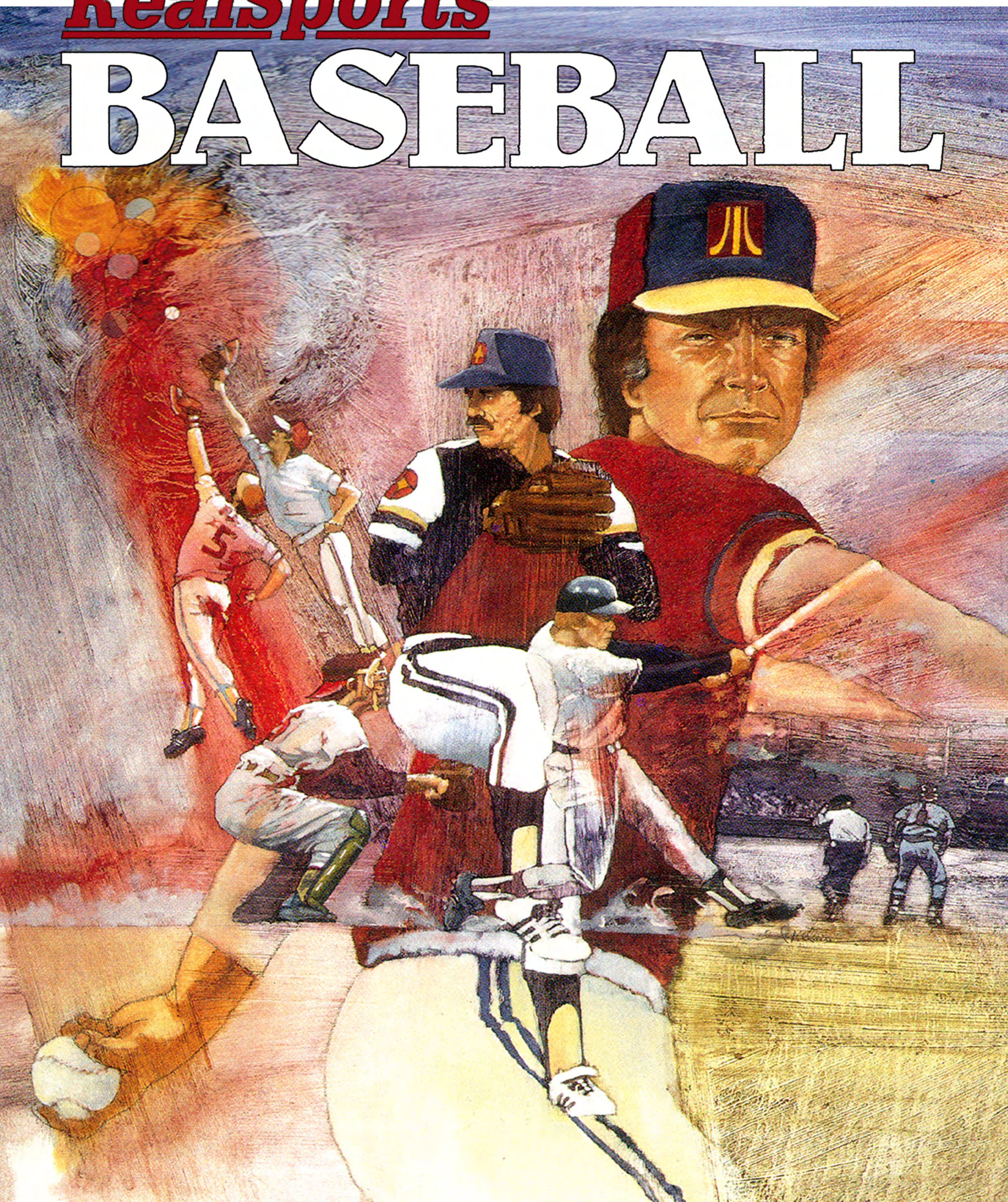
ATARI® 7800™ Game Manual

RealSports BASEBALL



Play

You smell the freshly cut grass as you walk out of the dark, cool tunnel into the hot afternoon sun. You hear the crack of leather on wood as the team's power hitter takes batting practice. Today's the day—you're starting in the big leagues. After warming up in the bullpen, you're ready to take the mound. You get a few last-minute instructions from the pitching coach, and then it's time. Slowly you walk to the center of the diamond. The batter steps in, and you're ready to play ball!

Getting Started

1. Insert the RealSports Baseball cartridge into your Atari 7800 as explained in your Owner's Manual.
2. Plug a joystick into the left controller port for one player; plug a second joystick into the right controller port for two players.
3. Turn on your television; then press **[Power]** to turn on your Atari console. The RealSports Baseball title screen will appear.
4. Move either joystick handle forward or back, or press **[Select]**, to choose a one-player or two-player game. Move either joystick handle to the left or right, or press **[Select]**, to choose up first or up second. If no selection is made, the game will go into Demo mode.
5. Press **[Reset]** or any joystick button to start the game. An empty field appears. The players then come out onto the field, and the batter steps up to the plate. The score-board appears at the top of the screen, and balls and strikes are tallied in the upper right corner.
6. Press **[Pause]** to pause the game; press it again to resume play.

Playing the Game

When your team is at bat, the direction the joystick is pushed determines the type of swing:

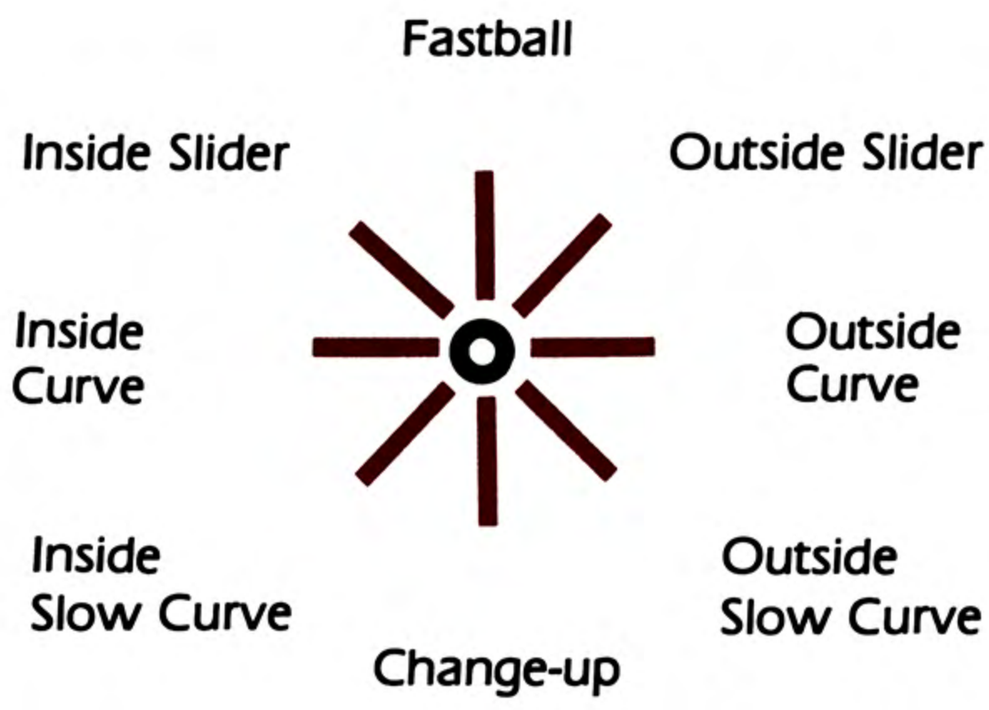
Swing Type	Joystick Direction
High	Up
Normal	Middle
Low	Down
Bunt Left	Left
Bunt Right	Right

To swing the bat, press the left joystick button and move the joystick handle. The batter swings on the release of the joystick button. If the ball is hit, the batter automatically runs to first base.

Ball

The right joystick button moves the runner along. The controllable runner is highlighted. Move the joystick handle up and press the right joystick button to advance the runner. To make the runner retreat, move the joystick down and press the right joystick button.

When your team is in the field, use the right joystick button to set up for the pitch and to bring in the opposing batter. Select your pitch by moving the joystick handle in one of the directions indicated below. To throw the pitch, hold down the right joystick button and then move the joystick handle in the desired direction.



After the ball is hit, the fielder closest to the ball makes the play. You control the fielder's movement by moving the joystick handle in the direction you want the player to move. To throw the ball to one of the bases, move the joystick handle in one of the directions indicated below and press the left joystick button.

Throw Direction	Joystick Direction
First Base	Right
Second Base	Up
Third Base	Left
Home Plate	Down

To return the ball to the pitcher, press the left joystick button with the handle in the center position. To run with the ball, use the joystick to move the player. Fielders automatically return to their positions when the ball is returned to the pitcher and the right joystick button is pressed.

A team remains at bat until three outs are recorded.

Playing Tips

Runners automatically run to the next base when a ball is hit. The controllable runner is highlighted.

Vary your pitches to keep opposing batters off guard.

Giving your players who are on base a head start will help when you are playing against the computer.

Scoring

As in a real baseball game, the team with the highest number of runs after nine innings wins the game. But who knows? If the game is tied at the end of the ninth, it could be a long day—or night—at the old ball park.

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