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SNK

NEOGEO POCKET

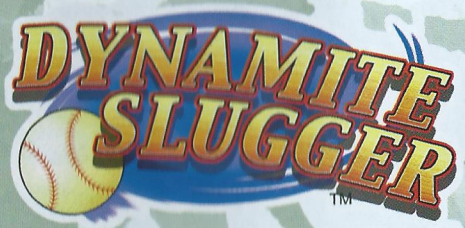
# DYNAMITE SLUGGER™

**NEOGEO POCKET software cartridge**
★Works exclusively with NEOGEO POCKET COLOR

## GREETINGS !

Thank you for purchasing this NEOGEO POCKET COLOR software cartridge "DYNAMITE SLUGGER". Before you begin, be sure to read this user's manual and learn how to play the game properly for maximum entertainment. Keep this user's manual in a safe place.

●Because screen shots and information shown in this user's manual were taken during development stage of this game, be aware certain variations exist.



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## BASIC COMMANDS

In this game, all actions such as pitching, hitting, running, and catching are done using the joystick, A button, and B button. For a detailed description of action commands, read pp. 7 to 14.

**JOYSTICK**
Select menu items and commands.

**OPTION BUTTON**

**B BUTTON**
Cancel menu item, command selections, etc. Exit the Game Results Display Screen.

**A BUTTON**
Confirm menu item, command selections, etc. Call up the Game Results Display Screen.

**JOYSTICK** — Move players. Designate bases. Move batters in the batter box. Select pitches and trajectories while pitching. Bunt.

**OPTION BUTTON** — Call time. Push while moving the joystick to make bunts.

**A BUTTON** — Use for batting (swings), pitching (pitches). Throw balls, return runners to bases.

**B BUTTON** — Touch bases (run toward bases), advance bases, call up the screen to throw pick-off. Make fine plays.



## BEGINNING GAME PLAY

Correctly insert the game cartridge into the NEOGEO POCKET COLOR main unit and turn it on. When the Opening Demo Screen appears, push the A button to call up the Title Screen. Then push the A button to call up the Mode Menu. Choose a mode with the joystick and push the A button to confirm your selection.

### [TYPES OF GAMES MODE]

**EXHIBITION GAME**
A mode where you select your favorite team and play a single game. You can play a game against the computer or another player. (P. 15.)

**PENNANT RACE**
A mode wherein you race for the pennant among 6 teams. A mode for one player only. (P. 19)

**TOURNAMENT**
A mode wherein 8 teams oppose each other in the world tournament. A mode for one player only. (P. 21)

**EDIT**
You can change and save names of athletes appearing in the game. You can also change the delegate countries of teams appearing in the game. (P. 22)

**OPTION**
Lets you decide whether to use the function that displays a mark where the ball will fall when there is a pop fly, etc.

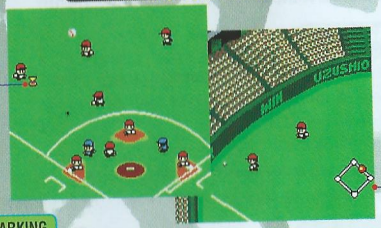
# THE GAME SCREEN

Consists of two screens: the "Battery Screen" wherein the pitcher and batter duel it out, and the "Full Display Screen," which appears when hitting balls and stealing bases.

## Battery Screen

- Third base display (presence of a runner).
- First base display (presence of a runner)
- BATTER DATA
  - Batting order
  - name
  - batting average
  - homers
- PITCHER DATA
  - Name
  - earned run average (ERA)
  - number of balls pitched
  - strike outs
- SCORE DISPLAY
- COUNT DISPLAY

## Full Display Screen



- FLY BALL MARKING
- RUNNER SCREEN DISPLAY



# COMMANDS (OFFENSE)

## [BATTING]

### BATTER COMMANDS

Select the position of the batter in the batter's box with the joystick and push the A button to swing.

**UPSWING** ⬇ A button

Makes it easier to hit a high fly ball.

**DOWNSWING** ⬆ A button

Makes it easier to hit a grounder.

When swinging the bat, push the A button while holding the joystick down for the Upswing; push the A button while holding the joystick up to hit a Downswing.

### BATTING COMMANDS

Move the batter in the batter's box with the joystick to select a batting position. Then move the joystick up or down and push the OPTION button to enter the bunt stance. Release the OPTION button to return to a normal stance.

### PINCH HITTER

When batting, hit the OPTION button to call a time out and select the "PINCH HITTER" command on the screen. Select a batter from the players in the dugout. Once the batter is decided on, game play resumes automatically.

### PINCH RUNNER

When batting, hit the OPTION button to call a time out and select the "PINCH RUNNER"command on the screen. There are three types of pinch runner commands, "First Base Runner," "Second Base Runner," and "Third Base Runner."

## SWITCH

When batting, hit the OPTION button to call a time out and select the "SWITCH" command on the screen. This command is only displayed when a switch hitter is at bat.

## STATUS SCREEN

When the Time Out Screen is displayed, push the OPTION button again and call up the "Status Display Screen" of the player selected with the cursor. On this screen, you can check the abilities of each player in detail. Press the B button or the OPTION button again to return to the previous screen (Time Out Screen).

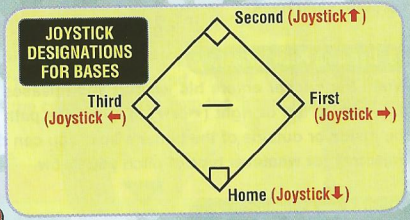
# COMMANDS (ADVANCING BASES)

## COMMAND FOR RUNNERS TO ADVANCE BASES

While designating the next base with the joystick, push the B button. If you do not select a base with the joystick and push the B button, all runners on base will run to the next bases. When the batter hits the ball, all runners on base will begin to run automatically.

## COMMAND FOR RUNNERS TO RETURN TO BASES

While designating the base for the runner to return with the joystick, push the A button. If you don't select a base with the joystick and push the A button, all runners on base will return to their original bases.




## BE CAREFUL!

Once you touch the next base, you cannot return to the previous one.

## SPECIAL COMMANDS FOR SLIDING INTO HOME

When a runner slides into home base, use the following commands. If the runner is not caught in a force out, the runner can avoid being tagged out with the right move and timing.

COLLISION ⬇ OPTION button

DODGE Push the OPTION button

# COMMANDS (DEFENSE)

## [PITCHING]

### 1. Pitcher's Pitching Location

Move the joystick left and right (⬅and➡) to determine the pitcher's location.

### 2. Deciding Pitch and Speed

Push the A button for the pitcher to enter pitching mode. When you push the A button, move the joystick down (⬇) to throw a fast ball, up (⬆) to throw a fork ball or change up. By pushing the A button without moving the joystick, the pitcher will throw a normal-speed pitch.

### 3. Deciding Pitch Trajectory

When the pitcher enters his windup and releases the ball, move the joystick left or right (⬅or➡) to move the path of the pitch to the inside or outside of the batter's box. You can differentiate the trajectory for whatever type of pitch you throw.

### 4. Off-Speed Pitches

After throwing the ball, you can throw off-speed pitches like curves and screwballs by moving the joystick left and right (⬅and➡).

### PICK-OFF THROWS

Push the B button to change to the Full Display Screen, select a base to pick off a runner with the joystick, then push the A button to throw the ball. The ball is automatically thrown to first base if a base is not selected with the joystick.

See p. 9 for details on selecting bases with the joystick.



### SPECIAL OFF-SPEED PITCHES

Push the A button to begin the pitcher's wind up. When you push the A button, move the joystick diagonally to throw one of the special pitches the pitcher has in his repertoire.

There are various types of pitchers, some who have a number of special pitches and some who have none at all. Just what pitches a pitcher can throw are displayed on the Pitcher's Status Screen.

### REPLACE PITCHER(RELIEF PITCHER)

When pitching, hit the OPTION button to call a time out and select the "REPLACE PITCHER" command on the screen. Select a player to relieve the current pitcher from the lineup in the dugout.

## FIELDING

### CATCHING THE BALL

Move the fielders in 8 directions with the joystick to catch the ball. You cannot, however, control the 4 fielders who cover the bases.

### FINE PLAYS

When you move a player with the joystick toward a falling pop fly and push the B button, the fielder will jump toward the ball. Grab the ball dramatically and make a "fine play!"

### THROWING

Select a base to throw the ball and push the A button to make the throw. If you do not designate a base (fail to move the joystick), the ball is automatically thrown to first base.

Move the joystick and push the A button simultaneously to throw the ball faster than usual.

### BASE TOUCH

After catching the ball, select a base with the joystick and push the B button to make the player with the ball dash toward the base. If you do not designate a base (fail to move the joystick), the fielder will automatically dash to first base. Enter the base touch command a second time while the fielder is dashing to run for a newly designated base.

## CHANGING FIELDERS AND DEFENSIVE POSITIONS

### CHANGING FIELDERS

When in the field, push the OPTION button to call a time out and select the "REPLACE FIELDER" command on the screen. When the Bench Players Screen appears, select the athlete to be substituted, then decide on the athlete to be put in.

### CHANGING DEFENSIVE POSITIONS

When in the field, push the OPTION button to call a time out and select "CHANGE POSITION" on the screen. Match the cursor to the fielder you want to change and push the A button, then move the joystick up and down. The player whose position was changed will replace another character in the new position.



## SPECIAL COMMANDS FOR DEFENDING HOME BASE

At the time when the runner slides into home base, you can use "Collision Defense" and "Dodge Defense" moves by using the commands listed below.

**COLLISION DEFENSE ⬇ OPTION button**

Prevent the runner from colliding into fielders.

**DODGE DEFENSE OPTION button**

Tag out the runner who is trying to dodge fielders.

## OTHER COMMANDS

### INCREASING RUNNER SPEED

By repeatedly tapping the button when the Full Display Screen is displayed, you can increase the runner's speed. When advancing or returning to bases, you can increase the runner's speed by tapping the button corresponding to the desired action.

**ADVANCE BASES** B button tapped repeatedly

Rush to the next base.

**RETURN TO BASE** A button tapped repeatedly

Rush to the previous base.

### INCREASING THROWING SPEED, 1

After a fielder throws the ball, during the time until the ball reaches the designated base, you can increase the speed of the throw by tapping the A button repeatedly.

**SPEED UP 1** Move the joystick & tap the A button repeatedly

### INCREASING THROWING SPEED, 2

Before the fielder catches the ball, you can increase the speed of the thrown ball by tapping the A button repeatedly without moving the joystick. This is effective when used to catch flies in the outfield, etc.

**SPEED UP 2** Tap the A button repeatedly

### INCREASING PITCHER'S SKILL

When demo-graphic is shown on the screen, turn the joystick vigorously. When you turn the joystick, the gauge shown on the screen will increase. The appearing pitcher's skill then rises according to the amount the gauge has increased within the time limit.



## EXHIBITION [GAMES AGAINST THE CPU]

A mode wherein you select a desired team and play one game against the computer or another player. Select items with the joystick and push the A button to confirm selections.

### 1. SELECTING PLAY MODE

Select the game mode. [Man against CPU] pits you against a computer team, and [Man against Man] enables a two-player game using the NEOGEO POCKET LINK CABLE.

### 2. SELECT RULES

**INNINGS** Select from 9 INNINGS / 7 INNINGS / 5 INNINGS / 3 INNINGS.

**EXTRAINNING** Select from 15 innings / 12 innings / none / 27 innings.

**CALLED GAME** Select from none / game over with a 10 pt. difference / game over with a 10 pt. difference after 5 innings / or game over with a 10 pt. difference after 7 innings.

**ERROR** Select YES or NO. Selecting "NO," puts teams in a state of perfect defense. "YES" allows for errors based on athletes' fielding abilities.

**DH** Select from YES or NO.

**FIRST AT BAT** Select from 1P, 2P (or CPU). (This option is unavailable in the "PENNANT RACE" and "TOURNAMENT" where first up and second up is automatically decided.)

**OK** Calls up the Team Select Screen.

### Designated Hitter (DH) System

According to game rules, when the DH system is activated the athlete shown at the top of the bench players list can go to bat in place of the pitcher.

## 3. SELECTING TEAMS

Select your team with the 1P cursor. Select a team with the joystick and push the A button to confirm your choice. Then use the 2P cursor to select a CPU team to play against and push the A button to confirm the selection.

## TEAM STATUS

When selecting a team, the status for each team is displayed. A team's level of ability is indicated by stars(★), 5 being the best.

- **ERA** Shows the team's earned run average.
- **HR** Shows the team's batting average.
- **RUN** Shows the team's running power.

## 4. SELECT STARTING PITCHER

Select the pitcher to start the game. Move the joystick up and down to move the cursor to a pitcher and push the A button to confirm your choice.

## 5. DETERMINE ORDER OF STARTING PLAYERS

Select the order of starting players in the game. You can also change the batting order and fielding positions of the athletes.

-CHANGING BATTING ORDER AND SUBSTITUTING PLAYERS-

First select the player you want to put in with the joystick and push the A button. Next, move the other differently colored cursor with the joystick to the player to be replaced and push the A button to switch players. Push the B button to cancel the substitution process.

-CHANGING FIELDING POSITIONS-

Move the joystick left to the position of the athlete whose fielding position you want to change. Move the cursor to the number and push the A button. Move the joystick up and down to change the fielding position number. The athlete whose position was changed and the athlete formerly in that position will then switch. Press the B button to cancel the process. When you finish, move the cursor to "OK" and push the A button to confirm the switch and move on to the next screen.

## 6. BALLPARK SELECTION

Move the joystick right and left to select the ballpark for your game. The size of the ballpark, wind direction, and wind force will be displayed on the selection screen (wind direction and wind force will affect batting).

Press the A button to confirm that the game will be played in the ballpark shown on the screen. Once the ballpark is selected, the game will begin.

## EXHIBITION [Man against Man GAMES]

A mode wherein you select a desired team and play a match against another player. It is similar to the Exhibition Mode, but procedures to start the game are slightly different than CPU exhibition games. Select items with the joystick and push the A button to confirm selections.(For details on Man against Man play, see p. 25.)

### 1. SELECT PLAY MODE

Select "Man against Man" with the joystick and push the A button to confirm.

### 2. VS MODE CONFIRMATION SCREEN

When you select "Man against Man", the screen appearing in the picture at right will appear. Confirm Man against Man with the other player to call up the next screen.

### 3. RULE CONFIRMATION SCREEN

Select game rules -- such as, who goes first, DH system, and maximum extended innings -- using this screen. After you have selected game rules using the joystick, move the cursor to "OK" and push the A button. When both players have selected their rules, the "BALLPARK SELECTION SCREEN" will appear and all subsequent settings are made in the same way as in games against a CPU team.

## PENNANT RACE

A one-player game mode wherein you select a desired team and battle to win the pennant race. Game results are saved automatically. Select each item with the joystick and push the A button to confirm choices.

### 1. SELECT A MODE

Select either the "New game" or "Continue" menu displayed on the screen. When you select "New game" 2 selection items will appear. When you select "Continue" , it will resume play from where data was previously saved.

### 2. DECIDE ON NUMBER OF GAMES

After you select "New game," proceed to a screen where you first decide the total number of games to play. Move the cursor with the joystick and select the number of games. Push the A button to call up the next screen.

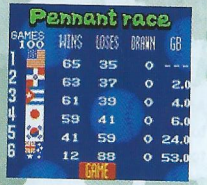
### 3. SELECT RULES

Select the game rules for the pennant race. For details on rules, see the [2. SELECT RULES] section on p. 15.

## 4. SELECT PARTICIPATING TEAMS

Select the teams who will participate in the pennant race. Move the cursor to the teams you want to play in the race and push the A button to confirm selections. The first team you select becomes your team. The remaining 5 teams become the CPU teams you'll play against.

## 5. BEGIN THE GAME




When you start the "PENNANT RACE," the "TEAM STANDINGS" screen appears. To begin the game, move the cursor to "GAME" on the screen and push the A button. In this mode, the opposing team has been selected beforehand. After pushing the A button, the screen for selecting the starting pitcher will appear, the same as in Exhibition Mode.

For subsequent procedures on playing the game, see the [4. SELECTING THE STARTING PITCHER] and following sections beginning on p. 16.



# TOURNAMENT

A one-player mode wherein you select a desired team and take on 8 teams to win the world tournament. Game results are automatically saved.

## 1. SELECT MODE

Select either the "New game" or "CONTINUE" menu displayed on the screen. When you select "BEGIN GAME" you'll move on to 2 selection items. When you select "Continue" , it will resume play from where data was previously saved.

## 2. SELECT RULES

Select the game rules for the tournament. For details on rules, see the [2. SELECT RULES] section on p. 15.

## 3. SELECT TEAMS

Select the teams who will participate in the tournament. Move the cursor to the teams you want to play in the tournament and push the A button to confirm selections. The remaining 7 teams become the CPU teams you'll play against.

## 4. BEGIN THE GAME

Match the cursor to "GAME" on the screen and push the A button to begin the game. In this mode, the opposing team has been selected beforehand. After pushing the A button, the screen for selecting the starting pitcher will appear, the same as in Exhibition Mode.

# EDIT ATHLETE

A mode wherein you can freely save the names of athletes. When you use this mode, you can change one team's roster of athletes any way you want. Select items with the joystick and push the A button to confirm choices.

## 1. EDITION MENU SELECT SCREEN

When you select Edit Mode, the menus listed below appear on the screen.

[Change Name]

Calls up the "NAME ENTRY SCREEN".

[Change Team]

Calls up the "TEAM (COUNTRY) CHANGE SCREEN".

## NAME ENTRY SCREEN

Lets you enter and save a name up to 8 letters long. Select letters with the joystick and push the A button to enter the letters. When you push the B button, one letter is deleted. If no letter has been entered yet, you'll return to the Select Screen. Move the cursor to "END" and push the A button to end name entry.

## TEAM (COUNTRY) CHANGE

You can change the name of a team (country). Select the team (country) you want to substitute with the A button. On the next screen, select the new team (country), push the A button, and select "YES" on the confirmation screen to confirm the change.



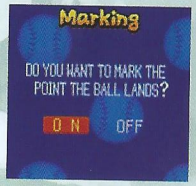
# OPTION

When calling up the "OPTION" screen, 2 commands [DEFAULT] and [MARKING] will appear. Select a command with the joystick and push the A button.

## 1. DEFAULT

Returns all of the settings made by the player to their initial settings. To return settings to their initial position, push the A button. Push the B button to cancel.

## 2. MARKING




In the Option Screen, you can turn on/off the function that marks the location where the ball will fall when a fly ball is hit. Push the A button to call up the Switch Screen, and select "ON" or "OFF" with the joystick, then push the A button to confirm.

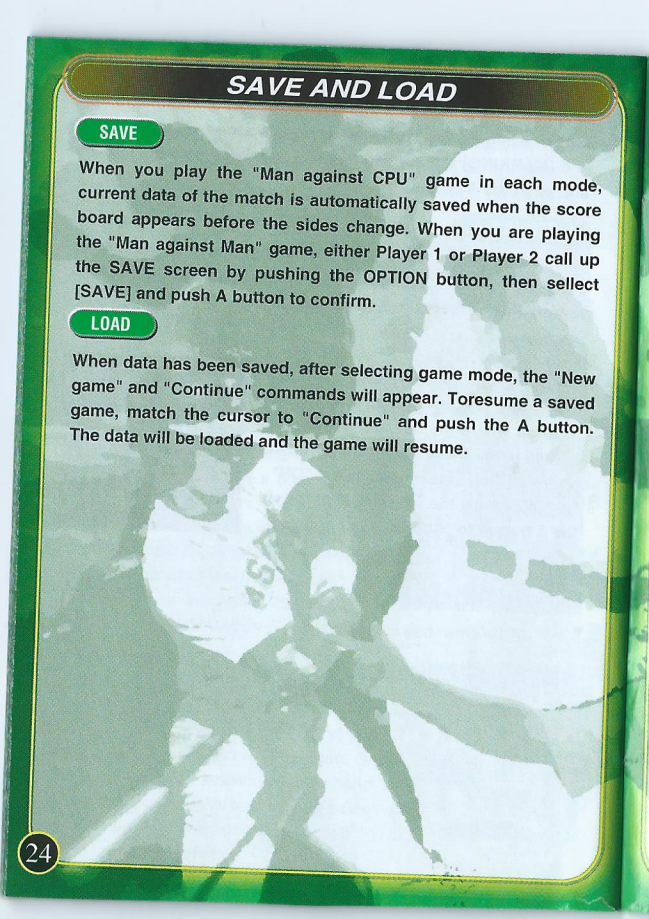
# SAVE AND LOAD

## SAVE

When you play the "Man against CPU" game in each mode, current data of the match is automatically saved when the score board appears before the sides change. When you are playing the "Man against Man" game, either Player 1 or Player 2 call up the SAVE screen by pushing the OPTION button, then sellect [SAVE] and push A button to confirm.

## LOAD

When data has been saved, after selecting game mode, the "New game" and "Continue" commands will appear. Toresume a saved game, match the cursor to "Continue" and push the A button. The data will be loaded and the game will resume.





# VS MODE

With "DYNAMITE SLUGGER", you can use the NEOGEO POCKET LINK CABLE to play a VS MODE game. When playing VS MODE games, follow the procedures below to enjoy proper game play.

## ITEMS YOU'LL NEED

NEOGEO POCKET COLOR MAIN UNIT·····2
"DYNAMITE SLUGGER"
game software cartridge·····2
NEOGEO POCKET LINK CABLE·····1

## STARTING PROCEDURES

After checking to see that both NEOGEO POCKET COLOR main units are turned off, connect both units together with the NEOGEO POCKET LINK CABLE.

After checking to see that the software cartridges are correctly inserted into both units, turn both of the units on.

Select "EXHIBITION" from the Menu Screen, then select the "Man against Man" play mode.

*When using VS MODE, be sure to also consult the user's manual included in the NEOGEO POCKET LINK CABLE package.

## MEMO

## MEMO