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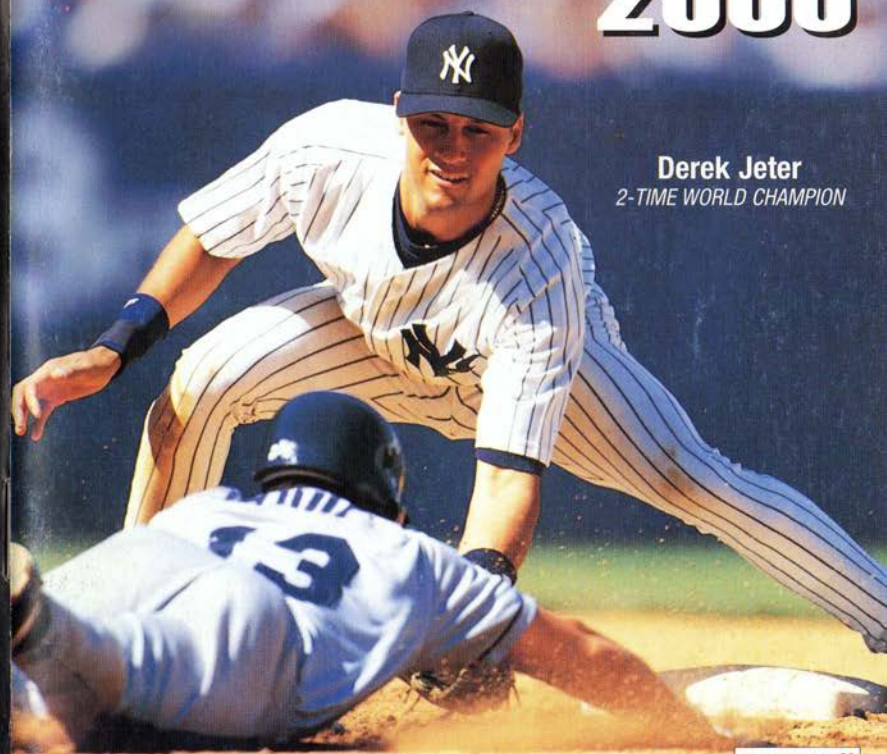
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INSTRUCTION BOOKLET

NUS-NBEE-USA

ALL-STAR BASEBALL™ 2000



EVERYONE E CONTENT RATED BY ESRB

ACCLAIM SPORTS

NINTENDO 64

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WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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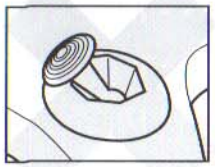
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LOADING

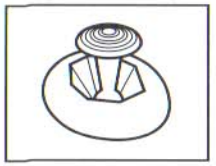
1. Make sure the power is OFF on your Nintendo® 64 Control Deck.
2. Insert your ALL-STAR BASEBALL™ 2000 Nintendo® 64 Game Pak into the Control Deck as described in the instruction manual.
3. Insert Controller into Controller Socket 1.

NOTE: ALL-STAR BASEBALL 2000 IS FOR UP TO 4 PLAYERS. EACH PLAYER SHOULD INSERT A CONTROLLER INTO THE PROPER CONTROLLER SOCKET AT THIS TIME.

4. If you wish to save a game, insert a Nintendo Controller Pak™ (sold separately).
5. Slide the POWER switch to ON.
   (Important: make sure not to touch the Control Stick when doing so.)



This game is compatible with the Controller Pak and Rumble Pak™ accessories. Before using the accessories, please read the Controller Pak and Rumble Pak accessory instruction booklets carefully. Follow on-screen instructions to determine when you should insert or remove the Controller Pak and Rumble Pak accessories.

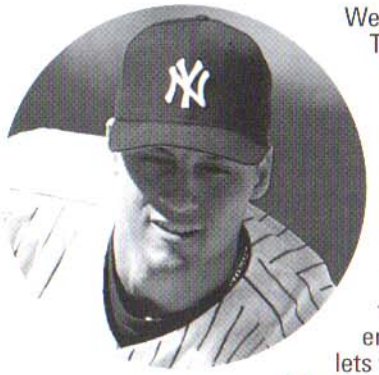


This game is compatible with the N64 Expansion Pak. Before using the N64 Expansion Pak, please read the N64 Expansion Pak Instruction Booklet carefully as it contains important information about the safety and use of this accessory.

N64 Game Paks displaying the N64 Expansion Pak icon will take advantage of the additional memory features of the N64 Expansion Pak. Look for this icon on specially designed games.

INTRODUCTION

A Word From Derek Jeter



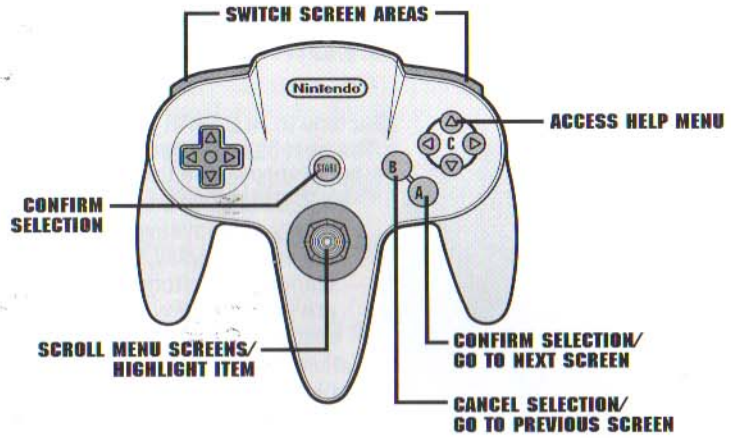
Welcome to ALL-STAR BASEBALL™ 2000. The best baseball game around is even better this year. This year ALL-STAR BASEBALL 2000 brings home a variety of innovative new features like instant replay, authentic batting stances and pitcher motions. There are plenty of new motion captured animations that add all-new levels of realism. You'll enjoy a great new look and feel at the plate too, thanks to the advanced batting controls. The enhanced General Manager interface lets you trade up to three players for one. The great Player Draft feature allows you to load up with talent and create a dream team using the best players in baseball! Create-A-Player has also been expanded. Now you can build and save up to 25 fantasy players– a whole team! Import them into any game mode and show the world you can build a winning team from scratch!

There's nothing like winning a real World Series™, but winning one in ALL-STAR BASEBALL 2000 comes close! You still need the drive and talent to make it through a long season. The action starts in Spring Training and continues through the All-Star break. I enjoy jumping into a Home Run Derby and slugging away against all the top home run hitters in the big leagues. Then, it's into the Playoffs and on to the ultimate goal: The World Series. There's nothing like the feeling when you record that last out to take it all!

Just about every big league player today started out in the farm system, and ALL-STAR BASEBALL 2000 gives plenty of attention to the farm clubs. You'll have hot young prospects to bring along or trade and struggling or injured established players who need to be "reassigned" to get their play together. In short, with ALL-STAR BASEBALL 2000 you get everything but the peanuts. You'll have to pick them up yourself.

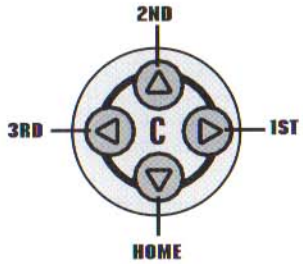


Menu Navigation



DEFAULT CONTROLS

Diamond Controls



At Bat

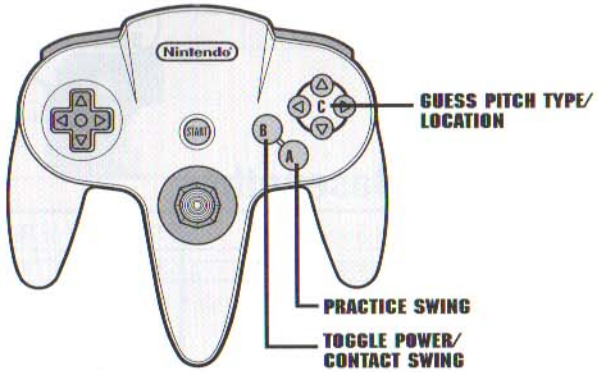


DURING PITCH SELECTION

During pitch selection, you can take practice swings, toggle between a power or contact swing, and, perhaps most important, try to guess the pitch type and location your opponent has selected. If you guess right, your odds of a crushing hit increase. Guessing both pitch and location on the same at bat is a risky proposition. Smart batters usually guess only when ahead in the count and hardly ever when behind.

Guessing the pitch type Before a pitch is selected, the batter can try to guess what pitch will be thrown by holding the **Z BUTTON**, then pressing the **C BUTTON** that matches a particular pitch. You can bypass the pitch guess by pressing the **A BUTTON** instead of one of the **C BUTTONS**.

Guessing pitch location Once a pitch is guessed or bypassed, you can also guess the location of the pitch by pressing one of the **C BUTTONS** while you hold the **Z BUTTON**.

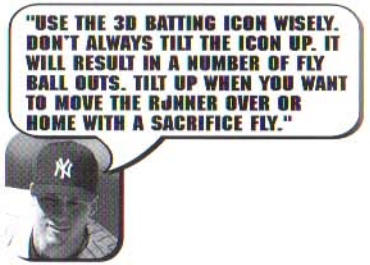


DURING WINDUP

CONTROL PAD/STICK	Move Batter's Target
HOLD B BUTTON + Control Stick Direction	Tilt Batting Target to Direct Hit
A BUTTON	Swing (Tap A BUTTON to check swing)
B BUTTON	Toggle POWER/CONTACT swing
C ▼ BUTTON	Bunt
Hold C ▼ + Press C ◀	Increase bunt power*
Hold C ▼ BUTTON + Press A BUTTON	Bunt & Slash (must be bunting first)
L BUTTON (Hold to steal)	Leading off (all runners)
R BUTTON	Return all runners to base
Press the C BUTTON for the base the runner is on plus the L BUTTON or Z BUTTON	Stealing
C ▲ + L BUTTON or Z BUTTON	(Example: Runner on second steals third)

*Disabled in Rookie skill setting

After releasing the pitch
Batting, leading off and stealing controls are the same as above.



On The Basepaths

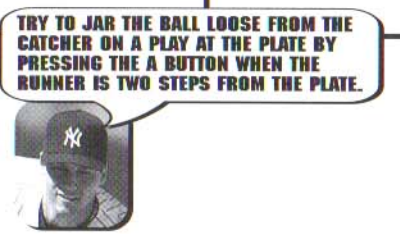
A BUTTON + Control Stick	Slide Left or Right
L + R BUTTONS (same time)	Hesitate all runners
Press the C BUTTON for the base the runner is on plus the L BUTTON or Z BUTTON to advance. Press the R BUTTON(or RIGHT CONTROL PAD) to return.	Advancing/returning a base
Example: C ▶ + L BUTTON or Z BUTTON	Runner on 1st advances to 2nd

ADVANCING/RETURNING ALL RUNNERS

L BUTTON	Advance
R BUTTON	Return

In The Field

CONTROL	ON THE MOUND	FIELDING
C BUTTONS (Simulation mode)	Select pitch	
R BUTTON	Toggle Pitch Aid ON after pitch selection	
L BUTTON + C BUTTONS (Arcade mode)	Select additional pitches	
CONTROL PAD	Aim pitch (before releasing)	Make your play on the run
A BUTTON	Deliver pitch	Diving catch
B BUTTON	Pitch out	Jump catch
L or Z BUTTON + Desired C BUTTON	Turbo throw	Turbo throw
L or Z BUTTON	When a runner is leading off, press while pitch is on the way to the plate. The catcher will hold the ball for a pickoff attempt.	
C ▼		Sliding catch
A BUTTON + UP or DOWN (Deep, Center, Double Play, Right, Guard, Left and Bunt)		Shift infield
B BUTTON + UP, DOWN, LEFT or RIGHT		Shift outfield
Control Stick	Aim Pitch (before releasing)	Move in Direction (the amount you move the control stick determines how fast the fielder moves



THROWING THE BALL TO A BASE

Press the desired base direction control **(C BUTTONS)**.

FUTURE THROWS

If you press the control before the ball is caught, the throw will be made once if the catch is made.

STARTING OUT

At the title screen, press **START**. You will come to the Main Setup Screen.



Main Setup Screen

This is the main setup screen. Details on each game mode/feature appear in the related section.

Quickplay Jump right into a game using default settings. **(NOTE: SEE CONTROLLER SETUP ON PG. 12)**



MLB™ Play

This is where you can choose an Exhibition game, or start a New Season or New Playoffs. To continue a previously saved Season or Playoff series, select **CONTROLLER PAK** on the Main Setup Screen.

General Manager Choose this feature to adjust rosters, make trades and create players (see page 19 for details).

Statistics View comprehensive game, team and player stats.

Game Options See the Game Options section for a complete run down.

Enter Cheats If you've learned some cheat codes, input them to alter the game in surprising ways. Use the **CONTROL PAD/STICK** to highlight letters, and press the **A BUTTON** to select. Press **C ▼** to delete a character. When the cheat has been input, press **START.**

Controller Pak Access Save/Load Functions See Saving/Loading on page 23 for details.

GAME OPTIONS

Game Mode Choose between Simulation Mode and Arcade Mode. In Simulation play, a pitcher has 4 pitches to choose from and each player has unique attributes. In Arcade mode, pitchers have 8 pitches and players have the same attributes.

Game Time Choose a day, night or twilight start time.

Wind Play with wind ON or OFF.

Weather Choose your weather conditions. How about Playoffs in the snow?

Injuries Choose to play with realistic injuries ON or OFF; in Season mode injuries can be set for one game or variable. When the option is set to variable, the length of time a player is out with an injury depends on the number of "injury points" he has accumulated (see Injuries for more details.)

Pitch Aid The pitch aid is a small white circle icon which shows where the pitch is being aimed. Toggle the Pitch Aid ON or OFF.

NOTE: WHEN PITCH AID IS SET TO OFF, AFTER SELECTING A PITCH HOLDING THE R BUTTON WILL DISPLAY THE PITCH AID.

Ball Landing Target The target indicates where the batted ball will land. Toggle the on-field indicator ON or OFF.

Fielder Control Choose among Manual (you control ALL fielding), Assist (the CPU gets fielders running the right way, and the human player must catch and throw the ball), and Auto (CPU fields the ball, the human player controls the throw).

Number of Innings Choose to play from 1 to 9 innings.

NOTE: IN SEASON MODE, THE NUMBER OF INNINGS SET APPLIES TO *ALL* SEASON GAMES; THE SETTING CAN'T BE CHANGED DURING THE SEASON.

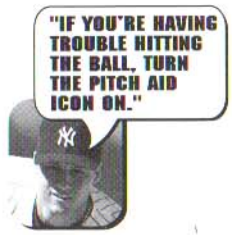
Batting Camera Options Choose which view you wish to have of home plate: Normal, Offset, Fisheye, Raised, Zoom or Wide.

Action Camera Choose which angle you want to view the field action from.

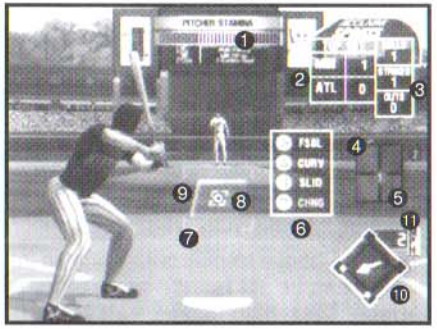
Audio/Video Options Select the video option to adjust (center) the game display for your monitor, and sound options to adjust Music, Sound Effects (Sfx), Crowd and Play by Play volumes.

Game Controls Select Game Controls to view comprehensive in-game controls. The game controls screen will appear with the controls for a game situation highlighted at the top of the screen. Press the **L** or **R BUTTON** to scroll through the various game situations.

NOTE: MANY OPTIONS ARE AVAILABLE DURING A GAME. JUST PRESS START TO PAUSE THE ACTION AND SEE THE PAUSE OPTIONS.



Game Display



❶ **Pitcher Stamina** This meter displays how much energy the current pitcher has. When the green is gone, the pitcher is tiring.

❷ **Score** The current inning and each team's score.

❸ **Count** Current number of Balls, Strikes and Outs.

❹ **Batter's Hot and Cold Zones** The hot zone is displayed in red, the cold zone in blue. As the game progresses, these zones may change to reflect the batters' performances.

❺ **Pitch history** Display of recent pitches to the current batter. A red circle denotes a strike, a blue circle designates a ball and a red square indicates a batted ball.

❻ **Pitch Selector** The four specialty pitches the current hurler throws appear opposite the batter, with the best pitch highlighted in yellow. Press the displayed control to select the pitch, then press the **A BUTTON** to throw it.

❼ **Strike Zone** This box is green initially, but will turn red when a pitch is aimed on the edge of the strike zone. As the pitcher gets closer to release, the corner where the pitch is aimed will change to/remain red.

❽ **Pitch Aid** Shows where the pitch is aimed.

❾ **Batting Target** When at bat, move this target to aim your swing. Swivel the target to influence the type of hit and the hit placement.

❿ **Field Radar** Circles indicate the position of offensive players. When the runner is safely on base, the circle becomes a diamond.

⓫ **Wind Speed/Direction** The arrow shows the wind direction, while the figure in the box indicates the wind speed in MPH.

Exhibition Play

Up to 4 players can compete in a one game Exhibition game, against each other or the computer. After selecting this mode you will come to the Team Select screen.

SELECTING A TEAM

Home teams appear on the right, visitors on the left. All teams are rated in a number of offensive and defensive categories using their actual team stats. These attributes appear below each team logo for easy comparison.

- **L, R** or **Z BUTTON:** Move between two team areas.
- **LEFT** or **RIGHT** on the **CONTROL PAD/STICK**: Move between teams within the currently highlighted areas.
- **UP** or **DOWN** on the **CONTROL PAD/STICK:** Move among team attributes for the highlighted team.
- Press the **A BUTTON** to confirm selected teams.

Once teams are selected, you will come to the Pre-Game Options screen. To begin play, highlight Play Ball and press the **A BUTTON**.

Stadium Select

All the major league parks are available. The Home Team's actual stadium is the default, but you can have the Diamondbacks playing in front of the Big Green Monster if you like.

- **UP** or **DOWN** on the **CONTROL PAD/STICK** to scroll to a team's stadium.
- Press **C ▼** to zoom in for a full stadium view.
- Press the **A BUTTON** to confirm/select the current stadium.

Lineup Changes

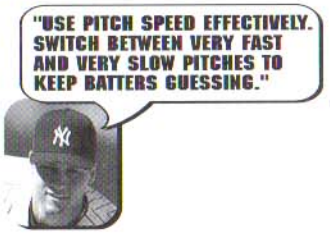
Select Lineup Changes to make changes to your lineup before the game begins. This option is available in Exhibition, Season and Playoffs mode. Default starting lineups for the selected teams appear, or ones previously saved in General Manager Mode. Lineups reset to default settings after the game. Permanent lineup changes can only be made in General Manager mode.

- Press **LEFT** or **RIGHT** on **CONTROL PAD/STICK** to highlight a Lineup Change option and the **A BUTTON** to select it.

BATTING ORDER

Select Batting Order to change the order the current lineup bats in. The batting order cannot be changed once a game has started.

- Press **UP** or **DOWN** on the **CONTROL PAD/STICK** to highlight a batter.
- Press **LEFT** or **RIGHT** on the **CONTROL PAD/STICK** to view player stats.
- Press the **A BUTTON** to select the highlighted batter.
- Repeat the process to select the batter to switch spots in the order with.



- Press the **A BUTTON** to make the switch or **C ▼** to cancel the change.
- Press the **B BUTTON** to return to Lineup options.

Substitute Player Bring a different player in (from the bullpen or off the bench) to take a player's current place in the lineup, including field position and place in the batting order. Players substituted for before a game begins will appear in the bullpen or on the bench and will remain eligible for play. If you substitute one player for another during a game, the original player is out of the game (ineligible).

- Press **UP** or **DOWN** on the **CONTROL PAD/STICK** to highlight a player.
- Press the **A BUTTON** to select him.
- Repeat the process to select the player you wish to substitute with.
- Press the **A BUTTON** to make the switch. Repeat until satisfied with your lineup.

Swap Positions Use this option to swap player positions (for example, have the left fielder play first base). Players maintain their current position in the batting order.

NOTE: YOU CANNOT INCLUDE THE PITCHER IN A POSITION SWAP.

- Controls are similar to those for Batting Order and Substitute Player.

Switch Teams Make lineup changes to the opposing team.

OPTIONS

Controller Setup

After selecting Play Ball in Exhibition, Season or Playoffs, you will come to the Controller Setup screen. Colored controllers will appear in the center of the screen. Moving a controller under a team logo sets you up to play on that team.

NOTE: ALL PLAYERS MAY PLAY ON THE SAME TEAM, IN WHICH CASE THE COMPUTER WILL CONTROL THE OPPOSING TEAM.

- Press **LEFT** or **RIGHT** on the **CONTROL PAD/STICK** to move your Controller under the logo of the team you wish to play on.
- Press **UP** or **DOWN** on the **CONTROL PAD/STICK** to toggle skill levels for each player among Rookie, Veteran, and All-Star skill levels.
- When all players have chosen a team and skill level, press the **A BUTTON** or **START**.

OFFENSIVE/DEFENSIVE CONTROL

Once you have chosen a team to play on, you can select which players on that team you wish to control on offense and/or defense, and which you'd like the computer to control. Different players can divide control of the same ball player between offense and defense. For example, if two players choose the Yankees, one can control Derek Jeter at the plate and another can control him in the field. Default control is distributed as evenly as possible according to the number of game players on a team.

- Press **UP** or **DOWN** on the **CONTROL PAD/STICK** to highlight a player in the lineup.
- Press **LEFT** or **RIGHT** on the **CONTROL PAD/STICK** to move the highlight between **OFFENSE** and **DEFENSE**.
- Press **C ▼** to switch control of the highlighted position between different players and the computer.
- Press **C ◀** to toggle Offense control and **C ▶** to toggle defense control.
- Press the **L**, **R** or **Z BUTTON** to switch between HOME and AWAY layouts

You're through setting up—time to play ball! Press the **A BUTTON** or **START** and take the field!

Pause Options

Press **START** to view the Pause Options menu. Pause Options are available at any time during a game. This is where you can take charge of the bullpen.

Many of the pause options are the same or similar to those you've already seen, so we needn't go into them here. But be sure to check out Instant Replay on the Pause Menu.

Instant Replay New this year, Instant Replay lets you view plays from different angles, at different speeds, from close up or far away. Use the **CONTROL STICK** to move the camera, then follow on-screen controls to direct the replay action.

LINEUP CHANGES-BULLPEN

Managing your relievers is one of the most crucial aspects of baseball. You have four basic ways to handle the bullpen: The difference between a World Series ring and spending October wringing your hands may depend on how you handle your relief corps.

Warm Up Pitcher Move a player from the bench to the bullpen. Pitchers have an ideal warm-up time (shown by the meter on the warm up screen). Avoid injuries and ineffective innings by allowing proper warm up time.

Bench-Mound Place a pitcher directly on the mound with no warm up. This should be used rarely, as you risk both a poor performance from and injury to the pitcher.

Pen-Mound Use this option to move a warmed-up pitcher from the bullpen to the mound.

Remove Use this option to remove a pitcher from the bullpen and return him to the bench.

SEASON

Begin your quest in Spring Training, when all dreams are equal and everybody has a chance. Pull a squad together, then take your team (you can guide **up to 4 teams!**) through an entire season, complete with an All-Star game, and a host of sensational statistical data. Stick it through and see who merits a Cy Young award, the league's MVP, a Golden Glove, or a trip to oblivion. If you've run a tight ship and injuries haven't decimated your squad, if you're a GM with poise and talent, if your players come to play every day you **might** make it to the Playoffs. Surprising upsets, steam rolling juggernauts—they're all part of it. At last, you make it to the Big Dance—the World Series. Or as Ring Lardner used to call it, the World Serious.

New Season Setup

After selecting New Season (on the MLB Play menu), it's time to set up your new Season.

Season Length Choose to play a 13/15 (AL/NL) or 26/30 game season against your league rivals, an 87 game schedule (3 games each against **all** 29 other teams), the 162 game MLB 1999 season with interleague play, or a traditionalist's 162 game season against league rivals only. The 87 and 162 game schedules feature a mid-season Home Run Derby and All-Star Game.

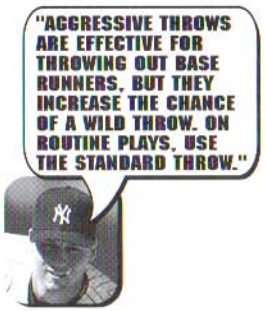
Number of Innings Set how many innings **all** season games will last. This option cannot be altered once a season has begun.

Game Mode Choose Simulation (detailed control) or Arcade (faster games) mode.

Weather Turn ON for variable weather throughout the season (possible rain delays—or snow!) or OFF.

Injuries Choose to play with injuries OFF (no injuries), 1 game (injured players will only miss 1 game), or variable (injured players remain out until healed).

Spring Training Toggle Spring Training mode ON or OFF. When set to off, the season begins immediately. When set to ON, you'll enjoy all the complexities of preparing for a season. (For details, see Spring Training on page 16.)



Select Teams



Once you're through with New Season Setup, you'll be asked to select up to 4 teams to control for a season. Teams are ranked in several significant categories, so take a look at the rankings before blindly choosing a team based on, say, their cool logo.

- Press **LEFT** or **RIGHT** on the **CONTROL PAD/STICK** to highlight a team (Alphabetically through the leagues).
- Press **UP** or **DOWN** on the **CONTROL PAD/STICK** to cycle between attributes.
- Press the **A BUTTON** to select teams (**C▼ BUTTON** to cancel selection).
- Press **START** to exit menu with teams selected.

Season Standings/Options

This screen allows you to see your current standings (and a wealth of data, including Day/Night record, Grass/Turf record, etc.) and to access Season options.



Schedule (Play) Play the next game/view your schedule/game results.

Simulating Games When you select Schedule (Play) from the Season menu, you can simulate or play any (or all) games from the season schedule. Simulations are calculated by date, so ALL games for ALL teams will be simulated up to the selected date.

- Press **UP** or **DOWN** on the **CONTROL PAD/STICK** to scroll among games on any given day.
- Press **LEFT** or **RIGHT** on the **CONTROL PAD/STICK** to scroll through the calendar day by day. Press the **L**, **R** or **Z BUTTON** to scroll week by week.
- Press the **A BUTTON** or **START** to play the next scheduled game.
- Press the **C▼ BUTTON** to simulate games through the currently highlighted date.
- Press the **C▶ BUTTON** to simulate all games on the currently highlighted day.

Season GM Access your General Manager options (see page 19).

League Standings View the current league standings.

Statistics See Statistics for details.

View Schedules View schedules for all teams.

Save Access Controller Pak.

Exit Return to Main Menu.

Statistics

League Leaders View league leaders in a variety of offensive and defensive categories.

Daily Home Runs See which bombers slugged home runs on whatever day of the season has just been completed.

Player Stats View complete player stats.

Team Stats View team stats.

All-Star Voting View which players are ahead in performance-based All-Star voting.

Spring Training™

Let's look at Spring training more closely. (If you're not into Spring Training, skip ahead.)

Basics Teams play different numbers of interleague spring training games (depending on the season length you select). While in Spring Training, you can bring players up from the farm club, trade for players, cut players, and sign free agents. These moves are done via the General Manager mode (see page 19 for details).

Free agent pool A player released by any team in spring training goes into the free agent pool, where he becomes available to ANY team.

Farm System Roster Generally consists of 10 players.

The All-Star Game™

When you arrive at the midpoint in an 87 or 162 game season schedule, you'll be able to guide either the National or American League All-Star team. All-Star rosters are determined by tracking top performing players at each position in each league.

Home Run Derby See Home Run Derby on page 18 for details.

PLAYOFFS

In a season, playoff teams are determined by the season standings.

New Playoffs

It's a long season, so if you want to get into post-season excitement without delay, try New Playoffs and start climbing the ladder to the top! Up to eight teams can vie for the championship in a New Playoff game.

Division In the first round, 4 teams from each league (the 3 division leaders and a wild card team) battle through a wild card best-of-5 series. The next two rounds are best of seven contests.

Championship If you triumph, move on to the League Championship, a best-of-7 series between 2 teams from each league.

World Series One round best-of-7 contest between the AL and NL League Champions for the highest honor in baseball.

NEW PLAYOFFS SETUP

Playoff Level Choose to start at the Division, Championship or World Series level.

Team Select Choose your own team (GP), or have the computer (CPU) choose for you.

Game Mode Choose Simulation or Arcade play mode

Number of Innings Choose 1 to 9 inning playoff games

NOTE: THESE OPTIONS CANNOT BE ALTERED ONCE THE PLAYOFFS HAVE STARTED.

PLAYOFFS TEAM SELECTION

If you elected to choose your own Playoff teams, you will come to the Team Select screen, where you can select the number of teams appropriate to the playoff level selected. If you wish to make a partial selection, press **START** when you've selected as many teams as you want to, and the computer will select the remainder.

- Press **UP** or **DOWN** on the **CONTROL PAD/STICK** to view team attributes.
- Press **LEFT** or **RIGHT** on **CONTROL PAD/STICK** to switch between teams.
- Press the **A BUTTON** to select a highlighted team.
- **C ▼** cancels last selected AL team, **C ◀** cancels last selected NL team.
- Press **START** to finalize.

Next, you'll see a menu with these items:

- Playoff Ladder
- Statistics
- Save
- Exit

Playoff Ladder American League teams appear on the left, National League teams on the right.

- Press **LEFT** or **RIGHT** on **CONTROL PAD/STICK** to view playoff teams.
- Press the **A BUTTON** to play highlighted game.
- Press the **C ▼ BUTTON** to **simulate** highlighted game.

Pre-game Playoff options are identical to those in Exhibition mode.

HOME RUN DERBY™

Up to four game players (controlling up to 8 players) vie to be home run king in this classic mid-season competition (available in Season mode and as a separate mode). The Home Run Derby consists of elimination rounds, until only the mightiest bat is left. The number of rounds depends on how many players are participating. Each player selects at least one batter from the available rosters. Each batter is allowed unlimited pitches, but any pitch that a player swings at and is not hit for a homer is an out. The winner of the Home Run Derby is the player with the most homers in the final round. Distance counts, too.

Home Run Setup

First, select the number of players. Next, set how many outs per batter per round, from 5 up to 20.

SELECTING DERBY PARTICIPANTS

To access the Player Select screen, press the **A BUTTON** when on any of the 8 slots. At the player select screen,

- Press **L, R** or **Z BUTTON** to cycle teams.
- Press **UP** or **DOWN** on the **CONTROL PAD/STICK** to scroll players.
- Press the **A BUTTON** to select a player.

NOTE: PRESS L, R OR Z BUTTON ON THE HOME RUN DERBY SCREEN TO SWITCH CONTROL OF A DERBY HITTER BETWEEN YOU AND THE COMPUTER.

GENERAL MANAGER



This is where you make all your team-related adjustments. Changes made here are available in Spring Training, Exhibition, Home Run Derby, New Playoff and New Season modes. General Manager mode is also available during a Season, but note that changes made there only apply to the current season.

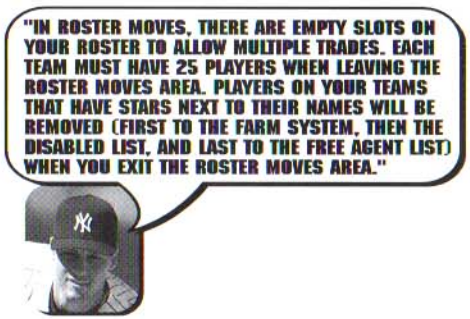
Roster Moves

This is the fast track where you sign free agents, cut players, place players on or remove them from the disabled list, call them up from the minors and coldly send them down. This is the one screen where you are allowed to have more than 25 players. Enjoy.

TRADE PLAYERS

Each team must have the required number and kind of roster players, depending on the league. Traded players assume the place of their counterparts if they each play the same position. Otherwise, the next player in the same position assumes the departed player's place. Farm System players must be promoted to the major league roster to be eligible for trading.

- Press **L, R** or **Z BUTTONS** to toggle between team areas and Proposed Trade screen.
- Press **LEFT** or **RIGHT** on **CONTROL PAD/STICK** to switch teams in the highlighted area.
- Press **UP** or **DOWN** on the **CONTROL PAD/STICK** to scroll player highlight.
- Press the **A BUTTON** to select/unselect highlighted players.
- Press **C▼ BUTTON** to switch between alphabetical and player position order.
- After selecting players to be traded, highlight Proposed Trade and press the **A BUTTON**. You will come to the Proposed Trade screen. Highlight the desired option and press the **A BUTTON**.
- Press **START** to return to the Roster Moves menu.



TRADING MULTIPLE PLAYERS

You can trade up to 3 players for any one player, provided you maintain a full roster of position players.

To trade multiple players for a single player, highlight desired players as described above and press the **A BUTTON** each time.

NOTE: THE COMPUTER MAY NOT ALLOW YOUR TRADE IF IT'S TOO STUPID TO BE BELIEVED.

FREE AGENTS

Rather than trading for players, you may wish to sign one from the **Free Agent Pool**, or to send an overpaid bench jockey to tread water in it.

NOTE: THIS IS WHERE ALL CREATED PLAYERS FIRST APPEAR. FREE AGENTS ARE RANKED BY LETTER GRADE. CONTROLS ARE SIMILAR TO THOSE IN TRADE PLAYERS.

DISABLED LIST

Put injured players on the DL and bring healed players off it. While players do not have to be put on the DL to recover, doing so greatly increases the recovery rate. Also, placing a player on the DL opens up a roster spot which can then be filled via free agency or your Farm System roster. The Disabled List shows each player's name, injury, days left until healthy and whether he is eligible to come off the list. Time on the DL is based on the extent of the injury, and is affected by your Injury option settings.

RESET ROSTERS

Reset roster to their original (default) settings.

FARM SYSTEM

This option lets you access your **Farm System roster**. This becomes crucial when key players are injured. Players on the Farm System roster are NOT available for trades (promote them to make them eligible). Controls are similar to those in Trade Players.



Create-A-Player

Once Create-A-Player has been selected, you will come to this screen featuring four menu items at the bottom of the screen, and a list of any created players. Menu items are **Create Player**, **Edit Player**, **Delete Player**, and **Exit**.

CREATE PLAYER

Highlight an EMPTY slot. Select Create Player and press the **A BUTTON**, then highlight an empty slot and press the **A BUTTON** once more. Next, select General Info to input general player information. Once a player has been created, you may change attributes on the Create-A-Player menu screen by selecting Edit Player.

General Info This is where you input first and last names, assign a number, a date of birth, and other player characteristics. Press the **C◀** or **C ▶ BUTTON** to toggle between the two General Info areas.

TO INPUT LETTERS

- Press **C▼ BUTTON** to turn letter input ON and OFF.
- Press **LEFT** or **RIGHT** on **CONTROL PAD/STICK** to move cursor.
- Press **UP** or **DOWN** on **CONTROL PAD/STICK** to cycle though letters.

This menu allows you to assign skin and hair color, facial hair, head size, height, weight, position played, batting stance, throwing arm, bats (left, right or switch), type of hitter (push, pull or neutral), swing follow-through, and for pitchers, delivery type. In addition, you can assign things like home and away ability levels. You can even adjust the height of a player's socks!

Attributes The position you assign to a player determines the range of attributes you'll have available (pitchers and catchers have additional attributes). You're given a number of skill points to divide among the various attributes. Use the slider bars to increase or decrease amounts of an attribute. Players are given letter grades in all the important areas.

Pitching attributes In addition to the standard attributes, pitchers are rated in stamina, accuracy, skill versus right- and left-handed hitting, which pitches they can throw, and both how well and how fast they throw each one. These use separate skill points.

EDIT PLAYER

Once you've created and saved a player, you may wish to go back and modify him in the future. To do so, pick the player on the Player Select screen. You will come to the familiar menu above, where you can fiddle to your heart's content.

DELETE PLAYER

Use this to delete any previously created player.

SCOUTING REPORT

This option allows you to quickly compare strengths and weaknesses and is an endless stream of statistical treasure.

SET LINEUP

You begin play with a number of default lineups, devised for play in an AL or NL ballpark. This works just like the Change Lineup option in Exhibition mode.

SET ROTATION

A default five man starting rotation is provided for each team. You may need to make adjustments to your rotation as pitchers get injured or prove ineffective or if you trade for a new starter.

Swap Pitchers Pitchers in the rotation exchange places.

Substitute Substitute a non-rotation pitcher for a rotation starter.

Switch Teams If you wish to set rotations on other teams, press the **L**, **R** or **Z BUTTON** to switch teams.

NOTE: ONCE A SEASON HAS STARTED, YOUR ROSTERS ARE LINKED TO YOUR SEASON (ONCE YOU SAVE IT). YOU CANNOT LOAD NEW ROSTERS DURING A SEASON. CHANGES MADE TO ROSTERS BELONG *ONLY* TO SEASON MODE. YOU CANNOT USE THESE ROSTERS IN NEW PLAYOFFS OR EXHIBITION MODES.

PLAYER DRAFT



The player draft offers a wealth of possibilities for those interested in redistributing the talent in the major leagues. Maybe you'd like to put Pedro Martinez, Roger Clemens, David Wells and Kevin Brown on one team, backed up by top hitters like Sammy Sosa, Ken Griffey, Jr. and Albert Belle. You can, via the draft!

Draft Setup Select Draft Setup to make decisions about what teams you want to draft for and how to order the draft. Press **UP** or **DOWN** on the **CONTROL STICK/PAD** to highlight the desired draft item, then press **LEFT** or **RIGHT** on the **CONTROL STICK/PAD** to toggle settings.

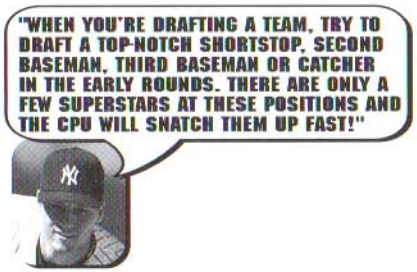
- **Player Teams** Choose to draft for All the teams in the game, None or for any of up to 4 teams you control.
- **Quick Draft** Choose to draft for 1 round, None or All.
- **Draft Order** Choose to draft in Random, Fantasy Rules (reverse draft order each round), or 1999 MLB Order.

Start Draft Begin drafting players for selected teams.

Scouting Report Get the real low down on any selected player.

Review By Team Complete analysis of how a given team is drafted.

Review By Round View the draft by rounds.



INJURIES

Injuries are assigned based on an injury point system. Players accumulate injury points based on several factors. Among them:

Pitchers who remain on the mound with less than 25% stamina risk injury. Hitting batters also gives a pitcher double the struck batter's injury points.

Fielders get injury points for any collision, including those made on offense (sliding into a catcher, getting hit by a pitch, etc.).

When one of your players is injured during a Season, you must access the Season GM>Roster Moves menu and replace that player (using the Free Agents or Farm System options) in order to continue the Season.

Fine Points

- When a player is injured during a play, a pop up window indicating the injury will appear immediately after the play, at which time you must replace that player.
- A player cannot be injured more than twice in a season.

SAVING AND LOADING

You must access the Controller Pak screen to save game information and to load previously saved games.

NOTE: A NINTENDO CONTROLLER PAK IS REQUIRED TO SAVE AND LOAD GAME DATA.

At start up, you will be warned if your Controller Pak is full or if one is not inserted. If it is full, you may not be able to save. You may wish to access the Controller Pak option on the Main Setup screen to Delete files before doing anything else. You can only overwrite another All-Star Baseball 2000 game note.

NOTE: ASB 2000 GAMES USE 121 PAGES.

You can access files on your Controller Pak from the Main Setup screen (Controller Pak option), after completing a Season or Playoff game, or by selecting Save from the GM menu (to save roster moves). A screen will appear which shows your current saved files and gives you the available Controller Pak options (Save, Load, Delete File and Exit). Not all options will be available at all times.

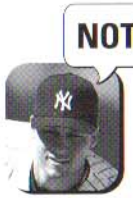
Saving

Select an open slot to save to. If all slots are full, you will be asked if you wish to overwrite an existing game note to make room for the new data. Select OVERWRITE to do so. Season and Playoff game data can only be saved after a game. All saved Season data is linked to the season, including rosters, options settings, player stats and standings. Trades not saved will be lost when the console is powered down or reset; rosters will revert to the default.

Loading

Select the item you wish to load, and press the **A BUTTON** or **START**.

Make sure to review the instruction booklet that comes with your Controller Pak for details on memory management.



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