

**EPYX**<sup>TM</sup>  
COMPUTER SOFTWARE

# THE WORLD'S GREATEST BASEBALL GAME

INSTRUCTION MANUAL

for the Commodore 64<sup>TM</sup> Computer



# INTRODUCTION

Real baseball is more than just hitting, pitching and fielding. It's picking a starting lineup, planning your game strategy and making substitutions as the game progresses. It's having batting averages, fielding percentages, ERA's and other statistics play a part in your decision and the game's outcome. All this is now available in a computer game for the first time in THE WORLD'S GREATEST BASEBALL GAME.

You select from twenty-five classic teams including recent World Series and All Star teams or great teams of yesteryear. Then pick your lineups and manage your own game strategy. THE WORLD'S GREATEST BASEBALL GAME uses the actual player's statistics and your own game playing ability to determine the outcome of each game. Play against an opponent or match wits with the computer. You can choose between managing and controlling your players, or managing only.

THE WORLD'S GREATEST BASEBALL GAME is sure to be everything you ever wanted in a baseball game . . . Hot dogs and peanuts are not included.

## OBJECTIVE

Whether you are the player-manager or player only, it's up to you to field the best team, make the right decisions, and give the fans what they came to see. This is it, the big one, clean off those spikes, put some pine tar on the bat, and go for it.

## GETTING STARTED

- ◆ Set up your COMMODORE 64™ Computer System as shown in the Owner's Manual.
- ◆ Remove all cartridges from the computer and all disks from the drives.
- ◆ Plug your joysticks into **Ports 1** and **2**. (Joysticks are not necessary for the statistical game, but you can use them.)
- ◆ Turn your computer and disk drive **ON**.
- ◆ Insert The World's Greatest Baseball Game into the disk drive, with **Side 1** for the Interactive player controlled game and **Side 2** for the Statistical game.
- ◆ Type: **LOAD \*\*\*\*, 8, 1** and press the **RETURN** key.
- ◆ While the game is loading the Team Menu will come up. This will give you the opportunity to start thinking about the teams you want to play.
- ◆ After a few minutes the screen will prompt you to:  
Enter the **VISITING TEAM NUMBER** \_\_\_\_ . Enter the VISITING TEAM NUMBER of your choice and press the **RETURN** key.
- ◆ Next the screen will prompt you to:  
Enter the **HOME TEAM NUMBER** \_\_\_\_ . Enter the HOME TEAM NUMBER of your choice and press the **RETURN** key.

## STARTING PLAY

### HOW TO REVIEW THE STARTING LINEUP AND CHANGE PLAYERS

THE WORLD'S GREATEST BASEBALL GAME comes with each team's most probable starting lineup and batting order already in place. However, as a team manager, you can change pitchers, players and the batting order at any time.

To view the team rosters and batting order press the **↑** key. The screen will prompt you to key in which team you want to view. "**H**" is for the Home Team and "**V**" is for the Visiting Team. Press the **↑** key any time you want to view your teams or change players.

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

Press the **RETURN** key to view the remaining fielders.

Press the **RETURN** key again to view the team's pitchers.



## 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.

Now you are at the Starting Lineup Screen. You can reach the Team Roster screen by pressing the **RETURN** key. At the bottom of the screen you will see a prompt to enter the playing number you wish. Enter the **player number** \_\_\_\_\_. The player numbers are located to the left of their names. Then press the **RETURN** key.

Now the screen will prompt you to enter the position number for the position you want that player to play. The players' position numbers are above the prompt area at the bottom of the screen.

The Position numbers are:

|          |            |          |                     |
|----------|------------|----------|---------------------|
| <b>1</b> | = Pitcher  | <b>6</b> | = Short Stop        |
| <b>2</b> | = Catcher  | <b>7</b> | = Left Field        |
| <b>3</b> | = 1st Base | <b>8</b> | = Center Field      |
| <b>4</b> | = 2nd Base | <b>9</b> | = Right Field       |
| <b>5</b> | = 3rd Base | <b>0</b> | = Designated Hitter |

Enter the position number for the position you want your player to play. Press the **RETURN** key. For your convenience, each player's most frequently played position is indicated to the right of his name. However, a player can be played in any position. It's your choice. But remember, when you play a player out of his position, you will probably hamper his performance. For example, an infielder's fielding percentage will be penalized if he plays outfield, and vice versa.

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

YOU CAN CHANGE OR SUBSTITUTE YOUR PLAYERS AT ANY TIME.

## HOW TO CHANGE THE PITCHER

There may come a time in the game when you want to change pitchers. Each pitcher has a fatigue factor depending on his actual playing statistics. Normally a relief pitcher will go only a few innings before his arm starts to give out and he begins to give up runs.

When you want to change the pitcher you do so by pressing the **RETURN** key. Then enter either "**V**" for the Visiting Team or "**H**" for the Home Team. You will see the Starting Lineup. Press the **RETURN** key twice. You will be asked to enter the **NEW PITCHER'S 2 digit number** \_\_\_\_\_. After entering the number, press the **RETURN** key.

**PLAYERS HINT:** Pitchers have their actual tiring factors built into the game. You will want to watch for this when the pitcher starts giving up a lot of base hits.

TO RETURN TO THE PLAYING FIELD FROM THE PLAYER ROSTER, PRESS THE "**X**" KEY.

# GAME PLAY

## THE STATISTICAL GAME

In the statistical game you only manage your ball team. This game can be played from the keyboard or the joystick. If you are using joysticks, the Home Team is **joystick 1** and the Visiting Team is **joystick 2**.

| FUNCTION                  | DEFENSE JOYSTICK                                 | KEYBOARD |
|---------------------------|--|----------|
| PITCH                     | PRESS THE FIRE BUTTON                            | F1 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 PRESS THE JOYSTICK UP  | F7 KEY   |
| INTENTIONAL WALK          | PULL THE JOYSTICK DOWN                           | 6 KEY    |
| INFIELD IN                | PUSH THE JOYSTICK RIGHT                          | 7 KEY    |

| <b>FUNCTION</b>           | <b>OFFENSE JOYSTICK</b>                           | <b>KEYBOARD</b> |
|---------------------------|---|-----------------|
| BAT                       | PRESS THE FIRE BUTTON                             | F3 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 PRESS THE JOYSTICK UP   | F7 KEY          |
| HIT AND RUN               | PUSH THE JOYSTICK LEFT                            | 3 KEY           |
| STEAL                     | PULL THE JOYSTICK DOWN                            | 4 KEY           |
| BUNT/SACRIFICE            | PRESS THE FIRE BUTTON AND PUSH THE JOYSTICK RIGHT | 5 KEY           |

If you are at the BIG SCOREBOARD you can return to the playing field by pressing the fire button or the space bar.

## **PLAYER CONTROL GAME**

### **PITCHING**

In this version of the game you control your player's actions by using the joystick.

When the game begins the pitcher will have the ball. To pitch, press the fire button and then push the joystick. Once the ball has been pitched, you can guide the ball yourself.

- ◆ Push the joystick up and the ball will go high.
- ◆ Pull the joystick back and the ball will go low.
- ◆ To throw a knuckleball, push the stick back and forth.
- ◆ To throw a curve ball, pull the joystick down.

There are two speeds for pitching:

- ◆ Push the joystick to the right to slow the ball down.
- ◆ Push the joystick to the left to throw a fast ball.

### **CATCHING**

The catcher will catch any pitch within his reach that is not hit. If the ball is way out of the strike zone, the catcher will have to move to the ball to pick it up before he will be able to throw it.

The catcher can return the ball to the pitcher or throw the ball to any base (to prevent a runner from stealing a base). To return the ball to the pitcher, press the fire button twice.

### **THROWING**

- ◆ To throw the ball to any base, press the fire button and then press the joystick in the direction you want it thrown.
  - ◆ The throw can be from base to base or from any fielder to a base.
- ◆ To throw the ball to the pitcher, press the fire button twice.
- ◆ Once the ball has been thrown to the pitcher, the next batter will come to the plate. When the pitcher has the ball, there is an implied time out. The runners are unable to steal until after the pitch has been thrown.

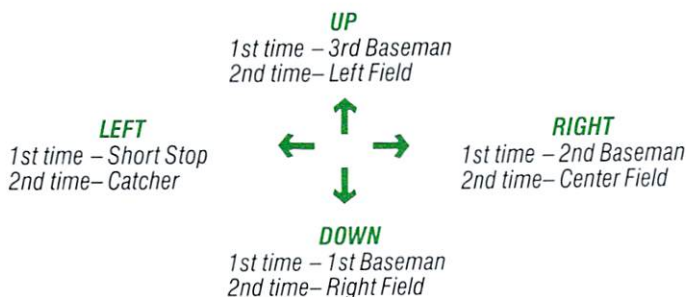
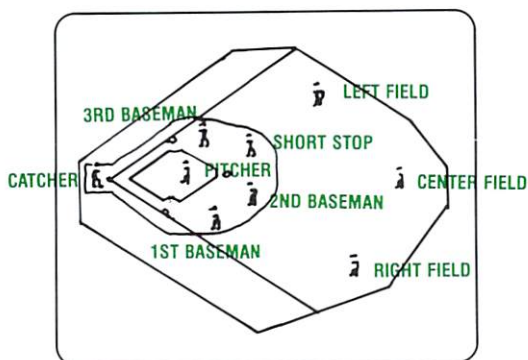
### **OUTS**

There are five ways to make an out:

1. The first way is to throw the ball to the base the runner is running to as long as the base runner can be forced out at that base. An infielder can also carry the ball to his respective base to force a runner out. To make an infielder with the ball run to his base, hold the fire button down and move the joystick in the direction of that base.
2. The second way to make the base runner out is to tag him. An active fielder with the ball can tag the base runner, and the base runner will be out. The base runner will run off the field and the fielder with the ball can throw the ball to another base (to make a double play) or to the pitcher.
3. The third way to make an out is to have the active fielder with the ball tag first base before the base runner arrives.
4. The fourth way is to catch a fly ball with a fielder that has been activated.
5. The fifth way is a strike out.

## HOW TO ACTIVATE A FIELDER

You can activate any fielder after the ball has been hit. To do so press the fire button in conjunction with pushing the joystick in the following manner:



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 active, **release** the fire button. That fielder can then catch a ball, run in any direction, or run a base runner down. Only **one** fielder can be active at any time.

## STEALING

To make the base runner steal a base, pull the offensive joystick down. All the base runners will run if you decide to steal a base. The defensive team can throw out runners who steal bases as described above (see OUTS).

Stealing can only occur after the pitcher has pitched the ball.

## HITTING

To make the batter hit the ball, press the offensive fire button. If the ball is in the strike zone when the fire button is pressed, the ball will be hit according to the player's actual batting statistics. Thus if a hit is statistically determined to be a base hit, a base hit will occur.

The contact position of the bat and ball determines where the ball will go. If you hit the ball early, the ball will go toward left field; balls hit late will go toward right field.

## BUNTING

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

## HOME RUN

When you hit a Home Run, the play is played out automatically. Your hitting skill along with the player's statistics will determine home runs.



### FLY OUT OPTION

THE WORLD'S GREATEST BASEBALL GAME allows you to make the game harder or easier depending upon your skill level. If you want to play regulation ball press the "O" key and you will see the message "Fly Out Is In Effect". If you press the "O" key again, the fly out is off and the computer will give you a message that the "Fly Out Is Not In Effect". When the fly out is not in effect, you must catch the ball and throw the ball to first base to get the batter out.

### ONE PLAYER VERSUS THE COMPUTER

The ONE PLAYER VERSUS THE COMPUTER version is played the same way as the TWO PLAYER game except:

1. The computer is always the visiting team.
2. You must press the fire button to generate a pitch when the computer is pitching.

### FIRST TIME PLAYERS

The computer makes very few mistakes and will challenge the best of game players. If you are a first time player, you may want to warm up by playing against the ROOKIES—Team 26. This will make it possible to learn the skills required to play a regular team. As your skills improve, change the starting pitcher from Pitcher A to Pitcher B, and so on to increase the play difficulty. Remember that the VISITING TEAM is always the COMPUTER TEAM.

## CONTINUING PLAY

If you want to start a new game, press the "SHIFT" and "F1" keys for a game restart.

## HELPFUL HINT

If you want to stop "CHARGE" from playing at any time, press ANY key.

**EPYX**  
COMMODORE 64 SOFTWARE

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