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Hit and Run™ Baseball

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respects include new

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Selection of Play

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Hit and Run™ Baseball Manual

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Selection Of Play

How To Pitch

How To Throw

How To Field

How To Run

How To Bat

How To Practice

Hit and Run™ Baseball Manual

All correspondence should be sent to:

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7

8

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How To Load

To Load: Type LOAD "", 8, 1 and press return.

When stadium appears:

Press Function Key F 1 for Game
Press Function Key F 5 for Practice

Loading will take around 3 minutes.

Note: The game is loaded much faster with Fast Load™ Cartridge by Epyx.

Fast Load Cartridge is a trademark of Epyx, Inc., Sunnyvale, CA.

Table Of Contents

	pages
Selection Of Play	1.2
How To Pitch	3
How To Throw	4.5
How To Field	6
How To Run	7
How To Bat	8
How To Practice	8

Selection Of Play

Computer Or Person Playing The Game

Each team has six areas of play which can be controlled by a person (via joystick) or by the computer.

Six Areas Of Play Defined

Infielder —	Infielders chasing a hit ball.
Outfielder —	Outfielders chasing a hit ball.
Pitch —	Selection of pitch and location.
Bat —	Hitting the ball.
Run —	Running the bases.
Get Runners —	When the ball has been caught, throwing out runners, chasing runners, etc.

How To Change An Area To Person Or Computer

At each half inning and at the beginning of the game the screen will appear like this.

	Visitor	Home
Control	W=All	A=All
Infielders	E=1	D=1
Outfielders	R=1	F=1
Pitch	T=1	G=1
Get Runners	Y=1	H=1
Bat	U=1	K=1
Run	I=1	L=1

Example: Let's say you want to change infielders for visitor to computer controlled. Press Key E, it will alternate between 1 (person) and 2 (computer) controlled. When a 2 is showing let go of the key. Any area of control can be changed by pressing the proper key. Key W for visitor and Key A for home make all areas the same, alternating between computer and person joystick control.

Note: If both teams have all areas controlled by the computer, the computer will play against itself.

Speed Of Play

You can change the speed of play anytime during the game. The speed number is shown on the pitching and scoreboard screens.

By pressing F 3 the speed number will become higher for (slower play).

By pressing F 5 the speed number will become lower for (faster play).

By pressing F 7 the speed number will become 20 for (normal play).

Ball Size

You can change ball size anytime during play.

Press Key @ for small ball.

Press Key * for large ball.

Start Game Over

Push Key Run/Stop to start game over.

Which Joystick For Visitor And Home

Joystick port 2 = Visitor

Joystick port 1 = Home

Pitching Screen Throwing

When the pitching screen is on the fielding, you can throw to the batters the same way as when the fielding screen is on. If nobody is on base the throw will be ignored.

How To Play Defense

Use the Joystick Guide Sheet to help learn the proper joystick movements.

Pitching

When the pitcher screen is on (no fielders) and the batter is in the batter's box you can pitch.

Two selections are needed, first the type of pitch, and secondly the location the pitcher will try to hit.

Type Of Pitch

The type of pitch is listed on the left side of the pitching screen and also as diagram A on the guide sheet.

Location Of Pitch

Location is picked by moving the joystick towards the direction of the strike zone you intend to throw the ball. This is listed on the guide sheet as diagram B.

Note: The pitcher may not hit the target he is aiming at.

Pitchout

When the type of pitch is a pitchout, picking the inside or middle portion of the strike zone the pitcher will hit the batter with the ball.

Picking outside locations will cause a pitchout to go outside of the strike zone.

Note: If both teams have all errors controlled by the computer, the computer will play against itself.

How To Play Defense

Throwing

Throwing is done by pressing down the joystick button and putting the joystick towards the desired location. Diagram D on the guide sheet lists the options.

Definition Of Throwing Mode

There are two kinds of throwing, regular and pickle. It is shown on the bottom right corner of the infield screen. R=regular, P=pickle.

Regular Mode

Regular mode is the most common way for throwing. Selecting a base will result in the throw going towards that base.

Pickle Mode

Pickle mode is for the advanced player. The ball will go directly to the fielder. If 1st base is selected the ball will go directly to the 1st baseman. He will not cover the base.

How To Change Throwing Modes

To change throwing modes select the direction listed on the joystick guide sheet. The throwing mode selection will alternate between pickle and regular mode. Let go of the joystick when the desired option is shown on the screen.

Outfield Throwing

Same as infield throwing except regular mode is always in use and you can't throw to the pitcher. However, the pitcher may cut-off long throws.

Pitching Screen Throwing

When the pitching screen is on (no fielders), you can throw to the fielders the same way as when the infield screen is on. If nobody is on base the throw will be ignored.

How To Play Defense

Changing Screens To Pursue Runners

If the screen that is being shown is the pitching screen, no fielders, to get runners leading off you must throw the ball.

If you want the catcher to keep the ball, going after someone too far off third, have the catcher throw the ball to himself. In that case the screen will change with the catcher holding the ball.

The infield screen must be showing to go after runners. If the infield screen is not being shown you get there by throwing the ball.

Throwing The Ball To The Pitcher

The way to get to the pitching screen is to throw the ball to the pitcher while every runner is on a base. This will change screens from the infield to the pitching screen.

Note: If the screen doesn't change make sure all the runners are all the way back to the base. Move runners back with the joystick.

How To Play Defense

Fielding

The computer will select the fielder that can move. It will be a fielder that is close to the path of a hit ball. Diagram C on the guide sheet lists the direction the fielder moves when moving the joystick. Fielder moves the same as joystick.

Fielder Can Jump For Ball

The fielder will jump for the ball when you push the joystick button and move the joystick in the up position.

Infield Screen Aid To Help Fielding

Near the bottom right corner of the infield screen the fielder under joystick control is listed.

Outfield Screen Aides To Help Fielding

There are two outfield screens being shown at one time on the monitor — a closeup view and a wider angle view.

The fielder may not be shown in the closeup view at all times.

Watch the little outfield screen until the closeup angle shows the fielder chasing the ball.

Ball Lands Arrow Aid In Outfield

On middle and long flies the Ball Lands arrow will appear in the left corner of the screen. It signals the direction the fielder must run to catch the ball in the air. The arrow points in the general direction on where the ball will land.

Ball Arrow

On non-flyballs the Ball arrow will be shown on the screen. This gives the general direction of where the fielder is compared to the ball. It is used when the ball has stopped or moving slowly to guide the fielder towards the ball.

How To Play Offense

Use the Joystick Guide Sheet to learn the proper joystick movements.

Running

Runners have the ability to stop, run forward, backwards and slide. By moving the joystick as in diagram F on the guide sheet the runner under control will run the desired way.

Runners Under Control

You may wish to have a runner stop but maybe not all of them. This is where the runner under control comes in. In the bottom left of the infield screen the runner under control is listed.

It can be changed on any screen but is only shown on the infield screen.

If a number 1 is shown, only runner number 1 will obey the joystick commands. If a number 2 is showing, then only number 2 will obey the joystick commands. The number 5 means all runners will obey the joystick commands (stop, forward, etc.)

Changing Runner Under Control

Diagram G on the guide sheet lists the joystick direction for changing the runner under control's number.

How Numbers Are Given To Runners

The number of a runner is given at the beginning of each play, when the pitcher has the ball on the pitching screen. The lead runner is given a number 1, the next runner is given 2, and so forth. If no one is on base the batter is given the number 1.

Note: The runner runs to first base automatically.

How To Play Offense

Batting

The batter has three different swings plus the ability to bunt. Use the guide sheet to learn the proper joystick movements.

Practice Section

In the practice section joystick port 2 is used. The speed and ball size can be changed in the same manner as the game.

Batting Practice

In batting practice the computer will throw you an assortment of pitches and keep track on how well you are doing. After 35 pitches it will start over. You can press Key 1 to restart or come back to batting practice from other practices.

Fielding Practice

In fielding practice the coach hits a ball and you try to field it. To have the coach hit another one you either throw it back to the catcher or press Key 2.

Running Practice

In running practice you run the runners around the base to get the feel on how to control individual runners. If all runners cross the plate it restarts. Pressing Key 3 will restart running practice too.

If runners run into each other in the game they will be out; in running practice it is allowed.

Press Key 1 for Batting Practice
Press Key 2 for Fielding Practice
Press Key 3 for Running Practice

How to Play Golf

Use the Joystick Guide Sheet to learn the joystick controls and use

The button has three different swings plus the ability to punt. Use the guide sheet to learn the proper joystick movements.

Runners have the ability to run, jump, and slide. Use the joystick to control the runner's movement. The joystick is used to control the runner's movement. The joystick is used to control the runner's movement.

Practice Section

In the practice section joystick pad 2 is used. The speed and ball size can be changed in the same manner as the game.

You may wish to have a runner but not a ball. In this case, use the joystick to control the runner's movement. The joystick is used to control the runner's movement.

In batting practice the computer will throw you an assortment of pitches and you can swing. After 25 pitches, you will be asked to swing. Press Key 1 to return to batting practice from other sections.

In fielding practice, the joystick is used to control the fielder's movement. The joystick is used to control the fielder's movement. The joystick is used to control the fielder's movement.

In running practice the coach will throw a ball and you try to field it. To have the coach hit another one you either press Key 1 or Key 2.

Diagram G shows the joystick controls for the runner. The joystick is used to control the runner's movement.

In running practice you run the runner around the base to get the ball on how to control individual runners. If all runners cross the plate, the game ends. Pressing Key 3 will return to running practice.

The number of runners is controlled by the joystick. The joystick is used to control the runner's movement. The joystick is used to control the runner's movement.

Press Key 1 for Batting Practice

Press Key 2 for Fielding Practice

Press Key 3 for Running Practice

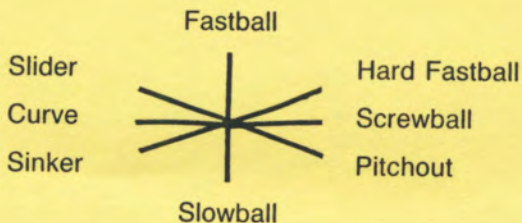
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Joystick Guide For Defense

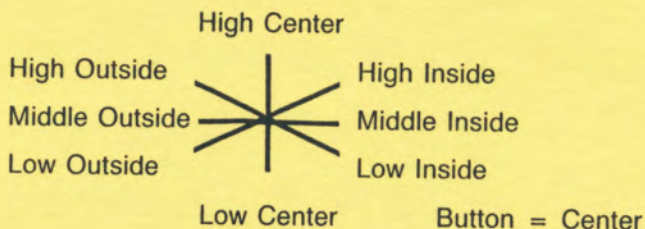
Type of Pitch

A.



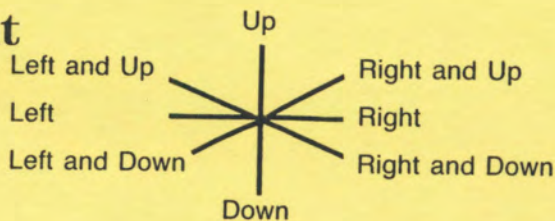
Location of Pitch In Strike Zone

B.



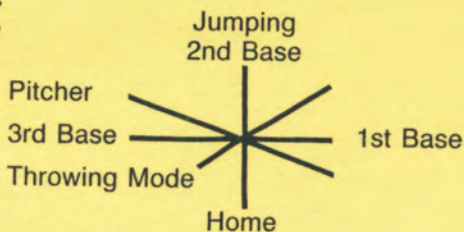
Fielder Running Movement

C.



Fielder Throwing And Jumping

D.



Press button while moving joystick

Joystick Guide For Offense

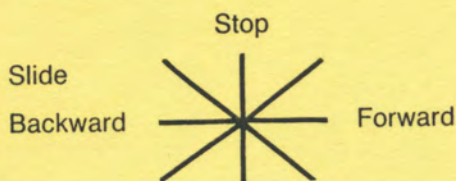
Batting

E.



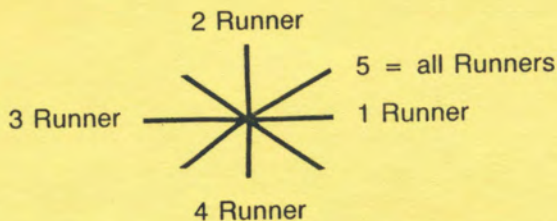
Running Movement

F.



Changing Runner Under Control

G.



Press button while moving joystick.

Use practice section with guide to learn proper joystick movements.

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