

Tony LaRussa's **ULTIMATE BASEBALL®**

System Requirements: To play this game you must have an IBM or compatible computer with at least 640K of system memory, a hard drive, a floppy drive capable of reading 5.25" 1.2 megabyte disks or 3.5" 720K disks for the installation process, and a graphics adapter supporting VGA, MCGA, or EGA. Your hard drive must have at least 4.7 megabytes of available space for the game to install correctly. It is also highly recommended that your machine be 10 Mhz or faster. A 16 Mhz or greater machine will provide optimum performance.

THIS GAME REQUIRES AT LEAST 570K OF AVAILABLE RAM TO PLAY. RAM resident programs may reduce your available system memory below the minimum required for this game. Some memory management software may interfere with actual game play, as can some TSRs. For example, if you use the MS-DOS 5.0 LOADHI.SYS and EMS drivers or the NetRoom memory manager, the game will not work properly. You must disable these in order to play. Your CONFIG.SYS file should be modified so that FILES=20 and BUFFERS=10.

A simple and painless solution to these potential problems is to make a bootable floppy disk. Insert a blank, unprotected floppy disk in drive A:. At any DOS prompt, type FORMAT A: /S and press <ENTER>. Follow the on-screen prompts until the initialization process is complete. Please refer to the section PLAY BALL! to start the game using the floppy boot disk.

Installing the Game: THIS GAME REQUIRES A HARD DRIVE TO PLAY. To install the game, place Game Disk 1 in a drive, access the drive, type INSTALL and press the <ENTER> key. Follow the on-screen prompts to determine proper drive, install directory, and sound support. If you wish to use the default directory, press <ENTER> to accept. If you wish to create your own directory, use the backspace key to delete the default directory. When you have completed naming your new directory, press <ENTER> to accept.

Tony LaRussa's Ultimate Baseball supports both music and digitized sound effects on different speaker and sound card platforms. You will be prompted first to select what type of support

you desire for sound effects. After you have made your selection, you will be asked whether you have a Roland sound card for music support. A Roland card will not support the sound effects, but will support music. If you have a Roland, please select a different mode for sound support. All other selections support both sound and music. When the install process is complete, you will be in the directory you chose to install the game. Type ULTIMATE to start the game.

Play Ball! Boot your computer with DOS 3.2 or higher. If you are going to use a joystick, make sure that it is plugged in before turning on your computer. If you are going to use the bootable floppy disk discussed under SYSTEM REQUIREMENTS, make sure that it is in drive A: or your appropriate boot drive and that the drive door is closed when you turn on your machine. At the DOS prompt, type C: or the appropriate hard drive letter and press <ENTER>. To start the game, first type CD\ULTIMATE (NOTE: If you created a directory name other than ULTIMATE, please substitute it here) and press <ENTER>, now type ULTIMATE and press <ENTER>. To answer the copy protection question at the beginning of the game, type the indicated word in the manual and press <ENTER>.

Giving Commands: You can play the game using the keyboard or joystick. The mouse is NOT supported. Both the keyboard and joystick are active to make choices except during foreground game play. To select a command using the keyboard, press the arrow keys on the numeric keypad to move the cursor to the desired choice. Press <ENTER> to accept that choice. To give commands with the joystick, point the joystick in the appropriate direction to move the cursor toward your choice. Press the joystick button 1 to select your choice. Always keep the joystick centered when loading the game or after selecting EXHIBITION, LEAGUE, MANAGER, or UTILITIES from the main menu. The game has an automatic joystick centering routine based upon the position of the joystick as each of the above is loaded and an off center joystick will lead to difficulties in playing the game.

Starting Quickly: The instructions below are a brief introduction to Tony LaRussa's Ultimate Baseball and skip many useful features. It is intended solely to enable you to learn the basics of the game quickly. Please consult the manual for complete information.

Choosing Pitch Type: Press the key shown on the pitcher's menu for the pitch you want to throw or move the joystick in the appropriate direction.

Choosing Pitch Location: While the pitcher is in his set position, and only then, use the joystick or appropriate directional keys to choose where you want to throw the pitch. The more times you press a direction key or the longer you push the joystick, the farther in that direction the pitcher will throw the ball. Pressing the joystick button lightly will allow you to throw down the middle.

Pickoffs: To try a pickoff, press and hold down the joystick button. The pitcher will attempt to pick off the lead runner. If you are using the left side of the keyboard, holding <SPACE> down activates a pickoff, on the right, <ENTER> will do the same.

Swinging the Bat: If you are on the left side of the keyboard, <SPACE> will swing the bat, on the right, <ENTER> will swing, on the joystick, button one will swing.

Controlling the Runner: Use the appropriate directional keys or joystick to move the runner, including the batter after he hits the ball. You always control the lead runner on any play. If the lead runner scores or is tagged out, you then immediately take control of the new lead runner. Pressing to the right always means go forward, to the left means go back.

Fielding: After the ball is hit, the computer selects the fielder who has the best chance of making the play and places him under your control. the fielder will be marked by a small circle on the field beneath his feet. Once he has the ball, you can carry it by using the appropriate directional keys or joystick to direct his movements.

Throwing the Ball: To throw the ball, press the appropriate directional key or push the joystick in the appropriate direction for the desired base after the player catches the ball, and then <SPACE>, <ENTER>, or the joystick button. Please see the manual for a chart of bases and keys. If you press <SPACE>, <ENTER>, or the joystick button without any previous directional movement, outfielders will throw to the cutoff man, infielders to the pitcher.

Catching Fly Balls: When a fly ball is hit, a cursor appears on the field in the spot where the fielder should stand in order to catch the ball. the larger the cursor, the higher in the air the ball has been hit. Try to move the fielder into the center of the cursor before the ball comes down.

IBM Keyboard Commands: The <ESC> key always allows you to exit to the previous menu and to access a special menu while playing a foreground game.

League Directories and Moving Teams Between Leagues: Teams are named ALW1.TMS, NLE3.TMS, and so on. This allows them to be easily sorted by groups. The number on each file indicates the position in the league name list on the Manager Menu (NOT the standings) occupied by that team. You can copy an entire pair of leagues from your ULTIMATE directory to another in DOS by typing: COPY X:*.TMS Y:\PATHNAME where X: is the name of your hard drive where the ULTIMATE directory is located and Y:\PATHNAME is the name of the drive and path where you desire your teams to be located. You may copy your teams to either a hard drive or a floppy drive. For more information on copying teams, please see the section in the manual called UTILITIES.

Troubleshooting: If you see a message that says CANNOT LOAD A FILE: PLEASE CONSULT DATA CARD, the computer has failed to load a file it expected to find. This could be due to problems on the hard drive itself, because the file has been accidentally renamed, erased, or moved, or because of a memory manager or RAM resident program. Use the INSTALL function to re-install the game to your hard drive. We recommend that you back up your teams before reinstalling.

The following problems are a sign of your computer not having enough memory available to support the game: The game freezing when a foul ball or home run is hit, or when a game is completed and the game freezes before the box score screen appears.

The following problems are signs that your memory manager is interfering with game play: Slow, frame by frame or freeze frame animations, or exiting to DOS during game play.

To solve either or both of these problems, we recommend that you make and use the bootable floppy disk described under the SYSTEM REQUIREMENTS section.



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