

INSTRUCTION MANUAL

ASB|05

ALL-STAR BASEBALL 2005
FEATURING DEREK JETER



Game Experience May
Change During Online Play

MLBP 2004

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

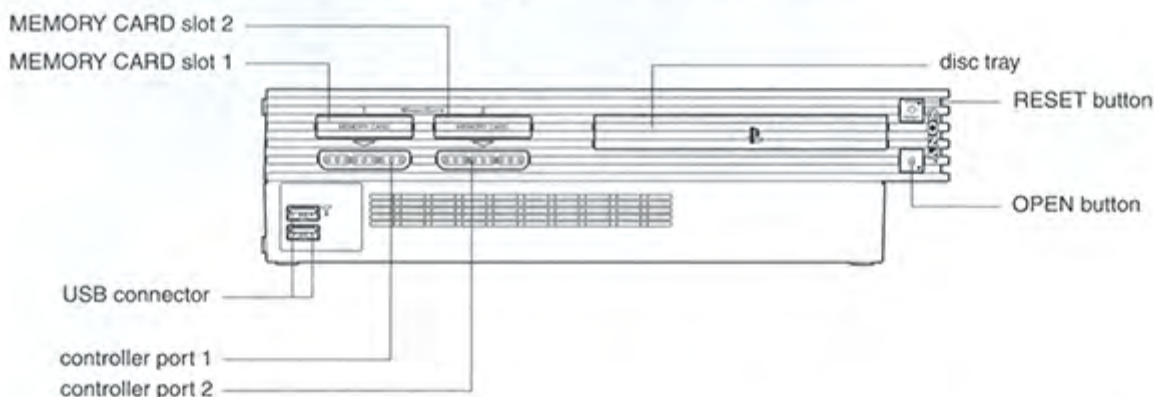


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Getting Started



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual.
2. Make sure the MAIN POWER switch (located in the back of the console) is turned ON.
3. Press the RESET button. When the power indicator turns green, press the OPEN button and the disc tray will open.
4. Place the ALL-STAR BASEBALL™ 2005 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) (sold separately) into any MEMORY CARD slot in your PlayStation®2 computer entertainment system. You can load saved game data from the same card or any card containing previously saved All-Star Baseball 2005 games.

Multitap (for PlayStation®2)

(For 3 or 4 Player games)

For a 3 or 4 Player game, use a multitap (for PlayStation®2) (sold separately). Connect the multitap (for PlayStation®2) to controller port 1 of the PlayStation®2 computer entertainment system. Then connect the controller to the controller ports on the side of the multitap (for PlayStation®2). You cannot use the multitap (for PlayStation®2) in controller port 2. When using the multitap (for PlayStation®2), insert a memory card (for PlayStation®2) into any MEMORY CARD slot on the multitap (for PlayStation®2). MEMORY CARD slot 2 is not used if a multitap (for PlayStation®2) is used.

Network Adaptor (Ethernet/Modem) (For PlayStation®2)

In order to play All-Star Baseball 2005 online, you must have installed a Network Adaptor (Ethernet/Modem) (for PlayStation®2) on your PlayStation®2 computer entertainment system before playing. Set up the Network Adaptor according to the instructions included in its packaging.

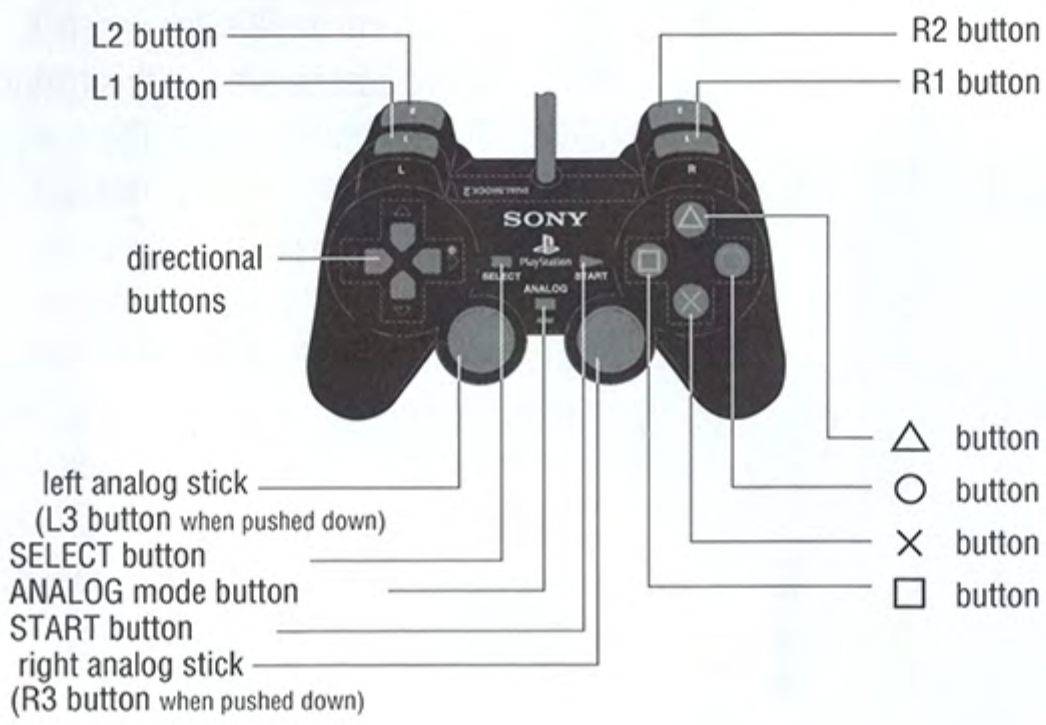
NOTE: ASB 05 online must be played over a broadband internet connection (DSL, cable modem, or higher speeds).

A memory card (8MB) (for PlayStation®2) with a valid network configuration must be inserted into MEMORY CARD slot 1 or 2 before starting up All-Star Baseball 2005 to use the online feature. If you are using a multitap (for PlayStation®2), a memory card with a valid network configuration must be inserted into MEMORY CARD slot 1-A.

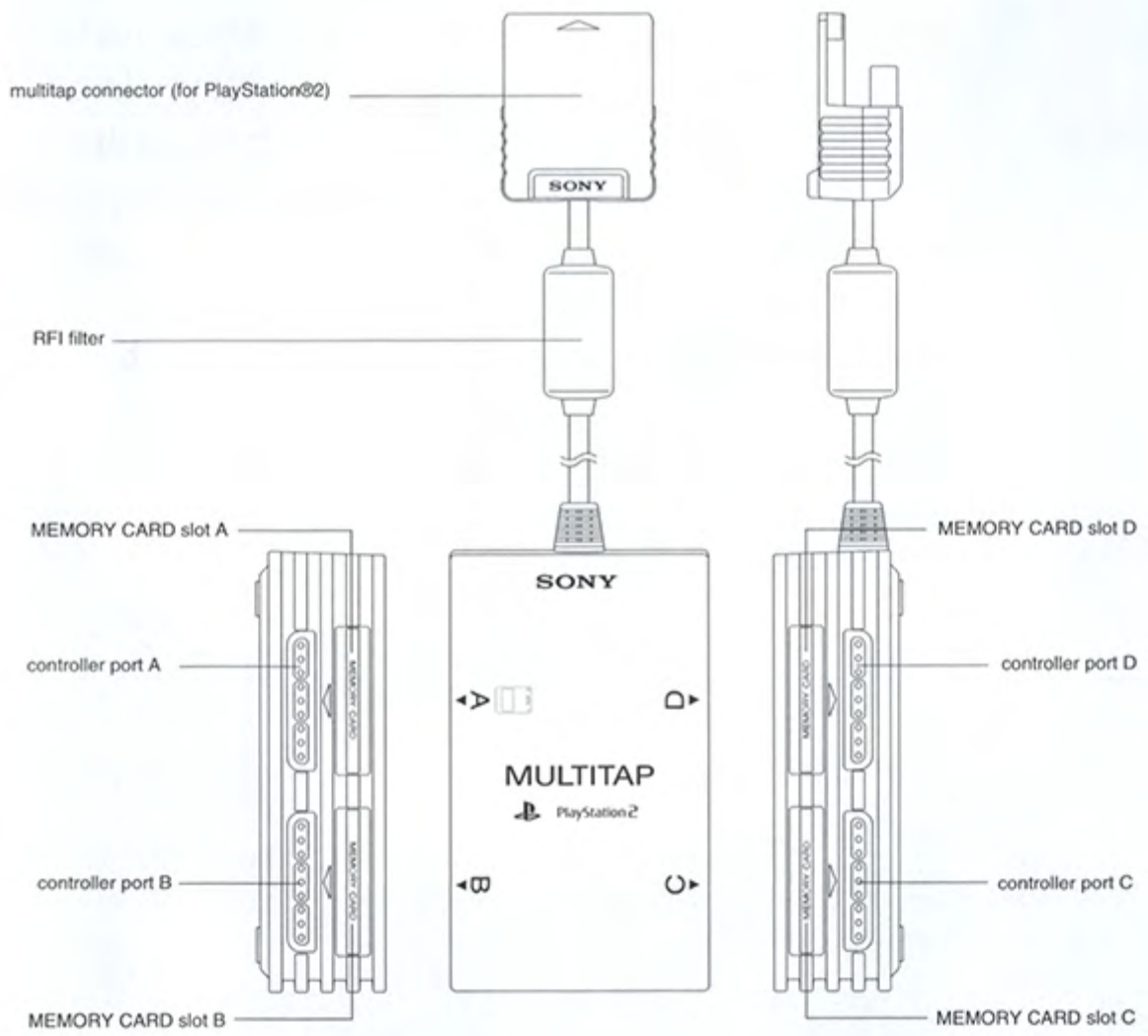
Headset (optional)

The USB headset (for PlayStation®2) allows you to talk with opponents during online games. Connect the headset to either of the USB (Universal Serial Bus) connectors located on the front of your PlayStation®2 computer entertainment system with the USB symbol on the plug facing UP.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Multitap (for PlayStation®2)



INTRODUCTION

Hi, I'm Derek Jeter. Welcome to All-Star Baseball 2005, the latest and best version of this historic franchise. What's new this year? There are a number of key enhancements. Through GameSpy™ we offer full head-to-head online Exhibition play against fellow subscribers. And there's a great Tutorial mode to help you master the basics of baseball both on and off the field. We've also added a FielderCam™ that brings you into the action like never before. And let's not forget the This Week In Baseball® Challenge mode, offering you the chance to revisit crucial turning points from last season.

Naturally, there have been both subtle and significant advances in the various modes, menus and management features you love already. Most importantly, ASB '05 has all the behind the scenes depth the true baseball fan craves, and an improved interface to make even a casual player's in-game experience more fun and faithful to the real thing than ever. Whether it's creating an expansion team or guiding a franchise, hitting the long ball in a Home Run Derby™ or enjoying a pick up game, there's more baseball here, and it's all good. So get going, and enjoy the game.



MENU NAVIGATION

Directional buttons/
Left analog stick

⊗ button

⊙ button

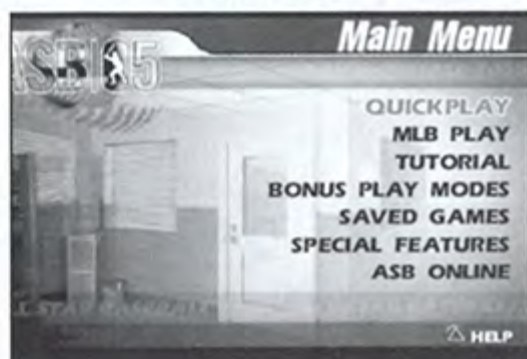
△ button

Move highlight/toggle settings

Confirm/advance

Cancel/go back

Help menu



BASIC BASEBALL CONTROLS

On the Mound

PITCH SELECT

Each pitcher's pitch types appear on-screen next to a control graphic. Pitch types vary with each pitcher, as do controls. For example the △ button might be slider for one pitcher and knuckleball for a different pitcher who doesn't throw a slider. Pitches available appear in skill order, with his best pitch first.

left analog stick:	Move pitch target
L2 button:	Cycle outfield defensive menu
L1 button:	Cycle infield defensive menu
⊗ button:	Throw pitch (hold to use side step motion)
△ button:	Select pitch type (if applicable)
⊙ button:	Select pitch type
⊕ button:	Select pitch type (if applicable)
R1 button:	Select pitch type (if applicable)
R2 button:	Select pitch type (if applicable)
Press R3 button:	Access manager menu

POST-PITCH SELECT

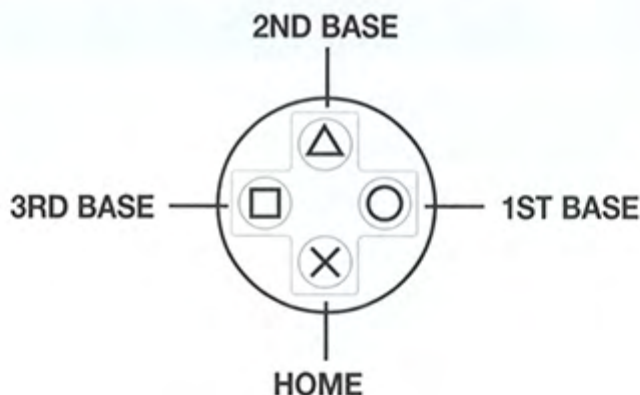
left analog stick:	Move pitch target
□ button:	Pick off to third
△ button:	Pick off to second
× button:	Throw pitch (hold to use side step motion)
○ button:	Pick off to first
R1 button:	Pitch out
L1 button:	Bean Ball

MID-WINDUP

left analog stick:	Move pitch target
□ button:	pick off to third
○ button:	pick off to first
L1 button + ○ button:	Hold for catcher pickoff to first
L1 button + △ button:	Hold for catcher pickoff to second
L1 button + □ button:	Hold for catcher pickoff to third

IN THE FIELD

When fielding, each action (symbol) button matches a current or future throw to a base. These are the base equivalents when fielding:



BEFORE BALL IS FIELDED

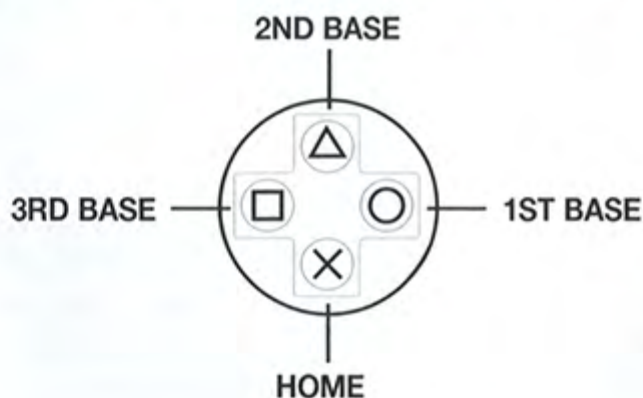
left analog stick:	Move highlighted fielder
□ button:	Future-throw to third base
△ button:	Future-throw to second base
⊗ button:	Future-throw to home
○ button:	Future-throw to first base
R1 button:	Dive
R2 button:	Jump / scale wall
L1 button:	Future-throw to relay man
L2 button:	Change fielder
right analog stick UP:	Zoom camera out (FielderCam™ only)
right analog stick DOWN:	Zoom camera in (FielderCam only)
right analog stick LEFT:	Rotate camera left (FielderCam only)
right analog stick RIGHT:	Rotate camera right (FielderCam only)

AFTER BALL IS FIELDED

left analog stick:	Move player
□ button:	Throw to third base
△ button:	Throw to second base
⊗ button:	Throw to home
○ button:	Throw to first base
L1 button:	Throw to relay man, cut off throw, let throw through
right analog stick UP:	Zoom camera out (FielderCam only)
right analog stick DOWN:	Zoom camera in (FielderCam only)
right analog stick LEFT:	Rotate camera left (FielderCam only)
right analog stick RIGHT:	Rotate camera right (FielderCam only)

AT BAT AND ON THE BASES

As in fielding, when base running, each action (symbol) button matches a base. Move players by pressing the **L1 button**, **R1 button** and/or an action button as detailed in the charts which follow.



PRE-PITCH SELECT

left analog stick:	Move batting cursor or sac bunt direction
right analog stick:	Tilt batting cursor
Ⓞ button:	Toggle contact / power icon (if applicable)
ⓧ button:	Practice swing
Ⓞ button:	Show bunt
L1 button:	Increase all runners' lead
L1 button + Ⓞ, Ⓜ or ⓧ button:	Send steal signal or manually steal (on higher difficult levels)
L2 button:	Initiate pitch / location guess
R1 button:	Decrease all runners' lead

PITCH/LOCATION GUESS

You can try to guess the pitch type and location before every pitch. Correctly guessing the pitch type effects the size of the contact area; guessing the location effects the size of the power area. There are eight possible location guesses which match a direction. For example, to a right handed batter **UP** = **guess high**, **UP + RIGHT** = **guess Up & Away**, **LEFT** = **guess inside**, etc.

NOTE: Pitch/Location guess mode automatically deactivates after 4 seconds.

PITCH / LOCATION GUESS







Directional button:	Select location
L2 button + Ⓞ button:	Select corresponding pitch type
L2 button + Ⓜ button:	Select corresponding pitch type
L2 button + ⓧ button:	Select corresponding pitch type
L2 button + Ⓞ button:	Select corresponding pitch type
L2 button + R1 button:	Select corresponding pitch type
L2 button + R2 button:	Select corresponding pitch type
L2 button:	When released, pitch / location guess mode is deactivated

POST-PITCH SELECT / MID-WINDUP

left analog stick:	Move batting cursor, move bunt direction
right analog stick:	Tilt batting cursor
Ⓞ button:	Toggle contact / power icon
ⓧ button:	Swing
Ⓞ button:	Drag bunt
L1 button:	Increase all runners' lead; advance
R1 button:	Decrease all runners' lead; dive back
L1 button + Ⓞ, Ⓜ or ⓧ button:	Send steal signal or manually steal (on higher difficult levels)



BALL IN PLAY

L1 button:	Advance all runners
L1 button +  button:	Advance runner on 3rd
L1 button +  button:	Advance runner on 2nd
L1 button +  button:	Advance runner on 1st
L3 button or R3 button:	Stop all runners
R1 button:	Return all runners
R1 button +  button:	Return runner to 3rd
R1 button +  button:	Return runner to 2nd
R1 button +  button:	Return runner to 1st

FIELDERCAM™

FielderCam™ is a new feature that lets you view the action in the field like never before. Press the right analog stick to move the FielderCam. Note that the motion of the FielderCam changes depending on difficulty settings.

MAIN MENU

QuickPlay	Play a single Exhibition game between any two teams.
MLB™ Play	MLB Play is where you access Franchise and Expansion modes.
Tutorial	Take a look at the tutorial mode to get a handle on ASB 05 intricacies.
Bonus Play Modes	Enter for Pick-up Game, This Week In Baseball® Challenge, Trivia Game, and more.
Saved Games	Manage your saved roster, franchise, series, game options and more, including loading data.
Special Features	Enjoy a host of special features, including Player Cards, User Profiles, Roster Management and more.
ASB Online	Players with a network adaptor (Ethernet/modem) (for PlayStation®2) can go online for head to head Exhibition action on the GameSpy™ Network.

PAUSING THE GAME

Press the **START button** at any time during play to pause the game and bring up the pause options. Options depend on game mode.

Return To Game	Resume play where you paused the game.
Instant Replay	Enjoy an instant replay of the most recent play. Controls are shown on screen and include Play, Reverse, Zoom in and out and Camera Selection.



- Team Management** Make pitching staff adjustments and tactical in-game roster moves such as putting in pinch runners, pinch hitters, changing positions, defensive replacements and double switches. The manager can even visit the mound!
- Options** Adjust Camera Options, Player Options, Game Options, Control Options and Audio Options. See below for details.
- Controller Selection** Choose which team you wish to control, and let human players join or leave the game.
- Box Score** View a box score with all the stats of the current game.
- Save Game and Quit** You can save your game progress to the memory card (8MB) (for PlayStation®2) at any time by using this feature before quitting your current game
- Quit** Exit the current game without saving.

Options

- Camera Options** Adjust camera settings for the Batting, Pitching, Fielding and Home Run cameras.

Player Options

Batting Options

Batting Interface

Choose among Zone, 2D, 3D cursor and Timing (easy) interfaces (hitting icons).

Leadoff Control

Choose Manual or Auto control of the baserunner's leads. In Auto mode, the CPU controls the amounts of the baserunner's lead off base.

Fielding Options

Ball Glow

Choose to play with Ball Glow fielding aid ON or OFF.

Fielder Control

Choose Manual, Assist or Auto fielder control. In manual mode, you have complete control of the fielders. Assist mode gives you partial CPU fielding help, while in Auto mode the CPU takes full control of fielding.

Pitch Types

Choose Rookie (slow), Classic (Fast) or Sim (fastest) pitch types.

Pitcher Aid

The pitcher aid is a small white circle that shows where the pitch is being aimed. Toggle the pitcher aid ON or OFF.

Strike Zone

Choose to play with translucent strike zone shading ON or OFF.

Vibration

Play with vibration effect ON or OFF.

Throw Style

Choose a Normal or Reverse throwing style.

Game Options

Game Speed

Choose Normal or Fast game speed. At fast settings, player animations are quicker.

Defensive Position

Choose Manual or Auto defensive positioning.

Generated Count

Set this option to ON to have the computer automatically generate a pitch count for each batter.

Control Options

Choose to have any player controlled (on offense or defense) by a human player or the CPU.

Audio Options

Adjust the various volume settings, and choose to have play-by-play in English or Spanish.



GAME DISPLAY

At Bat



1 Score

2 Count

3 Batting Target

(If applicable), move this target to aim your swing. Swivel the target (by using the right analog stick) to influence the type of hit and the hit placement.

4 Field Radar

Base runners appear as blue circles.

On The Mound



1 Score

2 Count

3 Pitch Selector

4 Pitcher Stamina

GAME MODES

QUICKPLAY

Quick Play mode lets you jump right into a head to head Exhibition game with very little set up. Quick Play games don't count in the standings.

Team Select

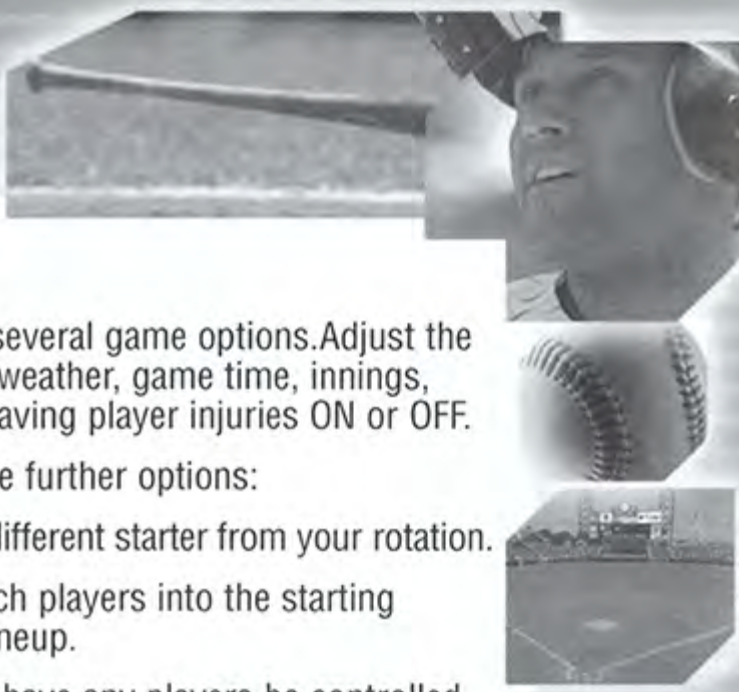
At the Teams Select screen are two columns by league and division. The away team is on the left and the home team to the right. The currently selected teams appear in the center.



Press the **L1** button or **R1** button to toggle leagues and divisions, press **UP** or **DOWN** on the **directional buttons** or **left analog stick** to highlight teams, then press the **X** button to select the team. Once a team is selected, you choose from a variety of team jerseys (highlight your choice and press the **X** button), then advance.

Options Select

After choosing teams and jerseys, you will advance to the Options Select screen. Below each player controller icon is a column of options, headed by a highlighted difficulty setting (Rookie, Veteran, All-Star, Hall of Famer, Legend and Manage (only make game decisions while the computer controls the players)). Press **LEFT** or **RIGHT** on the **directional buttons** or **left analog stick** to adjust the difficulty. You can then press **UP** or **DOWN** to highlight an option and **LEFT** or **RIGHT** to adjust settings. Note that the available options settings below may change to recommended default settings based on the difficulty setting.



Game Options

Before you begin play, you can set several game options. Adjust the game conditions, such as stadium, weather, game time, innings, any cheats you've discovered and having player injuries ON or OFF.

Press the **Ⓞ** button to bring up these further options:

Change Starting Pitcher Choose a different starter from your rotation.

Change Lineup Insert bench players into the starting (default) lineup.

Controls Options Choose to have any players be controlled by any human players or by the CPU.

MLB™ PLAY

MLB Play is where you access Franchise and Expansion modes.

Franchise

Franchise mode lets you build a dynasty as you take a team through up to 20 seasons. During the history of your franchise, players will retire, get traded, even enter the Hall of Fame™. All the rich detail of baseball comes alive in franchise mode, including incredible depth in managing your team.

Franchise Mode Season Setup

This setup menu screen will appear the first time you begin play with a new franchise. The settings you make here will apply to all the season games played with that franchise. At the end of each franchise season, you will have a chance to make your Off Season moves.

- Team** Select which team you will take through the season.
- GM Control** Choose to have control of General Manager's duties for one team or for all teams.
- Trade Deadline** Choose to have the traditional July 31st trade deadline or none at all.
- Franchise Mode** Choose a Simple (fewer team management options) or Complete franchise experience.
- Market** Select market "rules" for CPU drafts, trades and signings: Realistic, random, even, assigned to small, mid-sized or large market.
- CPU Trades** Allow the CPU to suggest and make trades or not.

- Injuries** Play with realistic player injuries ON or OFF.
- Player Draft** Start your season with a Player Draft (YES) or go right into the Season (NO).
- Start Franchise** Exit Season Setup and advance to the Spring Training™ menu or to the player draft (if YES was selected under Player Draft).

Drafting Players

If you set Player Draft to YES under the Season Setup menu, you will enter the Player Draft. (The draft is also available in Expansion mode).

Each player is given an overall letter grade, and is rated in several skill categories depending on his position.

DRAFT PLAYER: Players are listed in ranking order by position. Press the **L1 button** or **R1 button** to toggle positions and **UP** or **DOWN** on the **directional buttons** or **left analog stick** to highlight a position player. Once a player is highlighted, you can press **LEFT** or **RIGHT** on the **directional buttons** or **left analog stick** to view his stats and ratings in various categories. Press the **⊙ button** to view a scouting report. To draft a player, press the **⊗ button** when he is highlighted. Continue until you've completed your roster.

- View Draft Order** See which teams pick in what order by rounds.
- View Draft By Round** See which players have been taken and in which round.
- View Draft By Team** See which players a given team has drafted so far.
- Projected Lineups** See what your team lineup might be vs. left or right-handed pitching
- Quit Draft** Begin the computerized draft or exit once you've completed a manual draft.



Spring Training™ Menu and Season Main Menu

At the beginning of every Franchise Season, you will come to the Spring Training menu, which is similar to the Season Main Menu you will see before each season game. Spring Training gives you the chance to earn points for player development by completing certain tasks outlined in the Spring Training Task List found under Rosters and Regulations. You can also elect to forego Spring Training and go directly to the beginning of the regular season by pressing the **⏪ button** at the Spring Training menu.

Play Next Game

Begin the next game on your schedule.

Calendar

View the season calendar or choose a date to simulate games through. Press the **L1 button** or **R1 button** to cycle through the calendar by month. Press the **directional buttons** or **left analog stick** to move through the calendar by day.

To Simulate Games: Advance the calendar highlight to the date you want ALL games simulated up to, then press the **X button**. During the simulated schedule, you will be presented with various scenarios (injuries, proposed trades, etc.) which you can respond to by following on-screen prompts.

News

Just like in your favorite sports pages, there is plenty of in-depth information here to savor and ponder, including Today's News, Season News and Franchise News (not available in Spring Training).

Today's News View the Major League™ schedule, league standings, league leaders, season awards, who's hot and who's not, home run leaders (Going, Going, Gone) and the weather forecast.

Season News View the transaction wire, injury wire, league stats, team stats and games of note.

Franchise News View GM performance stats, franchise records, franchise leaders, franchise history and MLB record holders.

GM Office

Climb into the GM chair and manage every aspect of the game (see page 16 for details).

Rosters and Regulations

Manage your roster, view ASB rules and Spring Training tasks (see page 17).

Player Development

Enter Player Development to view a scouting report on an active roster player, or to view and change his player rating. In the Scouting Report, you can see Personal, Season and Career ratings and stats, and view his current Rating (letter grade). There's lots of valuable information here. To change a player's ratings (points for a given skill), enter the Ratings menu and highlight a skill category. If you've earned points in Spring Training, you can use them here.



GM OFFICE

Settle into your office and go about the business of getting your club in trim. Because this is a complex and fundamental part of your GM duties, we'll go into some detail. This is where you access roster management functions, trade players, access the trading block, view and make long-term contract offers, view your franchise value, payroll breakdown and budget allotment. Menus available from this screen are Roster Management, Finance and Trade Players.

Roster Management is an exciting aspect of the game, giving you full control of your club, including creating and editing players, adjusting rosters, etc.

Roster Management

Adjust Roster

Enter this mode to view the players on your 40 man roster, and to activate players, reassign players to the low and high Minor Leagues™, disabled list or release them outright. To reassign a player, when his name is highlighted, move the highlight to his status under the roster column (at the right) and press the **⊖** button. You can then select from a status menu and press the **⊗** button to make the desired move.

Minor Leagues

View your Major League and Minor League rosters and choose to promote or demote players.

Disabled List

View and place players on your disabled list.

Roster Analysis Take a quick look at your team's depth by position.

Free Agent Pool

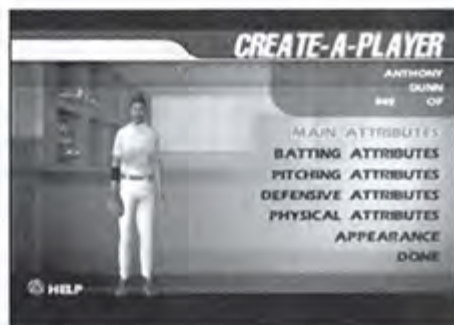
View current free agent pool, release roster players to free agency and more.

Player Editor

Use this feature to edit any player.

Create-A-Player

Create your own custom player and make him available via free agency. You are free to set all the attributes you can imagine, including main, batting, pitching, defensive, physical, and appearance attributes.



Finance

Long-Term Contracts

Here's your chance to lock up that favorite player to keep your franchise competitive. Each player is listed along with his salary in points and the years he is signed for. Scroll to any player and press the **⊗** button to see what deal he is seeking. Your available points appear at the bottom right of the screen. You can highlight and adjust the years

and points you wish to offer. When you are ready, select Propose Offer and press the **X** button. The player will respond to the offer, and you can continue from there.

Franchise Value

Study the points your franchise has earned, has available and the value of the various players.

Payroll

Get the skinny in percentages of exactly where each team spends its payroll. A useful tool to analyze where the points are going and how other teams are spending.

Budget Allotment

View all MLB team budget allotments among various categories (coaching department, scouting department, etc.) and change your current budget allotments if you have points available.

Trade Players

Trade Players

One of most important tasks a GM faces is making wise and timely trades. To trade a player, highlight a player on your team you wish to offer for trade and press the **X** button to move the player to the offer sheet column. You can offer up to three players at a time. Next, press the **C** button, then move the highlight to the other team's name line (you can cycle teams by pressing left or right on the directional pad). Press the **X** button and **DOWN** on the **directional buttons** or **left analog stick** until an individual player is highlighted. Highlight the player(s) you want to trade for and press the **X** button. When all the players involved in the proposed trade are in the offer sheet area, press the **C** button to activate the cursor then move the highlight to the Submit Offer or Clear Offer options and press the **X** button. The trade will either be accepted or rejected.

Trading Block

View and assign players to the trading block and attempt trades.

Roster Analysis

Take a quick look at your team's depth by position.

Rosters and Regulations

Pitching Staff

View and adjust your pitching staff.

Set Lineup

At the left of this screen is the lineup in batting order by league and pitcher type (that is, NL vs. RHP, etc.), while player's positions in the field appear to the right. To adjust your batting order, highlight a player you wish to move in the batting order and press the **X** button, then do the same with the player in the order you want to switch to. The players will switch places in the batting order but keep the same fielding assignments. To put a bench player into the lineup, highlight a player you wish to swap out and press the **X** button. Move the highlight to the bench player you want to bring in and press the **X** button.



Prospect Book

View the upcoming youngsters who might one day get you to the top.

ASB Rulebook

This important tool is invaluable to understanding some of the rules of Major League baseball and their implementation in All-Star Baseball 2005, especially as regards arcane items such as waiver claims, salary arbitration, player options and drafting rules. Educate yourself!

Spring Training Task List

In Spring Training, you have a chance to earn points for performing certain tasks, such as one batter hitting two home runs, etc. These points can then be used in the Player Development menu, which will make the player perform better during the season. Note that it's possible to lose points for such things as being caught stealing or blowing a save.

Save Franchise

Save the changes you've made to the various franchise settings and in your progress.

Offseason Menu

At the end of a Franchise season, you'll return to the Season menu, where you can access the Offseason Menu. Note that this applies to Expansion mode as well.

Note: If any player contracts require arbitration, this menu will appear automatically.

Arbitration

Failure to make an acceptable offer for a player will put him in the Free Agent Pool where any team can sign him. If you want a player, make an offer and see if you get him at your price.

Winter Meetings

The winter meetings are where clubs make off season personnel moves to improve their team and get set for the upcoming season.

Rule 5 Draft

View the Minor League veteran players available for drafting at each position and make your selections. Draft options are similar to those mentioned earlier in this booklet.

Free Agent Pool

Access the free agent pool (if available) to pick up free agents.

Trade Players

Trade players between other clubs.

Budget Allotment

Allocate available points to the area(s) you think will benefit most.

Roster Management

Access your roster to promote, demote or release players.

Player Development

View the progress of any player in the league to see if their ratings are improving, maintaining or declining.





Hall of Fame Inductions

View players inducted into the Hall of Fame in the off season.

Retirements

View the players who have hung up their spikes following the season.

Long-Term Contracts

If you can agree to terms, you'll be able to sign players you don't want to lose to long-term contracts.

Franchise Value

Study the points any franchise has earned, has available and the value and status of the various players.

Spring Training

When you've made all your off season moves, select Spring Training to begin the next season. If there's any remaining business (such as arbitration cases, roster requirements, etc.) pending, you'll need to go back to the winter meetings and complete it before you can go on.



EXPANSION

Create a new fantasy franchise team via the expansion draft. Expansion mode is like Franchise mode, but with your own custom franchise.

First, set up your expansion franchise by making these choices:

City Selection Select a franchise location from the wide range of deserving cities.

Mascot Selection It's no secret a goofy mascot is mandatory for franchise success.

League Selection Choose which league your franchise team will represent.

Stadium Selection Choose from several attractive expansion stadiums.

Expansion Draft

Once you've made your basic expansion choices, it's time to draft players. Existing teams must offer a number of players to be available for you to draft, and can protect eight players from their active roster (more can be protected if a player is taken in the draft). You cannot draft more than three players from one team.

SCOUTING REPORT		Draft				
PLAYER NAME	OVR	B/T	AGE	PWR	CNT	
JASON VARTERK	B-	S/R	32	B-	B	
RAMON CASTRO	C+	R/R	28	B	C+	
M. BARRETT	C+	R/R	28	C-	B+	
ADAM MELHUSE	C+	S/R	32	C+	B-	
BEN MOLINA	C+	R/R	30	C-	A	
B. SANTIAGO	C+	R/R	39	C	B	
BRAD AUSMUS	C+	R/R	35	D-	A-	

ROSTER ANALYSIS CHANGE POSITION

There are 25 draft rounds with 10 picks per round.

All players have an overall letter ranking—good luck getting an A player! Controls are the same as for the Franchise player draft.

Start Expansion

Once all of the expansion set up options are completed, then normal season play ensues.

BONUS PLAY MODES

Pick-Up Game

Enjoy an impromptu game with whoever is available! The computer randomly picks 2 players at each position from the AL and NL rosters and from bonus teams. You then take turns selecting players. Once teams are complete, choose your stadium, then get on the field and show your stuff.

This Week In Baseball®

Some of the toughest baseball situations and turning points from the 2003 MLB season are found in the This Week In Baseball® Challenge. Can you pull out the victory?

Trivia Game

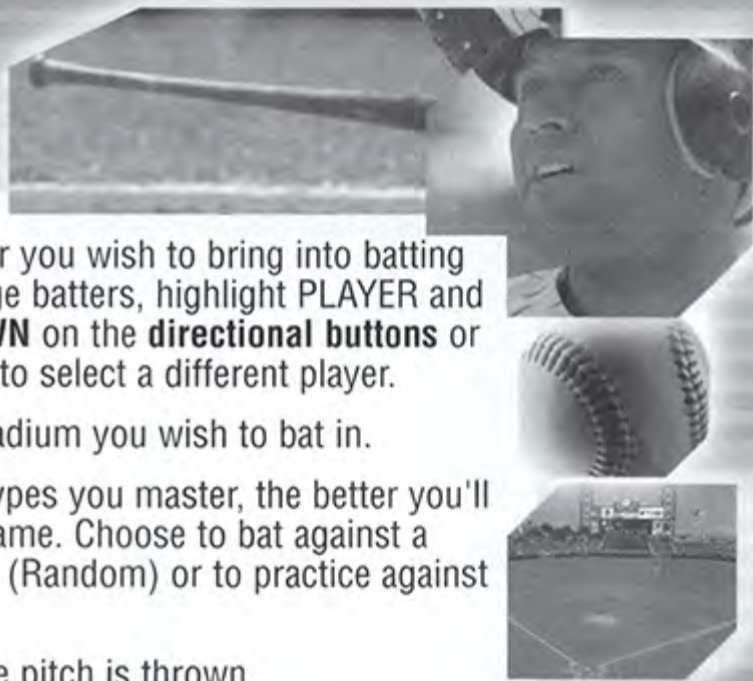
Test your baseball knowledge. Select the difficulty level, the number of innings, then two teams try to answer baseball questions to score runs.



Batting Practice

You can't go far in the majors without a relentless regimen of self improvement. Choose a player to bring in for some batting practice against any pitch thrown by a left or right hander. You can also try out different batting interfaces. You can adjust these options:





Player Choose the player you wish to bring into batting practice. To change batters, highlight **PLAYER** and press **UP** or **DOWN** on the **directional buttons** or **left analog stick** to select a different player.

Stadium Choose which stadium you wish to bat in.

Pitch Type The more pitch types you master, the better you'll do in an actual game. Choose to bat against a variety of pitches (Random) or to practice against a specific pitch.

Pitch Location Choose where the pitch is thrown.

Pitcher Delivery Choose to bat against a right or left delivery.

To change batters, highlight the player and press the **X button**. You will go to a roster of players ranked by power and contact ratings. Press the **L1 button** or **R1 button** to toggle teams and **UP** or **DOWN** on the **directional buttons** to select a different player.

Home Run Derby™

Who will wear the crown of King of the Dingers? Top hitters relish showing their power in the Derby. Compete to see which league rules.

Style Players can choose a Swings (game goes until one team reaches a set number of swings) or Innings (five) format.

Stadium Choose where this thrilling contest takes place.

Initially, the computer picks contestants, though you can alter the roster to your liking. Press the **X button** to view a roster of players ranked by slugging. Press **L1 button** or **R1 button** to cycle through teams.

SAVED GAMES

Access your memory card (8MB) (for PlayStation®2) to manage your ASB 05 data, including Rosters, Franchise, Options, Exhibition and Online Rosters.

SPECIAL FEATURES

Player Cards

Use points earned in normal MLB play to earn packs of player cards. Enjoy the fun of baseball card collecting. Completing certain offensive and defensive tasks on your To Do list will earn points that can be used to buy packs of cards. Try to collect all the cards!

Note: Some cards can only be collected by completing TWIB® Challenge tiers.



Player Profiles

A profile allows you to track and store your personal stats and preferences. Press the **directional buttons** or **left analog stick** to highlight, and press the **X button** to edit the profile. Change the current selection by pressing **LEFT** or **RIGHT** on the **directional buttons** or **left analog stick**. When you are done, press the **Y button**.

Roster Management

Access Roster Management functions (see Roster Management on page 16 for details).

Options

Access Game options, Audio options and Save option settings.

Stadium Tours

Take a virtual stroll through all the beautiful ballparks in the majors as Derek Jeter and Steve Lyons provide commentary for the tours.

Multimedia

Enjoy a wide range of movies capturing the rich drama of America's pastime.

Credits

Spare a moment to gasp in wonder at the development team behind All-Star Baseball 2005.

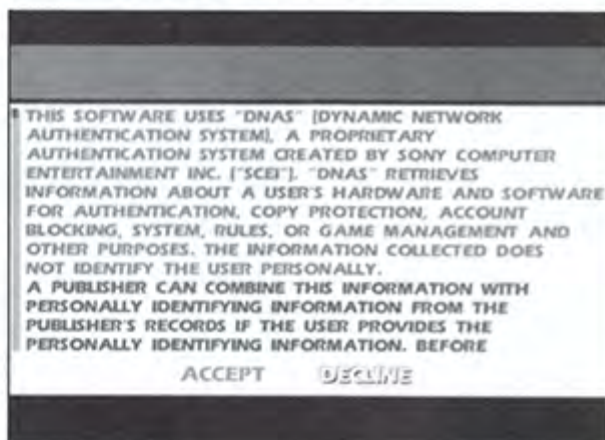




ASB ONLINE

Players who are able to connect their PlayStation®2 to the Internet with a network adaptor (Ethernet/modem) (for PlayStation®2) via a broadband connection can go online to the GameSpy™ servers to download rosters and enjoy head to head Exhibition baseball action. Online play is limited to one player per console.

Online play consists of a single Exhibition game between two teams, each controlled by a single player. The host player determines the number of innings and the difficulty setting, and later, such pre-game settings as weather, stadium, etc. .



Requirements

1. A memory card (8MB) (for PlayStation®2) with a valid network configuration is required to play online. See Creating a Network Configuration.
2. network adaptor (Ethernet/modem) (for PlayStation®2)
3. You must have your own broadband internet service connection via an Internet service provider (ISP). You must connect through a DSL, cable modem, higher speed internet connection or Local Area Network.

Note: All-Star Baseball 2005 does not support dial-up connectors.

4. To talk directly to your opponent during games, use the optional USB headset (for PlayStation®2)

Creating A Network Configuration

NOTE: If you have already created a valid network configuration using the PlayStation®2 Network Adaptor Start-Up Disc or network start-up application for another online PlayStation®2 game and have the memory card containing that configuration in your PlayStation®2 console, skip this section and review the remaining sections

To play All-Star Baseball 2005 online, you must have a valid network configuration saved to a memory card. If you have already created a valid network configuration using the PlayStation®2 Network Adaptor Start-Up Disc, you're ready to go. If not, use the Network Configuration application on your All-Star Baseball 2005 disc.

To create a network configuration using the application on the All-Star Baseball 2005 disc, have your internet settings ready for reference and follow the steps below:

1. Make sure a memory card is inserted into a Memory Card slot on your PlayStation®2 system.
2. From the Main Menu select ASB Online. You will advance to the DNAS terms of service screen. Read the terms and highlight Accept to continue. advance to the load roster prompt. Following that you will advance to the Create/Load Network Configuration screen.
3. Select CREATE/EDIT NETWORK CONFIGURATION to start the Network Configuration application.

Press the **Directional button UP** or **DOWN** to highlight a menu option, then **RIGHT** to accept settings and advance to the next screen.

If you change your mind about a setting, press the **Directional button LEFT** or the the **○ button** to return to the previous screen.

4. Select ADD SETTING and select MEMORY CARD Slot 1 or 2.
5. Select Hardware. Select SCE/ETHERNET (NETWORK ADAPTOR).

Press the **▲ button** to open the Advanced Setting Menu if necessary. We strongly recommend that you leave this setting on AUTO DETECT unless you are certain of a different setting.

6. Select **OK** at the prompt and proceed with entering settings. If a User ID and password are required to connect to your ISP, select REQUIRED and enter them.
7. Set the IP address if needed.

The usual setting is AUTO and you are not required to enter the IP address which is automatically assigned using DHCP (Dynamic Host Configuration Protocol). However, a DHCP host name may also be required. If so, press the **▲ button** to open the advanced setting and enter the host name.

If your ISP requires a "static IP address", select MANUAL and enter the address. You must also enter the Netmask and possibly the address of the Default Router. Check with your ISP if you are not sure about any of these.

8. Set the DNS Address if needed. The usual setting is AUTO and you won't need to enter the IP address of the domain name service. If you do need to, select MANUAL and enter the address.

9. On the Name Your Setting screen, Press the **X** button to display the virtual keyboard if you want to give your Network Configuration a name.

Before exiting the Setting Guide mode, you will be prompted to test your connection. We recommend you take this test.

PLAYING BEHIND A FIREWALL

We recommend that you do not play All-Star Baseball 2005 online behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports:

6500	UDP
13139	UDP
3087	UDP
33000	TCP & UDP

Sign In Menu

USERNAME	Select an existing user name or create a new one using the Create New Account option below.
PASSWORD	Enter your password.
CONNECT	Connect to the internet.
CREATE NEW ACCOUNT	Allows users to create an online account. Note: Creation of new accounts is destructive to current game data. All unsaved data will be lost.

Usernames

Your username is your online identity. You can create and use several different usernames, but there is only one per account. You create your username when you create a new account.

Creating a New Account

After entering a username and password, select Create New Account. You will advance to the ASB Online Main Menu. Read the terms and highlight Accept to continue. Your PlayStation®2 and network adaptor (Ethernet/modem) (for PlayStation®2) must be setup properly and connected to your ISP.

Online Rosters

When you first log on to ASB Online from within the game, you will be asked to validate your rosters so all players are in synch regarding teams and players. Only valid online rosters are allowed in online play. If your roster is out of date, you will be asked to download an update. If you choose not to accept this, you will be unable to play. Note that online rosters are separate from your console rosters; any roster moves you may have made offline are only available there. Once you have saved an online roster, you will instead be asked if you wish to load the last saved roster from your memory card, the next time you connect.



About Match Settings

Game Type The game type relates to the difficulty setting, from Rookie up to Legend. Note that difficulty settings affect various aspects of gameplay.

Voice Choose to play with opponent's voice (via USB headset) turned ON or OFF.

Innings Set the number of innings you wish to play (6 or 9).

When finding matches, you have the option of selecting "any" as the setting for the above settings options.

ASB Online Menu

Quick Match Choose to play an available game (selected by the difficulty and settings).

Match Search Search for games that match your preferred difficulty, voice and innings settings.

Create Match Set up a match with desired settings.

Friends Access Friends list where you can highlight Send Game Invite.

Statistics View comprehensive online stats.

Online Options Access Online Options.

Save Options

Save your default team and online username to your memory card.

Create Match

Choose Create Match if you'd like to host a game. To do so, set your Game Type, Voice, and Innings settings, then select Create Match. Your game will then appear in the roster of Available Games.

Friends

The Friends list is where you can check to see which friends are online. If you are the host of a created match, once you advance to the Available Games screen, pressing the **▲** button will bring up the friends list, where you can highlight Send Game Invite to invite a friend to join your game, Remove Friend to delete them, or Cancel.

Statistics

Online statistics are maintained for the leaders in various categories, and by difficulty and innings. For example, there is an overall leader board, a pitching leader board, a batting leader board, etc., and all can be sorted by both difficulty and number of innings. It's an online stat caravan. Can you make the top ten?

Online Options

Default Team Select a team to be your default selection.

Save Options Save your default team and online username to your memory card

Network Pause

Pausing An ASB Online game session

Either player can pause the online action by pressing the **START button**. The player who pauses a game starts a timer counting down in the upper left of his screen. A player can only pause a game for a TOTAL accumulated time of five minutes during any game, no matter how many innings. After that, his opponent will have the option of winning by forfeit or allowing play to continue, but be aware if play continues the player who paused too long will no longer have access to such important options as team management, making it impossible to change pitchers, etc. Don't dawdle! Here are the network pause options available:

Return to Game Resume play from the pause point.

Friends View your friends list.

Team Management Access team management options to adjust lineups, substitute players, etc.

Audio Options Adjust Volume Levels, select English or Spanish language and turn captioning On or OFF

Options

Throw Style

Select a throwing style.

Home Run Cam

Choose Random, Cut Scenes or None.

Vibration

Choose to play with vibration effect ON or OFF.

Box Score View current box score.

Quit Quit the current game and return to the Main Online menu.

Have fun playing with your online friends!



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