

**INSTRUCTION
MANUAL**



**ALL-STAR
BASEBALL™
2004**

Featuring Derek Jeter

EVERYONE
E
CONTENT RATED BY
ESRB



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:

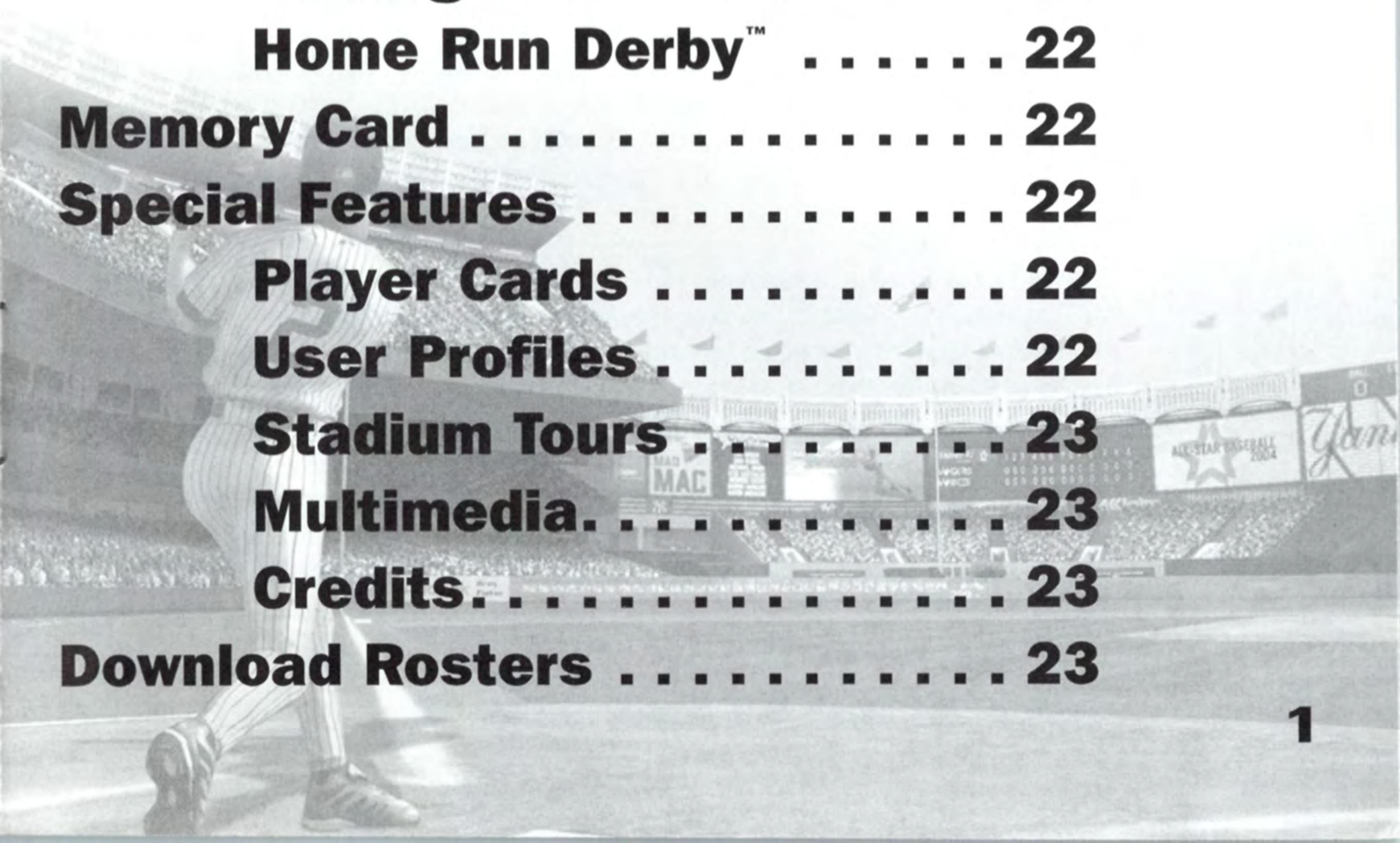
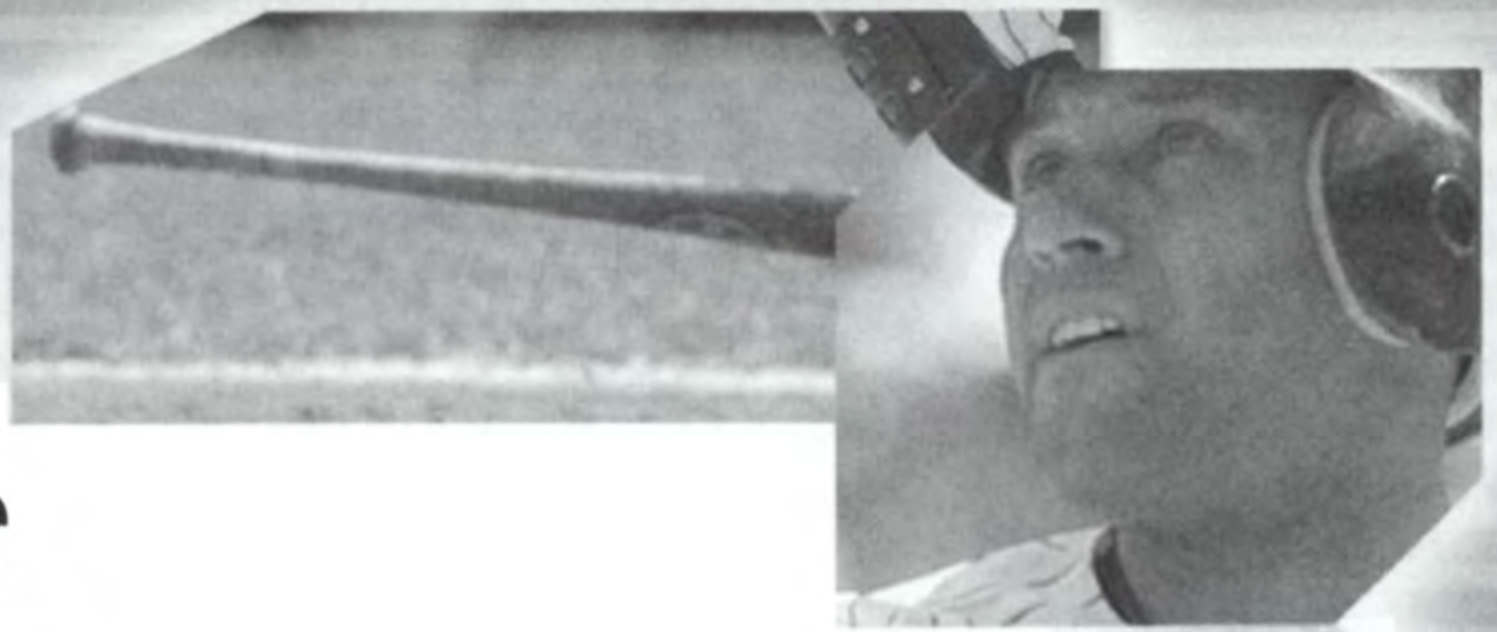
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

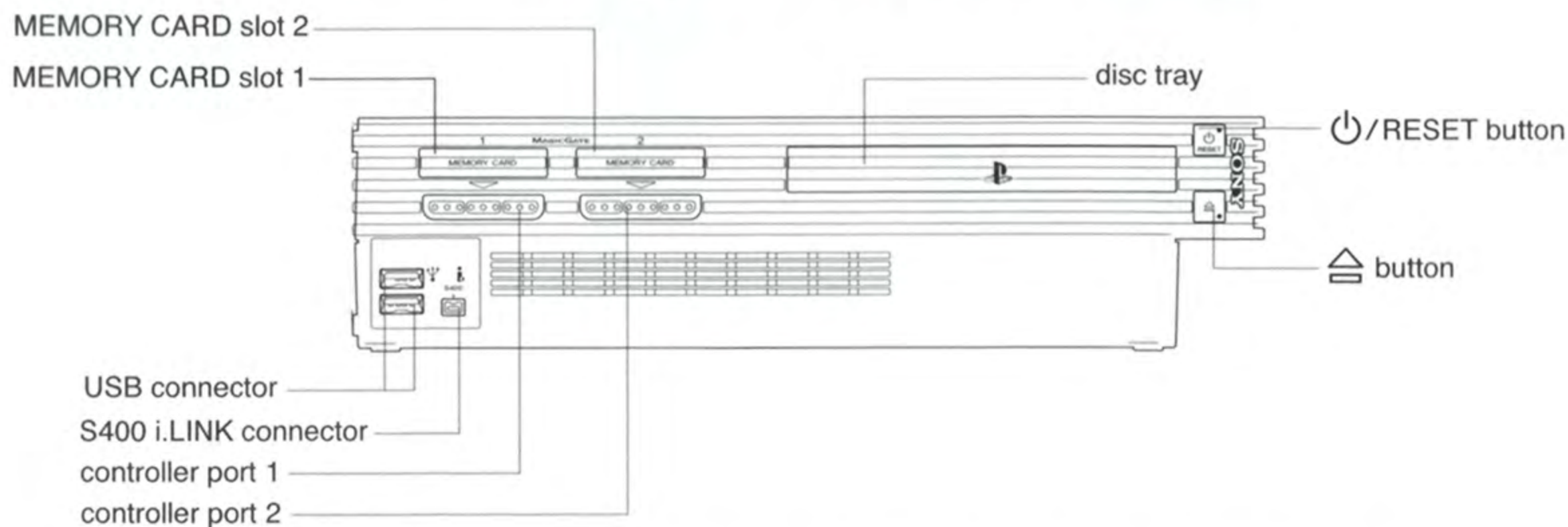
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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™ 2004 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 2004 games.

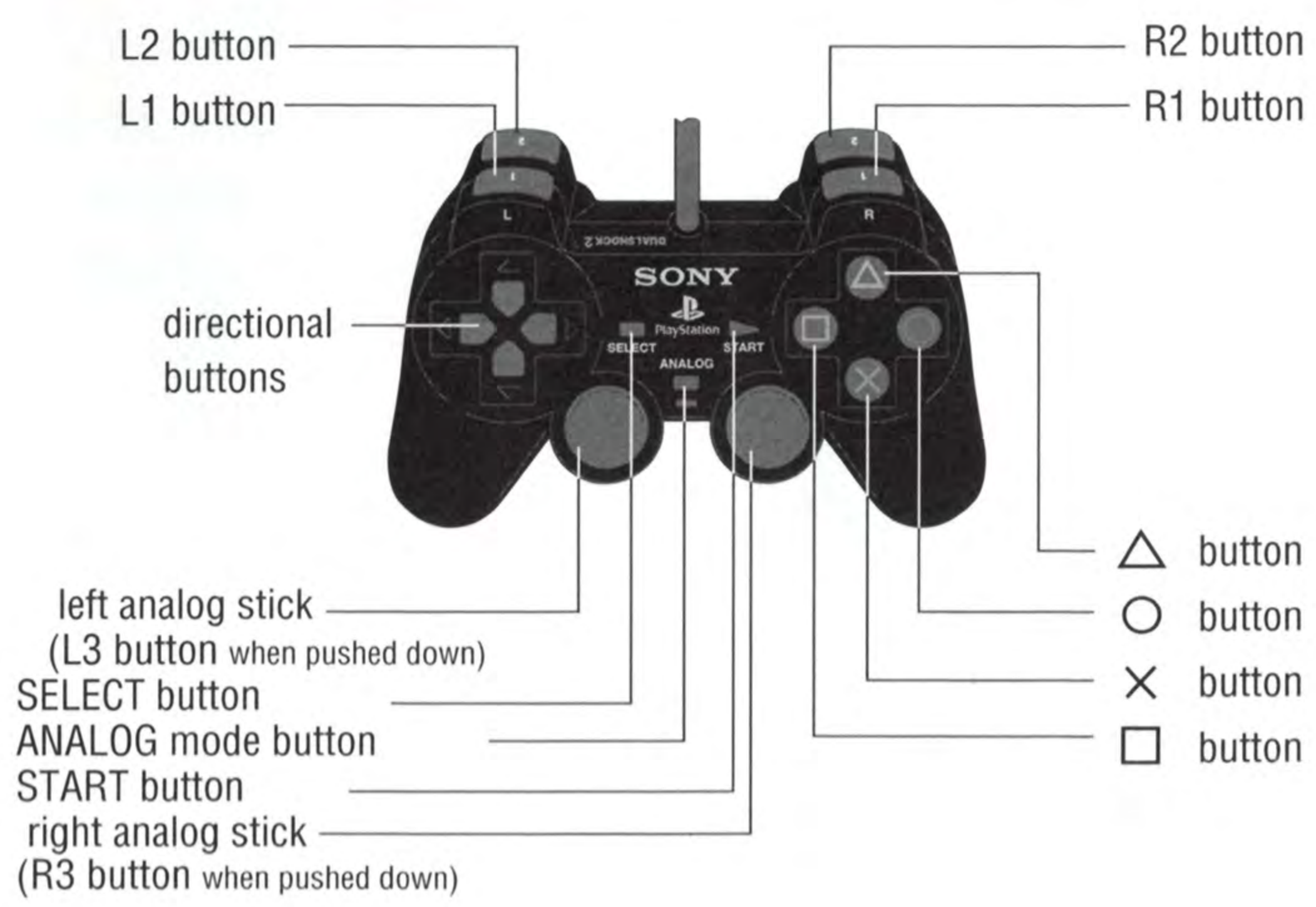
Multitap (for PlayStation®2) (For 3 or 4 Player games)

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.

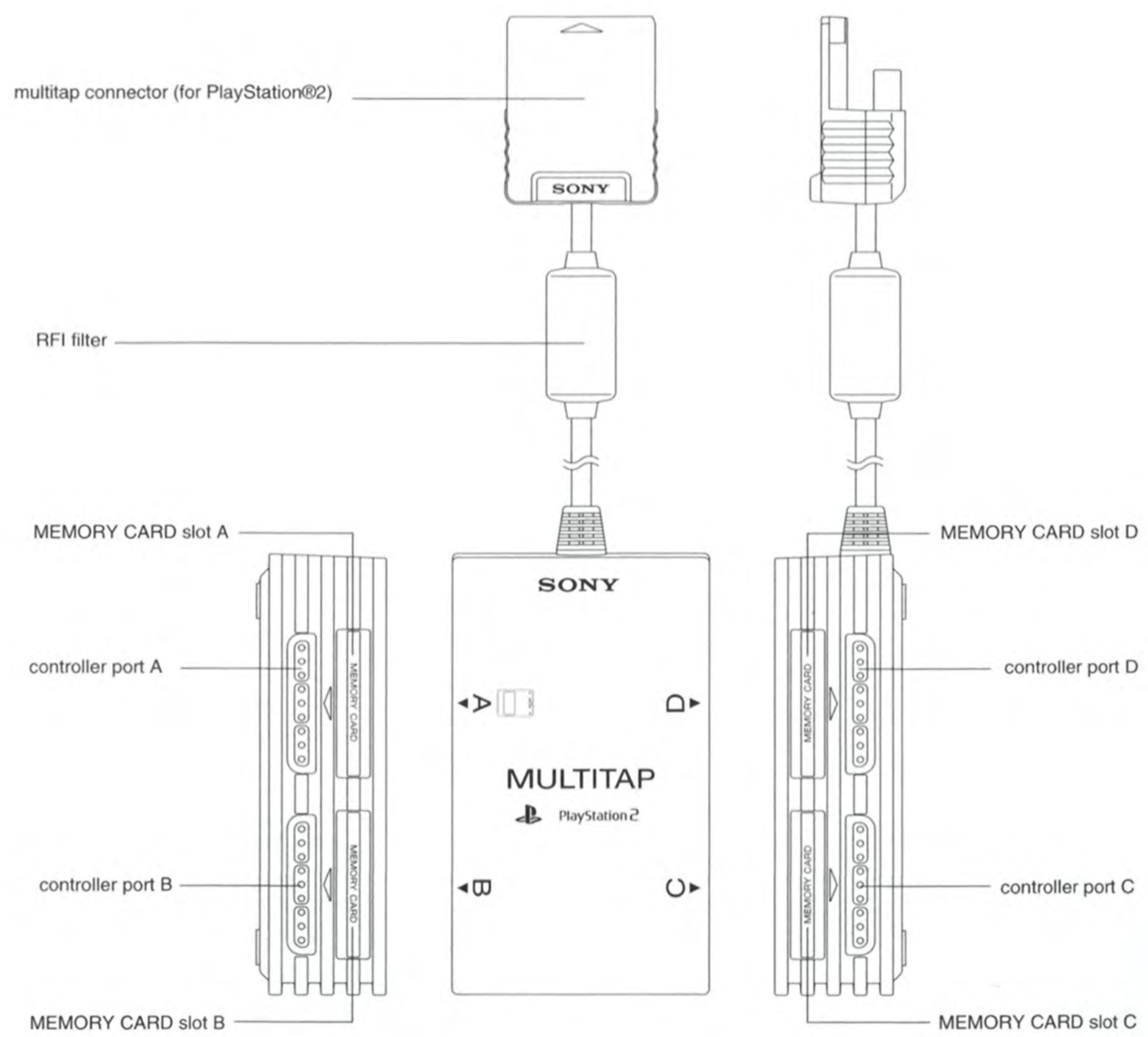
Online Rosters

To download updated rosters online; you must have a network adaptor (Ethernet/modem) (for PlayStation®2) installed on your PlayStation®2 computer entertainment system and an internet connection through a broadband or 56K dial-up account. Install your network adaptor (Ethernet/modem) (for PlayStation®2) according to the instructions in its manual. A memory card (for PlayStation®2) with a valid network configuration must be inserted into MEMORY CARD slot 1 or 2 before starting up All-Star Baseball 2004 to use the roster download 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.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



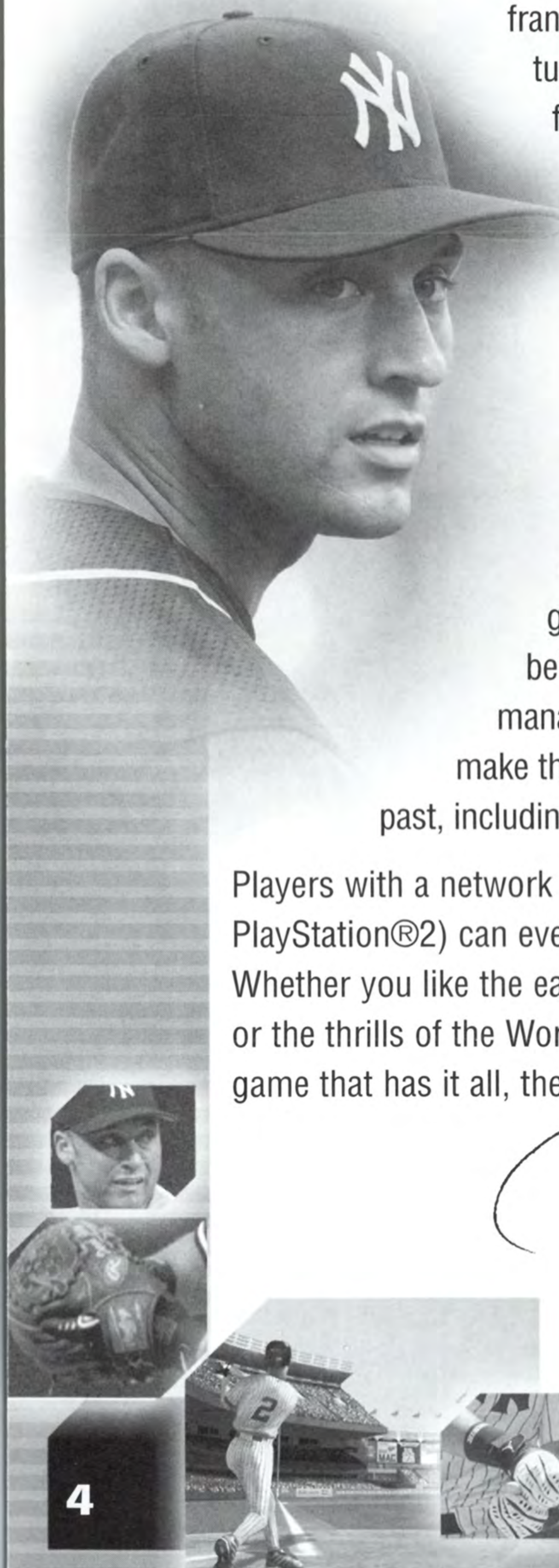
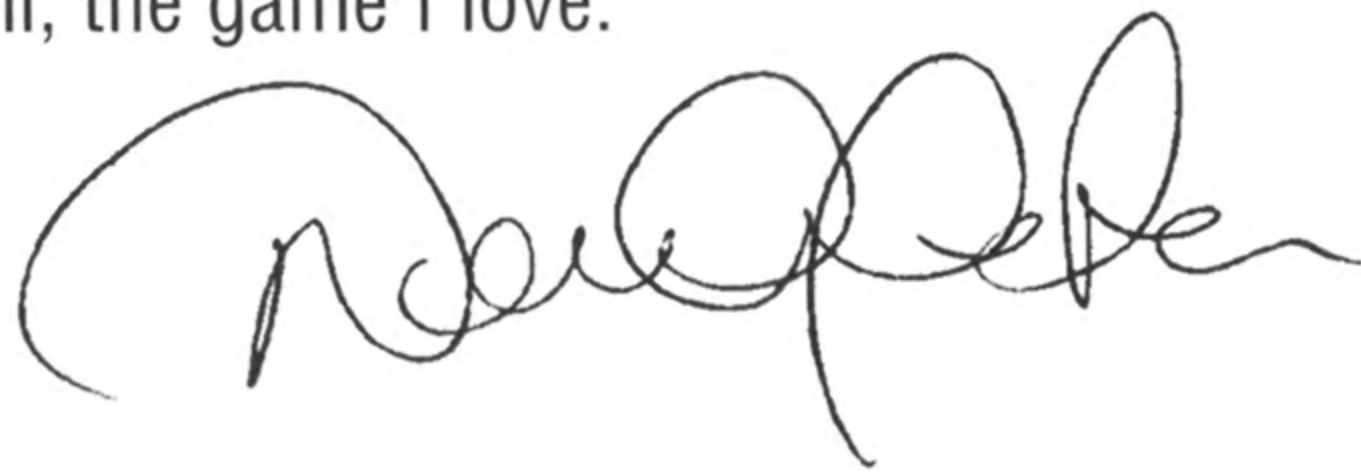
Multitap (for PlayStation®2)



INTRODUCTION

Welcome to All-Star Baseball 2004. This year boasts the biggest and best version of the franchise yet. Among the exciting new features is Scenario Mode, where you select from actual MLB scenarios and try to prevail. Or test your baseball knowledge with the Trivia mode. You can collect and trade baseball cards by winning games, and earn special goodies when you get enough. Are you the creative type? You can create your own player, create your own franchise, and if you're good, create your own winning dynasty. There's enough game here to gag Gargantua. If you like to operate behind the scenes, there are lots of management moves to make. And you can make them with outstanding players from the past, including Negro League greats.

Players with a network adaptor (Ethernet/modem) (for PlayStation®2) can even download an updated roster online! Whether you like the easy intensity of sandlot pick up games or the thrills of the World Series, All-Star Baseball 2004 is the game that has it all, the game I love.



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:	Select pitch type (primary pitch)
△ 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

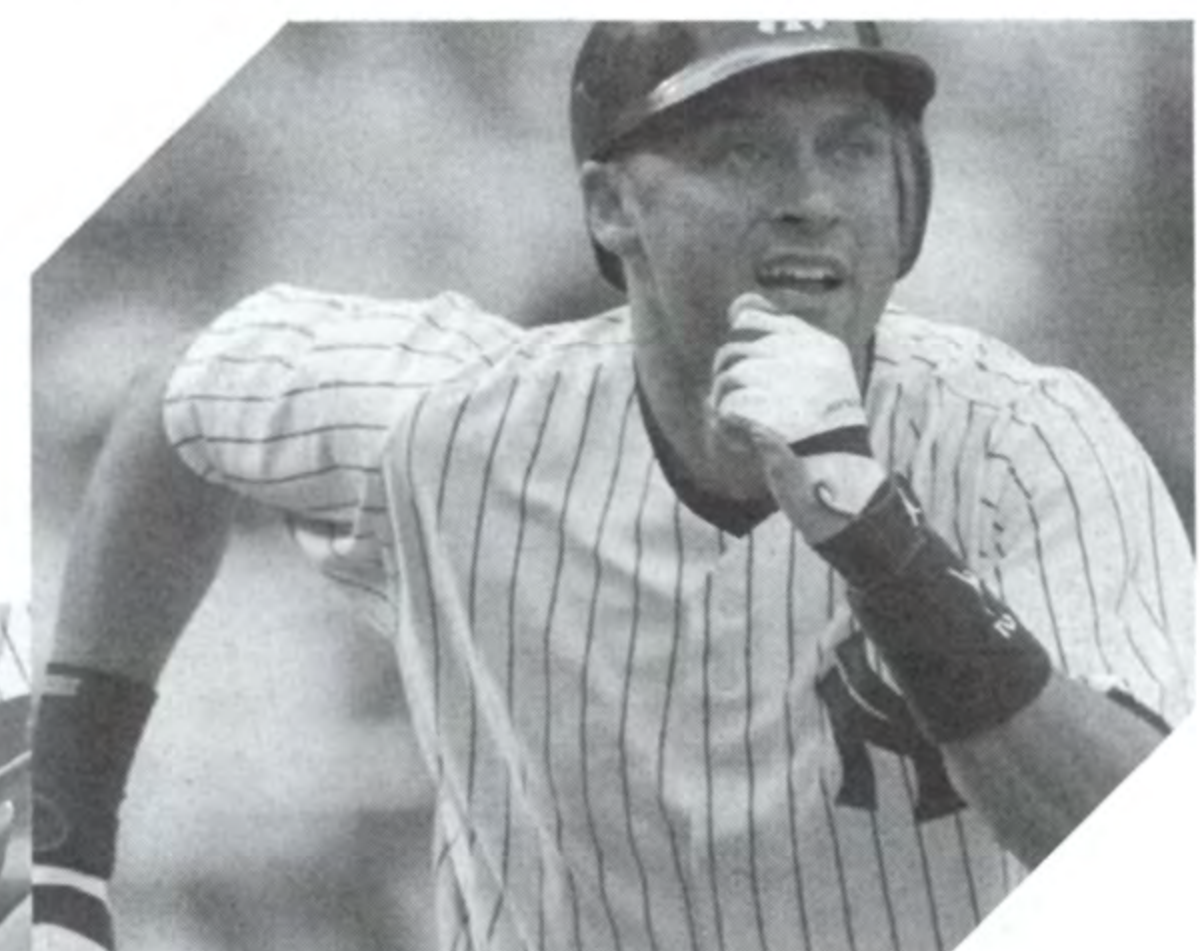
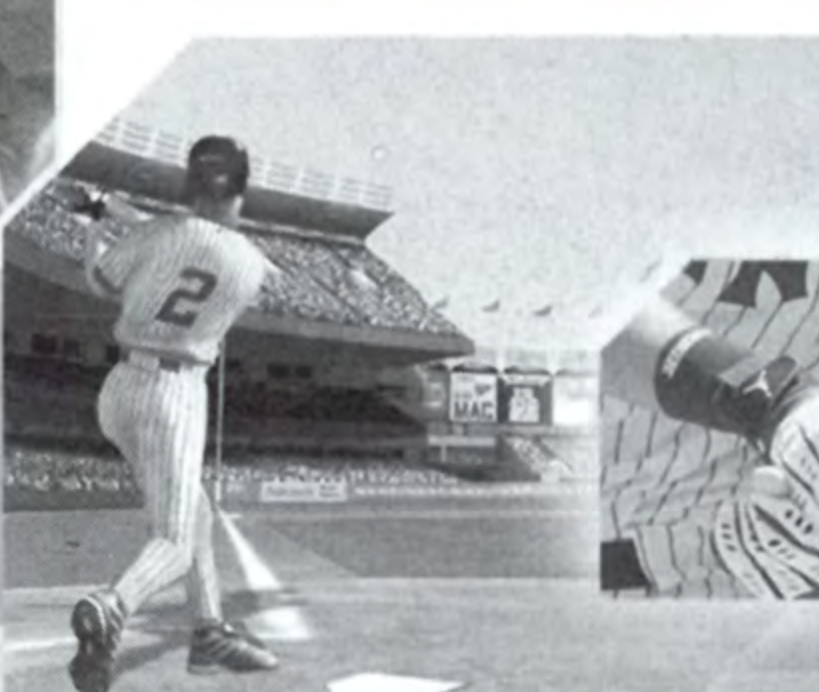
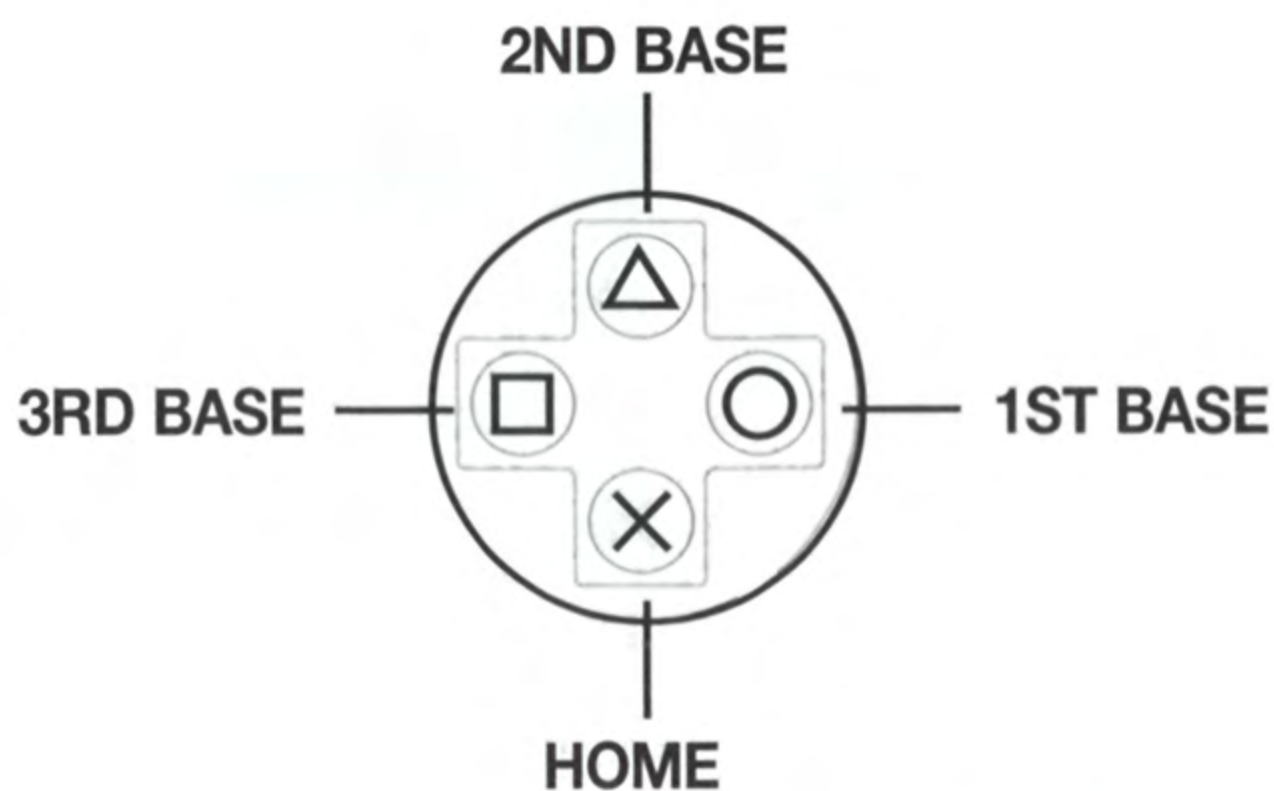
left analog stick:	Move pitch target
□ button:	Pick off to third
△ button:	Pick off to second
⊗ button:	Throw pitch
○ button:	Pick off to first
R1 button:	Pitch out
L1 button:	Throw at hitter

MID-WINDUP

left analog stick:	Move pitch target
--------------------	-------------------

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
L1 button:	Future-throw to relay man
L2 button:	Change fielder
R1 button:	Action button/dive/jump

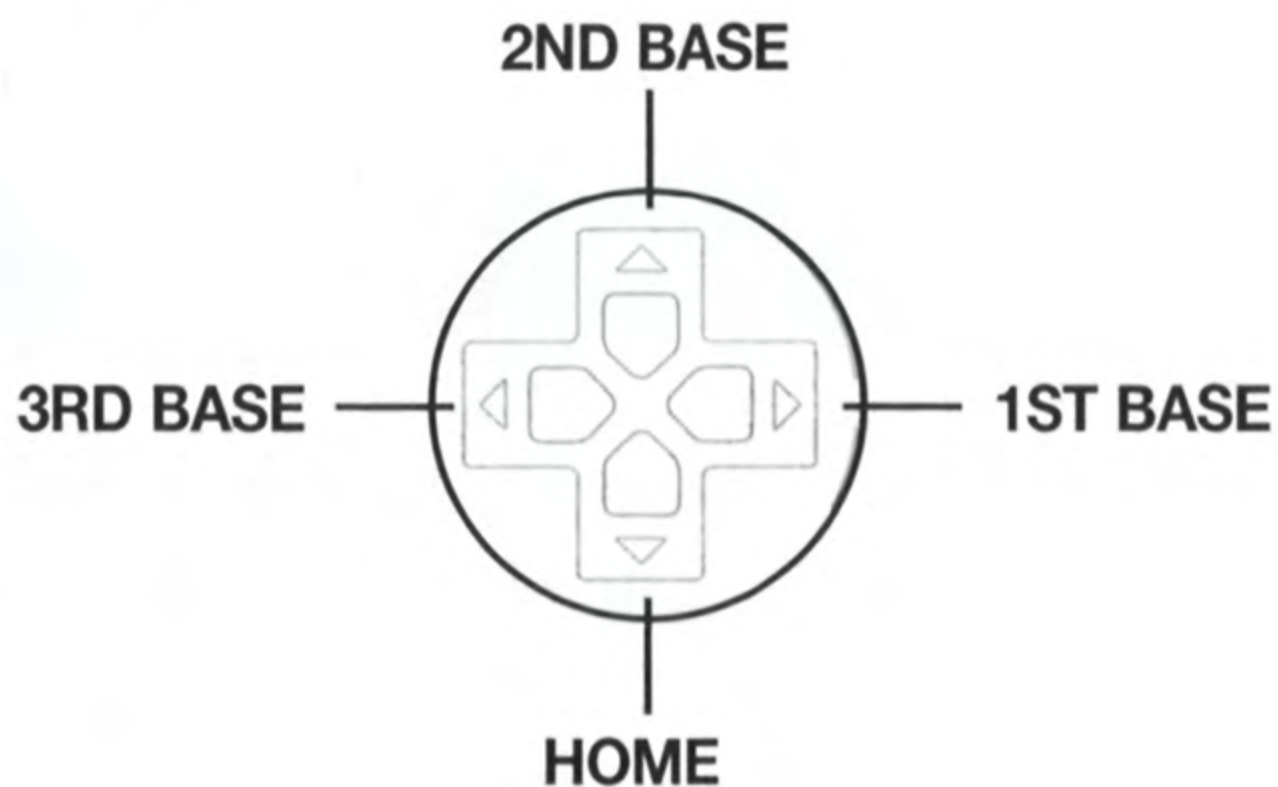


AFTER BALL IS FIELDED

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

AT BAT AND ON THE BASES






When base running, each base matches a direction on the directional button. To move a base runner to or from a base, press the proper control and the direction of the base the runner currently occupies.








PRE-PITCH SELECT

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.

Directional buttons:	Combine with  button to steal
left analog stick:	Move cursor or sac bunt direction
right analog stick:	Tilt batting cursor
 button:	Toggle contact / power icon
 button:	Steal signal (+base direction)
 button:	Practice swing
 button:	Show bunt
L1 button:	Increase all runner leads
R1 button:	Decrease all runner leads
L2 button:	Initiate pitch / location guess
Press R3:	Access manager menu

POST-PITCH SELECT / MID-WINDUP

Directional buttons:	Combine with  button to signal steal
left analog stick:	Move cursor, sac bunt direction
right analog stick:	Tilt batting cursor
 button:	Toggle contact / power icon
 button:	Steal signal (+base direction)
 button:	Swing
 button:	Drag bunt
L1 button:	Increase all runner leads
R1 button:	Decrease all runner leads

BALL IN PLAY

Directional buttons:	Individual runner select
 button:	Advance single runner (+base direction)
 button:	Return single runner (+base direction)
L1 button:	Advance all runners
L2 button:	Stop all runners
R1 button:	Return all runners



MAIN MENU

- Quick Play** Play a single Exhibition game between any two teams.
- MLB Play** Enter for Franchise, Series and Expansion modes.
- Bonus Play Modes** Enter for Pick-up Game, Scenario Mode, Trivia, Batting Practice and Home Run Derby™.
- 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.
- Download Rosters** Players with a network adaptor (Ethernet/modem) (for PlayStation®2) can download updated rosters online.

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.

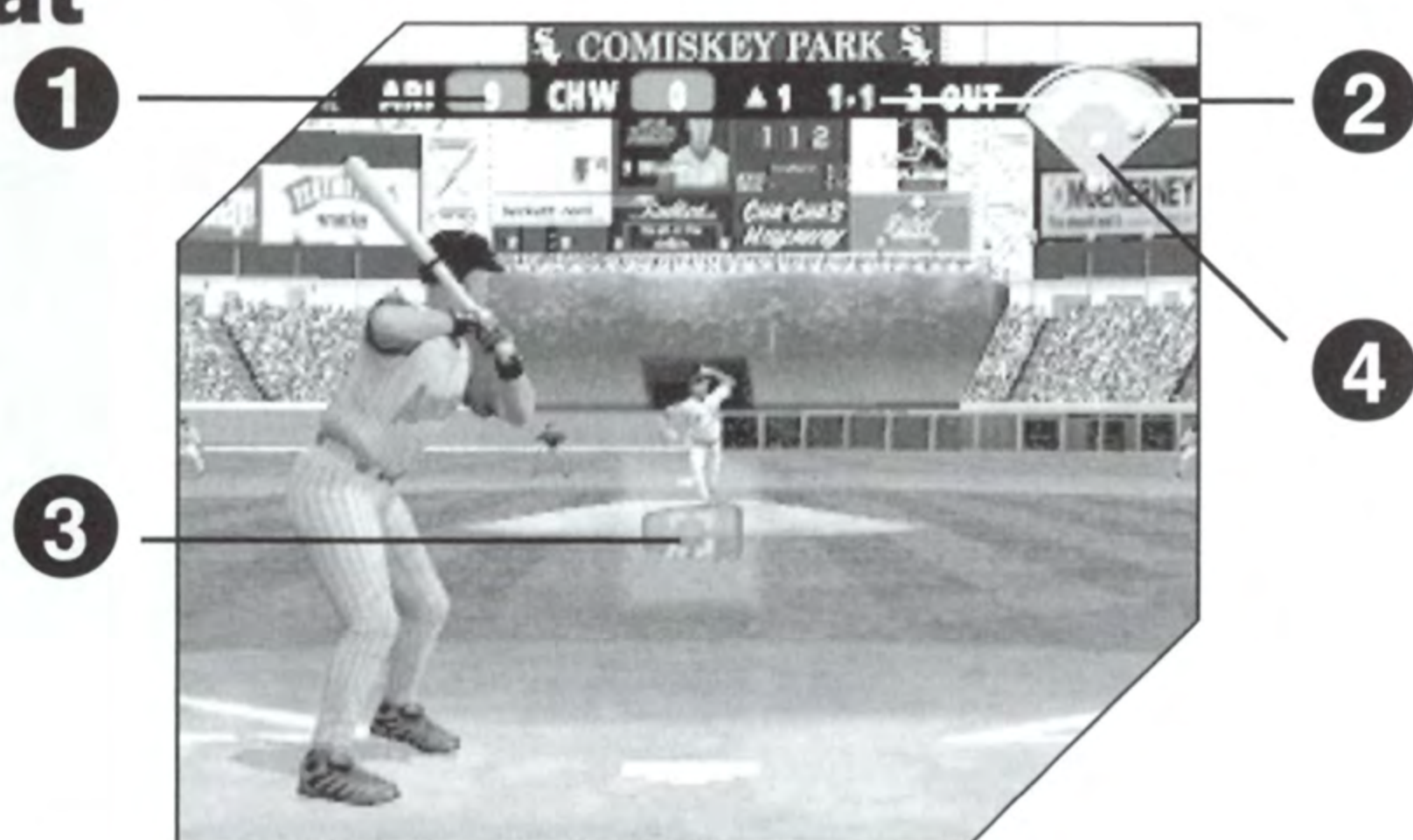
- Return To Game** Resume play where you paused the game.
- Instant Replay** Enjoy an instant replay of the most recent play. Controls are shown on screen and include Play, Reverse, Zoom in and out and Camera Selection.
- Team Management** Make pitching staff adjustments and tactical in-game roster moves such as putting in pinch runners, pinch hitters, changing positions, defensive replacements and double switches. The manager can even visit the mound!
- Options** Adjust Player Options, Game Options, Defensive Options and Audio Options.
- Player Options**
- Batting Interface** Choose among Normal, Easy, Zone and Classic interfaces (hitting icons).
- 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.
Pitch Types	Choose to have thrown pitches exhibit Normal or Exaggerated motion.
Vibration	Choose to play with vibration effect 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.
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.
<i>Game Options</i>	
Game Speed	Choose Normal or Fast game speed. At fast settings, player animations are quicker.
Defensive Position	Choose Manual or Auto defensive positioning.
Jeter's Tips	When set to ON on-screen play tips from Derek Jeter will be displayed at various times.
Managers' Tips	Turn occasional on-screen tactical managerial advice ON or OFF.
Generated Count	When difficulty is set to Manage Only, set this option to ON to have the computer automatically generate a pitch count for each batter.
Defensive 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.
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.



GAME DISPLAY

At Bat



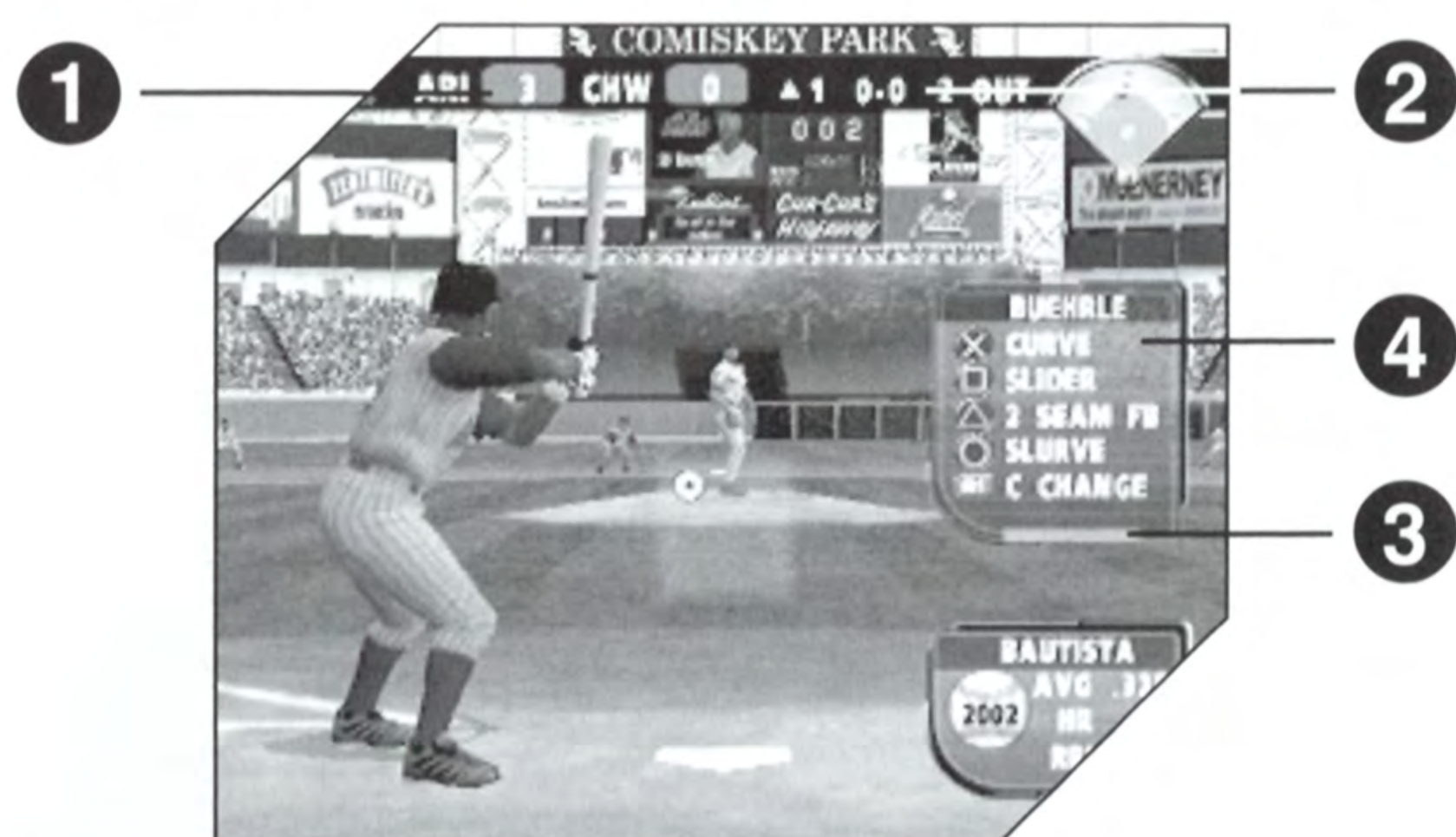
① Score

② Count

③ **Batting Target** 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 Pitcher stamina

④ Pitch Selector

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 are not saved and don't count in the standings.

Choosing Teams

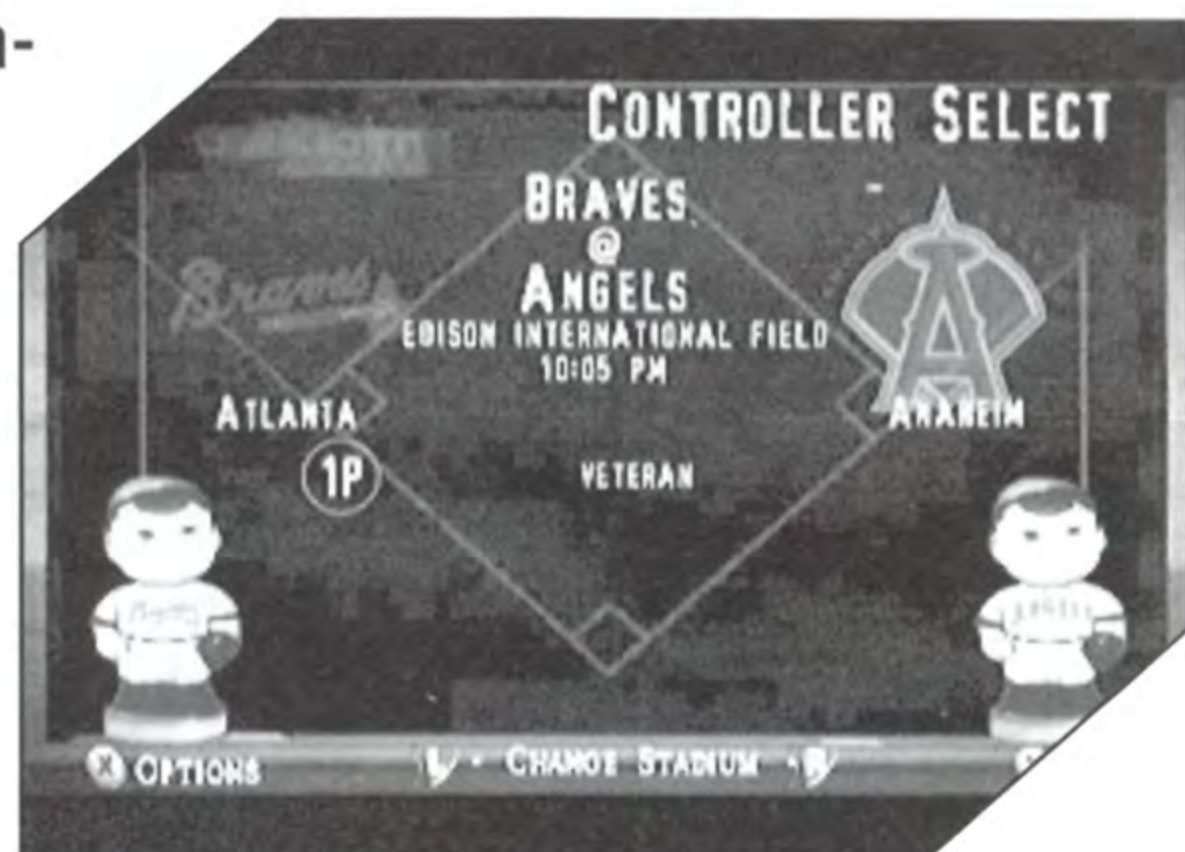
At the Choose Teams screen are two columns by league and division. The away team is on the left and the home team to the right. The currently selected teams appear in the center. Below each team list are icons with a letter grade representing the highlighted team's ratings in four categories: Hitting, Fielding, Speed and Pitching.



Press LEFT or RIGHT on the **directional buttons** or **left analog stick** to toggle divisions and leagues in the left (away) column, and **↑** or **↓** on the **directional buttons** or **left analog stick** to highlight a team in the division. Press **←** or **→** on the **right analog stick** to toggle divisions and leagues in the right (home) column, then **↑** or **↓** on the **right analog stick** to highlight a team in the division. When the desired match up appears in the center of the screen, press the **⊗** **button** to confirm the match up and advance.

Controller Select

Each player presses **←** or **→** on the **directional buttons** or **left analog stick** to select the team he wants to control. In addition, each player can press **↑** or **↓** on the **directional buttons** or **left analog stick** to choose to play at Rookie,





Veteran or All-star levels, or to Manage Only (make game decisions while the computer controls the players).

This screen offers other choices as well. Press the **L1 button** or **R1 button** to cycle stadiums. Press the **□ button** to bring up an Options menu.

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.

Change Starting Pitcher Choose a different starter from your rotation.

Offensive/Defensive Controls

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

Change Lineup

Insert bench players into the starting (default) lineup.

Change Uniforms

Choose from several different uniform styles, including old school "throwback" uniforms.

MLB PLAY

MLB PLAY is where you access Franchise, Series and Expansion modes.

Franchise

Franchise mode lets you build a dynasty as you take a team through up to 30 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 season main 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 **↑** or **↓** on the **directional buttons** or **left analog stick** to highlight a position player. Once a player is highlighted, you can press **←** or **→** 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 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.





Season Main Menu

Before every franchise season game, the Season Main Menu will appear. This is where the real meat of the off field action is set.

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.

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

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.



Roster Management

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

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 **X button**. You can then select from a status menu and press the **X 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.

Position 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.

Edit Players 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.



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 team name line (you can cycle teams by pressing left or right on the directional pad). Press the **C button** 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.

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 **X 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 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 Breakdown

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.

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 while 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 2004, especially as regards arcane items such as waiver claims, salary arbitration, player options and drafting rules. Educate yourself!

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.

Player Development

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

Budget Allotment

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

Franchise Value

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

Retirements

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

Hall of Fame Inductions

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

Winter Meetings

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

Arbitration

You may choose to offer arbitration to any player on your team who is eligible (contract is up, etc.). 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. If not, the player must be paid his price.





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.

Roster Management

Access your roster to promote, demote or release 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.



SERIES

Series play puts you right into the thick of the most beloved best-of-seven post-season action—the World Series. .

Series Setup

Choose teams and make your controller select and difficulty decisions, then choose to play the next game. You can also view series stats and summaries and choose to save your series progress. Good luck getting that ring!

EXPANSION

Create a new fantasy franchise team via the expansion draft. Once created and saved, this franchise team becomes available in all modes. Expansion mode is like Franchise mode, but with your own custom franchise.



Pick#	Player Name	O/R
1	Jason Varitek	C+
2	Todd Zeile	B-
3	Fernando Vina	C+
4	M. Barrett	C+
5	Nefti Perez	C+

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.

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.





Scenario Mode

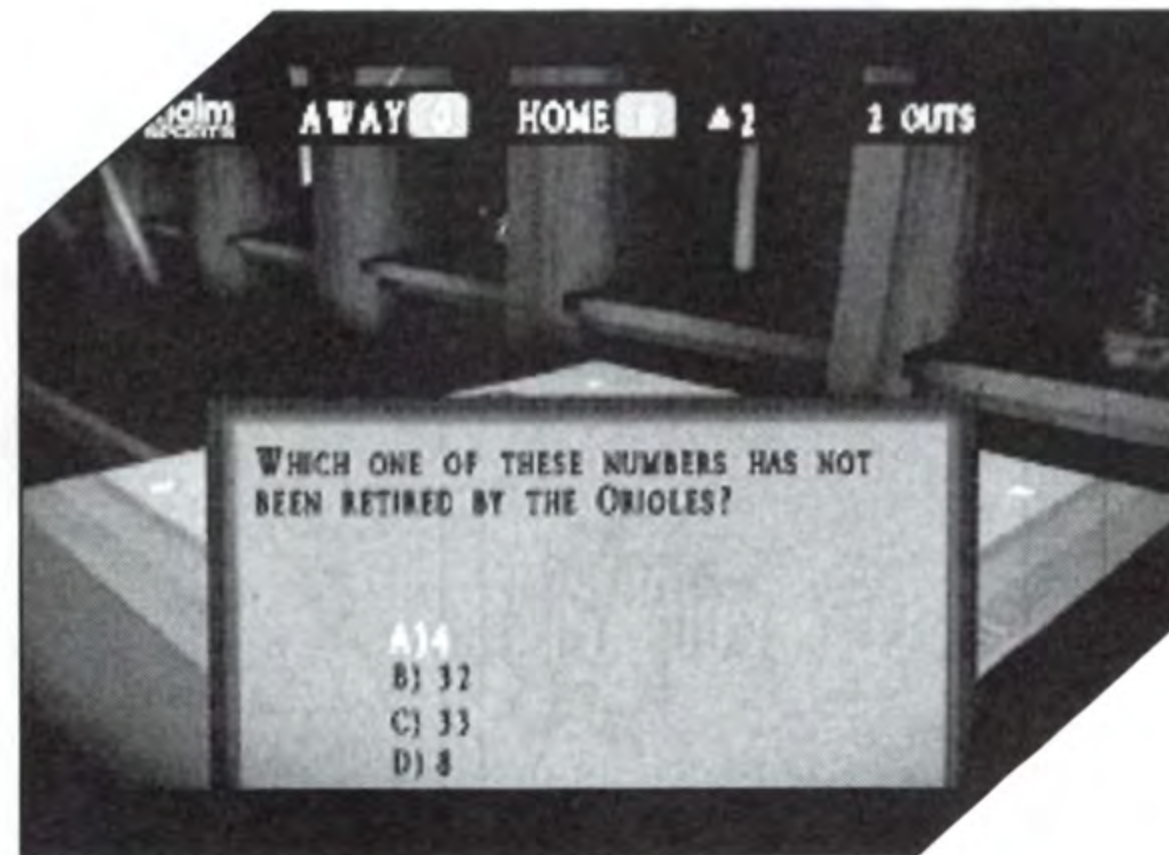
Some of the toughest baseball situations from the 2002 MLB season are found here. Can you pull out the victory? There are three levels of scenario difficulty. When you begin play, only a certain number of scenarios are available.

Additional scenarios are unlocked as you move up the ladder.



Trivia

Test your baseball knowledge and earn points to get cards. Select 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.
- 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 **↑** or **↓** 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.

SPECIAL FEATURES

Player Cards

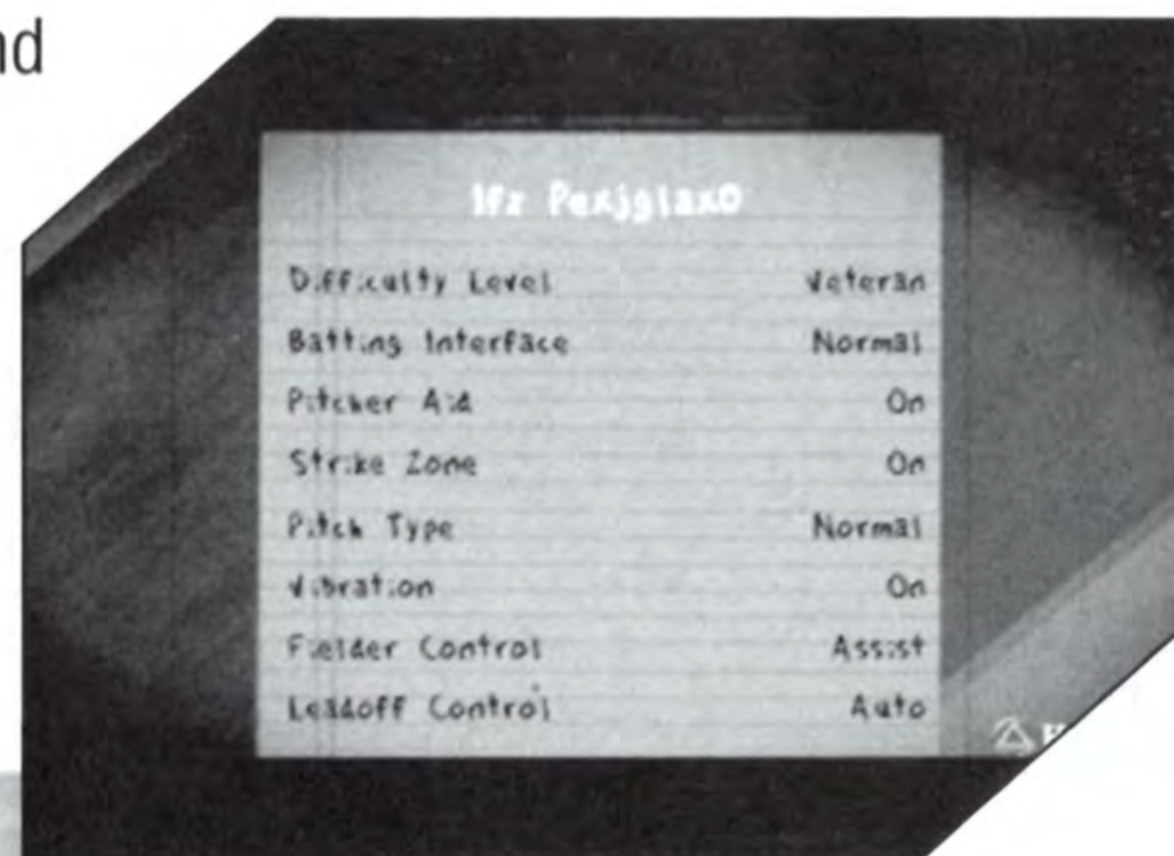
Use points earned in normal MLB play to earn packs of player cards. Enjoy the fun of baseball card collecting. Completing certain offensive and defensive tasks on your To Do list will earn points that can be used to buy packs of cards. Try to collect all 279 cards.



Task	Points
OFFENSIVE TASKS	
2 HR same batter:	1
5th RBI same batter:	1
5th H.t same batter:	1
Team scores 10 runs:	1
2 SB same player:	1
Team 5 homeruns:	1
Team steals 5 bases:	1
6th RBI same batter:	2
7th RBI same batter:	3
3 HR same batter:	5

User Profiles

A profile allows you to track and store your personal stats and preferences. Press the **directional buttons** or **left analog stick** to highlight,



Ifr Penjglaxo	
Difficulty Level	Veteran
Battling Interface	Normal
Pitcher Aid	On
Strike Zone	On
Pitch Type	Normal
Vibration	On
Fielder Control	Assist
Leadoff Control	Auto





and change the current selection by pressing ◀ or ▶ on the **directional buttons**. When you are done, press the **X button**.

Stadium Tours

Take a virtual stroll through all the beautiful ballparks in the majors as Derek Jeter, Cal Ripken, Jr. 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 2004.

DOWNLOAD ROSTERS

Players with a network adaptor (Ethernet/modem) (for PlayStation®2) and an internet connection can access and download updated rosters online.

Download Requirements:

To download rosters, you must have:

- A broadband or 56K dial-up internet connection
- Network adaptor (Ethernet/modem) (for PlayStation®2)
- Memory card with 751 KB of free space.

The network adaptor (Ethernet/modem) (for PlayStation®2) and an internet connection connects your PlayStation®2 computer entertainment system to the internet through either a broadband or dial-up connection. For installation instructions, check the instructions that came with the network adaptor (Ethernet/modem) (for PlayStation®2).

Downloading and Saving Rosters:

To update your rosters, select Download Rosters from the Main Menu and follow the prompted instructions. A roster that is downloaded from the Internet is automatically made the active roster. Seasons, Series, or Quick Play games may then be played with the updated rosters. **Note: Downloading a roster will not**



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