

ATARI® 2600™ Game Manual

SUPER BASEBALL™



The late-summer sun sits high above the ballpark. The center-field flags are barely moving. You can feel the sun's heat reflecting off home plate. The crowd behind you murmurs, afraid to break the spell. It's the bottom of the ninth, the score is tied, and the pennant is on the line.

You have a runner on base and only one out. The pitcher tries to stare you down. But you know he's getting tired, and his sinker ball is starting to creep up into the strike zone.

Finally he makes the throw. Your whole body moves into the swing. With the crack of the bat still ringing in your ears, you head for first. As you round the bag at first, you look up in time to see a fan in the centerfield bleachers make the catch. You head for home, and the crowd goes wild!

You've just won the pennant with a two-run homer. Now on to the championship!

Getting Started

1. With your television turned on, insert your Super Baseball

cartridge into your Atari 2600 (or 7800) as explained in your Owner's Manual, and then turn on your console. The Super Baseball title screen appears.

2. Plug a joystick into the left controller port for a one-player game; plug a second joystick into the right controller port for a two-player game.
3. If you are using an Atari 2600, select either color or black and white with the TV-type switch.
4. Press **[Select]** or push the joystick handle up or down to choose a one-player/first up, one-player/second up, or two-player game.
5. Press **[Reset]** or the left joystick fire button to begin the game.

Playing the Game

The home team takes the field, and the first batter enters the batter's box.

Up at Bat

To hit the ball, press and hold the joystick fire button while moving the joystick. The direction in which the joystick is moved determines the type of swing.

er Up!

Swing Type	Joystick Direction
bunt	up
right field	up/left
left field	up/right
fly/right	down/left
fly/left	down/right

If the swing results in a hit and no one is on base, the runner automatically moves to first base. If the batter gets a hit and there are one or more runners on the bases, press the joystick button and use the joystick to move the runner(s) along the baseline.

If the batter hits a solo home run, the runner automatically runs the bases. If there are one or more runners on the bases when a home run is hit, press the fire button on the joystick to run the bases.

To have a runner steal a base, push the joystick handle towards the base the runner is on. To return the action to the batter, pull the joystick towards you.

Strikes and balls are displayed on the bottom of the screen, and outs are displayed at the top of the screen between the teams' scores.

After three outs, the team at bat takes to the field.

In the Field

When your team is in the field, first select your pitch by moving the joystick. The direction of the joystick determines the type of pitch.

Pitch	Joystick Direction
fastball	up
intentional ball	down
riser	left
sinker	right
curve/left	up/left
curve/right	up/right

Once you have selected the pitch, hold the fire button down and move the joystick handle down quickly to release the pitch.

To throw the ball from one player to another, move the joystick handle to select the direction of the throw; then press the joystick fire button to release the ball.

Throw Direction	Joystick Direction
home plate	down
pitcher	center position
1st base	right
2nd base	up
3rd base	left

Scoring

Playing Tips

The fielder closest to the ball automatically makes the play. Begin moving the fielder into position, using the joystick handle, as soon as the ball is hit.

If the ball is thrown away, the runners don't advance. Play is delayed until the appropriate fielder picks up the ball and throws it back to the pitcher.

When throwing the ball to an infielder, picture the joystick as sitting in the middle of the baseball

diamond: When the handle is in the center position, pushing the fire button throws the ball to the pitcher; home plate is down from the pitcher; first base is to the right of the pitcher; second is up from the pitcher; and third base is to the left of the pitcher.

Remember to select a pitch before you release the fire button. If you release the fire button without having selected a pitch, it's counted as an intentional ball.

As in a real baseball game, the team with the highest number of runs after nine innings wins the game. However, if the game is tied at the end of the ninth, it could be a long day at the old ballpark.

Atari Corporation is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors, or omissions. Reproduction of this document or of any portion of its contents is not allowed without the specific written consent of Atari Corporation.

Atari®, the Atari logo, Super Baseball™, 2600™, and 7800™ are trademarks or registered trademarks of Atari Corporation.

Copyright © 1988, Atari Corporation, Sunnyvale, CA 94086. All rights reserved. 9. 1988. N. C.

Printed in Hong Kong

 ATARI®
C300016-152 Rev. A