

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

# THE WORLD'S GREATEST BASEBALL GAME™

## INSTRUCTION MANUAL

for the IBM<sup>®</sup> PC and PCjr™







## **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

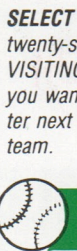
- ◆ Set up your IBM PC as shown in the Owner's Manual.
- ◆ Plug in your IBM compatible joystick as shown in the owner's manual. **Note:** A joystick is not necessary to play this game on your IBM PC.
- ◆ Insert THE WORLD'S GREATEST BASEBALL GAME program disk with the label facing up into **disk drive A**.
- ◆ Turn **ON** your computer. The game program will **AUTOBOOT**—load automatically. If your computer is already **ON**, press the **[CTRL]**, **[ALT]** and **[DEL]** keys at the same time to restart your computer system. The game program will **AUTOBOOT**.
- ◆ Select the type of monitor connected to your system from the "Monitor Screen": **[R]** RGB, **[C]** Composite or **[T]** Television.
- ◆ Select **Joystick Option**: "With or Without Joystick."

## SELECT A GAME AND A TEAM

The "Game Selection" screen prompts you to select one of four "World's Greatest Baseball Games" you can play:

- 1. STATISTICAL:** You manage your ball club, executing strategy, changing pitchers and making the tough decisions for classic game play situations. Or, you can just sit back and watch two great teams of your own choosing slug it out.
- 2. TWO-PLAYER:** You play against a friend using the **IBM Numeric Keypad** and a **joystick**.
- 3. ONE-PLAYER (EASY):** This is a "B-Squad" game for first time players using the **Numeric keypad** or **joystick**.
- 4. ONE-PLAYER:** You play against the computer using either the **IBM Numeric Keypad** or a **joystick**.

To select a game, use the **[↑]** Up and **[↓]** Down Cursor Arrow keys on the keypad to scroll through the selections. Press the **[←]** RETURN key to enter your selection.



## 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 **F3** key. The screen will prompt you to enter which team you wish to view. "**H**" is for the Home Team and "**V**" is for the Visiting Team. Press the **F3** key any time you want to view your teams or to change players.

**PC jr:** Press the number keys for the PC "F" (Function) key controls, e.g. **F3 = [3] PCjr Key**.

After you select a **HOME** team or **VISITING** team to review, the next screen lists the **STARTING LINEUP** (and batting order) and prompts you to select between **FIELDERS** and **PITCHERS**. To review all of the **FIELDERS** on the team's roster, press **[F]** or press **[P]** to review the **PITCHERS**.

If you're satisfied with the **STARTING LINEUPS**, press the **SPACEBAR** to go the "Playing Field" and begin the game.

### HOW TO CHANGE A FIELDER OR BATTING ORDER

If you're in the middle of a game, press **F3**. The next screen prompts you to select **[H]** for the **HOME** team and **[V]** for the **VISITING** team. Enter your choice to go to the **STARTING LINEUP** screen. Select **[F]** for **FIELDERS** or **[P]** for **PITCHERS** to go to the **TEAM ROSTER** screen which lists the following Options:

- PRESS A-Q TO SELECT THE PLAYER YOU WISH TO REPLACE
- PRESS SPACE BAR TO RETURN TO THE LINUP
- PRESS [ESC] TO RETURN THE GAME

Identify the player you want to replace and enter the letter next to his name. Next identify the new player you want to place in the benched player's position and enter the letter next to his name. Next you will be prompted to decide: "FOR PINCH HIT ONLY (Y/N)." After you make that decision, you will be



asked to select the substitute player's position in the batting order. Enter [1] thru [9] for his spot in the batting order.

Finally, you'll be prompted to select the substitute player's **FIELDING POSITION**. The position numbers are:

- |                       |                    |
|-----------------------|--------------------|
| 1 = Designated Hitter | 6 = Short Stop     |
| 2 = Catcher           | 7 = Left Fielder   |
| 3 = 1st Baseman       | 8 = Center Fielder |
| 4 = 2nd Baseman       | 9 = Right Fielder  |
| 5 = 3rd Baseman       |                    |

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.

**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.

Press the **F3** (3 for PCjr) to order a pitching change during a game. Next press [H] or [V] for VISITING or HOME team. You then press [P] to view your team's pitching roster. Next select the pitcher you want to take over the mound by entering the letter next to his name.

**TO RETURN TO THE PLAYING FIELD FROM THE PITCHING ROSTER, PRESS THE [ESC] 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

In the Statistical Game, you manage only your ball club—the computer takes care of fielding and hitting, basing its game play upon the player's statistics. You have two modes for the Statistical Game: **Manager** and **Automatic**. In the Manager Mode, you make the calls and game decisions versus the computer. The Automatic Mode lets you sit back and enjoy the game—the computer makes all of the managerial decisions for both teams.

The Statistical Game can be played using the keyboard and Numerical Keypad or a joystick. When using a joystick, the Home Team is controlled by the joystick and the Visiting Team is controlled by the Numeric Keypad.

**Note:** See your IBM "Baseball Command Card" for Numeric Keypad control instructions that allow you to use the keypad as a joystick.

When you select the Statistical Game, the game is automatically set in the Manager Mode. To select the Automatic Mode, press **[CTRL]** and **[A]**. If you want to interrupt a game in the Automatic Mode and make a few managerial decisions, press **[CTRL]** and **[A]** to toggle back to the Manager Mode.

The table below lists all of the manager's decisions for the Statistical Game:

DECISION	KEYBOARD	JOYSTICK
<b>Offense</b>		
Batter Up	Space Bar	Red Button
Steal	[S] key	Move Left
Bunt	[B] key	Pull Left
Hit and Run	[H] key	Move Right
<b>Defense</b>		
Pitch	Space Bar	Red Button
Intentional Wal	k [W] key	None
Infield In	[I] key	Push Forward Before Pitch
<b>Manager</b>		
Who is On Base	F2 key	None
View Scoreboard	F3 key	None
Change Batting Order or Change Pitcher/Fielder	F3 key	None

**PC jr:** Press the number keys for the PC "F" (Function) key controls, e.g. **F3 = [3] PCjr Key.**



Note: Your "IBM PC Command Card" features a Manager's Chart that lists all of the game play commands and manager decisions for the Statistical Game, the Two-Player, the One-Player and One-Player Easy.

## PLAYER CONTROL GAME

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.

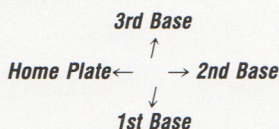
- ◆ High Pitch—push the joystick up.
- ◆ Low Pitch—pull the joystick back.
- ◆ Outside Pitch—move the joystick left.
- ◆ Inside Pitch—move the joystick right.

## 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.

## THROWING

Activate the fielder closest to the ball. Move the fielder to the ball. When the fielder "steps" on the ball, it will automatically be picked up—ready to throw. To throw, first press and hold down the Red Button. Direct where you want to throw the ball by moving the joystick as follows:



- ◆ To throw the ball, **release the Red Button.**
- ◆ To throw the ball to the pitcher **center the joystick, release the Red Button.**

## OUTS

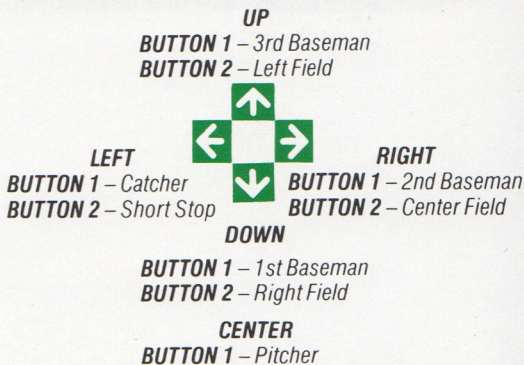
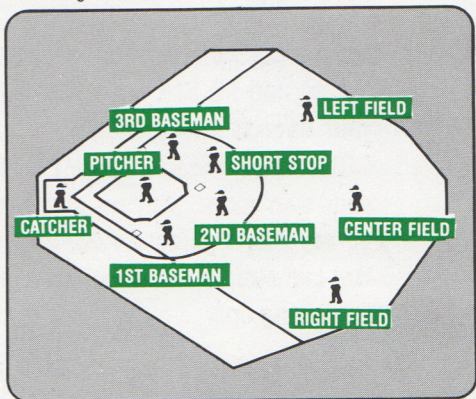
There are five ways to make an out:

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, 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 fielder with the ball can then 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 either button on the joystick in conjunction with moving the joystick in the following manner:



For example, if you push the joystick UP while pressing button 1, you will activate the 3rd baseman. But if you push the joystick UP while pressing button 2, you will activate the left fielder.

Note: Button 1 is the Red Button, and Button 2 is the Black Button.

**Numeric Keypad:** Refer to your IBM PC Command Card for special instructions on how to use the Numeric Keypad as a joystick.



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, press the **S** key on the keyboard. 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 under **OUTS**. Stealing can only occur after the pitcher has pitched the ball.

### HITTING

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

The contact position of the bat and the 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, press the **B** key on the keyboard 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.

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. Press the Space Bar to call up a new batter—the computer will automatically pitch the ball.



## CONTINUING PLAY

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



## HELPFUL HINT

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

To stop the sound, press **[CTRL] S**. To center the joystick, press **[CTRL] J**.

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**EPYX.**

# THE WORLD'S GREATEST BASEBALL GAME™

Command Card for the IBM® PC and PCjr™

This special IBM PC Command Card shows you how you can use the IBM PC Numeric Keypad as "joystick controller" to play *The World's Greatest Baseball Game*.

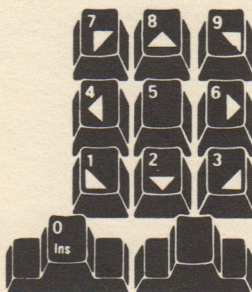
The back side of this Command Card features a "Manager's Chart" that summarizes all of the joystick and numeric keypad controls for the four game options: Statistical, Two-Player, One-Player and *One Player Easy*. You will also find a convenient joystick illustration for activating fielders.

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## TO MOVE AN ACTIVATED FIELDER

- 8 Press to move up
- 2 Press to move down
- 4 Press to move left
- 6 Press to move right
- 7 Press to move up left
- 9 Press to move up right
- 1 Press to move down left
- 3 Press to move down right

### IBM PC Numeric Keypad



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## TO SELECT A FIELDER WHEN THE BALL IS HIT

Hold down the **INS** key and:

- 8 Press once to select 3rd baseman
- 2 Press once to select 1st baseman
- 4 Press once to select shortstop
- 6 Press once to select 2nd baseman
- 8 Press twice to select left fielder
- 2 Press twice to select right fielder
- 4 Press twice to select catcher
- 6 Press twice to select center fielder

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## TO PITCH

- 5 Pitch straight pitch (strike)
- 8 Pitch high
- 2 Pitch low
- 4 Pitch outside
- 6 Pitch inside
- W** Intentional walk
- I** Move infield in

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## TO THROW THE BALL

Press the **INS** key  
Simultaneously press  
and hold:

- 8 To throw to 3rd base
- 2 To throw to 1st base
- 4 To throw to home plate
- 6 To throw to 2nd base

Release **INS** key when above keys are pressed to execute the throw. Press the [**INS**] key and the [**5**] key to throw the ball back to the pitcher. Any key pressed without **INS** held down will throw the ball back to the pitcher.



## Manager's Chart

### OFFENSE

ACTION	GAME	ACTIVATE	JOYSTICK	KEYBOARD
Batter Up	All	Before Pitch	Red Button	Space Bar
Bunt	All	Before Pitch	Down	[B]
Hit and Run	All	Before Pitch	Right	[H]
Extra Base	Two Player	When Runner Reaches 1st Base —Before Ball is Returned to the Pitcher	Red Button	[A]
Steal	All	Before Pitch	Left	[S]

### DEFENSE

Intentional Walk	Stat/One Player	Before Pitch	Red Button	[W]
Infield In	Stat	Before Pitch	Up	[I]

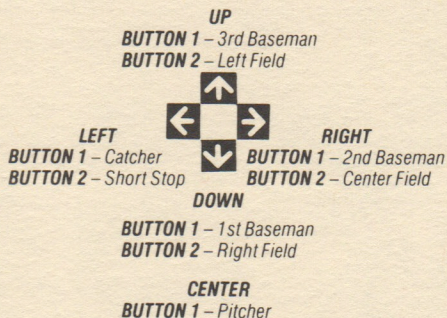
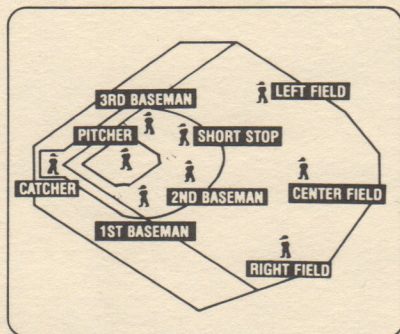
### MANAGER

Who is On Base	All	Before Pitch	None	F2 key
View Scoreboard	All	Before Pitch	None	F3 key
Change Batting Order	All	Before Pitch	None	F3 key
Change Pitcher or Fielder	All	Before Pitch	None	F3 key

PC jr: Press the **number keys** for the PC "F" (Function) key controls, e.g. F3 = [3] PCjr Key.

### HOW TO ACTIVATE A FIELDER

You can activate any fielder after the ball has been hit. Just press either **Button 1** (Top Button) or **Button 2** (Side Button) and move the joystick in the following manner:



For example, if you push the joystick UP while pressing button 1, you will activate the 3rd baseman. But if you push the joystick UP while pressing button 2, you will activate the left fielder.