Game Play Quick Reference

Keyboard Commands

Front Office

|	
Help	F1
Calibrate Joystick	J
Music on/off	M
Create New Association	Ctrl+W
Select Association	Ctrl+L
Preferences	Ctrl+P
Exhibtion Play	Ctrl+E
Resume Saved Game	Ctrl+G
Association News	Ctrl+Z
Association Data	Ctrl+A
Association Statistics	Ctrl+O
Association Schedule	Ctrl+K
Association Standings	Ctrl+S
Team News	Ctrl+N
Team Data	Ctrl+D
Team Roster	Ctrl+R
Team Statistics	Ctrl+M
Team Schedule	Ctrl+H
Training Allocations	Ctrl+T
Select Team	Ctrl+C
Choose Player	Ctrl+Y
Exit Game	Ctrl+X or Alt+F4

In the Stadium

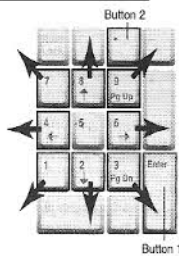|	
Help	F1
Pause the Game	Pause
Game Options	F2
VCR Interface (Instant Replay)	F5
CAMS™	F6
Exit Stadium	Ctrl+F4
Exit Game	Alt+F4

Keyboard Left
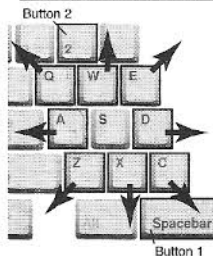
The **Q, W, E, A, D, Z, X,** and **C** keys emulate the eight directions of the joystick.

The **Spacebar** emulates Joystick Button 1 and the **2** key emulates Joystick Button 2.
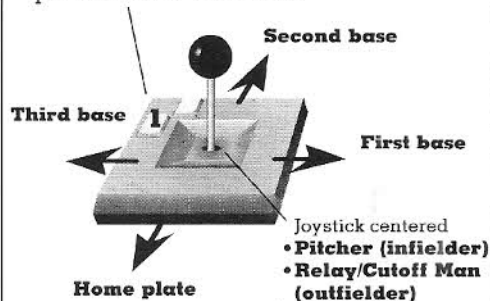
Button 2

Button 1

Keyboard Right

The **keypad** keys emulate the eight directions of the joystick.

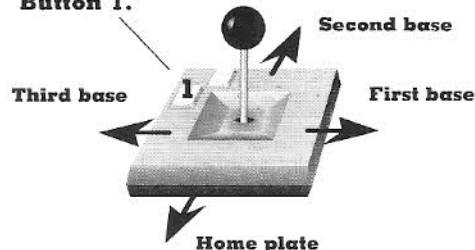The **Enter** key emulates Joystick Button 1 and the ***** key emulates Joystick Button 2.

Button 2

Button 1

Ball Throwing Controls

Once you catch the ball, aim at the appropriate position and press **Button 1** to throw.

Second base

Third base 1

First base

Joystick centered
- **Pitcher (infielder)**
- **Relay/Cutoff Man (outfielder)**

Home plate

Baserunning Controls

To advance, move the joystick toward the base.

To retreat, move the joystick toward the base and press **Button 1.**

Second base

Third base 1

First base

Home plate

Playing Modes Quick Reference

Control Mode Options - You can let the **Computer** control the on-field action, or you can control it yourself using a **Joystick** or the **Keyboard**. To set all on-field modes to **Computer**, check the **Manage Only** check box on the Team Data screen or Exhibition Play screen. If checked for both teams, this also allows **One-pitch** mode.

Managing

Basic: You can call any play. The computer positions fielders, charges bunts, holds baserunners, and makes substitutions automatically.

Standard: As above, but you can modify player substitutions.

Advanced: You control all manager options for your team.

Pitching

Computer: If you are managing, you can order pickoffs, pitchouts, and pitch arounds.

Basic: You select pitch type.

Standard:You select pitch type and location.

Advanced: You select pitch type, location, and speed.

Batting

Computer: Computer does all batting.

Basic: You select swing type (power, contact, bunt).

Standard: You select type of swing and when to swing.

Advanced: You select swing type, and when and where to swing.

Fielding

Computer: Computer does all fielding.

Basic: Computer fields the ball. You may then run with or throw the ball.

Standard: You may field the ball. You then run with or throw the ball.

Advanced: You field, run with, and throw the ball.

Baserunning

Computer: Computer does all baserunning.

Basic: You advance/retreat runners.

Standard: You control stolen base attempts. Computer controls runner on pitchouts/pickoffs.

Advanced: You control all baserunning.

Ground Rules

Injuries: Players can sustain injuries and will have to leave the game.

Fatigue: Pitchers tire as the game progresses according to their endurance rating and the number of pitches thrown.

DH Rule: Designated hitter is used.

Use Ratings: Individual player ratings are used; otherwise all players' skills are rated as average (50).

Fielding Errors: Fielders can make errors. If turned off, all throws are on target and fielders don't make errors.

Base Stealing: Activates base stealing.

Pitch to Center: All pitches go to the center of the plate.

For the latest information and tips, see: **http://www.sierra.com/entertainment/bball98**

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