

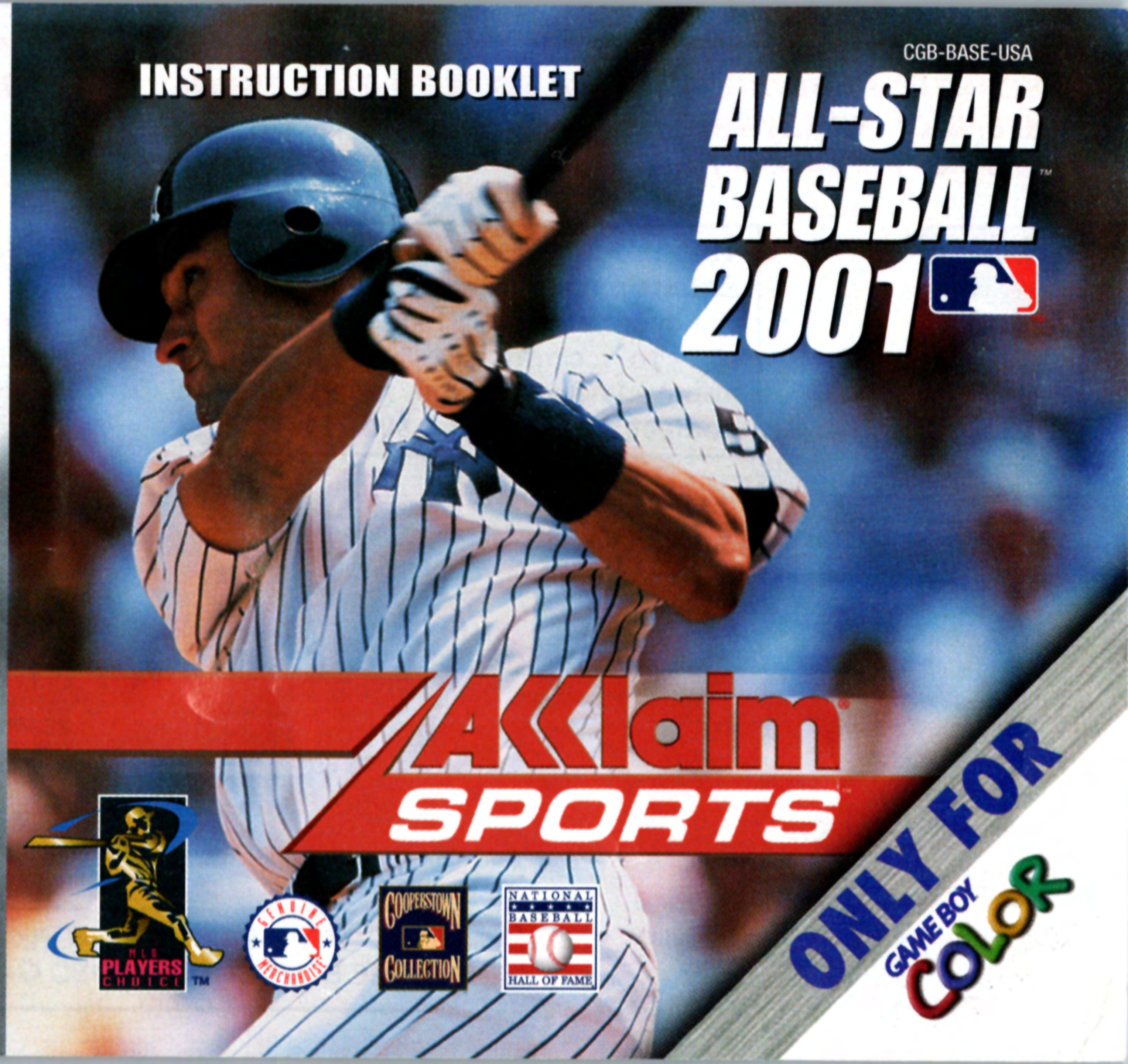
Nintendo

GAME BOY COLOR

INSTRUCTION BOOKLET

CGB-BASE-USA

ALL-STAR BASEBALL™ 2001



AKKlaim® SPORTS™



ONLY FOR
GAME BOY
COLOR

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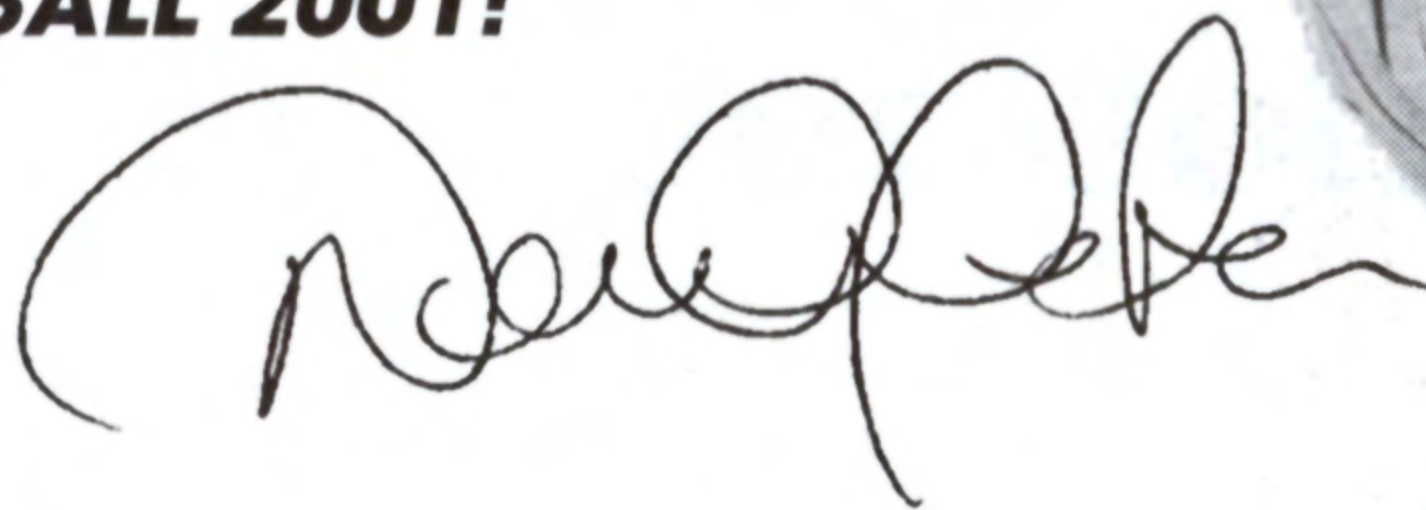
INTRODUCTION

*The Scouting Report on **ALL-STAR BASEBALL™ 2001**
From Derek Jeter.*

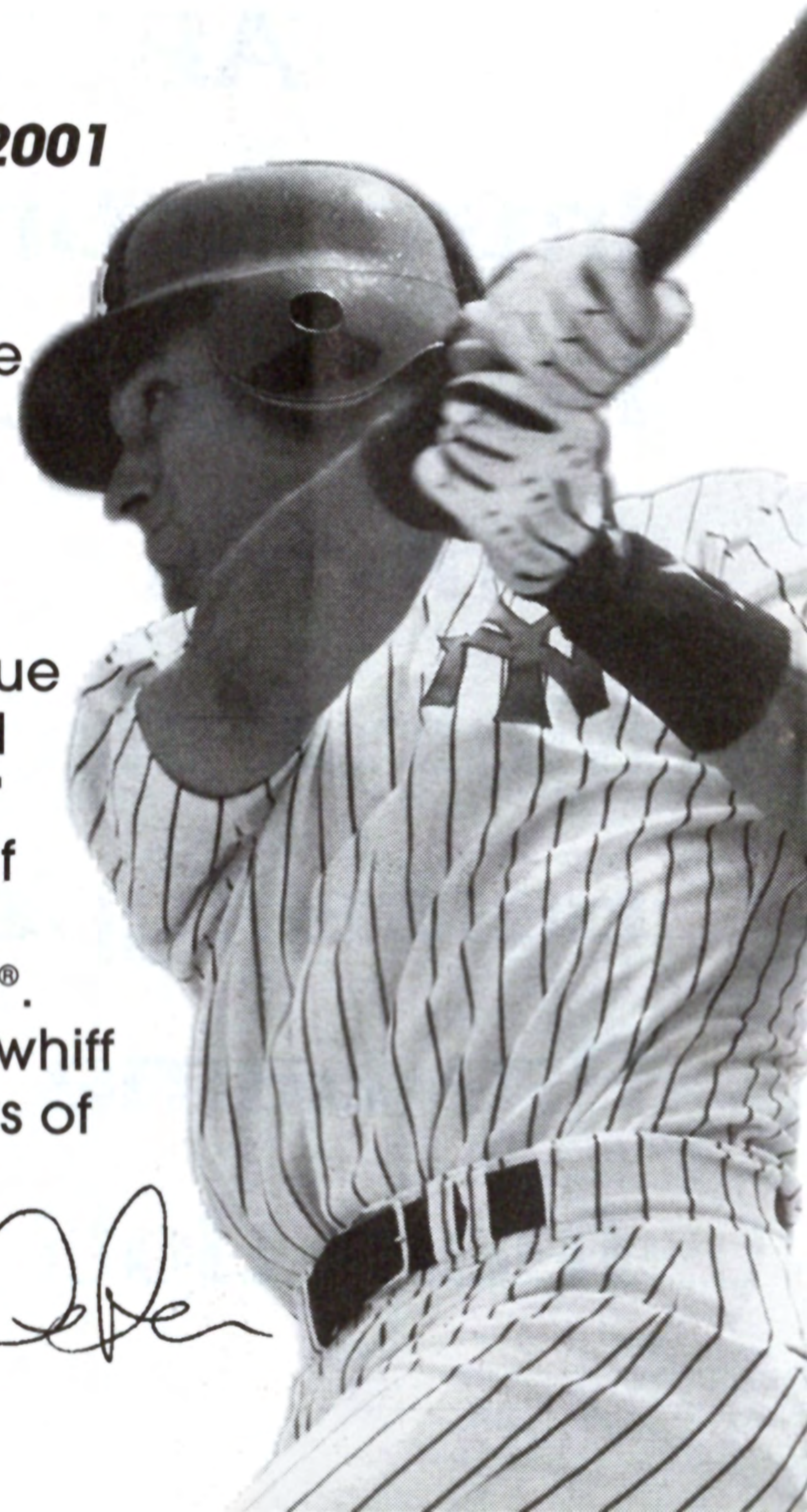
Welcome to **ALL-STAR BASEBALL 2001**. This year promises to bring the best baseball game into a new millennium. Playing in a Major League™ season can have its highs and lows.

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. I've always enjoyed the competition of a classic Home Run Derby™ to blow off some steam before the second half of the season. Then, it's off to the Playoffs and then to 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!**



A stylized, handwritten signature in black ink, which appears to read 'Derek Jeter'.



PLAY BALL!

LOADING

1. Make sure the power switch is **OFF**.
2. Insert the **ALL-STAR BASEBALL 2001** Game Pak as described in your Nintendo Game Boy® Color instruction manual.
3. Turn the power switch **ON**. When the **ALL-STAR BASEBALL 2001** title screen appears, press **START**. You will then see the Game Setup Screen. This screen allows you to select from 6 game play modes, enter a password and to set Main Options.

A NOTE ABOUT MOVING THROUGH ALL-STAR

BASEBALL 2001 SCREENS: There are several different sets of options and settings to consider in the various game modes. As a rule, press ▲ or ▼ on the **CONTROL PAD** to scroll through/select options, lists/rosters, ◀ or ▶ on the **CONTROL PAD** to change various option settings within a screen, and **ANY BUTTON** to select a player, team or option setting. Press **START** to return to a previous screen. Throughout this manual, "**PRESS ANY BUTTON**" means the **A** or **B** **BUTTON**.

Undo if you make a mistake or wish to change a selection or option setting prior to game play, press **START** to return to the previous screen.



FIELDING POV

When fielding a ball, the point of view automatically switches to an overhead 3/4 view of the field, allowing you to move your fielders to the appropriate spot in order to make a play.

BATTING/PITCHING POV

The batting point of view is the default POV used when either Batting or Pitching, and uses a position similar to what a home plate umpire would see.

CONTROLS

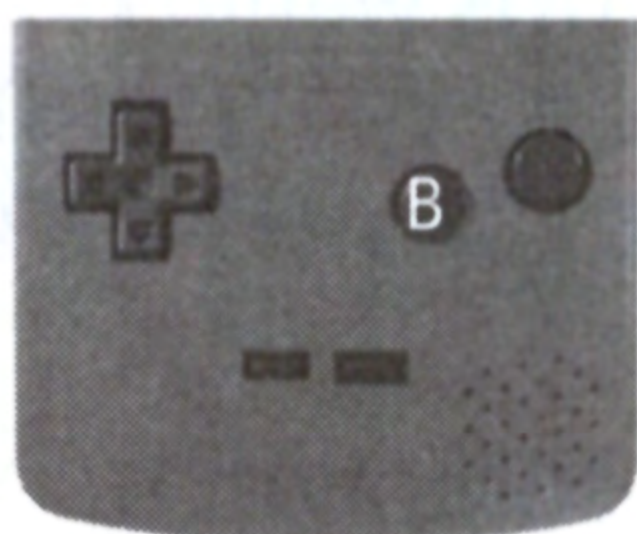
BATTING CONTROLS

To control the bat when at the plate, use the following controls:

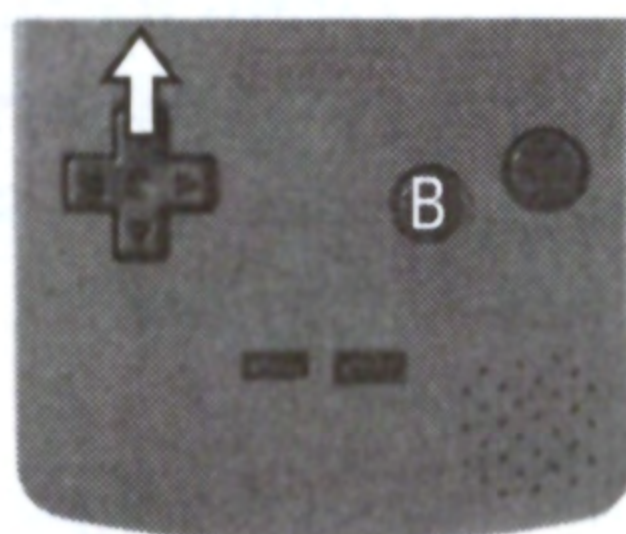
Swing - Press and hold the **B BUTTON**.

Power Swing (to hit a fly ball) - Press **▲ + B BUTTON**.

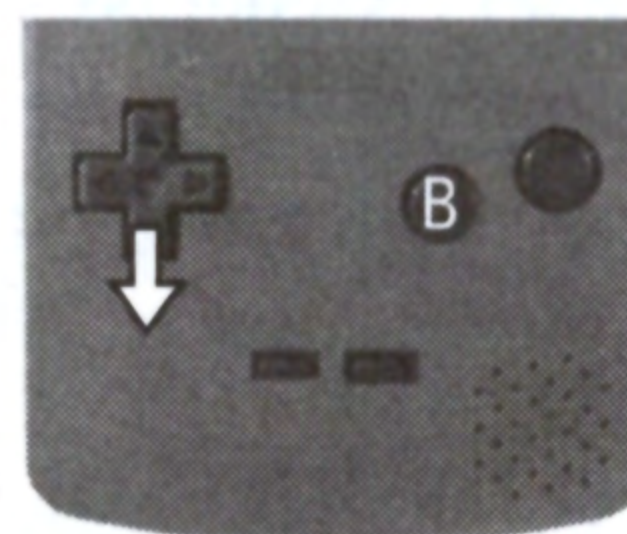
Contact Swing (to hit a grounder) - Press **▼ + B BUTTON**



Swing



Power Swing

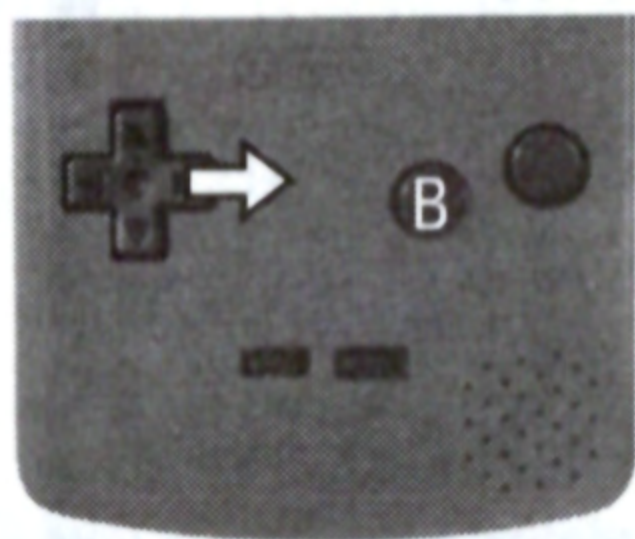


Contact Swing

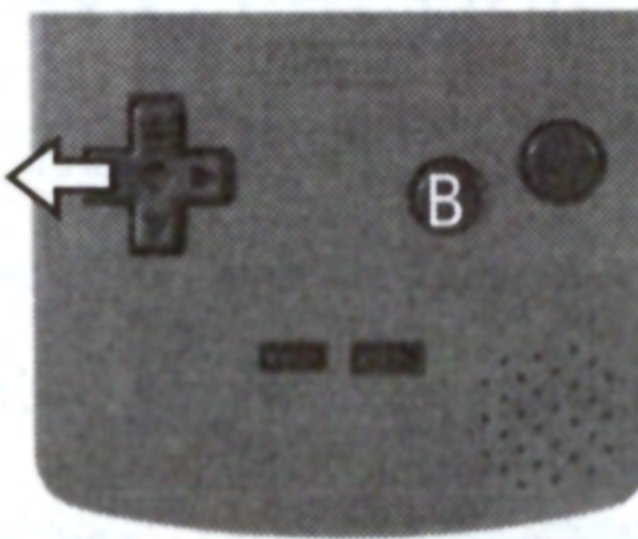
LEFT HANDED BATTER

Pulling the Ball - Press ► + B BUTTON

Pushing the Ball - Press ◀ + B BUTTON



Pull the Ball

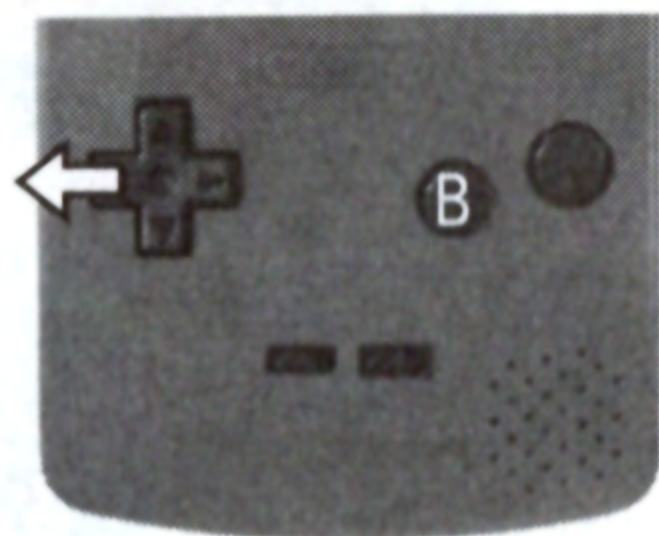


Push the Ball

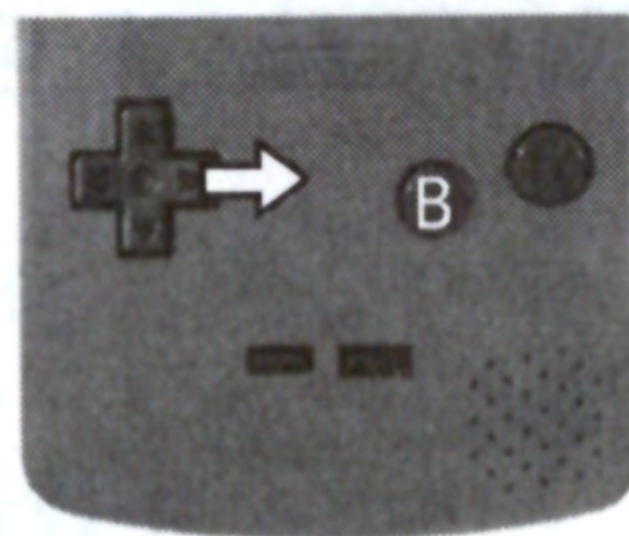
RIGHT HANDED BATTER

Pulling the Ball - Press ◀ + B BUTTON

Pushing the Ball - Press ► + B BUTTON



Pull the Ball



Push the Ball

BUNTING

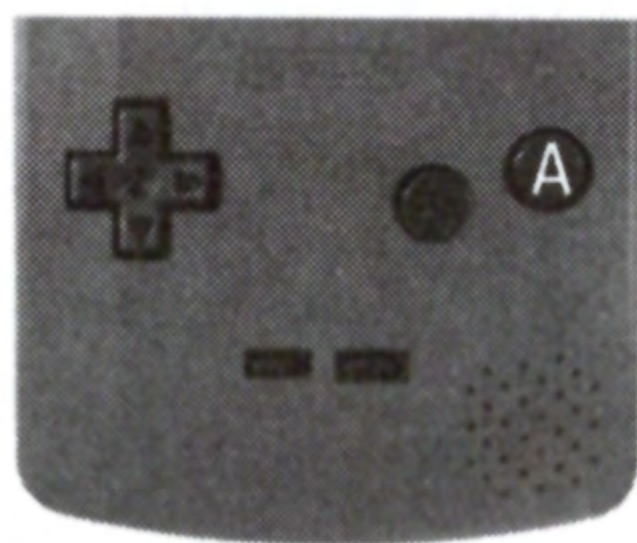
To Bunt - Press and hold the **A BUTTON**.

To Pull Out of a Bunt - Release the **A BUTTON**.

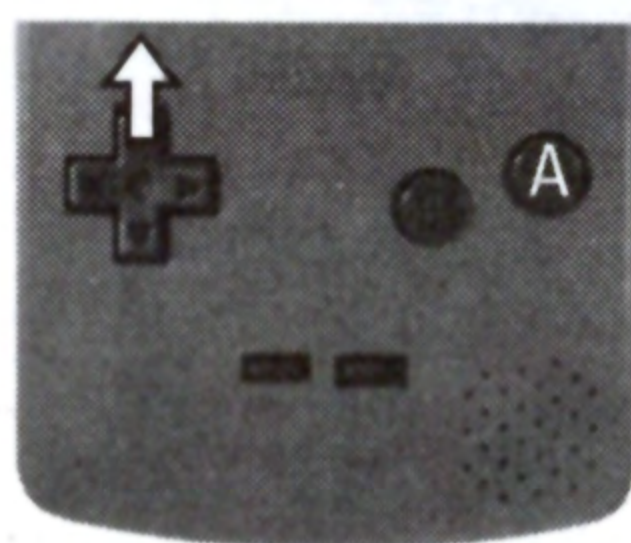
Pressing ▲ while bunting will give a bunt more power.

Pressing ▼ while bunting will pull back and give it less power.

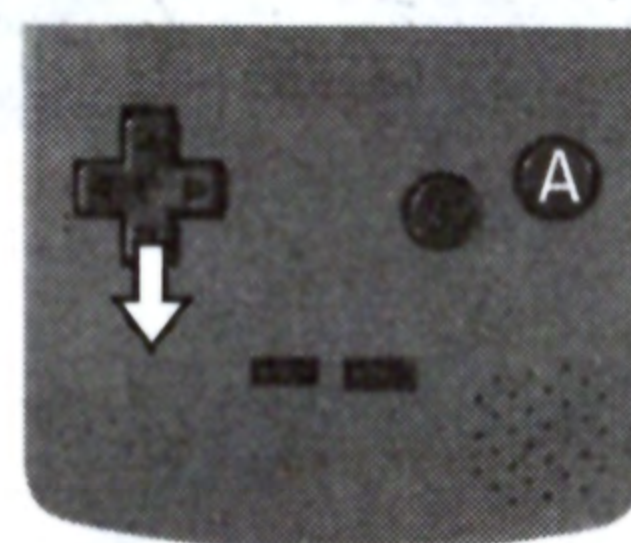
Press ◀ or ▶ while bunting to push or pull the ball as described under left and right handed batting.



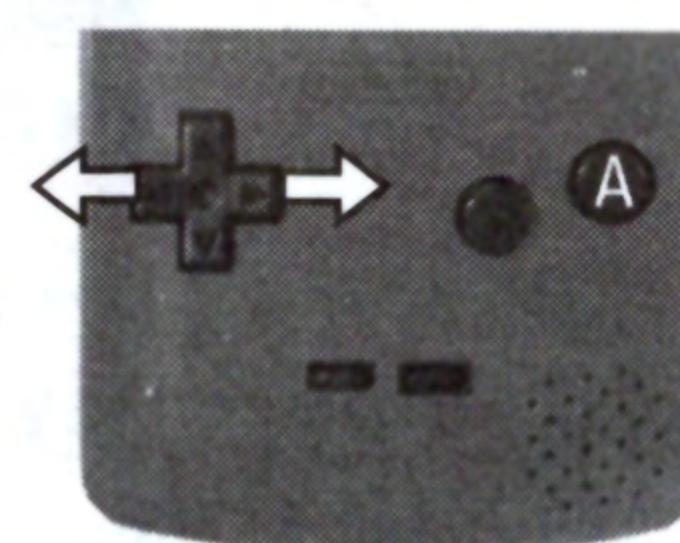
Bunt



More Power



Less Power

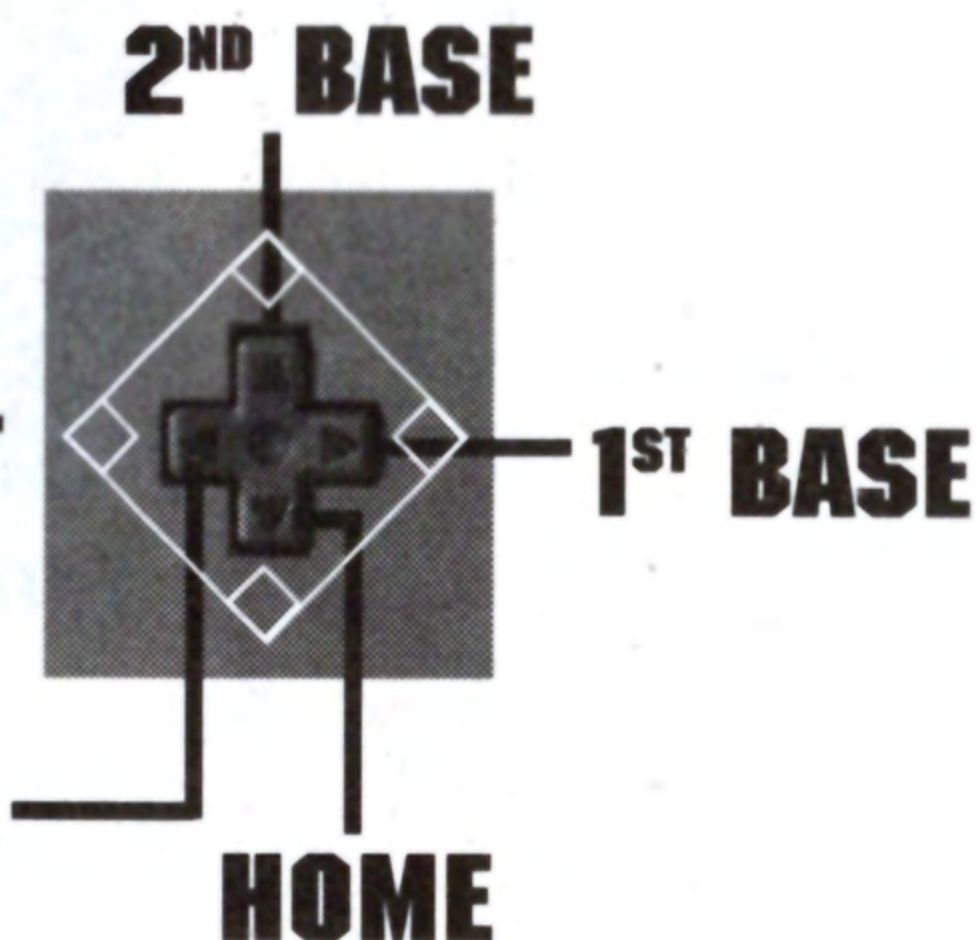


Push or Pull

BASE RUNNING CONTROLS

Advancing Runners

Base runners are advanced by pressing the **B BUTTON** and the direction of the desired base on the **CONTROL PAD**. To return to a base, press the **A BUTTON** and the **CONTROL PAD** in the direction of the base.



Advancing Multiple Runners

When the game situation forces base runners to advance, they do so automatically. Otherwise, each one must be manually advanced by the player. To move multiple base runners, first advance one player, then advance any remaining base runners by again pressing the **CONTROL PAD** towards the desired base while pressing the **B BUTTON**. To return multiple base runners to a base, press the **A BUTTON** plus the **CONTROL PAD** in the direction of the base. In each case, you must move each runner separately.

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 **B BUTTON** and the **CONTROL PAD**. To make a player advance without stopping at a base, press the control for the next base before he arrives at the one he is currently headed for. For example, if you think you can stretch a double into a triple, you would press ◀ on the **CONTROL PAD + B BUTTON** before your runner reached second.

Leading Off

To lead off a base press and hold the **A + B BUTTONS** and the **CONTROL PAD** towards the base you are leading off from.

Stealing Bases

To attempt a stolen base press and hold **START + CONTROL PAD** towards the base the runner is on.

Run Downs

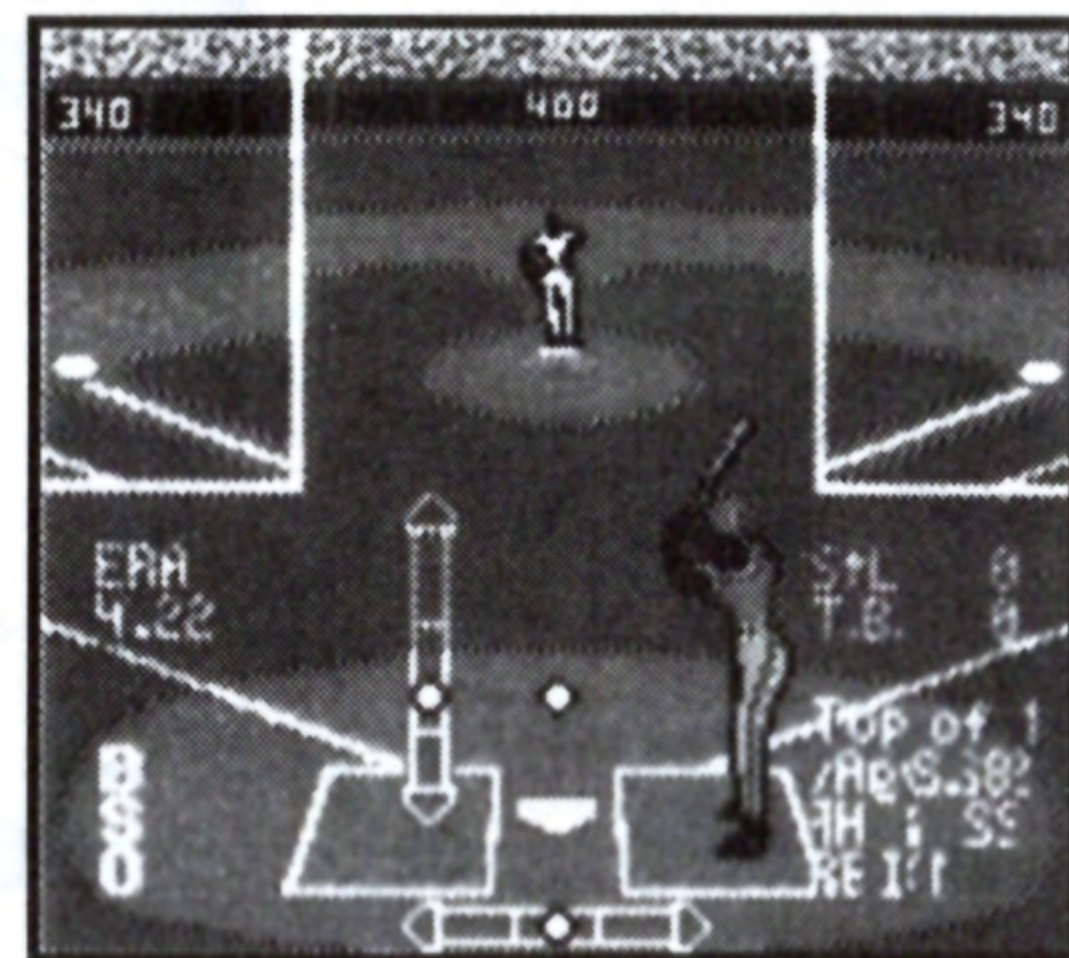
You may find yourself in a rundown if you are caught off base and the ball arrives at your intended base ahead of you. Try to evade pursuing infielders by using the **CONTROL PAD** and the **B BUTTON** to advance or the **A BUTTON** to return to base, toggling between the two as needed.

PITCH SELECTION & CONTROLS

You select Pitch Location, Pitch Type and Pitch Speed. Once you have made these decisions, the pitcher will control it from there.

Pitch Location

To select where a pitch will be thrown, press the **CONTROL PAD** to move the ball on the Area Meter to the desired pitch location. Press the **B BUTTON** to initialize your selection.



Pitch Type

After selecting your pitch location, a display showing eight pitch types will appear. Press the **CONTROL PAD** to select the preferred pitch, and the **B BUTTON** to lock it in.

Pitch Speed

After selecting your pitch type, choose the speed at which you wish it to be thrown at. Press ▲ or ▼ on the **CONTROL PAD** to select Fast, Medium or Slow speed, then the **B BUTTON** to lock it in.

Intentional Walks

To intentionally walk a batter, move the ball to the far outside edge of the plate. For example, to walk a right handed batter, move the ball to the far right hand side of the Area Meter and press the **B BUTTON** three times. Repeat until you have thrown four balls.

Pick Off Throws

To execute a pick off throw, press the **A BUTTON** and the **CONTROL PAD** toward the base at any time during your selection of Pitch Location, Pitch Type and Pitch Speed. Once a runner is in motion (attempting to steal), the view shifts and you must press the **B BUTTON** and the **CONTROL PAD** towards the desired base.

Strike Count

The current count appears in a display at the bottom left corner.

Pitch Speed/Radar

You can see how fast a hurler is tossing the horsehide each pitch by checking the radar gun, which appears in the center of the screen once a pitch is completed.

FIELDER CONTROLS

Fielding Radar

The position of base runners is indicated by a small (■) icon.

The position of the ball is indicated by a small (●) icon.

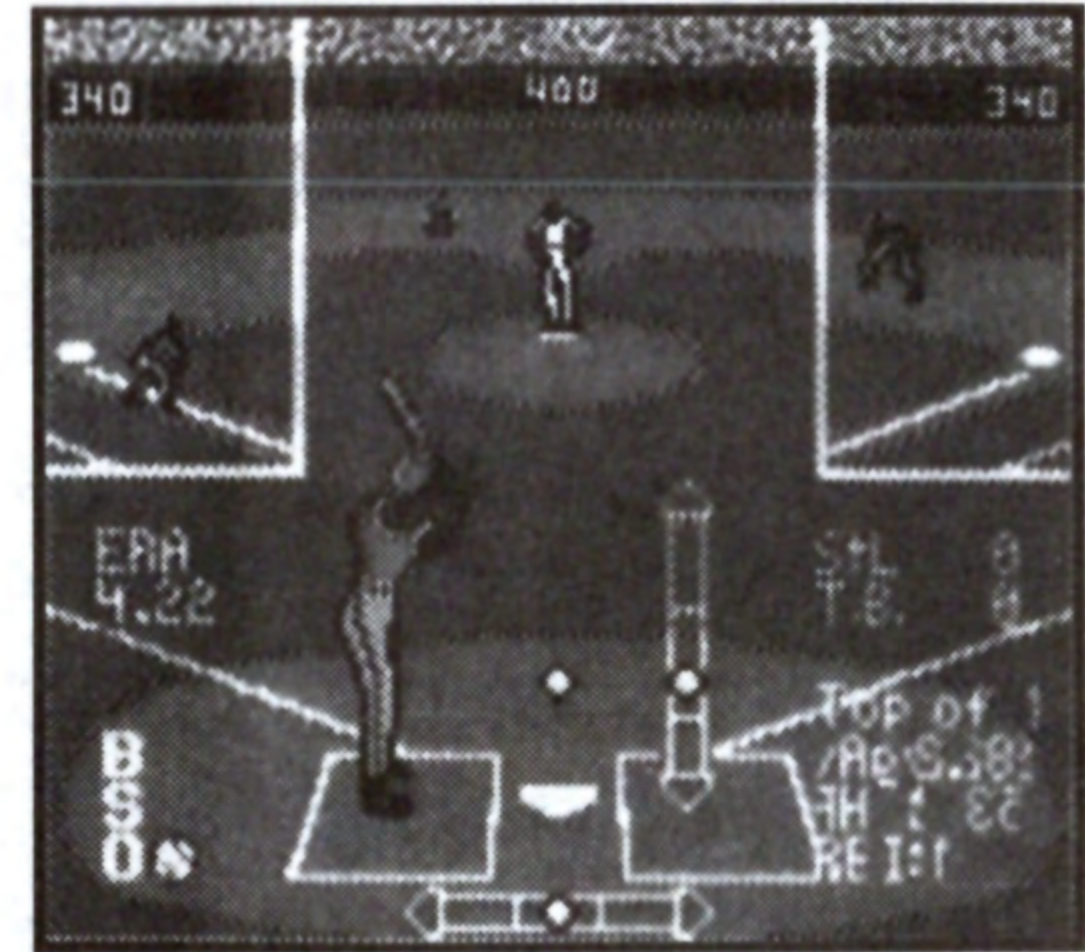
An outfielder under player control in a particular zone appears as a small (✕) icon.

Moving Fielders

Press the **CONTROL PAD** 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). If you time your movement properly, the player will automatically make the catch.



**Moving Players
+ Catching**

Dive

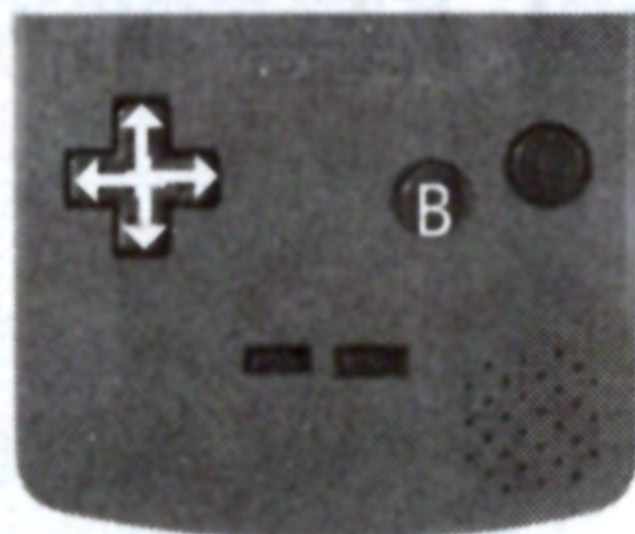
When trying to field a ball that is out of reach, press the **B BUTTON** and the **CONTROL PAD** to dive for the ball.

Jump

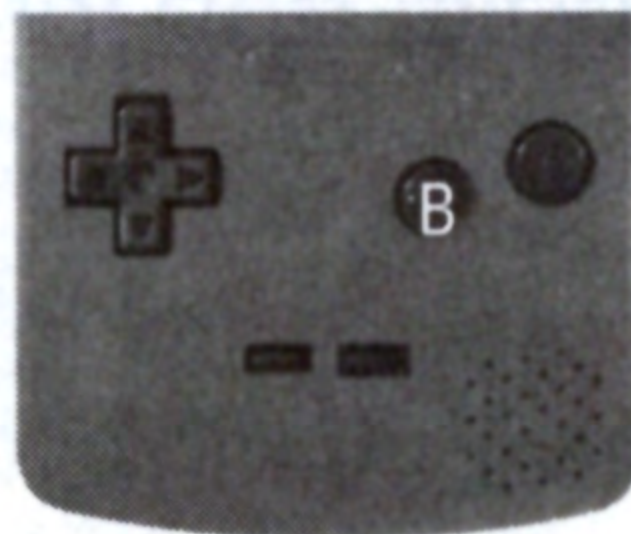
Press the **B BUTTON** to make a jumping catch.

Throwing

When in control of the ball, press the **B BUTTON** and the **CONTROL PAD** in the direction of the base.



Dive



Jump



Throwing

MAIN OPTIONS

ALL-STAR BASEBALL 2001 allows you to customize game play in many exciting ways. See Pause Options for additional in-game options.

DIFFICULTY

Choose between Pro and All-Star skill levels. All-Star players run faster, throw harder, and are tougher to strike out than Pro players.

AUTO FIELDING

You can choose to play with or without Auto Fielding. When the Auto Fielding feature is on (choose YES), the computer automatically controls fielders during gameplay, taking responsibility for fielder movement and catching the ball. You will only have to control the timing and direction of the throw once the ball has been handled by an auto-controlled fielder. When the Auto Fielder feature is off (choose NO), you are completely responsible for controlling all fielder movements, including shifting position to field hit balls, catching balls, and throwing the ball to the proper position at the proper time.

PLAY MODES

Choose Regulation or Quick modes. In Quick, each batter starts with two strikes against him. That's a quick game! Regulation follows the established big league rules.

SOUND EFFECTS

This option allows you to play with Sound Effects OFF or ON.

GAME TYPES



You're ready to choose from among the 6 exhilarating game types available in **ALL-STAR BASEBALL 2001**. To select a particular game mode, press ▲ or ▼ on the **CONTROL PAD** to select the desired

game type, then **PRESS ANY BUTTON**. Once you have selected a game mode, the options for that game type will appear.

EXHIBITION GAMES

An Exhibition Game is a one game event. Exhibition games do not count in the standings. It's a perfect chance to hone your skills.

Selecting Teams

Use the **CONTROL PAD** to select a team, then **PRESS ANY BUTTON**. You select both the team you wish to control and your CPU opponent.

American League teams are on the left and National League teams are on the right.

SEASON MODE

In Season Mode, you will play as one team for an entire season as you battle towards a League title and, if you are good and get some breaks, the World Series! Once Season Mode is selected, you will select the season length.

Season Length

When you choose to start a New Season, you must select the length of your season. A full season includes some Interleague play. Because there are more teams in the National League (16) than in the American League (14), the number of games scheduled will vary depending on which league your team is in. For example, in a Short 13/15

game season (one game against each team in your league), a National League team will play two more teams/games. Other season lengths are a Medium 26/30 game season (2 games against each team in your league), 87 game season (3 games against every team, regardless of league) or realistic '00 Season schedule of 162 games (includes Interleague play).

Password (Resuming a Season)

This option will bring you to the Password Screen, where you have the ability to enter a password from any previously played season game. Use the **CONTROL PAD** to move ▲, ▼, ► or ◀ through the password character grid and press the **A BUTTON** and **B BUTTON** to move the current password character entry field right or left. Use **START** to register your password. If your password is not valid, you will receive a message letting you know that something is wrong. If the password is O.K., you will next be shown the Recap Screen, which will refresh your memory as to the game situation when you left off.

THE ALL-STAR GAME®

A perennial summer highlight, the All-Star Game pits the best players of each League against each other. Or you can play a NL vs. NL or AL vs. AL All-Star Game!

THE PLAYOFFS

In Playoff mode, you choose any team from either league and the remaining seven teams are randomly chosen by the computer. The divisional playoff winners then battle for the League Championship title. If you make it that far, you will go on to the World Series! Once the League and team have been chosen, you will see the Elimination Ladder, which will update as the teams compete.

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. Up to 10 players (5 from each league) compete in the Home Run Derby. Each batter is allowed 10 outs (any swing that does not result in a homer is an out in the Derby) at an unlimited number of pitches. Batters are scored by the number of homers they swat. Strength and consistent hitting are the keys to success here, so make sure you have had plenty of batting practice before you enter the Derby. First, choose Players. You will then see a Home Run Derby Contestant Roster screen. The computer will choose contestants from each league. You choose which batters you wish to control (see Derby Contestant Roster). When you've finished creating your line-up, select Play Ball to see Derby standings.

PRESS ANY BUTTON and start whacking them out of the park!

Home Run Derby Contestant Roster

To change control of each Derby contestant, highlight a particular contestant, then press ◀ or ▶ on the **CONTROL PAD** to toggle between Player, CPU and a dash (-). Toggling to the dash (-) will remove the player and slot position from Derby competition.

To substitute a different player for any Derby contestant, highlight the player you would like to swap out and **PRESS ANY BUTTON**. You will then see a list of teams. Select a desired team and press any button. The Team Select screen will appear. Once you have selected your team, you will see the Select Player screen which displays all the players on that team. To select a player, highlight him and press any button. You will return to the Contestant Roster Screen, where the new player will appear in the chosen slot. Once your Contestant Roster is set, press **START**.

BATTING PRACTICE

Batting Practice (**BP**) allows you to practice against any type of pitching. After selecting **BP**, you will see Team Options. You can choose to select the batter and pitcher or use the default players. Select the batter you wish to bring into practice by first selecting a team, then the player you want and pressing the **A** or **B BUTTON** to bring that batter into **BP**.

If you wish to, you may select a particular pitcher in the same manner. To practice against particular pitches, select Pitch Type.

Highlight the desired pitch or pitches and press ◀ or ▶ on the **CONTROL PAD** to toggle the selection indicator between **YES** and **NO**.

When you're ready to face the pitcher, select Play Ball to begin.

PRE-GAME TEAM OPTIONS

Once you have selected a game type and made the appropriate decisions, it's time to set your pre-game team options. Note that in Season Mode, there are a number of additional options. To select an option, highlight it, then **PRESS ANY BUTTON**.

PLAY BALL

Select Play Ball to begin a game before or after setting options.

BULLPEN

The bullpen screen can be accessed from the Team Options screen before a game starts or when a game is paused. This screen lists every available pitcher on a team (starters are not available out of rotation during Season or Playoffs), along with his effectiveness percentage, which arm he throws with (R or L), and his pitch type. Scrolling left or right will let you view last year's stats for each pitcher.

On the Mound

When you highlight Bullpen, you will see the default starting pitcher under On The Mound. In a season game, this pitcher will automatically vary with the pitcher's place in the rotation. To change the pitcher on the mound, see "Place on Mound".

Available Roster

A pitcher's current status/availability can be judged by his effectiveness percentage. A warmed up pitcher is at peak effectiveness in the 60-80% range.

Warming Up

A pitcher who is warming up is removed from the Available Roster and appears next to one of the two warm up bullpen positions. See Warm Up Pitcher for details.

BULLPEN OPTIONS

Once Bullpen is selected, pressing **START** will cycle you through the Available Roster, the warm up areas and the option area at the bottom of the screen. To scroll through options, press ◀ or ▶ on the **CONTROL PAD**. Press the **A** or **B BUTTON** to activate an option. As in Line-Up, you can select **DONE** or **CANCEL** to retain or cancel any Bullpen changes.

Warm Up Pitcher

Before entering a game, a relief pitcher should be warmed up in the warm up area. You can have up to two pitchers warming up at any time. The status of a pitcher in the warm up area varies from Cold to Warm to Tired. When the meter shows a pitcher is Warm, he is at his optimum state of readiness. To start warming up a pitcher, highlight the desired pitcher on your Available Roster and press the **A** or **B BUTTON**. Three options will appear on the bottom of the screen: Mound, Warm Up and Cancel. Press ◀ or ▶ on the **CONTROL PAD** to scroll to warm up. Press the **A** or **B BUTTON**. The selected pitcher will now appear in the warm up area, where he will continue to throw until placed on the Mound or returned to the Available Roster. To return a pitcher to the Roster from the warm up area, highlight his warm up area and press the **A** or **B BUTTON**. Next, highlight Warm Up and press the **A** or **B BUTTON**.

Place On Mound

To change the pitcher on the mound with a pitcher in the roster area, move the cursor to the desired pitcher and press the **A** or **B BUTTON**. Three options will appear on the bottom of the screen: Mound, Warm Up and Cancel. When the cursor is above "Mound," press the **A** or **B BUTTON** again. The highlighted pitcher will appear on the mound.

To move a pitcher from the warm up area to the Mound, highlight the desired warm up area with **START** and press the **A** or **B BUTTON**. When the cursor is above "Mound," press the **A** or **B BUTTON** again.

View Opposing Team's Bullpen

After highlighting the "View Opp" option with **START**, press **ANY BUTTON** to bring up your opponent's Bullpen. Press **START** to return.

LINE-UP

A team roster lists all players, except pitchers. Before a game, changes can be made to this line-up. (You can also access and change your line-up at any time during a game via the Pause Options screen.) You can have players switch positions, but once a player is taken out of the game for a substitute, he cannot return.

Starting Line-Up

Each team has a default starting line-up made up of 9 players who normally start at their positions, but any player can be swapped into another position or brought off the bench and into the line-up in any position. Each player has the position he is most capable of playing listed with his name, number and career stats.

To view your Line-Up, highlight Line-Up and **PRESS ANY BUTTON**. You will see a Line-Up screen featuring a default starting roster in batting order. To cycle through the various line-up areas, press **START**. Highlight **CANCEL** to undo any choice.

Change Batting Order

You must make any changes to the batting order before a game. To make changes, move the cursor to the player who occupies the position in the batting order you wish to change and press the **A** or **B BUTTON**. Highlight Bat Order and press the **A** or **B BUTTON**. Next, highlight the player you would like him to change places with and press the **A** or **B BUTTON**. The two players will exchange slots in the batting order. Check each player's stats to help you make batting order decisions.

Swap Field Positions

To swap player positions in the starting line-up, press **▲** or **▼** to cycle the highlight through them. Once a starting player is highlighted, press the **A** or **B BUTTON**. Highlight Field Position, then press the **A** or **B BUTTON**. Next, highlight the player you wish to swap field positions with and press the **A** or **B BUTTON** again. The players will swap positions.

Swap Bench

To swap positions with a player on the bench, press the **A** or **B BUTTON** to highlight a starting player, then highlight Bench and press the **A** or **B BUTTON**. You will then see the roster of players on the bench. Highlight the player you wish to bring off the bench and press the **A** or **B BUTTON**. The players will exchange places.

At the bottom of the screen are four option boxes: View Opponent, View Bench, Done and Cancel. Press **START** to access this area,

then press ◀ or ▶ on the **CONTROL PAD** to cycle through the options. When the desired option is highlighted, **PRESS ANY BUTTON** to access it.

View Opp - This allows you to view the opposing team's Line-Up.

View Bench - This allows you to review your players on the bench.
To return to the starting line-up, **PRESS ANY BUTTON**.

Done - Leave Line-Up and retain all the changes just made.

Cancel - Leave Line-Up and cancel all changes just made.

FIELDER ADJUST

In all game types except Home Run Derby and Batting Practice, this option allows the human player to change the positions of both infielders and outfielders, before or after play has begun. When this option is selected, the current player positions will appear on a fielding display screen, along with a list of available adjustments.

To make an adjustment, press ▲ or ▼ on the **CONTROL PAD** to move the highlight arrow to a desired adjustment option. You will see the current or default settings. To change a setting, press ◀ or ▶ on the **CONTROL PAD**. You will see the players on the display screen shift position. Once you've decided how you want your fielders, **PRESS ANY BUTTON** to confirm your selection.

TEAM OPTIONS

ALL-STAR BASEBALL 2001 features several Team Options (Practice Options in Batting Practice) that are available at any time during gameplay, though not all options are available in all game types. To access these options, press **START** to pause the game and bring up the Team Options screen. Press **▲** or **▼** on the **CONTROL PAD** to highlight the desired option, then **PRESS ANY BUTTON**. You can then make any needed changes to the selected option. Please see Pre-Game Options for details on Play Ball, Bullpen, Line-up, and Fielder Adjust options.

PINCH HITTER

In some situations, you may wish to substitute a player whose hitting skills are likely to foil an opposing team's strategy. Once you have selected this option, you will move to the Line-Up screen where the current batter is indicated (with a B). Highlight the player you wish to pinch-hit for, then press the **A** or **B BUTTON**. Move the highlight to "Bench" and press the **A** or **B BUTTON**. Select the player you wish to bring in as a pinch hitter and press the **A** or **B BUTTON**. The players will switch places. Note that once one player is substituted for another, the player switched out cannot return to the game in any capacity, while the substitute player takes on both the hitter's place in the batting order and his position in the field.

SCORE BOARD

Select this option to view the scoreboard with the current line score.

QUIT GAME

Any time you pause the game you have the option of ending the current game and returning to the Game Setup menu. Doing so will forfeit the current game.

ADDITIONAL SEASON MODE OPTIONS

Season mode features extra season Schedule and League Standings options. To view any of these options, highlight it, then **PRESS ANY BUTTON**.

SCHEDULE

To browse your season calendar, press any direction on the **CONTROL PAD** to highlight a particular date. Press the **B BUTTON** to toggle between American and National League schedules. Press the **A BUTTON** to display the current day's schedule. Highlight the two direction arrows in the bottom right corner and press the **A** or **B BUTTON** to flip to another month.

LEAGUE STANDINGS

This option displays current season team standings in each League. Press the **A** or **B BUTTON** to toggle between National and American Leagues.

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