

SLUGGISH

PC  
Software

## GETTING STARTED

1. To boot the disk, as usual, place the disk into drive A: and then either turn the machine on, or, if it is already on, press CTRL-ALT-DELETE.

2. The first thing seen is the title picture. It remains on the screen for approximately 10 seconds.

3. Next is seen the baseball stadium on which the game is played. In the center at the top is the "TV Bulletin Board". This TV screen will display:

- a) Mastertronic's name and logo
- b) The name of the game ("THE SLUGGER")
- c) The credits for this version
- d) Finally, the options the player(s) has:-

4. **OPTION 1: NUMBER OF PLAYERS** – A one-player or two-player game can be chosen by pressing the F3 or F5 keys respectively. If neither is pressed after approximately 10 seconds, the game enters a demo mode.

5. **OPTION 2: GAME SPEED** – The slower the machine speed, the slower the game plays, naturally, and vice versa. As there is now a great variety in machine speeds and capabilities, the Game Speed option is given. The lower game speeds cause a slower game play but give more control to the players (a finer "touch"). The higher game speeds are useful in compensating for slower machines by moving the men and the ball greater distances per "turn". This speeds up the play of the game but does lower the control. Users should try different speeds to get the one that "feels" best.

Suggested speeds: TANDY = 2  
IBM CGA = 4  
EGA = 3

6. **OPTION 3: TEAM COLORS** – The two teams (visitors/home) are displayed in their default colors. Pressing the F3 key will let the user change the color of the visiting team as it will toggle through the allowed colors. Pressing the F5 key does the same for the home team. Pressing the F7 key will continue on to the next option and the subsequent playing of the game.

7. **OPTION 4: JOYSTICK ADJUSTMENT** – Each type of IBM/TANDY/EGA machine seems to have its own quirks regarding the joysticks, and the joysticks from various makers are usually different. Upon boot-up, the program checks for a number of joysticks present and will try to self-adjust the readings. It is not always successful. Therefore, the user is given the chance to adjust the joystick readings by first answering "yes" to the question "DO YOU WANT TO ADJUST JOYSTICK 1?" and then by following the instructions given on the TV Bulletin Board. Note that the game can be played with the keyboard but it is much better to use joystick(s).

8. **OPTION 5: SECOND JOYSTICK ADJUSTMENT** – If two joysticks are plugged in and a two-player game has been selected, the program will ask if the user wishes to adjust the second joystick.

9. The game will now begin. It is important to note that it can be restarted by pressing the ESC key. This also stops the demo game. The user is brought back to the Mastertronic logo screen and the process can be restarted.

10. A feature which is helpful in making and controlling play is the changing of the color of the



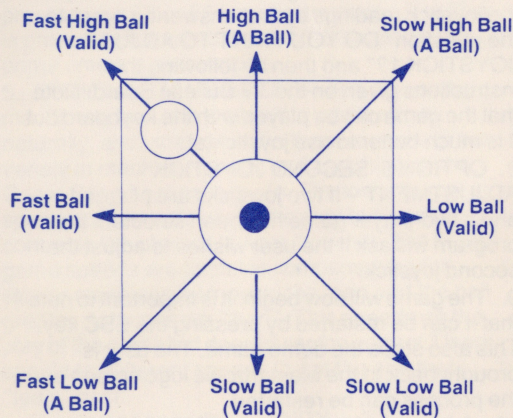
fielder selected to go after the ball or already holding it. In the TANDY/EGA versions, the selected man changes uniform color to black (not a valid selectable color). In the CGA version, he turns all white.

## PLAYING

As in real baseball your aim in "The Slugger" is to outscore your opponent in 9 innings (extra innings if drawn on 9th innings).

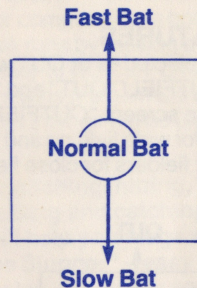
## PITCHER THROW

When pitcher appears you may select the type of ball you wish to pitch by positioning the joystick in one of the positions shown.



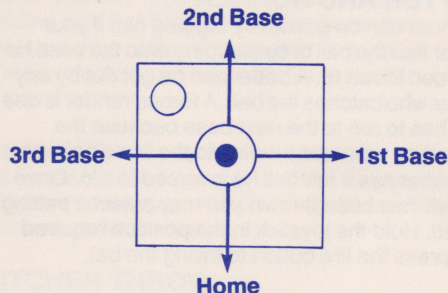
## BATTER AND RUNNER

A runner can be got out by tagging him if your fielder has the ball or by stepping onto the base he is forced to run to. A batter can be got out by any fielder who catches the ball. A forced runner is one who has to run to the next base because the preceding runner is running to the base he is on. If a batter hits a fair ball he is forced to run. Once the ball has been thrown you may select a batting speed. Hold the joystick in the position required and press the fire button to swing the bat.



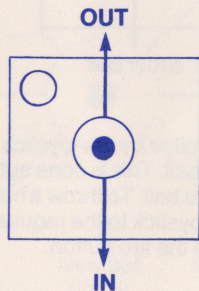
## FIELDERS

Fielders are controlled by the joystick. You may catch or pick up a ball. This is done automatically if you are close to the ball. To throw a ball to another fielder move the joystick to the required position, press and release the fire button.



## SPECIAL FEATURES

Outfield may be selected IN or OUT with the joystick when "OUTFIELD OUT" and "OUTFIELD IN" appears on the screen. "OUTFIELD OUT" positions fielders for wide fielding and "OUTFIELD IN" positions your fielders for close fielding.



## STATUS AND SCORING

**STRIKE** – a pitch that crosses home plate between batter's shoulders and knees. Three STRIKES equals an OUT.

**BALL** – a pitch that is high or low out of strike zone. Four balls results in WALK, (batting players on field will have free walk to next base).

**OUT** – catching fly balls, tagging runners with a fielder who is holding the ball or achieving three STRIKES off the BATTER equals an out. There are three outs per half innings.

**BATTING ORDER** – Visitors bat top of innings; home-team or computer bats bottom of innings.

**RUNS** – Score runs by moving around all three bases and finally to HOME PLATE. Team ahead after 9 innings wins the game. If score is tied after 9 innings, extra innings will be played until one team wins.

Get a feel for pitching, hitting, running, throwing, fielding and catching. The shadow of the ball will help you judge where the ball is headed. "The Slugger" – easy to pick up, but tough to master, especially against the computer team.

Have fun with "The Slugger" – it's designed to be fun for beginners and advanced players alike.

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