BASEBALL PRO
'96 SEASON

Quick Reference

PLAYING MODES

Managing

Basic: You may call any play. Computer positions fielders, charges bunts, holds baserunners, and makes substitutions automatically.

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

Advanced: You control all manager options for your team.

Pitching

Computer: If human-managed, you may order pickoffs, pitchouts, and pitch arounds.

Basic: Select pitch type.

Standard: Select pitch type and location.

Advanced: Select pitch type, location, and speed.

Fielding

Computer: Does all fielding.

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

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

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

Batting

Computer: Does all batting.

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

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

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

Baserunning

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.

CONTROL MODE:
Options: **Computer**, **Joystick 1-16** (if configured in Control Panel), and **Keyboard Left/ Keyboard Right** control. **Computer** sets all manager and on-field modes to **Computer**.

Note: To set all on-field modes to **Computer**, check the **Manage-Only** option. If done for both teams, this also will allow **One-pitch** mode.

S I E R R A ®

Off the Field Interface

Help	F1
Calibrate Joystick/Configure Controls	J
Music on/off	M
Create New Association	Ctrl+W
Load Association	Ctrl+L
Preferences	Ctrl+P
Exhibition Play	Ctrl+E
QuickStart	Ctrl+Q
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 (in Training Allocation)	Ctrl+Y
Exit Game	Ctrl+X or Alt+F4

On the Field Interface

|	
Help	F1
Pause the Game	Pause
Simulation Menu	F10
Game Options	F2
Graphics Options	F3
Sound Options	F4
VCR Interface (Instant Replay)	F5
CAMS™	F6
Exit Stadium	Ctrl+F4
Exit Game	Alt+F4

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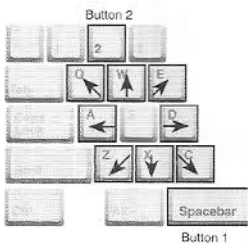
The **Q, W, E, A, D, Z, X,** and **C** keys emulate the eight directions of the joystick.

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

The keypad keys emulate the eight directions of the joystick.

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

Left Keyboard Controls
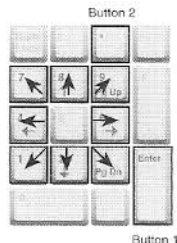
Right Keyboard Controls

Ball Throwing Controls

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

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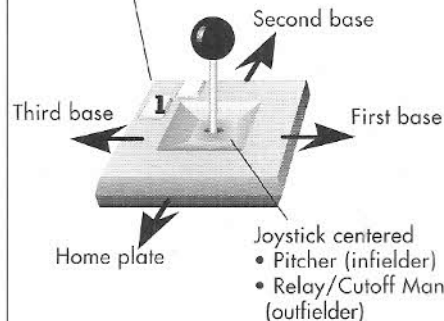
Baserunning Controls

To advance, move the joystick toward the base.

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