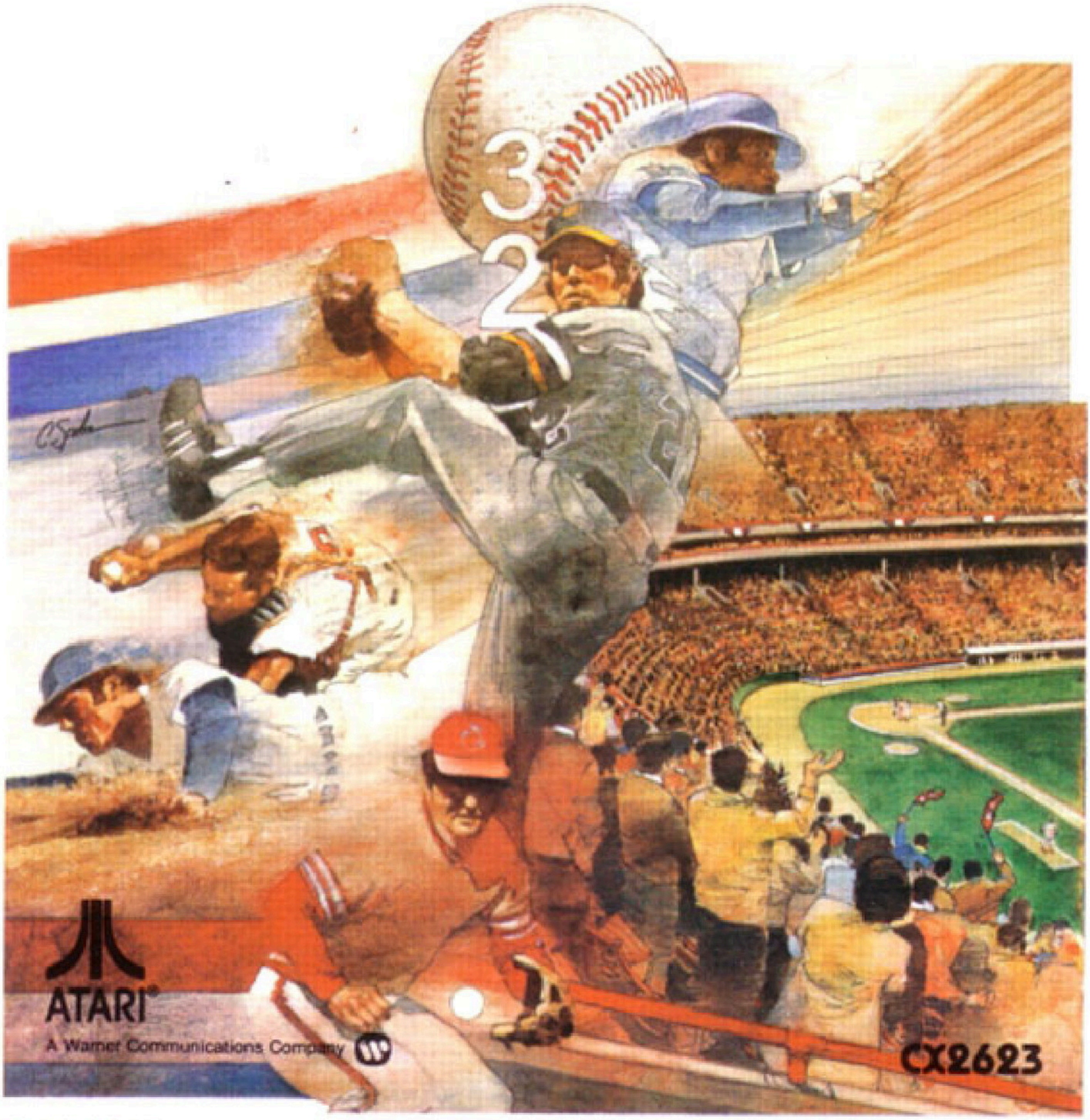
HOMERUN™

ATARI® GAME PROGRAM™ INSTRUCTIONS



COMPLETE GAME PLAY INSTRUCTIONS

8 GAME VARIATIONS

ONE AND TWO-PLAYER GAMES

NOTE: Always turn the console **power** switch **off** when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

Manual, Program, and Audiovisual ©1978 ATARI, INC.

TABLE OF CONTENTS

1. GAME PLAY 1

2. USING THE CONTROLLERS 1

3. CONSOLE CONTROLS 2

4. GAME VARIATIONS 3

5. SCORING 4

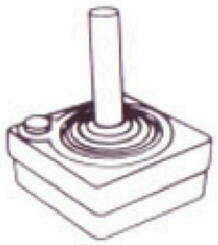
1. GAME PLAY

Play **HOME RUN™** just as you would play baseball. The left or blue player is the "visiting team" and is first to bat. The pitcher-outfielder pitches the ball. Three **strikes** (either swinging or pitched) are an **out**; four **balls** (any pitch not struck at that is NOT over the plate) are a **walk** and the batter advances to first base.

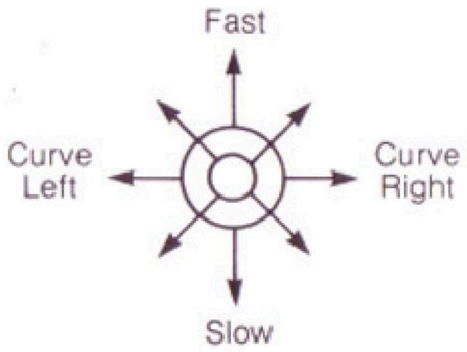
If the pitcher hits the batter (and the batter does not strike at the pitch, or the pitch does not pass over Home Plate) the batter will advance to first base.

If the batter hits the ball, the outfielder(s) can catch the ball and make a putout by touching first base ahead of the runner or by tagging the runner. If there are other runners on base, a putout can be made by tagging any runner or, if the runner is in a "force play", by touching the base in front of that runner. With practice, doubleplays (two outs on one pitched ball) can be made with ease.

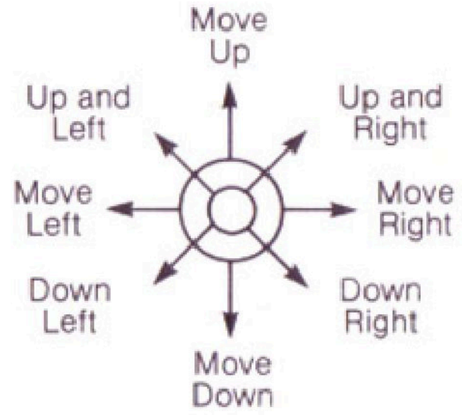
2. USING THE CONTROLLERS



Use your Joystick Controllers with this ATARI® Game Program™ cartridge. Be sure the Joystick Controller cables are firmly plugged into the **CONTROLLER** jacks at the back of your ATARI Video Computer System™ game. For one-player games, use the Joystick Controller plugged into the **RIGHT CONTROLLER** jack. Hold the Joystick with the red button to your upper left, toward the television screen. *See Section 3 of your owner's manual for further details.*



How to control pitches



How to control outfielders

BATTER

Swing the bat by moving your Joystick from the neutral (center) position to **any** other position. If, after hitting the ball, it looks as though the outfielder has a chance to make a putout if you take an extra base, push the red controller button **before** reaching base and your runner(s) will stop at that base.

PITCHER

To pitch the ball, press the red controller button. Throw curves, fastballs, screwballs or change-up pitches by moving your Joystick (*as shown in the diagram*) after the ball leaves the pitcher.

OUTFIELDER

After the batter hits the ball, control your outfielder(s) with the Joystick (*as shown in the diagram*) to catch the ball and make putouts.

3. CONSOLE CONTROLS

GAME SELECT SWITCH

Use the **game select** switch to select the game number you wish to play. The game number changes on the top left side of the screen as you press the switch down.

GAME RESET SWITCH

When you have selected the game number you wish to play, press down the **game reset** switch to start the game.

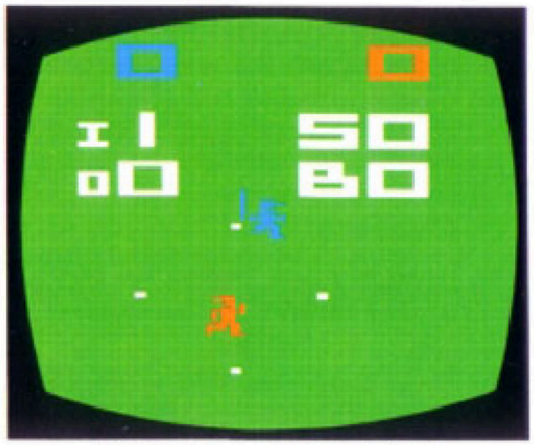
DIFFICULTY SWITCHES

The **difficulty** switches control the speed of the outfielders and batted balls. In the **a** position, the outfielders and batted balls will move more slowly than in the **b** position.

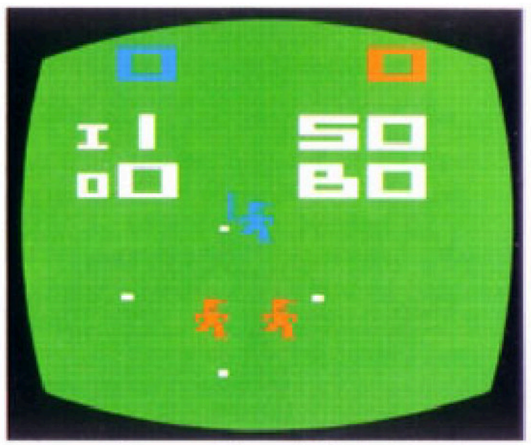
TV TYPE SWITCH

Set this switch to **color** if you have a color television set. Set it to **b-w** to play the game in black and white.

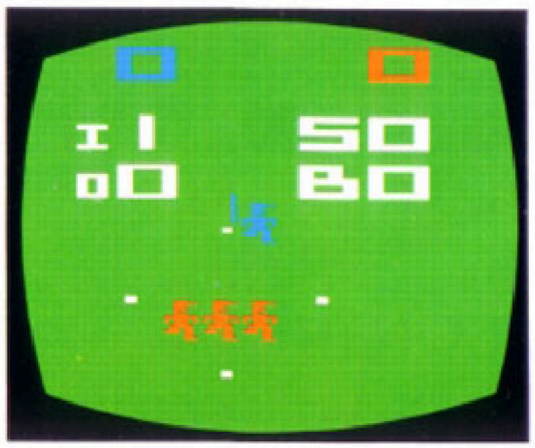
4. GAME VARIATIONS



Games 1 and 5 playfield



Games 2 and 6 playfield



Games 3 and 7 playfield



Games 4 and 8 playfield

The white letters at the top left of the playfield are; I—innings, O—outs; the white letters at the top right of the playfield are; B—balls, S—strikes. The blue number is the left player's score; the red number is the right player's score.

GAMES 1, 2, 3, and **4** are single-player against the computer. Using the right Joystick Controller, pitch to the computer. Your score appears at the upper right of the playfield, the computer's score appears at the upper left.

GAMES 5, 6, 7 and **8** are two-player games.

The difference in each game variation is shown in the above playfield diagrams.

5. SCORING

Three **outs** for each player or team are an **inning**; nine innings make one, complete game. Score one **run** for each runner crossing home plate. The batter scores a **home run** by hitting the ball directly over second base, provided the ball is not caught by the outfielder(s).

GAME PROGRAM™ CARTRIDGE
LIMITED NINETY DAY WARRANTY

ATARI, INC. ("Atari") warrants to the original consumer purchaser that your ATARI® Game Program cartridge is free from any defects in material or workmanship for a period of ninety days from the date of purchase. If any such defect is discovered within the warranty period, Atari's sole obligation will be to replace the cartridge free of charge on receipt of the cartridge (charges prepaid, if mailed or shipped) with proof of date of purchase at either the retail store where the cartridge was purchased or at one of the ATARI Regional Service Centers listed below:

Atari, Inc.
1312 Crossman Ave.
Sunnyvale, CA 94086

Atari, Inc.
5400 Newport Dr.
Suite 1
Rolling Meadows, IL 60008

Atari, Inc.
43 Belmont Dr.
Somerset, NJ 08873

Atari, Inc.
2109 East Division St.
Arlington, TX 76001

This warranty shall not apply if the cartridge (i) has been misused or shows signs of excessive wear; (ii) has been damaged by being used with any products not supplied by ATARI, or (iii) has been damaged by being serviced or modified by anyone other than an ATARI Regional Service Center.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE. CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM A BREACH OF ANY APPLICABLE EXPRESS OR IMPLIED WARRANTIES ARE HEREBY EXCLUDED.

Some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusion or limitations of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

ATARI®

A Warner Communications Company

ATARI, INC., Consumer Division
P.O. Box 427, Sunnyvale, CA 94086

C016943-23 REV. 1 MANUAL, PROGRAM & AUDIOVISUAL © 1978, ATARI, INC. Printed in U.S.A.