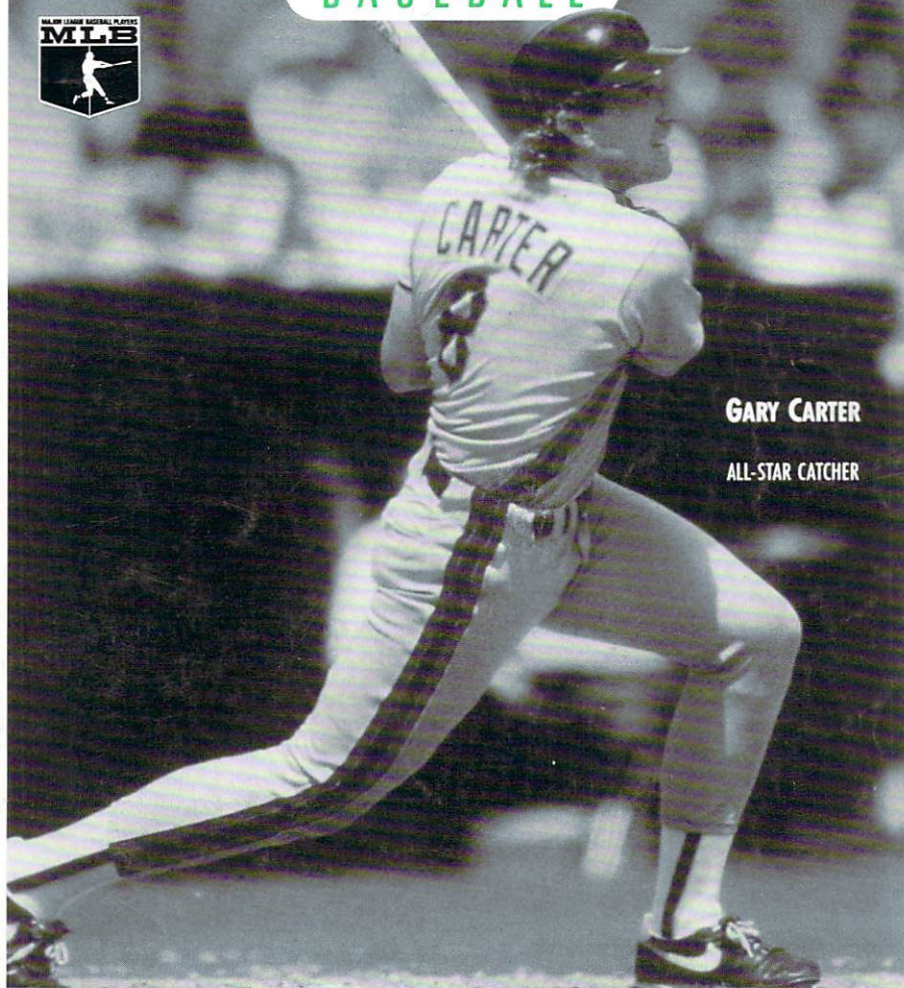


EPYX®

Sporting News®

BASEBALL



GARY CARTER

ALL-STAR CATCHER

Instruction Manual
for the Commodore 64®/128™, Apple® II series,
IBM® PC and compatibles

Contents

Introduction	1
The Sporting News	2
Getting Started	3
Play Ball!	7
Batter Up!	16
Strike 'Em Out!	18
Fielding Strategy	19
Baseball Language	21

Introduction

If I had to write my own epitaph it would read: he loved his God, his home, his country, his fellow men, and baseball.—Connie Mack

Baseball Fever Got You?

Are you itching to hear the crack of the bat as Oakland's Mark McGwire blasts another homer out of the park? Are you antsy to watch Houston's Nolan Ryan stare down and strike out another string of hitters? Been too long since you spent a lazy afternoon in the old ballpark while your favorite team extends its winning streak? If you answer "Yes!" you have baseball fever!

Cure that fever. Get out there and soak up some sun and baseball! But if it's raining, or you can't get away, or it's the middle of winter—don't despair. Load up **The Sporting News Baseball** on the ol' computer and enjoy live-action major league baseball right at home.

You can select two major league teams and have the computer play them head-to-head in a computer vs. computer game. **The Sporting News Baseball**'s statistical information helps simulate a real-life ballgame right on your video screen as you sit back and watch from behind home plate. Full-color graphics put you right in the catcher's spot as fastballs whistle toward the strike zone. Watch the ball soar toward the left-field fence when the batter gets some good wood on the horsehide. Yell while the leftfielder scrambles for the ball and throws to the cutoff man who nails the runner sliding into second base.

Tired of baseball as a spectator sport? Then play against your computer or against a friend. Select your own team and see each player's 1987 batting and fielding history reflected in how well he responds to your joystick commands. Your pitchers get tired, lose control, and need late-inning relief. If you don't like what today's rosters have to offer, make up your own team with over 100 Hall of Fame greats and pit them against the 1987 World Series champions.

It's all here in **The Sporting News Baseball**, a computer baseball game so authentic you can smell the hot dogs and popcorn. So what are you waiting for? Step up to the plate and play ball!

The Sporting News

The Sporting News covers every team in every city, every week.—The Sporting News

Any baseball fan knows that baseball is a game of statistics. Records are kept of every player's hit, out, and throw during every professional game of every baseball season. Hard-core fans memorize baseball stats and make bets about them. Stats are no less important to **The Sporting News Baseball**. In fact, they are the basis of the game.

Founded in 1886, *The Sporting News* is America's oldest sports publication. *The Sporting News* has covered baseball since the game's infancy as a professional sport and has compiled player and team statistics since its founding. From the turn of the century until 1942, *The Sporting News* devoted itself exclusively to baseball, publishing up-to-date, accurate information each week of the year. For decades, *The Sporting News* was known as "The Bible of Baseball." Even though *The Sporting News* has expanded its coverage to other sports, baseball is still a major subject, and *The Sporting News* is now known as "The Bible of Sports."

The Sporting News is the source of **The Sporting News Baseball's** statistical information—the core of the game's realism. Epyx is proud to be able to use this information as the driving force of a game more true to life than any other baseball game on the market. *The Sporting News's* century of in-depth baseball coverage has made this possible.

This devotion to statistical accuracy lets your computer realistically pit one major league team against another with the outcome resulting in large part from the 1987 season's team and player statistics. **The Sporting News Baseball** also lets you build teams of baseball greats and play them against each other or any of today's major league teams. Again, **The Sporting News Baseball's** statistical history helps determine the outcome of all games.

It's time to load the game into your computer and listen to the roar of the crowd as your teams take the field. Get ready for that first pitch and once again enjoy America's pastime with **The Sporting News Baseball!**

Getting Started

As a manager, you're always sitting on a keg of dynamite.—Whitey Herzog

Loading Instructions

Commodore 64/128

1. Set up your system as explained in the owner's manual and plug a joystick into joystick port 2. For two players, plug a second joystick into joystick port 1.
2. Remove all disks from the disk drives and turn on the system. For Commodore 128, hold down the **C=** key when you turn on the system to set it to C64 mode.
3. Insert **The Sporting News Baseball** disk into the drive, label side up. Type **LOAD"*",8,1** and press the **Return** key. (Or, if you have an Epyx Fast Load cartridge, hold down the **C=** key and press **Run/Stop**.)
4. **The Sporting News Baseball** loads and the title screen appears.
5. Press player 1's fire button to begin the game.
6. To end the game at any time, hold down **Run/Stop** and press **Restore**.



Tip: With your Commodore system, use the Epyx 500XJ joystick with tactile-response microswitches for precise, instant control. The 500XJ is the only joystick that actually fits your hand and puts the fire button right at your trigger finger.

Apple II Series

1. Set up your system as explained in the owner's manual. If you're going to use a joystick, plug one in.
2. Insert **The Sporting News Baseball** disk into the disk drive, label side up, and turn on the system.
3. **The Sporting News Baseball** loads and the title screen appears.

4. Follow the game play instructions in this manual. For additional instructions, see the command card.

IBM PC and Compatibles

1. Set up your system as explained in the owner's manual. If you're going to use a joystick, plug one in.
2. Insert your DOS disk into drive A and turn on the system.
3. When DOS is loaded, insert **The Sporting News Baseball** disk into drive A, label side up. If your system boots from a floppy drive, type BB and press **Enter**. If your system boots from a hard drive, type A: and press **Enter**. Then type BB and press **Enter** again.
4. **The Sporting News Baseball** loads and the title screen appears.
5. Follow the game play instructions in this manual. For additional instructions, see the command card.

Pre-Game Screens

The Sporting News Baseball title screen appears and "Take Me Out to the Ball Game" plays after the game loads. Press the fire button to leave the title screen and enter the first in a series of manager's pre-game blackboards.

Select Game Mode

The first pre-game blackboard lets you choose the computer or a friend as your opponent, or a game in which the computer plays itself. Use your joystick to move among the four choices:

- Player vs. Computer
- Player vs. Player
- Computer vs. Computer
- Resume Game

Press the fire button when you've highlighted your selection. A message at the bottom of the screen then asks if you want to use a designated hitter (DH). For authenticity, select Yes and press the fire button if you're going to play American League teams, or select No and press the fire button if you're going to play National League teams. You'll go to the team selection blackboard unless you select Resume Game. If you made that choice, you'll be asked to insert a disk containing a game previously saved with the S key. (See **Saving a Game** later in this manual.)

Team Selection

For the selections with human players, you're asked to type in a name (two names if two are playing). Then press **Return** to see the first team selection blackboard. This board gives you the choice of playing with a pre-selected team or building your own team from the more than 100 Hall of Fame greats whose statistical records are included in **The Sporting News Baseball**.

If you decide to use a pre-selected team, all American League and National League teams appear listed by divisions. Move your joystick handle to select a team, then confirm your selection with the fire button.

A team and player selection blackboard appears with these choices:

- Pick New Team
- Examine Roster
- Add Hall of Fame Players
- Computerized Lineup
- Manual Lineup
- Trade Players

Computerized Lineup is highlighted as the default selection. If you want to use **The Sporting News Baseball's** choice of player positions, press your fire button.

Team rosters appear showing the players' names, positions, and batting averages displayed in their batting order. Select Yes and press the fire button to confirm these choices. You are then asked to repeat the team and player selection process for a second team.

If you don't like the roster the computer offers, move your joystick handle right to select No and press the fire button to return to the team and player selection blackboard. Choices on the blackboard are listed below:

Pick New Team This option returns you to the American League and National League team lists and lets you pick a new team.

Examine Roster This option displays a detailed roster of the team you've chosen from the league team lists.

Add Hall of Fame Players This option lets you add Hall of Fame players to your team. For every Hall of Fame player you add, you will need to remove one regular player from your team by using the Delete a Player option. Select Done to exit. You automatically go to the Manual Lineup option. This lets you finish selecting your team manually.

Computerized Lineup This option lets the computer select the lineup and batting order for the teams you choose.

Manual Lineup This option lets you choose the players in your starting lineup and batting order. The team roster appears. Each player's name is displayed along with his batting average and fielding percentage (or earned run average in the case of pitchers). Beginning with catcher, the game asks you to choose one player for each position, including three outfielders and a designated hitter if you previously chose to have DH's in the game.

Players eligible for each position are highlighted in yellow. (Some players are eligible for more than one position. For example, a player indicated as a shortstop may be highlighted as a choice for third baseman.) Select a player by moving the joystick handle up or down. The selected player is highlighted in white. Press the fire button once to complete the selection, then press it again to confirm. (Press **F7** at any time to clear your lineup selections and return to the team and player selection blackboard.)

Your starting lineup roster is displayed and you're asked to choose your batting order. Select and confirm your first through ninth batter with your joystick handle and fire button. When the starting lineup and batting order for both teams are complete, the crowd roars as the players trot onto the diamond and the game begins.

Trade Players Choose this option to trade players with another team. Trades are good only for your upcoming game. When you make this selection, you're asked to choose the team you want to trade players with. Select this team from the league lists. Its roster appears and you're asked to select the player you want to trade for. Use your joystick handle and fire button to select and confirm this choice. Your team's roster appears next and you're asked to choose the player you're giving away in trade. Do this with your joystick handle and fire button. You then return to the team and player selection blackboard.

Building Your Own Team

Ever wonder how a team of baseball legends would have played against 1987's World Series champions? With **The Sporting News Baseball** you can find out. Choose the Build Your Own Team option at the beginning of team and player selection. First, you're asked to name the team you're building. **The Sporting News Baseball** then displays baseball's greats listed by playing position. Select from among players such as catcher Yogi Berra, pitchers Dizzy Dean, Don Drysdale, and Catfish Hunter, shortstop Pee Wee Reese, and of course baseball immortals such as Babe Ruth, Willie Mays, and Joe DiMaggio in the outfield.

Arrange the batting order. Then select or build the opposing team and play ball!

Play Ball!

The only popularity I know is to win.—John J. McGraw

The Home Plate Screen

You see the diamond from a bird's-eye view as the players trot on the field to begin the game. The view then switches to behind home plate. You're looking directly at the batter in the batter's box and the pitcher on the mound.

If you're playing the full statistical computer vs. computer game, the pitcher will wind up in a moment. If you're batting manually, press the fire button to signal that you're ready to receive the first pitch. If you are playing against the computer, it will throw the first ball. If you're playing a friend, he or she will use the joystick handle to send the first pitch on its way. Either way, the pitcher begins his windup and delivers the first pitch. Press the fire button to swing as the ball flies by your batter. **The Sporting News Baseball** game is under way!

Home Plate Screen

TEAM	1	2	3	4	5	6	7	8	9	0	R	H	E
SAN FRAN											00	00	00
NEW YORK											00	00	00

BALL 0		BATTER 0
STRIKE 0		CLARK AVG .300 PITCHER
OUT 0		GOODEN ERA 3.21 NUMBER OF PITCHES 000

Ready Boxes

Here's what you see on the screen:

Line Score The inning-by-inning line score is displayed across the top of the screen including total hits, runs, and errors for each team.

Balls, Strikes, Outs These vital numbers are shown to the left of home plate.

Batting Average, ERA, Pitches The batter's name and batting average, the pitcher's name and earned run average (the lower the better), and the number of pitches thrown in the current game are shown to the right of home plate. "Ready boxes" next to the pitcher's and batter's names light up when the players are ready to play.

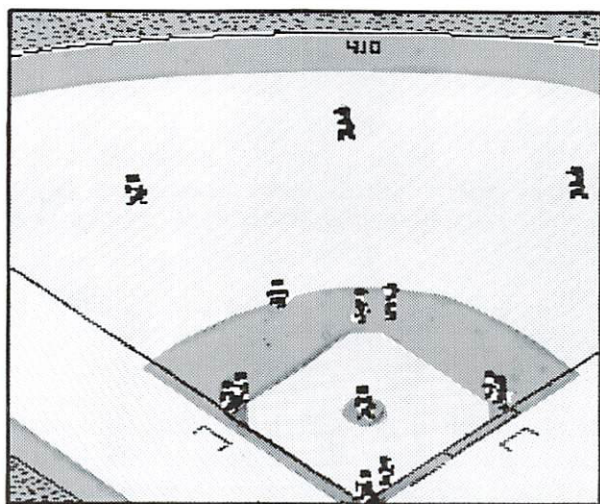
Home Plate Here's where the action begins. The pitcher's on the mound. The batter's at the plate. When both "ready boxes" are lit, the batter takes a warm-up swing and then the pitcher winds up and delivers. Whether the batter connects depends on your skill and his batting average—not to mention the pitcher's ERA. If the batter gets a hit, you'll see the ball leave the bat heading in a specific direction.

Bases Close-ups of first, second, and third base appear above home plate and its information boxes. The batting team's base runners appear at these bases as the opposing hurler pitches. The runners lead off automatically and steal when you tell them. But be careful! The opposing pitcher can pick 'em off!

Infield and Outfield Screens

Get a hit and the view snaps instantly to an overhead shot of the ballpark. Your runner races to first as the ball heads toward the outfield. If it's a fly ball, you see the white ball and its black shadow on the ground. Watch the ball and its shadow to get a good idea of the ball's direction and depth. If you're playing defense, send your fielder towards the ball to make the catch. Grounders, naturally, don't have any shadow as they roll through the grass.

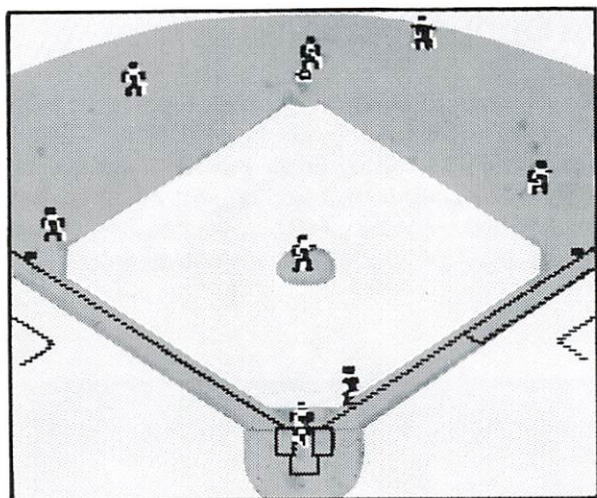
Outfield Screen



The fielder closest to the ball is highlighted with a different color uniform. This fielder is under joystick control (if a human player is controlling his team) and runs in whatever direction you choose. Use your joystick handle and fire button to have him throw the ball (see **Joystick Commands**). If he is deep in the outfield and you want him to throw to the cutoff man, release the joystick handle and just press the fire button.

Any time an outfielder throws to the infield or an infield play occurs, the view shifts to an overhead infield close-up. Here's where you see all the play action as the infielder tries to throw out or tag out the base runner.

Infield Screen



Here again, the defensive player with the ball or about to catch the ball is highlighted with a different color uniform. Use your joystick handle and fire button to throw the ball (see **Joystick Commands**).

Joystick Commands

Your joystick handle and fire button control every aspect of the game. Offensively, use them to control batting, stealing, and base running. Defensively, the joystick handle and fire button control your pitches and your fielder's catches, throws, and running.

Batting

Press the fire button to ready the batter, then press it again to swing the bat when the pitch is delivered. A crosshair in the strike zone shows where the bat is swinging. Move the joystick handle during the pitch to adjust the swing:

Handle up.	Swing high.
Handle down.	Swing low.
Handle left or right.	Swing inside or outside strike zone.
Handle neutral.	Swing in middle of strike zone.

Batting with Runners on Base

If you have runners on base, you can give them or the batter signs with your joystick handle. Press the fire button to ready the batter while pushing the handle in the desired direction:

Handle up.	Selects steal play. Without further directions, all runners will steal when pitcher begins his delivery, whether or not batter hits. Runners all take their lead-off. Before pitcher begins his delivery, give runners further directions with these moves: Release handle, press button --All runners steal immediately. Handle right, press button --Runner on first steals immediately. Handle up, press button --Runner on second steals immediately. Handle left, press button --Runner on third steals immediately.
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Tip: A runner stealing will force a runner immediately ahead of him to steal also.

Handle down.	Tells batter to bunt.
Handle right.	Tells batter to bunt and leading runner to steal.
Handle left.	Fake out. No sign to runner or batter, but joystick "click" distracts your opponent into thinking you have a play on.

Press the fire button to swing the bat at the approaching pitch.

Base Running

The batter automatically runs to first base when he hits the ball. Hold down the fire button to have him continue running towards second. He will continue advancing as long as you hold down the fire button. Release the fire button and he will return to the last base he passed. (If the runner is more than three-quarters of the way to the next base, he'll advance to that base.)

If your batter hits a fly, your base runner or runners will return to their base from their lead. Hold down the fire button after the ball is caught to make your runner(s) go.

A runner will always run toward the next base if there is another runner forcing him along, regardless of the joystick command. A runner on first will always run to second when a ground ball is hit in fair territory.

Runners automatically return to their base when pick-off throws are made unless you hold down the fire button.



Tip: Hits to left or right field cause the screen to show only the left or right side of the ballpark. Track your base runners on the infield by watching the small baseball diamond near the bottom of the screen.

Pitching

Move your joystick handle both to select your pitch and to signal that you're ready to throw. Your pitcher begins his windup when the batter signals he is ready. Select from among four pitches with your joystick handle:

Handle up.	Changeup.
Handle down.	Fastball.
Handle right.	Curve ball.
Handle left.	Slider.

You can also control where your pitch goes in the strike zone. Hold the joystick handle up during your pitcher's windup and his pitch will go high in the strike zone. Hold it down for the pitch to travel low. Hold it left or right to send the ball inside or outside. The longer you hold the joystick handle in a given direction during the pitcher's windup, the more the pitch will travel in that direction.

Pitchers can try to pick-off base runners who may steal. Any time after your runner takes his lead-off and before the pitcher delivers, move the joystick handle toward the base where you want to pick off the runner and press the fire button. (If your pitcher attempts a pick-off after the stretch, he will be charged with a balk and all runners will advance one base.)

Select a base to throw to by moving the joystick handle:

Handle right.	First base.
Handle up.	Second base.
Handle left.	Third base.

You can also throw a pitch-out. When you see a runner attempting to steal, select a pitch and hold the joystick handle outside during the windup. This insures that the batter will not hit the pitch. Then make the catcher throw to the base ahead of the stealing runner.

Fielding

When the ball is hit, the fielder most likely to catch it is highlighted with a different color uniform. He is under joystick control and runs in the direction you move the joystick handle. Move him into the ball's path to catch it. If he misses the ball, you can activate the nearest fielder by pressing the fire button. When the infielder catches the ball, he can either run or throw it. If you want him to run, move the joystick handle in the direction you want him to travel. He can step on a base for a force-out, or he can run down and tag out a base runner.

When a ball is hit deep into the outfield and the fielder catches it, press the fire button with the joystick handle in neutral to throw to a cutoff man. Or use the joystick commands listed below to throw to a base. The cutoff man is usually the shortstop or second baseman who relays the ball to a base in an attempt to throw out an advancing runner. Using a cutoff man is usually a faster and more accurate way to stop a runner than throwing directly to a base from deep in the outfield.

Your fielders will throw where you tell them with these joystick commands:

Handle right, press fire button.	Throw to first base.
Handle up, press fire button.	Throw to second base.
Handle left, press fire button.	Throw to third base.
Handle down, press fire button.	Throw to home plate.
Handle neutral, press fire button.	Throw to cutoff man from deep in the outfield or to pitcher from anywhere else.

Manager's Moves

As manager during a game, you'll make important decisions. Two key decisions involve repositioning fielders and making lineup changes, including relieving pitchers. You can make managing decisions both for a team you're controlling and for teams controlled by the computer. Or you can let the computer manage its team(s). Then all you have to do is watch.

Repositioning Fielders

Press **R** to reposition any fielder except your pitcher or catcher at any time while playing defense. The view changes to the bird's-eye view. A white square appears on screen. Move the square over the player you want to reposition and press the fire button. Then move the square to where you want to place the player and press the fire button again. The player trots to his new position. Press **Spacebar** to return to the game.

Players stay in a new position until the next batter is up. Then they return to their normal fielding position.

Changing Lineups

When you're pitching, press **F** to relieve your pitcher or put in a new fielder. Your roster appears. With the joystick handle and fire button, make your choices, view the new lineup and batting order, and return to the game. Rosters indicate with the letter **R** in the position column one or more pitchers on each team who specialize in relief work and are not available as starters. Selecting a reliever returns you to the game with a new pitcher on the mound.

When you're batting, press **P** to put in a pinch hitter. Your roster appears and you can select any player to pinch hit. When you send in a pinch hitter, the player he bats for can't play again. The pinch hitter must either play defense in the replaced player's position or also be replaced after he bats. On the roster, players highlighted in yellow are eligible to play defense for the original replaced player. If you selected a pinch hitter who can't play in the replaced player's position, the roster appears automatically after the pinch hitter bats.

As an example, you decide to take a center fielder out of the game and replace him with a pinch hitter who plays third base. You'll need to select a new center fielder to replace the pinch hitter after the pinch hitter bats.

Time Out

For time out (or to pause the game), press **Spacebar** while in the home plate screen. Press **Spacebar** again to resume play.

Saving a Game

You can save a game at any time from the home plate screen. You must have a formatted disk ready in order to do this. Press **S** to save the game. A dialog box appears asking you to insert the formatted disk. Remove **The Sporting News Baseball** program disk from the drive and insert the formatted disk. Then press the fire button. The game is saved to disk. You're asked to reinsert the program disk and press the fire button again. When you do that, the game returns to the opening screen.

To resume a game saved with the **S** key, select Resume Game in the select game mode screen.



Tip: You must have a formatted disk ready before you begin playing **The Sporting News Baseball**. To format a disk on a Commodore system, you must be in BASIC with the disk you want to use in the drive. Enter the command `OPEN 15,8,15,"N0:BB,BB":CLOSE 15`. Then press **Return**. The computer formats the disk.

WARNING: When you format a disk, any information currently on the disk is destroyed. **DO NOT FORMAT YOUR PROGRAM DISK.**

End of the Game

A game lasts nine innings, unless the score is tied. If the home team is winning after the first half of the ninth, the second half is not played. If the home team gets ahead in the bottom of the ninth, the game ends immediately without finishing the inning.

If the score is tied after the ninth inning, the game goes into extra innings. If the visiting team is ahead after a full inning, the game ends and the visiting team wins. If the home team gets ahead in the bottom of an extra inning, the game immediately ends and the home team wins. In **The Sporting News Baseball**, if the game goes a full 18 innings with no team ahead, the game is called on account of curfew and results in a tie.

When the game ends, a box score appears showing final game statistics.

Batter Tip!

Watch the pitchers every minute. Watch their motion, watch what they throw to you, what they throw to other hitters. Watch how they throw the fastball, where it goes, and how they throw the curve. Watch them all the time.—Ted Williams

In both **The Sporting News Baseball** and real-life baseball, batting is an art that becomes more successful with experience. Keep your eye on the ball every instant. From the moment it leaves the pitcher's hand try to determine if it's a fastball coming in right over the plate, a curve coming outside or inside, a changeup that'll float slow and high, or a tricky slider.

You have much the same control over where you swing your bat in **The Sporting News Baseball** as you do in the real-life game. Use the joystick handle and the crosshair in the strike zone to aim your swing. You can keep it centered to get good wood on a hot fastball, aim left or right to go outside and chase a curve, or go up or down to connect with a high pitch or sinker.

Bunting

Bunting is a good tactic to advance a man on base if you can afford the probable out. It's also a surprise way to score when you have a man on third with less than two outs.

If you are playing in the National League where there is no designated hitter, have the pitcher sacrifice bunt when there's a man on to advance the base runner.

Running the Bases

You control your base runners while you are batting. The bunt and steal is just one way you control them. You can also direct them to steal or tag up and run on a sacrifice fly. You can order a runner to take off early on a grounder for a hit-and-run play. You can tell the runner to go for extra bases.

Stealing is important when the score is close. If you have a good base runner on first, you may want to attempt a steal. The pitcher may try to pick off your runner who will automatically return to his original base unless you hold down the fire button.



Tip: The Sporting News Baseball incorporates actual stolen-base statistics for each player. Your player is more or less likely to steal depending on his actual number of stolen bases.

Sacrificing to move a runner into scoring position is also very important. If you have less than two outs you can do this with a sacrifice fly. Hit a fly ball and wait for the catch. Then hold down the fire button to advance your base runner. If it looks like he might be tagged out at the next base, release the fire button to let him get back to the previous bag.

Another way to advance a runner is with a hit-and-run play. Select the steal play (joystick handle up). When the pitcher delivers, make sure your batter hits the ball. For example, suppose you've got a man on first. Call a hit-and-run play. With luck, he'll make it to third instead of second and maybe score. Of course, if the batter doesn't connect, the runner could be gunned down.

Runners will always run in force situations, such as a runner on first who automatically runs when the batter hits a grounder in fair territory.

Pinch Hitters

When it's late in the game and you need a hit or a run, you may want to send in a strong pinch hitter (press **P**). Remember that when you go on defense the pinch hitter is out of the game unless he takes another player's place.

Designated Hitters

In the American League, you can use a designated hitter (DH) to hit for a member of your defensive starting lineup (almost always the pitcher). **The Sporting News Baseball** asks if you want to use a DH right after you select the game mode. If you want to play by strict league rules, select Yes if you are playing in the American League, No if you are playing National League ball.

Strike 'Em Out!

Pitching, the experts say, is ninety percent of baseball.—Gil McDougald

Your hurler can throw four types of pitches in **The Sporting News Baseball**. These are:

Changeup A slower pitch thrown after a series of fastballs that's designed to throw off the batter's timing.

Fastball A ball pitched at top speed.

Curve ball A pitch that deviates from a straight line while on its way to the batter. Curves thrown by a right-handed pitcher break away from a right-handed batter and into a left-handed batter. The situation is reversed for a left-handed pitcher.

Slider A combination fastball and curve that breaks at the last moment. This can go low for a ball. On the other hand the batter may swing at what he thinks is a fastball and wind up fanning or hitting a weak grounder.

The lower the pitcher's earned run average, the fewer runs he gives up. Mix up your pitches, especially if you're playing against a friend. There is nothing like a changeup or curve after a series of fastballs to get a batter off stride and make him go down swinging.

Pick-Offs

Pitching is not the pitcher's only job. He's also responsible for holding base runners on. In **The Sporting News Baseball**, you can pick off runners who try to steal before the pitcher begins his delivery. In addition, if your opponent has a man on first, fire a few throws over. It'll make him think twice about attempting a steal.

Relief Pitchers

Pitching is hard work. Sooner or later, fatigue sets in. The pitcher begins to lose control and his fastballs slow down and are easier to hit. Batters begin to get too many hits off your pitcher and he will begin to give away walks to first base.

Now's the time to bring in a relief pitcher. If you do this in the late innings, the reliever may save the game. But you may need to bring in a reliever at mid-game. Be aware that relievers tire more easily than starters. If your first relief pitcher begins to lose his stuff, go to the bullpen again.

Rosters indicate with the letter R in the position column one or more pitchers on each team that specialize in relief work. These pitchers cannot be used as starters.

Fielding Strategy

You got to get twenty-seven outs to win.—Casey Stengel

Good fielding gets the crucial outs you need to win. This includes nailing speedy runners sliding into home plate as well as robbing top hitters of "sure" base hits. Without good fielding, you just can't win.

Positioning Your Fielders

Right-handed batters often pull their long hits to the left and left-handers to deep right. In some cases, you have to anticipate a bunt. **The Sporting News Baseball** lets you move your defensive players around to anticipate these situations. Any time you are on defense, press **R** to move your players (see **Repositioning Fielders** earlier in this manual).

Your fielding becomes more effective when your players are in positions keyed to the batter's anticipated hits. Send your left and center fielders deeper if you're facing a right-handed power hitter. If a lefty is up, move your right fielder closer to the foul line. Bring in your third baseman if your opponent has a man on first and third with less than two outs—that's a good sacrifice bunt situation.

Catching the Ball

In **The Sporting News Baseball**, fly balls show a black shadow on the ground. The shadow can help you catch the ball. As the ball and its shadow come closer together, you'll get a good idea where to position your fielder in order to make the catch. Positioning him correctly takes practice.

Once the fielder has the ball, he can throw to a cutoff man, to an infielder, or to the pitcher.



Tip: The Sporting News Baseball incorporates actual fielding statistics for each player. When a fielder makes contact with the ball, the computer checks these statistics and determines if an error should be called. When an error is called, you'll hear a distinctive error sound.

Getting Them Out

The cutoff throw tactic is a faster and more accurate way to get the ball to the infield than throwing from deep in the outfield directly to a base. If the outfielder throws directly to the infield or to the catcher there's less chance for a successful out.

Always look for your best double-play opportunity, except when you have two outs. Then look for your easiest force-out. If you are not in a force situation, you have to tag the runner out, either as he comes sliding into a base or by running him down and tagging him between bases.

Baseball Language

balk A pitcher commits a balk when he fails to come to a dead stop after bringing his hands down from the stretch, stops in the middle of his windup and does not pitch the ball, attempts to throw to an unoccupied base, or the ball slips out of his hand while he is on the pitching rubber. All runners advance one base when a balk is called.

batting average The number of hits a player makes divided by his times at bat carried to three decimal places. Batting averages .300 or higher are considered excellent. Wade Boggs of Boston had the highest American League batting average with a .363 in 1987, while San Diego's Tony Gwynn topped the National League with .370.



Tip: Most batting averages are based on a large number of times at bat. Pitchers going to bat less than 10 times or having a batting average of .000 have been assigned a typical batting average based on other pitchers' averages.

bullpen An area often adjoining the foul lines where relief pitchers warm up.

cutoff play Using a cutoff man to relay a throw from outfield to a baseman or the catcher in time to tag a runner out or keep one from advancing. This play is used because it's often faster and more accurate for two players to relay a ball from the outfield than it is for one to throw directly to home plate or to a base.

fielder's choice A fielder throwing to a base other than first to retire a runner.

grand slam Home run with the bases full.

no hitter A game where the pitcher does not let the opposing team get any base hits for the entire game.

perfect game A game where no batter reaches base, either by a hit, a walk, or an error.

pick off Catching a runner off base with a sudden throw from the pitcher or catcher and tagging him out.

run down Catching a runner between bases in an attempt to tag him out.

sacrifice Generally, a batter's attempt to advance a runner by retiring himself.

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P.O. Box 8020, 600 Galveston Drive, Redwood City, CA 94063

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