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So today's code is "SUNSHINE".I've never been able to successfully redeem one, so good luck to you. Where do we redeem the code the website is in the title of the post. I got one! It is the first time it works from me! Thanks for sharing the code, Mario!! Much appreciated! Mine can't even load its so bad Mine keeps saying try again It worked for me, but I forgot minutes before 3pm est, you would think they would leave from time so it was not a complete disaster like last time OR make sure the tokens gave the site resource to handle it, but NOPE this company does not care very fast but whatever I just don't understand why this wasn't just put in The Show. Shown with the Father's Day pack and the free Fred Williams. Mine wont let me redeem mine? I did the code once, it had me do a RECAPTCHA, and then it just never showed me if I got one or not? Then it says my key is invalid. Invalid authentication token. Stop talking sense cause that would have been TOO easy and they like it when we have to bang our heads against the wall to do stuff --- I think they get off on it @Sammyweber. MLBTS said in Codes.TheShow.Com - 6/13/2025:Mine can't even load its so bad!m also having lag issues in addition to error messages! If they wanted to do it this way instead of a free pack in the pack shop, they should've had servers that could handle it Now its making me sign in to redeem the code but it wont even let me. It wont load Mine says, welcome - (me), then has a spot to redeem, I entered SUNSHINE and submitted, then it brings me a message asking me to sign in to my account, with three (PS, Xbox, nint10) buttons. I click my respective system and then in stops. I kept getting the try again message and I gave up. But when I turned my game on I had the pack sitting in my inventory.EDIT: It's not showing under my claimed codes that I claimed it. There wasn't another free pack that I am unaware of is there? Stuck on the to claim, please log in page. Clicked on my platform but the loading bar isnt budgingEDIT. 504 Gateway timeout. This is stupid!f we cant get in to redeem this thing, can we ask SDS for one. I feel it isnt fair to not be able to receive one because of these technical issues I got mine and did not even say it went through so check back in game to make sure you did not get it Closed my application and restarted the game. STILL don't have it Still trying to submit my code but it gives me a "please try again" error GOT IT! Just keep trying, y'all! I keep trying over and over again. Its ridiculous I have to spend an hour of my time just trying to get it to work. Hi SDS team and fellow players,I've been working through the 2025 All-Star Collection Program and noticed something odd: Ronald Acua Jr. is missing from the collection, even though he was named a 2025 NL AllStar for starters (named on multiple MLB 30 teams and shown in game lineups).There's a 94 OVR Acua All-Star card that dropped earlier via Chase Pack 11, but it dont show up in the current All-Star Game program content or other ASC starters like Lindor, Ohtani, Ketel Marte, and Pete Crow-Armstrong are there but not Acua, even though he started in RF for the NL. Im wondering:Was this an oversight?Is there a licensing issue with his 2025 All-Star likeness?Will there be a Part 2 or Flash Drop where his 2025 ASD card is added?There are a lot of improvements that I think SDS has made to how RTTS works in MLB 25. One of them pertains to two-way players. You will have from the start concurrent dual overall attribute levels, one for your choice of pitcher (SP or RP) and the other for the additional fielding position that you selected.However, and this is key, you are promoted in the system based upon your overall attribute as a pitcher. Your overall attribute in your fielding position is a bonus. So, how do you maximize your boost in the overall pitcher attribute? The most "powerful" option is to use your tokens to jack up your attribute level in the "PER9/" category. This sub-category controls H/9, HR/9, K/9, and BB/9.Using your tokens to improve your pitches is important because it determines how successful they will be. However, it doesn't seem to boost your overall pitching attribute level nearly as directly as boosting the PER9/sub-category.There are no more overall attribute descriptions, no more bronze, silver, gold, and diamond levels to that. The system has been simplified and in my opinion has been made far more natural, intuitive, and accurate to the quality of your on-the-field performance.Simply put, you make good plays and you earn points. You get a token assigned after the game ends for every 100 points you earn in that game. From what I've seen, once a token is earned, it remains yours to spend and doesn't get deducted. But, points can be deducted during a game when you make bad plays, but the penalties seem quite reasonable in terms of the countering rewards.One example is allowing a hitter to put the ball in play on an 0-2 count. You have a -2 deduction in points, but if the contact is deemed weak, then you get a +5 reward in points, and if the fielders record an out, then you get +10 points. When the game ends, the post game menus eventually wind down to the screen where your performance is presented, and part of that you see as your tally of game points are converted into tokens via that one-to-a-hundred ratio. I don't know for sure, but I suspect that remaining points not converted to tokens are lopped off and you start the next game at zero.This same system works for the various in-game challenges, but in addition to points, some challenges offer direct tokens as well as points. I am thinking that tokens once earned within the game, are also not deducted for subsequent bad plays, but again the points tally is going up or down as your play is scored.Just like in real life, as you gain attribute level in any overall or sub-category, it takes more tokens to make additional improvements. Starting off around 30 in a sub-category, you might only need four tokens to ratchet the sub-category up a point in value. But, at 50 you might need 10 tokens, and then at 70 you might need 20.In my view, this mimics real life far better than any other system I've seen SDS implement for RTTS in any previous MLB The Show series. This topic has been deleted. Only topic management privileges can see it. While I would have preferred to see the high school season fleshed out a bit more and seen three full seasons of college ball with more than just eight teams, what is presented with the high school, MLB Combine, and college experiences is well modeled and a firm step in a positive direction.But, what I like most about RTTS in MLB 25 is how the tokens are earned through quality of play on the field by your avatar player, and that you can then spend those tokens to upgrade play skills as you desire. Even the in-game challenges only award points which are then converted to tokens, plus a few of the hardest challenges will earn tokens outright in addition to points.This really allows you as the player to tailor your avatar player as you desire.The equipment you obtain by any method only offers a percentage boost to your skill points, and so how you choose to manually distribute your points for skill increases still drives the evolution of your avatar player.The graphics for the player setup have added a few new elements, mainly tailored on expanded options for skin tones and effects. There appears to be a slight improvement in how the uniforms are modeled and how they react to movements by players.Overall, I think SDS deserves a significant bit of credit for how they improved RTTS, and I would like to see the high school and college experience significantly expanded going forward. Yeah, the tokens let you level up like a proper RPG. Makes it a challenge to do a 2-way player, though, as you need SO MANY TOKENS to improve as both a pitcher and a position player!An interesting change I've noticed is that when I'm pitching, I no longer have an indication of where the catcher wants me to place the pitch. I can tell what pitch he wants by looking at the number of fingers, but I don't know how to read any sign of where the ball should go so I'm just having to wing it. I've no idea if this is something I can adjust in settings somewhere, but I'm kinda digging it for right now. So much better this year. The token/skill progression system is so much better. Please keep it. So glad they made it more like it was before the whole archetype system. Rts is finally fun again. I also love the new perk system, but I can't seem to unlock more pitcher perks for some reason. @Demadrio PSN have you tried pressing R2? On higher difficulties you have to ask for it. On lower its there by default. Each perk has its own assigned chain link, and you have to spend tokens to unlock each link in the chain. Each link you unlock increases the power of the perk and when you unlock the last link in the chain, the perk becomes fully empowered. This essentially means (at least I think it does) that you can have as many perks as you desire to spend tokens on.Again, you earn tokens directly by points earned for game play by your avatar player. He does something odd, he earns points. He screws something up, he gets points deducted. However, these are just gross points for the game. So, if your player does ten good things he earns about 100 points and if he hoofs one thing up, he had ten points deducted.The most points I have seen for a single achievement in a game is throwing a perfect game, which earns your avatar player 700 points. I'm not yet sure what the points to token ratio is, but I think it's about 100 points to one token.The tokens are then used to increase attribute skill levels as you desire. So, for example, you want to max out your speed and base stealing attributes, then you can devote all your tokens to upgrading those two areas. Are we able to use rts in DD this year? I love RTTS this year. It actually feels like a challenge being a pitcher. I normally play on legend, and this year has been a challenge for once in 24, you could stack up equipment and be a 99 by the time your second season starts, this year it actually feels like you have to be careful throwing a fastball over the plate. @PriorFir4383355 XBL hey I know this is an old chat but in RTTS 25 if you are a pitcher and you throw a perfect game (no hits allowed throughout 9 innings) you get around 32 tokens. I just threw a no hitter with 23 Ks and no hits and I got that so going off that I would assume depending on how many strikeouts you have, challenges you completed during the game, and your batting (if you are a two way player) you get anywhere from 27-30+ tokens a game when you throw a perfect game. That's likely true if you are just a pitcher. If your avatar player is a two-way player and is DH when starting pitcher, then you could earn as many as 37-40 tokens per game, and then on days that player doesn't pitch, you could earn as many as ten per game. This is actually going to be a fun Mini Season! Lefty or switch hitters and silver and below RHPs. Played one game and started at home (so I picked Corks) which means only up twice. Still got 16 runs on 7x HRs and 3x 2Bs (16 total hits). It was like I was taking BP! Also, still got a combined-no-no with the low rated RHPs. Can someone suggest a good stadium to play at that's not a created stadium and silver and below RHPs. Played one game and started at home (so I picked Corks) which means only up twice. Still got 16 runs on 7x HRs and 3x 2Bs (16 total hits). It was like I was taking BP! Also, still got a combined-no-no with the low rated RHPs.Yah it would be if the CPU could pitch, honestly I am enjoying it but I just want more strikes so I can hit. Fier is great and really fun to use btw. @schamps17 NSWTry Capital Lange Pans at 1pm in June All lefty Moonshot Mini Season at Mack Park thanks for posting this. without this thread I would not have known they added another mini season. When I go into the mode it would be helpful for SDS pwr 26's latest mini season tile at the front. mine was all the way at the back. It's whack I can't use Ohtani but the CPU teams can. Not even the Disrespectful 84 DH only is Available for me and i don't have any Ohtani player cards in use Double check your lineup because you have him somewhere I play all my games at either July 1:00 PM ClearOctober 7:00 PM Party CloudyNot sure yet where I'll play. Either Coors or maybe Mack Park? Supposedly it's good for lefty pull hitters. Just recently got the G7 controller. Maxed it out to 1000hz. Getting to some pitches a lot faster now. Just curious if you have that controller what you set the dead zones at? Looking to see what is working best for people using it. following because I need whatever advantage I can get I literally got this yesterday. If you are normally late on pitches, I would highly suggest mapping your A swing button to the back right trigger and then go into trigger settings in the controller app and select the left trigger mode. I have always been one to be late on any outfield or high speed pitch. You only have to pull the trigger down ever so slightly and you swing. I guess my thumb is just slower at pushing a button than my index finger pulling down because I was not late on anything yesterday. My best BR run this year had been 4 wins, I had a run already started yesterday where I was 1-1 and finished it at 9-2. I had my chances in the 10 win game and choked it away. The 10 win was Freeman and not Trout or Ohtani so I didn't feel as bad about it. I haven't gotten a chance to fool around with any of the deadzone or other settings you can adjust. I plan on doing that today after work. That's where PS is lacking; the lack of 3rd party options with great response times (and smaller too). Unless u spend 200 on the DualSense Edge controller. Is there any actual proof in the specs that the G7 has faster response time than the standard xbox wireless controller? I know alot of people sing its praises but when I read through the reviews on Amazon - I get a MUCH different impression alot of people say its cheaply made, buttons pop off, ect. I'm leaning sure, but still too big to my liking (hands big enough for the wife tho) Does this controller have the peg issues that the regular Xbox controller has? I'm currently using a cheapo power controller just for this game. @yankblan said in Gamesir G7 settings:@Shawn sure, but still too big to my liking (hands big enough for the wife tho) Personally, I use the standard PS5 controller. I thought about getting the Edge, but not trying to spend 200 just to be a little better in The Show. Now if, "Miss Santa" my girl wants to surprise me with the controller as a nice gift, I'll give it a shot. But until then, I'm fine with the standard controller. This controller is no better than any other wireless controller. Talk about placebo effect What is the best stick settings for the game? Trying to figure out any suggestions @dsparks I did this and it helped as well the only bad part being it is almost impossible to check swing how can i upload a logo? i used to use the MLB and MLB uniforms so this is my first time creating my own Inside Diamond Dynasty...go to Home...Customize...Logo Editor...Create your logos...save your logos...exit out of DD...Go to Create (in upper left corner of main menu screen)...go to Vaults...press the Vault Options menu button...click on Upload...You just uploaded a logo to the MLB The Show 25 vault...congratulations! He means upload a logo to the game, not design one. Not sure this is possible. They need to completely revamp the uniform/logo customization piece of this game. If they made it more like Madden where you could upload sag files it would improve the game significantly. Been offering us the same, [censored] fonts and designs for 10 years. @tjH420 PSN I did say how to upload...that comes after the create (my third line). One cannot upload from a computer, everything is done from the console...so one has to first create on the console, then upload from the console to the vault before one can use the created logos. For one to use the created logos, one has to upload from the console to the vault or it won't show up in gameplay. One cannot upload without first creating the logo. ya you can't upload from a computer in this game. every other game uses a web UI so you can create logos/uniforms but MLB the Show has the same logo creator program from 1989 @dap1234567890 PSN PSN said in uploading a logo:Considering some of the vile creations made with the logo editor as is, Im OK with not being able to upload images. @MarinerMatt01 PSN said in uploading a logo:Considering some of the vile creations made with the logo editor as is, Im OK with not being able to upload images, but other games in 2025 where you can upload thru a website dont have so many issues like MLB's logo vault does. Maybe they don't have a very good program to catch these things? Lmao this game is so old that this topic has been deleted. Only users with topic management privileges can see it. Do the perk bonus stack or is it individual like contact boost on multiple perks and swing timing boosts? You can earn as many perks in as many categories as exist. In fact, you could earn all of them. There are no different perks at various levels. Instead, each perk has four levels, which you can decide as you desire to unlock. Perks are earned through the quality of your on-the-field play, which is the theme for all rewards and why I think this RTTS setup in MLB 25 is the best it's been.I've already seen with my avatar player that I can have multiple perks in multiple areas active at the same time of a play about to happen. What Im asking each perk tree has a specific boost to contact, power, plate vision, depending on when it activates. But do the those of boost to player when they activate stack percentages Do we have a definitive answer on this? I'm starting to think they do not stack. Update #7 did incorporate earning perks into the in-game challenges. However, it is rarely offered -- something like one challenge in 30 offer perks. However, I have yet to get a hit on the three I have been offered, which is disappointing, but that's basebalh I guess!I guess what SDS decided is that packages would be awarded based on XP earned during RTTS play as well as the programmed number of games played. Perks will be offered as reward in RTTS for satisfying terms of in-game challenges, but perhaps (and this is only a guess for now) perks can still be earned for specific plays achieved on the field as was previously the case. @PriorFir4383355 XBL I got that one yesterday, on my SP. Of course, it's one of the broken ones that never completes, and then fails at the end of the game. lol. I've seen like 4 of those that are broken for pitcher so far. There seems to be an issue with the perk rewards for hitting challenges. I already had all the hitting perks and merely lack seven pitching perks to have them all for all categories. Well, I finally had success on a hitting challenge that offered a perk reward at the end of the game, no perk was provided. The perk symbol was orange, which is for the hitting perks. The pitching perks are red. So, it would make some sense for hitting challenges to offer hitting reward perks, but if they already have them all, then either award a perk the player does not already have, or don't have any perk reward challenges. So I think they do stack cause with pulse pounder and flamethrower mastered i can throw 102-106 mph fastballs(mind you I've only seen 106 once its typically 103-104) otherwise 101 to 102 with each perk individually.@Deadmankilln PSNYeah, flamethrower is busted when you put the points into it. It's crazy expensive for a reason, I guess. The annoying thing is that the velocity added to it makes your off-speed pitches faster, too, when velocity for change up/slider/etc usually does the opposite.Also, let's stop talking about flamethrower, or they'll nerf it. lol. I really like MLB the Show 25. It's probably the best visual simulation game. Better than NBA2K25. The only thing that I would add to The Show is the ability to select a non baseball town (Austin, Montreal, etc) and add one team to the AL and one team to the NL. 2K has this option and it would be awesome if the Show had it too. Just something to think about @SuperNTG MLBTS I'm hoping that since they finally relented on the All Star uniforms and have each player wear their team's unit's that many of us have been asking for for years bodies well. I have been asking for expansion, relocation (not rebranding) and realignment for a while now. Here's hoping that if enough of us bang the drum on this, they'll get the hint. They have an X account. They have a YouTube channel. Maybe it's time to start taking this idea to those places, as well. While they're still developing 26. @SuperNTG MLBTS Madden & NFLH have the option, too. But, EA Sports has taken a nose dive in the last several years. Step up your game, SDS. Prove your're better than EA.@SDS JoeK PSN thank you for your attention to this matter. @SDS JoeK PSN If you guys could do this, I would pay 100 dollars for that game @ralph13m PSN didnt NHL take it out once Seattle joined? Feedback noted - thanks! @SDS JoeK PSN Do you think this game is better than EA's? I've been playing computer and console baseball for a very long time going back to micro league baseball - and I still have that disc. I think it was Tony LaRussa baseball that had the ability to realign the divisions. That might be more realistic and easier to program a schedule for. I'd move Houston back to the NL Central and Milwaukee back to the AL but I'm fine with how it is now if nothing changes. @sullivanspring MLBTS said in Expansion teams in MLB The Show 26?:Unlikely they would have to rework the draft to add more players and rework the schedule.I've been playing computer and console baseball for a very long time going back to micro league baseball - and I still have that disc. I think it was Tony LaRussa baseball that had the ability to realign the divisions. That might be more realistic and easier to program a schedule for. I'd move Houston back to the NL Central and Milwaukee back to the AL but I'm fine with how it is now if nothing changes.Im gonna agree with you. The 2026 schedule is near identical to 2025 except when the teams play. I even play the Yankees at home again as the Dodgers instead of on the road. I have seen NBA 2K ad expansion teams and they never had any issues @SDS JoeK PSNDo you think that this is something you could do? @sullivanspring MLBTS I remember when it was called 989 that you could re-align divisions around the time TB and Arz joined. Id always have TO-Mid-NY-M-Bos as AL East, playing with the Expos. Fun times!@yankblan PSN said in Expansion teams in MLB The Show 26?:@sullivanspring MLBTS I remember when it was called 989 that you could re-align divisions around the time TB and Arz joined. Id always have TO-Mid-NY-M-Bos as AL East, playing with the Expos. Fun times!Probably a lot of things they could do when the entire game was just franchise mode and nothing else. This topic has been deleted. Only users with topic management privileges can see it. After a few days of the game playing a little more consistently and feeling more fun in general, I just got done with one of those absolutely egregious games that needs to be talked about. I could talk about the excessive home runs, him using lower end diamonds + some golds and making my 96 pitcher look like a common free agent, the inconsistency with check swings benefiting him on offense and defense and doing the opposite for me etc.... but let's just chalk this one up to him being far better. And no doubt a user of Strikezone. My opinions on this are well known at this point, so I don't need to revisit previous thoughts, but rather add on to the growing argument that it needs to be addressed.I could talk about the matchmaking, but I don't think I need to go too deep into that. He was averaging .320 something for batting and averaged a HR every 10 at bats. Lopsided matchups like that are only fun for 1 person and angers the other. I still maintain, he wouldn't have had that level of success if he was using the default catcher view. He might not regress a lot, but I don't think he'd continue his .320 BA and 10 HR/AB clip.Then yesterday, I realized something. I was at a friend's house having a drink and we decided to play The Show. I logged into my account on my PS5 and we were hoping to play Co-Op Diamond Dynasty online. Long story short, we never got to play anything because the couch co-op for this game seems to be non-existent or at the very least too complicated (another issue for another day). We both did Google searches, played around with different solutions and nothing. Our final attempt, we decided we were just going to play exhibition with the real teams. When I logged into The Show, I was asked if I was a beginner, simulation gamer or competitive. On my PS5, I went with simulation. On his PS5, I chose competitive, not thinking anything of it. We got into the exhibition game and my batting view was set to Strikezone without me making that adjustment, and my friend had pinpoint as his pitching method. Neither of us play this way, and it appeared the game was not going to let either of us adjust... so we just said "F" it and turned off the PS5. My realization: Choosing "simulation" at the very beginning made my default settings "catcher view" and "meter pitching" when I selected "competitive" the defaults became "strikezone" and "pinpoint." I don't know what Casual is set to, but I can imagine it's "directional" and probably still the meter. Now, it can be concluded that competitive and ranked matches go hand in hand. Maybe the intention for simulation was to stick to franchise and other offline modes. Either way, I enjoy putting my skills to the test against people online with a lineup of players I like. I get the game wants to give people options on how to play it. I still maintain that casual players should play with casual players, simulation with simulation and competitive with competitive. I also believe the competitive category is set up as it is because SDS is telling us without telling us that these are the optimal settings, if you want to be able to compete with the best players. Master pinpoint and you'll have much more control over your pitches (instead of the random hangers that cost you a game when using meter) Master Strikezone and you can see pitches much better, whether it's balls and strikes or getting the bat on the ball. I don't believe I'm on equal footing with players using these settings. It's always obvious to me when I'm playing someone using Strikezone (and to a lesser degree, pinpoint)This leads me to two things:Just like turning off cross-play is an option, Players need the option to play people who are using the same settings. That's the only real way to know that the competitive balance is intact.Much of the problems with this game are things I believe are under SDS's control. What I dislike most about this game is the inconsistency. That's because I've seen it be fun. I've had games that were and absolute blast... but inevitably I have a stretch of games that are the polar opposite. I feel like I'm being nerfed and my opponent's buffed. The ways in which I'm losing don't make a lot of sense. "Dotted" pitches being taken yard with early swing timing and below average contact, my poor contact being more successful than my good contact etc. Then I get those lopsided matchups against someone I know I can't compete with. My option is to either stick it out for 9 innings, if I'm not mercied before then, or quit. Quitting is obviously punished. Less XP to advance in the game and your pitchers don't really recover their stamina. I'll be rewarded by the game if I stay and get thrashed and angry. And of course the difference in settings which I believe creates inconsistent outcomes. For example, how does the game decide when someone using "timing" based swinging gets a hit, home run, pop fly, whiff etc? Just time it up on a pitch that's somewhat in the zone and you can get a home run? To be fair, I haven't seen timed swinging be a huge problem for me, though I did get slaughtered by a timed batter in a previous Show. Regardless, having this many options is great for accessibility and giving you an option of how you want to play the game BUT it's horrible for a ranked / competitive environment. We need an option to play people using our settings.All I want is to be able to say "The Show IS fun" and not "The Show CAN BE fun." DD ranked is automatically set to Competitive so your personal settings dont come into play at all. Every other setting you control and you see and they control and they see. I play SZ high and analog; every year when I first boot the game, I always pick competitive and the defaults are views from a wide angle (fsheyye?) and pinpoint. Never seen strikezone as default.Like the other guy said, online is set to competitive.Matchmaking by settings would make it worse since the combinations are almost endless. Some people would wait minutes to be matched, and with potential huge skill gaps.Matchmaking will never be perfect because of human element: people banking their records to stay at lower levels.You and lots of people never consider human element when struggling (fatigue, slump, emotions). Were not playing the same every hour of every day, the pool of players grows or shrinks depending on time of day. You can absolutely lose your way and have to go back to basics and feel like you lost it, or be on a heater. Were not robots and with all the type of setups people use for connections, and the human element, its not the game all of a sudden plays a different way. @fubar2k7 PSN!m not sure I understand. How does competitive play differnt? Are the gameplay differences? The way I understand it, casual, simulation and competitive...I switch things ups like timed or directional hitting instead of zone and meter pitching instead of pinpoint.@yankblan PSN All I know is when I selected "competitive" on my friend's console, the exhibition game we tried to play had the batter using the ultra zoom / crotch view camera and the defender using catcher's view. I was wrapping my head around it yet I can see the potential pitfalls, but if the forum is representative of the community as a whole, then plenty of people don't see the issues I'm seeing and would not take advantage of the proposed filtering. I also turned off cross-play as I don't trust there will be no difference between playing a PS5 opponent and a Switch / XBOX opponent. That's not necessarily filtering as specifically as having the same settings, but regardless it hasn't made finding games slower.True. This one is a bit trickier, but I'm sure there's ways to troubleshoot certain things. In MLB 25 I haven't even sniffed Championship Series let alone World Series (Though I want to be a CS, fringe WS level player) so don't know why I'm being matched with someone who has the "World Series" profile icon.I do consider these things. More so than other games, The Show can hinge on how you feel that day. Kinda similar to say playing basketball IRL. Sometimes my body is relaxed, loose and I have sweet shooting stroke... then someday's Im sluggish, stiff, overthinking etc. and you'd think I rarely shot a basketball. However, I don't think this alone explains the issues I experience. I could just talk about my last few games where I was pitching and hitting extremely well, only to fall apart in the 7th inning. I put a fresh reliever in the game and I'm virtually not allowed to get a ball in the strike zone unless it's hung. It's like clockwork. It really feels like it's a game mechanic to see your pitcher fall to pieces once you're in the 5th-7th inning range or at the very least a fresh reliever will come in but its already been pre-determined that today is going to be an off day for that player. It's happened so many times I can't chank it up to any kind of coincidence or human element.Thank you for the replies, gave me some different perspectives to consider. I play on classic, with the PCL, Strike Zone 2, and on simulation. I don't need anybody that is not SDS becoming a dictator and telling everybody else how they should play this way. That's what great about this game and America: WE HAVE A CHOICE!@ssdrir34 PSNAnd the great thing about my'm proposing is, it doesn't take your choice away! Reading comprehension is huge. A lot of the heart I have coming my way is from people who fundamentally misunderstand what I'm saying. @Squid\_Adams PSN until you know the percentages of how plays with which settings; it would be hard on the player, and SDS, if they made each mode of play have different settings.IE. SDS would have to spend more to pay coders to develop these settings in each mode of H2H. And if it's only a small percentage that plays a certain way; then it wouldn't be financially reasonable for them to spend that money.IE: if, say, only 5 % of the current player base plays with the settings that you want utilized; then that means they'll only pull 5% of the available players online, at that given time, thus making match making take longer.Then you could have these 5% of players complaining that they can't find a matchup.I still don't understand how you think a certain camera view for batting/pitching and a certain hitting/pitching interface gives someone an advantage?If it gave players and advantage; EVERYONE would use those settings/interfaces.People need to stop worrying about how others play the game and start concentrating on having fun.If someone is out hitting/pitching you; maybe you're just in a slump.If it's happening every game, then no offense meant, this game isn't for you. I got the impression that you thought you were playing people online who were using lower difficulty level than you. I was letting you know online DD is automatically set at competitive. As far as the setting used like type batting and pitching that is solely up to each individual person. You and I can play each other and have completely different set up and we would never know it. Id see mine and you see yours but we would be playing on competitive. @x-B14-x-MAFIA-x PSNI was thinking an option similar to turning off cross play. There would also be the option to play anyone with any setting, but for anyone who is like me, I would be able to select "catcher batter view and pitching meter." There might be more to this such as research and finances, but what I have in mind seems fairly simple. I wouldn't necessarily have to be paired up with someone who chose to filter out players with different settings, but someone who just happens to use the settings I do. But it does give me more to consider overall, so thank you for the examples.It might not be a clear advantage like your power attributes become inflated, but I believe it makes it easier to distinguish balls and strikes and get the bat on the ball. I used it for a few innings and was fouling off pitches I previously would miss and was having an easier time seeing balls and strikes. Did I change my settings and instantly hit loads of home runs? No... but I did notice a slight difference in my success and imagine if I would have continued and worked at it, I'd only get better. However, I just don't enjoy the aesthetic of it. For me, the best analogy I can come up with was the argument Mark McGwire used to justify his juicing. His stance was essentially that while steroids made him stronger, they don't affect the timing of his swings, the placement of his bat, reading pitches and so on. I wouldn't say that these two things are completely related, but I think the comparison sticks. I personally haven't seen a point made yet that would have me reconsider my stance, but I'm open to it.The majority of YouTubers and top players do use it. I think the fact that people use it is a Freudian admission that it makes hitting easier. Why would anyone switch to a less aesthetically pleasing view? I don't use it for that very reason. I like the batting stances and stadiums so I stick with the default view which for me was Catcher.I'll admit, I have been having a bit more fun recently... albeit 2 out of my last 3 games have been ugly examples of why I've been calling out The Show. These games are a reminder that The Show still has lots of problems keeping it from being consistently fun. The problems aren't consistent (nothing with this game is consistent). I can play 10 games and sometimes 7 of them will be quite fun... other times I'm lucky if I get 1 or 2 fun games. Anyway...First game I'm pitching, there's 1 out and Pete Crow-Armstrong on third. Opponent hits a hard grounder to Third and I make sure to look the runner back. He stays on third, I throw to first and get the man out. Thinking this guy is going to be stupid and try to run home, I input for Freddie Freeman to throw home almost instantly. Low and behold, the idiot takes off and I see Freddie Freeman stand there looking dumb. After about a second or two, Freddie Freeman finally throws home... but obviously it's too late and the guy scores the run. That basically decided the game. An unresponsive, wonky animation cost me the game. Yes, we're playing to have fun, but at a certain point late in the game, you're invested in winning. To see something like that throw out all the good things you did in the 30-60 minutes it takes to finish a game, it's a tough pill to swallow.Second game was just nerfing me the whole time. I had 1 home run... which to be honest wasn't a well hit ball... but that was the last thing I was given. Three perfect-throw line outs to the short stop. Good contact hits being lazy pop flys. Hard hit balls that are "just late" are going way foul, so on and so forth. On the flip side, I'm pitching, really well. High strikeout numbers, low pitch count. He can't seem to get contact for a good 5-6 innings. Then randomly, I give up a home run to someone who doesn't have great power numbers on a pitch that wasn't in a juicy location in the slightest. That ended up happening yet again a few innings later. It's one of those games where I don't know what I did to lose. I was seeing the ball well, working the count etc... just wasn't allowed to get a hit.The second game to me is where SDS takes the "well, that's real basebal" thing too far. This is ultimately a video game and when people do things well they want to be rewarded as such and when they mess up, then they'll understand why something went wrong. I've been playing the game quite a bit recently, for better or worse. A lot of times I get the feeling the game is buffing me or nerfing me. The way I was seeing the ball/swinging the bat in the second game, would have lead me to having 3 to 5 runs in a different game, but as it went, I only had 2 hits.Truth be told, I've noticed this big time in NBA 2K. I bought that game every single year. Now, much like The Show, I take breaks from it for years at a time. NBA 2K was one game I was POSITIVE I was good at. Keeping a cool head, taking smart shots, making smart passes, playing hard and controlled defense etc. I played every year and A LOT. I don't recall what my record was, but I was definitely winning 3/4's of my games. That started changing around 2k17 or 2k18. All of a sudden I'm a .500 player. It started feeling like the game was more in control than me. Smart shots with good releases are not failing, my opponent hitting shots he shouldn't be hitting with the level of defense I'm playing and so on. Then I'd play a few games where things felt the way they used to again, but it would always revert back. Call this RNG, game scripting or whatever. I just know there's something to that. I want to be in total control of my wins and my losses even if it sacrifices a little of those "that happens in real basebal" things.The best way for me to handle The Show when it's more Hyde than Jekyll is to use those games to rest my relievers. Even if my SP is getting jacked up... I have some level of control in my loss and maybe a mercy gets it over with sooner. I also have to remind myself The Show is a bad game. This is not to troll, it just that works for me. I can't call it game a good game until it is that way consistently. Even if some of my reasonings don't work for you, I'm sure we can all agree that being cost a game with unresponsive animations is not acceptable. I don't care if it has something to do with Freddie Freeman not being as strong a defender or something... I as the player anticipated and saw the runner going home and would have thrown him out if Freddie didn't take that 2 second pause. I don't believe I'm bad at this game and that it's not meant to be. Then again I wouldn't say I'm good at this game and that it is meant for me. I don't know what I am. My methods for winning also lose me games. @fubar2k7 PSNI get it, but I don't get it lol. I Googled "competitive mode mlb the show" and the AI response sounded a lot like how a Developer would talk up a game before release. However, some things felt contradictory and there was subtle admission the people who see random nonsense or skill not being taken into account were correct. Such as:Benefits of Competitive Mode:More realistic outcomes: Offers a more authentic basebal experience, with fewer lucky hits and more emphasis on skill.Fairer online experience: Ensures that player skill is the primary factor in determining success in online modes.What that says to me is they're going to dial back the randomness, but it's still in the game and can still determine the outcome. If skill is the "primary factor" but my opponent and I are of a similar skillset, does this mean there are other factors that will determine the winner? On paper it sounds like they're giving the players more control, but they're also retaining some control and reser the right to give a random costly error that costs me a game.It also said that competitive is the mode that gives players most control and puts their skill to the test. Simulation and Casual were using the ratings players to determine success. So would that explain my struggles in Roto to the Show? I'm not an expert or so and feel like I'm being nerfed with a sub .200 average after hitting like .240 the year prior. Is my rating what's costing me? If I switch to competitive, will the pitches I barrel into become hits and not line outs? Like I said, I kind of understand the difference in modes, but really, I don't. I feel The Show is one big inconsistent contradiction. @Squid\_Adams PSN Im not in the same age range but perhaps some inside from my father could help. He is about to turn 79. He also plays the game. He plays on competitive and hits around 20-30 points lower this year than last year per his text messages. When he plays offline he said had to dial down the level from All Star to Veteran hitting to be able to hit. Online hes stuck on whatever they have which I believe is All Star. @fubar2k7 PSNSounds like something specific to him, honestly... but kudos to pops for playing and texting! What I'm talking about has to do with modern sports video games in general. NBA 2K2 is one game I got so good at, I was beating people with the LeBron-less Cavs regularly (The Mo Williams and JJ Hickson team and later the Kyrie Irving and Dion Waters team) Then around 2017/2018 I inexplicably came a .500 to sub .500 player. I think this has a lot to do with the RNG and Game Scripting elements people talk about. It's supposed to make the game seem more true to life, but in reality it just takes control out of the player's hands to varying degrees. There's more there and that's why I and many others seem to have constant problems. When it's fun it's a lot of fun. When it's not fun, it's infuriating and feels downright unfair. @Squid\_Adams PSN Online is set in stone as far as your level but for offline have you considered playing with Dynamic?

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