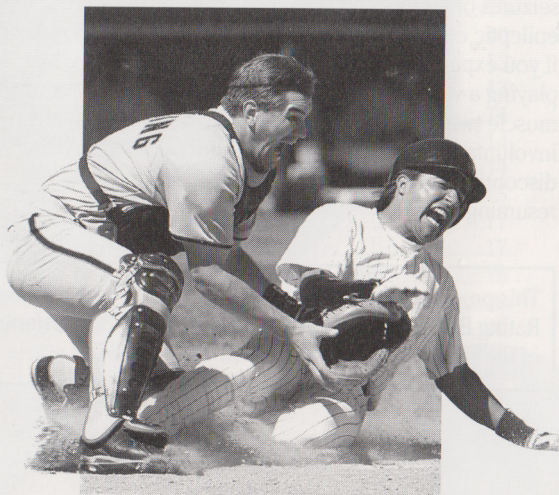




# HardBall™

'95



LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM

# WARNING



## READ BEFORE USING YOUR SEGA VIDEO GAME 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 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.

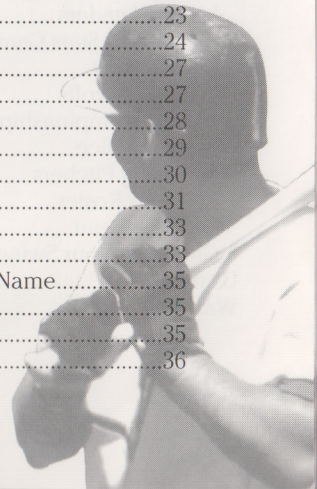
This product has been rated by the Entertainment Software Rating Board. For information about the appropriateness of the rating, contact the ESRB at 1-800-771-3772.



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## THE ACCOLADE TEAM

Developer: Cygnus Multimedia Productions, Inc.

Programming: Ken Moore and Dan Hilton

Original: MindSpan Technologies Corp.

Artists: Alan Taylor, Tyler Lybbert, Ryan Wood, Lee Phung, Dallin Haws, Eric Stubbs, Eric Nunamaker, Dean Cranney, Cindi Adamson

Music and Sound: Eric Nunamaker

Director: Hal Rushton

Executive Producer: Pam Levins

Asst. Producer: Michael Person

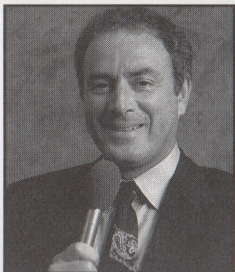
Testers: Tomi McNaughton, Randy Hauser, Rich Gangwish, Scott Barnes

Manual Editor: Shirley Sellers

Product Mktg. Mgr.: Daniel Jeung



## AL MICHAELS



Al is the best there is in the broadcast booth, with a voice known to sports lovers around the world. Knowledgeable and insightful, he has a distinct broadcast style all his own.

Al began broadcasting games for the Hawaii Islanders in the Pacific Coast League in 1968. He also called the football and basket-

ball play-by-play for the University of Hawaii Rainbows.

In 1971 he was named the number one broadcaster for the Cincinnati Reds, covering the team in the 1972 World Series for NBC Radio and Television.

Al signed on as sportscaster for the San Francisco Giants on KSFO Radio and KTVU-TV in 1974, a position he held until accepting a broadcasting job with ABC Sports in 1977.

He has been announcing sports for ABC ever since, including an astounding seven World Series, five All-Star Games and seven League Championship Series. Al has also broadcast ABC's "NCAA Football," as well as college basketball telecasts. You'll find Al behind the mike at a variety of "ABC's Wide World of Sports" events, and hosting "The Superstars."

In 1986, Al joined the broadcast crew on ABC's "Monday Night Football," a role that's brought him millions more fans.

Al has been selected as the national "Sportscaster of the Year" three times and has twice captured annual Emmy Awards as Outstanding Sports Personality - host.



## SETTING UP

- 1 Make sure the power switch is **off** on your Sega Genesis.
- 2 Plug a controller into port 1. For two players, plug a second controller into port 2.
- 3 Insert the *HardBall '95* cartridge into the cartridge slot and press it down firmly.
- 4 Turn on your TV or monitor and then turn on the Sega Genesis. (If nothing appears on screen, re-check your cartridge to make sure it is inserted properly.)
- 5 Press **START** at the Title Screen.

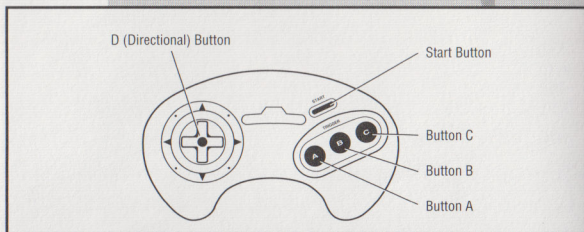
**Note: Always make sure your system is turned off before inserting or removing a Cartridge.**

## Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively with the Sega Genesis System.
- 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 recess during extended play, to rest yourself and the Sega Cartridge.

**Warning to owners of projection television: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated overextended use of video games on large-screen projection televisions.**

# CONTROLS



## D-Pad

- Highlights menu selections.
- Selects a swing when batting.
- Advances to the next base when running.
- Used with **Button A** or **B**, retreats to previous base.
- Leads-off. (Tap button in direction of desired base.)
- Steals. (Hold down **D-Pad** and press **Button C**.)
- Selects a pitch when on the mound.
- Selects an area of the plate at which to pitch.
- Selects an area of the plate in which you want to swing.
- Moves the highlighted fielder toward the ball.
- Selects a base to throw to when fielding, or on a pickoff attempt.

## START

- Calls a timeout and brings up Scoreboard/Lineup Screen.
- Selects default menu item and starts or returns to game quickly.

## Button A and B

- Selects a highlighted menu item.
- Swings when batting.
- Pitches when on the mound.
- Throws when fielding.
- Switches highlighted player when fielding the ball.
- When base running - retreats to previous base when pressed with **D-Pad**.

## Button C

- Throws ball on pickoff attempt.
- When pitching or at bat: Press and hold to re-display baseball card. Press and hold again to view backside. On Menus, press and hold to view backside of card.
- Leap or dive for ball while fielding.
- Steals (when pressed with **D-Pad**).



## QUICK START



- 1 Press **START** at the Title Screen to display the Main Menu. **Exhibition Game** is highlighted in red.
- 2 Press **Button A** or **B** to go to the Pre-Game Match Up Screen. **Start** is highlighted in red.
- 3 Press **Button A** or **B**. The Exhibition Pre-Game Screen appears with the line up for each team.
- 4 Select **Options** to view the Options Menu and select your game controls.
- 5 In the Controls box, highlight the team you want to control. Press **Button A** or **B** until the game-control icon you want (Controller 1, Controller 2, or computer) appears next to the team name.
- 6 Highlight the opposing team and press **Button A** or **B** until the game-control icon you want for your opponent appears.
- 7 Highlight **OK** and press **Button A** or **B** to return to the Exhibition Pre-game Screen (or press **START**).
- 8 Select **Play Ball!** or press **START** to begin the Exhibition Game.

### Notes:

- In Quick Start Mode you will play an Exhibition Game with default settings (see pg. 5 - 42 for in-depth instructions).
- Refer to the enclosed Control Card for fielding, batting, pitching and base running controls.

## EXHIBITION GAME

### Set Up



Fig. 1 Pre-Game Match Up Screen

With **Exhibition Game** highlighted in red on the Main Menu, press **Button A** or **B**. The Pre-Game Match Up Screen appears with these options:

- **Choose New Teams:** Let's you select the two teams you want on the field.
- **Resume Game:** This option is selectable if you have a previously saved game, see **Saving & Resuming an Exhibition Game**, pg. 19.
- **Highlights:** This option allows you to view previously saved highlights, see **Enjoying Your Own Highlights**, pg. 31.
- **Main Menu:** Returns you to the Main Menu.

The Pre-Game Match Up Screen shows the currently selected teams. Select **START** if you want to play with these teams and skip to the Note box at the bottom of page 7.

# EXHIBITION GAME

## Choose New Teams

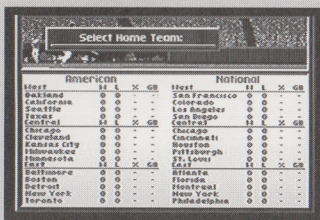


Fig. 2 Team Selection Screen

Here's how to put your favorite clubs on the field:

1 Select **Choose New Teams**. The Team Selection Screen appears with the prompt "Select Home Team."

2 Select your Home Team. The Team Summary Screen (Fig. 3) appears.

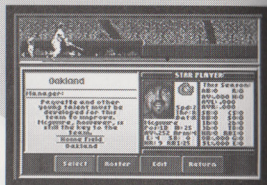


Fig. 3 Team Summary Screen

• If you want to make changes to the roster, trade players or use the Edit option do so before going to step 3. (See **Team Roster**, pg. 7 and **Editing Teams & Players**, pg. 33.)

3 With **Select** highlighted in red, press **Button A** or **B** to enter your selection and return to the Team Selection Screen.

4 Select your Visitors Team. The Team Summary Screen appears.

• If you want to make changes to the roster, trade players or use the Edit option do so before going to step 5.

5 With **Select** highlighted in red, press **Button A** or **B** to enter your selection. The Exhibition Pre-Game Screen appears with the lineup for each team.

**Note: Changes made in Exhibition Play will not be saved after the current game.**

## Team Roster

To view your team's roster, select **Roster** from the Team Summary Screen (step 2 or 4 under **Choose New Teams**, pg. 6). This is where you can view player statistics, sub players, set your batting order, fielder positions or pitcher rotation and trade players.

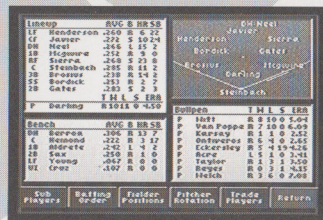


Fig. 4 Roster Screen

**Note: You can also view and change a team's roster, sub players, set batting order or fielder positions, and check bullpen status by selecting the logo of the team you want on the Pre-Game Screen, Fig. 7, pg. 13.**

# EXHIBITION GAME



## Viewing Player Statistics

Lineup	BVC	B	HR	SB	
LF Henderson	140	R	6	21	
CF Jensen	172	L	10	14	
OH Hill	181	R	5	0	
1B Higuma	164	L	1	0	
IF Strain	164	R	14	2	
C Steinbach	205	R	15	2	
IF Brown	178	R	14	2	
SS Bordick	193	R	2	7	
1B Gates	189	S	2	7	
P	Barling	R	103	0	400

Bench	BVC	B	HR	SB
OH Brown	106	R	13	7
C Robinson	202	R	3	19
1B Madeto	142	L	4	2
1B Cain	180	R	1	0
LF Young	167	R	0	0
OH Lewis	160	R	0	0

Fig. 5 Baseball Card

When you highlight a player on your roster, a baseball card appears and includes the following:

- Player picture.
- Team logo.
- Bats left, right or switch hitter.
- Throws left or right-handed.
- Player only – Lifetime stats. Last year's batting average, errors, stolen bases, home runs, runs batted in.
- Player only – Speed rating and arm ratings.
- Pitcher only – Speed, accuracy and stamina ratings.
- Pitcher only – Last year's wins, losses, ERA (earned run average), saves and errors.
- Player name.
- Field position.
- Uniform number.

Press and hold **Button C** to view the following current game statistics on the backside:

### Player

- H:** Hits
- AB:** At Bats
- R:** Runs Scored
- BB:** Base on Balls
- 2b:** Doubles
- 3b:** Triples
- HR:** Home Runs
- RBI:** Runs Batted In

### Pitcher

- H:** Hits
- AB:** At Bats
- BB:** Base on Balls allowed
- IP:** Innings Pitched
- HA:** Hits Against
- RA:** Runs Against
- K:** Strike Outs

**Note: The information on the front side can be modified to your liking. See Player Editor and Pitcher Editor, pg. 37 - 42.**

## Making Substitutions

To replace a player in the Lineup box with one from your bench/bullpen:

- 1 Select **Sub Players**.
- 2 Highlight and select the player you want to remove from your starting lineup. The player's name will change color.
- 3 On the bench/bullpen, highlight and select the player you want to insert into your lineup. The players will exchange places.



# EXHIBITION GAME



## Setting Your Batting Order

The Lineup box also lists the batting order. To make a change:

- 1 Select **Batting Order**.
- 2 Highlight and select the player in the starting lineup you want to move. The player's name will change color.
- 3 Highlight and select the location in the lineup where you want the selected player to bat.
- 4 Repeat steps 1 through 3 until you have the batting order you want.

## Positioning Your Fielders

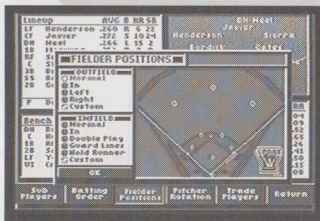


Fig. 6 Fielder Positions Window

You can choose from 11 different fielding alignments (five for outfield, six for infield) to position your fielders.

### Outfield

- **Normal:** All outfielders play in normal positions.
- **In:** All outfielders play shallow. Usually used when a weak hitter is up, or the game winning run is on 3B with less than two outs.

- **Left:** All outfielders shift to the left to prevent extra-base hits to left-center field or down the left field line.
- **Right:** All outfielders shift to the right to prevent extra-base hits to right-center field or down the right field line.
- **Custom:** Set up your own outfield positions.

### Infield

- **Normal:** All infielders play in normal positions.
- **In:** All infielders move several steps closer to the plate. Used when a bunt is expected.
- **Double Play:** 2B and SS play closer to 2nd base.
- **Guard Lines:** 1B and 3B play near base lines to protect against extra-base hits.
- **Hold Runner:** 1B covers base. Used when runner is on 1st.
- **Custom:** Set up your own infield positions.

**Note: Only the Custom alignment can be changed.**

To view the different fielding alignments:

- 1 Select **Fielder Positions** on the Roster Screen. The Fielder Positions window appears (Fig. 6).
- 2 Select any alignment. A baseball appears next to your selection, and the chosen alignment will appear on the field map.
- 3 Select **OK** and press **Button A** or **B** after you have selected an alignment to return to the Roster Screen.

# EXHIBITION GAME



## Using the Custom Option

Here's how to design your own alignments:

- 1 In the Fielder Positions window, select **Custom** in the Outfield or Infield box.
- 2 Press **D-Pad** **▶** and release. A fielder dot will blink. Continue pressing **▶** to cycle through all players in the Outfield or Infield. Press **◀** to cycle back thru positions.
- 3 When the fielder position you want to change is blinking, press **Button A** or **B** to select that position.
- 4 Use the **D-Pad** to move the dot.
- 5 Press **Button A** or **B** when you have the dot where you want it.
- 6 When you've made all your changes, press **D-Pad** **◀** repeatedly until you return to the Outfield or Infield box.
- 7 Highlight **OK**, then press **Button A** or **B** to save your new Custom alignment and return to the Roster Screen.

## Trading Players

You can do one-for-one player trades between teams. All trades will be saved even after you power down. Here's how to trade fielders for fielders or pitchers for pitchers:

- 1 Select **Trade Players** on the Roster Screen.
- 2 Highlight the player you want to trade away and press **Button A** or **B**. A League List appears.
- 3 Highlight the team you want to trade with and press **Button A** or **B**. That team's roster appears.

- 4 Highlight the player you want to move and press **Button A** or **B**. The trade is completed and the original team's roster appears with the new player added.

**Note: The Trade Player option is only available when a team's roster is selected from the Team Summary Screen, Fig. 3, pg. 6.**

## Return

Select **Return** on the Roster Screen to return to the Team Summary Screen.

## Exhibition Pre-Game Screen

Colorado		San Francisco					
AVG	R	AVG	R				
LFBYYoung	.272	R	7	118			
SS	Harp	.351	S	12			
RF	Robette	.304	R	27	21		
3B	Wayne	.282	R	10	11		
CF	Galarraga	.319	R	33	0		
1B	Kempner	.349	L	4	1		
C	Garneri	.276	R	4	0		
2B	Ureano	.311	S	0	0		
P	Freeman	.111	S	0	0		
T H L S ERR		T H L S ERR					
P	Freeman	R10	Z	0	2.80		
		P	Portugal	R10	S	0	3.93

Fig. 8 Exhibition Pre-Game Screen

After you've made Roster changes and/or selected your Home and Visitors teams, you go to the Exhibition Pre-Game Screen. This screen contains the following options:

- **Playball:** Takes you to the field.
- **Logos:** Takes you to the Roster Screen.
- **Options:** Takes you to the Options Menu where you select game controls and playing conditions.
- **Highlights:** Lets you store highlights during a game and view box scores.

# EXHIBITION GAME



## Options Menu

The Options Menu lets you toggle gameplay music, sound effects and play-by-play announcing on or off. This is also where you select player controls, weather and field conditions, level of play, field views, stadiums and save games.

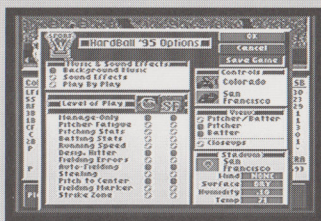


Fig. 8 Options Menu

## Player Controls

The Controls box lists the two teams that are about to take the field. To select which team you are going to control:

- 1 In the Controls box, highlight the team you want to control and press **Button A** or **B** until the game control icon you want appears.
- 2 Highlight the opposing team and press **Button A** or **B** until the game control icon you want appears.

## Viewing Selection

Highlight one of the following views and press **Button A** or **B** (a baseball icon appears next to your selection):

- **Pitcher/Batter:** Pitcher view when you're on the mound, and Batter view when you're at the plate. (In two-player games, the Home Team pitches from the Pitcher view, while the Visiting Team pitches from the Batter's view.)

- **Pitcher:** View from behind the pitcher's mound.
- **Batter:** View of the infield through the catcher's eyes.
- **Closeups:** Closeups can be active in addition to one other view. This lets you zoom in on close base plays. To deactivate, highlight it and press **Button A** or **B**.

## Stadium Information

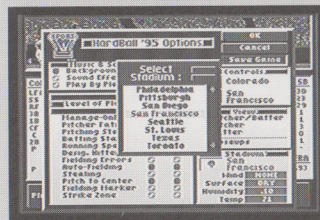


Fig. 9 Stadium Selection Window

The stadium box includes the stadium name and information on turf and weather conditions.

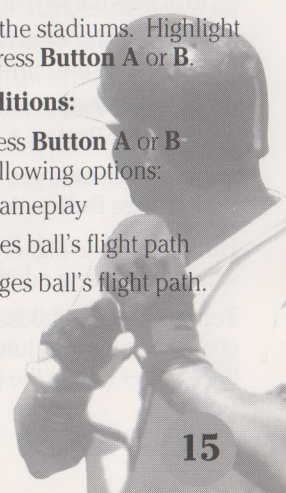
### To select a stadium and view its conditions:

- 1 Highlight the stadium icon and press **Button A** or **B**. The Select Stadium Window appears.
- 2 Use the **D-Pad** to scroll through the stadiums. Highlight the one you want to view and press **Button A** or **B**.

### To change wind or surface conditions:

Highlight **Wind** or **Surface** and press **Button A** or **B** repeatedly to toggle through the following options:

- **Wind: None** – No effect on gameplay
- **Light** – Slightly changes ball's flight path
- **Heavy** – Severely changes ball's flight path.



## EXHIBITION GAME



- **Surface: Dry** – No effect on gameplay
- **Damp** – Slows down ground balls. Fielding is also harder.
- **Wet** – Ground balls severely slowed down. Fielding is slippery and difficult.

**Note:** The following wind information is displayed below the scoreboard on the gameplay screen:

### DIRECTION

### STRENGTH

**In:** Toward homeplate    **Heavy:** Strong & constant  
**Out:** Toward center field    **Gusty:** Light & variable  
**Left:** Toward left field  
**Right:** Toward right field

### To change the humidity or temperature values:

- 1 Highlight **Humidity** or **Temp** and press **Button A** or **B** to access the keypad editor.
- 2 Highlight the **<- arrow button** and press **Button A** or **B** to delete the current value.
- 3 Use the **D-Pad** to move the flashing cursor to a number and press **Button A** or **B** to enter.
- 4 When the value you want is entered, highlight **Done** and press **Button A** or **B**.

**Humidity:** The higher the humidity, the slower the ball will be. Choose a number between 1 – 120%.

**Temperature:** Choose a range between 40° - 106° to change the temperature on the field. The hotter the day, the tougher it is on the pitcher.

## Music and Sound Effects

You can turn the background music, sound effects or play-by-play announcing on or off by highlighting your choice and pressing **Button A** or **B**. A baseball will appear next to an option when it is activated.

## Level of Play

Use the options listed in the Level of Play box to control the complexity of the game. To activate the options:

- 1 Press **D-Pad ▲/▼** to highlight options.
- 2 Press **Button A** or **B** to turn on an option. A baseball icon appears next to it.
- 3 When a highlighted option is on, press **Button A** or **B** to turn it off.

**Manage Only** – On: You manage strategic decisions; fielding, swinging, throwing and base running is automatic. Off: You control every aspect of the game.

**Pitcher Fatigue** – On: Pitcher tires after a certain number of pitches, depending upon his stamina rating and field temperature. Off: Pitcher never tires.

**Pitching Stats** – On: Pitchers' performances are based on their last year's stats. Off: All pitchers are equal.

**Batting Stats** – On: Hitters' performances are based on their last year's stats. Off: All hitters are equal.

**Running Speed** – On: Players' running speed is determined by speed rating. Off: All players will run at the same speed.

**Designated Hitter** – On: Designated Hitter will be used. Off: Designated Hitter will not be used.

**Fielding Errors** – On: Fielding errors occur randomly. Off: Fielding errors will not occur.

## EXHIBITION GAME

**Auto-Fielding** – On: Computer fields ball, but you must throw ball to the base you want. Off: You control your own fielders.

**Stealing** – On: Base runners can steal bases. Off: Base runners cannot steal bases.

**Pitch to Center** – On: Pitcher will throw every pitch down the middle of the plate. Off: Pitcher can throw a pitch to any area of the strike zone.

**Fielding Marker** – On: An X appears on the field to show you where to run your fielder for the catch. Off: No fielding markers appear.

**Strike Zone** – On: Crosshairs and a white box appears over plate showing strike zone and where pitch is aimed.

### Manage Only

When **Manage Only** is active, you'll have these duties during a game:

#### While on the field you can instruct your pitcher to:

- Intentionally walk a batter.
- Attempt a pickoff (requires a base runner).
- Throw a pitchout (requires a base runner).

In addition, you can:

- Position infielders and outfielders.
- View an instant replay.



**While batting, you can have your batter or base runner:**

- Take a pitch.
- Bunt.
- Hit and run (requires a base runner).
- Steal (requires a base runner).
- Squeeze (requires a base runner on 3rd).
- Double Steal (requires base runners on 1st & 2nd)

In addition, you can view an instant replay.

### Save Game

This option is selectable after the first pitch is thrown and you've called a timeout. See the next section for details.

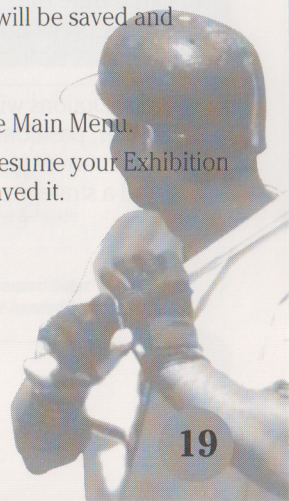
### Saving & Resuming an Exhibition Game

To save a game in progress:

- 1 Press **START** while you're on the field to display the Scoreboard/Lineup Screen.
- 2 Select **Options**.
- 3 Select **Save Game**. The game will be saved and you'll return to the Main Menu.

To resume a saved game:

- 1 Select **Exhibition Game** on the Main Menu.
- 2 Select **Resume Game**. You'll resume your Exhibition Game at the point where you saved it.



## ON THE FIELD

After you've selected your teams, set your lineup, and configured the options the way you want, begin play by selecting **Play Ball!** on the Exhibition Pre-Game Screen.

### Batting Options Window

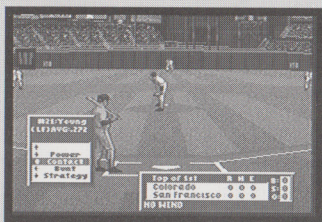


Fig. 10 Batting Options Window

If you chose to control the Visitor's Team, you'll be at bat. (If you chose the Home Team, you'll be on the mound.)

**Note:** Press **START** any time during the game to call a time out. To resume highlight **Play Ball!** and press **Button A, B** or **START**.

The Batting Options window shows the batter's name, uniform number, position, batting average, and hits-to-at-bats ratio for the current game. It also lists three types of swings and a strategy option.

**Note:** Press and hold **Button C** to re-display batter's card. Press and hold again to view backside which shows current game stats in Exhibition Play or cumulative season stats in League Play.

If you're playing against the computer, you must select **Power, Contact** or **Bunt** before the pitcher will deliver the ball. To initiate a swing:

- 1 Select your swing type:
  - **Power:** Press and hold **D-Pad ▶** and press **Button A** or **B**.
  - **Contact:** Press **Button A** or **B**.
  - **Bunt:** Press and hold **D-Pad ◀** and press **Button A** or **B**.
- 2 The batter steps into the box and the pitcher throws the ball. (In two-player games, your opponent must select a pitch before the pitcher will throw the ball. See **The Pitching Options Window**, pg. 24).
- 3 Press and hold the **D-Pad** in the direction of the area of the plate in which you want to swing and press **Button A** or **B** to swing.

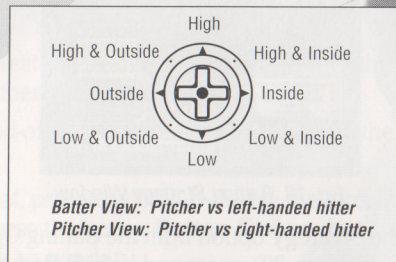


Fig. 11A

## ON THE FIELD

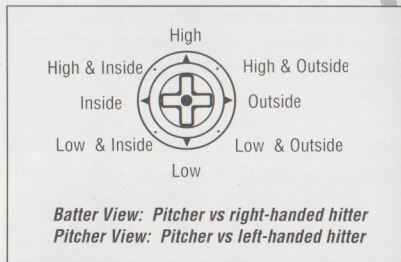


Fig. 11B

4 Repeat steps 1 through 3 before every pitch.

**Note:** When at bat against the computer, the Pitching Options window appears before each pitch. If you get a chance to glance at it, you'll see the types of pitches that pitcher can throw.

### Batting Strategy Window

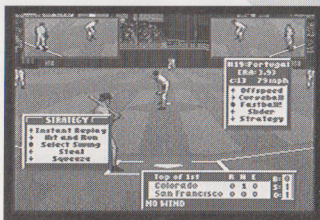


Fig. 12 Batting Strategy Window

To select the **Strategy** option from the Batting Options window (Fig. 10, pg. 20), press and hold **D-Pad ▼** then

press **Button A** or **B**. (The Batting Strategy Window appears automatically if runners are on base). When the window appears, you can choose:

- **Instant Replay:** Press and hold **D-Pad ▲** then press **Button A** or **B**.
- **Hit and Run** (requires at least one base runner): Press and hold **D-Pad ►** then press **Button A** or **B**.
- **Select Swing:** Press **Button A** or **B**.
- **Steal** (requires at least one base runner): Press and hold **D-Pad ◀** then press **Button A** or **B**.
- **Double Steal** (requires runners on 1st/2nd base): Press and hold **D-Pad ▼** then press **Button A** or **B**.
- **Squeeze** (requires runner on 3rd with less than 2 outs): Press and hold **D-Pad ▼** then press **Button A** or **B**.

**Note:** If there are no runners on base, only the Instant Replay and Select Swing options will be available.

### Running Bases

- To advance, press **D-Pad** toward the next base. i.e.:  
Batter View: **D-Pad ▲** = 2nd base  
Pitcher View: **D-Pad ▼** = 2nd base
- To retreat, press and hold **D-Pad** toward the previous base, then press **Button A** or **B**.
- To lead-off, tap **D-Pad** in the direction of the next base.
- To steal, press and hold **D-Pad** in the direction of the next base then press **Button C** when the pitcher begins his windup.

# ON THE FIELD

## Pitching Options Window

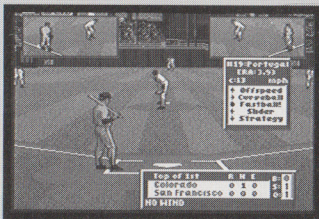


Fig. 13 Pitching Options Window

The Pitching Options window shows the pitcher's name, uniform number, ERA, number of pitches thrown and MPH of last pitch.

**Note:** Press and hold **Button C** to re-display pitcher's baseball card. Press and hold again to view the backside which shows current game stats in Exhibition Play or cumulative season stats in League Play.

If you chose to control the Home Team, your pitcher takes the mound. To pitch:

- 1 Press and hold the **D-Pad** in the direction of the pitch you want and press **Button A** or **B**. (Each pitcher has a unique set of four pitches, ranging from his weakest to his strongest pitch.)

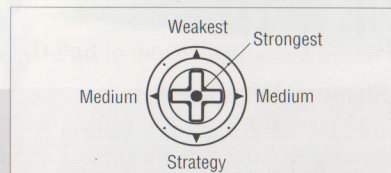


Fig. 14 Pitch Types

- 2 After your opponent selects a swing, the batter steps into the box.

- 3 To pitch with Strike Zone option on:
  - a Press and hold **Button A** or **B**.
  - b Press the **D-Pad** **▲**, **▼**, **◀**, **▶** to move the targeting crosshairs to aim the pitch before the pitcher releases the ball.

To pitch if Strike Zone is off:

- a Press and hold **Button A** or **B**.
- b Hold down the **D-Pad** in the direction of the area of the plate you want the ball to go (see Fig. 11A and 11B, pg. 21 - 22). How long you hold down the **D-Pad** during the windup determines how far inside/outside or high/low the pitch will be.

To attempt a pickoff, hold down the **D-Pad** in the direction of the base you want to throw to, and press **Button C** (i.e., in Pitcher's View, press **◀** to throw to 1st base. In Batter's View, press **▶** to throw to 1st). You must select a pitch before attempting a pickoff.



# ON THE FIELD

## Pitching Strategy Window

Press and hold **D-Pad ▼** and press **Button A** or **B** to select the **Strategy** option. The Pitching Strategy window appears.

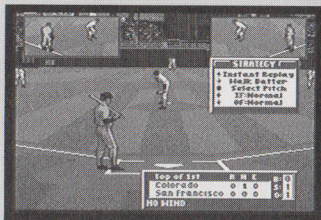


Fig. 15 Pitching Strategy Window

Choose any one of the following options:

- **Instant Replay:** Press and hold the **D-Pad ▲** and press **Button A** or **B**.
- **Walk Batter** (intentional walk): Press and hold the **D-Pad ►** and press **Button A** or **B**.
- **Select Pitch:** Press **Button A** or **B**.
- **IF: Normal** (position infielders): Press and hold the **D-Pad ◀** and press **Button A** or **B** repeatedly until you see the infield alignment you want.
- **OF: Normal** (position outfielders): Press and hold the **D-Pad ▼** and press **Button A** or **B** repeatedly until you see the outfield alignment you want.

**Note:** See **Positioning Your Fielders**, pg. 10, for descriptions of infield and outfield alignments.



## Fielding

- Press the **D-Pad** to move highlighted fielder to the ball.
- If a player is close to the ball, but slightly out of reach, press **Button C** to make him dive or jump. If the ball passes him and moves closer to another fielder, press **Button A** or **B** to switch control to that player.

**Note:** Use the fielding marker as a visual aid to put your man in the right spot for catching the ball. See **Levels of Play**, pg. 17.

- To throw to a base, press and hold the **D-Pad** in the direction of the base and press **Button A** or **B**.

## Instant Replays

- 1 As soon as the play is over, select the **Strategy** option in either the Batting or Pitching Options window.
- 2 Select **Instant Replay** from the Strategy Menu. The first frame of the last play will appear, along with the replay control panel (Fig. 16).

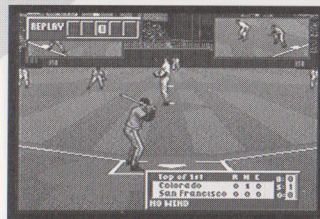


Fig. 16 Instant Replay Screen

# ON THE FIELD

3 Use the replay control panel to review the previous play:

- Press and release **D-Pad** to view the play one frame at a time. (▶ = forward; ◀ = reverse.)
- Hold down the **D-Pad** ◀▶ to advance through the play (forward or reverse) at normal speed.
- Hold down **Button A** or **B** while pressing the **D-Pad** ◀▶ to view the play at fast speed.
- You can re-locate the control panel by pressing and holding **D-Pad** ▲/▼. To move it left or right, press **D-Pad** ▲/▼; then, while the panel is moving, also press **D-Pad** ◀▶.

4 Press **START** to return to the game.

## Making Substitutions

1 Press **START** to go to the Scoreboard/Lineup

Top of 1st				Bottom of 1st					
Colorado				San Francisco					
Colorado	BVC	B	HR	SB	San Francisco	BVC	B	HR	SB
LF Young	.272	R	7	18	CF Lewis	.257	R	4	10
SS Hous	.351	S	1	12	RF Cleary	.236	R	3	23
RF Bichette	.304	R	27	21	LF Bonds	.312	L	37	25
3B Meyers	.350	R	10	3	3B Williams	.252	R	13	1
1B Coleridge	.195	R	31	6	1B Padge	.132	L	5	1
CF Conroy	.309	L	4	5	RF Stigee	.282	L	5	1
OF Galar	.276	R	4	4	RF Stigee	.272	R	2	0
2B Irahena	.255	S	3	0	CF Housner	.250	R	1	1
P Freeman	.111	R	-	-	P Portugal	.354	-	-	-
I H L S ERA				I H L S ERA					
P Freeman R10 2.0 2.50				P Portugal R10 0 3.51					

Fig. 17 Scoreboard/Lineup Screen

2 Select your team's logo. The Roster Screen appears.

3 Select **Sub Players**.

4 Highlight the player you want to remove and press **Button A** or **B**.

5 On your bench, (or in the bullpen) highlight the player you want to insert in the lineup and press **Button A** or **B**. The players will exchange places.

**Note: A player removed from the game cannot return. An "x" will appear next to his name on the roster.**

## Bullpen Status

To go to the bullpen:

- 1 Press **START** to go to the Scoreboard/Lineup Screen.
- 2 Select your team's logo to display the Roster Screen.
- 3 Select **Bullpen Status** to display the Bullpen Status window (Fig. 19). At the top of the window is the On The Mound box, which lists the following stats for your current pitcher:

- Right-handed/left-handed (**T**).
- Win/loss/save record and ERA.
- Current status: **OK** (pitcher is strong); **Tiring** (start warming up a reliever); **Fatigued** (time to substitute); **Exhausted** (pitcher will be getting shelled).
- Total number of balls, strikes and pitches thrown.

On The Mound				Status							
Portugal				OC							
Balls				Strikes				Totals			
Starters	I	H	L	S	ERA	Status	Return				
Staff	R	2	0	3.30							
Volandrop	R	2	0	3.54							
Borkeff	R	4	0	3.62							
Black	L	2	0	4.02							
Relievers				I H L S ERA							
Eric	R	2	0	2.29							
Jackson	R	2	0	2.49							
Montev	R	2	0	2.83							
Borke	R	3	0	4.38							
Mickerson	L	4	0	5.00							

Fig. 18 Bullpen Status Window

## ON THE FIELD

### Warming Up a Pitcher

A pitcher needs to warm up one inning. Bring him in early, or let him warm up too long, and his control may be affected. To warmup a pitcher:

- 1 Select **Warmup**.
- 2 When prompted, highlight the pitcher you want and press **Button A** or **B**. The words "Warming Up" will appear next to his name.

### Substituting a Pitcher

To bring in a new pitcher:

- 1 Select **Substitute** in the Bullpen Status window.
- 2 When prompted, highlight the pitcher you want to bring in and press **Button A** or **B**. The current pitcher will be relieved by the new pitcher.
- 3 Select **Return** or press **START** to exit to the Roster Screen.

### Viewing the Box Score

Pitching		Batting	
IP	ER	AB	R
Colorado	0	0	0
San Francisco	0	0	0

POS	NAME	IP	ER	AB	R
P	Young, J	1.00	0	1	0
P	Beckett, P	1.00	0	1	0
P	Harmon, B	1.00	0	1	0
P	Conroy, S	1.00	0	1	0
P	Harmon, B	1.00	0	1	0
P	Harmon, B	1.00	0	1	0
P	Harmon, B	1.00	0	1	0
P	Harmon, B	1.00	0	1	0
P	Harmon, B	1.00	0	1	0
P	Harmon, B	1.00	0	1	0

Fig. 19 Box Score

To check the box score of the current game:

- 1 Press **START** to display the Scoreboard/Lineup Screen.

- 2 Select **Highlights**.
- 3 Select **Box Scores**. An up-to-the-minute box score for the current game will appear (Fig. 19).
- 4 Select **Highlights** to return to the Highlights Screen, or select **Return** to go to the Scoreboard/Lineup Screen.

### Enjoying Your Own Highlights

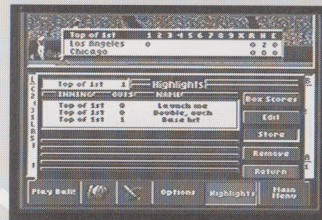


Fig. 20 Highlights Screen

You can store up to three plays and enjoy them over and over. To save a play to a Highlight reel:

- 1 Immediately after the play, press **START**.
- 2 On the Scoreboard/Lineup Screen (Fig. 17, pg. 28), select **Highlights**.
- 3 Select **Store**. The Keypad Editor appears.
- 4 Press the **D-Pad** **Left**, then move the flashing cursor to the letter or character you want and press **Button A** or **B** to enter it in the highlight name. Select the **Left** button if you need to make a deletion.
- 5 When the highlight name is complete, select **Done** to save your play to a reel under that name. (To close the Keypad Editor without saving the play, select **Cancel**.)

## ON THE FIELD

Saved highlights cannot be viewed during a game. If you want to view an instant replay during a game, do so immediately after the play and before storing it as a Highlight reel (see **Instant Replays**, pg. 27):

To view a saved Highlight reel:

- 1 Select **Exhibition Game** from the Main Menu and then select **Highlights**.
- 2 Select **View** then press **D-Pad ▲/▼** to select the reel you want to view, then press **Button A** or **B**.
- 3 The first frame of the highlight will be displayed (just as in Instant Replay) along with the Replay control panel.
- 4 View your highlight in the same way you look at an instant replay.

To edit the name of a saved play:

- 1 Select **Edit** on the Highlights Screen.
- 2 Use the **D-Pad** to select the name of the highlight you want to change.
- 3 Use the Keypad Editor to edit the name, in the same way you did when entering a new name.

To remove a saved reel:

- 1 Select **Remove** on the Highlights Screen.
- 2 Use the **D-Pad** to select the reel you want to delete and press **Button A** or **B**.
- 3 Select **Return** to exit the Highlights Screen.

## EDITING TEAMS & PLAYERS

### Team Editor

You can create a “dream team” by editing the roster of any of the 28 teams included in *HardBall '95*.

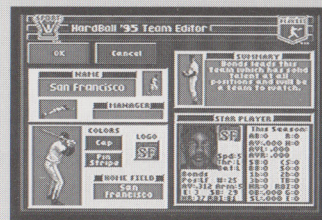


Fig. 21 Team Editor Screen

#### Notes:

**Edits made in Exhibition Play will not be saved after the current game.**

**In League Play, you must own a team before you can edit it or its players.**

#### To display the Team Editor – Exhibition Play:

- 1 Select **Choose New Teams** from the Pre-Game Match Up Screen (Fig. 1, pg. 5)
- 2 Select your Home Team. The Team Summary Screen appears.
- 3 Select **Edit** to view the Team Editor Screen (Fig. 21).

## EDITING TEAMS & PLAYERS

- 1 Make your changes by following the instructions in the rest of this section. After making a change, press **D-Pad ▲** or **▼** to select the next editing option.
- 2 Select **OK** when you're finished editing to save your changes. If you don't want to save your changes, select **Cancel**.
- 3 Select your Visitors Team and repeat steps 4 - 5 to make edits.

### To display the Team Editor – League Play:

- 1 Select the team you want to edit on the League Play Screen. The Team Summary Screen appears.
- 2 If you don't already own the team, select **Buy**. Enter a manager's name, using the Keypad Editor, and select **Done**.
- 3 Select **Edit** to view the Team Editor Screen (Fig. 21).
- 4 Make your changes by following the instructions in the rest of this section. After making a change, press **D-Pad ▲** or **▼** to select the next editing option.
- 5 Select **OK** when you're finished editing to save your changes. If you don't want to save your changes, select **Cancel**.

**Note: Note: Changes made to teams remain in effect until you sell the team. Be sure you exit the Team Editor before turning off the power, or your changes will not be saved.**



### Editing the Team or Manager Name

- 1 Select the name you want to change. The Keypad Editor appears.
- 2 With the **<- button** highlighted in red, press **Button A** or **B** to delete the previous name.
- 3 Use the Keypad Editor to enter a new name and select **Done** to save your changes.

### Editing the Team Summary

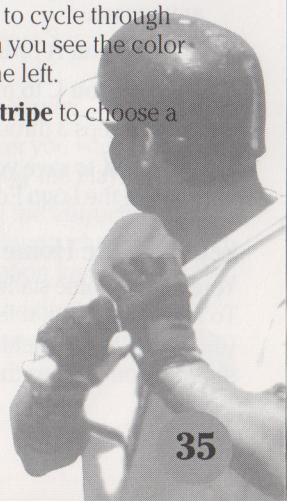
You can enter up to eight lines of text to describe your team. To do so:

- 1 Select the **Summary** box. The Keypad Editor appears.
- 2 Use the **<- button** to delete the previous summary.
- 3 Use the Keypad Editor to edit your team's description.
- 4 Select **Done** to save your changes, or select **Cancel** to close the Keypad Editor without making changes.

### Editing the Team Colors

To select the cap and pin stripe colors of your team:

- 1 Highlight **Cap**.
- 2 Press **Button A** or **B** repeatedly to cycle through the available colors. Stop when you see the color you want on the ballplayer to the left.
- 3 Repeat steps 1 and 2 with **Pin Stripe** to choose a new color.





# EDITING TEAMS & PLAYERS



## To display the Player Editor – League Play:

- 1 Select the team you want to edit on the League Play Screen. The Team Summary appears.
- 2 If you don't already own the team, select **Buy**. Enter a manager's name using the Keypad Editor and select **Done**.
- 3 Select **Roster** to view the Roster Screen.
- 4 Press **D-Pad ▲** to select the player you want to edit and press **Button A** or **B** to display the Player Editor.
- 5 Make your changes by following the instructions in the rest of this section. After making a change, press **D-Pad ▲/▼** to select the next option for editing.
- 6 Select **OK** when you're finished editing to save your changes. If you don't want to save your changes, select **Cancel**.

**Note: Changes made to players remain in effect until you sell the team. Be sure you exit the Player Editor before turning off the power, or your changes will not be saved.**

## Editing a Name or Uniform Number

To make a change:

- 1 Select the name or number. The Keypad Editor appears.
- 2 Use the **<- button** to delete the previous name or number.
- 3 Use the Keypad Editor to enter a new name or number, and select **Done** to save your changes.

## Editing a Position

To the right of the uniform number is a box showing the player's fielding position. To change to another position:

- 1 Select the **Pos:** box.
- 2 Press **Button A** or **B** to cycle through the different fielding positions until the one you want is showing.

## Fielding Positions:

<b>C</b> Catcher	<b>CF</b> Center Field
<b>1B</b> First Base	<b>LF</b> Left Field
<b>2B</b> Second Base	<b>DH</b> Designated Hitter
<b>SS</b> Shortstop	<b>UI</b> Utility Infielder
<b>3B</b> Third Base	<b>UO</b> Utility Outfielder
<b>RF</b> Right Field	

**Note: You cannot change a pitcher's position.**

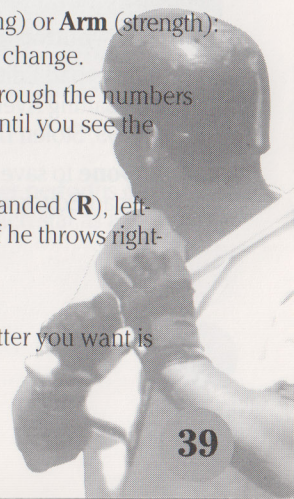
## Editing an Attribute

To change a player's **Speed** (running) or **Arm** (strength):

- 1 Select the attribute you want to change.
- 2 Press **Button A** or **B** to cycle through the numbers from 1 (lowest) to 5 (highest) until you see the number you want.

To determine if a player bats right-handed (**R**), left-handed (**L**), or switch hits (**S**) and if he throws right-handed or left-handed:

- 1 Select **Bats** or **Throws**.
- 2 Press **Button A** or **B** until the letter you want is displayed.



# EDITING TEAMS & PLAYERS



## Editing a Statistics

Five stats determine how well a player hits, fields and runs the bases. Think of each stat as an end of season total.

- **Batting Average:** The higher the average, the more often the player will reach base.
- **Home Runs:** The higher the home run total, the better chance the player has of hitting one out.
- **RBI (runs batted in):** The higher the number, the more reliable this player will be with runners in scoring position.
- **Stolen Bases:** If a player has a high number of stolen bases, there's a good chance he'll be successful stealing a base.
- **Errors:** If a player has a low number of errors, then his fielding will be mostly flawless.

## To edit player stats:

- 1 Select the stat you want to edit. The Keypad Editor appears.
- 2 Use the **<- button** to delete the previous number.
- 3 Use the Keypad Editor to change the stats within these ranges: Batting Average: 000-1.00; Home Runs: 0-99; RBIs: 0-199; Stolen Bases: 0-99; Errors: 0-50.
- 4 Select **Done** to save your changes, or **Cancel** to close the Keypad Editor without making changes.

## Pitcher Editor

Choose a pitcher just as you did a player. You edit a pitcher's name and uniform number the same way you edited a player's name and uniform number (see pg. 38).



Fig. 24 Pitcher Editor

To change a pitcher's **Speed** (how hard he throws the ball), **Accuracy** (control) or **Stamina** (durability), and determine if he throws or bats right or left-handed, follow the same procedure as you did in **Editing an Attribute**, pg 39.

**Note: If you make changes to your pitchers, be sure to exit the Roster Screen before quitting the game and turning off the power, or your changes will not be saved.**

## Editing a Statistics

Six statistics determine how a pitcher performs on the mound and in the field. Think of each stat as an end of season total.



## EDITING TEAMS & PLAYERS

To change a pitcher's statistics:

- 1 Select the stat you want to edit. The Keypad Editor appears.
- 2 Use the Keypad Editor to change the stats. Use the following ranges:
  - Batting Average: .000-1.00
  - ERA: .000-50.0
  - Wins, Saves, Losses, Errors: 0-50
- 3 Select **Done** to save your changes, or **Cancel** to close the Keypad Editor without making changes.

### Select Pitches

Some pitchers' bread and butter pitch is a fastball; for others, it's a screwball or knuckler. You can select each pitcher's bread and butter pitch, along with three others.

To assign pitches:

- 1 In the Pitches window, select the **#1** box. This will be your pitcher's best pitch.
- 2 Press **Button A** or **B** to cycle through eight available pitches until you see the one you want.
- 3 Repeat steps 1 and 2 to fill boxes **#2** through **#4**. Pitch **#4** is your pitcher's least effective pitch. Pitches **#2** and **#3** are average.

## LEAGUE PLAY

League Play is the heart of *HardBall '95*. This is where season statistics accumulate and edits made to a team or player you own are saved even after a power down.

**Note: You do not have to own a team to make player trades.**

LEAGUE PLAY									
American					National				
Team	W	L	PK	GB	Team	W	L	PK	GB
Oakland	0	0	-	-	San Francisco	0	0	-	-
Cabrera	0	0	-	-	Colorado	0	0	-	-
Seattle	0	0	-	-	Los Angeles	0	0	-	-
Texas	0	0	-	-	San Diego	0	0	-	-
Chicago	0	0	-	-	Chicago	0	0	-	-
Cleveland	0	0	-	-	Cincinnati	0	0	-	-
Kansas City	0	0	-	-	Houston	0	0	-	-
Minnesota	0	0	-	-	Pittsburgh	0	0	-	-
Philadelphia	0	0	-	-	St. Louis	0	0	-	-
New York	0	0	-	-	Los Angeles	0	0	-	-
Boston	0	0	-	-	Atlanta	0	0	-	-
Detroit	0	0	-	-	Florida	0	0	-	-
Baltimore	0	0	-	-	Philadelphia	0	0	-	-
San Francisco	0	0	-	-	New York	0	0	-	-
Seattle	0	0	-	-	Philadelphia	0	0	-	-

Schedule    Roster    Start    League Leaders    Main Menu

Fig. 25 League Play Screen

## Buying & Selling a Team

If you want to edit your team and players and save the edits even after power down, you must first buy a team.

When you become a team owner, all League games involving your team must be played out rather than simulated (see **Playing a League Game**, pg. 51).

LEAGUE PLAY									
American					National				
Team	W	L	PK	GB	Team	W	L	PK	GB
Oakland	0	0	-	-	San Francisco	0	0	-	-

**HOUSTON**

Manager: **BAQUER** (the mvp, as well as other experienced players found under the hood) a definite threat on the central division.

Home Field: Houston

STAR PLAYER	
This Season	18-0-0-0
1994	18-0-0-0
1993	18-0-0-0
1992	18-0-0-0
1991	18-0-0-0
1990	18-0-0-0
1989	18-0-0-0
1988	18-0-0-0
1987	18-0-0-0
1986	18-0-0-0
1985	18-0-0-0
1984	18-0-0-0
1983	18-0-0-0
1982	18-0-0-0
1981	18-0-0-0
1980	18-0-0-0
1979	18-0-0-0
1978	18-0-0-0
1977	18-0-0-0
1976	18-0-0-0
1975	18-0-0-0
1974	18-0-0-0
1973	18-0-0-0
1972	18-0-0-0
1971	18-0-0-0
1970	18-0-0-0
1969	18-0-0-0
1968	18-0-0-0
1967	18-0-0-0
1966	18-0-0-0
1965	18-0-0-0
1964	18-0-0-0
1963	18-0-0-0
1962	18-0-0-0
1961	18-0-0-0
1960	18-0-0-0
1959	18-0-0-0
1958	18-0-0-0
1957	18-0-0-0
1956	18-0-0-0
1955	18-0-0-0
1954	18-0-0-0
1953	18-0-0-0
1952	18-0-0-0
1951	18-0-0-0
1950	18-0-0-0
1949	18-0-0-0
1948	18-0-0-0
1947	18-0-0-0
1946	18-0-0-0
1945	18-0-0-0
1944	18-0-0-0
1943	18-0-0-0
1942	18-0-0-0
1941	18-0-0-0
1940	18-0-0-0
1939	18-0-0-0
1938	18-0-0-0
1937	18-0-0-0
1936	18-0-0-0
1935	18-0-0-0
1934	18-0-0-0
1933	18-0-0-0
1932	18-0-0-0
1931	18-0-0-0
1930	18-0-0-0
1929	18-0-0-0
1928	18-0-0-0
1927	18-0-0-0
1926	18-0-0-0
1925	18-0-0-0
1924	18-0-0-0
1923	18-0-0-0
1922	18-0-0-0
1921	18-0-0-0
1920	18-0-0-0
1919	18-0-0-0
1918	18-0-0-0
1917	18-0-0-0
1916	18-0-0-0
1915	18-0-0-0
1914	18-0-0-0
1913	18-0-0-0
1912	18-0-0-0
1911	18-0-0-0
1910	18-0-0-0
1909	18-0-0-0
1908	18-0-0-0
1907	18-0-0-0
1906	18-0-0-0
1905	18-0-0-0
1904	18-0-0-0
1903	18-0-0-0
1902	18-0-0-0
1901	18-0-0-0
1900	18-0-0-0

Buy    Schedule    Roster    Edit    Return

Fig. 26 Buy Screen

## LEAGUE PLAY

To become a team owner:

- 1 Select **League Play** from the Main Menu.
- 2 Press D-Pad **▲** and press **Button A** or **B** to select the team you want. The Team Summary Screen appears.
- 3 Select **Buy**. The Keypad Editor appears.
- 4 Use the Keypad Editor to enter a manager's name, and select **Done**.
- 5 Select **Return** to go back to the League Play Screen.
- 6 A controller icon will appear next to the purchased team.

**Note: You can only own two teams at a time.**

To sell a team:

- 1 Select your team on the League Play Screen.
- 2 Select **Sell**. You no longer own that team.

**Note: When you sell a team, edits (except trades) made to that team, its players and pitchers will be lost. All settings will be restored to the original team supplied on your cartridge. If you sell a team during a season, team and player statistics do not reset to zero, they continue to accumulate with the default team.**



## Roster

To go to the Roster Screen, select any team on the League Play Screen, then select **Roster**. Just as in Exhibition Play, this screen allows you to view player statistics, sub players, set batting order, position fielders, set pitcher rotation or trade players. See pg. 8 - 13 for full details.

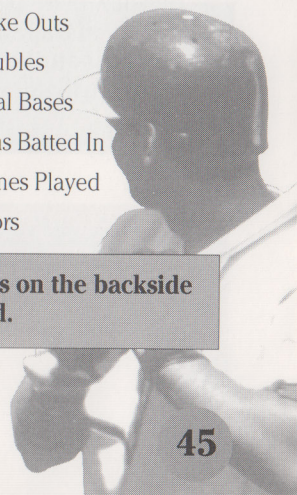
### Viewing Player Statistics

When you highlight a player on your roster a baseball card appears and includes the information noted on page 8 (**Viewing Player Statistics**). Press and hold **Button C** to view the backside which contains the following current season stats that accumulate during League Play:

#### Player Statistics (Non-Pitchers)

<b>AB:</b> At Bats	<b>R:</b> Runs Scored
<b>AV:</b> Batting Average	<b>H:</b> Hits
<b>AVL:</b> Average against left handed pitchers	
<b>AVR:</b> Average against right-handed pitchers	
<b>SB:</b> Stolen Bases	<b>CS:</b> Caught Stealing
<b>BB:</b> Base on Balls	<b>SO:</b> Strike Outs
<b>1b:</b> Singles	<b>2b:</b> Doubles
<b>3b:</b> Triples	<b>TB:</b> Total Bases
<b>HR:</b> Home Runs	<b>RBI:</b> Runs Batted In
<b>OB:</b> On Base %	<b>G:</b> Games Played
<b>SL:</b> Slugging %	<b>E:</b> Errors

**Note: The current season stats on the backside of the card CANNOT be edited.**



# LEAGUE PLAY

## Pitcher Statistics

<b>AB:</b> At Bats	<b>H:</b> Hits
<b>AV:</b> Batting Average	<b>GC:</b> Games Completed
<b>GS:</b> Games Started	<b>IP:</b> Innings Pitched
<b>BB:</b> Base on Balls Allowed	<b>RA:</b> Runs Against
<b>HA:</b> Hits Against	<b>ERA:</b> Earned Run Average
<b>AVHA:</b> Batting Avg. Against	<b>K:</b> Strike Outs
<b>E:</b> Errors	<b>W:</b> Wins
<b>L:</b> Losses	<b>S:</b> Saves

## Trading Players

Player trades in League Play may be made any time during a season and will be saved even after you power down. After you complete a season, all trades will reset to the default teams.

**Note:** If you trade away a player from a team you own, all his attribute edits will be restored to the original attributes supplied on your HardBall '95 cartridge.

## Setting Your Pitcher Rotation

Teams are automatically assigned 10 pitchers: three to five starters, and five to seven relievers. The pitcher at the top of the list under Starters is the team's No. 1 starter and will pitch the 1st and 6th game (if five starters have been selected).

To change your pitcher rotation:

- 1 Select **Pitcher Rotation** on the Roster Screen. A box listing your pitching staff appears (Fig. 27).

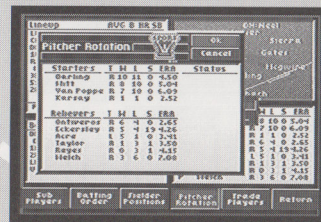


Fig. 27 Pitcher Rotation Screen

- 2 Highlight the pitcher you want to move and press **Button A** or **B**.
- 3 Highlight the pitcher you want to switch with and press **Button A** or **B**.
- 4 Repeat steps 2 and 3 until you have the three to five starters and five to seven relievers you want.
- 5 Highlight **OK** and press **Button A** or **B** when you're finished.

**Note:** The Pitcher Rotation option is only available when a team's roster is selected from the Team Summary Screen, Fig. 3, pg. 6.

# LEAGUE PLAY



## Editing Teams and Players

See **To Display the Team Editor - League Play**, pg. 34-37, **To Display the Player Editor - League Play**, pg. 38 and **Pitcher Editor**, pg. 41 for details.

## Starting the Season

- 1 Select **League Play** from the Main Menu. You'll see the League Play Screen (Fig. 25, pg 43).

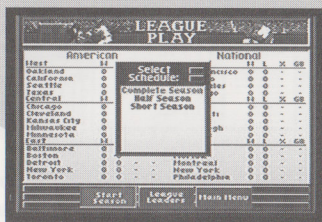


Fig. 28 Select Schedule Screen

- 2 Select **Start Season**. The Select Schedule Screen appears with these choices:

**Complete Season** (162 games)

**Half Season** (81 games)

**Short Season** (13 games).

## Viewing Schedules

To view the League (weekly) schedule:

- 1 Select **Schedule** from the League Play Screen (Fig.25, pg. 43). The League Schedule appears (Fig. 29).

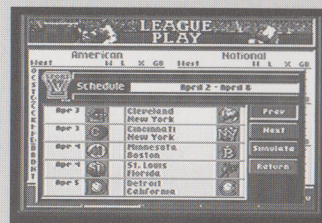


Fig. 29 League Schedule Screen

- 2 Select **Next** and **Prev** to browse through the entire season, one week at a time. The week being displayed is listed at the top of the screen. Press **D-Pad** ◀ then ▲/▼ to scroll through the entire week.
- 3 Select **Return** to go back to the League Play Screen.

**Note:** After you complete a week's games and move to the following week's schedule, you cannot return to view the previous week.

## LEAGUE PLAY

To view a team (monthly) schedule:

- 1 Select any team on the League Play Screen to view the Team Summary Screen.
- 2 Select **Schedule**. The opponent's logo will appear on the calendar day that game is scheduled (Fig. 30).



Fig. 30 Team Schedule Screen

- 3 Select **Previous Month** and **Next Month** to scroll through schedules for the remaining months of the season.
- 4 Select **Return** to go back to the League Play Screen.

**Note:** A red square on the Team Schedule indicates an away game; a blue square shows a home game.

## Resetting a Season

Is your team off to a dismal 2-10 start? Not to worry. You can reset the current season back to opening day and try again! To reset a season:

- 1 Select **Reset Season** on the League Play Screen.
- 2 Select **OK** to reset the season, or **Cancel** if you change your mind.

**Note:** When you reset the season and begin a new League, all stats on the back of each player's baseball card are reset to zero.

## Playing a League Game

You can play a complete nine inning game or simulate a game (computer calculates and displays the score, 3 innings at a time, and the final box score).

## Playing a Complete Game

To play a complete nine inning game:

- 1 Select **Schedule** from the League Play or Team Summary Screen.
- 2 Select the game you want to play.
- 3 Select **Play Out in Full**.
- 4 The Pre-Game Screen with the starting lineups for both teams will appear, along with the game's line score.

For details on using the **Options Menu**, see pg. 14 - 19

For details on batting, pitching or fielding options, bullpen status and using the highlight feature, see **On the Field**, pg. 20 - 32.

## LEAGUE PLAY

You can play any game on the schedule in its entirety, whether you own one of the teams involved or not. If you own a team, you must play out all of their games in full.

**Note:** You must select a game from the current week's schedule, which is highlighted on the monthly calendar, and you must play the games in the order they appear.

### Simulate a Game

You can have the computer quickly play out (simulate) one or more games for you. All games prior to the one(s) you plan to simulate must be completed.

To simulate one game:

- 1 Select **Schedule** from the League Play or Team Summary Screen.
- 2 Select the game you want to play. The Select Simulation Method menu appears.
- 3 Select **Simulate**. In seconds, the game will be played out and the final score and box score will be displayed.

To simulate multiple games:

- 1 Select **Schedule** from the **League Play** Screen.
- 2 With the most current week's schedule displayed, select **Simulate**. The computer will simulate the games for the entire week unless you press **START**.

**Note:** While simulating, the computer stops if it reaches a game involving teams owned by the game player (a control pad icon will appear next to the teams). These games must be played out in full.

### Saving & Resuming a League Game

At any time, you can save or resume a League Game being played out in full.

- 1 Press **START** during a game to go to the Scoreboard/Lineup Screen.
- 2 Select **Options**. The Options Menu appears.
- 3 Select **Save Game**.
- 4 If you return to the League or Team Schedule, you'll see a small **S** in a box next to the saved game.

To resume a League Game, select **Resume Game** from the League Play Screen, or:

- 1 Select **Schedule** from the League Play or Team Summary Screen.
- 2 Select the game you saved (it will have a small **S** in a box next to it). You will resume the game at the point where you saved it.

# LEAGUE PLAY

## League Leaders

Rank	Player	Team	Pos	AVG	RB	H	ERA
1	Harvey	CLL	INF	.250	4	3	0
2	Basso	CLL	2B	.250	4	3	0
3	Jaffrey	FLO	SS	.250	4	3	0
4	Curt	FLO	CF	.250	4	2	0
5	Curto	CLL	CF	.250	4	2	0
6	Stonley	NTV	C	.250	4	2	0
7	LePato	CLL	SS	.250	3	2	0
8	Santiago	FLO	C	.250	3	2	0
9	Dean	CLL	SS	.250	3	2	0
10	Thome	CLL	3B	.250	3	2	0

Sort by	Team	Position	Season
<input type="checkbox"/> Batting	<input type="checkbox"/> All	<input type="checkbox"/> Pitching	<input type="checkbox"/> Batting
<input type="checkbox"/> ERA	<input type="checkbox"/> American	<input type="checkbox"/> All	<input type="checkbox"/> Current
<input type="checkbox"/> HR	<input type="checkbox"/> National	<input type="checkbox"/> All	<input type="checkbox"/> Career
<input type="checkbox"/> RBI	<input type="checkbox"/> League	<input type="checkbox"/> Batting Totals	
		<input type="checkbox"/> Pitching Totals	

Fig. 31 League Leaders Screen

The League Leader's Screen lets you display the top ten statistical leaders in the category of your choice. The upper portion of the screen lists the top ten players or teams, and the bottom displays viewing options.

## Top Ten Players or Teams

If **Current Season** is selected, there are 18 statistical categories for batting and 15 for pitching (if you have **Average** selected, there are five for batters and six for pitchers.)

### Player/Team Batting and Fielding

- \*AVG: Batting Average
- AVL: Average Against Left-handed Pitchers
- AVR: Average Against Right-handed Pitchers
- AB: At Bats
- H: Hits
- \*E: Errors
- \*HR: Home Runs
- \*RBI: Runs Batted In
- R: Runs
- 1B: Singles
- 2B: Doubles
- 3B: Triples
- TB: Total Bases
- BB: Base on Balls/Walks

- \*SB: Stolen Bases
- CS: Caught Stealing
- SO: Strike Outs
- OB%: On Base %
- SLG%: Slugging %
- GP: Games Played

### Player/Team Pitching

- \*ERA: Earned Run Average
- AVHA: Batting Avg. Against
- \*W: Wins
- \*L: Losses
- \*S: Saves
- \*E: Errors
- WK: Walks
- K: Strike Outs
- GC: Games Completed
- \*AVG: Batting Average
- AB: At Bats
- H: Hits
- IP: Innings Pitched
- HA: Hits Against
- RA: Runs Against
- GS: Games Started

\*Average season batting and pitching categories.

To select a category and sort statistics:

- 1 Press **D-Pad**  $\uparrow/\downarrow/\leftarrow/\rightarrow$  to move the highlight into the category you want (press **D-Pad**  $\leftarrow/\rightarrow$  repeatedly to cycle through all available categories).
- 2 Press **Button A** or **B**. The column header will highlight, statistics will automatically sort, and the 10 leaders in that column will be displayed.
- 3 Repeat the process for other categories.

**Note:** To view a player's baseball card, press **Button C** when a statistics is highlighted.

# LEAGUE PLAY



## Viewing League Leaders

This portion of the screen lets you select options from the following: **Sort By**, **Teams**, **Players**, or **Season**. Press **D-Pad ▲/▼/◀/▶** to cycle through selections, then press **Button A** or **B** to select.

- **Sort By:** Select **Best** (top ten leaders) or **Worst** (lowest ten).
- **Teams:** View league leaders from **All** (American and National conferences), **American** only, **National** only, or a **Single Team**.

### To select a single team:

- 1 Highlight **Single Team** and select.
  - 2 Press **D-Pad ▼** to highlight a team then press **Button A** or **B**. The Select Team Screen will appear.
  - 3 Press **D-Pad ▲/▼** to highlight the desired team and press **Button A** or **B**.
- **Players:** Select **Positions**, **Batting Totals**, or **Pitching Totals**.
- Positions:** View league leaders by individual player positions. Here's how:
- 1 Highlight and select **Positions** then press **D-Pad ▼** to highlight **All**.
  - 2 Press **Button A** or **B**. The Select Position Screen will appear.
  - 3 Press **D-Pad ▲/▼** to highlight a position, then press **Button A** or **B** to select.
  - 4 Repeat the process to view league leaders for other positions.

**Batting Totals:** View the top ten teams' batting statistics. (This option is not available if the Single Team option has been selected.)

**Pitching Totals:** View the top ten teams' pitching statistics. (This option is not available if the Single Team option has been selected.)

- **Season:** Select **Average** to view player and team statistics for the 1994 season or **Current** to view statistics for your current *HardBall '95* season.

**Note:** When you select **Average**, only statistics from the front side of the baseball card are available.

## Playing the Stars Game

This mid-season classic is held at the half-way point of full and half seasons, and before post-season play in the short season. The Stars Game features a one game match-up of the best players from both Leagues. *HardBall '95* automatically selects the best players at each position. The Stars Game can be simulated or played in full just like any regular season game.

## Tie Breakers

After a season is over, two rounds of playoff games begin. If two teams are tied for the division lead when the season ends, they'll play a one-game playoff to determine the outright division winner. When more than two teams in a division are tied for the division lead, two of those teams are randomly chosen to participate in the tiebreaker. (**Note:** If you own one of the teams, it will automatically be selected for the tiebreaker.)



## LEAGUE PLAY

### League Playoffs

The three division winners and a wild card team each play in a best-of-five series (first team to win three games) to advance to the League Championship game. (The wild card team is the team with the best record of non-division winners. If there is a tie, one team will be randomly chosen to participate.) The team with the best regular season record will host three of the five games versus the wild card team. The division winner with the 2nd best record hosts a series versus the 3rd best division winner. The winners of the two match-ups will then play a best-of-seven series (first team to win four games) to determine the League Champion. The team with the best record hosts. The League Champions then advance to the World Championship.

### World Championships

Both League Champions square off in a best-of-seven series to determine the World Champion. Again, the team with the best record during the regular season will host four of the seven games.

**Note:** Any or all League and World Championship games can be simulated or played in full, just like any regular season game.



## BATTING PRACTICE (one player only)

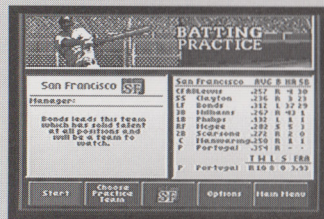


Fig. 32 Batting Practice Screen

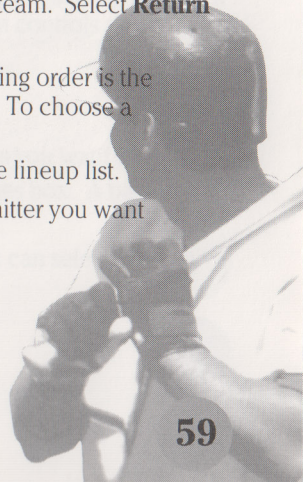
Sharpen your skills at batting practice, just like the pros! Select **Batting Practice** on the Main Menu — the Batting Practice Screen appears.

The first batting practice team will be selected automatically. To choose a different team:

- 1 Select **Choose Practice Team**.
- 2 Select the team you want. The Team Summary Screen appears.
- 3 Choose **Select** if you want that team. Select **Return** to choose a different team.

The leadoff hitter in the team's batting order is the one who will take batting practice. To choose a different batter:

- 1 Press **D-Pad ▲** to move onto the lineup list.
- 2 Move the flashing bar over the hitter you want and press **Button A** or **B**.



# BATTING PRACTICE



## Changing Pitchers

The pitcher listed in the team's batting order will pitch during batting practice. To choose a different pitcher:

- 1 Select the team logo at the bottom of the screen. You'll go to your team's Roster Screen.
- 2 Select **Sub Players**. A flashing yellow bar will appear.
- 3 Move the bar over the current pitcher's name (at the bottom of the lineup) and press **Button A** or **B**.
- 4 Now move the bar in the Bullpen box to highlight a new pitcher and press **Button A** or **B**. The two players will switch places.
- 5 Select **Return** to go back to the Batting Practice Screen.

## Editing a Roster

See **Editing Teams & Players**, pg. 33-42.

## Options Menu

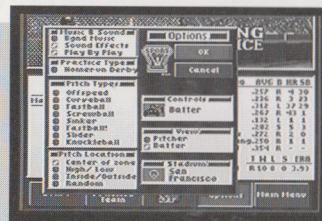


Fig. 33 Batting Practice Options Menu

Select **Options** on the Batting Practice Screen to go to the Batting Practice Options Menu. This menu is the same as the one described in **Options Menu**, pg 15, with three additions: Homerun Derby, selecting pitch type and selecting pitch location.

## Homerun Derby

You'll receive 20 pitches. You're awarded points for each hit, depending on how far and how well you hit the ball. A home run is worth 1000 points.

Select **Homerun Derby** to activate it. Then try your luck in the contest using the same button controls as for playing a game.

## Selecting Pitch Types

To select the type of pitch or pitches you want thrown:

- 1 Select any pitch in the Pitch Types box. A baseball will appear next to it.
- 2 Continue selecting pitches. You can select as many types of pitches as you want.

# BATTING PRACTICE



**Note:** If you select two or more pitch types, they will be randomly thrown during batting practice.

- 3 To deselect a pitch, highlight it again and press **Button A** or **B**.

## Selecting Pitch Locations

To select the pitch location:

- 1 Select one of the locations listed in the Pitch Location box. You can select only one location:
  - **Center of Zone:** Pitches will be down the middle of the plate.
  - **High/Low:** Pitches will be thrown across the plate, but to the high and low part of the strike zone.
  - **Inside/Outside:** Pitches will only be thrown to the inside and outside part of the strike zone.
  - **Random:** Pitches will be randomly thrown to all parts of the strike zone.
- 2 Select **OK** to save your changes, or **Cancel** to delete them.

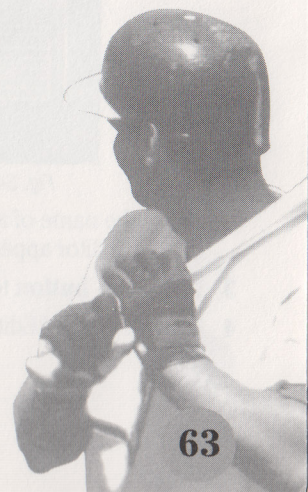
## Getting In Your Swings

Your team is selected, and the batter and pitcher are ready to go. It's time for some serious hitting. To begin practice:

- 1 Select **Start**. The playing field appears, with a batter, pitcher and catcher ready to go.
- 2 Select your swing from the Batting Options window. The batter will step into the batter's box and the pitcher will throw.

**Note:** Homerun Derby has a pre-set swing type which cannot be changed.

- 3 Press **Button A** or **B** to swing.
- 4 Repeat steps 2 and 3 for as long as you want to practice.
- 5 Press **START** to quit and return to the Batting Practice Screen.
- 6 Select **Main Menu** to return to the Main Menu.



## USING SETUP

Use the Setup option on the Main Menu to customize league and playoff names; turn the league screen music/menu sound off or on, and reset your game cartridge. Select **Setup** from the Main Menu to view the Setup Screen.

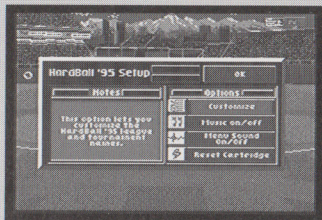


Fig. 34 Setup Screen

To customize league and playoff names and league logos:

- 1 Select **Customize** on the Setup Screen.



Fig. 34 Customize Screen

- 2 Select the name of a league or playoff contest. The Keypad Editor appears.
- 3 Use the **<- button** to delete the previous name.
- 4 Use the Keypad Editor to edit the selected name.

- 5 To change league logos, see **Editing the Team Logo**, pg. 36.
- 6 Select **OK** to leave the screen with your changes intact. Select **Default** to return the names or logos to their original settings. Select **Cancel** to leave the screen without making changes.

To toggle the league screen music or menu sound off or on, select **Music On/Off** or **Menu Sound On/Off** on the Setup Screen and press **Button A** or **B**.

To reset the game cartridge:

- 1 Select **Reset Cartridge** on the Setup Screen. A dialog box appears.
- 2 Select **OK** to erase your current league, custom teams and return the game to its factory settings. Select **Cancel** if you don't want to erase your edits.

## WARRANTY

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of this Cartridge that the medium on which it is recorded will be free from defects in materials and workmanship. A defective Cartridge which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge. To receive warranty service:

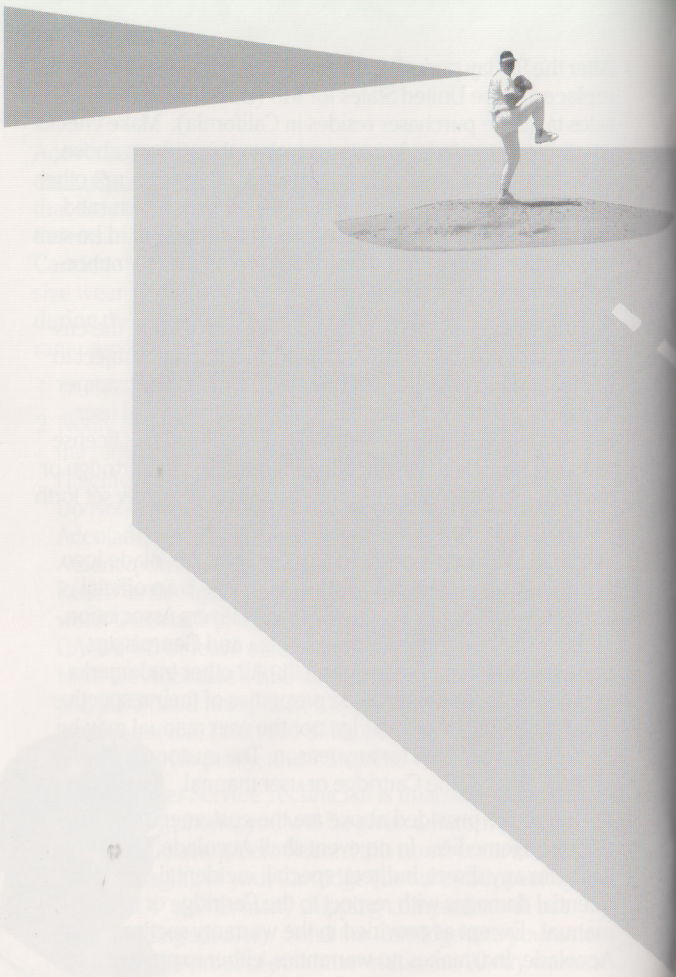
- 1 DO NOT return your defective Cartridge to the retailer.
- 2 Notify Accolade Customer Service of the problem by calling (408) 296-8400 between the hours of 8am and 5pm (Pacific Standard Time) Monday through Friday. Please Do Not send your Cartridge to Accolade before calling. Accolade can also be reached 24 hours a day through America On Line, Compuserve, and our BBS system. Reach us through America On Line by using the keyword "Accolade". Compuserve users should type GO GAMAPUB or leave a message for Accolade 76004.2132. Here are Accolade's BBS numbers: For 300, 1200, 2400 and 9600 baud rates, dial (408) 296-8800; for 9600 and 14.4 baud rates, dial (408) 296-8810. Settings for all baud rates are: 8 Data, No parity; and 1 Stop Bit.
- 3 If a Customer Service Technician is unable to solve the problem by phone, you will be given a Return Authorization number. Record this number on the outside packaging of your Cartridge (be sure your packaging is at least 4" x 6" as many shipping companies will not ship anything smaller). Send the Cartridge and your sales slip or similar proof-of-purchase within the 90 day warranty period to: Accolade, Customer Service, 5300 Stevens Creek Blvd. #500, San Jose, CA 95129.

After the 90-day period, a defective Cartridge may be replaced in the United States for \$15 (U.S. dollars; plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. (To speed up processing, return only the Cartridge, not other materials.) Accolade is not responsible for items returned via First Class Mail. Any ex-changes or returns should be sent by Certified Mail, UPS™, Federal Express™ or other traceable method of shipment.

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**5300 Stevens Creek Blvd., San Jose, CA 95129  
(408) 296-8400**

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2,609,826; Singapore # 88-155; U.K. # 1,535,999; France #1,607,029;  
Japan #'s 1,632,396/82-205605 (Pending)**

**3050-00242**

**Rev. A**