



XBOX 360

XBOX
LIVE

2KSPORTS
MAJOR LEAGUE
BASEBALL **2K7**



2K
SPORTS

▲ WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

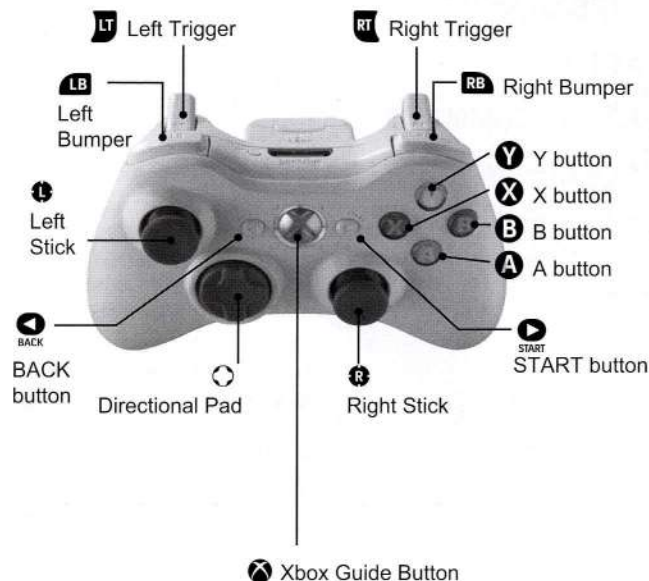
- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing

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USING THE XBOX[®] 360 CONTROLLER



2K TIPS

An important new feature to MLB 2K7 is the 2K Tips dynamic help system. The 2K Tips will offer in-depth descriptions of the game mechanics in appropriate situations by showing little tips that explain how things work. From the basic (how to catch a pop fly) to the situational (how to take advantage of a payoff pitch), these tips are incredibly helpful and allow you to get the most from your game.

When a 2K Tips screen appears, gameplay pauses, and you'll be given a few options:

- Pull the **left trigger** or **right trigger** to cycle through each page of the tip. Typically, the first page will offer a general feature description, and the following pages will show you how and why to use the feature.
- Press **X** to disable the current tip being shown. Tips will not repeat within the same game, however if you do not disable the current tip then you will probably see it again in a future game.
- Press **B** to disable all tips (turning the 2K Tips feature off entirely)
- Press **A** to simply dismiss the tip when you're done reading it. Play Ball! Lets you jump right into a game between the teams of your choice.

Saving: VIP Profiles vs. Game Modes vs. Settings vs. Rosters...

It's important to note that Major League Baseball 2K7 has multiple SAVE TYPES. Saving one type of file will not save another type. So, for example, saving your VIP Profile while in Franchise mode WILL NOT also save your Franchise game. The saves can generally be divided up as follows:

Game Modes - Saves for Franchise, GM Career, Season, or Tournament. In order to save your progress within one of these game modes, you **MUST** make a save for the specific game mode. For example, to save a Franchise, you must actually select "Save" from the "My 2K7" menu within Franchise mode.

Profiles - Save for VIP Profiles. Saving this will save everything that is tied to your profile - overall statistics, personal bests, unlockables, etc.

Settings - A Settings save will save all of your modified options, such as MLB rules, Presentation style, etc.

Rosters - Saving a Rosters file will save any rosters that you have modified from the front end.

To actually perform a save, select My 2K7 from any menu out of gameplay and then select Save.



PLAY BALL!

Team Select

- Move the **left stick LEFT** or **RIGHT** to choose between playing as the Home or Away team.
- Pull **left trigger** or **right trigger** to change to a different division.
- Move the **left stick UP** and **DOWN** to select a team within that division
- Press **X** to randomly select a team.
- Press **right bumper** to view the Help Menu.
- Press **A** or **START** to confirm your team.
- To play with a friend, select either HOME or AWAY with the second controller and press **A** to confirm.

Inside Edge Scouting Reports

Once you've confirmed your team, you'll be given the chance to purchase Inside Edge scouting reports on opposing players using "Edge Points." Move the **left stick UP** and **DOWN** to highlight the player you want and then press the **X** button to purchase the report of the player highlighted. Buying a player's scouting report will provide you with in-game tips on that player's tendencies!

Coach's Tip - Inside Edge

Purchasing Inside Edge scouting reports is a way to gain valuable in-game info on players. When you buy a batter's Inside Edge report, you'll gain access to his hot and cold zones. In addition, your catcher will intelligently suggest pitches and locations that the batter struggles against in any and all situations. Listen to your catcher. When you buy a pitcher's Inside Edge report, you'll gain access to his pitch frequency and locational tendencies in all situations. This helps give you an idea where and what a pitcher is likely to throw next!

CONTROL SUMMARY

Batting Pre-Pitch (Classic Control)

left trigger	Increase all Leadoffs
right trigger	Decrease all Leadoffs
left stick	Move Batter's Eye
left stick (click)	View Batter's Eye (invisible by default)
Directional pad left	Change Pitcher stat display
Directional pad right	Change Batter stat display
left stick + X	Cue Steal Towards Base
B	Baseburner
Y	Bunt
left bumper	Lineup card
START	Pause

Batting (Classic Control)

left stick	Influence Hit Type
A	Swing
Y before pitch	Sacrifice bunt
Y after pitch	Drag bunt (bunt for hit)
left trigger when bunting	Aim bunt left
right trigger when bunting	Aim bunt Right
left stick when bunting	Aim bat Up/Down

Batting (Swing Stick)

right stick	Contact Drive Swing (Pull Back & Release)
	Power Swing (Pull Back & Push Forward)
	Defensive swing (Push Forward)
	Check Swing (Pull Back Immediately after swing has started)
Click the right stick before pitch	Sacrifice bunt

Click the right stick 2nd time before pitch	Pull back bunt (when in sacrifice stance)
Click the right stick after pitch	Drag bunt (bunt for hit)
left trigger when bunting	Aim bunt left
right trigger when bunting	Aim bunt Right
left stick when bunting	Aim bat Up/Down

Pitching

left stick	Aim Pitch Breakpoint cursor
A	Throw Pitch
B	Throw Pitch
X	Throw Pitch
Y	Throw Pitch
right bumper	Throw Pitch
left trigger	Hold for Pickoffs
right trigger	View pitch breaks
right trigger + left stick UP	View pitch selection frequency
right trigger + left stick DOWN	View pitch ratings
right stick	Move Catcher
right stick (click)	Reset Catcher
left stick (click)	Deactivate Payoff Pitch Opportunities
Directional pad left	Change Pitcher stat display
Directional pad right	Change Batter stat display
Directional pad up	Outfield Defensive shift
Directional pad down	Infield Defensive shift
left bumper	Lineup Card
START	Pause

*Note: See "How to Pitch" in the In-Depth gameplay section of manual.

Special Pitching Commands

right trigger + left stick (click)	Pitch Out
right trigger + right stick (click)	Intentional Walk

Pickoffs

left trigger	Hold for Pickoffs
B	Pickoff First
Y	Pickoff Second
X	Pickoff Third

Stealing

left trigger	Increase all Leadoffs
right trigger	Decrease all Leadoffs
left stick + X	Cue Steal Towards Base

Baserunning

left trigger	Advance Selected Runner
right trigger	Retreat Selected Runner
left bumper	Advance All Runners
right bumper	Retreat All Runners
A	Select runner
B	Select runner
X	Select runner
Y	Select runner
right stick (up left)	Cue head first slide to inside of base
right stick (up)	Cue head first slide straight at base
right stick (up right)	Cue head first slide to outside of base
right stick (down left)	Cue feet first slide to inside of base
right stick (down)	Cue feet first slide straight at base
right stick (down right)	Cue feet first slide to outside of base

BaseBurner Mode

Directional pad

left stick

left trigger

right trigger

B

right stick (up left)

right stick (up)

right stick (up right)

right stick (down left)

right stick (down)

right stick (down right)

Fielding without the Ball

left stick

left trigger

right bumper (after throw)

right trigger

X

right stick

Fielding with the Ball

left stick

right trigger

A

B

Y

X

right bumper (after throw)

right stick (click)

Batter Commands

Increase / Decrease Lead-off

Retreat to Base

Advance to Base

Toggle Players

Cue head first slide to inside of base

Cue head first slide straight at base

Cue head first slide to outside of base

Cue feet first slide to inside of base

Cue feet first slide straight at base

Cue feet first slide to outside of base

Move fielder

Change fielder

Cutoff throw

Sprint

Call off fielders (to avoid pop-fly collisions)

Athletic Catches (Dives / Rob Homers)

Move fielder

Sprint

Throw home

Throw to First

Throw to Second

Throw to Third

Cut off the throw

Smart throw

PLAY BALL! IN DEPTH GAMEPLAY

Pitching - How to Pitch

Major League Baseball 2K7 utilizes a pitching system referred to as "Payoff Pitching." Pitching is a simple process that involves pressing a button once to start your pitch, and then a 2nd time to ensure its accuracy. Each pitch is assigned to a button on the controller. You'll start by moving the **left stick** in any direction to place the pitching cursor where you desire. This cursor designates where your pitch will begin its break, NOT its intended final destination. Thus, you will need to learn how each pitch breaks in order to get it to bend correctly and get it in the strike zone (pull **right trigger** at any time to see how each pitch breaks). Once you initiate a pitch by pressing and holding a pitch button, you'll "lock in" your cursor location. It is from this set breakpoint in which your pitch will start its break from. Upon pressing down the pitch button, you'll see four brackets radiate out from the center of your breakpoint cursor. The brackets radiating out from the center of your breakpoint indicates how much effort you're putting behind a pitch. The more you "power-up" a pitch (by holding the corresponding pitch button down), the more effectiveness your pitch will have. More effort means that fastballs will go faster, your changeups will go slower, your curveballs will curve more and so on. However, applying lots of effort behind each pitch adds a bit more risk. In order to make an accurate pitch you much press the pitch button a second time as the brackets collapse back to the middle. Failing to do so will result in a "meat" pitch which will travel down the middle of the strike zone or even worse, result in a wild pitch. Note that if you don't accurately press the pitch button a 2nd time as the brackets collapse back to the middle (by being either slightly early or late), your final pitch location can be off by an amount that directly corresponds to the size of the brackets at the time of the 2nd button press. For example, if you attempted to throw a maximum effort fastball (a straight pitch) down the middle of the strike zone and happened to press the pitch button for the 2nd time when the brackets were at their farthest point from the center of your cursor, your pitch can stray from its intended location by that wide amount. Thus, the more effort you apply, the harder it is to throw pitches with good accuracy. Through experimentation you'll notice that if you put minimal effort on a pitch by first tapping a pitch button to start your pitch and then quickly tapping again as the small brackets collapse back to the middle (to set the pitch's accuracy), you'll see a pitch that pretty much travels right where you want it to, but with very little juice behind it (making it easy for you to place, but easy for a batter to hit!) Be aware that the more "effort" you put behind each pitch, the faster your pitcher will fatigue.



Note that sometimes when throwing a pitch, you'll see an arrow revolving around the pitch cursor. The revolving arrow tells you which way a pitch will move from your breakpoint, and how applying effort will affect your pitch. For example, when powering up a curveball, you will see the arrow graphic progressively rotates 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 **right stick** you can now change the position of your catcher before a pitch is made. By moving the **right stick** in any direction, your catcher will reset to that position. To have your catcher reset to the middle of the strike zone (effectively shaking off his location suggestion), click the **right stick**. While not necessary to manually move your catcher most of the time, catcher movement is of great importance during "Payoff Pitch" situations. Payoff Pitch situations are discussed in greater length in the next section.

Coach's Tip - Payoff Pitches

Throughout the course of the game, your pitcher will be given the chance to make a "Payoff Pitch." "Payoff Pitches" are pitches you can choose to attempt in big game situations. Making a successful Payoff Pitch allows you to increase a pitcher's pitch type rating while failure can result in a ratings drop. Whenever you have 2 strikes on a batter or are in any "Pitching Jam," "Clutch-at bat," or "Showdown" scenario, you'll see a yellow "Payoff Pitch" icon appear near the score at the top of the screen. Looking out towards your catcher, you'll also see a rectangular "target" icon appear briefly onscreen. If you can get your pitch to pass through this zone your pitch will receive a ratings boost. Note that your pitch rating can vary in how much it increases if you do this correctly. To get the highest ratings boost, throw the catcher's suggested pitch and throw it with maximum effort. Essentially, the greater the difficulty, the more you'll be rewarded as curveballs are harder to place than fastballs. However, note that pitch ratings CAN decrease if you miss the targeted zone. If you miss the targeted zone, your pitch rating will drop by a point. Your catcher will always suggest a location to you whether you have the Inside Edge on a batter or not (Inside Edge makes him suggest intelligently). If you don't like your catcher's suggested location, you can manually move him around using the **right stick**. Lastly, if you don't wish to make a Payoff Pitch when the situation arises, you can deactivate this opportunity (possibly keeping you from having your pitch ratings drop if you're not feeling confident) by clicking the **left stick**.

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, pull and hold **left trigger**, 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 might pickoff the baserunner.

Pull and hold **left trigger** + press **B** - Pickoff throw 1st base

Pull and hold **left trigger** + press **Y** - Pickoff throw 2nd base

Pull and hold **left trigger** + press **X** - Pickoff 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 pitchout. To do so, Pull and hold **right trigger** and click the **left stick**.

Coach's Tip - Pinpoint Pickoff Throws

MLB 2K7 gives you the ability to fine-tune your pickoff throws to bases. When you attempt to pick off a runner, you can modify your throw location by positioning the **left stick** up or down. If you move it up or keep it neutral, it will result in a higher throw, which comes with a low degree of risk but a low chance of picking off the runner. Holding the **left stick** down while throwing will make the pitcher throw low, which has a higher probability of picking off runners but comes at a greater risk of making a throwing error.

Defense - Catcher Cam

When you see a runner stealing you can attempt to take full control of your catcher by making a throw using catcher cam. Immediately press the corresponding base button while a pitch is in flight to activate catcher cam. If done correctly, this will trigger a first person perspective peering out behind the catcher's mask. You will then see a ball marker located near the base along with some contracting brackets. You have the ability to move the target up or down to try to make the throw at base level (the optimal spot). As the collapsing brackets reach the center point, press the base button again to make an accurate throw. Be aware that the incoming pitch affects where your default throwing target starts out. A pitch down in the dirt might start it out high; whereas a pitchout has the cursor defaulted to the optimal position. Note that even if you are imprecise in making your throw, it might still be on target as your catcher's throwing ability also factors into your chances of success.

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 under him to see who you're controlling. Move the **left stick** to run toward the ball and make the play. If you need to switch fielders for any reason, pull **left trigger** and you will switch to the next closest player. To have your fielder sprint, Pull and hold **right trigger**.

B - Throw to 1st base

Y - Throw to 2nd base

X - Throw to 3rd base

A - Throw to home plate

Coach's Tip - Robbing a Home Run

One of the most exciting plays in all of baseball is robbing 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 towards the warning track and move the **right stick** towards the wall to have him scale it. Timing is everything. It's probably not a play you'll see everyday, but it IS possible. Also note that you can make jumping catches or spear line drives. To do so, you simply have to move the **right stick** in the direction of the ball while the ball is in play.

Coach's Tip - Fielder Collision

Fielders can collide with each other if they're not careful. If you find yourself in a close situation in the outfield, press **X**, and you will call off any other fielders that are attempting to make the same catch as you. Use this to prevent any major collisions in the field when you see two or more players converging on a pop-fly. Doing so can help prevent player injuries as well as prevent you from dropping the ball if the collision occurs!

Offense - Hitting

Hitting - Swing Stick

The Swing Stick is another way to bat in MLB 2K7. To use this hitting interface, you can find it under the in-game options menu under "VIP Settings." You can also make this your default hitting interface by finding "VIP Settings" under "My VIP" in the menus. In this mode, you bat by moving the **right stick** back when you want the batter to start their "step" and then release the **right stick** to make him swing. To help influence a fly ball, move up on the **right stick** instead of just releasing it. To check swing, immediately pull **right trigger** or pull back on the **right stick**. Your step timing is critical to ensure best hitting results. The best time to start your step is when the pitcher is just about to release his pitch!

Coach's Tip - Influencing Your Hit with the Swing Stick

While batting, you have the ability to control how much power you intend to swing with as well as what direction you intend to hit it to. The in-game 2K tip on "Swing Stick" explains this thoroughly as well. Simply pulling back and releasing the **right stick** will result in a straight away level swing. Doing this, you're essentially telling your batter to make a contact-minded swing with the intention of hitting it straight to centerfield. A level swing such as this will result in a greater amount of line drives and ground balls. If you would like to try and make a contact-minded swing with the intention of hitting the ball to LEFT field, you would pull back on the **right stick** to make your batter step, and then use a circular motion to move the **right stick** towards the left. If done properly, you'll have made a circular sweeping motion on the **right stick** to end in that position. Likewise, if you intend on making a contact-minded swing to RIGHT field, you would pull back on the **right stick** to make your batter step, and then use a circular motion to move the **right stick** towards the right. Again, those are level swings which will result in more line drives and grounders.

If trying to hit fly-balls (especially when going for home runs), you'll want to make uppercut, power-minded swings. To do this you pull back on the **right stick** and then push it upward as the pitch is crossing the plate. Doing this, you're essentially telling your batter to try and hit a long fly ball straight to center field. If you would like to try and make a power-minded swing to LEFT field, you would pull back on the **right stick** to make your batter step, and then DIRECTLY move the **right stick** to the upward left position (NOT using a circular motion). If you would like to try and make a power-minded swing to RIGHT field, you would pull back on the **right stick** to make your batter step, and then DIRECTLY move the **right stick** to the upward right position (NOT using a circular motion).

Note that regardless of what type of hit you are trying to do, pitch placement and swing timing also play a large role in where your hit ends up going. So while you do have some degree of control over where you hit the ball, other factors also have an influence.

Hitting - Classic Control

In this hitting style, all the action is controlled by pressing the **A** button. Press it to swing at the correct time and you will make contact. To help influence a fly ball, you should move up on the **left stick** when swinging with **A**. To help influence a ground ball, move down on the **left stick** when swinging with **A**. Line drives are influenced by keeping the **left stick** in the neutral position when swinging with **A**. For best results, try hitting "with the pitch." As an example, if a right-handed batter was pitched a ball up and away, you'll likely get the best result possible if you move the left analog stick up and to the right while swinging.

Coach's Tip - Switch Hitting

You have the ability to make ANY batter switch what side of the plate he's on at the touch of a button. Press **right bumper** 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 natural switch hitter and Jon and Joe may poke fun at you for making such a crazy decision. Note that by default, switch hitters will always bat from the "proper" side. Thus, if a right-handed pitcher is on the mound, a natural switch hitter will start out batting on the left. Natural switch hitters, when switching sides of the plate to bat from, won't be penalized nearly as harshly as NON switch hitters when switching sides of the plate in the middle of an at-bat (their batting ratings won't drop as much).

Hitting - The Sacrifice Bunt

Another hitting technique is none other than the bunt. To have your batter square up for a sacrifice bunt, click the **right stick** before the pitcher begins his delivery to the plate. While in a sacrifice bunt stance, you'll see an arrow appear on the ground. You can attempt to aim where you bunt the ball by pulling the **left trigger** or **right trigger**. Additionally, you can help to ensure contact is made by moving the **left stick** up or down as the incoming pitch approaches. If you don't feel that the pitch is right for you, you can click the **right stick** again to abort your sacrifice bunt stance. Note that if you're uncomfortable using the Swing Stick to give bunting commands, pressing the **Y** button can be used to bunt as well.

Hitting - The Drag Bunt

New to the game this year is the ability to perform drag bunts. Drag bunts are bunts performed at the last minute with the intention of catching the defense off guard in order to get a base hit. To perform a drag bunt, click the **right stick** AFTER a pitch has been thrown (while it is in flight). Note that when doing this, you'll have a very short amount of time in which to try and influence which direction your drag bunt will go. Advanced users can attempt to influence which direction their drag bunts will go by quickly pulling the **left trigger** or **right trigger** while the ball is headed towards you. You'll notice that it will be harder for players to make contact with the ball when attempting to drag bunt. You'll have a higher chance of successfully drag bunting with good bunters (check their bunt rating!) as opposed to players not used to performing such a skilled action.

Coach's Tip - Batter's Eye

While at the plate, you can increase your chances of success by wisely using the "Batter's Eye." With the Batter's Eye, you can attempt to make a guess on where a pitch is coming while you are at bat. If you move the **left 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 for your batter. The Batter's Eye will change in size depending on the batter, the pitcher, and the current performance of the batter. If a guy is constantly striking out, they will have a small Batter's Eye. If a guy is on fire, they will have a larger Batter's Eye. By default, the batter's eye is hidden from view. To bring the current batter's "eye" into view, click the **left stick** at any time to have it appear. Note that if you would like to have the eye appear on screen at all times, you can change the "Batter's Eye" option under "Control Settings" in the options menu.

Be aware that by default the Batter's Eye will always start out in the middle of the strike zone at the outset of every pitch. As the batter, you'll want to HOLD the **left stick** in the area of the strike zone you wish to protect. Your eye location becomes "locked in" once the pitcher starts his windup.





Offense - Baserunning

Getting a grasp on the basics of baserunning is essential if you hope to have any success in Major League Baseball 2K7®.

The basic controls of baserunning are simple and straightforward. To advance all runners, press **left bumper**. To retreat all runners, press **right bumper**. You also have the ability to advance or retreat a single runner. To do this, first press the button corresponding to the base runner you wish to control. By default, you are always given control of the "lead" runner. Note that each runner on base has a window that corresponds to him with a button icon located within. To advance an individual runner pull **left trigger**. To retreat an individual runner pull **right trigger**. When you do this, you'll see a number within that window increment. Every time you pull **left trigger** or **right trigger**, the baserunner's destination will increment by one. The same applies if you press **left bumper** or **right bumper**. For every time you press **left bumper** or **right bumper**, ALL of your baserunners will have their destinations increment or decrement by one.

By default, the "Auto-Round Bases" option is set to "on." When appropriate, your baserunners will turn the corner on a base as soon as they touch it, but will not advance forward. You will have to manually input advance commands, and they are in a little danger of being thrown out with this tiny lead. If you would like to alter this setting, you can change the "Auto-Round" option in your "Control Settings."

Offense - Leading Off

While up to bat you can order your baserunners to increase or decrease their leadoff lengths. Taking a lengthy leadoff can increase your odds at successfully stealing a base, but getting too greedy can result in your runner being picked off! Before every pitch, each baserunner will automatically take their normal, default lead. To extend all baserunner leadoffs by one step, pull **left trigger**. To make all of your baserunners shorten their leadoff by one step pull **right trigger**. Note that if a pitcher does decide to make a pickoff attempt, your baserunners will currently dive back to the base automatically. However, if you would like to manually control your baserunner dive-backs, you can do so by changing this option found under the Game Settings options.

Offense - Stealing

Sometimes, you steal because it strategically benefits you to pit your fastest baserunner 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, hold the **left stick** in the direction of the base you intend to steal and press the **X** button to cue up a steal.

left stick UP + press **X** - Cue up steal of 2nd base

left stick LEFT + press **X** - Cue up steal of 3rd base

left stick DOWN + press **X** - Cue up steal of Home plate

Pulling **right trigger** will retreat the runner to his previous base.

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 2K7®, you can be the baserunner and take complete control of this action in BaseBurner mode.

To enter BaseBurner Mode, press the **B** button when there is a man on base. Press it again to cycle through other runners on base or to switch back to playing the batter. Once you have a runner selected you will control that runner for the duration of the play. The control scheme is as follows:

right trigger - Steal

left trigger - Get Back

left stick - Adjust Leadoff

right stick - Cue up directional slides



Defense - Advanced Gameplay

Smart defensive positioning can win or lose a tight ball game. Major League Baseball 2K7 gives you the ability to take complete control where your defense sets up. When on the mound pitching, pressing **UP** or **DOWN** on the **directional pad** to call out a defensive shift. Pressing up will allow you to shift the position of your outfielders, pressing down will allow you to shift the position of your infielders. Once you do this, the camera will change perspective to give you an overview of your fielders. From here, you can press **RIGHT** or **LEFT** on the **directional pad** to toggle between different defensive alignments. Note that any shift you have your fielders make will last for just the current at-bat.

You'll have the ability to shift your defense as follows:

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.

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

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

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.

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

Horseshoe: An extreme shift that moves your infield way over to the right side of the field. Your 2nd baseman winds up playing in shallow right field.

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

Double Play Corners In: A double play minded shift in which the corner infielders play up a bit to guard against a potential bunt.

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

In Left: Your fielders are shaded to the left, but play in a little bit.

Back Left: Your fielders are shaded to the left, but play back a little bit.

Double Play Left: Your fielders are shaded to the left, but play at double play depth.

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

In Right: Your fielders are shaded to the right, but play in a little bit.

Back Right: Your fielders are shaded to the right, but play back a little bit.

Double Play Right: Your fielders are shaded to the right, but play at double play depth.

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.

Coach's Tip - Inside Edge Defensive Shifts

Whenever a new batter comes up, your defense will default to playing a shift it deems most appropriate for the given situation (double play depth, protect the plate, etc.). However, if you own a batter's Inside Edge scouting report and he shows strong tendencies to hit the ball to a certain section of the field, you'll notice that your defense will automatically and intelligently shift to counter this! For example, if a right-handed batter is known to pull a lot of hits over to the right side of the field, you might see BOTH your infield and outfield shading him over to that side of the field to decrease his chances of successfully getting a base hit.





Advanced Controls - Arguing Calls

Stand up for your team and challenge close calls when they count the most. Argued calls such as safe/out arguments, catch/no catch arguments, beamed batters, and more can cause some ruckus in the dugout. When the opportunity comes up you can press **A** to start an argument. You then have the ability to raise the intensity of your argument by pressing **A** repeatedly. The more you can raise the intensity of the argument without getting tossed, the higher your team's attribute boost you'll receive if you can get through the argument without getting ejected. Make sure to keep your meter out of the red "ejection" zones or you might get ejected and lose the argument. By getting your manager tossed from the game you will no longer be able to make substitutions as your assistant coaches will now control all managerial decisions for your team.

Note that when the opposing manager is arguing a call, YOU play the role of the umpire and have the opportunity to eject the opposing manager from the game. Whenever you see the "eject" button light up, quickly press it before it dims again to toss the manager from the game!

XBOX LIVE®

Major League Baseball 2K7 supports Online Gaming through Xbox Live®. Please register for an Xbox Live® account before using this feature.

Select Xbox Live from the Main Menu once you have your Xbox Live® account activated. Sign-in and advance to the Online Menu at the Online Sign In Screen by selecting your gamertag and inputting your password.

Play anyone and everyone, anytime on Xbox Live. Build your profile (your gamer card) Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/live.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information go to www.xbox.com/familysettings.

Xbox Live® Sign In

To create a user account

- Highlight Create account and press **A**. You will be taken to the Xbox Dashboard.
- Follow Xbox Live® Instructions to create a new account.

To use an existing user account

- Move **UP** or **DOWN** on the left stick to highlight the desired user account name.
- Press **A**.
- If the account has a passcode, enter it.

To advance, press **START**.



Quick Match

Quick Match is the fastest way to play a game without fussing about options. It finds a random game that is open, and automatically challenges the creator. If no games are found, you will be prompted to create a game.

You can look for a game based upon Opponent Rank and 2K Feedback.

Play a Friend

In MLB 2K7, you can access your friends list at any time while on the Xbox Live® Network.

To use Play a Friend:

- Press **X** to pull up additional options: Send message to all friends and Add friend by Gamertag.
- Move the left stick **UP** or **DOWN** to select a user on your Friends List. There are three types of users found on this list: users who are your friends, users with a pending friend request from you, and users who are awaiting your accepted friend request. Press **A** to bring up the options overlay for a specific user.

If your selected user is already your friend you can: Send Text Message, Send Voice Message, Remove Friend, Mute Voice and Voice Chat.

If you selected a user who has yet to accept your friend request, you can: Cancel Friend Request, Mute Voice, Voice Chat.

For users who are awaiting a pending friend request acceptance from you, you can: Accept Friend Request, Decline Friend Request, Block Requests From This User, Mute Voice or Voice Chat.

Lobbies

Lobbies are where you can challenge other users or chat.

Once in the Lobbies menu, select a specific game type to enter a lobby.

Once in a lobby

- Press **X** to chat open the chat window.
- To perform a lobby related action, highlight a player name and press the **A** button. The actions you can perform are as follows: Send Custom Challenge, Send Lobby Challenge, Send Message, Add to friends List and Mute user.
- Pull the **right trigger**, to see challenges from other users.

My Player Card

My Player Card allows you to view your online user stats, VIP files, Online rankings and user feedback.

Leagues

For the most in depth way to play online, try joining an Xbox Live®, Major League Baseball® 2K7 League.

My Leagues

This screen is where all of your leagues and league info are kept.

- Press right bumper to refresh the screen.
- Press the **START** button to access the highlighted leagues Homepage.
- Press the left bumper to quit the highlighted league.

Join League

If you want to join a League, use this screen.

- Press **A** to Join the highlighted league.
- Press **X** to report an offensive league.
- Press the right bumper to search for a specific league by name.
- Pull the **right trigger** and **left trigger** to cycle between lists of leagues, 20 leagues at a time.
- Press the left bumper to sort the leagues.

Join Tournament

If you want to join a Tournament, use this screen.

- Press **A** to Join the highlighted Tournament.
- Press **X** to report a Tournament name.
- Press the right bumper to search for a specific Tournament by name.
- Pull the **right trigger** and **left trigger** to cycle between lists of Tournament, 20 leagues at a time.
- Press the left bumper to sort the Tournaments.

Create League

Use this screen to create your own League and adjust all the settings to your satisfaction.

Settings:

- League Name: put your league name here.
- Private: if you want a private league, turn the Private option to ON and create a league password.
- Number of Players: 8-30.
- Number of Playoff Teams: This number contingent on the number of players in the league and can be from 2-16 teams.
- Interval Between Rounds: 1-7 days.
- League Length: 4, 8, 16, 24, 32, 82, and 162 games.
- Playoffs: Best of 1, 3, 5, or 7 games
- Flexible Schedule: On or Off. Flexible Schedule allows users to play any league game without having to wait for the interval to allow them to do so.
- Difficulty: Rookie, Pro, All-star, Legend, and Custom.
- Innings: 1-9 innings.
- Trading: On, Off.
- Injuries: On, Off.

Create Tournament

Use this screen to create your own Tournament and adjust all the settings to your satisfaction.

Settings

- League Name: put your league name here.
- Private: if you want a private league, turn the Private option to ON and create a league password.
- Number of Players: 4-16.
- Interval Between Rounds: 1-7 days.
- Series Length: best of 1, 3, 5, or 7 games.
- Difficulty: Rookie, Pro, All-star, Legend, and Custom.
- Innings: 1-9 innings.
- Trading: On, Off.
- Injuries: On, Off.

League Home

This screen is where all the functionality for a specific league is kept.

Lobby

The Lobby Screen allows the user to challenge their scheduled league opponent.

- Move the left stick to highlight an opponent.
- Press **X** to chat open the chat window.
- To perform a lobby related action, highlight a player name and press the **A** button. The actions you can perform are as follows: Send Custom Challenge, Send Lobby Challenge, Send Message, Add to friends List, and Mute user.
- Pull the **right trigger**, to see challenges from other users.
- Click the right stick to view user card.
- Press **X** to chat.

Tournament Tree / Schedule

Depending on whether the active league is a tournament or League, you will be given one of these two screens.

League/Tournament Settings

Use this screen to view the league or tournament's settings. If you are admin you can edit these settings using the Admin Options screen.

League Desk

The League desk gives you access to league statistics, allows you to perform team transactions, administrative functions and view notifications.

Standings

Use this screen to check the current league or tournament standings.

Stats

Check all the stats from around the Xbox Live® League. These stats are divided into Team Stats, Player Stats and League Leaders.

Personnel

The personnel screen allows you to perform trading transactions.

Trades

- Highlight a player and press **A** to add a player to the trade.
- Move the left stick to switch between your team and the team to which you are proposing a trade.
- While your trading partner's window is highlighted pull the **right trigger** and **left trigger** to cycle through the available teams.
- Press the right bumper and left bumper to sort players by the highlighted category.
- Press the **START** button to initiate the trade.

When you offer a trade, it will show up in the Offered Trades screen. To accept or reject an offered trade, highlight that trade and press **A** to bring up the view trade screen. Press the **START** button to bring up the Accept or Decline overlay and make the desired selection.

Note that trades must be one for one, so however many players you're trading away will be the same number you receive. Also note that pitchers can only be traded for other pitchers, and position players can only be traded for other position players.

The trade will go through once the administrator accepts or declines the trade in "Pending Trades." Trades that the administrator is part of will be approved automatically.

Set Lineups

Use the set lineups screen to adjust your team's starting lineups.

League/Tournament Notifications

Any league or tournament related actions will be recorded here.

Admin Log

Any actions that are performed by the admin will be logged here.

Drop from League

Use this option to quit the league.



Administrator Options

This screen is accessible only by the administrator/creator of an Xbox Live® League. This league allows you to manage both players in your league and the schedule of your league.

Manage Users

This screen allows you to drop or ban players from the league.

Manage Schedule

This screen allows the administrator to determine the winners of any given matchup, reset games, and advance the schedule to the next game.

League Settings:

Use this screen to change the league settings

Difficulty: Rookie, Pro, Allstar, Legend, and Custom

Innings: 1-9

Injuries: Off or On

Trading: Off or On

Admin Delegation

Use this screen to pass the admin duties to another member of the league or tournament.

Online Desk

All of the general option for online play can be found on the Online Desk screen.

Leaderboard

The Online Leaderboard screen displays the online rankings for each difficulty setting. click the right stick to view user card for more detailed statistics.

News

Catch all the news regarding 2K Sports videogames. Visit 2KSports.com for more information and to visit the forums.

Online Options

These are Online specific options.

Appear Online: Yes, No.

In Game Message Icon: On, Off.

Vibrate on Challenge: On, Off.

Voice Over Speakers: On, Off.

Custom Match

Use this screen to change the settings for custom matches. You can then challenge players on your friends list using your custom settings.

Online FAQ

If you have any questions about Online play, use this screen for information.

Sign Out

Select Sign Out to log off from Xbox Live®.

Main Menu

This allows the user to use offline menus and functionality while still signed in to Xbox Live®.