

HardBall!™



By Accolade™

For Apple Macintosh

designed by

Bob Whitehead

Graphics: Mimi Doggett

Music: Ed Bogas

Macintosh Adaptation: Distinctive Software

Programming by Mike Benna

Graphics by Tony Lee

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For more information

contact us

at 1-800-451-1234

or visit our website

at www.hardball.com

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Batter Up! Welcome to the most realistic baseball game ever designed. Step up to the plate and try to knock that ball out of the park. You can choose to bunt, steal a base, and control base running. When your team is in the field, you can control the type and location of pitch as well as the fielders.

 *To Start the game:*

1. Turn on your Macintosh and monitor.
2. Insert the "HardBall" disk into the disk drive with the label side up.

 *To Restart game:*

To restart the game, press the command key in combination with the "R" key.

 *Controls*

The player may select the use of the Mouse or Keyboard to control the game.

If mouse control has been selected:

1. For a 1-Player game the mouse controls batting and fielding against the computer.
2. For a 2-Player game the mouse controls fielding only while the "player" at bat is controlled by the appropriate side of the keyboard (described below).

Mouse Control Instructions

After selecting "Use Mouse" from the control options screen, the fielder will be able to use the mouse to control his actions. All the usual keyboard controls will be disabled (until that player comes up to bat) while the mouse is in use.

How to Select the Pitch Type:

When the Pitcher screen is first displayed, you will see (on the bottom left) the four pitch types this pitcher can throw. To select the type you wish to throw, move the mouse up or down until your desired pitch type is highlighted, then press the mouse button. Your pitch type has now been selected but nothing happens until you let go of the mouse button. This allows you to continue moving the mouse around to "fool" your opponent (so he does not know what is coming to him).

How to Throw the Pitch:

After you have made your pitch type selection and the batter has selected what he wants to do, you will see a "tic-tac-toe" grid. By moving the mouse around you can move the black rectangle throughout the grid. If the grid is in the middle, the pitch will go to the middle, if it is on the left, the pitch will go to the left, etc. Press the mouse button when you get to the box corresponding to where you want to throw the pitch. Your pitch type has now been selected but nothing happens until you let go of the mouse button. This allows you to continue moving the mouse around to "fool" your opponent (so he does not know what is coming to him). The pitch will be thrown when you release the mouse button.

Chasing after the Ball:

After the ball has been hit, either the left side or the right side of the field will be shown (the side with the ball in it). The fielder who will be chasing after the ball will be flashing, and the tic-tac-toe grid will again show up at the bottom of the screen. The fielder will automatically run in the direction selected by moving the black rectangle without requiring any mouse button action.

Throwing to a Base:

Once the fielder has caught the ball, a cross type of grid comes up on the screen with the numbers (and letter) "1 2 3 H". Move the mouse in the direction of the base you want to throw to and press the button.

Both teams may be controlled by the keyboard. In general, the All-Stars will be controlled by keys on the left side of the keyboard, and the Champs will be controlled by keys on the right side. The default control keys are as follows:

ALL-STARS			CHAMPS		
Q	W	E	U	I	O
A	S	D	J	K	L
Z	X	C	M	,	-

When pressed, these keys will move the player in one of the eight directions (or the middle one will make him stop), or will allow you to select pitches, run to bases, and all kinds of other things. Watch for the prompts at the bottom of the screen to tell you which keys to use.

To change the keys, select "**Control options**" from the "**Game**" menu. All the keys can be re-defined to personal preferences.

Note: By using a numeric keypad (if you have one) for one team, and the normal keyboard keys for the other, you can easily hide which commands you are selecting from the other player.



Selecting Game Options

Once the game is loaded, a "Game Options" dialog will appear. This will allow you to choose which team will be the "Home" team, (and of course the other team will be the "Visitors") whether or not to play with a designated hitter, (someone who bats in place of the pitcher) and which (if any) of the two teams will be played by the computer.

All the controls that appear on the Game Options dialog can be changed by pointing to them with the mouse and then pressing the mouse button. Once you have decided on your options, press on the "Play Ball" button (or hit Enter/Return) and you are off to play an exciting baseball game.



Manager's Decision Screen

The four screens displayed during HardBall are: The Manager's Decision Screen, the Pitcher/Batter Screen, Left Field View, and Right Field View.

The game begins with the Manager's Decision Screen. It will also appear if a player presses the space bar on the keyboard at any time during the pitcher screen. In this Manager's Screen, pressing the space bar will "Play Ball" (starting the game action or continuing where you left off). This screen will display a selected line-up for both teams. "✓" will indicate who is at bat and there will also be an indication of who is on which base (**1b**, **2b**, or **3b**), how they bat (**Right**, **Left** or **Switch** hit), the position they play and their batting average. **The team at bat will have a box around its line-up.**

At the top of the screen is the menu bar. This will allow you to execute your manager's commands. To change things for the All-Stars, select commands under the "**All-Stars**" menu, and to change things for the Champs, select commands under the "**Champs**" menu.

The team on offensive has 2 options:

- Substitute Player
- Exchange Positions

The 5 choices available for the defensive team in the field are:

- Substitute Player
- Exchange Positions
- Outfield (Normal, Shift left, or Shift right)
- Infield (Normal or Double Play)
- Intentional Walk (or No Intentional Walk)

"**Substitute Player**" and "**Exchange Positions**" will be described in separate sections.

To select the outfield option, pull down the menu to the option desired ("**Outfield Normal**", "**Outfield Shift Left**", or "**Outfield Shift Right**") and release the mouse button. That option will now be enabled. The option currently chosen will always be marked by a check mark ("✓").

The Infield options are selected in the same way as the Outfield options are.

Intentional Walks can be executed by selecting "**Intentional Walk**". If there is a check mark beside it, then an intentional walk will occur when game play continues, If there is no check mark, there will be no intentional walk.



Substitute Player

After selecting "**Substitute Player**" from the menu, a dialog box will appear on the screen. It will have "**Sub:**" followed by a list of players on the team, and below it there will be "**With:**" followed by a list of players on the bench.

Since there are only four players displayed at once, you can scroll through the two lists by using the scroll bar on the right side of the list you wish to scroll. Pressing the mouse button while in the up-arrow region will move up in the list, and pressing the mouse button in while in the down-arrow region will move down in the list.

To select which player you wish to substitute, scroll the "**Sub:**" box until you see the name of the player you want, and then press the mouse button on his name. He will become highlighted so you can be sure this is the player you want.

To select the player you wish to put in place of the player already on the team line-up, follow the same actions as with the "**Sub:**" box, but do them on the "**With:**" box.

Once a player has been selected from each list, the "**Substitute**" button will be highlighted. If you want to make the substitution press "**Substitute**", or if you change your mind, press "**Cancel**".

Notes: - "**Cancel**" can be pressed at any time to abort the selected command.

Enter or Return can be pressed in place of the button with the highlighted border. This could be "**Cancel**" or "**Substitute**", depending on whether you have made two selections or not.

After the first pitch of the game has been thrown, any player substituted out will not go to the bench list. He is "out of the game" and cannot be brought back into play until the next game.



Exchange Positions

After selecting "**Exchange Positions**" from the menu, a dialog box will appear on the screen. It will have "**Exchange which two positions:**" followed by a list of players on the team line-up.

To select two players you wish to exchange, scroll until you see the name of the player you want, and then press the mouse button on his name. He will become highlighted so you can be sure this is the player you want.

To select the player second player who will participate in the exchange, scroll until you see his name, and then press on it.

When you select a player, his name and normal position will be displayed below the list. Before making the exchange it is a good idea to make sure that the players you are exchanging will be suited to their new positions. If they are not, the message "*****Player out of Position*****" will be displayed when you go back to the manager's decision screen, and the possibility of an error during play will be increased.

Once two players have been selected, the "**Exchange**" button will light up. If you want to make the exchange press "**Exchange**", or if you change your mind, press "**Cancel**".

Notes: - "**Cancel**" can be pressed at any time to abort the selected command.

Enter or Return can be pressed in place of the button with the highlighted border. This could be "**Cancel**" or "**Exchange**", depending on whether you have made two selections or not.



Game Play

Play begins with the pitcher's screen depicting the pitcher, batter, and umpire. At the bottom of the screen there will be

two sets of commands. The commands on the left are for the team pitching, (fielding team) and the commands in the middle of the screen are for the team at bat. The right side is reserved for displaying the score, strikes, balls, and other information.

The pitcher must select one of the four types of pitches displayed. Each pitcher has only four types of pitches he can throw. There are eight types of pitches altogether:

- **Fastball!** (straight and very fast)
- **Fastball** (straight and fast)
- **Offspeed** (straight)
- **Change-up** (straight slower pitch)
- **Curve ball** (a big sweeping curve)
 - for lefthanded pitchers, the ball curves to the right
 - for righthanded pitchers, the ball curves to the left
- **Screwball** (opposite of curve ball)
 - for lefthanded pitchers, the ball curves to the left
 - for righthanded pitchers, the ball curves to the right
- **Sinker** (breaks downward)
- **Slider** (fast breaking curve)

The batter must also decide what he wants to do. His options are bunting and stealing bases (any base can be stolen if there is a player in the position to do so). If the batter wants to swing normally, he must hit the "ready" key (the key in the middle of all the rest, see "Controls"). In any case, the batter should select all the bases he wishes to steal first, then select a bunt or normal swing as his last key stroke. For mouse control select "Batter Ready".

Once both players have made their selections, a new set of choices are presented at the bottom of the screen. The pitcher of choices are presented at the bottom of the screen. The pitcher will be able to select the location of the pitch (i.e. high, inside, etc.) according to the indicated mouse positions or nine directional keys (only four will be displayed). The Batter will be able to swing in the selected location according to his mouse or nine directional keys.

Nine pitching zones over home plate:

2	1	2
1	X	1
2	1	2

x = always a strike

1 = high probability of being a strike

2 = low probability of being a strike

When the ball is hit, the receiving fielder will be identified by flashing. The player may use the mouse or the nine directional keys to move the fielder so he can catch (or pick up) the ball. Once he has the ball, he can throw to any of the the 4 bases (1st, 2nd, 3rd, or Home).

The team at bat can decide which bases to run to according to the mouse positions or keys displayed in his command window. You may not run to a base if there is already someone on it. You cannot change your mind once you start running.



Miscellaneous Notes

- As a pitcher gets tired, the probability of throwing a strike goes down.
- Certain pitchers will be stronger in some pitching types.
- If pitch is not in the strike zone, the batter can swing but can't hit the ball.
- When the ball is hit, the fielding screen is displayed and (unless it is a foul ball) when the play is completed, the Manager's Decision Screen will be displayed momentarily before returning to the pitching/batting screen.
- When bunting with 2 strikes against you, if the ball goes foul, it is considered your 3rd strike.
- Runners have the option of running to the next base upon reaching a base after a hit.
- If you tell a runner to steal a base and the batter doesn't hit the ball, then the catcher will attempt to throw the lead runner out.
- When someone first steps up to bat, some of his statistics will be displayed.
- You may change the flag on the Manager's Decision Screen by pressing Option-A for an American flag (default) or Option-C for a Canadian flag.

Scouting Tips From Bob Whitehead

Say hey! Well, I don't know about you but I'll never get the chance to play and manage on a big league baseball team, probably the same goes for you. Real baseball that is, like you see at the ballpark or on network TV. So I used *HardBall* to fulfill some of my fantasies and I hope you enjoy doing the same. And, like any good manager, you need to develop a good scouting report. So I thought I would give you a partial scouting report on some of the pitchers to give you a head start.

All-Stars

Frisina-Throws a lot of junk

Peers-Control pitcher

Atkins-Nothing but heat

Estrada-Ace reliever

Champs

Euler-Good screwball

James-Watch for the fastball

Morlini-Bullpen veteran

Tompkins-Smoke

God Bless,

Bob Whitehead

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