ALL-STAR BASEBALL 2001

INSTRUCTION BOOKLET

ACClaim SPORTS

COOPERSTOWN COLLECTION

NATIONAL BASEBALL HALL OF FAME

GENUINE MERCHANDISE

PLAYING

NINTENDO 64

WARNINGS AND CONSUMER INFORMATION

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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LOADING

1. Make sure the power is **OFF** on your Nintendo® 64 Control Deck.

2. Insert your **ALL-STAR BASEBALL™ 2001** 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™ 2001 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.)
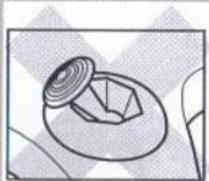
This game is compatible with the Controller Pak and Rumble Pak™ accessories. Before using the accessories, please read the Controller Pak and Rumble Pak accessory instruction booklets carefully. Follow on-screen instructions to determine when you should insert or remove the Controller Pak and Rumble 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 take advantage of the additional memory features of the N64 Expansion Pak. Look for this icon on specially designed games.

INTRODUCTION

The Scouting Report on ALL-STAR BASEBALL™ 2001 From Derek Jeter
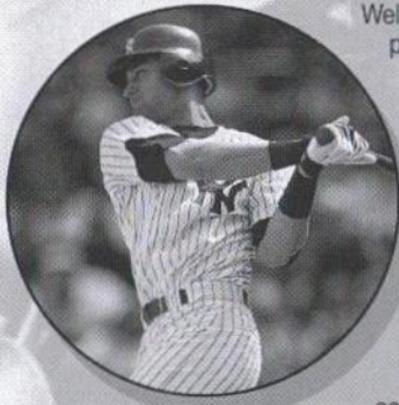
Welcome to **ALL-STAR BASEBALL™ 2001**. This year promises to bring the best baseball game into the new millennium. **ALL-STAR BASEBALL™ 2001** combines a crop of great new features like the addition of batting practice, easy batting and pitching, fielding and throwing errors, hot and cold streaks and, my personal favorite, the Hall of Fame Team™. Play as a team of 25 Cooperstown legends on the new Cornfield at Cooperstown. Select them and they will come!

Playing in a major league season can have its highs and lows. **ALL-STAR BASEBALL™ 2001** captures this feeling with a level of realism never before achieved in a video game. Feel like your swing could use a little work? Hop into the batter's box and take a few swings in Batting Practice. If your swing is strong, you'll really see it with **ALL-STAR BASEBALL™ 2001's** new Hot Streak bats!

With this level of realism, you'll understand what it really means to work through a grueling season of play! You'll start like the pros in Spring Training and continue through the All-Star break to the second half of the season and then to the Playoffs in pursuit of every player's dream: The World Series. So, knock the dirt out of your cleats, take a whiff of the fresh cut grass and join me and the boys of summer in **ALL-STAR BASEBALL™ 2001!**

MENU NAVIGATION

Confirm Selection/
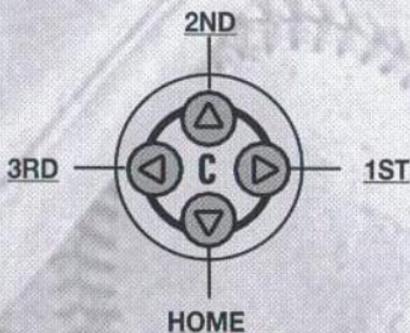Go To Next Screen
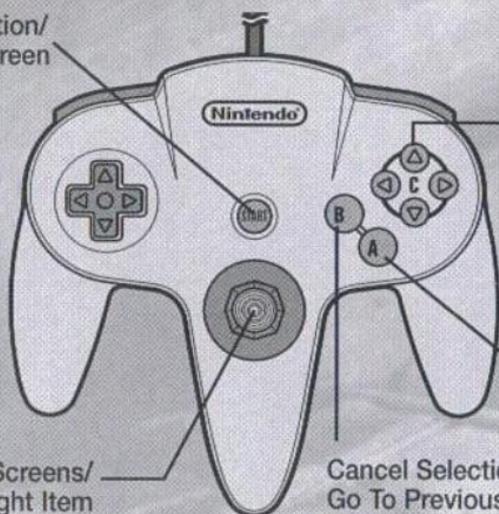
Access Help Menu

Confirm Selection/
Go To Next Screen

Scroll Menu Screens/
Highlight Item

Cancel Selection/
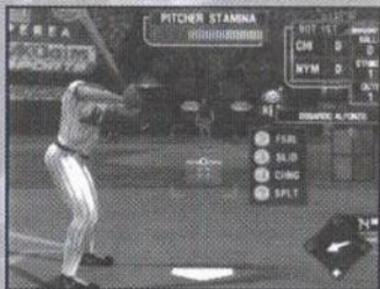Go To Previous Screen

DEFAULT CONTROLS

DIAMOND CONTROLS

2ND

3RD — C — 1ST

HOME

4

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 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.

GUESSING PITCH LOCATION
Once a pitch is guessed or bypassed, you can guess the location of the pitch by
holding the **Z BUTTON** and pressing the **C BUTTON** that matches location.

EASY BATTING
Simplified batting controls make it easier than ever to jump right into the action.

HOT/COLD STREAKS
Raising the level of realism to new heights, **ALL-STAR BASEBALL™ 2001** now
includes player hot/cold streaks. As your player consistently performs well, he will
enter a hot streak (in Arcade Mode, you'll see this by the red streak on his bat before
the swing). If your player strikes out or is called out, he will start to slump. A player on
a hot streak can achieve some really great results!

Guess Pitch
Type/Location

Swing

Toggle Power/
Contact Swing
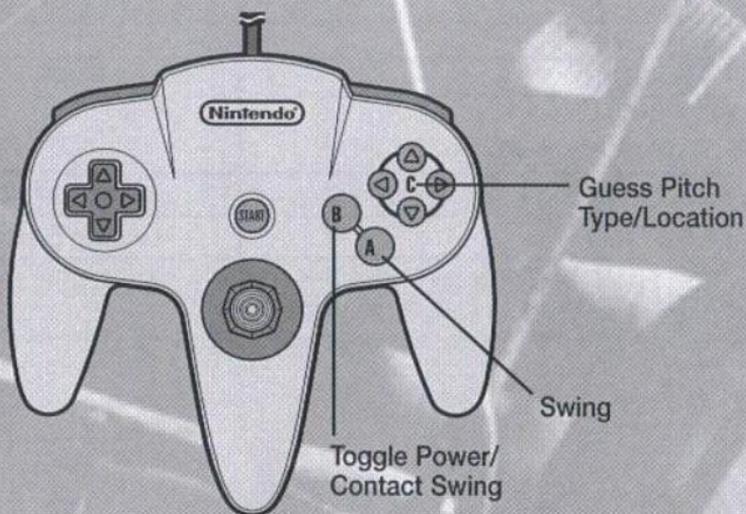
During Windup (Classic Batting)

CONTROL	ACTION
CONTROL PAD/STICK	Move Batter's Target
HOLD **B BUTTON** + **CONTROL STICK DIRECTION**	Tilt Batting Target to Direct Hit
A BUTTON	Swing (Tap to check swing)
B BUTTON	Toggle POWER/CONTACT Swing
HOLD **C ▼ BUTTON** + **C ◀ BUTTON**	Increase bunt power
HOLD **C ▼** + Press **A BUTTON**	Bunt & Slash (must be bunting first)
L or Z BUTTON (Hold to steal)	Leading Off (all runners)
R BUTTON	Leading Back (all runners)
Press the **C BUTTON** for the base the runner is on and tap the **L or Z BUTTON**	Stealing
Example: **C ▲** + **L or Z BUTTON**	Runner on 2nd steals 3rd

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

During Windup (Easy Batting)

CONTROL	ACTION
CONTROL STICK/PAD	Control Hit Ball Direction (Pull, Push, Fly Ball, Left, Right, Etc.)
A BUTTON	Contact Swing (Tap to check swing)
B BUTTON	Power Swing (Tap to check swing)
C ▼ BUTTON (while held, CONTROL STICK determines bunt power)	Bunt
L or Z BUTTON (Hold to steal)	Leading off (all runners)
R BUTTON	Leading back (all runners)
Press the **C BUTTON** for the base the runner is on and tap the **L or Z BUTTON**	Stealing

On The Basepaths

CONTROL	ACTION
A BUTTON	Slide (Slide two steps from Home Plate to collide with the catcher)
A BUTTON + CONTROL STICK	Slide Left or Right
L + R BUTTONS (same time)	Hesitate All Runners
R BUTTON (or RIGHT CONTROL PAD)	Return to Base
C (for the base the runner is currently on) + L BUTTON or Z BUTTON Example: C BUTTON + L BUTTON or Z BUTTON	Advancing a Base Runner on 1st advances to 2nd

Advancing/Returning All Runners

L BUTTON	Advance
R BUTTON	Return

PITCHING

New to ALL-STAR BASEBALL™ 2001 are the addition of these innovative features:

EASY PITCHING
You've got enough to worry about! Take it easy with new Easy Pitching!

PITCHER STAMINA
Above your pitcher's head, you'll notice a "Pitcher Stamina" status bar. When the bar is in the white, your pitcher is healthy and full of vitality. As the bar moves through yellow and down to the blue, you'll begin to notice his accuracy drop off dramatically. Keep your pitchers well rested to prevent injury and maintain peak performance.

PITCH SELECTION INDICATOR
Watch the pitch selection interface for color changes. When a pitch is working at peak performance, it will appear in white. As that pitch starts to fall off, the select button for that pitch will turn yellow. If the pitch is backed in blue, your pitcher's break and speed are at their lowest.

PITCH AFTERTOUCH
Aim the pitch after it leaves the pitcher's hand! After selecting your pitch and pressing A BUTTON to throw, direct the ball by moving the CONTROL PAD/STICK.

PITCHER EJECTION
Pitch control is a real issue in ALL-STAR BASEBALL™ 2001. If your pitching staff beans 3 batters, the current pitcher's outta there! You'll know when your player is in danger of being ejected when you see a window (after you've hit two batters) that tells you your player will be ejected if he is called on another hit batter. Keeping cool after a home run is especially important as your pitcher can be issued an automatic warning if he hits the post-HR batter.

On The Mound (Classic Pitching)

CONTROL	ACTION
C BUTTONS	Once a pitch is selected, the C BUTTONS will then attempt a pickoff.
R BUTTON	Toggle Pitch Aid ON after Pitch Selection
L or Z BUTTON +C BUTTONS	Select Additional Pitches (Arcade Mode)
CONTROL STICK/PAD	Aim Pitch
A BUTTON	Start Delivery (hold to reduce speed of pitch)
B BUTTON	Pitch Out (After Pitch selection)
L or Z BUTTON	When a runner is leading off, press while pitch is on way to the plate. The catcher will then be ready for a pickoff attempt.

On The Mound (Easy Pitching)

CONTROL	ACTION
CONTROL STICK/PAD	Select Strike Zone Area (High and Outside, Low and Inside, Etc.)
A BUTTON	Strike
B BUTTON	Ball

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In The Field

CONTROL	ACTION
CONTROL STICK/PAD	Player Movement
A BUTTON	Diving Catch
B BUTTON	Jump Catch (when facing and up against a wall, a wall scale will be performed)
C ▼	Sliding Catch
L or Z BUTTON + **C BUTTON** (base location)	Turbo Throw
A BUTTON + **CONTROL PAD** **UP or DOWN**	*Shift Infield (Deep, Center, Double Play, Right, Guard, Left and Bunt)
B BUTTON + CONTROL PAD UP, **DOWN, LEFT or RIGHT**	Shift Outfield
Z BUTTON	Speed Burst

NOTE: Fielders can only be shifted prior to pitch selection.

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.

VELOCITY TRAILS
In Arcade Mode, you'll be able to see how fast you throw or bat with the comet-like velocity trails. Any ball moving at a speed between 30 and 60 mph will have a mix of blue and red (with more blue as the ball slows and more red as it reaches faster speeds).

STARTING OUT

At the Title Screen, press **START**. You will come to
the Main Setup Screen.
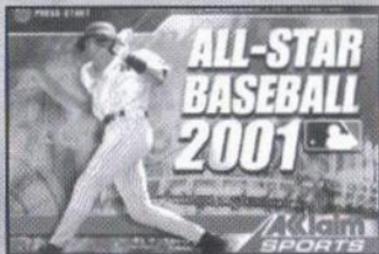
MAIN SETUP SCREEN

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

ARCADE QUICKPLAY

Jump right into an Arcade Mode game using
default settings (see Controller Setup on page 15). You'll have access to all types of
pitches, accented attributes and velocity trails on thrown and batted balls!

QUICKPLAY

Jump right into a Simulation Mode game using default settings (see Controller Setup
on page 15).

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 Load Game on the Main
Setup Screen.

HOME RUN DERBY

Vie to be home run king in this classic
mid-season competition!

BATTING PRACTICE

Take a few cuts to hone your batting skills.

GENERAL MANAGER

Choose this feature to adjust rosters, make trades, draft players and create players
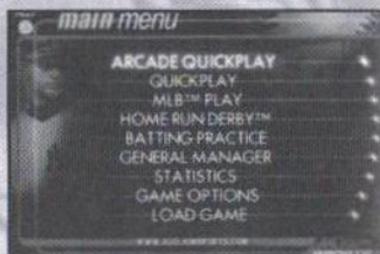(see General Manager on page 23 for details).

STATISTICS

View comprehensive game, team and player stats.

GAME OPTIONS

See the Game Options section for a complete run down.

LOAD GAME

See Saving/Loading on page 28 for details.

GAME OPTIONS

GAME MODE
Choose between Simulation Mode and Arcade Mode. In Simulation Mode, a pitcher has 4 pitches to choose from. In Arcade Mode, pitchers have 8 pitches, accented player attributes and many special effects!

BATTING STYLE
Toggle between Classic or Easy.

PITCHING STYLE
Toggle between Classic or Easy.

PITCH AFTERTOUCH
When ON, you can control the ball after it leaves the pitcher's hand.

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: After selecting a pitch, holding the R BUTTON displays the Pitch Aid if it's been turned OFF in the Options.

GAME TIME
Choose a day, night or twilight start time.

WIND
Play with wind **ON** or **OFF**.

WEATHER
Choose your weather conditions.

INJURIES
Choose to play with realistic injuries **ON** or **OFF**. In Season mode, injuries can be set to **OFF**, **1 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 on page 27 for more details).

ERRORS

When **OFF**, players will not drop, miss, boot or mis-throw the ball.

EJECTIONS

When **ON**, your pitcher can be ejected if your pitching staff hits 3 batters.

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.

FIELDER CONTROL

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

BALL LANDING TARGET

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

ACTION CAMERA

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

BATTING CAMERA

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

AUDIO/VIDEO OPTIONS

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

GAME CONTROLS

Select Game Controls to view comprehensive in-game controls. The game controls screen appears 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.

BASEBALL RULES

When in doubt, review the rules. These are the basics of baseball and not the complete MLB rulebook.

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 the **C▼ BUTTON** to delete a character. When the cheat has been input, press **START**.

CREDITS

This is a list of all the great baseball fans who worked really hard to bring you **ALL-STAR BASEBALL™ 2001**

Note: Many options are available during a game. Just press START to pause the action and see the Pause Options.

GAME DISPLAY
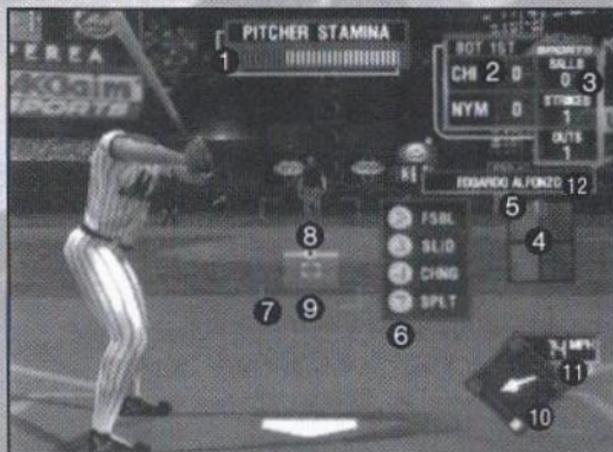
① **PITCHER STAMINA:** This meter displays how much energy the current pitcher has. The bar will flash to warn you that the pitcher is almost exhausted. When the bar disappears, he's completely exhausted.

② **SCORE:** The current inning and each team's score.

③ **COUNT:** Current number of Balls, Strikes and Outs.

④ **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 batter's performances.

⑤ **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.

⑥ **PITCH SELECTOR:** The four specialty pitches the current hurler throws and their controls appear opposite the batter, with the best pitch highlighted. Press the displayed control to select the desired pitch, then press the **A BUTTON** to throw it.

⑦ **STRIKE ZONE:** This box is green initially, but turns 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 changes to/remains red.

⑧ **PITCH AID:** Shows where the pitch is aimed.

⑨ **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.

⑩ **FIELD RADAR:** Circles indicate the position of offensive players. When the runner is safely on base, the circle becomes a diamond.

⑪ **WIND SPEED/DIRECTION:** The arrow shows the wind direction, while the figure in the box indicates the wind speed in MPH.

⑫ **CURRENT BATTER:** Displays the current batter's name.

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EXHIBITION PLAY

Up to 4 players can compete in an Exhibition game, against each other or the computer. After selecting this mode you 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.
- ← or→ on the **CONTROL PAD/STICK:** Move between teams within the currently highlighted areas.
- ↑or↓ 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 come to the Pre-Game Options screen. You can elect to change the options listed below or go right to the field. 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 any team play in any stadium. Check out beautiful, new Comerica Park, Houston's Enron Field, San Francisco's Pacific Bell Park or the Cornfield at Cooperstown!

- ↑or↓ on the **CONTROL PAD/STICK** to scroll to a team's stadium.
- Press **C ▼ BUTTON** 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 ← or → 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 ↑ or ↓ on the **CONTROL PAD/STICK** to highlight a batter.
- Press ← or → 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 the **C ▼ BUTTON** 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 appear in the bullpen or on the bench and remain eligible for play. If you substitute one player for another during a game, the original player is out of the game (ineligible).

- Press ↑ or ↓ 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 or the **C ▼ BUTTON** to cancel the change. Repeat until satisfied with your lineup.
- Press the **B BUTTON** to return to Lineup options.

SWAP POSITIONS

Use this option to swap player positions (for example, have the left fielder play first base). However, be careful what position you put your players in. A player who is out of his natural position is prone to make throwing and fielding errors! 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 come to the Controller Setup screen. Colored controllers 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 controls the opposing team.

- Press ← or → on the **CONTROL PAD/STICK** to move your controller under the logo of the team you wish to play on.
- Press ↑ or ↓ 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 ↑ or ↓ on the **CONTROL PAD/STICK** to highlight a player in the lineup.
- Press ← or → on the **CONTROL PAD/STICK** to move the highlight between **OFFENSE** and **DEFENSE**.
- Press the **C▼ BUTTON** to switch control of the highlighted position between different players and the computer.
- Press the **C◄ BUTTON** to toggle offense control and the **C ► BUTTON** 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.

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 trip to the Fall Classic or a season honing your golf game depends on the way you handle your men.

WARM UP PITCHER
Move a player from the bench to the bullpen. Pitchers have an ideal warm-up time. When your bullpen is ready, you'll be notified with a "Ready" sign in the current pitcher's Stamina Bar. 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.

BOX SCORE
This is an inning-by-inning breakdown of the team's scoring in addition to total runs, hits, errors and runners left on base.

SEASON

Every season begins with a round of games with the grapefruit or cacti where you shake the rust off your skills to get ready for Opening Day. Then guide your team carefully through the first half and watch with pride as they are invited to play in the All-Star Game. Crank it up in the second half and you'll find yourself watching the playoffs from the dugout instead of the bleachers. Do you and your team have what it takes to win the Fall Classic? Is there an MVP, Cy Young winner or Golden Glove amongst your ranks? With a game as real as **ALL-STAR BASEBALL™ 2001**, you can almost taste the peanuts and red hots!

NEW SEASON SETUP
After selecting New Season (on the MLB Play menu), it's time to pick some options for 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 2000 season with inter-league 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.
NOTE: 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 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 19).

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 choosing a team.

Note: The Cooperstown Legends and the AL/NL All-Stars are only available in Exhibition Mode.

- Press ← or → on the **CONTROL PAD/STICK** to highlight a team (alphabetically through the leagues).

- Press ↑ or ↓ 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 are simulated up to the selected date.

- Press up or down on the **CONTROL PAD/STICK** to scroll among games on any given day.

- Press ← or → 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 23).
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™
Pitchers and catchers may open the door but everyone is invited to sharpen and show off their skills during these pre-season games. Hey, if you got it, flaunt it! It may mean the difference to a trip to the Big Show or a season riding the AAA bus!

BASICS
Teams play different numbers of inter-league 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 23 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 21 for details.

PLAYOFFS

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

NEW PLAYOFFS

For those who need an immediate adrenaline rush, jump straight into post-season play. Try to claw your way up the playoff ladder to grab yourself a World Series ring! 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 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 selects the remainder.

- Press ↑ or ↓ on the **CONTROL PAD/STICK** to view team attributes.
- Press ← or → on **CONTROL PAD/STICK** to switch between teams.
- Press the **A BUTTON** to select a highlighted team.
- The **C ▼ BUTTON** cancels last selected AL team, the **C ◄ BUTTON** cancels last selected NL team.

- Press **START** to finalize.

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

PLAYOFF LADDER

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

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

STATISTICS

A treasure trove of statistical information.

- Press ↑ or ↓ on the **CONTROL PAD/STICK** to cycle between players.
- Press ← or → on the **CONTROL PAD/STICK** to cycle between statistics.
- Press the **A BUTTON** or **START** to view the highlighted player's detailed stats.
- Press the **C ▼ BUTTON** to toggle between pitchers and batters.
- Press the **C ◄ BUTTON** to toggle between Last Season, Current Season and Lifetime stats.
- Press the **C ► BUTTON** to re-order the columns (for example, if you want to see the batter with the highest batting average, highlight the column "AVG" and press the **C ► BUTTON**. Now your can see the players in order from highest batting average to the lowest).

SAVE

This brings you to the Controller Pak Menu Screen where you can save your game.
Note: 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.

ALL-STAR BASEBALL™ 2001's Home Run Derby is so much like the real thing that the batters actually fatigue! Swinging for the fences can take a lot out of you so watch for your power to wane. But don't worry, if you're a clutch player, you can always get a second wind!

HOME RUN DERBY SETUP

First, select the number of players by pressing ← or → on the **CONTROL PAD/STICK**. Next, set how many outs per batter per round, from 5 up to 20 (move down to "Number of Outs" by using ↓ on the **CONTROL PAD/STICK**).

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 ↑ or ↓ 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 the control of a Derby hitter between you and the computer.

SELECTING A STADIUM

To access the Stadium Select screen, press the **A** or **START BUTTON** when "Stadium Select" is highlighted. At the Stadium Select screen:

- Press ↑ or ↓ on the **CONTROL PAD/STICK** to cycle through stadiums.
- Press the **A BUTTON** or **START** to select the highlighted stadium.
- Press the **C ▼ BUTTON** for a full-screen panorama of each selected stadium.

SETTING OPTIONS

To access the Game Options screen, press the **A** or **START BUTTON** when "Game Options" is highlighted. At the Game Options screen:

- Press ↑ or ↓ on the **CONTROL PAD/STICK** to toggle between options.
- Press ← or → on the **CONTROL PAD/STICK** to change the highlighted option.
- Press the **A BUTTON** or **START** to select the highlighted option.

When you've finished making your selections, highlight "Play Ball" and press the **A** or **START BUTTON** to star the Derby.

BATTING PRACTICE

Want to practice your swing? Get your timing down? Then jump into the batter's box and take some cuts! When you select Batting Practice, you'll see the following options:

PLAY BALL

Start swinging right away or select this once you've decided on players and other options.

SELECT PLAYERS

You can select up to nine batters.

- Press ↑ or ↓ on the **CONTROL PAD/STICK** to toggle between players.
- Press the **A** or **START BUTTON** to select the highlighted player.
- Press the **Z, L** or **R BUTTONS** to change player control (game players 1-4 or the CPU).

PITCH OPTIONS

In this area, you can assign the number of swings each batter takes as well selecting your pitch types.

- Press ↑ or ↓ on the **CONTROL PAD/STICK** to toggle between options.
- Press ← or → on the **CONTROL PAD/STICK** to toggle between listed options.
- Press the **A BUTTON** to toggle options on or off.
- Press the **C ▼ BUTTON** to select all of the pitch types and locations.
- Press the **C ◄ or ► BUTTONS** to toggle between pages.

STADIUM SELECT

This area allows you to pick a stadium to practice in.

- Press ↑ or ↓ on the **CONTROL PAD/STICK** to cycle through stadiums.
- Press the **A BUTTON** or **START** to select the highlighted stadium.
- Press the **▼ C BUTTON** for a full-screen panorama of each selected stadium.

GAME OPTIONS

You can modify these items to create the environment you want to practice in. These options are outlined in detail on page 15.

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

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 ← or → on **CONTROL PAD/STICK** to switch teams in the highlighted area.

- Press ↑ or ↓ on the **CONTROL PAD/STICK** to scroll through players.
- Press the **A BUTTON** to add the highlighted player to proposed trade.
- Press the **C ▼ BUTTON** to switch between alphabetical and player position order.
- After selecting players to be traded, highlight Proposed Trade (with the **L, R** or **Z BUTTONS**) and press the **A BUTTON**. You come to the Proposed Trade screen. Highlight the desired option (Remove Player or Execute Trade) 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 CPU may not allow your trade if it's unreasonable.

FREE AGENTS

Rather than trading for players, you may wish to sign one from the Free Agent Pool. In addition to signing players up from the pool, you can dispatch players down to free agency. Remember, the players that you send to the Free Agent Pool are available for any other team to sign! Controls are similar to those in Trade Players.

Note: This is where all Created Players first appear. Free agents are ranked by letter grade.

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.

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 effected by your Injury Option settings.

- Press ↑ or ↓ on the **CONTROL PAD/STICK** to scroll through players.
- Press the **A BUTTON** to swap the highlighted player.
- Press the **C ▼ BUTTON** to switch between the Team Roster and the Disabled List.
- Press **L, R** or **Z BUTTONS** to toggle between teams.

RESET ROSTERS

Reset roster to their original (default) settings.

CREATE-A-PLAYER

Once Create-A-Player has been selected, you
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

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 **► BUTTONS** to toggle
between the two General Info areas.

To Input Letters

● Press the **C ▼ BUTTON** to turn letter input **ON** and **OFF**.

● Press ← or → on **CONTROL PAD/STICK** to move cursor.

● Press ↑ or ↓ on **CONTROL PAD/STICK** to cycle through 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 situational ratings like home vs. away, grass vs. turf and day
vs. night game ability levels.

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.

Pitch Types

In addition to the standard attributes, you can assign different abilities to individual
pitches in your created pitcher's arsenal. Remember that you have to divide the skill
points among the various pitch types. Use the slider bars to increase or decrease
amounts of each pitch. You can also determine how fast each pitch is thrown. Use
the **C ▼** and **◄ BUTTONS** to increase and decrease the speed of each pitch type.
Each pitch is ranked with a letter grade.

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 just like
you did to create him and alter him as much or as little as you like.

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

SWAP POSITIONS
Pitchers in the rotation exchange places.

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

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
Did you ever wish for a "Dream Team" of killer players like Derek Jeter, Pedro Martinez, Chipper Jones and Ken Griffey Jr.? Well, now you can assemble an unstoppable group by drafting for them!

DRAFT SETUP
Select Draft Setup to make decisions about what teams you want to draft for and how to order the draft.
Press ↑ or ↓ on the **CONTROL PAD/STICK** to highlight the desired draft item, then press ← or → on the **CONTROL PAD/STICK** to toggle settings. Press the **B BUTTON** when you are done with the setup.

- **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 2000 MLB Order.

START DRAFT
Begin drafting players for selected teams.

REVIEW BY TEAM
Complete analysis of how a given team is drafted.

REVIEW BY ROUND
View the draft by rounds.

STATISTICS

Check out this wealth of statistical data to get the skinny on any team or any player.

- Press ↑ or ↓ on the **CONTROL PAD/STICK** to cycle between players.
- Press ← or → on the **CONTROL PAD/STICK** to cycle between statistics.
- Press the **A BUTTON** or **START** to view the highlighted player's detailed stats.
- Press the **C ▼ BUTTON** to toggle between pitchers and batters.
- Press the **C ◄ BUTTON** to toggle between Last Season, Current Season and Lifetime stats.
- Press the **C ► BUTTON** to re-order the columns. (For example, if you want to see the batter with the highest batting average, highlight the column "AVG" and press the **C ► BUTTON**. Now your can see the players in order from highest batting average to the lowest.)

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 1/3 health 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 receives injury so that his health meter is depleted, you must access the Season GM>Lineup Changes 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 appears 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 load 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 Load Game option on the Main Menu screen to Delete Game Notes before doing anything else. You can only overwrite another ALL-STAR BASEBALL™ 2001 game note.

NOTE: ALL-STAR BASEBALL™ 2001 games use 121 pages. Do NOT turn off your N64 deck while a game is being saved. It will result in the deletion of your entire season.

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

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