



TOMMY LASORDA'S BASEBALL

Instruction Booklet Correction:

On page 17, it states that you can play a two player game with the password feature. This is not true. The only way you can play a two player game is to go to the EXHIBITION GAME. All the rest of the selections are one player games.

Passwords:

VaVi opqm lFhb YKaY GoEE kA: Playoffs

H_f lmnj iaVX hLQZ PqBC VA: World Series
ab

Select YOUR team by putting one of the following letters in a.
D= Detroit, E= Toronto, F= Milwaukee, G= New York Yankees,
H= Boston, I= Baltimore, J= Cleveland, K= Minnesota, L= Kansas
City, M= Oakland, N= Seattle, O= Chicago White Sox, P= California,
Q= Texas, R= St. Louis, S= New York Yankees, T= Montreal,
U= Philadelphia, V= Pittsburgh, W= Chicago Cubs, X= San Francisco,
Y= Cincinnati, Z= Houston, a= Los Angeles, b= Atlanta, c= San Diego

To select your OPPONENT, put the letter HIGHER (closer to A) than the team's alphabetic letter in for b. eg: Detroit is "D", if you want them to be your opponent, put in "E". Some teams can't play each other, so if your teams don't work, try different ones!

Best Teams:

U.S. West- Oakland

U.S. East- Boston

World East- New York, St. Louis

World West- San Francisco

Line-Up:

Pay attention to your team, or the team you always play. Learn which hitters are good up at bat first, which players to substitute, and when to substitute them. All this will help you on your way to the Series.

Adjusting your line-up is the most important part of the game. It's just like real baseball; you want to have a good runner up first. In the fourth position, you want to have someone with Home Run potential, and a high batting average.

In addition, you want to mix the left- and right-handed batters. Don't have too many Lefty's or Righty's batting in a row.

Fielding:

Set the Marker to "ON", and when a fly ball is hit, there will be a yellow circle where the ball is going to land. Position your man, right in the middle of the circle, and when the yellow circle disappears, you are in the right place!

Don't count on your pitcher getting the ball. If the ball is hit close to him, always move the "called" baseman towards the ball. Then, if the pitcher catches it, throw it to the desired base. If he doesn't, you have a better chance of getting to the ball!

Batting:

Batting is easier, if you wait for your right pitch. Do not swing at every pitch.

Don't concentrate on the ball leaving the pitcher's hand. Instead, concentrate on about half-way to the Batter's Box. This will allow you to know whether the pitch will be a Strike or a Ball.

When batting, you can draw the pitcher in. Simply back your batter out of the box (as far as possible), and the pitcher will adjust. Then, when the pitcher throws the ball, move back in. The pitcher will usually throw it on the outside of the plate.

When the pitcher throws a ball, if he gets the ball back, and DOES NOT move (to the left or right), the next pitch will be a ball most of the time.

Bunting:

Always bunt down the third base line.

Left-hand batters work very well for bunting.

"A" running batters are best to bunt with, because they run fastest.

Pitching:

When pitching against a powerful batter, adjust your infield/outfield, and pitch inside Fastballs.

When a right-handed pitcher is pitching against a left-handed batter, move the pitcher all the way to the left side of the mound, hold the Directional Pad to the left, and throw the ball. As the ball is released (about half-way to home plate), press the Directional Pad to the right, for an almost unhittable slider.

To fool the batters, position your pitcher on the outside part of the rubber, throw the ball, and when it's about half-way there, press the Directional Pad away from the batter. Most of the time, he will not swing; if he does, he will miss.

Stealing:

You always want to take a lead, whether you intend to steal or not.

If you have an "A" runner on first, just get him as far out of the dirt area as possible, and right when the pitcher throws the ball, run. If this is done correctly, you will be successful EVERY time.