

THE SLUGGER



MASTERTRONIC

LICENSED
FROM



GETTING STARTED

F3 One player port 1

F5 Two player port 1

F7 Option selected

F3 Team colours

F5 Team colours

F7 Start game

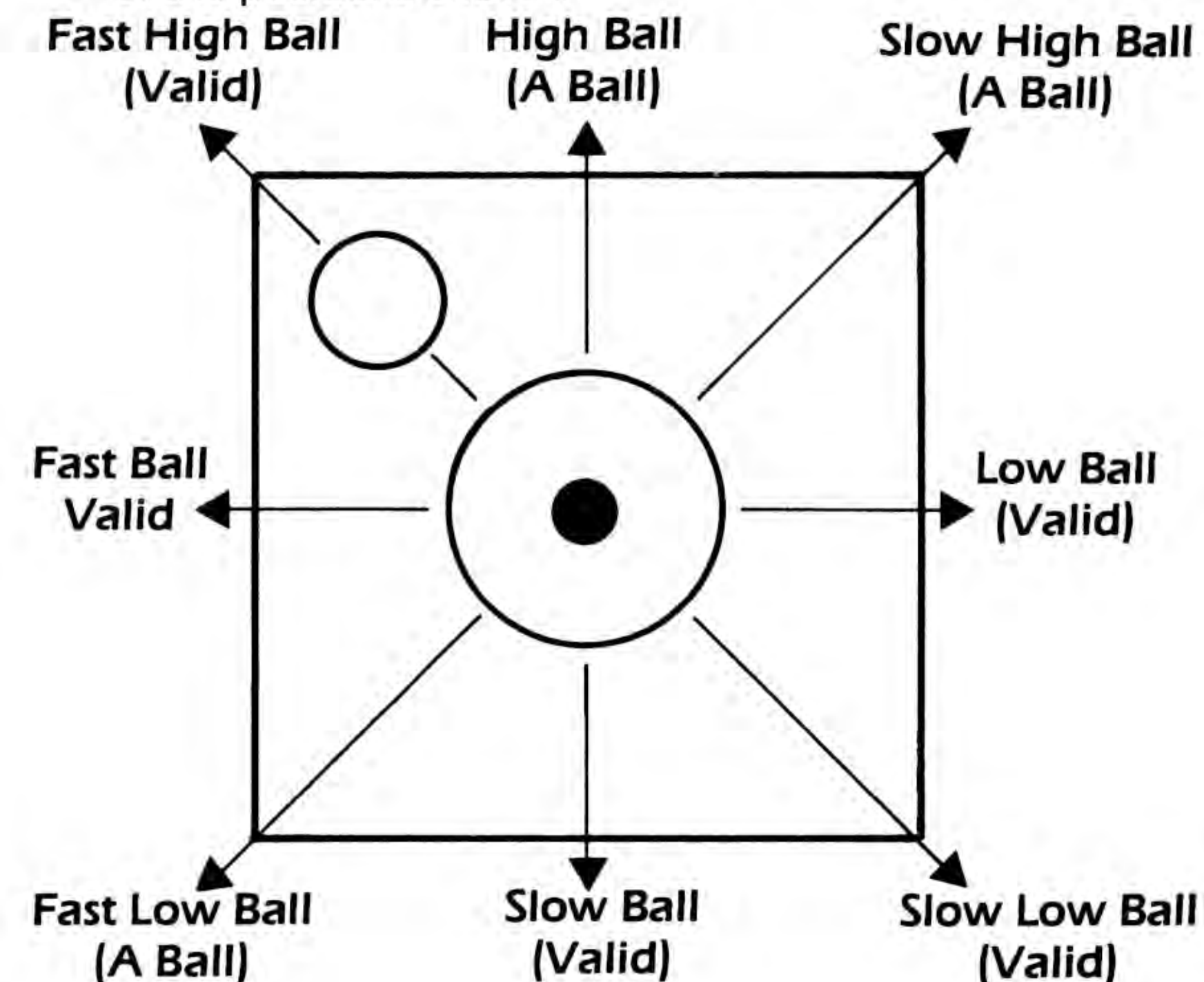
From beginning

PLAYING

As in real baseball your aim in The Slugger is to outscore your opponent in 9 innings (extra innings if drawn on 9th innings).

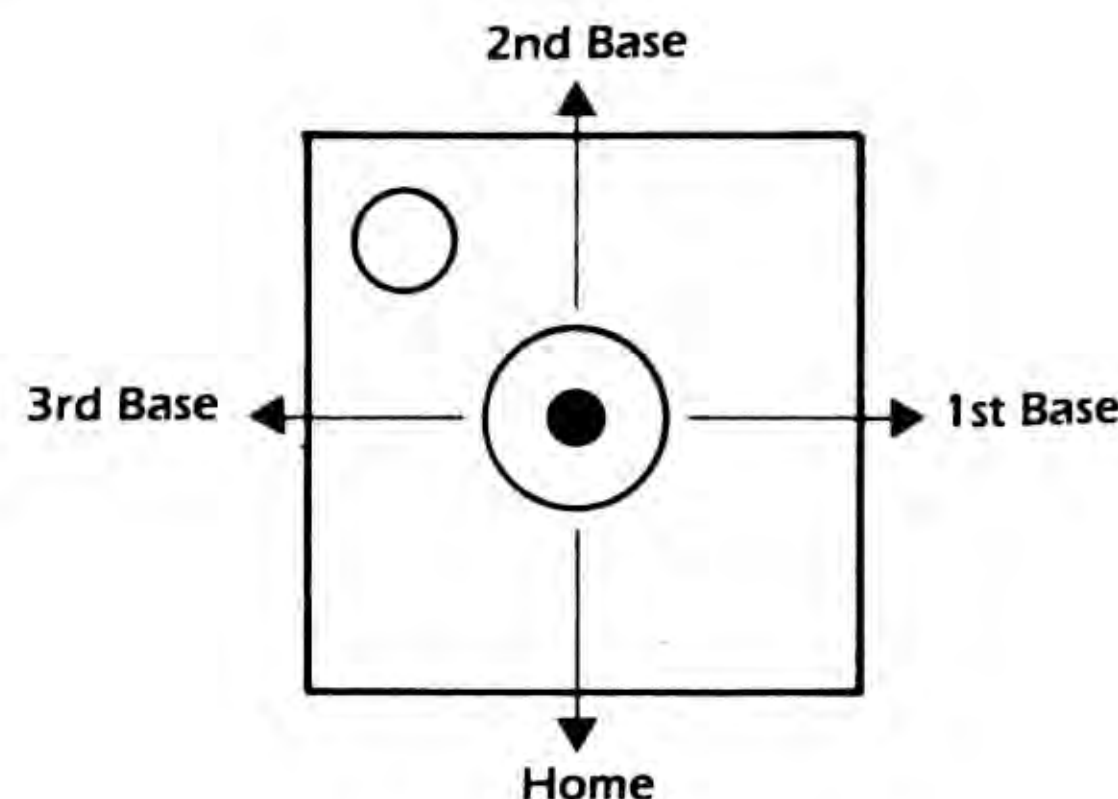
PITCHER THROW

When pitcher appears you may select type of ball you wish to pitch by positioning the joystick in one of the positions shown.



PITCHER'S STEAL

One of the battling side on the pitch may attempt to 'STEAL' a run. As you are the Pitcher you can decide, using your own skill and judgement, whether or not to pitch your ball to the base which you think the opposition may try to 'STEAL.' This option can be selected when SELECT STEAL OPTION appears on the screen. By then positioning the joystick and pressing the FIRE button you can select to which base you wish to pitch in order to 'OUT' your opposition. Pitching a ball using the STEAL OPTION does not count as a BALL.

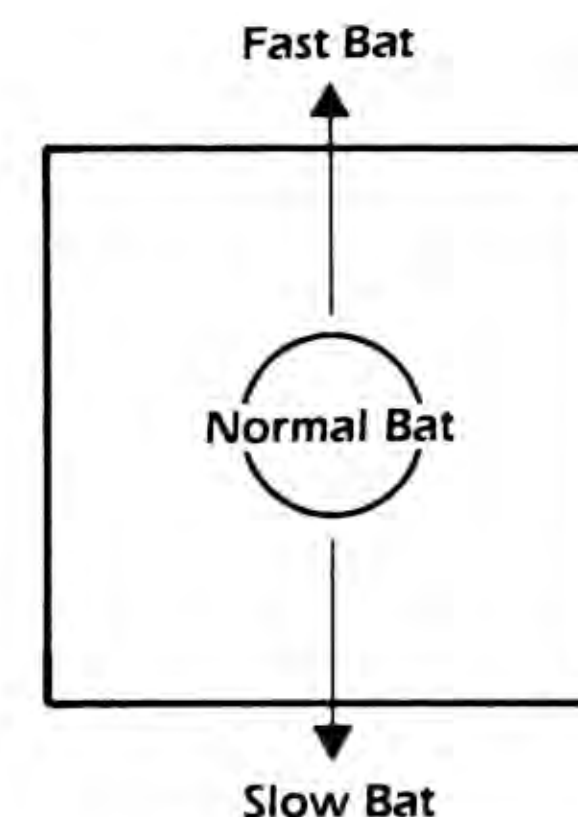


BATTER and RUNNER

A runner can be got out by tagging him if your fielder has the ball or by stepping onto the base he is forced to run to. A batter can be got out by any fielder who catches the ball. A forced runner is one who has to run to the next base because the preceding runner is running to the base he is on.

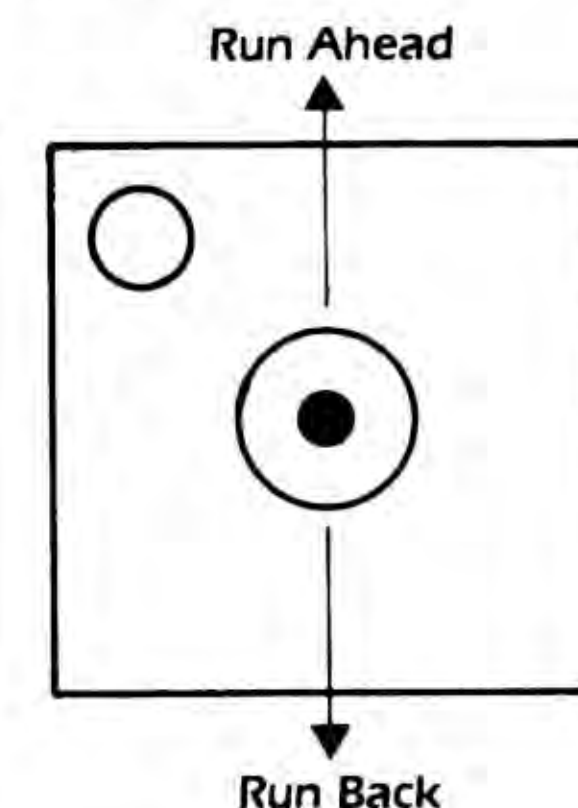
2

If a batter hits a fair ball he is forced to run. Once the ball has been thrown you may select a batting speed. Hold the joystick in the position required and press the fire button to swing the bat.



RUNNER STEALS

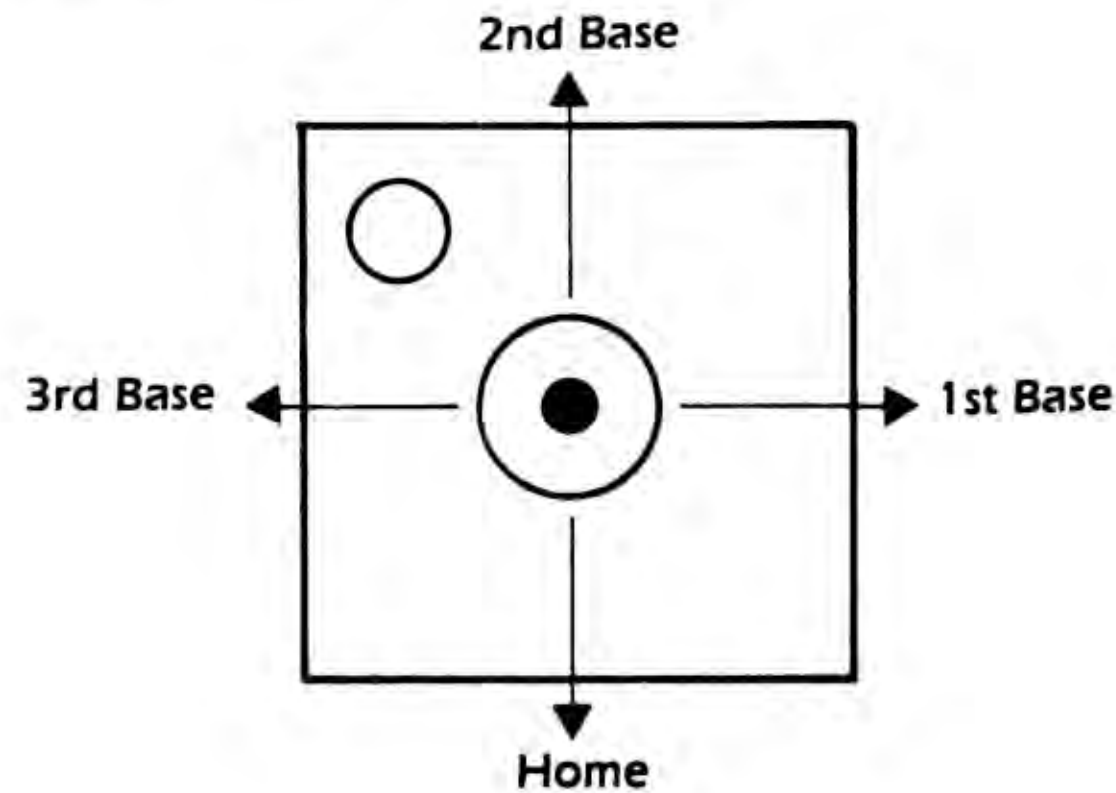
The players of the batting side on the pitch may 'STEAL' a run by running to the next base when 'SELECT STEAL OPTION' appears on the screen. Hold the joystick in position required, press and release fire button.



3

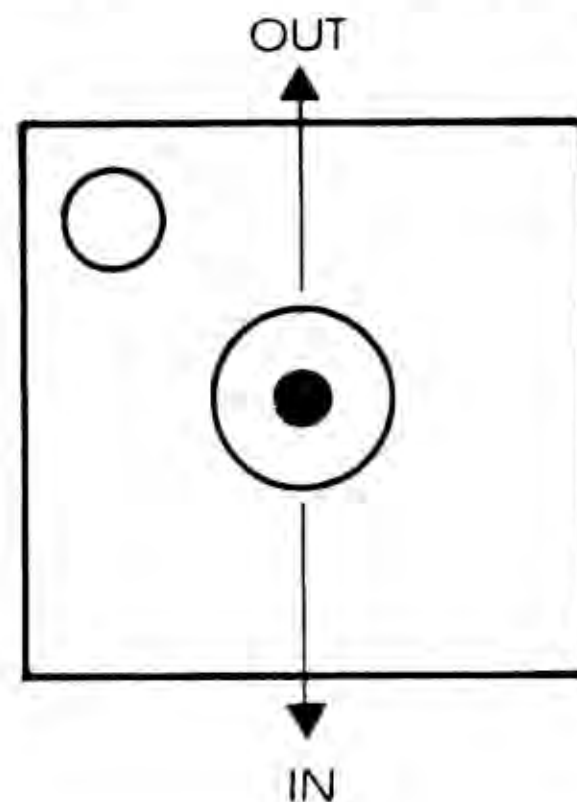
FIELDERS

Fielders are controlled by the joystick. You may catch or pick up a ball. This is done automatically if you are close to the ball. To throw a ball to another fielder move the joystick to the required position, press and release the fire button.



SPECIAL FEATURES

Outfield may be selected IN or OUT with the joystick when 'OUTFIELD OUT' and 'OUTFIELD IN' appears on the screen. 'OUTFIELD OUT' positions fielders for wide fielding and 'OUTFIELD IN' positions your fielders for close fielding.



STATUS and SCORING

STRIKE – a pitch that crosses home plate between batter's shoulders and knees. Three STRIKES equals an OUT.

BALL – a pitch that is high or low out of strike zone. Four balls results in WALK, (batting players on field will have free walk to next base).

OUT catching fly balls, tagging runners with a fielder who is holding the ball or achieving three STRIKES off the BATTER equals an out. There are three outs per half innings.

BATTING ORDER – Visitors bat top of innings; home-team or computer bats bottom of innings.

RUNS – Score runs by moving around all three bases and finally to HOME PLATE. Team ahead after 9 innings wins the game. If score is tied after 9 innings, extra innings will be played until one team wins.

Get a feel for pitching, hitting, running, throwing, fielding and catching. The shadow of the ball will help you judge where the ball is headed. The Slugger easy to pick up but tough to master, especially against the computer team.

Have fun with The Slugger – it's designed to be fun for beginners and advanced players alike.

The program code, graphic representation and artwork of THE SLUGGER are the copyright of Imagine Software (1984) Ltd and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of I.S. (1984) Ltd. All rights reserved worldwide.

PRODUCED BY D.C. WARD

© 1985 Imagine Software (1984) Ltd.