

DYNACOMP

User's Manual and
Official Rule Book for

CACTUS
LEAGUE
BASEBALL

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Cactus League Baseball

1. GENERAL DESCRIPTION

Game Overview

Cactus League Baseball is an exciting and new approach in two player baseball for the ATARI computer. You control the pitching, hitting and fielding of the New York Yankees as they play their archrivals the Milwaukee Brewers. You pitch fastballs, slowballs, curves, ...but you must avoid pitching to the power zone where one swing could challenge your fielder to steal a home run ball from clearing the center field wall. You need speed and dexterity at the joystick to make this kind of clutch grab.

This is head to head baseball as the game keeps track of all statistics ...strike outs, walks, singles, doubles, triples, hitting percentage, earned run average and many many more. All statistics are stored on disk for a lasting record. Fiftyfour individual games may be stored on each disk and with three disks you have a 162 game pennant race. The run for the pennant- imagine an entire season of baseball action at your finger tips. Every game's statistics can be individually displayed on your TV screen or the entire season can be printed out in ledger form on your printer. There are four levels of play, walk on to allstar. So, whatever skill level you're at, you can start playing now!!!

Minimum RAM and Accessories

Required Accessories

40K RAM
Atari 810 Disk Drive
Atari BASIC Language Cartridge
Atari Joystick Controllers (2)

Optional Accessories

Epson printer or most other 80+
column printer

Address Questions To:

Thomas M. Krischan
Technimetric, Inc.
646 S. 93rd St.
West Allis, WI 53214
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2. GETTING STARTED

Starting Procedure

You must make a work copy of the Master Diskette before playing the game. The Master Diskette is write

protected. It contains all the initializing files necessary to play a game. After each game these files are altered and new files, containing statistics, are written. If you have already made a work copy you can skip to procedure four.

1. Turn on your disk drive and insert a newly formatted diskette containing DOS 2.0S.

2. Power up your computer without any installed cartridges. Turn on your video screen.

3. Select DOS item "J" and follow the screen instructions. Your new diskette is now an exact "work" copy of the Master Diskette. Safely store away the Master.

4. Insert the unprotected work copy and open the cartridge lid on your computer.

5. Install the Atari BASIC cartridge into the left slot and close the lid.

6. The screen should flicker and then display "LOADING GAME". If you do not see this display after 30 seconds repeat the entire procedure.

7. Follow the screen instructions.

First Display Screen

After the game has been loaded into the computer the next display screen is entitled "CACTUS LEAGUE BASEBALL" bordered by flickering dashes. Push the START key to begin.

Pitcher's Name

The next display is entitled "NEW YORK YANKEES VERSUS MILWAUKEE BREWERS". After a few seconds "MILWAUKEE BREWERS" will flicker, the TV speaker will tweet and the bottom of the screen will display "PITCHER FOR MILWAUKEE (CONTROL #3)?". Enter any 10 character or shorter name. Remember that this will be a permanent record so you might want to use the actual player's first name and last initial. Be more specific if necessary. After entering the name, press RETURN and repeat this procedure for the New York pitcher.

Game Selection

Press SELECT to choose the difficulty level. Your choices are WALK ON, ROOKIE, VETERAN, and ALLSTAR, from easiest to most challenging, respectively. Greater difficulty generally means faster and less controllable pitches with slower fielders, although they do dive and jump further. Usually greater difficulty yields to higher scoring games. After selecting the proper difficulty, push START to begin.

3.PLAYING THE GAME

The Playing Field

Initially you are looking down upon the infield of Milwaukee County Stadium. Yankees (blue) are at bat with their starting lineup waiting in the right field dugout. A batter is in the batter's box with the bat held high ready for the pitch. In the infield are the Brewers (gold) with a pitcher, catcher, first baseman, second baseman, third baseman and shortstop displayed on the screen. Looking over the catcher's right shoulder is the umpire (green). He is joined by an umpire on firstbase and thirdbase. They are all, of course, impartial.

Below the green infield, in bright gold with dark lettering, are the inning's most significant statistics; runs, outs, inning, strikes, balls and pitcher's name. These statistics change after every play.

When the Brewers get a chance to bat the infielders are blue and the batter is gold. The other dugout is occupied with the Brewers batting lineup.

Pitching

The Yankees control joystick port #2 (left of center) and the Brewers control #3 (right of center). Pitching is accomplished by moving the joystick in any direction. There are eight positions on the joystick.

5 8 2
6 4 3
4 7 1

Each position selects a different speed of the pitch. Where, position 1 is the slowest and 8 is the fastest the pitcher can throw. After the position has been selected, a white ball appears on the screen, thrown by the pitcher, and proceeds in a path toward homeplate. The path of the ball can be altered by again moving the pitcher's joystick.

If the joystick is held to the right or left, the ball curves in that direction, respectively. When the joystick is released, the path is straight. Pitches are directable up to the batter's box.

Strike Zone

The strike zone is a rather small area which extends across home plate. All pitches which cross home plate and all swings of the bat which miss hitting the ball are called strikes. All other pitches are called balls. The bat will reach balls which are to the near right and left of home plate. Balls to the far right are unreachable by the bat. Balls to the far left will hit the batter and will send the struck batter to first base. Walks also force the advance of appropriate runners.

Hitting

Hitting is controlled by the batter's joystick. Moving the joystick in any direction will cause the batter to swing the bat. The ball must be in close proximity to the bat in order for contact to occur.

The swing occurs as follows. First, the bat moves to the bottom of the batter's box, 45 degrees below home plate. Next, it moves parallel to home plate and then swings 45 degrees above home plate before resetting to a

position above the batter's shoulder. There are three types of hits, one for each position of the swing. The early and late swing will drive the ball to the right and left, respectively. A mid swing sends the ball up the center. Upon hitting the ball the bat will freeze in the swing position at which the hit occurred. The ball will travel in an appropriate path through the infield.

There is more velocity at the far end of the bat than at the near end or mid section. A ball hit at the far end will travel farther and has the greatest potential of clearing the infield. This will be acknowledged as a bright flash of red in the statistics box below the infield. Likewise, the box will flash yellow or green for mid section or near end hits, respectively. The approximate potential for clearing the infield is as follows.

VELOCITY	ON BAT	BOX COLR	PERCENT
high	far-end	red	70
mid	mid	yellow	40
low	near-end	green	10

Remember, swing controls direction and bat contact controls distance.

NOTE

Since the center field wall is the furthest from home plate, balls hit to right or left field are more likely to carry the wall. It is to your advantage to hit towards right or left. That is, take an early or late swing. Fortunately, for the pitcher, timing of the swing to contact the ball is difficult. Especially if the pitcher changes the rhythm of the pitch (ie. fast/slow, curve-in/curve-out, inside/way-outside).

Bunting

Bunting is accomplished by pressing the red button on the batter's joystick. The batter stays in the bunt position until contact with the ball is made or until the ball crosses home plate.

NOTE

The batter cannot swing the bat after pushing the red button for a bunt.

Bunting will normally advance every base runner. The batter is usually sacrificed. Occasionally, the batter will advance to first through an infielder's error. Infielders occasionally make double plays on bunts as well.

NOTE

With two outs and a runner on third, a bunt will score the run. If the batter is tagged out, it will happen after he rounds firstbase. The run always counts.

Fouls

Any ball which is hit to the right of first base or the left of third base is called a foul ball. Foul balls

are out of play and they usually advance the strike count by one. If the batter already has two called strikes, the count remains the same.

Fielding - Infield

Once a ball is hit, it's path is traced along the infield until it reaches the area near an infielder. The computer decides, based upon the velocity of the ball, if the infielder has a play on the ball or whether it will carry over his head. If it is playable by an infielder, a new display screen will appear. This display is a magnified view of the dirt infield and the closest infielder. A ball hit to the right of second base will appear in the lower left hand corner of the screen and travel to the upper right. Similarly, a ball hit to the left of second base will appear in the lower right hand corner of the screen and travel to the upper left.

The fielder moves to the right and left by moving the pitcher's joystick accordingly. The fielder dives by pushing the red button while moving the joystick in the direction he wishes to dive. The ball is caught by touching it through running it down or diving on top of it. This must be done before the path of the ball takes it beyond the play of the infielder. Balls hit with greater velocity travel faster along the dirt infield.

The box below the dirt infield will announce the umpire's decision on your play and any consequences. Calls made in the infield are out, double play, single, double, sacrifice run, and error. After the call the screen returns to the overhead view of the infield.

Fielding - Outfield

If the velocity of the ball carries it to the outfield, a new screen display will appear. There is a magnified view of the grassy outfield, an appropriate outfielder and the outfield wall. The ball will appear in the upper left hand corner of the screen and will travel towards the wall. Balls hit with greater velocity travel higher. The outfielder appears nearly below the ball and on the level with the base of the wall.

The outfielder moves the same as the infielder except that the outfielder can also jump straight up. The fielder jumps by pushing the red button while moving the pitcher's joystick upwards or downwards. Or by pushing the red button when the joystick is completely released (ie. stationary).

Calls made in the outfield are out, double, triple, home run, sacrifice run and error.

Sides Retire

In any inning, when the third out is called, the sides retire and the updated scoreboard is displayed. The upper scoreboard gives an inning by inning account of the scoring and a lower scoreboard gives the runs, hits, errors and hitting percentages of both teams. Pushing the red button resumes play.

Pitcher's Statistics

The pitcher's statistics may be reviewed anytime before a pitch is thrown or during the retired sides. Push OPTION to view these statistics. They include walks, strikeouts, singles, doubles, triples, home runs, called pitches and earned run average.

End of Game

The game is over after nine full innings unless the hometown Brewers are ahead. If they are ahead, the game is called after the top of the ninth. If the game is tied, it is recorded as a tie.

Recording the Game

Recording of the game is done automatically when either player pushes the red button at the conclusion of the game. The disk drive must be on with the diskette inserted or the recording will be lost.

4. REVIEWING PREVIOUS GAMES

Records

To review the records of previous games follow this procedure.

1. Insert the appropriate diskette into the disk drive with the computer on and the BASIC cartridge installed.
2. Push SYSTEM RESET.
3. Enter RUN "D:LEDGER" and push RETURN.

Your diskette should spin in the disk drive and the next screen display should read "CACTUS LEAGUE STATISTICS". Follow the screen instructions. Remember, your statistics can be on more than one diskette. Externally label each clearly to avoid confusion.

WK SO SG DB TP HR BP SP ERA ERR HIT RUN ATB PITCHER

The abbreviations above represent the number of walks, strike outs, singles, doubles, triples and home runs given up by the pitcher. Also, the number of pitches called balls, strikes and the resulting earned run average for that game. Lastly, the display lists errors, hits, and runs earned, at bats and the pitcher's name.