

## Championship Baseball

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IBM version programmed by John Conley and Mike Branham of Synergistic Software.

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## For Players with Apple IIe and IIc and IBM PC, Tandy 1000, and Compatible Computers

With just a few differences, *Championship Baseball* is played on Apple IIe and IIc and IBM PC, Tandy 1000, and compatible computers just as on Commodore® 64™ and 128™ computers. Review the items covered in this booklet, then follow the instructions in the *Player's Guide* for Commodore computers to play *Championship Baseball*.

Instructions for Apple IIe and IIc players follow; players with IBM PC, Tandy 1000, and compatible computers, see page 4.

## For Apple IIe and IIc Computers

### Getting Started

To load *Championship Baseball* into your computer, follow the steps below.

**Note:** Do not write-protect your *Championship Baseball* disk.

You must use a joystick to play *Championship Baseball*. During a two-player game, the player currently in the field on defense uses the joystick, and the player currently batting uses the keyboard; see "Joystick and Keyboard Controls" on page 3.

1. Insert the *Championship Baseball* disk in your disk drive, label side up.
2. Turn on your computer and monitor.
3. After the title and credit screens appear, you'll be instructed to adjust your joystick, then turn over the disk in the disk drive. After doing so, press the joystick button. After a few moments, the **PLAY OPTIONS** chalkboard will appear.

### Pausing and Restarting the Action

During game play, you can pause and restart the action by pressing **P** on your keyboard.

### Batting Practice

To end batting practice and return to the **PLAY OPTIONS** chalkboard, press **Esc**.

### Drafting and Fielding a Team

All your teams will be stored on the *Championship Baseball* game disk, so you do not need a separate team data disk. If your game disk becomes full, you won't be able to create a new team with a new name. However, you will be able to create a new team as long as you use a team name you've already used.


When naming a team or a player, use the **Delete** key to backspace over mistakes.

### Joystick and Keyboard Controls


In one-player games against a computer-controlled team, you use the joystick on both offense and defense. The joystick works as described in the *Player's Guide* for Commodore computers, pages 14-19.

In two-player games, the player on defense uses the joystick as described in the *Player's Guide* for Commodore computers. The player on offense uses the keyboard as shown below. The two players trade the joystick back and forth between half innings.

Swing away

 (press *after* the pitcher releases the ball)

Bunt

 (press and hold down *before* the pitcher releases the ball)

Move the lead runner ahead



Retreat to the last base passed



Stop the runner on or between bases

**spacebar**

Slide

**S**

Dive

**D**

### Making Substitutions

To make a substitution, player one presses **1** during the between-innings delay; player two presses **2**.

## For IBM PC, Tandy 1000, and Compatible Computers

### Getting Started

To load *Championship Baseball* into your computer, follow the steps below.

**Note:** Do not write-protect your *Championship Baseball* disk.

You can play *Championship Baseball* with a joystick, the keyboard, or a combination of the two (two-player games). If you're using a joystick on the Tandy 1000, be sure to plug it into the right joystick port *before* loading the game. See "Joystick and Keyboard Controls" on page 5.

1. Boot your computer with your DOS diskette. **Tandy 1000SX players:** Press **F4** while booting DOS if you want your computer to run at its slower speed while you're playing *Championship Baseball*.
2. With the **A>** prompt on the screen, insert your *Championship Baseball* diskette in *disk drive A* and type **BASEBALL**, then press **RETURN**.
3. After the game loads, you'll be asked if you want to use a joystick during game play. Type **Y** and press **RETURN** if you want to use a joystick; type **N** and press **RETURN** if you want to play using the keyboard.

### Some Handy Controls

When selecting options, you can use the arrow keys on your keyboard to move the baseballs on the screen and press **RETURN** to confirm your selection.

To end batting practice and return to the **PLAY OPTIONS** chalkboard or to break off in the middle of the game, press **F9** and hold it down for a few moments.

### Drafting and Fielding a Team

All your teams will be stored on the *Championship Baseball* game disk, so you do not need a separate team data disk. If your game disk becomes full, you won't be able to create a new team with a new name. However, you will be able to create a new team as long as you use a team name you've already used.

When you name a new team, you can use up to eight letters; *do not* use spaces in a team name. When naming a team or a player, use the backspace key to backspace over mistakes.

### Joystick and Keyboard Controls

In one-player games against a computer-controlled team, you can use either a joystick or the keyboard on both offense and defense. The joystick works as described in the *Player's Guide* for Commodore computers, pages 14-19.

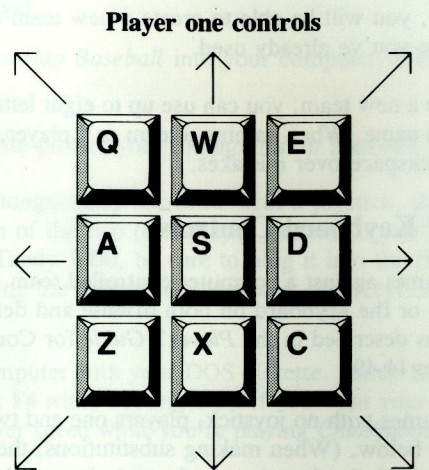
In two-player games with no joystick, players one and two use the keyboard as shown below. (When making substitutions, the two players must use each other's keyboard controls as designated below to scroll through their line-ups and available reserves.) In two-player games with one joystick, the player on defense uses the joystick, and the player on offense uses the keyboard as shown on pages 6 and 7. The two players trade the joystick back and forth between half innings.

In the keyboard diagrams, the arrows correspond to the joystick movements shown in the *Player's Guide* for Commodore computers.

Note that a runner or fielder will run in the direction shown for each key *as long as you hold down the key*. Sometimes a player will keep running after you release the key; to stop the player, press and release any of your "directional" keys.

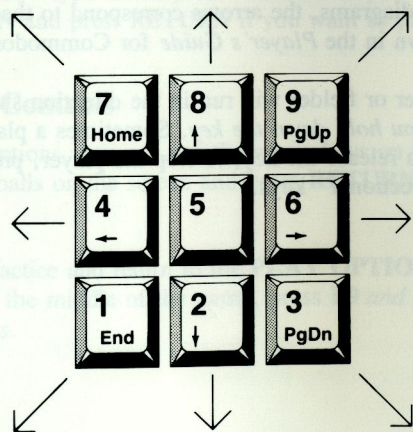
## IBM PC and Compatible Computers

Arrows correspond to joystick movements shown in the *Player's Guide* for Commodore computers, pages 14-19.



Use spacebar in place of joystick button

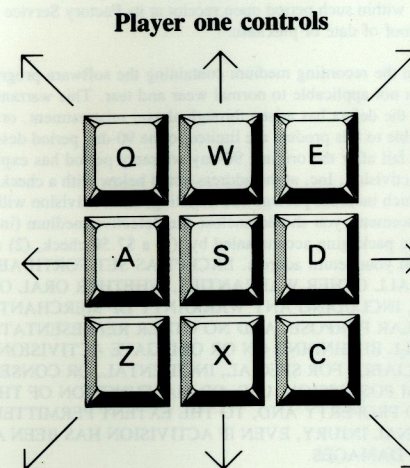
**Player two controls**  
(player on offense if player on defense uses the joystick)



Use **RETURN** in place of joystick button

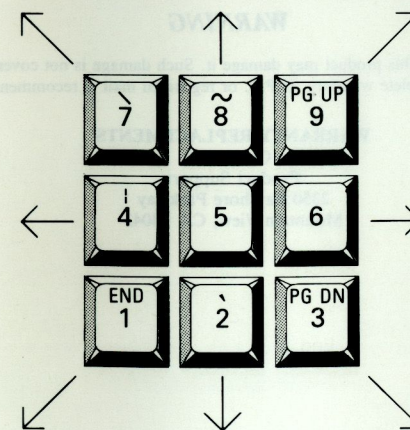
## Tandy 1000 Computers

Arrows correspond to joystick movements shown in the *Player's Guide* for Commodore computers, pages 14-19.



Use spacebar in place of joystick button

**Player two controls**  
(player on offense if player on defense uses the joystick)



Use **RETURN** in place of joystick button

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