



PlayStation

TM

NTSC U/C

PlayStation

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TM

FEATURING
FRANK THOMAS



SLUS-00392

#21101



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entertainment, inc.

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

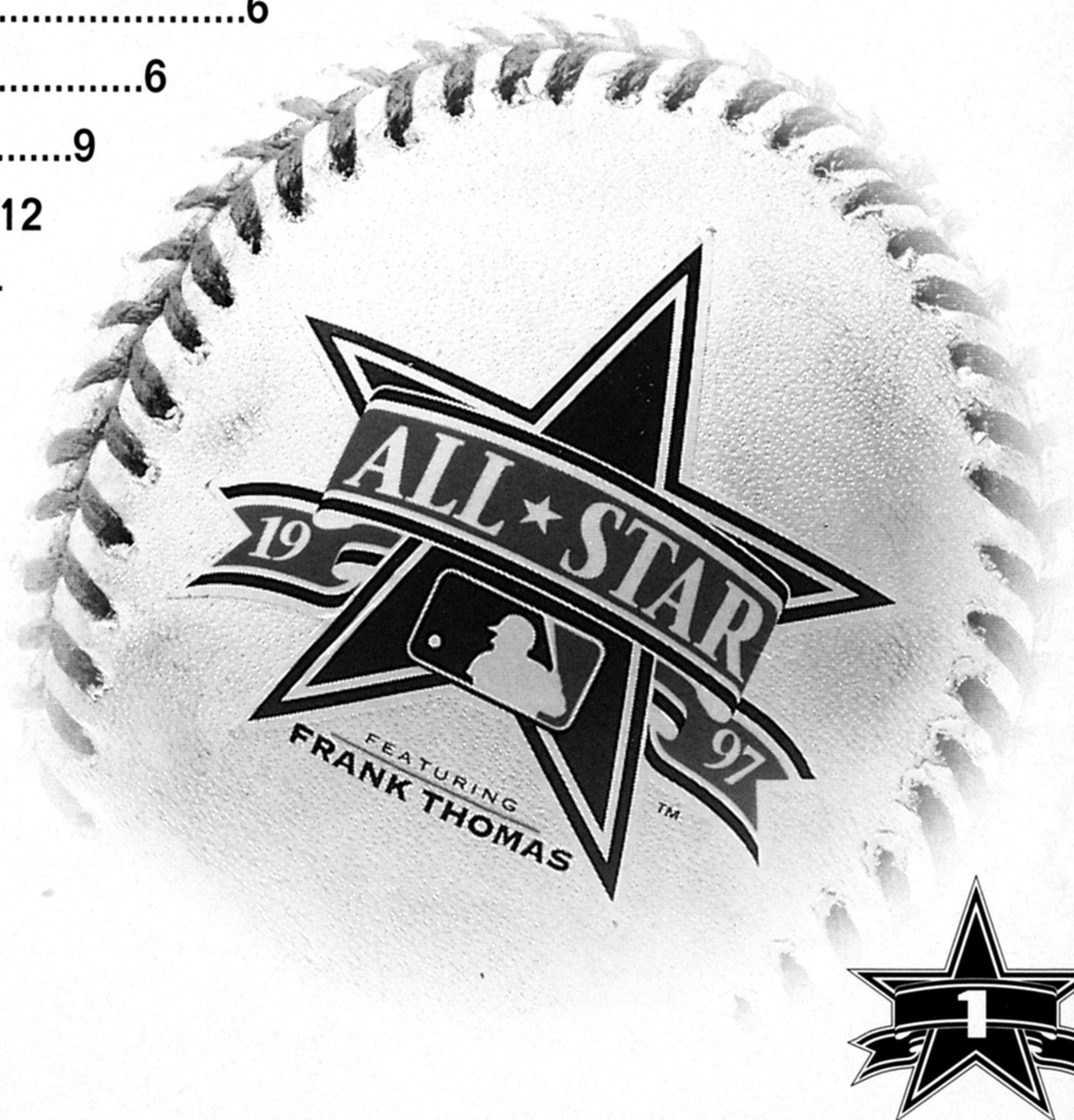
Do not connect your PlayStation™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

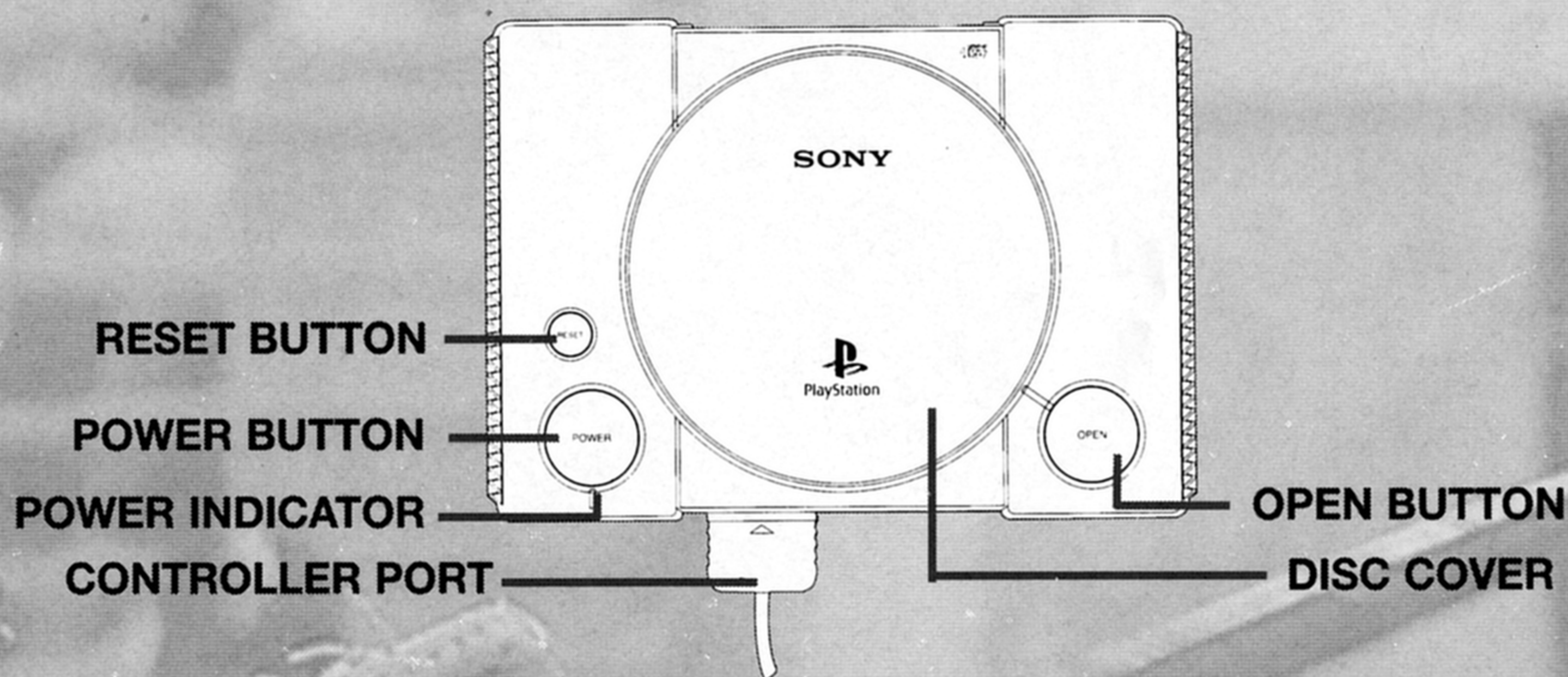
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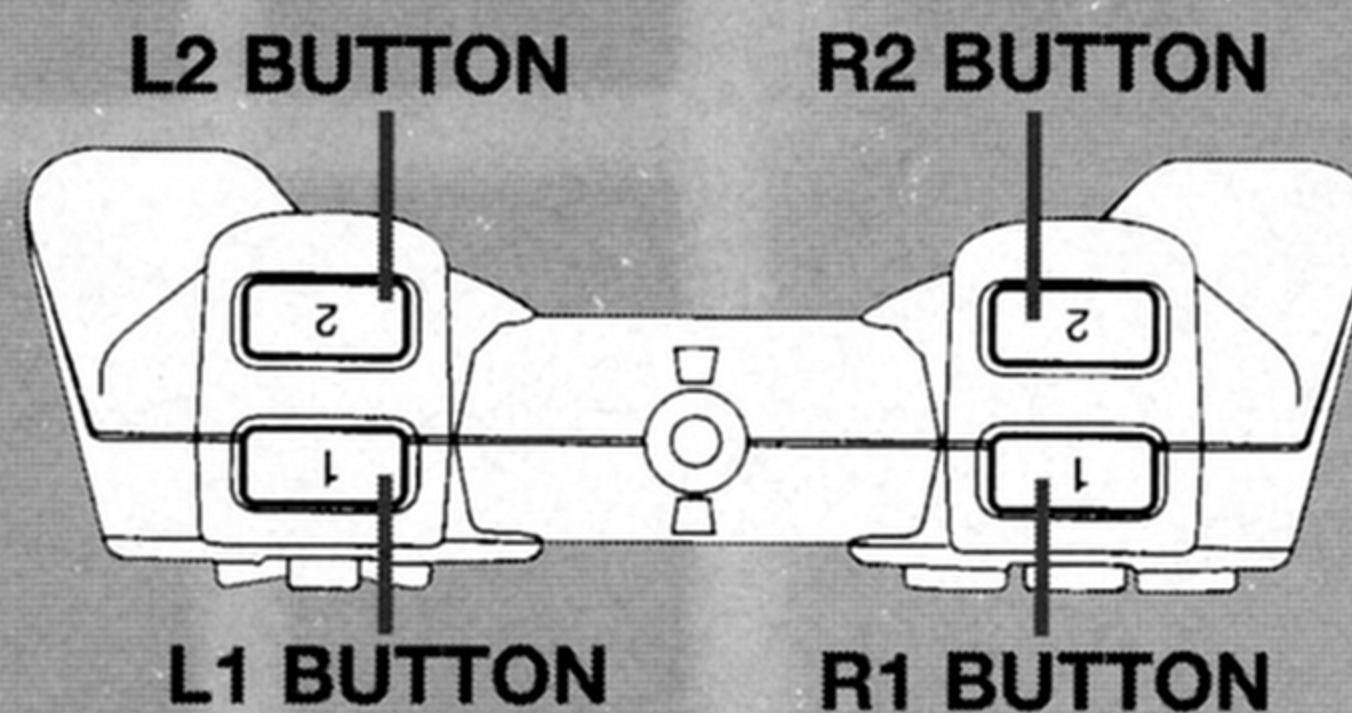
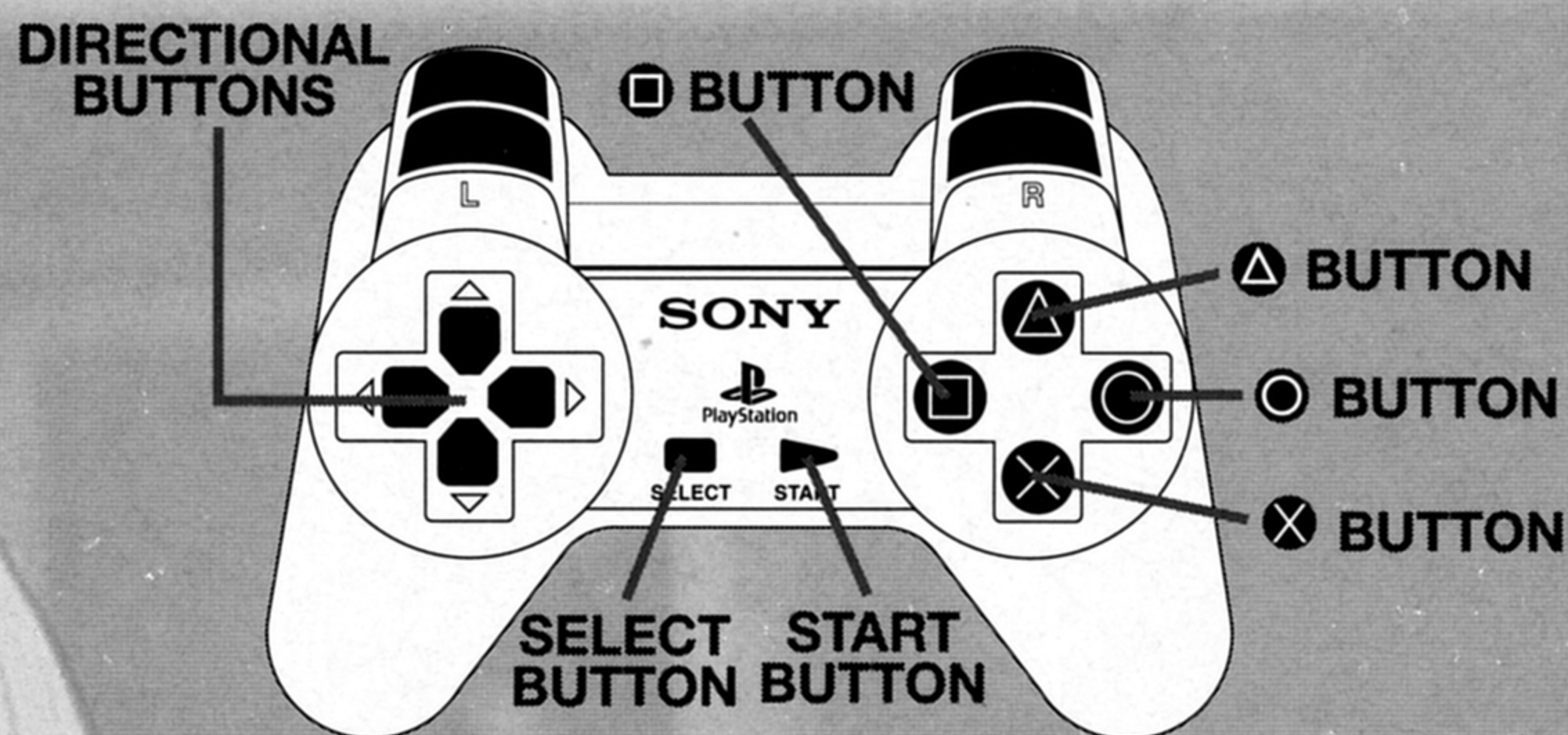
STARTING UP

- 1.** Set up your PlayStation™ game console according to the instructions in its instruction manual.
- 2.** Make sure the power is OFF before inserting or removing a compact disc. Insert the All-Star Baseball '97 Featuring Frank Thomas™ disc and close the disc cover.
- 3.** Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.



INTRODUCTION

If you're ready for the pure baseball pleasure of America's classic digital diamond diversion, step up to the plate with All-Star Baseball '97, Featuring Frank Thomas™. Enjoy summertime anytime, with great stats, all the great names, the teams you love (and the teams you love to hate!) and all the action you can handle! Batter up!



PLAY BALL!

When the title screen appears, press the START BUTTON. You will then see the Game Setup Screen. This screen allows you to select from 6 game play modes and to set Main Options.

To return to the Title Screen at any time, hold down the SELECT BUTTON and press the START BUTTON for 2 seconds.

GAME SETUP

This is where you select your game type, set options, view stats and make trades. The various game types are described on page 20. For information on Viewing Stats and Trade Players, see Managing Your Team (page 12).

OPTIONS

To select an option, highlight it, then press the **X** BUTTON. Toggle settings by pressing **←** or **→**. The main options screen features Sound Settings, Game Settings, Screen Adjust and Memory Card options..

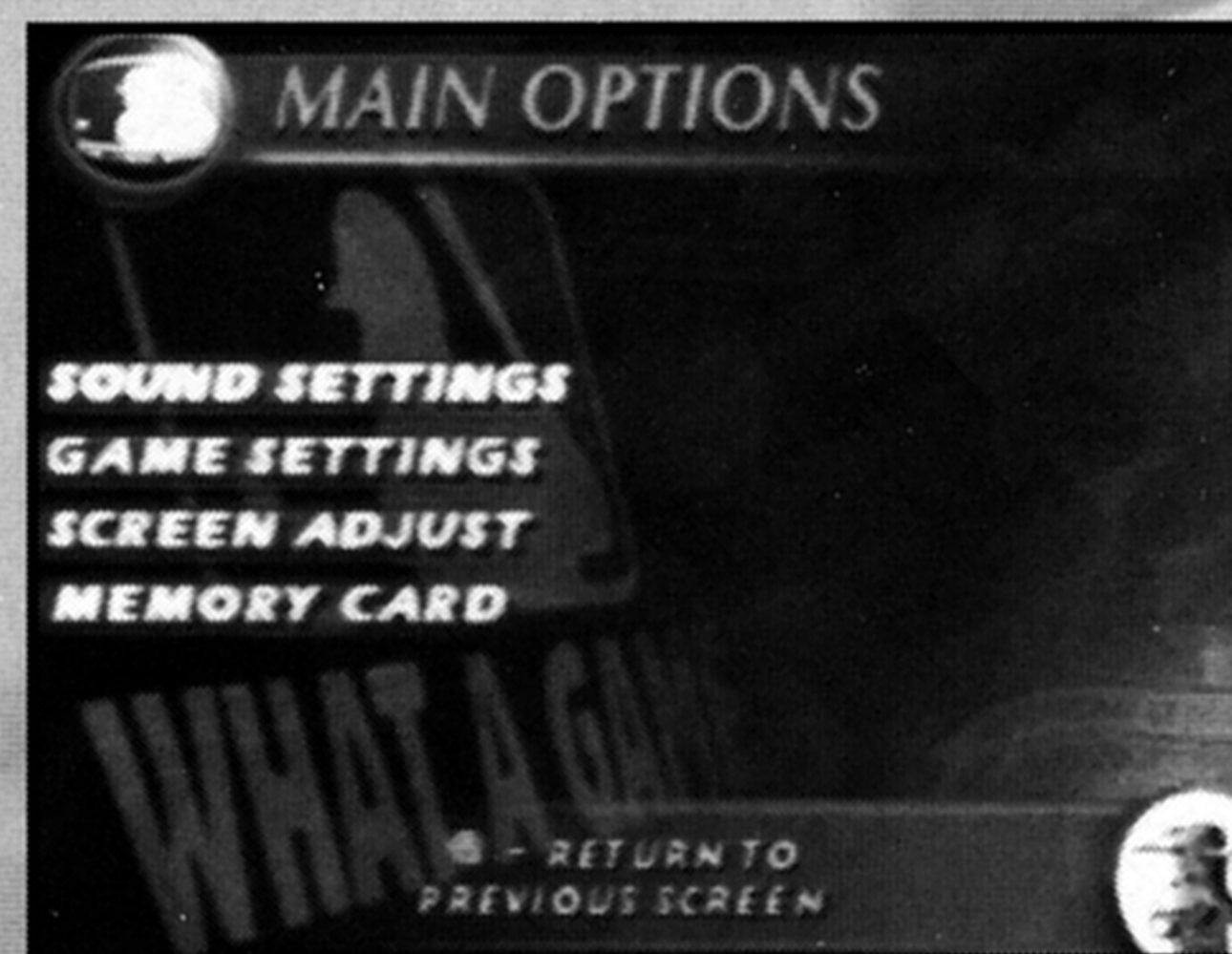
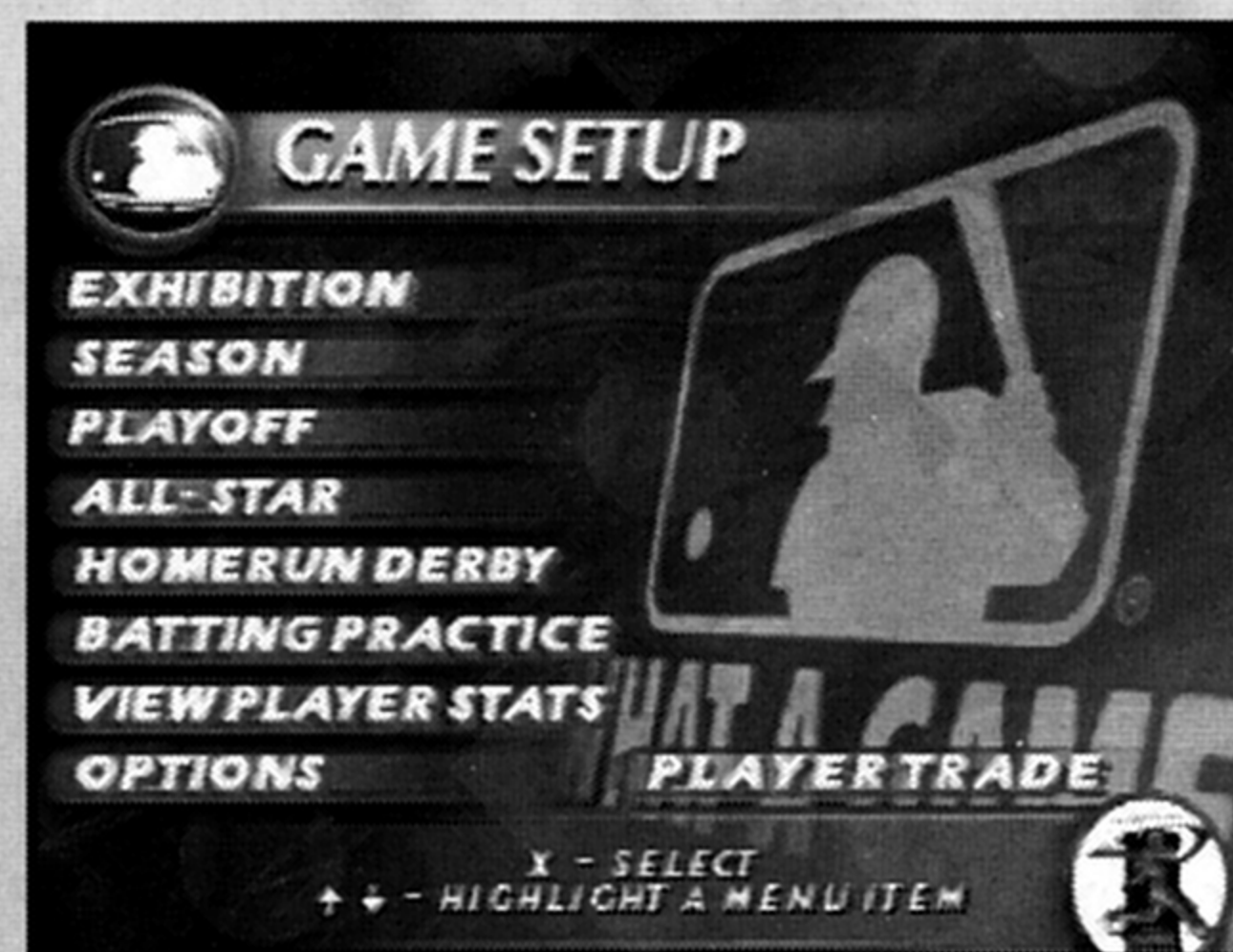
Sound Settings offers these choices:

Announcer Adjust the volume level of the play-by-play announcer

Sound Adjust the volume level of the sound effects

Music Adjust the volume level of the music.

Sound Test Listen to the sound effects in the game



Music Test Listen to the music used in the game

Game Settings offers these choices:

Difficulty Choose among Veteran and Rookie skill levels.

Time of Day Choose among Day, Night or Randomly selected game times.

Config control Choose among 4 preset controller configurations for Player 1 or 2.

Screen Adjust lets you adjust the vertical and horizontal positioning of the game on your screen.

Memory Card offers these choices:

Load Settings allows you to load previously saved settings.

Save Settings allows you to save your current settings.

Load Roster allow you to load a previously saved roster.

The game will detect the presence or lack of a Memory Card for each player. Follow on-screen prompts to Save or Load data.

PLAY MODES

If you select Exhibition, Season, Playoff or All-Star Game, you will then choose between two play modes, Quick Play or Regulation Play, and make other adjustments.

- Quick Play mode: It's one strike and you're out! Because of this Quick Play rule, foul balls do NOT count as strikes. Note: Stats for Quick Play games will vary from those in Regulation Play.



- Regulation Play follows the established Major League™ rules.
- Number of Innings: You can set how many innings any game will be, from 1-9.
- One Player Games: This pits you against a computer-controlled opponent. In Season play, Player One controls the team that goes through a season.
- Two Player Games: Two players match skills and strategy.


CONTROLS:

BASIC OFFENSE



Batting Controls

Just ask Frank Thomas: hitting is all about timing! To control the bat when at the plate, use the following controls:

SWING



Press the  BUTTON

LEFT HANDED BATTING

PULLING THE BALL: Press  +  BUTTON




PUSHING THE BALL: Press  +  BUTTON

RIGHT HANDED BATTING

PULLING THE BALL: Press  +  BUTTON

PUSHING THE BALL: Press  +  BUTTON

BUNTING

Press the  BUTTON to bunt. Use  or  while bunting to push or pull the ball as described under left and right handed batting.


PINCH HITTER



In a tight situation, bring in a pinch hitter for the pitcher or another batter.

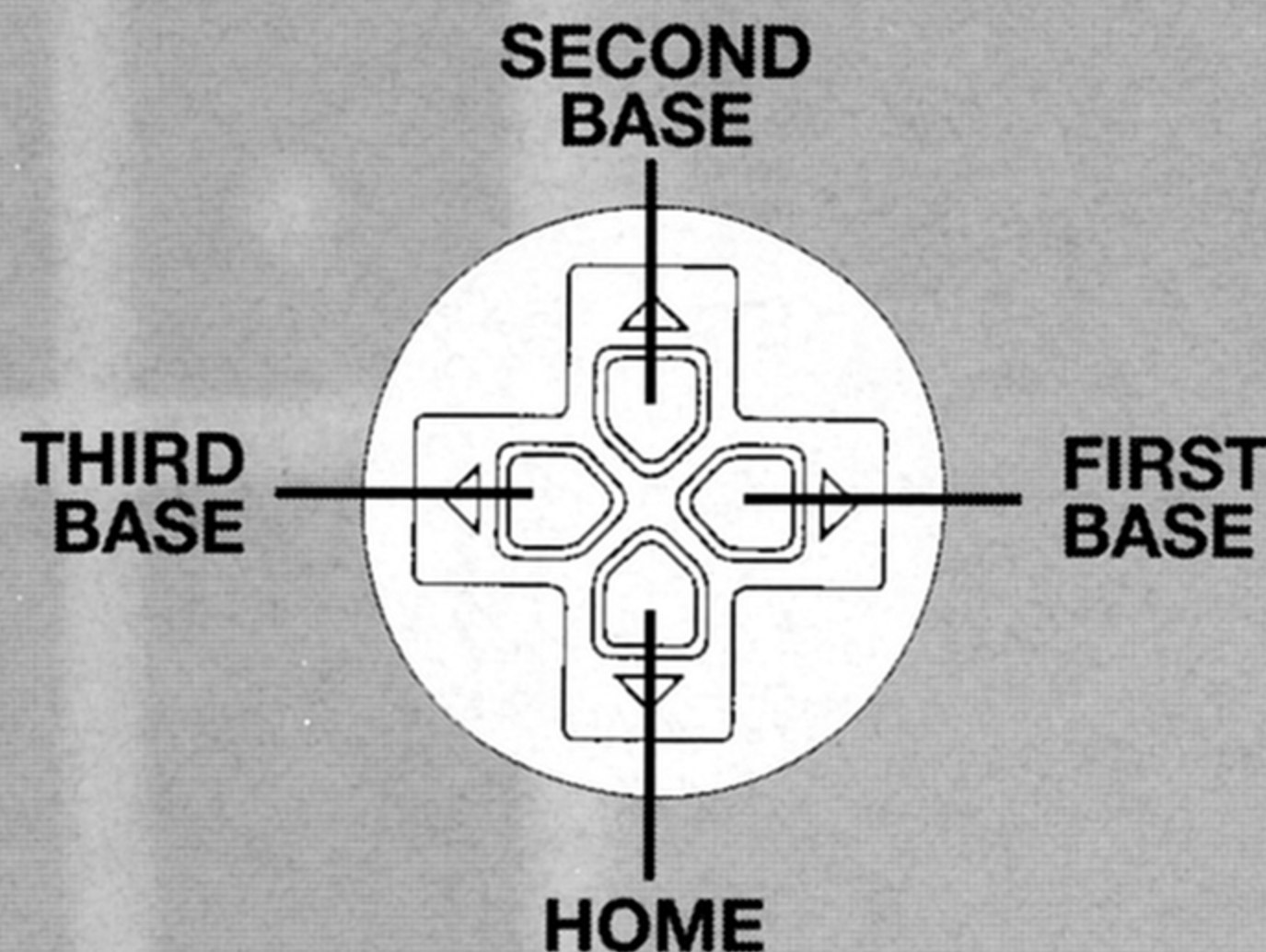
You can replace a current batter with a pinch hitter by going to Substitution under Lineup in the Pause Options.

Base Running:

ADVANCING RUNNERS

- Base runners are advanced by pressing the  BUTTON and the direction of the desired base on the DIRECTIONAL BUTTON.

For example, to advance a runner from 1st to 2nd, press the  BUTTON plus  on the DIRECTIONAL BUTTON.



- To return to a base, press the **○** BUTTON and the DIRECTIONAL BUTTON in the direction of the base.

ADVANCING & RETURNING MULTIPLE RUNNERS

When the game situation forces base runners to advance, they do so automatically.

- To **advance** all base runners, press the L1 BUTTON.
- To **return** all base runners, press the R1 BUTTON.
- To advance multiple runners individually, press the **△** BUTTON plus the DIRECTIONAL BUTTON in the direction of the next base for each base runner.

ADVANCING MULTIPLE BASES

Once a ball is put into play, the batter automatically advances towards first. Any additional bases must be manually taken by the player by using the **△** BUTTON and the DIRECTIONAL BUTTON.

LEADING OFF

- To **lead off** a base a step, press L1 BUTTON.
- To **return** one step, press R1 BUTTON.

STEALING BASES

You can attempt a stolen base by pressing the **△** BUTTON and the appropriate base direction on the DIRECTIONAL BUTTON at any time during a pitcher's windup or delivery.

USING PINCH RUNNERS

To bring in a pinch runner, pause the game and select Substitution from the Line Up option. On your roster, scroll to the player you wish to swap out and press **X**. Select the player you wish to bring in and press **X**. The new player will come in, while the player on base is out of the game.

Once a pinch runner has been substituted, he assumes the proper base and becomes subject to normal controls.

BASIC DEFENSE

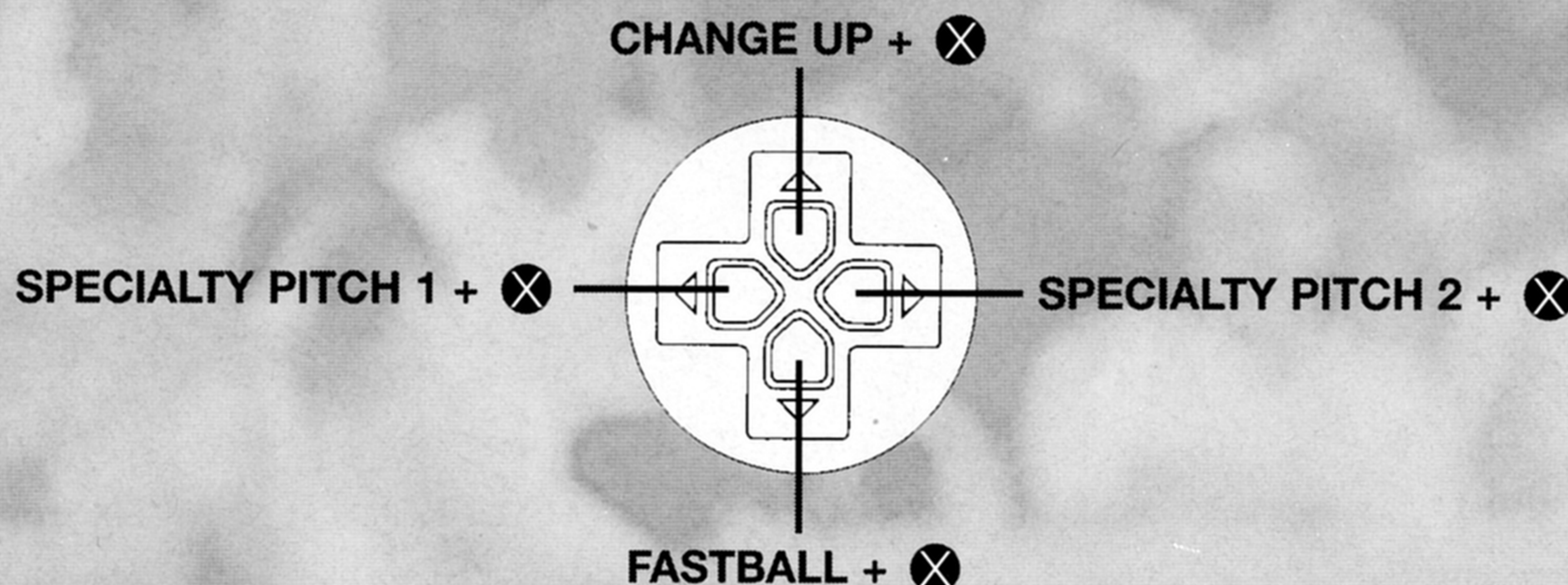
Pitch Selection and Control

There are eight basic pitches in this game. Each pitcher can throw four pitches. Pitch type, speed and location are determined (in that order) with the DIRECTIONAL BUTTON.



To choose and throw your pitch, press the appropriate Direction Button and the **X** BUTTON simultaneously.





SELECT PITCH TYPE:





PITCH SPEED:

To control the speed of a pitch, hold  (slow) or  (fast) on the DIRECTIONAL BUTTON during the windup. If no control is input, the pitch will be medium speed.


SLOW --  Directional Button.

FAST --  Directional Button.

PITCH LOCATION:

To locate a pitch inside or outside, press  or  on the DIRECTIONAL BUTTON before the pitcher releases the ball. The pitch will be down the middle if no direction is input.

PICK OFF THROWS

To execute a pick off throw, press the  BUTTON and the DIRECTIONAL BUTTON toward any base.

MOVE PITCHER ON MOUND

L1 or R1 will shift the pitcher's position on the mound left or right.

THROWING OUT A RUNNER FROM THE PLATE

BEFORE the catcher throws the ball back to the mound, he can try to gun down a runner who's attempting a steal. To do this, press the **X** BUTTON and the DIRECTIONAL BUTTON in the direction of the base.

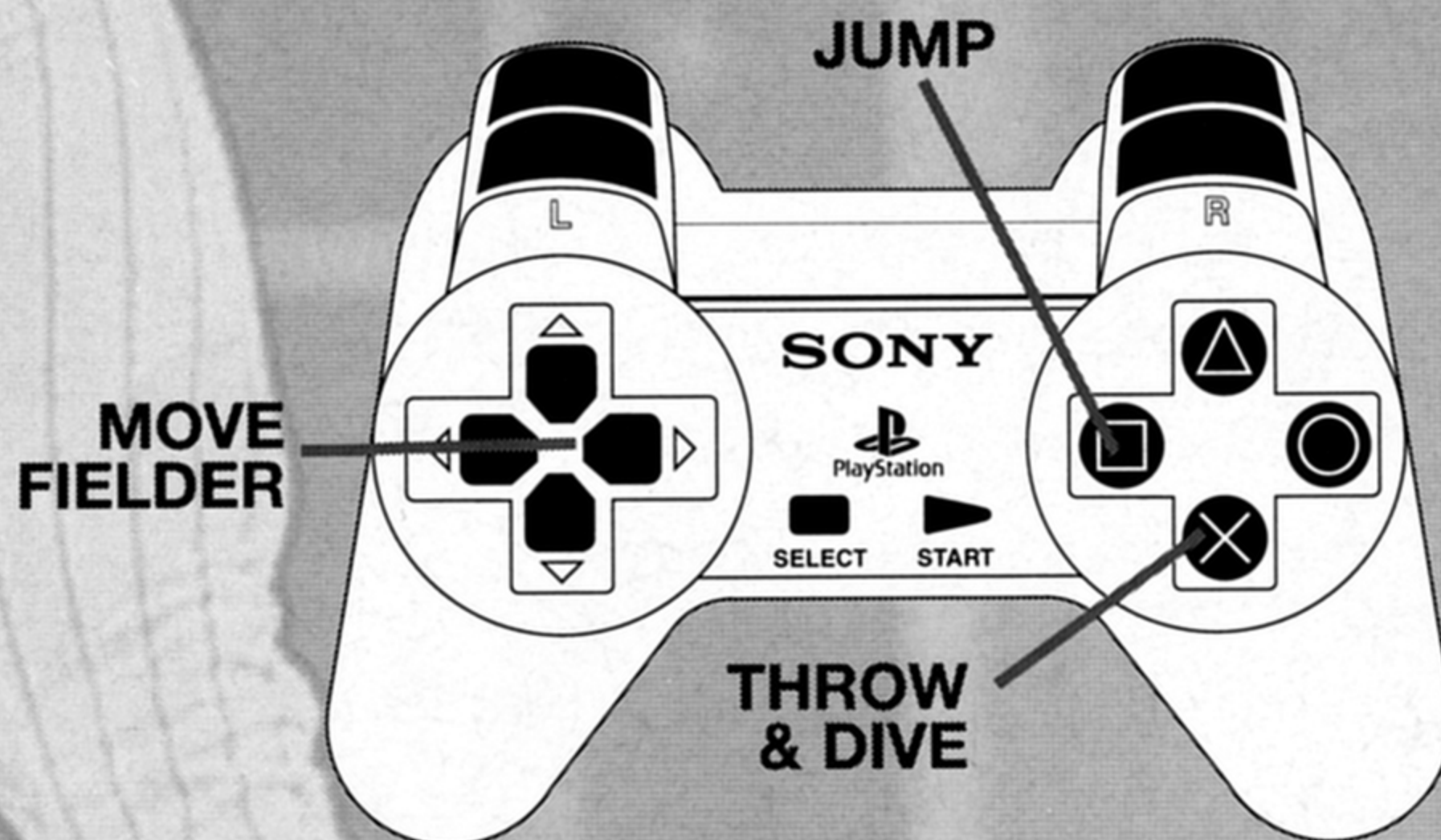
INFIELD SHIFT

Press the L2 trigger and **↓**, **↑**, **←** or **→** on the DIRECTIONAL BUTTON to shift the infield in, back, left, or right, respectively.

OUTFIELD SHIFT

Press the R2 trigger and **↓**, **↑**, **←** or **→** on the DIRECTIONAL BUTTON to shift the outfield in, back, left, or right, respectively.

Fielder Controls:




MOVING FIELDERS

Press the DIRECTIONAL BUTTON to move your fielder in any direction.

CATCHING THE BALL

To catch a ball, move your fielder to the spot where the ball is (or will land).


DIVE

When trying to field a ball that is out of reach, press the  BUTTON and the DIRECTIONAL BUTTON to dive for the ball.

JUMP

Press the  BUTTON and the DIRECTIONAL BUTTON to make a jumping catch.

THROWING




When in control of the ball, press the  BUTTON and the DIRECTIONAL BUTTON in the direction of the base.

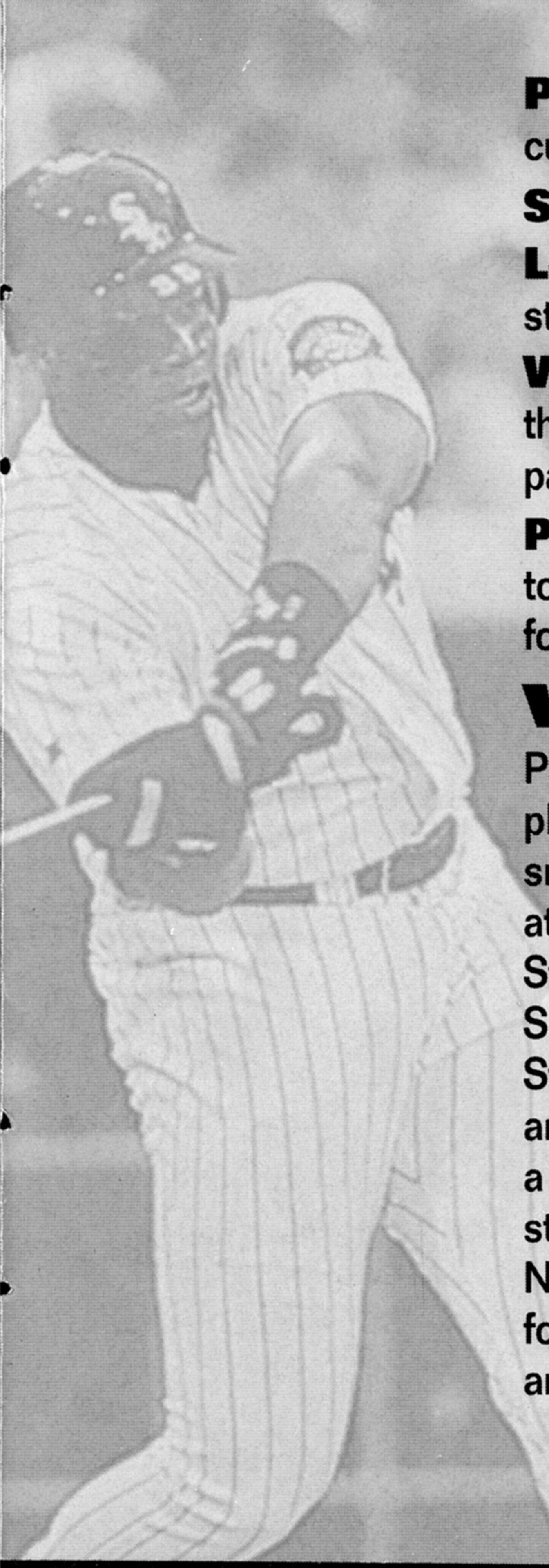
MANAGING YOUR TEAM

PRE-GAME OPTIONS

Once you've selected a game type and made the appropriate decisions, it's time to set your line up. Note that there are plenty of Pause Options, like the Bullpen (press the START BUTTON during game play).

EXCLUSIVE SEASON OPTIONS


To select an option, highlight it, then press the  BUTTON. Toggle settings by pressing  or .



Play Ball Play the next scheduled game in a current season.




Schedule View your teams season schedule.

League Standings View the current season standings for each league.

View Team Stats View stats for all players. Press the  button to bring up more detailed stats on a particular player.

Player Trade Build a championship roster to take you through the Season! See page 14 for details.

View Player Stats

Part of managing your team properly is knowing the players' strengths and weaknesses. To help you make smart moves, use the wealth of statistical information at your fingertips. Stat groups include 1996 Season Stats (the latest available during development), Current Season Stats (tracked in Season mode) and Lifetime Stats. To view a player's stats, select View Team Stats and press the  BUTTON. Select a team, then scroll to a player. Press the  BUTTON to bring up that player's stats. To switch stat groups, press the  BUTTON. Note that there are different stat categories for pitching and batting, and for Season and Home Run Derby™ modes.










Trading Players

Test your skills as a skipper by trading players to build a championship caliber squad.

Trade players in Exhibition, Playoff and Season modes (trades also affect Home Run Derby™ rosters). For information on changing All-Star rosters, please see the All-Star mode section.

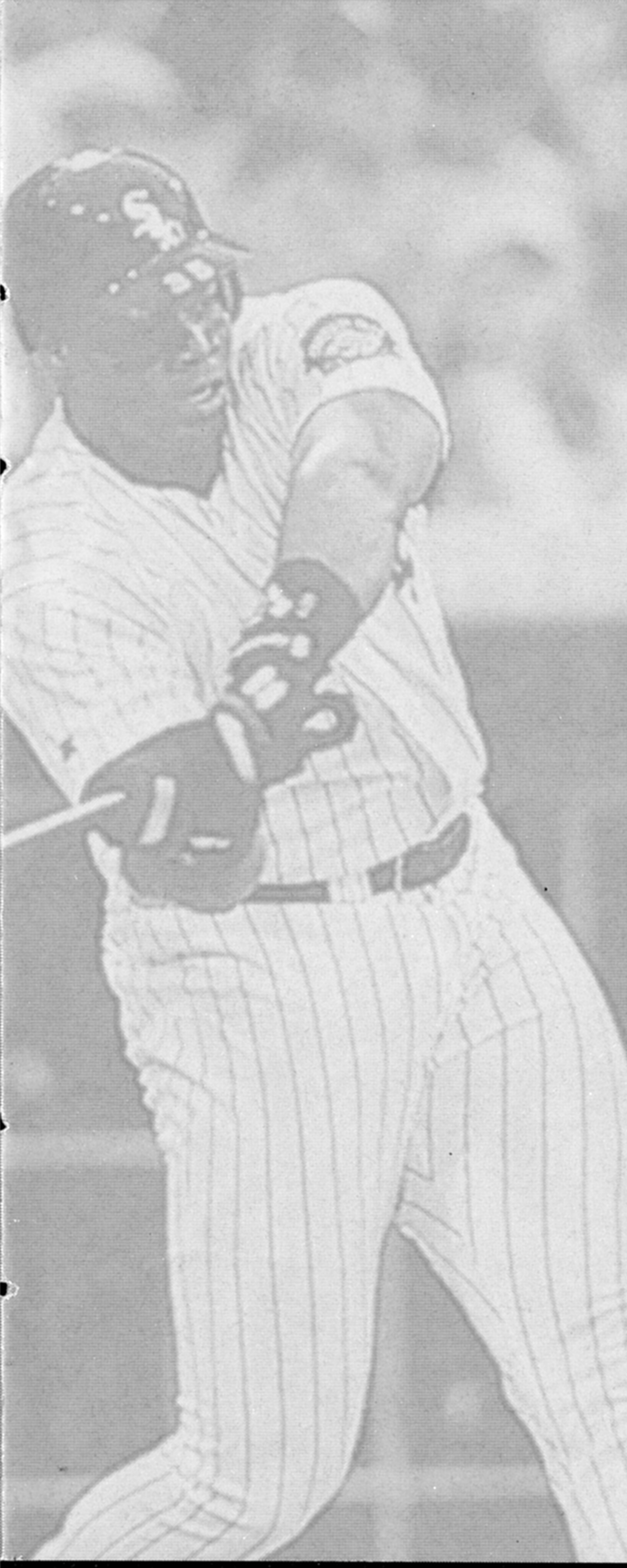
You can trade any player for another, whether he plays the same position or not. Keep in mind that you must maintain a 28 man roster, with at least 3 starting pitchers, and one player at each remaining position (in the American League this includes a Designated Hitter). A trade which would leave any position below the minimum is not allowed.

To make a trade: Highlight Trade Player and press the  BUTTON.

- Use L1 and R1 BUTTONS to highlight team selection areas (including Restore Default Roster button).
- Use the  or  Directional Buttons to toggle the team in a selected area.
- Use  or  Directional Buttons to scroll the highlight to a roster player.
- When both players you wish to trade are highlighted, press the  BUTTON.
(To reverse the trade, press the  BUTTON again).

Continue until you are satisfied with all your rosters.

Note: In a straight trade between two players at the same position, the players will assume their counterpart's position, whether on the bench or in the starting line up. If the players don't play the same position (a catcher traded for a shortstop, for example), the next position player on your roster will assume the vacated spot.



Saving a trade: After making your trade(s) and exiting the trade screen, you can save any trades you've made to a Memory Card. To Save, press the **X** BUTTON when 'SAVE' is highlighted. Follow prompts to save. One set of trades can be saved at a time. (If no Memory Card is detected, you will be prompted to insert one, and to select which slot you wish to save to. If your card is unformatted, you will be prompted to format it. In the event that you do not have enough memory on your card, you will be prompted to overwrite existing data to make room.)

Note: If you make trades in season mode, you must use the new roster through the season. This roster is then only available in Season mode.

To restore the default roster, highlight Restore and press the **X** BUTTON (any unsaved roster changes will be lost). To load a saved roster, see Load Roster under OPTIONS.

Line Up



To access any line up option (at the bottom of the screen), press **←** or **→** on the DIRECTIONAL BUTTON and press the **X** BUTTON. If you wish to cancel an option after selecting it, simply press the **△** BUTTON.



STARTING LINE UP

Each team has a default starting line up made up of 9 players (10 if a DH is used) who normally start at their positions, but one player can be swapped into another's position or brought off the bench and into the line up in any position. A player swapped out before a game starts will return to the bench, where he remains eligible for play. Each player has his usual position listed with his name, number and stats.



CHANGE BATTING ORDER

You must make any changes to the batting order before a game. To do so, highlight the player in the starting line up who occupies the position in the batting order you wish to change, then press the  **BUTTON**. Next, move your highlight to the player you would like the previously selected player to change places with in the batting order and press the  **BUTTON**. The two players will exchange slots in the batting order.

DESIGNATED HITTER

Pitchers usually make poor hitters. They are regarded as almost sure outs; in the National League, the pitcher is invariably placed ninth in the batting order, while the American League removes the pitcher from the batting order altogether in favor of a Designated Hitter. Teams from different leagues follow the rules of the home team.

SWAP POSITIONS

Swap player positions by pressing the  **BUTTON** when any current position is highlighted. Toggle to the position you wish that player to assume and press the  **BUTTON** again. The two players will exchange playing positions.

PLAYER SUBSTITUTION

If you wish to substitute a different player at a position (including changing your default starting pitcher), press the **X** BUTTON when the position player is highlighted. Then find the player you wish to put in that position and highlight him. Pressing the **X** BUTTON will bring that player into the previously highlighted position. The player formerly in that position will move to the bench (unless each player was in the starting line up), where he remains available for play.

STARTING PITCHING

Starting pitchers have an optimal stamina rating of 100%. A relief pitcher will enter the bullpen at 65%, and must be warmed up to 100%. (See Page 18 for instructions). To change your starting pitcher, select Substitute Player, highlight the pitcher and press the **X** BUTTON. You'll see a roster of available pitchers. Select the desired one and press the **X** BUTTON.

In Season mode, pitchers are on a 5 day rotation.

Note: After a game, the line up resets to the default starting line up.



VIEW OPPOSING TEAM'S LINE UP

Highlight this option and press the **X** BUTTON, then use the DIRECTIONAL BUTTON to scroll through the opposing line up.

FINISHED

When you're through setting your line up, select Finish and press the **X** BUTTON to Play Ball.

PAUSE OPTIONS

BALL LAND TARGET Toggle this target ON or OFF

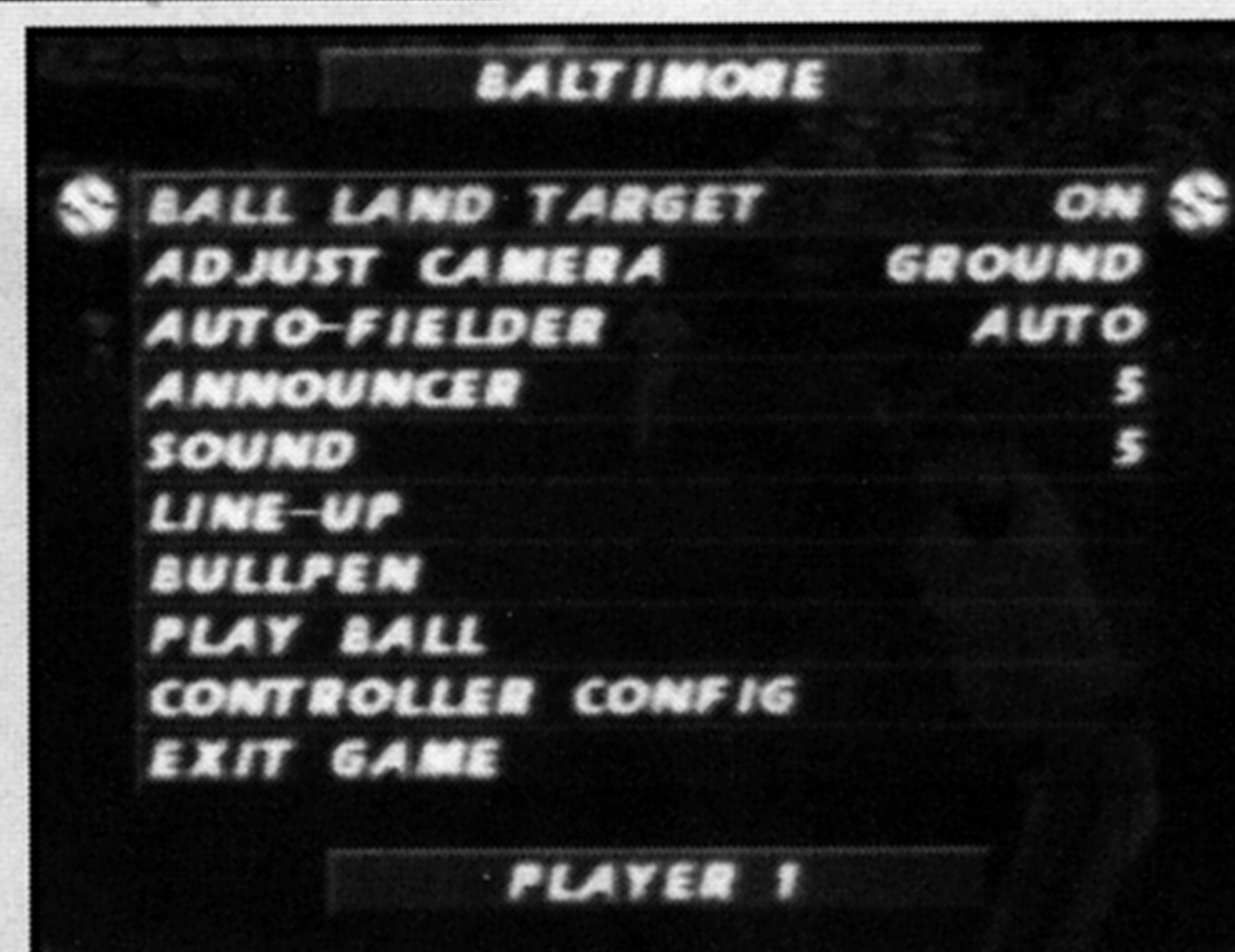
ADJUST CAMERA Choose from High, Medium, Ground and Chase options.

AUTO-FIELDER Play with Auto Fielding set to AUTO or OFF. Off means you control the fielding.

Announcer, Sound and **Line Up** function as previously described.

Bullpen

The Bullpen features five options. To select an option, highlight it then press the **X** BUTTON. To return to the bullpen options screen, press the **△** BUTTON. After you've set your Bullpen Options, press the **△** BUTTON to return to the Pause Options menu.






PITCHER INFO

This screen lists the current and available pitcher(s) on a team, along with his number, which arm he throws with (R or L), his pitcher type (Starter, Middle Reliever or Closer), which pitches he throws and his current level of Stamina. As a pitcher's Stamina decreases, so will his performance.

WARM UP PITCHER

Before entering a game, a relief pitcher should be warmed up in the bullpen. You can have up to two pitchers warming up at any time. A warmed up pitcher will cool down or tire if not used in timely fashion.

To start warming up a pitcher, select Warm Up Player, then highlight the desired pitcher from your available roster and press the  BUTTON.

CHECK WARM UP

To check on any pitcher who is warming up, select Check Warm Up. The status of a pitcher warming up in the bullpen varies from Cold (blue) to Warm (red) to Tired (yellow). When the meter shows a pitcher is Warm, he's at his optimal state of readiness.

WARM UP TO MOUND

To replace the pitcher currently on the mound with a warmed up replacement, highlight Warm Up to Mound.

- To select a replacement pitcher currently warming up in the bullpen, move the highlight to the desired pitcher and press the **X** BUTTON. The current pitcher will leave the game, and the new one will take his place.

BULLPEN TO MOUND

You may bring a new pitcher to the mound directly from the bullpen (without warming him up). To do so select Bullpen to Mound, move the highlight to the desired pitcher and press the **X** BUTTON.

PLAY BALL Resume your game from where you paused it.

CONTROLLER CONFIG Choose from 4 preset controller configurations.

EXIT GAME To quit out of the current game and return to the Main Menu Screen.

GAME TYPES

To select a particular game mode, press **↑** or **↓** on the DIRECTIONAL BUTTON to select the desired game type, then press the **X** BUTTON.

Exhibition Games (1-2 Player)

An Exhibition Game is a one game event for one or two players. Choose from all 30 Major League teams, including the 1998 expansion teams Arizona Diamondbacks™ and Tampa Bay Devil Rays™. In Exhibition mode, two players can even choose the same team! Exhibition games do not count in the standings, and do not affect stats. After choosing your Game Mode, select the number of players, innings, and Regular Play or Quick Play options. You will then move to the Team Select Screen, where you can choose your team(s), and who will control them.


Season Mode

In Season mode, you will play as one team for an entire season as you battle towards a League Championship, and, if you're good and get some breaks, the World Series™! Once Season mode is selected, you will see a choice of season options. First you will need to choose between starting a New Season, or picking up a previously saved season from where you left off by selecting Resume Season. You must have Memory Card to save and resume season games.


SEASON TYPES

NEW SEASON



Note: To start a New Season, any previous season information must be erased.

- If you have a previously saved game on your Memory Card, a message will appear asking if you wish to overwrite it. Select 'YES' to do so, and press the  BUTTON.

RESUME SEASON


If you wish to resume a saved season from where you left off in your season schedule, highlight Resume Season and press the  BUTTON.




You will then go to the Pre-Game Options screen. Highlight Play Ball and press the  BUTTON. You will then see the Line Up screen. After viewing this screen, press the  BUTTON.

SAVING A SEASON GAME

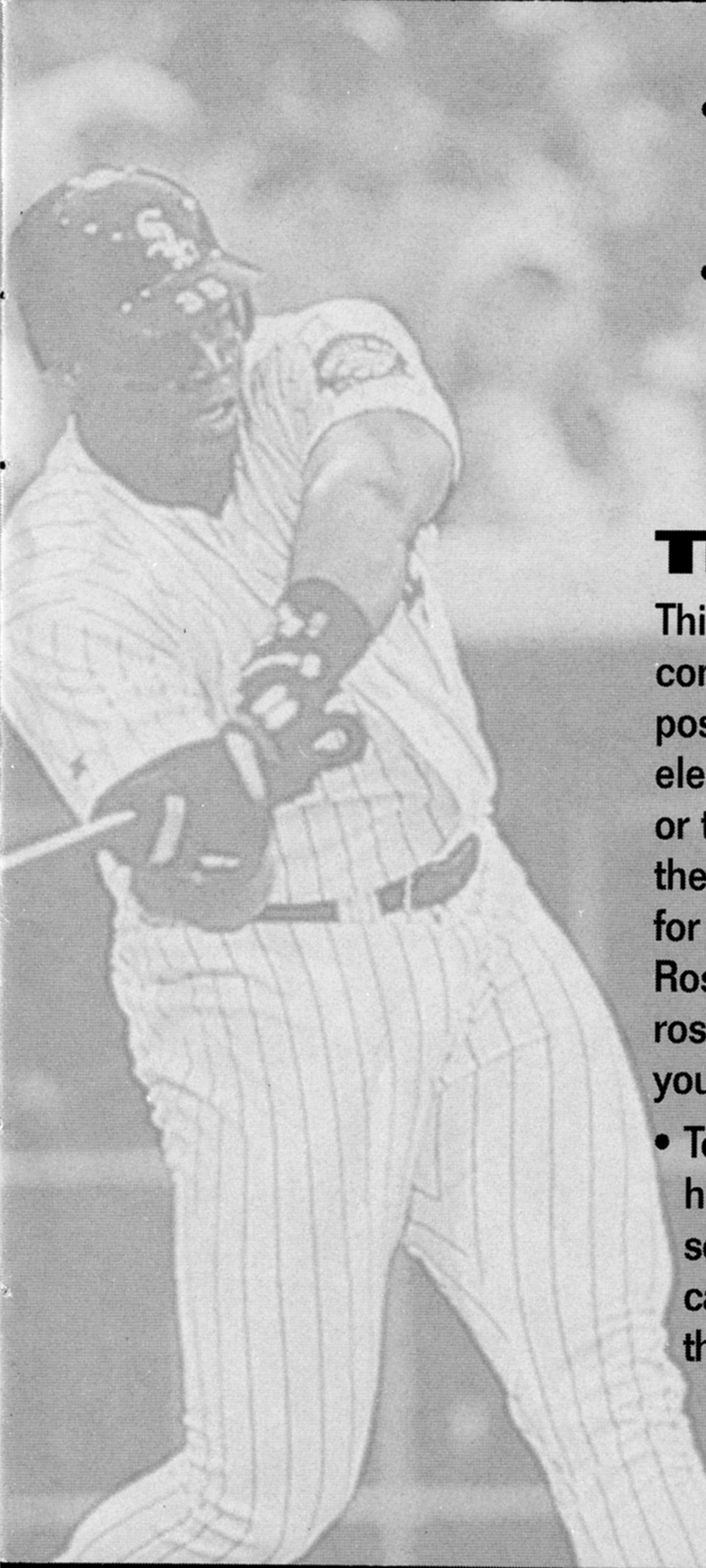
In Season mode, you have the option of saving a completed game so you can pick up scheduled play later. Saving a game saves your current game results, roster trades, and updates your season stats.

- To save your game, view the post-game screen, then press the  BUTTON. You will come to the Save screen. Once this screen appears, if a Memory Card is detected, you will be asked if you wish to save your game. If no Memory Card is found, you will be asked to insert one. Likewise, if the memory Card is unformatted, you will be asked if you wish to format it. Select "Yes" to do so.

NOTE: Formatting a game will erase ALL data stored on your Memory Card. You will next be asked if you wish to save over (erase) any previous game. Select "Yes" to do so, then press the  BUTTON. Your current season game will be saved.



Playoff

Go directly to exhilarating playoff action in this grueling three round contest! The first round features a best-of-five series, followed by two best-of-seven match-ups against the top remaining teams in each league. Playoffs feature the three conference winners in each league plus a wild card team battling for the title! The winners then face off for the League Championship—and perhaps the World Series™! You can choose which league you wish to play in and whether you wish to select your Playoff team(s) or have the computer do so.

- 
- A 1 Player game pits your first place team against CPU-controlled opponents through a playoff elimination ladder.
 - A 2 Player playoff pits two human players against each other as they battle up the Playoff ladder to the top. They will meet only once. The round they meet in depends on which leagues they choose to play in.

The All-Star Game

This mid-season classic is a one game contest featuring the best (or most popular!) position players in each League. Player 1 elects to play in either the American League or the National League. The computer will then automatically select All-Star Rosters for each team. Next you will see the All-Star Rosters screen, which features your current roster at the top of the screen, and allows you to make changes to your roster.




- To view and make changes to your All-Star roster, highlight the League Roster at the top of the screen with the L1 or R1 shoulder buttons. (You can scroll through your roster by pressing the  or  Directional Buttons.)



TO CHANGE YOUR ALL-STAR ROSTER

Scroll the highlight to the All-Star player you wish to replace.

Note that you can only replace an All-Star player with a player at the same position.

Highlight the list of available substitute players (below the League All-Star roster). Scroll through position players to find the one you wish to put on the All-Star team. Press the  BUTTON. The position player who's portrait and stats appear in the roster at the bottom of the screen will replace the player you highlighted in the All-Star roster. Press the  BUTTON again to reverse the trade. When you are done setting your roster, press L1 or R1 to highlight the FINISHED box and press the  BUTTON.

Home Run Derby™

The Home Run Derby™ is the most honored hitting contest in all of baseball. In this mode, you compete to see who can hit the most homers. There are up to three rounds, depending on the number of contestants.

- Up to 10 contestants (5 from each League) compete in the Home Run Derby™.
- Each batter is allowed between 10 and 30 outs (any swing that doesn't result in a homer is an out in the Derby!) from an unlimited number of pitches.
- 2nd round: Top 4 hitters advance
- 3rd round: Top 2 hitters advance

Batters are scored by the number of homers they swat. In the event of a tie, the longest total distance of all contestant's homers in a round will determine who advances.



CHANGING THE DERBY CONTESTANT ROSTER

To change the Derby roster and default player control, highlight a particular contestant, then press ◀ or ▶ on the DIRECTIONAL BUTTON to toggle between 1P (player 1), 2P (player 2), Empty and CPU. Highlighting Empty will remove the player in that slot from the contestant roster.

To substitute a different player for any Derby contestant, highlight the player you'd like to swap out and press the ✕ BUTTON. Select a player by choosing the team he's on, then scrolling to him and pressing the ✕ BUTTON.

Batting Practice

BP, or Batting Practice, allows you to warm up and to perfect your hitting skills against the fearsome major league pitching featured in All-Star Baseball '97 Featuring Frank Thomas™. You can choose whether you wish to select the batter (Team/Batter Select), or let the computer decide (Random Batter).

- To choose your own batter, highlight Select Batter, scroll the Select Box to the appropriate League and team. Next, scroll to the desired player and press the **X** BUTTON to select him. This player will then be the batter you control in practice.
- To have the computer select a batter at random, highlight Random Select and press the **X** BUTTON.

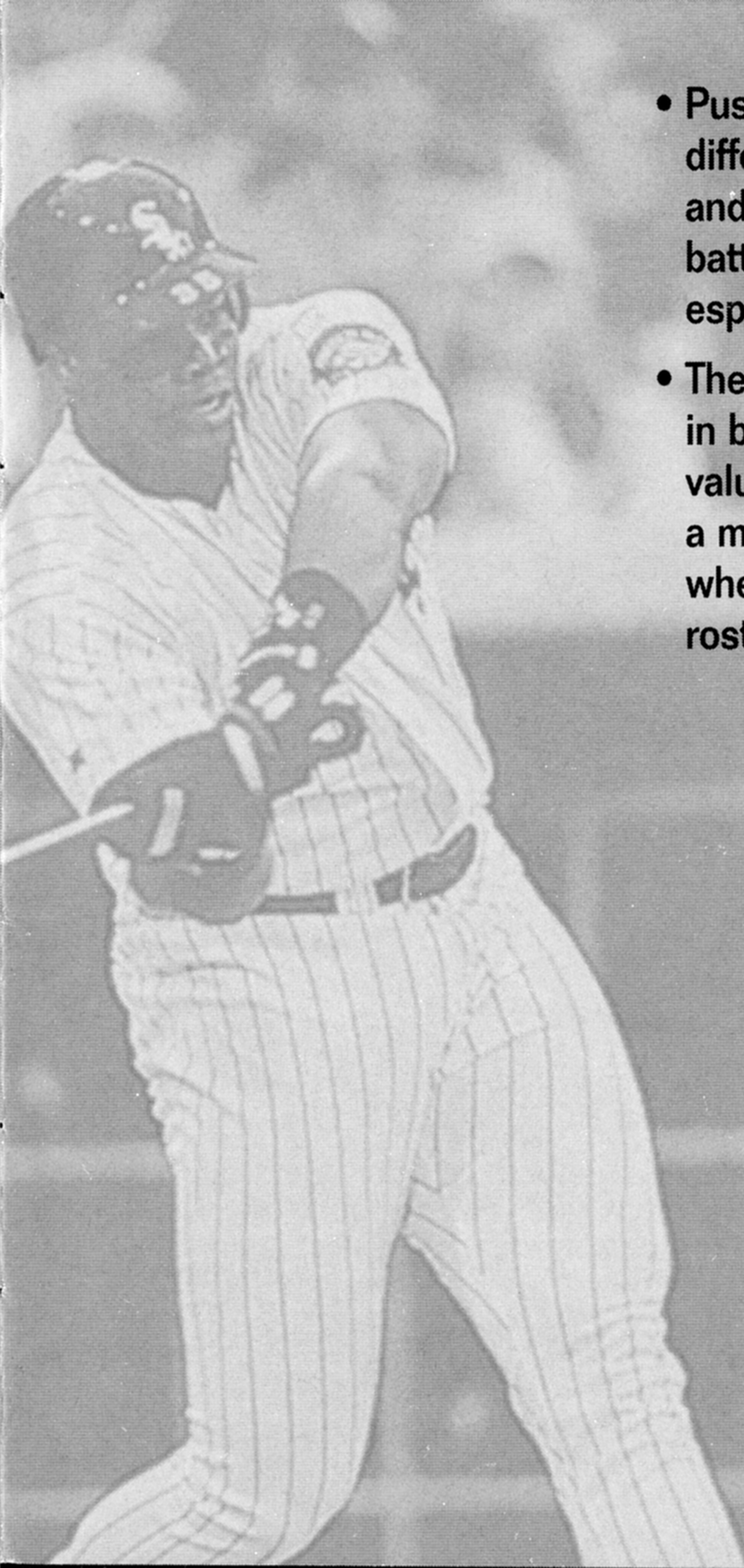
After selecting your stadium, you will go directly into the Pitch Select screen.

Note that in Batting Practice, the computer always controls the pitcher.

- To select the type of pitches you wish to practice hitting against, highlight the Pitch Type box. Press **↑** or **↓** on the DIRECTIONAL BUTTON to select a particular pitch type (press **←** or **→** to switch a pitch on or off). Go to Play Ball and press START to begin practice.
- Selecting Random will cause the computer to throw a variety of pitches.

COACHING TIPS

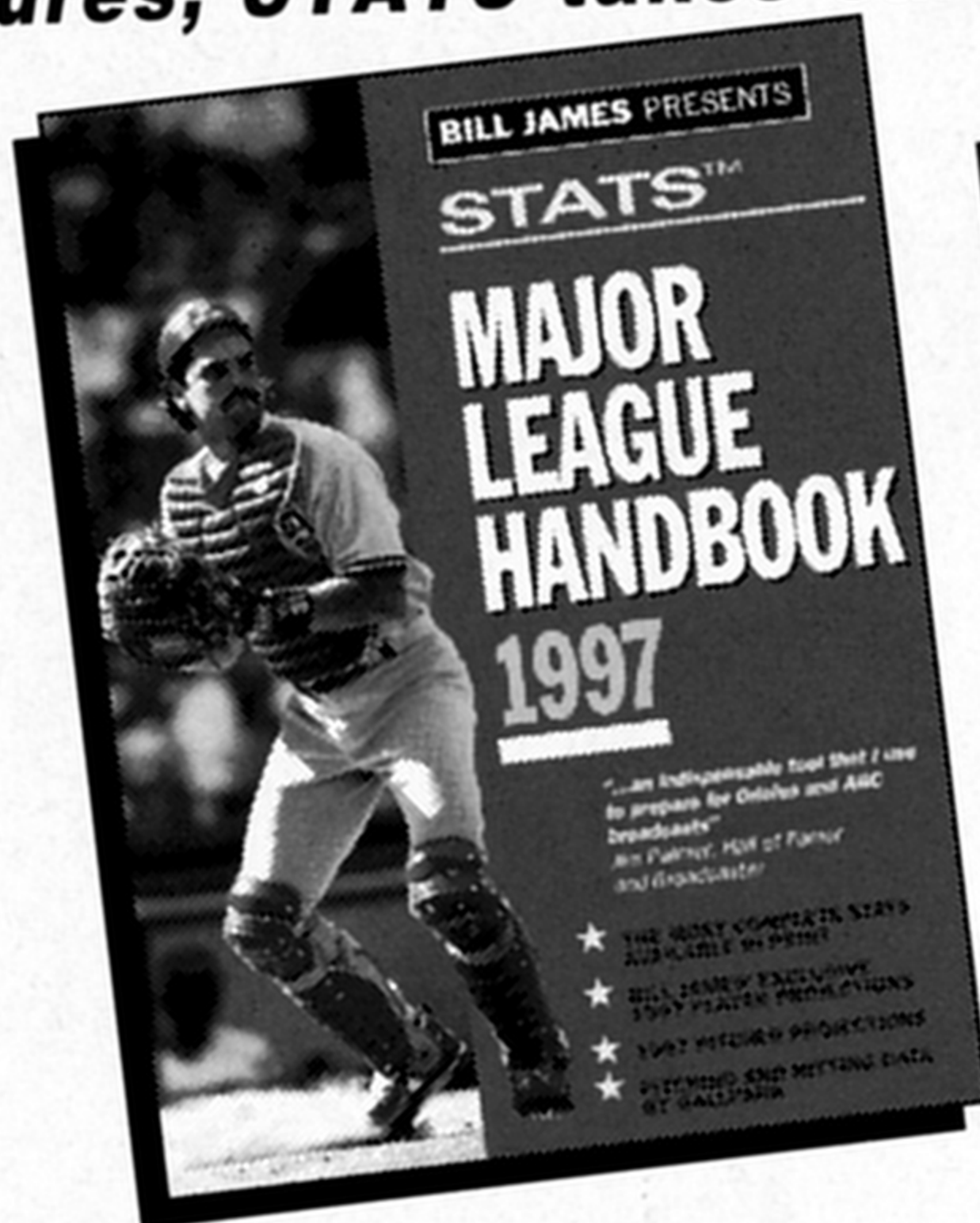
- The better you know baseball, the more you'll get out of this game. Knowing the ins and outs of situational play will help guide you through hours of play. To learn more about baseball basics, visit the library, or better yet, the ballpark!
- Take advantage of your bullpen! If you get behind early and your man on the mound doesn't settle down, don't wait for him to find his stuff. Bring in the firemen!



- Pushing and Pulling the ball can make the difference between a line drive into the gap and a blooper straight at the shortstop. Treat batting like the pros do: get plenty of practice, especially before beginning a Season.
- There's a reason stats figure so prominently in baseball; besides their inherent amusement value, stats are crucial assessment tools. As a manager, they may be all you have to go on when you need to make trades and other roster adjustments.

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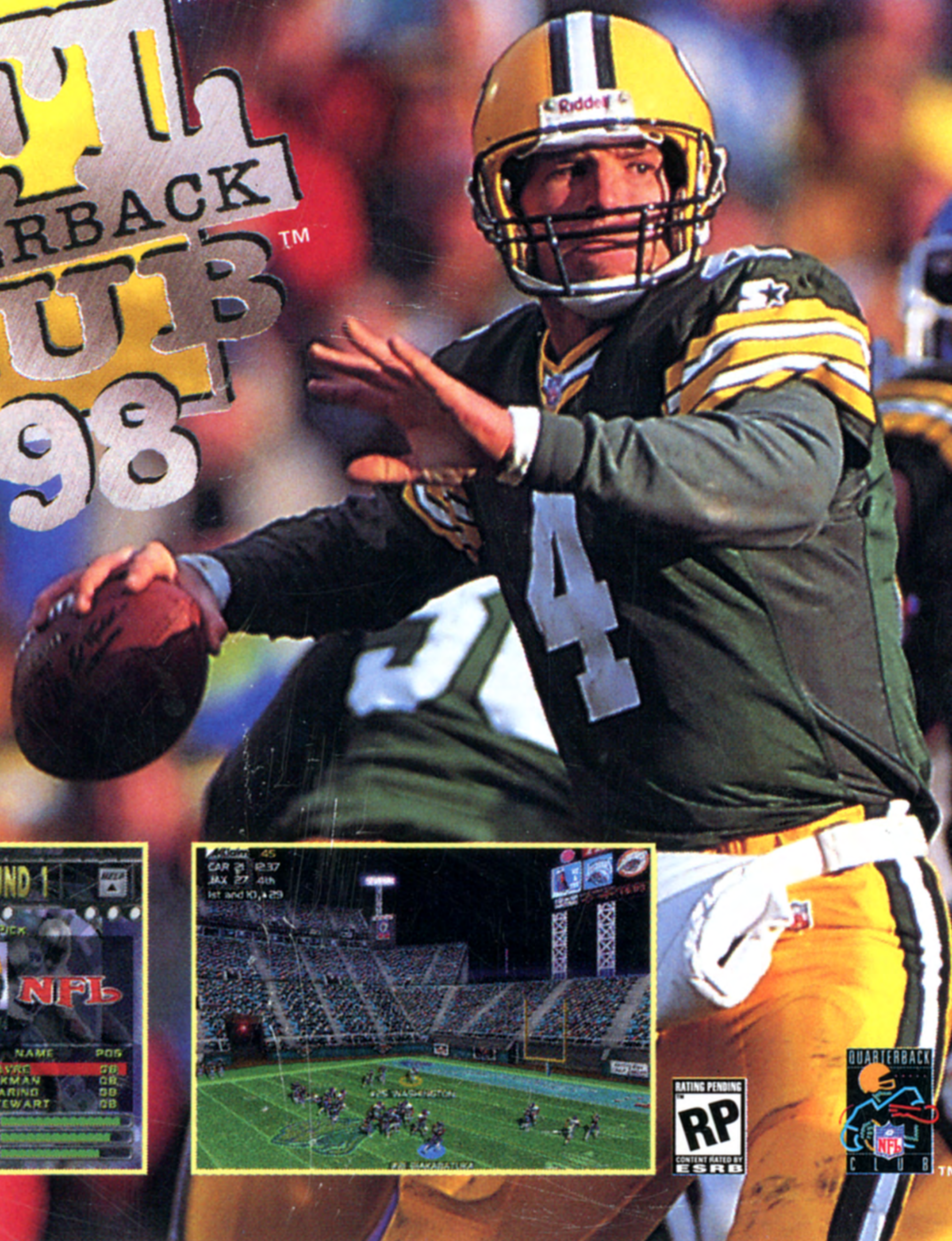
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NFL QUARTERBACK CLUB 98



NFL DRAFT ROUND 1

PLAYER 1 - 1ST ROUND PICK

COWBOYS			NFL		
SALARY CAP					
BEFORE DRAFT \$22.7M					
AFTER DRAFT \$27.7M					
\$0.0M			\$5.0M		
NUM	NAME	POS	NUM	NAME	POS
EMPTY	QB		14	FAVRE	QB
EMPTY	QB		15	ARMAN	QB
EMPTY	QB		16	MARINO	QB
122	SMITH	QB	17	STEWART	QB
RANGE			RANGE		
ACCURACY			ACCURACY		
AWARE			AWARE		



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