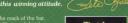
"I Play Baseball One Way...All Out!" Here's the first 2600 Baseball game

to live up to this winning attitude.



- League pitches-fast balls screwballs and sinkers.
- Head to head action with

- ever on the 2600" with depth and feel you've seen

HOME ENTERTAINMENT

Please remove this slick and turn over for GAME INSTRUCTIONS









ACTIVISION







NEW FOR THE ATARI®2600

For the Atari 20

TO BEGIN:

1. With power off, insert your Pete Rose Baseball cartridge into your Atari 2600 game system according to the

BASEBALL

manufacturer's instructions. 2. Plug joystick into left controller for controlling the home team. If two players plug additional joystick into right

controller for controlling the visiting team. 3. Turn power on.

4. Press RESET to begin a one player game. (At any point during the game, simply press RESET to start again).

PLAY BALL! Pressing SELECT will bring you to the Pitching/Batting

screen to start a new game. Then, you'll have the choice of either playing the computer (one player) or an opponent (two player) which is displayed at the top of the screen. Repeatedly pressing SELECT will switch between these two

To "Play Ball", press RESET and the game will begin.

THE SERIES It's the last game of the World Series. You're in the 9th

inning, Bases loaded. One out, And you're up at bat. What do you do? Swing away? Wait for a walk? Go for the fences? It's all up to you, just like in real pro ball, Sure, we'll give you the options, And some tips, Like in

pitching, Batting, And fielding, But, it's your call. There are 8 full-colour, live action screens - just like the ones you see on TVI The pitching/batting screen, left infield, right infield, leftfield, centerfield and rightfield, So, start warming up. Step up to the plate, And take your best swing at winning the series!

PITCHING, BATTING

Excitement on the Mound!

PITCHING: First, decide whether you want the pitch inside or out. Move the joystick left or right to position your pitcher on the nitching rubber. Next, use the loystick to control the velocity of the pitch. Up for fast, Down for slow,

Once you've positioned your pitcher and selected a pitch speed, press the button to start the wind up and move the joystick up for a fast ball. Down for a sinker, Left, a screwball. Right, a curveball. Or centre for the change-up, When the pitcher releases the hall, the joystick position will determine what pitch is thrown.



I. Screwball R Curveball C Change-Up Putting the ball in play

II Fast Rall

D Sinker

BATTING:

To get the ball rolling - or flying, you first have to connect, Use the joystick to move your player around in the batter's box. You can move the batter up or down to swing high, down the middle, or low. You can also move left or right -

for hitting inside and outside pitches. As you see the pitch coming, you can make split second adjustments - to best handle the pitch thrown.

As the ball approaches the plate, press the button to swing,

RUNNING FIELDING

First, 2nd, 3rd and home! RUNNING:

After you hit the ball, you control the runners. All of the forced runners will advance automatically - if the ball is hit on the ground or bounces before it's caught. Runners who aren't forced, will rely on your coaching. There are 4 joystick controls for running:

Jovetick Left Button Released Advance all runners Joystick Right, Button Released. Hold all runners Joystick Left, Button Pressed Advance lead runner Joystick Right, Button Pressed. Hold lead runner

INFIELD FLY RULE: If a fly ball is hit to the infield, and there are less than 2

outs, and first base is occupied - the runners will not advance and the batter will be called out.

After the ball is hit, you'll see either the left or right infield screen - depending on the flight of the ball. While the infield screens are displayed with the button pressed. you can select a fielder based on the following joystick

How to make the plays - and get the outs

FIFL DING:

For Left Infield: For Right Infield: Up 2nd Base Un 2nd Rase Down Catcher Down Catcher Right Pitcher Right 1st Base Left 3rd Base Left Pitcher If it's smacked into the outfield, the left, right or centrefield screen will be displayed.

Once you've guided your fielder to retrieve the ball, with the button pressed, use the following joystick controls to

Up to 2nd base Left to Third Base Down . . to Homeplate Right to 1st Base The flashing arrows in the baseball diamond at the top of the screen will remind you of joystick positioning for

making throws. Since the infield is never displayed all at once, the small baseball diamond will inform you of the *A base note - your infield players can only move up and down within the following boundaries:

Short or 2nd baseman 3rd or 1st baseman

TIPS FROM THE PRO'S

- . To judge a fly ball, chase the ball's shadow NOT THE BALL ITSELF! It'll always land to your advantage -
- · Remember to watch the flashing arrows in the small baseball diamond at the top of your screen, when trying to decide which base you want to throw the ball
- . Of course, official baseball rules apply ... 3 strikes. you're out, 4 balls, take your base. 3 outs, the innings

. . . I hope these tips will give you a better grip on the game - and a great shot at winning the championship.

Now that we've covered all the bases - get your pro ball career off to a flying start. Select an opponent Press reset. And play hall!