When loading *MLB® 13 The Show™* for the first time, you are asked to select a User Setting. Select Beginner, Experienced, or Expert depending on your familiarity with the series and controls.

**NOTE:** Navigate to User Settings, found under Options in the main menu, to edit and switch between control settings.
ALL NEW BEGINNER MODE

Beginner mode takes advantage of a natural skill progression system to help you improve your abilities and succeed in MLB® 13 The Show™ even if you’re not familiar with the game. Whenever your difficulty level is set to Beginner, an adaptive AI system increases your skill level as you master techniques, saving your progress to your profile. This makes learning to play and master the game a breeze for users of all ages and skill levels.
Choose from the various available game modes, including Play Now, The Show™ Live, Road to the Show, Franchise, Season, The Postseason, Practice Modes, and Home Run Derby™.

PLAY NOW
Play a single game matchup where the winner walks away the victor. Play Now features Offline Exhibition. Other modes include Online Rated Match, Online Exhibition Match, and ADHOC mode.

THE SHOW™ LIVE
With support from MLB.com data feeds, The Show™ Live uses day-of games and lineup cards for game matchups and rosters. All previous games from the current season are available for use in this mode.
New to this year is the inclusion of the XP Profile System, which awards you XP for performing successful acts.

**ROAD TO THE SHOW**

Create a player and select his position, then guide him in his journey from the Minor Leagues to the Majors. Give it your all to achieve goals and perform well. The goals and your on-field performance are the keys to moving up the ranks.

New additions for *MLB® 13 The Show™* include Online Leaderboards where you can compare your stats to those from the community, full game presentations and audio revamps, new 1st person camera views, new baserunning and fielding controls, enhancements to the Performance Evaluator system, more player milestone tracking from inside the Locker Room screen, and improved Advancement Goals logic.
FRANCHISE

Take on the role of GM for one or more teams, and manage all the individual aspects that make up a professional baseball club. Responsibilities of a GM include the hiring and firing of staff personnel, scouting players, drafting, managing your Minor League players, setting lineups and rotations, acquiring players, and managing contracts. Mode enhancements for MLB® 13 The Show™ include an all-new player scouting system, a revamped player training system, player progression improvements, new player and staff budgets, and new organization strategies relating to how teams operate and fulfill their rosters.
SEASON
Starting in Spring Training™, play with your favorite team or choose to control up to all 30 with the goal of reaching the World Series. This game mode takes advantage of several new features including new organization strategies and player progression.

THE POSTSEASON
Brand new for MLB® 13 The Show™, you can choose to control one or all ten teams in The Postseason as you work for that elusive title of World Series champions. Features include a new Wild Card round format and new customizable round lengths.
PRACTICE MODES
Practice Modes give you a chance to improve your batting and pitching with instant feedback. The beginner mode, button throwing meter, and improved interface for defensive positioning are new to MLB® 13 The Show™.

HOME RUN DERBY™
Compete online or offline in the winner-take-all Home Run Derby™. You can control any slugger to swing for the win, or set a player to CPU control. Home Run Derby™ for MLB® 13 The Show™ is compatible with Cross-Play, allowing you to play online against any other players using a PlayStation®3 system or PlayStation® Vita system.
CREATE AN ACCOUNT

If you do not already have an existing Sony Entertainment Network account, you will need to create one to play MLB® 13 The Show™ online. When connecting online, your Sony Entertainment Network account name will be reserved for use with The Show Nations website on MLB® 13 The Show™. You are able to use your Sony Entertainment Network account name and password at the SportsConnect website at www.TheShowNation.com. You will automatically be identified online in MLB® 13 The Show™ by your Sony Entertainment Network account name. MLB® 13 The Show™ supports the use of multiple Sony Entertainment Network accounts.

**NOTE:** You must agree to the terms of the User Agreement to connect to MLB® 13 The Show™ online.
Connect online to enter several additional game modes and menus.

**GAME ROOMS**
Game Rooms is a place to challenge users of all different skill levels. Here, you can chat publicly or privately with other users, view competitors’ Gamer Cards and stats, and take on challenges.

**LEADERBOARDS**
View online leaderboards to compare your stats to others, switching between Exhibition and Team leaderboards. You can also limit leaderboard stats to Lifetime, Monthly, or Weekly, or compare your stats with just your online Friends in a Friend-specific leaderboard.
MLB.COM NEWS
Review the top stories in baseball from the official news source.

VAULTS
Vaults include Player Vaults, Roster Vaults, and Slider Vaults. Save and share your own created players, rosters, and sliders with other members of the community.

GAME HISTORY
Game History allows you to see the history of all games you have played. Press X to see the Game Log or Box Score.
ANNOUNCEMENTS
Catch up on all the latest announcements for MLB® 13 The Show™.

GAMER CARD
The Gamer Card is back with an all-new look in MLB® 13 The Show™. View your Gamer Card to see your XP, Sports level, Rank number, Disc/Quits, Win-Loss record, current Streak, Last 10 games results, and Avg/ERA. You can also see your number and types of hits, as well as other key stats below.
USER SETTINGS
Adjust Gameplay, Audio, Mode Specific, and Online Challenge settings. You can also return settings to their default and set a team as your favorite. When you change your settings, select CREATE to save them as your preference. If you wish to stop using custom settings, select DELETE.

MY SLIDERS
Select either MODIFY to adjust My Sliders or LOAD to use previously saved ones. Select DELETE to remove a previously saved My Sliders.
GAME CONTROLS
Check out the new game controls in MLB® 13 The Show™ here. View every control scheme for every setting, and study these controls to get an edge over your opponents.

ROSTER CONTROL
Manage CPU rosters, including player movement, lineups, and pitching rotation.

CREATE PLAYER
Create Player gives you lots of new ways to personalized your created player in MLB® 13 The Show™. Access the Create Player screen to customize a new character’s appearance, select his primary and secondary positions, personalize his playing style, and allocate points to attributes to improve his performance.
EDIT PLAYER
Select a current MLB® player to edit in the Edit Player screen. The options are similar to those in the Create Player screen.

CREDITS
View the MLB® 13 The Show™ credits.
SAVE
Save your current game data and select to save My Sliders, Rosters, or both.

LOAD
Select to load either My Sliders or Rosters.

DELETE
Choose to delete any previously saved game data.

SAVE LIVE ROSTER
Select to save the Live Roster data. An online connect is requested for this feature.
New to MLB® 13 The Show™, The Show™ Live provides an exhibition-based mode using data from MLB.com to populate daily match-ups, line-ups, and starting pitchers. This gives you the opportunity to play in an environment that matches the real world! The Show™ Live presents games in the same way as season-based modes, with up-to-date player and team statistics. Hear commentators reference the previous or next day’s events based on real-world situations and information. You can also play a game from today or turn the calendar back and play any game from earlier in the season. The Show™ Live brings you close to Major League Baseball action than ever before!
Upon entering The Show™ Live, you are given a breakdown of the day's live MLB® schedule. Choose to play any game that is scheduled to take place that day, and you are taken directly onto the field with the most current lineups and starting pitchers with data provided by MLB.com.

You can also choose to go back in time and change history. Using data from MLB.com, play past match ups with the exact lineups and stats of each game. Another way that MLB® 13 The Show™ gets you closer to the MLB® experience than ever before.
To navigate to past and future games, press **R** or **L**. Upon completion of any game, you are brought back to The Show™ Live schedule screen and are able to play another past, present, or future game.
Road to the Show (RTTS) lets you play games with your team on the field. Realistic graphics and camera shots keep you immersed in the action, while the on-field sound system lets you hear crowd noises, player shouts, and other sound effects from your player's perspective on the field.

If you're all about improving your game, new features such as an improved Performance Evaluator and tasks specific to your player's position give you comfortable control over your player, both on and off the field. Experience the anticipation of your first games, and enjoy Postseason celebrations as your player progresses from the Minor Leagues to the World Series!
Select NEW to start a new career with a new player, CONTINUE to continue your previous career, LOAD FROM CLOUD to load a save file that you’ve uploaded to the cloud, or CANCEL to return to the previous screen. If you select NEW, you can choose CURRENT to load the current roster, DEFAULT to reset the exhibition rosters and delete previously created characters, or SAVED to choose a saved roster.
CREATING A PLAYER

Select NEW to create a new player. In the first screen, select your primary position and handedness. Press \( \times \) to advance to the next screen and adjust sliders to customize what type of player you want to be. Choices vary depending on what position you chose to play.

When you’re finished, press \( \times \) to advance to the Create Player screens. These allow you to customize your character’s name, age, appearance, and accessories in great detail. In the last screens, personalize your stance and allocate attribute points to customize and improve your performance. To navigate to new screens, press \( R \) or \( L \).

Some customization options require you to adjust sliders, while others prompt you to press \( \times \). When you’re finished customizing your player and allocating all attribute points, press \( \text{START} \) to finish.
CHOOSING A TEAM

After creating your character, select either ENTER DRAFT or SELECT TEAM to start your baseball career. If you choose to select your team, you will be taken to the RTTS Team Select screen. Here, move the right stick to select your user settings configuration, and use the left stick to select the team of your choice.
Track your career with the Road to the Show menus and stat charts. These show your Player Info, Division Standings, Depth Chart, Next Game, Contract Info, and more.

To scroll between menus and screens, move the left stick or press \( L \) or \( R \). Move the right stick to scroll between your Double-A, Triple-A, and MLB® teams. On the left side of the screen, view your schedule, train, view your standings, view the roster, adjust user settings, save your game, and more in the menus.
When you play a game or simulate your appearance at a game, you earn Training Points. Select TRAINING from the Road to the Show menu to spend these points. Choose a training area that suits your player’s position and playing style, then press to train and move the left stick to choose how many Training Points to spend.
Select PLAY NEXT APPEARANCE from the Career Home menu to begin a new baseball game and view your schedule. When it’s time for you to play, choose PLAY to begin a game or SIM to simulate your appearance and skip to the next game. You will also encounter training sessions along the way to increase your attributes and fine-tune your gameplay skills.

During the game, press START to go to the menu and be able to view Replay and Strategy Guide, or chose the Exit Game option to let the rest of the game be simulated for you.
Start a new game, view your team’s schedule, check your Player Performance Evaluator in the Locker Room, view the online leaderboard to compare stats with other players, allocate Training Points, view your advancement goals and interactions, and edit your player. On the right side of the screen, view your Player Info, including your win-loss record, innings pitched, Hall of Fame potential, and advancement goals.
Access your Standings, Statistics, Who's Hot, League Leaders, Awards, and All-Star Voting. On the right side of the screen, view your division standings, home runs, and saves.
From this menu, view the Roster, Lineups, Pitching Rotation, and Disabled List. On the right side of the screen, view the Depth Chart for each of your teams by scrolling with the right stick.
This menu appears after each game that you play rather than simulate. Here, you can access the Performance Evaluator, Box Score, Player of the Game, Game Log, and Pitcher and Batter Analysis.
This menu appears after each game that you play rather than simulate, alongside the Post Game menu. Navigate the Road the Show menu to view the results of your game in Performance Evaluator, check out box score stats in Box Score, view the MVP in Player of the Game, review the game log in Game Log, view pitcher reports in Pitcher Analysis, and check out batter reports in Batter Analysis. Move the left stick to access the Post Game menu.
Franchise mode lets you manage one team or all 30. This mode features a new player scouting system that incorporates a more human element, which affects your decisions when dealing with scouting directives, positions changes, and drafting a player. There's also a new player training system, which allows you to select individual players to train in specific areas. More additions include player progression changes, budgets, and new organizational strategies to make your experience as GM dynamic and personal.
Your team’s budget depends on its win-loss record—just as it does in the real world. To create a strong team, draft capable players that balance the team and put them through relevant training. Win enough games, and you could end up with a successful team that has a big budget to burn!
Select FRANCHISE from the Game Modes menu, create a new game or continue a saved game, and choose which roster you want to use. You can also select LOAD FROM CLOUD to load a save file that you’ve uploaded to the cloud. Select one or more teams to manage, looking at each team’s results on the right side of the screen. Scroll with the right stick to set your difficulty level for each team and press START to accept.

The next screen features mode entry options. Turn on Fantasy Draft to draft a player from any team, CPU Roster Control to manage rosters for CPU controlled teams, Force Trades to have all trades you propose automatically accepted, and Designated Hitter for the DH rule to be in effect at all times—or turn off these modes for a different kind of challenge.
The Franchise menu lets you view your teams’ calendar in Schedule, end spring training to simulate games for the season in Sim Season, view coaches and scouts in View Staff, train your players in Training Assignments, and scout for new players in Scouting.
Season mode lets you play with one team or all 30. This mode features new organizational strategies and new player progression. Simulate games and make management decisions to see if you can take your teams all the way to the World Series!
Select SEASON from the Game Modes menu, create a new game or load a saved team, and choose which roster you want to use. You can also select LOAD FROM CLOUD to load a save file that you’ve uploaded to the cloud. Look at each team’s results on the right side of the screen and select one or more teams. Scroll with the right stick to set your difficulty level for each team and press \textbf{START} to accept.

Choose mode entry options from the list on the next screen. Choose the length of your season, toggle Fantasy Draft, toggle CPU Roster Control, and turn Force Trades on or off.
The Season menu lets you view your team's calendar in Schedule, end spring training to simulate the season in Sim Season, and view your coaching staff in View Coaches.
The Postseason mode takes you straight to the action to see if your team can make it to the top. Play with one team or all 10 with The Postseason's new structure, which features a single Wild Card game followed by the standard Division, Championship, and World Series rounds. For each series, you can choose to determine the winner by a single game or the best of three, five, or seven games. To further customize your experience, select to play with the American League Designated Hitter rule and set yourself up to choose a stadium for each game, if desired.
Select THE POSTSEASON from the Game Modes menu, create a new game or load a saved game, and choose which roster you want to use. You can also select LOAD FROM CLOUD to load a save file that you’ve uploaded to the cloud. Select one or more teams, looking at team stats on the right side of the screen. Move the right stick to set your difficulty level for each team, and press START to accept.

Choose mode entry options in the new screen. Choose Division Series length, Championship Series length, World Series length, Designated Hitter, and Stadium Select.
In The Postseason menu, view your teams' schedule and calendar in Schedule, check out player stats in Statistics, manage your players in Manage Roster, updated your lineup in Lineups, fine tune your pitching bench in Pitching Rotation, and see whose injured in Disabled List.
MLB® 13 The Show™ utilizes Cross Play with the Online Home Run Derby™. Regardless of whether you are logged into your PlayStation®3 system or PlayStation®Vita system, selecting an Online Home Run Derby™ match allows you to play against your friends or other online users no matter which system they're logged in on.

Other aspects of Cross Play include the ability to transfer your Season, Franchise, and RTTS save data between your PS3™ system and PlayStation®Vita system. When in one of these game modes, select UPLOAD TO CLOUD from the Data Utility menu. You're then able to store that mode's save data and access it from either system. Once save data has been uploaded, you have the option to Load from Cloud when entering an applicable game mode. Keep in mind that only one file per mode is permitted.
CONTROLS

BATTING (TIMING AND ZONE) BASICS

Normal Swing
Contact Swing
Power Swing
Check Swing (press and release)
Swing direction in zone (left stick, only in zone interface setting)
Sacrifice bunt (press early)
Drag bunt (press late)
PURE ANALOG HITTING CONTROLS

Stride ........................................................................................................right stick (pull back)
Swing ........................................................................................................right stick (push forward)
Check Swing ............................................................................................right stick (release)
Bunt .........................................................................................................right stick (held forward)
Drag bunt .............................................................................................right stick (push forward late)
Swing direction in zone ........................................................................right stick (aimed inside or outside)
CONTROLS

BATTING (ALL MODES) MISCELLANEOUS

Pitch history and guess pitch ..................................................... R
Pitcher/batter status ................................................................. SELECT
Access quick menu ........................................................................ button
Batter call timeout .......... button (before pitcher's windup, except in online)
Pitcher analysis ........................................................................ L (via PB status window)
Batter analysis ................................................................. R (via PB status window)
Pause game ............................. START (or swipe right on top right corner of screen)
CONTROLS

BATTING (ALL MODES) ADVANCED

Guess pitch type .................................................... R + ICON/touch pitch type icon

Guess pitch location .................................................. R + left stick/touch area of strike zone (except timing mode)

Influence fly ball .................................................... R + right stick ↑

Influence ground ball ................................................ R + right stick ↓

Influence ball to 1st ............................................... R + right stick →

Influence ball to 3rd ............................................... R + right stick ←
<table>
<thead>
<tr>
<th>Pitch type</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pitch type 1</td>
<td>press the left trigger (LT) or touch pitch type icon</td>
</tr>
<tr>
<td>Pitch type 2</td>
<td>press the right trigger (RT) or touch pitch type icon</td>
</tr>
<tr>
<td>Pitch type 3</td>
<td>press the triangle (△) or touch pitch type icon</td>
</tr>
<tr>
<td>Pitch type 4</td>
<td>press the square (□) or touch pitch type icon</td>
</tr>
<tr>
<td>Pitch type 5</td>
<td>press the R button or touch pitch type icon</td>
</tr>
<tr>
<td>Pitch out</td>
<td>press the left trigger (LT) + touch pitch type icon</td>
</tr>
</tbody>
</table>
CONTROLS

PITCHING BASICS CONT.

Intentional walk ......................................................... L + /touch pitch type icon
Pitcher/batter status menu ......................................................... SELECT
Access quick menu ............................................................. button [tap]
Pan back cam to 2nd ......................................................... button/right stick ↓
(pitcher/outfield views only)
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 (IN CATCHER VIEWS)

Pitch ball..............................................................................................................................

Pickoff 1st..................................................................................................................... \[L\] + \[△\]/rear touch pad swipe right

Pickoff 2nd..................................................................................................................... \[L\] + \[□\]/rear touch pad swipe up

Pickoff 3rd..................................................................................................................... \[L\] + \[△\]/rear touch pad swipe left

Casual move .................................................................................................................. BASE ICON (tap)/slow swipe

Quick move................................................................................................................... BASE ICON (double tap)/quick swipe

Deceptive move ............................................................................................................ BASE ICON (press and hold)/two finger swipe

Position ball in zone ........................................................................................................left stick

Step off mound ............................................................................................................ \[R\] (from wind up or stretch)
CONTROLS

PITCHING ADVANCED (IN PITCHER VIEWS)

Pitch ball............................................................................................................................................................
Pickoff 1st........................................................................................................................................L + □/rear touch pad swipe left
Pickoff 2nd........................................................................................................................................L + ○/rear touch pad swipe down
Pickoff 3rd........................................................................................................................................L + □/rear touch pad swipe right
Casual move ..................................................................................................................................................BASE ICON (tap)/slow swipe
Quick move..................................................................................................................................................BASE ICON (double tap)/quick swipe
Deceptive move ........................................................................................................................................BASE ICON (press and hold)/two finger swipe
Position ball in zone ........................................................................................................................................left stick
Step off mound ........................................................................................................................................R (from wind up or stretch)
You now have more control over the fielding aspects of the game than ever before. Button accuracy allows you to dictate how hard and accurate your throw is. To adjust throw speed for a soft or hard throw, simply press the appropriate button lightly or intensely. The real challenge is timing your throw for optimal accuracy. Wait until the needle is in the green portion of the meter, and then execute the throw. If you stop the needle in the yellow or red sections, then your throw is more likely to be off-target. Expect a challenge if your player is not experienced at fielding, as player attributes affect the needle’s speed and the size of the green section of the meter. Choose the new button accuracy meter to have complete control over the fielders arm accuracy and arm strength.
Player movement .......................................................... left stick or directional buttons

Throw to 1st ........................................................................ /rear touch pad swipe right

Throw to 2nd ........................................................................ /rear touch pad swipe up

Throw to 3rd ........................................................................ /rear touch pad swipe left

Throw home ........................................................................ /rear touch pad swipe down

Throw to cutoff ...................................................................... L

Fake throw .......................................................... ICON [tap in same button as selected throw]

Jump/dive .......................................................... R /right stick ▲ [with or without ball]
PLAYER MOVEMENT ............................................................. LEFT STICK/DIRECTIONAL BUTTONS

THROW TO 1ST ............................................................................................... RIGHT STICK  

THROW TO 2ND .................................................................................................... RIGHT STICK ➔

THROW TO 3RD .................................................................................................... RIGHT STICK ←

THROW HOME .................................................................................................... RIGHT STICK DOWN

THROW TO CUTOFF ............................................................................................. LEFT + RIGHT STICK

FAKE THROW ........................................................................................................ RIGHT STICK [TAP SAME BUTTON AS SELECTED THROW]

SET THROW VELOCITY ...................................................................................... RIGHT STICK [HOLD THROW BUTTON TO SET VELOCITY]
**BASE RUNNING (BEFORE PITCH)**

- **Target baserunner**: left stick (point toward runner's location)
- **Steal all**: L / rear touch pad two finger swipe left
- **Steal individual**: left stick + L / rear touch pad swipe left (after targeting runner)
- **Lead off all**: right stick ← / rear touch pad swipe left
- **Lead off individual**: left stick + right stick ← / rear touch pad swipe left
- **Return all**: right stick ➔ / rear touch pad swipe right
- **Return individual**: left stick + right stick ➔ / rear touch pad swipe right
Target baserunner .................................................. left stick (point toward runner's location)
Advance all ......................................................................................................................................................... L
Advance individual .......................................................................................................................... left stick + ICON
Return all ......................................................................................................................................................... R
Return individual ............................................................................................................................................ left stick + ICON
Stop runner ...................................................................................................................................................... L + R
SLIDING BASICS

Head first, straight .......................................................................................................................... right stick
Head first, hook left ......................................................................................................................... right stick
Head first, hook right ...................................................................................................................... right stick
Feet first, hook left .......................................................................................................................... right stick
Feet first, hook right ........................................................................................................................ right stick
Feet first, straight ............................................................................................................................ right stick
SLIDING MISCELLANEOUS

Head first slide ........................................right stick ↑ (into any base)
Collision with catcher ..............................right stick ↓ (when catcher is in position)
Run past home plate ................................right stick ↓ (when catcher is not in position)
Break up double play ......................................right stick ↓
<table>
<thead>
<tr>
<th>Action</th>
<th>Control</th>
</tr>
</thead>
<tbody>
<tr>
<td>Player movement</td>
<td>left stick/directional buttons</td>
</tr>
<tr>
<td>Throw to 1st</td>
<td>/rear touch pad swipe left</td>
</tr>
<tr>
<td>Throw to 2nd</td>
<td>/rear touch pad swipe down</td>
</tr>
<tr>
<td>Throw to 3rd</td>
<td>/rear touch pad swipe right</td>
</tr>
<tr>
<td>Throw home</td>
<td>/rear touch pad swipe up</td>
</tr>
<tr>
<td>Throw to cutoff</td>
<td>L</td>
</tr>
<tr>
<td>Access Quick Menu</td>
<td>button</td>
</tr>
</tbody>
</table>
Select pitch type 1
Select pitch type 2
Select pitch type 3
Select pitch type 4
Select pitch type 5
Select pitch out
Select intentional walk
Call pitch location
Confirm pitch selection
left stick
FIELDING CONTROLS

ROAD TO THE SHOW BASERUNNING (BEFORE PITCH)

Reduce lead .......................................................... L {tap}/rear touch pad swipe left
Get back .......................................................... left stick (backward)/rear touch pad swipe left
Extend lead .......................................................... R {tap}/rear touch pad swipe right
Lean .......................................................... R {hold}
Steal .......................................................... left stick (forward)/rear touch pad two finger swipe right
Access Quick Menu .......................................................... button
FIELDING CONTROLS

ROAD TO THE SHOW BASERUNNING (AFTER PITCH)

Return runner ........................................................... left stick (backward)
Advance runner ........................................................ left stick (forward)
Stop runner ............................................................ left stick (release)
Select broadcast camera ........................................ L (hold)
For more information on this game please visit
www.playstation.com
Software licensed for play on PlayStation®Vita systems in the Americas. Use of this software and the PlayStation®Network is subject to applicable user agreements and privacy policies found at:

www.us.playstation.com/support/useragreements
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 doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:
• dizziness • eye or muscle twitches • disorientation • any involuntary movement
• altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.
WARNING: PHOTOSensitivity/EPilepsy/Seizures

Use and Handling of Video Games to Reduce the Likelihood of a Seizure

- Use in a well-lit area and keep as far as away as possible from the screen.
- Avoid prolonged use of the PlayStation® Vita 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.
GAME CARD PRECAUTION – PART 1

Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.
GAME CARD PRECAUTION – PART 2

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.
This game interacts with other applications that use location data (such as “near”).

To turn off location data, go to [Settings] > [Location Data].
SCEA may retire the online portion of this game at any time.

Online Pass access rights cannot be transferred once the voucher is redeemed. Online Pass vouchers cannot be redeemed or returned for cash or credit. Online Pass code may be redeemed once and becomes associated with the Sony Entertainment Network account used to redeem it.
GAME CARD NOTICE — PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

(1) this device may not cause harmful interference, and

(2) this device must accept any interference received, including interference that may cause undesired operation

• This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.
GAME CARD NOTICE – PART 2

• However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
  • Reorient or relocate the receiving antenna.
  • Increase the separation between the equipment and receiver.
  • Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
  • Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.
Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.
SCEA warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of one (1) year from the date of purchase. This warranty does not apply to any consumables (such as batteries). For defects in material or workmanship within the warranty period, upon showing a proof of purchase, SCEA agrees for a period of one (1) year to either repair or replace this product with a new or factory recertified product at SCEA’s option. For the purpose of this Limited Warranty, “factory recertified” means a product that has been returned to its original specifications.

Visit www.us.playstation.com/support or call 1-800-345-7669 to receive a return authorization and shipping instructions. This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment, neglect, or means other than from a defect in materials or workmanship.
THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR
CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES
APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS
FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE ONE (1) YEAR PERIOD DESCRIBED
ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES
RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA PRODUCT. SOME STATES
OR PROVINCES DO NOT ALLOW LIMITATION ON HOW LONG AN IMPLIED WARRANTY LASTS
AND SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATIONS OF CONSEQUENTIAL OR
INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSION MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which
vary from state to state or province to province.

This warranty is valid only in the United States and Canada.
1-800-345-7669

Call this number for technical support, installation or general questions regarding the PS Vita system and its peripherals.

Representatives are available Monday – Saturday 6am – 8pm and Sunday 7am – 6:30 pm Pacific Standard Time.
ONLINE USER AGREEMENT

PLEASE READ THE ENTIRE ONLINE USER 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 FEATURES OF THIS GAME. IF YOU WISH TO RETURN THE PACKAGED VERSION OF THIS GAME, CHECK WITH SONY COMPUTER ENTERTAINMENT AMERICA LLC ("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 limited, non-exclusive license to use the game software which includes User Generated Content creation tools (collectively, the “Software”) for personal use on a PlayStation® computer entertainment system only. This limited license does not grant you the right to, and you agree that you shall not (i) rent, lease or sublicense the Software, (ii) modify, adapt, translate, reverse engineer, decompile or disassemble the Software, (iii) attempt to create source code from the object code for the Software, or (iv) download game content for any purpose other than game play, User Generated Content creation, or User Generated Content distribution as permitted solely in connection with the licensed use of this game. Any rights not explicitly granted to you with respect to the use of the Software are reserved to SCEA. SCEA may modify game content, including User Generated 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. 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 SYSTEM UPDATES. Some games will not play unless you have updated your PlayStation’s system software (“System Software”). The game software may check your PlayStation to determine what version of System Software is currently installed. If your PlayStation has an older version of the System Software the game software may require that you update your System Software in order to play the game. Updating your PlayStation’s System Software could cause a loss of data, content, functionalities, or utilities. Therefore, you should back up whatever data may be copied from your PlayStation’s hard disk prior to updating your System Software. Data back-up instructions can be found in the PlayStation Online User Guide. SCEA is not responsible for data loss.

5. SEPARATE USER ACCOUNTS. This game may ask you to create an account with a user, player
or other game name ("Game Name") 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. COLLECTION AND USE OF INFORMATION. If you use the online features of this game, SCEA may collect and store certain information related to your use of this game and your PlayStation computer entertainment system and, subject SCEA’s privacy policy and the privacy policy governing PlayStation Network, share this information with third parties. This information may include user IDs
(such as your PlayStation Network online ID and Game Name), game scores, game achievements, game performance, real-world locations visited (e.g., location information), buddylists, hardware MAC address, internet protocol address, and your usage of game features. Through updates or changes to this game, SCEA may have collect, store and share other information. By using this game you consent to SCEA's collection, storage and sharing of this information, including public display of your information such as your user IDs, physical location, scores, ranking, achievements and other gameplay data.

7. PROTECTION OF IDENTITY/NO EXPECTATION OF PRIVACY. You acknowledge that you have no expectation of privacy or confidentiality in any personal or other information you may intentionally or unintentionally disclose. You should avoid saying anything personally identifying in chat.

8. 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 may be 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”.

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

10. 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 other games.

11. INTERNET AND MOBILE CONNECTION. In order for the online features of this game to operate properly, you will be required to have and maintain an adequate Internet connection. SCEA and its affiliated companies are not associated with any Internet service providers (ISPs) including
hotspot and mobile network operators (collectively “ISPs”). You are responsible for all costs and fees charged by your ISP associated with online use of the game. SCEA is not responsible for any costs, fees, damages or injury arising from or related to your use of 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. Before accessing the Internet, you should carefully read the ISP’s user agreement, terms and conditions and privacy policy carefully.

12. WARRANTY/DISCLAIMER/LIABILITY LIMITATIONS. EXCEPT AS PROVIDED HEREIN, THE SOFTWARE AND ALL RELATED SERVICES ARE PROVIDED “AS IS” AND, TO THE MAXIMUM EXTENT ALLOWABLE 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 the 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 or failure to perform that are beyond the immediate and reasonable control of SCEA. In the event of a dispute regarding the online functionality of the 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.

13. 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.

14. USER GENERATED CONTENT. This game may include tools that give you the ability to communicate with other players and to create, post and distribute various forms of content for and in connection with the game, including but not limited to pictures, photographs, videos, game-related materials (including levels and characters) and other information (individually and collectively, “User Generated Content”). You acknowledge that SCEA and the other creators of User Generated
Content have rights in their respective content under copyright and other applicable laws, and that except as expressly described in this Agreement, such rights are not licensed or otherwise transferred to you. You accept full responsibility and liability for your use of any User Generated Content in violation of any such rights.

You agree that you will not create, transfer, share, send, submit or upload any User Generated Content that:

(a) is protected by copyright, patent, trademark or trade secret or otherwise subject to third-party proprietary rights, including but not limited to rights of privacy and publicity (unless you are or have permission from the rightful owner);

(b) contains fraudulent statements or misrepresentations that could damage SCEA or any third party;

(c) contains any statements or materials that disparage, ridicule or scorn SCEA or any third party;
[d] is obscene, defamatory, threatening, harassing, predatory, pornographic, hateful, racially or ethnically offensive, or encourages conduct that would violate any law or is otherwise inappropriate;

[e] is an advertisement or solicitation of business;

[f] is an impersonation of another person; or

[g] violates any of the rules of Online Conduct, other terms of this Agreement, terms of the PSN Terms of Service and Usage 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. SCEA has no duty to pre-screen User Generated Content.

SCEA has the right to edit, remove, block or refuse to post any submitted User Generated Content from any network or Internet site, including but not limited to the PlayStation® Network, for any
reason without prior notice, but assumes no obligation to do so and is not responsible for any failure or delay in doing so.

15. SCEA’S LICENSE OF USER GENERATED CONTENT.

(a) By posting, transferring, sharing or sending User Generated Content in any manner, you hereby grant SCEA, its affiliates, licensors and distributors and other users of the Software a non-exclusive, worldwide, fully paid-up, transferable, irrevocable, royalty-free and perpetual license to modify, adapt, translate, create derivative works from, and perform and display your User Generated Content;

(b) By submitting or uploading User Generated Content in any manner to SCEA, you hereby grant SCEA, its affiliates, licensors and distributors a non-exclusive, worldwide, fully paid-up, transferable, irrevocable, royalty-free and perpetual license to publish and distribute your User Generated Content (for free or for profit) and to use your User Generated Content for marketing and promotional purposes in conjunction with the game, any PlayStation computer entertainment system or any other aspect of SCEA’s business; and
You hereby:

(i) Acknowledge that you have received good and valuable consideration from SCEA for the license of the rights in your User Generated Content under this Agreement;

(ii) Agree that your creation or distribution of User Generated Content is not in any way based upon any expectation of compensation from SCEA, its affiliates, licensors or distributors;

(iii) Agree that SCEA, its affiliates, licensors and distributors may - but are not required to - use your name, username, or applicable trademarks in connection with the distribution of your User Generated Content; and

(iv) WARRANT AND REPRESENT THAT: (A) YOU CREATED YOUR USER GENERATED CONTENT; (B) YOU HAVE ALL NECESSARY RIGHTS TO YOUR USER GENERATED CONTENT TO FULFILL YOUR OBLIGATIONS UNDER THIS AGREEMENT; AND (C) YOUR USER GENERATED CONTENT DOES NOT INFRINGE ON THE INTELLECTUAL PROPERTY OR OTHER RIGHTS OF ANY THIRD PARTY AND IS NOT OBSCENE, DEFAMATORY, OFFENSIVE OR AN ADVERTISEMENT OR SOLICITATION OF BUSINESS.
16. RELEASE AND INDEMNIFICATION. You agree to release SCEA, its affiliates, licensors, distributors and the employees and agents thereof ("SCEA Parties") from all claims, demands, and damages (actual and consequential) arising out of or in any way connected with any litigation or dispute arising out of or related to any transaction, agreement, or arrangement with any other user, any developer, or any other third party in connection with the Software or User Generated Content. You agree that you will not involve SCEA Parties in any such litigation or dispute. If you attempt to do so, you shall pay all costs and attorneys' fees of any SCEA Party and shall provide indemnification as set forth below.

You agree to indemnify and hold the SCEA Parties harmless from any claim or demand, including reasonable attorneys’ fees, made by any third party due to or arising out of your violation of this Agreement or use of User Generated Content.

17. 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, together with the PSN Terms of Service and Usage Agreement constitute 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.
The Sony Computer Entertainment logo is a trademark of Sony Corporation. “PlayStation”, the “PS” family logos and the PS Vita logo are trademarks of Sony Computer Entertainment Inc.