



ALL STAR BASEBALL II

FUTURA



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ALL*STAR BASEBALL II

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* THIS PROGRAM WILL RUN EITHER *  
* IN TI BASIC OR EXTENDED BASIC *  
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EQUIPMENT: This program is designed to run on a standard TI99/4A Home Computer, Extended Basic Command Module optional.* Please refer to User's Reference Guide for proper operation procedure. See in particular Pages I-10 through I-12 for loading and saving information.

* Program will execute faster in TI Extended Basic.

MEDIA: This program is supplied to you from FUTURA on a cassette which has been recorded under strict quality control and should operate properly using any of the cassette recorders recommended by TI for use with their system. Since all mechanical devices are subject to malfunction from time to time and may cause irreparable damage to program media, we strongly recommend that you make at least one copy of this program for regular use, retaining the original cassette for back-up. PLEASE NOTE that it may be necessary to experiment with the volume and tone controls of your recorder to load this program. Generally, a "NO DATA FOUND" error statement means the playback was too low, and "ERROR DETECTED IN DATA" indicates playback was too high.

PLEASE NOTE - Because this is a comprehensive simulation game, it requires most of the available RAM. If you are running this program from diskette, you should first execute the CALL FILES (1) command, followed by NEW before keying in OLD DSK1.BASEBALL. This will insure that a maximum of the 16K RAM is released to the program. Of course, this is not necessary when loading the program from cassette.

PROGRAM DESCRIPTION: All-Star Baseball II is designed for those players who enjoy the challenge of active participation in simulation games. In this two-player game, each participant has the opportunity of matching his strategy against that of his opponent. Each player controls the pitching, fielding and base-running as the game progresses, changing tactics when the situations change.

The Playing Field: The game's action develops within two alternating screens: The primary scene gives a bird's-eye view of a baseball diamond, complete with scoreboard and players. All pitching, batting, ground plays, and base-running takes place while this screen is shown. The other scene "zooms-in" on a fielder as he attempts to 'catch' the fly balls.

Sequence of Play: Before the actual play begins, the program will prompt for the name of each team. You may use any combination of letters and numbers in naming both teams; however, the program limits you to a maximum of seven characters for each name. If any name entered exceeds the limit, the program will truncate the name to seven characters.

Once the team names have been entered, the first scene will be shown on the screen: The scoreboard is on lines 1-3; the playing field is approximately centered on the screen; and the 'pitch-count' is on the lower left corner.

Scoreboard: The first line of the scoreboard contains the column headings - The word "team" over the team names, the numerals 1 through 9 to indicate the inning number and the number of runs scored by each team during that inning, the letter 'H' for hits and the letter 'E' for errors. (Yes, there are errors in this game!) The second line shows the "stats" for the visiting team and the third line includes the "home" team. In addition, a red marker will appear to the left of the name of the team which is "at bat" at any given time. Note that numbers in the "inning" boxes only appear for the current and previous innings. This indicates the current inning at all times.

Pitch Count: The pitch count includes the number of "balls" and "strikes" for the batter under the respective letter 'B' and 'S', as well as the number of outs in the one-half inning under the letter 'O'.

Prompts and Messages: The communication between programs and players is in the form of prompts and messages which appear approximately centered on line 24 of the screen.

GAME STRATEGY: There are three different strategies in this game - pitching, batting and fielding. The batting strategy includes base stealing with runners on base. These strategies are inter-related, in that the pitching option selected may be used to advantage or disadvantage by the 'at bat' player if he can second-guess the pitcher. If he does, the hit may turn into a 'long ball' with extra bases. On the other hand, a poor guess may result in a strike, an out, or even a triple play. There is nothing passive about this game. The catcher may miss a tag in a squeeze play at home, the third baseman may commit an error on an easy out, the base runner may elect to 'steal' at the wrong time and be put out. The tension of an actual game is built into this program! The last page of the instructions includes quick-reference table that shows the inter-relation of the various pitching/batting/base-stealing options.

PITCHING STRATEGY: The 'fielding' player should keep his playing hand on the keyboard, with fingers touching the letters A, S and D at all times. The reason for this will become obvious later on; but in addition, it helps the player to conceal his choice of pitch from his opponent. After the prompt - PITCHER? - appears, the fielding player must press one of the three letters in response. The letter 'A' stands for "fast ball", 'S' is "change-up" pitch, and 'D' is a "ball". The pitcher should alternate between pitches. His objective is to confuse the batter and strike him out. With runners on base, however, the pitch selection takes on another dimension: Is the runner trying to steal? With runners on 2nd and 3rd and no outs, should you walk the batter, load the bases and hope for a triple play? All these and other possibilities come into play when potential scoring runs are on the bases. The effect each pitch has on the batter and/or runner(s) are:

Fast Ball (A):

Batter Response - If batter swings, he will connect and a fielding situation will result. If he elects not to swing, the pitch will count as a strike against him.

Base Runners - Depending on the outcome of the fielding play, the runners may or may not advance the bases. With less than three outs, there is the possibility that the runners may advance, even though the fielder makes a successful "catch".

Base Stealing - With the steal option on, the most advanced base runner will attempt to steal the next base. There is an even chance that the steal will succeed. Once the outcome of the steal has been decided, the pitch counts as a

strike against the batter and play continues. Please note that it becomes progressively more difficult to steal as the runner advances. That is, the odds of successfully stealing home are much lower than the odds of stealing first base.

Change-Up Pitch (S):

Batter Response - If the batter swings, he will connect and the same situation will result. However, the distance traveled by the ball is determined by the type 'swing' chosen by the batter; if the swing matches the pitch (H matches A, and J matches S), the ball will be given additional impetus. This will increase the number of bases if the fielder fails to field the ball. Matching a change-up will result in a much longer ball than matching a fast ball.

Base Runners - Again, the runners may or may not elect to advance, depending on the outcome of the fielding play.

Base Stealing - The probability of failure of a base-stealing attempt is increased substantially with a change-up pitch.

Ball Pitch (D):

Batter Response - If the batter swings, the pitch will count as a strike against the runner. If he 'takes' the pitch, it will count as a ball.

Base Runners - A 'ball' will have no effect on the base runners, unless it is the 4th ball and runners must advance to make room at first for the batter.

Base Stealing - This pitch "forces" the runners to stay put. The batter response is automatically changed to 'take'.

BATTING STRATEGY: After the fielding player has selected the type pitch he wishes to throw, the batter's response will be prompted by the message - BATTER? - at which time the batter will select an option. His choices are: 'Swing at the ball' (letter H or J), 'take' the pitch (letter K), or 'steal' (letter L). Note that a steal option with no runners on base is considered to be a take option. The effect of his selection depends on the particular situation existing at the time, as well as on the type pitch delivered. For example, with no runners on, a pitch count of 3-and-1, should the batter take the next pitch? Or, if it is the bottom of the 9th with two outs and a runner on first, should he attempt to steal second base, then connect on the next pitch and hope for a double, thereby tying the game? These are but two of the

countless decisions the batter is called upon to make as the game progresses and the excitement builds! The result of each selection is:

Batter Swings (H or J):

A Strike Pitch - If the selections "match" (H=A, J=S), the ball will 'sail' away, increasing the probability of an extra-bases hit, providing of course, the fielder does not 'catch' the ball or commit an error. If the choices do not match, the randomly selected distance for the ball will be reduced, thereby lessening the chance for extra bases on a successful hit.

A Ball Pitch - This will be an automatic strike on the batter. Three strikes and he is out.

Batter Holds Back (K):

Strike Pitch - Counts as a strike on the batter.

Ball Pitch - Counts as a 'ball'. Four balls and the batter "walks" to first base.

Steal Option (L):

Strike Pitch - The most advanced runner will attempt to steal the next base. The batter swings and misses. It counts as a strike on the batter.

Ball Pitch - The 'steal' will be ignored. Batter option is automatically changed to a 'take'.

FIELDING FLY BALLS: When the batter connects on a pitch, the scene will switch to a close-up view of the fielder and the ball in motion. The fielding player must move the fielder to catch the ball. On a fly ball, the fielder and the home run fence will be at the bottom of the screen and the ball will approach from the left. To move the fielder to the left, HOLD DOWN the left arrow key (letter S); to move the player to the right, HOLD DOWN the right arrow (letter D). You must move your player to intersect the moving ball in order to catch the ball. If the ball is caught, it will be an automatic out on the runner.

FIELDING GROUND BALLS: When the hit is a ground ball, the outfielder which is nearest the path of the ball will 'call' for the ball by raising his arms. From that moment, you may maneuver the outfielder left or right (by using the arrow keys) in an attempt to intercept the ball. If the ball is caught, the runner may or may not be "out".

FIELDING RESULTS:

Ball is Caught:

Fly Ball - Batter is automatically out. If there are any runners on base, it may be a double or even a triple play on the runners. Any remaining runners may or may not elect to run, depending on randomly selected options, pitching, batting and fielding factors.

Ground Ball - A ground ball caught is not necessarily an automatic out on the batter. The number of outs will depend on many internal/external factors. The runners also may or may not advance.

Ball Is Dropped: The runners will advance the indicated number of bases. Any runner in scoring position will score a run.

Error: Periodically, a 'fielder error' will occur, in which case the runners will advance the indicated number of bases.

Balk: With runners on base, the pitcher may become nervous and balk. When this happens, all base runners will advance to the next base. Any runner on third will score.

As the game progresses, the fielding player will find that it becomes necessary to 'anticipate' the motion of the ball and advance the fielder in that direction if the ball is to be fielded. Otherwise, the fielder may be too late and allow a hit. In some cases, the ball may be caught foul. If a ground ball, the batter is charged with a strike (if less than 2) and play resumes. The fly foul ball, however, may be caught by the fielder (if he is fast enough). In this case, instead of a strike, an out will be charged against the batter.

So get a few friends together, start a league and aim for the WORLD SERIES of computer baseball!!!

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EQUIPMENT REQUIRED FOR THIS PROGRAM

This FUTURA product is designed to run on a standard TI99/4A Home Computer. Any additional equipment required is indicated below:

- ___ Extended Basic Command Module
- ___ Disk Memory Drive(s)
- ___ 32K Memory Expansion Unit
- ___ Speech Synthesizer