# CHAMPIONSHIP STAR LEAGUE™ BASEBALL

## OFFICIAL SOUVENIR PROGRAM

**GAMESTAR™**

### WE BRING SPORTS ALIVE

Created By

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# WELCOME TO GAMESTAR STADIUM

Congratulations.  You're in the middle of a tight pennant race and 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 pennant, please read this official program.  With the right combination of pitching, hitting and strategy, you may even become a Star Leaguer!  Have fun.

# THE SCOUTING REPORT

You get to choose your starting pitcher in Championship Star League™ Baseball, as well as bring in a reliever.  Here's the latest scouting report:



- Overwhelming fast ball.
- Good screwball and slider.
- Tendency to miss the strike zone when he goes for the corners.
- Tires quickly if fast ball is used too often.

**"HEAT" MULDOON**

- Great curve ball and incredible sinker.
- Excellent control and good stamina.
- Clearly the most balanced pitcher in the league.

**"CURVES" CASSIDY**

- "Liveliest" knuckleball this side of the Rockies.
- Good control and stamina.
- Only used for short-term relief work.

**"KNUCKLES" FLANAGAN**

# LOADING THE GAME

1. Turn your computer's power switch ON.

2. Insert the game disk and wait for the screen to appear.

3. Point to the STAR LEAGUE ICON and double click the mouse.

# PRE-GAME CEREMONIES

```
MODE          GAME
PLAYERS        ONE
     NEXT MENU
```

To choose between playing a **GAME** or taking **BATTING PRACTICE,** use the mouse to point the arrow cursor to the first line of the scoreboard menu. Click the mouse button to alternate modes.

In the **GAME** mode, you may select the number of **PLAYERS** by pointing the cursor to the second line of the scoreboard menu and clicking the mouse button. To play against the computer, select **ONE** player. To play against a friend, select **TWO** players.

Point and click NEXT MENU to continue or PLAY BALL when you choose the BATTING PRACTICE option. If you take BATTING PRACTICE, you will face "Heat" Muldoon in a series of random pitches until you press the **COMMAND**⌘ and **R** keys simultaneously. If you choose to play a GAME, a new menu will come up when you click NEXT MENU:

```
COMP      CURVES - SLUGGERS
VSTR       HEAT   -  LINERS
     NEXT MENU
```

Point and click to change your starting pitcher and team hitting style.  Click NEXT MENU to go to the following LINE-UP MENU to fine-tune your team:

```
VSTR    123456789    COMP    123456789
LINE    LLLLLLLLL    LINE    SSSSSSSSS
                PLAY BALL
```

#1 - #9 represent each team's batting order.  Point and click to change (L) liners to (S) sluggers or vice versa for each position to get your desired line-up.  The clean-up hitter (position #4) is the best hitter on your team; the pitcher (position #9) is the worst.

Click PLAY BALL to begin the game.

To restart a game, press the **COMMAND ⌘** and **R** keys simultaneously any time the PLAYFIELD screen is up.  This will bring you back to the opening menus.  **COMMAND Q** will QUIT the game and return you to the desktop.

**COMMAND ⌘** and 0~7 changes the volume from soft (0) to loud (7).

# PLAY BALL!

As in real baseball, your goal in Championship Star League™ Baseball is to outscore your opponent in nine innings (extra innings if necessary).  If you beat the computer team, consider yourself a Star Leaguer!
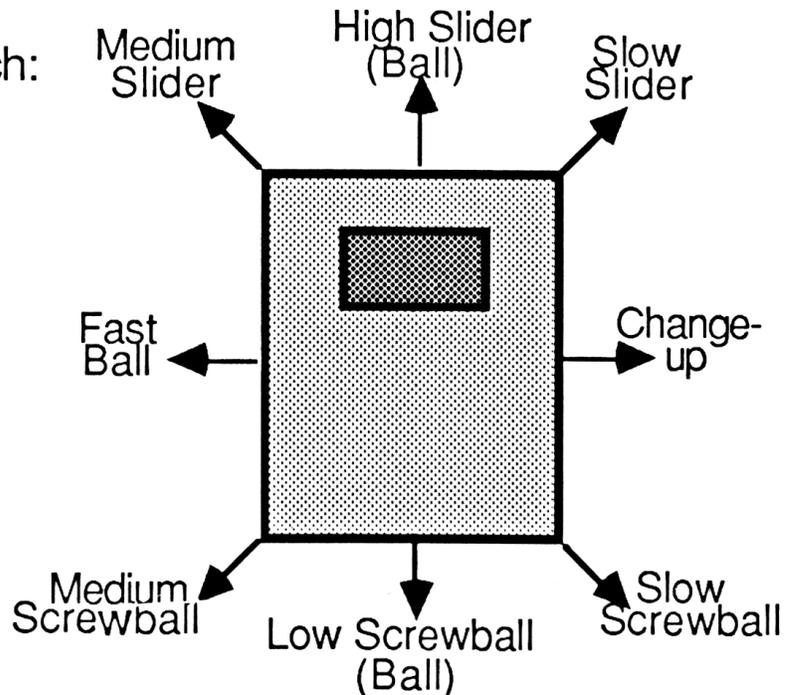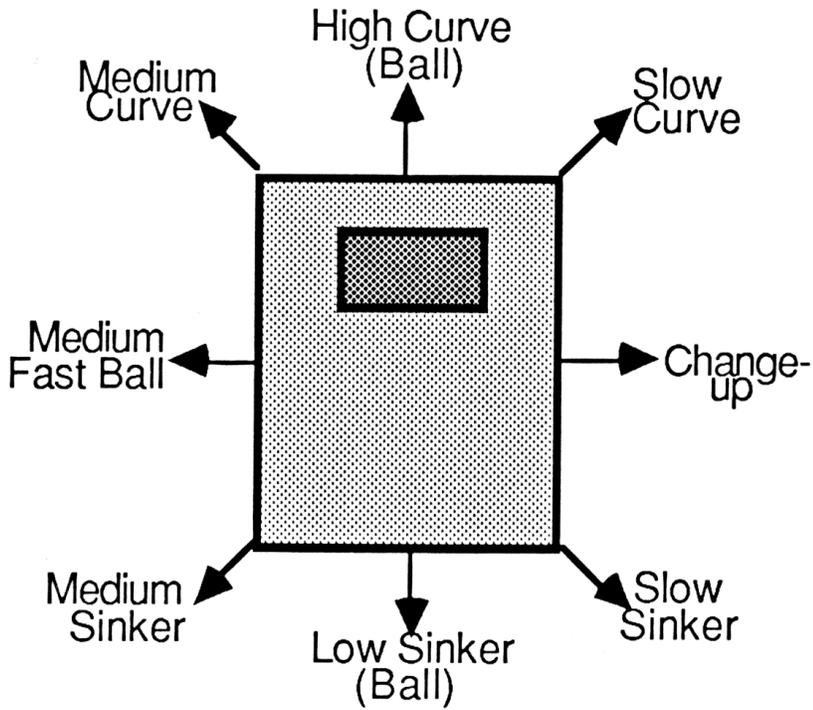
# PITCHING & HOLDING RUNNERS

1. Each half inning begins with the pitcher starting in the PITCHING MODE.  This mode allows you to pitch to the batter and is indicated when the pitcher bends over to look for a "sign" from the catcher.

2. To DESIGNATE a pitch, HOLD the button on the mouse.  The pitcher will move to an upright, pause position.
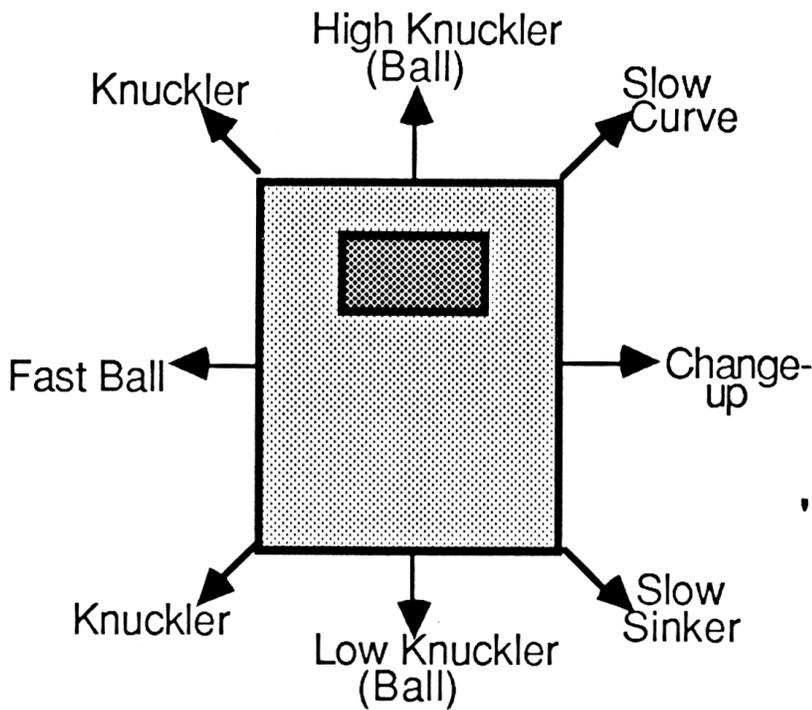
3. Move the mouse to pitch:

Medium Slider

High Slider (Ball)

Slow Slider

Fast Ball

Change-up

Medium Screwball

Low Screwball (Ball)

Slow Screwball

**"HEAT"MULDOON**

High Curve
(Ball)

Medium
Curve

Slow
Curve

Medium
Fast Ball

Change-up

Medium
Sinker

Low Sinker
(Ball)

Slow
Sinker

**"CURVES CASSIDY"**

High Knuckler
(Ball)

Knuckler

Slow
Curve

Fast Ball

Change-up

Knuckler

Low Knuckler
(Ball)

Slow
Sinker

**"KNUCKLES" FLANAGAN**

To get out of the PITCHING MODE to pick off a runner, just RELEASE the button BEFORE moving the mouse. You can then throw to any base as follows:

3rd Base

Home ◄──────────────►2nd Base

1st Base
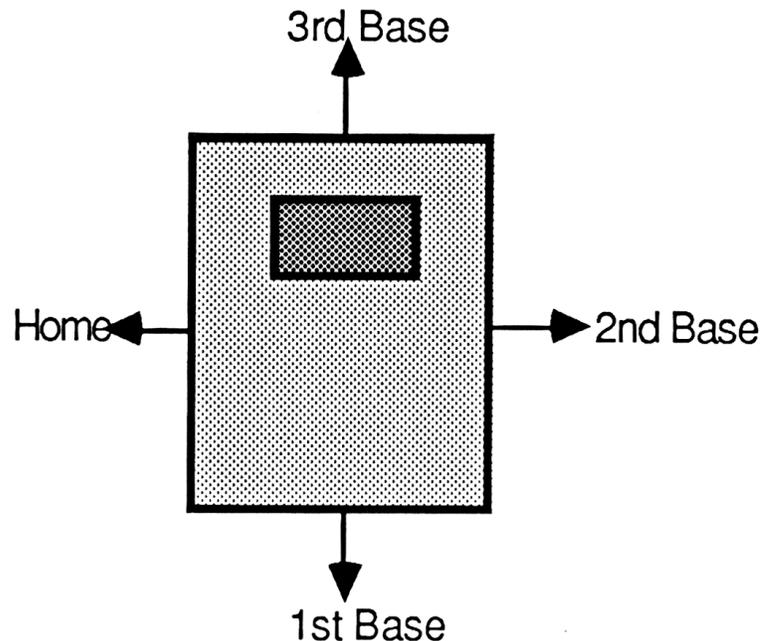
4. Click the mouse button TWICE to return the ball to the pitcher from any player. Click the mouse button TWICE again to go back into PITCHING MODE. The pitcher will bend over to look for a "sign" from the catcher. YOU MUST BE IN THE PITCHING MODE FOR A NEW BATTER TO COME UP AFTER A HIT OR AN OUT.

# BATTING

1. Press and HOLD the SPACE BAR on the key board as the pitch is thrown to BUNT. Release the SPACE BAR BEFORE the ball reaches the plate to "take" the pitch. If you try to bunt and miss, it's a strike!

2. Press the SPACE BAR **AFTER** the pitch is thrown to SWING AWAY.

# PAUSING THE GAME

When at bat and playing against the computer team, you may wish to pause the game. This may be done by pressing the **COMMAND P** sequence on the keyboard while the computer is in the PITCHING MODE. Press these keys again to resume the game.

# RUNNING

Once the ball is hit fair, the batter automatically runs to 1st base. To move him AHEAD, press and hold the **>** key on the keyboard; to move him BACK, press and hold the **<** key. To STOP the runner on or between bases, just release the key.

If there are runners on base, you control the LEAD runner; the other runners will run automatically if forced. As soon as your LEAD runner scores or is put out, control QUICKLY shifts to the next LEAD runner. Don't daydream or your new LEAD runner may wander off base and be tagged out.

# FIELDING

1. After the ball is hit FOUL or a HOME RUN is hit, the ball is returned to the catcher. You must throw it back to the pitcher (click the mouse button TWICE) and go into the PITCHING MODE (click the mouse button TWICE again) to continue pitching.

2. When the ball is hit FAIR, the player nearest the ball's PATH becomes eligible to field it.

3. Use the mouse to move your eligible fielder to the ball. He will run in the same direction that you move the mouse. To stop his movement, move the mouse in the OPPOSITE direction he's running.
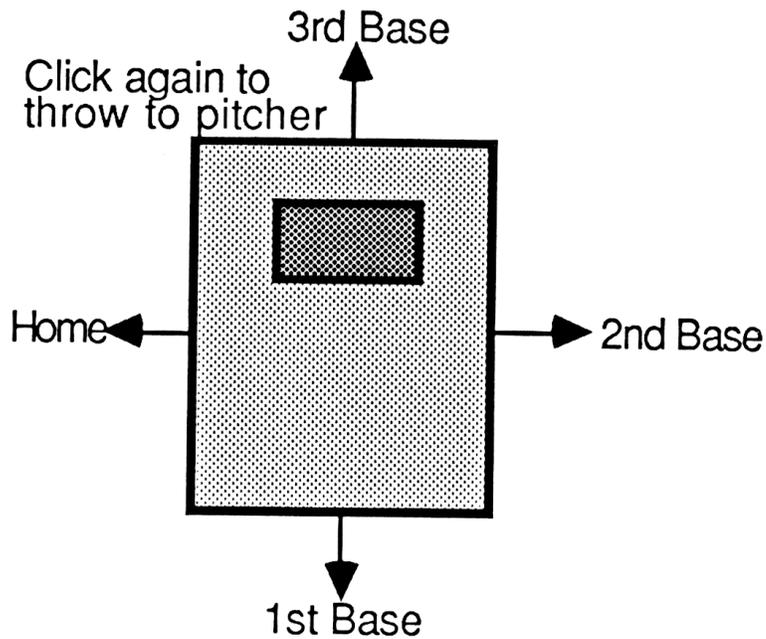
Move Up

Move Left ◄——————►Move Right

Move Down
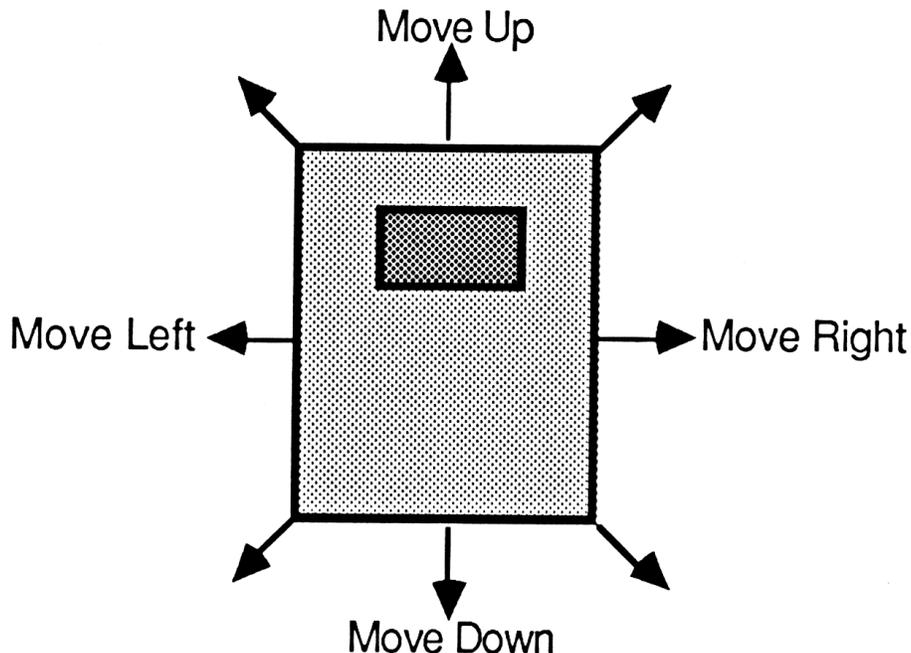
4. A ball with a shadow is a FLY ball; a ball without a shadow is a GROUNDER. FLY balls can be CAUGHT for an out; GROUNDERS require you to take some action to force an out (throw to base, tag runner, etc.)

5. To catch a FLY ball, keep your eye on the ball's SHADOW. As the ball descends, position your outfielder so he'll collide with the BALL and the SHADOW. If you miss the ball, move your fielder to pick it up.

# THROWING

Once in possession of the ball, click the mouse button to DESIGNATE a throw.

Move the mouse to THROW to a base; click the button again to THROW to the pitcher.

```
                              3rd Base
         Click again to          ↑
         throw to pitcher        |
                          ┌───────────────┐
                          │               │
                          │    ┌─────┐    │
                          │    │     │    │
                          │    └─────┘    │
         Home ◄───────────│               │───────► 2nd Base
                          │               │
                          │               │
                          └───────────────┘
                                  |
                                  ↓
                              1st Base
```

The directions to move the mouse are set up just like the bases on the screen - throwing from base to base will soon be second nature to you.

SPECIAL NOTE: if a runner tries to steal HOME when the catcher has received a pitch, you must MOVE your catcher to TAG the runner coming home. If you don't MOVE your catcher, the runner will run by you and score.

# SCORING

1. STRIKE - pitch that crosses home plate between batter's shoulders and knees.  Three strikes results in an out.

2. BALL - pitch that is high or low out of strike zone.  Four balls results in a walk.

3. OUT - catching fly balls, striking out batters and forcing/ tagging runners results in an out.  There are three outs per half-inning.

4. BATTING ORDER - visitors (VSTR) bat top of inning; home (HOME) or computer (COMP) bats bottom of inning.

5. RUNS - score runs by moving runners around the bases and home.  Team ahead after 9 innings wins game.  If score is tied after 9 innings, extra innings will be played until one team wins.  HOME or COMP doesn't bat at the bottom of the 9th or extra innings if it is ahead.

# SPECIAL FEATURES

1. Play solo against a hard-hitting computer team or a human opponent. The computer is very consistent and rarely makes mental errors - you'll have to be at the top of your game to beat it.

2. Take batting practice against the legendary "Heat" Muldoon to fine-tune your swing.

3. Build your own lineup...take "liners" to get on base and "sluggers" to hit for the fences. Even change lineups from game to game.

4. Choose your starting team and pitcher. Mix up these combinations to take advantage of your strengths or your opponent's weaknesses. The differences between the teams and pitchers will have an effect on your STRATEGY.

5. As the game progresses, the starting pitchers "tire". They'll begin to lose their"stuff" and/or start missing the strike zone. Between the 7th and 8th innings there will be a 7th inning stretch, complete with music. A menu will come up for you to change pitchers:

| | |
|---|---|
| **HOME** | **NO RELIEVER** |
| **VSTR** | **KNUCKLES** |
| **PLAY BALL** | |

When both teams have made a decision to change pitchers or not (by pointing and clicking the menu with the mouse), point to PLAY BALL and click the mouse to resume the game.

# TIPS FOR STARS

"Get a feel for pitching, hitting, running and throwing before playing a real game. Championship Star League™ Baseball is easy to pick up but tough to master, especially against the computer team.

"When batting, learn to hit behind the runner. Swing early to hit to left field; swing late to hit to right field. Also notice that when you bunt a high strike it travels up the 3rd base line; bunt a low strike and it travels up the first base line.

"When fielding, go for the sure out rather than double plays all the time. On balls hit to the outfield, throw well ahead of the lead runner. On pick off plays to 2nd or 3rd base, you must tag the runner for the out.

"When pitching with 'Heat' Muldoon, don't overuse his fast ball. If you do, Heat will burn out well before the 7th inning stretch and you'll really have to scramble. With any of the pitchers, your best strategy is to try to set up the batter (including the computer) by mixing up your pitches, then throw a pitch your opponent has trouble with - Heat's fastball, Curves' sinker, etc.

"Have fun with Championship Star League™ Baseball - we've designed it to be fun for beginners and advanced players alike. If you have tips or strategies for other players just drop us a note - we'd love to know how your major league dream is coming along."

# JOIN THE STAR LEAGUERS

If you beat the computer team, you're eligible to join Gamestar's exclusive "Star Leaguers Baseball Club. Here's how:

Take a photo or do a screen dump to the printer of the scoreboard showing the final score. To do a screen dump, make sure your printer is on and properly connected to the printer port of your computer. Next do a **SHIFT-COMMAND 4** and your Macintosh™ will automatically send a screen "snap-shot" to the printer. Alternately you may do a **SHIFT-COMMAND 3.** This will make a Mac Paint™ compatible file containing a "snap-shot" of the screen and save it to the disk to be printed out at a later time.

Send your photograph or screen dump to Gamestar along with the proof of purchase seal located at the bottom of this page.

You'll receive an official "Star Leaguers" membership card signifying your success.

# LIMITED 90-DAY WARRANTY

**GAMESTAR**

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