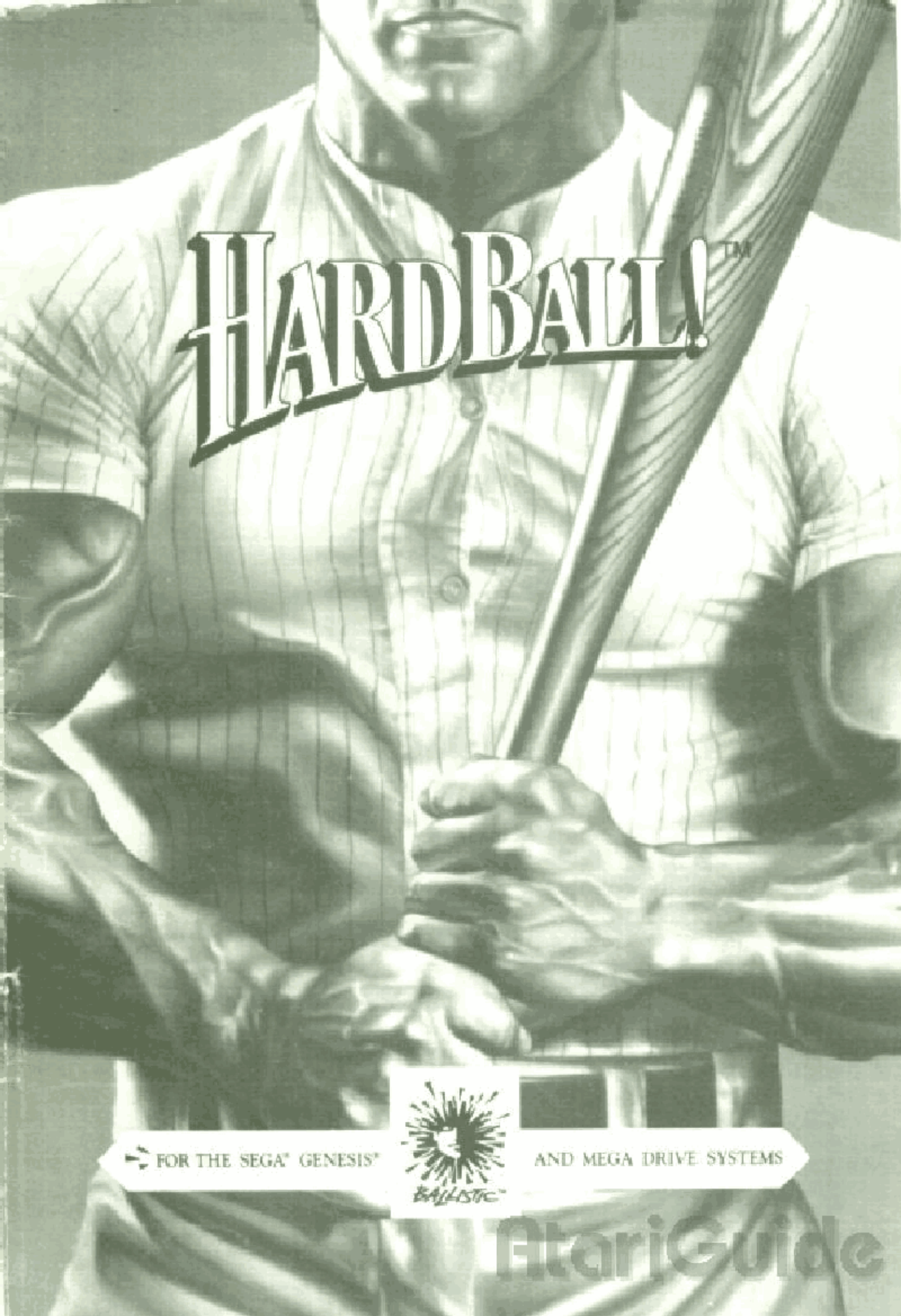
HARDBALL!™
FOR THE SEGA® GENESIS™
AND MEGA DRIVE SYSTEMS
BALLISTIC™

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Important: If you have any trouble with this Cartridge, please contact Accolade Customer Service (see page 29 for details).

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HARDBALL!

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* Eddie Montague has been a National League umpire for 17 years.

** Rules...rules...rules. You've got to live by them... and play by them.

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HARDBALL!™

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GETTING STARTED

Loading Instructions

1 Make sure the power switch on your Sega Genesis system is OFF.

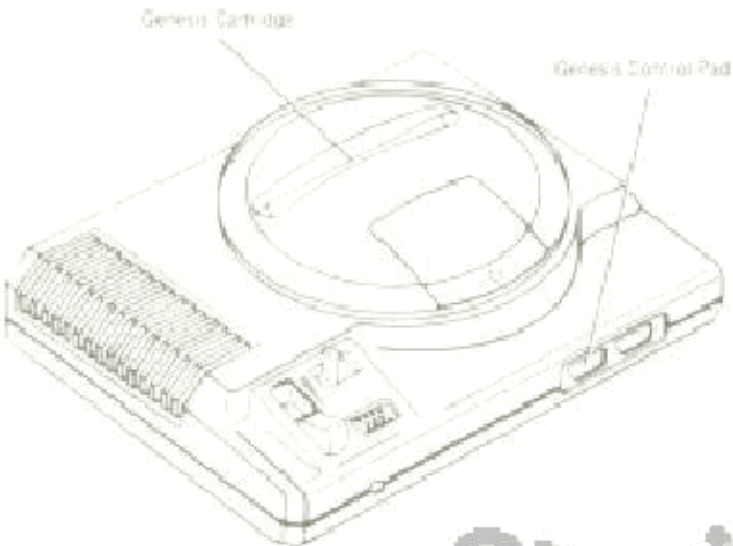
2 Insert the *HardBall!* cartridge into your system by following the instructions in your Genesis system manual.

3 Plug a Control Pad into port 1 (and another in port 2 if two people are playing).

4 Turn the power switch ON. If nothing appears on screen, switch it off again and re-check your cartridge to be sure it is inserted securely.

5 During the title sequence, press the **START Button** to get to the Main Menu.

> **IMPORTANT:** Always make sure that your Sega Genesis system is turned OFF when inserting or removing a Genesis cartridge.



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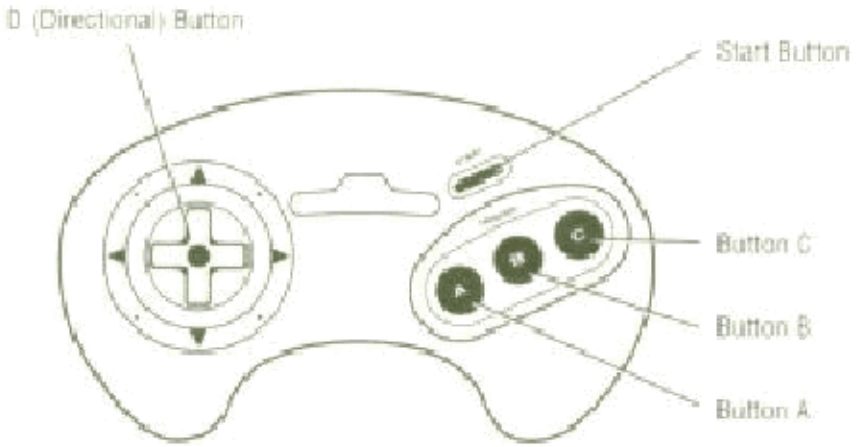
The Control Pad

Before you begin playing *HardBall!*, take a minute to familiarize yourself with the layout of the Control Pad.



THE MAIN MENU

After the title screen appears, press the **START Button** to go to the Main Menu (see **Fig. 1**). The options available here are:

Fig. 1 The Main Menu

- **Play Ball!:** Select this to play a single game.
- **World Series:** Select this to play a best-of-seven-series pitting two teams of your choice.

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- **Batting Cage:** Select this to practice up on your batting skills. Good option to have if you happen to get into a hitting slump.
- **Return to Demo:** Runs a demonstration of the game when selected. Press the **START Button** to quit the demonstration mode and return to the Main Menu.
- **Opponent (Majors/Triple-A/Player 2):** Play against a friend or against two different levels of computer opponent. If you choose "Majors", the computer is at his best. If you choose "Triple A", the computer hits with less power and fielding is made easier for you.
- **Bats (Normal/Corked):** If standard play is what you're after, choose "Normal". For more of a slug fest, choose "Corked".
- **Errors (Yes/No):** Fielders will commit an error here and there if "Yes" is selected. If "No", then they become Gold Glovers. The umpire will yell "Error" if a fielder drops a line drive or a fly ball, but the error won't be recorded on the scoreboard if the batter is thrown out anyway.
- **Music (On/Off):** Turns the music on or off.
- **Password:** An eight-character code enabling you to continue World Series play at a later time.

Use the **D Button** to highlight an option, then press the **START Button** to select it. For the Opponent, Bats, Errors and Music options, press the **START Button** repeatedly to toggle between the choices. Make sure the choices you want are displayed, then select either Play Ball! or World Series to move on to the Team Selection screen, Password to continue a World Series, or the Batting Cage for a little warm-up.

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TEAM SELECTION

Fig. 2 Team Listing Screen

After selecting either the **Play Ball!** or **World Series** options, you will be whisked away to a screen listing all 26 teams available to choose from: 14 from the American League and 12 from the National League (see **Fig. 2**).

Selecting Teams

Player 1 (control pad 1) always selects and controls the team with the *yellow* highlight. Player 2 (control pad 2) always selects and controls the team with the *green* highlight.

To select the teams, highlight the team of your choice using the **D Button** and press the **START Button**.

When playing against the computer (Majors or Triple A), you select your team first (using control pad 1) by moving the yellow highlight to the team of your choice and pressing the **START Button**. After making your selection, you now control the green highlight. Select the computer's team by moving the green highlight to that team name and press the **START Button** again.

You will notice in the center of the screen that the yellow team is listed first and the green team is listed second. [An example of this would be: "Chicago at St. Louis."] The yellow team is

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therefore the 'visiting' team and bats first in every inning, whereas the green team is the 'home' team and bats second in every inning. If you want to switch and have the yellow team be the 'home' team instead, press **Button A**. The team names will swap positions in the center of the screen. [In our example, the center of the screen would change to say: "St. Louis at Chicago."] Also, the home team always wears the white uniform and the visiting team wears grey.

You may press **Button C** to cancel your team selections and select a different team.

After both teams have been selected, press the **START Button** to move on to the Manager's Screen.

THE MANAGER'S SCREEN

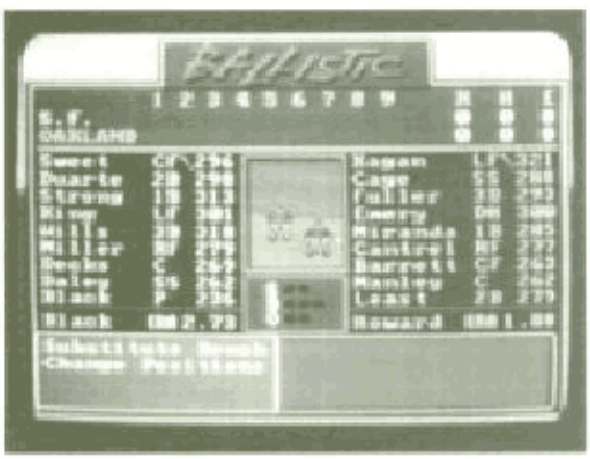

Fig. 3 Manager's Screen

The Manager's Screen shows you the scoreboard as well as the active lineups for both teams (see **Fig. 3**). This is also where you put your managing strategy together. The Manager's Screen allows you to:

- Check the score after every "out"
- See which batter is up next
- See which runners are on base and which base they are on

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THE MANAGER'S SCREEN (continued)

- See both teams' starting (or active) lineups
- Substitute players
- Change players' fielding positions
- Select intentional walk

The Starting Lineups

After selecting the teams to play, the starting (active) lineups for both teams appear on the Manager's Screen. Player 1's team is always highlighted in yellow, while the computer or player 2's team is always highlighted in green. A baseball bat icon appears to the right of the player's position who is next at bat for each team. When a player is on base, the numbers 1, 2 or 3 appear to the right of his position, indicating which base he occupies.

At the bottom of the screen are the Manager Options box(es). Options listed in these boxes are "Substitute Bench", "Change Positions" and "No Intended Walk". These options are not listed for the computer team.

Substitute Bench

Follow these steps to remove a player from your active lineup and substitute him with someone from your bench:

1 Use the **D Button** to highlight **Substitute Bench** and press **Button A**. A highlight bar now appears over the name of the first player in the lineup.

2 Use the **D Button** to highlight the player you want to replace in the lineup and press **Button A** again. Three of the team's bench players' names and statistics appear at the bottom of the screen. The middle name is highlighted.

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3 Scroll down the bench players' names and statistics using the D **Button** until the player you want to substitute (activate) is highlighted.

4 Press **Button A** to select him. The bench player you just selected automatically appears in the active lineup at the same position as the player you had highlighted to replace.

If you decide not to make a roster change *before* selecting an active player to substitute for, press **Button C** once to cancel.

If you decide not to make a roster change *after* selecting the active player to substitute for, but *before* selecting a bench player to replace him with, press **Button C** *twice* to cancel; pressing it once allows you to choose a different player in the active lineup.

> **Note:** You may modify the starting lineup of your team by substituting players in the positions and batting order that you like before the first pitch is thrown. However, once the game has begun, substituting an active player with a bench player makes the formally active player no longer available to play for the rest of the game. In fact, his name is even removed from the roster!

Player Statistics

When the bench players are displayed at the bottom of the Manager's Screen, each player is accompanied by a row of statistics about the player. Going from left to right, the categories listed are:

- **Player:** The player's name
- **Pos:** The position played by the player
- **B:** Indicates how a fielder bats (Left-handed, Right-handed, Switch-hitter) and how a pitcher bats and throws (Left-handed, Right-handed)

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- **Avg:** The batting average of the player
- **HR:** The number of home runs the player has hit
- **SB:** The number of stolen bases by the player
- **W:** (Pitcher only) Number of games won
- **L:** (Pitcher only) Number of games lost
- **S:** (Pitcher only) Number of games saved
- **ERA:** (Pitcher only) Earned run average

You may substitute any player to any position -- even if it is not his normal position as indicated in his statistics line. However, players playing out of position have an increased chance to make an error (see **ERRORS**).

> **Note:** See the **HardBall! Tips** section at the end of the manual to learn how to use the player statistics information.

Change Positions

Use this option before a game begins to change the batting order of your lineup or during the game to switch the fielding positions of two players in the active lineup. The following steps tell you how:

1. Use the **D Button** to highlight **Change Positions** and press **Button A**. The fielding position of the first player in the lineup is highlighted and that player's statistics appear at the bottom of the screen.
2. Use the **D Button** to highlight the fielding position of one of the players that you want to switch positions and press **Button A** again.

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3 Use the **D Button** to highlight the fielding position of the other player and press **Button A** again. You will see the statistics for both players at the bottom of the screen during this process. The fielding positions of the selected players are now switched.

> **Note:** If you assign a player to a fielding position other than to the one he normally plays, his defensive abilities may not be up to par and an increase in errors is possible (see **ERRORS**).

If you decide not to change positions *before* selecting the first active player to switch, press **Button C** once to cancel.

If you decide not to change positions *after* selecting the first active player to switch, but *before* selecting the second active player to switch him with, press **Button C** *twice* to cancel; pressing it once allows you to change the first player that was selected.

No Intended Walk/Intentional Walk

If you want to purposefully walk a batter:

1 Use the **D Button** to highlight **No Intended Walk** and press **Button A**. The Manager Option will toggle to read "Intentional Walk."

2 Press the **START Button** (with **Intentional Walk** selected) and the batter is automatically walked to 1st base. Also, the number of pitches that the pitcher would have had to throw to create the walk are added to the number of pitches he has thrown.

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THE PITCHER/BATTER SCREEN

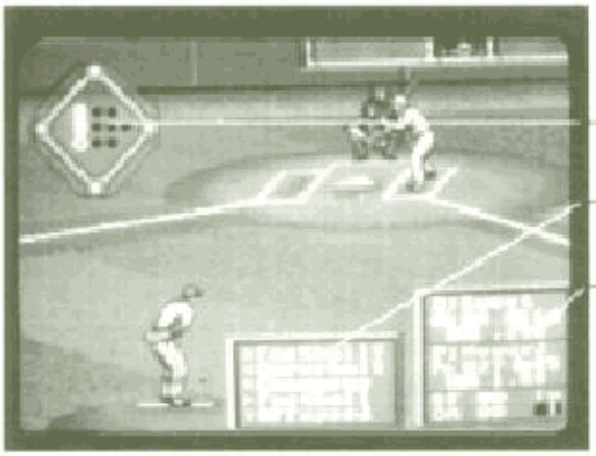

Fig. 4 Pitcher/Batter Screen

When all managerial duties are done, press the **START Button** to begin the game. You will be taken to the Pitcher/Batter Screen (see **Fig. 4**). You may return to the Manager's Screen to make lineup adjustments, select Intentional Walk, or to review the statistics of players (especially important in critical game situations) from the Pitcher/Batter Screen by pressing the **START Button** before a pitch is thrown. To then return again to the Pitcher/Batter Screen, press the **START Button** again.

The Pitcher/Batter Screen is where the real action begins; pitches are selected and thrown, leadoffs are increased, steals are decided and the batter connects with or misses the ball. The screen displays a view from behind and slightly to the right of the pitcher. Three additional important sources of information are located here:

1 **On-Screen Diamond:** Located at the upper left portion of the screen, this diamond shows all baserunners. It allows pitchers and batters to keep an eye on all basepath activity. Baserunners are color-coded on the On-Screen Diamond: green means they are quick runners and have the best chance of

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stealing a base, *yellow* indicates they are fast but might be caught more often than not, and *red* means they are average or slow. Inside the On-Screen Diamond are the current balls and strikes indicators, as well as how many outs there are in the inning.

2 **Pitch Selection Box:** Lists the different types of pitches that the pitcher is able to throw.

(*HardBall!* has nine different types of pitches to throw: **Fastball!** [super fast], **Fastball** [fast], **Curveball**, **Slider**, **Screwball**, **Sinker**, **Changeup**, **Offspeed**, and **Fat**. Only players who are not normally pitchers have a **Fat** pitch available to them, and it is the only pitch those players can throw.)

3 **Game Status Box:** Included in this box are:

- The batter's name, the total number of home runs he has hit, the total number of bases he has stolen, and his batting average.
- The pitcher's name, the number of pitches he has thrown in the game, the speed (mph) of his last pitch and his ERA (Earned Run Average).
- The score and the inning of the current game.

Many of the features mentioned above are discussed in greater detail in the sections to follow.

Pitching

When you are the home team you begin the game on defense as the pitcher. Here you must decide what type of pitch to throw and in what location to throw it. If there are baserunners, you also decide whether to try to pick them off or not.

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Selecting the pitch

Each pitcher has from three to five different pitches available to him to throw. They are listed in the Pitch Selection Box. To select the pitch you want to throw:

1 Press the **D Button** in the direction indicated for the pitch you want to throw in the Pitch Selection Box. If the pitch you want to throw is the one in the middle of the Pitch Selection Box with the • next to it, then don't press the **D Button** in any direction.

2 Press **Button A**. The pitcher nods his agreement with the chosen pitch, and gets ready to throw the ball.

Throwing the pitch

After you've chosen the type of pitch you want to throw and the batter has positioned himself in the batter's box (see **Batting, *Positioning the Batter***), the Pitch Selection Box disappears from the screen. You are now ready to throw your pitch, and must decide what location relative to both home plate *and* the batter that you want to throw it. There are a total of nine different zones that you can choose to throw a pitch to. To throw the pitch:

1 Press and hold the **D Button** in the direction corresponding to the zone you want to throw to (see **Table 1**).

2 Press **Button A.**

If you choose the center zone, the pitch will always be a strike. If you pitch to any of the other eight zones surrounding the center zone, there is a chance that the pitch might be thrown as a ball, with an even better chance for a ball if throwing to any of the four corners.

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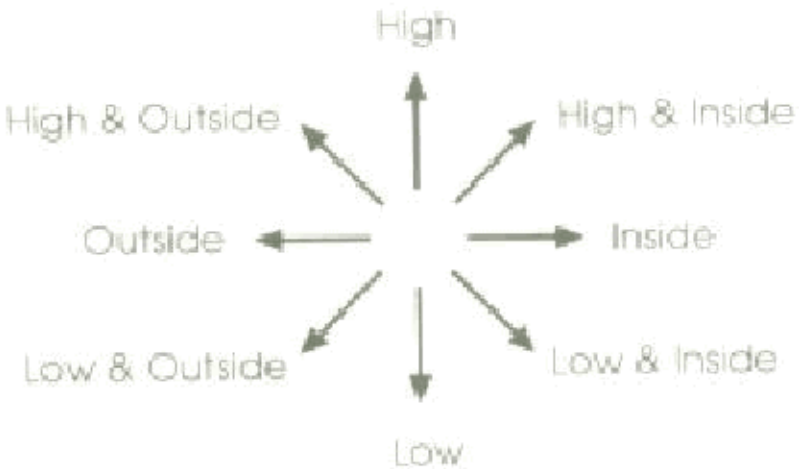
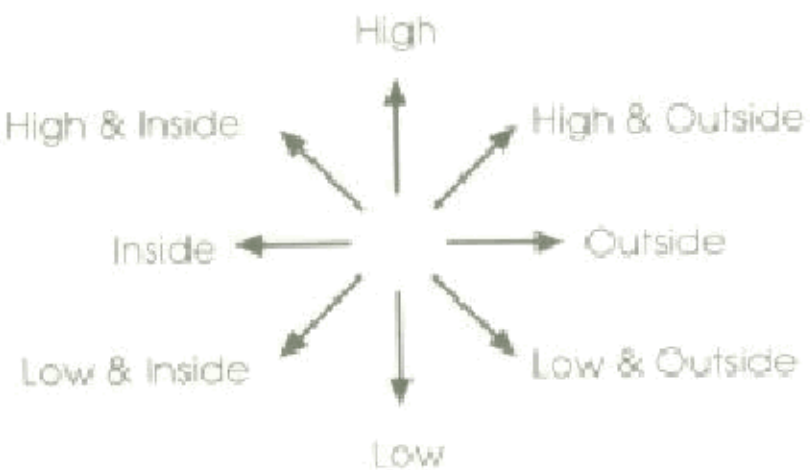
Table 1: Pitch Location

vs Right-Handed Hitter



vs Left-Handed Hitter



Press and hold the **D Button** in the direction of the arrows shown above and then press **Button A** to throw the pitch.

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A Word About Pitchers...

Each team in *HardBall!* has at least 3 starting pitchers and 3 relief pitchers. The starting pitcher's statistics shows Wins and Losses, but no Saves. They can usually throw from 50-80 pitches before becoming totally tired. Relief pitchers *may* have recorded Wins and Losses, but they always have Saves. They can usually throw from 30-60 pitches before they are at their weakest. However, all pitchers *begin* to get tired from their very first pitch.

Keep an eye on the pitch total which appears in the Game Status Box on the Pitcher/Batter Screen. When the number of pitches they have thrown gets high, you can be assured that they are getting tired. Tired pitchers will throw the ball slower, and more over the center of the plate. In other words, a tired pitcher is easier to hit!

Pick-offs

If there's a baserunner who's been wandering a little too far off base (keep an eye on the On-Screen Diamond in the upper left corner of the Pitcher/Batter Screen to see if he is), you can try to pick him off. To attempt a pick-off:

1. Press and hold the **D Button** in the direction corresponding to the base you want to throw to (see **Table 2**).
2. Press **Button B**.

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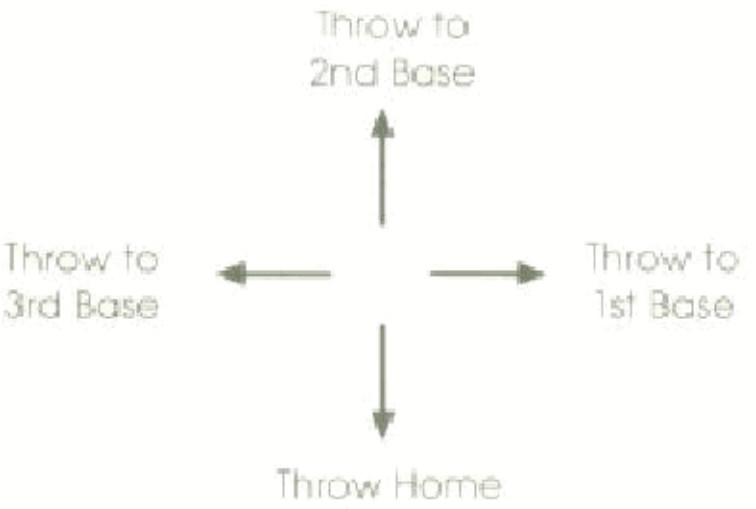
Table 2: Throwing the Ball to a Base



For normal throw: Press and hold one of the above arrows on the **D Button** and press **Button A**.

For pick-offs: Press and hold one of the above arrows on the **D Button** and press **Button B**.

Batting

You have several options at your control before, during and after the ball is pitched.

Before a Pitch

Positioning the batter

Before every pitch, you can adjust the position of your batter in the batter's box.

1 Use the **D Button** to move the batter closer to the plate or farther away from it, closer to the pitcher or deeper in the batter's box. If you want to hit to the opposite field (i.e. a right-handed batter hitting to right field), try standing farther away from the plate.

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Positioning the batter (continued)

2 Press **Button A** when you are satisfied with the position of your batter in the box. Once you press **Button A**, you cannot move the batter in the batter's box anymore, and have given the pitcher the go-ahead to pitch the ball.

Leading off

Just like in the big leagues, all baserunners are given an automatic lead. However, you may also want to increase your baserunner's lead from a base. Not only can it make it easier to steal, you also increase your chances of reaching the next bag when the ball is hit. To increase the leadoff for your baserunners:

1 Press and hold down **Button B.** (It is safest to do this *before* pressing **Button A** to position your batter in the batter's box and give the pitcher the go-ahead to throw the ball.)

2 Tap the **D Button** in the direction of the next base for a baserunner (**Up** leads off toward 2nd base, **Left** leads off toward 3rd base, and **Down** leads off toward home plate). You may increase the leadoff for *all* your baserunners by pressing the **D Button** in the direction of the next base for each baserunner.

3 Release **Button B**.

> **Note:** The more you tap the **D Button**, the farther you increase the baserunner's leadoff. But don't get too bold, because you can't shorten a baserunner's lead. Also, a sly pitcher might pick you off! If a pick-off is attempted, your baserunners will automatically return to their bases. However, you can control your baserunner to try to advance to the next base when the pick-off is attempted by pressing the **D Button** in the direction of the next base and pressing **Button A**.

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Remember: It is safest to increase a baserunner's leadoff *before* pressing **Button A** to position the batter. Once the batter is positioned, the pitcher can throw the pitch, and you may not have time to increase the leadoff for your baserunners.

Stealing

Depending upon the situation, stealing can be a manager's best friend ... or a major headache. If the baserunner can get a good enough leadoff and is quick on his feet, he can swipe a crucial base to put him into scoring position. But any mistake and he might be thrown out. To give the signal to steal, do the following:

1. Press and hold down **Button C.** (This can only be done *before* pressing **Button A** to position your batter in the batter's box and give the pitcher the go-ahead to throw the ball.)
2. Press and release the **D Button** in the direction of the base(s) you want to steal (**Up** is always 2nd base, **Left** is always 3rd base, and **Down** is always home plate). More than one baserunner may steal at a time; just tap in the direction of all the bases you wish to try to steal.
3. Release **Button C.**

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During a Pitch

When the ball is pitched and coming toward the plate, you must decide quickly whether you think the pitch is going to be a ball or a strike. Of course, timing is critically important if you elect to swing at a pitch.

Swinging and bunting

When you swing or bunt, there are three vertical zones that the bat can travel through. These regions correspond to the vertical zones that a pitcher can throw to, and are high, medium and low. And just as the pitcher can also throw the ball inside, over the plate and outside, you may also swing close to your batter (inside), over the center of the plate, or away from your batter (outside).

To swing or bunt at a high pitch (high zone):

1 Press and hold **D-Up**

2 Press **Button A** (to swing) or **Button C** (to bunt)

To swing or bunt at a medium height pitch (medium zone):

1 Press **Button A** (to swing) or **Button C** (to bunt)

To swing or bunt at a low pitch (low zone):

1 Press and hold **D-Down**

2 Press **Button A** (to swing) or **Button C** (to bunt)

One of the main skills in playing baseball is determining if the pitch is coming in high, medium or low, as well as if the pitch is coming right down the middle, inside or outside. A general rule of thumb is this: *A swing through the medium zone (level) increases your chances of at least making contact with the ball.* Here's what the results are when swinging through the different zones:

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- If you swing in the same zone as that of the pitch, you'll usually hit a line drive or a fly ball.
- If you swing in one zone lower than that of the pitch, you'll usually hit a pop up or a fly ball.
- If you swing in one zone higher than that of the pitch, you'll usually hit a grounder.
- If you swing two zones higher or lower than that of the pitch, you'll miss the ball altogether and the swing will result in a strike.
- If you swing inside and the pitch is outside, you'll miss the pitch and the swing will result in a strike.
- If you swing outside and the pitch is inside, you'll miss the pitch and the swing will result in a strike.

THE FIELDING SCREEN

Once (1) a ball is hit, (2) a batter is walked, (3) the pitcher tries for a pick-off, or (4) a baserunner tries to steal a base, the Fielding Screen automatically appears.

If You are the Pitching Team

The umpire announces the position of the fielder you control whenever the ball is hit. For example, the umpire might call out "Left Field". That means that you are now controlling the Left Fielder. There are times, however, when one of your computer-controlled teammates will catch the ball for you. The umpire might call out "Left Field", but the 3rd baseman (controlled by the computer) actually steps in and catches the ball. When this occurs, you then control the 3rd baseman. In any event, you always control the fielder that has possession of the ball. To field the ball:

If You are the Pitching Team (continued)

1 Press the **D Button** in the direction you want to move the fielder you control in order to field the ball. The key is to follow the *shadow of the ball*. The fielder will automatically catch the ball if you are standing where the shadow of the ball and the ball come together. Your fielder will also pick up the ball when it is at his feet. You can always control the fielder holding the ball in this way.

> **Note**: You can be farther away from the ball and actually catch it or pick it up when playing Triple-A than when playing Majors.

2 To throw the ball, press and hold the **D Button** in the direction of the base you want to throw to and press **Button A** (please refer back to **Table 2**, page 15). Once a fielder catches a ball thrown to him, he in turn can throw to another base. After a couple seconds of inactivity, however, the game will return to the Pitcher/Batter Screen or the Manager Screen when an out is recorded.

Run Downs

If you get into a situation where you get an opposing baserunner caught between two bases (a good old fashioned "pickle"), you can run him down in two different ways:

1 In the "free movement" method, use the **D Button** alone to control the infielder with the ball. Move him until he "tags" (touches) the baserunner.

2 You can also press the **D Button** arrow that represents the base you want to run towards (**Right** for 1st base, **Up** for 2nd base, **Left** for 3rd base, **Down** for home plate), then press **Button B**.

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Your infielder will automatically run on the base path toward the chosen base. (Since baserunners in *HardBall!* are confined to base paths, they cannot evade or "run around" your infielder if you use this method.)

The infielder will continue toward the chosen base until you take control over him by (a) throwing the ball, (b) choosing to run to another base, or (c) taking over "free movement" control (using the **D Button** alone as described above in 1).

If You are the Batting Team

Advancing a Baserunner

To advance a baserunner: Press the **D Button** in the direction that corresponds to the base you want to run to (see **Table 3**, page 22) and press **Button A**. As mentioned earlier, keep an eye on the On-Screen Diamond to see how fast the runner is on base. A green baserunner is dangerous and has the best chance of stealing a base, a yellow baserunner has medium speed, and a red baserunner is slow.

Returning to a Base

To run back to a base: Press the **D Button** in the direction that corresponds to the base you want to run back to (see **Table 3**, page 22) and press **Button B**. You cannot run back to a base after reaching the next one. For example, if you are running to 3rd base, you can go back to 2nd at anytime until you reach 3rd base. Once you reach 3rd, you cannot go back to 2nd.

Once a play is over and all activity ceases, the game will automatically return to the Pitching/Batting screen or the Manager Screen when an out is recorded.

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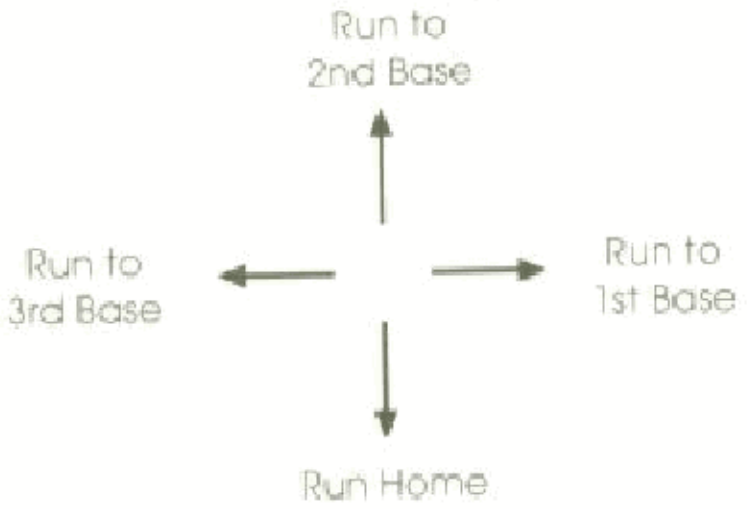
Table 3: Running the Bases



Press and hold one of the above arrows on the **D Button** and press **Button A** to advance or **Button B** to run back.

ERRORS

Sometimes a fielder will drop a fly ball or a line drive. It can happen to the best of us. When you drop a fly that you should have caught, the umpire will let you know about it. These errors will *usually* be recorded on the scoreboard and show up on the statistics page at the end of a game. However, if a baserunner makes an out on the same play following the error, then the error does not get permanently recorded on the scoreboard or the statistics page.

Substitute players that are not playing their normal position are more prone to commit an error. For example, a utility infielder (IF on the statistics line) playing any infield position (C, 1B, 2B, SS, 3B, P) will make an error more readily than a substitute player specifically designated to play that position.

Of course, if you have any infielder play in the outfield, or any outfielder play an infield position, the possibility for an error increases dramatically.

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STATISTICS PAGE

At the end of any game, whether it be a single game or a World Series game, press the **START Button** to leave the Manager's Screen. The Statistics Page will automatically appear. This page of statistics shows you the number of runs (R), hits (H), home runs (HR), pitches thrown (P), doubles (2B), triples (3B), bases on balls (BB), number of men sent to the plate (AB), etc. When you are done reviewing this page, press the **START Button** again to continue.

THE BATTING CAGE

Having a problem hitting against left-handed pitchers? Can't consistently hit the curve? Want to practice bunting? Just like to tear the cover off the ball without any stress from an opponent? At the Batting Cage, you can practice against a left-handed or right-handed pitcher while batting or bunting left-handed or right-handed. You also choose what type of pitch you want the pitcher to throw (thus you can practice hitting one particular pitch if you want), or instruct the pitcher to throw random pitches so you won't know what's coming.

Here's how to set up the Batting Cage:

1 To practice as a left or right-handed batter, highlight **Switch Hit** with the **D Button** and press **Button A** to toggle between the two. You will see the batter change sides of the plate on-screen each time you press Button A.

2 To toggle between all of the left and right-handed pitchers, highlight **Switch Arm** with the **D Button** and press **Button A** to make your selections. You will see the pitcher change on-screen each time you press Button A. There are a total of four different pitchers.

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THE BATTING CAGE (continued)

3 To select the type of pitch you want thrown, highlight the pitch using the **D Button** and press **Button A** to select to pitch. If it was the Random pitch, the pitcher will pause briefly and then throw his selection to the zone he chose with no further input.

4 After a pitch has been selected, press and hold the **D Button** to select the zone to pitch to, and press **Button A** to throw the pitch. To cancel the selected pitch, press **Button C** before the pitch is thrown.

5 After the pitch is released, you can make your batting/bunting selections:

- To bat, press and hold the **D Button** to select the zone to bat to, and press **Button A** to swing the bat.
- To bunt, press and hold the **D Button** in the zone you want to bunt at, and press **Button C**.

6 To have the pitcher throw the same pitch to the same zone as the last pitch, simply press **Button B** when the selection menu appears at the bottom of the screen. The pitcher will automatically pitch the same type of pitch to the same zone as the last pitch he threw.

To leave the Batting Cage and return to the Main Menu, use the **D Button** to highlight **Quit** and press **Button A**.

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THE WORLD SERIES

With this option, any two teams can play a best-of-seven series. The first team to win four games wins the series and is the champion. You may play the World Series against a friend or against the computer.

Unlike the actual "Fall Classic," you may select *any* two teams to play in the series, even two National League or two American League teams. The Designated Hitter is not used in the series if any National League team is chosen to play (i.e. National League team vs National League team; or National League team vs American League team). However, if both teams selected to play are from the American League, then the Designated Hitter is activated.

After you are done reviewing the scoreboard and final score shown on the Manager's Screen at the end of each World Series game, press the **START Button** to continue on to the Statistics Page. Press the **START Button** when you are done reviewing the stats to go to the World Series standings screen. The standings tells you the two teams battling for the world championship, the number of games they each have won in the series so far, and which team is home and which is away for the next game. This screen also gives you an eight-character password. Write this password down for future use (see **PASSWORD**).

Press the **START Button** again to continue on to the next World Series game or press **Button C** to stop playing the series and return to the Main Menu. If you choose to return to the Main Menu, you can continue the series later by using the password.

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PASSWORD

The password function allows you to continue a World Series at a future time or date so you won't have to complete all the World Series play at one time. Here's how it works:

1 Use the **D Button** to highlight "Password" on the Main Menu and press the **START Button**. Eight letters (initially AAAAAAAA) automatically appear on-screen to the right of the word "Password". The first letter is already highlighted for you.

2 Press **D-Up/Down** to scroll through the letters of the alphabet until you find the same first letter as that of your password. Then, move the highlight using the **D Button** to highlight the second letter and scroll until you find the correct second letter. Continue until all eight letters are exact duplicates of the password given to you at the end of a World Series game.

3 When you have duplicated the exact password, press the **START Button**. The World Series Standings Screen will appear, reminding you of the teams playing and the number of games they have each won. If you entered an invalid password, you will remain on the Main Menu when you press the **START Button**.

4 Press the **START Button** again to continue World Series play.

The password tells your Genesis a number of things about the series you were playing, but there are other options that you still select before a game. These are:

Music: On/Off

Bats: Normal/ Corked

This means that you can play one game of a series with Normal bats and another with Corked bats.

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HARDBALL! TIPS

Now that you know the mechanics of playing *HardBall!*, here are some strategy tips and general hints and reminders for playing an intelligent game:

Batting Tips

- The more home runs a batter has hit, the greater his batting power. So when looking for a substitute that can really tear the cover off the ball, pay strict attention to his home run total.

Baserunning Tips

- Pay attention to the color of the baserunner's icon on the On-Screen Diamond. A green baserunner is fast, yellow is average and red indicates a slow runner. It is difficult to steal with a slow runner. Your best chance lies with the green baserunners. Think of it in baseball terms -- give the green baserunners the green light to attempt a steal.
- There will be times late in the game when you need to get a baserunner in scoring position -- that is, to 2nd or 3rd base. Substitute fast baserunners for slow baserunners. The higher the stolen base total, the faster the player runs.
- You cannot steal a base that already has a baserunner on it -- unless you also tell *that* baserunner to steal his next base as well.

Pitching Tips

- The lower the ERA for a pitcher, the more pitches a pitcher can throw before getting tired.

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Pitching Tips (continued)

- A tired pitcher throws more strikes down the middle, no matter which zone you pick for him to throw to. Thus, it is easier to get a hit off of a tired pitcher.
- Starting pitchers usually tire somewhere between 50-80 pitches, depending on their ERA (earned run average). Relief pitchers can throw from 30-60 pitches before their arms get tired, depending on their ERA.
- Keep an eye on the velocity of a pitcher's pitches. A 95 mph **Fastball!** may become 83 mph or slower later in the game. If so, bring in a reliever.
- If you have a narrow lead in the seventh inning or later, you may want to bring in a pitcher with a lot of saves. He might be just right for this situation.
- In World Series play, starting pitchers that pitched in the previous game start the next game with a little slower velocity on their pitches and they also tire much sooner if used in the very next game.

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

To receive warranty service:

1 DO NOT return your defective Cartridge to the retailer.

2 Notify Customer Service of the problem by calling (408) 296-8400 between the hours of 9am and 5pm (Pacific Standard Time). Please DO NOT send your Cartridge to Accolade before calling Customer Service.

3 If the Customer Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective Cartridge together with your sales slip or similar proof-of-purchase and return it within the 90-day warranty period to:

Accolade
Customer Service
550 S. Winchester Blvd.
San Jose, CA 95128

After the 90-day period, defective media may be replaced in the United States for $20 (plus 7% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. (To speed up processing, return only the Cartridge, not other materials.)

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HARDBALL™

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