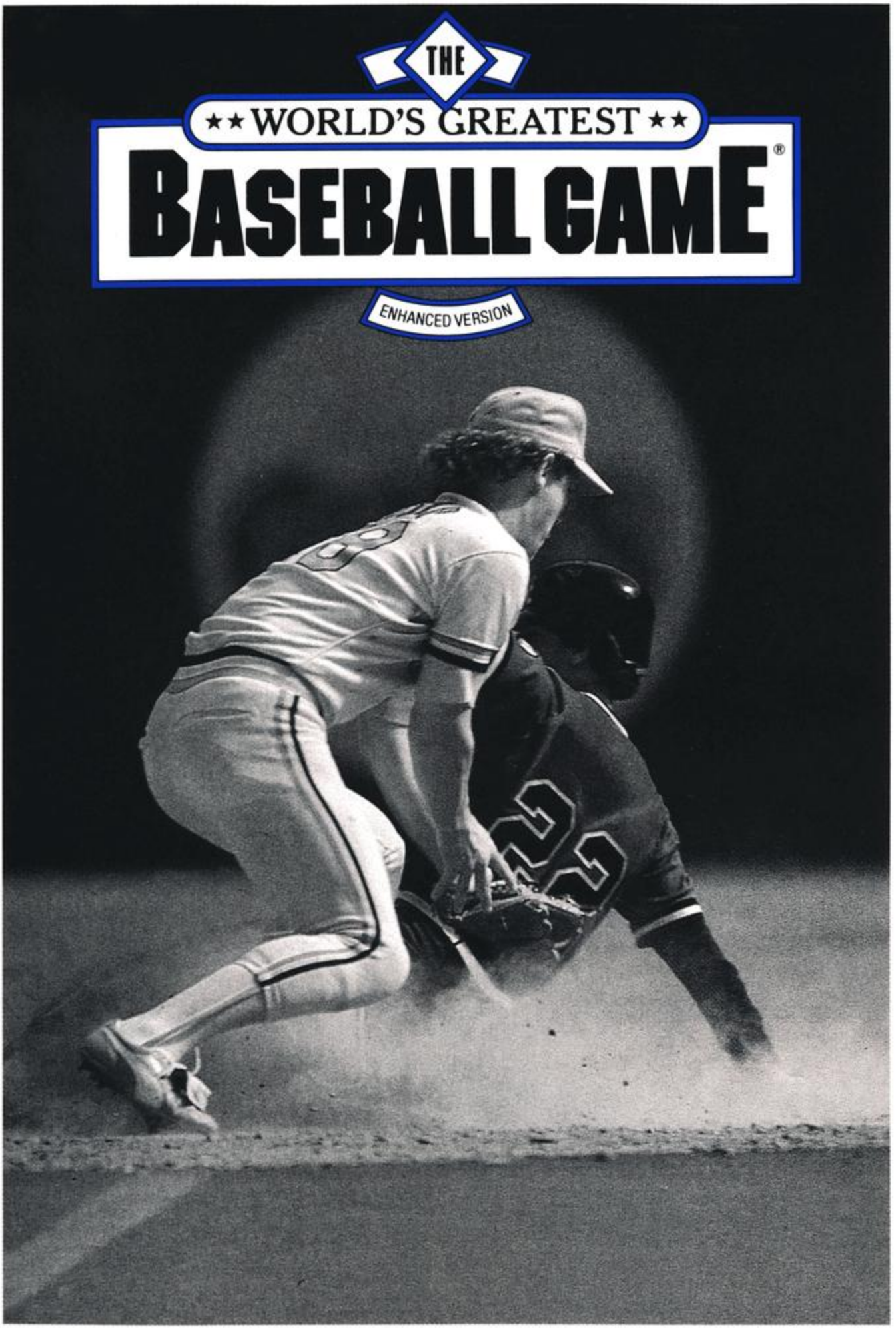
EPYX®



INSTRUCTION MANUAL

for the Commodore 64® and 128™

INTRODUCTION

Now you can play baseball with Pete Rose, George Brett, Mike Schmidt, Joe DiMaggio, Willie Mays and Dwight Gooden – or any of your baseball favorites – and all on the same team!

Baseball – it's the great American pastime, a game that comes out of a quieter, simpler time, that seems to recall players gathered on a grassy field on a Sunday afternoon.

But it's also sweat and fastballs and the gut-wrenching pressure of split second timing. That's life in the big leagues.

You get it all in *THE WORLD'S GREATEST BASEBALL GAME*. Here, time is no obstacle. Ever wondered how the '84 Detroit Tigers would stand up to the New York Yankees of 1921? Now you can find out. Mix and match players and teams from all periods of baseball history.

You can choose from more than 75 great teams including classics from the past, complete 1984 and 1985 rosters, and recent World Series and All Star teams. Not satisfied with your lineup? Make deals – and trade for better players.

THE WORLD'S GREATEST BASEBALL GAME uses actual Major League Baseball Player's statistics, combined with your game playing ability, to determine the outcome of each game. This advanced game offers both strategy and action, and two modes of play. You can manage your team and control the movement of individual players (Interactive Play), or manage only (Statistical Game). Play against an opponent, or match your skills against the computer.

Between innings, test your baseball instant recall by answering trivia questions that appear on the Scoreboard.

THE WORLD'S GREATEST BASEBALL GAME – it's a screamer in the 7th inning stretch.

OBJECTIVE

Whether you're in Interactive Play or the Statistical Game, it's up to you to field the best team, make the right decisions, and win. You select your team, then you can trade players. Plan your strategy using actual players' statistics built into the game. Then it's time – clean off your spikes, put some pine tar on the bat, and go for the pennant!

GETTING STARTED

- Set up your COMMODORE 64® or 128™ Computer System as shown in the Owner's Manual.
- Plug your joysticks into Ports 1 and 2. (Joysticks are not necessary for the statistical game, but you can use them.)
- Turn the computer ON.
- Place *THE WORLD'S GREATEST BASEBALL GAME* program disk in the disk drive. Put Side **1** up if you want Interactive Play, or Side **2** for the Statistical Game.
- Type: **LOAD "*", 8, 1** and press the **RETURN** key. When "Ready" appears, type **RUN** and press the **RETURN** key.
- If you select the Statistical Game, you will go directly to the Team Selection Screen. If you select the Interactive Game, you will be prompted to choose the number of players. Press **1** or **2** on the keyboard and then press the **RETURN** key.
- Next the screen will prompt you to put the Teams Disk in the drive, and press any key. Side 2 of Disk A has All Star, World Series and famous teams of past years. On Disk B , Side 1 has 1984 teams from both the American and National Leagues, and Side 2 has 1985 teams.
- You will now see the Team Selection Screen, and you will be prompted to enter a VISITING TEAM NUMBER (this will be the computer team, in the one player mode). Then press **RETURN**.
- Next choose a team for yourself (Home Team). Enter its number, and press **RETURN**.
- Settle back for a minute while the band plays the National Anthem, then – play ball!

NOTE: You can create your own Team Disk containing any teams you want. Initialize a new disk via the Trading Program, or according to the instructions in your 1541 Disk Drive manual, and save the teams of your choice to that disk.

STARTING PLAY

THE WORLD'S GREATEST BASEBALL GAME begins with the Visiting Team at bat. (The Visiting Team is the computer, if you're playing alone.) The starting lineup and batting order are already selected. You can go immediately into play, which is a good idea to get the feel of the game. Basic play is described next, and later sections describe the more in-depth play of changing pitchers, changing the batting order, trading for better players, and so forth.

Interactive Play

In Interactive Play, you control your players with the joystick and keyboard. In the one player mode, play starts with your team on the field and the computer team at bat. Grab the rosin bag, because you're pitching.

Pitching

When the game starts, the pitcher has the ball. Press the **FIRE BUTTON** (joystick in Port 1), and then push the joystick, to make the pitch. Once the ball has been pitched, you can guide the ball with the joystick:

- Push the joystick **UP** to make the ball go HIGH.
- Pull the joystick **BACK** to make the ball go LOW.
- Move the joystick **BACK** and **FORTH** to throw a KNUCKLEBALL.

There are two speeds for pitching:

- Move the joystick to the **RIGHT** to throw a SLOW BALL.
- Move the joystick to the **LEFT** to throw a FAST BALL.

(In one player mode, press the **FIRE BUTTON** to make the Visiting Team's pitcher pitch the ball.)

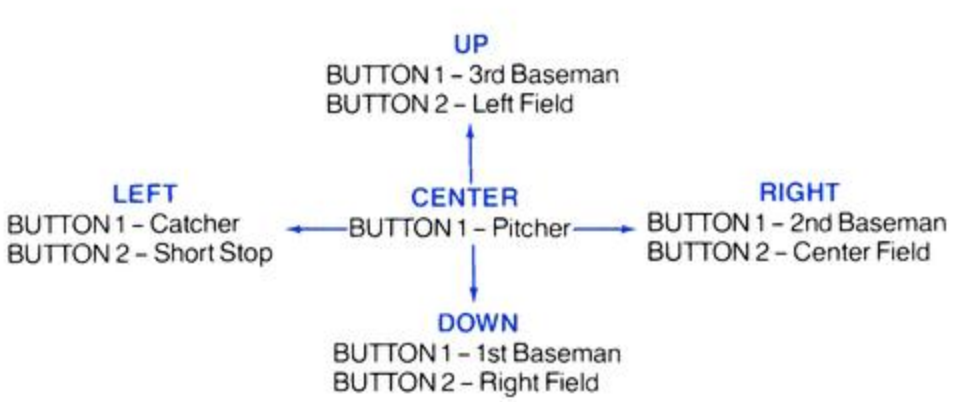
Keep those slugger's off balance!

Catching

The catcher will catch any pitch within his reach that is not hit by the batter. If the ball is way out of the strike zone, the catcher will have to move to pick it up before he can throw it. He can return the ball to the pitcher or throw it to any base (to prevent a runner from stealing a base). When the catcher has the ball, press the **FIRE BUTTON** twice to make him return it to the pitcher.

Throwing

- To throw a ball to a base, activate the player you want to throw to. You can activate any fielder after the ball has been hit. Press the **FIRE BUTTON** and move the joystick as follows:



For example, if you push the joystick up while the fire button is down, you will activate the 3rd baseman. With a second move up of the joystick, the left fielder will be activated and if you push the joystick up once again, the 3rd baseman will be reactivated. Remember to keep the fire button down to activate fielders.

Once a fielder is activated, release the **FIRE BUTTON**. (In addition to throwing, the fielder can now catch a ball, run in any direction you move the joystick, or run a base runner down.) Only one fielder can be active at a time.

- After you have activated the player who will receive the ball, move the joystick in the direction you want the ball thrown, and press the **FIRE BUTTON**.
- To throw the ball to the pitcher, simply press the **FIRE BUTTON** twice.
- Once the pitcher has the ball again, the next batter will come to the plate. Runner's cannot steal until after the ball has been pitched.

Outs

There are five ways to make an out:

- Any fielder who has the ball can throw it to the base the runner is headed for. An infielder can also carry the ball to a base to force a runner out. To move an infielder with the ball to his base, move the joystick in the direction of that base.
- Any active fielder with the ball can tag the runner out. The fielder can then throw the ball to another base, to make a double play, or return it to the pitcher.
- Any active fielder with the ball can tag first base before the runner arrives.
- An activated fielder can catch a fly ball.
- The batter can strike out (if you pitch 'em right).

Fly Out Option

You can make the game harder or easier depending upon your skill level. You automatically play regulation ball with "Fly Out in Effect." To make the game more difficult, press the **O** key. The fly out is now off and the computer will give you a message that the "Fly Out Is Not In Effect." Now you must catch the ball and also throw it to first base to get the batter out. To begin play, press the **RETURN** key. To change back to "Fly Out Is In Effect," press the **O** key again and then the **RETURN** key.

Hitting

To make the batter hit the ball, press the offensive **FIRE BUTTON**. If the ball is in the strike zone, the type of hit will be determined by that player's actual batting statistics.

The contact position of the bat and ball determines where the ball will go. For instance, if the ball is hit early, it will go toward left field. If the ball is hit late, it will go toward right field.

Bunting

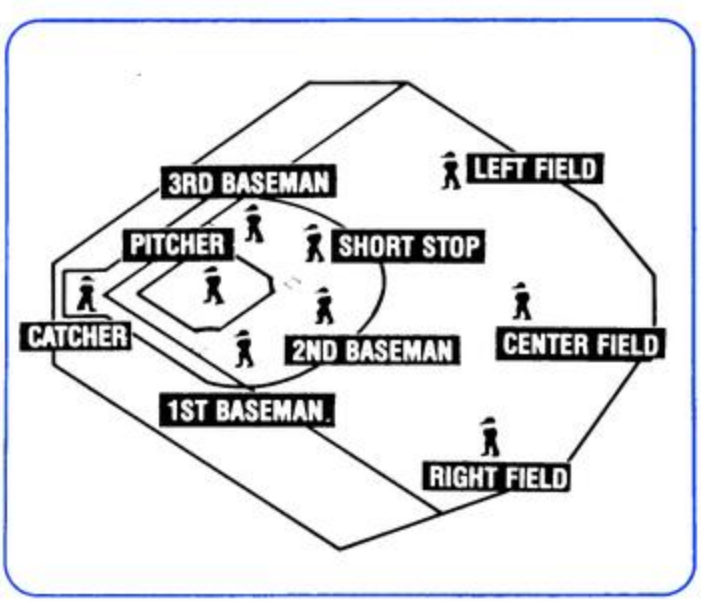
To bunt, push the offensive joystick up while the ball is in the strike zone. The contact position of the ball and bat determines where the bunted ball will land.

Home Run

When a batter hits a home run, the play is played out automatically. Your own hitting skill, along with the player's statistics, will determine home runs.

Stealing

To make the base runner steal a base, press the **S** key on the keyboard after the ball is pitched. All the base runners will run if you steal a base. Of course, the defensive team can throw out runners who attempt to steal.



THE STATISTICAL GAME

In the Statistical Game, you only manage your team – you don't control the moves of individual players. The computer manages the Visiting Team. You can play the Statistical Game from the keyboard or the joystick.

FUNCTION	DEFENSIVE JOYSTICK	KEY
Pitch	PRESS THE FIRE BUTTON	F1 KEY
Hit and Run	PUSH THE JOYSTICK	3 KEY
Bunt/Sacrifice	PRESS THE FIRE BUTTON AND PUSH THE JOYSTICK RIGHT	5 KEY
To see who is on base	PRESS THE FIRE BUTTON AND PULL THE JOYSTICK DOWN	F5 KEY
To see the Big Scoreboard	PRESS THE FIRE BUTTON AND PUSH THE JOYSTICK UP	F7 KEY
Intentional Walk	PULL THE JOYSTICK DOWN	6 KEY
Move Infield In*	PUSH THE JOYSTICK RIGHT	7 KEY
Steal	PULL THE JOYSTICK DOWN	4 KEY

If you are at the Big Scoreboard, you can return to the playing field by pressing the **RETURN** key.

* Infield stays in for one play only, and automatically returns to original position after that one play. Their actual positions on the screen will not change.

TRIVIA QUESTIONS

Baseball Trivia Questions will appear on the Big Scoreboard during the first, third, sixth and ninth innings. Press the **SPACE BAR** to see the answers. Press **RETURN** at any point to go back to the playfield.

IN-DEPTH GAME PLAY

TO REVIEW THE PLAYERS

To leave the playing field and view the team rosters and batting order, press the ↑ key. Enter **H** to view the Home team, or **V** for the Visiting team. Press the ↑ key any time you want to view your roster or change players.

The first roster screen will show the starting lineup, batting order and starting pitcher.

- Press the **RETURN** key once to view the remaining batters.
- Press the **RETURN** key twice to view the remaining pitchers.
- Press the **X** key to return to the playing field screen.

HOW TO CHANGE A FIELDER OR BATTING ORDER

From the playing field, press the ↑ key. Then enter either **V** for the Visiting team, or **H** for the Home team roster.

At the Starting Lineup screen, press the **RETURN** key

once to reach the Team Roster screen (batters). A prompt at the bottom of the screen asks you to enter a PLAYER NUMBER. The player numbers are located to the left of the player names. Enter the player number and press the **RETURN** key.

Now the screen will prompt you to enter a position number for that player. The numbers for each position are shown above the prompt area at the bottom of the screen.

The position numbers are:
1 = Pitcher
2 = Catcher
3 = 1st Base
4 = 2nd Base
5 = 3rd Base
6 = Short Stop
7 = Left Field
8 = Center Field
9 = Right Field
0 = Designated Hitter

Enter the position number you want for that player. Press the **RETURN** key. For your convenience, each player's most frequently played position is listed to the right of his name. However, a player can be played in any position. It's your choice. But keep those player statistics in mind and remember, when you play a player out of his position, you will probably hamper his performance. For example, an infielder won't play as well if you place him in the outfield, and vice versa.

Next, enter the number for the player's batting position, and press the **RETURN** key.

YOU CAN CHANGE OR SUBSTITUTE YOUR PLAYERS AT ANY TIME

HOW TO CHANGE THE PITCHER

Every pitcher has a fatigue factor based on his actual playing statistics, so there will probably come a time when you want to change pitchers. Normally, a relief pitcher will play only a few innings before his arm starts to give out and he starts to give up runs.

To change your pitcher, press the **ESC** key to leave the playing field. Enter **H** or **V**, for Home or Visiting Team. At the Starting Lineup screen, press the **RETURN** key twice to view the pitchers. At the Pitchers screen, enter the PLAYER NUMBER of the replacement pitcher, and press the **RETURN** key.

HINT: Pitchers' actual fatigue factors are programmed into the game. Watch for this when the pitcher starts giving up a lot

of base hits.

To return to the playing field from the player roster screen, press the **X** key.

HOW TO TRADE PLAYERS

With the computer OFF, place the program disk (Disk A) in the disk drive with Side 2 facing **UP**. Turn the computer **ON**.

At the trading functions screen, press any key to continue.

The next screen will instruct you to "Insert Team Disk Into Drive 1." Either leave in the Program Disk with the second side up, or insert the Team Disk that comes with *THE WORLD'S GREATEST BASEBALL GAME* or insert a team disk that you have created. Press **RETURN** to view the team directory.

Select the first team by typing the TEAM NUMBER located to the left of the team name. Press the **SPACE BAR** to move to the second team selection, enter that team number, then press **RETURN**.

Now the first team roster will appear on the screen. Notice that there are three screens for each team. Two screens list all the batters. The third screen lists all the pitchers. Use the function keys to cycle through the players. For the first team, **F1** moves the highlight up, and **F3** moves it down. For the second team, **F5** moves the highlight up, and **F7** moves it down. Once you have chosen the players, press **RETURN** to confirm the trade. This moves the player from team 1 to team 2, replacing the player on team 2.

NOTE: You can only trade batters with batters or pitchers with pitchers. Therefore, you must first select the batters you wish to trade, make the trade, then go back and trade pitchers.

HOW TO SAVE TRADES TO DISK

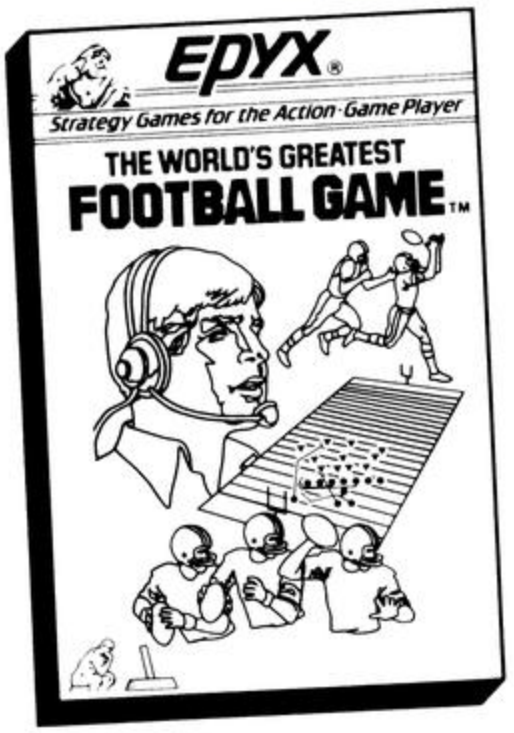
Use the **SPACE BAR** to move through the choices at the base of the screen. Highlight Save and press **RETURN** to save the teams you've created. Delete will remove a team. Init is to initialize a disk to save your new teams. Quit is to exit.

FINAL WORD

If you want to start a new game, press the **SHIFT** and **F1** keys at the same time, whenever the pitcher has the ball.

Best of luck, and may the best team win.

THE WORLD'S GREATEST FOOTBALL GAME.™ IT'S NOT JUST PUNT, PASS AND KICK!



- *Real Football Strategy Plus Real Football Action*
- *You're the Coach—Call Your Own Plays from the Sidelines*
- *You're the Key Player—Break Tackles, Intercept Passes, Throw a Bomb, Even Kick a Field Goal!*
- *Design Your Own Offensive and Defensive Plays—Or Use the Playbook*

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MAJOR LEAGUE BASEBALL PLAYERS MLB

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