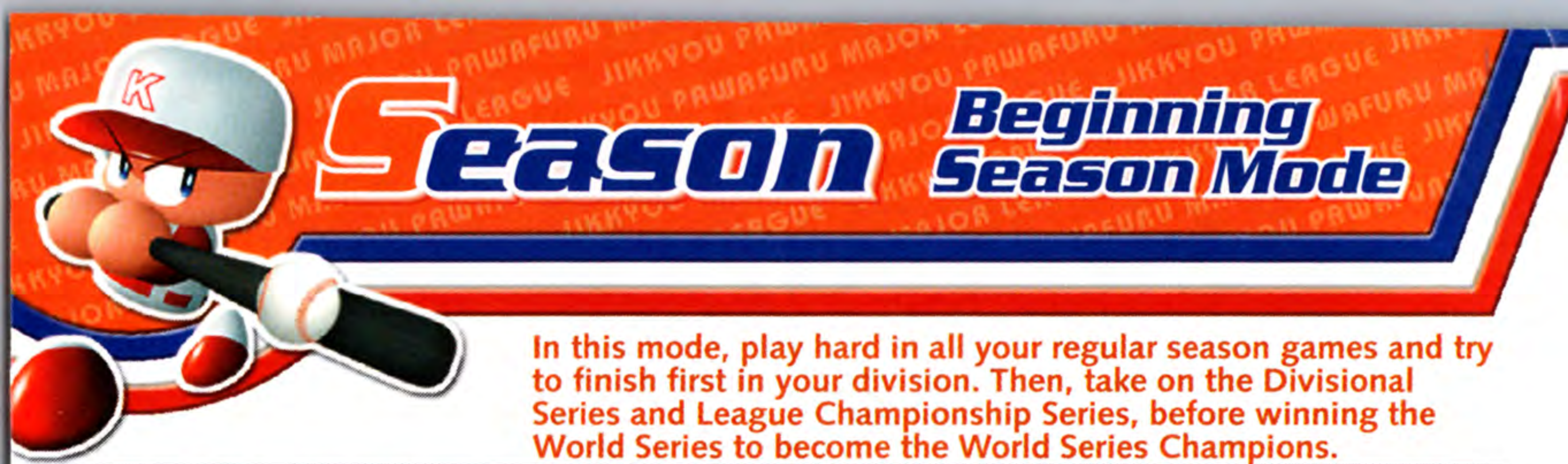
Be careful not to reset the game console or exit without saving. There is a chance you won’t be able to continue playing from that point.

Games in Success Mode

If you play as a fielder, you usually can only control your own at-bats. Generally, as a pitcher, you can only control the action at certain points of the game.

★ If you become the captain, you can control all players (both fielders and pitchers) from the eighth inning on.

★ DH is always set to “Off” for all games played in Success Mode.



In this mode, play hard in all your regular season games and try to finish first in your division. Then, take on the Divisional Series and League Championship Series, before winning the World Series to become the World Series Champions.

Season Start

1 SEASON TITLE SCREEN

Select "From beginning" if you are playing for the first time. Choose "Continue" to move to the Load Screen. Then select the file you want to play from.



2 SELECT SETTINGS

Select whether to begin playing with either a Rookie Setup or Normal Setup. By choosing "Rookie Setup", the game will start after you leave the MLB Team Select Screen. With "Normal Setup", you advance to a screen where you can select either MLB Mode or Expansion Mode.

3 MLB™ MODE / EXPANSION MODE

In MLB Mode, you proceed to a screen where you select a major league team. With Expansion Mode, you move to a screen where you create your own original team. After making a team in Expansion Mode, you then advance to a screen where you select a team.

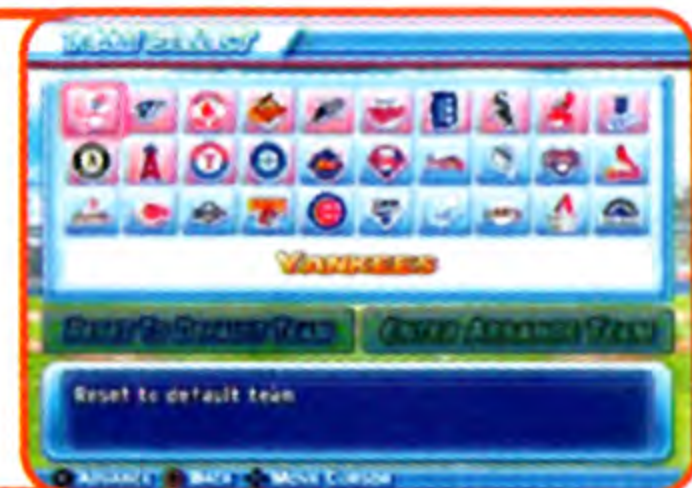
★ See "Expansion Mode" on [▶ P.27](#)

4 TEAM SELECT

Choose the team you want to use. By buying "Arrange Rights" at the Shop, you can take part in Season Mode with an Arrange Team that you created.

★ See "Shop" on [▶ P.48](#)

★ See "Arrange" on [▶ P.42](#)



5 LEAGUE SETTINGS

You can switch teams in both leagues.

Please note that, after you confirm your choices for each league, the settings cannot be changed again.

6 SEASON START SETTINGS

Select "Reg. New Player" to register a created player, who is already registered in Success Mode or My Data, with your team. With "Dream Draft", build up your team by acquiring players from any other team.

Also, with "Options", you can change various Game Settings.

Select "OK" when you've finished adjusting all of the settings. This starts your game.

★ See "Success" on [▶ P.20~P.25](#) ★ See "Options Menu" on [▶ P.35](#)

★ See "About Dream Draft" on [▶ P.27](#)

Expansion Mode

Create your own squad and play with a number of other teams. You can edit and add up to two new teams to join the league. Afterwards, you can still play as a different team if you like. For an explanation on how to create a team, see **P.42~P.43**. Besides deciding such things as the team's name, mark, and uniform, you can also select where to hold spring training.



About Dream Draft

In Dream Draft, change which players are registered to which team. Every player on every team becomes available. Each team, having lost all of their players, then draft and acquire new players from this pool.

Pick

Draft and acquire a player you want.

Search

Search for a player.

Acquired players

View players you have acquired.

Automatic draft

Let the computer pick your team for you.

Team data

View the number of players you have acquired according to categories such as position and age.

Games in Season Mode

Adjust the settings for how games progress during the season by going to Game Progress in Control Options.

★ See "Options Menu" on **P.35**

Using Normal Game



Using Quick Game



Game Progress Settings

Normal Game

The player controls games.

Skip

Check results without watching games.

Quick Game

The player only gives directions, and games progress automatically. Change the speed at which games progress with the Q button or the E button. After pressing the START button to momentarily stop play, you can switch the settings to Normal Game.



Season Flow

In Season Mode, strengthen your team while acquiring more fire power. Advance the timetable as you play one game at a time. Win a lot of games to climb high in the standings and then try to maintain your position.

Acquiring Points

Acquire points (P) needed to strengthen your team by playing games. By clearing a target value set for a game (for example, hitting a certain number of home runs), you will receive a set amount of points corresponding to that target's difficulty level. The difficulty level increases with each target you clear, and decreases with each target you are unable to clear. You can also acquire bonus points by clearing special conditions such as winning your division.

Player Development

Go to the players' Practice Menu and determine what type of practice is needed for each player. Then issue appropriate commands to your players. To help them develop, spend the points you've acquired to buy practice equipment and boost the effectiveness of their training.

★ See "Commands" on **P.33~P.35**



Acquire new players

The methods available to add more fire power to your team are explained below. Make use of these options and bring in some talented players.

★ You can add a created player to your team in the middle of the season. That player will be listed on the Free Agent Roster. Acquire the player by spending an amount of points calculated in consideration of his abilities.

Draft

Acquire youngsters in a draft held each June. Each team picks a player when their turn comes around. Please note that the number of rounds differs to that of an actual major league draft.

Acquire a Free Agent

Bring in a player who has just declared free agency in November of that year.

Trade

Negotiate with another team to acquire a really skilled player.

Acquire a Teamless Player

Bring in an out of contract player who had declared free agency by spending points.

Advance the timetable

Games are held according to the timetable written on the calendar. The season progresses one game at a time as you either play the games yourself or issue directions to your team like a manager. To move ahead faster, skip games or fast forward the timetable.



Save Team

You can save the team you're developing in Season Mode as an Arrange Team. Then, by linking up with a friend, you can use the team's data and enjoy a two player game in Matchup Mode. Strengthen your team in Season Mode and build the ultimate ballclub.

★ When you have negative Owner Points, you cannot save your team as an Arrange Team.

End of Season

After the regular season finishes, play continues through the Divisional Series, League Championship Series, and World Series. The regular season begins again after you hold spring training, marking the beginning of a whole new year. In this way, you can enjoy up to 10 years of Season Mode.

Additional Rules

Disabled List (DL)

Players are placed on the Disabled List for a number of weeks or months as they wait to fully recover from injuries or illness. A player on the Disabled List cannot appear on your team's active roster for a minimum of 15 days.

F/A

F/A is short for "free agent". A player who has been registered with the major leagues for 1032 days (six seasons, with one season equal to 172 days) can declare free agency. (This includes time spent on the Disabled List.) Players who exercise their right to free agency can freely enter contract negotiations with other teams. After exercising this right and completing the contract they signed with their new team, they can declare free agency again at that point.

Playoffs

After the regular season ends, the playoffs begin to determine the champions of each different league. The winners of the East Division, Central Division, and West Division join one wildcard team, and the four teams compete to advance from the Divisional Series to the League Championship Series and on to the World Series.

One Game Playoff

This is a one game showdown that determines which team advances to the post season. This occurs when multiple teams finish the regular season with the same winning percentage, tying them for first in either their division or in the wildcard standings.

Draft

The major league draft is held during the middle of the season in June. Picks are made starting with the team that finished with the worst winning percentage the previous year.



Season Mode Progress Screen

This is the main screen used for playing Season Mode. Select the Progress Menu to advance the timetable and to bring in new players or check information.

Number of players on your team

Today's date

Owner Points (P)
Earn points by taking part in games.

Standings
The current standings for your division.

Today's opponent
Only appears on days when a game is scheduled.

Current series

Progress Menu

Event Icon
An icon corresponding to the current game situation will appear. These include "Offer received", "Draft", and "Filing".

PROGRESS MENU

Timetable Progress / To game / To draft / To contract renewal - F/A

"Timetable Progress" generally displays on days when no game is scheduled. Select it to advance to the next day. "To game" appears on days when there's a game to be played. You can proceed to that day's contest by selecting it. Other options display according to the current situation. When it's the day of the draft, "To draft" appears. "To F/A negotiations" displays when it's the time to talk to free agents, and "To contract renewal" comes up when you can extend player contracts. There are four ways to progress through games: Normal Game, Skip, Quick Game, and Timetable Fast Forward, where the date changes automatically.

★ See "Normal Game", "Skip", and "Quick Game" on **P.27**

PROGRESS MENU

Schedule

Display the timetable and view the opponents and venues (home or away) for each game. When a game is completed, "Win" or "Loss" will then appear. You can check all the results for that day by pressing the button. Press the **L1** button or the **R1** button to switch between months, and the button to fast forward the timetable to a date you have selected. Also, you can fast forward to the day of a special event such as the All Star Game by pressing the SELECT button.



Search for a player. View all sorts of information about the player you are interested in.

Player Search

Search for a player using various criteria. Choose from “Basic Info”, “Pitcher”, “Fielder”, and “Special”. Then select “Begin search” to find the player you are looking for. If 100 or more names come up, narrow the search criteria to bring up less than 100 players.



Transactions

View a history of players who have changed moved teams, as well as information such as injuries.

Player Movement Information

Check which players have changed teams recently.

MLB / AAA Switch Information

Check which players have recently switched their registration between MLB and Triple A.

Injury Information

Check information such as which players are on the Disabled List and the status of player injuries.

Experience

View Experience for each player.

Experience Gauge

Abilities increase when it becomes full.



Roster

View player registration information. Change items such as registered names and player voices.

Player List

Display a list of players.

Change Registered Name

Change player names or registered names.

Change Voice

Set player name voices.

Uniform Number Change

Change player uniform numbers.

View statistical information by player and team.



Rank	Team	W	L	PCT	GB
1	YANKEES	8	1	.880	-
2	ORIOLES	5	6	.455	4.5
3	RED SOX	4	6	.400	5.0
4	BLUE JAYS	4	7	.364	5.5
5	DEVIL RAYS	3	9	.273	6.5

Team Stats

View your team's full statistics.

Standings

Check the current season standings by league or division.

Matchup Chart

Display a chart that shows games played by division for both leagues. Check win-loss records from games played up to the current date.

Team Records

Check information such as Team Records, Game Records, and 1 Game Records for each team for the current season.

Team All-Time Records

Check records for each team from both the date they were established and from the 2007 season on.

Team History

Check the combined abilities of your team by both pitchers and fielders for each year.

Team Statistics

Check the combined abilities of your team by both pitchers and fielders for each league or division.

Player Stats

View all sorts of statistical information for individual players by league or team.

Season Statistics

Check charts showing statistics of the current season for pitchers, fielders, and fielding for every team.

Career Statistics

Check charts showing statistics up to the current series for pitchers, fielders, and fielding for every team.

Player Records

Check player records for the current season by each league.

Season Records

Check season records for pitchers or fielders in different categories such as shutouts, winning percentage, home runs, and batting average.

Career Records

Check player records up to the current series for pitchers or fielders.

Individual Titles

View winners of various player awards.

MVP

View winners of the Player of the Week and Player of the Month awards handed out during the season.

Trophy Room

View individual titles won by players, such as batting champion and stolen base king. Also, see recipients of awards like Player of the Month and of various year-end honors.

Give practice directions to your players and decide things such as your Team Strategy. Also, adjust settings for items such as Batting Order, Role, and Turn.

Practice

Based on the directions you give, players will conduct practice automatically. Make sure you consider what kind of practice is necessary for each player and then give suitable commands. If you choose "Automatic" for a player, the kind of practice he conducts will be selected automatically from the Practice Menu. To order a different type of practice, select the player and choose practice commands such as "Batting" or "Fielding". Select "Cancel" to undo all changes.

Players in
a practice group

Select a player and press the  button to place that player into a practice group. Practice becomes more effective if players train together.

The Practice Menu
has been selected



A player
has been selected



Player data

Switch between displays with the **L1** button and the **R1** button.

MLB / AAA Switch

Switch players between both leagues. Send a major league player down to Triple A or call a Triple A player up to the majors.

★ If you send a major leaguer down to Triple A, he can't be recalled to the majors for a ten day period.

Batting Order Settings

Adjust the settings of your fielders' batting order for when DH has been set to both "On" and "Off". Switch players on your bench with players in your regular Lineup. You can also change the fielding positions of each player. Please note that, if you select "Batting order lock" for a player, that player will always be assigned to the same spot in your lineup regardless of their form.

★ See "What is DH?" on **P.17**

Role Settings

Choose player roles for your pitchers and then for your fielders.

For pitchers, you can determine the order they appear on the mound and select settings such as "Setup Man", "Starter", and "Closer". With fielders, you can choose settings which make it easy to substitute players. Assign them roles such as "Pinch Hitter" or "Pinch Runner" so they appear at certain points in the game.

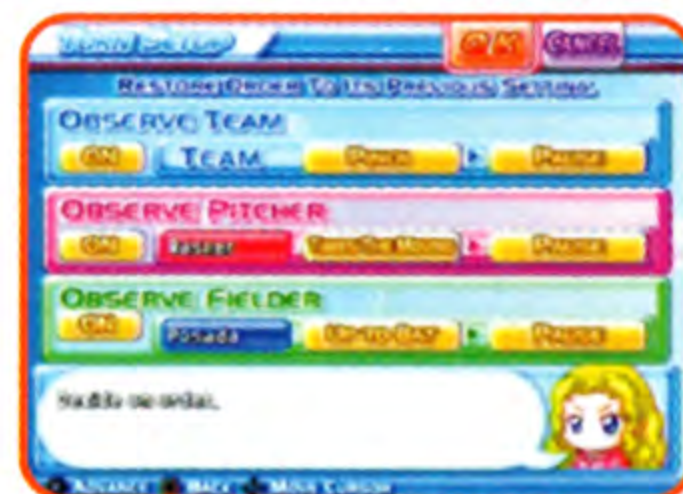


Team Strategy Setup

When you select "Quick Game" as the method for how games progress, the computer will control all of your players based on your Team Strategy. Go to "Lineup Style" and choose settings such as "Emphasis on hitting ability" or "Emphasis on fielding ability" to decide what your players will focus on. Also for items such as "Use of pinch hitters" or "Use of base stealing", choose "Frequent", "Standard", or "Seldom" to decide how much to utilize each of them. You can also give directions that control some aspects of your Team Strategy during games.

Turn Setup

If your team's games are progressing under Quick Game, you can have games automatically pause or switch to Normal Game, where you can control the action directly, by selecting certain conditions on this screen. Adjust settings for teams, pitchers, and fielders, etc., and choose different situations that you'd like to observe.



PROGRESS MENU **Management**

Conduct various kinds of team management such as acquiring or reassigning players and purchasing baseball items.

Trade

Request a trade. First, select the team you want to trade with. Then, choose one of your players or a number of points to exchange for the player you want to acquire. While setting up the trade, you can refer to the number of stars (five being the maximum) that appear. These show the trade's chance for success. After making a trade request, you'll receive an answer after a few days. There will also be times when another team will request to trade with you, so be sure to check this screen often.



Acquire a Teamless Player

Bring in a player who is not a member of any team.

Player Release

Dismiss one of your players. Please note that, by doing so, you will receive a Breach of Contract penalty.

Reg. New Player

Register a created player, who has already been registered in Success Mode or My Data, as a free agent without a team.

Points

View the conditions for acquiring points.

Balance Sheet

Your team's income and expenses will be displayed. Select "Balance Sheet" to see income and expenses by month. Choose "Annual Results" to view such figures by year.

Shop

Spends points that you've acquired to buy things such as practice items that improve the effectiveness of player training.

Help

View information such as explanations for terms used in this game.

Select "Save" to record the status of your current game. Choose "Load" to bring up previously saved data. Please note that Season Mode game data is saved to a different file than this game's main data. To save the data of the team you are using to make an Arrange Team, select "Save Team". Also, by going to Options, you can adjust various settings related to the controls and game playing methods used in Season Mode.



- ★ There are a maximum of three places available for saving Season Mode data.
- ★ In Options, there are some items which cannot be changed at certain times of the season.

Options Menu

Game Settings

Determine the computer's skill level in various areas such as "CPU base running" and "CPU fielding". Also, adjust settings which affect how the weather changes and if wind will be present.

Controller Setup

In Control, select either "MAN A" or "MAN B" to control games yourself during the season. Choose "CPU" to have the computer take charge. You can also adjust many other settings related to the controls. For example, you can choose Game Progress settings and decide whether or not to have the controller vibrate. ★ See "Game Progress Settings" on **P.27**

Season Settings

Adjust settings to determine whether or not to hold a draft. Also, decide whether or not to receive notifications, such as onscreen displays after an injury, personnel change, or trade, etc. has occurred.

Using "Save Team"

Select "Save Team" to save the team you are using in Season Mode as an Arrange Team. You can then enjoy other modes using your team. When doing so, you can register or delete any of the players.

- ★ See "Arrange" on **P.42**

Many different ways of enjoying Season Mode

In Season Mode, you can have fun in a lot of different ways. On top of the three playing styles listed below, you can go to Options and adjust various settings. Find a way to play Season Mode that best suits you.

- **Play as a GM (General Manager)**

Focus on the job a GM does. Enjoy the challenge of strengthening your team as you make use of trades, free agency, and player development. As for Game Progress, Skip or Quick Play is recommended.

- **Take the role of just one player**

Make use of Turn Setup and have fun as you control just one of the team's players.

- **Enter your Arrange Team**

Try to win the World Series by taking part in Season Mode with your own Arrange Team.



In this mode, up to six people can compete in a league made up of two to six teams. A group of friends can all join together and battle it out to see who wins the championship.

League Title Screen

When playing with two or more people, be sure to connect two controllers ahead of time. Always have each player control his or her own team during games. By setting the controls to "CPU", even one person can play in a league of six teams.

Start

Begin a brand new League Mode game.

Continue

Resume a saved League Mode game.

Record room

View records of all League Mode games played up to the current time.



Start League Mode

The following explains the steps for starting League Mode. After adjusting each setting, select "OK" to confirm your choice. You will then proceed to the next screen.

1 TEAM ENTRY

Choose the two to six teams that will take part in the league. Select "OK" to confirm. You can also use a team you created in Arrange Mode.



2 GAME SETTINGS

Determine various settings for your game. On top of the items listed below, you can also decide whether or not to use options like Wind and Error.

- **Game count:** Press the $\times$ button and the $\triangle$ button to increase or decrease the number of games in one season.
- **Timetable Type:** Select either "Single game" or "3 game series" to decide how the schedule is organized.
- **CPU base running, fielding, batting, pitching:** Set the computer's skill level for each area.



3 TEAM NAME INPUT

Give each team a name with a maximum of four letters.

4 SETTINGS FOR CONTROLS AND DISPLAY, ETC. [CONTROL OPTIONS]

Adjust settings for each team. Change Control to "CPU" to have the computer play instead.



League Mode Main Screen

Issue commands and check all sorts of league information. When you're ready, select a game and play some baseball.

View Timetable

Check the game timetable or have the timetable advance quickly.

Command

Give directions by adjusting settings regarding player reassignment and player roles.

Record room

View records regarding player statistics and team standings.

League Information

View information for each team.

System

Change Control Options and save your game.



Standings

View Timetable

Take a look at the timetable and check the schedule of any future games. Press the **L1** button or the **R1** button to move back and forth between timetable displays. Press the **L2** button or the **R2** button to change displays quickly.

Press the directional buttons (left analog stick) **↑/↓** to switch to "Today's game" on the League Mode Main Screen.



Timetable Fast Forward

Select "Timetable Fast Forward" to advance the timetable quickly up to a certain moment. Change the timetable display so that "Fast forward until here." is lined up with the point you want to progress quickly to. Then press the **X** button. While fast forwarding, the computer controls all of the games played. To stop fast forwarding once it's underway, press the **○** button at any time other than when a game is being played.



Command

Perform various actions such as adjusting settings that determine player reassignment, player roles, registered names, and uniform numbers. Choices you make for player reassignment and player roles, etc. will have an effect on how games turn out.

First, select which team you'd like to set the commands for.



MLB / AAA Switch

Move players between the major leagues and Triple A. Press the **L1** button or the **R1** button to switch between fielders and pitchers.

Registered name change

Change the names which players are registered under.

Role setup

Adjust settings, such as Team Strategy and Role, that affect how players are used.

Voice setup

Adjust settings for the PA announcer.

Uniform number setup

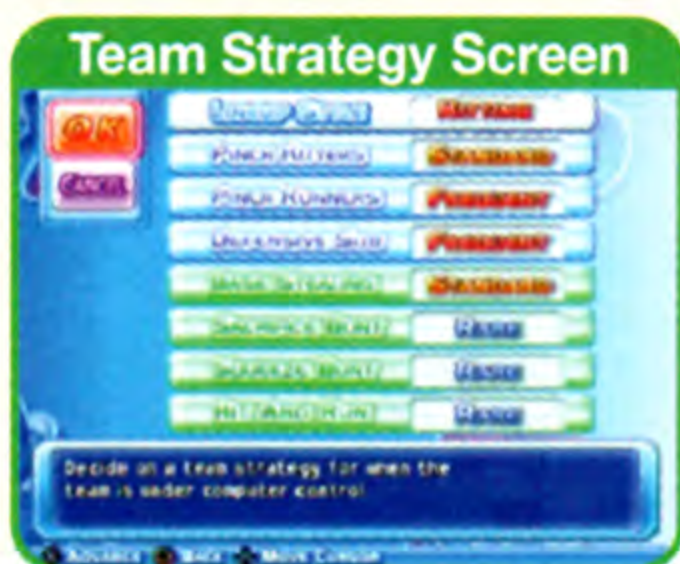
Change player uniform numbers.

Pitching Rotation

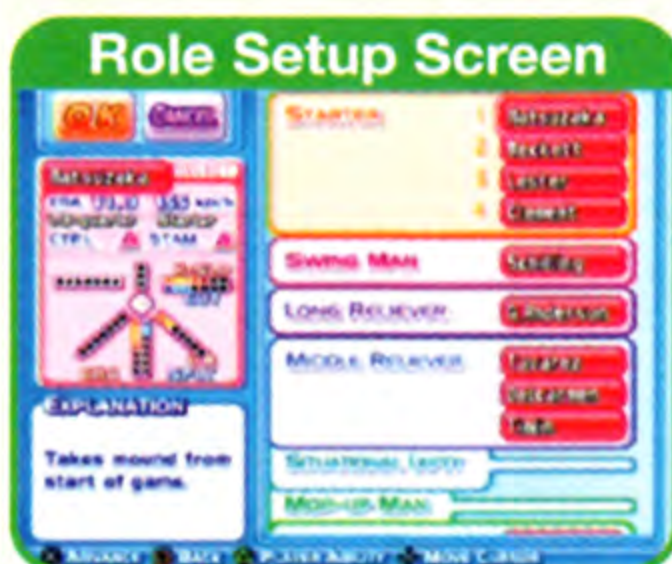
Check which starting pitchers are scheduled to take the mound.

Role Setup

In Team Strategy, you can set how the computer will manage your team during games. Select "Role" to give assignments to both pitchers and fielders. Go to "Lineup" to set your fielders' batting order.



★ See "Team Strategy Setup" on **P.33**



★ See "Role Settings" on **P.33**



★ See "Batting Order Settings" on **P.33**

Record Room

Check various player and team records. Select “Team Records” for any team to pull up their information.

Team standings

View information such as the team’s place in the standings, win-loss records, and winning percentage.

Team Matchups

View game records in terms of wins, losses, and ties for any combination of teams.

Team Stats

View team statistics for both fielders and pitchers. Check batting average and ERA, etc.

Individual titles

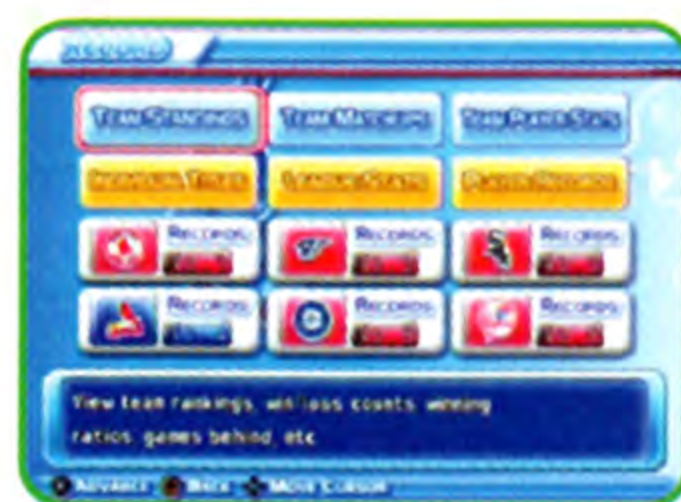
Check which players are currently leading the standings for each award category.

League Stats

View individual player statistics for the whole league from best-to-worst, or worst-to-best.

Player Records

View fielder and pitcher records such as consecutive games with a hit and consecutive innings without giving up a run.



League Information

View the Disabled List and a list of which players have moved between the major leagues and Triple A for each team. You can also display the abilities of each team’s players.



System

Display information such as a list of teams currently participating, the number of games scheduled in the settings, and the status of settings found in Options. After selecting each menu, you can change Control Options settings and save the current status of your League Mode game. To leave League Mode and return to the Mode Select Screen, select “Exit”.





Practice Menu

Choose freely between any of the controls used in Batting, Pitching, Fielding, and Base Running. After you get used to each individual control, select “General Offensive” or “General Defensive” to practice using all the controls together. If you are unsure of what the controls are at any time during any of the practice types, press the START button to pause the action. Then, select “Read instructions”. To leave the “Practice Menu” in the middle of your training, select “Exit”.



Game Setup

Adjust settings such as each practice type's Difficulty and Weather. Decide whether or not to enable Wind and Error.

Options

Adjust settings for both yourself (1P) and the computer.

Batting Practice

Work on your hitting. First, select the team and player you want to use. Next, choose whether or not to bat against an actual pitcher. If you decide to face off against a real pitcher, select the team and pitcher you want to use. Then, before starting BP, choose that pitcher's form and the pitch types he can throw.

Batting Results

Also see the distance the ball traveled.

Timing Meter



High Score / Score

Acquire points by breaking batting records.

Sweetspot Cursor Timing

Pitching Practice

Work on your pitching. Select the team and pitcher you want to use. When you start practicing, a Pitching Target will display along the Strike Zone. Control the Pitching Cursor and try to throw your pitches through the Pitching Target.

High Score / Score

Acquire points by pitching really well.

Pitching Target



Strike Zone

Fielding Practice

Work on your defense. First, select the team and players you want to practice with. Next, bring up the Fielding Practice Settings Window by pressing the **L2** button. Adjust Hitting Direction settings and decide whether or not to have a runner on each base. Then, if you decide to bat yourself, set "Hitting strength", "Hitting height", and "Hitting target". Press the **X** button to swing and the **O** button to bunt.

Direction



Height Meter

Strength Meter

Base Running Practice

Work on running the bases. Select the team and players you want to practice with. Press the **SELECT** button to put in a new runner.



General Hitting Practice / General Fielding Practice

Select the team you want to use and also an opposing team. Then, begin practicing. The controls are the same as during an actual game, except that teams never change sides. The team batting will always continue to practice hitting and base running, while the team in the field will keep working on their pitching and defense.



About Options

In Options of both Practice Mode and Matchup Mode, you can adjust various settings for both yourself (1P) and the computer (2P). Except for some settings like Game Progress not being present, the items in Options are the same as in Control Options. In Control, you can select either "Type A" or "Type B" as your controller type. In Settings, you can do things like choose between a Rookie, Normal, or Expert controller setup. You can also set the form of every player with Handicap. ★ See "Controller Setup" on **P.35**



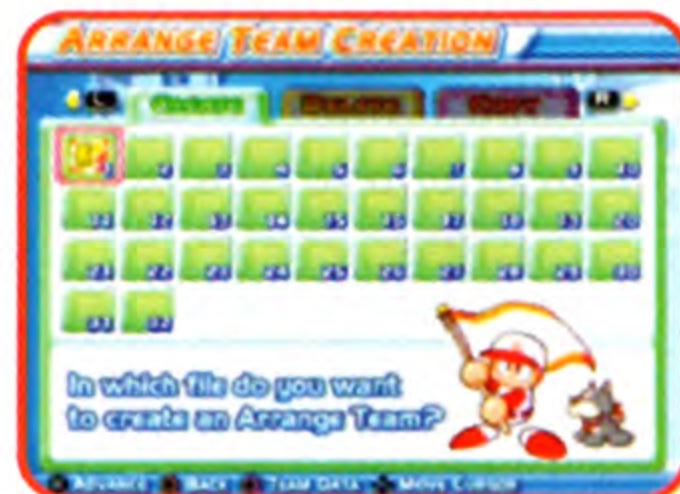


Arrange

In this mode, you rearrange an existing major league team to create your own original ballclub.

Arrange Menu

To make an Arrange Team, select "Create". Switch between the three menus using the **L1** button (**L2** button) or the **R1** button (**R2** button).



Create

Make an Arrange Team. First, select a file to create your team with. Then, choose a base team to start with. This will bring you to the Team Arrange Screen.

Delete

Erase saved Arrange Team data from a file.

Copy

Copy saved Arrange Team data into another file.

Created Data

Arrange Teams that you've already created appear with a colored border. This border tells you where the team was put together.

Green border: Arrange Team created in Arrange Mode.

Yellow border: Arrange Team created in Season Mode.

Red border: Arrange Team created in Season Mode and edited in Arrange Mode.

Team Arrange Screen

After you selected which team to use as a base, it's time to create your Arrange Team. Press the **L1** button (**L2** button) or the **R1** button (**R2** button) to switch between team registered player lists and displays with detailed team data.



Original Team Creation

Freely choose your team's most important details. After setting each item, select "OK" to confirm your choice.

Team Name / Mark / Logo

Freely decide your team's name, hometown, mark, and logo, etc.

Uniform

Set detailed colors and designs for both your home and away uniforms.

Home Stadium

Choose your home ballpark.

Reset to base team

Restore team to the base team's settings.



Pitcher Arrange

Exchange a pitcher on your Arrange Team with a player from another team. Select the players you want to switch, pressing the **X** button to confirm each choice. Change between the groups of teams that are displayed with the **L2** button and the **R2** button. Press the **L1** button and the **R1** button to move between teams. You can also choose "Player search" to find a player that matches different criteria.

Select "Fielder" to move to Fielder Arrange. To take a player off your team, choose "Remove from team".

★ Created players will not come up when you conduct a player search.



Fielder Arrange

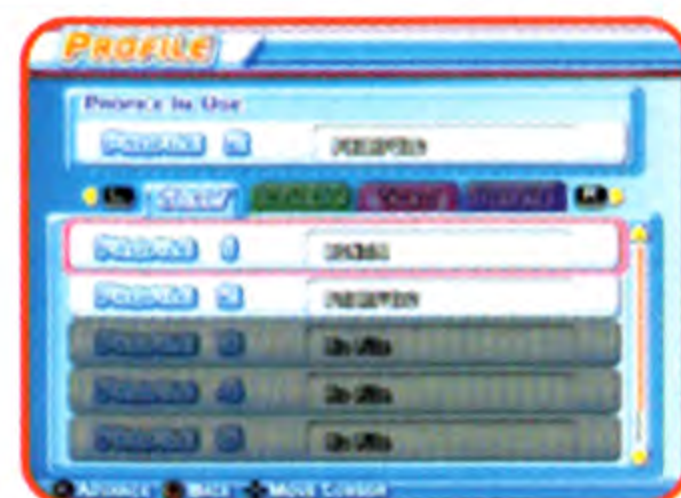
Exchange a fielder on your Arrange Team with a player from another team. The controls are the same as with Pitcher Arrange.

Role Setup

When you've decided to let the computer manage your team during games, go to Team Strategy and set a gameplan for the computer to follow. Select "Role" to give assignments to both pitchers and fielders. Go to "Lineup" to set your fielders' batting order.

Voice Setup

Set a voice for each player name. Use either Select Type or Search Type when matching up the name. While setting things up, you can conduct a voice test by pressing either the **L1** button or the **R1** button.



Uniform Number Setup

Freely decide the uniform numbers for your players.



Save

Save the data of the Arrange Team you created.



Profile Screen

Create a file and save records from the games you've played. Choose one of the following items using the **L1** button (**L2** button) or **R1** button (**R2** button): "Select", "Create/Edit", "View", or "Delete". Press the **X** button to confirm your choice.

Items



Profile in use

You can take a look at this profile.

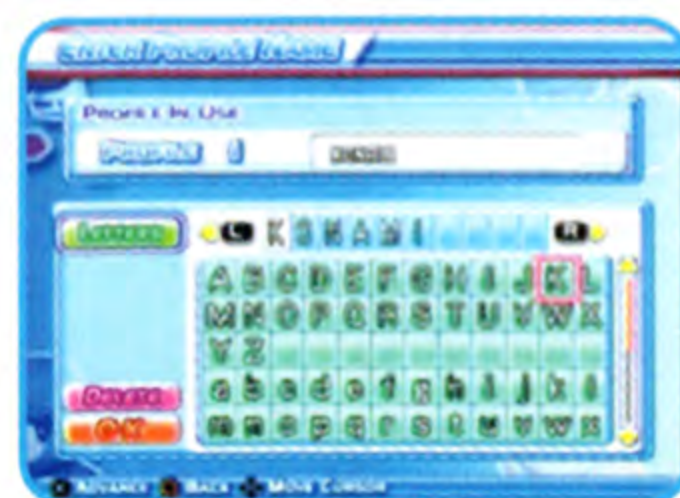
Select

Highlight a profile using the directional buttons (left analog stick) and press the **X** button to select it. The profile you choose will be displayed on top. You can save up to five different profiles.



Create/Edit

Make a new profile. First, select an empty file, giving it a name with a maximum of 10 letters. After entering the name on the Name Entry Screen, select **OK** to create the file. Also, by selecting a file which already has a name, you can rename that file.



View

After selecting the profile you would like to check, you can view information such as Wins and Losses and Pitching Records.

Wins and Losses

View results against the computer and other profiles.

Memorial

View records such as come-from-behind victories and shutouts.

Batting Records

View records for hits and RBIs, etc.

Pitching Records

View records for different kinds of pitches.

Fielder

View fielder records.

Pitcher

View pitcher records.



Delete

Erase a profile. Be careful since, once you delete a file, it cannot be retrieved.





Home Run Derby™ Title Screen

Five menus appear on this screen.
 Select “Play” to enjoy a game of Home Run Derby™.
 Choose the player you want to use and then pick a stadium.
 The game will then start.
 Please note that “Delete” can only be selected when there is data saved in Record.



Play

The pitcher will throw you 10 pitches. Keep swinging and aim for the fences.
 After you’ve faced all 10 pitches, you can check how many Power Major points you’ve just won and save your game at the Points Award Screen. Next, “This session’s record” is displayed. You can then try another Home Run Derby™ with the same player and stadium by selecting “Play again”. To try a different player or stadium, choose “Change player” or “Change stadium”, respectively. By selecting “Quit”, you will return to the Home Run Derby™ Title Screen.

All batter's records
Shows the highest total so far.

Batter's records
Shows Home Run total and Longest Home Run.

(#) Pitches remaining
Shows the number of pitches left.

Record

View various records such as Distance and Home Run totals for each player.



Save

Save your data in Record onto a Memory Card (8MB) (for PlayStation®2).

Delete

Erase the data in Record. This will not delete data you've already saved.

Controller Setup

Change the controller type that you are using. Select either "Type A" or "Type B". You can also adjust other settings to determine, for example, whether or not the controller will vibrate.



About Power Major points

Spend Power Major points to buy items such as Baseball Cards and Uniforms at the Shop. You can acquire Power Major points in Home Run Challenge, Matchup, Success, and Season Modes.

- ★ See "Matchup" on ▶ P.17
- ★ See "Success" on ▶ P.20
- ★ See "Season" on ▶ P.26
- ★ See "Shop" on ▶ P.48





Baseball Cards

Select any Baseball Card that you own to check detailed information on that player. Choose a team first and then select a player.



Shop

Use the Power Major points (PP) in your possession to make a purchase. Acquire Power Major points by playing in modes such as Matchup and Success. Items you can buy include Baseball Cards, Pitching Forms, Batting Styles, and Uniforms.

How to buy things

Highlight an item using the directional buttons (left analog stick) and press the **X** button to purchase it provisionally. With Baseball Cards, you can provisionally buy up to 10 packs of each type at any one time. To finalize a purchase, select "OK". Choose "Cancel" to negate the transaction. To switch between item categories, press the **L1** button (**L2** button) and the **R1** button (**R2** button).



Baseball Card Doubles

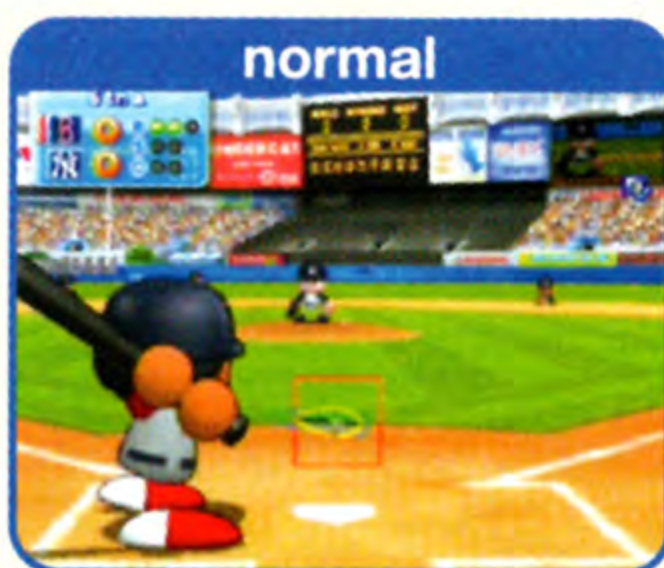
Until you buy a pack of Baseball Cards, you won't know what is inside it. There will be times when a card you receive is the same as one you already have. That's called a "double". If you get 100 doubles, you can exchange them for a card that you don't have yet.



Adjust settings such as Batting Camera and Pitching Camera. Press the directional buttons (left analog stick) up/down to select an item and right/left to make a change.

Batting Camera

Adjust the camera used when you're batting. Change the angle too, from narrowest to widest: "classic", "normal", or "wide".



Pitching Camera

Adjust the camera used when you're pitching. Select "batter behind" to watch the pitch from the batter's viewpoint. Choose "pitcher behind" to watch the pitch from the pitcher's viewpoint.

★ "pitcher behind" can only be used in 1P vs. CPU games.

Fielding Camera

Adjust the camera used when you're fielding. Select "follow" to have the camera follow a batted ball until it is fielded.



For a player you created, perform actions such as checking data and entering a password.

Edit Created Player

Adjust voice and statistic settings for a created player.

Voice Setup

Set a voice for each player name. Use either Select Type or Search Type when matching up the name. While setting things up, you can conduct a voice test by pressing either the **L1** button or the **R1** button.

Statistics Setup

Adjust statistic settings for a created player.

Edit Player

Change a player's data. Select a Major League player and then choose the items you would like to edit.

Created Player - View / Delete / Password Display

Check the data and password for a created player registered in Success Mode. After you select a player, a menu will display. Choose "Ability Details" to see a summary of the player's abilities. Check the player's password with "Password Display". To erase player data select "Delete Player". Be careful when doing so because, once you delete player data, it cannot be retrieved again.

Created Player - Password Input

Enter a password for your created player. By inputting a password for a player you made on a friend's "MLB POWER PROS", you can play a game using that player.

★ If you already have either 110 fielders or 90 pitchers, you will have to delete data you no longer need.

Memory Card (PS2) – Move Player

View, copy, or transfer player data saved to your Memory Card (8MB) (for PlayStation®2).

Memory Card (PS2) – Move Team

View, copy, or transfer team data saved to your Memory Card (8MB) (for PlayStation®2).

Please note:

When copying or transferring player or team data, be sure to insert a Memory Card (8MB) (for PlayStation®2) into both MEMORY CARD slot 1 and MEMORY CARD slot 2 ahead of time. Also, you must have already created a “Powerful Major League 2 Live” file on the Memory Card (8MB) (for PlayStation®2) you are saving transferred data to.

Load Data

Load game data saved to a Memory Card (8MB) (for PlayStation®2).

◆ About System Data

For this game, you can save and load data using a Memory Card (8MB) (for PlayStation®2).

- If a Memory Card (8MB) (for PlayStation®2) with saved game data is inserted into your PlayStation®2 when you start up the game, that data will load automatically. You can then continue playing from your last save point. While saving data, never remove the Memory Card from your PlayStation®2.
- In order to save data, you must have at least 1322 KB of available space. If there is not enough space on your Memory Card (8MB) (for PlayStation®2), delete data you no longer need and then save.
- This game’s main data and Season Mode data are saved into separate files. You can create up to three different files for saving your Season Mode data.

Sound

Press the directional buttons (left analog stick) ↑/↓ to highlight an item and ←/→ to make a change.

Stereo Setup

Choose a sound output setting from between “Stereo”, “Surround”, and “Monaural”. Select “Surround” to output sound using Dolby Pro-Logic II. For more information on Dolby Pro-Logic, see [▶ Back Cover](#)



Language Setup

Choose a language for the commentator between “Japanese”, “English”, and “Two Countries”.

Sound Setup

Adjust volume settings by selecting either “Recommended” or “Manual Setup”. With “Manual Setup”, set each of the following five types of sound at either “Loud”, “Normal”, “Quiet”, or “None”: Commentator Volume, PA Announcer Volume, Umpire Volume, Stadium Background Music Volume, and Crowd/Cheer Volume.

Credits

View the game’s credits.

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37174-2



Playing sound through Dolby Pro-Logic II:

This game is compatible with Dolby Pro-Logic II. To play with surround sound, first connect an AV amp with built-in Dolby Pro-Logic IIx, Dolby Pro-Logic II, or Dolby Pro-Logic Decoder to either the AV MULTI OUT connector or DIGITAL OUT (OPTICAL) connector of your PlayStation®2. Then, after turning on the appropriate switches for the AV amp, go to this game's Sound Setup Screen and change the Stereo Setup to "Surround". Dolby Pro-Logic II is stereo compatible, so you can also enjoy this game's sound on a stereo TV.

Bass Samples by Marcus Miller-courtesy of Spectrasonics Bass Legends



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