



PICKLE!



The classic sandlot game is now on the Atari VCS.

Pickle is for 2 players and uses the joystick controllers. Players alternate between controlling the runner and the throwers. When the runner is tagged out while off base, the players swap roles. The first player to steal 11 bases wins the game.

Gameplay Instructions

1. The runner must be tagged with the ball while off base. Then the players switch roles
2. While throwing, if the joystick is pressed up or down, the top and bottom throwers, respectively, will return toward their bases after throwing. Otherwise they will stay in place.
3. Throwers cannot cross the midway line.
4. Thrower cannot stall----- must throw every 12 seconds
5. Runner must steal a base every 60 seconds
6. First one to steal 11 bases win
7. Runner's initial lead-off toward destination base can be limited while that base's thrower holds ball (P0 difficulty A)
8. Occasional Random throwing errors will happen.
9. Runner will occasionally "fall" (color will turn black and runner will be immobilized for 1 second).
10. Option to allow "Pegs", where runner is out if hit by ball while off base (P1 difficulty B) Runner can side step in this mode.

