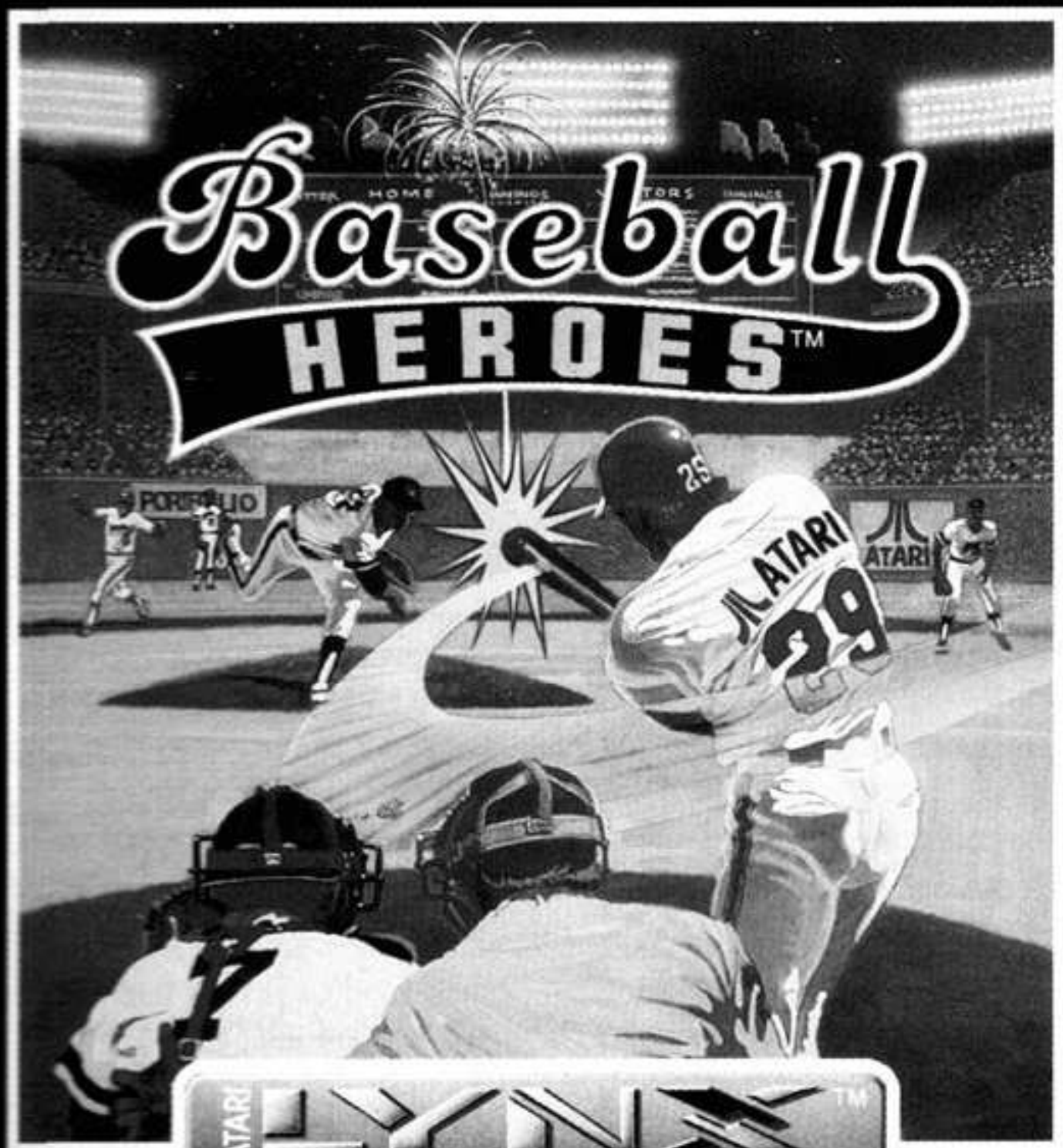


GAME MANUAL
MANUEL DE JEU



ATARI

LYNX™

VIDEO GAME CARD • CARTE DE JEU

ATARI®

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LYNX BASEBALL HEROES

The crowd roars as the Mighty Champ steps up to the plate. Wild Joe, the southpaw flamethrower, stares in to his catcher for what seems like minutes. He nods slowly and steps into his windup. He throws a heater right under the Champ's chin. The big man falls to the ground to avoid getting hit. He sits there a second, glaring at Wild Joe, then slowly rises to his feet. The tension is as thick as peanut butter as he steps back into the box. Wild Joe's next two pitches, breaking balls, shave the corners of the plate, bringing the count to 1 and 2. The Champ steps out of the box and peers at the coach down at the hot corner, who touches his cap, his number, his elbow, then the tip of his nose. But the signal does not fool anyone. Everybody knows the Champ will swing for the cheap seats. Wild Joe winds up and burns a fireball across the heart of the plate. The Champ steps into it, head down, and brings his 38-ounce bat around as though it were a child's toy. Crack! The bat launches a rocket to the deepest part of the yard. Centerfielder Yazoo Sherman races toward the fence and leaps at the warning track, but he never stood a chance. You can kiss that one goodbye!

Getting Started

1. Insert your Lynx Baseball Heroes game card in your Lynx. For a two-player game, insert a game card in each Lynx and connect the Lynx machines with a Comlynx cable as shown in your Lynx Instruction Manual.
2. Turn on the Lynx(es). The Title screen appears.

3. Press A or B. The Game Choice screen appears (Screen 1). (Screen numbers in these instructions refer to the Gallery of Game Screens at the end of this manual.)

4. To choose a game, move the base runner to a base with the joypad. The choices are:

First base:	Exhibition Game
Second base:	Final Series
Third base:	Three Flies Up
Home plate:	Home Run Derby

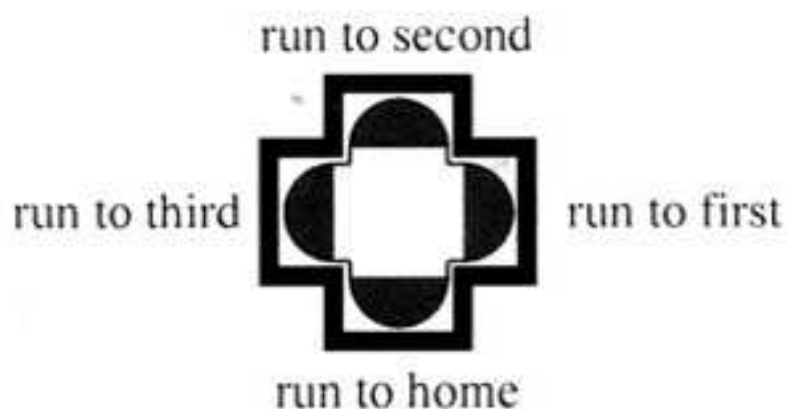
5. When you have made your choice, press A or B. If you selected Three Flies Up or Home Run Derby, the game begins. If you selected Final Series or Exhibition Game, the Choose Team screen appears.

6. Press the joypad up or down to choose a team, then press A or B. The lineup screen appears. Press the joypad right or left to view the first two players, the first basemen. With the highlight box on the desired player, press B (Screen 2). Repeat this procedure until you've selected all of your starting players, then press A.

7. Press the joypad up and down or right and left to view each player in the batting order. To change a player's spot in the order, press the joypad until the desired player appears. Hold down the B button while pressing the joypad up, down, right, or left to move the player to the desired spot in the order. Repeat this procedure until you are satisfied with the lineup, then press A to begin the game.

Base Runner Controls

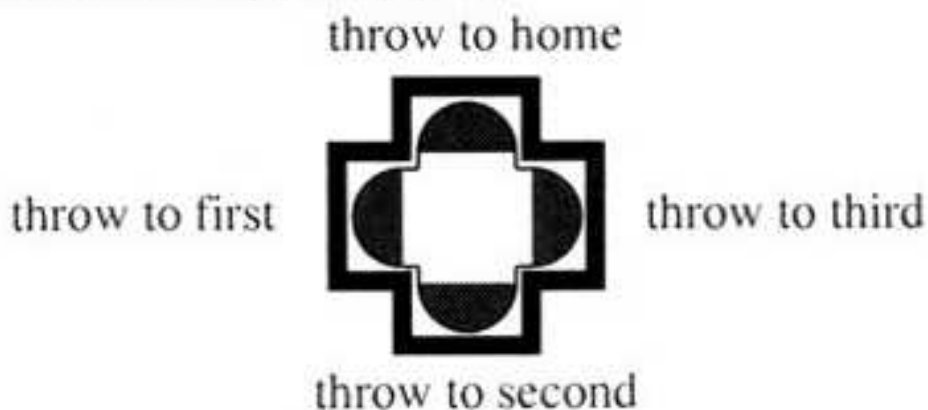
BATTER'S VIEW: Press the A button and a joystick direction to make a runner return to a base. Press the B button and a joystick direction to make a runner advance to a base:



Fielder Controls

Before the fielder gets the ball: Press A and a joystick direction to make the fielder jump. Press B and a joystick direction to dive.

FIELDER'S VIEW: Once a fielder has the ball, press A and a joystick direction to throw to a base:



Press A or B (no joystick) to throw back to the pitcher.

Playing the Game: Exhibition or Series Game

When the game begins, the players take the field.

When You Are At Bat:

When playing against the Lynx, you are the visitor, so you bat first. Your leadoff batter steps up to the plate (Screen 3).

Press A to take a practice swing. Change your batter's position in the batter's box by pressing the joypad left or right. When the pitcher throws the ball, press A to swing. Tap A for a check swing. To bunt, quickly press A then release. Hold down the A button for a full swing.

Use the joypad to control the location of your swing. Press and hold the joypad straight up to swing high or straight down to swing low. Then press A to swing. NOTE: it is important to press the joypad first, then the button.

If you do not press the joypad, you will swing across the middle. If you choose not to swing, do not press A.

If you hit the ball, you will automatically run toward first base (Screen 4). Keep an eye on the ball and the fielders. If the ball is caught, or scooped up and thrown to first before you get there, you're out. If it drops fair and you beat the ball to first, you have a hit.

When you hit the ball, you can advance a runner by holding down the B button and pressing the joypad toward the desired base. However, if the ball is caught and the runner must return to the original base, hold down the A button while pressing the joypad in the direction of the original base. For example, you hit the ball to right and thought it would fall in for a single so you sent your runner from first to second, but the right fielder uses his wheels to chase the ball down for an out. Your runner must return to first. Hold down A and press the joypad right. If you're lucky, the runner will get back to first before the throw from the right fielder comes in. If the throw gets there first, the runner is out.

If you hit the ball to the outfield and think you can stretch the hit into a double, wait for the batter to reach first, then hold down the B button and press the joypad up. If there was a runner on first when the ball was hit, he will automatically go to second. If you want that runner to go for an extra base, hold down B and press the joypad toward third (left).

If there is a runner on base, you can call a steal after the pitcher has selected his next pitch. To attempt a steal, hold down B and press the joypad toward the base you wish to steal. For example, to steal second, hold down the B button and press the joypad up. When the catcher catches the pitch, he will try to throw the runner out (Screen 5).

When You Are in the Field:

When it is the other team's turn to bat, you take the field. The game view changes to the pitcher on the mound looking at the catcher.

The catcher's signal appears in the corner of the screen (Screen 6).

The catcher holds down a number of fingers to tell you which pitch to throw:

One finger: Fastball
Two fingers: Curveball
Three fingers: Slider
Four fingers: Screwball

If you want to throw a different pitch, press the joypad up, down, right or left to tell the catcher what you will throw:

Up: Fastball
Right: Curveball
Down: Slider
Left: Screwball

When you are satisfied with the pitch call, press A. The pitcher prepares to throw. To pitch the ball, press A again. Use the joypad to aim your pitch. You can throw up, down, or diagonally.

The pitcher may also throw to a base. To try to pick off a runner, select your pitch as usual. Then, instead of throwing toward the plate, press the joypad toward the base to which you wish to throw and press A. For example, to throw to first base the pitcher selects his pitch, then holds down the joypad to the left and presses A. The pitcher turns and throws.

If the batter hits the ball to the infield, the infield view appears (Screen 7). A blinking arrow indicates the player who will field the

ball. Use the joystick to move the player into position to catch the ball. If the fielder catches the ball in the air, the batter is out. Once the fielder has the ball, he can throw to any base: press the joystick in the direction of that base and press A. For example, suppose the shortstop stops a grounder. To throw to first base, hold down the joystick left and press A. Likewise, to throw home, press and hold the joystick up and press A. To throw the ball back to pitcher, press A or B without pressing the joystick.

If the batter hits the ball to the outfield, the outfield view appears (Screens 8 & 9). An arrow indicates the fielder who should chase down the ball. Use the joystick to move the fielder into position to get the ball. To throw back to the infield, hold down the joystick in the direction of the target base and press A. To throw to the pitcher, press A or B without pushing the joystick.

Fielders can also jump or dive to catch the ball. To jump, hold down the A button while pressing the joystick in the direction you wish to jump (to jump straight up, press A without pressing the joystick). To dive, hold down the B button and press the joystick in the direction of the dive. To throw to the pitcher, press A or B without pressing the joystick.

Hints and Strategies

1. Remember, the umpire is human and can sometimes make bad calls.
2. It is considered unfair to pause the game during the fielding of a fly ball. The umpire might even call the game.

3. Watch base runners very closely. Running them down is safest.
4. Mix up your pitches. Keep the batter on his toes.
5. If you have a fast base runner, stealing can be very useful.
6. Master your fielding skills. Diving and jumping can make or break your game.
7. When selecting teams, remember that not all teams are equal. (But you can pick the same teams for even competition!)
8. There is no automatic shutoff feature. You can pause the game for any length of time, but be careful! This uses up batteries!

Playing the game: Three Flies Up

"Three Flies Up" is the classic game in which a batter hits flies to another fielder. When a fielder gets nine points, he gets to bat. In Lynx Baseball Heroes, three flies up is a great way to practice fielding, with a little batting practice thrown in to boot.

When the game begins, you are in center field (Screen 10) with zero points. When you catch the ball in the air, you get three points. If you catch it after it hits the ground, you get one point. When one player has nine points, the players exchange positions.

Playing the Game: Home Run Derby

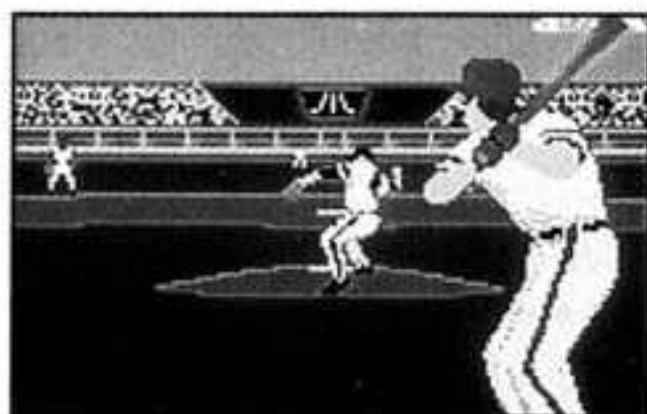
In this game, you bat against a pitching machine (Screen 11). The machine throws 100 pitches. You must try to hit the ball out of the park. You get one point for every home run you hit. If you miss the ball, or if you hit it but it does not clear the fence, you do not get any points. In a one-player game, the batter gets batting practice, but does not compete against anyone. In a two-player game, the winner is the player who hits the most home runs.



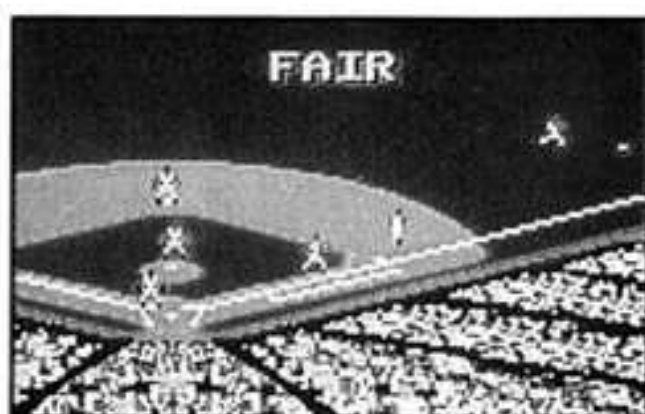
Screen 1



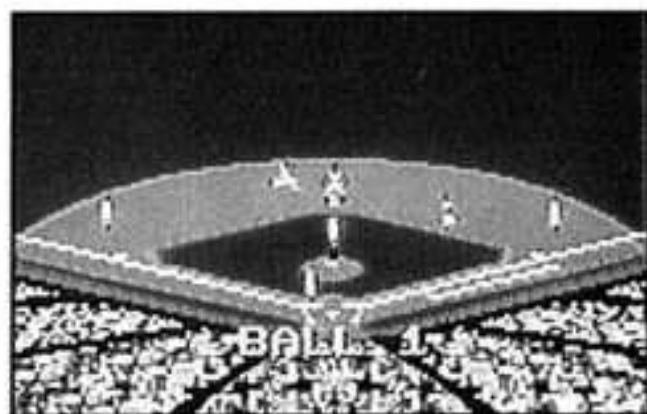
Screen 2



Screen 3



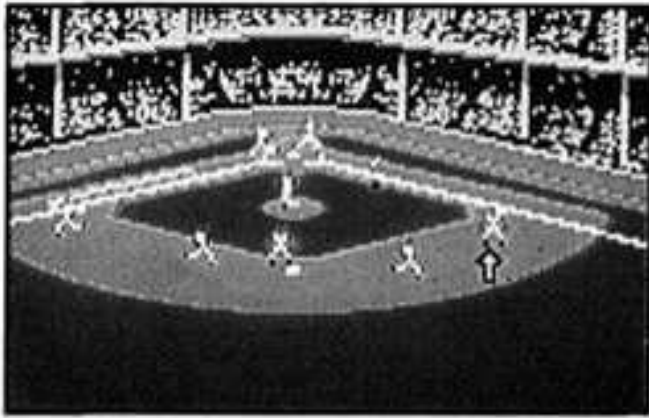
Screen 4



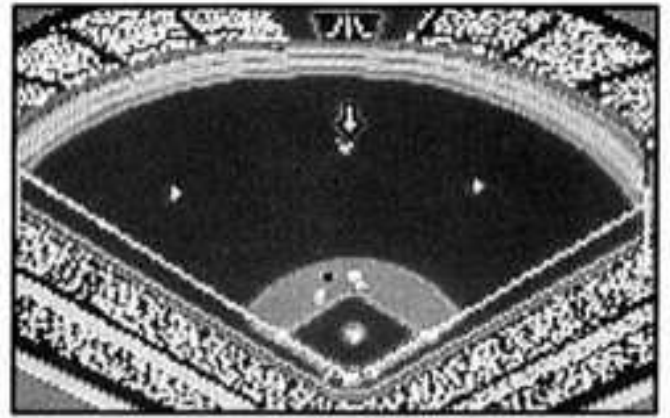
Screen 5



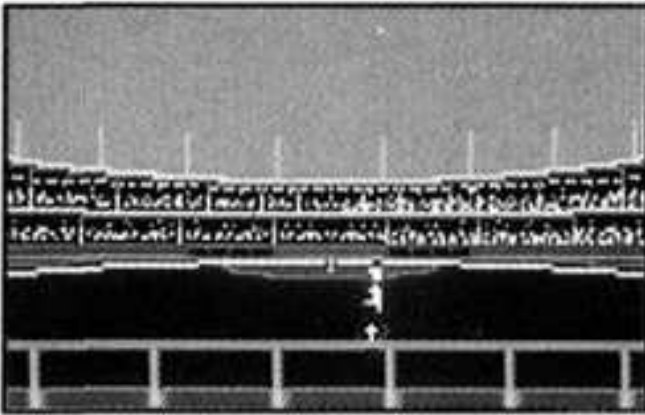
Screen 6



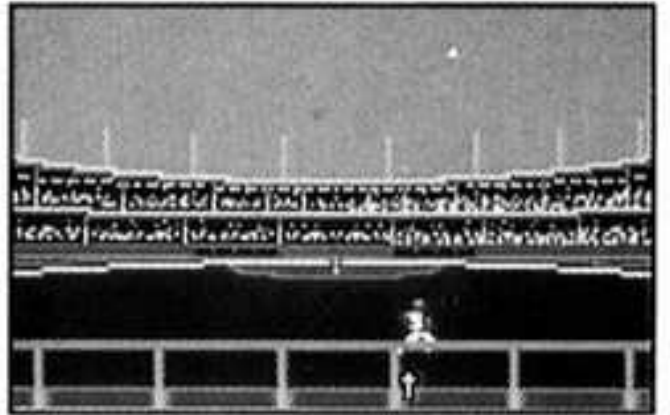
Screen 7



Screen 8



Screen 9



Screen 10



Screen 11



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