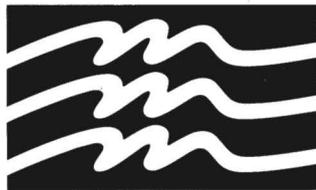


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MANUAL

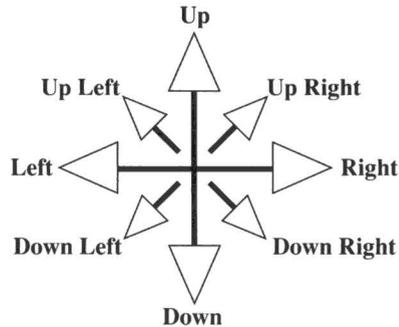
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IMPORTANT!!

Playing Without a Joystick

Please note that all game directions are written for playing with a Joystick. If you are playing with a keyboard, the Configuring and Installing The Game section of the Quick Start card will allow you to choose which keys you want to represent each of the following Joystick Directions:



BUTTON 1/ BUTTON 2

Throughout this manual, we will refer to BUTTON 1. This is the button on your Joystick or key on your keyboard that you designate as the main action button. BUTTON 2 is the secondary action button.

Main Menu

Note: If your using a keyboard, use the INSERT key to choose an item on the Menu Screens.

You now see the Main Menu. The Main Menu is the launching base for all of your games; both Exhibition and League. If you want to get the ball rolling right away and see some immediate action, select EXHIBITION. If you want to launch a new league, skip to the League Play section of this Manual.

Exhibition

First select either One Player (against the computer), or Two Player (for head to head play). To do so, highlight your selection and press BUTTON 1.

Pick Your Teams

You should now see the TEAM MENU.

First, you've got to enlist with your favorite club. Use the Joystick to point the pencil to the team Player 1 wishes to play and press BUTTON 1. Follow the same process to select Player 1's computer controlled opponent (in a OnePlayer Game), or the team that will be

controlled by Player 2 (in a Two Player Game). You also have the option to choose the same team for both players for totally even competition. (Player 1 will always be the home team.)

After you pick your teams, you will go directly to the Lineup screen.

Set Your Starting Lineup

Need to fill your Field of Dreams?

Well now you've got all the seasoned ballplayers you need to make a great team right in front of you. But you're gonna have to get them organized before you tell them to hit the field.

On this screen you can customize the team(s) that will be competing in your ball game by changing your starting pitcher, lineup and batting order. Read the following section carefully for it will explain how to construct your ultimate team.

Pitcher

The ultimate pitcher doesn't just possess great speed and accuracy, he also has the stamina to maintain control of his pitching over long periods of time...

You'll want to get the right Starter and the right Lineup before game time. Remember your starting pitcher can make or break your first inning, (and potentially leave your team's morale in the dust), so choose him carefully. The pitcher currently slated as the Starter is listed under "Pitcher" on the left side of the change pitcher screen. Other available pitchers are shown across screen in the "Bullpen."

To choose a different pitcher, highlight the current Starter and press BUTTON 1. (**Note:** Each time you select a pitcher, his stats are displayed in the lower left of the screen. C=Curve S=Skill F=Fatigue H=Hitting)

Now select the pitcher in the Bullpen you want to move into the Starter's slot. Once both are selected they will automatically switch places. Select DONE when finished. If you don't like any of your revisions, you can change them individually or choose CANCEL to reset your whole screen and start again.

Starting Lineup

The currently selected starting Lineup in their current Batting Order is listed in the upper left corner of the Lineup Screen. Possible substitutes are shown to the right on the "Bench."

To move someone from the Bench into the Starting Lineup, first select the player you wish to pull out by moving the pencil and pressing BUTTON 1. Then select the player on the Bench who will replace him and they will automatically switch places.

Note: Again, each time you select a player, his stats are displayed in the lower left of the screen.

To rearrange your Batting Order use the function keys. For Example, if you want to switch the player in position 4 with the player in position 1, first press F4 to select the

player you wish to move. Now select the spot you want him to move to, in this case position 1, so press F1 and the two players will switch positions. Use this function as many times as you wish until you have your perfect Lineup.

If you're curious to find out who's on the rival team and what position they're playing select OPP. at the bottom of this screen.

Once all of your changes have been made, select DONE.

Pick a Stadium

Ready for a change of scenery? Notice that all three parks have different sized outfields and no two will look or play the same.

Move the Joystick to cycle through *Tv Sports Baseball's* three stadiums then select a park so you can start swinging some lumber. And remember to keep your stadiums clean no spit'n PLEASE!

Play Ball !

Pitching

Pitching in *Tv Sports Baseball* is very much like the real thing. You have command of the ball's speed, curve and direction; or any combination of the above. Be warned though, it may take some practice to strike out the really "Big Guns". Concentrate on learning when to use different speeds, and how to break the ball to your advantage.

To throw a normal pitch, first locate the baseball moving left and right just behind home plate. This is the Pitch Location Indicator and it determines the spot where your pitch will be directed.

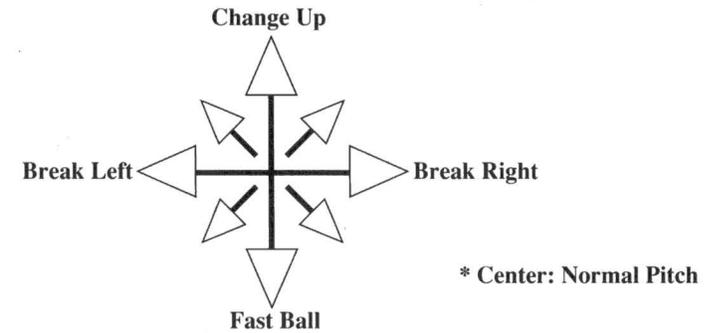
When the Pitch Location Indicator is at the spot you want to aim for, push BUTTON 1 to throw the ball and it will be pitched over that spot.

Note: There will be a small delay between the time you press BUTTON 1 and the actual time the Pitcher winds up and throws. Don't worry! your pitch will be thrown exactly to the spot the Pitch Location Indicator was at when you pressed BUTTON 1.

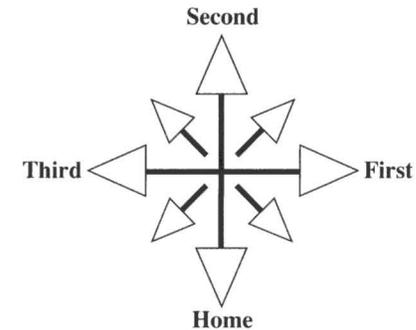
"Then what's the deal," you ask? The delay is so when you play against another person, they won't be able to know the direction your throwing.

To adjust the speed of the ball, push forward on the Joystick for a ChangeUp,(slow ball). Center the Joystick for a Normal pitch. And pull down on the Joystick for a Fast Ball. Be sure to hold the Joystick in the direction of your selected pitching speed when you hit Button 1.

To pitch a "Breaking Ball," move the Joystick in the direction you want the ball to curve. Either left or right. Make this selection After the ball leaves your pitchers hand. You can curve a ball early or late in your pitch depending on when you move the Joystick and how long you hold it.



If the enemy is growing restless on base, remember this To try to pick off a runner attempting to steal, choose a base direction with the Joystick, hold that direction then press BUTTON 2 to throw. Hitting BUTTON 2 without selecting a direction to throw will switch you to an overhead view of the field.



Note: When your pitcher is running low on stamina, he will start to loose control over his ability to direct his pitch and also the amount of curve he can put on the ball. Pitching for too long or throwing a lot of fast balls is usually the cause. The more fatigued he gets, the faster the Pitch Location Indicator will start to move back and forth. When your pitcher becomes too tired, and it becomes very difficult to choose the direction of your pitch, use the Manager's Option Screen, (F1 for player one, F2 for player 2), to bring in a fresh relief pitcher.

Fielding

When the opposing batter hits the ball, your fielder with the best chance of making the play will automatically be selected as the player you control. You can also see your active fielder's position on the field by looking at the field map in the lower left hand corner of your screen. Guide your fielder until he automatically catches or retrieves the ball. Note that while the ball is traveling, the spot a fielder would need to stand to catch the ball is marked by a blinking marker on the field. To catch a fly ball or grounder, position your fielder on the marker before the ball passes that spot. Press and hold BUTTON 1 to make your active fielder jump or dive for a moving ball once it comes within his range. This will assure you that your fielder will try his best to retrieve a ball.

If you feel an outfielder has a better chance of making the play, press **BUTTON 2** to switch the active infielder to the nearest outfielder. This is especially helpful if you want to *quickly change from one* player to the other.

A fielder can either throw or run a ball to base. To throw the ball after fielding it, choose a base direction with the Joystick then press **BUTTON 1** to throw. Or, first press and hold **BUTTON 1**, and then point to a base to throw to. Either way works fine, so use the throwing method you feel most comfortable with.

If one of your basemen has the ball while he's on base and you want him to run with it, (as in the case of a *pickle*), press **BUTTON 2** to "unlock" him so that he can move away from his base.

And lastly, after a play, the ball will automatically be returned to the pitcher. A play is officially over when all runners have stopped.

Batting

Once you've pitched the first three runners out, it's your turn to start swinging your way to victory. But before you go to bat, though, take a couple seconds to view the current game's scoreboard. (Button 1 will bypass this screen).

Batting takes as much skill as pitching.... if not more. Correct position in the batter's box and perfect timing of your swing is imperative to making the big plays, let alone avoiding strikes.

Once at bat, move your Joystick to position your batter in the batter's box. Adjust your batter so that his swing will travel directly over home plate.

Once the pitch is thrown, press and hold **BUTTON 1** to swing the bat. You can check your swing by letting go of **BUTTON 1** before you bat is fully swung. Remember, don't swing if the ball is thrown inside or outside! If you do, you'll miss the ball and the Umpire will call a strike. If you've got a sharp eye, and you don't swing at a poorly thrown ball, the "Ump" will call the pitch.

To bunt the ball press and hold **BUTTON 1** and **BUTTON 2** together. Move the Joystick **RIGHT** to bunt toward First or **Left** to bunt toward Third.

Running to Base

After successfully hitting the ball, your batter will automatically run to first base. Other runners will also advance if in a force situation; like when the bases are loaded.

If you want to keep running, point to the next base and press **BUTTON 2**. Keep an eye on the field map in the lower righthand corner of your screen to see the other team's active players as well as where the ball is at any given time.

IMPORTANT: Once your runner has reached his next base he cannot return to his previous base. So if your batter hits a pop fly, freeze your runner in between bases and be prepared to return him to base if the fly ball is caught.

Pressing **BUTTON 1** and **BUTTON 2** together while your runner is in between bases will

make him *stop*. To *continue advancing*, simply release both Buttons. To *return* to base, press and hold **BUTTON 1** then point the Joystick to your last base.

Note: Your player will take automatically round all four bases when you make a *Home Run*. *Just sit back and soak up the glory!*

Leading Off and Stealing

To get a lead off of a base, hold down **BUTTON 2** then tap the Joystick toward the base you want to steal. There are three lengths of lead offs available: Short, Medium and Long. Each time you hold **BUTTON 2** and tap the Joystick, you will advance a little further to the next lead off.

At the third Lead Off your runner will attempt to steal as soon as the pitcher starts his windup. Stay sharp when you're hangin' way off base though, some of these pitchers eat stealers for lunch. If a bad situation should pop up, point to your last base and hit **BUTTON 1** to quickly return to base.

Manager's Option Screen

As Manager of your team, there may be times you aren't happy with the way things look out on the field. No problem, you're the boss....change it!!

During gameplay, you can assert your managerial authority by using the Manager's Option Screen. This screen is available from the batter/pitcher window at any time a play is not in progress. This screen gives you two options: Reposition Defense and View Roster. Below is a description of how these options function. Press **F1** to go to Player 1's Manager's Option Screen. Hit **F2** to see Player 2's Manager's Option Screen.

Reposition Defense

If you're playing defense, this option allows you to position your Infield and Outfield players either normally, shallow, or deep. You can also shift their positions from normal to left or right. Or have the first and third basemen move closer to their respective lines (guard lines). To function this screen, first decide which section of the field you wish to change, either infield or outfield. Under that heading highlight either depth or shift and press **BUTTON 1**. You will now be able to cycle through the available options for your selection. Press **BUTTON 1** once you've highlighted your choice. This function can be very helpful when you develop strategies against individual ball players or the dimensions of your playing field are different.

Note: When you reposition your players, you can confirm their new positions by checking the current field map in the middle of this screen. Your players are represented by the coloured dots.

View Roster

Going to the Bullpen

The changeable options on this screen will be different depending on whether you are pitching or at bat. When you choose View Roster, you will see a screen identical to the

one explained in the “*Set your Starting Lineup*” section of this manual. Notice that it also functions in the same way. If you are pitching, your current pitcher’s name will be to the left under Pitcher. To switch to a new pitcher from the “Bullpen”, select the current pitcher, and then select his substitute from the Bullpen. The difference here is that the original pitcher will not be placed in the bullpen. Once a game is started and you switch players, the original player will be taken out of the game.

You can also change your fielders on this screen. Move the Joystick up to select the player in your Lineup you wish to remove. Then select the player from the Bench to replace him. Once again original player will be taken out of the game.

Note: You can have fielding players switch fielding positions *but not Lineup positions* by using the function keys as described in “*Set your Starting Lineup*” section of this manual. However, with National League teams, you can’t switch your pitcher with any other current fielding player by using function keys.

Pinch Hitting

When you are *at bat* and you call up the Manager’s Options Screen, a screen similar to the one above will appear. Except that on this screen you can change your current batter. To do so, make sure your current batter is highlighted, press BUTTON 1 to select him, and then select your replacement batter from the “Bench”. Once again the original players will be taken out of the game. Notice that unlike in “*Setting your Starting Lineup,*” once a game has begun you will not be able to change your Batting Order.

At the bottom of the Manager’s Option Screen, you can also select the OPP function. OPP. will allow you to peruse the opposing team’s players and positions. (**Note:** The opposing team cannot be edited.)

Pinch Running

When you are on base, you can change runners as you can batters by using the same method as described above.

Note: If you are playing a National League team and your pitcher either gets on base or is at bat and you want to put in a pinch runner or pinch hitter, you may do so with a Bench player. But as soon as you click on DONE, the *Replace Pitcher* screen will appear so that you can bring in a replacement pitcher for the one you just removed from the game.

Lastly, when you switch players, a message will appear at the bottom of the screen confirming your switch. During this brief time, button presses and directions are disabled.

When you are finished, select DONE.

League Play

Welcome Commissioner.

Tv Sports Baseball is more than just superrealistic action on the field. It also gives you

the power to set up your own leagues and even better yet , own them.

To take on the challenge of a fullout pennant fight, select LEAGUE PLAY on the Main Menu.

Since *Tv Sports Baseball* is a very statistically accurate game, players will compete during one season at a time. To start a new league, follow the steps outlined in this section. This same process can also be used to restart your league at any time.

On the League Play Menu, select NEW SEASON.

The *other* option on this Menu, CONTINUE SEASON, will be used to continue playing league games after you launch a new season. The Continue Season option is discussed in the League Games section of this manual.

Editing Teams

Tv Sports Baseball puts you in control of making all major decisions for the teams in your League. It’s up to you to make the best of all your player’s strengths, and find solutions for their weaknesses. This section outlines the tools you’ll need to perform your task and become a World Class Manager.

Select EDIT TEAM in the New Season Menu to setup the players in your league. You now move to the TEAM MENU.

Tv Sports Baseball features 26 teams divided into the National and American Leagues. Each league is made up of Western and Eastern divisions; just like the real thing. Anywhere from 1 to 26 of these teams can have a human owner.

Move the pencil to the team you want to control during your new season and press BUTTON 1 to choose that team. Decide on a team you’ll want to stick with as you will be managing them for an entire season of games. Once you choose a team, their TEAM ROSTER will appear on screen.

Screen shot of Team Roster screen with callouts of following subheads: Team Info, Team Record, Position Players, Pitching Staff, Batting Order, Pitching Rotation

Team Roster

The Team Roster is where you can view all of your players, edit each of them based on personal ability and stats, and also modify information concerning your team. The Team Roster is comprised of the following sections.

Team Info

This section of the Team Roster allows you to customize the *team* you’ve selected:

Team Name

If you don’t like the name of your team, or you just want the world to know who’s boss... Change It!

To change the name of your team, move the pencil to TEAM NAME and press BUTTON 1(or insert key for keyboard users). The original team name will clear. Type in your new

name up to 13 characters and press [ENTER]. You know what they say, “*Nothin’ like having your name up in lights.*”

Team Abbreviation

Select TEAM ABV. to change the abbreviation of your team name up to four characters. Your team’s abbreviation will be used in many parts of the game so you should make it very similar to the team’s real name. After typing in TEAM ABV. press [ENTER].

Owner

Take pride with the privileged few and grab the reigns of your new team...

To take ownership of the team you’re editing, point the pencil to OWNER and press BUTTON 1,(or insert key for keyboard users). Your team will then switch from computer controlled over to human controlled.

By selecting OWNER, you can toggle a team between computer controlled and human controlled at any time a game is not in progress.

Team Record

Team Record displays how the team you’ve selected performed in its last season of play and how it’s doing in the current season. These statistics cannot be changed because the computer calculates and updates them for you.

Position Players

This section of your Team Roster lists the following information on your players not including pitchers.

- Player’s Name (NAME)
- Position (PS)
- Bats: [Right, Left, or SwitchHitter] (B)
- Number of Home Runs Hit (HR)
- Number of Runs Batted In (RBI)
- Batting Average (AVG)

Note: HR, RBI, and AVG don’t update as your season progresses

Editing Players

To edit any of your position players, select the player’s name on the Team Roster. You will then move to that player’s *Personal Ratings screen.*

Player’s Personal Rating Screen

Ball players each have their own strengths and weaknesses. For example, some players are excellent pitchers, yet may field badly or bat even worse. Ratings are a way to measure the differences in ability of ball players.

In *Tv Sports Baseball* every player’s ratings can be edited to your own liking. You may want to make superplayers by exaggerating some ratings, or create more challenging players by assigning them lower ratings. Or you can adjust a player’s ratings to reflect the latest stats of your favorite ball player.

To edit any of the numbers on this screen except a few that will be noted move the pencil to the stat you want to change and press BUTTON 1 (insert key for keyboard users),to select it. You can then type in the new values and press [ENTER].

When you select a rating to edit, the bottom of the ratings box will display the chosen category and its current rating along with the minimum and maximum values that can be entered. Since most ratings are inter connected, the Min/Max numbers will depend on other numbers on this screen. For example, a player couldn’t possibly have more hits than at bats, therefore the Max number of hits you could enter for a player would be equal to the number of atbats. If you increase the player’s number of atbats, then the Max number of hits you could enter would also go up.

For those who are not familiar with the way ratings are interrelated the GUIDED EDITING MODE is included. From the Player’s Personal Rating Screen, press TAB to enter this mode. By pressing [ENTER], the on screen highlight will move progressively through the next logical rating window. Enter your new ratings from the keyboard. Press [ENTER] to lock in your new rating and automatically move to the next window. Press TAB again to exit the GUIDED EDITING MODE.

Here are the items you can change on the Player Personal Ratings Screen: (Unless otherwise noted.)

Player Name

The player’s name is shown at the top of the screen. To change a player’s name, select EDIT NAME. A box will appear near the bottom of the screen showing the player’s current name. Type in your new name and when you press [ENTER] it will automatically replace the old one.

Hitting Stats

The Hitting section breaks down the player’s batting statistics versus left handed pitchers (VSL), versus right handed pitchers (VSR), and the combined total. The figures included in this section are:

- At Bats (AB)
- Hits (H)
- Bases on Balls (BB)/Walks
- Strikeouts (SO)
- Batting Average (AVG)
- On Base Average (OBA)

Note: OnBase Average can’t be edited, as it is calculated for you.

Power Stats

This Section establishes the batter's following power statistics, again broken down against lefties, righties and total:

- Singles (S)
- Doubles (D)
- Triples (T)
- Home Runs (HR)
- Runs Batted In (RBI)
- Slugging Percentage (SLG)

Note: Singles and Slugging Percentage can't be edited as they are calculated for you.

Fielding Stats

The Fielding Section consists of:

- Fielding Chances (Chances)
- Assists
- Putouts
- Errors
- Overall Fielding Percentage (Fielding %)
- Recent Average (Recent Avg.)

Note: The Recent Average cannot be edited, as it is calculated for you.

Skill Ratings

Here's where you can modify your player's physical abilities. Values between 1 (Lowest) and 10 (Highest) are assigned to each of these player Skill Ratings:

- Bunting Ability (Bunt)
- Running Speed (Speed)
- Throwing Strength (Arm)
- Defensive Ability (Def)

The player's Batting attributes can be edited as follows:

- Bats(Right, Left or SwitchHitter)
(Throws can't be changed)

Miscellaneous Stats

All the items in this section can be edited to your liking:

- Number of Games Played (Games)
- Total Runs Scored (Runs)
- Total Steals (Steals)
- Times Caught Stealing (Caught)
- Times Hit by Pitch (Hit by Pitch)
- Number of Successful Sacrifices (Sacrifices)

Cancel

If after making any edits to a player's ratings you decide you want to "undo" all of your changes, select CANCEL. This will return you to the Team Roster and restore all of the player's data to how it was before you edited it. If you want to play around with the stats to see how they relate to each, feel free to do so as long as you select CANCEL.

Clear

If you want to start a player from scratch, select CLEAR at the bottom of the screen. This will reset all of the player's ratings to Zero except for Bunt, Speed, Arm, Def and Bats.

Done

After all your edits are complete, select DONE to return to the Team Roster with all of your new ratings saved. After you select Done, you *will not* be able to Cancel your changes, so double check to make sure you've got what you want before you do.

Pitching Staff

This section of the Team Roster lists the following information on your 9 pitchers:

- Player's Name (Name)
- Position (PS)
- Throwing Arm: (T) (R)ight or (L)eft
- Number of Games Won (W)
- Number of Games Lost (L)
- Earned Run Average (ERA)

To edit any of your pitchers, select the player's name under Pitching Staff on the Team Roster. As with your position players, you now move to the pitcher's Personal Ratings.

The Pitcher's Personal Ratings Screen operates *exactly* like the Position Player's Personal Ratings Screen; only with a different set of Ratings.

Feel free to get in and coach these guys all you want. Remember, you don't want to keep having to send the same guy to the showers!

Player Name

As you did before, select EDIT NAME to change the pitcher's name. Type in a new name and press [ENTER].

Opponent's Hitting Stats

This section lists the hitting statistics of all opponent's versus this pitcher; broken down versus lefthanded hitters, right handed hitters, and total:

- At Bats (AB)
- Hits (H)
- Bases on Balls (BB)/Walks

- Strikeouts (SO)
- Batting Average (AVG)
- OnBase Average (OBA)

Note: You can't edit OBA as it is calculated for you.

Opponent's Power Stats

The following stats by all opposing batters are shown in this section:

- Singles (S)
- Doubles (D)
- Triples (T)
- Home Runs (HR)
- Runs Batted In (RBI)
- Slugging Percentage (SLG)

Note: You can't edit Singles or SLG as they are calculated for you.

Pitching Stats

These are the pitching stats shown in this section:

- Number of Wins (Wins)
- Number of Losses (Losses)
- Number of Saves (Saves)
- Earned Run Average (ERA)
- Number of batters he has Hit with a Pitch (Hit by Pitch)
- Number of Days Rest Since Last Outing (Days Rest)

Note: The more days rest your pitcher has had since his last appearance, the better his stamina will be. Expect more rested players to perform better for a longer amount of time. Each day of rest equals one game. So if a pitcher has a 4 in his rest category he has rested for four games.

Ratings

On a scale of 1 (lowest) to 10 (highest), the following Skill Ratings are assigned to your pitcher:

- Amount of Curve he can put on Pitches (Curve)
- Control of Pitches (Skill)
- Stamina (Fatigue)
- Hitting Ability (Hitting)

Even if a pitcher's stamina is high, throwing a lot of fast balls or pitching too many innings will eventually wear him out. This change may be gradual but it will affect his control and the amount of curve he is capable of throwing. You can tell if your player is growing tired by watching the speed of the Pitch Location Indicator; the faster the ball moves from left to right, the more exhausted your pitcher. When your pitcher is fatigued, or not playing well, replace him with a fresh player from your Lineup by using the Manager's Option Screen.

The pitcher's Batting and Throwing attributes can be edited as follows:

- Bats Right, Left or SwitchHitter (R,L,S)
- Throws Right or Left (R,L)

Appearances

This section outlines your pitcher's Appearances as follows:

- Number of Games In Which He Pitched (Games)
- Number of Innings Pitched (Innings)
- Number of Games Started (Started)
- Number of Games Finished (Finished)
- Number of Complete Games (Complete)
- Number of Shutouts Thrown (Shutouts)

Cancel

Remember you can select CANCEL to return to the Team Roster without saving any of the edits made to this pitcher.

Clear

Sets all values to Zero for this pitcher except for curve skill, fatigue, hitting bats and throws.

Done

Saves all current edits made to this pitcher and returns you to the Team Roster Screen. Remember, use DONE only when you are sure your pitcher is set exactly how you want him.

Setting Your Line Up

To set your starting lineup for League Play, select LINEUP at the Team Roster Screen. This choice will take you to the Lineup Screen.

At the Lineup Screen, you will be able to set and save two starting lineups for your team. One designed to face left handed pitchers and the other set to take on right handers. Of course, you will be able to make adjustments on a game by game basis by using the Manager's Options, but it will save you a lot of time over the course of the season to have a "default" setup you can go with.

The first lineup to appear on this screen is the "LineUp VS/L." This is the one you'll save to take on lefties.

The upper half of the screen shows the current group of Starters and their Batting Order. On the bottom half are all your available substitutes on the Bench.

To swap the currently listed Starter with a player from the Bench, select the player in the Lineup you want to remove and then select the player on the Bench, (the substitute must play the same position as the player he is removing), and they will switch. If you are

editing an American League team and you want to replace the designated hitter, you can select any player from the bench.

Once you've got your Starters chosen, you can set your Batting Order. Use the pencil to select one player in the starting Lineup and then select another Starter, the two players will switch spots in that order. Use this technique to move your Starters into your desired Batting Order.

Now that your lineup is complete against lefties, select VS/R at the bottom of the screen to bring up your starting lineup against right handed pitchers. Follow the same procedure as you did with with your VS/L lineup to set your VS/R lineup.

As with previous menus, CANCEL returns to the Team Roster without saving any changes and DONE saves all your changes before going back to the Team Roster Screen.

Setting Your Pitching Rotation

Back at the Team Roster Screen, select ROTATION to call up the Pitching Rotation Screen.

Similar to the Lineup Screen, the Pitching Rotation Screen allows you to set a starting rotation of up to seven pitchers. With seven Starters, however, you'd be left with only two relievers in the Bull pen, a very frightening prospect over a 162 game season. A recommended setup is five Starters in the rotation and four relievers.

To switch a Starter for a reliever, highlight the starting pitcher and press BUTTON 1 (insert key for keyboard users); then highlight the reliever and press BUTTON 1 again to make them swap places.

To pull a pitcher out of the rotation and decrease the number of Starters, you can select a Starter and then a blank space in the Bullpen.

If, on the other hand, you want to increase the number of pitchers in your starting rotation, select the blank space below your last Starter and then select the reliever you want to move into that slot.

As with Batting Order, you can arrange the order of the pitchers in the rotation. Select one Starter, then another and the two will switch places in the rotation.

Again, CANCEL ignores the changes you make to this screen. DONE saves your changes and takes you back to the Team Roster Screen.

SAVE YOUR EDITS!

After spending time getting all your teams edited and in order, you'll find yourself back at the Team Roster Screen. By now, you are quite familiar with the CANCEL and DONE selections at the bottom of most screens. Note that these two choices are also found on the Team Roster Screen.

In order to record ALL of the changes you made to your team including player names, stats, lineups, rotations, etc. you must select DONE. As you now know, if you select CANCEL, all the data will revert to where it was when last saved for this team.

Save Your New League

Once you select DONE at the Team Roster Menu, you will return to the Team Menu. Remember, to this point you've only edited and saved one of 26 possible teams. You can use the menus to go back and customize as many other teams as you like.

Once you've edited all the teams you want for your league choose LEAGUE MENU from the Team Menu screen Then select SAVE LEAGUE. This option takes all the data from the teams you've edited then compiles and saves them together into one new league.

Whew!...you're back to the Main Menu and ready to go.

League Play

League gameplay doesn't differ from playing an Exhibition game as described in this Manual. To play a league game, select LEAGUE PLAY at the Main Menu. At the Season Options Menu, select CONTINUE SEASON. You will see a list of all current matchups for Game 1 on the Current Games Schedule. Tv Sports Baseball will not move on to the next set of games in this case, Game 2 until all of the games on the Current Games Schedule have been finished.

Playing Human-Controlled Games

To play a human-controlled game, locate your team on the games schedule, (human controlled teams are in red letters). Point the pencil to your team's *name* and press BUTTON 1 (insert for keyboard users). Your team and your opponent's team now highlight showing you're ready to take the field. The pencil should now be pointing to PLAY, so press BUTTON 1 to start your game.

After the game is complete, you can return to the Current Schedule Screen and follow the same procedure to play through all of the human controlled games on the schedule.

Note: Remember, if you are playing a game with 2 human owned teams, the home team will use Player1's controls and the visiting team will use player two's controls.

Computer-Controlled Games

Computer-controlled teams are shown in black letters on the Current Games Schedule.

Playing Out Automatic Computer-Controlled Games

All games that show an "A" (for Automatic) are played out by the computer the first time you select the PLAY option at the bottom of the screen. If you've highlighted a human controlled game and select PLAY, you will be taken immediately to a stadium and all of the Automatic game's winners will be decided while you play your game. The results of all games including the score of your contest will be posted the next time you return to the Current Games Schedule.

If you wish to see the results of all computer controlled games *before* playing a human controlled game, make sure that no games are highlighted. Now go to all the matchups

involving human teams and change the **A** to an **H**; these matchups are now on hold. Now confirm that every game you want the computer to play is marked by an **A**. Select **PLAY** at the bottom of the screen.

Watching Computer-Controlled Games

If you want to watch a scheduled game between two computer controlled teams, set the game you want to watch on **H** for **HOLD** and **PLAY** all the other games on the schedule. Next, select that game, then **PLAY** at the bottom of the screen. Note that you can **Hold** and watch as many games as you want.

Letting The Computer Play For An Absent Human Owner

There are instances when all human team owners in a league can't be present to play their scheduled games. This prevents any other human controlled teams from moving onto their next game since the Current Games Schedule can't be completed. It is possible to let the computer determine the outcome of a game based on stats of the two teams involved (No, this isn't the easy road to the World Series!).

To let the computer play out a game that involves an absent owner, make sure the matchup is set on **A** for **Automatic**. Now highlight that game and select **PLAY** at the bottom of the screen and the outcome of this matchup will be decided by the computer. Good Luck!

Playoffs

If you have done well in your division for the entire 162 game season, you will move on to the Playoffs. The playoff screen works like the league play menu, *the difference is the stakes are higher.*

The Stats Menu

The final option you have on the Main Menu is the Stats Menu. This menu offers you three choices to track all the statistical details of your League: Schedules, Standings and Statistics By Team.

League Schedules

When you select **SCHEDULES** at the Stats Menu, you'll go the Season Schedule Screen. At the bottom of the screen, you'll see four boxes that you can select like buttons on a tape player to page through the entire game by game schedule for your season. From left to right, the four buttons will move the schedule: **Back 10 Games**, **Back 1 Game**, **Forward 1 Game**, **Forward 10 Games**.

When you're through viewing the schedules, select **DONE**.

Team Standings

Choosing **STANDINGS** at the League Stats Menu lets you view the current win/loss records and standings in your league. Select **DONE** to return to the League Stats Menu.

Stats By Team

Viewing stats is like looking at a snapshot of a team, some are streamlined and sexy , others are down right dogs.....

To view the current stats for any team, select **STATS BY TEAM** and then select the team you want to view at the Team Menu. When you are through viewing stats on the Team Stats Screen, select **DONE** to return to the Team Menu Screen.

Offense

Select **OFFENSE** at the bottom of the Team Stats Screen to view the chosen team's Season Hitting numbers by player. Pitchers hitting numbers are not available for National League pitchers.

Season Pitching

Select **PITCHING** at the bottom of the Team Stats Screen to view the chosen team's Season Pitching stats by player.

The categories included on this screen are:

- **Throw (T)**
- **Innings Pitched (IP)**
- **Hits (H)**
- **Bases on Balls (BB)**
- **Strike outs (SO)**
- **Wins (W)**
- **Losses (L)**
- **Saves (SV)**
- **Earned Run Average (ERA)**

You can select **MORE** at the bottom of this screen to view these categories:

- **Throws (T)**
- **Games (G)**
- **Games Started (GS)**
- **Completed Games (CG)**
- **Games Finished (GF)**
- **Wins (W)**
- **Loses (L)**
- **Shut Outs (SH)**
- **Earned Run Average (ERA)**

Click on MORE again to view these other categories:

- Throws (T)
- At Bats (AB)
- Hits (H)
- Errors (ER)
- Doubles (D)
- Triples (T)
- Home Runs (HR)
- Run Batted In (RBI)
- Average (AVG)

Once you select MORE again at the bottom of this screen you will be returned to the Pitching screen.