WELCOME TO WORLD SERIES BASEBALL
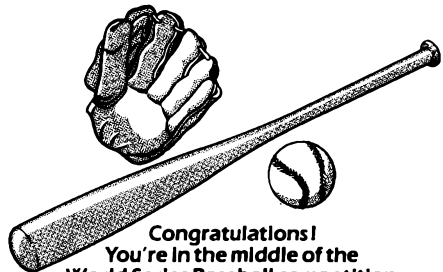
Congratulations!
You're in the middle of the World Series Baseball competition and the momentum is on your side. But everyone's out to beat you, especially the hard-hitting computer team. So if you want to win the Series read this official program. With the right combination of pitching and "STEAL" strategy you may even become a World Star player! Have fun.

WORLD SERIES BASEBALL –
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LOADING

Type LOAD ""<ENTER> [Note there is no space between the two quotes]. The "" is obtained by pressing SYMBOL SHIFT and the P key simultaneously. For further instructions consult chapter 6 of your manual. Now press PLAY on the recorder. The screen message should appear and the game will load automatically. If this does not happen try adjusting the volume and tone controls up until loading takes place.

USING the MENU

Pressing any key during the title screen or demonstration mode will bring up the menu screen.
There are three status bases: one displaying the present number of players; another displaying the length of game chosen in innings; and finally, the largest base displaying the current control option for both players.
Further this is a list of keys which perform various functions when pressed:
S   to start play;
I   to go to the instructions pages;
P   to toggle the number of players;
L   to alter the number of innings selected (this loops through 3, 6 or 9);
C   to go to the controls editor.
D   difficult level

CONTROLS EDITOR

When **C** is pressed during the menu the controls editor will appear. Player 1 is given the opportunity to redefine his control keys or select a joystick. There are three function keys shown: "ENTER" when new selection is complete; **J** to select a joystick (continue pressing to loop through options); or **D** to redefine the keys. When redefining keys a cursor will flash beneath the key to be defined, just press the key of your choice.
Note 1. When a two player game is selected, Player 2 has the opportunity to use the controls editor after player 1 has pressed "ENTER".
Note 2. The game hold button is defined as **H**. This cannot be changed nor can either player define **H** as a control key.
Note 3. In a one player game, player 1 has complete freedom to select any control keys except **H** but in a two player game either player may not select a key already selected by the other.
Note 4. With a Sinclair ZX interface 2 the port to be used is indicated by the arrow on the selection.
World Series Baseball is one of the few games to allow two players to play simultaneously with a joystick each.
Note 5. During play the game can be aborted at any time by pressing **T** and **H** (**T** must be first or the game will HOLD). We, therefore, do not advise the selection of **T** for a control.

STARTING PLAY

When you press **S** to commence play you will be asked to input your name. Simply type in your name up to eight letters. There is a delete facility using the Spectrum delete keys. If you opt not to enter a name the computer will automatically call you "Player 1" or "Player 2".
When you complete the process press "ENTER". The computer will now initialise the screen. On the stadium score board will appear both players names with their current team colours. To change colours use left and right to loop through the choices and fire when you have made your selection. We recommend white and blue but the choice is yours. Play will now commence.

BASEBALL – Rules

In essence baseball is similar to the familiar game of rounders in as much as one team bats, another fields and points are scored for a successful batter running around all four points of a square which is marked out on the grass. Here, the similarity ends. An innings is the period of play where both teams have one period of batting each. An innings is logically split in two halves and one half innings lasts as long as the batting side prevent three men from getting out.
There are three basic methods by which a player may be dismissed: whilst batting he may miss three successive balls – each miss is called a STRIKE and 3 STRIKES means you're out; when he hits the ball it may be caught by a fielder; or he may be run out.
The ball is thrown by the Pitcher who stands in the centre of the square.
The two lines which extend from the home base (Batter's

position) are called the foul lines. If a ball does not land within the area marked by the foul lines when it is struck it is considered a foul and counts as a STRIKE.

PITCHING

A close up of the action is displayed on the stadium score board. There are two ways in which each pitch can be varied. Firstly, the speed of delivery may be varied by left and right. Secondly, the height of the delivery is determined by up and down. Select your choice and press the fire button to throw.

BATTING

Watch the ball carefully as it approaches. How you time your swing will determine how well you hit the ball. You can vary the speed and height of swing by using left/right, and up/down respectively on your joystick. When you are ready press the fire button.

FIELDING

As soon as the ball is struck one fielder will come under player control. This will usually be the man nearest to the expected landing site of the ball. Use left, right, up and down to move the man around the field. When he has picked the ball up use fire to throw it. The direction of control when the ball is thrown selects which base or the pitcher that the ball will be thrown to.

RUNNER STEALS

While the ball is in the field one of the runners is under player control and you can try to make him advance a base by using up and down to control the direction in which he runs. Note that all runners must be on bases for the next play to commence.

TO 'OUT' BATSMEN

A batsman may be dismissed if he fails to hit three successive pitches or his ball is caught by one of the fielders. He will leave the field and the number of outs will increase.

TO 'OUT' RUNNERS

A runner may be dismissed if he is tagged by the man carrying the ball while he is running between bases or a fielder holding the ball has a foot on the base to which he is running and he cannot return to his last base.

CHANGING OUTFIELD

Before each pitch the scoreboard will show the current position of the outfielders. These men can be moved in or out by pressing up or down while this message is displayed.

Get a feel for pitching, hitting, running, throwing, fielding and catching.
The shadow of the ball will help you judge where the ball is headed. World Series Baseball is easy to pick up but tough to master, especially against the computer team.
Have fun with World Series Baseball – it's designed to be fun for beginners and advanced players alike. If you have tips or strategies for other players just drop us a note – we would love to know how your major league dream is coming along.

World Series Baseball Spectrum version by:
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with music by Robin Muir.
PRODUCED BY D. C. WARD
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WORLD SERIES BASEBALL

...the name of the game