

Color Baseball™



TANDY®

**CAT. NO.
26-3095**

Color Baseball

Radio Shack
A DIVISION OF TANDY CORPORATION
FORT WORTH, TEXAS 76102

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Introduction

The stands are filled to maximum capacity...the crowd sits anxiously awaiting the magic that is America's favorite pastime—Baseball!

Color Baseball is an action-packed simulation of the sport made popular by Abner Doubleday at Cooperstown, New York, in 1839. You control the action and strategy. You can even give each player a name and a batting average to add more excitement to the game. Intricate color graphics enhance the realism from your “press box view.”

You can recreate the most famous teams in baseball history and match them against one another in a computer controlled “World Series.”

So...Batter Up!...Play Ball!

Required Equipment

- A Tandy Color Computer with at least 16K RAM memory
- Standard TV (Color Recommended)
- Joystick Controls

Loading Instructions

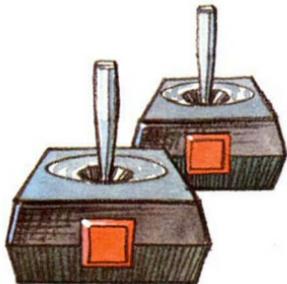
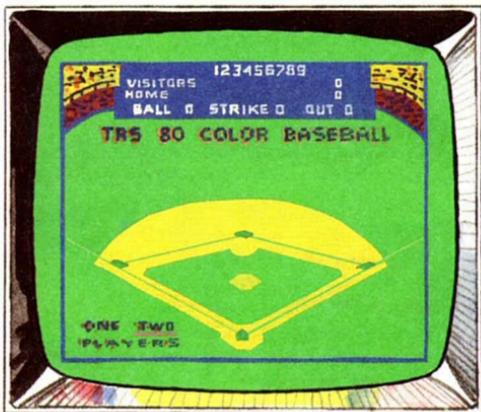
1. Make sure your computer power is off before inserting or removing a Program Pak ROM cartridge. Failure to do so could result in damage to the Program Pak.
2. Connect the Color Computer to the television, and set the switchbox control to Computer (or Game). See your Tandy Color Computer Operation Manual for further details regarding connections.
3. Plug the joystick controllers into the jacks located on the back left side of the computer.
4. Insert the Baseball Program Pak™, label side up, into the slot located on the right side of the computer. Press firmly until it engages securely, but do not force it.
5. Turn on the television and tune it to Channel 3 or 4 (whichever is least active in your area).
6. Turn on the Color Computer.

Playing the Game

After you insert the Baseball Program Pak and turn on the computer, a team of players "walks" onto the baseball diamond shown on the screen. A demonstration game begins when the first batter takes his position at home plate. The scoreboard at the top of the screen does not record the score during this game. Both teams are controlled by the computer, so observe the strategy. Then, when you are ready to play, you'll have a "game plan" in mind.

Before you start the game, position the line at the bottom left corner of the screen to ONE or TWO (players) by moving the right joystick left or right.

When you are ready to begin, press the red button on the joystick control box. The National Anthem resounds throughout the stadium and the players take their positions on the field.



The Players

There are nine players on each of the two teams (Red and Blue). The red team is controlled by the left joystick (the computer if you chose one player). The blue team (you, if the computer is your opponent) is controlled by the right joystick.

You can assign each player on the two teams a name and a batting average by pressing **ENTER** before pressing the red button on the joystick to begin the game.

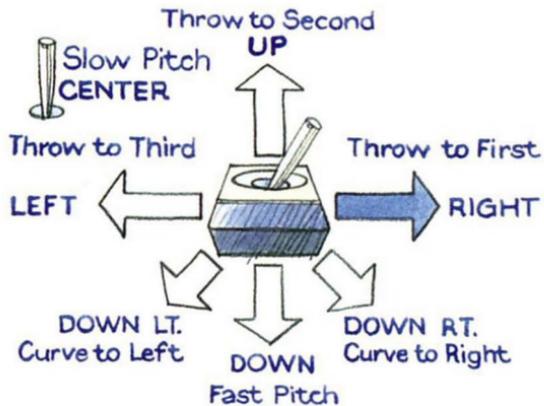
The red team is shown on the scoreboard as "Visitors." The blue team is the "Home Team." Enter the names of the visiting team first. The batting averages that you enter are used to apply a handicap to the power of the swing. So remember, the better the batting average, the better the player. If you do not enter batting averages, the players are assigned varying batting averages by the computer.

When you enter the last batting average, the diamond (and the demonstration game) reappears. Press the red button on the joystick control box to begin the game.

Note: You can have the computer play a game by itself, using the players you entered, by typing **□**.

You control the batter's swing when your team is up to bat. You can also make a base runner "steal" a base or slide into base by maneuvering the joystick. If you are on the field, you control the pitcher and all the other players on the team. The blue team (you, if you choose to play the computer) is always on the field first.

When in doubt about which player you control, press the red button on the joystick control box. The player will be highlighted (flashing).



Pitching

When the pitcher has the ball and the batter walks up to the plate, all of the fielders move to the “ready” position. The batter is now ready to accept a pitch.

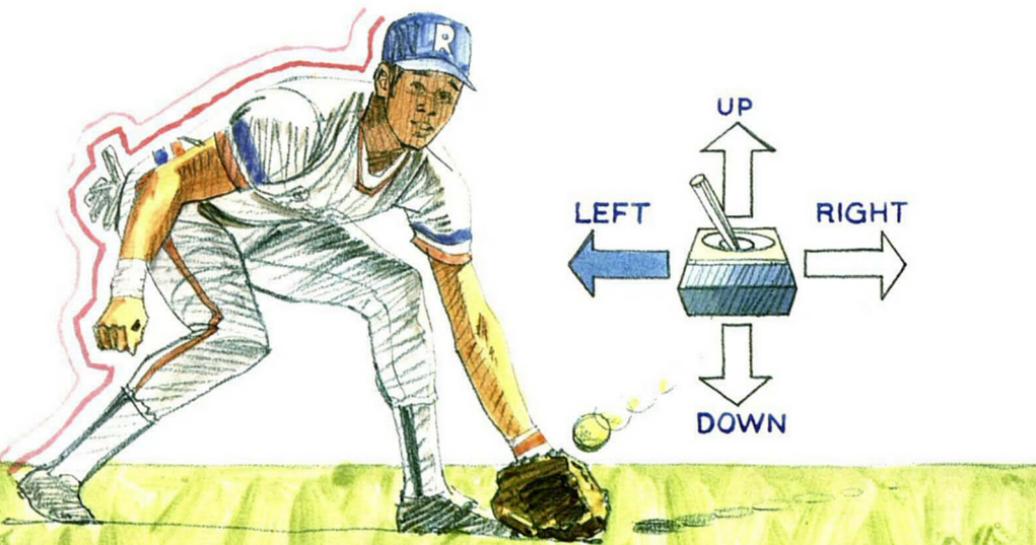
If your team is pitching, place the joystick in the desired position, then press and release the button.

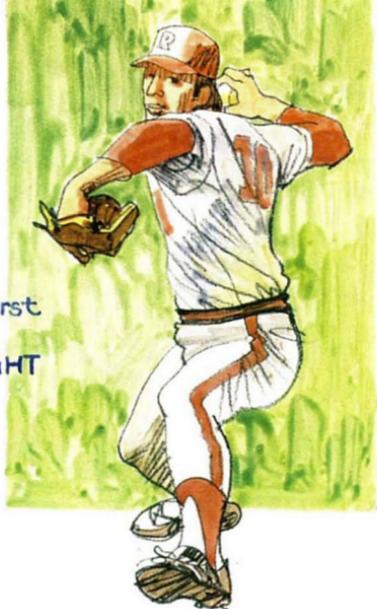
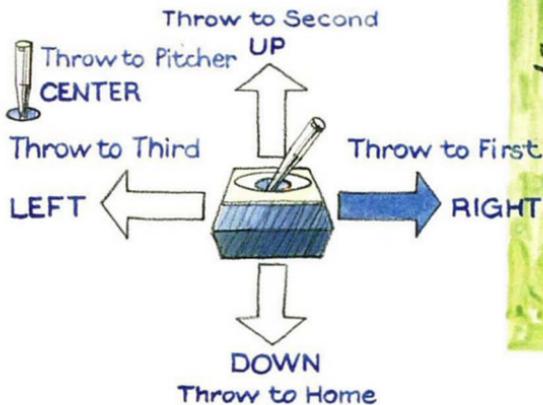
The diagram above shows how to position the joystick to achieve maximum effectiveness when pitching.

Fielding

After the batter hits the ball the computer determines which player is close enough to receive the ball. When you press the button the chosen player is highlighted (flashing). You can control this player by using the joystick as shown below:

The “shadow” of the ball is shown on the ground if it is a fly ball and you can move your player under the ball to catch it for an out. You won't see a shadow if the ball is a grounder. Maneuver the player close to the ball to catch it.





Throwing

To throw the ball, press the button down and hold it. This freezes your player into a "ready to throw" position. Move the joystick toward the player to whom you want the ball thrown (as shown above) and release the button.

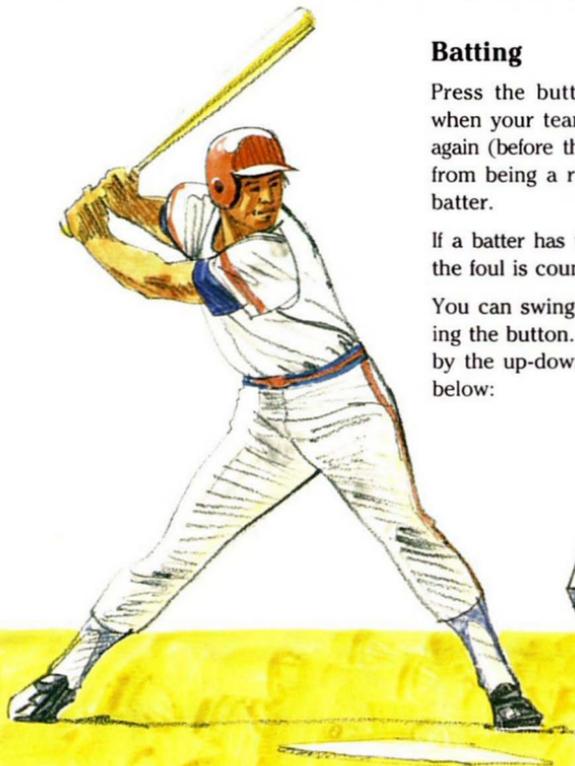
When you release the button, the ball is thrown to the selected player and control is transferred to that player.

Placing the joystick in center position does not ensure that the ball will be thrown directly to the pitcher. You may have to use the joystick to maneuver the pitcher and catch the ball.

Note: The player receiving the throw immediately moves in the direction indicated by the joystick when you release the button. If you want the player to hold the position, move the joystick to the center after releasing the button.

If your player happens to miss a throw and another player is closer to the ball than the one you are now controlling, press the button. Your control is re-assigned to the player nearest the ball.

If the player attempts to throw the ball to a base with a runner, but doesn't actually throw, a "BALK" occurs. A BALK causes the runners on base to move forward one base.

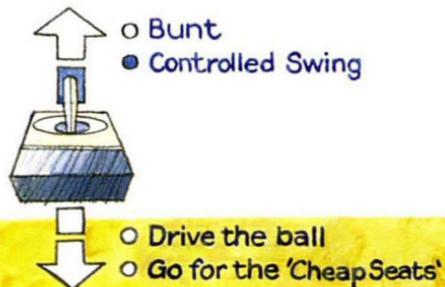


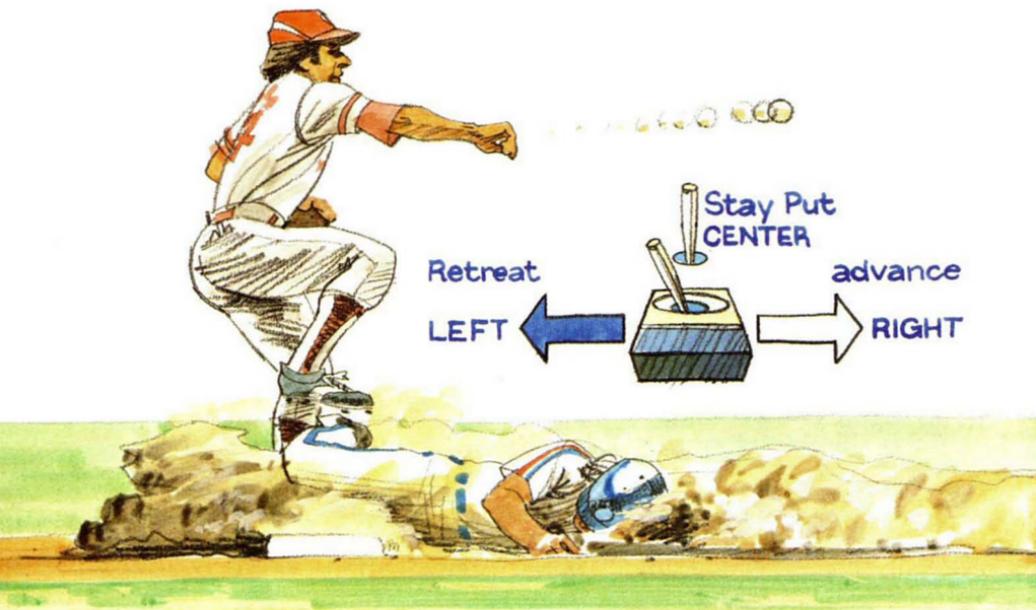
Batting

Press the button to move a batter to the plate when your team is up to bat. Pressing the button again (before the pitch) causes the batter to switch from being a right-handed batter to a left-handed batter.

If a batter has two strikes and hits a bunt foul ball, the foul is counted as an "out."

You can swing when the ball is pitched by pressing the button. The power of your hit is controlled by the up-down position of the joystick as shown below:





Base-Running

When your team is up to bat, you are always in control of the lead base-runner, even when another player is batting. You can lead the runner off base and even steal bases by positioning the joystick as shown above:

Note: If the batter hits a “pop fly” out, the runners on the base do not have to tag the base before advancing. A runner can return to a base after he has tagged it only if there is no other runner on it.

When you are running at top speed you can press the button to slide. This gets you to the base slightly faster in those “close call” situations. But don’t press it too quickly or you stop short of the base. The lead runner cannot slide immediately after the batter hits a foul ball.

Runners (including the lead runner) automatically advance on a force play. If the batter hits a foul ball, the runners return to base automatically. If the batter hits a pop-fly to infield, the runners automatically advance.

Note: A baserunner who has stolen a base does not advance automatically on the next hit ball. You must use the joystick control to advance him.

Scoring

Scoring is the same as in real baseball. There are nine innings in which each team gets to bat. (If the Home Team is ahead at the end of the top half of the ninth, the game ends. If the Home Team goes ahead in the bottom half of the ninth, the game must be played to completion.)

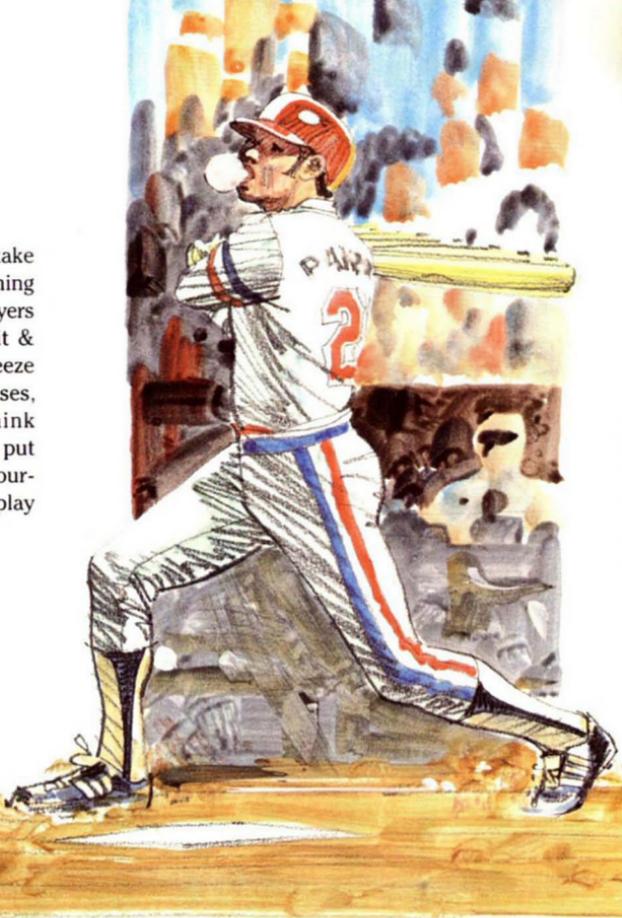
Points (runs) are scored when a player successfully rounds the bases and returns to home plate. If you have a tie score at the end of the ninth inning, additional innings are played until the tie is broken. The scores for the additional innings are totaled in the column next to the ninth inning column, regardless of how many extra innings are played.

A home run is heralded on the screen with deafening applause and a flashing HOME RUN sign on the scoreboard. (After a home run, you must use the joystick to maneuver a player to retrieve the ball.)

If more than nine runs are scored in a single inning, an up arrow (↑) is shown on the scoreboard. The computer tallies the running score, and it appears as the “Game Total” on the scoreboard.

Play Ball!

Now that you know the rules, take your team through a Spring Training session. Learn to maneuver the players to perform trick plays like the Hit & Run, Opposite Field Hitting, Squeeze Play, Double Play, Bunt, Steal Bases, and Pitch Outs. When you think you're ready for the Big League, put on your jersey and cleats, get yourself a wad of bubble gum, and play ball!



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