



MARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizzinessaltered vision
- eve or muscle twitches
- disorientationseizures
- any involuntary movement or convulsion.

altered vision
 loss of awareness
 seizures

RESUME GAMEPI AY ONLY ON APPROVAL OF YOUR PHYSICIAN

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3TM system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3TM system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your $PS3^{TM}$ system 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.

HANDLING YOUR PS3™ FORMAT DISC:

• 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 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.

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

Call this number for technical support, installation or general questions regarding PS3TM and its peripherals.

Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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GETTING STARTED

NOTICES:

Video output in HD requires cables and an HD-compatible display, both sold separately. Voice chat requires a headset, sold separately. Compatible with most Bluetooth and USB wired headsets. Some limitations apply.

PlayStation®3 System

STARTING A GAME: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the $MLB \otimes THE SHOW^{TM} 15$ disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3TM system's home menu, and then press the \otimes button. Refer to this manual for information on using the software.

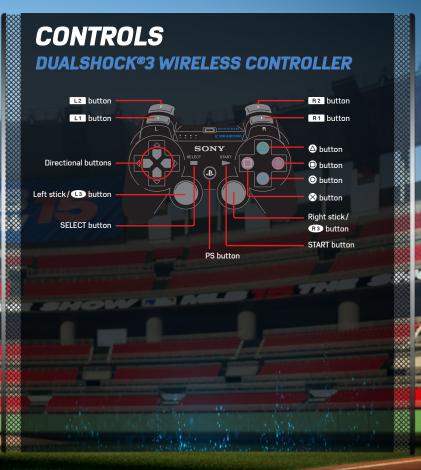
QUITTING A GAME: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

To remove a disc, touch the eject button after quitting the game.

TROPHIES: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

SAVED DATA FOR PS3™ FORMAT SOFTWARE

Saved data for PS3TM format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.



BATTING (DIRECTIONAL AND ZONE) BASICS

Normal swing	⊗
Contact swing	•
Power swing	•
Check swing	⊗ (press and release)
Direction in zone (zone interface setting only)	left stick
Sacrifice bunt	🛆 (press/hold early)
Drag bunt	🛆 (press late)
Fly ball (directional only)	left stick 🕇
Ground ball (directional only)	left stick ↓
To right side (directional only)	left stick →
To left side (directional only)	left stick 🗲

PURE ANALOG HITTING CONTROLS

Normal swing	right stick (push forward to swing)
Check swing	right stick (release)
Swing direction in zone	right stick (aimed inside or outside)
Sacrifice bunt	(press/hold early)
Drag bunt	(press late)

CONTROLS

Contact swing	right stick (right or left)
Power swing	right stick (pull back, then push forward)

BATTING (ALL MODES) MISC

Pitch type/history and guess pitch	R2
Activate batter's eye cam (except in online)	R3
Control batter's eye cam	right stick
Call timeout (before pitcher's windup)	
Control tips	SELECT
Pitcher attributes	-
Pitcher and batter trends	→
Quick Menu	1

BATTING (ALL MODES) ADVANCED

Guess pitch type	R2 + ICON
Guess pitch location	R2 + left stick
Influence bunt to 1st	left stick →
Influence bunt to 3rd	left stick 🗲

PITCHING BASICS

Pitch type 1	⊗
Pitch type 2	0
Pitch type 3	<u> </u>
Pitch type 4	•
Pitch type 5	R1
Pitch out	L1 + 🛇
Intentional walk	L1 + 0

PURE ANALOG PITCHING CONTROLS

Start delivery	right stick (pull back)
Set velocity/release point	right stick (push forward fast/slow)
Set accuracy	right stick (aimed in direction of meter target)

PITCHING ADVANCED

Pickoff 1st	L2 + 🔘
Pickoff 2nd	L2 + 🛆
Pickoff 3rd	L2 + 🗊
Casual move	L2 + BASE ICON (double tap)
Quick move	L2 + BASE ICON (tap)
Deceptive move	L2 + ICON (hold)

CONTROLS

Look at runner	L2
Step off mound (from wind up or stretch)	L1
Position ball in zone	left stick
Pitch ball	⊗
Slide step delivery (only with runners on base)	R2 + ⊗
Request API call (requests catcher's pitch call)	R2

FIELDING CONTROLS

0
٥
8
L1
ICON (same button as selected throw)
L1
left stick/directional buttons
L2

Jump (with or without ball)	R1 /right stick 🕇
Dive (with or without ball)	R2 /right stick ↓

PURE ANALOG THROWING CONTROLS

Throw to 1st	right stick →
Throw to 2nd	right stick 🕇
Throw to 3rd	right stick ←
Throw home	right stick ↓
Throw to cutoff	right stick + L1
Fake throw	right stick (same direction as selected throw)
Set throw velocity	right stick (hold throwing direction to set velocity)

DEFAULT BASERUNNING – LEADING OFF AND STEALING

Target runner	left stick (point towards runner's location)	
Lead off all	L1	
Lead off individual	left stick + L1	
Return all	R1	
Return individual	left stick + R1	
Steal all	L2	

CONTROLS

Steal individual	left stick + L2
Steal early	L2 (hold and release to desired timing)

DEFAULT BASERUNNING

Target runner	left stick (point towards runner's locations)	
Advance all	L1	
Advance individual	left stick + ICON	
Return all	R1	
Return individual	left stick + ICON	
Stop runner	R2	

CLASSIC BASERUNNING – LEADING OFF AND STEALING

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Leadoff individual at 2nd	△ (hold) + L1
Return individual at 2nd	△ (hold) + R1
Leadoff individual at 3rd	(hold) + L1
Return individual at 3rd	(hold) + R1

CLASSIC BASERUNNING

Advance all	L1
Return all	R1
Stop runner	R2
Advance 1st to 2nd	0 + 1
Advance 1st to 3rd	⊙ + ←
Advance 1st to home	⊙ + ↓
Advance 2nd to 3rd	△ + ←
Advance 2nd to home	∅ + ↓
Advance 3rd to home	• + ↓

SLIDING

Straight into base feet first	right stick ↓
Straight into base head first	right stick 🕇
Hook to the left	right stick 🗲
Hook to the right	right stick

CONTROLS

Wide to the right feet first (home)	right stick ↓/→
Wide to the right head first (home)	right stick ↑ /→
Break up double play (in double play situation at second base)	right stick ↓

PITCHING ADVANCED (RTTS & PLAYER LOCK)

Pickoff 1st	L2 + 🗓
Pickoff 2nd	L2 + 🛇
Pickoff 3rd	L2 + ①
Casual move	L2 + BASE ICON (double tap)
Quick move	L2 + BASE ICON (tap)
Deceptive move	L2 + ICON (hold)
Look at runner	L2
Step off mound (from wind up or stretch)	L1
Position ball in zone	left stick
Pitch ball	8
Slide step delivery (only with runners on base)	R2 + 🛇
Request API call (request catcher's pitch call)	R2

RTTS & PLAYER LOCK FIELDING PRE-PITCH

Player movement	left stick/directional buttons
Call for pickoff (when covering runner)	L2 + ICON
Control camera	right stick
Enable 3rd person view	R1

RTTS & PLAYER LOCK FIELDING POST-PITCH

Throw to 1st	•
Throw to 2nd	⊗
Throw to 3rd	0
Throw home	٥
Throw to cutoff	L1 Children Address Avenue
Fake throw	ICON (same button as selected throw)
Player movement	left stick/directional buttons
Look at catch region	R3
Make catch (only with manual catch option enabled)	L2
Jump	R1
Dive	R2

CONTROLS

CATCHER CALLING GAME CONTROLS (RTTS & PLAYER LOCK)

(
Select pitch type 1	8
Select pitch type 2	•
Select pitch type 3	۵
Select pitch type 4	•
Select pitch type 5	R1
Pitch out	L1 + 🛇
Intentional walk	L1 + 💿
Call pitch location/move glove	left stick/motion controller (point at location in zone)
Confirm pitch selection	⊗/∂
Cancel pitch selection	R2 R2

ANALOG BASERUNNING PRE-PITCH (RTTS & PLAYER LOCK)

Reduce lead	L1 (tap)
Extend lead	R1 (tap)
Get back	left stick ←/↓
Lean back	L1 (hold)

Lean forward	R1 (hold)
Steal	left stick →/↑
Control camera	right stick

ANALOG BASERUNNING POST-PITCH (RTTS & PLAYER LOCK)

Return runner	left stick 🌷
Advance runner	left stick 🕇
Stop runner	R2
Return to 1st	L2 + O
Send to 2nd	L2 + 🛆
Send to 3rd	L2 + 🗇
Advance home	L2 + 🔆
Activate broadcast camera	L2 (hold)
Look at base coach	L1 (hold)
Look at ball	R1 (hold)

BUTTON BASERUNNING PRE-PITCH (RTTS & PLAYER LOCK)

		117
Step back/go back	L1 A	
Lead off	R1	277 1

CONTROLS

Steal	R2
Control camera	right stick

BUTTON BASERUNNING POST-PITCH (RTTS & PLAYER LOCK)

•	
Return runner	L1
Advance runner	R1
Stop runner	R2
Return to 1st	L2 + 0
Send to 2nd	L2 + 🛆
Send to 3rd	L2 + (ii)
Advance home	L2 + 🗞
Look at base coach	left stick →
Look at ball	left stick ←

MOTION CONTROLLER BATTING

Swing	move the motion controller (power determined by swing speed)
Check swing	move the motion controller (stop swing before committing)
Sacrifice bunt	② (press early)
Drag bunt	② (press late)

Pitch history and guess pitch	□ □
Guess pitch type	T+ICON
Guess pitch location	■ [point at location in zone]

MOTION CONTROLLER PITCHING

Position ball in zone	point motion controller at location in zone
Set location	9
Start delivery/throw pitch	T (hold during pitching motion)
Set velocity	motion controller (power determined by arm speed)
Set release point	T (release timed with meter)
Pitch out	T + ⊗
Intentional walk	1 + ⊙
Deceptive move	motion controller + 2 (slow swipe towards base)
Quick move	motion controller + 2 (fast swipe towards base)
Step off mound	a

CONTROLS

MOTION CONTROLLER FIELDING

Field/catch ball	(hold, timing required)
Throw to base	motion controller + T (swipe towards base and release T)
Set throw power	motion controller (speed of swipe sets throw strength)
Throw to cutoff	motion controller + 2 (hold during throw motion)
Cancel throw	(press again before ball is released)

MOTION CONTROLLER BASERUNNING

ľ	Target runner	BASE ICON
	Lead off individual	ICON + motion controller (swipe left)
	Return individual	ICON + motion controller (swipe right)
	Steal individual	ICON + motion controller (circular motion)
	Advance all	motion controller (circular motion)
	Return all	motion controller (sideways motion)
	Stop runner at next base	motion controller (stop circular motion)
1	Stop runner immediately	T ()

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NEW TO MLB® THE SHOW™



MLB® 15 The Show™ showcases several new features and improvements never before seen, making this the most authentic Major League Baseball experience in a video game. It's more accessible and immersive than ever, with more rewards for you to earn based on your performance and progress.

UNIVERSAL REWARDS

You don't need to worry about some game modes being more rewarding than others—in *MLB® 15 The Show™*, every mode you play will put you on the path to earning universal rewards. Simply playing the game, no matter what mode you're in, will earn you rewards such as virtual baseball cards, licensed equipment (see below), and brand sponsorships!

LICENSED EQUIPMENT

With all your hard work behind the General Manager's desk and out on the diamond, you deserve a truly authentic MLB experience. That's why MLB® 15 The Show™ features licensed equipment for the first time ever in the series. Earn equipment such as licensed bats, fielding



gloves, batting gloves, and cleats to enhance your Road to the Show™ or Diamond Dynasty player's ability. Brand sponsorships can be achieved and assigned to your Franchise team. You'll be able to check out these valuable items from recognizable brands in your Inventory.

LEGENDS

We partnered with the MLB Player's Alumni Association to make a total of 30 Legends playable in MLB® 15 The Show™. Collect an entire MLB team in Diamond Dynasty, and you'll unlock an iconic alumni player from that team. There's one from each team, and though you'll have to find or unlock the card to slot them into your Dynasty squad, you can simply opt in to utilize the whole pool of Legends in your Franchise mode.

YEAR-TO-YEAR SAVES

The Year-to-Year Save feature comes to life this year, so you can continue your progress in Franchise, Season, or Road to the Show modes right where you left off last year. Users who purchased $MLB^{@}$ 14 The Show will be able to load their Franchise, Season, or Road to the Show Save files straight into $MLB^{@}$ 15 The Show using this feature.

AN AUTHENTIC EXPERIENCE

Improved gameplay and enhanced graphics make playing MLB® 15
The Show™ look and feel like the real thing. Artificial Intelligence improvements affect the offensive and defensive performance of all players on the field. Outfielders take more realistic routes while fielding the ball. Precise speed balancing for baserunners and fielders makes for a more competitive matchup in any mode. Analog swing controls are simplified while ball physics are enhanced to give you a more trueto-life batting experience.





As for the graphics, revamped day and night lighting can be seen in every gameplay mode, providing a more realistic appearance than ever. Even the players on the field will show their emotions and individuality with facial expressions, special dugout scenes, and new team and player celebrations.

DIRECTIONAL HITTING INTERFACE

The all-new Directional Hitting Interface lets you influence the direction of your hits in real-time while you swing. Make sure you swing at pitches that make sense for the direction you want to hit, and then move the left stick to influence their trajectory as you let your bat rip. Consider the strengths of each batter to make the most of every pitch situation.

NOTE: If you don't move the left stick during your swing, you'll revert back to using the old Timing Hitting interface. The choice is yours!

NEW SLIDE STEP SYSTEM

Perform a slide step while pitching to combat pitchers with a slow delivery to the plate or runners who consistently get great jumps. This "game within a game" creates a risk/reward factor when performing a slide step.

INSTANT REPLAY CHALLENGE SYSTEM

Keep up with the way Major League Baseball works now with the allnew Instant Replay Challenge System. Bringing in the MLB's Instant Replay protocols, you can now challenge certain plays to potentially change the outcome of the entire game.

MAIN MENU



GAME MODES

Ready to test your skills on the diamond or behind the big desk? When you first launch *MLB®* 15 The Show™, you'll see the Game Modes menu where you can jump into a game or season. Whether you choose to spend time as a player in the field and up to bat or make the key decisions for your league from the GM's office, prepare for a true MLB experience.

PLAY NOW

Play a single baseball game and see if you have what it takes to leave the baseball diamond a winner. Choose to play an offline Exhibition game, The Show Live, or an Online Rated match.

FRANCHISE

Take a job as GM of one or more of your favorite MLB teams and dig into the responsibilities that go along with managing an MLB baseball club. As GM, you'll be in charge of scouting players, drafting, managing contracts, setting up lineups, and making sure you have the best staff while adhering to your budget. You'll also manage player training to keep your team in top form throughout the season. If you already started a franchise in $MLB^@14$ The $Show^{TM}$, you can continue your progress in this game instead of starting over, thanks to the new Year-to-Year Saves feature.

DIAMOND DYNASTY

Diamond Dynasty offers a unique blend of team management and online competition. This year, Diamond Dynasty is melted down to its core. Now driven by just a handful of systems, it is much more accessible and less daunting to manage. Driven heavily by a new collection-based management system, everyone is building a Diamond Dynasty team just by playing any mode in MLB® The Show. Create your own team with one personalized player that can play at any position, and surround yourself with modern-day MLB player teammates.

ROAD TO THE SHOW™

Play as a single MLB athlete and see if you can make it to the majors in this exciting single-player mode. In Road to the Show, you can model yourself after a known MLB player or create your own player from scratch, then start your career path out on the diamond. You can also pick up where you left off in MLB^{\otimes} 14 The Show if you want to continue your career using MLB^{\otimes} 15's Year-to-Year Saves feature.

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COMMUNITY CHALLENGES

Create a Community Challenge to share with other players or browse Challenges created by other users. When creating a Challenge, select your team and stadium before setting the game's atmosphere and gameplay details. Once you play through your Challenge, you can publish it. Other users can then participate in the Community Challenge and win Stubs, a form of game currency that's used in several game modes.

MINI MODES

Mini Modes is the place to go for a quick challenge or practice session. Join Practice to brush up on your technique, access Postseason to jump straight into the postseason action and try to win the World Series, play a Home Run Derby™, or take on the Challenge of the Week.

NOTE: When playing Home Run Derby™, you have the option of playing online with other users on the PlayStation®3 system, PlayStation®4 system, or PlayStation®Vita system via Cross-Play.

LOCKER INVENTORY

View your inventory. For the first time in the MLB® The Show franchise, you can now add licensed equipment from some of the most recognizable brands in baseball to your inventory! You can gain this equipment by simply playing in any mode, or logging in frequently for a daily bonus item. You can also visit the Marketplace and purchase items with Stubs earned during gameplay or purchased through the Show Shop.

CARD COLLECTION

Browse your collection of virtual cards, earned by playing any game mode.

PACK MANAGEMENT

Manage the packs of players and items you have earned playing MLB^{\otimes} 15 The Show $^{\text{TM}}$.

SHOW SHOP

The Show Shop is your fast track to advancing and improving your players in almost every mode. Start by buying Stubs and redeeming them on mode-specific content. Stubs can be redeemed for Road to the Show training points, more money for your Franchise budget, card collecting packs, items on the Community Market, and Community Challenges.

COMMUNITY MARKET

Check out items posted by the community of MLB® 15 The Show™ players, and see what's available to buy and sell from other active users. In the Community Market, you can exchange stubs for cards, equipment, and sponsorships.

COMMUNITY GAME ROOMS

Browse lobbies and join an online game with opponents of your skill level or game style preference. In any game room, you can chat with other users, view their profiles, and view their game history. Unique to any Game Room, you can hand-pick your online opponent and challenge them to a game.

LEADERBOARDS

View online leaderboards and see where you rank. Press ② to set parameters for the leaderboard you view, such as the rankings for just this week or the leaderboard specific to your favorite team. You can also press ③ to view a leaderboard containing just your friends.

VAULTS

Access the Player Vault, Roster Vault, Slider Vault, and Logo Vault.

GAME HISTORY

Check out your game history from $MLB^@15$ The Show[™] to see how far you've come and what you have achieved.

ANNOUNCEMENTS

View recent announcements from the MLB^{\otimes} 15 The ShowTM development team to keep tabs on what's happening with the game.

MEDIA

Keep your finger on the pulse of Major League Baseball. Access MLB.com news to view the top stories in baseball straight from the official news source, or check out MLB on Twitter to view the latest Tweets from real-world MLB® players.

OPTIONS DATA UTILITY

Save your game, load a previous save, or save your Live Roster here. You can also delete saves.

USER SETTINGS

Fine-tune options for gameplay, presentation, audio/video, and modes here. Set your favorite team and adjust your difficulty setting to make your MLB experience match your skill level and goals.

CREATE & EDIT

If you haven't already created your own *MLB® 15 The Show™* player, get started here. You can also edit any player's position, accessories, music, attributes, and more.

GAME CONTROLS

Review the game controls to perform at your best and get an edge on the competition.

ROSTER CONTROL

Select a team to view Player Movement, Lineups, and Pitching Rotation, and manage the rosters to your liking by importing and moving players. You can use the Player Search feature to find any player in the game. Choose from 30 different search criteria to find players with specific stats, attributes, or skill sets.

SOUNDS OF THE SHOW

Customize the soundtrack and sound effects to set the mood for your unique MLB® 15 The Show™ experience. Select JUKEBOX to view the Song List and select which songs you want to include in your playlist, or select PLAYLIST CREATOR to import and add your own music to the jukebox. You can also edit music clips to use for specific players; assign music, chants, and yells to teams or players; or record your own chants and yells to incorporate into the game.

NOTE: While navigating the menus of *MLB® 15 The Show™*, tap R3 to switch songs or hold R3 to view the name and artist of the track currently playing.

CREDITS

View the credits to see the team that brought MLB® 15 The Show™ to life.

QUICK MENU

While viewing the Main Menu or a menu within a game mode, press the SELECT button to access the Quick Menu. From here, view your Universal Profile, review available button shortcuts under Help, see your Inbox of messages, check out Game Challenges and your Friends List when logged in to PSNSM, or select SHOP to browse items which you can purchase with Stubs earned from playing the game.

THE SHOW™ LIVE

The Show™ Live is a dynamic exhibition mode that uses real-world MLB standings to populate in-game match-ups, lineups, and starting pitchers. Feel a part of real Major League Baseball action as you jump into a recent game, listen to game commentators reference the latest MLB events, and play knowing that all of the player and team statistics are up to date. You can play a game from today or flip through the calendar to play a game from earlier in the season, so you'll always be able to relive the thrill of your favorite games of the year.

GETTING STARTED

The Show^M Live menu includes a calendar detailing every game that's happened in the season so far, with the highlighted game's score and batting order on the right. Highlight a game and press \otimes to select it. You can then choose which team you want to play as, your difficulty setting, and your uniform before jumping into the game.

Press the START button between plays to access the Pause Menu. Here, you can capture replays of your favorite moments, review Player Stats, view Substitutions, change sides, review the game so far in the Game Log, refresh your memory of the controls, fast forward the game, and more.

At the end of the game, the Post Game screen lets you watch Highlights, view the Player of the Game, check out the Box Score, see the Pitcher & Batter Analysis, and review the Game Log.

FRANCHISE

Manage one or more of your favorite baseball teams and see if you can lead them to victory throughout the season! Your responsibilities include scouting and drafting capable players, training players in key areas based on their unique attributes, hiring and firing



staff, and managing the budget. If you already played the mode in *MLB® 14 The Show™*, you can import your save here to continue your progress where you left off.

NOTE: Your team's win-loss record determines your budget, so win games if you want a successful team that rakes in big money!

Your Franchise experience will be unique to the choices you make, the players you draft, and how you train for games. As you progress through the mode, you'll see changes to your players and budget that you'll need to take into account to adjust your strategy and keep improving.

GETTING STARTED

When you launch Franchise mode for the first time, you'll see a list of potential teams to manage on the right side of the screen, with their details on the left side of the screen. Move the left stick to scroll through these team options and press \otimes to select a highlighted team. Move the right stick to choose User Settings. Select as many teams as you want to manage before pressing START to advance.

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On the next screen, you can manage settings such as Fantasy Draft, Force Trades and the Designated Hitter rule, among others. You can also choose to start your Franchise with all 30 Legend players available as Free Agents, or you can turn on Fantasy Draft and have them be a part of the draft pool.

When you're finished making your selections, press ⊗ to advance to the Franchise menu and start your GM career!

NEW TO FRANCHISE MODE GM GOALS

Your performance as GM can determine the job offers that come your way—not to mention the funds your team receives to draft new players. In Franchise mode, select GM GOALS from the Home panel to view your GM Rating, Budget Information, and Recent History. To stay on top of your goals, pay attention to Ownership Expectations and make sure you're meeting the expectations placed upon you as GM, such as reaching the postseason.

SPONSORSHIPS

Sponsorships help your team earn budget based on their performance. Select SPONSORSHIPS from the Home panel to see available sponsors and assign them. For instance, you can highlight the NEW BATTER WALK-UP SPONSOR tile and press & to browse available sponsors for that slot. Highlight a sponsor and press & to assign one that will pay you for ad placement based on your statistical performance. Consider your players' strengths to make the smartest decisions!

FRANCHISE MENU



The Franchise menu is your hub for playing games, training players, scouting, and more. Press L1 or R1 to tab between the main screens: Home, League, Personnel, Team, and Options.

HOME

Play or simulate your next game, view the Calendar, check out League Updates, and train your players. New to $MLB^{@}15$ The Show[™] are GM Goals and Sponsorships.

LEAGUE

View the current Standings, League Leaders, Acquisitions, Disabled List, Awards, Statistics, and Transactions to stay on top of you team's position in Major League Baseball.

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TEAM

Manage your roster, Lineups, Trades, Pitching Rotation, and Contracts. This is where you make key decisions that reflect your managerial skills when your players are out on the field.

OPTIONS

Save your game, load previous saves, or delete saves under Data Utility. Here, you can also access User Settings, upload your game to the cloud, review the game controls, adjust your sliders, or change your Sounds of the Show.

ONLINE FRANCHISE

Take your Franchise experience online with Online Franchise mode.

With tons of creation options – like the number of teams, season length, trade options, and more – and a deep management experience that takes the best of the Offline Franchise experience, you'll be able to battle for a World Series win against your friends, rivals, and computer opponents all season long.

DIAMOND DYNASTY

Diamond Dynasty is a fantasy baseball card mode that allows you to build your own custom team. Play against other players or the computer in your quest to create the greatest team of all time!

In MLB® 15 The Show™, Diamond Dynasty has been melted down to its core. Now driven by just a handful of systems, it is much more accessible and less daunting to manage. Driven heavily by a new collection-based management system, everyone is building a Diamond Dynasty team just by playing any mode in MLB® The Show.

ROAD TO THE SHOW™

Step into the shoes of an MLB player and take him to the majors in Road to the Show™ (RTTS). This single-player mode immerses you in realistic games as you work your way from the Minor Leagues to the World Series, proving your mettle each time you take the field.

Every baseball game is an engaging experience with realistic graphics and camera shots. To complete the atmosphere, the on-field sound system lets you hear crowd noises, player shouts, and other sound effects from your player's unique position on the field. Feel the





unique position on the field. Feel the buzz of your very first game and celebrate your successes in Postseason games!

GETTING STARTED



When starting a new career, choose your roster and then select a real-world MLB player or create a new player from scratch. Choosing an existing player means you'll inherit his skill set, signature animations, accessories, and appearance, while creating your own player means customizing everything from his primary position to the details of his appearance.

Play three showcase games to impress the scouts and try to get a desirable draft position. If you perform well, you may end up being a first round draft pick—but perform poorly and you'll fall down the draft order. If you're not happy with your drafting, you can choose to return to school and then repeat the three-game showcase for a second shot at impressing the scouts!

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5. MISCELLANEOUS. This Agreement shall be construed and interpreted in accordance with the laws of the State of California

applying to contracts fully executed and performed within the State of California. If the binding arbitration terms of Section 6 do not apply or are not enforceable on any Dispute, both parties submit to personal jurisdiction in California and further agree that such Dispute shall be brought in a court within San Mateo County, California. If any provision of this Agreement shall be held invalid or unenforceable, in whole or in part, such provision shall be modified to the minimum extent necessary to make it valid and enforceable, and the validity and enforceability of all other provisions of this Agreement shall not be affected thereby. This Agreement constitutes the entire agreement between the parties related to the subject matter hereof and supersedes all prior oral and written and all contemporaneous oral negotiations, commitments and understandings of the parties, all of which are merged herein. Sections 4, 5 and 6 survive the termination of this Agreement.

IF LICENSOR IS SCEA, SECTIONS 6 AND 7 APPLY.

- 6. BINDING INDIVIDUAL ARBITRATION FOR CERTAIN RESIDENTS.
- a. The following terms in this Section 6, to the fullest extent permitted under law, only apply to you if you are a resident of the United States or a country in North, Central or South America.
- b. The term "Dispute" means any dispute, claim, or controversy between you and SCEA or any Sony affiliate ("Sony Entity") regarding the use of the Software, whether based in contract, statute, regulation, ordinance, tort (including fraud, misrepresentation, fraudulent inducement, or negligence), or any other legal or equitable theory, and includes the validity, enforceability or scope of this Section 6 (with the exception of the enforceability of the Class Action Waiver clause below). "Dispute" has the broadest possible meaning that will be enforced.
- c. If you have a Dispute (other than one described as excluded from arbitration below) with any Sony Entity or a Sony Entity's officers,

directors, employees and agents ("Adverse Sony Entity") that cannot be resolved through negotiation as required below, you and the Adverse Sony Entity must seek resolution of the Dispute only through arbitration of that Dispute according to Section 6's terms, and not litigate that Dispute in court. Arbitration means that the Dispute will be resolved by a neutral arbitrator instead of in a court by a judge or jury.

- d. YOU AND THE SONY ENTITITY AGREE THAT ANY CLAIM FILED BY YOU OR BY A SONY ENTITY IN SMALL CLAIMS COURT IS NOT SUBJECT TO THE ARBITRATION TERMS CONTAINED IN THIS SECTION 6.
- e. IF YOU DO NOT WISH TO BE BOUND BY THE BINDING ARBITRATION AND CLASS ACTION WAIVER IN THIS SECTION 6, YOU MUST NOTIFY SCEA IN WRITING WITHIN 30 DAYS OF THE DATE THAT YOU ACCEPT THIS AGREEMENT. YOUR WRITTEN NOTIFICATION MUST BE MAILED TO SONY COMPUTER ENTERTAINMENT AMERICA LLC, 2207 BRIDGEPOINTE PARKWAY, SAN MATEO, CA 94404, ATTN: LEGAL DEPARTMENT WAIVER, AND MUST INCLUDE: (1) YOUR NAME, (2) YOUR ADDRESS, (3) YOUR SIGN IN ID IF YOU HAVE ONE, AND (4) A CLEAR STATEMENT THAT YOU DO NOT WISH TO RESOLVE DISPUTES WITH ANY SONY ENTITY THROUGH ARBITRATION.
- f. IF YOU HAVE A DISPUTE WITH ANY SONY ENTITY, YOU MUST SEND WRITTEN NOTICE TO SONY COMPUTER ENTERTAINMENT AMERICA LLC, 2207 BRIDGEPOINTE PARKWAY, SAN MATEO, CA 94404, ATTN: LEGAL DEPARTMENT DISPUTE RESOLUTION, TO GIVE THE ADVERSE SONY ENTITY AN OPPORTUNITY TO RESOLVE THE DISPUTE INFORMALLY THROUGH NEGOTIATION.
- g. You agree to negotiate resolution of the Dispute in good faith for no fewer than 60 days after you provide notice of the Dispute. If the Adverse Sony Entity does not resolve your Dispute within 60 days from its receipt of notice of the Dispute, you or the Adverse Sony Entity may pursue your claim in arbitration pursuant to the terms in this Section 6.
- h. ANY DISPUTE RESOLUTION PROCEEDINGS, WHETHER IN ARBITRATION

OR COURT, WILL BE CONDUCTED ONLY ON AN INDIVIDUAL BASIS AND NOT IN A CLASS OR REPRESENTATIVE ACTION OR AS A NAMED OR UNNAMED MEMBER IN A CLASS, CONSOLIDATED, REPRESENTATIVE OR PRIVATE ATTORNEY GENERAL ACTION, UNLESS BOTH YOU AND THE ADVERSE SONY ENTITY SPECIFICALLY AGREE TO DO SO IN WRITING FOLLOWING INITIATION OF THE ARBITRATION.

- i. If you or the Adverse Sony Entity elect to resolve your Dispute through arbitration, the party initiating the arbitration proceeding may initiate it with the American Arbitration Association ("AAA"), www.adr.org, or JAMS, www.jamsadr.com. This Section 6's terms govern if they conflict with the rules of the arbitration organization that the parties select.
- j. The Federal Arbitration Act ("FAA") governs the arbitrability of all disputes involving interstate commerce. However, applicable federal or state law may also apply to the substance of a Dispute. For claims of less than \$75,000, the AAA's Supplementary Procedures for Consumer-Related Disputes ("Supplementary Procedures") apply including the schedule of arbitration fees set forth in section C-8 of the Supplementary Procedures; for claims over \$75,000, the AAA's Commercial Arbitration Rules and relevant fee schedules for non-class action proceedings apply.
- k. The AAA rules are available at www.adr.org or by calling 1-800-778-7879. Further, if your claims do not exceed \$75,000 and you provided notice to and negotiated in good faith with the Adverse Sony Entity as described above, if the arbitrator finds that you are the prevailing party in the arbitration, you will be entitled to recover reasonable attorneys' fees and costs as determined by the arbitrator, in addition to any rights to recover the same under controlling state or federal law afforded to the Adverse Sony Entity or you.
- I. The arbitrator will make any award in writing but need not provide a statement of reasons unless requested by a party. The arbitrator's

award will be binding and final, except for any right of appeal provided by the FAA, and may be entered in any court having jurisdiction over the parties for purposes of enforcement.

- m. You or the Adverse Sony Entity may initiate arbitration in either San Mateo County, California or the county in which you reside. If you select the county of your residence, the Adverse Sony Entity may transfer the arbitration to San Mateo, County if it agrees to pay any additional fees or costs you incur as a result of the change in location as determined by the arbitrator.
- n. If any clause within this Section 6 (other than the Class Action Waiver clause above) is illegal or unenforceable, that clause will be severed from this Section 6, and the remainder of this Section 6 will be given full effect. If the Class Action Waiver clause is found to be illegal or unenforceable, this entire Section 6 will be unenforceable, and the Dispute will be decided by a court.
- o. This Section 6 survives this Agreement's termination.

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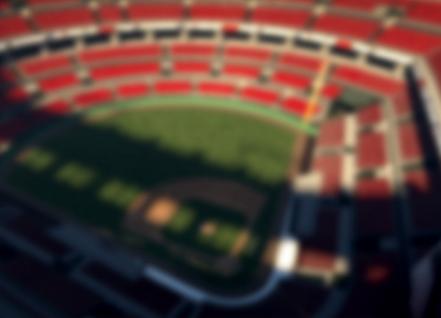
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