4. Press **PLAY** on the 410™ Recorder, then press the **RETURN** key on the computer console. The game will load in a few minutes.

DISKETTE

1. Make sure that the computer is **OFF,** all cartridge slots are **EMPTY,** and the 810™ Disk Drive is properly connected.

2. Turn the Disk Drive's power switch **ON.** When the busy light goes out, insert the game diskette into the Disk Drive and close the door.

3. Turn the computer's power switch **ON.** The game will load automatically.

If you have trouble loading the game, please refer to your 410™ or 810™ owner's manual for details.

PRE-GAME OPTIONS

OPTION	GAME
SELECT	1 PLAYER
START	NEXT MENU

1. Press the **OPTION** key on the computer console to choose between playing a GAME or taking BATTING PRACTICE.

2. Press the **SELECT** key to select between a 1 PLAYER or 2 PLAYER game.

3. Press the **START** key to go to the NEXT MENU or PLAY BALL when you choose the BATTING PRACTICE option. If you take BATTING PRACTICE, you will face "Heat" Muldoon in a series of random pitches until you press the **OPTION** and **SELECT** keys simultaneously.

4. Plug a joystick controller firmly into jack 1 on the front of the computer console if you are playing solo. Plug a second joystick into jack 2 if two are playing. Hold the controller with the red button in the upper left corner, towards the TV screen.

5. To break out of a game, press the **OPTION** and **SELECT** keys simultaneously any time the PLAYFIELD screen is up. Do NOT press SYSTEM RESET.

6. If you choose to play a GAME, a new menu will come up when you press **START**:

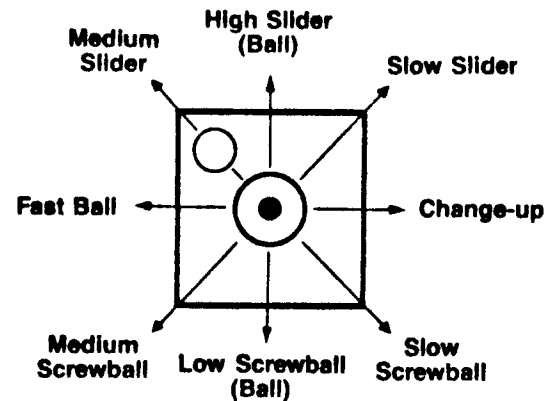| OPTION	HOME	CURVES-LINERS
SELECT	VSTR	HEAT-SLUGGERS
START	PLAY BALL	

7. The HOME team uses the **OPTION** key to select its starting team and pitcher. The LINERS hit for average; the SLUGGERS hit for the fences.

8. The VISITOR team uses the **SELECT** key to select its starting team and pitcher.

9. Both teams can have the same combinations if you choose. When playing solo against the computer, the scoreboard and menus will read COMP in place of HOME.

10. When both teams have made their selections, press the **START** key to PLAY BALL!
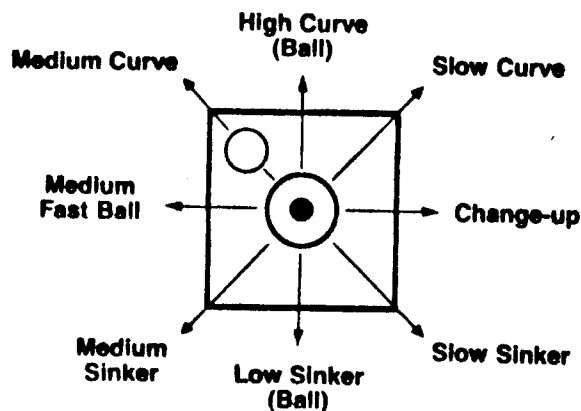
PLAY BALL!

As in real baseball, your goal in Star League™ Baseball is to outscore your opponent in 9 innings (extra innings if necessary). If you beat the computer team, consider yourself a Star Leaguer!
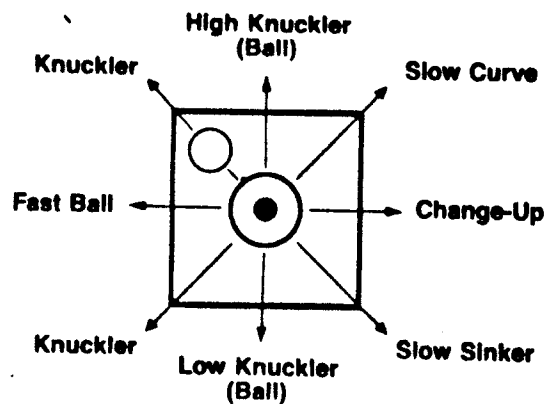
PITCHING & HOLDING RUNNERS

1. Each half inning begins with the pitcher starting in the PITCH-ING MODE. This mode allows you to pitch to the batter and is indicated when the pitcher bends over to look for a "sign" from the catcher.

2. To designate a pitch press and HOLD the red button on the controller. The pitcher will move to an upright, pause position.

3. Move the joystick to pitch:

High Slider (Ball)

Medium Slider

Slow Slider

Fast Ball

Change-up

Medium Screwball

Low Screwball (Ball)

Slow Screwball

"HEAT" MULDOON

High Curve
(Ball)

Medium Curve

Slow Curve

Medium
Fast Ball

Change-up

Medium
Sinker

Low Sinker
(Ball)

Slow Sinker

"CURVES" CASSIDY

High Knuckler
(Ball)

Knuckler

Slow Curve

Fast Ball

Change-Up

Knuckler

Low Knuckler
(Ball)

Slow Sinker

"KNUCKLES" FLANAGAN

4. To get out of the PITCHING MODE to pick off a runner, just RELEASE the red button BEFORE moving the joystick. You can then throw to any base as follows:

3rd Base

Home

2nd Base

1st Base
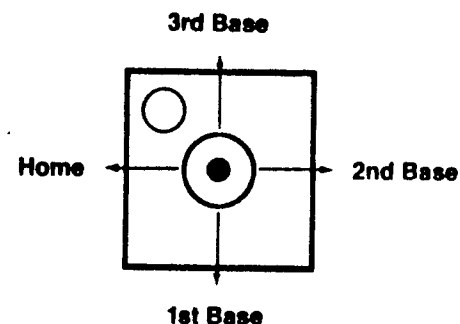
5. Press the red button TWICE to return the ball to the pitcher from any player. The pitcher will change color to black, indicating ball possession. Press the red button TWICE again to go back into the PITCHING MODE. The pitcher will change color from black to yellow or blue and bend over to look for a "sign" from the catcher. YOU MUST BE IN THE PITCHING MODE FOR A NEW BATTER TO COME UP AFTER A HIT OR AN OUT.

BATTING

1. Press and HOLD the red button on the controller right BEFORE the pitch is thrown to BUNT. Release the red button BEFORE the ball reaches the plate to "take" the pitch—if you try to bunt and miss, it's a strike.

2. Press the red button AFTER the pitch is thrown to SWING AWAY.

Press and hold to bunt
**Press to swing away**

Run Back ← → **Run Ahead**
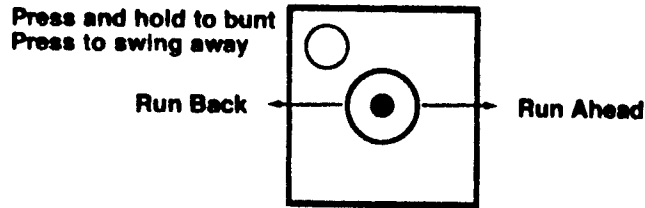
RUNNING

1. Once the ball is hit fair, the batter automatically runs to 1st base.

2. To move him AHEAD, push and hold the joystick to the RIGHT; to move him BACK, push and hold the joystick to the LEFT. To STOP the runner on or between bases, return the joystick to its neutral CENTER position (just release it).

3. If there are runners on base, you control the LEAD runner; the other runners will run automatically if forced. As soon as your LEAD runner scores or is put out, control QUICKLY shifts to the next LEAD runner. Don't daydream or your new LEAD runner may wander off base and be tagged out.

FIELDING

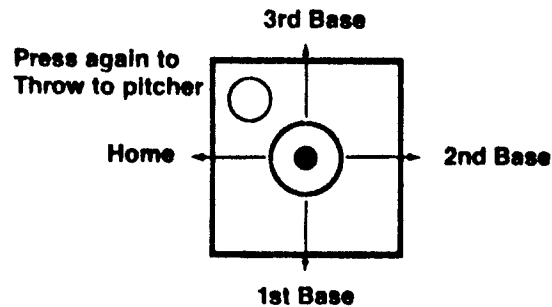1. After the ball is hit FOUL or a HOMERUN is hit, the ball is returned to the catcher. You must throw it back to the pitcher (press red button TWICE) and go into the PITCHING MODE (press red button TWICE again) to continue pitching.

2. When the ball is hit FAIR, the player nearest the ball's PATH becomes eligible to field it.

3. Use the joystick to move your eligible fielder to the ball. He will change color to solid black when he is in possession.

Move Up

Move Left ← → **Move Right**

Move Down
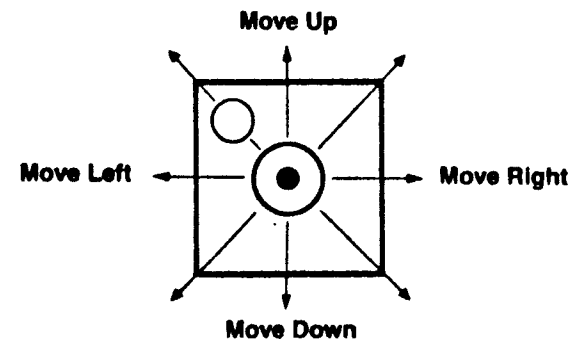
4. A ball with a shadow is a FLY ball; a ball without a shadow is a GROUNDER. FLY balls can be CAUGHT for an out; GROUNDERS require you to take some action to force an out (throw to base, tag runner, etc.).

5. To catch a FLY ball, keep your eye on the ball's SHADOW. As the ball descends, position your outfielder so he'll collide with the ball's SHADOW. If you miss the ball, move your fielder to pick it up.

THROWING

1. Press and RELEASE the red button on the joystick controller to DESIGNATE a throw.

2. Move the joystick to THROW to a base; press the red button again to THROW to the pitcher.

```
                    3rd Base
Press again to    ┌──────┬──────┐
Throw to pitcher  │  ◯   │      │
                  │      │      │
Home  ◄───────────┼──── ◉ ─────┼───► 2nd Base
                  │      │      │
                  │      │      │
                  └──────┴──────┘
                    1st Base
```

The positions on the joystick are set up just like the bases on the screen—throwing from base to base will soon be like second nature to you.

3. If a runner tries to steal HOME, you must MOVE your catcher to TAG the runner coming home. If you don't MOVE your catcher, the runner will run by you and score.

SCORING

1. STRIKE—pitch that crosses home plate between batter's shoulders and knees. Three strikes results in an out.

2. BALL—pitch that is high or low out of strike zone. Four balls results in a walk.

3. OUT—catching fly balls, striking out batters and forcing/tagging runners results in an out. There are three outs per half-inning.

4. BATTING ORDER—visitors (VSTR) bat top of inning; home (HOME) or computer (COMP) bats bottom of inning.

5. RUNS—score runs by moving runners around the bases and home. Team ahead after 9 innings wins game. If score is tied after 9 innings, extra innings will be played until one team wins. HOME or COMP doesn't bat at the bottom of the 9th or extra innings if it is ahead.

SPECIAL FEATURES

1. Play solo against a hard-hitting computer team or a human opponent. The computer team is very consistent and rarely makes mental errors—you'll have to be at the top of your game to beat it.

2. Take batting practice against the legendary "Heat" Muldoon to fine-tune your swing.

3. Choose your starting team and pitcher. Mix up these combinations to take advantage of your strengths or your opponent's weaknesses. The differences between the teams and pitchers will have an effect on your STRATEGY.

4. As the game progresses, the starting pitchers "tire." They'll begin to lose their "stuff" and/or start missing the strike zone. Between the 7th and 8th innings there will be a 7th inning stretch, complete with music. A menu will come up for you to change pitchers:

OPTION	HOME	NO RELIEVER
SELECT	VSTR	KNUCKLES
START	PLAY BALL	

When both teams have made a decision to change pitchers or not (by pressing the **OPTION** and **SELECT** keys), press the **START** key to continue the game.

JOIN THE "STAR LEAGUERS"

If you beat the computer team, you're eligible to join Gamestar's exclusive "Star Leaguers" club.
Here's how:

1. Take a photo of the scoreboard showing the final score.
2. Send that to us along with proof of purchase.

You'll receive an official "Star Leaguers" membership card signifying your success.