

CHAMPIONSHIP  
**BASEBALL™**

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*Player's Guide*

For Commodore® 64™ and 128™ Computers

**GAMESTAR** ★

Distributed and marketed exclusively by **ACTIVISION**



## ***CONTENTS***

<b><i>Play Ball!</i></b> .....	5
<b><i>Getting Started</i></b> .....	6
Some Handy Controls .....	7
<b><i>Batting Practice</i></b> .....	7
<b><i>Pre-Game Ceremonies</i></b> .....	8
Drafting a New Team .....	9
Fielding a Team Stored on a Disk.....	11
Filling Out Your Line-up Card .....	11
<b><i>League Play</i></b> .....	12
The Season .....	12
The Play-offs .....	13
The Championship Series .....	13
<b><i>Batter Up!</i></b> .....	13
Batting .....	13
Running the Bases .....	14
Pitching and Holding Runners on Base.....	16
Fielding and Throwing .....	18
<b><i>Going to the Bench</i></b> .....	20



# *Play Ball!*

“Ninety feet between bases  
is the closest man has come to perfection.”

You’re one run down in the bottom of the ninth, two on, two out. Your clean-up hitter steps in at the plate. No sweat, right?—This guy’s a *gamer*. But as the pitcher uncorks the first high hard one, it’s white-knuckle time.

*Championship Baseball* takes you out to the ballgame. With a unique behind-the-plate perspective on the action. Major League animation. League play in four divisions, do-or-die play-offs, a Championship Series. All the drama and depth that make baseball the American passion and the National Pastime.

As a manager, you draft your team and make out the line-up card. Call the pitches. Make the moves. Take the heat.

As a player, you make it happen. At the plate and in the field. Make the tough catches and the long throws. Take a pitch or take your cut.

This *Player’s Guide* includes all the information you’ll need to play *Championship Baseball*. The first section, “Getting Started,” tells you how to load the game into your computer. “Batting Practice” explains the basics of swinging away and bunting, and offers some important tips for sharpening your batting eye and timing your swing.

In “Pre-Game Ceremonies,” you’ll learn how to draft a roster and fill out your line-up card, and “League Play” describes how the divisions, play-offs, and Championship Series are organized in *Championship Baseball*.

“Batter Up!” leads you through the fundamentals to finesse in hitting, baserunning, pitching, fielding, and throwing. Finally, “Going to the Bench” explains how to make those crucial moves that can make the difference between being a contender and being a cellar-dweller.

You've heard Major Leaguers talk about "the complete ballplayer." Knows the fundamentals. Always has his head in the game. Brings a winning attitude to the park—every day.

Get in uniform for "the complete ballgame"—*Championship Baseball*. As the Man in Blue says, "Play ball!"

## *Getting Started*

To load *Championship Baseball* into your computer make sure that your printer, if you have one, is turned off. If you have a printer interface connected to the cassette or joystick port on your computer, disconnect it. Then follow these steps:

### **With the Commodore 64,**

1. Start with your computer turned off and the cartridge slot empty. Turn on your disk drive and monitor or TV.
2. When the word **READY** appears, insert the *Championship Baseball* diskette in the drive, label side up then type **LOAD "\*" ,8,1** and press **RETURN**. The program will load automatically.

### **With the Commodore 128,**

1. Turn on your disk drive and monitor or TV. Insert the *Championship Baseball* diskette in the drive, label side up.
2. Turn on your computer or, if it's already on, press the **RESET** button on the side of the computer console. The program will load automatically.

After a few moments, the title and credit screens appear, followed by the **PLAY OPTIONS** chalkboard.

For batting practice or a one-player game, plug a joystick into port 1. For a two-player game, plug another joystick into port 2.

**Before beginning play**, make sure that the **SHIFT/LOCK** key is in the unlocked (up) position.

For league play, you'll need a blank, initialized diskette to store information about your teams (see page 9). See your computer owner's guide for information about initializing diskettes.

## **Some Handy Controls**

During game play, you can press **F5** any time to stop the action. Press **F7** to restart the action.

## ***Batting Practice***

To work on getting your batting stroke down, use the joystick to place the baseballs next to **PRACTICE** on the **PLAY OPTIONS** chalkboard and press the joystick button.

After a few moments, the *Championship Baseball* split playscreen appears, and you can start taking your hacks at a variety of pitches.

**To bunt**, press and hold down the joystick button just *before* the pitcher releases the ball. Release the joystick button *before* the ball reaches the plate to take the pitch—as you'll see, it's tough to bunt successfully at a pitch that's out of the strike zone.

**To swing away**, press the joystick button *after* the pitcher releases the ball.

You may want to take several pitches, just to get an idea of what kind of stuff the batting practice pitcher has and to sharpen your sense of the strike zone. The batting practice pitcher throws the same selection of pitches as all the pitchers in *Championship Baseball*. Balls and strikes are "called" in the scoreboard strip at the top of the screen.

Each side of the split playscreen gives you a different perspective on incoming pitches. From behind the plate, you'll see that those curveballs that start up under your chin can drop in for strikes. From the first base side, you'll see how easy it is to get out in front of a change-up. And both sides of the screen will show you that when the guy on the mound cranks up the fastball, he's throwin' *smoke*.

Just as in the big leagues, the key to hitting is watching the pitch as it leaves the pitcher's hand during his delivery. You can use the pause feature of *Championship Baseball* to good advantage here: during batting practice, try toggling **F5** and **F7**, to stop and start the action, several times during several pitches. By studying the position of the pitcher's hand as he "brings it over the top" on different types of pitches, you can develop your batting eye and timing.

When you put the ball in play during batting practice, the fielders will play it out, much as they would under game conditions, before returning the ball to the pitcher.

To end batting practice and return to the **PLAY OPTIONS** chalkboard, press **F3** and **F5** at the same time.

## *Pre-Game Ceremonies*

To get under way, use the joystick to place the baseballs next to **GAME** on the **PLAY OPTIONS** chalkboard and press the joystick button. When the **GAME OPTIONS** chalkboard appears, select a **ONE PLAYER** or **TWO PLAYER** game.

When you choose a **ONE PLAYER** game to play against a computer team, the **ONE PLAYER OPTIONS** chalkboard appears, and you may select an **EXHIBITION** game or **LEAGUE** play. If you select **LEAGUE** play, you'll be prompted to **INSERT TEAM DATA DISK** and **PRESS BUTTON TO GO ON**. You may then either select **NEW TEAM** to draft a new team or **GET TEAM** to field a team that you've already created and stored on your own team data disk.

In one-player **EXHIBITION** play against the computer, you have the additional option of fielding one of the two teams that come on the *Championship Baseball* disk, the **EAGLES** or the **PUMAS**. If you choose to do this, simply leave the *Championship Baseball* disk in the disk drive when you're prompted to **INSERT TEAM DATA DISK OR GAME DISK**.

When you choose a **TWO PLAYER** game, each player may either draft a brand new team or get a team that he or she has fielded before from a team data disk. Each player follows the steps described in the following sections, player one first, then player two, placing their own team data disks in the disk drive as required.

### **Drafting a New Team**

When you select **NEW TEAM**, you first get a chance to name your team. Type in the name you want from the keyboard (up to 12 letters and spaces—use the **INST/DEL** key to backspace over mistakes), then press **RETURN**.

When the **DRAFT** screen appears, you begin selecting your roster, starting with your first baseman, cycling through the infield and outfield positions, and ending with your catcher, three starting pitchers and one reliever, and two reserves (one utility infielder and one utility outfielder). For each position other than the reserves, you have a choice of two players, identified as **A** and **B** until you select one and name him. The numbers to the right of the players represent their skill ratings.

**All players other than pitchers** are described in terms of their hitting style—**LINER** or **SLUGGER**—and rated for their **Batting**, **Catching**, **Running**, and **Throwing** abilities. Ratings range from a low of **1** to a high of **3**. Added together, no player's ratings may total more than **8**. Sluggers with a batting rating of **3** are power hitters—they have the best home run-hitting percentages.

Keep in mind that *Championship Baseball* is a game of offense and defense. As you fill out your roster, it's important to go for a balance of power at the plate, speed, and defensive abilities. To help you fill out your line-up card (see page 11) and for planning your strategy during games, you might also want to write down rating information on all the players in each roster you select.

**Pitchers** are rated in three categories: **Speed**, **Control**, and **Stamina**. Ratings range from a low of **1** to a high of **3**. Added together, no pitcher's ratings may total more than **6**.

Each pitcher's **Speed** will determine the number of "heaters" he can throw during a game before he loses something off his fastball. His **Control** will determine how often he can catch the plate with his "corner" pitches. And his **Stamina** will determine how many pitches he can throw before both his overall speed and accuracy start to fall off. See "Pitching and Holding Runners on Base" on page 16 for details on pitch selection and delivery.

**To select and name a player**, place the baseballs next to his ratings information and press the joystick button. Then type in his name from the keyboard (up to 12 letters and spaces—use the **INST/DEL** key to backspace over mistakes), and press **RETURN**. When you go to select your reserves, you'll find there is only one infielder and one outfielder to choose. You still have the opportunity to name these players.

While you're drafting players, you have the option of going back and changing or renaming any player you've already chosen. To do so, place the baseballs next to the **NAME** section, and move the joystick left and right to cycle through the players you've already chosen. When you come to the player you want to change, press the joystick button, then select a new player or change the name of the one you have. When you press the button again, you'll return to where you were previously in the drafting process.

Any time while you're selecting your roster, you can move the baseballs to the **CANCEL** box and press the joystick button if you want to *start over*.

When you're satisfied with your team, move the baseballs to the **OKAY** box and press the joystick button.

### **Fielding a Team Stored on a Disk**

When you choose **GET TEAM**, you'll be prompted to **INSERT TEAM DATA DISK** and **PRESS BUTTON TO GO ON**. When you do so, a list of all the teams stored on the disk in your disk drive will appear. Use the joystick to move the baseballs next to the name of the team you want to field and press the joystick button—the selected team will be loaded into your computer.

### **Filling Out Your Line-up Card**

After you finish drafting a new team or choosing a team stored on your team data disk, you must fill out your line-up card.

When your **BATTING LINEUP** screen first appears, the name, position, and ratings of your first baseman are displayed at the top of a blank line-up card. Move the joystick right and left to cycle forward and backward through the players on your roster—your eight starters and three possible starting pitchers. (Remember that in **LEAGUE** play, you may not start the same pitcher two games in a row—see page 10.)

Move the joystick backward and forward to move the baseballs to the spot in the line-up where you want the currently listed player to bat, and press the joystick button to place his name there.

When your line-up card is filled out, you can "swap" any two players in the order. Use the joystick to place the baseballs next to the name of one of the players you want to swap and press the joystick button—a black marker will appear to the left of his name. Then place the baseballs next to the other player's name and press the joystick button again.

Any time while you're filling out your line-up card, you can move the baseballs to the **CANCEL** box and press the joystick button if you want to start over.

When you're satisfied with your line-up, move the baseballs to the **OKAY** box and press the joystick button. You'll then have a chance to choose the division you want to play in—see "League Play," below. In **EXHIBITION** play you'll be pitted against a randomly selected team from the division you choose. You'll next be prompted to **INSERT GAME DISK** and **PRESS BUTTON TO GO ON**. In **LEAGUE** play, you'll then see the division standings. Press the joystick button and the game will begin.

## *League Play*

Only one-player games against the computer qualify for league play. The league consists of four divisions, each one including five computer teams and the team that you field. The divisions, ranging from the easiest to the toughest, are the **SOUTH**, **NORTH**, **EAST**, and **WEST**.

When you finish filling out your line-up card, you're given a choice of divisions.

Once you've started a particular team in league play within a given division, you'll go up against a team in that division each time you choose **LEAGUE** play and field that team—until the season's over. And any team of yours that wins its division will be pitted against a randomly selected computer team in the play-offs and Championship Series.

## **The Season**

In each league the season consists of five games, one against each team in the division you select. When you select the division you want to play in, the **DIVISION STANDINGS** from the sports page of the *GAMESTAR GAZETTE* appear on the screen. Also shown is your next opponent, and you're prompted to **PRESS BUTTON TO CONTINUE**. Be sure the game disk is in the disk drive, then press the button. When you do so, the game will begin.

At the end of each game, the results are stored in the division standings on the *Championship Baseball* diskette.

To win a division, you must end the five-game season with the best record. If you end in a tie with another team, you must have beaten that team in order to win the division.

## **The Play-offs**

If you win your division, you advance to a one-game play-off against the champion from the division paired with yours. The division pairings are SOUTH vs. WEST and NORTH vs. EAST.

## **The Championship Series**

If you win your play-off game, you advance to a best-two-out-of-three Championship Series against the pennant-winner from the other pair of divisions.

## ***Batter Up!***

As each hitter comes to the plate, his name, position, ratings (BCRT), and hitting style are displayed for several moments on the scoreboard strip at the top of the screen.

Particularly when you're in the field, it's important to study the hitter's batting and running ratings and his hitting style. This will help you decide how to pitch to him and—if he gets on base—how much of a base-stealing threat he is.

## **Batting**

When you're at the plate during a game, your options are the same as in batting practice.

**To bunt**, press and hold down the joystick button just *before* the pitcher releases the ball. Release the joystick button *before* the ball reaches the plate to take the pitch.

**To swing away**, press the joystick button *after* the pitcher releases the ball.

See “Batting Practice” on page 7 for some tips on “reading” pitches and timing your swing.

## Running the Bases

When you put the ball in play, the batter automatically runs toward first base. Once he reaches the bag, however, *you* control the rest of his baserunning on the play. You can take a lead, retreat back to the bag, start a runner on the pitch, steal bases, and slide.

If there are runners on base, you control the *lead runner*, and only the lead runner can steal a base. When the ball is in play, all other runners advance and retreat automatically if forced. As soon as the lead runner scores or is put out, your control shifts *immediately* to the next lead runner. On a home run, all runners score automatically—you can sit back and savor the moment.

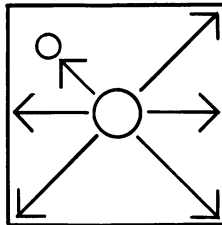
Running the bases effectively requires alertness, quick reflexes, and a thorough knowledge of each player’s running ability. With a man on first, for example, to stay out of the double play on a ball hit to the infield you’ll have to start the runner the *instant* the ball is hit, if not before—particularly if your man is slow. And of course sliding can make the difference between “Safe!” and “Out!”

Dive back into the bag when retreating

Slide into the bag when advancing

Retreat to last base passed

Advance lead runner



Dive back into the bag when retreating

Slide into the bag when advancing

**To move the lead runner ahead**, push and hold the joystick to the right.

**To retreat to the last base passed**, push and hold the joystick to the left.

**To stop the runner on or between bases**, return the joystick to the neutral center position (just release it).

**To slide**, push the joystick diagonally as your lead runner approaches the bag: diagonally right to slide into the next base, diagonally left when retreating to the last base passed. Timing your slide is important, since it slows you down.

Stealing bases or putting on the hit-and-run requires alertness and good timing, especially when you're playing against a computer-controlled team. When taking your lead, stealing, or putting on the hit-and-run, you control the lead runner only—any other runners on base will follow the lead runner only if and when the ball is put in play, and only when forced.

**To take a lead**, ease the joystick just slightly to the right and release it. Keep your eye on the pitcher—he may try to pick you off. To retreat to the bag, push the joystick to the left.

**To send the runner**, push and hold the joystick to the right. It's important to time his start just right. If the opposing pitcher hasn't started his delivery to the plate, he can always whirl and fire, throwing out your runner or catching him in a rundown. If you start the runner too late and your batter takes the pitch or swings and misses, the opposing catcher may be able to throw the runner out. (See "Pitching and Holding Runners on Base," page 16, and "Fielding and Throwing," page 18.)

When you're playing against the computer and you take a big lead off third base, the catcher will step out of the box and take a throw from the pitcher, then hold the ball until you retreat to the bag.

Any runner taking a lead or running on the pitch will retreat to the bag automatically on a foul ball. All runners will retreat automatically if they're running on a fly ball and it's caught; as soon as your lead runner has tagged up, you take over control of his movement again.

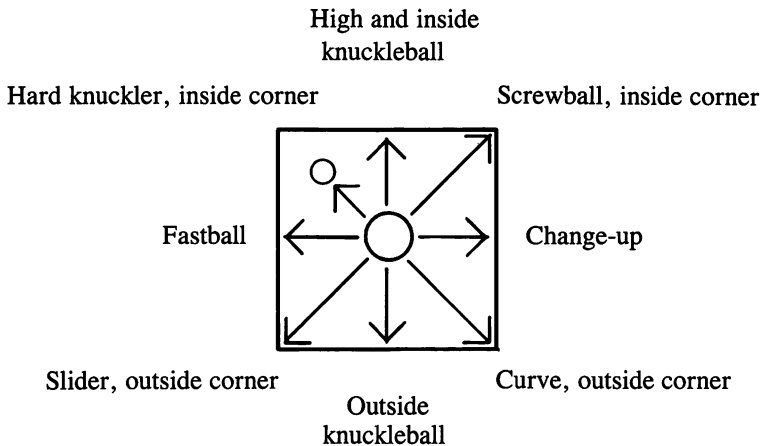
Whether you're trying to steal or hit and run, don't get so involved in taking a lead or sending the runner that you forget what you're doing at the plate. Stealing a base with two outs won't do you much good if you forget to swing at strike three while you're at it.

## Pitching and Holding Runners on Base

At the start of each half inning and each time the ball is returned to the pitcher following a play or a pitch, the pitcher bends over and looks for a sign from the catcher. (At the end of each play and when a pitch is swung on and missed, press the joystick button twice to return the ball to the pitcher, then twice more to "set" your pitcher.)

**To start your delivery**, press and hold down the joystick button—the pitcher moves to an upright position and comes set.

You control the type and location of each pitch with your joystick, as shown.

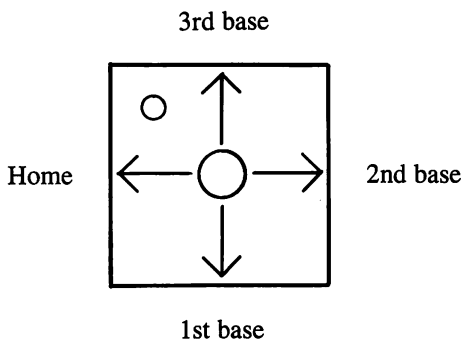


The high and inside knuckler and the outside knuckler are sure to be out of the strikezone, and the change-up and fastball are certain strikes. Whether the other four types of pitch catch the corner for a strike or miss for a ball will depend on the hurler's control and stamina ratings and on how many pitches he's thrown.

The speed of each pitcher's fastballs, sliders, and hard knucklers will depend on his initial speed rating and stamina ratings and on how many pitches he's thrown. Every pitcher will tire as a game goes on, especially if he's throwing a lot of pitches, and both the speed and accuracy of his pitches will fall off. See "Your Line-Up Card" on page 11 for details on pitchers' ratings and pitch selection.

If your starter loses his stuff and starts getting shelled, you may want to go to your bullpen—see "Going to the Bench" on page 20. But keep in mind that you can change pitchers only between half innings and only once during each game.

**To pick off a runner**—or just to hold him close to the bag—release the joystick button *before* moving the joystick to deliver the pitch. You may then throw to any base as shown.



For details on throwing out a runner who takes off after you start your delivery, see “Fielding and Throwing” below.

At the conclusion of each pitch or play, including foul balls and home runs, press the joystick button *twice* to return the ball to the pitcher—his uniform will turn black to indicate that he has the ball.

Press the joystick button *twice more* to get set to pitch again—the pitcher’s uniform will turn to the team color and he’ll bend over to look for the next sign from the catcher. *You must “set” your pitcher before a new batter will come to the plate following a hit or an out.*

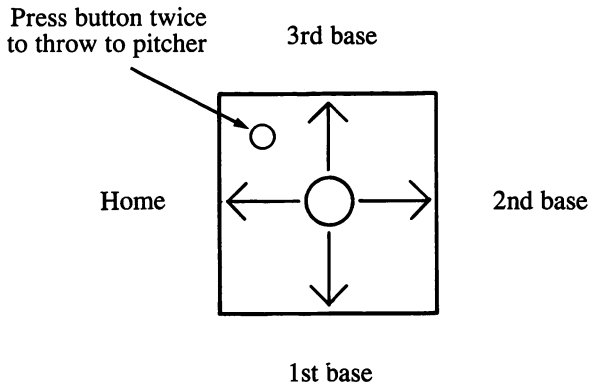
## **Fielding and Throwing**

When the ball is put in play, the player nearest the path of the ball becomes eligible to field it. If the ball has a shadow, it’s a fly ball; otherwise, it’s a grounder.

Move the joystick to move the eligible fielder to the ball—he’ll move in the same direction you push the joystick. His uniform will turn black when he gets possession of the ball. You may then continue moving the player to intercept and tag out a runner or to force a runner at any base, or throw the ball to any base or to the pitcher.

**To catch a fly ball**, keep your eye on the ball’s shadow. As the ball descends, position your fielder so he’ll intercept the shadow.

**To throw the ball**, press and release the joystick button, then move the joystick as shown to throw to a base or press the button a second time to throw to the pitcher on the mound.



The official scorer in *Championship Baseball* will assign an error when you fail to make a play that should have been made.

**To throw out a runner trying to steal**, press the joystick button once as soon as your catcher has possession of the ball, then move the joystick as shown above to throw to the desired base.

**To tag out a runner trying to steal home**, you must *move* your catcher to intercept the runner. If you don't move your catcher, the runner will slip past him and score. And of course your catcher must have the possession of the ball.

## *Going to the Bench*

Before each half inning (other than the top of the 1st), there's a 5-second delay during which you can elect to make substitutions in your line-up.

**To make a substitution**, player one presses **F1** during the delay and player two presses **F3**. For each player (player one first), the leadoff man's position in the batting order, name, fielding position, and rating appear on the scoreboard. Below them are the name, position, and rating of available reserves—only the utility infielder may substitute for infielders, the utility outfielder for outfielders, and the relief pitcher for the starting pitcher. Tap the joystick to the left and right to cycle down and up through the lineup.

To replace the currently listed regular with the reserve listed, move the baseball to the **OKAY** box and press the joystick button.

If you decide that you don't want to make a substitution, move the baseball to the **CANCEL** box and press the joystick button—the scoreboard appears before the game will resume.

You can make up to three substitutions during any single break. Just press **F1** (player two—**F3**) when the scoreboard reappears.

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