MLB 08
THE SHOW

Phillies

EVERYONE

E

CONTENT RATED BY
ESRB

MLB® 08 The Show™ Tips and Hints

Game Hint Guide Information

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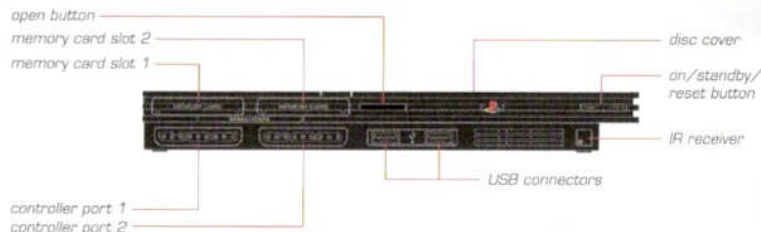
Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

TABLE OF CONTENTS

GETTING STARTED

open button
memory card slot 2
memory card slot 1

disc cover
on/standby/ reset button
IR receiver
USB connectors

controller port 1
controller port 2

Note: *Illustration may not match all PlayStation®2 console types.*

Set up your PlayStation®2 system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press [RESET]. When the [POWER ICON] indicator turns green, press [OPEN ICON] and the disc tray will open. Place the MLB® 08 The Show™ disc on the disc tray with the label side facing up. Press [OPEN ICON] again and the disc tray will close. Attach a DUAL-SHOCK®2 analog controller and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Network Adaptor (Ethernet/Modem) (for PlayStation®2)
In order to play MLB® 08 The Show™ Online, you must have installed a Network Adaptor (Ethernet/Modem) (for PlayStation®2) on your PlayStation®2 computer entertainment system before playing. Set up the Network Adaptor (Ethernet/Modem)(for PlayStation®2) according to the instructions included in its packaging.

Caution: *Unplug the AC power cord on your PlayStation®2 computer entertainment system before adding any networking equipment to the system.*

Note: *MLB® 08 The Show™ must be played over a broadband Internet connection (DSL, cable modem, or higher speeds).*

Memory Card (8MB)(for PlayStation®2)
For the purpose of this manual, the memory card (8MB)(for PlayStation®2) will be referred to as "memory card". To save game settings and progress, insert a memory card into MEMORY CARD slot 1 of your PlayStation®2 console. You can load saved game data from the same card or any memory

card containing previously saved games. Before playing online, a valid network configuration must be saved to the memory card using either the Network Startup Disc or the MLB® 08 The Show™ Network Configuration Utility.

Setting Up the Headset (optional)
MLB® 08 The Show™ is compatible with the USB headset (for PlayStation®2). The headset connects to either one of the USB (Universal Serial Bus) connectors located on the front of your PlayStation®2 computer entertainment system. With the USB symbol facing UP, insert the cable into one of the USB connectors.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
R2 button
L1 button
R1 button

Directional buttons

SONY

SELECT
ANALOG
START

△ button
◎ button
▣ button
✕ button

SELECT button
ANALOG mode button
START button

Left Analog Stick
(L3 button when pushed down)

Right Analog Stick
(R3 button when pushed down)
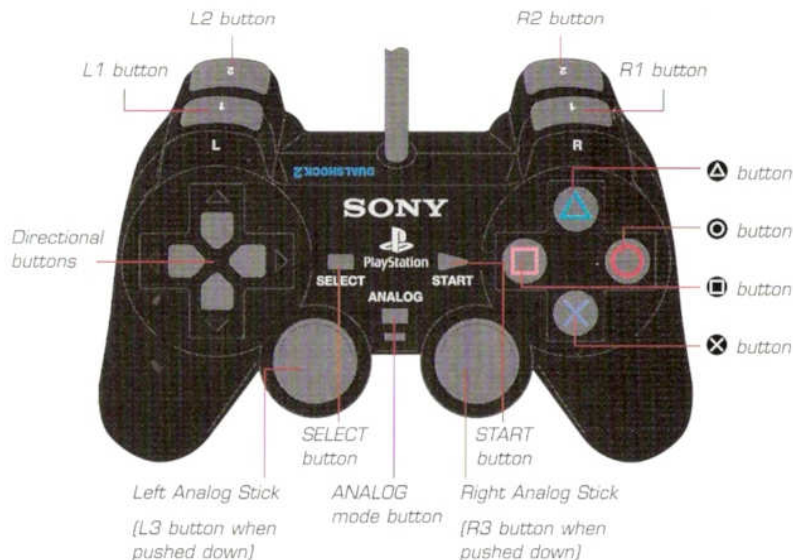
CONTROLS

Pitching

The more a player works on a pitch type, the better it becomes. Consequently, the more a player neglects a pitch type, the harder it is to work the strike zone.

Pitch Type 1	✗
Pitch Type 2	◎
Pitch Type 3	△
Pitch Type 4	▣
Pitch Type 5	**R1**
Pitch Out	**L1** + ✗
Intentional Walk	**L1** + ◎
Pitcher/Batter Status Window	▬ SELECT
Quick Menu	**L2**

Note: Catchers will call for specific pitches based on the pitcher's strengths and weaknesses. It's up to you to trust the catcher or shake him off.

Pitching After Set (after pitch selection)

Pickoff to 1st base	◎
Pickoff to 2nd base	△
Pickoff to 3rd base	▣
Pitch	✗
Position ball in strike zone	left analog stick
Step off rubber	**R1**

Step off rubber is a baseball term. The pitcher is on the rubber or pitching mound. Pressing **R1** makes the pitcher to step off, enabling him to throw to any base.

Batting

Swing Direction in zone	left analog stick
Swing	✗
Power Swing (in all modes except Rookie)	▣
Check Swing (press and release)	✗ or ▣
Sacrifice Bunt (press early)	◎
Drag Bunt (press late)	◎
Pitch History	**R2**
Guess pitch type 1	**R2** + ✗
Guess pitch type 2	**R2** + ◎
Guess pitch type 3	**R2** + △
Guess pitch type 4	**R2** + ▣
Guess pitch type 5	**R2** + **R1**
Guess pitch location	**R2** + left analog stick
Influence hit ball	right analog stick
Activate Swing Analysis	**L3**
Activate/Deactivate Batter's Eye Camera	**R3**
Control Batter's Eye Camera	right analog stick
Pitch/Batter Status Window	▬ SELECT

Baserunning

Note: In the table below, the term "base icon" refers to the ⦿ (1st base),
▲ (2nd base), ▣ (3rd base), ✖ (Home) buttons on your controller.

Before the Pitch

All runners steal (auto steal)	**L2**
Steal individual base (2nd, 3rd, or Home)	**L2** + left analog stick
Steal early	left analog stick + base icon
Lead off all runners	**L1**
Return all runners	**R1**
Lead off individual runner	**L1** + left analog stick
Return individual runner	**R1** + left analog stick

New Base Running Controls

All runners steal (auto steal)	**L2**
Steal individual base (2nd, 3rd, or Home)	**L2** + left analog stick
Steal early	left analog stick + base icon
Lead off all runners	**L1**
Return all runners	**R1**
Lead off individual runner	**L1** + left analog stick
Return individual runner	**R1** + left analog stick

After the Pitch

Advance all runners	**L1**
Return all runners	**R1**
Target runner	left analog stick
Advance individual runner	left analog stick + base icon
Return individual runner	left analog stick + base icon
Stop runner	**R2**

Classic Baserunning (After the Pitch)

Advance All	**L1**
Return All	**R1**
Advance individual runner	directional button + base icon
Return individual runner	directional button + base icon
Stop runner	**L2**

Classic Baserunning (Multiple Bases)

First to Second	directional button ↑ + ⦿
First to Third	directional button ← + ⦿
First to Home	directional button ↓ + ⦿
Second to Third	directional button ↑ + ▲
Second to Home	directional button ↓ + ▲
Third to Home	directional button ↓ + ▣

Baserunning (Road to the Show–specific)

Before the Pitch

Step Off	**R1**
Step Back	**L1**
Steal	**R2**

After the Pitch

Advance	**R1**
Retreat	**L1**
Stop	**L2**

Sliding

Head first, straight . . . . right analog stick ↑

Head first, hook left . . . . . . right analog stick ↑, ←

Head first, hook right . . . . . right analog stick ↑, →

Feet first, hook left . . . . right analog stick ←

Feet first, hook left . . . . right analog stick ↓, ←

Feet first, hook right . . . . . right analog stick →

Feet first, hook right . . . . . . right analog stick →
                                          or ↓, →

Feet first, straight . . . . right analog stick ↓

Collision with Catcher . . . . . right analog stick ↓

Run past home plate . . . . . . right analog stick ↓

Break up double play . . . . . . right analog stick ↓

Head slide into first . . . . right analog stick ↑

Classic Manual Sliding

Head first, straight . . . . left analog stick ↑

Head first, hook left . . . . . . left analog stick ↑, ←

Head first, hook right . . . . . left analog stick ↑, →

Feet first, hook left . . . . left analog stick ←
                                          or ↓, ←

Feet first, hook right . . . . . left analog stick ↓, →

Feet first, straight . . . . left analog stick ↓

Collision with Catcher . . . . . left analog stick ↓

Run past home plate . . . . . . left analog stick ↓

Break up double play . . . . . . left analog stick ↓

Head first slide into any base left analog stick ↑

Fielding

Defensive Fielder without Ball

Player movement . . . . directional buttons or left analog stick

Switch to closest player L2

Jump . . . . right analog stick ↑ or R1

Dive . . . . right analog stick ↓ or R2

Defensive Fielder with Ball

Player movement . . . . directional buttons or left analog stick

Throw to 1st base . . . . ⊙

Throw to 2nd base . . . . △

Throw to 3rd base . . . . □

Throw to Home . . . . ✕

Throw to cutoff man L1

Dive with ball R2

Note: Press ▶ at any time during the game to pause and bring up the Pause Menu.

MAIN MENU

Once the game loads up, you are able to select from the following choices:

Game Modes
Choose from Exhibition, Manager Mode, Rivalry, Career, Franchise, Season, Home Run Derby™, and King of the Diamond.

Quick Game
A quick game between two teams. The default is the 2007 World Series Matchup (Colorado Rockies vs. Boston Red Sox), but you can change teams just like an Exhibition game.

Online
Head out to compete against players from around the world.

NEW IN '08

Road to the Show 2.0
The popular Road to the Show feature has been expanded, with an improved Goal Result System that provides awards and penalties based on your performance. In addition, an Advancement system has been added, creating a goal-based road map on your journey to the Hall of Fame.

Batter Analysis
An invaluable aid to any pitcher's toolbox, Batter Analysis allows you to view any batter's tendencies and statistics, giving you a better idea of where the batter's strengths and weaknesses lie. To access the Batter Analysis, press the **R1** button on the pitcher/batter status screen.

Pitch Analysis
MLB® 08's Pitch Analysis allows you greater insight into an opposing pitcher's tactics. Pressing the **L1** button on the pitcher/batter status screen displays the pitcher's preferred tactics, allowing for the wise batter to compensate.

Rob Home Run Indicator
For fly balls hit deep or in the stands in foul territory, you can attempt to rob the hitter by using MLB® 08's new Rob Home Run Indicator. The indicator is a timing mechanism, and if you can jump as the final circle disappears, you can rob the hitter and end up on the highlight reel.

Progressive Batting Performance
A new feature in all season-based modes, the Progressive Batting Performance tracks each hitter's performance and rewards or penalizes the hitter based on how well they're playing against their natural ability.

Features
Create players, create profiles, view game tips, move players to other teams, adjust rosters, and edit players.

Options
Adjust Gameplay, Audio, My Sliders, Jukebox, and view Credits.

Load Game
Load a saved game from your MEMORY CARD.

ONLINE

MLB® 08 The Show™ Online enables you to play games with other users online and so much more. There are a number of menu options from which to choose, including, Play Ball, Leagues, MLB® Community, Leaderboards, and MLB.com Headline News. To connect online, select ONLINE from the Main Menu and press ✕.

CREATE AN ACCOUNT

To play **MLB® 08 The Show™** online, you will need to create an account, and then choose a unique screen name and password. You can save up to six accounts, including password with the MLB® Account Manager. You will be given the option to fill out your Online Profile Form. The Profile Form allows you to enter important personal information and general player information.

Note: You must agree to the terms of the User Agreement to connect to **MLB® 08 The Show™** online. Player is responsible for all apllicable internet fees.

In the Online Home, you can navigate your way to any of the online menu options. Jump into a game right away with the new Play Now feature, which matches you up to a ranked game with the next available opponent. Press ✕ on Play Ball and you can choose between Play Now and entering a Game Room. Also in Online Home you can post messages on the message boards, send mail, join or create Leagues, view and edit your Player Card, and much more.

GAME ROOMS

Game challenges take place here. You can search for perfect match-ups or challenge other online players for a ranked or unranked game. You can also view all the players online within your selected Game Room.

Selecting a Game Room

To join a Game Room, press **R1**, **L1**, ↑, ↓ to highlight a Game Room, and then press ✕.

Game Rooms vary from Rookie and Veteran to All-Star and more—essentially giving gamers with any skill level a place to play. Highlight the Game Room and press ✕ to enter. You can challenge an opponent to either an Exhibition or league game. You can also IM a player or add a player to your buddy list. At any time you can check on the game status of players that are already in a game online in that game room.

The Chat Area/Selecting a Game

Available players are listed in the player list of the game room...You can scroll through the player list and see if anyone online is available for a game by checking the icon status. A baseball means they are in game, a glove means they are available for a game, instant message or to chat with. While looking for a game, you can read all the real-time chatting between potential opponents in the Chat Area.

Join in the trash talking or search for valuable information about your opponents. Anyone online in the same Game Room can view your chat messages and participate in the dialog. To post a chat, from the chat screen, highlight the bottom chat bar or use a USB keyboard. Type in a message and enter it. Your message will be displayed in the chat window.

To select an opponent for a game, highlight a name from the list of players in the Game Room and press ✗. A Player List pop up will appear giving you game options to select. You can set the game options, view your opponent's Online Player Card, and challenge him/her to a game.

Quitting Games

After accepting challenges or joining games, you must finish the entire game or else you will lose points from your overall ranking and statistics.

Online Player Card

The Online Player Card allows you to see your Profile, Statistics, and Personal Information. When available, you can see other online user's Player Card to view their profile and Statistics. It is a great way to see how you are doing online or to view potential league or exhibition opponents.

Leaderboards

Leaderboards show in real time your ranking among all **MLB® 08 The Show™** players. Each ranking is listed by point total and provide details of player statistics. See up to 50 statistical values in Lifetime, Weekly, Monthly, and Team Leaderboards.

30-Team Leagues

Online leagues allow you to create or join new leagues and play a set number of series. There will be full stat tracking and points will be awarded for playing Online Leagues. Online users will compete in leagues to ultimately win their division, go to the playoffs and become League Champion. You can create a league and become League Commissioner to run your league how you see fit. As a Commissioner you can create a league with up to 30 teams and select all the settings that you wish to have. Online leagues are a great way to find new opponents to challenge your skills.

My Sliders

Create the ideal game settings offline, and then upload them to the **MLB® 08 The Show™** server for others to view, download and try out on their own time offline. They can then go back online and rate the game setting. This gives each user an opportunity to tune the game the way they like it and share with other online users.

MLB® Live Rosters

You will be able to download Live Roster updates for regular and online play. Live rosters represent the current rosters of MLB® teams including all player moves, injuries, and attribute updates. When you go online, the latest Live Roster will automatically be downloaded on to your game. To play online, you must have the latest Live Roster update. You will then be prompted to save the roster.

Message Boards

Message Boards provide a place for players to discuss all-things baseball and any other topic of interest.

Mail

The Mailbox enables you to send private mail messages to any online player as long as you have their user name(s). Sending mail is a perfect way to contact your friends about game start times or to just talk baseball.

Enhanced MLB® Sportscast

View all Major League Baseball games live. You can see the score, position of base runners, balls, strikes, outs, and more all in real-time. By highlighting any game on the Icon Ticker you can get up to date scores and see the status of the game in actual real-time.

MLB.com Headline News

Get the latest news around the league directly from the source: MLB.com. View 620 team and league articles in 31 feeds that are updated hourly.

Edit Profile Form

At any time you can edit your profile form with new personal information or change your notification settings.

GAME MODES

EXHIBITION MODE

When selecting teams for the game, you are able to select from this year's MLB® teams, as well as bonus teams including the All-Star team. Beneath the team symbol are rankings that break down the team's attributes. The team options include selecting team jerseys, changing your game settings, selecting your starting pitcher, setting your batting order, choosing the stadium in which to play the game, and the time of day. Exhibition games are a one-game format and stats from these games cannot be saved to a MEMORY CARD unless a user profile is loaded prior to the Exhibition Mode selection.

MANAGER MODE

Manager Mode is like an Exhibition game, save for the fact that you do not directly control your players. Instead, you manage them by giving them basic commands. You can order your pitchers to play it safe or aggressive or to intentionally walk a batter. Your batters and runners can be told to bunt, avoid a pitch, or steal a base. As manager, you can also call for line-up changes, call the catcher to the mound, or assign pinch hitters.

RIVALRY MODE

Rivalry Mode allows you to pit two MLB® teams against each other in a knockdown, drag-out series of games. You can create a new Rivalry, perhaps between your favorite team and your friend's favorite team,
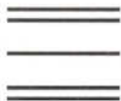
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Country _____ Date of Birth ___/___/___   Gender ☐ MALE ☐ FEMALE

Phone ___/___/___   Purchase Date ___/___/___

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Total hours per week that you spend gaming:
☐ 1-3   ☐ 4-6   ☐ 7-9   ☐ 10+

Which platforms do you currently own?

☐ PLAYSTATION®3 system

☐ PlayStation 2 computer entertainment system

☐ PSP® (PlayStation®Portable) system

☐ Nintendo GameCube

☐ Nintendo Game Boy Advance SP

☐ Nintendo DS

☐ Xbox

☐ Xbox 360

What types of games do you prefer? (Check all that apply.)
☐ Action   ☐ Extreme Sports   ☐ Puzzle   ☐ Shooter
☐ Adventure   ☐ Fighting   ☐ Racing   ☐ Sports
☐ Children's   ☐ Music   ☐ RPG   ☐ Strategy

Which type of Internet connection do you have?
☐ No Internet   ☐ Dial-up (narrowband)   ☐ Broadband (ISDN, Cable,
                    18k-56k)   DSL, T1-T3)

Do you have wireless network access at home?   ☐ Yes   ☐ No

Tell us more about yourself in the "My Account" section at www.us.playstation.com

or you can play classic rivalries, such as Boston Red Sox versus New York Yankees. The series takes player over however many full-length games you wish to play, and all of your stats will be recorded and displayed in the main Rivalry menu.

CAREER MODE

In Road to the Show, you can play both offense and defense from your custom-created player's perspective. The game will automatically fast-forward to the next player sequence in which you need to take control, with occasional situational goals coming up from coaches and managers that need to be completed.

The goal for Road to the Show is to create a player and build a successful career earning post season and career awards. Ultimately you want to get your created player to the show, and eventually, inducted into the Hall of Fame. Throughout the career, you'll take your player through the ups and downs of the Majors and Minors; he'll go through situations not unlike real major leaguers including trades, free agency, contract issues, promotions, and demotions.

Create Player and Select Team

To begin a Career, you need to create a player and assign him to a team in hopes of getting a contract offer after Spring Training. From the Team Select screen, pay attention to the Competition chart. This helps you pick your spot to make your shot at the big leagues. If the parent club has a perennial All-Star at your position or a hot rookie waiting in the minors, you're going to need an outstanding spring to make the team.

Spring Training

Earning a spot in the organization will depend on your prospect's performance in Spring Training games. You aren't the manager of the team, so you will not be playing every day. Make sure you take advantage of the opportunities that your player gets.

Career Home

From the Career Home sub menu, you can manage your player's career. From here, visit the Locker Room, view your advancement goals, train, interact with the manager in the clubhouse, and view your progressive

batting performance chart. Take care on how you interact. Remember you are trying to make the big club; being a malcontent will not earn you any bonus points.

Advancement System

The career advancement system is a new addition to the Road to the Show mode. This system acts as a road map for your career progression. Your player will be evaluated, based on his skill set, to determine his role within the organization. Advancement goals are given for the sole purpose of improving your player's skill set to reach the next level. Failing these goals will only make your career progression that much more difficult.

FRANCHISE MODE

In Franchise Mode, you run the club from the front office. You are in complete control of all team operations including player and vendor contracts, scouting, drafting, player rehab assignments, and marketing. Do well in all of these areas to generate revenue and make your club successful. When you take over a team, the game assigns a number of goals. Meet the goals during your contract's tenure and you can continue running the club.

Schedule

View all upcoming games your team will play in the season. You can opt to play any of them as well as simulate games up to a specified date.

Player Management

Sign free agents, make trades, send players down to the minors, or call up promising rookies. Change your team's lineup and pitching rotation, as well as view other team's rosters and disabled list.

Minor Leagues

In Franchise, you have the ability to call players up and send them down to and from the Minor Leagues. You have access to the 25-man rosters from the AAA and AA affiliates of your team via the Roster Moves option in the Player Management menu.

Around the League

Get a roundup of all the statistics in this mode. See details on current team standings, stats, and rankings; view who's hot; examine a current league roundup and league leaders; see what kind of accolades are being given within the league, and view the progressive batting charts of the hitters on your club or within the league.

Franchise Progress

Franchise Progress is a good way to see which way your franchise is heading. You can hear fan and player feedback, see the team budget, and view your goals.

SEASON MODE

During one- and two-player seasons, you play an entire 14, 29, 82, or 162-game season with the same team. You qualify for the playoffs if you win your division or finish as the league wild-card team at the end of the season.

Once you select to play a game on the schedule, you can play the game, manage, or simulate it.

From the Season Menu, you can use the Around the League menu to view the league's standings, statistics, roundup, leaders, accolades, and the progressive batting performance charts. Manage your roster from the Player Management menu to edit your lineup, trade players, sign free agents, activate players, and more.

CREDITS

HOME RUN DERBY™

PLAYER		HR	BATS	POWER	CONTROLLER
1 D. ORTIZ		35	L		1
2 M. RAMIREZ	●	20	R		1
3 A. RODRIGUEZ	●	54	R		1
4 J. POSADA		20	S		1
5 F. THOMAS		26	R		1
6 J. THOME		35	L		1
7 T. HAFNER		24	L		1
8 J. MORNEAU	●	31	L		1

HOME RUN DERBY™ LINEUP

X ADVANCE BACK

A Home Run Derby™ can include up to 10 hitters from any team and can be held in any stadium throughout the league. Facing an unlimited number of pitches, you get user-selected three, five, or ten outs per at bat. Anything other than a home run is considered an out.

Bracket Breakdown

7–10 players	3 total rounds of play
3–6 players	2 total rounds of play
2 players	1 round of play

KING OF THE DIAMOND

King of the Diamond is a fun mini-game where you try to rack up as many runs as you can. Unlike Home Run Derby™ that only scores runs on the long ball, you can hit singles, doubles, triples, and home runs—as well as fly outs, ground outs, and double plays. Score more runs than your opponent in a user-selected number of innings. 1 Player Ladder is a multi-tiered competition that takes you through all four difficulty levels of gameplay while also facing tougher opponents as each level progresses. Quick Play is a single round competition against one opponent.

PROGRAMMING

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**ASSOCIATE MUSIC
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Christopher Stevens

ADDITIONAL IN-GAME MUSIC
Extreme Music Library
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Game Experience May Change During Online Play.

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