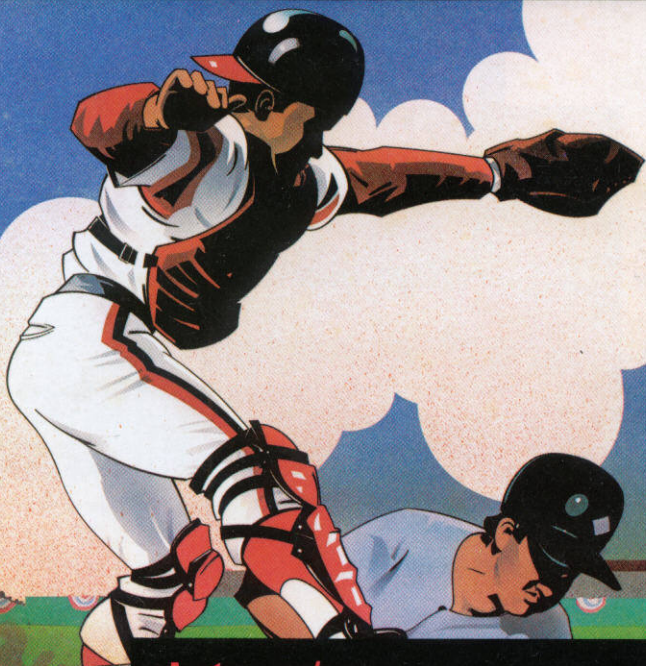




WORLD SERIES MAJOR LEAGUE BASEBALL*

For 1 or
2 Players

I N S T R U C T I O N S

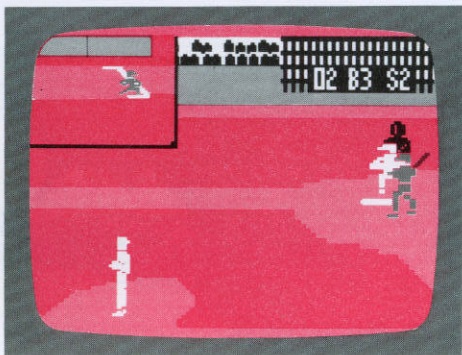


Intellivision® MATTTEL ELECTRONICS®

USE WITH ANY INTELLIVISION® MASTER COMPONENT, COMPUTER MODULE, AND COMPUTER KEYBOARD

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OBJECT OF THE GAME



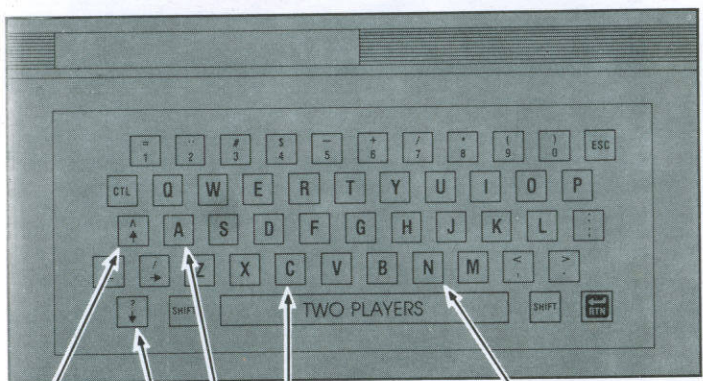
The object of the game is exactly the same as in MAJOR LEAGUE BASEBALL. Each team tries to score more runs than the opposing team over nine innings. If they tie at the end of nine, they play another complete inning until the tie is broken. The team with the most runs at the end of the game is the winner.

Hear play-by-play announcing when used with your Intellivoice® Voice Synthesis Module (sold separately).

NAMES USED ARE FICTITIOUS AND NOT ASSOCIATED OR INTENDED TO BE ASSOCIATED WITH ANY PROFESSIONAL PLAYERS LIVING OR DEAD.

YOUR CONTROLS

YOUR KEYBOARD



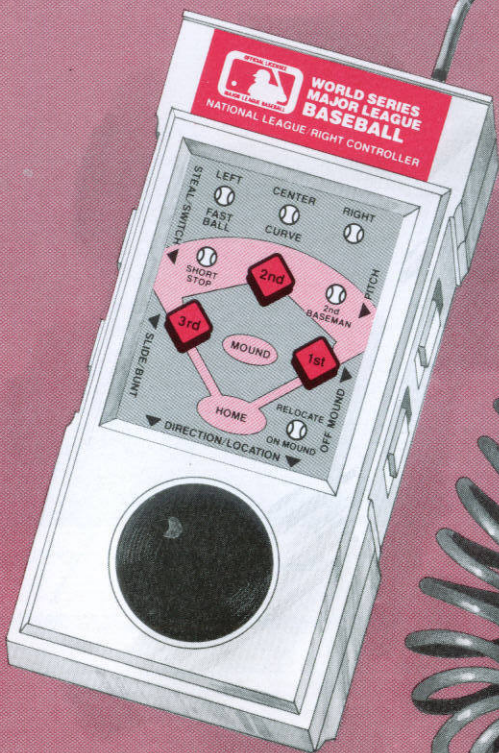
SCROLL
UP

SCROLL
DOWN

COMPUTER DEMO

YOU PLAY AMERICAN LEAGUE

YOU PLAY NATIONAL LEAGUE



YOUR HAND CONTROLLERS

Slide WORLD SERIES MAJOR LEAGUE BASEBALL* overlays into the Hand Controller frames, so they cover the keypads. Insert cartridge in Computer Module cartridge slot. (See Computer Module Owner's Guide for equipment connection details.)

The LEFT Hand Controller controls the AMERICAN LEAGUE* (red).

The RIGHT Hand Controller controls the NATIONAL LEAGUE* (blue).

NOTE: The upper side action buttons are connected. The right and left buttons may be used interchangeably for the same actions. The same is true of the lower side action buttons. Steal, Switch Fielder, and Pitch are controlled by either upper side action button. Bunt, Slide, and Off Mound are controlled by either lower side action button.



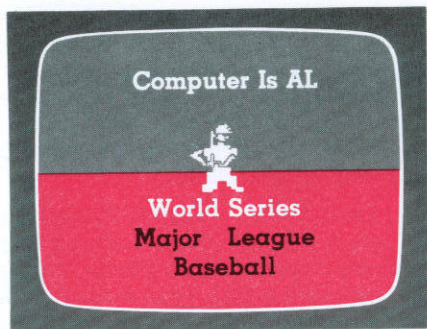
GETTING STARTED!

A SHORT EXHIBITION GAME

WORLD SERIES MAJOR LEAGUE BASEBALL is such a visually exciting game that you may just want to see how the screen looks in various game play situations before you play it yourself. You'll notice that the angles on the game are similar to those television networks use in their baseball broadcasts.

Press **RESET** (on your Master Component) to call up the title screen. Press **C** on your keyboard to tell the computer to play both teams — Computer Demo. Press the **SPACE BAR** and see the SCOREBOARD MENU screen. Press the **SPACE BAR** again to get right into the first inning. Just as quickly as that you're ready.

The NATIONAL LEAGUE (blue) takes the field and the AMERICAN LEAGUE (red) is up to bat. The pitcher starts throwing fast balls. Sometimes the batter swings and misses, sometimes he connects. You can watch a full nine innings if you want to. As soon as you're ready, try starting a real game — with you at the controls.



WORK ON YOUR DEFENSE

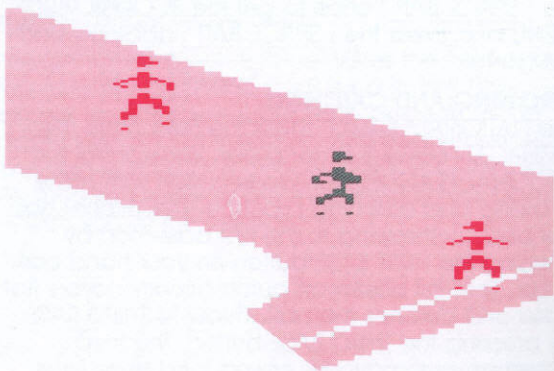
Press **RESET**. You're back to the title screen. Press **N** on your keyboard and you play the NATIONAL LEAGUE — "Computer Is AL." Press the **SPACE BAR** once to get the SCOREBOARD MENU and press the **SPACE BAR** again to start the game.

THROWING AND CATCHING

The NATIONAL LEAGUE takes the field while the AMERICAN LEAGUE is up to bat. You control the NATIONAL LEAGUE (blue) so let's start with some throwing and catching practice. The pitcher has the ball. Try throwing to the first baseman by pressing the FIRST BASE button on your hand controller. The first baseman automatically covers first base and catches the ball. Throw to THIRD BASE by pressing the THIRD BASE button. The third baseman automatically covers third base and catches the ball.

Throw it to every player to warm him up. Notice that once you choose a player to catch the ball, he turns white. Once he catches it, his hat turns red or blue depending on which league he's in. This lets you know which player you control and when he has the ball. Once he throws the ball, he turns back into his usual color.

Throw the ball to the right fielder. Once he catches it, you can move him around using the direction disc. Every player can be moved by using the disc when he has the ball. After throwing the ball, the player will return to his regular position only after you return to the pitching screen. If no one has the ball, the white player is the one you control. This feature is nice for run downs and tag outs. When you're finished warming up, throw the ball back to the pitcher.



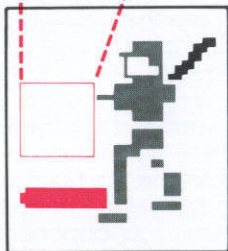
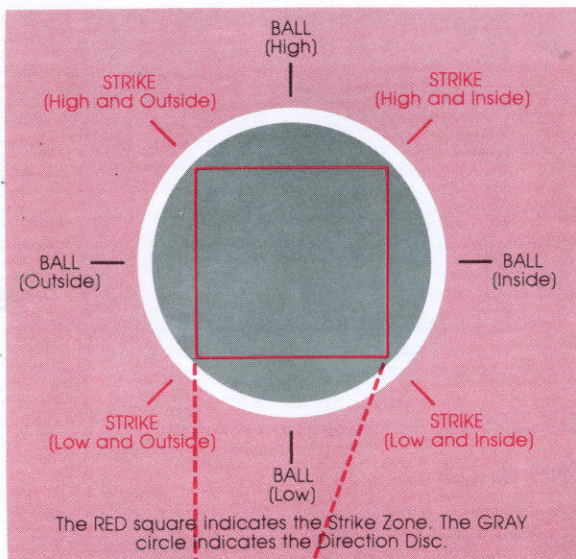


You must see the pitching screen before you can pitch the ball.

PITCHING

FAST BALLS

Now it's time for some pitching practice. Make sure the pitcher has the ball and then press the **ON MOUND** button on your hand controller. Press the **SPACE BAR** to get past the AT BAT screen. You must see the pitching screen before you pitch the ball. Pitch the ball using either upper side (PITCH) button on your hand controller. All your pitches for now are fast balls. Your pitcher's statistics control whether it's in the strike zone or not. Also the batter's statistics and whether he swings or not determine the number of balls and strikes. It's best to just throw fast balls using the **PITCH** button, until your opponent gets good enough to hit curves and controlled pitches.



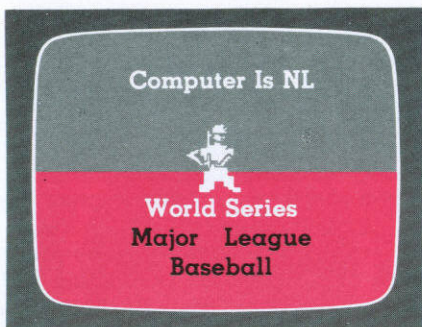
The RED square defines the same Strike Zone as the one superimposed on the Disc in the top diagram.

CURVES

You can also throw curve balls. Press **CURVE BALL** on your hand controller BEFORE YOU PRESS THE **PITCH** BUTTON and your pitcher throws a curve. Press **FAST BALL** on your hand controller and he delivers a fast ball. As you learned before, you don't need to press the **FAST BALL** button to get a fast ball. The **FAST BALL** button is there to disguise your pitch to the batter. Otherwise, he would know that every time you pressed a keypad button, the pitch would have to be a curve. Every time you didn't, it would have to be a fast ball.

CONTROL

You can try to position the ball over the plate by using the Direction Disc. AFTER YOU PRESS THE **PITCH** BUTTON, press the part of the disc corresponding to the area in which you want the pitch to go. (See diagram.) Depending on the control and strength your pitcher has at that time, the pitch may be delivered in that area. If the disc is NOT PRESSED, the pitcher attempts to throw it right down the middle.



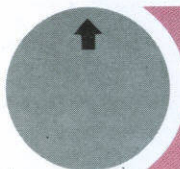
WORK ON YOUR OFFENSE

Press **RESET**. You're back to the title screen.
Press **A** on your keyboard and you control the AMERICAN LEAGUE — "Computer Is NL." Press the **SPACE BAR** once to get the SCOREBOARD MENU and press the **SPACE BAR** again to start the game. The AMERICAN LEAGUE is up to bat and the NATIONAL LEAGUE takes the field. This time you control the AMERICAN LEAGUE (red) and the computer controls the NATIONAL LEAGUE (blue).

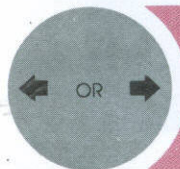


BATTING

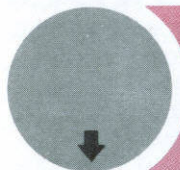
Automatically, the AT BAT screen appears with the pitcher's statistics and the batter's statistics. You should carefully consider both. Then you know what kind of pitcher you'll be facing and the type of batter you're controlling. When you're ready, press the **SPACE BAR** once more and the pitcher goes into his windup. Swing your bat by pressing the disc. The level at which you swing the bat is determined by which point on the disc you press.



HIGH SWING



MEDIUM SWING



LOW SWING



You must press the outside edge of the disc to control the swing level. You must time it just right to get a hit. You can't possibly hit pitches that are outside the strike zone, so wait until the pitch is right where you want it. You can't swing the bat until the ball gets halfway to you. The bat will shift slightly to indicate when you can swing. If you try to swing by holding down the disc early, then the batter won't swing at all. Keep practicing until you hit the ball well enough to get on base. If you don't make it on your first three batters, restart the game and try it again. Once you get on base, you can practice baserunning.

BASERUNNING

Now you're on base, so learn to make it count. Press the right side of the disc to run to the next base. Press the left side of the disc to run back to the previous base. Forced runners automatically run to the next base whenever you hit the ball. But if you press the disc, it will override the computer to control the leading runner. Once you decide to use the DISC, you're in control until the runner reaches the base. Once you stop pressing the disc, the runner stops. You can't rely on the computer to help out.

PLAY BALL!

You're now ready to start a game. Press **RESET**. Choose your game:

- C** Watch the computer play ("Computer Demo")
- A** You play AMERICAN LEAGUE ("Computer Is NL")
- N** You play NATIONAL LEAGUE ("Computer Is AL")
- SPACE BAR** Play against a friend ("Two Players")

Press the **SPACE BAR** and the players take the field. PLAY BALL!

THE FINER POINTS OF THE GAME

OFFENSE

STEAL

While a runner is on base, press either upper side (STEAL) button on the hand controller and the runner tries to steal the next base. The STEAL button is included so you can control more than one runner at the same time. The DISC only controls the lead runner. So, for a double steal, press the **STEAL** button twice. STEAL can also be used to extend a base, once you reach it.

SLIDE

Slide into a base by pressing either lower side (SLIDE) button just before you reach the base. If you use the SLIDE button before reaching first base, you can overrun first base just like real baseball. This allows you to reach first base sooner, because you don't have to slow up on the last few strides.

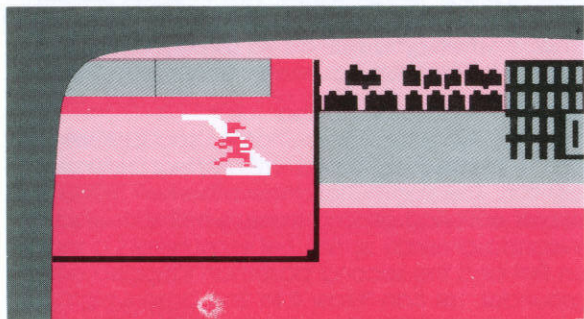
BUNT

Press either lower side (BUNT) button instead of the DISC when swinging your bat and the batter tries a bunt.

RBI's

Batting with a runner on base is a little different than with the bases empty. Since the DISC controls your lead runner AND your batting swing, you must be careful when you use it. The DISC does not control your swing until your bat appears. Your bat appears once the pitch is about halfway to

you. Before your bat appears, the DISC moves your lead runner. Be careful not to steal if you don't want to.



INSET

The INSET only shows the leading runner. It does not show fielders or other runners. This feature lets you keep track of your runner.

DEFENSE

SWITCH

The computer selects the fielder closest to the ball to pick it up. Push either upper side (SWITCH) button to switch to the next closest defensive player. Use the DISC to move the fielder to pick up the ball.

OFF MOUND

Press either lower side (OFF MOUND) button while you're in the pitch screen and you back off the mound and out of the pitch screen. You must back off the mound to throw anything but a pitch.

RELOCATE

Use the **DISC** to move a fielder (with the ball) to the position you want and press **RELOCATE** on your overlay. He will remain there for the rest of the inning, unless you relocate again. There are limits to where you can move some players, but a rejection beep tells you when it's not possible.

SECOND BASEMAN VS. 2nd

The SECOND BASEMAN button is used to throw the ball to the second baseman's normal defensive position. The 2nd button throws the ball to the player covering second base, whether that's the second baseman or not. Let's say there's a man on first and the second baseman stops a grounder. He can throw it to 2nd base which will be covered by the shortstop.

SHADOW

The ball's shadow can help you locate the ball and determine its height.

THROWING HOME

You can throw to the catcher while a batter is there and not have it count as a pitch, as long as you step off the mound first.

COVERAGE

If a baseman fields the ball, his base will always be covered. For instance, if the first baseman fields the ball, he can throw it to first base and the pitcher will run there to make the play.

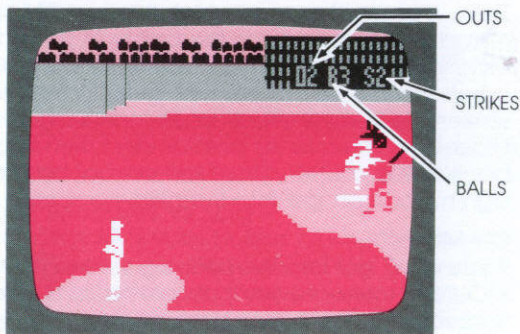
There is one instance in which this can cause a mixup. If the pitcher has the ball and you press MOUND, then the shortstop moves to cover the mound. You won't be able to get into the pitch screen. So throw the ball back to the shortstop to make him return to his position and then throw it back to the pitcher. Once the pitcher has the ball again, you can get into the pitching screen.

ON MOUND

If you can't get into the pitching screen (ON MOUND), there are two possible reasons. The first is covered in the previous paragraph. The second is that a baserunner is running, either to a base or to the dugout.

TIME YOUR THROW

In certain situations, you may have to time your throw to a base. If you move your first baseman in to cover the possibility of a bunt and the batter hits a chopping grounder to your third baseman, you may not be able to throw to first base the first time you press the first base button. The reason is that if you did, your first baseman couldn't get to first base in time to make the play. Wait a moment and try pressing the button again, because your first baseman IS running to cover his base and make the play.



GENERAL

SCORE

The score automatically appears after each team bats.

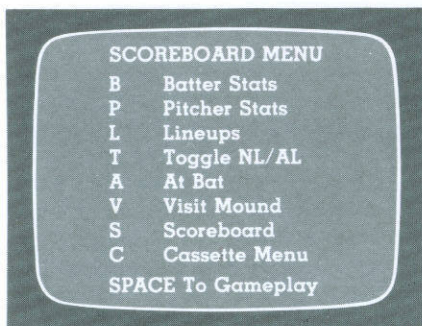
THE COUNT

The exact count is contained in the black scoreboard behind the batter.

SCOREBOARD MENU

Every time you start the game, you see the SCOREBOARD MENU. Usually you skip it and start the game by pressing the **SPACE BAR**. During a game, you can see it by pressing the **SPACE BAR** while the pitching screen is on. The SCOREBOARD MENU is shown on the top of the next page.

This menu allows you to keep track of or change the game in a variety of ways. The definition of each function follows.



BATTER STATS

Press **B** on your keyboard.

This screen shows three batters at a time and their statistics for the best year of their careers. There are 16 batters in each league. You can move up or down the list by pressing the arrows on the left side of your keyboard. The meanings of the abbreviations follow:

BA Displays the **BATTING AVERAGE**.

HR Displays the number of **HOME RUNS**.

RBI Displays the numbers of **RUNS BATTED IN**.

BR,BL,BB Is for **Bats Right**, **Bats Left**, or **Bats Both**.

F This number represents the player's **FIELDING** ability. The number is between 1 and 4. A 4 is given to the best fielders.

R This number represents the player's **RUNNING** ability. The number is between 1 and 4. A 4 is given to the best runners.

PITCHING STATS

Press **P** on your keyboard.

This screen shows three pitchers at a time and their statistics for the best year of their careers. There are 9 pitchers in each league. You can move up or down the list by pressing the arrows on the left side of your keyboard. The meanings of the abbreviations follow:

- ERA** Displays the EARNED RUN AVERAGE for the pitcher's best year. ERA is the average number of earned runs scored against a pitcher per game.
- W/L** Displays the number of WINS vs. LOSSES he pitched that year.
- SO** Displays the number of batters he STRUCK OUT that year.
- TR** Pitches right-handed.
- TL** Pitches left-handed.
- D** The number displayed indicates the pitcher's DURABILITY. A starting pitcher might get a 4 and last 7-9 innings depending on the number of pitches he has to throw.
- C** A number between 1 and 4 indicates the amount of CONTROL a pitcher has. The higher the number, the more control.
- S** A number between 1 and 4 indicates the amount of SPEED a pitcher has. The higher the number, the more speed.

POSITION	AL LINEUP	Def: E	DEFENSE
	CF Lefty Dehlgren	.338	
	F Ket Buchignani	.308	
	SS Wheels Barnes	.303	BATTING AVERAGE
	2b Elmer Tatsumi	.331	
	3b Dino Johnson	.245	
	RF Rocky Tran	.272	
	DH Blast Buczek	.295	
	C Slice Urbaniec	.287	
	1b Frus Koenig	.255	
	P Smokin Breen		
	Use ARROWS .SHIFT X		

LINEUPS

Push **L** to see the starting lineup.

It shows you the batting order, each player's defensive position, each player's batting average, and whether the defensive play is EASY or DIFFICULT. The first column shows each player's position:

C	Catcher	LF	Left Fielder
1b	First Baseman	CF	Center Fielder
2b	Second Baseman	RF	Right Fielder
3b	Third Baseman	DH	Designated Hitter
SS	Shortstop	P	Pitcher

The second column displays their names. The third column shows their batting averages.

The upper right corner tells you whether the defensive play (DEF:) is set for EASY (E) or DIFFICULT (D). E (EASY) means that the computer helps your players field the ball. D (DIFFICULT) means that you're on your own. It's recommended that you

leave it on "E" until you're really good at playing the game.

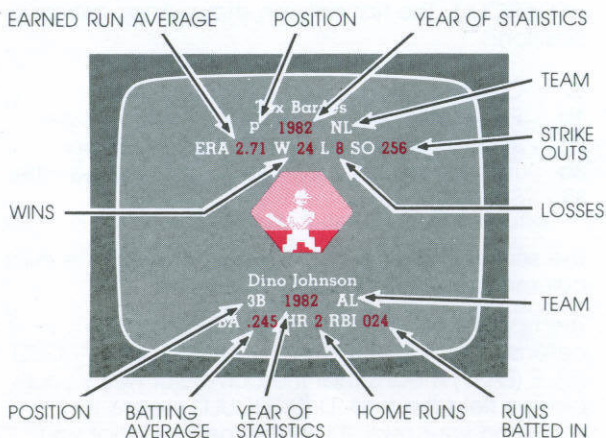
To change from "E" to "D" or back, simply hold down the Shift key and then press **F**.

TOGGLE NL/AL

Once you're looking at a lineup, press **T** to TOGGLE back and forth between the AMERICAN LEAGUE lineup and the NATIONAL LEAGUE lineup. It also works for the PITCHING STATS and the BATTING STATS.

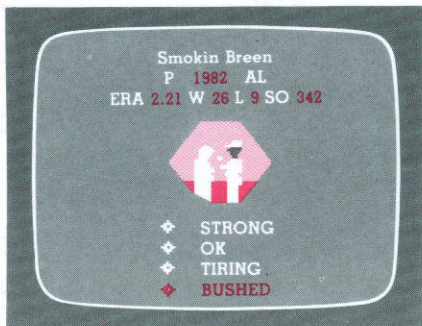
AT BAT

Push **A** on your keyboard to see who's AT BAT and what his statistics are. The current pitcher will also have his statistics listed. A typical screen looks like this:



VISIT MOUND

Press **V** when you want to visit the mound and see whether your pitcher is still strong. The colored asterisk indicates whether he is STRONG, OK, TIRING, or BUSHED.

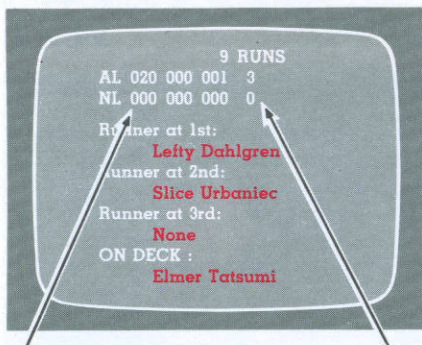


This pitcher is definitely bushed. Time for a reliever.



SCOREBOARD

Press **S** on your keyboard when you want to see the exact scoreboard information. It looks like this:

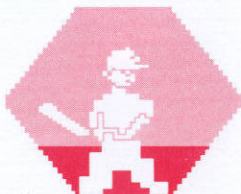


RUNS SCORED IN EACH INNING

CURRENT SCORE

CASSETTE MENU

Push **C** on your keyboard if you have a cassette (not included) and want to use that option. For more information, see page 28.



CHANGING THE LINEUP

You're the manager. The team lineup is under your control. If you're playing the computer, its lineups are also controlled by you. The same rules apply as in Major League Baseball. You can't take a player out and later put him back in once the game has begun.

NEW BATTER

First, check your LINEUP by pressing **L** on the keyboard. (Press TOGGLE, **T**, to the other league if the wrong lineup shows.) Look over your lineup. If Player A is just not a fast enough runner for this game, select his name using the arrows on the left side of your keyboard.

Next press **B** on your keyboard for BATTER STATS and find a player who is not in your lineup, but can run better than Player A. Let's say you decide on Player B. Select him using the arrow keys on the left side of your keyboard until his name lights up. Then hold down the **SHIFT** key and then press **X**.

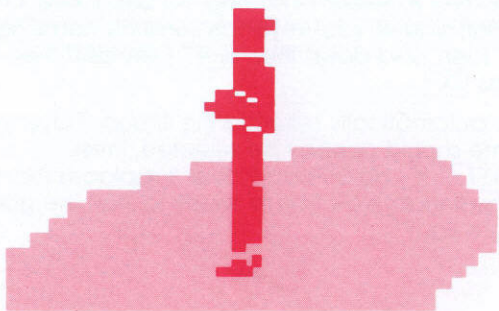
You automatically return to the lineup. Player A's name should already be selected. Press **SHIFT** - **X** again and Player B replaces Player A in the lineup. Now you're ready to start the game or are you?

NEW PITCHER

To replace the Pitcher, follow the same steps used to replace a batter only take the replacement from the PITCHING STATS category ("P").

1. Check your lineup and select the pitcher using the arrow keys on the left side of your keyboard.
2. Check your PITCHING STATS by pressing **P** on your keyboard.
3. Select a new pitcher by using the arrow keys on the left side of your keyboard.
4. Press **SHIFT** key and then **X** to start the exchange.
5. You automatically move back to your lineup. Press the **SHIFT** key and then **X** to complete the exchange.

Remember: If you're replacing a pitcher who's "BUSHED," you can't use another pitcher whom you've already used in that game.



DOUBLE COVERAGE

Double coverage is not allowed. If you replace a right fielder with a second baseman, you will have two second basemen. You **MUST** reassign positions to one of them or you will not be able to play on defense. Instead you get a message: "INCOMPLETE DEFENSE."

To reassign a position, get into the lineup ("L"). Select the player whose position you want to change using the arrow keys on your keyboard. Next press the **SHIFT** key and the numbered key that chooses the position you want:

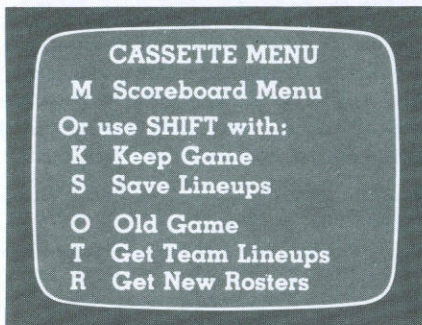
KEY NUMBER	POSITION
1	CATCHER
2	FIRST BASE
3	SECOND BASE
4	THIRD BASE
5	SHORT STOP
6	LEFT FIELD
7	CENTER FIELD
8	RIGHT FIELD
9	DESIGNATED HITTER*

*May play anywhere.

EXAMPLE: You have two second basemen. Select one of them using the arrow keys on your keyboard. If you don't have a third baseman, refer to the chart for the number key for a third baseman — key number 4. Hold down the **SHIFT** key on your keyboard and press key **4** on your keyboard. Instantly, the player you selected will play third base.

CASSETTE MENU

Press **C** on your keyboard to see the CASSETTE MENU which looks like this:



The CASSETTE MENU is for use with your cassette tape and a cassette tape recorder (not included). Check your Computer Module Owner's guide for cassette recorder hookup. The CASSETTE MENU is used for keeping a game that you want to finish later or keeping starting lineups that you may want to use later. A definition of each function follows:

SCOREBOARD MENU

Pressing **M** on your keyboard takes you back to the SCOREBOARD MENU.

KEEP GAME

In order to save a game before it's complete, hold down the **SHIFT** key and then press **K** on your keyboard. Rewind your tape. Push **PLAY** and **RECORD** on your recorder at the same time. Press **RETURN** on your keyboard. Wait for a message to appear on your screen. While you wait, a clicking sound tells you that the game is being taped. If "Error" appears, start the process over. If "Done" appears, the game has been recorded. Select OLD GAME to get it later.

SAVE LINEUPS

In order to save the lineups that you are using, hold down the **SHIFT** key and then press **S** on your keyboard. Rewind your tape. Push **PLAY** and **RECORD** on your recorder at the same time. Press **RETURN** on your keyboard. Wait for a message to appear on your screen. While you wait, a clicking sound tells you that the lineups are being taped. If "Error" appears, start the process over. If "Done" appears, the game has been recorded. Select GET NEW TEAM LINEUPS to get them later.

OLD GAME

In order to finish an old game that you've saved, hold down the **SHIFT** key and then press **O** on your keyboard. Next follow the instructions on your screen.

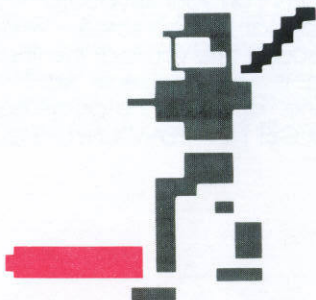
GET NEW TEAM LINEUPS

In order to get a team lineup that you may have saved from a previous game, hold down the **SHIFT** key and then press **T** on your keyboard. Next follow the instructions on your screen.

USE THE **ESCAPE** KEY TO RETURN TO THE SCOREBOARD MENU. USE **C** TO GET BACK TO THE CASSETTE MENU.

GET NEW ROSTERS

In order to get completely new rosters of players to choose from, hold down the **SHIFT** key and then press **R** on your keyboard. Next follow the instructions on your screen.



90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid to:

Mattel Electronics Service Center
13040 East Temple Avenue
City of Industry, California 91746

800-421-2826

(In Alaska and Hawaii call collect 213-978-7056)

for repair or replacement. This warranty gives you specific legal rights and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

NOTES

COLOR TV VIEWING ONLY



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4537-0920