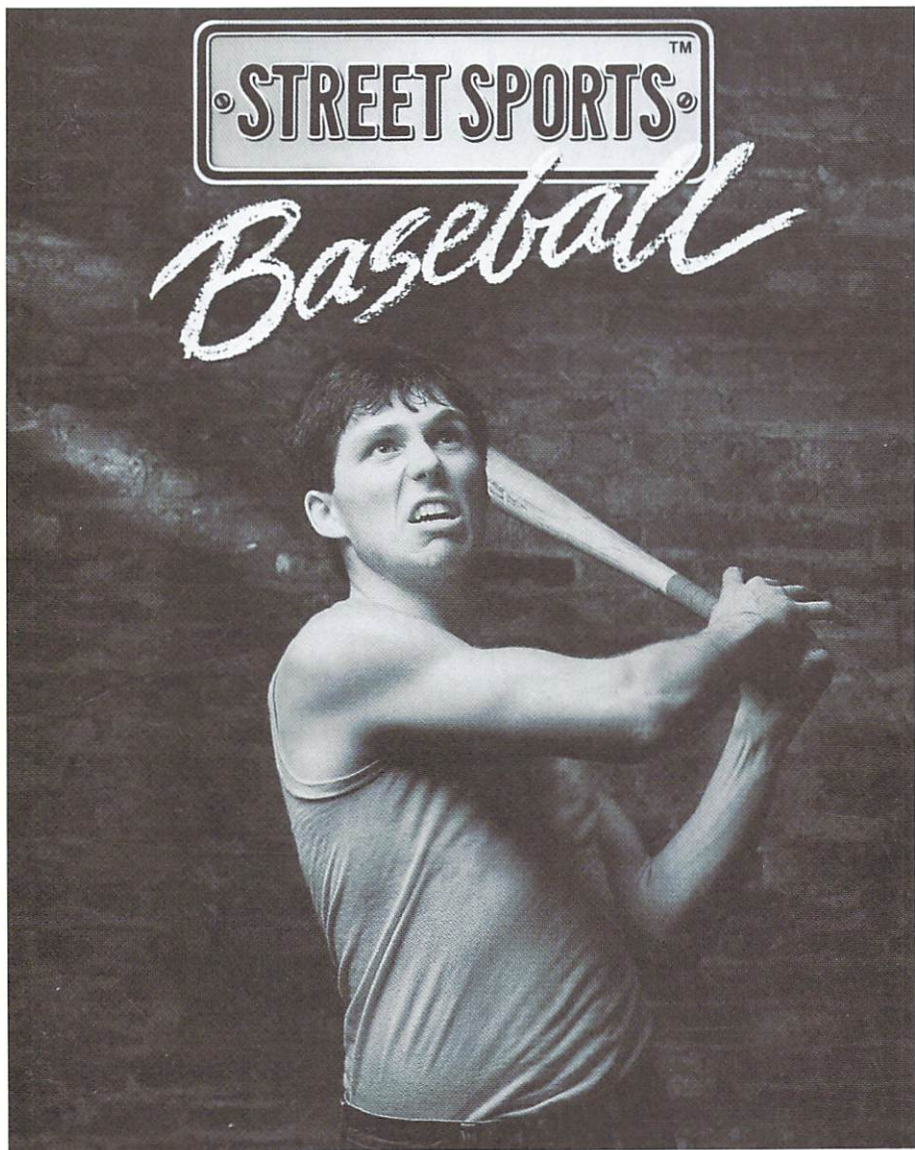


**EPYX®**

**STREET SPORTS™**

*Baseball*



**INSTRUCTION MANUAL**

for the Commodore 64®/128™, the Apple II® series,  
IBM PC® and 100% compatibles

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## 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 baddest 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 neighborhood...or the chumps.

So play ball!



## GETTING STARTED

### For Commodore 64<sup>®</sup>/128<sup>™</sup> Computers

- 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 owners 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**<sup>™</sup> :

- 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.

### For IBM PC<sup>®</sup> and Compatibles:

- Set up your IBM PC or compatible as shown in the owner's manual.
- If you're using a joystick, plug it in as shown in the owner's manual.
- Insert your DOS disk into the disk drive (drive **A** on the two drive system).
- Turn ON the computer.
- When DOS is loaded, insert the **STREET SPORTS BASEBALL** disk into the drive, label side up.
- Type the command **SSBB** and press **Enter**.

### For the Apple II<sup>®</sup> series:

- Set up your Apple II computer as shown in the owner's manual.
- Plug your joystick in as shown in the owner's manual.
- Insert the **STREET SPORTS BASEBALL** disk into the drive, label side up.
- Turn ON the computer.

**Note:** Use the Epyx 500 XJ joystick with tactile-response micro-switches for more precise, instant control. The only joystick that actually fits your hand with the trigger button right at your finger tips. Guaranteed for 10 million uses.

The 52nd Street gang is ready and raring to play. But before that first pitch whistles across home plate, you've got to choose up 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 color. 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 baseballs into bullets with his ballistic throws. And his line drive hits have a similar quality. Unfortunately he has no wheels.

**RALPH:** His teammates grimace when he gets the ball 'cause his arm is 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 alternate route when he's up at bat. His long fly balls go first class all the way. Non-stop. Unfortunately his fielding 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 thing 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 leagues 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 tires. 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**.



## **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. That old tire 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 foul 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.

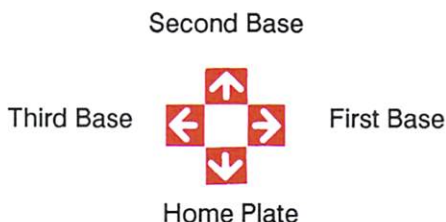
But don't get wild. Bean the batter with a wild pitch and it's an automatic walk -- just like in the big leagues.

## *When You're Playing the Field*

As soon as a 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.



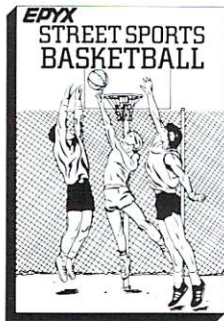
## **END OF GAME**

A full game is nine innings. The Scoreboard marks each inning 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.

# STREET SPORTS BASKETBALL

Not like any basketball game you've ever played on a computer. But just like every basketball game you've ever played for real!



- Choose from 10 neighborhood players for a three person team.
- Four courts to play on—at a playground, in an alley, on the parking lot, or in the backyard.
- You'll play with hot shooters, slow dribblers, slam dunkers, or pass on the run.

**Only from Epyx!**

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