Street Sports BASEBALL

EPYX®

INTRODUCTION

It's the bottom of the ninth, the bases are loaded – and it doesn't take a semi-pro like Magic to know the score is tied. Tina's up at bat. On the mound, Ralph's got her in his sights (as long as his cap doesn't fall down over his eyes). He winds up, throws...

Will it be a curve ball or a slider this time? Will Tina connect to drive in the winning run....?

The diamond may be a vacant lot or a parking lot. Home plate may be nothing more than a trash can lid. But the thrills and spills are strictly big league. Anything can happen and almost everything will. Only one thing's for sure when you're playing STREET SPORTS BASEBALL... it's a hit!

OBJECTIVES

STREET SPORTS BASEBALL offers all the hard hitting action of real baseball. And you don't have to worry about being rained out!

The rules are the same as in the big leagues. Three strikes and "Yer Out!" Four balls and you take a walk. But in this game, you'll play everything from manager to shortstop, outfielder to "king of the mound". Choose your team from sixteen of the meanest ball handlers on 52nd Street. Once the action begins, you time the swings. You control the pitches. When there's a hit, it's up to you to haul in that long fly ball out of the sky or fire a throw to first base on a close play.

A special "split screen" format gives you a close-up of the action and a bird's eye view of the entire field simultaneously. And don't worry about keeping score. The computer does that automatically. All you have to do is keep your eye on the ball. You've got nine innings to prove your team the champs of the neighbourhood... or the chumps. So play ball!

GETTING STARTED

Commodore 64/128 Disk

* Set up your Commodore 64/128 computer as shown in the owner's manual. Note: For Commodore 128, set system to C64 mode.
* Plug your joysticks in as shown in the owner's manual.
* Turn the computer and disk drive ON.
* Insert the STREET SPORTS BASEBALL disk into the drive, label side up.
* Type **LOAD"*",8,1** and press the **RETURN** key.

With FAST LOAD CARTRIDGE

* Turn the disk drive and computer ON.
* Insert the STREET SPORTS BASEBALL disk into the drive, label side up.
* Press and hold the **C=** (Commodore) key and the **RUN/STOP** key to load the program.

Commodore 64/128 Cassette

Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette recorder.

The 52nd Street gang is ready and raring to play. But before that first pitch whistles across home plate, you've got to choose sides, assign positions, and work out a batting order.

SELECTING PLAY OPTIONS

Before you begin, you must make several choices. First you must choose which playing field you want to use – the vacant lot or the parking lot. Press the joystick left or right to highlight your choice, and press the **FIRE BUTTON**.

You can play STREET SPORTS BASEBALL alone against the computer, or with a friend. Move the joystick left or right to indicate HUMAN (against another person), or COMPUTER (against the computer). When you've highlighted your choice, press the **FIRE BUTTON**.

Next, STREET SPORTS BASEBALL gives you three choices of play. You can choose from the following options.

* **NEW:** Choose your team player by player.
* **OLD:** Load a previously chosen team which was saved to disk; or
* **RANDOM:** Have the computer choose the players at random.

If you choose RANDOM, the computer will randomly pick, position, and set the batting order of the players for each team. And the game will then begin.

If you choose OLD, you can play with previously picked teams which were saved on disk. You will have the option of changing their field positions and batting orders, or playing with them as they were saved.

If you choose to pick NEW teams, STREET SPORTS BASEBALL gives you a chance to name your teams. Type in the name you choose and press **RETURN**. It will appear automatically on the scoreboard when the game begins. (This is not an option if you choose to play with an OLD team, or a RANDOM team picked by the computer.)

Heads or Tails?

The action pits the Home Team against the Visitors. A flip of a coin will decide who picks first, and who is the Visiting Team (only when playing with NEW teams). Press the joystick left to call heads, right to call tails. Then press the **FIRE BUTTON** to flip the coin. (Remember, by tradition, the Visiting Team is always first up at bat).

Choosing Sides

Take a good look at the 52nd Street Hall of Famers lined up on the screen. Move the joystick left or right to get "up close and personal" with this rough and tumble crew. If a player is eligible, you can read their description. Once a player is chosen, the first three letters of their team name appears below each character.

The Visiting Team chooses first, then the Home Team, alternating until there are eight players on each team. When the player of your choice is indicated on the screen, press the **FIRE BUTTON**.

THE HALL OF FAMERS

What these kids lack in big league flair they sure make up in local colour. It's your job to put together a team that can hit and field its way to victory.

RADAR: Knows where the ball is going at all times. He's one of the hardest runners and throwers in the 52nd Street league. And he "drives" the other team crazy when he's up at bat.

MAGIC: He's unbelievably well-rounded. Never makes an error. Throws and runs like a semi-pro. Bats 'em high and deep. (And you should see his stuff in Street Sports Basketball).

BRAD: He changes baseball into bullets with his ballistic throws. And his line drive hits have a similar quality. Unfortunately he has no wheels.

RALPH: His team mates grimace when he gets the ball 'cause his arm in on the weak side. And he tends to strike out. But he never makes an error and he's an o.k. runner.

KEVIN: Wooooshhh! No one wants to get in his way when he's on the run. He's a team's fastest weapon. Nifty fielder too.

VIC: Thinks he's a Don Johnson look-alike. But looks more like he's blind when it comes to playing the field. Strokes long shots when he's up at bat though.

BOJO: Throws his weight around at the plate. But often swings too late – like when the ball is already in the catcher's mitt. Good arm (though his glove is suspect).

DAVID: Airlines have to take an alternative route when he's up at bat. His long fly balls go first class all the way. Non-stop. Unfortunately his field is second-rate.

BUTCH: Plays ball like he slam dances. A little wildly and recklessly. He "pops-up" too much and throws like a sissy. But he rarely blows a catch – no matter how difficult.

BOB: He's an all-around kind of guy. He's a good fielder, has a rifle-arm, and runs like a champ. But he shines brightest when cracking screaming liners over the infield.

JULIE: The guys think she throws pretty good "for a girl". Truth is, she throws better than most of them. Only problem is she gets excited at bat and tends to strike out.

KIM: A real free-spirited girl. Tends to lose concentration when she's in the outfield. But she makes up for it with some peppery hitting and hustle on the bases.

TINA: This girl wants to make it to the big league some day. She's always operating at top speed – on the run, up at bat, and in the field.

DANA: "Hustling" isn't her strong suit. Once she's hit one of her trademark drives, she has trouble circling the tyres. And she's known as a "marshmallow tosser".

MELISSA: She's the kind of "heads-up" player you can count on in the clutch. Always into the game. And her high-powered arm gets lots of attention too.

KITTY: A spray hitter. Known for her great slides, she always tries to turn a single into a double. Too bad she boots so many chances in the field.

Field Position

Who's on first? Who's "King of the Hill"? Who patrols the outfield?

That's up to you. This is where strategy counts. If you want to go with the field positions that appear on the screen, position the joystick to the left and press the **FIRE BUTTON**. If you want to make changes, follow the instructions on the screen to choose a new player for each position. When all changes have been made follow the directions on the screen to move on to the next option – batting order.

Batting Order

Choosing the best team is one thing – making the most of all that talent is another. Here's where your skills as manager and coach come in. First, what's your batting order gonna be? You can go with the batting order that appears on the screen (position the joystick on the left and press the **FIRE BUTTON**). Or you can create your own batting order. Use the joystick to locate the player you want for the spot in the batting order and press the **FIRE BUTTON**.

The program will then give you one more chance to make changes. If you want to make more changes, the program will go through the entire sequence of options over. If you don't want to make any more changes, move the joystick left and press the **FIRE BUTTON**.

The last option you have before going on to play the game is for saving your newly created teams. Save the teams you've just created by moving the joystick right and pressing the **FIRE BUTTON**. If you don't want to save your newly created teams, move the joystick left and press the **FIRE BUTTON**.

SIMPLIFIED RULES OF BASEBALL

The object of the game of BASEBALL for the offensive team is to hit the ball in such a way that the opposing team cannot catch it. This enables a team member to get ON BASE, and to score a RUN by advancing from base to base until he returns HOME.

WAYS TO GET ON BASE:

WALK – Pitcher throws 4 balls outside the strike zone.
BEANBALL – Pitcher throws the ball and hits the batter.
SINGLE – Batter hits the ball, gets to FIRST BASE and stops.
DOUBLE – Batter hits the ball, gets to SECOND BASE.
TRIPLE – Batter hits the ball, gets to THIRD BASE.
HOME RUN – Batter hits the ball, gets all the way round the bases to HOME.

For the offensive team, the object is to pitch the ball in such a way that it cannot be hit, or is easily caught. The team IN THE FIELD is the defensive team.

The team AT BAT is the offensive team. A team scores when they are at bat if a player is able to get ON BASE, then move around the bases and return to HOME PLATE without being tagged OUT by a member of the opposing team.

The player AT BAT stands at HOME PLATE. The pitcher for the opposing team tries to throw the ball past the batter to the catcher. He must throw the ball within the STRIKE ZONE (over HOME PLATE at a level between the batter's knees and shoulders.)

If the pitcher throws three pitches within the strike zone and none is hit by the batter, the batter is OUT.

If the ball is hit so that it lands outside the BASELINES (the line from HOME to FIRST BASE or from HOME to THIRD BASE) it is a FOUL BALL. This counts as a strike against the batter.

If the ball is hit in the air (a POP-UP or FLY BALL) and an opposing team member catches it before it hits the ground, the batter is OUT.

If the ball is hit on the ground and an opposing team member throws it to the FIRST BASEMAN before the batter can run to first base, the batter is OUT.

If the ball is hit very hard and goes past the FIELDERS without being caught in the air, the batter may attempt to run as far as SECOND BASE, THIRD BASE, or even HOME. If one of the opposing team members touches him with the ball at any point as he runs around the bases, the batter is OUT. The batter is SAFE if he reaches any base without being tagged.

SIMPLIFIED RULES OF BASEBALL
If the pitcher throws four pitches outside the strike zone, the batter advances to FIRST BASE.

Once a batter is ON BASE, he becomes a RUNNER. He can run to the next base if a teammate hits the ball and the ball is not caught in the air. Or he can STEAL a base by running to the next base while the opposing team pitcher is preparing to pitch. A FIELDER can attempt to tag OUT any runner who is OFF BASE.

From FIRST BASE a runner automatically advances to SECOND BASE if the pitcher WALKS the batter (throws four BALLS outside the strike zone). If the bases are LOADED (a runner on every base) and the pitcher WALKS the batter, the man on THIRD BASE will automatically advance HOME and score one RUN.

A team continues AT BAT until the opposing team has made three OUTS. Then they take the field, and the opposing team is UP (at bat). An INNING consists of each team having one turn at bat.

DIAMOND IN THE ROUGH

STREET SPORTS BASEBALL gives you a "split screen" view of the action.

● on the left: a close-up of each play.

● on the right: a "bird's eye view" of the whole field, so you can keep an eye on the big picture (except when a pitch is thrown).

Above, the scoreboard indicates team names, score, player at bat, the current inning, and the count on balls, strikes, and outs.

OK, OK – so there are a few obstacles out there on the field. (What did you expect – astro-turf?) This wouldn't be STREET SPORTS BASEBALL if there weren't! A tree stump. A bush or two. A puddle where you least expect it. Part of the challenge is to keep one eye on the ball... and the other on that bird bath you're about to trip over. One little stumble can slow you up just long enough to let the opponent's runner grab another base.

By the way, that trash can lid in the infield isn't an obstacle, it's home plate. The old tyre is second base, and first base is an old cardboard box. Nobody's quite sure what third base is, though it looks suspiciously like Bojo's old red jacket.

PLAY BALL

The Visiting Team is up first. With three outs, the sides will change automatically. Before the action begins, here are a few tips on play.

When You're Up at Bat

You control each batter in the line-up. Keep your eye on the pitcher. The next pitch could be slow or fast, an inside or outside curve, or a little bit of all. To swing, press the **FIRE BUTTON**. If you're playing against the computer, you must press the **FIRE BUTTON** once as a practice swing to let the computer know you're ready for the pitch.

The pitch is made, and... Crack! It's a hit! The status line at the bottom of the screen tells you if it's a grounder or a flyball (and whether it's to the infield or outfield) a four ball, or awright! – a home run (going... going... gone!)

Note: After the first pitch to each batter, the right view on the screen will remain in the overhead (pitcher/batter) mode. If you need to see the whole field, which bases are loaded, press the **C** = (Commodore) key.

When You're on Base

If there's another runner on the next base, he or she will automatically advance. If you've got a player on second or third, and no one behind him, he'll stay put – unless you hold the **FIRE BUTTON** down.

If the play at the base looks like a close call, you can slide in by pulling the joystick down. This betters your chances of advancing bases safely.

When You're On the Mound

You begin each play by controlling the pitcher. Here's where good hands and nerves of steel come in handy. Choose from four basic pitches:

● Fast ball: pull the joystick down.
● Slow ball: push the joystick up.
● Right curveball: push the joystick right.
● Left curveball: push the joystick left.

Press the **FIRE BUTTON** to let 'er rip. And remember, the joystick controls the ball all the way to the plate. So you can curve the ball wide to the right and then pull it in and over the plate. Or start out slow and wing it fast over the plate.
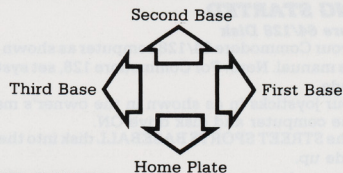
But don't get wild. Bean the batter with a wild pitch and it's an automatic walk – just like in the big leagues.

When You're Playing the Field

As soon as the batter connects with the ball, STREET SPORTS BASEBALL shifts your view to the field. Check out the bird's eye view on the right to see where the ball is headed. (The status line below the screen will tell you the kind of hit you're up against).

Use the joystick to move the fielder under your control left, right, forward, or back to get into position. If it's a flyball, the trick is to get under it and catch it. If it's a grounder, try to get in front of the ball to stop it.

To throw to one of the bases, use the joystick to direct your throw, and press the **FIRE BUTTON** when you're ready to throw.

```
              Second Base
                  △
         △                △
   Third Base             First Base
         ▽                ▽
                  ▽
              Home Plate
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END OF GAME

A full game is nine innings. The Scoreboard marks each innings of play. At the end of the bottom of the ninth, the game will automatically end, if the game is not tied. If the game is tied, the game will continue until there is a winner at the end of an inning. To end the game at any point during play, press the **RUN/STOP** and **RESTORE** keys simultaneously.

Wanna play again? You can start another game with the same teams by highlighting Yes, and pressing the **FIRE BUTTON**. The game will begin again at the top of the first inning with the same players and positions.

EPYX®

Programmed by James Wickstead Design Associates and Greg Omi.