Play with the Pros as Kids!

MIKE PIAZZA

NEW YORK 31

Backyard

BASEBALL

2003

Win/Mac CD-ROM

WELCOME TO BACKYARD BASEBALL™ 2003!

It's a Home Run! Think you have what it takes to create a winning baseball team? Here's your chance to find out! Build the championship baseball team of your dreams. Create the line-up, take the field and direct all of the action. Earn new pitching and batting power-ups and light up the scoreboard! It's the chance of a lifetime to play with the pros in your own backyard! The game includes kid versions of hard-hitting, base-stealing, tough-fielding players including Troy Glaus, Jeff Conine, Bobby Higginson, Cliff Floyd, Richie Sexson, Brad Radke, Nomar Garciaparra and Greg Vaughn.

MAIN MENU

The Backyard Clubhouse is where the excitement starts. Access the following features from here, by clicking on the appropriate area:

A. Single Game
This is the place to play a spontaneous afternoon pick-up game! Choose a single or practice game, set the rules, then select your baseball field, controls, team name and players. **Note:** Playing a Single Game does not affect the Record Book, career statistics or league standings.

B. Season Play
Create a coach, draft your players, and lead your team through the 14-game Backyard Baseball League season.

C. Meet the Players
Browse through trading cards of all of the Backyard and Pro Kids. Look at the kids' portraits, read their biographies and skill ratings, or click on their pictures to hear them tell stories. **Note:** If you choose a Pro kid for your team, and you click here from the Clubhouse, click on the Major League Baseball logo or the Major League Baseball Players Association logo to view the actual player card photo!

D. Hall of Fame
Here you'll find all the championship trophies, a list of all the coaches who have won them, and pictures of the winning teams. Plus, check out the Record Book — a list of the greatest achievements in *Backyard Baseball*, and the players behind them.

E. Replay Intro
Play the intro again by clicking on the baseball glove.

F. Batting Practice
A shortcut to the selection screen for Batting Practice. (You can also get there through the Single Game screen.)

G. Quick Game
To go directly into a game with randomly selected teams, click here.

H. Quit Game
To stop playing the game, click on the left arrow in the lower left corner.

SINGLE GAME SETUP

These are preferences or rules that are set before the game begins, and cannot be modified once you have passed this screen.

Game Mode

Single Game Pick a new team to play a pick-up game that won't affect your season stats. This gives you a chance to try new players, new fields, and different difficulty levels.

Batting Practice Pick a player and have batting practice with Mr. Clanky on the field of your choice.

Spectator Game Sit back and watch as the computer plays a game by itself.

Difficulty Level

Tee-Ball You really can't miss the ball! A perfect way to learn the game. This setting is only available for Single Game and Spectator.

Easy The computer drafts random players for its team. This setting is good for novice players. It is easier to hit the ball and for your fielders to catch the ball.

Medium The computer drafts the best available players in all rounds. This is the perfect setting for the intermediate player. It doesn't give particular penalties or bonuses.

Hard The computer drafts the best possible player in the first round, then drafts complementary players to support the top pick. If you're prepared for the big time, choose this setting. The computer pitches better and your fielders are more prone to errors.

Innings

Choose to play 6- or 9-inning games.

Errors

Turn errors ON (the kids make typical errors) or OFF (the kids don't make errors).

Setup

Turn Swing Spot (to see where your batter thinks the ball will cross the plate) and Pitch Locator (to see where the ball will actually cross the plate) ON/OFF.

Choose a Field

Select one of 12 available baseball fields. Each field has its own advantages and disadvantages. Both the ball and the players move faster on pavement and grass than they do on dirt or sand. On dirt, the ball will sometimes take an odd bounce off a rock or piece of debris, making fielding trickier. Some fields have unique ground rules regarding home runs and doubles. For example, some fields are not fenced in, so outfielders may be able to catch a ball that would've been a home run on another field.

Choose Controls

Select which device will be used to control your team: mouse (default) or gamepad (if installed).

Choose Team Name and Colors

Choose a Major League Baseball team from the American League or the National League. Or, click on the Create A Team tab to choose a silly Backyard team like the Mighty Melonheads or the Humongous Wombats, then choose your team uniform's colors.

Draft Players

Bleachers

The Backyard and Pro Kids are sitting on a long set of bleachers, waving, wiggling and being squirmy. Use the arrows in the upper left and right corners of your screen to navigate back and forth across the bleachers. Or use the Player Finder at the bottom middle of your screen to scroll through players.

Player Cards

Clicking on a kid makes that player's card pop up. From here, decide whether you want that player on your team or not. Click on the photos to hear the kids talk.

Custom Player

Click on the mysteriously translucent player (the one "wearing" a question mark) to create your own kid with a special name, nickname, face and skills.

Choke the Bat

If you choose to play a Single Game, the computer will play Choke the Bat to see which coach chooses a team first. The player whose hand tops off the bat gets to pick first!

OPTIONS

Once you have built your team, you will see the Team Page. Click the Options tab to configure your Game, Sound and Controller settings. You can also modify these during a game by taking a Time Out (see page 21), returning to the dugout and clicking the arrow in the lower-left corner to return to the Team Page.

Sound & Display Options (All Default to "ON"):

Play-by-Play	Turns Sunny Day's talk ON/OFF.
Color Commentary	Turns Vinnie the Gooch's humorous talk ON/OFF.
Game Music	Turns menu music ON/OFF.
Background Sounds	Turns background sounds (like people in the bleachers) ON/OFF.
Player Talking	Turns players' "Pick Me" dialogue ON/OFF.
Chatter	Turns players' "On Field" dialogue ON/OFF.
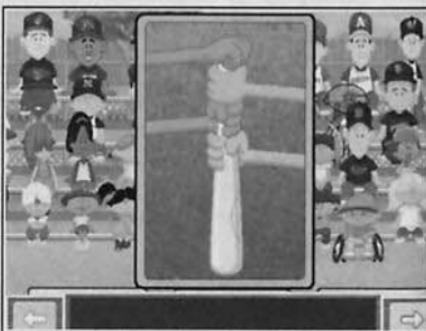
PAUSED GAME OPTIONS

When you press the spacebar during the game, the game will pause and a menu will appear with the following choices: Play (resume play), Quit (quit game), Restart (start game over from beginning) and Options. The following choices are available under the Options menu:

Display in Window	Displays the game in a window, instead of full-screen.
Expand Screen	Displays the game on the full screen.
No Background Music	Turns music in the game ON/OFF.
No Background Sound	Turns sound effects in the game ON/OFF.
No Printing	Turns ability to print screens ON/OFF.
No Instant Replay	Turns ability to view instant replays ON/OFF.
No Screen Transitions	Turns transition screen animation in the game ON/OFF.
Dialogue Text On	Turns captions (subtitles) ON/OFF.
Sound Options	Switches from DirectSound to WaveOut (Windows® users only).

KEYBOARD COMMANDS

Purpose	Windows®	Macintosh®
Quit without saving	Spacebar + Quit or Alt + F4	Spacebar + Menu or Command + Q
Pause/Unpause	Spacebar	Spacebar
Play in a window	Shift + F5	F5 or Shift + F5
Re-size the screen	Shift + F5	N/A
Terminate a scene	Esc	Esc
Terminate dialogue	. (period)	. (period)
Change Options	Spacebar	Spacebar + menu select

SEASON PLAY SETUP

Preferences are set before the season begins, and cannot be modified once you have passed this screen. This information is saved at the end of each Season Game, but will not be saved if you quit the game.

Coach Sign In

Create a new season coach by clicking on the New Coach button, or continue with an existing one by clicking on the coach's name, then on the arrow in the lower-right corner of the screen.

Difficulty Level

Difficulty settings are the same as those described under Single Game Setup (see page 8), except for the Tee-Ball setting, which is not available in Season Play.

Innings, Errors and Setup

These are identical to those described on pages 8 and 9.

Options

Options are identical to those described on page 10.

Choose a Field, Team Name and Colors

These screens work the same as those described under Single Game Setup (see page 9).

Draft Players

Pick your nine players first, then the computer teams take turns drafting their players.

Saving and Loading

Saving and Loading happens automatically in Season Play. To pick up exactly where you left off, return to that season by signing in as the same coach (see the Coach Sign In section on page 12 for details). **Note:** Games that are not part of a season (Single Games) will not be saved.

Team Page

The "home" page for your Season Team, with the following additional pages:

Team Photo	Team photo, player portraits and player profiles.
Statistics	View season, career, play-off, and game statistics for each player on your and your opponent's teams. Move your cursor over the column headings to see definitions of each stat.
Trophy Case	Trophies, individual awards, newspapers and the team Record Book are kept here. Print your team photo (by clicking the Print button in the bottom left part of the screen) to show everyone how good your team is!

Schedule	View every team's schedule and track the results of every game. At playoff time, view all the matchups and results in the Playoffs section.
Standings	View Division and Conference standings.
League Leaders	Browse the top 10 players and teams in a wide range of statistical categories: Home Runs, Errors, Earned Run Average, Strikeouts, Steals, Slugging Percentage, Batting Average, Runs Scored, Runs Batted In, Triples, Doubles and Hits. Click on the column headings to view the stats.
Options	Described on page 10.

Team Strategy

Click on the arrow in the lower-right corner of the Team Page to advance to the Roster screen.

Establish your batting order and fielding positions. By default, players are in the order they were chosen. You can change fielding position at any time by clicking on the picture of a player and then clicking on the new position where you want to move that player. However, you can only change batting order at the beginning of a game.

Occasionally, "good and bad days" cause a player's skills to change for the duration of a game. See Player Performance on page 16 for more information.

Note: The horizontal bar underneath each player in the Roster screen shows stamina levels (same as the Juice Straw, page 21).

CONTROLS

Mouse

Simply point and click.

Gamepad

Depending on the gamepad, Buttons 1, 2, 3 and 4 may be called A, B, C and X, respectively.

|	
Time Out	Button 4
Pitching	
Pitch the ball	Button 1
Select a pitch	Button 2 (toggle through pitches)
Move outfielders	Button 3 and D-Pad (toggle through fielding positions)
Batting	
Swing the bat	Button 1
Select a hit	Button 2 (toggle through hits)
Steal a base	Button 3 and D-Pad (select base to steal)
Running	
Boost runner's speed	Button 1
Select runner	Button 2 (toggle through available runners)
Direct selected player	D-Pad
Fielding	
Throw the ball	Button 1
Select player	Button 2 (toggle through available players)
Direct selected player	D-Pad

BATTING

Player Performance

AT BAT:

The background color of this picture shows what kind of day the player is having (green = average, orange = great, blue = bad). Just like you, the kids are affected by different factors on a day-to-day basis. Maria Luna might just play a better game if her team color is pink, or maybe Ronny Dobbs doesn't like to have his sister on his team.

Another way to see if a player is having a good day or bad day is to check the display at the bottom of the Roster screen:

ASHLEY WEBBER	BATTING								
	RUNNING								
LEFT FIELD	PITCHING								
	FIELDING								

The + symbol shows what skill is "boosted" on a player's "good day."

BARRY BONDS	BATTING								
	RUNNING								
PITCHER	PITCHING								
	FIELDING								
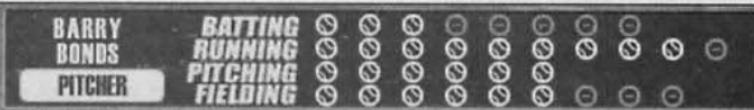
The – symbol shows what skill is "reduced" on a player's "bad day."

Stance

Click the box behind home plate to choose the stance — closed, open or squared. The stance affects the direction of the hit ball (which tends to follow the player's front foot). The type of balls pitched affect the stance of the batter more than the player's individual skills do.

Closed   The player's front foot is closer to home plate.
Open   The player's back foot is closer to home plate.
Squared   The player's feet are square to home plate.

Standard Batting Selection

Choose the type of hit you'd like the batter to make from the buttons on the right side of the screen:

Power   This hit is very strong, but has a tendency to result in fly balls and fouls. If the batter can control this hit, it's a good choice.
Line Drive   A line drive is long, straight and strong.
Grounder   Get the ball rolling with a grounder. It will bounce and roll into the outfield.
Bunt   A bunt is a good surprise strategy. This low roller forces the opponent to scramble in to get the ball.

If the batter hits a special pitch, or if the team turns a double play when in the field, the team is rewarded with a special batting power-up!

Batting Options & Symbols

Four Bracket Strike Zone

The four corners above home plate show the area where pitches count as strikes. Pitches outside the strike zone are typically counted as balls.

Pitch Locator

This is the exact spot where the pitch will cross the plate. Turn this option ON if you are having difficulties hitting the ball. If it's just too easy, turn this option OFF. Then it will be completely up to you to judge whether the pitch will be a ball or a strike.

Swing Spot

This is the batter's best guess where the pitch is going to cross the plate. Some kids have better eyes than others do, so the size of this circle will vary depending on the batter. When the pitcher throws the ball, it will cross the plate somewhere within this circle, not necessarily the center. The size is also influenced by the pitcher's skill at throwing that particular pitch.

Runner's Arrow

After the batter has hit the ball, the screen view will change to an overview of the field and bases. Click your mouse in the area between the runner and first base and you'll see a white arrow. This will give the runner a boost of energy. Rapidly clicking on the running arrow will make the runner go faster, but will reduce stamina (energy).

Scored/Out

Scored appears above a player who rounded the bases and crossed home plate. **Out** appears above a player who didn't make it to the base on time.

Steal Diamond

Make your runners steal bases! When your team is at bat, you will see the Steal Diamond. Use the small field view in the upper-left corner to move your runners. Click on the base line and you will see **Steal!** appear. Let the next pitch go by and watch your runner take off. Or, if you have fewer than two outs, you may want to send the player running to try and avoid a double play. Be careful! You don't want your runner to be caught between bases.

FIELDING

When a ball is in play, click on the fielder closest to the ball or to the area where you think the ball will land. You can also click on the ball's shadow to send the closest player running after it. Click on another player and the fielder with the ball will throw it to that player.

Batting Diamond

When your team is fielding, you'll want to keep an eye on who is up to bat, the pitch count, and your fielding strategy.

Use the small field view in the upper-left corner to shade your players to the left or right of their normal positions. You can also move them back for big hitters and in close to take advantage of weak hitters and bunts.

If you know the player at bat always hits to left field, move everyone in that direction for better coverage. To do this, click on the left field area, and the mitts (depicting your players) will move.

Watch a batter's stance ... if they keep an open stance, you may want to move your fielders in that direction. But if they change their stance, they could be reacting to your fielder's change in position and may try to hit the ball to the where your fielders are not.

Gold Star

When a team is fielding and a player has the ball, a gold star will appear on the ground around that player.

Player's Name

The name shown is the player that is currently active or selected.

PITCHING

Choose the type of pitch from the buttons on the right side of the screen. The only way to get special pitches is by striking out batters.

Tip: If you throw the pitcher's best pitch again and again, your opponent will figure it out and may knock it out of the park!

Standard Pitches

Heat	Fastest throw, but hardest to control. Quickly reduces stamina.
Intentional Walk	Aim your pitch anywhere — this ball won't make it into the strike zone. Does not reduce stamina.
Left Hook	This ball will break left toward a right-handed batter. Moderately reduces stamina.
Right Hook	This ball will break right away from a right-handed batter. Moderately reduces stamina.
Slowball	A slow pitch that requires a moderate amount of control. Slowly reduces stamina.

If your pitcher strikes out a batter, the team is rewarded with a special pitching power-up!

Pitching Circle
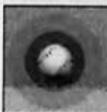
After choosing a pitch, move your cursor into the home plate area. You'll see a shaded area, the Pitching Circle, which indicates:

Pitcher Accuracy	The smaller the circle, the more control the pitcher has. The larger the circle, the less control the pitcher has. The ball will cross the plate somewhere within the circle.
Pitcher Fatigue	The more the pitcher throws, the less accurate the pitches become, and the larger the Pitching Circle gets.

Note: If you're using a gamepad, the Pitching Circle appears automatically.

Juice Straw

The Juice Straw measures the amount of stamina (energy) that the pitcher has. After each pitch, the energy level will decline. If the energy levels become very low, take a Time Out and substitute in a new pitcher.

TIME OUT

The Time Out button to the far right at the bottom of the screen allows you to pause the game and takes you to the dugout where you can:

- Substitute pitchers
- Adjust fielding positions
- Check player's baseball cards
- Check statistics
- Check to see who the next batter is

GAME RULES

The rules for *Backyard Baseball 2003* are a hybrid of Major League Baseball and Little League™ rules:

- 6- or 9-inning games
- Batting order cannot be modified after the start of the game.
- Bunting is allowed.
- Tagging up is required.
- No leading off.
- No substitutions — everyone plays.
- Stealing is allowed.