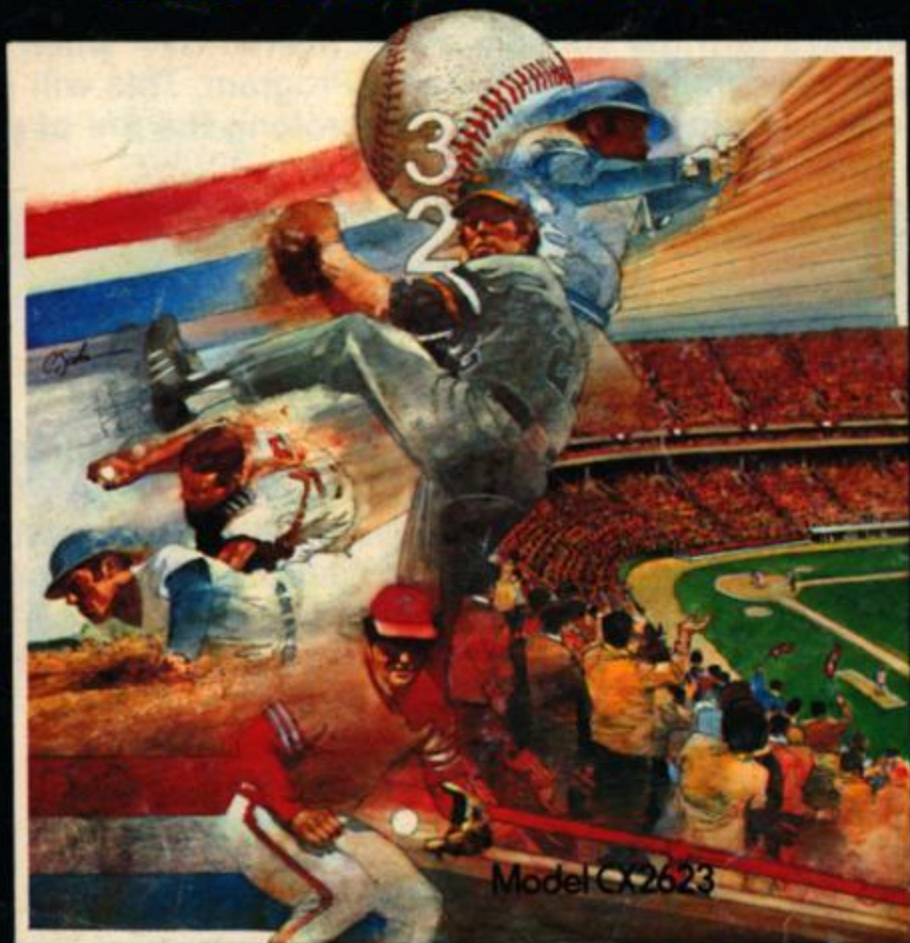


# HOME RUN™

## GAME PROGRAM™ INSTRUCTIONS



A Warner Communications Company

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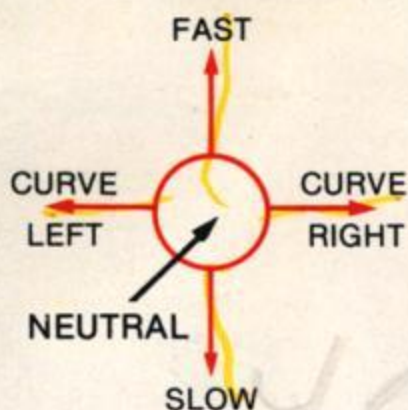
# HOME RUN™

Use your Joystick Controllers with this ATARI® Game Program.™ Be sure the Controllers are firmly plugged into the LEFT and RIGHT CONTROLLER jacks at the rear of your ATARI Video Computer System.™



**Note:** Always turn the console power switch OFF when inserting or removing an ATARI Game Program. This will protect the electronic components and prolong the life of your ATARI Video Computer System.

## CONTROLLER ACTION



How to control pitches



How to control outfielder(s)

### Pitcher

To pitch the ball, depress the red Controller button. Throw curves, fastballs, screwballs or change-up pitches by moving your Joystick as shown in the diagram after the ball leaves the pitcher. Joystick at neutral is an automatic fastball.

### Batter

Swing the bat by moving your Joystick from the neutral (center) position to **any** other position. If, after hitting the ball, it looks as though the outfielder has a chance to make a putout if you take an extra base, push the red controller button **before** reaching base and your runner(s) will stop at that base.

## Outfielder

After the batter hits the ball, control your outfielder(s) with the Joystick (as shown in the diagram) to catch the ball and make putouts.

## HANDICAP Difficulty Switches

In the "A" position, you will have slower outfielder(s), and when it is your turn to bat, your batted balls will move more slowly. In the "B" position, the outfielders are faster getting to a batted ball and can move more quickly to make the putout. Also your batted balls will move more quickly through the infield.

## HOW TO PLAY HOME RUN

Play **Home Run** just as you would play baseball. The left hand or blue player is the "visiting team" and is first to bat. The pitcher-outfielder pitches the ball. Three **strikes** (either swinging or pitched) are an **out**; four **balls** (any pitch not struck at that is NOT over the plate) are a **walk** and the batter advances to first base. If the pitcher hits the batter (and the batter does not strike at the pitch, or the pitch does not pass over Home Plate) the batter will advance to first base. If the batter hits the ball, the outfielder(s) can catch the ball and make a putout by touching first base ahead of the runner or by tagging the runner. If there are other runners on base, a putout can be made by tagging any runner or, if the runner is in a "force play", by touching the base in front of that runner. With practice, doubleplays (two outs on one pitched ball) can be made with ease.

Three **outs** for each player are an **inning**; nine innings are a game. Only the player at bat can score. Score one **run** for each runner crossing home plate. The batter scores a **Home Run** by hitting the ball directly over second base and the ball is not caught by the outfielder(s).



Games 1 and 5 playfield



Games 2 and 6 playfield



Games 3 and 7 playfield



Games 4 and 8 playfield

The white letters at the top left of the playfield are; I innings, 0 outs; the white letters at the top right of the playfield are; B balls, S strikes. The blue number is the left player's score; the red number is the right player's score.

Games 1, 2, 3, and 4 are single player games against the computer. Using the right Joystick Controller, pitch to the computer. Your score appears at the upper right of the playfield, the computer's score appears at the upper left.

Games 5, 6, 7 and 8 are two-player games.

The difference in each game variation is shown in the above playfield diagrams.

*\* important to know*