

Welcome, Welcome Baseball Fans! Let's Get Started!

It's the start of the baseball season and Charlie Brown needs 5 more players to complete his baseball team. He needs your help to recruit the players and help him organize his team. Solve puzzles and play mini-games along the way. Once the players are recruited, you are ready to play the Big Baseball Game!

If you want to skip the adventure and go straight to the Big Game, click on the baseball glove option when starting a new game.

System Requirements

PC: Win 98/ME/2000/XP/Vista (with administrator's rights), Pentium III or higher, min. 450 MHz, 128 MB RAM, SVGA-graphic card (32 bit), sound card, CD-ROM-drive (8x-speed), min. 60 MB free hard disc space.

MAC: Power MAC from G4, MAC OS 9, OS X (10.1.2. or higher), 450 MHz, 128 MB RAM, graphic card (16,7mln. colors), sound card, CD-ROM-drive (8x-speed).

Installation

Insert the CD into the CD ROM drive and follow the onscreen prompts. The installation menu will open automatically if the "Auto Play" function of your computer is active. If this function is disabled, then open My Computer, select your CD drive and double-click on the "Setup.exe" file. Follow the onscreen instructions to complete the installation.

Main Menu



There are four options in the main menu.

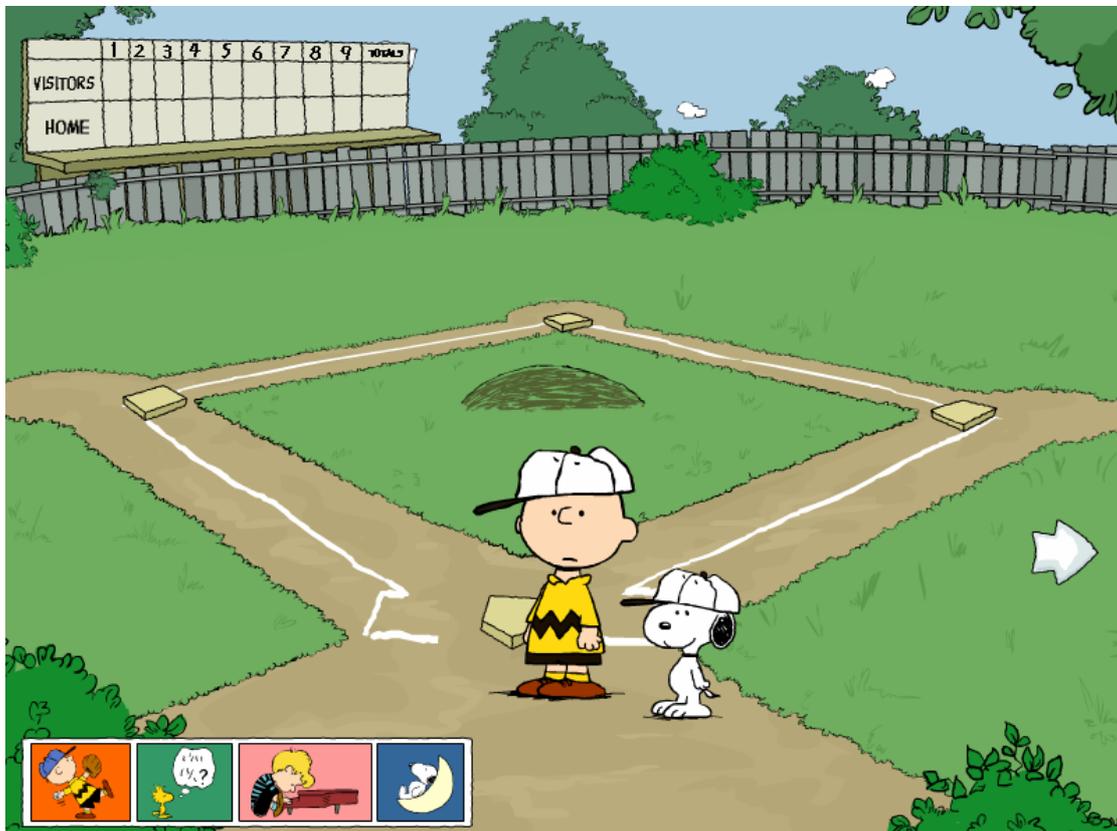
- New – Click here to start a brand new game. You will be prompted to name the game (see below). You will have two choices. Clicking on the baseball glove will allow you to go straight to the Big Game. Clicking on Snoopy will allow you to help Charlie Brown recruit players for his baseball team (see below). When starting the game for the first time you can only start a new game, because there are not any saved games to load.
- Load – Click here to load any saved game.
- Quit – Click here to quit playing. Two Snoopys will show up on the screen. Click the Snoopy on the left to select YES, Click the Snoopy on the right to select NO.
- Resume – Click here to return to the game you were playing.





Gameplay Menu Bar

Found in the lower left hand corner of the screen, there are four options.



Main Menu – Click on Charlie Brown

Help – Click on Woodstock.
Sound – Click on Schroeder.
Pause – Click on Snoopy.

Story Mode Game Structure

The purpose of the Story Mode game is to recruit the five missing members of Charlie Brown's baseball team – Linus, Lucy, Pig-Pen, Schroeder and Peppermint Patty. To do so, the player must find each character and then solve three puzzles/games for each of them.

Before a character can be recruited, they must be found. The player controls Charlie Brown as he explores the Peanuts' neighborhood, interacting with the characters in order to recruit them.

Social puzzle: Each character has a set of social conditions that must be fulfilled for them to be recruited. Conditions include: a certain character must be following Charlie Brown, a character or a number of characters must be recruited to the team, a character must not be on the screen with the character that is being recruited, etc. Each character's social puzzle is hinted at on the screen where that character is originally found. The social puzzle is the first puzzle that needs to be completed for each character. Once the social puzzle is solved, the player will move onto the character's mini-game.

Mini-game: Each character has a unique mini-game that must also be completed before the character can be recruited. The mini-games are unlocked after the social puzzle has been solved for the character – the player cannot play the mini-game without first solving the social puzzle. If the player does not beat the mini-game, he is given the option to try again or give up – if he gives up, the game returns to the previous screen and Charlie Brown may click on the character at any time to try the game again.

Baseball game: After the mini-game is passed, the player moves into the character's unique baseball mini-game. The player cannot play the baseball mini-game without beating the first mini-game. These games are designed to teach the player about the different elements of baseball – batting, fielding, pitching, base running and managing. At the end of the adventure, these games are integrated into the Big Baseball Game. The baseball games play out until the player has beaten them. The player can choose to give up at any time. If he gives up, the game returns to the previous screen and Charlie Brown may click on the character at any time to try the game again. Once the baseball mini-game has been completed, the character who has just been recruited relocates to the baseball field (Screen 1, see above). Charlie Brown can move on to recruit the rest of the gang.

The Puzzles & Games

There are several scenarios that the players can be recruited in, depending on the social puzzle of each character. Peppermint Patty is always recruited last because every other player must be recruited in order to solve her social puzzle. Below is one possible outline of the order in which the players can be recruited.

Travel through the neighborhood by moving the mouse to the right or left edge of the screen and clicking when a large arrow appears. Enter Schroeder's house (the house with music notes coming out of the window) by moving the mouse over the door to Schroeder's house. When the large arrow appears, click on the door.



Once inside, click on Lucy two times so that she will follow Charlie Brown. Only Snoopy and one further character can be following CB! If another character is clicked on to follow CB, the first following character will return to their original screen (except Lucy she doesn't return to Schroeder's house, she goes home).

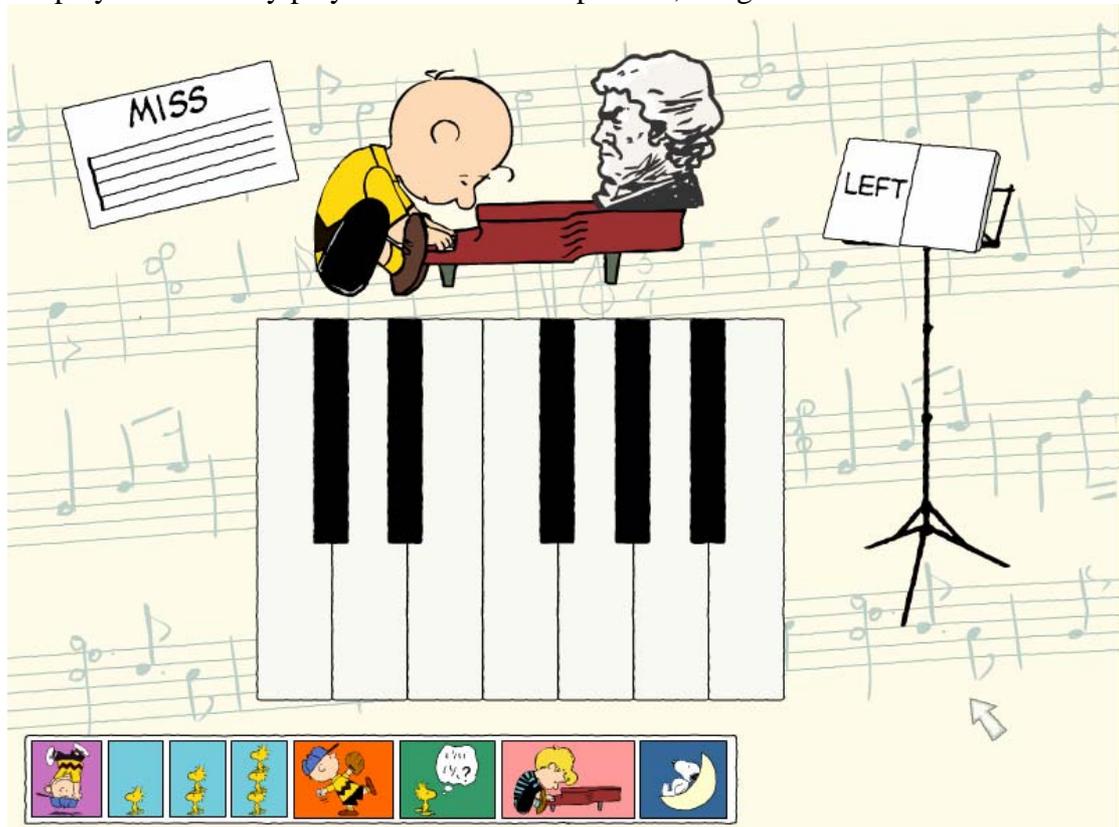


Now you must leave Schroeder's house with Lucy. Click on the front door again. Go to any other screen in the game and click on Lucy again. She will leave Charlie Brown and go home. Once Lucy is gone, Schroeder's mini-game is unlocked because his social puzzle has been solved. Charlie Brown can now return to Schroeder's house and click on Schroeder to play Schroeder's musical mini-game.



Schroeder's Mini Game:

The player must repeat musical phrases on a one-octave piano in the C Major scale. Schroeder will play a short series of notes (demonstrated by the keys of the piano being highlighted) that the player must repeat by clicking the corresponding keys. If the player incorrectly plays more than three phrases, the game is lost.



Mini Game Menu Bar (this menu bar appears during all mini games)

Give up and return to the previous screen – Click on the upside down Charlie Brown
Choose easy, medium, or hard level of difficulty – Click on one Woodstock for easy,
two Woodstocks for medium, or three Woodstocks for hard.

The remaining four buttons refer back to the Game Play Menu Bar

Once you pass Schroeder's music game, you will now move onto his baseball mini-game where he teaches the pitching interface. Each character has a baseball game that the player as Charlie Brown must pass before they will join the team. These games teach the player about aspects of the larger game of baseball – hitting, pitching, fielding, base running, and managing. These games have no time limit, no losing conditions and can be played until the player succeeds or chooses to quit and try again later.

Schroeder's Baseball Game:

Schroeder teaches pitching.

First you select the type of pitch: fastball, slider, curveball or sinker.



Next you select the target for your pitch.



Then you determine the speed of your pitch.



The player sees the top of the catcher's glove, where he can select one of four pitches. Once a pitch is selected, a box-shaped window appears over the plate, varying in shape and size depending on the pitch selected. The player then chooses where to aim the pitch by moving the mouse cursor within that box and clicking to place a target. Finally, a meter appears with different colored areas. The player clicks to stop the ball within the meter as it increases and decreases to determine the speed and accuracy of their pitch, green being slower and red being faster.

On the screen, Charlie Brown stands on the pitcher's mound. Snoopy holds a bat and stands over home plate, ready to swing. Charlie Brown can throw as many pitches as needed. If a pitch crosses home plate within the batter's reach, or Snoopy swings at a pitch and misses it, a strike is counted. The game is won when the player pitches three strikes in a row to Snoopy. If Snoopy swings and hits a ball, the strike counter is reset to zero and the player must start over. If the player pitches a pitch that cannot be hit by the batter (a ball), there are no changes.

Once you pass Schroeder's baseball game, he has now been recruited and remains at the baseball field (Screen 1).

Charlie Brown must now go to where Violet is making mud pies and get her to follow him in order to satisfy Pig Pen's social puzzle and recruit him. Click on Violet two times and she will follow Charlie Brown.



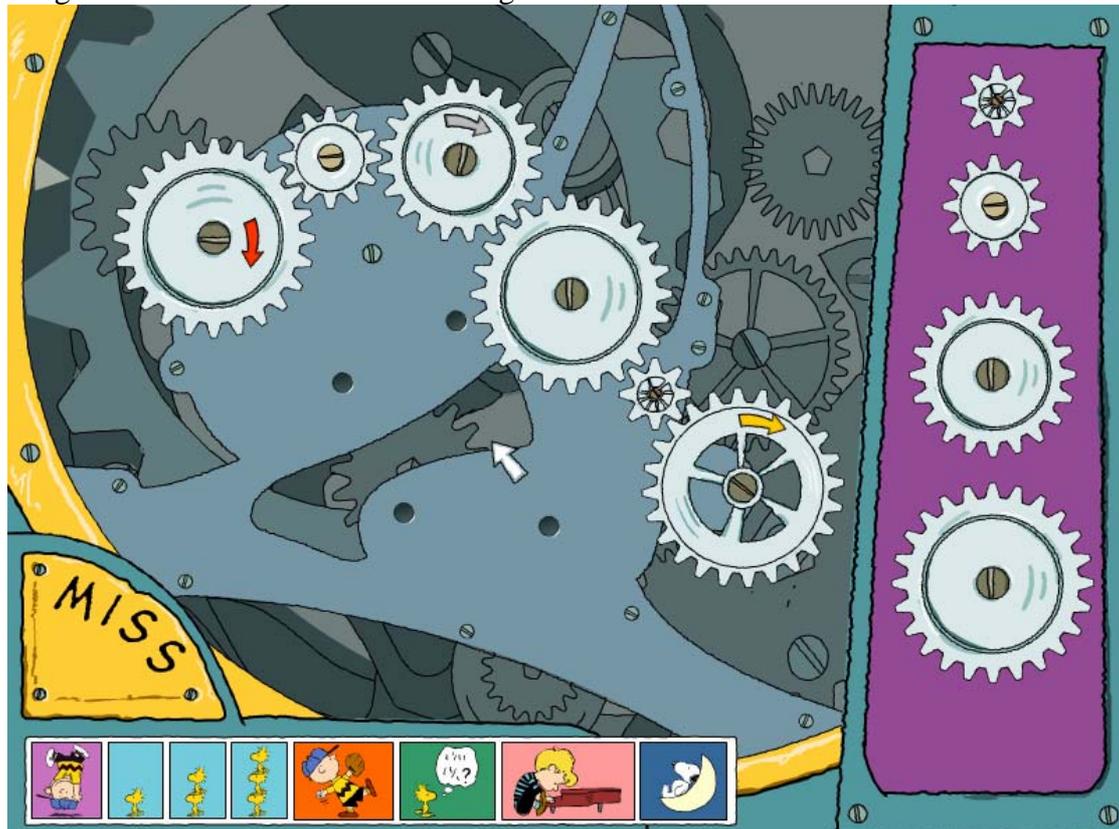
Walk with Violet until you reach Pig Pen's house and go inside. Once Pig Pen sees Violet, his social puzzle has been solved. Violet will eventually leave and that will lead you to Pig Pen's clockwork mini-game.



PigPen's Mini-Game:

Pig Pen's clockwork game. The player must repair Pig-Pen's broken clock. To do so,

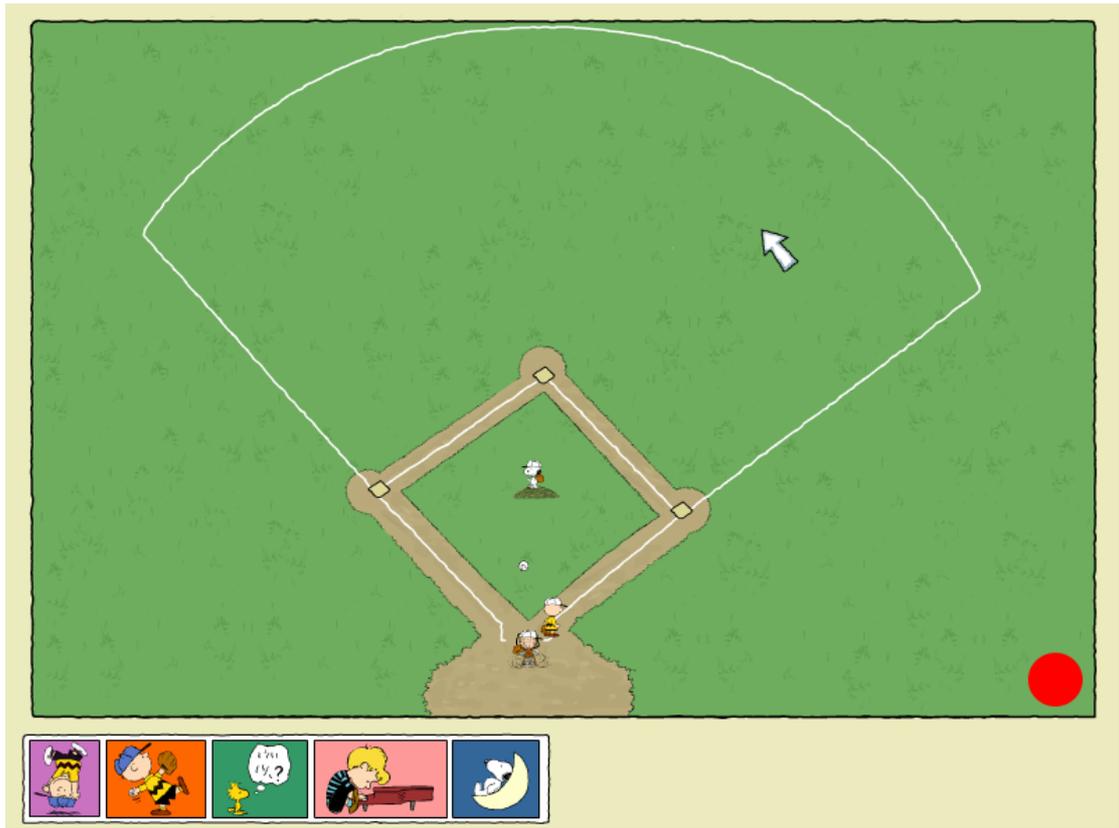
he must place and connect cogs of various sizes in a way that enables the last cog to turn in the direction of the yellow arrow. The direction of the start-wheel is given and cannot be changed. The Player recognizes the given direction by the red arrow on the start-wheel. The demanded direction of other wheels can be recognized by a grey or yellow arrow. If the user is able to connect the first and the last cog in the way that the last wheel moves in the direction of the yellow arrow when the start wheel is clicked, the game is won. As the difficulty level is increased, more cogs will be added to the starting arrangement of cogs. If the player fails more than three times, the game is over and must be started again.



Pig Pens Baseball Game:

Pig-Pen teaches Charlie Brown how to steal bases and slide.

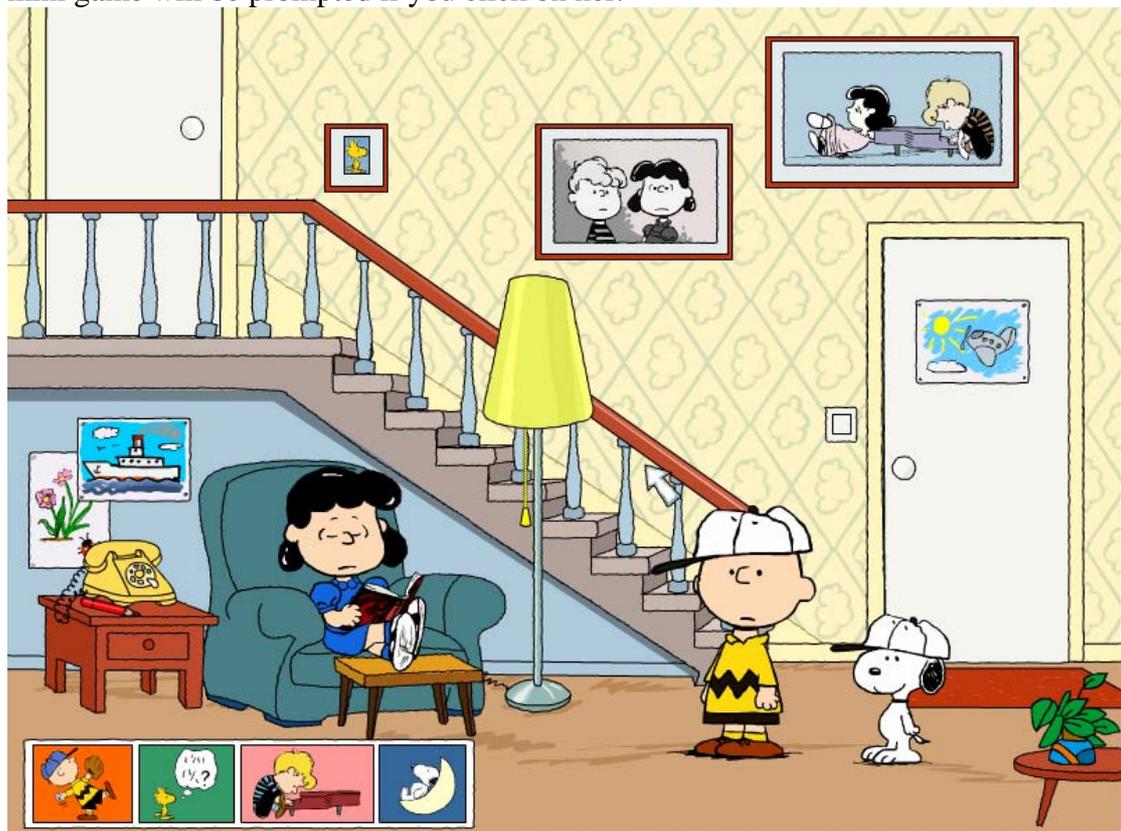
Snoopy pitches balls to Pig-Pen at the catcher's position. The player must observe Pig-Pen and Snoopy to determine the best opportunity to steal a base. The player can click on the next base to make a run for it when the circle in the lower right hand corner is green. If Snoopy has not pitched the ball, he can throw it to a base (Pig-Pen will appear at the base to catch it) and tag Charlie Brown out. Snoopy will also fake pitches in attempt to trick Charlie Brown. If Charlie Brown runs while the pitch is in the air, Pig-Pen will throw the ball back to Snoopy on base – the player must time his run correctly so that he reaches the base before the ball does. If the player wants to turn around and return to the base they came from, click on that base and Charlie Brown will turn around and run. The player cannot go further back than the last base they came from. If Pig-Pen or Snoopy beat Charlie Brown to a base, the player must start over at 1st base. The game is won when Charlie Brown reaches 3rd base successfully.



Once you pass Pig Pen's baseball game, he has now been recruited and remains at the baseball field (Screen 1).

Charlie Brown can now move onto the Van Pelt house. Lucy can now be recruited

because Schroeder has been recruited, which satisfies Lucy's social puzzle. Lucy's mini game will be prompted if you click on her.

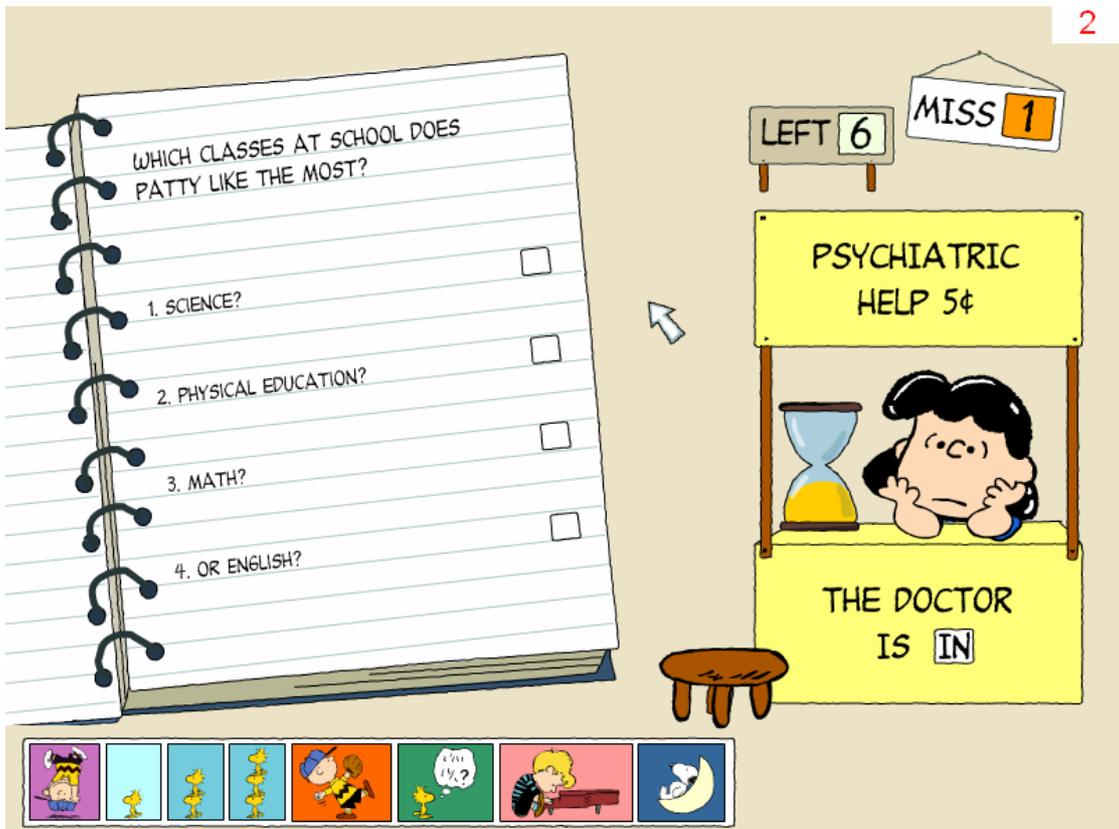


Lucy's Mini-Game:

Psychological Baseball Manager Test

Charlie Brown has to prove that he knows every player of his team inside-out. Lucy asks him a number of questions about each character of his team.

The player can choose between four possible answers (multiple choice).



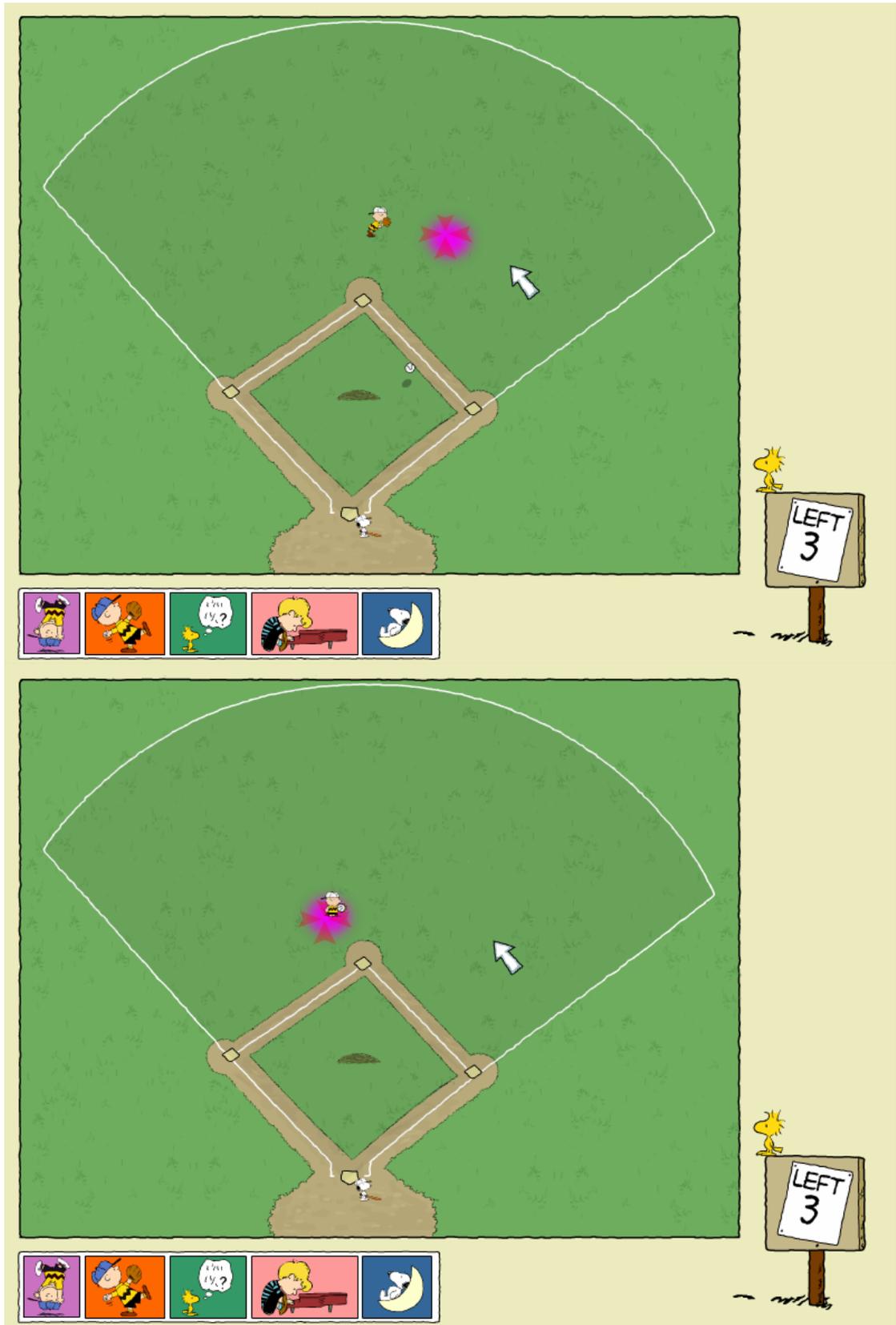
If the player has passed this test successfully, Lucy agrees to have some baseball practice with CB and her mini-baseball game can be started.

Lucy's baseball game:

Lucy's game teaches fielding.

Snoopy stands at home plate hitting balls. The balls are hit up into the air and the player must click on where he thinks they will land to make Charlie Brown run there. Cues including the height of the hit and the shadow of the ball help the player find this location. Four arrows mark the spot of the balls aim. Clicking on the arrows at the right time will prompt Charlie Brown to run there and catch the ball. Snoopy will hit several different types of pitches. If Charlie Brown successfully catches a ball, a point is counted. If Charlie Brown misses a ball, his point count is reset to zero. The game is won when the player earns three points by catching three balls in a row.

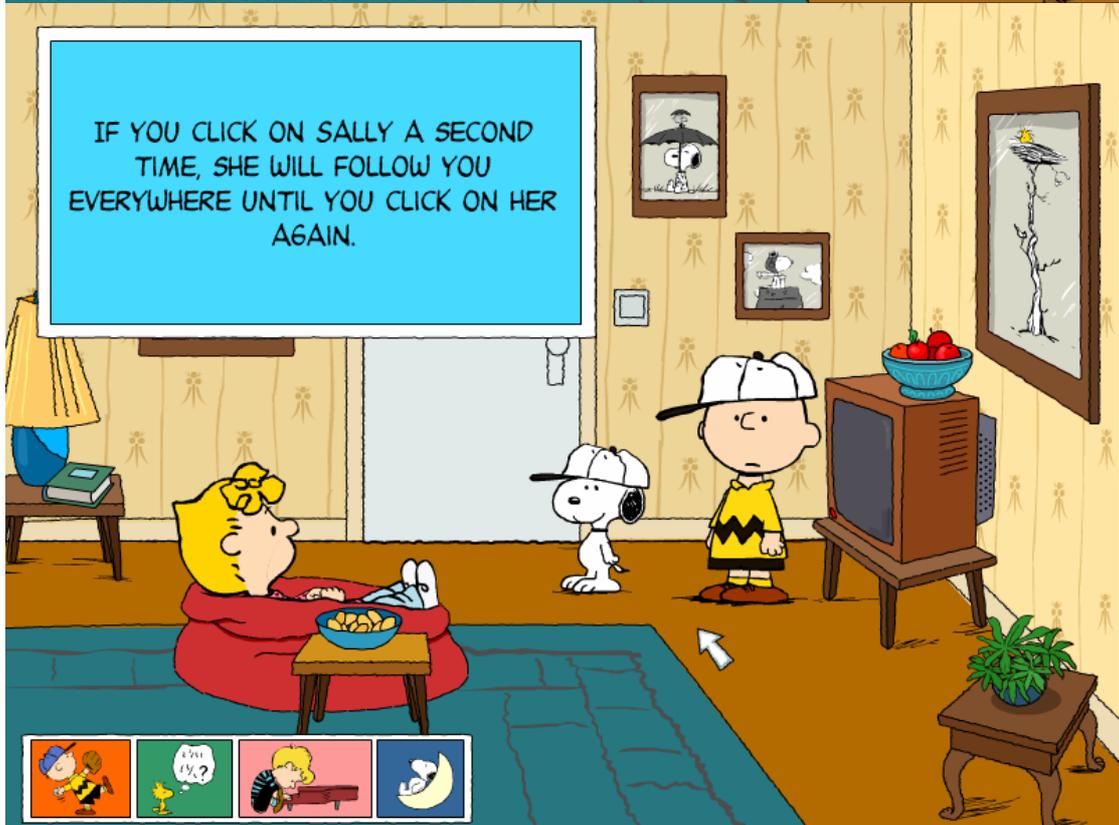




Once you pass Lucy's baseball game, she has now been recruited and remains at the baseball field (Screen 1).

Charlie Brown must now go to his house (the Brown house) where he will find Sally watching TV. The player must click on the TV to turn it off in order for Sally to

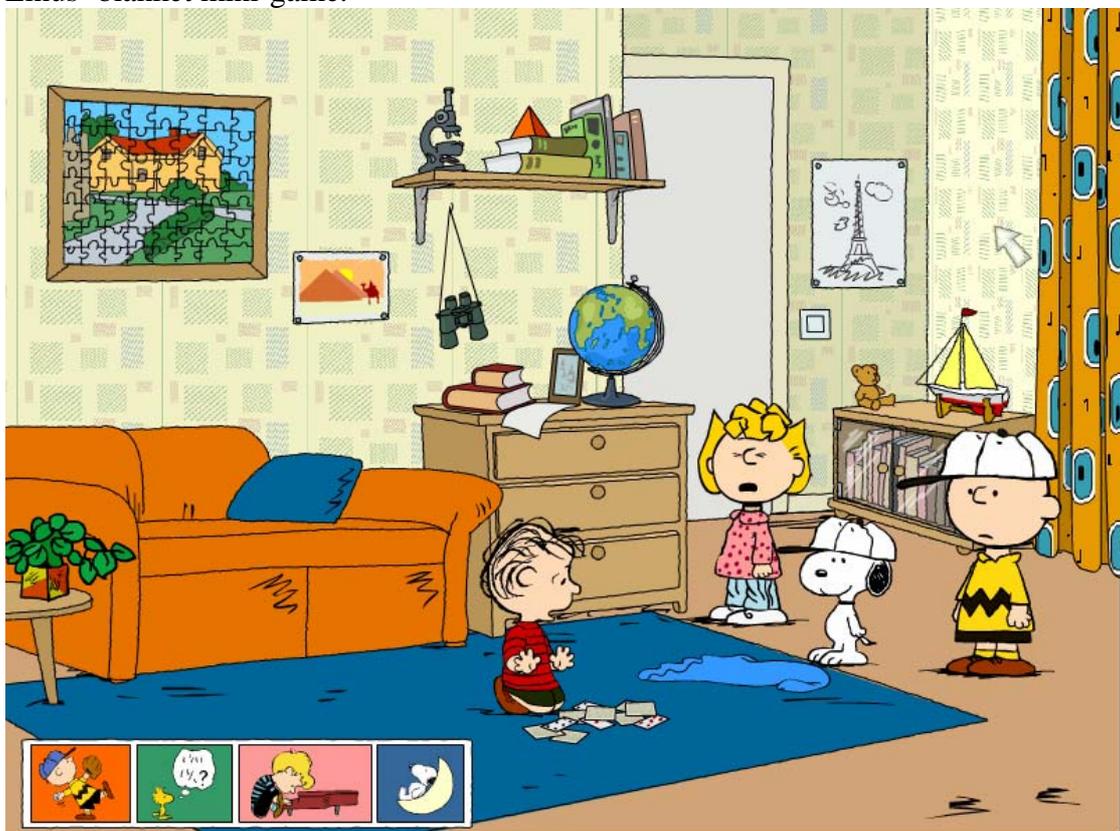
follow Charlie Brown. If the TV is left on and the player clicks on Sally she will not follow. Click on Sally two times for her to follow.



Sally must be following Charlie Brown in order to satisfy Linus' social puzzle and attempt to recruit him. Sally will follow Charlie Brown to the Van Pelt house. Once inside, click on the door to Linus' room (the upstairs door) to go upstairs.



Once upstairs, click on Linus which will lead to a chain of events that will cause Sally to destroy Linus' house of cards and leave. The player will now be prompted to play Linus' blanket mini-game.



Linus' Mini Game:

The player must catch objects that Snoopy is throwing out of a window with Linus'

blanket. Snoopy throws objects, such as vases, records, and other fragile things, out of the upstairs window of the Van Pelt house. Charlie Brown and Linus stand in the yard at the bottom of the screen with Linus' blanket stretched between them, acting as a safety net. The player must move the blanket back and forth by clicking and dragging the blanket with the mouse to catch the objects. The objects fall at a uniform speed and if the blanket is not underneath them when they land, they will hit the ground and break and the player will be given a miss. If the blanket is underneath the object when it lands, the object bounces back up in the air two times and falls down again. The player must catch the same object all three times. If the player misses more than a set number of objects, the game is lost.



Once you pass Linus' mini game, you can now move onto his baseball mini-game.

Linus' Baseball Game:

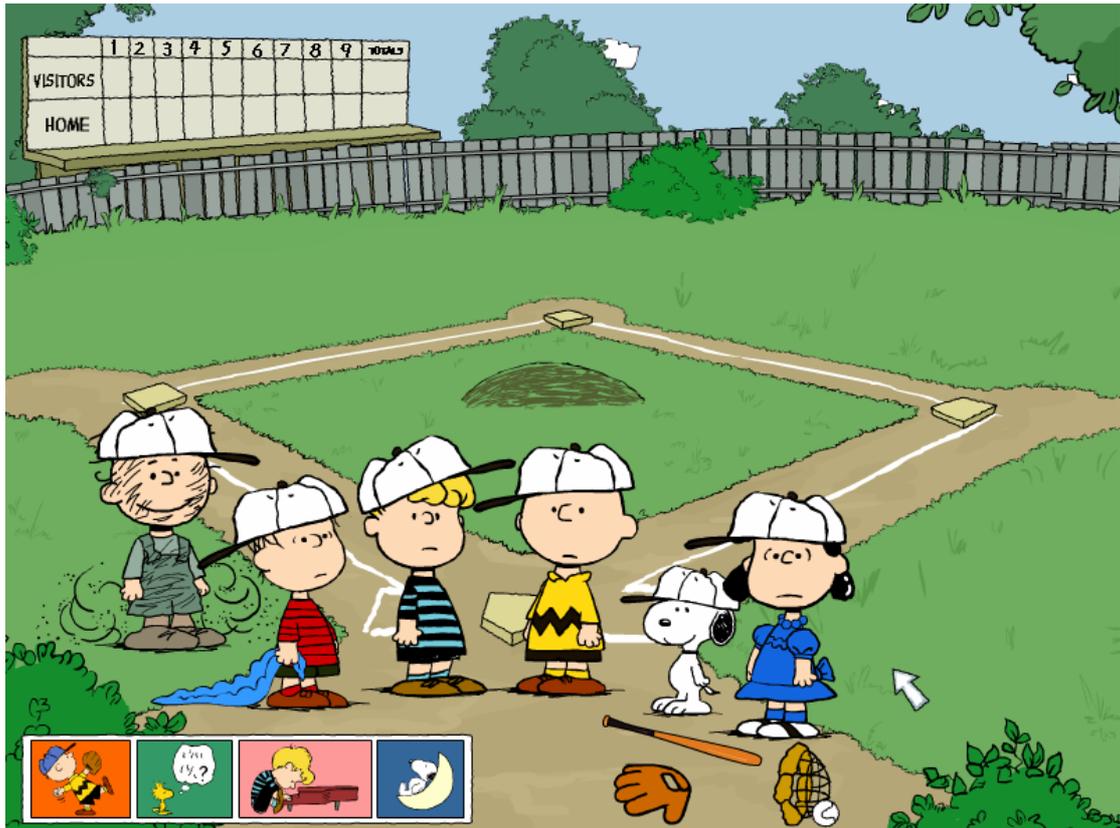
Linus teaches Charlie Brown batting.

Snoopy pitches to Charlie Brown. The player must click the mouse to swing the bat at the appropriate times to hit good pitches. If Charlie Brown successfully hits a ball, Linus will advance a base. If the player swings at a ball and misses it, whether his timing was bad or the ball was outside the strike zone, a strike is counted. If he strikes out before hitting another ball, Linus will go back a base. After Charlie Brown has hit a ball and Linus advances, the strike counter will reset to zero. After being struck out, the counter will also be reset to zero. When Linus has advanced four bases (to home), the game has been completed successfully.



Once you pass Linus' baseball game, he has now been recruited and remains at the baseball field (Screen 1).

As each character is recruited, you will notice that objects will be added to the field that can be clicked on to play any of the baseball mini games again (see below) – a glove for Lucy, a bat for Linus, a catcher's mask for Schroeder and home base for Pig-Pen.



Now that four players have been recruited, Charlie Brown can now move on to his final recruit, Peppermint Patty. In order to satisfy Peppermint Patty's social puzzle, he must first find Marcie and get her to follow him by clicking on her two times.



Now he must visit Peppermint Patty's house. If you click on Peppermint Patty, she and Marcie will have dialogue that will convince Patty to join the team. Peppermint

Patty's mini-game will then be unlocked.



Peppermint Patty's Mini Game:

The player must adjust inclined planes to guide sporting equipment falling from above into the correct bins.

Patty asks Charlie Brown to help clean-up and sort out her equipment. Sporting equipment falls from above and it is up to the player to adjust the inclined planes in a way that the item will fall into the right bin. You do this by clicking on the inclined plane that needs adjustment. There is a baseball, football, and hockey bin. The player must place a certain number of items in the correct bins. When the player places an item incorrectly, they are given a "miss" – too many misses and the game is over.

The image displays two sequential panels of a game interface. Each panel features a green rectangular field with five orange bats scattered across it. At the bottom of each field are three baskets: the left one contains a baseball bat, the middle one contains a football, and the right one contains a hockey stick. A white arrow points to the right in both panels. The top panel shows a girl's portrait, a 'NEXT' button with a bat icon, a 'MISS' button, and a 'LEFT' button with a score of 5. The bottom panel shows the same girl's portrait, a 'NEXT' button with a bat icon, a 'MISS' button, and a 'LEFT' button with a score of 5. A Snoopy character is positioned to the right of each panel. Below each field is a row of eight small icons: a girl, a flower, a girl, a girl, a boy, a girl, a girl, and a girl.

When the game is won, the player can now move onto Peppermint Patty's baseball game.

Peppermint Patty's Baseball Mini-Game:
Peppermint Patty helps with the batting lineup.

This game does not involve losing or winning, but must be completed in order to move onto the Big Game. The team's players are displayed on cards and Charlie Brown must determine the starting lineup. The player can click on any player's card and drag them to any spot on the lineup. Cards can be dragged around on the lineup freely. If a card is dragged over a spot that has a card in it, the current card is swapped in position with the card that the player was dragging. Once each player has been given a spot in the lineup, you can click on DONE. (Remember to choose your lineup wisely based on fielding position and ability.)



Patty has now been recruited, and the Big Game can begin.

A screen comes up that displays Charlie Brown as the manager, giving his players a pep talk.



The player can choose to play 6 or 9 innings.

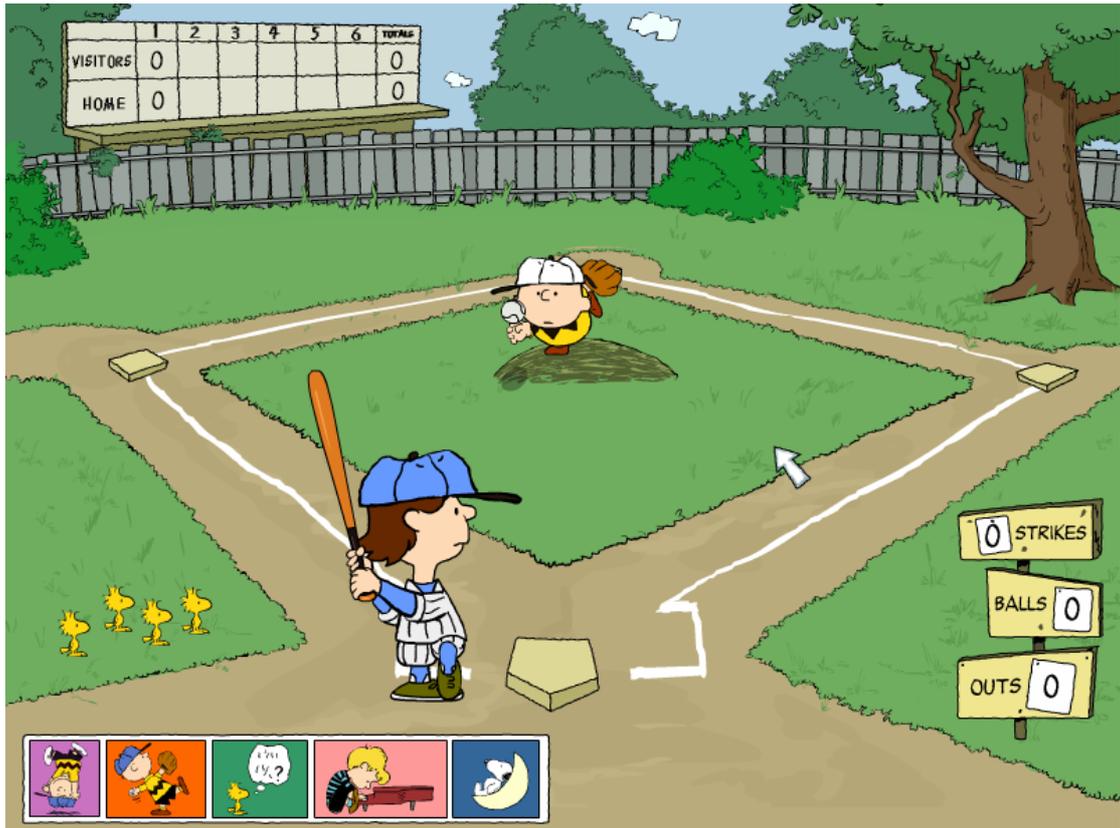


Now the player chooses the level of difficulty for the game: easy, medium, or hard.



Charlie Brown – pitcher, Schroeder – catcher, Snoopy – shortstop, Shermmy – 1st baseman, Linus – 2nd baseman, Pig Pen – 3rd baseman, Lucy – right fielder, Frieda – center fielder, and Peppermint Patty – left fielder.

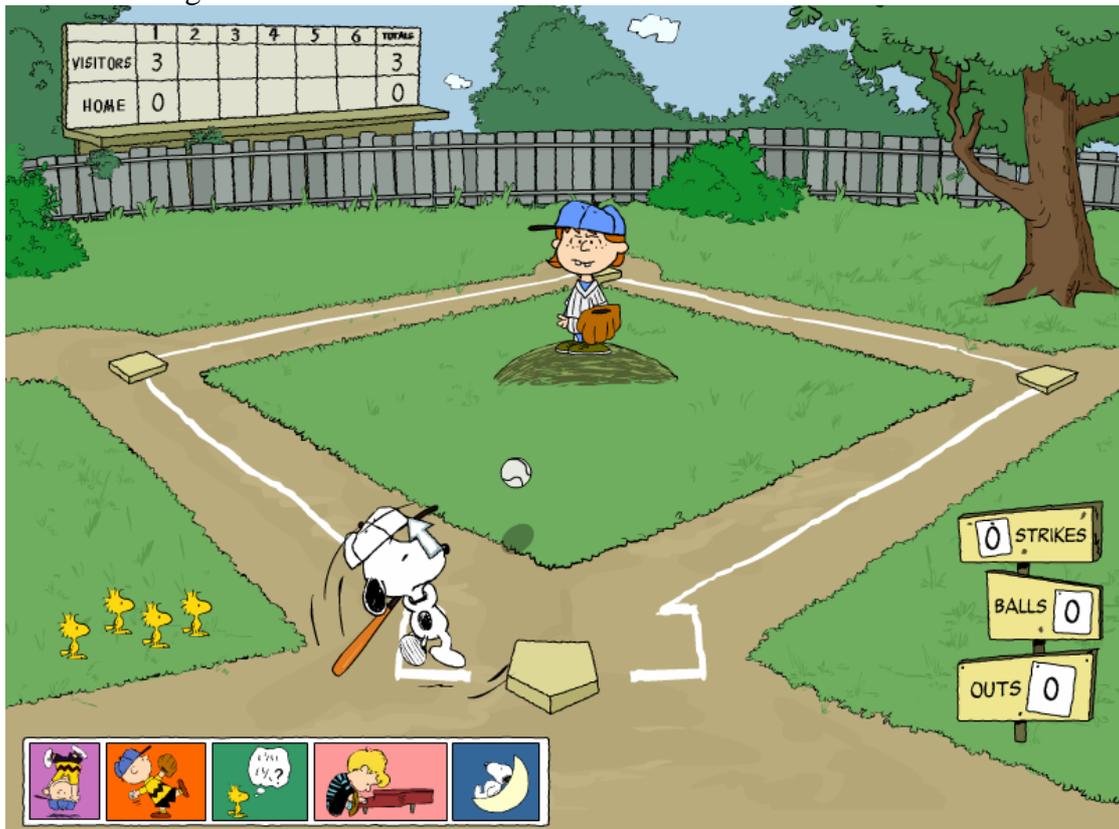
You are now ready to start the game. The visitors are at bat first. All of the elements that were practiced in the baseball mini-games are now put into play. You choose the type of pitch, your target, and your speed of pitch (See Shroeder's game)



When a ball is hit by the other team, the player must pay attention to where it has been hit and click on the player that will get to the ball the quickest. Once the player has the ball, you can click on the player or base that you want the ball to be thrown to trying to tag the visiting team player out before he makes it to base.



Once the Visitor's team has 3 outs, the Peanut's team comes up to bat. Click on the batter at the right moment to hit the ball.



Once a ball is hit you can advance a base if the ball is not caught and you make it to base without being tagged out.



Continue the game with these steps.

Will all of the practice from the mini-games be enough to earn the Peanuts Team a victory, or will they suffer defeat...

Do you need help? If you have read this and you are still stuck, please contact us at mail@viva-media.com.