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.**

## TABLE OF CONTENTS
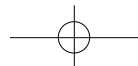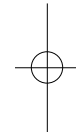
GETTING STARTED
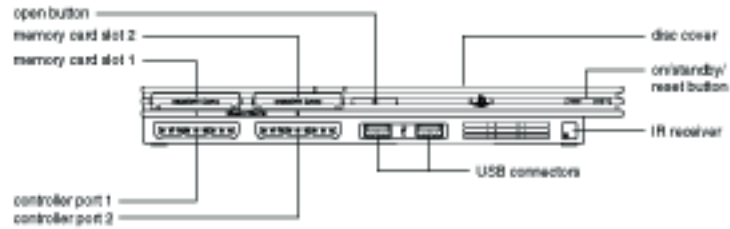
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Backyard Baseball 2007* disc on the disc tray with the label side facing up. Press the OPEN button again and the tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS
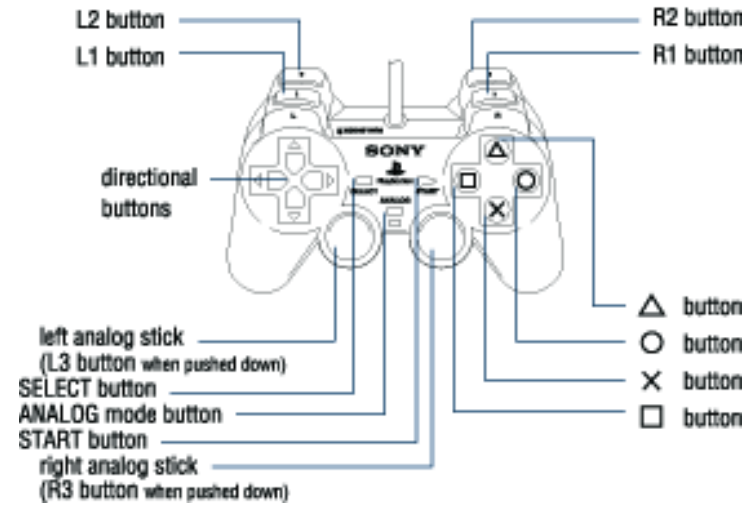
CONTROLS

Menu Controls

CONTROL	ACTION
directional button	Up and Down scroll through the available options, while the Left and Right buttons change or selects menu options.
⊗ button	Accept/Next
△ button	Back/Cancel changes

Batting

CONTROL	ACTION
directional button	Steal (when baserunners are on base)
left analog stick	Aim the Batting Cursor
✖ button	Line drive swing
▲ button	Power swing
◻ button	Left bunt
◯ button	Right bunt
L1 button	Toggle Power-Ups on or off
R1 button	Call time out
SELECT button	Soft boot/Reset game
START button	Pause game

Pitching

CONTROL	ACTION
directional button	Pick off baserunners
left analog stick	Aim the Pitching Cursor
✖ button	Change up
▲ button	Heat
◻ button	Curve Ball
◯ button	Screw Ball
L1 button	Toggle Power-Ups on or off
R1 button	Switch infield strategy
R2 button	Switch outfield strategy
SELECT button	Soft boot/Reset game
START button	Pause game

Baserunning

CONTROL	ACTION
✖ button	Run Home from Third Base
▲ button	Run to Second Base from First Base
◻ button	Run to Third Base from Second Base
L1 button + ◻	Retreat to Third Base
L1 button + ▲	Retreat to Second Base
L1 button + ◯	Retreat to First Base
SELECT button	Soft boot/Reset game
START button	Pause game

Fielding

CONTROL	ACTION
left analog stick	Move selected fielder
✖ button	Throw ball Home
▲ button	Jump / Throw ball to Second Base
◻ button	Throw ball to Third Base
◯ button	Dive / Throw ball to First Base
R1 button	Switch fielder
SELECT button	Soft boot/Reset game
START button	Pause game

SAVING AND LOADING

The game is automatically saved in Season mode when a Profile is originally made and when a season game ends. The game is not saved in Pick-Up Games or any Mini-Games.

To load a Season, highlight Season Game from the Main Menu and press the ⊠ button. Press Up or Down on the **directional button** to highlight any profile and press the ⊠ button to load it.

WELCOME TO BACKYARD BASEBALL 2007

MAIN MENU

The main menu is the starting point for all of the Backyard Baseball League (BBL) action. Choose from the following options:

Pick-Up Game — Play a single game against either the computer or a friend.

Season Play — Pick one team and attempt to win the Backyard World Series.

Mini Games — Play in the Home Run Derby or Fielder's Challenge to test your skills.

Controls — Displays the controller settings.

Options — Change the sounds, music and game settings.

Extras — View the game credits, Meet the Players and view the unlockable goodies hidden in the game.

## PICK-UP GAME AND SEASON PLAY SETUP

GETTING STARTED - SEASON PLAY

From the Main menu, highlight Season and press the ⊠ button. Highlight the Profile of your choice and press the ⊠ button to load it, or if this is your first Profile, highlight Create New and press the ⊠ button.

When you start your first Season, you will be required to make a Profile. This profile is your coach info throughout your seasons with a specific team. You can have up to 5 Profiles per Memory Card. Each profile will take up 150kb on a Memory Card (8mb) (for PlayStation®2).

Highlight an empty slot and press the ⊠ button. Use the **directional buttons** to highlight the various letters and press ⊠ to select a letter. To erase a letter, select Backspace and press ⊠, to clear all entered letters, select Clear and press ⊠. When you're done, select Done and press ⊠.

Once you have entered your Profile name, you must select your home field. Press Left or Right on the **directional button** to cycle through the available fields. Press the ⊠ button to choose your field.

GETTING STARTED - PICK-UP GAME

From the Main Menu, highlight Pick-Up Game and press the   button. Press Left or Right on the **directional button** to scroll through the various available fields. Press the ⊠ button to choose your field.

TEAM SETUP

On the Pick Team screen, use the Left and Right buttons on the **directional button** to scroll through the teams. Press the ⊠ button to select a team and continue. If you wish to use a Backyard team, highlight the Custom Team icon and press the ⊠ button. If you wish to customize the jersey colors, use Up and Down on the **directional button** to scroll through the different options and Left and Right to change the options. You can also press L1 or R1 to toggle between the Home and Away jersey colors. Once done, press the ⊠ button to continue.

On the Set Rules screen, you can use Up and Down on the **directional button** to highlight any of the options and you can use Left and Right on the **directional button** to change the settings. Once done, press the ⊠ button to continue.

PICK PLAYERS

On the Pick Players screen, use Up and Down on the **directional button** to scroll through the available list of players. Press the ⊠ button to add that specific kid to your lineup. You can also press the L1 and R1 buttons to change the Sort By list so you can view the players based on different attributes. Press the ⬜ button when a kid is highlighted to view more information about them. When all the kids have been chosen, press the ⊠ button to continue.

CUSTOM PLAYERS

You may create a custom player for either Pick-Up Game or Season Play use. When on the Pick Players screen, highlight the top Custom Kid option and press the ⊠ button to begin the creation process. To set the custom kid's name, use the ⊠ button with the onscreen keyboard and enter your name. Once your name is entered, highlight Done and press the ⊠ button to accept it and continue to the Customize Looks screen. To erase a letter, select Backspace and press ⊠, to clear all entered letters, select Clear and press ⊠. When you're done, select Done and press ⊠.

Press Up or Down to scroll through the different items and use Left and Right on the **directional button** to cycle through the various items. Once done, press the ⊠ button to continue.

To customize your kids skills, use Up and Down on the **directional button** to highlight a specific skill and press right or left to add or subtract skill points as you wish. You have 22 skill points to start off with and you will earn more as your custom kid does well throughout the season. Once done setting the skill points, press the ⊠ button to continue.

On the Customize Info screen, press Up or Down to scroll through the different items and use Left and Right on the **directional button** to cycle through the various items. Once done, press the ⊠ button to finalize your player.

Once all 9 kids have been chosen, you will be taken to the Batting Order screen.

BATTING ORDER

You can press Up and Down on the **directional button** to highlight the player of your choice, then press Left or Right on the **directional button** to change their position. You can press the ◯ button to refresh and reset the lineup. You can also press the ⬜ button to view more info about the player you have highlighted. Once your lineup is set, press the ⊠ button to continue.

FIELDING POSITIONS

On the Fielding Positions screen, if you wish to change a players position, press Up or Down on the **directional button** to highlight the player of choice, then press Left or Right on the **directional button** to change their position. You can also press the ⬜ button to view their skills to determine correct field placement. Once your positions are set, press the ⊠ button to Play Ball!

TEAM DUGOUT MENU (Season Play)

The Team Dugout menu is your all-access pass to your season information with your team. The options available are:

Play Game — Play the next scheduled season game.

Team Schedule — View your season schedule. Use L1 and R1 to cycle between the Team Schedule and the League Schedule. You can also highlight any team and press the ⬜ button to view the statistics of that specific team. On this screen, you can use L1 and R1 to cycle between the offensive and defensive statistics.

Statistics – View Team Standings, Statistics, individual player statistics, Triple Crown information and League Leaders.

Batting Order — Edit your team's starting lineup.

Fielding Positions — Edit your team's fielding positions.

Milestones — View the game, season and career Milestones your kids have earned through the season.

Options — Edit the sound settings or game rules.

Back to Main Menu — Exit back to the main menu.

PLAY BALL!

POWER-UP METER

The Power-Up meter appears on the lower right corner of the screen when you are on either offense or defense. The better you play, the more the meter builds. Once the meter is maxed out, you'll start earning power-ups. You'll know you have power-ups to use when you see the L1 button appear in the bottom right corner icons window. You can press the L1 button to toggle back and forth between the regular pitching icons and the power-ups.

Batting Power-Ups

Screaming Liner — The ball is hit so hard it screams. Don't worry, the ball doesn't get hurt.

Orbiter — Could the ball be hit any harder? Nope. This is as good as it gets. You're just about guaranteed a homer if you can hit the ball.

Popcorn Bunt — Bunt the ball and confuse the defense when a bunch of other balls appear on the field.

Slime Ball — The ball gets covered in goop and no one can catch it, much less throw it.

Free Radical — The ball bounces around a few times, making it r really hard to catch.

Teleporter — The ball teleports around the field several times before stopping somewhere on the field.

Static Zing — The ball is charged with electricity and the first person to touch the ball will get shocked. Don't worry, it doesn't hurt.

Spring Fever — The ball shoots straight up in the air and then comes right back down, but that should give you enough time to get to first base safely.

Pitching Power-Ups

Meteor Ball — The ball is thrown so fast you barely have time to see it. Be on the lookout!

Freezer — If there was one pitch that would completely throw off a batter, it's this one. The ball is thrown and then turns into a block of ice! Watch your timing, or you might swing at nothing but air!

Split Ball — One ball turns into two! Which one is the real ball? Watch carefully!

Juice Box — The only way to regain your strength when pitching is to drink your juice box. This will completely fill your meter, so don't use it until you absolutely need it.

Zig-Zagger — It zigs! It zags! It goes all over the place! Can you even hit it?

Vaporizer — Now you see it, now you don't! Where'd it go?

Elevator — The ball drops way down, then shoots straight up! Timing is everything when trying to hit this one.

Kitchen Sinker — Everything you've got, including the kitchen sink, is thrown with this pitch. It goes up, then the bottom falls and the ball drops down.

STAMINA BAR

The stamina bar appears in the top left corner of the screen when you're pitching on the Pro (medium) or All-Star (difficult) difficulty level settings, or if you manually turn it on when on the Set Rules screen. Every time you throw a pitch, it goes down a bit. Some pitches (especially Power Up pitches) take more stamina to throw than others. The meter refills a bit when you're not pitching, but the only way to fill it completely back up is to use a Juice Box Power-Up.

BATTING AIM

When you're up to the plate, you can use the left analog stick to move the Batting Aim icon around. The actual bat icon will get bigger or smaller depending on each individual batter's batting stats. Once the ball is pitched, a Pitch Locator circle will appear. Move the Batting Aim icon over the Pitch Locator and press a swing button (See Page 4 for details) to swing at the ball.

PITCH LOCATOR

When pitching, after you select the pitch you want to throw and the pitcher goes into their windup, you'll see a Pitch Locator circle appear inside the strike zone area. Hold the left analog stick where you'd like the pitch to cross the plate at and the ball will cross the plate somewhere within that circle. The smaller the circle, the more exact the pitch will hit your mark.

FIELDING CURSOR

When the ball is hit, a white cursor will appear where the ball will land. Use the left analog stick to move the selected player on top of the cursor to catch the ball.

GOOD DAY / BAD DAY

When a batter comes up to the plate, the Good Day/Bad Day icon in the Scouting Box tells you how good of a day they're having. Some things that affect each player's rating are what field they're playing on, what position they're playing, order in the lineup, who's on their same team and more.

Red — Bad Day
Blue — Neutral Day
Yellow — Good Day

PAUSE MENU

Press Start at any time during gameplay to pause the game and bring up the following options menu:

Return to Game — Return to the game.
Line-Up — View your lineup and change your fielding positions. Note: Once the game has started, you cannot change your batting order.
Scoreboard – View a scoring summary of the game currently in progress.
Options — Change the sound levels of the Music, Sound Effects, Commentary, Chatter and Ambient Sounds. You can also turn Vibration and Auto Save or or off.
Exit to Main Menu — Exit to the Main Menu. If you are playing in a Pick-Up game, your progress will not be saved when you exit.

MINI-GAMES (Main Menu)

There are two mini-games you can play in Backyard Baseball 2007: Home Run Derby and Fielder's Challenge.

Fielder's Challenge — Score 20 points before the opposing team scores 3 points! Each base is worth a certain number of points; same with pop flies. A pop fly is worth one point. A throw to first in time is one point. An out at second is worth 2 points. An out at third is worth 3 points and an out at home is worth 4 points. You can also stack points with good plays. If you get two, three or four outs in a single play, your points will be multiplied by 2, 3 or 4. For example, if you make a double play from second to first, you get 6 points (2+1)x2=6.

You can change the following options for Fielder's Challenge:

Maximum Score: Choose from 20, 40, 60
Maximum Hits: Choose from 3, 5, 7 or 10

Home Run Derby™ — Choose from 2 to 8 players in a hotseat game to see who can hit the most homeruns.

You can also change the following options before you start your game:

Contestants: Choose from 2 to 8 players.
Scoring: Choose from Pitches or Outs.
Pitches: 3, 5, 10 or 15. If you choose Outs, the same numbers apply: 3, 5, 10 or 15.
Scoring Style: Most Home Runs, Longest Home Run, Total Distance.
Pitch Style: Choose from Fastball, Changeup, Curve, Screwball, or Random.
Pitch Locator: On or Off. Default is On.

CONTROLS (Main Menu)

View the controls setup for the game. You can see the controls for Batting, Base Running, Stealing, Pitching, Fielding with Ball and Fielding without Ball.

OPTIONS (Main Menu)

From the Options menu, you can change certain sound settings as well as game options.

SOUND SETTINGS

Music — Adjust the volume of the music in the game, such as the intro ballpark themes and the homerun songs.

Sound Effects — Adjust the volume of the sound effects in the game.

Commentary — Adjust the volume of The Commentator.

Chatter – Adjust the volume of the kid chatter you hear during the game.

Ambient Sounds — Adjust the volume of the ambient sounds you hear on each field.

GAME RULES

Game Length — Change the number of innings per game. Choose from 3, 6 or 9 innings.

Game Difficulty — Change the game difficulty. Choose from Rookie (Easy), Pro (Medium) or All-Star (Hard).

Power Ups — Allows the use of power-ups in-game. Choose either On or Off.

Pitch Locator — This icon will show you where the pitch will cross the plate. Choose either On or Off. See Page 12 for details.

Batting Aim — This allows you to see a small bat cursor to know where to swing. Choose either On or Off. See Page 11 for details.

Stamina — The Stamina bar shows how tired your pitcher is. Choose either On or Off. See Page 11 for details.

Errors — The players may commit errors if this option is turned on.

Fielding Assist — With Fielding Assist on, the computer controlled players will run for the ball and automatically field it for you. All you have to do is throw the ball to a base once the computer gets the ball for you.

EXTRAS (Main Menu)

View the credits of the people that made this game, Hall of Fame records, unlockable players, fields, outfits and more!

Meet the Players: View more information about all the players in the game.

Meet the Fields: A behind the scenes look at all the fields in the game.

Hall of Fame: View a list of the all-time best Backyard Baseball 2007 coaches!

Credits: View all the people that helped make this game.

Unlockables: There's a lot of stuff to unlock. Check it all out here.

Replay Intro/Outro: Watch the intro and outro movies again.

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This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.
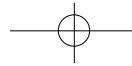
TECHNICAL SUPPORT (U.S. & CANADA)

<u>**Help Via Email**</u>

If you are experiencing technical problems with Backyard Basketball 2007 and did not find a solution in this manual, our tech support can be reached via email at this address:

techsupport@backyardsports.com

Or visit our website at www.backyardsports.com to find our FAQ (Frequently Asked Questions) documents and Hints/Cheat Codes if they're available.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. We may also require you to register as a user on the site in order to access the consent forms.

<u>**Warranty Policy in the United States & Canada**</u>
If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.