

AMSTRAD

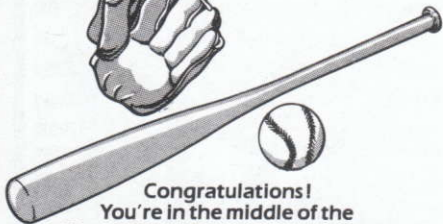
WORLD-SERIES BASEBALL



Imagine

*...the name
of the game*

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

WORLD SERIES BASEBALL

Its program code, graphic representation and artwork are the copyright of Imagine Software (1984) Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of the above named company. All rights reserved worldwide. The program runs on the Amstrad CPCV 464 or the disk based Amstrad CPC 664 and CPC 6128.

LOADING

Amstrad CPC 464

Place the rewound cassette in the cassette deck. Type RUN" and then press ENTER key. Follow the instructions as they appear on the screen. If there is a disc attached then type ITAPE then press ENTER key. Then type RUN" and press the ENTER



BASEBALL

key. In case of difficulty refer to chapter two of the User Instruction Booklet.

Amstrad CPC 664 + CPC 6128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type ITAPE then press the ENTER key. Then type RUN" and press the ENTER key. Follow the instructions as they appear on the screen.

GETTING STARTED

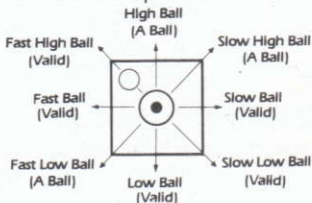
Pressing ESC will get you out of Title Screen/Demo and restart the game (and will display the controls and instructions on screen).

PLAYING

As in real baseball your aim in World Series Baseball is to outscore your opponent in 9 innings (extra innings if drawn on 9th innings).

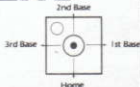
PITCHER THROW

When pitcher appears you may select type of ball you wish to pitch by positioning the joystick in one of the positions shown.



PITCHER'S STEAL

This aspect is incorporated into the normal fielding action.



BATTER and RUNNER

A runner can be got out by tagging him if your fielder has the ball or by stepping onto the base

AMSTRAD

he is forced to run to. A batter can be got out by any fielder who catches the ball. A forced runner is one who has to run to the next base because the preceding runner is running to the base he is on. If a batter hits a fair ball he is forced to run. Once the ball has been thrown you may select



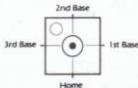
RUNNER STEALS

The players of the batting side on the pitch may "Steal" a run by running to the next base after the forced run is complete. Control the runner with the Joystick or the Keys.



FIELDERS

Fielders are controlled by the joystick. You may catch or pick up a ball. This is done automatically if you are close to the ball. To throw a ball to another fielder move the joystick to the required position, press and release the fire button.



AMSTRAD

SPECIAL FEATURES

Outfield may be selected IN or OUT with the joystick when 'OUTFIELD OUT' and 'OUTFIELD IN' appears on the screen. 'OUTFIELD OUT' positions fielders for wide fielding and 'OUTFIELD IN' positions your fielders for close fielding.



STATUS and SCORING

STRIKE — a pitch that crosses home plate between batter's shoulders and knees. Three STRIKES equals an OUT.

BALL — a pitch that is high or low out of strike zone. Four balls results in WALK, (batting players on field will have free walk to next base).

OUT — catching fly balls, tagging runners with a fielder who is holding the ball or achieving three STRIKES off the BATTER equals an out. There are three outs per half innings.

BATTING ORDER — Visitors bat top of innings; home-team or computer bats bottom of innings.

RUNS — Score runs by moving around all three bases and finally to HOME PLATE. Team ahead after 9 innings wins the game. If score is tied

AMSTRAD

after 9 innings, extra innings will be played until one team wins.

FOUL – A ball which lands outside of the playing square. **THREE STRIKES** or **FOULS** equals an out.

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.

The program code, graphic representation and artwork of **WORLD SERIES BASEBALL** are the copyright of Imagine Software (1984) Ltd and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of I.S. (1984) Ltd. All rights reserved worldwide.

PRODUCED BY D.C. WARD

©1985 Imagine Software (1984) Ltd.