AL MICHAELS ANNOUNCES

HardBall III™

FOR THE SEGA® GENESIS® MEGA DRIVE SYSTEMS

Important: If you have any trouble with this cartridge, please contact Accolade customer service (see Customer Service Section pg. 57, for details).

EPILEPSY WARNING

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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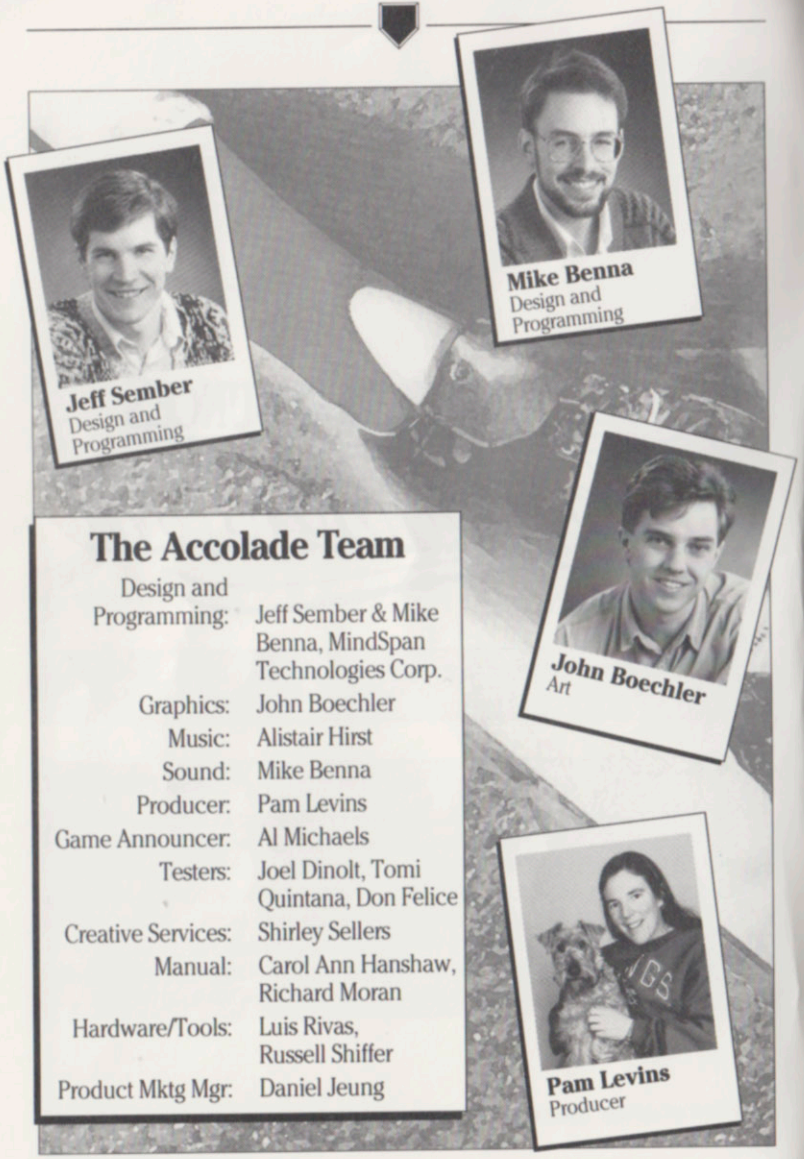
AL MICHAELS ANNOUNCES HardBall III



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Introduction

The Best Baseball on Earth!

You've got your hands on the finest baseball game money can buy! *HardBall III* from Accolade offers stunning realism, fabulous graphics and effortless gameplay.

You take total control of the field as players hit, run, field and steal bases. Your pitchers can sling everything from fastballs to sinkers, and the ump' calls 'em like he sees 'em. There's even crowd noise and the crack of the bat! And for that extra "oomph" that takes you straight into the ball park, *HardBall III* is announced by Al Michaels, one of baseball's most noted broadcasters.

HardBall III is true to the traditions of the first official baseball game, played in Hoboken, New Jersey in June 1846. In the 150 years since, baseball gloves, balls, bats and uniforms have evolved and improved. Yet the game itself has changed very little, while still appealing to every generation! Today, millions of children, teens and adults play baseball every season, cheered on by tens of millions of fans!

Everybody talks baseball. It's the national pastime! And now, thanks to Accolade's *HardBall III*, you can play an incredibly realistic game right at home. You've got instant replay, life-like animation, complete statistics and a wide choice of players, clubs and stadiums. So choose your teams, set your starting lineups, grab a couple of hot dogs and let's play ball!

In the Booth with Al Michaels

Al Michaels is the best there is in the broadcast booth, with a voice known to sports lovers around the world. Al's been an avid sports fan since he was young, and audiences respond to that love of the game in his voice. His distinct broadcast style is loaded with facts and insights. When he announces a game, you get pulled into the play, actually feeling the tension on the field and the excitement in the stands.

Al began broadcasting in 1968. He's called football and basketball play-by-plays, reported on high school sports and hosted three television sports shows daily. In 1974, Al signed on as sportscaster for the San Francisco Giants, and in 1977 he accepted a broadcasting job with ABC Sports. He has been announcing sports for ABC ever since, including *Monday Night Football*, an astounding seven World Series, five All-Star Games, seven League Championship Series and four Olympic Games.

You'll find Al behind the mike at a variety of football and basketball telecasts, in addition to *ABC's Wide World of Sports* events. This top sports announcer has been selected as the national Sportscaster of the Year three times and has twice captured an Emmy Award as Outstanding Sports Personality – Host.

HardBall III needed the best sportscaster in the business to call the best baseball game there is. So when it came time to select a play-by-play announcer, there was really only one choice — Al Michaels.

Setting Up

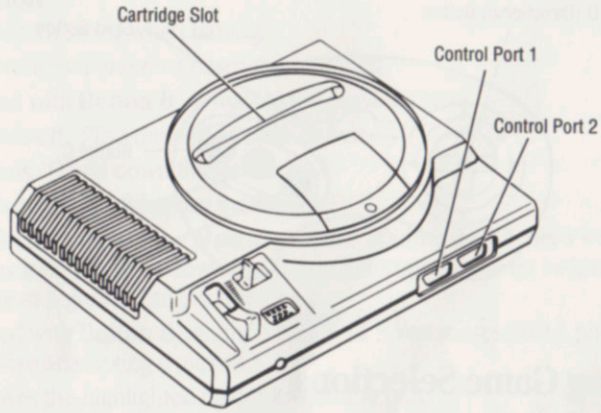

Fig. 1 Genesis Console

1. Make sure the power switch on your Sega Genesis console is **off**.
2. Insert the *HardBall III* cartridge into the cartridge slot and press it down **firmly**.
3. Plug a control pad into port 1. For two players, plug a second control pad into port 2.
4. Turn the power switch on. (If nothing appears on screen, switch the power **off**, make sure the cartridge is **firmly** inserted in the console, and then switch the power **on** again.)
5. Press the **Start Button** or **Button A**, **B** or **C** at the Title screen, and get ready to play ball!

Important: Always make sure the Genesis system is turned **off** before inserting or removing a game cartridge.

Take Control

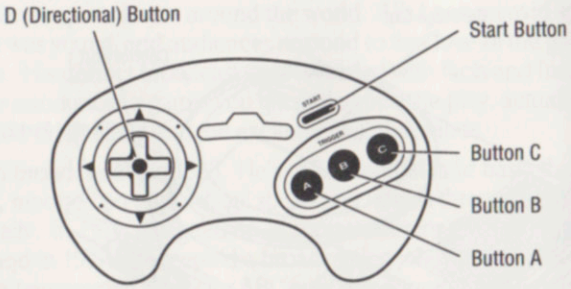

Fig. 2 Control Pad

Making Game Selections

D-Button

- Highlights menu selections.

Button B

- Selects a highlighted menu item.

Button C

- Cancels a menu selection and returns to the previous menu.

Playing Ball

D-Button

- Selects a swing when batting.
- Advances to the next base when running.
- Used with **Button B**, retreats to the previous base.
- Leads-off. (Tap the button once or twice.)
- Steals. (Hold down the button.)
- Selects a pitch when on the mound.
- Selects an area of the plate to pitch to. (During the pitcher's windup, how long you hold down the button determines how far inside/outside or high/low the pitch will be.)
- Used with **Button B**, attempts a pickoff. (You must select a pitch before attempting a pickoff.)
- Moves the highlighted fielder toward the ball.
- Selects a base to throw to when fielding.

Button B

- Swings when batting.
- Pitches when on the mound.
- Throws when fielding.

Button C

- Calls a time out and brings up the Scoreboard/Lineup screen.

Note: See the next section, **Play Ball!**, for complete details on how to use the button controls.

Play Ball!

Getting Started

Are you ready to swing a bat? Throw some curves? Slide into home plate? Yes! This is real baseball. And you're going to get all the horsehide action you can handle!

Use these button controls to make option selections throughout the game:

- **D-Button:** Highlight an option.
- **Button B:** Select the option.
- **Button C:** Cancel the selection and return to the previous screen.

> **Note:** Certain options, such as **Reset Season**, will prompt you to confirm the selection by choosing **OK**, or abort the selection by choosing **Cancel**.

1 Press **Button A, B** or **C** at the Title screen to display the Main Menu (Fig. 3). The first box on the left, **Exhibition Game**, is highlighted.

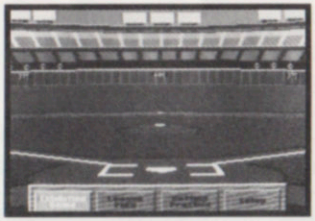

Fig. 3 Main Menu

2 Press **Button B** to go to the Exhibition Pre-Game screen (Fig 4).

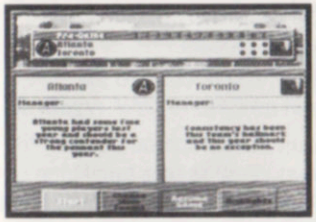

Fig. 4 Exhibition Pre-Game Screen

Fig. 5 Team Selection Screen

3 Highlight **Choose New Teams**, and press **Button B**. The Team Selection screen appears, listing the available teams (Fig. 5).

4 Choose your Home Team by selecting any team in the Accolade or MindSpan League (**D-Button** to highlight, and then **Button B** to select). The Team Summary screen appears (Fig. 6).

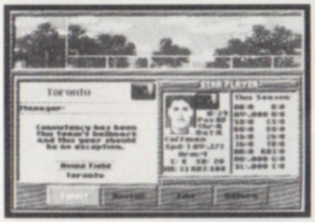

Fig. 6 Team Summary Screen

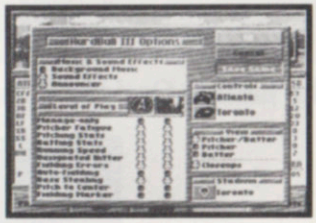

Fig. 7 Options Menu

5 Choose **Select** to return to the Team Selection screen. The Home Team is selected and ready to play.

6 Repeat steps 4 and 5 to select the Visitor's Team. You'll return to the Exhibition Pre-Game screen.

7 Select **Options** to view the Options Menu (Fig. 7).

8 In the Controls box, highlight one of the teams that is about to take the field. Press **Button B** until the game-control icon you want (control pad 1 or 2, or computer) appears next to the team name. For example, if you want to use control pad 1, press **Button B** until the control pad 1 icon appears.

9 Highlight the opposing team and press **Button B** until the game-control icon you want for your opponent appears.

10 Highlight **OK** and press **Button B** again. You'll return to the Exhibition Pre-Game screen.

11 It's game time! Select **Play Ball!** to start the Exhibition Game.

You're Up!

You're on the field. The batter, pitcher and catcher are in position, waiting for the first pitch. Baseball information cards for the batter and pitcher show briefly on screen before the play begins. If you chose to control the Visitor's Team (step 8 in the previous section), you'll be at bat. If you chose the Home Team, you'll be on the mound.

> **Note:** Press **Button C** at any time during the game to call a time out. You'll go to the Scoreboard/Lineup screen. Highlight **Play Ball!** and press **Button B** when you're ready to resume play.

The Batting Options Window

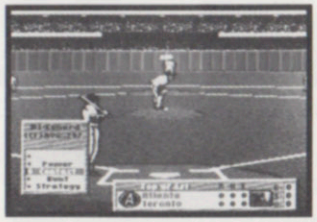

Fig. 8 Batting Options Window

The Batting Options window shows the batter's name, uniform number, batting average and hits-to-at-bats ratio for the current game. The window offers you these choices:

- **Power:** Swing for the fences. Not only increases your chances of hitting one out, but of making an out, too.

- **Contact:** A normal swing where your only objective is to make contact with the ball.
- **Bunt:** Lay one down. A skillful bunter is a great weapon.
- **Strategy:** With runners on base, you can select hit-and-run, steal or squeeze.

If you're playing against the computer, you must select **Power, Contact** or **Bunt** before the pitcher will deliver the ball. To initiate a swing:

1 Select your swing type:
   - **Power:** Press and hold the **D-Button ►** and press **Button B**.
   - **Contact:** Press **Button B**.
   - **Bunt:** Press and hold the **D-Button ◄** and press **Button B**.

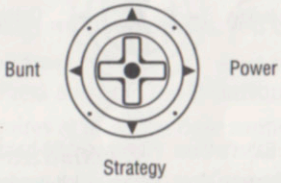

Fig. 9 D-Button Directions for Swing Types

2 Select your swing area:

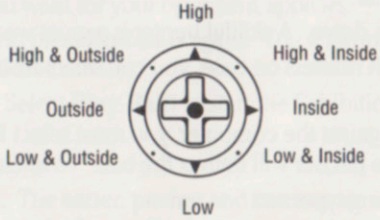

Fig. 10 Batter's View: Pitcher vs left-handed hitter
Pitcher's View: Pitcher vs right-handed hitter

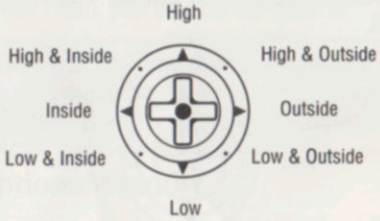

Fig. 11 Batter's View: Pitcher vs right-handed hitter
Pitcher's View: Pitcher vs left-handed hitter

3 The batter will step into the batter's box and the pitcher will throw the ball. (In two-player games, your opponent must select a pitch before the pitcher will throw the ball. See **The Pitching Options Window**, pg. 13.)

4 Press **Button B** to swing.

5 Repeat steps 1 through 3 before every pitch.

> **Note:** When you're at bat in games against the computer, the Pitching Options window also appears briefly before every pitch. If you get a chance to glance at it, you'll see the types of pitches that pitcher can throw.

The Batting Strategy Window

To select the **Strategy** option from the Batting Options window (Fig. 12), press and hold the **D-Button ▼** and press **Button B**. (If runners are on base, the Batting Strategy window will appear automatically before your swing selection.)

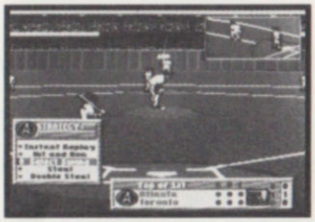

Fig. 12 Batting Strategy Window

When the Batting Strategy window appears, you can choose any one of these:

- **Instant Replay:** Press and hold the **D-Button ▲** and press **Button B**.
- **Hit and Run** (requires at least one base runner): Press and hold the **D-Button ►** and press **Button B**.
- **Select Swing:** Press **Button B**.
- **Steal** (requires at least one base runner): Press and hold the **D-Button ◄** and press **Button B**.
- **Double Steal** (requires runners on 1st/2nd base or 2nd/3rd base): Press and hold the **D-Button ▼** and press **Button B**.
- **Squeeze** (requires a runner on 3rd base): Press and hold the **D-Button ▼** and press **Button B**.

> **Note:** If there are no runners on base, only the Instant Replay and Select Swing options will be available.

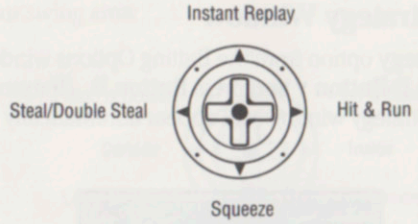

Fig. 13 D-Button Directions for Batting Strategy Options

Running Bases

You swing . . . connect . . . and the ball flies into the outfield. Don't waste time; start covering ground!

- To advance, press the **D-Button** toward the next base.
- To retreat, press and hold the **D-Button** toward the previous base, and then press **Button B**.
- To lead-off, tap the **D-Button** once or twice in the direction of the next base.
- To steal, hold the **D-Button** in the direction of the next base.

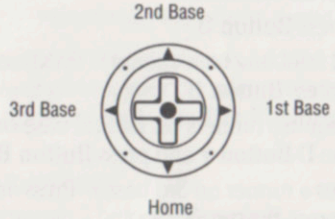

Fig. 14 D-Button Directions for Batter's View of Bases

Fig. 15 D-Button Directions for Pitcher's View of Bases

You're On the Mound!

If you chose to control the Home Team, your pitcher takes the mound. It's time to hurl some wicked fastballs!

The Pitching Options Window

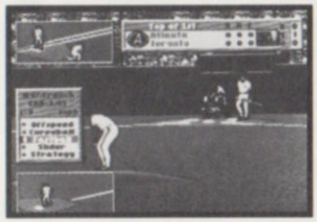

Fig. 16 Pitching Options Window

The Pitching Options window shows the pitcher's name, uniform number, ERA, number of pitches thrown in the current game, and the speed (in mph) of the last pitch. It also lists the four types of pitches assigned to the pitcher, along with a Strategy option. To pitch:

1 Press and hold the **D-Button** in the direction of the pitch you want and press **Button B**. (Every pitcher will have a unique set of four pitches, ranging from his weakest to his strongest pitch.)

Fig. 17 D-Button Directions for Pitch Types

2 After your opponent selects a swing, the batter will step into the batter's box.

3 To pitch the ball, press and hold **Button B** while holding down the **D-Button** in the direction of the area of the plate in which you want to pitch. (How long you hold down the **D-Button** during the windup determines how far inside/outside or high/low the pitch will be.)

4 Repeat steps 1 through 4 for every pitch.

> **Note:** For a pickoff, hold down the **D-Button** in the direction of the base you want to throw to, and quickly press and release **Button B**. (You must select a pitch before attempting a pickoff.)

The Pitching Strategy Window

Press and hold the **D-Button ▼** and press **Button B** to select the **Strategy** option from the Pitching Options window. The Pitching Strategy window appears (Fig 18).

Fig. 18 Pitching Strategy Window

Choose any one of the following options:

- **Instant Replay:** Press and hold the **D-Button ▲** and press **Button B**.
- **Walk Batter** (intentional walk): Press and hold the **D-Button ►** and press **Button B**.
- **Select Pitch:** Press **Button B**.
- **IF: Normal** (position infielders): Press and hold the **D-Button ◄** and press **Button B** until you see the infield alignment you want.
- **OF: Normal** (position outfielders): Press and hold the **D-Button ▼** and press **Button B** until you see the outfield alignment you want.

> **Note:** See **Positioning Your Fielders**, pg. 26, for descriptions of the infield and outfield alignments.

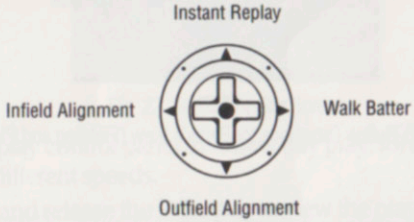

Fig. 19 D-Button Directions for Pitching Strategy Options

Fielding

Make your fielders work! With a competent, practiced team and savvy fielding strategy, you can keep the other team from scoring.

- Press the **D-Button** to move the highlighted fielder under the ball for the catch. (The highlight will appear around the feet of the fielder nearest the ball.)
- If a player is close to the ball, you can press **Button B** to make him dive or jump for the ball. If the ball passes him and moves closer to another fielder, press **Button B** to switch control to that player.

Note: You can use the fielding marker for a visual aid to put your man in the right spot for catching the ball. See **Levels of Play**, pg 32.

- To throw to a base, press and hold the **D-Button** in the direction of the base and press **Button B**.
- To attempt a pickoff, hold down the **D-Button** in the correct direction, and then quickly press and release **Button B**. (You must select a pitch before attempting a pickoff.)

Fig. 20 D-Button Directions for Batter's View (Fielding and Pickoffs)

Fig. 21 D-Button Directions for Pitcher's View (Pickoffs only)

Instant Replays

You can immediately review any play. Here's how:

1 As soon as the play is over, select the **Strategy** option in either the Batting or Pitching Options window.

2 Select **Instant Replay** from the Strategy Menu. The first frame of the last play completed will appear, along with the Replay control panel (Fig. 22).

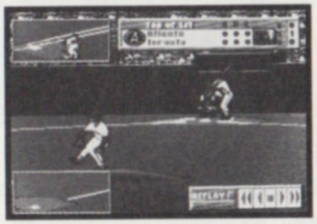

Fig. 22 Instant Replay Screen

3 Use the Replay control panel to review any play, forward or reverse, using two different speeds.

- Press and release the **D-Button** to view the play one frame at a time. Press the **D-Button** ► for forward or ◄ for reverse.
- Hold down the **D-Button** ◄ or ► to advance through the play, forward or reverse, at normal speed.
- Hold down **Button B** while pressing the **D-Button** ◄ or ► to view the play at fast speed.
- If the Replay control panel is blocking your view, move it up and down by pressing and holding the **D-Button** ▲ or ▼. To move it left or right, press the **D-Button** ▲ or ▼. Then, while the panel is moving up or down, also press the **D-Button** ◄ or ►.

4 Press **Button C** to return to the game.

Making Substitutions

Occasionally, you'll want to pinch-hit for a weak batter, or make a defensive change during a close game. To substitute a player:

1 Press **Button C** to go to the Scoreboard/Lineup screen (Fig. 23).

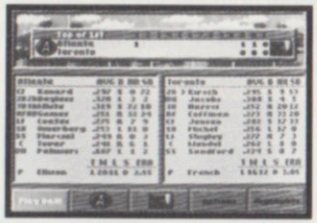

Fig. 23 Scoreboard/Lineup Screen

2 Select your team's logo. The Roster screen appears.

3 Select **Sub Players**.

4 Highlight the player you want to remove from your starting lineup and press **Button B**. The player's name will turn yellow.

5 On your bench, or in the bullpen, highlight the player you want to insert into the lineup and press **Button B**. The players will exchange places.

> **Note:** When a player is removed from a game, an **X** appears next to his name on the roster, and he is not allowed to return.

In the Bullpen

Is your pitcher showing signs of tiring? Getting shelled? It may be time to visit your bullpen. While there, you can check the status of your current pitcher and warm up a couple of relievers. To go to the bullpen:

1 Press **Button C** to go to the Scoreboard/Lineup screen.

2 Select your team's logo to display the Roster screen.

3 Select **Bullpen Status** to display the Bullpen Status window (Fig. 24). At the top of the window is the On The Mound box, which lists the following stats for your current pitcher:

- Right-handed/left-handed (**T**)
- Win/loss/save record and ERA
- Current status: OK — pitcher is strong
  Tiring — start warming up a reliever
  Fatigued — time to substitute
  Exhausted — pitcher will be getting shelled
- Total number of balls, strikes and pitches thrown

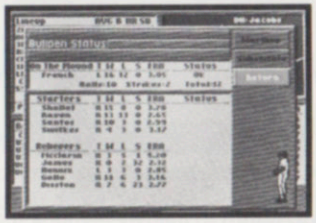

Fig. 24 Bullpen Status Window

4 Select **Warmup** to begin warming up a new pitcher.

5 When prompted, highlight the pitcher you want and press **Button B**. The words "Warming Up" will appear next to his name.

> **Note:** A pitcher needs to warm up for one inning before taking the mound. If you bring him in earlier or let him warm up for too long, his control may be affected.

Substituting a Pitcher

To bring in a new pitcher:

1 Select **Substitute** in the Bullpen Status window.
2 When prompted, highlight the pitcher you want to bring in and press **Button B**. The current pitcher will be relieved by the one you just selected.
3 Select **Return** to exit to the Roster screen.

Viewing the Box Score

To check the box score of the current game:

1 Press **Button C** to display the Scoreboard /Lineup screen.
2 Select **Highlights**.
3 Select **Box Scores**. An up-to-the-minute box score for the current game will appear (Fig. 25).

Fig. 25 Box Score

4 Select **Highlights** to return to the Highlights screen, or select **Return** to go back to the Scoreboard/Lineup screen.

Saving & Resuming an Exhibition Game

To save a game in progress:

1 Press **Button C** to display the Scoreboard/Lineup screen.
2 Select **Options**.
3 Select **Save Game**. The game will be saved and you'll return to the Main Menu.

To resume a saved game:

1 Select **Exhibition Game** on the Main Menu.
2 Select **Resume Game**. You'll resume your Exhibition Game at the point where you saved it.

Using the Main Menu

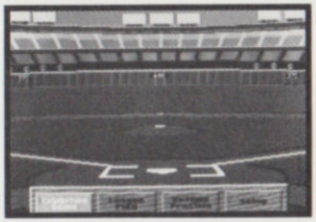

Fig. 26 Main Menu

Press **Button A, B** or **C** at the Title screen to view the Main Menu (Fig. 26). Then use the **D-Button** to highlight the option you want, and press **Button B** to select it.

- **Exhibition Game:** Play a practice game that doesn't affect League Play or statistics.
- **League Play:** Play in a league, or set one up.
- **Batting Practice:** Practice hitting one or more types of pitches, batting right- or left-handed against a right- or left-handed pitcher. You can also show off your batting skills in a Homerun Derby.
- **Setup:** Customize the game, turn the game music on or off, and reset your cartridge to its factory defaults.

Note: Please turn to the relevant sections in this manual for full details on the Main Menu options.

Setting Up an Exhibition Game

Highlight **Exhibition Game** on the Main Menu and press **Button B**. The Exhibition Pre-Game screen appears (Fig. 27). Use these button controls to set up your Exhibition Game:

- **D-Button:** Highlight an option.
- **Button B:** Select the option.
- **Button C:** Cancel the selection and return to the previous screen.

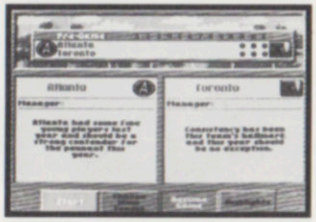

Fig. 27 Exhibition Pre-Game Screen

Choosing Your Own Team

When the Exhibition Pre-Game screen appears, it shows two randomly selected teams. Select **Start** if you want to play with these teams. You can also get your favorite clubs out on the field. Here's how:

1. Select **Choose New Teams**. A screen listing the available teams appears, along with their current record, if they have one.
2. Select your Home Team. The Team Summary screen appears, displaying information about that team.
3. If this is a team you want, choose **Select**. (Choose **Return** if you want to pick a different Home Team.)
4. Repeat steps 2 and 3 to select the Visiting Team.

Notes:

If you want to edit the team's roster or use the Edit option, do so **before** choosing Select. See **Editing the Team Roster**, pg 23. Any edits you make to an Exhibition Game team will not be permanent.

If you own the team you select (see **Buying & Selling a Team,** pg 36) and want to edit individual players, see **Editing Teams & Individuals,** pg 37. Any player edits made to an Exhibition Game will not be permanent.

Editing the Team Roster

You can edit the team roster for an Exhibition Game, although your edits will not be permanent. (Permanent edits can only be made in League Play.) To view your team's roster, select **Roster** on the Team Summary screen. You'll go to the Roster screen for your team (Fig. 28).

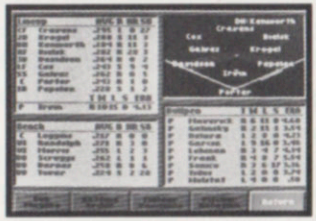

Fig. 28 Roster Screen

The Roster screen has four sections:

- **Lineup:** Displays the current starting lineup for your team.
- **Field Position:** Graphically shows the positions for the current starting lineup.
- **Bench:** Displays bench (reserve) players.
- **Bullpen:** Displays your bullpen (the remainder of your pitching staff).

The following information explains how to edit the Roster screen. When you're finished editing, select **Return** to go back to the Exhibition Pre-Game screen.

Viewing Player Statistics

When you highlight a player on your roster, a baseball card appears showing his picture and valuable information (Fig. 29).

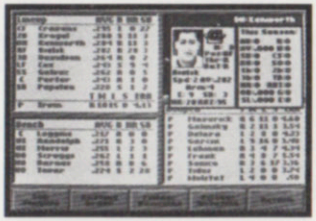

Fig. 29 Baseball Card

The left side of the card displays:

- Player's name
- Uniform number
- Fielding position
- How he bats and throws
- Last year's batting average
- Player only – Speed and arm ratings
- Player only – Last year's home runs, runs batted in, stolen bases and errors
- Pitcher only – Speed, accuracy and stamina ratings
- Pitcher only – Last year's wins, losses, ERA (earned run average), saves and errors

> **Note:** If you own the team (see **Buying & Selling a Team**, pg. 35), all the information above can be modified to your liking. See **Editing Players,** pg. 39 and **Editing Pitchers,** pg. 43 for details.

The right side of the card keeps the player's stats for the current season. These accumulate as the season progresses and **cannot** be modified.

Making Substitutions

To replace a player in the Lineup box with one from your bench or bullpen:

1. Select **Sub Players**.
2. Highlight the player you want to remove from your starting lineup and press **Button B**. The player's name will turn yellow.
3. On the bench, or in the bullpen, highlight the player you want to insert into your lineup and press **Button B**. The players will exchange places.

Setting Your Batting Order

The Lineup box also lists the batting order. To change it:

1. Select **Batting Order**.
2. Highlight the player in the starting lineup you want to move and press **Button B**. The player's name will turn yellow.
3. Now highlight the location in the lineup where you want the selected player to bat. Press **Button B** again.
4. Repeat steps 2 and 3 until you have the batting order you want.

Positioning Your Fielders

You can chose from 11 different fielding alignments (five for outfield, six for infield) to position your fielders.

Fielder Positions

Outfield

- **Normal:** All outfielders play in normal positions.
- **In:** All outfielders play shallow. Usually used when a weak hitter is up, or the game winning run is on 3B with less than two outs.
- **Left:** All outfielders shift to the left to prevent extra-base hits to left-center field or down the left field line.

- **Right:** All outfielders shift to the right to prevent extra-base hits to right-center field or down the right-field line.
- **Custom:** Set up your own outfield positions.

Infield

- **Normal:** All infielders play in normal positions.
- **In:** All infielders move several steps closer to the plate. Used when a bunt is expected.
- **Double Play:** 2B and SS play closer to 2nd base.
- **Guard Lines:** 1B and 3B play near base lines to protect against extra-base hits.
- **Hold Runner:** 1B covers base. Used when runner is on 1st.
- **Custom:** Set up your own infield positions.

Note: Only the Custom alignment can be changed.

To view the different fielding alignments:

1 Select **Fielder Positions** on the Roster screen. The Fielder Positions window appears (Fig. 30).

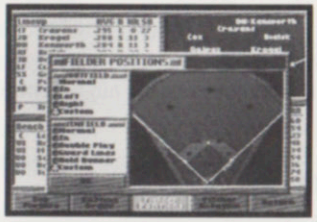

Fig. 30 Fielder Positions Window

2 Select any alignment. A baseball appears next to your selection, and the chosen alignment will appear on the field map.

Using the Custom Option

Use **Custom** to design your own infield and outfield alignments. Here's an example of how to do it:

1 In the Fielder Positions window, select **Custom** in the Outfield box.

2 Press the **D-Button** ▸ and release it. The dot on the field map representing the left fielder will blink. Continue pressing the **D-Button** ▸ to cycle between the left, center and right fielders.

3 With the left fielder dot blinking, press **Button B**. The dot will stop blinking.

4 Use the **D-Button** to move the dot anywhere in the outfield.

5 Press **Button B** when you have the dot positioned where you want it.

6 Repeat with the center and right fielders.

7 Press the **D-Button** ◂ and then ▾ to highlight **OK**. Press **Button B** to save your new alignment.

8 Follow steps 2 through 7 to customize your infield as well.

Setting Your Pitcher Rotation

Each team is automatically assigned 10 pitchers: five starters and five relievers. You can switch starting and relieving assignments. You can also arrange your starting pitchers in any order. Each starter will begin every fifth game. To move your pitchers around:

1 Select **Pitcher Rotation** on the Roster screen. A box listing your pitching staff appears (Fig. 31).

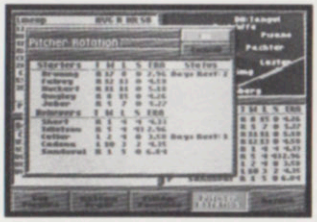

Fig. 31 Pitcher Rotation Screen

2 Highlight the pitcher you want to move (either a starter or reliever) and press **Button B**. His name turns yellow.

3 Highlight the pitcher you want to switch with (either a starter or reliever) and press **Button B**. The two pitchers will change places.

4 Repeat steps 2 and 3 until you have the five starters and five relievers you want.
5 Highlight **OK** and press **Button B** when you're finished.

The pitcher at the top of the list under Starters is the team's No. 1 starter. The pitcher listed second is the No. 2 starter, and so on. To change the order of the starters:

1 In the Starters list, highlight the pitcher you want as your No. 1 starter and press **Button B**. His name will turn yellow.
2 Highlight the pitcher's name at the top of the Starters list and press **Button B**. The pitcher you selected in step 1 will become the No. 1 starting pitcher.
3 Repeat this process until all five starters are in the order you want.
4 Select **OK** when you're finished.

Using the Options Menu

The Options Menu lets you set up Exhibition Games, League Play and Batting Practice to your specifications. To get to it, select **Options** on the Pre-Game screen in the Exhibition Game and League Play modes, or on the Batting Practice screen (Fig. 32). (Exhibition Game, League Play and Batting Practice are available from the Main Menu.)

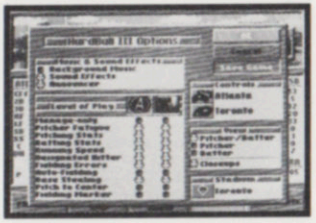

Fig. 32 Options Menu

From the Options Menu, you can:

- Turn music, sound effects and play-by-play announcer on or off.
- Select player controls.
- Choose the perspective from which you'll view the game.
- Choose a stadium.

In addition, on the Exhibition Game and League Play Options Menu, you can:

- Set your level of play.
- Save your game.

From the Batting Practice Options Menu, you can also:

- Choose to play a Homerun Derby.
- Set your Pitch Type and Pitch Location.

Use these button controls on any Options Menu:

- **D-Button:** Highlight an option.
- **Button B:** Select the option.

Music, Sound Effects & Announcer Options

You can turn the background music, sound effects, and play-by-play announcer on or off by highlighting your choice and pressing **Button B**. A baseball will appear next to an option when it is activated.

Player Controls

The Controls box lists the two teams that are about to take the field. To select which team you are going to control:

1 Highlight the team.
2 Press **Button B** until the game-control icon you want (control pad 1 or 2, or computer) appears next to the team name. For example, if you want to use control pad 1, press **Button B** until the control pad 1 icon appears.
3 Highlight the opposing team.
4 Press **Button B** until the game-control icon you want for your opponent appears.

Viewing Selection

You can view a game or batting practice from one of the following perspectives:

- **Pitcher/Batter:** You are automatically given the Pitcher view when you're on the mound, and the Batter view when you're at the plate. Ideal for one-player games. (In two-player games, the Home Team pitches from the Pitcher view, while the Visiting Team pitches from the Batter's view.)
- **Pitcher:** The view from behind the pitcher's mound. Highly recommended when you are pitching, so you'll get a good look at how a ball breaks.
- **Batter:** The view of the infield through the catcher's eyes. This view provides the batter with the best look at an incoming pitch.

Highlight the view you want and press **Button B**. A baseball appears next to your selection.

- **Closeups:** This feature lets you see close plays on the bases in a special "zoom" view. Highlight **Closeups** and press **Button B** to activate it. A baseball appears next to the option. To deactivate it, highlight it again and press **Button B**. Closeups can be active along with any one of the three views above.

Stadium Selection

Highlight the current stadium listed in the Stadium box and press **Button B**. Use the **D-Button** to scroll through all 26 available stadiums. Highlight the one you want and press **Button B** again. When you return to the Options Menu, the new stadium name will appear in the Stadium box.

Exhibition Game & League Play Options

In addition to the options just described, the Options Menu in Exhibition Game and League Play modes lets you set the Level of Play and save the current game.

Level of Play

Use the options listed in the Level of Play box to control the complexity of the game. If you are just starting out, this feature lets you handicap an experienced opponent. To activate the options:

1. Press the **D-Button** ▲ or ▼ to highlight options, and ◄ or ► to move between columns.
2. Press **Button B** to activate an option. A baseball appears next to it.
3. When a highlighted option is active, press **Button B** to deactivate it. The baseball will disappear.

Level of Play

Option	Activated	Deactivated
Manage Only	You control everything except swinging the bat, fielding, throwing the ball and running the bases.	You control every aspect of the game.
Pitcher Fatigue	Pitcher will begin to tire after a certain number of pitches, depending upon his stamina rating.	Pitcher will never tire.
Pitching Stats	Pitchers' performances are based on their current stats.	All pitchers are equal.
Batting Stats	Hitters' performances are based on their current stats.	All hitters are equal.
Running Speed	Players' running speed is determined by their speed rating.	All players will run at the same speed.
Designated Hitter	Designated Hitter will be used.	Designated Hitter will not be used.
Fielding Errors	Fielding errors will occur randomly.	Fielding errors will not occur.
Auto-Fielding	Computer will field ball for you, but you must throw ball to the base you want.	You control your own fielders.

Base Stealing	Base runners can steal bases.	Base runners cannot steal bases.
Pitch to Center	Pitcher will throw every pitch down the middle of the plate.	Pitcher can throw a pitch to any area of the strike zone.
Fielding Marker	An X appears on the field to show you where to run your fielder for the catch.	No fielding markers appear.

Manage Only

If leadership is your specialty, then Manage Only is just for you. When Manage Only is active, you'll have these duties during a game:

While on the field:

You can instruct your pitcher to:

- Intentionally walk a batter.
- Attempt a pickoff (requires a base runner).
- Throw a pitchout (requires a base runner).

In addition, you can:

- Position infielders and outfielders.
- View an instant replay.

While batting:

Depending on the game situation, you can instruct your batter or base runner to:

- Take a pitch.
- Bunt.
- Hit and run (requires a base runner).
- Steal (requires a base runner).
- Squeeze (requires a base runner).

In addition, you can view an instant replay.

> **Note:** See **Play Ball!**, pg. 6, to learn how to select any of the options listed above.

Save Game

Please see **Saving & Resuming an Exhibition Game**, pg. 50.

Starting the Game

You've selected your teams, set your lineup, and configured the options the way you want. It's time to take the field! To begin play, highlight **Play Ball!** and press **Button B**. Then refer to the **Play Ball!**, pg. 6.

Enjoying Your Own Highlights

Did you make a brilliant defensive play during an Exhibition Game? Hit a tie-breaking home-run in League Play? With the Highlights feature, you can store up to four plays that you made, and enjoy them over and over.

To save a play to a Highlight reel:

1. Immediately after the play, press **Button C** to go to the Scoreboard/Lineup screen.
2. Select **Highlights** (Fig. 33)

Fig. 33 Highlights Screen

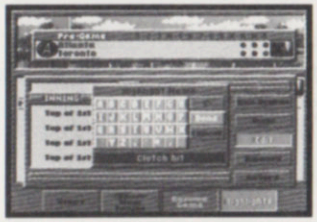

Fig. 34 Keypad Editor

3 Select **Store**. The Keypad Editor appears (Fig. 34).

4 With the **D-Button**, move the flashing cursor to the letter or character you want, and press **Button B** to enter it in the highlight name. Select the left arrow button if you need to delete a letter or character.

5 When the highlight name is complete, select **Done** to save your play to a reel under that name. (Select **Cancel** to close the Keypad Editor without saving the play.)

Saved highlights **cannot** be viewed during a game. If you want to review an instant replay during a game (see **Instant Replays**, pg. 17), do so immediately after the play and before storing it as a Highlight reel.

To view a saved Highlight reel:

1 Select **Exhibition Game** from the Main Menu, and then select **Highlights**.

2 Select **View** on the Highlight screen. You will be prompted to "View Which Reel."

3 Select the reel you want to view.

4 The first frame of the highlight will be displayed (just as in Instant Replay) along with the Replay control panel.

5 View your highlight in the same way you look at an instant replay. (See **Instant Replays**, pg. 17)

To edit the name of a saved play:

1 Select **Edit** on the Highlights screen.

2 Use the **D-Button** to select the name of the highlight you want to change.

3 Use the Keypad Editor to edit the name, in the same way as for entering a new name.

To remove a saved reel:

1 Select **Remove** on the Highlights screen.

2 Use the **D-Button** to select the reel you want to delete, and press **Button B**.

3 Select **Return** to exit the Highlights screen.

League Play

It's time for the real thing. No more practice games. No more batting cage. In League Play, you can play anything from a short 13-game schedule to a regulation 162-game season.

You'll play a Stars Game at the half-way point of full and half seasons, and before post-season play in the short season, as well as League and World Championships when the season is over. (See **Playing the Stars Game** and **Post-Season Play**, pg. 51, for more information.)

Overview

League Play mode is the heart of *HardBall III*. Before you take the field on opening day, you'll need to make a few decisions. First, you'll probably want to buy and edit some of the teams in your league (up to two at a time). Then you'll need to pick a schedule: do you want to play a full 162-game season, half a season, or maybe just a short schedule? Once a season begins, you'll need to decide which games to play yourself, and which you'll let the computer play for you.

Overwhelming? Nah! Everything mentioned above is explained in the next few pages. So work in that glove, pine tar that bat, and sharpen those spikes. The season will be half over before you know it!

Buying & Selling a Team

How would it feel to own your own team and call all the shots? *HardBall III* lets you do just that. When you become a team owner, all league games involving your team must be played out rather than simulated (see **Playing a League Game**, pg. 48). To become a team owner:

1 Select **League Play** from the Main Menu.

2 Select the team you want to buy. The Team Summary screen appears.

3 Select **Buy Team**. The Keypad Editor appears.

4 Use the Keypad Editor to enter a manager's name for your team, and select **Done**.

5 Select **Return** to go back to the League Play screen.
6 A small control-pad icon will appear next to the team you just purchased.

> **Note:** You can only own two teams at a time.

To sell a team:

1 Select your team on the League Play screen.
2 Select **Sell Team**. You no longer own that team.

> **Note:** When you sell a team, any edits you made to that team, its players and pitchers will be lost. All settings will be restored to the original team supplied on your *HardBall III* cartridge. If you sell a team during a League Play season, the team and player statistics will continue to accumulate with the default team, and not be reset to zero.

Editing Teams

You can create a "dream team" by editing the roster of any of the 26 teams included in *HardBall III*. You must own a team before you can edit it or its players (see **Buying & Selling a Team**, pg. 35).

> **Note:** For team, player and pitcher edits to be permanent, they must be done in League Play. Edits done in the Exhibition Game and Batting Practice will disappear when you leave those modes.

Editing Teams

To view the Team Editor:

1 Select **League Play** from the Main Menu.
2 Select the team you want to edit. The Team Summary screen appears.
3 If you don't already own the team, select **Buy Team**. Enter a manager's name with the Keypad Editor that appears and select **Done**.
4 Select **Edit** to view the Team Editor screen (Fig. 35).

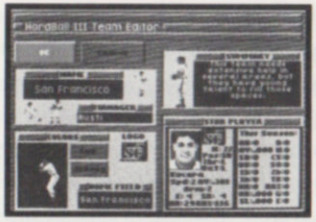

Fig. 35 Team Editor Screen

5 Make your changes by following the instructions in the rest of this section. After making a change, press the **D-Button** up or down to select the next option for editing.
6 Select **OK** when you're finished editing to save your changes. If you don't want to save your changes, select **Cancel**.

> **Note:** If you make changes to your team, be sure to exit the Team Editor screen before quitting the game and turning off the power, or your changes will not be saved.

Changing the Team Name

The current team name is listed in the Name box. To change it:

1 Select the team name. The Keypad Editor appears.
2 Use the left **arrow button** to delete the previous name.
3 Use the Keypad Editor to enter a new team name and select **Done** to save your changes. The new team name will appear in the Name box.

Changing the Manager's Name

The current manager's name will be listed in the Manager box. To change it:

1 Select the manager's name. The Keypad Editor appears.
2 Use the left **arrow button** to delete the previous name.
3 Use the Keypad Editor to enter a new manager's name, and select Done to save your changes. The new name will appear in the Manager box.

Changing the Team Summary

You can enter up to seven lines of text to describe your team. To do so:

1 Select the **Summary** box. The Keypad Editor appears, with the Team Summary to the right.
2 Use the left **arrow button** to delete the previous summary.
3 Use the Keypad Editor to edit your team's description.
4 Select **Done** to save your changes, or select **Cancel** to close the Keypad Editor without making changes.

Changing the Team Colors

To select the cap and jersey colors your team will wear:

1 Highlight **Cap** in the Colors box.
2 Press **Button B** repeatedly to cycle through the available colors. The colors appear on the ballplayer to the left. Stop when you see the color you want.
3 Repeat steps 1 and 2 with **Jersey** to choose a jersey color.

Editing the Team Logo

To edit the logo:

1 Select the team logo. The Logo Editor appears (Fig. 36).

Fig. 36 Logo Editor

2 Use the **D-Button** to move the cursor into the palette, onto the color you want.
3 Press **Button B** to select the color, which appears below the palette.
4 Move the cursor into the drawing area by using the **D-Button** or pressing **Button C**. Place the cursor over any square.

5 Press **Button B** to apply the current color in the square.
6 Repeat steps 2 through 5 to complete the new logo.
7 Select **OK** to save your edited logo. Or select **Cancel** to close the Logo Editor without making changes.

Selecting the Home Field

Your team's home stadium is listed in the Home Field box. You can select any of the 26 stadiums available in *HardBall III*. To change your stadium.

1 Select the current stadium to view a list of all available stadiums.
2 Press the **D-Button** ▲ or ▼ to scroll through the list, then select the stadium of your choice. The new stadium name will appear in the Home Field box.

Changing the Team's Star Player

The Team Summary screen includes a baseball card of the team's star player. To change the star player:

1 Select the Star Player on the Team Edit screen. The Select Star Player lineup appears.
2 In the lineup, select the player you want as the star player. That player's baseball card will appear in the Star Player box.

Editing Players

In the Player Editor, you can alter your players' skills, update their statistics, or completely recreate them by changing their pictures, names, uniform numbers, positions and attributes, and statistics. To get into the Player Editor:

1 Select **League Play** from the Main Menu.
2 Select the team you want to edit. The Team Summary appears.
3 If you don't already own the team, select **Buy Team**. Enter a manager's name in the Keypad Editor that appears and select **Done**.
4 Select **Roster** to view the Roster screen.
5 Select the player you want to edit and press **Button B** to display the Player Editor (Fig. 37).

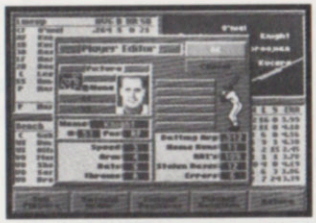

Fig. 37 Player Editor

6 Make your changes by following the instructions in the rest of this section. After making a change, press the **D-Button** ▲ or ▼ to select the next option for editing.

7 Select **OK** when you're finished editing to save your changes. If you don't want to save your changes, select **Cancel**.

> **Note:** If you make changes to your players, be sure to exit the Roster screen before quitting the game and turning off the power, or your changes will not be saved.

Changing a Player's Picture

A photo of the player appears in the Picture box. To change the photo:

1 Select one of the **arrow** buttons that appear next to the photo.

2 Press **Button B** to scroll through other pictures until you see the one you want.

3 If you don't want a picture, select **None**.

Changing a Player's Name

To change the player's name in the Name box:

1 Select the name. The Keypad Editor appears.

2 Use the left **arrow button** to delete the previous name.

3 Use the Keypad Editor to enter a new name, and select **Done** to save your changes. The new name will appear in the Name box.

Changing a Player's Uniform Number

To change the player's current uniform number:

1 Select the number. The Keypad Editor appears.

2 Use the left **arrow button** to delete the previous number.

3 Use the Keypad Editor to enter a new number. Select **Done** to save your changes. The new number will appear in the Number box.

Changing a Player's Position

To the right of the uniform number is a box showing the player's fielding position. To change to a different position:

1 Select the **Pos:** box.

2 Press **Button B** to cycle through the different fielding positions until the one you want is showing.

Fielding Positions

C	Catcher	**CF**	Center Field
1B	First Base	**LF**	Left Field
2B	Second Base	**DH**	Designated Hitter
SS	Shortstop	**UI**	Utility Infielder
3B	Third Base	**UO**	Utility Outfielder
RF	Right Field		

> **Note:** When editing a pitcher, you cannot change his fielding position.

Changing a Player's Attributes

To change a player's **Speed** (running):

1 Select **Speed**.

2 Press **Button B** to cycle through the numbers from 1 (slowest) to 5 (fastest) until you see the number you want.

To change a player's **Arm** (strength):

1 Select **Arm**.

2 Press **Button B** to cycle through the numbers from 1 (weakest) to 5 (strongest) until you see the number you want.

To determine if a player bats right, left or switch hits:

1 Select **Bats**.

2 Press **Button B** to cycle through three choices:

- **R** – bats right-handed
- **L** – bats left-handed
- **S** – switch hits (bats right-handed against a left-handed pitcher, and vice versa)

3 Stop when the letter you want is showing.

To specify whether a player will throw right-handed or left-handed.

1 Select **Throws**.

2 Press **Button B** to cycle through the following choices:

- **R** – throws right-handed
- **L** – throws left-handed

3 Stop when the letter you want is showing.

Editing a Player's Statistics

Five stats determine how well a player hits, fields and runs the bases. Think of each stat as an average of the player's previous performances.

- **Batting Average:** The higher the average, the more often the player will reach base.
- **Home Runs:** The higher the home run total, the better chance the player has of hitting one out.
- **RBIs** (runs batted in)**:** The higher the number, the more reliable this player will be with runners in scoring position.
- **Stolen Bases:** If a player has a high number of stolen bases, there's a good chance he'll be successful stealing a base.
- **Errors:** If a player has a low number of errors, then his fielding will be mostly flawless.

Note: See the **Glossary** in this manual for definitions of the player's stat categories.

Each player has listed stats. To change them:

1 Select the stat you want to edit. The Keypad Editor appears.

2 Use the left **arrow button** to delete the previous number.

3 Use the Keypad Editor to change the stats. Use these ranges:

- Batting Average - 000-999
- Home Runs - 0-99
- RBIs - 0-199
- Stolen Bases - 0-99
- Errors - 0-50

4 Select **Done** to save your changes, or **Cancel** to close the Keypad Editor without making changes.

Editing Pitchers

Choose a pitcher just as you did a player by entering **League Play**, choosing a team, and then selecting **Roster**. Select the pitcher you want to edit.

The Pitcher Editor screen (Fig. 38) is slightly different from the Player Editor screen. You edit a pitcher's picture, name, and uniform number the same way as in **Editing Players**. But a pitcher has different attributes and statistics than a non-pitcher.

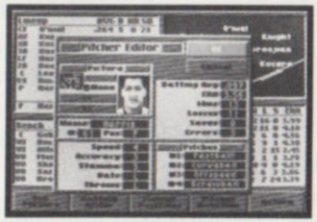

Fig. 38 Pitcher Editor

Note: If you make changes to your pitchers, be sure to exit the Roster screen before quitting the game and turning off the power, or your changes will not be saved.

Changing a Pitcher's Attributes

To change a pitcher's **Speed** (throwing – how hard he can throw the ball):

1 Select **Speed**.
2 Press **Button B** to cycle through the numbers from 1 (slow) to 5 (super fast) until you see the number you want.

To change a pitcher's **Accuracy** (control):

1 Select **Accuracy**.
2 Press **Button B** to cycle through the numbers from 1 to 5. The higher the number, the more frequently a pitch will find the plate.
3 Stop when you see the number you want.

Stamina determines which pitchers can remain on the mound for an entire game, and which ones are only good for an inning or two. To change a pitcher's **Stamina** (durability):

1 Select **Stamina**.
2 Press **Button B** to cycle through the numbers from 1 (poor stamina) to 5 (great stamina) until you see the number you want.

To determine if a pitcher bats right, left or switch hits:

1 Select **Bats**.
2 Press **Button B** to cycle through three choices:
- **R** – bats right-handed
- **L** – bats left-handed
- **S** – switch hits (bats right-handed against a left-handed pitcher, and vice versa)

3 Stop when the letter you want is showing.

To specify whether a pitcher will throw right-handed or left-handed.

1 Select **Throws**.
2 Press **Button B** to cycle through the following choices:
- **R** – throws right-handed
- **L** – throws left-handed

3 Stop when the letter you want is showing.

Editing a Pitcher's Statistics

Six statistics determine how a pitcher performs both on the mound and in the field. Think of each stat as an average of a pitcher's previous performances.

- **Batting Average**
- **ERA (Earned Run Average)**
- **Wins**
- **Losses**
- **Saves**
- **Errors**

Note: See the **Glossary** in this manual for definitions of the pitcher's stat categories.

To change a pitcher's statistics:

1 Select the stat you want to edit. The Keypad Editor appears.
2 Use the Keypad Editor to change the stats. Use these ranges:
- Batting Average - 000-999
- ERA - .000-50.0
- Wins, Saves, Losses, Errors - 0-50

3 Select **Done** to save your changes, or **Cancel** to close the Keypad Editor without making changes.

Select Pitches

Some pitchers' bread and butter pitch is a fastball; for others, it's a screwball or knuckler. You can select each pitcher's bread and butter pitch, along with three others. The pitches available are:

- Offspeed
- Curveball
- Fastball
- Screwball
- Sinker
- Fastball! (super fastball)
- Slider
- Knuckleball

Note: See the **Glossary** in this manual for definitions of the pitches.

To assign pitches:

1 In the Pitches window, select the **#1** box. This will be your pitcher's best pitch.

2 Press **Button B** to cycle through all eight pitches until you see the one you want.

3 Repeat steps 1 and 2 to fill boxes **#2** through **#4**. Pitch **#4** is your pitcher's least effective pitch. Pitches **#2** and **#3** are average.

Starting the Season

1 Select **League Play** from the Main Menu. You'll see the Start Season screen (Fig. 39).

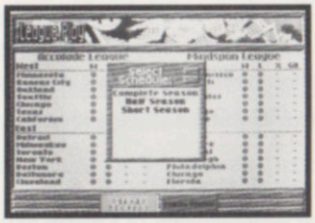

Fig. 39 Start Season Screen

2 Select **Start Season**. The Select Schedule list appears, with these choices:

- Complete - 162 - game schedule
- Half - 81 - game schedule
- Short - 13 - game schedule

Viewing Schedules

You can view a season's schedule in two different ways:

- **League Schedule:** Weekly schedule for the entire league.
- **Team Schedule:** Monthly schedule for one team.

To view the league schedule:

1 Select **Schedule** from the League Play screen. The League Schedule appears (Fig. 40).

Fig. 40 League Schedule Screen

2 Select **Next** and **Prev** to browse through the entire season, one week at a time. The week being displayed is listed at the top of the screen. Use the **D-Button** to scroll through the entire week.

3 Select **Return** to go back to the League Play screen.

Note: After you complete a week's games and move to the following week's schedule, you cannot return to view the schedule of the previous week.

To view a team schedule:

1 Select any team on the League Play screen to view a Team Summary screen.

2 Select **Schedule**. You'll see a calendar of the games scheduled in the current month of the season for the selected team. The opponent's logo will appear on the day that game is scheduled (Fig. 41).

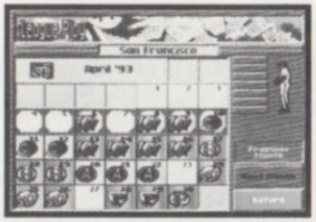

Fig. 41 Team Schedule Screen

4 Select **Previous Month** and **Next Month** to scroll through schedules for the remaining months of the season.

5 Select **Return** to go back to the League Play screen.

> **Note:** A red square on the Team Schedule indicates an away game; a blue square shows a home game.

Resetting a Season

Is your team off to a dismal 2-10 start? Not to worry. You can reset the current season back to opening day and try again! To reset a season:

1 Select **Reset Season** on the League Play screen.

2 Select **OK** to reset the season, or **Cancel** if you change your mind.

> **Note:** When you reset the season and begin a new league, all stats on the right side of each player's baseball card are reset to zero.

Playing a League Game

You can play a league game in one of two ways:

- **Play a complete game:** You actually play a nine-inning game of baseball, just as if you were playing an Exhibition Game.
- **Simulate a game:** The computer quickly calculates and displays the final box score.

Playing a Complete Game

To play a complete game:

1 Select **Schedule** from the League Play or Team Summary screen. A schedule appears.

2 Select the game you want to play.

3 Select **Play Out in Full**.

4 The Pre-Game screen with the starting lineups for both teams will appear, along with the game's linescore.

5 See **Play Ball!**, pg. 6, and **Setting Up an Exhibition Game**, pg. 22, for details on how to set up and play a game.

You can play any game on the schedule in its entirety, whether you own one of the teams involved or not. If you own a team, you must play out all of their games in full.

> **Note:** You must select a game from the current week's schedule, which is highlighted on the monthly calendar, and you must play the games in the order they appear.

Simulating Games

You can have the computer quickly play out (simulate) one or more games for you. You can select single games to simulate from either the League Schedule or an individual Team Schedule. To simulate multiple games, you must choose to do so from the League Schedule. In both cases, all games prior to the one(s) you plan to simulate must be completed.

To simulate one game:

1 Select **Schedule** from the League Play or Team Summary screen.

2 Select the game you want to play.

3 Select **Simulate**. In a matter of seconds, the game will be played out before your eyes. The final score and box score will be displayed, giving you the game's statistics.

To simulate multiple games:

1 Select **Schedule** from the **League Play** screen.
2 With the most current week's schedule displayed, select **Simulate**. The computer will continue simulating the games for the entire week until all the games are played or you press **Button A**, **B** or **C**.

> **Note:** While simulating, the computer will skip all games involving teams that are owned by a game player (a small control-pad icon will appear next to those teams). These games must be played out in full.

Saving & Resuming a League Game

At any time, you can save or resume a League Game being played out in full.

To save a League Game:

1 Press **Button C** during a game to go to the Scoreboard/Lineup screen.
2 Select **Options**. The Options Menu appears.
3 Select **Save Game**.
4 If you return to the League or Team Schedule at this point, you'll see a small **S** in a box next to the saved game.

To resume a League Game, select **Resume** game from the League Play screen, or:

1 Select **Schedule** from the League Play or Team Summary screen.
2 Select the game you saved (it will have a small **S** in a box next to it). You will resume the game at the point where you saved it.

Enjoying League Play Highlights

You can save League Play highlights and enjoy them later, the same way you do for Exhibition Games. For instructions, please see **Enjoying Your Own Highlights**, pg. 33.

Playing the Stars Game

This mid-season classic is held at the half-way point of full and half seasons, and before post-season play in the short season. The Stars Game features a one game match-up of the best players from both leagues. *HardBall III* automatically selects the best players at each position, based on their current statistics. The Stars Game can be simulated or played in full just like any regular season game.

Post-Season Play

After a season is over, two rounds of playoff games begin. If two teams are tied for a division lead after a season is over, they will play a one-game playoff to determine the outright division winner. If more than two teams in a division are tied, two of the teams are randomly chosen to participate in the playoff game.

League Championships

The divisional winners in each league play a best-of-seven series (first team to win four games) to determine the League Champion. The team with the best record during the regular season will host four of the seven games. The League Champion will then advance to the World Championships against the winner of the other league.

World Championships

Both League Champions square off in a best-of-seven series to determine the World Champion. Again, the team with the best record during the regular season will host four of the seven games.

> **Note:** Any or all League and World Championship games can be simulated or played in full, just like any regular season game.

Batting Practice

Sharpen your skills at batting practice, just like the pros! Practice hitting any kind of pitch, right or left-handed, against either a right- or left-handed pitcher. To begin, select **Batting Practice** on the Main Menu. The Batting Practice screen appears.

> **Note:** Batting practice is for one player only.

Choosing a Team

The first batting practice team will be selected automatically. To choose a different team:

1. Select **Choose Practice Team**.
2. Select the team you want. The Team Summary screen appears.
3. Choose **Select** if you want to use that team. The current batting order will appear. (Select **Return** to choose a different team.)

Changing Hitters

The leadoff hitter in the team's batting order is the one who will take batting practice. To choose a different batter:

1. Press the **D-Button ▲** to move onto the Roster list. A flashing yellow bar will appear.
2. Move the bar over the hitter you want and press **Button B**. The AB (At Bat) symbol will appear next to that player.

Changing Pitchers

The pitcher listed in the team's batting order will pitch during batting practice. To choose a different pitcher:

1. Select the team logo at the bottom of the screen. You'll go to your team's Roster screen.
2. Select **Sub Players**. A flashing yellow bar will appear.
3. Move the bar over the current pitcher's name (at the bottom of the lineup) and press **Button B**.
4. Now move the bar in the Bullpen box to highlight a new pitcher, and press **Button B**. The two players will switch places.
5. Select **Return** to go back to the Batting Practice screen.

Editing a Roster

During batting practice, you can edit any team or player information for a team you own, although the changes will not be permanent. Only edits done in League Play are permanent. See **Editing Teams & Individuals** for instructions, pg. 36.

Using the Batting Practice Options Menu

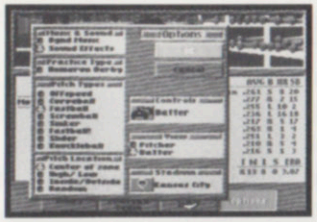

Fig. 42 Batting Practice Options Menu

Select **Options** on the Batting Practice screen to go to the Batting Practice Options Menu. This menu is the same as the one described in **Using the Options Menu**, pg 28, with three additions: Homerun Derby, selecting pitch type and selecting pitch location.

Homerun Derby

See how many points you can rack up with your batting skills in the HomeRun Derby. You'll receive 20 pitches, each worth fewer or more points depending on how well and how far you hit the ball. A home run is worth 1000 points.

Select **Homerun Derby** to activate it. A baseball appears next to the option. Then try your luck in the contest using the same button controls as for playing a game. (See **Play Ball!**, pg. 6)

Selecting Pitch Types

To select the type of pitch or pitches you want thrown:

1 Select any pitch in the Pitch Types box. A baseball will appear next to it.

2 Continue selecting pitches. You can select as many types of pitches as you want.

> **Note:** If you select two or more pitch types, they will be randomly thrown during batting practice.

3 To deselect a pitch, highlight it again and press **Button B**.

Selecting Pitch Locations

To select the pitch location:

1 Select one of the locations listed in the Pitch Location box. You can select only one location:

- **Center of Zone:** Pitches will be down the middle of the plate.
- **High/Low:** Pitches will be thrown across the plate, but to the high and low part of the strike zone.
- **Inside/Outside:** Pitches will only be thrown to the inside and outside part of the strike zone.
- **Random:** Pitches will be randomly thrown to all parts of the strike zone.

2 Select **OK** to save your changes, or **Cancel** to delete them.

Getting In Your Swings

Your team is selected, and the batter and pitcher are ready to go. It's time for some serious hitting. To begin practice:

1 Select **Start**. The playing field appears, with a batter, pitcher and catcher ready to go.

2 Select your swing from the Batting Options window. The batter will step into the batter's box and the pitcher will throw.

> **Note:** Different swing types are not available in the Homerun Derby.

3 Press **Button B** to swing.

4 Repeat steps 2 and 3 for as long as you want to practice.

5 Press **Button C** to quit and return to the Batting Practice screen.

6 Press **Button C** again to return to the Main Menu.

Using Setup

Use the Setup option on the Main Menu to customize League and playoff names, turn the League music off or on, and reset your game cartridge. Select **Setup** from the Main Menu to view the Setup screen (Fig. 43).

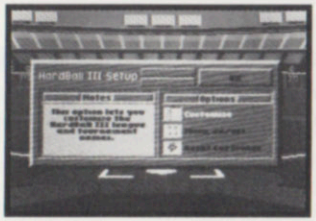

Fig. 43 Setup Screen

To customize League and playoff names and League logos:

1 Select **Customize** on the Setup screen.

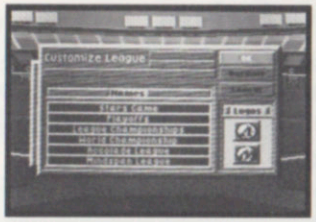

Fig. 44 Customize Screen

2 Select the name of a League or playoff contest. The Keypad Editor appears.
3 Use the left **arrow button** to delete the previous name.
4 Use the Keypad Editor to edit the selected name.
5 Select a League logo. The Logo Editor appears.
6 Use the Logo Editor in the same way you use it to edit a team logo on the Team Edit screen. (See **Editing Teams**).
7 Select **OK** to leave the screen with your changes intact. Select **Default** to return the names or logos to their original settings. Select **Cancel** to leave the screen without making changes.

To turn the League music off or on, select **Music On/Off** on the Setup screen. Its icon changes each time you select it. The music is on when you see the musical notes icons. The music is off when no icons appear.

To reset the game cartridge:

1 Select **Reset Cartridge** on the Setup screen. A dialog box appears.
2 Select **OK** to erase your current league, custom teams and return the game to its factory settings. Select **Cancel** if you don't want to erase your edits.

Customer Service

90-Day Warranty

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of this cartridge that the medium on which it is recorded will be free from defects in materials and workmanship. A defective cartridge which has not been sub-jected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge.

To receive warranty service:

1 DO NOT return your defective cartridge to the retailer.
2 Notify Accolade Customer Service of the problem by calling (408) 296-8400 between the hours of 8am and 5pm (Pacific Standard Time) Monday through Friday. Please Do Not send your cartridge to Accolade before calling Customer Service.
3 If the Customer Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective cartridge (be sure your packaging is at least 4" x 6" as many shipping companies will not ship anything smaller). Send the cartridge and your sales slip or similar proof-of-purchase within the 90 day warranty period to:

Accolade
Customer Service
5300 Stevens Creek Blvd. #500
San Jose, CA 95129

After the 90-day period, a defective cartridge may be replaced in the United States for $20 (U.S. dollars; plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. Purchaser may want to insure the cartridge. Accolade, Inc. is not responsible for cartridges lost in the mail. (To speed up processing, return only the cartridge, not other materials.)

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Glossary

A

AB – At Bats – The number of times a batter has appeared at the plate.

ACC – Accuracy. How likely a pitcher will throw in the strike zone.

Arm – Arm strength

AV – Batting Average – Hits/At Bats. The percentage of times a batter has whacked a base hit.

B

Ball – A pitch that the batter does not swing at and the ump judges to be thrown outside the strike zone.

BB – Base On Balls – the number of times a batter has been walked by opposing pitchers or the number of batters a pitcher has walked.

BAT – Batting Side – The way a batter prefers to swing: L for left, R for right, S for a switch hitter (either side of the plate).

Batters Walked – Pitching stat: How many batters a guy has walked. See Walk.

Bunt – A swing that a batter makes from a squared off stance that is intended to stop the ball's speed and drop it into the infield between the catcher and the pitcher.

C

C – Catcher.

CF – Center fielder.

CS – Caught Stealing – The number of times that a runner has been tagged out while trying to steal a base.

Curveball – A pitch that travels to the plate in an arc, instead of a straight line.

D

Designated Hitter – The tenth player in a game who bats (usually for the pitcher) but does not play the field. The American, but not the National, League uses the DH.

Double (2B) – A base hit that results in the batter gaining two bases. Abbreviated as 2B in the Team Editor.

E

E – Errors – Fielding stat: The number of times a fielder has botched a catch or throw that the official scorer judges he should have made successfully.

ERA – Earned Run Average – Pitching stat: The average number of earned runs that a pitcher allows during a nine inning game.

F

Fast Ball – A very fast, straight pitch. The hummer.

First Baseman – (1B) The fielder who covers 1st base.

Foul Ball – A hit ball that lands outside the field's left or right boundaries.

G

G – Games, batter – The number of games in which a given player has appeared.

Games Started – Pitcher's stat: The number of games a pitcher starts.

GB – Games Behind – Team stat: The number of games a team is behind the first place team in the League.

GC – Games Completed – Pitching stat: The number of games started and finished without relief.

Grand Slam – A home run with the bases loaded.

Grounder – A ball hit so that it travels primarily along the ground.

H

H – Hits

HA – Hits against pitcher.

HR – Home Run – A base hit, usually over an outfield fence or wall, which results in an automatic four bases and run scored. Abbreviated as HR in the Team Editor.

I

In Park Home Run – A non-automatic home run that occurs while the ball is still in play inside the ball park.

IP – Innings Pitched – Pitching stat: The total number of innings a pitcher has pitched.

K

K – Number of batters a hurler has retired by strike outs.

L

L – Losses, Team's – The number of games a team has lost throughout the current season.

L – Losses, Pitcher's – Each time a team loses, a pitcher is credited with the loss. The loss is assigned to whichever pitcher was on the mound at the time his team fell behind.

LF – Leftfielder.

Line Drive – A well-hit ball that travels in a straight line without a great deal of altitude.

N

– Player number.

O

Off Speed – A slow, straight pitch.

On Base Percentage – The number of times a batter gets on base, regardless of how he got there.

P

% – Percentage – Team stat: The percentage of games a team has played and won.

POS – Position – A player's defensive position in the field.

Power Swing – A batter's power swing that should result in both distance and height if the ball is well hit.

R

R – Runs Scored – Batting stat: How many times a batter has scored after he has reached base.

RA – Runs Against – Pitching stat: the total number of runs (earned and unearned) scored against a pitcher while he was on the mound.

RBI – Runs Batted In – Batting stat: The number of runs scored as a direct result of a batter's base hits. (A batter who hits a Grand Slam, for example, is credited 4 RBI's – the three runners on base and himself.)

RF – Rightfielder.

RS – see Running Speed.

Running Speed – *HardBall III* player attribute: the relative speed of a runner.

S

S – Saves – Pitching stat: The number of games in which a relief pitcher has maintained the starting pitcher's lead through the end of the game.

Sacrifice – A hit ball which results in the batter being out but which moved a runner or runners to an additional base.

SB – Stolen Base – A base gained by a runner without benefit of a hit ball or pitcher mistake.

Screwball – A "reverse" curve: A pitch that breaks in the opposite direction of a normal curve ball.

Second Baseman – The fielder who covers 2nd base.

Singles (1B) – A base hit that results in the batter gaining one base. Abbreviated as 1B in the Team Editor.

Sinker – A breaking pitch that begins high and slow and changes to fast and low as it goes over the plate.

SL – Slugging Percentage – Batting stat: Total Bases/At Bats. The higher the percentage, the more power the batter uses to hit the ball.

SO – Strike Out – Three strikes and you're out. Batting stat: The number of times that a batter has struck out.

SPD – Throwing arm speed for pitchers, running speed for fielding and base stealing.

SS – Shortstop.

Stam – Stamina. How long a pitcher can stay on the mound.

Strike – A swing by a batter that misses the ball or a pitch that the batter does not swing at but the ump judges was within the strike zone.

Strike Zone – The area over home plate and between the batter's knees and mid-chest.

Switch Hitter – A batter that hits from either side of the plate. A switch hitter usually bats right against a left handed pitcher and left against a right handed pitcher.

T

TB – Total Bases – The total number of bases gained by a batter by base hits.

Third Baseman – The fielder who covers 3rd base.

THR – Throwing Hand – The hand a fielder uses to throw: L for left, R for right.

Triple (3B) – A base hit that results in the batter gaining three bases. Abbreviated as 3B in the Team Editor.

W

W – Wins, Pitcher's – When a team wins a game, the win is assigned to a pitcher. A starting pitcher is credited with a win if he has pitched at least five innings and leaves with his team leading. A relief pitcher is credited with a win if he enters the game while his team is tied or behind in runs, then it wins the game.

W – Wins, Team's – The number of games a team has won throughout the current season.

Walk – If the pitcher throws four balls when a batter is at the plate, that batter is automatically walked to 1st base. See also Base On Balls.

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