

INTELLIGENTVISION Intelligent Television

CARTRIDGE INSTRUCTIONS

SUPER PRO BASEBALL

(For 1 or 2 Players)



FOR COLOR TV
VIEWING ONLY



OBJECT OF THE GAME

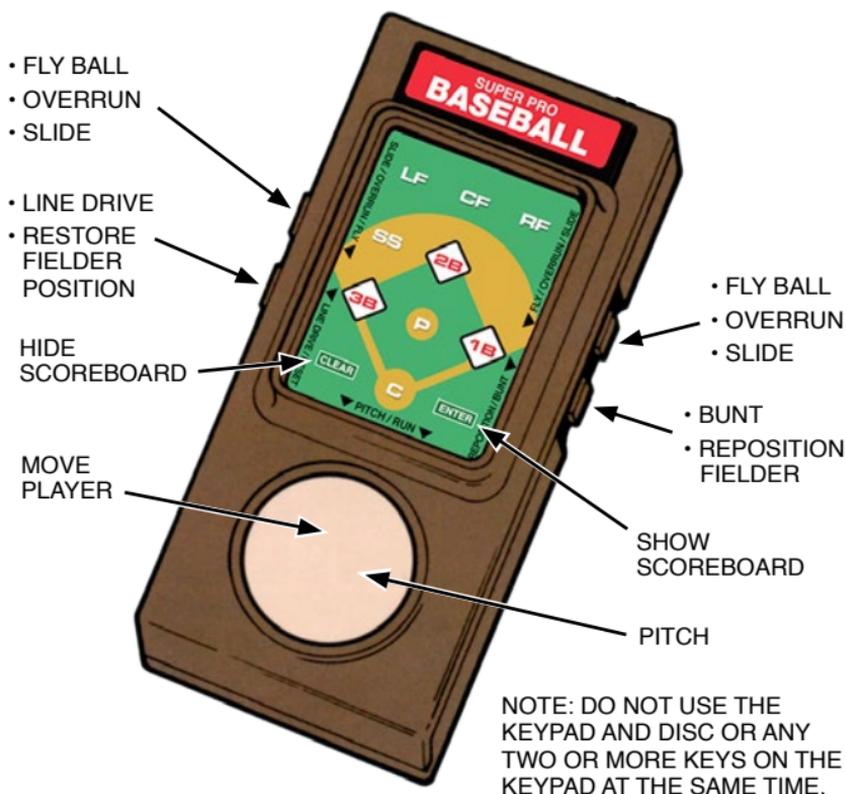
Score the most runs in 9 innings of fast-paced action, or go into extra innings if the game is tied! Faster pitching means hitters must be sharp! Here's your chance to beat the nearly invincible computer-controlled players. Or take on any human opponent who can stand the heat!

YOUR CONTROLS

Insert the game cartridge slot and turn the console on. When the SUPER PRO BASEBALL title screen appears, enter the number of players managing the game (1 or 2). Or press 3 to watch the computer play!

Slide the SUPER PRO BASEBALL overlays into the Hand Controller frames so they cover the keypads.



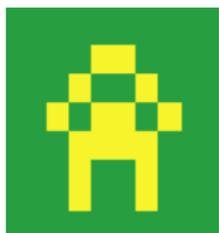


GET READY

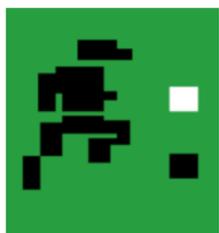
When the diamond appears on the screen, the players quickly take the field. The home team is **BLUE** and always begins in the field. At bat are the **YELLOW** visitors. When you play against the computer, you manage the home team in blue.

The scoreboard on the screen automatically keeps track of strikes, balls, outs, innings, and runs. Runs appear at the top of the screen. Errors aren't recorded, but they do occur! Use the controller's **CLEAR** and **ENTER** keys to turn the scoreboard display off or on.

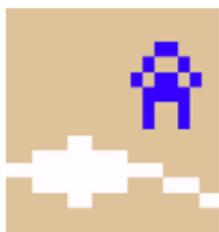
BEFORE THE GAME STARTS



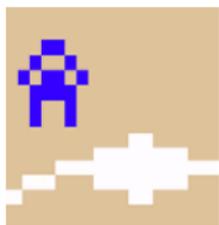
- To throw the ball to any fielder, press the fielder who will receive the ball. He'll turn black when you're in control. Then, upon catching the ball, he'll turn light blue if his color was blue or light green if his color was yellow.



- To catch a fly ball, grounder, line drive, or bunt, press the nearest fielder to the ball's destination. If the ball isn't headed directly his way, press the Disc to move him to the exact location where he can field the ball.



- To reposition a fielder from his normal defensive position to another location, first press the player to throw him the ball. Use the Disc to move him to the desired position and then press the Right Lower Side Button.

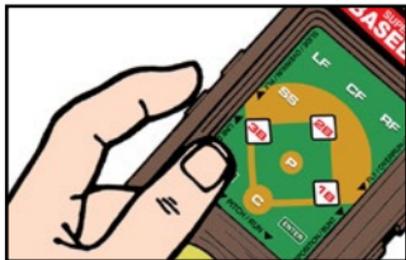


He'll automatically throw the ball to the pitcher and remain in this position on the field. He'll retain this new position throughout the game unless you press the Left Lower Side Button anytime that player has the ball.

You can continue repositioning multiple fielders, but be careful when repositioning your first, second, and third basemen. If you position them too far from the bases they cover, it's possible that they won't be able to cover the base in time when you throw there.

SIDE BUTTONS

- To hit a fly ball, press either Upper Side Button when the pitch crosses the plate. Hit it just right and you might get a Home Run!



- To hit a line drive, press the Left Lower Side Button when the pitch crosses the plate.

- To bunt, press the Right Lower Side Button when the pitch crosses the plate.

- To overrun 1st base, press either Upper Side Button while still holding down on the Disc.

- To slide into any base (except 1st when overrunning), press either Upper Side Button while still holding down on the Disc.

DISC

- To pitch, press **DISC** (see page 5).

- To move players (runners or fielders), press **DISC**.

COLOR FUNCTION CHART

PLAYER	HOME TEAM (BLUE)	VISITORS (YELLOW)
	will turn...	will turn...
TAKING FIELD	Blue	Yellow
IN CONTROL	Black	Black
HAS BALL	Light Blue	Light Green
LEAD RUNNER	Light Blue	Light Green



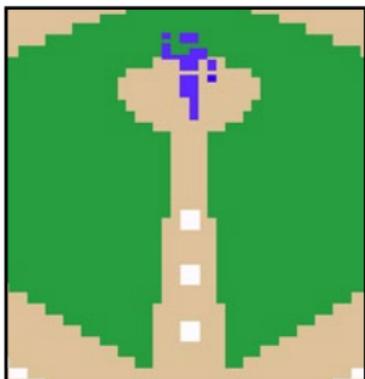
Most professional baseball rules apply — 3 strikes for an out, 4 balls for a walk, the first two foul balls count as strikes. Batted balls can be bunts, grounders, line drives, fly balls, foul balls, or home runs. Force-outs, double and triple plays can all be made! Baserunners can overrun 1st base or slide into bases. Fielders can catch fly balls.

HOME RUN!

You'll hear the crown cheer when you score a run. Hit a grand slam home run, and they'll go wild. You'll hear the crack of the bat. Hear the "ump" call the outs: "YER OUT!!"

"YER OUT!!"

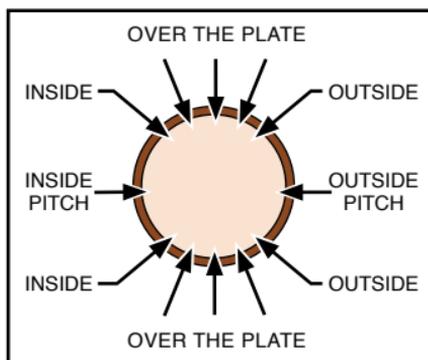
PLAY BALL!



A pitch's direction depends on where you press on the Disc: left, right, top, bottom, or anywhere in between. The pitcher will randomly throw one of his 5 different fastballs or 5 changeups.

PITCHING

The pitcher automatically has the ball at the start of each inning. After a foul ball, the ball will automatically return to the pitcher. Other times, you must press P(itcher) to have other players throw him the ball.



Advanced Pitching: For 2-player games, you can really put on a dynamite pitching performance! To add movement to the pitch, briefly press the Disc to set the ball's initial direction. When the pitcher starts his motion, quickly press and HOLD DOWN on the Disc's right or left side to move the pitch in or out. Or press and HOLD DOWN on the top or bottom of the Disc to move the pitch towards the plate.

After a pitch, if no contact is made by the batter, the catcher will have the ball. Return the ball to the pitcher by pressing P(itcher).



With men on base, keep an eye on early runners trying to steal as you're about to pitch. Catch any of them off guard by throwing fast to the base, or trap an advancing runner before he slides into the next base! The pitcher's throw to

2nd base is a lot quicker! So is a throw from the 2nd baseman to the catcher! Remember — push down on the FIELDER you want to RECEIVE the ball — 1st base, 2nd base, etc. When the throw is made, the baseman will automatically cover his base. Shortstop, however, will not cover 2nd base automatically.



When a baserunner takes too big a lead, try for a PITCH OUT play! Throw an outside pitch to the catcher, hoping the batter will ignore it. Then quickly push down on 2nd or 3rd base AHEAD of the baserunner! Get that throw off

fast! Make the baserunner swallow his own dust as he slides into the base — GET HIM OUT! Or catch him in a RUNDOWN if he tries to make it back to the base he came from. Use the Disc to get your basemen closer to the runner. Run him down and get the PUTOUT!

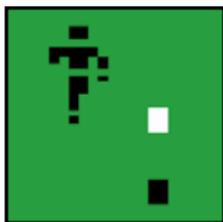
The pitcher cannot hit a batter with a wild pitch.

Batters will hit a fastball FURTHER than a slow changeup. A slow pitch will make it easier for a runner to STEAL a base!

FIELDING

Keep an eye on the direction of the ball when it leaves the bat. Quickly, press the nearest fielder to the ball's destination. Start the fielder moving toward the ball by pressing the Disc. If it's a fly ball, try to follow the ball's shadow rather than the ball, and make the catch where both shadow and ball meet.

When the player catches the ball, the screen message and umpire's call is clear: "OUT 1," "OUT 2," or "THIRD OUT!"



If a fielder misses the ball or it falls short, the ball will bounce to a stop. The player will have to go after the ball. Press the fielder to make him react. Then press the Disc to move him towards the ball.

After a foul ball, the ball will automatically return to the pitcher.

After a fly ball is caught, the baserunners will automatically return to the base to tag up.

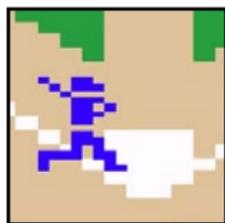
Any fielder, except the pitcher when he is on the mound, can run with the ball to TAG OUT a baserunner. Press the fielder to put him in control. Then use the Disc to move him toward the runner.

Any player can throw directly to any other player. If any fielder throws from anywhere other than his normal position, he will automatically return to his resting position after he throws.

Remember: fielders can be repositioned for new game strategies (see page 2).

BATTING

When the ball is returned to the pitcher, the next batter automatically comes up to the plate. All batters on the screen are right-handed. Batters cannot step out of the batter's box.



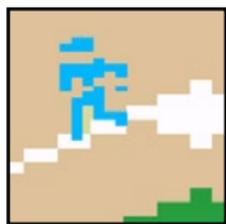
When you think the ball is in a good position to hit, press any of the four Side Buttons. Press the Lower Right Side Button for a bunt, Lower Left Side Button for a line drive, and either Upper Side Button for a fly ball.

Remember, you don't have to swing if the pitch is bad. After 4 bad pitches, you take a walk.

When you hit the ball, **START RUNNING!** Press the **RIGHT SIDE** of the Disc immediately to run to 1st base. And while holding down the Disc, press either Upper Side Button to overrun 1st base.

RUNNING

As soon as the ball is hit, press the **RIGHT** side of the Disc. The right side sends runners forward, and the left side sends them back along the base path.



To steal a base, press the Disc to give your runner a leadoff. Watch for the pitch and start running. But watch out — the other team can throw to the base and get you tagged out or in a **RUNDOWN!**

IMPORTANT! With runners on base, the Disc controls the **LEAD** runner only. When the **LEAD** runner steals, other runners stay on base — no double steals.

On a hit with a man on base, pressing the Disc will advance the LEAD runner (the man on base). The hitter will take 1st automatically. But remember, the LEAD runner is the man you control. If you stop the LEAD runner between bases and send him back to the base he was on before, he may collide with the other runner, causing the LEAD runner to be called OUT!

STRATEGY TIPS

 Win by stealing bases! You'll be surprised how much it can do for you!

 When fielding, activate the fielder nearest the ball. Move him toward the ball, and get his throw off fast! If he misses or the ball rolls out of his reach, get another fielder after the ball!

 When a batter bunts, move the pitcher or catcher extra fast to pick the ball up!

 Keep an eye on the pitch! Let the bad pitches go by and take a walk.

 When you hit the ball, start running immediately! Overrun 1st base!

 Avoid errors! When a throw is in the air heading for a particular fielder, don't change your mind and have another fielder catch it. It won't work! The ball will go out of control — and you'll lose lots of time trying to get your play together again!

 Practice catching fly balls by following the shadow. Watch how the computer's smart players do it!

 Change tactics — reposition your fielders!

INTELLIGENTVISION

“Due to the sophisticated and enhanced features of this game, at times pitchers may seem incredibly tough, batters may hit fewer home runs, and runners may appear smarter on the basepaths. If this happens, simply keep playing!”