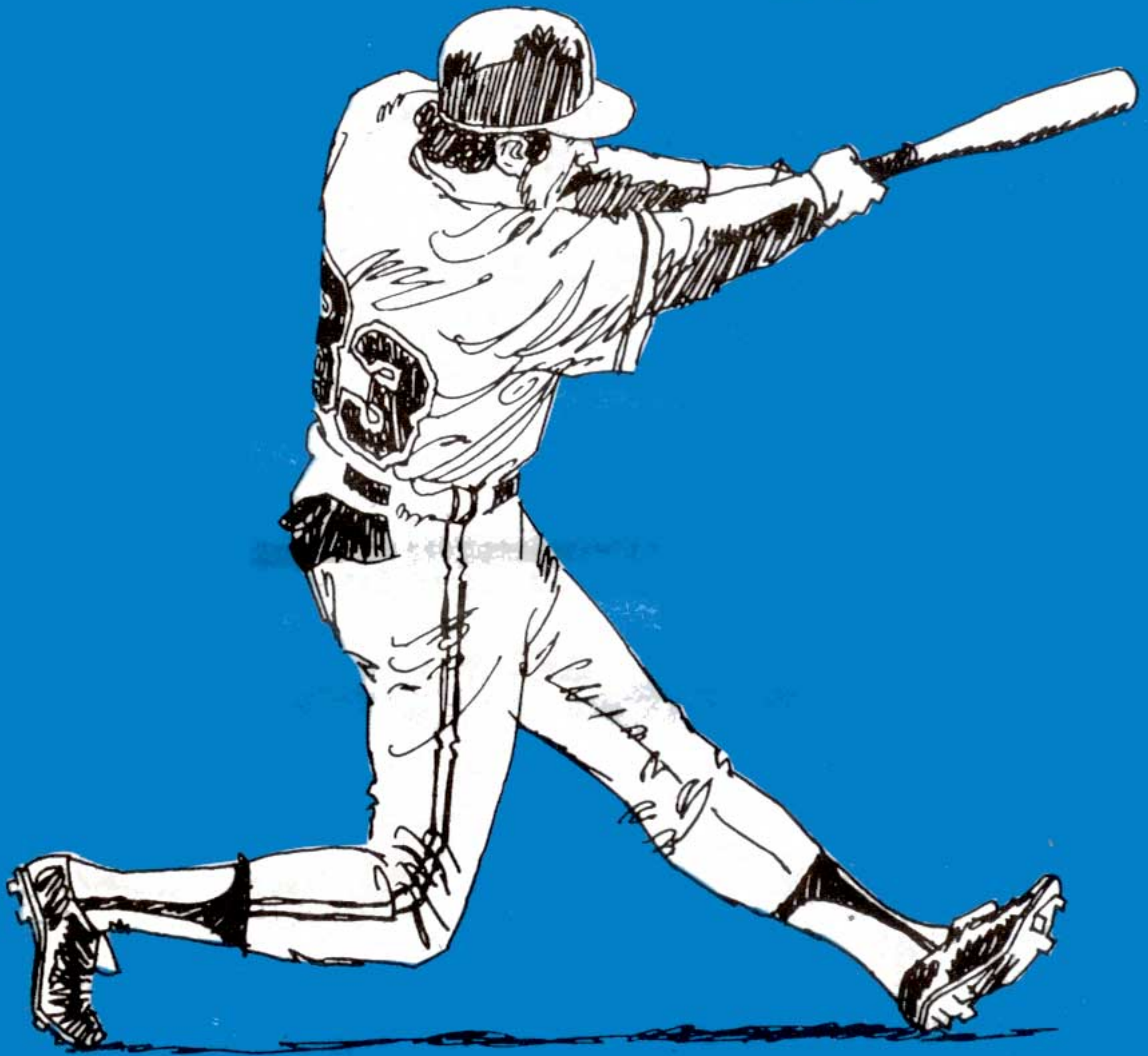


# ***World Series Baseball***

by David Bohlke



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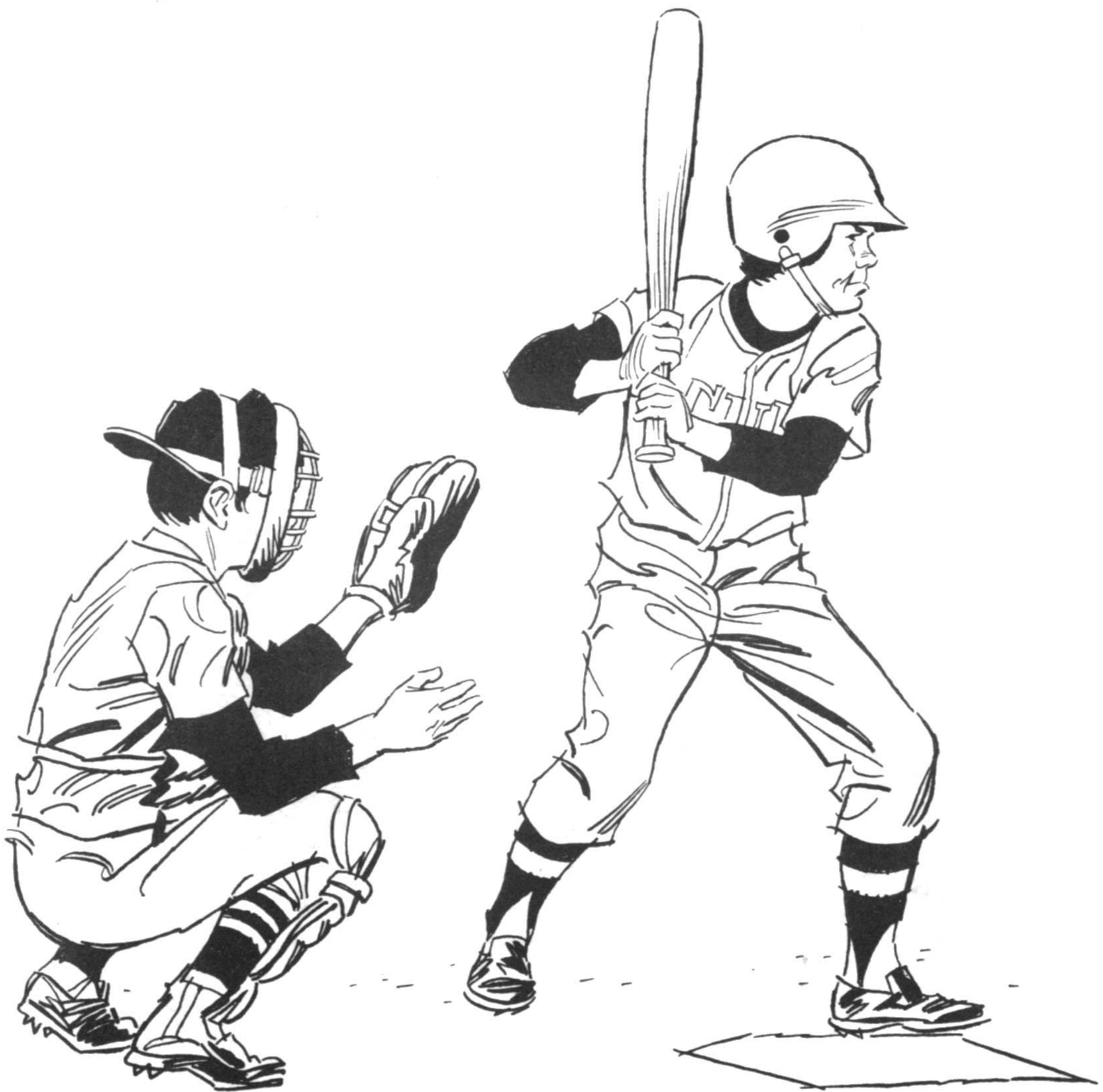
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# WORLD SERIES BASEBALL

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by David Bohlke

World Series Baseball is an excellent simulation for two players that places you into a fast-paced game of America's favorite sport. The computer provides the field, the equipment and keeps score, while you supply the skill in your control of your players. World Series requires a 16K Atari with two joystick controls.



## Loading Instructions

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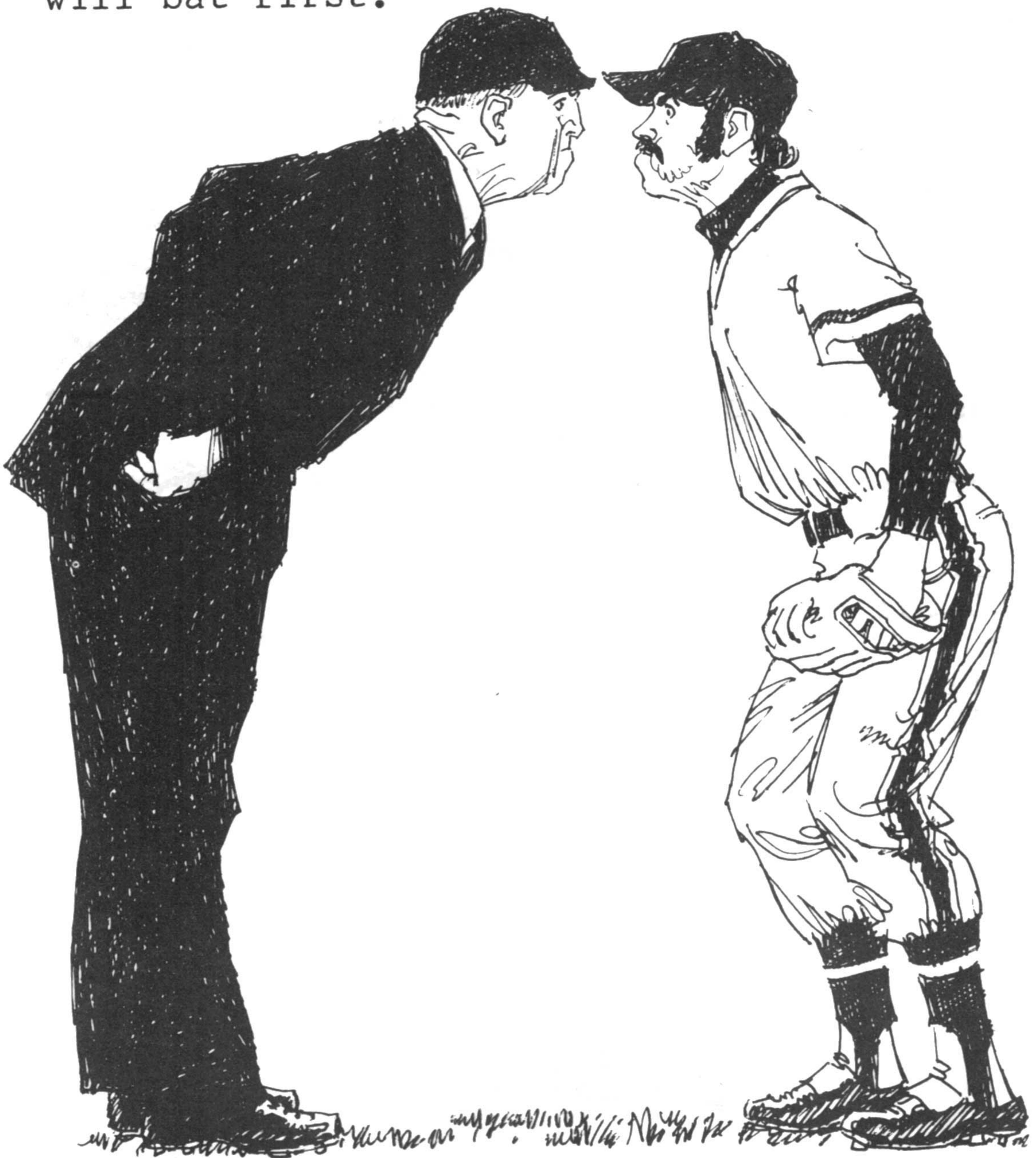
- 1) Press the reset button on the computer
- 2) Insert the 'BASEBALL' cassette into your cassette recorder and rewind fully
- 3) Depress the PLAY button
- 4) Type 'CLOAD' <Return>
- 5) Type another <Return>
- 6) The tape should then load and respond with 'READY'. If you receive an error go back to step (1) above, otherwise type 'RUN' <Return>
- 7) Plug your Atari joysticks into the middle two slots in the front of your Atari (slots two and three)



## Two players battle it out

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World Series Baseball pits two opposing teams, the Reds and the Blues, against each other in an exciting nine inning game of baseball. The left joystick is used to control the Red team, and the right one controls the Blue team. The Blue team is always the home team therefore the Red team will bat first.

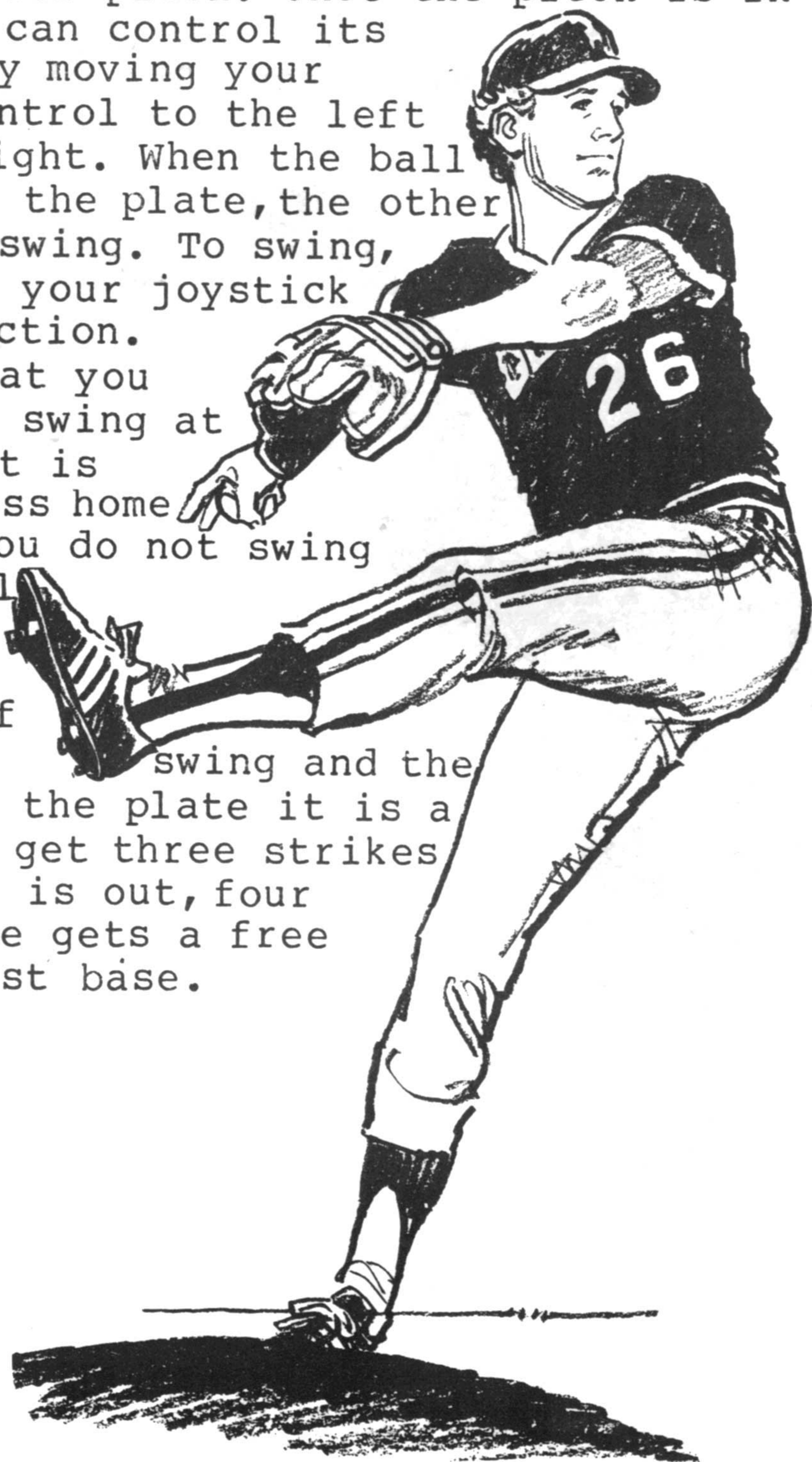


## Pitching

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To pitch the ball, move your joystick control in any direction. If you pull back or push forward, the ball will travel very fast, while moving it right or left will pitch a slower pitch. Once the pitch is in motion you can control its direction by moving your joystick control to the left or to the right. When the ball has reached the plate, the other player can swing. To swing, simply move your joystick in any direction.

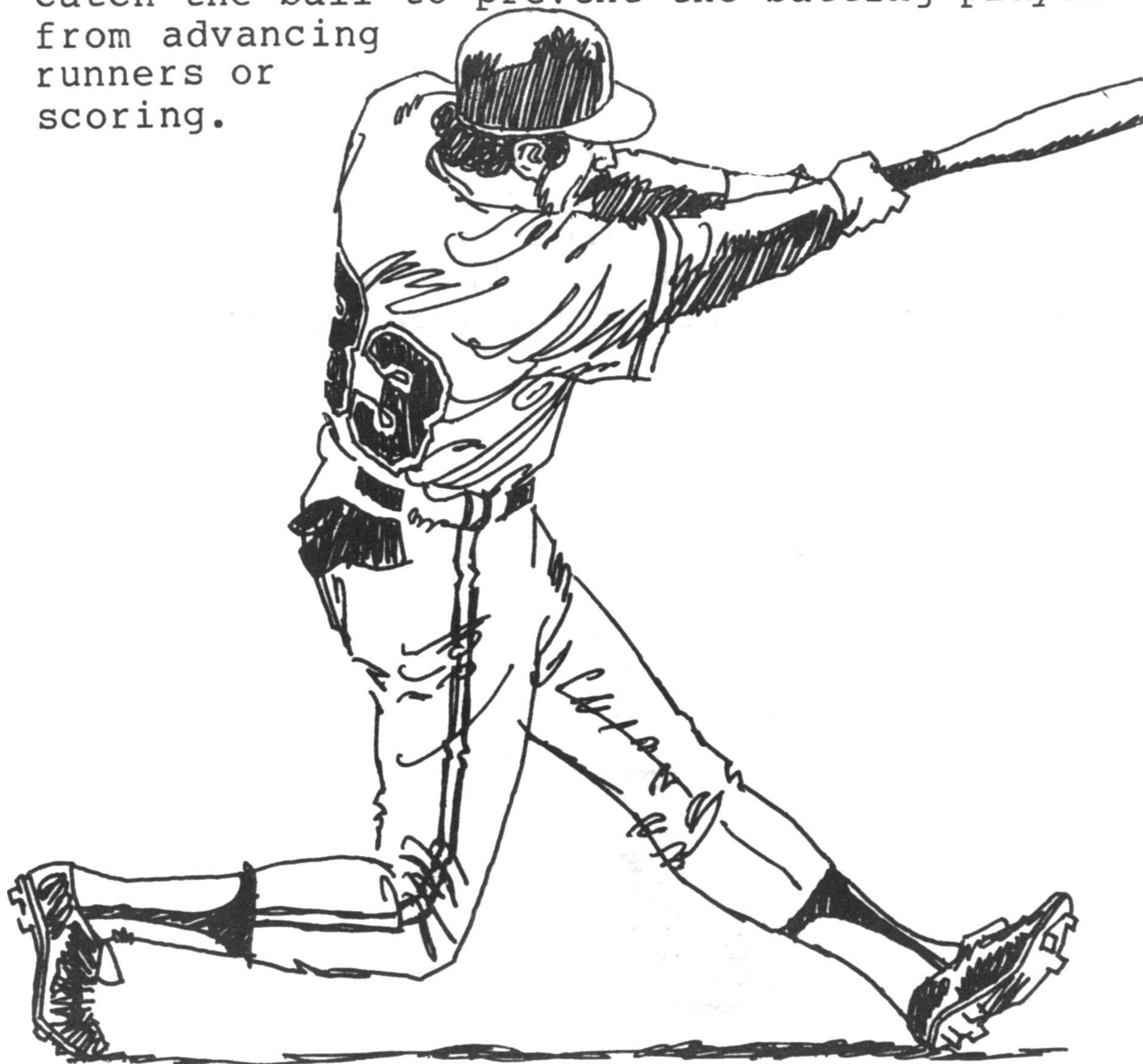
Remember that you should only swing at a pitch that is going to cross home plate. If you do not swing and the ball crosses the plate it is a strike. If you don't swing and the ball misses the plate it is a ball. If you get three strikes your batter is out, four balls and he gets a free walk to first base.



## Batting

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If you succeed in hitting the ball, a few things will happen. First the ball's path will be displayed on the screen. If the ball goes to the left of third base or to the right of first, the message 'FOUL BALL' will be displayed, and it will be counted as a strike, although it will never count as your third strike. The program will then transfer to the pitching routine. Otherwise, the ball will be displayed either bouncing through the infield or flying towards the outfield. It is now the job of the pitching player to catch the ball to prevent the batting player from advancing runners or scoring.



## Infield grounders

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If the hit is a ground ball, a picture of the infield will be displayed, along with the fielder closest to the ball. Move this player to the left or right with the joystick, trying to catch the ball by having it hit the player's figure on the screen. You can also dive after the ball by pushing the joystick in the direction you want to dive and hitting the joystick button. If you miss the ball it will go by you and the runner(s) will advance. If the computer thinks that you should have been able to catch the ball you will be awarded an error. These do not affect scoring, they are just used to judge the effectiveness of your fielding. The fewer errors you receive in a game, the better your fielding for that game. If you catch an infield flyball with a runner on first base, you could score a double play by catching the ball. The computer will inform you when and if this happens.

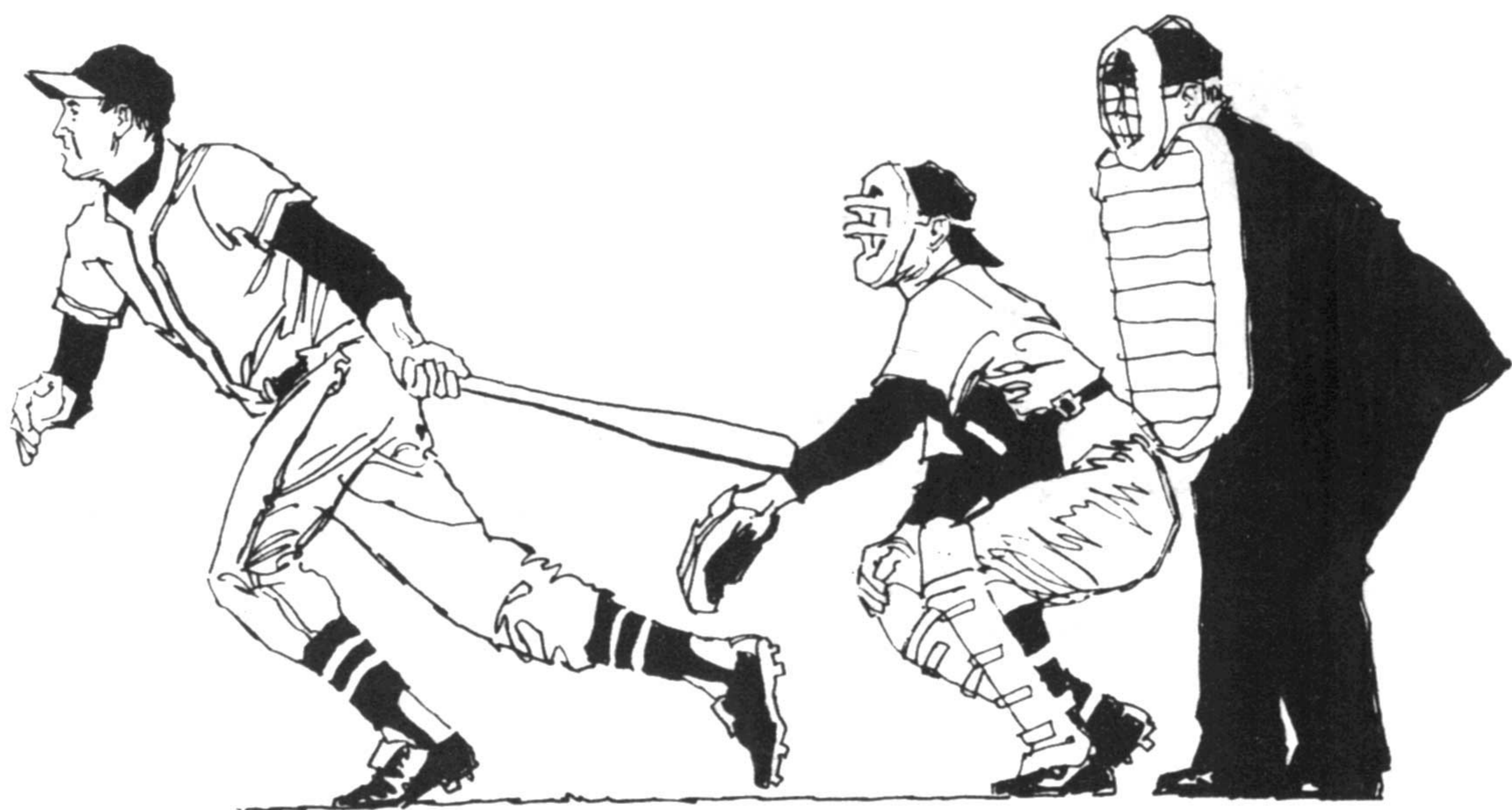




## Outfield fly balls

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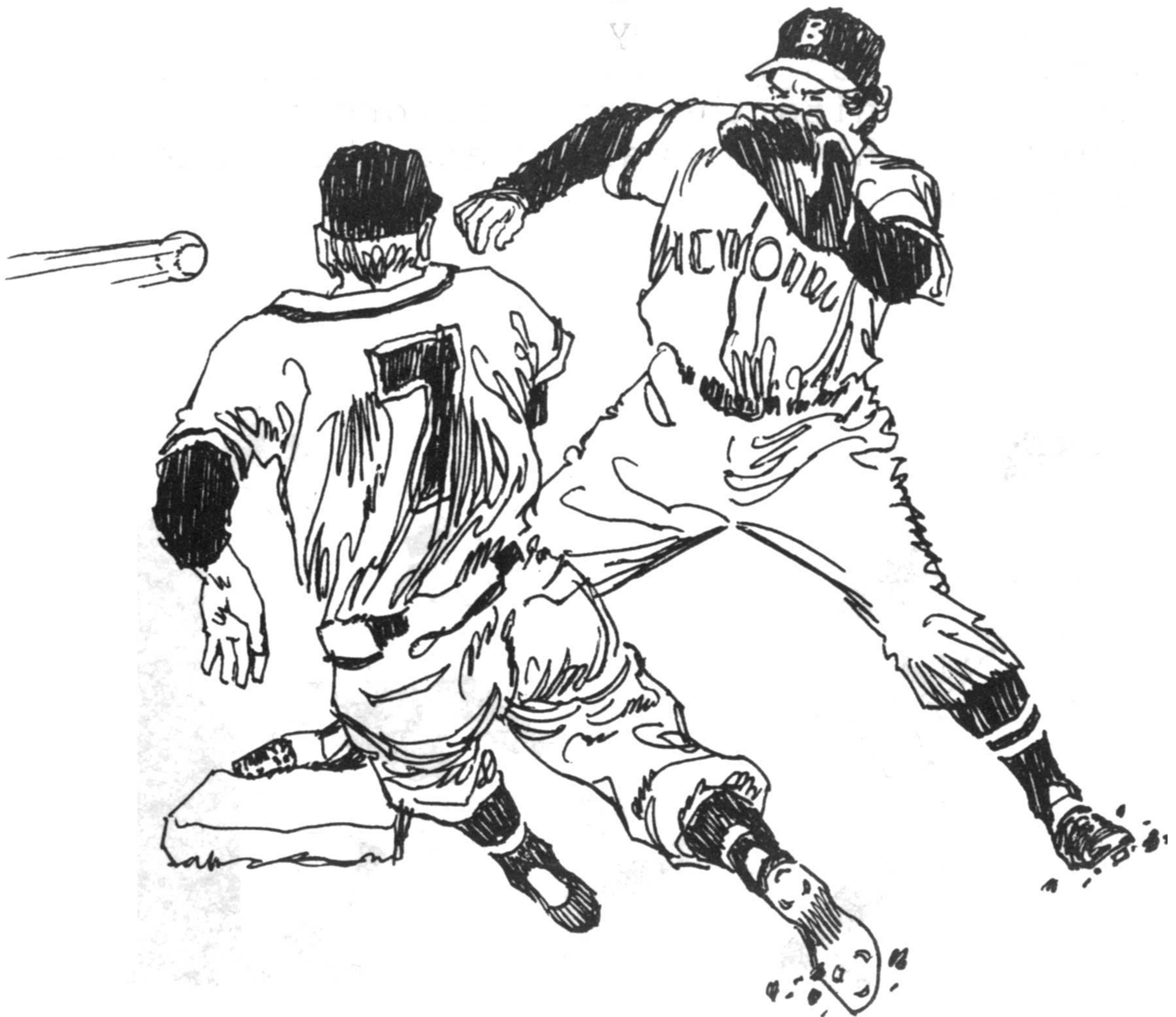
Fly balls are a little bit different. The screen will show the outfield and your outfielder along with the ball flying through the air. The fence will be displayed on the right hand side of the screen. Any hit that goes over the fence is a home run. To catch the ball, position your outfielder directly under the ball by moving the joystick to the left or right. You can dive the same way as an infielder does, and you can also jump up to make a catch by pushing the joystick button while the not pushing the joystick control in any direction. Note that it is possible to catch a ball that would otherwise have been a home run, by jumping up at the fence and catching it before it can go over. If the ball hits the ground or hits the fence before it is caught, a hit is awarded and the runner(s) will advance.



## Base running and scoring

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When the playing field is being displayed, base runners will also be shown near their bases. After a hit, the batter and runners will automatically advance to the proper bases and any runs scored will be tallied. For example: if you had runners on both first and third base, and you hit a double, you batter would advance to second base, the runner on first would go to third, and the runner on third base would score. When a home run is hit, the batter and all the base runners will score, up to a maximum of four runs for a grand slam home run. When runs are scored a tone will sound for every run that scores.



## The scorecard

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After the batting player has received three outs the television screen will be cleared and the scoreboard will be displayed. It will show each team's score for each individual inning, along with each team's total runs, hits, errors, and hit percentage. The hit percentage is the same as a batting average, and is the ratio of the number of hits the team has made over the number of times the team has been at bat. The closer the percentage is to one, the better the team has been batting. While the scoreboard is being displayed a familiar baseball tune will be played. When you are done reading the board, hit the joystick button on either joystick to continue your game.



## A full nine innings

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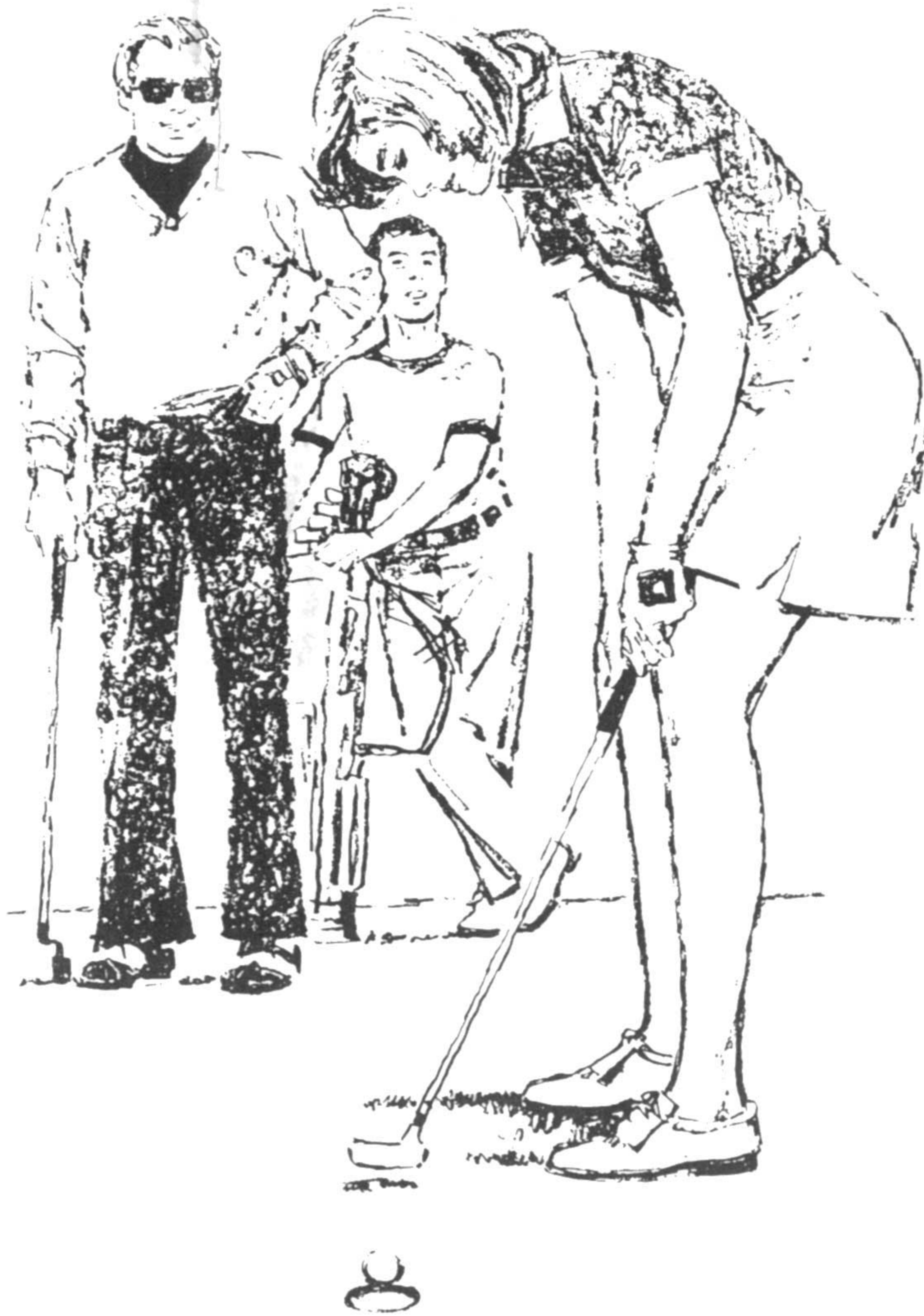
After both players have batted, the first inning is over. After nine innings the game is over and you will be asked to hit a joystick button to play another game. If you do not wish to play again, hit the reset button on the Atari, otherwise press one of the joystick buttons and get ready for another exciting game of World Series Baseball.



Also by the same author!

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Another challenging simulation by David Bohlke is Masters Golf. In Masters Golf up to four players compete in a random nine hole golf tournament. You have fourteen different club to chose from, plus you must decide the direction for your shot. You try to land on the superbly contoured green in the shortest number of strokes possible and then sink your putt. But, always beware of the rough and the many traps. And since the course is randomly designed, the game is different every time. Excellent graphic displays. Available at your dealer for only \$14.95



# WHAT TO DO WHEN YOU FIND A BUG IN THE PROGRAM

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Ramworks programs undergo testing before release, but upon occasion we have found that an earlier version of a program has been inadvertently duplicated or that a problem has not been discovered prior to publication. In a complex program, it is often not possible to do exhaustive testing, as certain conditions may be overlooked. We will do our best to identify and repair program difficulties.

If you do find a difficulty in a program, please describe the circumstances as clearly as possible, and the point at which the program failed, so that we can identify it. Send this information to:

Software Editor  
Ramware  
P.O. Box 68  
Milford, N.H. 03055

We will either find the difficulty and inform you of the solution or write the author for assistance.

Unfortunately, one of the only semi-humorous laws of programming is that "Every significant program has at least one bug!"

If the problem is not a program defect, but rather a need for an extra feature or a different format, we can sometimes help there as well. Unfortunately, in most circumstances the cost for this service will have to be at \$25 per programming hour, but we can put you in touch with our programming staff. Please contact us at the same address.

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**Hex Mem** monitor written in BASIC by John Phillip

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**DOS Map** by John Hartford

Description of the contents of the Level II BASIC ROM by memory location,  
by function, and in lesson format. Includes several BASIC and  
Assembly Language programs in listing format to examine and use  
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