Check Out The 2K6 Lineup!

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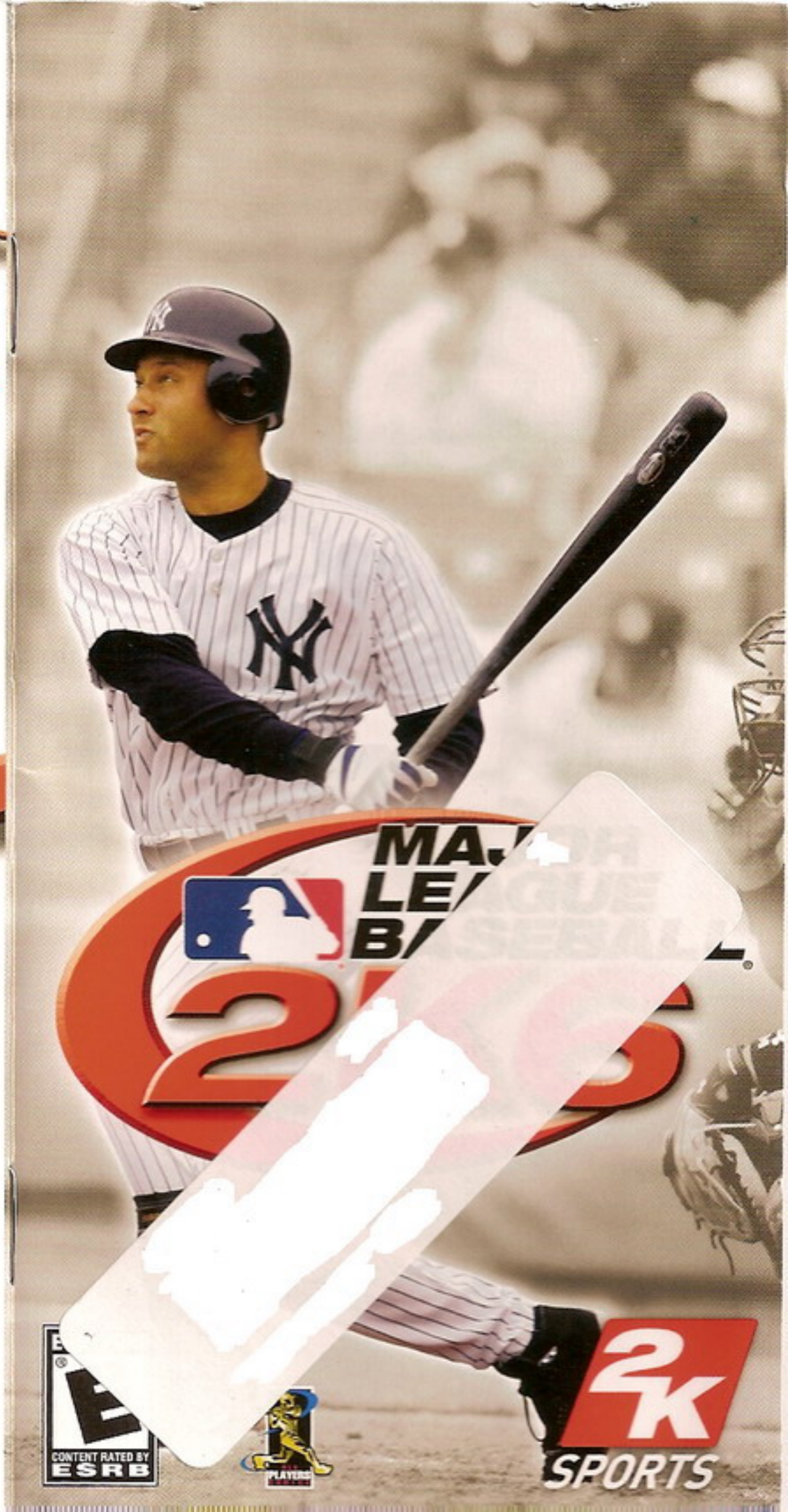
2K SPORTS



For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play. • Do not use the system when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • 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.

Use and handling precautions

• This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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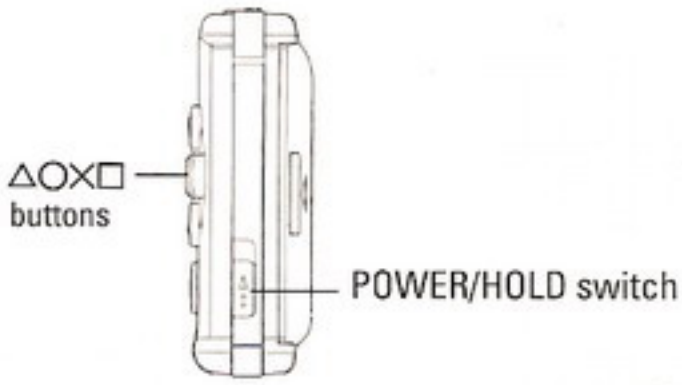
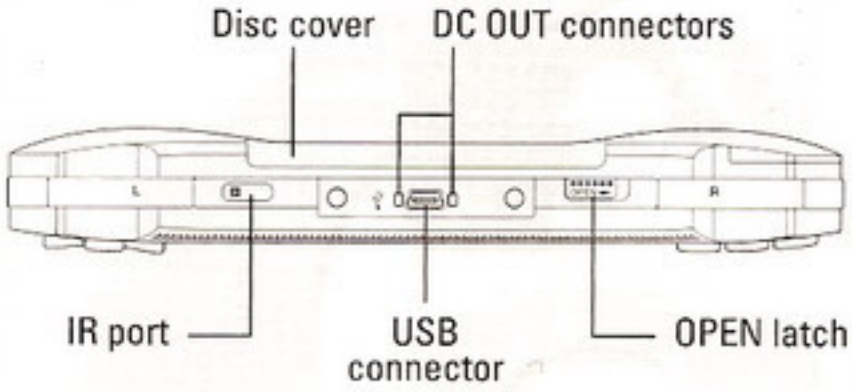
Getting Started

Right side view



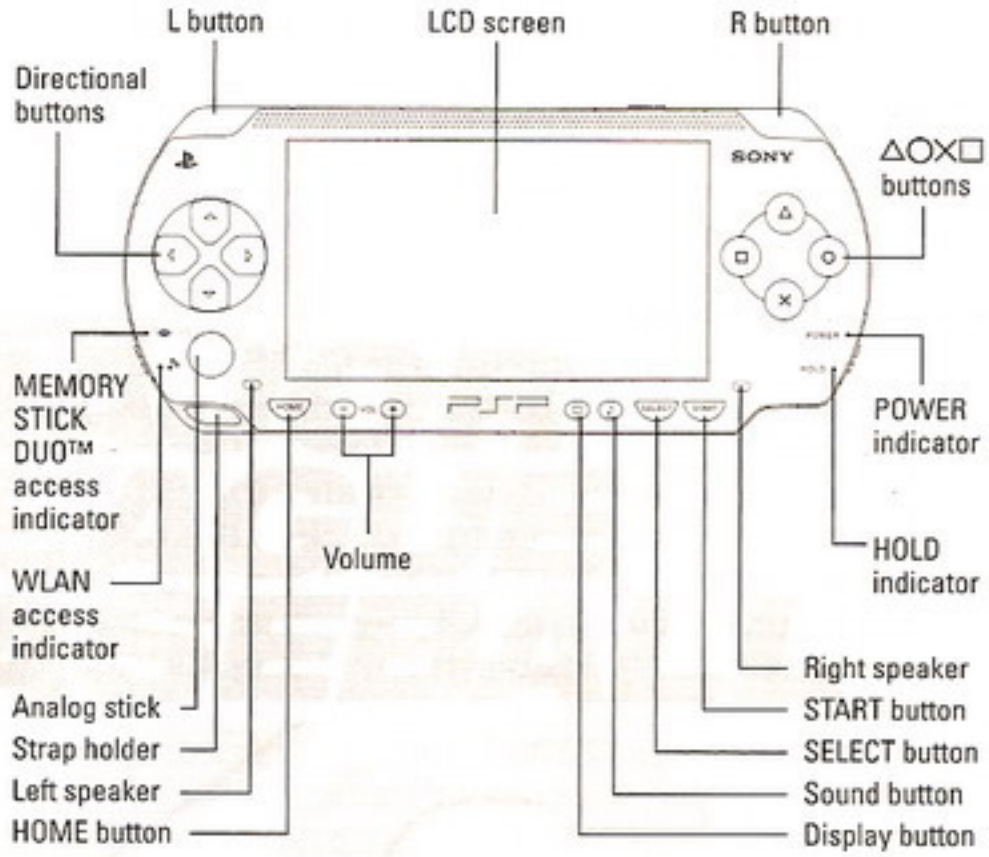
Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT MLB® 2K6 disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the START button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

Starting Up

PSP™ (PlayStation®Portable) system configuration



NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the memory stick slot of your PSP™. You can load saved game data from the same memory stick or any Memory Stick Duo™ containing previously saved games.

The communication function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see:
http://www.scei.co.jp/psp-license/pspnet.txt

Firewalls

In order to join or host a MLB® 2K6 game from behind a router with NAT (Network Address Translation), or firewall, you may need to enable PORT FORWARDING. You will need to route, or forward, all data on port(s) (Port 3658 and 3659 should both be open) to the IP address assigned to your PlayStation®Portable. (Note: Users using DHCP must ensure that their PlayStation® Portable is always assigned the IP address specified in the PORT FORWARDING setup; under these circumstances you may need to change your PlayStation®Portable from "Easy (DHCP)" to a "Custom (Static IP)" settings using the Network Settings utility as indicated in the PSP™ Instruction Manual starting on page 101 to ensure that forwarded data always gets to your PlayStation®Portable.)

You can also check the status of game servers and read news about MLB® 2K6 by visiting www.2ksports.com

For further questions, please contact 2K Sport's Customer Service support department:

Web site.....http://2Ksports.com

e-mail.....customerservice@2ksports.com

telephone.....1-415-507-7750

Play Ball!

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

Team Select

:: Move the **analog stick** UP or DOWN to select a User Profile, or to highlight No Profile, New Profile, or Load Profile.

:: To play the game without a User Profile, select No Profile and press the **X** button or **START** button.

:: To create a User Profile, highlight New Profile and press the **X** button or **START** button. Enter a name on the Virtual Keyboard and press the **START** button.

:: To load a User Profile from the ***Load*** screen, highlight Load Profile and press the **X** button or **START** button.

:: Move the **analog stick** LEFT or RIGHT to choose between playing as the Home or Away team.

:: Press the **L** or **R** buttons to change to a different division.

:: Move the analog stick UP and DOWN to select a team within that division.

:: Press the **triangle** button to randomly select a team.

:: Press the **square** button to view the Help Menu.

:: Press the **X** button or **START** button (with one of your profiles or No Profile selected) to confirm your team.

:: To play with a friend, select either HOME or AWAY with the second controller and press the **X** button to confirm.

:: Once you've confirmed your team, move the **analog stick** UP and DOWN to select the uniform you want your team to wear (some of the uniforms must be unlocked first).

:: Once you've found the right uniform, press the **X** button or **START** button (with one of your profiles or No Profile selected) to advance to the ***Stadium Select*** screen.

:: At any point, if you want to back up to the previous step, press the **triangle** button.

Stadium Select Screen

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

:: Use the **L** and **R** buttons to cycle between the available stadiums.

:: To change game conditions move the **analog stick** UP and DOWN to select the condition category. Move the **analog stick** LEFT and RIGHT to change the condition of the highlighted category.

:: Press the **START** button to continue to the ***Lineup*** Screen.

Lineup Screen

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

:: Move the **analog stick** UP and DOWN to highlight a pitcher.

:: Press the **X** button to select the highlighted pitcher as the starting pitcher.

:: Once the pitcher is selected, you can change your batting order by selecting a player then selecting another player to take his place.

:: Press the **START** button to advance.

Control Summary

Batting

R button . . . . . .Increase all leadoffs
L button . . . . . .Decrease all leadoffs
START button . . . . . .Pause
directional buttons . . . . . .Pitcher/Batter display
SELECT button . . . . . .Quick key
analog stick . . . . . .Influence hit type
X button . . . . . .Swing
square button + analog stick . . . . . .Steal
triangle button . . . . . .Bunt

Bunting

L button . . . . . .Bunt left
R button . . . . . .Bunt right
analog stick . . . . . .Aim bat up/down

Pitching

X button . . . . . .Throw pitch 1
square button . . . . . .Throw pitch 2
triangle button . . . . . .Throw pitch 3
circle button . . . . . .Throw pitch 4
R button . . . . . .Throw pitch 5
directional buttons . . . . . .Pitcher/batter overlay
L button . . . . . .Inside Edge™ pitch frequency toggle
L button + analog stick . . .Change catcher suggestion
L button + directional buttons . . . . . .Pickoff
L button + X button . . . .Pitchout
L button + square button .Intentional walk
SELECT button . . . . . .Quick key

Stealing

L button . . . . . .Increase leadoff

R button . . . . . .Decrease leadoff
analog stick + square button
. . . . . .Queue steal

Base Running

L button . . . . . .Advance one base
R button . . . . . .Retreat one base
START button . . . . . .Pause
directional buttons . . . . . .LEFT: Advance all /
RIGHT: Retreat all
X button . . . . . .Control runner
circle button . . . . . .Control runner
square button . . . . . .Control runner
triangle button . . . . . .Control runner

BaseBurner Mode - Become the Baserunner

L button . . . . . .Retreat to base
R button . . . . . .Advance to base
analog stick . . . . . .Increase /
decrease lead-off
START button . . . . . .Pause
directional buttons . . . . . .Batter commands
X button . . . . . .Speed burst
circle button . . . . . .Toggle players
triangle button . . . . . .Change camera
R button . . . . . .Hold runners

Fielding without the Ball

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

Fielding with the Ball

L button . . . . . .Smart throw
R button . . . . . .Zip throws
analog stick . . . . . .Move fielder

START button . . . . . .Pause
directional buttons . . . . . .Move fielder
X button . . . . . .Throw home
circle button . . . . . .Throw to 1st
square button . . . . . .Throw to 3rd
triangle button . . . . . .Throw to 2nd

Catching

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

Play Ball! In Depth Gameplay

Pitching - Selecting a Pitch

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

Pitching - Pitch Location

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

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

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

Pitching – Catcher Movement

Using the **L** button and the **analog stick** you can now change the position of your catcher. By moving the **analog stick** in any direction while pressing the **L** button, the catcher will reset to that position. This can also be used to shake off location suggestions from your catcher.

Coaches Tip – Payoff Pitches

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

Defense - Keeping an Eye on Baserunners

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

Press and hold the **L** button + press RIGHT **directional buttons** - Pick off throw 1st base

Press and hold the **L** button + press UP **directional buttons** - Pick off throw 2nd base

Press and hold the **L** button + press LEFT **directional buttons** - Pick off throw 3rd base

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

Defense - Catching Runners Stealing

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

Coaches Tip – Snap Throws

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

Defense - Fielding

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

circle button - Throw to 1st base

triangle button- Throw to 2nd base

square button- Throw to 3rd base

X button- Throw to home plate

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

Coaches Tip – Zip Throws

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

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

Coaches Tip – Pinpoint Pickoff Throws

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

Coaches Tip – Rob a Home Run

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

Offense

Hitting

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

Coaches Tip – Positioning at the Plate

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

Hitting - The Bunt

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

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

Coaches Tip – Batter's Eye

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

Offense - Base Running

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

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

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

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

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

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

Offense - Stealing

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

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

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

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

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

Offense - BaseBurner

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

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

R button- Steal

L button- Get Back

analog stick - Adjust Leadoff

Defense - Advanced Gameplay

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

Infield

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

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

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

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

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

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

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

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

Outfield

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

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

Deep: Against power hitters, use this formation.

Left: Shifts your outfielders around to the left.

Right: Shifts your outfielders around to the right.

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

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

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

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

Coaches Tip – Team Momentum and Confidence

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

The Pause Menu

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

:: **Resume** – Returns you to the game.

:: **Replay** – Use the onscreen button assignments to zoom in or out, move the camera reticule any direction, rewind, fast-forward, or play.

:: **Substitutions*** – Set **Defensive Changes, Bullpen, Pinch Hit & Pinch Run.**

:: **Game Summary** – This screen gives you access to all stats and history and challenges in the current game.

:: **Options** – Set **Game Options, Difficulty, Controls** (takes you to the controller layout screen,) **Presentation & Choose Sides**

:: **Quit** – Quit the game in progress.

* – Available when the ball is dead.

Substitutions

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

=> Defensive Changes

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

=> Pitcher Substitution

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

=> Warm Up Pitcher

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

=> Pinch Hit & Pinch Run

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

=> Double Switch

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

Game Summary

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

=> Challenge Tally

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

=> Game History

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

:: To cycle through innings pull the **left** button and the **right** button.

:: To scroll through plays in a specific inning, move the **left analog stick** UP or DOWN.

=> Game Stats

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

:: **Game Stats** – Shows all the home runs hit, who hit them and each homer's distance.

:: **Team Stats** – Shows the overall stats per team compared to one another.

:: **Pitcher Comparison** – This screen displays all the pitcher related stats for each team's pitchers compared to one another.

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

Statistics Glossary

Batting Stats

G Games Played

AVG Batting Average

AB At Bats

H Hits

2B Doubles

3B Triples

HR Home Runs

RBI Runs Batted In

R Runs Scored

BB Bases on Balls

SO Strikeouts

SLG Slugging Percentage (Total Bases divided by At Bats)

OBP On Base Percentage (Hits + Walks + Hit By Pitch divided by At Bats + Walks + Hit by Pitch + Sacrifice Flies)

OPS On Base Percentage + Slugging Percentage

Pitching Stats

G Games Played

W Wins

L Losses

ERA Earned Runs Average

IP Innings Pitched (Every out counts for 1/3 of an inning)

SV Saves

CG Complete Games

SHO Shutouts

H Hits Allowed

ER Earned Runs

BB Bases on Balls (Walks)

SO Strikeouts

Fielding Stats

F-PCT Fielding Percentage

OPP Fielding Opportunities

A (Fielding) Assists

PO (Fielding) Putouts

ERR Errors

=> Box Score

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

:: Home Batting

:: Away Batting

:: Home Pitching

:: Away Pitching

Pull the **left** button and **right** button to cycle between specific categories.

Options

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

Quit

Quit game and return to main menu.

Online

Major League Baseball® 2K6 supports online play through Ad-Hoc, making a local network between other PSP's, or by signing on to the Internet. You must have access to some kind of internet connection to sign onto the 2K Sports server.

Select Online from the Main menu to start playing against other people.

Ad-Hoc

After selecting Online from the Main Menu, select Ad-Hoc to get started, and it will bring you to a menu where you can Create Match, Find Match or Sign Out.

Create Match

Here you can choose to create either a new Exhibition game or Home Run Derby.

Use the **directional buttons** to highlight your choice and press the **X** button to continue.

After choosing what kind of game to create, then choose your Options for the match. For more information on game options, see the Options section of this manual.

Once your options are set, press the **START** button to continue.

Wait for your friends to send a challenge and press the **X** button to accept the challenge. If you want to cancel at any time, press the **triangle** button.

Find Match

Here you can find matches that other players have already started. Select which game type you wish to look for: Exhibition or Home Run Derby.

After you choose what game type you want, a list of active games will show up on the screen. Select the game you want with the **directional buttons** and press the **X** button to send a challenge.

If you want to refresh the game list, press the **circle** button.

Main Menu

This will return you to the Main menu.

Network

You must have an existing wireless internet connection for this feature to function. To set up a connection on your PSP, consult your PSP manual. When you select Network from the Online menu, you will be asked to choose your connection. Select one to connect to the network. You then must login to the network with an existing account, or create a new one. To create a new account select that option from the overlay and fill out the necessary information. If you already have an account, login with your user name and password.

Create Match

This works the same way as the Ad-Hoc network Create Match. Select Exhibition or Home Run Derby, select your settings and then press the **START** button. Once you have someone to play against, press the **START** button again to start the match.

Find Match

Like Create Match, this works the same way as the Ad-Hoc network. Select the game type you want and it will bring up a list of active games for you to join. Scroll through the list using the **directional buttons** and press the **X** button on the user you want to challenge. If you need to refresh the list, press the **circle** button.

Sign Out

This will return you to the Main menu.

In-game Voice Over Talent Credits

Play By Play

Jon Miller

Color Commentary

Joe Morgan

Studio Lead

Jeanne Zelasko

Studio Analyst

Steve Physioc

PA Announcer

Phil Hulett

Notes

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