



CREDITS

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AL MICHAELS



Al is the best there is in the broadcast booth, with a voice known to sports lovers around the world. He's been an avid sports enthusiast since he was young, and audiences respond to that love of the game in his voice.

Knowledgeable and insightful, he has a distinct broadcast style all his own. When Al announces a game, you get drawn into

the play, feel the tension on the field and the excitement among the fans.

Al began broadcasting games for the Hawaii Islanders in the Pacific Coast League in 1968. He also called the football and basketball play-by-play for the University of Hawaii Rainbows. At the same time, Al reported on high school sports and hosted three television sports shows daily.

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 "mic" 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.

Al and his wife, Linda, have a son, Steven, and a daughter, Jennifer. The Michaels live in Los Angeles.



GETTING STARTED

SYSTEM REQUIREMENTS

- A hard drive with 18 MB free space is **REQUIRED**
- 486-33 Mhz machine or better required, with 8 MB of RAM and 2x CD-ROM, DOS 5.0 or higher
- Supports VESA SVGA (640 x 400 x 256 & 640 x 480 x 256 color) graphics
- Operates in 32-bit protected mode
- Recommended: one or two joysticks, soundcard

QUICK START

- 1 Install *HardBall 5* onto your computer, see pg. 8-11 for instructions.
- 2 Change to the HardBall directory (C:\HB5) and type **HB5**, then press **<Enter>**.
- 3 Select **Exhibition Game**; two teams are selected for you.
- 4 Select **Start** to bring up the rosters.
- 5 Select **Play Ball!** to begin playing *HardBall 5*.

Each command has an arrow next to it showing the key needed to choose it.

Batting: Choose a swing by pressing the indicated **arrow keys**, then pressing **<Enter>**. The pitcher now throws. Aim your bat by pressing the **arrow keys**, then swing by pressing **<Enter>**.

Running: The runner goes immediately to first base. Try to make the hit a double by pressing the **<up> arrow key**. The runner tries for second. The **<left> arrow key** is third base and the **<down> arrow keys** is home plate.

Pitching: Choose a pitch by pressing the **arrow key** that corresponds to the pitch you want and then press **<Enter>**. Press **<Enter>** again to start the throw. Use the **arrow keys** to aim during the windup before the pitcher releases the ball.

Fielding: Disable **Fielding** under **Manager's Options**, pg. 30, so the computer gets the ball for you. Once the fielder has the ball, press an **arrow key** to throw toward a base. First base is the **<right> arrow key**, second is the **<up> arrow key**, third is the **<left> arrow key** and home is the **<down> arrow key**. Choose a base and then press **<Enter>**. The fielder throws to the base. To avoid the cut-off man in throws from the outfield, press the **arrow key** for the base, then press **<Backspace>**.

KEYBOARD, JOYSTICK AND MOUSE CONTROLS

One or two players can play *HardBall 5*. You can use 1 or 2 joysticks, the keyboard or any combination thereof. To make things simple, we refer to keyboard 1 throughout this manual.

Keyboard and joystick users must press <Tab>/**Button 2** to move between menu lists and Statistical Set Buttons.

To make changes to your control selection(s), see **Controls and Skill Level**, pg. 26.

MOUSE SUPPORT

If your system supports a mouse, you can use it on all menu screens by moving the cursor to the desired item and clicking the **left mouse button**.

Scroll up and down menus by holding down the **left mouse button** and moving the cursor to the bottom or top of the list. Move a “slider control” by pressing and holding the **left mouse button** to drag the cursor (slider) left or right.

Whenever you are on any screen displaying statistics, place the cursor on a Statistical Set Button and press the **left mouse button** to display any of the four statistical sets. To go to go to the Statistic Display screen, place the cursor on a Statistical Set Button and press the **right mouse button** (see **Customizing Statistical Sets**, pg. 41-46).

USING THIS MANUAL

For a basic introduction to the game, read **Playing An Exhibition Game**, pg. 13-35 and **On the Field**, pg. 36-40. These sections take you through most features of *HardBall 5*.

For in-depth information on customizing statistical displays, see **Customizing Statistical Sets**, pg. 41-46.

Editing a Team and Individual Players, pg. 47-57, provides full details on how to create your own “dream team.”

If you want the full *HardBall* experience, check out the **League Play**, pg. 58-76. That will show you how to set up and manage your own team and play through an entire season.

All topic information can be found in the **Index**, pg. 93, Now let’s play ball!

INSTALLATION

HANDLING YOUR COMPACT DISC

- Your *HardBall 5* compact disc is intended for use only in a CD-ROM drive.
- Avoid bending the compact disc. Do not touch, smudge or scratch its surface.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Always store the compact disc in its protective case for safekeeping.

INSTALLATION

- 1 Power up your computer as you normally would. (If you're in Windows[®] '95 select **My Computer**; then the **CD-ROM icon**, and finally the **Install icon**. If you're in Windows 3.1 or NT, select **File** from the Program Manager, then select **Exit Windows**. A message appears stating "This will end your Windows Session;" select **OK**. Do not select the MS-DOS prompt while in Windows. If another menu screen comes up after exiting Windows, choose the MS-DOS prompt.)
- 2 Place your *HardBall 5* compact disc in your CD-ROM drive with the label side up.
- 3 At the DOS prompt, type the letter of your CD-ROM drive, followed by a colon, and press **<Enter>**. For instance, type **D:** and press **<Enter>**.
- 4 Type **INSTALL** and press **<Enter>**.
- 5 When the installation menu is displayed, type in the name of the drive and directory where you would like *HardBall 5* installed. Highlight **Install** and press **<Enter>**.
 - Select **Minimal** if you don't have a lot of hard drive space available.
 - Select **Normal** if you want quicker disk loads during gameplay. This option requires more hard disk space.

Either option requires that you leave your CD in the drive during gameplay.

If you need Virtual Memory to run the game, a message will be displayed providing you with more information. Type **VM** at the C:\HB5 prompt and press **<Enter>**. Now type **HB5** and press **<Enter>**. (See **Virtual Memory**, pg. 89)
- 6 After the Install program finishes, or Virtual Memory is enabled, the Setup screen is displayed. Read **Setup Options**, pg. 9, to configure your computer's hardware to work with *HardBall 5*.

When setup is complete, select **OK** and the Title screen will appear. Press **<Enter>** to go to the Main Menu.

To boot *HardBall 5* anytime after installation, change to the drive and directory where you installed the game (CD\HB5) and type **HB5** then press **<Enter>**.



SETUP OPTIONS

• Adjust Joystick

Calibrate a joystick by doing the following:

- 1 Select **Adjust Joystick** and press **<Enter>**.
- 2 Follow the on-screen directions to adjust your trim-pots and press the fire button. (If your joystick does not have trim-pots, disregard the readings.)
- 3 Move the joystick to the upper left corner and press the **fire button**.
- 4 Move the joystick to the lower right corner and press the **fire button**.
- 5 Center the joystick and press the **fire button**.

If you have a second joystick plugged in, you can calibrate it the same way. Press **<Esc>** to cancel calibration.

• Music/Sound

Music/Sound— Digital Audio Driver

Here's how to select the soundcard you want to play your sound effects:

- 1 Press **<Tab>** to access the Digital Audio list, then press the **<down> arrow key** to highlight the desired driver and press **<Enter>**.
- 2 Press **<Tab>** to access the settings box – Port will be highlighted.
- 3 Use the **<up>** or **<down> arrow key** to select a setting, then press **<Enter>** repeatedly until the desired setting is displayed. Make sure the settings displayed for your soundcard are correct or you will not hear sound or your computer may lock up.

If you don't know your settings, highlight **Detect Settings** and press **<Enter>**, or consult your soundcard manual.

If you do not have a Creative Labs SoundBlaster Pro or 16, you may have to choose SoundBlaster and Compatibles if the soundcard is in SoundBlaster Mode.

Testing Your Soundcard

When soundcard selection and settings are complete, highlight **Test** and press **<Enter>**. A sound effect will be played if your settings are correct.

Music Volume: Adjust the menu music volume by using the **<Tab>** to highlight the triangle in the slide switch, then pressing the **<right>** (up) or **<left>** (down) **arrow key**. This control does not affect background music during gameplay. (see **Music, Sound, Announcer Options**, pg. 29, for volume control for background music.)

SFX Volume: You can adjust the sound effects volume by using the **<Tab>** to highlight the triangle in the slide switch, then pressing the **<right>** (up) or **<left>** (down) **arrow key**.

- **Customize League**

This option lets you customize league names, tournament names and league logos. See **Table 1 Default League and Tournament Names**.

To change a league or tournament name:

- 1 Highlight **Customize League** and press **<Enter>**.
- 2 In the Notes box, use the **<up>** and **<down>** **arrow keys** to highlight the name you want to change—for instance, **Stars Game** or **Playoffs**.
- 3 Press **<Backspace>** to delete the current name.
- 4 Type a new name.
- 5 Highlight **OK** and press **<Enter>**.
- 6 To reset the default settings, choose **Default** and press **<Enter>**.

Change a league logo by choosing the desired logo and pressing **<Enter>**. (See **Edit Team Logo**, pg. 49, for instructions to redesign the league logo.)

The Customize League option also allows you to customize your **current** league by turning the following features on or off:

Injuries Can Occur: When **on**, injuries can occur to players on all league teams. When **off**, no injuries will occur.

Computer Makes Trades: When **on**, computer-managed teams make trades throughout the season. When **off**, computer-managed teams will not propose trades.

Computer Can Decline Trades: When **on**, the computer may decline an offer made to a team it controls. When **off**, trades offered to computer-managed teams are automatically accepted.

TABLE 1: DEFAULT LEAGUE AND TOURNAMENT NAMES

Stars Game

Scheduled at a season's half-way point, this single game pits the best players at each position (from the first half of the season) from each league against each other.

Playoffs

The three divisional winners and a wild card team play each other for the right to play in the League Championships

League Championships

The winners from the playoffs play against each other for the right to advance to the World Championships.

World Championship

The two league champs battle for the World Championship.

National, American

The name of the two leagues in *HardBall 5*.

• **Modem Play**

You can play *HardBall 5* over a modem, see **Modem & Serial Play** section, pg. 84 for more information.

When you've finished making your choices, highlight **OK** and press **<Enter>**.



THE MAIN MENU

The Main Menu offers the following options:

- **Exhibition Game:** A practice game that doesn't affect League Play.
- **League Play:** Play a season or set up a league.
- **Batting Practice:** Practice hitting pitches while batting right- or left-handed.
- **Pitching Practice:** Practice aiming and controlling pitches with different pitchers and pitch types.
- **Home Run Derby:** See how many points you can rack up in this home run hitting competition.
- **Setup:** Lets you update game settings if you've made changes in your hardware (new sound board, joystick, etc.). Also use this option to re-customize a league. (See Step 6 under Installation, pg. 8.)
- **Exit to DOS:** Quit *HardBall 5*.



PLAYING AN EXHIBITION GAME



Just want to play a quick nine innings? An Exhibition Game is the answer. Begin by highlighting **Exhibition Game** on the Main Menu, then press **<Enter>**.

EXHIBITION PRE-GAME OPTIONS SCREEN

The Exhibition Pre-Game option screen shows team summaries for two randomly selected teams and the pre-game scoreboard. This screen lets you start the game-play process, choose new teams, play a Stars game, resume a game, view saved highlights, or return to the Main Menu. Here is a description of each option:

START

If you want to play using the selected teams, choose this option and press **<Enter>**. You will go to the Scoreboard/Lineup screen (skip to **Scoreboard/Lineup Screen**, pg. 16).



CHOOSE NEW TEAMS

This option lets you change the home and visiting teams. Here's how:

- 1 Highlight **Choose New Teams** and press **<Enter>**. The Select Home Team screen appears showing the available teams and their current records.
- 2 Highlight the team you want as the Home Team and press **<Enter>**.
- 3 The Team Summary screen appears with these options:
 - **Select:** Highlight and press **<Enter>** to enter this team as the Home team.
 - **Roster:** Highlight and press **<Enter>** to make changes to your Team Roster (see pg. 20). Make your changes **BEFORE** choosing select. Changes made will not be permanent. Permanent edits can be made only in League Play.
 - **Return:** Highlight and press **<Enter>** if you want a different Home Team.
- 4 Select the Visiting Team in the same way, then skip to the **Scoreboard/Lineup Screen**, pg. 16.

Note: The teams listed in the Select Home Team screen are from the current League selected for League Play. To choose teams from a different league (i.e. Legends League), you must first select that league under League Play (see Creating a New League and Changing Leagues, pg. 58-59)

STARS GAME

This option selects the best players for both leagues and puts them in an Exhibition Game. Selecting this option takes you to the Scoreboard/Lineup screen (skip to pg. 16).



RESUME GAME

This option allows you to resume a previously saved game. See **Resuming an Exhibition Game**, pg. 32.



HIGHLIGHTS

This option allows you to load and view saved highlight reels. See **Exhibition Game Highlights**, pg. 34.

MAIN MENU

Returns you to the Main Menu.



Statistical Set Button

SCOREBOARD/LINEUP SCREEN

The Scoreboard/Lineup screen displays the starting lineup for both teams, player statistics and the pre-game scoreboard. The following section describes the features and options available on this screen.

VIEWING PLAYER STATISTICS

You can change the set of statistics displayed on the Scoreboard/Lineup screen by pressing **<Tab>** repeatedly to highlight the Statistical Set Button to the far right of a column heading and then repeatedly pressing **<Enter>**. For instructions on how to customize each of these sets to meet your informational preferences for this screen, see **Customizing Statistical Sets**, pg. 41-46



VIEWING PLAYER BASEBALL CARDS

When you highlight the name of the player using the **arrow keys** on the Scoreboard/Lineup screen, a baseball card appears showing the following information:

PLAYER CARD

Uniform Number (#)	Fielding Ability, Secondary Position (FA2)
Position	Contact Rating (Con)
Batting Average (Avg)	Power Rating (Pow)
Name	Stolen Base Success Percentage (SB%)
Team Logo	At Bats (AB)
Bats Left, Right or Switch (B)	Hits (H)
Speed Rating (Spd)	Home Runs (HR)
Performance vs Left-Handed Pitchers (vsL)	At Bats in the current week (W/AB)
Fielding Ability, Primary Position (FA)	Hits in the current week (W/H)
Throw Rating (ARM)	Home Runs in the current week (W/HR)
(Pos2) Secondary Fielding Position	

PITCHER CARD

Uniform Number (#)	Performance vs Left-Handed Batters (vsL)
Position	Years Experience (Exp)
Earned Run Average (ERA)	Wins (W)
Name	Losses (L)
Team Logo	Saves (Sv)
Throws Right or Left (T)	Earned Run Average (ERA)
Stamina Rating (Sta)	Opponent's Batting Average (OAv)
Control (Con)	Opponent's Slugging Percentage (Slg)
Starter, Relief, Setup, Close (Use)	ERA for current week (W/ERA)
Arm Speed Rating (Spd)	Opponent's Batting Average for current week (W/OAv)
Fielding Ability (FA)	Opponent's Slugging Percentage for current week (W/Slg)

TABLE 2 - RATINGS

Player	Abbreviation	Meaning
Batter/Pitcher	#	Uniform number
Batter/Pitcher	Name	Name
Batter/Pitcher	Skin	L=light skin, D=dark skin
Batter	POS	Position
Batter/Pitcher	FA	Fielding ability
Batter	Pos2	Secondary fielding position
Batter	FA2	Fielding ability at secondary fielding position
Batter/Pitcher	Throws	R=right-handed, L=left-handed
Batter/Pitcher	Bats	R=right-handed, L=left-handed; S=switch hits
Batter	Arm	Arm strength
Batter/Pitcher	Speed	Running speed
Batter/Pitcher	Streak	Streak rating: 0 - Even throughout season; 1 - Hot at start, cools through end; 2 - Hot at start/end, cool in middle; 3 - Cool at start/end, hot in middle; 4 - Cool at start, hot at end
Batter/Pitcher	Age	Age of player
Batter/Pitcher	Exp	Number of years in major league
Batter	Power	Rating at hitting for power
Batter	Contact	Rating at hitting for contact
Batter	Gnd %	Groundball percentage
Batter	Pull %	Pulled hits percentage
Batter/Pitcher	Cl/Late	Rating for Close/late performance
Batter/Pitcher	ScPo	Performance with runners in scoring position
Batter/Pitcher	Home	Home performance vs. away rating
Batter/Pitcher	vsLHP/LHB	Performance vs. left-handed pitchers/batters
Pitcher	Use	(Sta)rtter, (Rel)iever, (Clo)ser, (Set)up
Pitcher	Stam	Stamina rating
Pitcher	Acc	Accuracy rating
Pitcher	Fs	Fastball rating
Pitcher	Cv	Curveball rating
Pitcher	CU	Changeup rating
Pitcher	Sl	Slider rating
Pitcher	Si	Sinker rating
Pitcher	Kn	Knuckleball rating
Pitcher	Sc	Screwball rating

PLAY BALL!

Select this option to begin the game without making player or team changes.



Statistical Set Button

TEAM ROSTERS

The Team Roster options, denoted by icons of the teams' logos, allow you to make player substitutions, change team batting orders and players' fielding positions and move pitchers in and out of the bullpen and onto the pitching mound. You can also use these options to look at a variety of statistics.

After selecting one of the team logo icons, you'll see the Team Roster screen, complete with a shot of the diamond with each player's name shown in his fielding position (when on defense) or at the plate (when on offense). This screen lists the team manager's name, its batting order, and player statistics, the name of the starting pitcher, the players on the bench and the pitchers available in the bullpen.

You can change the set of statistics currently displayed on the Team Roster screen by pressing **<Tab>** repeatedly to highlight the Statistical Set Button to the right of a column heading and then pressing **<Enter>** repeatedly. For instructions on how to customize each of these sets to meet your informational preferences for this screen, see **Customizing Statistical Sets**, pg. 41-46.

SUB PLAYERS

This option lets you replace a player in the starting lineup with one from your bench.

- 1 Choose **Sub Players** and press **<Enter>**.
- 2 Use the **arrow keys** to move the flashing yellow bar over the name of the player you want to remove from the starting lineup. Press **<Enter>**.
- 3 Now move the flashing bar over the name of the player you want to insert into the lineup. Press **<Enter>** to make the substitution. When a player is removed from the lineup, he will be placed on the bench with an “x” beside his name.

BATTING ORDER

This option lets you move players from one location to another in the batting order.

- 1 Highlight **Batting Order** and press **<Enter>**.
- 2 Use the **arrow keys** to move the flashing yellow bar over the name of the first player you want to move up or down in the batting order, then press **<Enter>**.
- 3 Now move the flashing bar to the position in the batting order where you want the player to bat. Press **<Enter>** to make the switch.
- 4 Repeat until the batting order you want is displayed.

FIELDER POSITIONS

You can choose from 11 fielding alignments (six infield, five outfield) to position your fielders, as described in Table 3.

TABLE 3 - FIELDER POSITIONS		
<u>HOT KEY</u>	<u>ALIGNMENT</u>	<u>DESCRIPTION</u>
OUTFIELD		
1	Normal	Outfielders play normal positions.
2	In	Outfielders play shallow. Used when a weak hitter is up, or the potential game-winning run is at third base with fewer than two outs.
3	Left	Outfielders shift left to prevent extra-base hits to left-center field or the left field line.
4	Right	Outfielders shift right to stop extra-base hits to right-center field or the right field line.
5	Custom	Set up your own positions.
INFIELD		
6	Normal	Infielders play in normal positions.
7	In	Infielders move several steps closer to the plate. Use when you expect a bunt.
8	Double Play	2B and SS play closer to second base.
9	Guard Lines	1B and 3B play near base lines to protect against extra-base hits.
0	Hold Runner	1B covers base. Use when a runner is on first.
-	Custom	Set up your own positions.

To quickly change Outfield or Infield alignments when you are on the field, press the hot key that corresponds to the alignment you want.

Hot Keys



Viewing Alignments

To view the alignments listed in Table 3:

- 1 Choose **Fielder Positions** and press **<Enter>** to display the Fielder Positions screen.
- 2 Select an alignment listed and press **<Enter>** to display that alignment. A baseball appears next to your selection.

Note: Only the Custom alignment can be changed.

Custom Option

Here's how to customize an outfield alignment:

- 1 Select **Fielder Positions** and press **<Enter>**, then select **Custom** on the Fielder Position screen.
- 2 Press the **<right> arrow key**. The left fielder blinks white.
- 3 Press **<Enter>**. The left fielder now blinks yellow.
- 4 Use the **arrow keys** to move this fielder into a new position, then press **<Enter>**.
- 5 Repeat with each fielder you want to move.
- 6 Press the **<left> arrow key** until you've highlighted one of the alignment boxes, then press **<Enter>**. Highlight **OK** to save your custom alignment.

Follow the same procedure to design a custom infield alignment.

Mouse users: Select Custom, then position the cursor over the fielder you want to move. Press and hold the left mouse button, then drag the fielder. When you've position the fielder where you want him, release the mouse button.



BULLPEN

Select this option to go to the Bullpen screen when you can check the status of your pitchers, warm up a reliever, or make a pitching substitution during a game. This screen is divided into these sections:

- **On the mound:** Lists the current pitcher.
- **Rotation:** Lists the pitching staff's regular rotation.
- **Relievers:** Lists the Relievers in the Bullpen.
- **Pitches:** Lists the results of all the pitches thrown by the current pitcher (FR = Fair plays; FL = Foul balls; CS = Called strikes; SS = Swing and misses; BL = Balls).
- **Last 10:** Lists the current pitcher's last 10 pitches.
- **Next Batters:** Lists the next five batters due up.

This screen also contains three options buttons: **Warmup**, **Substitute** and **Return**.

Warmup

To warm up a pitcher:

- 1 Highlight **Warmup** and press <Enter>.
- 2 Use the **arrow keys** to highlight the name of the pitcher you want, then press <Enter>. The words "Warming Up" will appear next to that pitcher's name and he'll begin throwing in the bullpen on your screen. When your pitcher is ready to be brought into the game the words "Warmed Up" will appear next to his name.

To stop a pitcher from warming up without putting him in the game:

- 1 Highlight **Warmup** and press <Enter>.
- 2 Highlight the pitcher's name you want to stop warming up, then press <Enter>.

Note: A pitcher must warm up for approximately one inning before he is ready to take the mound. If you put him in earlier, or let him warm up too long, his control may be affected.

Substitute

To make a pitching change:

- 1 Highlight **Substitute** and press <Enter>.
- 2 Highlight the name of the pitcher you want, then press <Enter>. The substitution is handled automatically and his name appears under “On the Mound.”

Return

Returns you to the Roster screen.

Note: Once you've removed a pitcher from the game, he cannot re-enter the game.



PRINT

This option lets you print the statistics displayed on the Team Roster screen to a file or the printer attached to your computer. Follow these steps to use Print:

- 1 Highlight **Print** and press <Enter>.
- 2a To print the information to your printer, make sure PRN is displayed on the File-name, then press <Enter> or select **Save**. Printing begins.
- 2b To print the information to a file, select the drive (A:, B:, or C:) you want to store the information on, then type an acceptable DOS filename (i.e., eight characters plus a three-character extension) on the Filename: line.
- 2c Press <Enter> or select **Save** to save the file.

Note: If entering PRN doesn't start printing, try typing LPT1, LPT2 or AUX. If you still can't print, make sure your printer is connected properly.

RETURN

This returns you to the Scoreboard/Lineup screen.



OPTIONS

Begin by highlighting **Options**, then press **<Enter>**. This takes you to the Ground Rules screen. The Ground Rules screen lets you toggle on and off a variety of gameplay features described in the following section.

- Use the arrow keys to scroll through the options.
- Use the **<Tab>** key to move from one gray box to another.
- Use the **<Enter>** key to turn on (a baseball appears) and off (the baseball disappears) an option.
- Use **<left>** and **<right>** arrow key to move slider switches.

CONTROLS AND SKILL LEVEL

This set of options lets you determine who controls each team—you or the computer—as well as the skill level of each squad. If a joystick is plugged into your computer, it also allows you to adjust the joystick(s) to work properly with *HardBall 5*.

Use the **<up>** and **<down>** arrow keys to highlight the team you want to control, then press **<Enter>** repeatedly to cycle through the available controls.

Note: When you turn control of a team over to the computer, the Manager Options feature is not active for that team.

To control each team's skill level, use the **<Tab>** key to highlight the triangle in the Skill Level slide switch, then press the **<right>** (hard) or **<left>** (easy) arrow key to move the slide switch. Use the **<up>** and **<down>** arrow keys to move from one team's slide switch to another.

There are 10 skill levels. If you move the slider to the hardest position (far right) that team will have to be more precise in its pitching, fielding and batting in order to win games.

ADJUST JOYSTICKS

If you have a joystick plugged in, highlight this option and press <Enter>. Follow the on-screen instructions to adjust your joystick.

GRAPHICS

The options in this box allow you to control your view of the field during a game. It also allows you to select from among the 41 current or old-time major league baseball parks and determine playing conditions such as wind, humidity and temperature.

VIEWING SELECTION

To select a view, highlight one of the following three views and press <Enter>.

- **Pitcher View:** The view from behind the pitcher's mound. This is the best view for pitching; you'll get a good look at how a ball breaks.
- **Batter View:** The view from behind home plate.
- **Pitcher + Batter:** Pitcher's View when you're on the mound, and the Batter's View when you're at the plate. Ideal for one-player games. In two-player games, the Home Team pitches from the pitcher's view while the Visiting Team pitches from the batter's view.

HardBall 5 also gives you the following graphic choices:

- **Large Batter:** Zoomed in twice as close to the plate for an "in the batter's box" view. This gives the batter the best look at an incoming pitch. This feature is not available when Pitcher View is selected.
- **Catcher + Umpire:** When on, the catcher and home plate umpire are visible (except when Large Batter is selected). Some computers may run the game more smoothly with this feature turned off since it frees up memory.



STADIUM INFO

To change stadiums or control a game's weather factors, highlight the field icon in the lower left corner of the screen, then press **<Enter>**. The Stadium Info window appears. The stadium city, type, turf, capacity and description are shown in the upper left corner of the screen, with the stadium's dimensions shown at right.

The lower left box offers several options. Use the **arrow keys** to highlight an option, then press **<Enter>** repeatedly to toggle through the options. To change the humidity and temperature values, press **<Backspace>** to delete current values and enter new readings with the keyboard.

Here's a description of the choices available:

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

Note: Press <F2> anytime you are on the field to display a windsock, which shows the wind direction and strength. The windsock automatically appears at the beginning of an inning and randomly during gameplay.

- **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.
- **Humidity:** Change the humidity percentage. Press **<Backspace>** to delete the current number, then type in a new number between 1 - 120%. The more humidity, the slower the ball.
- **Temperature:** Change how hot or cold it is. Press **<Backspace>** to delete the current number, then type in a new number between 40°-106°. The hotter the day, the tougher it is on a pitcher.

Stadium Selection

Select **Load** and press **<Enter>**. All stadiums available are shown. Choose a stadium and press **<Enter>**. After you've made whatever changes you want to wind, surface, humidity or temperature, highlight **Return** and press **<Enter>**.

MUSIC, SOUND AND ANNOUNCER OPTIONS

Turn the background music, sound effects, crowd noise, PA echo, Al Michaels' play-by-play, or surround sound on or off by highlighting your choice and pressing **<Enter>**.

You can also change the volume of your background music or sound effects by moving the slider switch left or right with the **arrow keys**. The Music Volume slider controls the background music in gameplay only. (see pg. 10 for controlling the volume for menu music.)

PLAY STYLE

This box allows you to select **One Pitch** mode as the play style, if you have selected computer vs. computer under the Controls option. In One Pitch mode, each batter's turn at the plate is resolved in one pitch while the computer vs. computer game is played out in full.

GAME SPEED

To control game speed, press **<Tab>** to move to the Play Style/Game Speed box. Press the **<down> arrow key** to access the slide switch, then press the **<right>** (faster) and **<left>** (slower) **arrow keys** to adjust the tempo of your game.

If you elect to speed up the game, you may want to disable the announcer option, since the announcer may have trouble keeping up with the action.

LEVEL OF PLAY

The Level of Play options allow you to make the game more difficult or easier to play, depending on your choices. For beginners, these options let you handicap a more experienced opponent. See Table 4 for a description of the skills controlled by these options.

TABLE 4 - LEVEL OF PLAY

OPTION	ON	OFF
Designated Hitter	Designated hitter used	No designated hitter
Fielding Errors	Errors are committed	Fielder will not commit errors
Injuries	Players will suffer injuries during played-out games	Injuries will not occur during played-out games
Pitch To Center	All pitches thrown across the middle of the plate	Pitcher can throw to any area
Pitching Crosshair	Crosshair and a yellow box appear over plate showing strike zone and where pitch is aimed	No crosshair or strike zone appears
Pitcher Fatigue	Pitcher tires after a number of pitches, depending on his stamina rating	Pitcher never tires
Fielding Marker	Marker shows where the ball will land on the field	No marker appears
Base Stealing	Base runners can steal bases	Base runners can't steal
Player Ratings	Player performance based on their ratings	All players perform equally

MANAGER OPTIONS

These options allow you to determine whether you, or the computer controls your on-field players' actions. When an option is on, you control that capability. When the option is off, the computer controls that capability.

For instance, when Pitching is on, you select your pitcher's pitches and make the throws. When Pitching is off, the computer puts your pitcher through his paces.

The Manager Options are:

- **Pitching**
- **Fielding**
- **Base Running**
- **Fielder Positions**
- **Batting**
- **Throwing**
- **Substitutions**



SAVING AN EXHIBITION GAME

You also use the Ground Rules screen to save a game in progress. You can save at any point in the game. Here's how:

- 1 Press **<Esc>** to move from the field of play to the Scoreboard/Lineup screen.
- 2 Choose **Options** and press **<Enter>**.
- 3 Select **Save Game** and press **<Enter>**. The Save Game As window appears.

Save a game to the current drive/directory:

Type a filename for the game (up to eight characters) and press **<Enter>**.
The Exhibition Game is saved to the current directory.

Save a game to a different drive:

- 1 Press the **<right> arrow key** to choose the available drives.
- 2 Press the **<down> arrow keys** to choose the drive you want and press **<Enter>**. That drive appears in the Path box.
- 3 Press the **<down> arrow key** to select **Filename**.
- 4 Type in a filename (up to eight characters) and press **<Enter>**.

To save a game to a different directory:

- 1 Highlight **“..”** by pressing the **<up>**, then **<right> arrow key** and press **<Enter>** to view all directories in the current path.
- 2 Choose the desired directory and press **<Enter>**. That directory appears in the Path box.
- 3 Press the **<right> arrow key** to select drive buttons, then press the **<down> arrow key** to select **Filename**.
- 4 Type in a filename (up to eight characters) and press **<Enter>**.

Resuming an Exhibition Game

- 1 Select **Exhibition Game** on the Main Menu and press **<Enter>**.
- 2 Highlight **Resume Game** and press **<Enter>**. The Resume Game box lists all saved games in the current directory.
- 3 Press the **<up>** or **<down>** **arrow key** to choose the save game filename you want and press **<Enter>**.

Resume a game from a different drive:

- 1 Follow steps 1 and 2 above.
- 2 Press the **<right>** **arrow key** to choose available drives.
- 3 Choose the drive you want and press **<Enter>**. That drive appears in the Path box.
- 4 Saved games appear in the File box.
- 5 Press the **<left>**, then **<up>/<down>** **arrow keys** to highlight a filename. Press **<Enter>**.

Resume a game from a different directory:

- 1 Follow steps 1 and 2 from Resuming an Exhibition Game.
- 2 Highlight **“..”** and press **<Enter>**. You will see all directories in the current path.
- 3 Highlight the desired directory. Press **<Enter>**. That directory appears in the Path box.
- 4 Press the **<down>** **arrow keys** to choose the game’s filename. Press **<Enter>**.

Exiting Options

When all the options are set the way you want, choose **OK** and press **<Enter>**. This returns you to the Scoreboard/Lineup screen.



BOX SCORES

This option displays an up-to-the-minute box score for the current game and statistics for both teams' starting lineups. You can display a player's Baseball Card by highlighting his name with the **arrow keys**. (See **Viewing Player Baseball Cards**, pg. 16-17, for a description of the statistics displayed). You can also change the set of statistics currently displayed by pressing **<Tab>** repeatedly to highlight the Statistical Set Button and then pressing **<Enter>** repeatedly. For instructions on how to customize statistical sets, see pg. 41-46.

The Box Score screen also offers two options: **Print** and **Lineup**.

PRINT

This allows you to print a hard copy of the current game's box score. The information displayed in the box score depends on which sets of statistics you choose.

You can print a box score directly from the game. You can also save it as a text file and print it from your word processing program.

Printing the box score from the game:

- 1 Select **Print**, then press **<Enter>**.
- 2 Type **PRN** in the Filename box and press **<Enter>**. Printing begins.

Saving the box score as a text file:

- 1 Choose **Print**, then press **<Enter>**.
- 2 Type a filename (up to eight characters) in the Filename box. Press **<Enter>**.
- 3 The box score is now saved as a text file.

LINEUPS

This returns you to the Scoreboard/Lineup screen.



EXHIBITION GAME HIGHLIGHTS

The Highlights feature lets you save up to 32 plays and offers the following choices: **Instant Replay**, **View Reel**, **Edit Reel**, **Store Reel**, **Remove Reel**, **View All** and **Return**.

SAVING A HIGHLIGHT

To save a play to a highlight reel:

- 1 Press **<Esc>** after the play to return to the Scoreboard/Lineup screen.
- 2 Choose **Highlights** and press **<Enter>**. This displays the Highlights screen.
- 3 Select **Store Reel** and press **<Enter>**. The Create Highlight File box appears if this is the first highlight reel you are saving or if all the reels up to this point have been auto-reels.
- 4 Enter a filename (up to eight characters) and press **<Enter>**.
- 5 Type in a short highlight description and press **<Enter>**. The highlight reel is saved with the extension **.HLR** added to the filename.
- 6 Edit the description by choosing **Edit** and then typing in the changes.

Saving a highlight to a different drive:

- 1 Follow steps 1, 2 and 3 above.
- 2 Press the **<up> arrow key** to access available drives.
- 3 Highlight the drive you want. Press **<Enter>**. That drive appears in the Path box.
- 4 Press the **<down> arrow key** to select **Filename**.
- 5 Type in a filename (up to eight characters) and press **<Enter>**.

Saving a highlight to a different directory:

- 1 Follow steps 1, 2 and 3 under **Saving a Highlight**, then press the **<up>**, then **<left> arrow key** to choose **“..”** and press **<Enter>** to view directories in the path.

- 2 Select the desired directory and press **<Enter>**. That directory appears in the Path box.
- 3 Press the **<right> arrow key** to move to the drive buttons. Next press the **<down> arrow key** to highlight **Filename**.
- 4 Type in a filename (up to eight characters) and press **<Enter>**.

AUTO-SAVE HIGHLIGHTS

During Exhibition games, if a scoring play, home run or great defensive play occurs, that highlight is automatically saved. These highlights are noted on the Highlight screen by a small computer icon that appears to the left of the play description. To save the auto highlights for later viewing, you must store the auto reel to disk during the game; see **Saving a Highlight**, pg. 34.

HOW TO VIEW A HIGHLIGHT

There are two ways to view highlights in Exhibition mode:

- **Within a game: Current game highlights only.**
- **Outside a game: Stored highlights from previous games or auto-saves from the most recent game.**

To view highlights from the current game:

- 1 Press **<Esc>** to move from the field to the Scoreboard/Lineup screen.
- 2 Choose **Highlights** and press **<Enter>**.
- 3 Use **<Tab>** to highlight an individual replay (or select **View All**) and press **<Enter>**. The first frame of the highlight will be displayed along with the replay control panel. View as you would an **Instant Replay**, see pg. 40. If you selected View All, the replay panel will not appear.

To view a saved highlight reel from a previously played game:

- 1 Select **Exhibition Game** from the Main Menu, then select **Highlights**.
- 2 A Load Highlight File box appears listing all the saved highlight reels in the current directory.
- 3 Use the **arrow keys** to highlight the reel you want. Press **<Enter>**.
- 4 Highlight individual replays and press **<Enter>** or select **View All** to automatically replay all listed highlights.

HOW TO REMOVE A SAVED HIGHLIGHT

- 1 From the Highlight screen, choose **Remove Reel** and press **<Enter>**.
- 2 Select the reel you want to remove. Press **<Enter>**.
- 3 The reel is deleted. Warning: There is no way to recover a deleted reel. Press **<Esc>** to return to the Highlights screen without removing any reels.



ON THE FIELD

Begin play by choosing **Play Ball!**, then press **<Enter>**.

After the Home Team takes the field, you'll see the batter standing outside the batter's box, looking at the pitcher. Two baseball cards appear, then are replaced by the batting and pitching options.

Press the **arrow key** that represents the pitch or swing you want, then press **<Enter>**. Use a joystick by pushing the joystick in the indicated direction and then pressing the **fire button**. See the enclosed Control Card for complete instructions.

When at bat or pitching, you can:

- Press **<F1>** to display the scoreboard.
- Press **<F2>** to display the windsock.
- Press and hold **<Backspace>** to display the front of a player's baseball card. Press and hold a second time to display the backside.

Joystick users: Press fire button 2 to display the front of a player's baseball card. Press and hold a second time to display the backside.



SWINGING OPTIONS BOX

This box contains the batter's name, batting average and his hits-to-at-bats ratio for this game. You will choose from the following swing options:

- **Power:** Swing for the fences. Increases your chances for hitting one out, or making an out.
- **Contact:** A normal swing.
- **Bunt:** Lay one down. A skillful bunter is a great weapon to have.
- **Strategy:** With runners on base, you can choose Hit-and-run, Steal, Double Steal or Squeeze.

When you play against the computer, you must select **Power**, **Contact** or **Bunt** before the pitcher throws.

To start a swing:

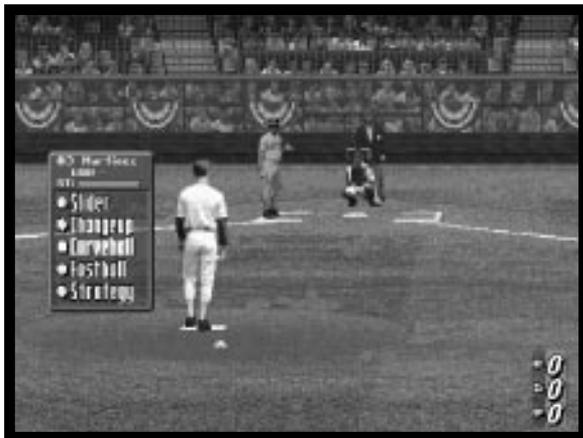
- 1 Select one of the following:
 - **Power:** Hold down the <right> arrow key. Press <Enter>.
 - **Contact:** Press <Enter>.
 - **Bunt:** Hold down the <left> arrow key. Press <Enter>.
- 2 The batter steps into the batter's box and the pitcher throws.
- 3 Select the location of your swing by using the **arrow keys**.
- 4 Press <Enter> to take your swing.
- 5 Repeat for each pitch.

Press <Esc> to call a time out and go to the Scoreboard/Lineup screen.

STRATEGY

To select **Strategy** from the Swinging Options box, press the **<down> arrow key** and press **<Enter>**. When runners are on base, this box is displayed before the swinging choices. The following options are available:

- **Replay:** Hold down the **<up> arrow key** and press **<Enter>**. Press **<Esc>** to return to the Strategy Menu.
- **Hit and Run:** Hold down the **<right> arrow key** and press **<Enter>**. There must be at least one base runner.
- **Select Swing:** Press **<Enter>**.
- **Steal:** Hold down the **<left> arrow key** and press **<Enter>**. You must have at least one base runner.
- **Squeeze:** Hold down the **<down> arrow key** and press **<Enter>**. You must have a runner on third base.
- **Double Steal:** Hold down the **<down> arrow key**. Press **<Enter>**. You must have runners on first/second or second/third.



PITCHING OPTIONS BOX

This box contains the pitcher's name, uniform number, current E.R.A. and a status rating bar indicating the pitcher's fatigue level. The pitches assigned to the pitcher are listed along with the Strategy option.

To pitch:

- 1 Select a pitch by holding down the **arrow key** corresponding to the desired pitch and pressing **<Enter>**.
- 2 Once your opponent selects his swing (the computer selects its own), the batter steps into the batter's box.
- 3 Press and hold **<Enter>** to pitch. Use the **<up>**, **<down>**, **<left>** or **<right>** **arrow keys** to move the targeting crosshair (if Crosshair option is active) and aim the pitch before the pitcher releases the ball.
- 4 Repeat for each pitch.

Press **<Esc>** to return to the Scoreboard/Lineup screen.

STRATEGY (PITCHING OPTIONS BOX)

Select the **Strategy** option from the Pitching Options box. Press the **<down>** **arrow key** and press **<Enter>**. These options are shown:

- **Replay:** Hold down the **<up>** **arrow keys** and press **<Enter>**.
- **Walk Batter:** An intentional walk. Hold down the **<right>** **arrow key**, then press **<Enter>**.
- **Select Pitch:** Press **<Enter>** to return to the Pitching Options box.
- **IF:** Normal (position infielders): Hold down the **<left>** **arrow key** and repeatedly press **<Enter>** until the infield you want is displayed.
- **OF:** Normal (position outfielders): Hold down the **<down>** **arrow key** and repeatedly press **<Enter>** until the outfield you want is displayed.



INSTANT REPLAY

To immediately review any play:

- 1 Press and hold the **<down> arrow key** to select the **Strategy** option in the Pitching or Swinging Options box, then press **<Enter>**.
- 2 Press and hold the **<up> arrow key** to select **Replay** and press **<Enter>**.
- 3 The first frame of the last play is shown with the Replay Control panel.
- 4 You can review the play in forward (**<right> arrow key**) or reverse (**<left> arrow key**).

There are three speeds (normal, frame-by-frame and fast). Here's how to select them:

- **Press and release the <left>/<right> arrow key; the play moves one frame at a time.**
- **Hold down the <left>/<right> arrow key to advance through the play normally.**
- **Press the <left>/<right> arrow key while holding down <Enter>. This reviews the play at fast speed.**
- **You can move the Replay Control box by pressing the <up>/<down> arrow keys or the <left>/<right> arrow keys while holding down the <up>/<down> arrow keys.**

Press **<Esc>** to return to the field.



CUSTOMIZING STATISTICAL SETS

HardBall 5 compiles a wide variety of individual and team statistics during League and Exhibition Games and allows you to decide which of these statistics will be displayed

HardBall 5 allows you to customize four Statistical Sets for each statistical screen. For example, Set #1 on the Scoreboard/Lineup screen could display completely different statistics than Set #1 on the Roster screen.

Refer to **Table 5**, pg. 44-46, for a list of the abbreviations used in statistical displays, whether the statistic applies to a batter (B) or a pitcher (P) and a brief explanation of each abbreviation.

You begin the process from any screen that lists player statistics (i.e. Roster screen). From there, press **<Tab>** to highlight the Statistical Set Button and then press **<Spacebar>**. You will now go to the Statistical Display screen.

Mouse users: *Click the right mouse button on the Statistical Set Button to go to the Statistical Display screen.*



STATISTICAL DISPLAY SCREEN

This screen allows you to make changes in five areas: **Category**, **Situational**, **Statistics**, **Display** and **Set**. Use <Tab> to move from one area to another and the **arrow keys** to move within the choices in an area. The following is a description of each area:

- **Category:**
 - Batting:** Batters' statistics only.
 - Pitching:** Pitchers' statistics only.
 - Team:** Team statistics only.
 - Ratings:** Players' performance ratings (running speed, hitting ability, etc.).
 - Game:** Individual game statistics.
 - Historical:** 1994 performance statistics for the MLBPA League and performance statistics based on the team year listed in the Legend League. (i.e. 1929 Yankees).
 - Week:** The cumulative week's totals for an individual in regular and post season play
 - Season:** The cumulative season-to-date totals for an individual, not including post season play.
 - Lifetime:** The career totals from initial installation to date.

- **Situational:** Shows how a player or team does in a particular situation (i.e. against right-handed pitchers). You can display Situational statistics based on statistics, such as "vs R" (vs. right-handed pitchers or hitters) or by month, but not both. Table 5 describes each of statistical categories listed here.

- **Statistics:** Shows the statistics compiled for the category or situation selected.

- **Display:** Lists the statistics that are currently assigned to a set.

- **Set:** Identifies the statistical set number.

Here is an example of how to customize Statistical Set 1 including Situational statistics:

- 1 Highlight **1** in the Set box, then press **<Enter>**.
- 2 Highlight **Team** and press **<Enter>**.
- 3 Highlight **Season** and press **<Enter>**.
- 4 Highlight a choice in **Situational**, then press **<Enter>**.
- 5 Highlight a statistic in the Statistics box (a description appears below the list). Use the **<up>** and **<down>** arrow keys to scroll through the statistics and press **<Enter>** when the one you want to add to the set is highlighted. This adds the statistic to the Display box.
- 6 Repeat step 5 until you have added all the statistics you want assigned to Set 1.

Note: Only the statistics listed in the dark gray area under Display will appear in that set.

To remove a statistic from the Display list:

Use the **<up>** and **<down>** arrow keys to place the blue line under the statistic you want to remove and press **<Backspace>** or press **<Tab>** to highlight **Remove**, then press **<Enter>**. That statistics is now removed from the Set.

- Default:** Allows you to return to the default setting for Set 1, 2, 3 or 4.

When you're satisfied with your changes, highlight **OK**, then press **<Enter>**.

TABLE 5 — STATISTICAL CATEGORIES

Abbr.	Batter/Pitcher	Meaning
#	B/P	Jersey number
1B	B	Singles
2B	B	Doubles
3B	B	Triples
1B	P	Opponents' singles
2B	P	Opponents' doubles
3B	P	Opponents' triples
A	B/P	Assists
AB	B/P	At bats
ACC	P	Accuracy rating
Age	B/P	Age
Arm	B	Arm strength
Avg	B/P	Batting average
B	B/P	Batting arm (R = right; L = left)
BB	B/P	Base on balls
BB/9	P	Base on balls per 9 innings pitched
BF	P	Batters facing pitchers
BS	P	Blown saves
CG	P	Complete games
CH	B	Total chances
Ch/G	B	Chances per game
C/L	B/P	Close/late in game rating
Con	B	Contact hitting rating
Con	P	Control rating
CS	B/P	Caught stealing
DP	B	Double plays
E	B/P	Errors
ER	P	Earned runs
ERA	P	Earned run average
Exp	B/P	Number of years in major leagues
F%	B	Fielding %
FA	B/P	Fielding ability
FA2	B	Fielding ability at POS2
Fly%	B	Fly Ball %
G	B/P	Games played
G@P	B	Games played at primary position
GF	P	Games finished
G/F	B	Ground vs. fly hitting ratio
Gnd%	B	Grounders %
GnDp	B	Grounded into double play
GS	P	Games started
H	B/P	Hits
H/9	P	Hits per 9 innings pitched

Abbr.	Batter/Pitcher	Meaning
HB	P	Hit batsmen
HBP	B	Hit by pitch
Hld	P	Holds
Hlth	B/P	Health
Hm	B/P	Home game rating
HR	B	Home Runs
HR	P	Opponents' total Home Runs
HRab	B	At bats per home run
IBB	B/P	Intentional base on balls
IP	B	Innings played
IP	P	Innings pitched
I@P	B	Innings played at primary position
IR	P	Inherited runners
IR%	P	Inherited runners scored %
IRSc	P	Inherited runners scored
IRSt	P	Inherited runners stranded
L	P	Losses
Name	B/P	Player's name
OAB	P	Opponents' at bats
OAv	P	Opponents' batting average
OBp	B	On base %
OBP	P	Opponents' on-base %
OH	P	Opponents' hits
Opp%	B	Opposite field hits %
PA	B	Plate appearances
p:CB	P	Curveball pitch rating
p:CU	P	Changeup pitch rating
p:FB	P	Fastball pitch rating
p:KN	P	Knuckleball pitch rating
PO	B/P	Put outs
PO	B	Rating at hitting for power
Pop%	B	Pop up %
Pos	B/P	Player's position
Pos2	B	Secondary fielding position
Pow	B	Power hitting rating
p:SC	P	Screwball pitch rating
p:SI	P	Sinker pitch rating
p:SL	P	Slider pitch rating
Pull	B	Pull rating
Pull%	B	Pulled hits %
QS	P	Quality starts
R	B/P	Runs
RAT	P	Rating
RBI	B/P	Runs batted in

Abbr.	Batter/Pitcher	Meaning
Res	P	Rested factor
Rng	B	Range factor
R/S	P	Runs scored per start
SB	B	Stolen bases
SB	P	Stolen bases allowed
SB%	B	Caught stealing %
SBU	B/P	Sacrifice bunts
ScP	B/P	Runner in scoring position rating
SF	B/P	Sacrifice flies
SH	B	Sacrifice hits
Sho	P	Shutouts
Skin	B/P	Player's skin Color (L = Light, D= Dark)
Slg	P	Opponents' slg %
Slg	B	Slugging %
SO	B/P	Strikeouts
SO%	B	Strikeout %
SO/9	P	Strikeouts per 9 innings pitched
Spd	B/P	Speed rating
Sta	P	Stamina rating
Str	B/P	Streak rating
Sv	P	Saves
T	B/P	Throwing arm (R = right, L = left)
TB	B	Total bases
TB	P	Total bases against
Use	P	Pitcher bullpen usage
vsL	B	Rating vs. left-handed pitchers
vsL	P	Rating vs. left-handed batters
W	P	Wins
WP	P	Wild pitches

If the Situational option is selected, the statistic will have one of the following prefixes:

vR: vs. right-handed pitcher/batters

vL: vs. left-handed pitcher/batters

Hm: Performance in home games

Rd: Performance in road (away) games

Sc: Performance with runners in scoring position

CL: Performance in a close game in late innings

Ap: Performance during April

My: Performance during May

Jn: Performance during June

Jl: Performance during July

Aug: Performance during August

SO: Performance during September/October



EDITING A TEAM AND INDIVIDUAL PLAYERS



HardBall 5 lets you create your “dream team” by editing any Team Roster in the game. If you want to create a player or pitcher from scratch without deleting an existing player’s information, *HardBall 5* has an empty player and pitcher template that can be imported into the Player Editor. Import the file Empty.BTR for players and Empty.PIT for pitchers. See **Import a Player**, pg. 57.

TEAM EDITOR SCREEN

Display the team editor this way:

- 1 Choose **League Play** from the Main Menu. Press **<Enter>**.
- 2 Highlight the team you want to edit and press **<Enter>**. This displays the Team Summary screen.
- 4 Highlight **Edit Team** and press **<Enter>** This displays the Team Editor.
- 5 Use **<Tab>** to highlight the item you want to change.
- 6 When you’ve finished one edit, press the **<up>** or **<down>** arrow key to select another item to edit.
- 7 Save your changes by selecting **Done** and pressing **<Enter>**.

Select any of the following items and make changes as noted:

Change Team Name: Press **<Backspace>** to delete the current name, then type in a new name.

Change Manager's Name: Press **<Backspace>** to delete the current name, then type in a new manager's name.

Change Manager Profile: This set of seven slide options lets you change how the computer manager will manage its ballplayers. Use the **<up> arrow key** to highlight one of the triangular slide buttons, then the **<right>** and **<left> arrow keys** to change a specific aspect of the manager's profile. Use the **<up>** and **<down> arrow keys** to move among the choices, which are described here:

- **Slow Hook/Fast Hook:** Determines how quickly the manager replaces a tiring pitcher with a reliever.
- **Don't Steal/Steal Lots:** Determines whether the manager likes a team that steals lots of bases or is conservative on the basepaths.
- **Hold Runners/Push Runners:** Determines whether the manager likes aggressive runners who will go for extra bases or a conservative ones.
- **Sacrifice/Hit Away:** Determines whether the manager likes to use sacrifice bunts.
- **Defense/Offense:** Determines whether the manager emphasizes offensive or defensive abilities for evaluating trades and organizing the lineup.
- **Favor Speed/Favor Power:** Determines whether the manager likes speedy/quick singles-hitting players or home run-belting sluggers.
- **Rookies/Veterans:** Determines the mix of youth to experience the manager wants on his team. A team in a state of rebuilding for a future pennant will look for young but inexperienced players, while a team hoping for a quick championship will go for the experienced players with weak long-term prospects.

Change Team Summary: You can enter up to 5 lines of text to describe your team. Press **<Backspace>** to delete the current summary, then type in a new summary.

Change Home Field: Press **<Enter>** to go to the Select Stadium screen, then select the stadium you want as the home field and press **<Enter>**.

Change Team Colors: Choose **Cap** or **Trim** then press **<Enter>** repeatedly to cycle through the available colors.



Edit Team Logo: Select the logo and press **<Enter>**. The Logo Editor screen appears. This editor works like many paint programs; here's how to make edits:

- 1 Press the **<Tab>** or an **arrow keys** until the cursor blinks in the Palette box located in the lower right corner of the screen.
- 2 Use the **arrow keys** to move the cursor to the color you want and press **<Enter>**. That color appears to the right of the Palette box and the cursor moves to the drawing area.
- 3 Use the **arrow keys** to move the cursor to the pixel you want to paint and press **<Enter>**. The change you made is shown in the drawing area and on the logo in the upper left corner of the screen.
- 4 Continue painting with that color by selecting a pixel and pressing **<Enter>** or press **<Tab>** to return to the color palette where you can select another color.
- 5 When you've finished the design, press **<Tab>** then choose **Done** and press **<Enter>** to save the new logo.

Undo: The Undo command lets you undo your last change.

Library: *HardBall 5* comes with a library of original logos. To make a selection:

- 1 Highlight **Library** and press **<Enter>**.
- 2 Use the **arrow keys** to select the logo you want to import and press **<Enter>**. That logo appears in the drawing area.
- 3 Follow the steps in **Editing the Team Logo** to make edits or select **Done** to assign the selected logo to your team.

Clear: Select **Clear** to erase the currently displayed team logo. This allows you to start with a fresh slate and create your own logo.

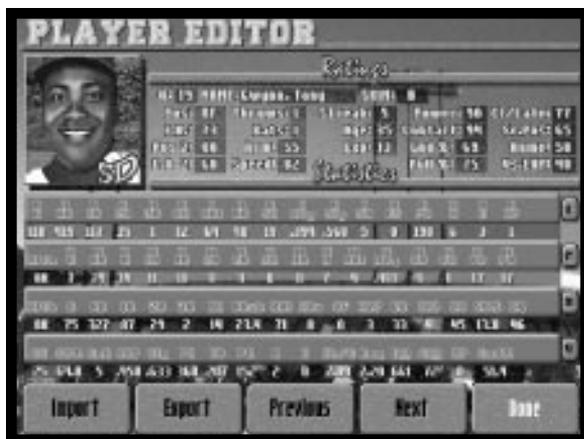
Change Team's Star Player: Use the <up> and <down> arrow keys to highlight the new Star Player in the lineup you want, then press <Enter>.

IMPORTING A TEAM FILE

See **Importing a Team**, pg. 60.

EXPORTING A TEAM FILE

See **Exporting a Team**, pg. 61.



EDITING A PLAYER

The Player Editor lets you alter players' skills, position or attributes. Get into the Player Editor this way:

- 1 Choose **League Play** from the Main Menu (or select **Choose New Teams** from Exhibition Pre-Game screen). Press <Enter>.
- 2 Select the team you want to edit and press <Enter>. If the team you want is in another league, see **Changing Leagues**, pg. 59.
- 3 Highlight **Roster** and press <Enter>. This displays the Roster screen.
- 4 Select the player you want to edit. Press <Enter> to display the Player Editor box.

You can change the following attributes and ratings:

***Uniform Number (#):** Press **<Backspace>** to delete the current number, then type in a new number from 0-99.

***Name:** Press **<Backspace>** to delete the current name, then type in the new name.

***Skin:** Press **<Enter>** repeatedly to choose either **L** (light) or **D** (dark) skin tone.

Position (POS): Press **<Enter>** repeatedly to cycle through the fielding positions (see Table 6).

TABLE 6 - FIELDING POSITIONS

C - Catcher	CF - Center field
1B - First base	LF - Left field
2b - Second base	DH - Designated hitter
SS - Shortstop	UI - Utility infielder
3rd - Third base	UO - Utility outfielder
RF - Right field	

***FA. (Fielding Ability):** Press **<Backspace>** to delete the current number, then type in a new a number from 0 (weak) to 99 (strong) to determine this player's fielding ability at his primary position.

POS 2 (Secondary fielding position): Press **<Enter>** repeatedly to cycle through the fielding positions (see Table 6).

FA.2 (Fielding ability in secondary position): Press **<Backspace>** to delete the current number, then type in a new a number from 0 (weak) to 99 (strong) to determine this player's fielding ability at his secondary position.

*Pertains to Batters and Pitchers.

***Throws:** Press <Enter> repeatedly to choose **L** (left-handed) or **R** (right-handed).

***Bats:** Press <Enter> repeatedly to choose **L** (left-handed), **R** (right-handed) or **S** (switch hits).

Arm (Strength): Press <Backspace> to delete the current number, then type in a new number from 1 (weak) to 99 (strong) to determine whether a player has a “gun” for an arm or throws marshmallows.

***Speed (Running):** Press <Backspace> to delete the current number, then type in a new number from 1 (slow) to 99 (fast) to determine base running and fielding speed.

Streak (Hitting Streak): Press <Backspace> to delete the current number, then type in a new number from 0 to 4. (0 - Even throughout season; 1 - Hot at start, cool near end; 2 - Hot at start/end, cool in middle; 3 - Cool at start/end, hot in middle; 4 - Cool at start, hot at end.)

***Age:** Press <Backspace> to delete the current number, then type in a new number from 20 to 55.

***Exp (Experience):** Press <Backspace> to delete the current number, then type in a new number from 0 to 45.

Power (Hitting): Press <Backspace> to delete the current number, then type in a new number from 0 (weak) to 99 (strong) to determine whether the player is a singles hitter or a power hitter.

Contact: Press <Backspace> to delete the current number, then type in a new number from 0 to 99 to determine how often this player makes contact with the ball.

Gnd % (Groundout Percentage): Press <Backspace> to delete the current number, then type in a new number from 0 to 99 to determine the percentage of at bats this player grounds out.

*Pertains to Batters and Pitchers.

Pull %: Press **<Backspace>** to delete the current number, then type in a new number from 0 to 99 to determine the percentage of time this player pulls the ball down the line.

***Cl/Late:** Press **<Backspace>** to delete the current number, then type in a new number from 0 to 99 to determine this player's performance in close or late game situations.

***ScPos (Performance with Runners in Scoring Position):** Press **<Backspace>** to delete the current number, then type in a new number from 0 to 99 to determine how well this player drives in runners in scoring position (i.e., second and third bases), or how well this pitcher will pitch his way out of trouble and leave runners stranded.

***Home:** Press **<Backspace>** to delete the current number, then type in a new number from 0 to 99 to determine how this player performs at home vs. away games.

Vs.LHP (Versus Left-Handed Pitchers): Press **<Backspace>** to delete the current number, then type in a new number from 0 to 99 to determine how this player performs against against left-handed pitchers.

CHANGE STATISTICS DISPLAYED

You can change the statistics displayed on the Player Editor screen by pressing **<Tab>** repeatedly to highlight the Statistic Set Button to the right of a column heading and then pressing **<Enter>** repeatedly. For instructions on how to customize each of these sets to meet your informational preferences for this screen, see **Customizing Statistical Sets**, pg. 41-46.

PREV/NEXT

To edit another player on the team without exiting to the Roster screen, highlight **Prev** or **Next** and press **<Enter>**.

DONE

When you've finished editing, highlight **Done** and press **<Enter>**. This saves all changes.

*Pertains to Batters and Pitchers.



EDITING A PITCHER

Select a pitcher by entering **League Play**, choose a team and select **Roster**. Choose the pitcher you want to edit and press **<Enter>**. The Pitcher Editor screen appears.

Pitchers share many of the same attributes/ratings listed under **Editing a Player**; those items are marked with an asterisk (*) on pages 51-53. Additionally, pitchers have the following ratings which may be edited:

Use (Bullpen usage): Press **<Enter>** to toggle through **STA** (starter), **REL** (reliever), **SET** (setup) and **CLO** (closer) to determine the pitcher's usage.

Stam (Stamina/Durability): Press **<Backspace>** to delete the current number, then type in a new number from 1 (poor stamina) to 99 (great stamina) to determine which pitchers can remain on the mound and which are only good for an inning or two.

Acc (Accuracy/Control): Press **<Backspace>** to delete the current number, then type in a new number from 1 to 99 to determine a pitcher's control. The higher the number, the more frequently a pitch will find the plate.

Streak: Press **<Backspace>** to delete the current number, then type in a new number from 0 to 4. (0 - Even throughout season; 1 - Hot at start, cool near end; 2 - Hot at start/end, cool in middle; 3 - Cool at start/end, hot in middle; 4 - Cool at start, hot at end.)

Vs.LHB (Versus Left-Handed Hitters): Press **<Backspace>** to delete the current number, then type in a new number from 0 to 99 to determine how this pitcher performs against left-handed hitters.

Fs (Fastball): Press **<Backspace>** to delete the current number, then type in a new

number from 0 (slowest) to 99 (fastest) to rate this pitcher's fastball. Any Fastball pitch rated 90 or above will appear as a **Fastball!** in the Pitching Options window.

Cv (Curve Rating): Press <Backspace> to delete the current number, then type in a new number from 0 to 99 to rate this pitcher's curveball.

CU (Changeup Rating): Press <Backspace> to delete the current number, then type in a new number from 0 to 99 to rate this pitcher's changeup pitch.

SI (Slider Rating): Press <Backspace> to delete the current number, then type in a new number from 0 to 99 to rate this pitcher's slider.

Si (Sinker Rating): Press <Backspace> to delete the current number, then type in a new number from 0 to 99 to rate this pitcher's sinker.

Kn (Knuckleball Rating): Press <Backspace> to delete the current number, then type in a new number from 0 to 99 to rate this pitcher's knuckleball.

Sc (Screwball Rating): Press <Backspace> to delete the current number, then type in a new number from 0 to 99 to rate this pitcher's screwball.

Table 7 – Pitch Definitions

Fastball	Very fast, straight pitch
Curveball	Travels to the plate in an arc
Changeup	Thrown with the same motion as a Fastball but comes in slower
Slider	Mimics a Fastball but, dips down and away as it crosses the plate
Sinker	Begins high and low then changes to fast and low as it crosses the plate
Knuckleball	Thrown with no spin, its motion is determined by the wind
Screwball	Breaks in the opposite direction of a normal curveball

If you rate more than four pitches for a pitcher, only his top four rated pitches will be displayed in the Pitching Option window.

Any pitch rated under 50 will not be available in the Pitching Option window.

Export a Player

The Player Editor screen allows you to export a player. The extension **.BTR** (batter) or **.PIT** (pitcher) will automatically be added to your filename after it has been saved.

- 1 Select the name of the player/pitcher you wish to export by selecting **Previous** or **Next**. Press **<Enter>**.
- 2 Choose **Export** and press **<Enter>**.
- 3 The Export Player box now appears. Type in a filename and press **<Enter>**. You may use eight characters or less. Your player is saved to the current drive.

Export a player to a different drive. Here's how:

- 1 Follow steps 1 through 2 under **Export Player**.
- 2 Press the **<up> arrow keys** to highlight available drives.
- 3 Choose the drive you want and press **<Enter>**. That drive appears in the Path box.
- 4 Press the **<down> arrow keys** to choose **Filename**.
- 5 Type in a filename (up to eight characters) and press **<Enter>**.

Export a player to a different directory:

- 1 Follow steps 1 through 2 under **Export Player**.
- 2 Highlight **“.\”** and press **<Enter>** to view all the directories in the current path.
- 3 Choose the desired directory and press **<Enter>**. That directory appears in the Path box.
- 4 Press the **<right>**, then **<down> arrow keys** to select **Filename**.
- 5 Type in a filename name (up to eight characters) and press **<Enter>**.

Import a Player (League Play Only)

Filenames for pitchers will have the extension **.PIT** and batters will have the extension **.BTR**.

- 1 Choose **League Play** from the Main Menu and press **<Enter>**.
- 2 Choose the player's team and press **<Enter>**.
- 3 Choose **Roster** and press **<Enter>**.
- 4 Highlight the name of the player/pitcher you wish to import over and press **<Enter>**.
- 5 Choose **Import** and press **<Enter>**.
- 6 The Import Player box is displayed. Scroll to the player you wish to import. Press **<Enter>**.
- 7 The imported player replaces the old player.

Import a player from a different drive:

- 1 Follow steps 1 through 5 above.
- 2 Press the **<right> arrow key** to highlight the available drives.
- 3 Choose the drive you want. Press **<Enter>**. That drive appears in the Path box.
- 4 All importable players appear in the file box.
- 5 Press the **<left>**, then **<up>/<down> arrow key** to highlight the name of the player you want to import. Press **<Enter>**.

Import a player from a different directory:

- 1 Follow steps 1 through 5 in **Import a Player** above.
- 2 Highlight **...** and press **<Enter>** to view directories in the current path.
- 3 Select a directory and press **<Enter>**. That directory appears in the Path box.
- 4 All importable players appear in the file box.
- 5 Press the **<up>/<down> arrow key** to choose the player's filename you want to import. Press **<Enter>**.



LEAGUE PLAY

In League Play, you can play schedules for a full season, half-season or a short season. The Stars Game is played at a season's half-way point; League and World Championships take place after the season is over.

BEFORE LEAGUE PLAY STARTS

Before you take the field on opening day, you'll probably want to create your own league, edit some of the teams, buy a team and realign the whole league. Once a season begins, you'll need to decide which games you'll play and which you'll let the computer play.

CREATING A NEW LEAGUE

Creating a new league in the current drive/directory:

- 1 Choose **League Play** from the Main Menu and press **<Enter>**.
- 2 Select **New League** and press **<Enter>**. The "Name of New League?" box appears.
- 3 Type in a new league name (up to eight characters) and press **<Enter>**.
- 4 You will be asked to select either an **MLBPA** or **Legends** League type. Highlight your choice and press **<Enter>**.

Creating a new league on a different drive:

- 1 Follow steps 1 and 2 above.
- 2 Press the **<up> arrow key** to choose the available drives at the Name of New League box.
- 3 Highlight the drive you want and press **<Enter>**; that drive appears in the Path box.
- 4 Press the **<down> arrow key** to highlight **Filename**.
- 5 Type in a name for your league (up to eight characters) and press **<Enter>**.

Creating a new league in a different directory:

- 1 Follow steps 1 and 2 in **Creating a New League** above.
- 2 Highlight **".\."** and press **<Enter>** to display all directories in the current path.
- 3 Choose the desired directory and press **<Enter>**. That directory appears in the Path box.
- 4 Press the **<right> arrow key** to move to the drive buttons, then press the **<down> arrow key** to highlight **Filename**.
- 5 Type in a name for your league (up to eight characters) and press **<Enter>**.



CHANGING LEAGUES

When you exit League Play, the current season status is saved. If you want to change to a different league:

- 1 Select **Change Leagues** from the League Play screen and press **<Enter>**. A box listing the available leagues in your current drive/directory is displayed.
- 2 Choose the league you want and press **<Enter>**. Highlight **Cancel** and press **<Enter>** if you decide not to change leagues.
- 3 You are returned to the League Play screen. The new league is displayed.

Select a league on a different drive:

- 1 Follow step 1 above.
- 2 Press the **<right> arrow key** to choose the available drives.
- 3 Select the drive you want and press **<Enter>**. That drive appears in the Path box.
- 4 All available leagues appear in the file box.
- 5 Press the **<left>**, then **<up>/<down> arrow key** to choose the league filename you want to load. Press **<Enter>**.

Select a league from a different directory:

- 1 Follow step 1 in **Changing Leagues** above.
- 2 Highlight **“..”** and press **<Enter>**. This displays all directories in the current path.
- 3 Now choose the desired directory and press **<Enter>**. That directory appears in the Path box.
- 4 Press the **<up>** or **<down> arrow key** to choose the league filename you want to resume. Press **<Enter>**.

EDITING A NEW LEAGUE

The Edit League feature can only be used BEFORE a season starts. During a season, this option is replaced by the Reset Season button. Choose **Edit League** on the League Play screen. Press **<Enter>**. You have the following options:

Importing a Team

You can import teams from other user's *HardBall 5* games. All importable teams will have the extension **.HB5**.

Import a team this way:

- 1 Highlight **Import Team** and press **<Enter>**.
- 2 The "Import Which Team" box appears. All teams in the current directory will be listed.
- 3 Highlight the team you want and press **<Enter>**.
- 4 You must now choose where to import this team. Select an empty slot to put the team in, or replace an existing team.
- 5 Select the location on the screen where you want to import the team. Press **<Enter>**. The team appears in that spot.

Import a team from a different drive:

- 1 Follow steps 1 and 2 above.
- 2 Press the **<right> arrow key** to select the available drives.
- 3 Highlight the drive you want and press **<Enter>**. That drive appears in the Path box.
- 4 All importable teams appear in the file box.
- 5 Press the **<left>**, then **<up>/<down> arrow key** to choose the team filename you want to import. Press **<Enter>**.

Import a team from a different directory:

- 1 Follow steps 1 and 2 in **Importing a Team** above.
- 2 Highlight **..** and press **<Enter>**. This views all directories in the current path.
- 3 Highlight the desired directory. Press **<Enter>**. That directory appears in the Path box.
- 4 All importable teams appear in the file box.
- 5 Press the **<down> arrow key** to highlight the team filename you want to import. Press **<Enter>**.

Exporting a Team

You can export any team from *HardBall 5* to any computer that has *HardBall 5*. This way you can create your favorite team, export it and then challenge a friend to

a winner-take-all slugfest! *HardBall 5* will automatically add the extension **.HB5** to exported teams.

Export a team this way:

- 1 Choose **Export Team**. Press **<Enter>**.
- 2 Choose the team you want to export and press **<Enter>**. The Export Team box appears.
- 3 Next assign the team a filename. Type in up to eight characters.
- 4 Press **<Enter>** when you're done. The team is exported to the current drive.

Export a team to a different drive:

- 1 Follow step 1 under **Exporting a Team**.
- 2 Press the **<up> arrow key** to choose the available drives.
- 3 Select the drive you want and press **<Enter>**. That drive appears in the Path box.
- 4 Press the **<down> arrow key** to highlight **Filename**.
- 5 Type up to eight characters for a filename. Press **<Enter>**.

Export a team to a different directory:

- 1 Follow step 1 in **Exporting a Team** above.
- 2 Highlight **“..”** and press **<Enter>**. This views all directories in the current path.
- 3 Choose the desired directory. Press **<Enter>**. That directory appears in the Path box.
- 4 Next press the **<right>**, then **<down> arrow key** to highlight **Filename**.
- 5 Type a filename (up to eight characters) and press **<Enter>**.

Removing a Team

Before the season starts, you can remove any team from your current league.

- 1 Select **Remove Team**. Press **<Enter>**.
- 2 When asked, select the team you want to remove and press **<Enter>**.
- 3 The team is now history.

Swapping Teams

Wonder what it would be like to have both New York teams in the same division? Or maybe put together an all-west coast division? The Swap Teams feature lets you do just that.

- 1 Choose **Swap Teams**. Press **<Enter>**.
- 2 When asked, highlight the first team you want to swap. Press **<Enter>**.
- 3 Now highlight the other team you want to swap. Press **<Enter>**.
- 4 The two teams have now changed places.

INJURIES

If the Injury option is enabled, see **Level of Play**, pg. 29-30, all players are susceptible to injuries during played-out in full games. If disabled, injuries will not occur during played-out games. Injuries are always active in simulated games.

When a player on a human-controlled team is injured during a played-out game, the game will switch to that team's roster so a substitute can be chosen for the injured player.

Adding Health (Hlth) to one of your statistical sets for the Roster screen or the Player Editor screen allows you to track the status of an injured player, see Table 8.

Table 8 – Health Rating

OK	Not injured
Fair	Not completely healed. May suffer further injury if played
d	Not eligible for play for the number of days listed
w	Not eligible for play for the number of weeks listed
m	Not eligible for play for the number of months listed

If a player's injury requires several days of recovery, he will not be eligible for play and you may want to move him to the Disabled list. Players on the Disabled list cannot be moved from that list for at least 14 days.

Note: *Players on the Disabled List will heal faster than injured players who remain on the active roster.*

TRADING AND SIGNING PLAYERS

This option allows you to move players on and off the disabled list, to and from the major and minor leagues, trade players, sign free agents, and release players you no longer want. You can also display information about a team, see news on the current status of your team and look at a team's lineup.

Active rosters can only have 25 players until the month of September. After September, the active roster can grow to 40 players. However, the total number of players in the Active, Minors, Disabled and Signed areas can never exceed 40.



MOVING A PLAYER

To move a player to the **Active**, **Minors**, **Disabled**, **Released** or **Signed** list:

- 1 Select **League Play** from the Main Menu and press **<Enter>**.
- 2 Choose the team that has the player you want and press **<Enter>**.
- 3 Highlight **Roster** and press **<Enter>**
- 4 Highlight **Trade & Sign** and press **<Enter>**.
- 5 Highlight **Move Players** and press **<Enter>**.
- 6 Choose the player you want to move from any list, then press **<Enter>**.
- 7 When you see the message, "Select New Location," press **<Tab>** to highlight (in yellow) the appropriate location, then press **<Enter>** to finish the move.

TRADING A PLAYER

Player trades may be initiated by you or the computer (see **Computer Can Make Trades**, pg. 10) during the season (post season trades are not permitted). You can trade away or receive 1 to 5 players at a time and the trades can be unbalanced (i.e. 2 players traded for 3 players)

Here's how to make a trade:

- 1 Follow steps 1 to 4 in **Moving A Player** above.
- 2 Select **Send** and press **<Enter>**.
- 3 Choose the player you want to trade away, then press **<Enter>**; this displays that player's name in the Trades box.
- 4 Highlight **Select Team** and press **<Enter>**. The Select Team Menu appears.
- 5 Choose the team that has the player you want and press **<Enter>**.
- 6 Select **Receive** and press **<Enter>**.
- 7 Choose the player to want to receive in the trade, then press **<Enter>**.

- 8 Select **Offer Trade** and press **<Enter>**. Your trade will either be Accepted or Declined.
 - When offering a trade to a computer-controlled team, the offer will be accepted or declined automatically. When offering to a human-controlled team, that user must select **Accept** or **Decline**.
 - When a trade is Declined, you can choose a new player to receive, choose a new team to trade with, or select **Done** and press **<Enter>** to return to the Trade Players screen.
 - When a trade is Accepted, the player's name appears in the Signed box. To move him to a new location, follow steps 5-7 under **Moving a Player**.

To prompt a computer-managed team to propose a trade with your team: Place one or more players in the Send box, then exit the Trade Players screen. Computer-managed teams will evaluate your "auction block" and periodically propose trades.

Note: You cannot trade any player who is currently on the Disabled List.

SIGNING A FREE AGENT

A Free Agent is any player who has been released by a team. To sign a Free Agent:

- 1 Follow steps 1 to 4 in **Moving A Player** above.
- 2 Select **Free Agents** and press **<Enter>** to display the names of available Free Agent batters and pitchers.
- 3 Select **Sign** and press **<Enter>**.
- 4 Use **<Tab>** and the **arrow keys** to highlight the name of the Free Agent you want to sign, then press **<Enter>**. This moves his name to the Signed box.
- 5 Select **Move**, then follow the instructions in **Moving a Player**, pg. 63, to activate your Free Agent, move him to the minors, or place him on the disabled list.

THE DISPLAY OPTION

The Display option provides a "wide-screen" view of the player lists allowing you to view expanded customized statistical sets. This screen also allows you to print the statistics to a printer or a file, see **Print**, pg. 25, for instructions.

You can change the set of statistics shown by the Display option by pressing **<Tab>** repeatedly to highlight the Statistical Set Button to the far right of a column heading and then pressing **<Enter>** repeatedly. For instructions on how to customize each of these sets to meet your informational preferences for this screen, see **Customizing Statistical Sets**, pg. 41-46.

To return to the Trade Players screen press **<Esc>**.

THE NEWS OPTION

Select this option to check the current status of your team, including player trades and injured players.

THE LINEUP OPTION

This option returns you to the Roster screen where you can make player substitutions, change the team's batting order and return to the Trade & Sign screen. See **Team Rosters**, pg. 20, for information about this screen.

VS. LHP (VS. RHP)

This option is only available outside of a game and sets the lineups that will be used when facing a right- or left-handed starting pitcher. Once a game is started, the appropriate lineup is automatically selected.

BUYING AND SELLING A TEAM

When you own a team, all league games for your team must be played out in full. They cannot be simulated. Become a team owner this way:

- 1 Choose **League Play** from the Main Menu. Press **<Enter>**.
- 2 Press the **<up> arrow key** to choose the team you want to buy. Press **<Enter>**.
- 3 Highlight **Buy Team**. Press **<Enter>**.
- 4 You'll be asked to enter the manager's name for your new team. Type in a name and press **<Enter>**.
- 5 Choose **Return** and press **<Enter>**. This returns you to the Standings screen.
- 6 A joystick icon appears on the League Standings screen next to the team you purchased.

To sell a team:

- 1 Choose your team on the League Play screen. Press **<Enter>**.
- 2 Highlight **Sell Team** and press **<Enter>**.
- 3 Select **Return** and press **<Enter>**.

You no longer own the team, and the joystick is no longer displayed on the League Standings screen.

SETTING YOUR PITCHER ROTATION

You can arrange your starting pitchers in any order. The starting rotation can have 3 to 6 pitchers. If you select five starters, each starter begins every fifth game; if you have three selected, each one starts every third game, etc.

Note: If you want to make changes to your pitcher rotation, you must do so before you play your first League game.

To move around your starting pitchers:

- 1 Choose **League Play** from the Main Menu. Press **<Enter>**.
- 2 Press the **<up> arrow key** to choose a team and press **<Enter>**.
- 3 Highlight **Roster**. Press **<Enter>**.
- 4 Highlight **Bullpen** at the bottom of the Roster screen. Press **<Enter>**. A screen appears listing your pitching staff.
- 5 Highlight **Move** and press **<Enter>**.
- 6 Highlight the name of the pitcher you want to move and press **<Enter>**. His name turns yellow.
- 7 Now highlight the pitcher you want to switch and press **<Enter>**.
- 8 The pitchers change places.
- 9 Repeat this until you have the pitching rotation you want.
- 10 When you are done, highlight **Return** and press **<Enter>**.

START THE SEASON

Select **League Play**, then Highlight **Start Season** and press **<Enter>**. The game displays the Select Schedule box which lists the different league formats available. Choose one of these formats and press **<Enter>**:

Complete Season (1995 schedule)

Half Season

Short Season



LEAGUE SCHEDULE

VIEWING A SCHEDULE

View a season's schedule in two ways:

- **Weekly League Schedule** – Weekly schedule for the entire league.
- **Team Calendar** – Monthly schedule for one team.

To view the Weekly League Schedule:

- 1 Highlight **League Play** and press **<Enter>**.
- 2 Highlight **Schedule** and press **<Enter>**.
- 3 Browse through the entire season one week at a time. Choose **Prev Week** or **Next Week** and press **<Enter>**. The calendar week is listed at the top of the screen. Use the **<left>**, then **<up>/<down>** arrow key to scroll through all games for the current week.
- 4 Select **Return** and press **<Enter>**. You'll return to the League Standings screen.



To view a Team Calendar:

- 1 Select **League Play**, then highlight any team and press **<Enter>**. The Team Summary screen appears.
- 2 Choose **Calendar**. Press **<Enter>**.
- 3 This displays this team's games scheduled for April. The opponent's logo appears on the scheduled game day.
- 4 Highlight **Previous Month** or **Next Month** buttons. Press **<Enter>** to scroll through remaining months' schedules.
- 5 Choose **Return**. Press **<Enter>** twice to return to the League Play screen.

If you highlight a date with a game posted on it, the current record against that team, or the number of games scheduled (if no games have been played) is displayed in the box at the upper right corner of the screen.

You can print a team schedule directly from the Team Schedule Screen. You can also save it as a text file and print it from your word processing program. However, once a file is saved as a text file, you cannot print it from the game. You can print either one month at a time or the entire season.

To print the Team Schedule Screen:

- 1 Select **Calendar** and press **<Enter>**.
- 2 Use the **Previous Month/Next Month** buttons to display the month you want.
- 3 Choose **Print** and select one of these options displayed:
 - **This Month:** Prints the schedule for the month displayed.
 - **Season:** Prints this team's entire season schedule. Press **<Enter>**.
- 4 Type in a filename (up to 8 characters) after the prompt PRN. Press **<Enter>** to print.

To save as a text file to the current drive/directory:

- 1 Follow steps 1 through 3 above.
- 2 Backspace to delete the prompt PRN, then type a filename (up to eight characters) in the Filename box. Press **<Enter>**.
- 3 The Schedule is saved as a text file.

To save as a text file to a different drive:

- 1 Follow steps 1 through 3 under **To Print the Team Schedule**.
- 2 Press the **<up> arrow key** to choose the available drives.
- 3 Select the drive you want and press **<Enter>**. That drive appears in the Path box.
- 4 Press the **<down> arrow key** to highlight Filename.
- 5 Backspace to delete the prompt PRN, then type in a filename (up to eight characters) and press **<Enter>**.

To save as a text file to a different directory:

- 1 Follow steps 1 through 3 under **To Print the Team Schedule**.
- 2 Choose “..” and press **<Enter>**. This displays all directories in the current path.
- 3 Highlight the desired directory and press **<Enter>**. That directory appears in the Path box.
- 4 Press the **<right>** arrow to move to the drive buttons, then press the **<down> arrow key** to choose Filename.
- 5 Backspace to delete the prompt PRN, then type in a filename (up to eight characters) and press **<Enter>**.

RESETTING A SEASON

Is your team off to a dismal 2-10 start? Reset the current season to opening day and try again! To reset a season:

- 1 Select **League Play**, select Reset Season and press **<Enter>**.
- 2 Choose **OK** to reset the season, then press **<Enter>**. Highlight **Cancel** if you change your mind.

PLAYING A LEAGUE GAME

After selecting Season Play, you can play a league game in one of two ways:

- **Play a complete game: Play a nine-inning game.**
- **Simulate a game: The computer does a batter-by-batter simulation of the game and calculates the final box score.**

PLAYING A COMPLETE GAME

Select a game to play in full:

- 1 Select **League Play** and press **<Enter>**.
- 2 Choose **Schedule** from the Standings screen or **Calendar** from a Team Summary screen. Press **<Enter>**.
- 3 Select the game you want to play. Press **<Enter>**.
- 4 Highlight **Play Out in Full** and press **<Enter>**.
- 5 The Pre-Game screen with the starting team lineups is displayed, along with the game's line score.
- 6 Select **Play Ball!** to begin your game.

You can play out any game on the schedule, whether you own the team or not. If you own a team, you *must* play out all of its games in full. Owned teams have a joystick icon next to them on the weekly schedule.

SIMULATING A GAME

The computer does a "pitch-by-pitch" simulation of the game, calculating all the statistics and the final score. If you want to simulate one game, you can choose it from the league schedule or team schedule. If you want to simulate multiple games, you can only do so through the Weekly League Schedule.

Simulate One Game:

- 1 Select **League Play** and press **<Enter>**.
- 2 Highlight **Schedule** from the League Play screen or Calendar from a Team Summary screen. Press **<Enter>**.
- 3 Choose the game you want to simulate. Press **<Enter>**.
- 4 Highlight **Simulate** and press **<Enter>**.
- 5 The game is simulated. The final score and box score are displayed, giving you game statistics.
- 6 Select **Print** and press **<Enter>** (to print out a box score of this game) or **Return** and press **<Enter>** (to return to the Schedule screen). You can now simulate another game.

Simulate Multiple Games:

- 1 Select **League Play** and press **<Enter>**.
- 2 Highlight **Schedule** from the League Play screen (you can't simulate multiple games from an individual team's schedule). Press **<Enter>**.
- 3 The current week's schedule is displayed. Choose **Simulate Week** or **Simulate Season** and press **<Enter>**. If you select **Simulate Season**, you will be prompted to **Stop before post season**, or **Simulate through post season**.
- 4 The computer simulates the week's games. Press **<Esc>** to stop simulating games before the entire week of games is completed.

Saving and Resuming a League Game

How to Save a League Game

- 1 While playing, press **<Esc>**. This returns you to the Scoreboard/Lineup screen.
- 2 Choose **Options** and press **<Enter>**.
- 3 Highlight **Save Game** and press **<Enter>**. The game is saved.
- 4 The league and individual team monthly schedules now have a floppy disk icon next to the saved game.

How to Resume a League Game

- 1 Select **League Play** and press **<Enter>**.
- 2 Highlight **Schedule** and press **<Enter>**. You can also resume a League game by selecting **Calendar** on the Team Summary screen.
- 3 Select the game you saved; it will have a floppy disk icon next to it. Press **<Enter>**.
- 4 Select **Play Ball!** and press **<Enter>**.
- 5 The game resumes at the point you saved it.

The screenshot shows a 'LEAGUE LEADERS' screen with a table of player statistics. The table has columns for Rank, Player Name, Team, and various statistical categories. Below the table are three menu sections: 'Order' (with options for Highest and Lowest), 'Teams' (with options for All, American, National, and Single), and 'Players' (with options for All, Pitchers, Infield, and Outfield). There are also 'Print' and 'Return' buttons.

Rank	Player Name	Team	Stat 1	Stat 2	Stat 3	Stat 4	Stat 5	Stat 6	Stat 7	Stat 8	Stat 9	Stat 10
1	Griffey, Ken	SEA	11	323	7	1	1	22	5	5	1	1
2	Grandy, Paul	NY	11	306	15	1	1	22	1	1	1	1
3	Concepcion	SEA	10	278	8	1	1	23	1	1	1	1
4	Ramirez, Ed	SEA	10	257	9	1	1	21	1	1	1	1
5	Palmerino, S.	SEA	10	215	4	1	1	19	5	1	1	1
6	McClaner, E.	SEA	10	200	2	1	1	23	1	2	5	1
7	Gooden, Dwight	CIA	20	119	9	1	1	2	18	1	1	1
8	Jagers, Darryl	SEA	10	200	7	1	1	17	1	1	1	1
9	Harmon, Edgar	SEA	10	200	4	1	1	17	2	3	1	1
10	Puckett, Kirby	SEA	10	117	5	1	1	17	2	1	1	1
11	McGriff, Fred	NY	10	110	7	1	1	17	3	2	1	1
12	Mauer, Paul	SEA	10	101	7	1	1	17	1	2	1	1

LEAGUE LEADERS SCREEN

- 1 Select **League Play** and press **<Enter>**.
- 2 Select **League Leaders** and press **<Enter>**.

This screen lets you display the top 100 statistical leaders in the category of your choice. You can scroll up and down through the players or teams listed by highlighting a name, then pressing the **<up>** and **<down>** arrow keys.

Top 100 Players or Teams

This portion of the screen displays league leaders in the currently selected statistical set.

To display a different statistical set, highlight the Statistical Set Button and press **<Enter>** repeatedly. For instructions on how to customize each of these sets to meet your informational preferences for this screen, see **Customizing Statistical Sets**, pg. 41-46.

You can scroll up and down through the players or teams listed by highlighting a name, then pressing the **<up>** and **<down>** arrow keys.

To select a category and sort statistics:

- 1 Press **<Tab>**. The yellow highlight will flash in the blue heading bar.
- 2 Use the **<left>** or **<right>** arrow key to move the yellow highlight onto the category you want to sort and press **<Enter>**. The statistics automatically sort and the leaders in that category are displayed.
- 3 Repeat the process for other categories.

Sorting Options

This portion of the screen lets you select sorting and viewing options. Use the **arrow keys** to highlight an option and press **<Enter>** to confirm your selection. Here are the options available:

- **Order:** Select Highest (top 100 leaders) or Lowest (lowest 100).
- **Teams:** Specify whether you want to view league leaders from **All** (American and National), **American** (only), **National** (only), a **Single** team or team **Totals**.
To select a single team:
 - 1 Use the **arrow keys** to highlight **Single** and press **<Enter>**. The League Leaders standings screen appears.
 - 2 Use the **arrow keys** to highlight the team you want and press **<Enter>**. You return to the League Leaders screen and the top ten leaders on that team are displayed. The team name appears below the Single option.
 - 3 To select a different team, use the **arrow keys** to highlight the current team name and press **<Enter>**. Repeat step 2.
- **Players:** Select from the following: **All**, **Batters**, **Pitchers**, **Infield**, **Outfield**, **C**, **1B**, **2B**, **SS**, **3B**, **RF**, **CF**, **LF** or **DH**.

Totals: Calculates totals for all the players on a team and displays the team's name and totals for the selected statistics.

Print

You can print the top 100 players in each category visible on-screen from the game, or you can save them as a text file and print from your word processing file. (To change the visible categories, use the **<left>/<right> arrow keys**).

- 1 Select **League Play** and press **<Enter>**.
- 2 Choose **League Leaders** and press **<Enter>**.
- 3 Highlight **Print** and press **<Enter>**.
- 4 Type PRN in the Filename box. Press **<Enter>** to print.

LEAGUE PLAY HIGHLIGHTS

The Highlights feature in League Play works slightly differently from the Exhibition Game option. Here's how to use this feature.

How to Save a Highlight

To save a highlight reel:

- 1 During a game, press **<Esc>** to return to the Scoreboard/Lineup screen.
- 2 Select **Highlights** and press **<Enter>**. This displays the Highlights screen.
- 3 Now choose **Store Reel** and press **<Enter>**.
- 4 Type in a short highlight description and press **<Enter>**. The highlight is saved.
- 5 Edit a description anytime by choosing **Edit Reel**, then using the **arrow keys** to highlight the description you want to edit.
- 6 Type your changes, then press **<Enter>**.

When you return to the League or Monthly Team Schedule, a video cassette icon appears in the box of the game the highlight was saved in.

Auto-Save Highlights

When a scoring play, home run or great defensive play occurs during League Play, *HardBall 5* automatically saves it. These highlights are noted on the Highlight screen by a small computer icon that appears to the left of the play description.

If you want to save the auto highlights for later viewing, you must store a highlight of your own, or go to the highlight screen and select **Store** to create a permanent copy of the highlights file.

How to View a Highlight

View During a League Game

- 1 Press **<Esc>** during gameplay.
- 2 Select the **Highlight** screen.
- 3 Press the **<left>**, then **<up>/<down>** **arrow key** to highlight the reel you want to view. Press **<Enter>**. Or, select **View All** and press **<Enter>** to see all listed highlights in succession.
- 4 The first frame of the highlight is shown with the Replay Control box.
- 5 The **Instant Replay** directions, pg. 40, explain how to use the Replay Control box.

View After a League Game

- 1 Enter the League or a Team Monthly Schedule.
- 2 Choose the game containing the highlight you want. A video cassette icon appears next to the game.
- 3 Highlight that game. Press <Enter>.
- 4 Press the <left>, then <up>/<down> **arrow key**. To choose the highlight you want, press <Enter>. Or, select **View All** and press <Enter> to see all listed highlights in succession.
- 5 The first frame of the highlight is shown with the Replay Control box.
- 6 The **Instant Replay** directions, pg. 40, explain how to use the Replay Control box.

STANDINGS SCREEN

Select **Display** on the League Play screen to switch from a two-column league standings display to a one column display that lists the following statistics:

W	Wins
L	Losses
%	Win %
GB	Games behind 1st place team
1R	Win/loss record in 1 run games
X1	Win/loss record in extra-inning games
L10	Win/loss record in last 10 games
Str	Current winning/losing streak
Home	Win/loss record in home games
Road	Win/loss record in road (away) games
I Div	Win/loss record against teams in division
O Div	Win/loss record against teams out of division
Mgr	Manager's name

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 5* 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 tie breaker. If you own one of the teams, it will automatically be selected for the tie breaker.

PLAYOFFS/LEAGUE CHAMPIONSHIPS

The three division winners and a wild card team (best record of non-division winners) take part in the first round of the playoffs. If there is a tie, one team will be randomly chosen to participate. Each team plays in a best-of-five series (first team to win three games) to advance to the League Championship game. 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 second-best record hosts a series versus the third-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 Championships.

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 hosts four of the seven games.



TOURNAMENT TREE

The Tournament Tree screen displays the winning teams and their win/loss record for each match-up as they advance toward the World Championship.

BATTING PRACTICE



The Batting Practice feature lets you practice hitting any kind of pitch against a left or right-handed pitcher. Choose Batting Practice on the Main Menu and press **<Enter>**.

CHOOSE A BATTING PRACTICE TEAM

A team is already selected for you. Highlight **Select** and press **<Enter>** if you want this team. The current batting order is displayed. To choose a different team:

- 1 Select **Choose Practice Team** and press **<Enter>**.
- 2 Highlight the team you want and press **<Enter>**. The Team Summary screen appears.
- 3 Highlight **Select** and press **<Enter>** to select this team. The current batting order will be displayed and the leadoff hitter will be the one who takes batting practice. To choose a different batter:
- 4 Use the **<up> arrow** or **<Tab>** key to move into the roster list.
- 5 Move the flashing bar over the player you want and press **<Enter>**. A (>) symbol will appear next to that player.
- 6 Highlight **Start** and press **<Enter>** to begin Batting Practice.

Note: You can also go to the Roster screen by selecting the team logo on the Batting Practice screen.

CHANGE PITCHERS

The pitcher in the batting order is the one who will throw the ball. If you want a different pitcher:

- 1 Choose the team logo at the bottom of the Batting Practice screen and press **<Enter>**. You are now in your team's Roster screen.
- 2 Highlight **Sub Players** and press **<Enter>**. A yellow bar flashes on the current pitcher.
- 3 Press **<Enter>** to move the bar to the Bullpen Box.
- 4 Choose the pitcher you want and press **<Enter>**. The players now change places.
- 5 Select **Return** and press **<Enter>**, this returns you to the Batting Practice screen.

EDIT A ROSTER

You can edit team or player information in Batting Practice, but the changes *are not* permanent. **Editing a Team and Individual Players**, pg. 47-57, has instructions on making edits. You can also change the set of statistics currently displayed by pressing **<Tab>** repeatedly to highlight the Statistical Set Button to the right of a column heading then pressing **<Enter>** repeatedly.



BATTING PRACTICE OPTIONS

From the Batting Practice screen, choose **Options** and press **<Enter>**. This Options Menu has items that do not appear on the Exhibition and League Play options screen. These are:

Pitch Types: Select which type of pitch(es) you want thrown. Here's how:

- Choose any or all of the following pitches in the Pitch Types box and press **<Enter>**. A baseball appears next to each selected pitch.
 - **Offspeed**
 - **Curveball**
 - **Fastball**
 - **Screwball**
 - **Sinker**
 - **Fastball!**
 - **Slider**
 - **Knuckleball**
- Unselect a pitch you've chosen by highlighting it and pressing **<Enter>**. The baseball disappears.

Pitch Locations: To select the pitch location, highlight one of the locations listed in the Pitch Location Box and press **<Enter>**. A baseball appears next to your choice.

- **Center of zone:** Pitches are thrown across the middle of the plate.
- **High/low:** Pitches are thrown across the plate, but to the high and low part of the strike zone.
- **Inside/outside:** Pitches are only thrown to the inside and outside part of the strike zone.
- **Random:** Pitches are thrown to all parts of the strike zone.

When finished, choose **OK** and press **<Enter>**.

START BATTING PRACTICE

Begin batting practice. Here's how:

- 1 Choose **Start** and press **<Enter>**. The batter, pitcher and catcher take the field.
- 2 Select a Hitting Option.
 - **Power:** Hold down the **<right> arrow key** and press **<Enter>**.
 - **Contact:** Press **<Enter>**.
 - **Bunt:** Hold down the **<left> arrow key** and press **<Enter>**.
- 3 Now the batter steps into the batter's box. The pitcher throws the ball.
- 4 To swing, press **<Enter>**.

Quit Batting Practice and return to the Main Menu by pressing **<Esc>** twice.



PITCHING PRACTICE

HardBall 5 includes a Pitching Practice feature. Choose any pitcher on any team, and select the view that you want. Highlight **Pitching Practice** on the Main Menu and press **<Enter>**.

CHOOSE A PITCHING PRACTICE TEAM

A Pitching Practice team is selected for you. Highlight **Select** and press **<Enter>** if you want to use this team. You can choose a different team. Here's how:

- 1 Select **Choose Practice Team** and press **<Enter>**.
- 2 Highlight the team you want. Press **<Enter>**. The Team Summary screen is displayed. Highlight **Select** and press **<Enter>** if you want to use this team and the current batting order will be displayed.

The pitcher listed in the batting order will be the one taking pitching practice. To choose a different pitcher:

- (1) Highlight the team logo and press **<Enter>**.
- (2) Choose **Sub Players** and press **<Enter>**. A yellow bar highlights the current pitcher.
- (3) Press **<Enter>**; this moves the flashing bar to the Bullpen box.
- (4) Highlight the pitcher you want and press **<Enter>**. The pitchers change places.
- (5) Choose **Return** and press **<Enter>** to return to the Pitching Practice screen.

EDIT A ROSTER

Edit any team or player in Pitching Practice. These changes *are not* permanent. The Editing a Team and Individual Players section has instructions on making edits.

PITCHING PRACTICE OPTIONS

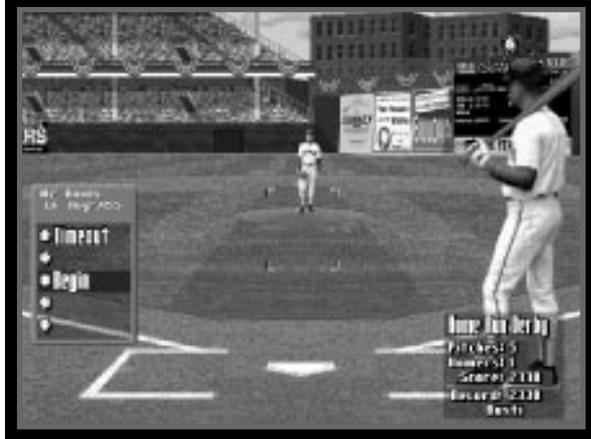
From the Pitching Practice screen, choose **Options** and press **<Enter>**. The options available are: music volume, SFX volume, controls, graphics and game speed. See **Options**, pg. 26, for details on changing these options.

START PITCHING PRACTICE

To begin Pitching Practice:

- 1 Select **Start** and press **<Enter>**. The batter, pitcher and catcher take the field.
- 2 Choose a pitch from the Pitching Options box. Press the **arrow key** corresponding to the pitch you want and press **<Enter>**. The batter steps up to the plate.
- 3 Now press **<Enter>** to start the throw. Aiming crosshair appear above home plate with a yellow box that represents the strike zone. Aim your throw by pressing the **<up>**, **<down>**, **<left>** or **<right>** **arrow keys** before the pitcher releases the ball.

Quit Pitching Practice and return to the Main Menu by pressing **<Esc>** twice.



HOME RUN DERBY

Take your favorite batter against your favorite pitcher on your team, and see how many home runs you can rack up in Home Run Derby.

You can even play in two player mode – one player will be the batter and the other will pitch. Choose **Home Run Derby** on the Main Menu. Press **<Enter>** to begin.

The pitcher always pitches fastballs in the strike zone. Each home run counts 1,000 points; hits to other parts of the field count less. The closer you are to a home run, the higher the points.

CHOOSE A TEAM

If you want a different team than the one selected for you:

- 1 Select **Choose Practice Team** on the Home Run Derby screen and press **<Enter>**.
- 2 Choose the team you want and press **<Enter>**. A team summary, its manager's name and star player are shown.
- 3 Highlight **Select** and press **<Enter>** to use this team.

CHANGE HITTERS

The leadoff hitter will be your batter. To select a different batter:

- 1 Use the **<up> arrow** or **<Tab>** key to move to the roster list.
- 2 Move the flashing bar over the player you want and press **<Enter>**. A (>) symbol will appear next to that player.

EDIT A ROSTER

You can edit any team or player information while in Home Run Derby, but the changes are not permanent. See **Editing a Team and Individual Players**, pg. 47-57, for instructions to edit a team or player.

HOME RUN DERBY OPTIONS

From the Home Run Derby screen, highlight **Options** and press **<Enter>**. In addition to the items found on other Options screens, (see **Options**, pg. 26), this screen allows you to select the number of pitches that will be thrown (Pitch Count).

To select your batter and pitcher controls: Highlight **Batter** or **Pitcher** and press **<Enter>** to cycle through your choices.

START HOME RUN DERBY

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

- 1 Highlight **Start** and press **<Enter>**. The batter, pitcher and catcher take the field.
- 2 Select **Begin** from the Hitting Options box.
- 3 The batter steps into the batter's box and the pitcher throws the ball.
- 4 Press **<Enter>** to swing.

Note: In Two Player Mode, one player controls the batter and the other controls the pitcher. The player controlling the pitcher must press <Enter> (or the fire button equivalent for his controller) to throw a pitch. Only fastballs can be thrown and they can only be aimed within the strike zone.

If you are the high scorer, you will be prompted to enter your name. The next time you start Home Run Derby your name and score will appear under Record in the lower right corner of the screen.

To quit and return to the Home Run Derby screen, press **<Esc>** or select **Timeout** (from the Hitting Options box). Press **<Esc>** again to return to the Main Menu.



MODEM & SERIAL PLAY

To run *HardBall 5* over a modem, you must set up your connection before entering the game by running the HB5SER.EXE program.

- 1 Type **HB5SER** and **<Enter>** from the \HB5 directory. The Modem/Serial screen appears. Watch the bottom two lines on the screen—they display information about the currently highlighted option.
- 2 Choose the Connection Method.
- 3 Choose the Comm port.
- 4 Choose the bps (baud) rate. If you are using a 14400 bps modem, set the bps rate to 19200. The 38400 setting should only be used if you have a 16550 type UART and a high speed modem (8250 style UARTs cannot keep up with 38400 bps). The UART type is displayed on the right side of the screen.
- 5 The Modem Configuration section contains default information that is suitable for most modems.
- 6 Type in the phone number you want to dial in the **Phone Num** field.
- 8 Press **<F10>**, a chat screen will appear. After the connection is made, anything you type will be seen on the other computer. When you are ready to begin *HardBall 5*, press **<F10>** again and the Modem Play Setup screen will appear.
- 9 Select your controls:

This Computer: You control the set up and gameplay options.

Remote Computer: The other computer will handle the setup and gameplay options.

Note: Press <Esc> to leave the Modem Setup program and return to DOS.

NOTES

MODEM: WAIT FOR CALL OR MODEM CALL

- If the default init string does not work, refer to your modem manual for an appropriate initialization string. If you need to make a custom init string and your modem supports it, you should enable hardware flow control and V.42 or MNP4 error correction. V.42bis or MNP5 data compression should be disabled.
- If your modem does not hang up after playing *HardBall 5*, refer to your modem manual for more information. You may use the “~” character to delay for 1 second.

MODEM: WAIT FOR CALL:

- You must have a working auto answer string. The default setting of ATSO=1 works for most modems. If your modem does not answer, refer to your modem manual for the command to enable auto answer.

MODEM: CALL:

- You must have a working dialing prefix. The default setting of ATDT usually works if you have a touch-tone phone. If your phone line does not support touch-tones, try a setting of ATDP. Refer to your modem manual for more information.



TROUBLESHOOTING

IF YOUR GAME WON'T RUN...

Most *HardBall 5* problems are caused by your system's memory configuration. Try a different start up for your computer called Booting Clean. Booting this way often corrects freezing, most error messages, and erratic game play. This procedure is temporary and does not change your computer.

You boot clean differently with DOS 5.0 and DOS 6.xx. Find out what version of DOS you have by typing VER <Enter> at the C:\> prompt.

BOOTING CLEAN OPTIONS

- If you have MS-DOS Ver. 5.0 - 6.0 you must make a Boot Disk.
- If you have MS-DOS Ver. 6.1 or higher you may use a Book Disk, the F8 function key, or Multi Configurations.

MAKING A BOOT DISK WITH MS-DOS

- 1 Make a copy of your CONFIG.SYS & AUTOEXEC.BAT from C:\> by typing:
COPY CONFIG.SYS CONFIG.ACC <Enter>.
 Now type **COPY AUTOEXEC.BAT AUTOEXEC.ACC <Enter>**.
- 2 Make a system disk from C:\> by typing :
FORMAT A:/S <Enter>. Follow the on screen prompts.
 Now type **N** when prompted with this message: "Format Another Y/N".
- 3 Copy your CONFIG.SYS and AUTOEXEC.BAT files from C:\> to your boot disk by following these steps:
 Type **COPY CONFIG.SYS A: <Enter>**
 Type **COPY AUTOEXEC.BAT A: <Enter>**
- 4 Edit the CONFIG.SYS and AUTOEXEC.BAT files on the boot disk by following these steps:
 Type **A: <Enter>** to change to A:\> (Very Important!!!).
 From A:\> type **EDIT CONFIG.SYS <Enter>**. You will go to a blue text editing screen with the CONFIG.SYS lines. Refer to **CONFIG.SYS Needed**, pg. 87, for a list of the lines to keep.

Don't delete lines. Type REM <Space> in front of the unneeded lines. For example:

Before: DEVICE=C:\DOS\EMM386.EXE RAM

After: REM DEVICE=C:\DOS\EMM386.EXE RAM

After editing CONFIG.SYS on the boot disk, exit by pressing <ALT+F>, then select Exit. You will be asked if you want to save. Say yes.

From A:\>, type **EDIT AUTOEXEC.BAT** <Enter>, refer to **AUTOEXEC.BAT Needed**, pg. 88, for a list of the lines to keep. After editing, exit by pressing <ALT+F>, then select **Exit. Now**, type **Y** to save the file.

- 5 To reboot using your new Boot Disk, leave the disk in Drive A.; press **Reset**, or <CTRL+ALT+DEL>, or turn your computer off, wait a minute, then turn it back on.

BOOTING CLEAN MS-DOS 6.1 OR HIGHER – USING THE F8 FUNCTION KEY

- 1 Reboot your computer. When you see the message “Starting MS-DOS...”, press **F8**.
- 2 You'll get a message “MS-DOS will ask you to confirm each CONFIG.SYS command.” An example is: DOS=HIGH,UMB [Y,N]
- 3 Only say “**Y**” to the lines listed in **CONFIG.SYS Needed**, below. Say “**Y**” to the message “Process AUTOEXEC.BAT [Y,N]” and only say “**Y**” to the lines listed in **AUTOEXEC.BAT Needed**, pg. 88.

BOOTING CLEAN MS-DOS 6.1 OR HIGHER - MULTIPLE CONFIGURATIONS

Please refer to your DOS manual and use config.sys Needed and Autoexec.bat Needed, see below.

CONFIG.SYS NEEDED

DOS=HIGH, or DOS=HIGH,UMB

DEVICE=C:\DOS\HIMEM.SYS

FILES=40

LASTDRIVE=Z

MOUSE DRIVER: e.g., DEVICEHIGH=C:\WINDOWS\MOUSE.SYS

SOUNDCARD DRIVER(S): e.g., DEVICEHIGH=C:\YOUR SOUNDCARD NAME

CD-ROM DRIVER(S) (CD-ROM only):

e.g., DEVICEHIGH=C:\SB16\DRV\BCD.SYS /D:MVCD001 /P:220)

AUTOEXEC.BAT NEEDED

@ECHO OFF

PROMPT \$P\$G

MSCDEX (CD ROM ONLY):

e.g., LH C:\DOS\ORCHID\MSCDEX.EXE /D:MSCD001 /M:10)

SOUNDCARD LINE(S): e.g., SET BLASTER, SET SOUND, SET MIDI)

MOUSE TSR(S): i.e. Any line with the word "MOUSE" in it.

Note: If you have a third party memory manager like 386MAX or QEMM you should keep the equivalent command lines in the CONFIG.SYS and AUTOEXEC.BAT files of your boot disk or clean boot. If you load one of these memory managers, then you should not load HIMEM.SYS or EMM386.EXE.

You may still experience problems with *HardBall 5*. Make sure your CD-ROM software has been installed correctly. Check your CD-ROM manual for installation and set-up instructions.

BOOTING CLEAN WITH OTHER SYSTEMS

This game was developed for DOS 5.0 and DOS 6.xx. If you have a another operating system do a similar clean boot for your system. The boot disk instructions on page 86 will most likely work on DOS-type operating systems.

SOUNDCARD PROBLEMS - NO SOUND AFTER BOOTING CLEAN

Some soundcards need a command line in the config.sys to run. If you boot clean and do not load this soundcard line there will be no sound.

Check your config.sys file. At the C:> prompt use the command **TYPE CONFIG.SYS <Enter>**. The soundcard line will start with DEVICE= or DEVICEHIGH= and then be followed by a soundcard name.

If you use a clean boot disk, add this line to the disk's config.sys file.

If you boot clean with the F8 Function Key, say yes to this soundcard line.

Check your autoexec.bat file. At the C:> prompt use the command **TYPE AUTOEXEC.BAT <Enter>**. The soundcard line will start with SET and then be followed by soundcard name and some settings. There may be more than one line for the soundcard settings.

If you use a boot disk, add these line to the disk's AUTOEXEC.BAT file.

If you boot clean with the F8 Function Key, say yes to these soundcard lines.

MEMORY PROBLEMS

You must have 2300K total free memory to install the game.

You must have 7000K total free memory to play the game.

DETERMINING FREE MEMORY

To find out how much RAM you have available, go to a DOS prompt, type **MEM** and press **<Enter>**. You should see something like this:

```
C:\>mem
```

<u>Memory Type</u>	<u>Total</u>	=	<u>Used</u>	+	<u>Free</u>
Conventional	640K		113K		527K
Upper	0K		0K		0K
Reserved	128K		128K		0K
<u>Extended (XMS)</u>	<u>7,424K</u>		<u>995K</u>		<u>6,429K</u>
Total Memory	8,192K		1,236K		6,956K
Total under 1mb	640K		113K		527K

Largest executable program size: 527K (539,184 bytes)

Largest free upper memory block: 0K (0 bytes)

MS-DOS is resident in the high memory area

As you can see in this example, there is 6956K total memory free which is more than enough to run the game.

Note: 1K is 1024 bytes

VIRTUAL MEMORY

If you cannot free up enough RAM memory but do have at least 8MB of free space on your hard disk try the following. Go to your C:\HB5 prompt, type **VM** and press **<Enter>**. The words "Virtual memory for HardBall 5 has been enabled" appear and you will be back at the C:\HB5 prompt.

Virtual Memory allows your computer to have more free RAM than it really does. It swaps data out to your hard disk when it isn't needed. The VM command is a special batch file which turns on virtual memory.

Note: The game may play slightly slower when virtual memory is on. The game now swaps data back and forth from the hard drive. Less swapping delay will occur when you free up more RAM; the swapping delay might not be noticeable on systems with 5000K or more free RAM.

The VM command will not have any effect when running under Windows because Windows provides its own virtual memory functions and the game will take advantage of them.

IF YOUR HARD DISK IS FULL....

You may not have enough disk space left on the hard drive to run this Virtual Memory swap file. You can put this file onto another drive. Type the drive letter after you type VM. For example: C:\HB5>VM D: <Enter>

The swap file is put on the D: drive. The file is called D:\VIRTMEM.SWP

If you need the disk space back after you're done playing, delete this file. Next time you run *HardBall 5* it will be automatically restored.

NOTES ON COMPRESSION PROGRAMS

If you use any disk compressor programs such as DoubleSpace or Stacker put the virtual memory swap file on an uncompressed drive. Do this by typing **VM D:** but replace **D:** with the letter of your uncompressed drive. See your DoubleSpace or Stacker manual to find out which drives are compressed and which are not. Those manuals will tell you how to free up some space on your uncompressed drives.

If the game still plays slowly, you may further improve game play speed by going to the Options screen and turning off Background Music, Sound Effects, Announcer and Catcher/Umpire Graphics. You may need to turn off more than one option to make the game play smoothly.

SVGA CARDS, VESA DRIVERS, ETC.

HardBall 5 runs in a high-resolution Super VGA mode (640 by 400, with 256 colors). Because each SVGA card is different and not compatible, the game needs to know how to program your SVGA card. *HardBall 5* has been programmed to work with SVGA cards that use these chipsets:

- VESA compatible cards (see notes below)

- ATI 18800 (and the more recent models)

- Tseng Labs ET3000 and ET4000

- Trident 8900 and 9000

- Paradise 1024i

If you do not have one of those cards, don't despair – there is an emerging standard called the VESA VGA Bios Extensions (VESA VBE), but unfortunately not all of the video cards have this installed. If *HardBall 5* cannot find the SuperVGA VESA driver, install the VESA driver program that probably came on a disk with your video card. If your card did not come with a driver, you might find one from a local bulletin board, or your computer dealer. Once you have installed the VESA driver, run the game again and it should work.



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