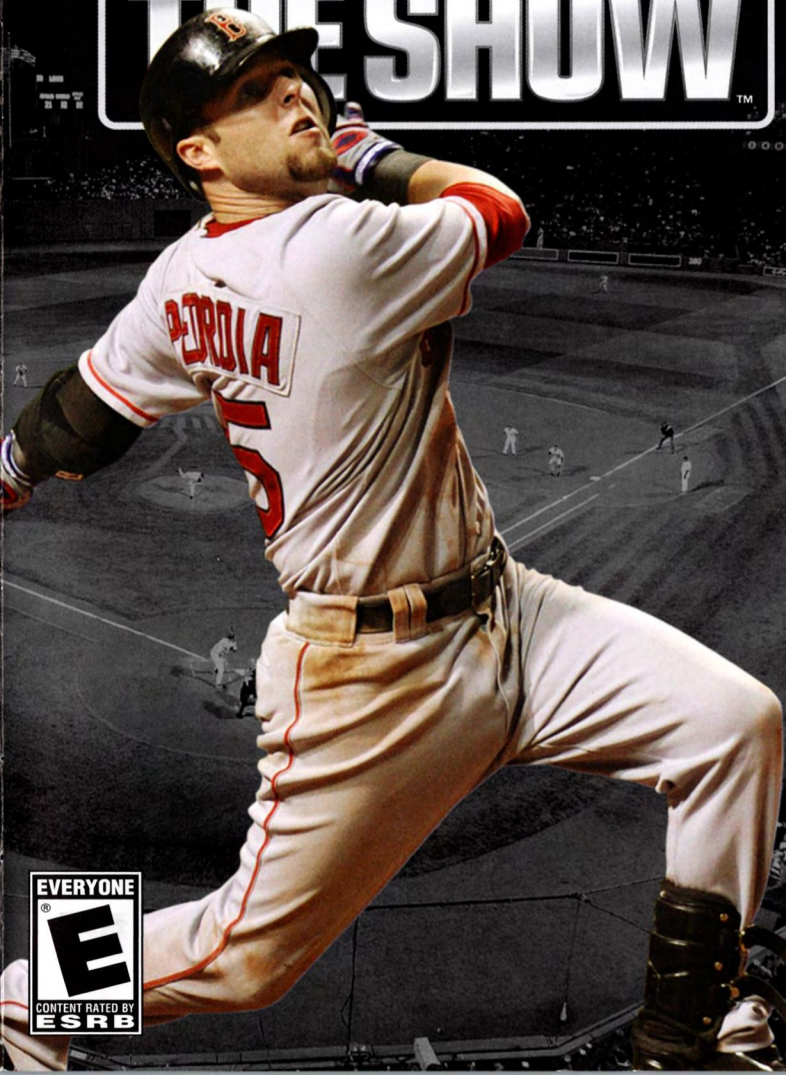




MLB 09 THE SHOW



⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY 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®2 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 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 PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

MLB® 09 The Show™ Tips and Hints

Game Hint Guide Information

PlayStation Underground Game Guides For free hints and tips visit us at www.us.playstation.com.

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games published by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

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.

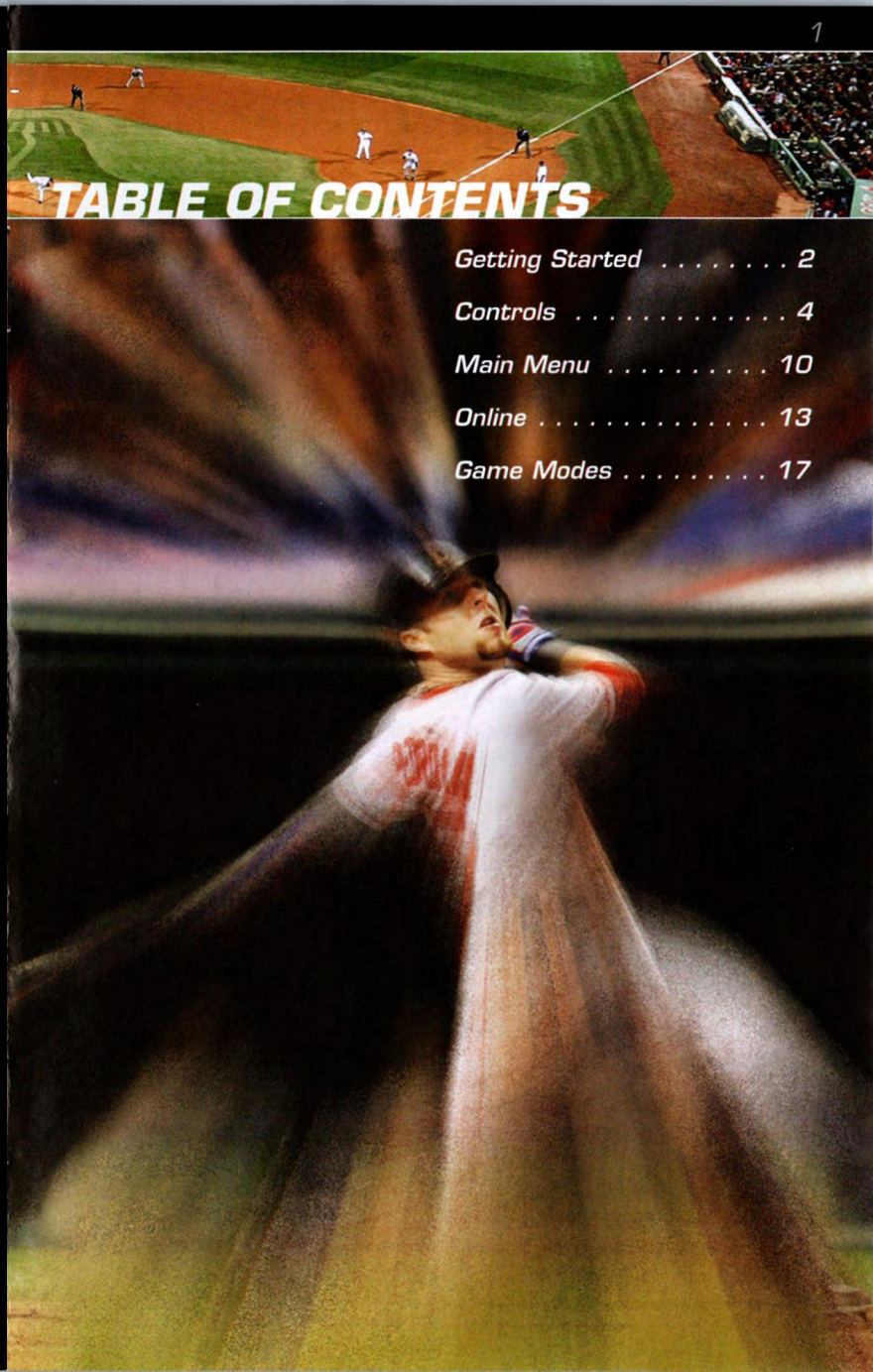


TABLE OF CONTENTS

Getting Started 2

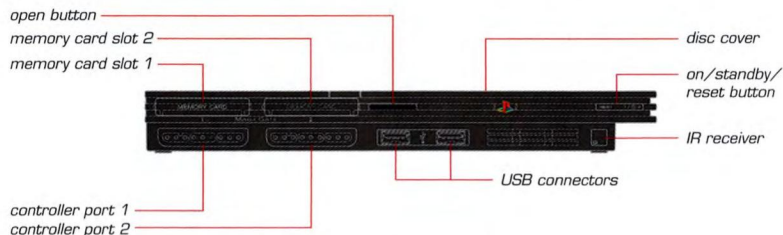
Controls 4

Main Menu 10

Online 13

Game Modes 17

GETTING STARTED



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® 09 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 DUALSHOCK®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® 09 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® 09 The Show™** must be played over a broadband Internet connection (DSL, cable modem, or higher speeds).

Memory Card (8MB)(for PlayStation®2)

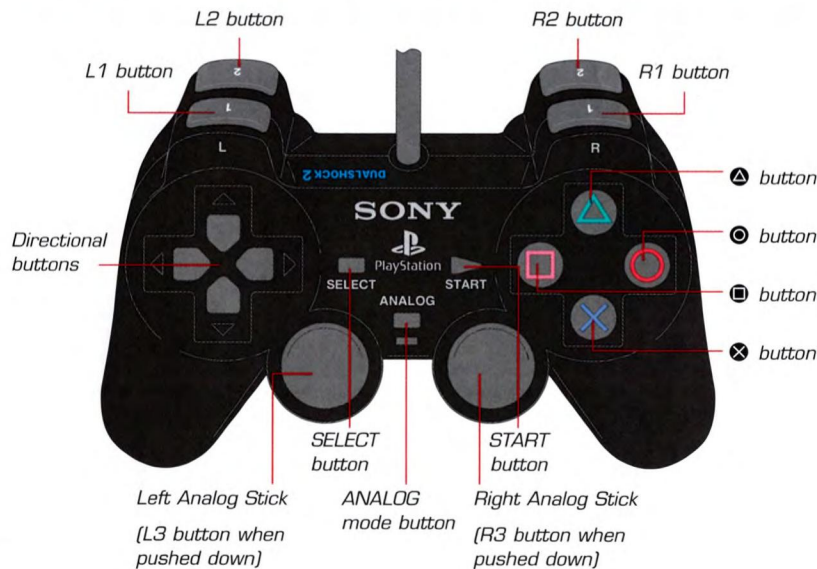
For the purpose of this manual, the memory card (8MB)(for PlayStation®2) will be referred to as "memory card". To save game settings and progress, insert a memory card into MEMORY CARD slot 1 of your PlayStation®2 console. You can load saved game data from the same card or any memory

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® 09 The Show™** Network Configuration Utility.

Setting Up the Headset (optional)

MLB® 09 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



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 Tap
Navigate Quick Menu	directional buttons ←/→
Pan Back to 2nd	right analog stick down or ↓

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 Pitcher's Mound	R1

Batting



Swing Direction in zone	left analog stick
Swing	⊗
Power Swing (in all modes except Rookie)	□
Check Swing (press and release)	⊗
Sacrifice Bunt (press early)	⊙
Drag Bunt (press late)	⊙
Pitch History and Guess Pitch	R2
Guess Pitch Type	R2 + pitch icon
Guess Pitch Location	R2 + left analog stick
Influence Fly Ball	right analog stick ↑
Influence Ground Ball	right analog stick ↓
Influence Bunt to 1st	right analog stick →
Influence Bunt to 3rd	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.






Classic Baserunning (Before Pitch)

All runners steal (auto steal)	
Steal individual base (2nd, 3rd, or Home)	 + base icon
Steal early	directional buttons + base icon
Lead off all runners	
Return all runners	
Lead off individual runner	 + base icon
Return individual runner	 + base icon

New Base Running Controls

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













New Baserunning (After Pitch)

Advance all runners	
Return all runners	
Target runner	left analog stick
Advance individual runner	left analog stick + base icon
Return individual runner	left analog stick + base icon
Stop runner	

Classic Baserunning (After Pitch)

Advance All	
Return All	
Advance individual runner	directional button + base icon
Return individual runner	 + base icon
Stop runner	

Classic Baserunning (Advance 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	 Tap
Step Back	
Steal	left analog stick

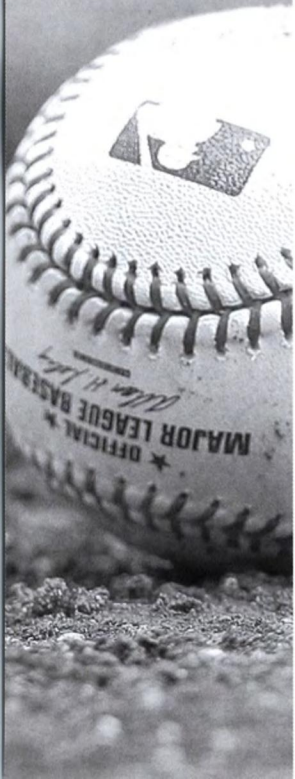
After the Pitch

Advance	 + left analog stick (forward)
Retreat	 + left analog stick (back)
Stop	 + left analog stick (released)



New Sliding

- Head first, straight right analog stick ↑
- Head first, hook left right analog stick diagonal ↑, ←
- Head first, hook right right analog stick diagonal ↑, →
- Feet first, hook left right analog stick ←
- Feet first, hook left right analog stick diagonal ↓, ←
- Feet first, hook right right analog stick →
- Feet first, hook right right analog stick diagonal ↓, →
- 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 ↑



Fielding



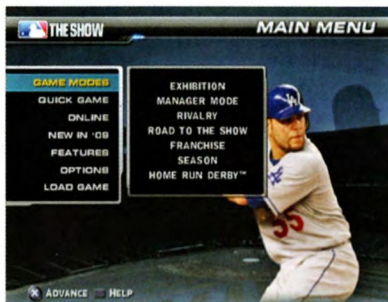
Defensive Fielder without Ball

- 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 or right analog stick ↓

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



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

Game Modes

Choose from Exhibition, Manager Mode, Rivalry, Road to the Show, Franchise, Season, and Home Run Derby™.

Quick Game

A quick game between two teams. The default is the 2009 World Series Matchup (Tampa Bay Rays vs. Philadelphia Phillies), but you can change teams just like an Exhibition game.

Online

Head out to compete against players from around the world.



NEW IN '09

Legend Mode Batting

Looking to test your batting skills on a whole new level; enter Legend Mode Batting. This mode tests your **MLB® 09** skills to their fullest and decreases the "Sweet Spot" of the bat to the point where you'll have to hit the ball nearly dead on to get good results. Pitchers will test your discipline, while the AI hitters will punish any mistakes you throw them.

Coaching Staff

The coaching staff is like the glue holding everything together, but before now you never really got to see how this affected your team. With the new Coaching Staff enhancements you now have the ability to see how each coach impacts your team, both positively and negatively. Make sure you check out your Coaches' strengths and weakness to ensure you have the right staff working for you.

Draft Enhancements

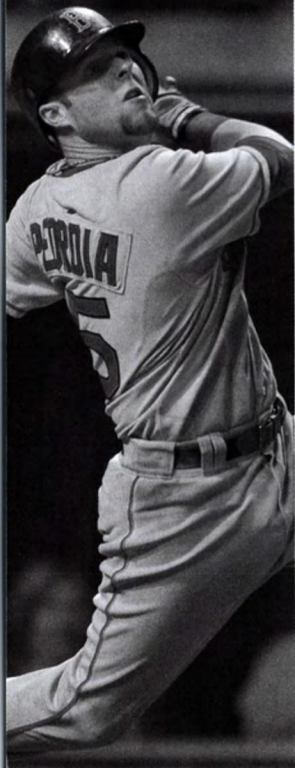
MLB® 09 has completely overhauled the process of drafting players to bring you the most true-to-life experience possible. Improvement include the newly added Rule 5 draft taking place in December, moving of the Amateur draft to early June, and the addition of Free Agent compensation picks to the Amateur draft. These features can be found in Season and Franchise modes.

Roster Enhancements

Changes have been made to make the Roster decisions in **MLB® 09** even more in depth and rewarding than last year. Deal with the tough decisions of waiver transactions, salary arbitration, contract renewals, the Rule 5 draft, free agent compensation picks, the free agent signing period, and much more. All of these enhancements can be found in Season, Franchise, and Road to the Show.

Transaction Handbook

Want to brush up on your baseball terminology and guidelines? Access the Transaction Handbook to find explanations concerning complex roster rules. In the handbook, you will find all of the **MLB® 09** supported rules. To access this feature, visit the Transactions Handbook screen in Season, Franchise, and Road to the Show.



Friendly Quits/Concedes

Sometimes, enough is enough. Friendly Quits and Concedes allow you to get out of a game with no penalty or statistics tracked. This is, of course, if your opponent approves it. Concedes allow you to gracefully quit a game without being tagged with a quit. A Concede must also be approved by your opponent.

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, Game Controls, and view Credits.

Load Game

Load a saved game from your MEMORY CARD.

ONLINE

MLB® 09 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 **X**.

CREATE AN ACCOUNT

To play **MLB® 09 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.

Note: You must agree to the terms of the user agreement to connect to **MLB® 09 The Show™** online. Game experience may change during online play.

In the Online Home, you can navigate your way to any of the online menu options. Jump into a game right away with the Play Now feature, which matches you up to a ranked game with the next available opponent. Press **X** 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. Ranked games result in **MLB® 09** points and statistics being awarded and lost. Unranked games are played strictly for leisure. 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 **X**.

Game Rooms vary from Rookie to Legend, giving gamers with any skill level a place to play. Highlight the Game Room and press **X** 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 **X**. 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. Once a Ranked game reaches the 2nd inning, points and statistics will be awarded and lost. The 1st inning is a grace period, where a you can quit with no penalty. However, new this year is the ability to request a Friendly Quit or Concede.

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® 09 The Show™** players. Each ranking is listed by point total and provide details of player statistics. See and sort 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® 09 The Show™** server for others to view, download 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

At any time you can edit your profile by opening your Player Card and pressing . There you can add your quote and choose your My Team.



QUICK GAME

The Quick Game feature allows you to play a quick game. The default teams are the 2008 World Series teams, the Tampa Bay Rays and the Philadelphia Phillies, but any other team can be selected.



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

ROAD TO THE SHOW

In Road to the Show, you can experience the thrill of the MLB® from the singular perspective of your custom-created player. 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 to 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 either choose to enter the draft or select to assign him to a team in hopes of getting a contract offer after Spring Training. When selecting to enter the draft, you will not have any say over which team drafts you. When selecting to choose a team, 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, view your progressive batting performance chart, view your player card, or edit your player's appearance. 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 advancement 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.

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.



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.

Team Management

Manage Roster and change your team's lineup and pitching rotation, as well as view other team's rosters and disable list. Access player progression charts for your players and assign training assignments to whip everyone into shape.

Roster Moves

Manage Roster; sign free agents, make trades, sign draft picks, send players down to the minors, or call up promising rookies.

Business Management

There is more to managing a team than just its players. Manage your team's facilities, marketing, and banking to create a viable business plan and secure your team's future.

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.



HOME RUN DERBY™

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

Online Interactions Not Rated by the ESRB.

ONLINE USER AGREEMENT

PLEASE READ THE ENTIRE AGREEMENT AND INDICATE WHETHER OR NOT YOU AGREE TO ITS TERMS BY CLICKING THE "ACCEPT" OR "DECLINE" BUTTON AT THE BOTTOM OF THIS SCREEN. IF YOU CLICK THE "DECLINE" BUTTON YOU WILL NOT BE ABLE TO PLAY THE ONLINE VERSION OF THIS GAME. THERE ARE NO REFUNDS OF THE ONLINE VERSION OF THIS GAME, SO PLEASE READ THE USER AGREEMENT PRIOR TO PURCHASE. FOR THE PACKAGED VERSION OF THE GAME, CHECK WITH SONY COMPUTER ENTERTAINMENT AMERICA INC. ("SCEA") CONSUMER SERVICES AT 1-800-345-7669 FOR REFUND OR RETURN INFORMATION. PLEASE HAVE YOUR PURCHASE RECEIPT AVAILABLE.

1. ACCEPTANCE OF AGREEMENT. This Agreement can be accepted only by an adult 18 years or older. By clicking the "ACCEPT" button, you affirm that you are over 18 years old and you are accepting this Agreement on your own behalf or on behalf of your minor child (under 18).

2. GRANT OF LICENSE. SCEA grants you a non-exclusive right to use this software for personal, non-commercial play on a PlayStation® computer entertainment system only. You may not (i) rent, lease or sublicense the software, (ii) modify, adapt, translate, reverse engineer, decompile or disassemble the software, (iii) attempt to create the source code from the object code for the software, or (iv) download game content for any purpose other than game play. You have no proprietary rights in any game content including game play statistics. SCEA may modify such content at any time for any reason. This software may include time and use restrictions. For time and use restrictions regarding this software, visit www.us.playstation.com/support/useragreement.

3. AUTHENTICATION/SERVICE. SCEA may retrieve information about a user's hardware and software for authentication, copy protection, account blocking, system monitoring/diagnostics, rule enforcements, game management and other purposes. Additional information may be collected by SCEA under the terms of the PlayStation Network Terms of Service and User Agreement and Privacy Policy. SCEA does not guarantee the continuous operation of the game servers and shall not be responsible for any delay or failure of the game servers to perform.

4. MAINTENANCE AND UPGRADES. Certain versions of hardware operating system software or other firmware ("Firmware") may be necessary in order for this game to play on your PlayStation® computer entertainment system. The game software on this disc may check for the appropriate Firmware and if it does not find the correct Firmware versions, it may automatically update your Firmware. Without limitation, such automatic updates or upgrades may change your current operating system, cause a loss of data, content, functionalities or utilities. It is recommended that you regularly back up any data located on the hard disk that is of a type that can be backed up. Loss of data is the user's responsibility.

5. SEPARATE USER ACCOUNTS/COLLECTION OF INFORMATION. Some games/services may ask you to create an account with a user, player or other game name ("MLB® 09 The Show™") and password. You may also be asked to select or provide additional information for a game profile. This information may be provided to any tournament website established by SCEA or its partners in connection with this game. When you choose a Game Name, choose an alias to protect your identity. When you choose a password, choose a unique combination of letters and numbers unrelated to your Game Name or to any information you may share with other players in the game. If your account is inactive for an extended period your account may be deactivated. To inquire about a deactivated account, please contact SCEA Consumer Services at 1-800-345-7669.

6. PROTECTION OF IDENTITY/NO EXPECTATION OF PRIVACY. You have no expectation of privacy or confidentiality in the personal information or User Material you may intentionally or unintentionally disclose. You should avoid saying anything personally identifying in chat.

7. ONLINE CONDUCT. When you play, you agree to be respectful of your fellow players and never to engage in any behavior that would be abusive or offensive to other players, disruptive of the game experience, fraudulent or otherwise illegal. This includes but is not limited to:

- (a) Harassing or intimidating other players;
- (b) Using language, selecting user, character, clan or team names or creating any other content that maybe racially, ethnically or religiously offensive, sexually abusive, obscene or defamatory;
- (c) Selecting as a user, character, clan or team name any word, symbol or combination of words and symbols which is identical to or substantially similar to any character, team, weapon, vehicle or other element which appears in this game;
- (d) Using content that is commercial in nature such as advertisements, solicitations and promotions for goods or services;
- (e) Falsely representing that you are an employee of Sony Corporation, SCEA, or any other affiliated or related company;
- (f) Disrupting the normal flow of chat;
- (g) Making a false report of user abuse to SCEA Consumer Services;
- (h) Violating any local, state or national law;

- (i) Using a cheat code, cheat device or any device that modifies the executable game code or data. For a detailed explanation of the SCEA policy on cheating, visit www.us.playstation.com/onlinecheating.
- (j) Any attempt to deliberately alter, damage or undermine the legitimate operation of this game, including but not limited to exploiting the ranking system by creating "dummy accounts".

8. REPORTING ABUSE. To report violations of this Agreement or to inquire about a blocked account, call SCEA Consumer Services at 1-800-345-7669.

9. AGREEMENT VIOLATIONS. If you violate this Agreement in any manner, SCEA may, at its discretion and without notice, temporarily or permanently block your account and/or reset your stats and/or rankings in this game and any related games.

10. HOTSPOT AND INTERNET SERVICE PROVIDERS. SCEA and its affiliated companies are not associated with any of the Internet service providers (ISPs) including hotspot operators (collectively "ISPs"). SCEA is not responsible for any damages or injury arising from or related to your use of these ISP services. When you access the Internet, you are providing information directly to the ISP and not to SCEA. This information is collected by the ISP and is not shared with SCEA. Before accessing the Internet, you should carefully read the Service Provider's user agreement/terms and conditions and privacy policy carefully.

11. WARRANTY/DISCLAIMER/LIABILITY LIMITATIONS. EXCEPT AS PROVIDED HEREIN, THE SOFTWARE AND ALL RELATED SERVICES ARE PROVIDED "AS IS" AND, TO THE MAXIMUM EXTENT PROVIDED UNDER LAW, SCEA DISCLAIMS ALL WARRANTIES OF ANY KIND, WHETHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. Without limiting the foregoing, SCEA does not promise that this software will work properly with all memory card storage or other peripheral devices. From time to time, there may be problems related to availability, access, delay and failure to perform that are beyond the immediate and reasonable control of SCEA. In the event of a dispute regarding the online functionality of this software, you agree that the sole liability of SCEA and its affiliated companies will be limited to repair or replacement of the game software at SCEA's option. SCEA may, at its sole discretion, discontinue hosting the game server at any time. SCEA has no liability for such discontinuance. SCEA has no liability for any violation of this Agreement by you or by any other player.

12. MODIFICATION. SCEA at its sole discretion may modify the terms of this Agreement at any time. You are responsible for reviewing the terms of this Agreement each time you log in to play. By accepting this Agreement and by playing the game online, you agree to be bound by all current terms of the Agreement. To print out a current copy of this Agreement using your computer, go to www.us.playstation.com/support/useragreement.

13. USER GENERATED CONTENT. This game may include tools that give you the ability to communicate with other players and to post pictures, photographs, videos, game-related materials and other information, either on particular versions of the game you play or in community areas (individually and collectively, "User Generated Content"). When using these tools, you are solely responsible for your own User Generated Content. By posting or submitting User Generated Content in any manner, you grant SCEA, our affiliates, licensors, and distributors a worldwide, perpetual, non-exclusive, sublicenseable and transferable license to use, copy, display, perform, distribute, adapt, modify and promote the User Generated Content in any medium. You represent and warrant that you own or have all necessary rights and licenses to use and authorize SCEA to use all patent, trademark, trade secret, copyright or other proprietary rights in any and all User Generated Content to enable inclusion and use of the User Generated Content in the manner contemplated by this Agreement.

To comply with the terms of this Agreement, you will not submit any User Generated Content that (a) is protected by copyright, patent, trademark, trade secret or otherwise subject to third party proprietary rights, including rights of privacy and publicity (unless you are or have permission from the rightful owner); (b) is fraudulent or a misrepresentation that could damage SCEA or any third party; (c) is unlawful, obscene, defamatory, threatening, harassing, predatory, pornographic, hateful, racially or ethnically offensive, or encourages conduct that would violate any law, or is otherwise inappropriate; (d) is an advertisement or solicitation of business, (e) is an impersonation of another person; or (f) violates any of the rules of Online Conduct, other terms of this Agreement or any other terms related to this game.

You agree that SCEA is not responsible or liable for User Generated Content submitted or posted by you or by others. SCEA does not claim ownership of any User Generated Content that you submit or make available as part of the game, and SCEA expressly disclaims any and all liability in connection with any User Generated Content. User Generated Content will belong to you or your licensors. SCEA has no duty to pre-screen User Generated Content. SCEA has the right to edit, remove, or refuse to post any submitted User Generated Content for any reason without prior notice, but is not responsible for any failure or delay in doing so.

14. 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. Both parties submit to personal jurisdiction in California and further agree that any dispute arising from or relating to this Agreement 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.

