EA SPORTS™

MVP™ 07 NCAA® BASEBALL

EVERYONE

CONTENT RATED BY ESRB

NCAA BASEBALL

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

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

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

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

ANALOG PITCHING AND BATTING

Refer to the *Additional Controls* section of this manual for in-depth batting, fielding, and pitching controls, including classic batting and pitching systems.

NEW ROCK & FIRE PITCHING SYSTEM

Good pitching always beats good hitting, as they say. Make those words a reality with the new Rock & Fire pitching system. Use the right analog stick to determine the effectiveness, location, and accuracy of every pitch. You can even play new single- and two-player pitching mini games to master your delivery (see p. 8).

How to Use the Rock & Fire Pitching System

Select your pitch by pressing the ⊗ button, △ button, □ button, ○ button, or R1 button, then select the pitch location by pressing the left analog stick. **Rock** your pitcher back into his windup by pressing the right analog stick ↓. When your pitch cursor is in the green zone, **Fire** the pitch by pressing the right analog stick ↑ towards the target cursor. The closer you get your pitch cursor to the target cursor, the more effective your pitch.

LOAD AND FIRING BATTING SYSTEM

Take full control of your at-bats with the right analog stick.

How to Use the Load and Firing Batting System

As the pitcher is about to release the pitch, **Load** your swing motion by pressing the right analog stick ↓. If the pitch looks good, **Fire** the bat and complete your swing motion by pressing the right analog stick ↑ towards the area where the ball will cross the plate. Making the Load and Fire movement as smooth and fluid as possible is key.

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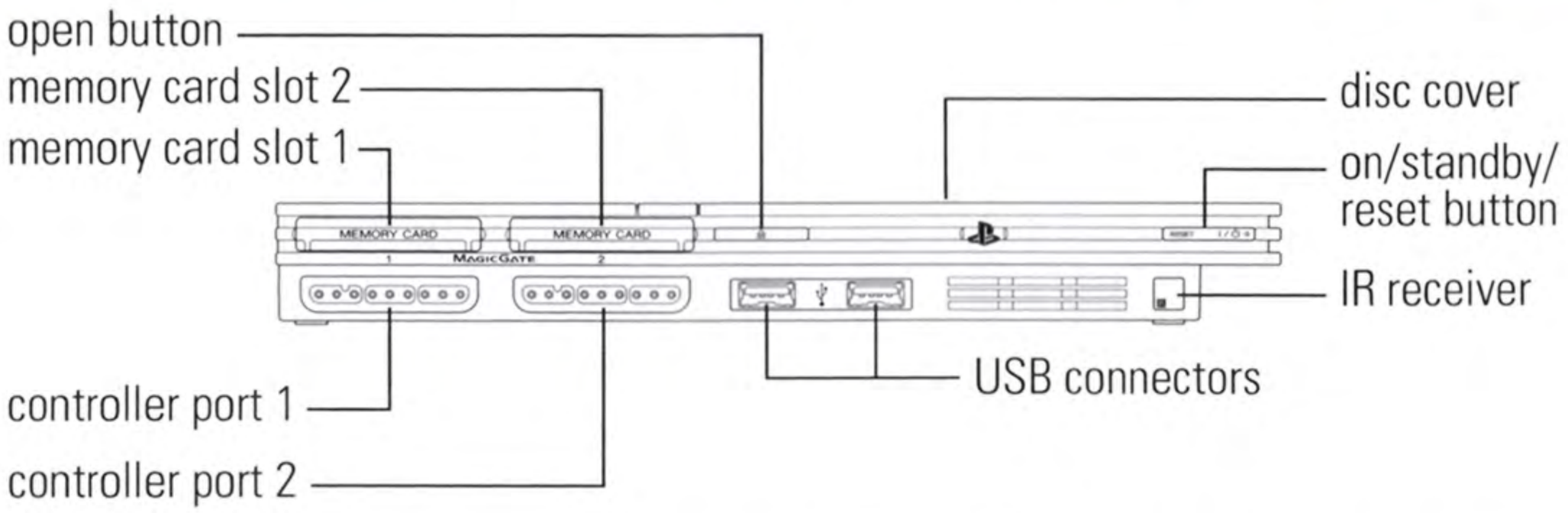
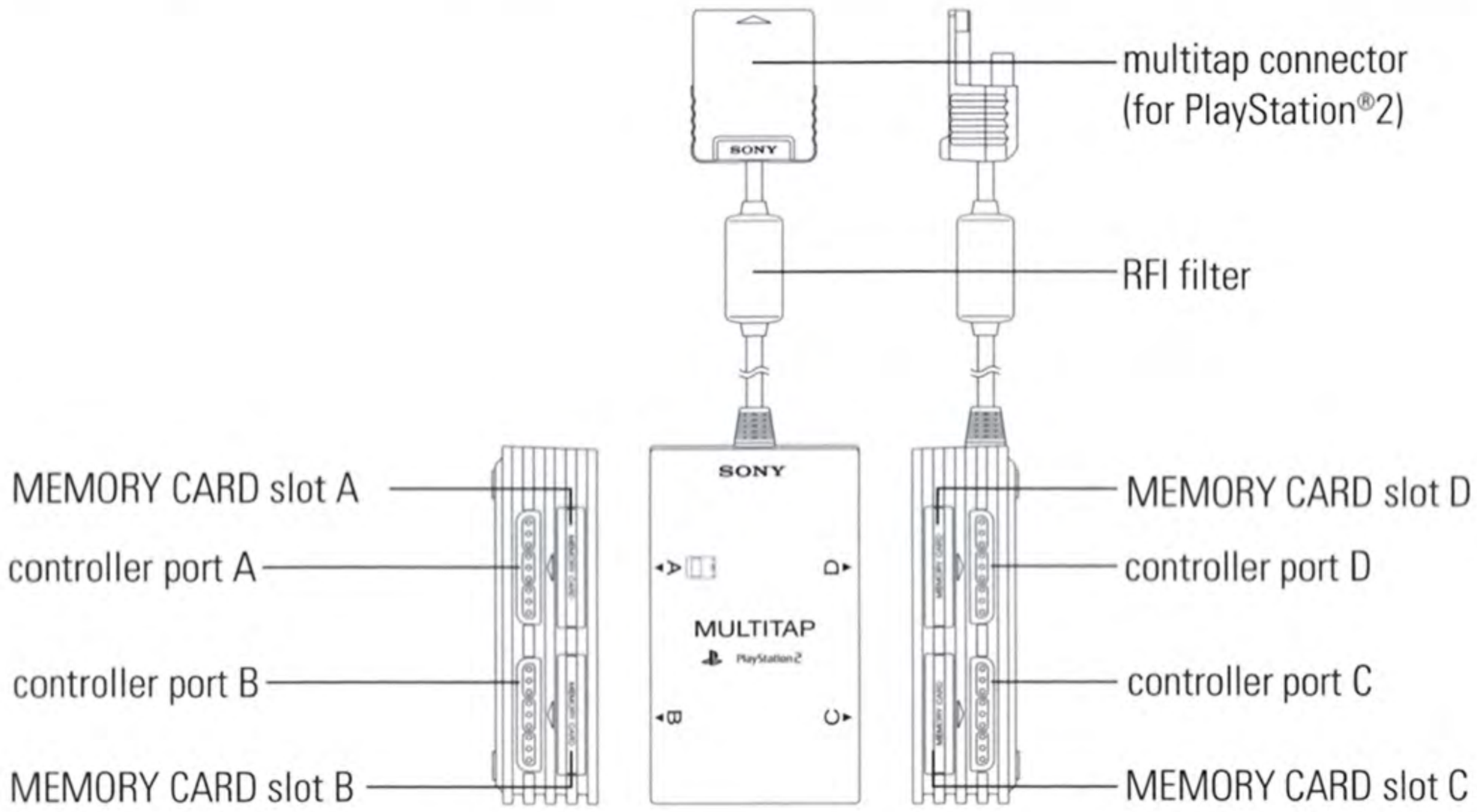
STARTING THE GAME



1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Press the OPEN button to open the disc cover.
4. Place the *MVP™ 07 NCAA® Baseball* disc with the label side facing up in the disc holder, and then close the disc cover.
5. Attach game controllers and other peripherals as appropriate.
6. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



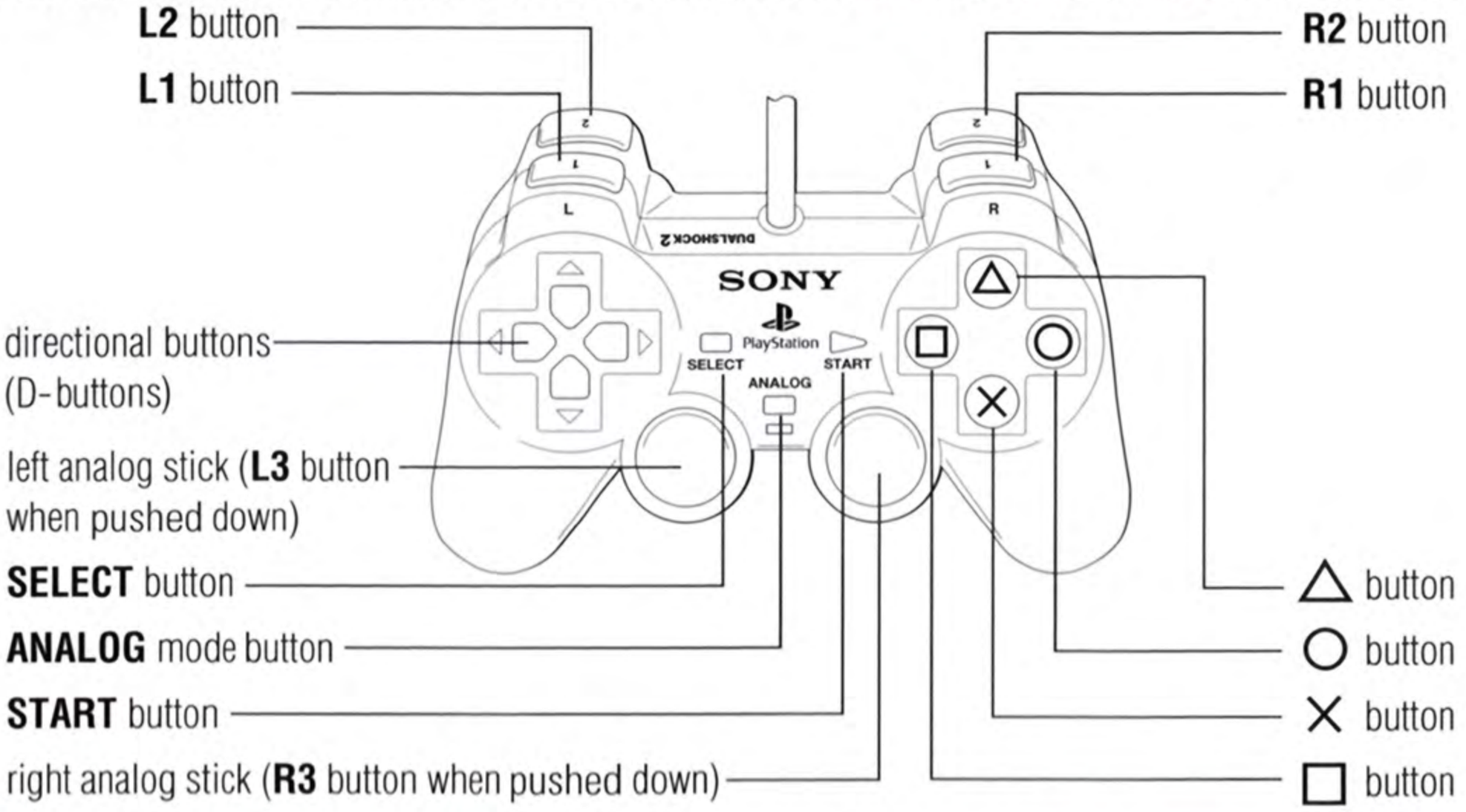
NOTE: During multiplayer gameplay, the controller for Player 1 must be inserted into controller port 1 or controller port 1-A. The controller for Player 2 must be inserted into controller port 2 or controller port 2-A. Players 3-4 must have their controllers inserted into the multitap (for Playstation®2) connected to controller port 2.

controller port 1 or 1-A = Player 1
controller port 2 or 2-A = Player 2
controller port 2-B = Player 3
controller port 2-C = Player 4
controller port 2-D = Not Active

NOTE: The memory card (8MB) (for PlayStation®2) will only work in MEMORY CARD slot 1 or MEMORY CARD slot 1-A.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



ADDITIONAL CONTROLS

AT BAT

SITUATIONAL HITTING

To launch the long ball or hit a sacrifice fly, activate a Power Swing (L1 button). To play small ball, activate a Contact Swing (R1 button). You can also protect the plate by activating a Contact Swing to foul off a pitch that's in the strike zone but not to your liking.

You can also time your swing to hit 'em where they ain't. If you get a pitch on the inner half of the plate, Fire your swing earlier to pull the ball. If you want to hit to the opposite field (usually a pitch on the outer half of the plate), Fire your swing later than normal.

BATTING

You can switch from Load and Fire Batting to Classic swing control or Zone Hitting in the Options menu.

	CLASSIC SWING CONTROLS	LOAD AND FIRING SYSTEM	ZONE HITTING
Swing	⊗ button	right analog stick ↓ then ↑	⊗ button
Check swing	⊗ button (release quickly after pressing)	right analog stick ↓ then ↑ then ↓	⊗ button (release quickly after pressing)
Power swing	N/A	L1 button + right analog stick ↓ then ↑	L1 button + ⊗ button
Contact swing	N/A	R1 button + right analog stick ↓ then ↑	R1 button + ⊗ button
Bunt	R3 button while the pitch is approaching the plate	R3 button while the pitch is approaching the plate	R3 button while the pitch is approaching the plate
Sacrifice bunt	R3 button	R3 button	R3 button
Swing/Bunt direction	left analog stick	right analog stick	left analog stick

NOTE: When using the Classic swing controls, use the EA SPORTS™ Pure Swing System to change the way the ball reacts off the bat (based on pitch location). However, if you swing at a pitch that isn't in the correct zone (i.e., you're attempting to hit a fly ball off a pitch that was thrown low in the zone), you decrease your chance of making good contact.

To take an uppercut 'Pure System Swing,' press the left analog stick ↖/⬆/↗ while swinging. **To hit the ball on the ground**, press the left analog stick ↙/⬇/↘. **To hit the ball to the left or right**, press the left analog stick ↙/⬅/↖ (or ↘/➡/↗).

NOTE: When using **Zone Hitting controls**, press the left analog stick to the spot in the zone where the pitch is approaching for optimal contact. A combination of proper placement and timing determines how well or poorly you hit the ball.

To modify the up/down intent of your swing in Zone Hitting, use the Power and Contact swings.

BASERUNNING	
Select runner at 1st/2nd/3rd	○ button, △ button, or □ button
Adjust leadoff (all runners)	right analog stick ⬍ (left analog stick ⬌ when using Load and Fire Batting System)
Steal/Base destination	Select a runner, then press the D-button (toward base)
Advance or Steal/Retreat all runners (after pitch)	L1 button/R1 button (left analog stick ⬍ when using Load and Fire Batting System; R1 button+ right analog stick ⬍ when using Zone Hitting)
Slide	right analog stick

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

Quickly **return to a base** during a pickoff attempt (Manual Leadoff controls only)	right analog stick ⬇ (Zone and Classic); left analog stick ⬇ (Load and Fire Batting System)
Head-first slide/Railroad the catcher at home (Summer Rules only)	right analog stick ⬆
Head-first slide to the left/right side of the bag	right analog stick ↖/↗
Pop-up slide	right analog stick ⬇
Hook slide to the right/left side of the bag	right analog stick ↘/↙

ON THE FIELD

Paint the corners and change speeds to keep the batters guessing with the Precision Pitching system. For information on Rock & Fire pitching, see p. 1.

PITCHING	
Choose **pitch location**	left analog stick
Throw a pitch	✕ button, ○ button, △ button, □ button, or R1 button
Pickoff attempt	L1 button + ○ button, △ button, or □ button
Pitchout	L1 button + ✕ button
Intentional walk a batter	L1 button + R3 button
Manager menus (before pitch)	L2 button (hold) (D-button ⬌ to choose a category, D-button ⬍ and the L1 button or the R1 button to navigate menu)
Switch signs	When playing multi-player, hide the location of your pitch by pressing and holding the R2 button. Be sure to follow through with your motion just as you would normally.
Ask Kyle	Click the L3 button before the first pitch of the ballgame to get in-game pitching advice from two-time Stanford All-American pitcher and ESPN analyst Kyle Peterson.

NOTE: Manager menus include Infield/Outfield Alignments, Pitch History, Bullpen, Dugout, and Lineups.

CLASSIC PITCHING—PRECISION PITCH METER

When Pitching is set to CLASSIC, use the Precision Pitch Meter to paint the corners:

1. To bring up the pitch meter, press and hold any pitch button. When the bar reaches the bottom of the pitch meter, release the pitch button. The closer the bar is to the end of the meter, the more effective the pitch.
2. As the cursor glides up the pitch meter, press the pitch button again when the bar is near (or inside) the green "perfect" zone. The closer you are to the green zone, the more accurate the pitch.

FIELDING	
Move fielder	left analog stick
Change fielders	L1 button
Dive/Stretch for the ball	right analog stick ↔ toward the ball
Climb wall/Jump for a ball over your head	right analog stick ↑
Make a sliding catch	right analog stick ↓ as the ball approaches
Classic throw to home, 1st, 2nd, or 3rd	✕ button, ○ button, △ button, or □ button (hold to power up, release to throw)
Classic throw to the cut-off man/Relay throw	R2 button (hold to power up, release to throw)
Fake throw	R1 button (before ball is released)
Hustle	R1 button (before you have the ball)

PRECISION THROW CONTROL

After fielding a ball, make a throw by pressing and holding the right analog stick in the corresponding direction of the base. For example, if you want to throw to 1st base, press the right analog stick ➡.

THROW METER

As soon as you attempt a throw, the Throw Meter begins to fill. To reach the highest point of accuracy, press the right analog stick towards the desired base. Release the right analog stick when the meter fills to the Green Zone. If you release too late, the ball tends to go low. Releasing too early, the ball sails high. On-target throws depend on how accurately you push the right analog stick towards the desired base.

CUT-OFFS AND RELAYS

Quickly relaying a ball from the outfield into the infield is imperative to keeping runners from taking extra bases. Hit your relay man by clicking and holding the R3 button, then pressing the right analog stick. You can still cut off a throw by clicking the R3 button when your cutoff man is in position. This is indicated with an on-screen icon.

ONLINE EVERYWHERE

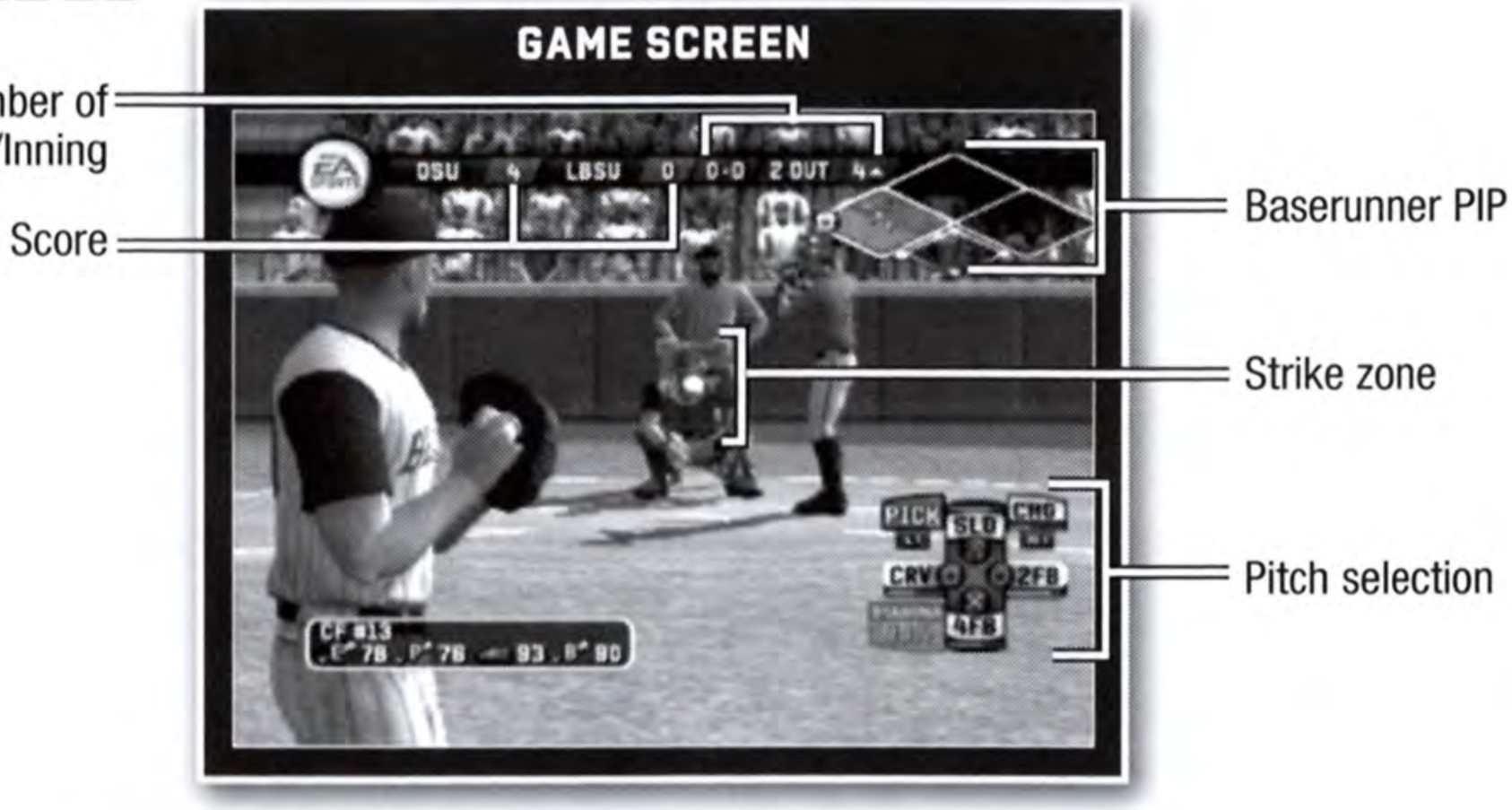
Bring the online experience to every aspect of the game with Online Everywhere. Whether you're browsing through a non-networked game menu, waiting for a game to load, or scrolling through the Pause menu during a Play Now or Dynasty Mode™ game, you'll have access to features such as the ESPN Sports Ticker, live ESPN Radio updates, and EA Messenger.

NOTE: The first time you play *MVP 07 NCAA Baseball*, you must successfully connect online in order to take advantage of the Online Everywhere features.

PLAYING THE GAME

Don't worry about building a college dynasty just yet. Warm up the bats and learn the fundamentals by playing an exhibition game in Play Now mode.

ON THE FIELD



HOT/COLD STRIKE ZONES

The strike zone is divided into nine sections inside the batter's box. Red squares represent a hot zone, or an area of strength for the batter. Blue squares are cold zones (an area of weakness for the batter). Non-colored squares are neutral areas, meaning the batter is an average hitter on pitches to those squares.

PITCH SELECTION

The red bar appearing above each selection shows how well a pitcher can throw that type of pitch. The longer the bar, the better they are at throwing it.

Also, be sure to keep an eye on your pitcher's stamina. A tired pitcher doesn't have as much control as a fresh arm out of the bullpen.

PITCH/SWING ANALYSIS REPLAY

Analyze each pitch or swing with the Pitch/Swing Analysis Replay. Review your timing and swing location to see how you handled the previous pitch or how well you hit your intended target. Access the Pitch/Swing Analysis Replay from the Pause menu. (Pitch analysis is not available during online play.)

THE HITTER'S EYE

Read the pitch the moment it leaves the pitcher's hand with the Hitter's Eye. When ON (via Gameplay Options in the Pause menu), the ball changes color for a split second after the initial release. A white ball indicates a fastball, red is a breaking ball, green is an off-speed pitch, purple is a sinker, and orange is a knuckleball.

SAVING AND LOADING

Before exiting a Dynasty or Tournament game, be sure to save your progress to a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. All unsaved information, including your Creation Zone items, will be lost otherwise. Created Teams and Created Players are saved when Rosters are saved.

DYNASTY MODE™

Dynasty Mode runs on a year-round calendar so be prepared to handle the duties on the diamond, as well as off it. Before you begin making key decisions, be sure to check your email (press the **R2** button) for messages from the Athletic Director (among others) who can help determine the success of your Dynasty.

DYNASTY HOME

Play, simulate, or manage games from the Schedule screen, track stats at the Baseball America® Stats screen, adjust your pitching rotation or batting order from the Team Management screen, adjust in-game settings or save your Dynasty progress at Options screen, or access the Recruiting screen.

RECRUITING

After making contact with a recruit—either by email, phone, sending an assistant out for a visit, or inviting a player to campus—he appears on the Targeted Prospects list. Remember, contacting recruits dips into your **Recruiting Points**. Additional Recruiting Points are awarded for reaching team goals that are set before the season, or by players being named to the Baseball America All-American Team.

PLAY ONLINE

Bust out the aluminum and show other *MVP 07 NCAA Baseball* players across the nation who rules the diamond.

REGISTRATION AND SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS, SUBSCRIPTION FEES AND FEATURE UPDATES ARE FOUND AT www.easports.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.easports.com OR 30 DAYS AFTER THE LAST DAY OF THE 2007 NCAA BASEBALL SEASON.

A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *MVP 07 NCAA Baseball* online. *MVP 07 NCAA Baseball* is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94 KB of free space on the memory card (8MB) (for PlayStation®2).

PLAYING ONLINE

In order to play *MVP 07 NCAA Baseball* online, you must create a Your Network Configuration file and a new EA Account by following the on-screen instructions. If you already have an EA Account and a Network Configuration saved on a memory card, they appear automatically.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: **3658** (peer-to-peer connection); **6000** (VOIP).

WELCOME TO *MVP 07 NCAA BASEBALL* ONLINE

The Online lobby is your main resource for connecting to players from around the world. Whether you're looking to join a Play Now game, a Session Match, or a Quick Tournament, all the tools you need to connect to other players are available from the Online Main menu.

MINI GAMES

Perfect your skills with exciting mini games.

PITCHING MINI GAMES FEATURING NEW RNF (ROCK & FIRE) MINI GAMES

Gain pinpoint precision on the mound with the pitching mini games. The strike zone is divided into as many as 25 colored squares. Each of your pitches corresponds to one of the colors. Blocks of same-colored squares are eliminated when you hit them—the larger the block of squares you knock out with one pitch, the more points you get. In the new Rock & Fire (RNF) mini games, knocking out a block of squares activates a special square. Hit the special square to get your players on base and score runs.

BATTING MINI GAMES

Slug it out in a Home Run Showdown or play a Classic Batting match in which your goal is to reach a cumulative distance with only ten pitches. Hit the ball in the direction you are prompted to and the moving ramps will propel the ball, adding to your distance total. Hit the moving lawnmowers or the scarecrows beyond the outfield fence to rack up bonus points.

OTHER GAME MODES

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

Tournament Create your own tournament and decide who plays and how. You pick the teams, you decide the rules. Whether you're playing in a 2 Team Single KO tourney or an 8 Team Double KO format, this is your chance to rule the college baseball world.

Co-op Multiplayer Team up and play a 2 vs. 2, 2 vs.1, or 2 vs. CPU co-op game. Teammates can switch roles easily with a single press of a button after each play.

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

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

CREATION ZONE

Personalize your NCAA experience with an enhanced Custom Ballpark feature, a deeper Create-a-Player, and the ability to create your own team.

Create-A-Team After finding a conference to play in, select an existing school to replace. For example, if you choose to remove Oregon State University, you will take over its schedule and be placed in the Pacific-10 Conference (Oregon State will be removed from play). After you save a team, it's available in all game modes except Online.

Create-A-Player Bring a new player to life by altering his attributes and appearance. When you're done, your new created player is added to the Extra Players list.

Create-A-Ballpark Build it and they will come. Once your ballpark customization is complete, it can be loaded into most game modes.

LIMITED 90-DAY WARRANTY

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

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