



Introduction

It's the end of March and Spring has finally arrived. Baseball is finally here. There's nothing quite like the anticipation of another season of baseball. IGN Guides is back this year to help you through hitting, pitching, base running, etc. If you're looking to take your favorite team and turning it into a dynasty, you can find suggestions and notes for doing so in this guide, as we break down every team in the majors.

In this Major League Baseball 2K8 strategy guide, you'll find:

- **OFFENSE** and **DEFENSE** // Expert tips for both offense and defense
- **TEAMS** // Each team analyzed from a franchise point of view
- **FAQ** // Answers to commonly asked questions

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MLB 2K8 Offense

<<	General Offense	Classic Control	>>
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NOTE :: Any commands given below are strictly meant for the Xbox 360. Consult your manual if you're using a different console.

Hitting

Hitting well can be a difficult thing to do. Simply hitting the ball into the field of play can be done by just about anyone. Slicing the ball down the first or third base line just out of the reach of the first or third baseman is very difficult on the other hand. Other than hitting the ball to specific parts of the field, hitting a home run is by no means a piece of cake. In fact, you'll likely find it to be rather difficult for a while.



Timing

The single most important part of hitting is timing. You'll hear this from just about every Major League Baseball 2K8 player in message boards and chat rooms. You must get your timing down! It just takes time and patience, for you must get accustomed to the game's various pitches. If you're thrown two fastballs, don't be surprised if you're thrown a slower pitch like a change up to get you to strike out. The pitches have varying speeds and movements.

Swing Stick

Instead of using the left analog stick like the classic swing mode does, the swing stick utilizes the right analog stick. You won't need to use the face buttons either. To start your swing, pull back the right stick and make your batter take his "step." Releasing the stick will result in a regular, level contact minded swing. If you want to go for a fly ball, pull back on the stick and then push it up (forward) to make contact with the ball. If you want to hit a fly ball to left or right field, pull back on the stick and push it up and to the left or the right, depending on which side you wish to hit it towards.

Just like with the classic swing, you will need to work on your timing.

Bunting

You can't overlook bunting now. It's a great tool used to advance runners to scoring position. To bunt, press the X button when the ball is in the air and use the LT and RT buttons to aim the bunt to either side of the infield.



Batter's Eye

You can increase your chances of getting a base hit by using the "Batter's Eye" in MLB 2K8. With this feature, you can guess where a pitch is going to be thrown. If you move the left analog stick, it will move a slightly transparent baseball around in the strike zone. Move it to where you think the pitch will be. Your guess will be locked in when the pitcher has begun his wind up. If you have guessed the location of the pitch correctly, the location of the pitch will be revealed to you before the ball crosses the plate. You will also receive a small boost to your hitting attributes for the correct guess.

If you have a pitcher's "Inside Edge" scouting report, you will be tipped off as to his three most likely pitch locations. Use this to your advantage and cover these areas of the strike zone with your "Batter's Eye."

Base Running

When you think of baseball fundamentals, base running is often overlooked. Good base running is a very important part of the game. Knowing when to go for an extra base comes down to your awareness. You have to know the speed of your runner(s), where the ball is, and how the ball is being played. Slicing a ball into the left or right field corners could net you a double or even a triple for a fast runner. On the other hand, a slower player may only end up with a single if the ball is played well.

When stealing a base, pitch selection and speed, runner lead off, runner speed, and the catcher's throwing arm all come into play. If you can get a decent lead off of a base with a fast runner, you just may be able to steal a base or two. You have to choose when to run carefully. Stealing on a 95 mph fastball, for instance, is a bad idea. You will be much more successful running on a curve ball or change up. For the controls of stealing, we recommend checking your manual, as they are different for each console system.

<<	General Offense	Classic Control	>>
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NOTE :: Any commands given below are strictly meant for the Xbox 360. Consult your manual if you're using a different console.

Classic Control

This method of hitting control is a classic and a favorite way of hitting. Using the left analog stick in coordination with your ability to determine the pitch type and location can turn into some great offensive games. Below, you'll find information regarding the effects of moving the stick in a specific direction.

Up/Left

For a right handed hitter, you would only want to use this if you got a good pitch up and in and you wanted to hit it over the fence. Otherwise, you'll likely pop it up to the left fielder.

For a left handed hitter who got a pitch high and outside, you could be able to take the pitcher deep to the opposite field. If you are unable to hit a home run, you'll likely pop it up to the left fielder.

Up

If you hold up on the analog stick, you'll likely drive the ball deep to the outfield. Depending on the situation, it could end up being a base hit, a pop up, or a home run. Please keep these two things in mind.

1. Since you're using an uppercut swing, you will likely miss a ball thrown low in the strike zone.
2. The fence in centerfield is much further away from home plate than either the left or right field walls. Therefore, don't count on many balls clearing the fence.

Up/Right

For a right handed hitter, you'd only want to use this if you got a good pitch up and away and you wanted to hit it over the fence. If you don't hit a home run, you'll likely hit a pop up to the right fielder.

For a left handed batter who got a pitch high and inside, you could be able to hit a home run to right field. If you're unable to hit a home run, you'll likely either hit a foul ball or a pop up to the right fielder.

Left

For a right handed hitter, an inside pitch could be ripped down the line and in between the third baseman and left fielder. Depending on how the left fielder is positioned in the outfield, you could end up getting a double or triple off of the play. You're not likely to hit a home run with this type of swing, but it has been known to happen on occasion.

For a left handed hitter, an outside pitch could be hit down the line and in between the third baseman and left fielder. Depending on how the left fielder is positioned in the outfield, you could end up with a double or a triple. As with right handed hitters, you aren't likely to hit many home runs with this method, but it's been known to happen on occasion.

Zero

I'm referring to position zero or neutral, as some may call it. This could result in just about anything. The result in this swing comes down to pitch location, your timing, pitch speed, etc. Anything can happen here.

Right

For a right handed hitter, an outside pitch could be hit down the line and in between the first baseman and right fielder. Depending on how the right fielder is positioned, you could end up with a double or triple. You aren't like to hit many home runs, but it can happen.

For a left handed hitter, an inside pitch could be hit it down the line and in between the first baseman and right fielder. Depending on how the right fielder is positioned in the outfield, you may end up with a double or triple. You likely won't hit many home runs, but it can happen.

Down/Left/Right

The down positions on the analog stick shouldn't be used very often, since it's easy to find yourself in double play situations if you aren't careful. On occasion, you can drive a ball up through the middle, but it's still a risky play.



MLB 2K8 Defense

<<	Pitching Basics	Pitching Strategy	Fielding	>>
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Now that you've got hitting and base running down, it's time to focus on defense: pitching and fielding. Below, you'll find tips on these very subjects.

NOTE :: Any commands given below are strictly meant for the Xbox 360. Consult your manual if you're using a different console.

Pitching isn't a very complicated system once you understand how things work. Which buttons you press depends on which control system you're using on it.

Total Control Pitching

A new "total control" pitching system has been introduced. It isn't too difficult to learn, but it may take you a little while. Thankfully a pitching tutorial is included in the game to help you along with that.



When you're pitching, you'll see the pitches available to you, the rating, the break direction, and the gesture command.



To pitch, move the Right Stick in the first direction as shown in the gesture graphic. For most pitchers, the fastball will be a commonly-thrown pitch. In order to throw the fastball, you would generally, move the Right Stick down and bring it straight back up.

Once you make your first move (or gesture), you'll see a ring expanding from the center of your aim. To achieve maximum effectiveness, wait for it to reach the outer ring and then move the Right Stick in the manner in which matches the second gesture in the graphic next to the pitcher. It's important that you mimic the gesture accurately.



Once you begin the second gesture, the ring will begin to collapse to the center. Release the Right Stick once the ring collapses to the green center ring. Properly doing so will achieve an accurately-thrown pitch.

Precision Pitching

Begin your pitching motion by moving the left analog stick, which will move a cursor around on the screen. Move it to change where you want the pitch to break. A curve ball will break there and move down and either to the left or right, depending on the pitcher. Since a four seam fastball has no break, the break point is the location in which you want the ball to end up going.



Next, find the pitch you wish to throw and press and hold down the button which corresponds with the pitch. The longer you hold down the button, the harder you'll throw the pitch. This could result in a faster fastball or a slider which breaks even more than usual, for instance.

Keep in mind that the longer you hold down the pitch speed/force button, the more stamina your pitcher will lose.

When you are happy with the amount of force with which you are going to throw the ball, release the button. When the button is released, an accuracy ring will shrink towards the middle of the strike zone. Press the pitch button again when the ring is the smallest. If you've done it perfectly, a little white burst will be visible. The white burst means you'll have perfect accuracy for the pitch. If you are unable to achieve perfect accuracy, the pitch won't go where you intended. This could result in an easier to hit pitch.

NOTE :: Any commands given below are strictly meant for the Xbox 360. Consult your manual if you're using a different console.

Pitching Strategies

Now that you understand the mechanics of the pitching system, it's time to look at the strategies involved in pitching. As a pitcher, your job is to keep the batter uncomfortable and guessing. In order to accomplish this, you will need to vary the speed and location of your pitches. If you become predictable, it'll cost you. Although the catcher will make a location and pitch suggestion, it's not always a wise one.

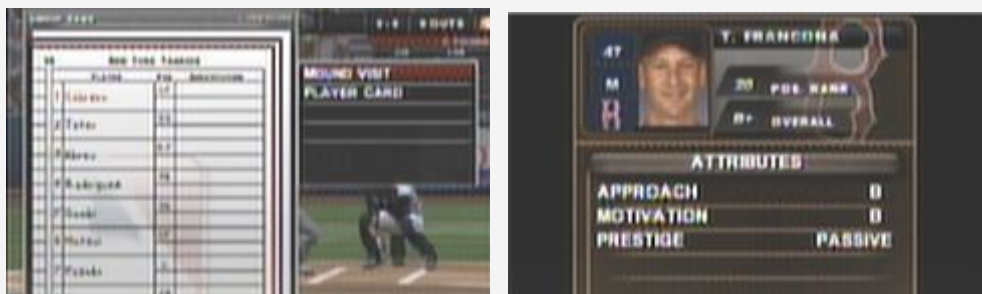
Two fastballs followed up by a change up or curve ball is a common combination of pitches. The speed change from fastball to change up or curve ball is often a significant. Changing the location of each of those pitches is also important.

You may be tempted to keep each pitch inside the strike zone, thinking even if the batter doesn't swing, it'll count as a strike. This, however, is a bad idea. Throwing balls can be an effective strategy to entice the batter to chase the pitch.

As you progress later into the game, you'll find your pitcher's stamina dropping. As you lose stamina, your pitches lose speed and effectiveness. Determining when exactly it's time to pull your starting pitcher is difficult to say. It depends on the difficulty level you're playing on, your own timing, the abilities of the pitcher, etc. If you're having trouble controlling pitches, it's time to take the guy out. If you leave him in the game too long, you run the risk of injuries. Losing a starting pitcher can be devastating for a team.

Mound Visits

Believe it or not, but you can have the manager come out and speak with your pitcher if he gets flustered. This happens quite often when the pitcher gets rattled, giving up several hits in a row. When the aiming cursor is jumping all over the screen, it's time to bring in the manager.



To accomplish this, press LB to view the lineup card. Select the current pitcher and press A. You'll now have the option for a mound visit. The higher your manager's motivation attribute, the better chance pitchers have of responding positively.

Payoff Pitches

When you have two strikes, you'll see a "Payoff Pitch" icon appear at the top of the screen. This is an important opportunity to throw the ball where the catcher suggests and possibly get a strikeout. The catcher's target will briefly flash red. If you hit this target, your pitch rating will likely go up unless it has been maxed out.

If you miss, your rating could drop. If you wish to move the target, you can use either the A button or the Right Stick to move it (depending on which pitching control system you are using).

<<	Pitching Basics	Pitching Strategy	Fielding	>>
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NOTE :: Any commands given below are strictly meant for the Xbox 360. Consult your manual if you're using a different console.

You may develop into a great pitcher, but you will still need to play the field. You cannot strike out everyone! The controls for fielding are relatively simple, but will take a little getting used to.

Once the ball is hit into the field of play, you are instantly given control of the player nearest the ball. Use the left analog stick to move him in the direction the ball is headed.

When a ground ball is hit, run into the path in which the ball is headed and intercept it. If the ball is too far from you, you may need to dive to stop the ball. You can achieve this by pulling on the right trigger. Then, throw the ball to the correct baseman or shortstop.

TIP :: If using the Xbox 360 version, call off other fielders by pressing the X button. Failing to do so can sometimes result in injuries and dropped balls.

If you see a red arrow appear at the base of a wall, it means the ball is likely going to be a home run. You may be able to catch the ball before it clears the wall, but it's difficult to do. It's not difficult because of the controls, but because home runs clear the wall very quickly and a slow outfielder won't likely be able to rob any home runs.

But if you want to rob a homer, simply run at the wall and get into position. If in the correct spot at the right time, the outfielder will jump up and catch the ball.

MLB 2K8 Teams

<<	AL West	AL Central	AL East	>>
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Angels	Athletics	Mariners	Rangers
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Los Angeles Angels of Anaheim

2007 Record	94-68
Overall Ranking	5th
Offense Ranking	12th
Defense Ranking	12th
Speed Ranking	2nd
Pitching Ranking	2nd



The Angels will be in a good fight with Seattle again this season for the division title. Acquiring Torri Hunter and Jon Garland will be a big help. Hunter should bring a good glove in the field and a big bat to help out Vladimir Guerrero.

<<	AL West	AL Central	AL East	>>
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Angels	Athletics	Mariners	Rangers
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Oakland Athletics

2007 Record	76-86
Overall Ranking	25th
Offense Ranking	28th
Defense Ranking	18th
Speed Ranking	26th
Pitching Ranking	12th



You can expect another poor season from the A's this year. The team made a number of moves in the off-season and told fans the team is officially in a rebuilding mode. It's going to be a few years before we learn it worked. The team isn't without quality players, however. Crosby and Chavez are still there in the infield.

<<	AL West	AL Central	AL East	>>
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Angels	Athletics	Mariners	Rangers
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Seattle Mariners	
2007 Record	88-74
Overall Ranking	19th
Offense Ranking	25th
Defense Ranking	2nd
Speed Ranking	5th
Pitching Ranking	19th



Like the Angels, we expect the Mariners to do well in the West division. The two should be fighting for the division title. Acquiring free agent Carlos Silva (SP) was a big move and will undoubtedly help their already solid rotation.

<<	AL West	AL Central	AL East	>>
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Angels	Athletics	Mariners	Rangers
--------	-----------	----------	---------

Texas Rangers		
	2007 Record	75-87
	Overall Ranking	27th
	Offense Ranking	20th
	Defense Ranking	30st
	Speed Ranking	20th
	Pitching Ranking	29th



The Texas Rangers haven't acquired anyone worth writing home about. They're still an average team. They could use a few more Milton Bradley to provide a big boost to the offense.

<<	AL West	AL Central	AL East	>>
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White Sox	Indians	Tigers	Royals	Twins
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Chicago White Sox		
	2007 Record	72-90
	Overall Ranking	12th
	Offense Ranking	6th
	Defense Ranking	21st
	Speed Ranking	30th
	Pitching Ranking	15th



<<	AL West	AL Central	AL East	>>
White Sox	Indians	Tigers	Royals	Twins

Cleveland Indians		
	2007 Record	96-66
	Overall Ranking	11th
	Offense Ranking	9th
	Defense Ranking	29th
	Speed Ranking	25th
	Pitching Ranking	7th



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<<	AL West	AL Central	AL East	>>
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White Sox	Indians	Tigers	Royals	Twins
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Detroit Tigers		
	2007 Record	88-74
	Overall Ranking	3rd
	Offense Ranking	5th
	Defense Ranking	3rd
	Speed Ranking	9th
	Pitching Ranking	5th



The Tigers have played pretty well in the past couple of seasons, rising to new heights. Entering the 2008 season, Detroit is one of the odds-on favorites to win the World Series. Bolster the bullpen and extend Cabrera's contract and you'll be in good shape.

<<	AL West	AL Central	AL East	>>
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White Sox	Indians	Tigers	Royals	Twins
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Kansas City Royals		
	2007 Record	69-93
	Overall Ranking	29th
	Offense Ranking	23rd
	Defense Ranking	23rd
	Speed Ranking	29th
	Pitching Ranking	27th



The Royals are improving, believe it or not. But don't expect to be competing for a pennant with this team. Improvements throughout the team are needed. We can't pinpoint just one or two players which need help.

<<	AL West	AL Central	AL East	>>
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White Sox	Indians	Tigers	Royals	Twins
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Minnesota Twins	
2007 Record	79-83
Overall Ranking	14th
Offense Ranking	22nd
Defense Ranking	22nd
Speed Ranking	19th
Pitching Ranking	6th



The loss of Santana, Silva, and Hunter is a big deal for the immediate future. Don't let this deter you from taking the Twins in the franchise mode though. They may have lost those three guys, but they picked up a lot of young talent in exchange for them, and the future of the Twins looks damn good.

<<	AL West	AL Central	AL East	>>
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Orioles	Red Sox	Yankees	Rays	Blue Jays
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Baltimore Orioles		
	2007 Record	69-93
	Overall Ranking	26th
	Offense Ranking	21st
	Defense Ranking	26th
	Speed Ranking	14th
	Pitching Ranking	26th



After several losing seasons, the Orioles have been busy in the off-season, moving players around. After getting rid of Tejada and ace hurler Bedard, the Orioles are officially in rebuilding mode. There's no denying it. Should you take over the Orioles, don't expect to make it to the World Series with this young team. It's going to be a while before you'll be in any pennant races.

<<	AL West	AL Central	AL East	>>
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Orioles	Red Sox	Yankees	Rays	Blue Jays
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Boston Red Sox		
	2007 Record	96-66
	Overall Ranking	1st
	Offense Ranking	4th
	Defense Ranking	4th
	Speed Ranking	17th
	Pitching Ranking	1st



Coming back from a World Series victory, Boston is looking to repeat this year and we see nothing in the way. They may not have gotten Santana, but they solidified their lineup and added veteran pitcher Bartolo Colon. As long as the Sox stay injury-free, they'll be playing in October.

<<	AL West	AL Central	AL East	>>
Orioles	Red Sox	Yankees	Rays	Blue Jays

New York Yankees	
2007 Record	94-68
Overall Ranking	2nd
Offense Ranking	3rd
Defense Ranking	5th
Speed Ranking	11th
Pitching Ranking	4th



A lot of news came out of New York after the season ended. Manager Joe Torre's leaving was a very big deal and it created a lot of questions when free agency came about. But the Yankees did pretty well, not losing very many of their stars, most notably Alex Rodriguez. The only doubts about the team are with the pitching. If you're able to take advantage of the young talent in the bullpen, you'll do fine.

<<	AL West	AL Central	AL East	>>
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Orioles	Red Sox	Yankees	Rays	Blue Jays
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Tampa Bay Rays	
2007 Record	66-96
Overall Ranking	20th
Offense Ranking	18th
Defense Ranking	16th
Speed Ranking	12th
Pitching Ranking	21st

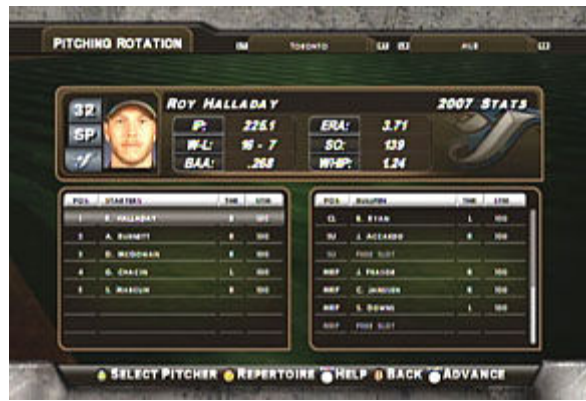


Sporting new uniforms and a new name, the Rays are back and ready for a new season. After acquiring talent like Matt Garza, Troy Percival, and Cliff Floyd, Tampa Bay could do quite well this year. The talent on the team is noticeably better than last year.

<<	AL West	AL Central	AL East	>>
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Orioles	Red Sox	Yankees	Rays	Blue Jays
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Toronto Blue Jays	
2007 Record	83-79
Overall Ranking	7th
Offense Ranking	16th
Defense Ranking	13th
Speed Ranking	27th
Pitching Ranking	10th



So much of the Blue Jay's success relies on whether or not this roster of talent can stay healthy. Toronto's got a lot of talent, but it's all moot if these guys are sitting on the bench for most of the year.

<<	NL West	NL Central	NL East	>>
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Diamondbacks	Rockies	Dodgers	Padres	Giants
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Arizona Diamondbacks		
	2007 Record	90-72
	Overall Ranking	17th
	Offense Ranking	27th
	Defense Ranking	14th
	Speed Ranking	13th
	Pitching Ranking	17th

The D Backs impressed just about everybody with last year's performance. With a division as good as this, it makes it all the more noticeable. The starting pitching is the team's true strength. Look at those guys. If you can manage bringing a couple of bats to the team, Arizona's headed to the World Series.

<<	NL West	NL Central	NL East	>>
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Diamondbacks	Rockies	Dodgers	Padres	Giants
--------------	---------	---------	--------	--------

Colorado Rockies		
	2007 Record	90-73
	Overall Ranking	13th
	Offense Ranking	11th
	Defense Ranking	9th
	Speed Ranking	6th
	Pitching Ranking	22nd

Arizona and Colorado are mirror opposites. Colorado has the bats, but Arizona has the pitching rotation. So if you take over the Rockies, trade a hitter for a pitcher. The team will benefit from the pitching help.

<<	NL West	NL Central	NL East	>>
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Diamondbacks	Rockies	Dodgers	Padres	Giants
--------------	---------	---------	--------	--------

Los Angeles Dodgers		
	2007 Record	82-80
	Overall Ranking	6th
	Offense Ranking	19th
	Defense Ranking	7th
	Speed Ranking	1st
	Pitching Ranking	8th

The Dodgers' acquisitions of manager Joe Torre and outfielder Andruw Jones are the most notable. Jones will provide the Dodgers with a big shot in the arm offensively and Torre has a history of winning. Continue to develop the farm system and the Dodgers will be competing for the division title very soon.

<<	NL West	NL Central	NL East	>>
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Diamondbacks	Rockies	Dodgers	Padres	Giants
--------------	---------	---------	--------	--------

San Diego Padres	
2007 Record	89 74
Overall Ranking	15th
Offense Ranking	24th
Defense Ranking	11th
Speed Ranking	23rd
Pitching Ranking	3rd

Should you chose the Padres in the franchise mode, we recommend developing the farm system heavily. The Padres are presently relying on aging players. This means high salaries, injuries, and the loss of a player due to retirement. Do yourself a favor and bring some young blood into this team.

<<	NL West	NL Central	NL East	>>
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Diamondbacks	Rockies	Dodgers	Padres	Giants
--------------	---------	---------	--------	--------

San Francisco Giants	
2007 Record	71-91
Overall Ranking	24th
Offense Ranking	30th
Defense Ranking	8th
Speed Ranking	10th
Pitching Ranking	18th

Like the Padres, the Giants are an old team. Bonds is now gone, so try to bring in young talent on the cheap. It's quite possible to turn this team into an above .500 team within a year or two. The Giants are old, but there is still talent here.

<<	NL West	NL Central	NL East	>>
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Cubs	Reds	Astros	Brewers	Pirates	Cardinals
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Chicago Cubs		
	2007 Record	85-77
	Overall Ranking	9th
	Offense Ranking	10th
	Defense Ranking	19th
	Speed Ranking	4th
	Pitching Ranking	13th



The Cubs managed to hold on to most of their starting rotation and even picked up Jon Lieber in the process. Should you chose to take the Cubs in the franchise, you wouldn't have to make many changes. The team is pretty solid and should get the division title this year.

<<	NL West	NL Central	NL East	>>
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Cubs	Reds	Astros	Brewers	Pirates	Cardinals
------	------	--------	---------	---------	-----------

Cincinnati Reds		
	2007 Record	72-90
	Overall Ranking	22nd
	Offense Ranking	15th
	Defense Ranking	20th
	Speed Ranking	16th
	Pitching Ranking	24th



The Reds will likely lose Dunn and Griffey by year's end. Their salaries are a problem for the salary cap so if you can manage to renegotiate them, you would be off to a good start. Griffey, however, is getting old so it may not be such a bad thing to trade him for someone younger. Whatever you do, the Reds will have some money left and you can use that to bring in some additional prospects for what would be a short-term rebuilding plan.

<<	NL West	NL Central	NL East	>>	
Cubs	Reds	Astros	Brewers	Pirates	Cardinals

Houston Astros	
2007 Record	73-89
Overall Ranking	18th
Offense Ranking	14th
Defense Ranking	10th
Speed Ranking	7th
Pitching Ranking	25th



After finishing the season below .500 the Astros are in need of some pitching. Their starting rotation simply isn't strong enough if they wish to compete with the Brewers and Cubs for the division title. Beyond that, Houston has a pretty good offense, so focus on the hurlers.

<<	NL West	NL Central	NL East	>>
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Cubs	Reds	Astros	Brewers	Pirates	Cardinals
------	------	--------	---------	---------	-----------

Milwaukee Brewers	
2007 Record	83-79
Overall Ranking	8th
Offense Ranking	8th
Defense Ranking	15th
Speed Ranking	8th
Pitching Ranking	14th



The Brewers have a legitimate shot at the division title. The Cubs are good, but the Brewers are darn close to that. They have a very young team, but the lack of depth could mean trouble. An injury to Sheets, Gagne, or Fielder could end the season for the Brew Crew.

<<	NL West	NL Central	NL East	>>
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Cubs	Reds	Astros	Brewers	Pirates	Cardinals
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Pittsburgh Pirates	
2007 Record	68-94
Overall Ranking	30th
Offense Ranking	29th
Defense Ranking	27th
Speed Ranking	18th
Pitching Ranking	23rd



The Pirates still aren't much of a threat to the other teams in the weak Central division. They have an impressive group of young pitchers, but they haven't got the bats to do much damage. LaRoche and Bay could really use a little help by the introduction of another hitter.

<<	NL West	NL Central	NL East	>>	
Cubs	Reds	Astros	Brewers	Pirates	Cardinals

St. Louis Cardinals	
2007 Record	78-84
Overall Ranking	21st
Offense Ranking	26th
Defense Ranking	6th
Speed Ranking	21st
Pitching Ranking	20th



The loss of Scott Rolen and David Eckstein in the infield will be difficult to make up for, but the Cards did get Troy Glaus and Cesar Izturis to help fill those holes. The offense still rests on Pujols' shoulders however. Their starting rotation is good, so spend some money on a guy who can belt some homers for St. Louis.

<<	NL West	NL Central	NL East	>>
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Braves	Marlins	Mets	Phillies	Nationals
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Atlanta Braves		
2007 Record	84-78	
Overall Ranking	10th	
Offense Ranking	2nd	
Defense Ranking	17th	
Speed Ranking	28th	
Pitching Ranking	9th	



The Braves were once known for their phenomenal bullpen. Things have changed quite a bit over the past ten years, as they're now a team with a good offense. They may have lost Andruw Jones, but the Braves have Chipper Jones, Mark Teixeira, and Jeff Francoeur to provide the team with a lot of offense. For the future, we recommend getting a younger pitching rotation ready. Smoltz, Glavine, etc have been in the league for a long time and they can't stick around forever.

<<	NL West	NL Central	NL East	>>
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Braves	Marlins	Mets	Phillies	Nationals
--------	---------	------	----------	-----------

Florida Marlins		
2007 Record	71-91	
Overall Ranking	28th	
Offense Ranking	17th	
Defense Ranking	28th	
Speed Ranking	15th	
Pitching Ranking	30th	



There is just no way the Marlins are going to be able to compete in this division. They're outmatched by every single team. There are a few young stars on the team, but they are nowhere near enough to bring home a division title.

<<	NL West	NL Central	NL East	>>
Braves	Marlins	Mets	Phillies	Nationals

N.Y. Mets	
2007 Record	88-74
Overall Ranking	4th
Offense Ranking	7th
Defense Ranking	1st
Speed Ranking	3rd
Pitching Ranking	11th



With ace left-hander Johan Santana in the starting rotation, the Mets are practically a sure-thing for the division title this year. Reyes, Wright, Beltran, Delgado, and Alou will provide a hell of an offense. We don't see the Phillies as being able to stop them this year.

<<	NL West	NL Central	NL East	>>
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Braves	Marlins	Mets	Phillies	Nationals
--------	---------	------	----------	-----------

Philadelphia Phillies	
2007 Record	89-73
Overall Ranking	16th
Offense Ranking	1st
Defense Ranking	25th
Speed Ranking	24th
Pitching Ranking	16th



Although the Phillies are talented throughout their roster, it'll take a great manager to put them over the Mets. We still see the Mets as a cut above the Phillies. Just keep an eye on the contracts of some of these guys and don't let them get away unless they ask for too much cash.

<<	NL West	NL Central	NL East	>>
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Braves	Marlins	Mets	Phillies	Nationals
--------	---------	------	----------	-----------

Washington Nationals	
2007 Record	73-89
Overall Ranking	23rd
Offense Ranking	13th
Defense Ranking	24th
Speed Ranking	22th
Pitching Ranking	28th



The Nationals will need serious help on all levels if you intend on taking them to the playoffs in franchise mode. The team probably won't be dead last in the division, but that's only because the Marlins don't have much of a team to put on the field. If you wish to take on the Nationals, consider it a long-term project or fixer-upper.

MLB 2K8 FAQ

This brief FAQ (Frequently Asked Questions) will cover some of the more commonly asked questions in regards to Major League Baseball 2K8. Should you have a question that isn't answered in this section or any other section of this guide, you can turn to [our free message board](#) to ask the regulars for help.

Q :: How do I update my roster?

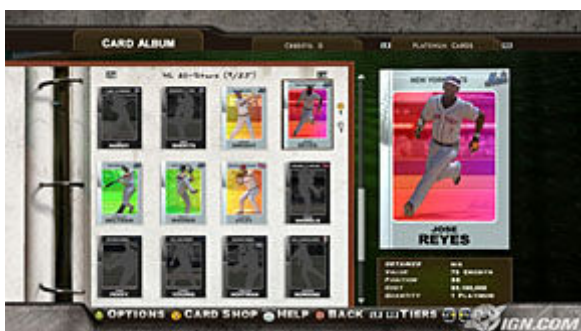
A :: The developer will soon be offering an update for this. Depending on which console you own, there is likely some sort of online option which will allow you to download the update.

Q :: Is Barry Bonds in the game?

A :: Yeah, sort of. Because Barry Bonds isn't part of the Player's Union collective bargaining agreement, his likeness isn't permitted in the game. The MLB 2K8 developers would have to deal specifically with Bonds to get his image and name into the game. You can simply rename free agent Joe Young to "Barry Bonds." He's the same person for the most part.

Q :: How do I unlock the historical players?

A :: Although the game says you can do this through achievements (trading cards), you can't yet. It seems a bug of some kind is preventing this and a patch will be released at some point in the future.



Q :: When I try to buy a report through the Inside Edge, most players' reports aren't available. Any idea why?

A :: If you're just starting a new franchise, the scouts haven't had time to properly scout each player to learn their abilities. After some time has passed, you'll be notified by Inside Edge that a new batch of reports is available for your purchase.

Q :: Why does the price of the Inside Edge reports change?

A :: Supply and demand is one way of putting it. As you get closer to playing a team, the price of that team's reports increases.. So if you are playing against the Yankees, buy their reports as far in advance as possible to get a good price.