OFFENSE CHART

0 – 200 HITTERS | 201 – 250 HITTERS | 251 – 300 HITTERS | 301 and OVER HITTERS

Swing → / Pitch ↓	1 BUNT	2 GO with the PITCH	3 PUNCH	4 LONG BALL	5 GO with the PITCH	6 PLACE HIT Hit&Run	7 BUNT		8 PLACE HIT Hit & Run	9 PUNCH	10 LONG BALL	11 PLACE HIT	12 LONG BALL	
FAST BALL A	2	1	2	2	10	2	8	A	5	10	3	8	2	A
Breaking Pitch B	8	2	1	6	6	3	4	B	2	6	8	6	3	B
OFF SPEED C	4	10	3	10	4	8	4	C	4	4	7	5	10	C
FAST BALL D	4	5	8	2	2	3	6	D	10	10	2	10	7	D
Breaking Pitch E	6	2	9	7	6	6	4	E	3	5	6	6	6	E
OFF SPEED F	3	4	4	10	5	10	1	F	8	1	10	3	10	F
Pitch out G	11	1				11		G	11	1	9			G

BASE-STEALING

	13 STEAL OF 2nd	14 STEAL OF 2nd	15 STEAL OF 3rd	16 STEAL OF 3rd	17 STEAL OF Home	
A	OUT	SAFE	OUT	SAFE	OUT	A
B	SAFE	OUT	OUT	SAFE	OUT	B
C	SAFE	SAFE	SAFE	OUT	SAFE	C
D	OUT	SAFE	OUT	SAFE	OUT	D
E	SAFE	OUT	SAFE	OUT	OUT	E
F	SAFE	SAFE	SAFE	OUT	SAFE	F
G	OUT	OUT	OUT	OUT	OUT	G

Sports Illustrated

COMPUTER BASEBALL STRATEGY

AVALON HILL'S TRADEMARK NAME FOR ITS PROFESSIONAL SPORT GAME

This program will run on:

Apple II or II+® with Applesoft BASIC in ROM and 32K of Memory.

ATARI 400/800® with 32K of memory.

Commodore Pet/CBM® with 40 character wide display screen and with 32K of memory.

TRS-80 Models I & III®, Level II BASIC and with 32K of memory.

® Trademark of Warner Communications, Apple Corp., Commodore Business Machines and Tandy Corp.

AH QUALITY

microcomputer games®

A Division of THE AVALON HILL GAME CO.

Baltimore, Maryland Printed in USA © 1982

4140101

V1974
6/82

microcomputer games®

A Division of The AVALON HILL Game Co.

INTRODUCTION

BASEBALL STRATEGY is a solitaire baseball game adapted from Avalon Hill's BASEBALL STRATEGY board game. You, as manager of the home team, select your starting lineup from the available team roster, set your batting order and attempt to out-manage your wily adversary; the computer.

Both the player and the computer control identical teams. Each can select from the same options and is governed by the same rules and limitations. From the selection of ball park size to the final tense moments of the game it will be your choices, as manager, that will determine the outcome of this exciting game. May the best manager win.

2) BEGINNING PLAY—When you have loaded the program, and started play, you must set certain parameters for the game and select your starting lineup. The computer will lead you through this pre-game set-up in the order delineated below.

2.1) ESTABLISHING BALL PARK SIZE—The computer will ask you to select the size of the ball park that the game will be played in. The three possible sizes are—LARGE, AVERAGE and SMALL. To select the desired ball park, enter the number next to the size on your display screen. (Depending on your selection, the computer will vary the chance of either team hitting a home run during the game.)

2.2) SELECTING YOUR LINEUP—After you have selected the desired ball park size, the computer will display your pitching staff and ask you to select a starting pitcher. (See 2.21 for an explanation of pitcher statistics.) To select a pitcher, enter his UNIFORM NUMBER and press RETURN.

2.21) The data on each pitcher is displayed, on the screen, from left to right in the following order:

UNIFORM	BATTING	PITCHING	THROWS	RUNNING
NUMBER	*AVERAGE*	*ABILITY**	*(R/L)@*	*SPEED*

* For pitching ability, 1 is best and 3 is worst.

@ For a pitcher's throwing hand, 0 equals a right handed pitcher and 1 equals a left handed pitcher.

2.22) SELECTING FIELDERS—When you have selected your starting pitcher the computer will list your choices for the starter at each of the other eight positions. It will start with the catcher (Position 2) and continue on through to the right fielder (Position 9).In each case, enter the number of the fielder that you choose to start in that position. (The data for each fielder is displayed as shown in section 2.221.)

2.221) The data on each fielder is listed from left to right as follows:

UNIFORM	BATTING	HITTING	FIELDING	SPEED#
NUMBER	*AVERAGE*	*POWER**	*ABILITY@*	*RUNNING*

* A rating of 1 indicates that the player is a power hitter. A 0 indicates that he is not.

@ For fielding ability, a rating of 3 is best and a 1 is the worst.

If a player's rating is 2, he is a fast runner. If it is a 1 he is a slow runner.

2.3) BATTING ORDER—When all of the fielding positions have been filled, the computer will display a list of the players that you have selected in their FIELD POSITION ORDER.

2.31) For the pitcher that you chose to start, the computer will display his:

POSITION	BATTING	RUNNING	PITCHING
NUMBER	*AVERAGE*	*SPEED*	*ABILITY*

(All pitchers are assumed to have a power rating of zero.)

2.32) For each fielder, positions 2 through 9, the computer will display the same information given in 2.31 EXCEPT that instead of listing pitching ability in the far right column the computer displays the fielder's hitting power.

2.33) When the Field Position Order list appears, the computer will prompt you to select your batting order. You will be asked which batter you want to bat in each of the nine positions in the batting order, starting with the first position in the order.

To select a player for a position in the batting order, enter his POSITION NUMBER when the computer prompts you for the position in the order that you would like him to bat in.

EXAMPLE—You would like player number 8 to bat third. When the computer prompts for you to select the third person in your batting order, after the first and second batters have been selected, you would enter the number 8.

2.34) When all nine positions in the batting order have been filled the game will begin in earnest.

3) PLAY BALL—Once you have supplied all of the information required in section 2, you are ready to play the game.

3.1) You are the manager of the HOME TEAM. You will be in the field in the top half of each inning and at bat in the bottom half.

3.11) When you are in the field the computer will ask you to choose a pitching strategy. The letter that you select represents the type of pitches that you will throw against the batter that is at the plate. Your selection is cross-indexed against the computer's choice of a swing to indicate the result of the at bat. (The OFFENSE CHART on the back of this rule book is used to determine the results of all at bats in this game.)

3.111) THE FIELD DISPLAY—The field display screen in this game shows 1) the baseball field, 2) the scoreboard (In the upper part of the display), 3) The batter (Team and number), 4) The number of outs and 5) The statistics of the batter who is at bat and the batter that is on deck.

3.12) When you are at bat the position is reversed. You will select the type of swing that each of your batters will use. The computer will select the pitches that its pitchers will throw. At bats are resolved in the same manner specified in 3.11.

4) THE BATTER DISPLAY—During play, the relevant statistics for the player who is at bat will be shown below home plate. The display will include the batter's batting average, his speed rating and whether or not he is a power hitter. (If he is a power hitter a P will be displayed to the right of the batter's average.)

4.1) Depending on which team is at bat the on deck batter will be shown to the right or the left. When the visiting team, the computer, is at bat the on deck batter is shown to the LEFT. When the home team is at bat, he is shown to the RIGHT.

5) MAKING CHOICES—To choose a pitch or a swing you must exit the field display. In both cases, this is accomplished by hitting any key EXCEPT the BREAK or the RESET key.

5.1) PITCH SELECTION—When you have exited the field display AND you are in the field you may select a pitch. The pitches that are available for you to choose from are determined by the PITCHING ABILITY of your pitcher as follows:

PITCHING ABILITY	**PITCHES ALLOWED**
1	A to G
2	B to G
3	C to G

(to select a pitch, enter its letter.)

5.2) SWING SELECTION—When you have exited the field and you are at bat you may select a swing. The swings that are available for you to choose from depend on the batter that is currently at the plate as shown in the table below:

BATTING AVERAGE	**SWINGS ALLOWED**
000 to 200	1 to 4
201 to 250	1 to 7
251 to 300	1 to 9
251 to 300 (P)	1 to 10
301 and Up	1 to 9, 11
301 and Up (P)	1 to 12

(P) indicates that these additional swings are available to a hitter that has power.

5.21) To select a swing, enter the number of one of the swings that are possible for the hitter that is at bat.

5.3) STEALING BASES—"Swings" 13 to 17 on the OFFENSE CHART are base stealing maneuvers. When you desire to steal a base enter the appropriate number for your swing selection.

5.31) A base may only be stolen when there is a runner on base AND the base in front of the runner is vacant.

EXAMPLE—If you have a fast runner on first base and a slow runner on second, the slow runner may attempt to steal third. However, as long as there is a runner on second, the fast runner that is on first may not attempt to steal.

DEFENSE CHART

This chart will aid you in selecting your Pitch or Swing strategy. The number is the result from the cross-indexed Offense Chart. Next to the number are SOME (but not all) of the possible results of the pitch/swing combination.

No. from offense Chart	*some Possible Results*
1	Error: All runners advance 2 bases / Error-All runners advance a base. / Walk: runners advance only if forced.
2	Strikeout / hit & run—leading baserunner Out / Possible double play.
3	Single: all runners advance 2 bases; 1 base on a bunt / Hit & run: all fast runners score. All runners advance 2 bases.
4	Grounder: Out at 1st base. All runners advance 1 base.
5	Double: all fast runners score; slow runners advance 2 bases
6	Grounder: possible double play; fielder's (computer) choice—runner out at any base.
7	Long Belt: home run, triple or double.
8	Line drive out: runners hold / hit & run: any 1 runner is doubled off) / possible triple play).
9	Passed ball: runners advance a base.
10	Fly out: fast runners advance a base; runners on 2nd and 3rd may attempt to advance an extra base.
11	Pick off / Error

6) SUBSTITUTIONS—During the course of the game you are allowed to make substitutions. This is done, when possible, using the following procedures for the various types of substitute.

6.1) PITCHING CHANGES—A player can only change his pitcher when his team is in the field. To change your pitcher, exit the field display (in the manner specified in 5) and enter 0 when the computer asks you for your pitch. It will then ask you if you want to make a pitching change. If you do, answer Y, if you don't answer N.

6.11) The computer will respond to N by returning you to the "choose a pitch" display. It will respond to Y by listing the pitchers on your team that you have not used. To replace your current pitcher, enter the new pitcher's number. If you decide not to replace him after all, enter zero.

6.12) PINCH HITTERS—A pinch hitter may only be brought in when you are at bat. You may NOT pinch hit for a player unless the pinch hitter's batting average is HIGHER than the batting average of the player that he is hitting for. (When a pinch hitter is called for by you, the computer will display a list of every player on the bench whose batting average is higher than the average of the player that you want to hit for.)

6.13) PINCH RUNNERS—The computer will only allow you to bring in a pinch runner to replace a slow runner. Only a fast runner may be used as a pinch runner. If you do not have any fast runners left the computer will tell you so and proceed as if you had entered zero (see 6.11).

6.14) DEFENSIVE CHANGES—At the end of any inning where you use a pinch hitter or runner the computer will check to see who you wish to put in as a replacement. It will provide a list of all players that can replace the player that was lifted.

Beyond this, you can make defensive changes at the start of the top half of any inning.

6.141) A player that is playing outside of his normal area of competence, i.e. an outfielder playing an infield position, will have his fielding ability reduced by one. For this, pitchers are only competent as pitchers and catchers are not considered to be a part of the infield.

6.142) Any player that is removed from the game becomes unavailable for the remainder of that game.

7) GAME DURATION—All games will last at least eight and one half innings. In accordance with the usages of baseball, if the home team, you, are leading at the end of the top of the ninth the game is over. If you are behind, and score enough runs to go ahead in the bottom of the ninth, you win. If the game is tied, the computer will play extra innings with you until a winner is determined.

8) STARTING OVER—To play again, without re-loading the tape, hit the RETURN/ENTER key when the final game statistics are displayed.

CASSETTE LOADING INSTRUCTIONS

ATARI

BASEBALL STRATEGY is a machine language program which requires at least 32K of RAM. The program is located on side one of the cassette tape. It is loaded from the tape by following these steps in exact order:

1. Turn off the ATARI 400/800 and remove all ROM program cartridges, including the BASIC cartridge. Do not remove the Operating System.

2. Make sure that the cassette is completely rewound on the ATARI side. Place it in the cassette player.

3. Press the yellow START key to the right of the ATARI keyboard and keep it down.

4. Turn on the ATARI. It will beep once to let you know it is ready to load a tape. When it beeps, release the START key and press the PLAY button on the recorder.

5. Press the RETURN key on the ATARI keyboard.

6. The cassette player will begin to run and the program will load. It will take several minutes to complete loading because of the length of the program (approximately 6 minutes). When the entire program has loaded the cassette player will stop automatically and the computer will display HEX BB 02. Note, if the ATARI MEMO PAD prompt is displayed on the screen, you had a bad load, try again.

7. Press the Y key. The computer will respond by changing the 02 in the HEX display to 12.

8. Press the N key. A 'SAVED GAME?' prompt will replace the HEX display. Press the N key until the message 'PLAY GAME?' appears.

9. Press the Y key. The game will begin.

APPLE

The Apple machine language program is located after the Atari program on side one.

1. Position the tape to the beginning of the Apple program, by listening to the tape. The Apple program is located on side one after the ATARI program, and can be recognized by the difference in the sound of the program, and especially by the "pure" quality of the calibration tone at the beginning of the program.

2. Position the tape to just after the beginning of the calibration tone.

3. Type CALL-151 and press the RETURN key. The Apple jumps to the monitor and prompts with an asterisk ('*').

4. type 800.1FFFR 4000.7532R 800G but do not press the RETURN key yet.

5. Press the PLAY button on your recorder and immediately press the RETURN key on the Apple.

6. The Apple is now loading BASEBALL STRATEGY. After the program has loaded the game will begin automatically.

PET CBM, 2001

BASEBALL STRATEGY is a machine language program loaded on side two of the cassette tape.

1. Turn on your computer.

2. Turn the cassette over to side two and rewind the tape.

3. Type LOAD"LOAD" and press the PLAY button on the tape recorder and then press the RETURN key on the computer keyboard.

4. The program will be loaded. After the program has loaded type RUN and press the RETURN key, the game will begin.

TRS-80

The TRS-80 program is located on side two of the cassette after the PET program. You must skip the PET program before the TRS-80 program can be loaded. By pulling out the EAR and MIC jacks on the recorder and listening to the tape you can differentiate between the two programs. The PET sounds louder, yet has a lower pitch. The TRS-80 program is in machine language rather than BASIC, it must be loaded from the SYSTEM mode.

1. Get into the SYSTEM mode from level II BASIC by typing SYSTEM and then press the ENTER key. (NOTE, Model III owners, type 'L' to the Cass? prompt). The TRS-80 will respond by putting "*?" on the screen.

2. Press the PLAY button on the tape recorder.

3. Type LOAD and press the ENTER key. The cassette recorder will start to run and two asterisks (*) will appear in the upper right corner of the screen. The right asterisk will blink on and off.

4. After the program has loaded the *? will again appear on the screen. Press the '/' key and then the ENTER key. The game will begin.

YOU NAME IT, WE'VE GOT A GAME ON IT . . .

The Avalon Hill Game Company is the world's largest publisher of a great variety of strategy board games of skill. We manufacture over 150 games; including wargames, sports strategy and statistical replay games, games of power politics, adventure and role-playing games, as well as fantasy and science fiction games. For complete information with pretty pictures, write the factory and ask for a complete game catalog, consult parts list for current price.

☐ Adventure Gaming (including war, SF, and fantasy games)
☐ Sports Gaming
☐ Leisure Time and Family Gaming

Send $1.00 for each catalog ordered.

The Avalon Hill Game Company
Consumer Relations
4517 Harford Road, Baltimore, MD 21214

UNAUTHORIZED REPRODUCTION OF THIS GAME IN ANY FORM IS SPECIFICALLY PROHIBITED. WE CONSIDER ANY VIOLATION OF THIS REQUEST DETRIMENTAL TO OUR LEGAL RIGHT TO EXIST IN A COMPETITIVE BUSINESS ENVIRONMENT.

Defective Software will be replaced.

Based on the Avalon Hill Leisure Time Board Game STOCKS & BONDS

DESIGN CREDITS:

Computer Game Design: Ross Maker—4-D Interactive Systems, Inc.
Computer Game Programmer: Stephen Goss—4-D Interactive Systems, Inc.
Computer Graphics Animation: Daniel Nicholson—4-D Interactive Systems, Inc.
Artwork and Pasteup: Bob Haynes
Prep. Dept. Coordinator: Elaine M. Adkins
Typesetting: Colonial Composition
Production: Monarch Services, Inc.

PLAYTESTERS

Loretta Sponseller
Adam Mays
John Kresnesky
Joe Sheppard

COPYRIGHT © Avalon Hill Game Company 1982 All Rights Reserved
Computer Program and Audio Visual Display Copyrighted

©1982 The Avalon Hill Game Co., Baltimore, MD 21214, Printed in USA

DEFENSE CHART

This chart will aid you in selecting your Pitch or Swing strategy. The number is the result from the cross-indexed Offense Chart. Next to the number are SOME (but not all) of the possible results of the pitch/swing combination.

No. from offense Chart	*some Possible Results*
1	Error: All runners advance 2 bases / Error-All runners advance a base. / Walk: runners advance only if forced.
2	Strikeout / hit & run—leading baserunner Out / Possible double play.
3	Single: all runners advance 2 bases; 1 base on a bunt / Hit & run: all fast runners score. All runners advance 2 bases.
4	Grounder: Out at 1st base. All runners advance 1 base.
5	Double: all fast runners score; slow runners advance 2 bases
6	Grounder: possible double play; fielder's (computer) choice—runner out at any base.
7	Long Belt: home run, triple or double.
8	Line drive out: runners hold / hit & run: any 1 runner is doubled off) / possible triple play).
9	Passed ball: runners advance a base.
10	Fly out: fast runners advance a base; runners on 2nd and 3rd may attempt to advance an extra base.
11	Pick off / Error

Based on the Avalon Hill/Sports Illustrated board game.

OFFENSE CHART

0 – 200 HITTERS
201 – 250 HITTERS
251 – 300 HITTERS
301 and OVER HITTERS

Swing → / Pitch ↓	1 BUNT	2 GO with the PITCH	3 PUNCH	4 LONG BALL	5 GO with the PITCH	6 PLACE HIT Hit&Run	7 BUNT		8 PLACE HIT Hit & Run	9 PUNCH	10 LONG BALL	11 PLACE HIT	12 LONG BALL	
FAST BALL A	2	1	2	2	10	2	8	A	5	10	3	8	2	A
Breaking Pitch B	8	2	1	6	6	3	4	B	2	6	8	6	3	B
OFF SPEED C	4	10	3	10	4	8	4	C	4	4	7	5	10	C
FAST BALL D	4	5	8	2	2	3	6	D	10	10	2	10	7	D
Breaking Pitch E	6	2	9	7	6	6	4	E	3	5	6	6	6	E
OFF SPEED F	3	4	4	10	5	10	1	F	8	1	10	3	10	F
Pitch out G	11	1				11		G	11	1	9			G

BASE-STEALING

	13 STEAL OF 2nd	14 STEAL OF 2nd	15 STEAL OF 3rd	16 STEAL OF 3rd	17 STEAL OF Home	
A	OUT	SAFE	OUT	SAFE	OUT	A
B	SAFE	OUT	OUT	SAFE	OUT	B
C	SAFE	SAFE	SAFE	OUT	SAFE	C
D	OUT	SAFE	OUT	SAFE	OUT	D
E	SAFE	OUT	SAFE	OUT	OUT	E
F	SAFE	SAFE	SAFE	OUT	SAFE	F
G	OUT	OUT	OUT	OUT	OUT	G

Sports Illustrated

COMPUTER BASEBALL STRATEGY

AVALON HILL'S TRADEMARK NAME FOR ITS PROFESSIONAL SPORT GAME

This program will run on:

Apple II or II + ® with Applesoft BASIC in ROM and 32K of Memory.

ATARI 400/800® with 32K of memory.

Commodore Pet/CBM® with 40 character wide display screen and with 32K of memory.

TRS-80 Models I & III®, Level II BASIC and with 32K of memory.

® Trademark of Warner Communications, Apple Corp., Commodore Business Machines and Tandy Corp.

microcomputer games®
A Division of THE AVALON HILL GAME CO.
Baltimore, Maryland Printed in USA © 1982

4140101

V1974
6/82