

Backyard



BASEBALL™



Alex Rodriguez
Alex Rodriguez

Play with the Pros as Kids!®



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

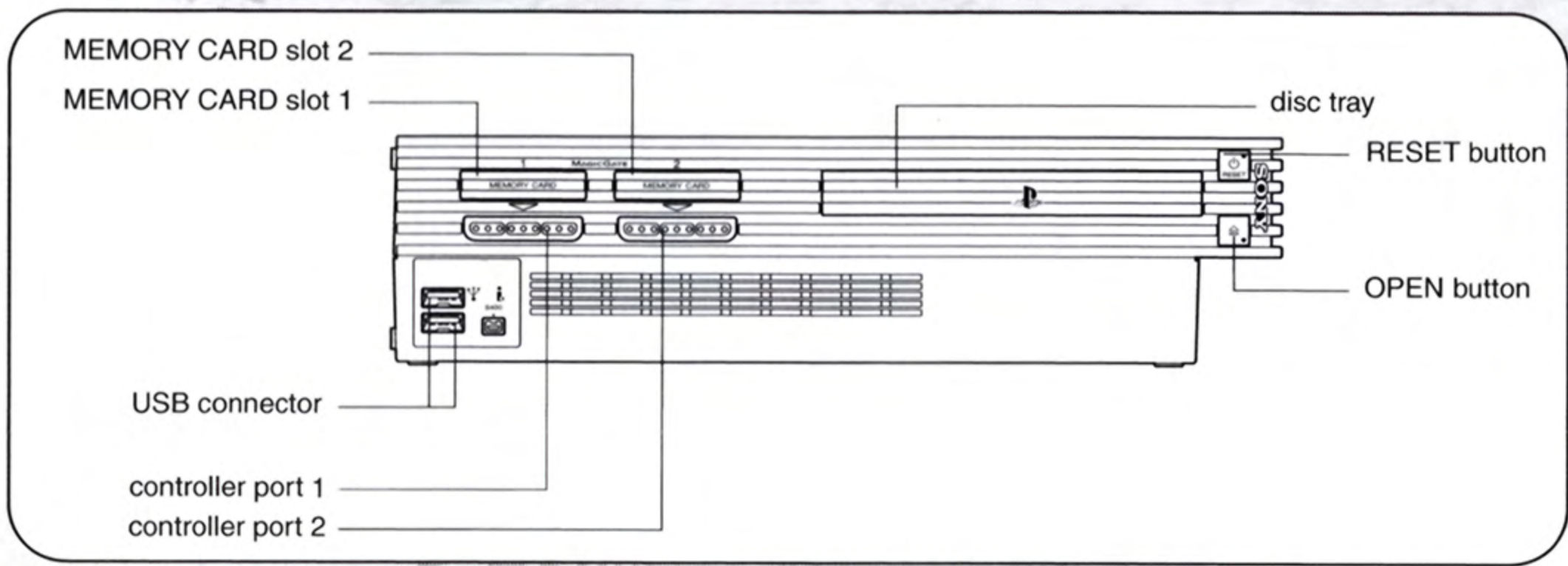
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

Getting Started	2
Controls	3
Saving and Loading	5
Welcome to <i>Backyard Baseball</i> ™	5
Main Menu	5
Options	6
Pause Menu	6
Pick-up Game (1-2 Players)	6
Season Play (1 Player)	10
Play Ball!	12
Power-ups	15
Practice (1 Player)	16
Mini-Games (1-8 Players)	17
Hall of Fame™	18
Official BBL Rules	19
Credits	23
Atari Web Sites	25
Technical Support	25
End-User License Agreement	27

GETTING STARTED



Set up your PlayStation[®]2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Backyard Baseball*[™] disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

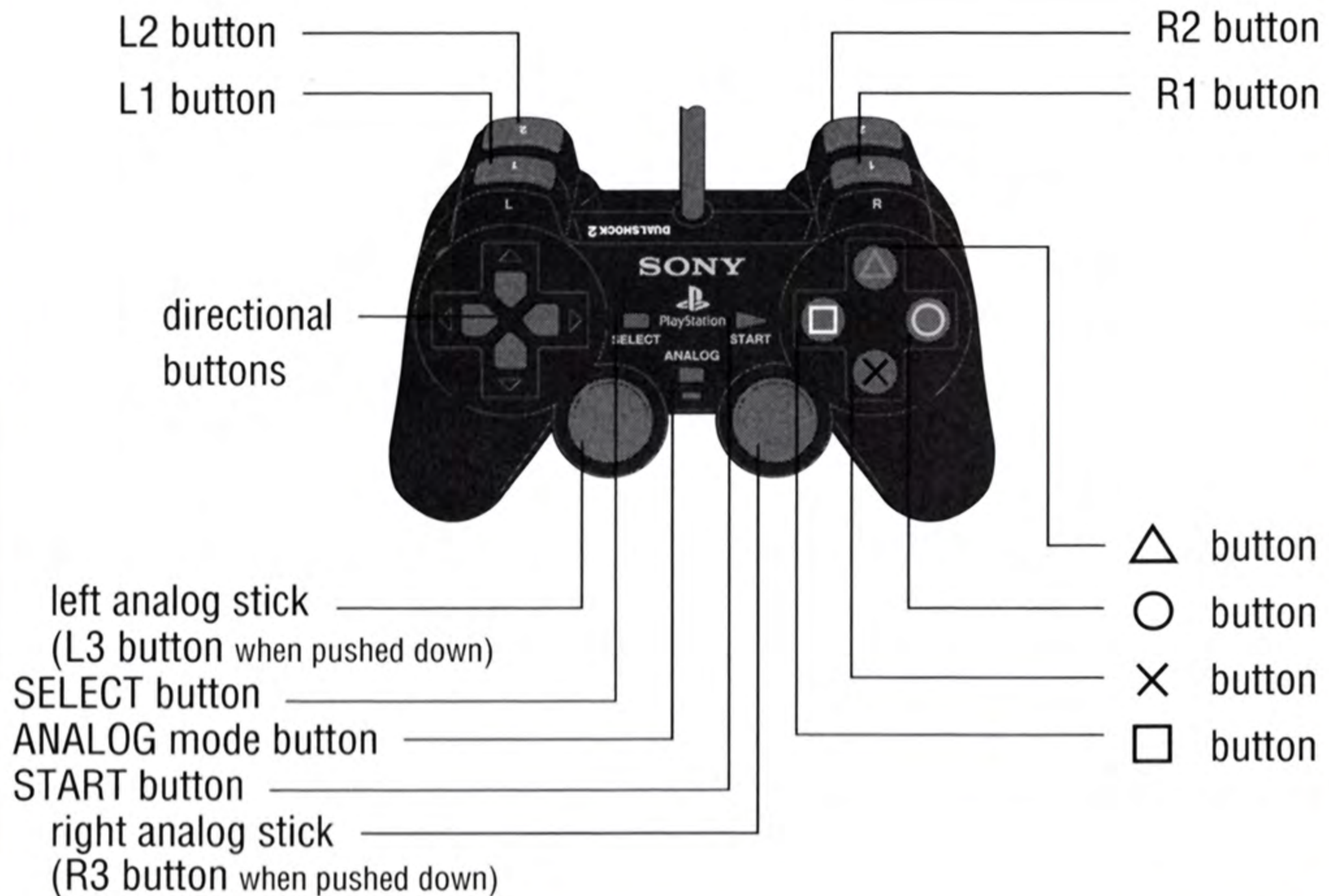
Note: The *Backyard Baseball* game supports DUALSHOCK[®]2 analog controllers. Digital controllers are not supported.

Dolby[®] Pro Logic[®] II Audio

The game is presented in Dolby Pro Logic II. Connect your PlayStation[®]2 console to a sound system with Dolby Pro Logic, Dolby Pro Logic II or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. **Note:** You will also need to select DOLBY PRO LOGIC II from the Options Menu (see page 6).

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Menu Controls

CONTROL	ACTION
left analog stick or directional buttons	Highlight menu item
✕ button	Select
▲ button	Previous menu/Exit
✕ button or START button	Save changes (Options Menu)
✕ button or START button	Skip movie
START button	Quick Start the game/Go to Team Dugout (Season Play mode)

Fielding Controls

CONTROL	ACTION
✕ button	Select fielder closest to the the ball
left analog stick	Move selected fielder
▲ button	Jumping catch
● button	Diving catch
right analog stick right – 1st base right analog stick up – 2nd base right analog stick left – 3rd base right analog stick down – home plate ✕ button – pitcher	Throw the ball to a fielder
left analog stick right + ● button – 1st base left analog stick up + ● button – 2nd base left analog stick left + ● button – 3rd base left analog stick down + ● button – home plate	Send fielder to base
R1 button + left analog stick	Change defense – infield
L1 button + left analog stick	Change defense – outfield
START button	Pause game

Batting Controls

CONTROL	ACTION
<ul style="list-style-type: none"> ✖ button – Line Drive ■ button – Bunt ▲ button – Power ● button – Grounder 	Select hit type
L1 button (opens stance for right-handed hitter) R1 button (closes stance for right-handed hitter)	Select batting stance
left analog stick	Position Swing Spot (red circle)
✖ button	Swing
left analog stick left or right	Access batting power-ups (when earned)
START button	Pause game

Running Controls

CONTROL	ACTION
left analog stick up + ✖ button – 2nd base	Send runner to base (after hitting the ball)
left analog stick left + ✖ button – 3rd base	
left analog stick down + ✖ button – home plate	
left analog stick right + ● button – 1st base	Force runner back to base
left analog stick up + ● button – 2nd base	
left analog stick left + ● button – 3rd base	
up directional button + ▲ button – from 1st base	Lead off base (before pitch is thrown)
left directional button + ▲ button – from 2nd base	
down directional button + ▲ button – from 3rd base	
right directional button + ■ button – from 1st base	Cancel lead off (before pitch is thrown)
up directional button + ■ button – from 2nd base	
left directional button + ■ button – from 3rd base	
up directional button + ✖ button – steal 2nd base	Steal base (before pitch is thrown)
left directional button + ✖ button – steal 3rd base	
down directional button + ✖ button – steal home	
right directional button + ● button – from 1st base	Cancel steal (before pitch is thrown)
up directional button + ● button – from 2nd base	
left directional button + ● button – from 3rd base	
START button	Pause game

Pitching Controls

CONTROL	ACTION
<ul style="list-style-type: none"> ✖ button – Heat ■ button – Curveball ▲ button – Change-up ● button – Screwball 	Select pitch type
left analog stick	Position Pitch Spot (blue bull's-eye)
✖ button	Pitch
right analog stick right – 1st base	Pickoff throw
right analog stick up – 2nd base	
right analog stick left – 3rd base	
R2 button	Turn Pitch Spot ON/OFF
left analog stick left or right	Access pitching power-ups (when earned)
START button	Pause game

SAVING AND LOADING

The *Backyard Baseball* game automatically saves your Season Play progress, game settings and unlocked extras if you have a memory card (8MB) (for PlayStation®2) with 160KB of free space inserted into MEMORY CARD slot 1. **Note:** Pick-up games, practice and mini-games are not saved (with the exception of your high scores in Fielders' Challenge and Home Run Derby™).

To resume a season in progress, simply sign in as the same coach. You can save up to nine additional coaches (10 total) if your memory card has sufficient free space. Each additional saved coach takes up 87KB on your memory card. See "Select Coach Screen" on page 10 for details on creating a new coach, signing in as an existing coach and deleting coaches.

Note: The game supports a memory card in MEMORY CARD slot 1. MEMORY CARD slot 2 is not supported.

WELCOME TO BACKYARD BASEBALL™

Do you have what it takes to create a winning baseball team? Here's your chance to find out! Build the championship team of your dreams and play with the pros in your own backyard. Create a lineup (including custom players), take the field and control all of the action. Earn new pitching and batting power-ups to light up the scoreboard. The *Backyard Baseball* game features kid versions of hard-hitting, tough-fielding Major League Baseball® players, including Albert Pujols, Dontrelle Willis, Alex Rodriguez and Ichiro.

MAIN MENU

The Main Menu is the starting point for all of the *Backyard Baseball* League (BBL) action. You can choose from the following options:

PICK-UP GAME (1-2 Players) – Play a single pick-up game. Choose a six- or nine-inning game between two teams (see pages 6-9 for details).

SEASON PLAY (1 Player) – Coach a team through an 18- or 32-game season for a chance to compete in the exciting *Backyard Baseball* World Series (see pages 10-11 for details).

PRACTICE (1 Player) – Practice your baseball skills before they count for real. Check out Mr. Clanky's Coaching Box tutorial or take the field for some hitting and fielding practice (see page 16).

MINI-GAMES (1-8 Players) – Compete in the Home Run Derby™ or play the all-new Fielders' Challenge! **Note:** Some Mini-Games allow 1-2 players. Multiplayer Mini-Games use "Hot Seat" gameplay. (See pages 17-18.)

HALL OF FAME™ – Display the BBL championship trophies and a list of coaches who've earned them. You can also view the BBL Record Book, as well as your unlockable Goodies. (See page 18.)

OPTIONS – Adjust sound settings and turn DUALSHOCK®2 analog controller vibration ON/OFF (see page 6).



OPTIONS

You can adjust the settings listed below. Use the **left analog stick** or **left** and **right directional buttons** to see more choices. Press the **X button** to save your settings. Press the **▲ button** to cancel and go back to the Main Menu.

Music: Adjust the music volume level.

Sound FX: Adjust the sound effects volume level.

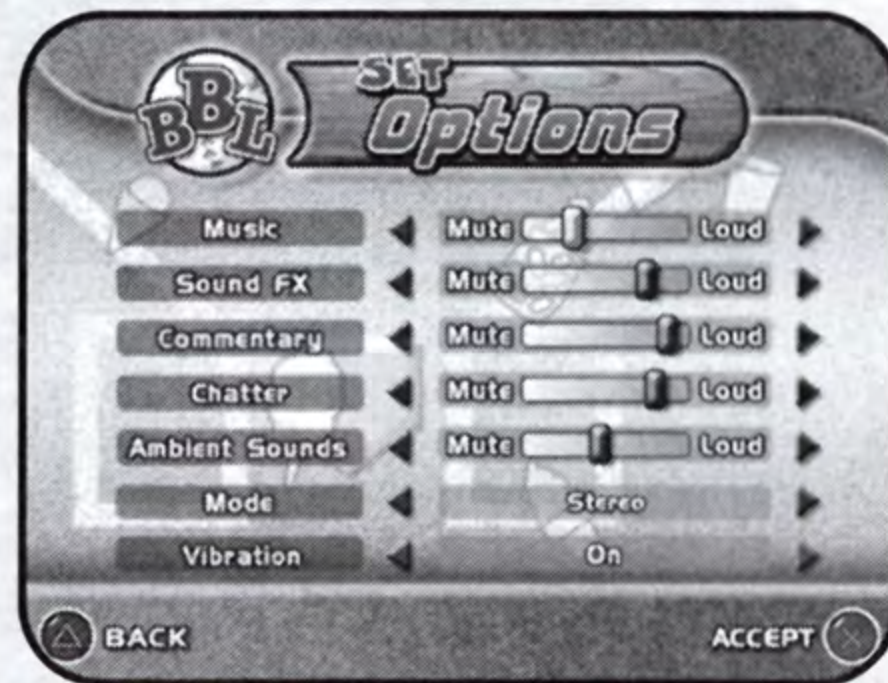
Commentary: Before and during games, Sunny Day and Abner Dubbleplay give color commentary and play-by-play analysis. Adjust their commentary volume here.

Chatter: Adjust the volume level of players.

Ambient Sounds: Adjust the volume level of crowd and field sounds.

Mode: Choose MONO audio, STEREO audio or DOLBY PRO LOGIC II audio. STEREO is the default setting.

Vibration: Turn DUALSHOCK®2 analog controller vibration ON/OFF. OFF is the default setting.



PAUSE MENU

When things get hectic, pause the game by pressing the **START button**. From the Pause Menu, you can choose the following options:

Options: Go to the Options Menu (see above). Some rules cannot be changed during a game.

Return to Game: Resume playing the game.

Strategy: Change your players' fielding positions (see "Team Strategy Screen" on page 9).

Note: You cannot modify the batting order after a game has started.

Exit to Main Menu: Quit the current game.

Exit to Team Dugout (Season Play only): Exit the current game and return to the Team Dugout screen. **Note:** If you select this option, your progress in the current game will not be saved and it will not count toward your season totals.

PICK-UP GAME (1-2 PLAYERS)

A pick-up game is a single game between two teams, and can last either six or nine innings. The results of a pick-up game are not saved — they will not affect your Season Play career statistics, the league standings or the Record Book.

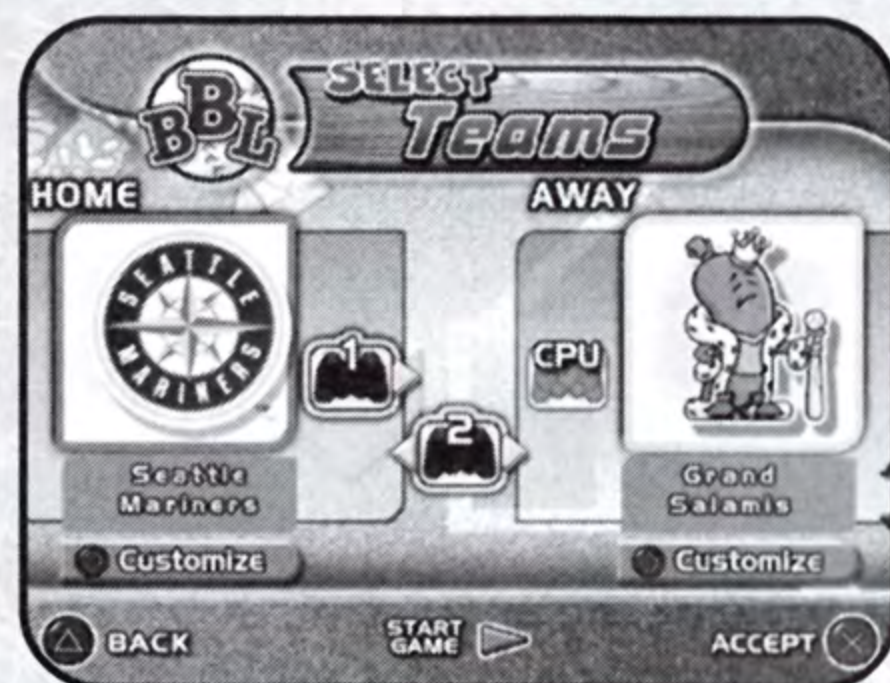
Select Teams Screen

Controller Select: 1 Player

For 1-player gameplay against the CPU, leave the Player 1 DUALSHOCK®2 analog controller icon on the Home team slot, or move it to the Away team slot. Leave the Player 2 icon centered.

Controller Select: 2 Player

For 2-player gameplay, one player moves his or her DUALSHOCK®2 analog controller icon onto the Home team slot and one player moves his or her icon onto the Away team slot.



Use the **left analog stick** or **up** and **down directional buttons** to pick teams. You are free to choose from all 30 Major League Baseball® teams and 10 Backyard teams.

Custom Team

Press the **● button** to customize any of the Backyard team uniforms.

Primary Color: The body color for home jerseys and caps is always white. The primary color is the sleeve or accent color for home jerseys and hats and the body color for away jerseys and hats. Use the top slider to adjust your primary color.

Secondary Color: The secondary color is used as the sleeve or accent color on away jerseys and hats. Use the bottom slider to adjust the secondary color.

When ready, press the **✕ button** to accept a team. When both teams have been accepted, the game will continue to the Set Rules screen. **Note:** You can press the **START button** if you want to skip the rest of setup and “Quick Start” the game.

Set Rules Screen

There are three preset difficulty levels from which to choose: **Rookie**, **Pro** and **All-Star**. Depending on the level you choose, the following settings are automatically turned ON/OFF. You can also change these settings individually by using the **left analog stick** or **left** and **right directional buttons**.



When you're ready, press the **✕ button** to accept your rules settings and continue to the Select Field screen. Or, if you want to Quick Start the game, press the **START button**.

SETTINGS	DESCRIPTION	DIFFICULTY DEFAULTS		
		ROOKIE	PRO	ALL-STAR
Game Length	Number of innings in the game	6	6	9
Power-Ups	Enables power-ups	ON	ON	ON
Pitch Locator	Turns the Pitch Locator (gray circle) ON/OFF. Used to show where each pitch will cross home plate (see page 12 for details).	ON	ON	OFF
Stamina	Allows pitchers to become tired as the game plays on.	OFF	ON	ON
Errors	When ON, players may make fielding errors. When OFF, players won't make mistakes.	OFF	ON	ON
No-Aim Hitting	Turn the Swing Spot (red circle) ON/OFF. The Swing Spot is used to aim your bat (see page 12 for details).	ON	OFF	OFF
Advantage (2-player only)	Enables a novice <i>Backyard Baseball</i> player to match up evenly against a more experienced player.	OFF	OFF	OFF

Select Field Screen

Choose from eight different baseball fields (plus three unlockable bonus fields), including Junkyard, Gator Flats, Desert Buttes and more. Use the **left analog stick** or **left** and **right directional buttons** to cycle through the fields and press the **● button** to view each field's details. Some fields have a night option — press the **■ button** to toggle between day and night play on these fields.



Once you find that perfect field, press the **✕ button** to continue to the Pick Players screen. Or, if you want to Quick Start the game, press the **START button**.

Pick Players Screen



Just like in a real neighborhood game, the team that picks first is chosen at random.

Pick Players

Teams alternate picking players, until both teams have chosen nine kids. Select from 10 Major League Baseball® players as kids, as well as 30 Backyard regulars. You can also create your own "custom rookie" players (see next page).

To scroll between players, use the **left analog stick** or the **directional buttons**. Use the **L1 button** or the **R1 button** to select sort options, such as "Pitching," "Hitting" and "Alphabetical." **Note:** You will unlock additional players as you advance in the game (see "Goodies" on page 18 for details). The additional player portraits will appear once unlocked.

Press the **✕ button** to pick a kid for your team. As each kid is chosen, his or her player portrait is grayed out, and either an H (Home team) or an A (Away team) appears in the player's box.

Player Card

Press the **● button** to view a kid's player card, which displays background info and skill ratings. Each kid has certain strengths and weaknesses in the following skill categories:

Power: Power represents the strength of a hitter and his or her ability to hit the ball with the sweet spot of the bat. Power hitters will hit a lot of home runs, but they will also fly out more often.

Contact: Contact refers to a player's ability to make contact with the ball and put it into play. Contact hitters tend to accurately judge balls and strikes better than other hitters.

Pitching: Pitching measures a player's overall pitching performance. It gauges pitch velocity and accuracy from the mound.

Running: Running measures a player's acceleration and top speed.

Defense: Defense measures a player's ability to field balls hit to him or her.

Custom Rookie Players

You can create up to nine rookie players per team. To begin, select the blank player portrait and press the **X** button. Create a name for your player, then customize your rookie's physical attributes, accessories and skills. Use the **left analog stick** or **directional buttons** to distribute the available skill points across the skill categories and press the **X** button to finalize your new player. **Note:** Custom rookie players created in Pick-up Game mode are not saved.

Roster

Press the **■** button at any time to view the players already picked for both teams. When finished, press the **X** button to return to the Pick Players screen.

Once each team has chosen nine players, the game will continue to the Team Strategy screen. Press the **START** button at any time if you want to skip the setup and Quick Start the game. The rest of your players will be picked for you automatically (or for both teams in two-player mode).

Team Strategy Screen

Batting Order

You can set the batting order any way you please.

Use the **left analog stick** or **up** and **down directional buttons** to highlight the batter you want to switch and then press the **X** button. Use the **left analog stick** or **up** and **down directional buttons** to highlight the new slot in the batting order and press the **X** button again to make the change. Continue this process until you're happy with the batting order.



Fielder Positions

You can change your players' default fielding positions to better suit their skills. Use the **left analog stick** or **up** and **down directional buttons** to highlight a player, and then use the **left analog stick** or **left** and **right directional buttons** to cycle through the fielding positions until you have the one you want. Continue this process until your fielding positions are set.

When finished setting up your batting order and fielding positions, highlight DONE and press the **X** button to start the game. Or, at any time, press the **START** button to Quick Start the game. **Note:** Once you start a game, you cannot change your batting order.

Pre-Game Commentary

Before the game begins, commentators Sunny Day and Abner Dubbleplay will announce the team matchup. If you want to get right into the action, you can press the **START** button or the **X** button to skip the commentary. Get ready to play ball, and good luck!

SEASON PLAY (1 PLAYER)

Coach a team through an 18- or 32-game season for a chance to compete in the *Backyard Baseball* World Series.

Select Coach Screen

New Coach

Enter a new coach name, up to 11 characters in length. When ready, highlight DONE and press the **X** button.

Sign In Existing Coach

To resume a season in progress, highlight an existing coach and press the **X** button to sign in. You will skip ahead to the Team Dugout screen (see next page).

Delete a Coach

To delete a coach, highlight the coach that you want to delete and press the **●** button.

Set Rules Screen

There are three preset difficulty levels from which to choose: **Rookie**, **Pro** and **All-Star** (see "Set Rules Screen" on page 7 for details). **Note:** Some Game Rules settings cannot be modified mid-season.

Draft Style

In Season Play mode, there are two draft style settings from which to choose. You can select TAKE TURNS, where you alternate picking individual players, or ME FIRST, where you pick all of your players first before the rest of the league picks theirs. TAKE TURNS gives you more skill points for creating Custom Rookies.

Season Length

Choose an 18- or 32-game season. An 18-game season is the default setting.

Select Team Screen

Team Select

Use the **left analog stick** or **up** and **down directional buttons** to pick teams. You are free to choose from all 30 Major League Baseball® teams and 10 Backyard teams.

Custom Team

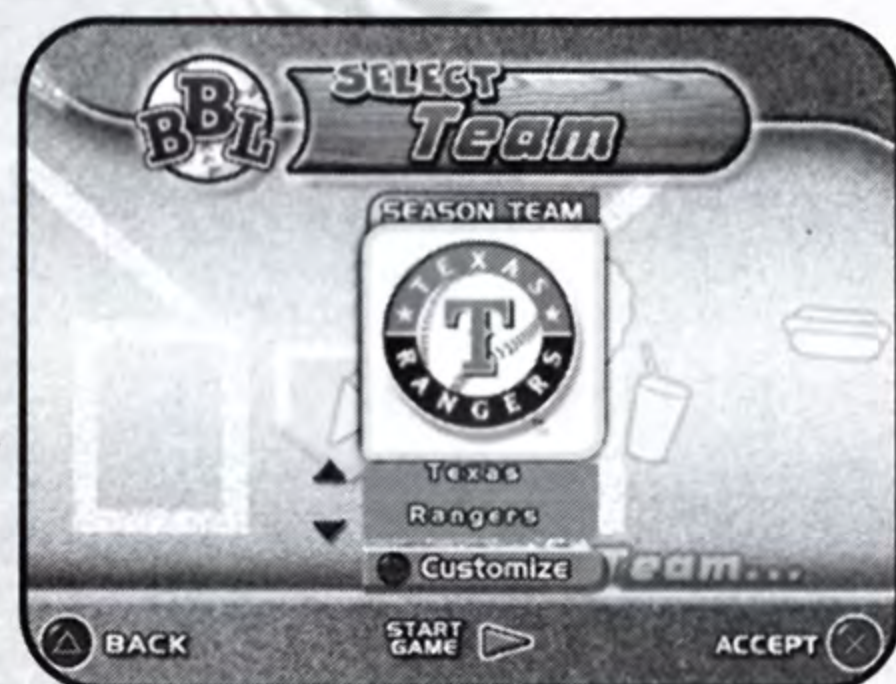
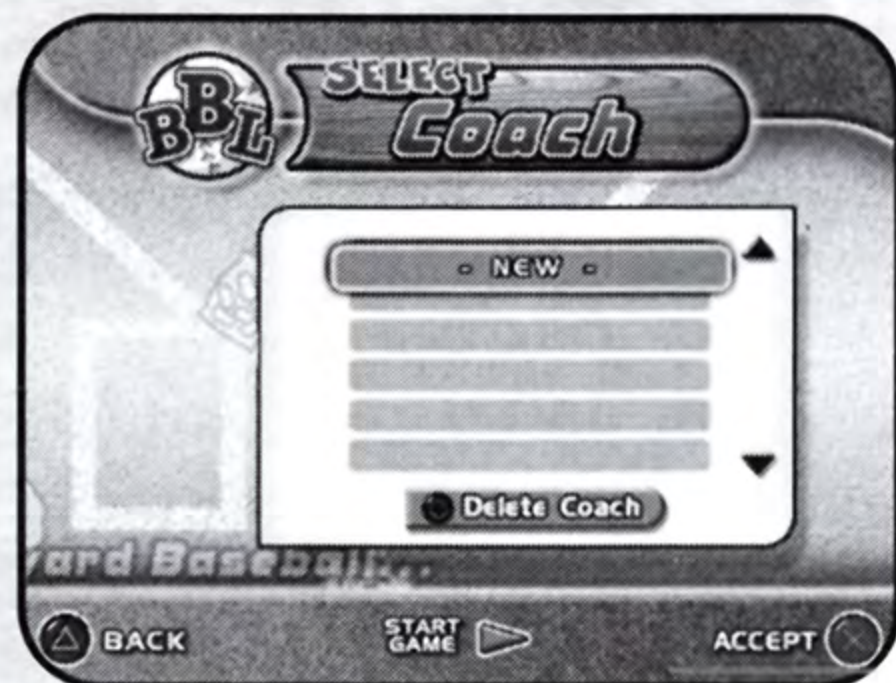
Press the **●** button to customize any of the Backyard teams.

Primary Color: The body color for home jerseys and caps is always white. The primary color is the sleeve or accent color for home jerseys and hats and the body color for away jerseys and hats. Use the top slider to adjust your primary color.

Secondary Color: The secondary color is used as the sleeve or accent color on away jerseys and hats. Use the bottom slider to adjust the secondary color.

Division: Choose a division for your team.

When ready, press the **X** button to accept your team choice and continue.



Select Field Screen

Choose a home ballpark. Use the **left analog stick** or **left** and **right directional buttons** to cycle through the available fields and press the **● button** to view each field's details, including dimensions and history. Press the **■ button** to toggle between day and night play, when available.

Press the **✕ button** to continue to the Pick Players screen.



Pick Players Screen

Draft players for your season team. Select from 10 Major League Baseball® players as kids, as well as the 30 Backyard regulars. You can also create up to nine "rookie" players. (See "Pick Players Screen" on page 8 for details.) When you are finished drafting players, the game will continue to the Team Dugout screen.

Trade a Player

You will be able to trade players once you have unlocked one or more players in Season Play mode. After unlocking a player and finishing a season game, select STRATEGY from the Team Dugout screen (see below). Select TRADE A PLAYER, and when the Pick Players screen appears, select the player you want to add to your team. From your roster, select the player you wish to drop from your team and press the **✕ button**. Select YES to confirm the trade. **Note:** If you drop a custom rookie, that player will no longer be available for trading.

Team Dugout Screen

Play Game: Start Season Play or resume a season already in progress.

League Report: Check out player cards, league leaders, team records and league trophies.

Player Statistics: View season, career, playoff and game statistics for the players on all teams.

League Standings: View each team's Win/Loss record and the divisional standings.

Strategy: Select CHANGE LINE-UP to set your batting order and fielding positions, or select TRADE A PLAYER to add an unlocked player to your team (see "Trade a Player" above for details).

Schedule: View the season schedule and track the results of each game. Use the **left analog stick** or **directional buttons** to see the other teams' schedules. During the playoffs, you can find all of the game matchups and results in the Playoffs section.

Exit to Main Menu: Exit the current season and return to the Main Menu.

Pre-Game Commentary

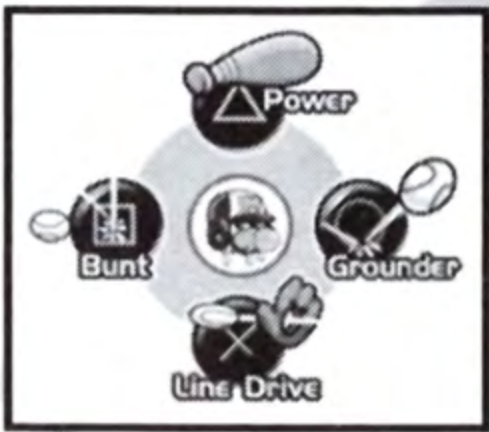
Before the game begins, commentators Sunny Day and Abner Dubbleplay will announce the team matchup. You can press the **START button** or the **✕ button** to skip the commentary.



PLAY BALL!

Baseball is an easy game to play, but a difficult game to master. Use the following section to learn more about batting, pitching and fielding.

Batting Buttons

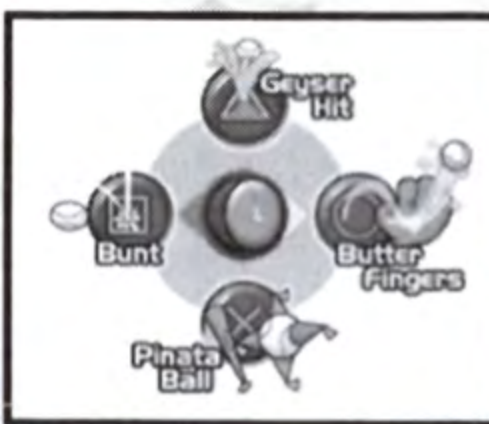


Line Drive: Take a hard swing and hit a straight shot into the outfield. The line drive may be your best chance to get a hit against a tough pitcher.

Bunt: The bunt is a surprise hit: the batter lightly taps the ball, forcing the opposing fielders to scramble for it. The bunt is best used as a "sacrifice" to advance base runners.

Power: Swing away and try to blast a monstrous home run over the fence. This is the most powerful hit you can attempt, but it's also the riskiest — you may fly out!

Grounder: Hit the ball on the ground and challenge the opposing fielders to throw you out.



Batting Power-Ups

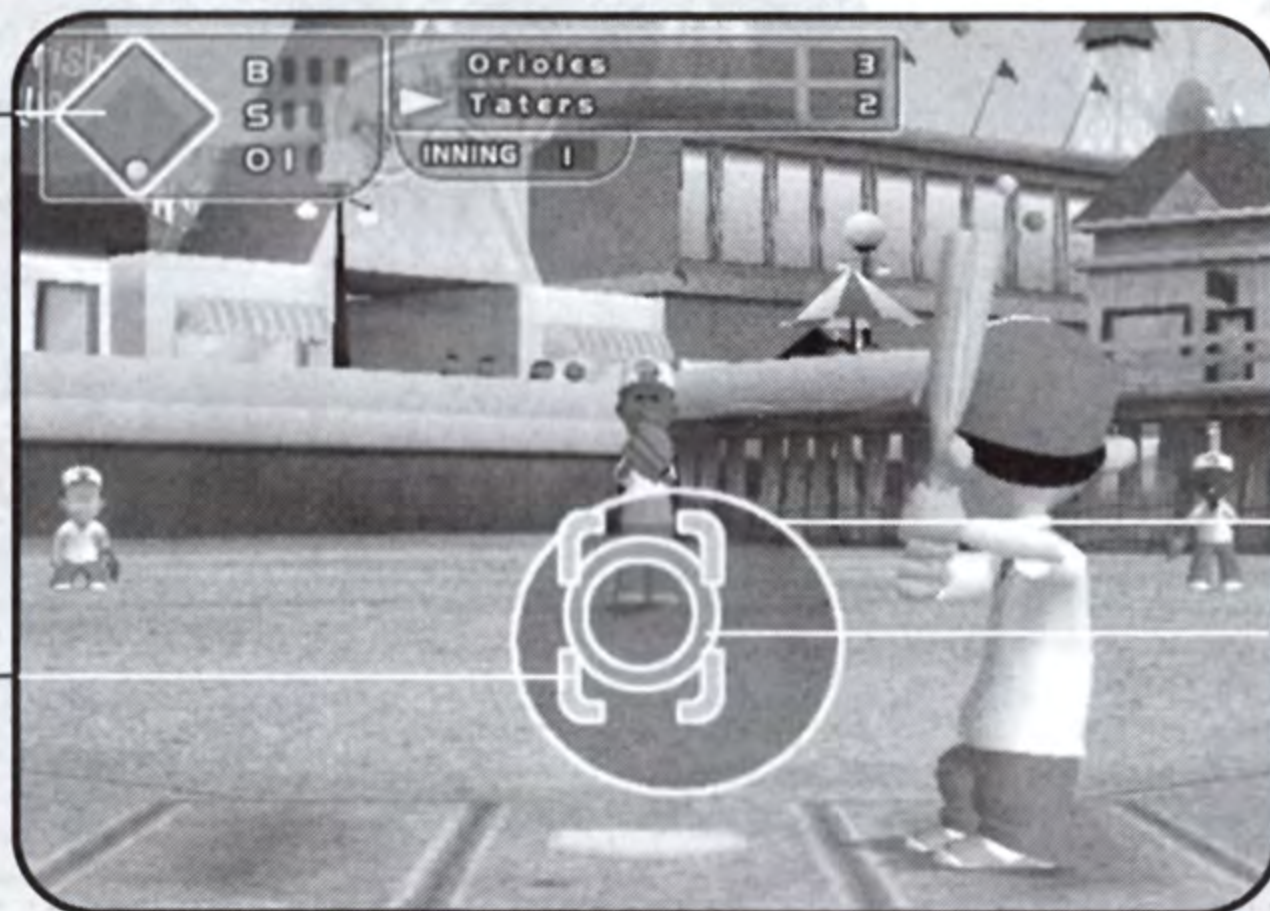
When you've earned a power-up, a special icon will appear in the middle of the standard hit selection. To use the power-up, move the **left analog stick** left or right and press the corresponding button (see page 15 for a list of the batting power-ups in the game).

Batting Screen

Baseball

Diamond

Four Bracket
Strike Zone



Pitch Locator

Swing Spot

Four Bracket Strike Zone

The rectangle above home plate shows the area where pitches count as strikes.

Pitch Locator (optional)

The gray circle shows the approximate area where the pitch will cross the plate. If you are having difficulty locating and hitting the ball, turn this option ON (see "Set Rules Screen" on page 7 for details). If play becomes too easy, turn this option OFF.

Swing Spot (optional)

The red circle shows where the bat will pass through the strike zone. Some players have better eyes than others, so the size of the Swing Spot varies depending on the batter. The size of the Swing Spot also varies according to the type of hit that you choose. Turn this option OFF if you're looking for more challenging gameplay (see page 7 for details).

Baseball Diamond

Use the small baseball diamond map to track the progress of your base runners.

Pitching Buttons



Heat: Challenge batters with the fastball. The fastball is the hardest, fastest pitch in your pitching arsenal, but it's also the most difficult to control. The fastball drains a pitcher's Pitch Juice Gauge at an above-average rate.

Curveball: Fool batters with the curve. This tricky pitch curves away from the pitcher's throwing arm. The curve drains a pitcher's Pitch Juice Box at a below-average rate.

Change-up: The change-up is a surprise slow pitch that fools batters into swinging too early, especially when thrown after a fastball. The change-up slightly drains a pitcher's Pitch Juice Box.

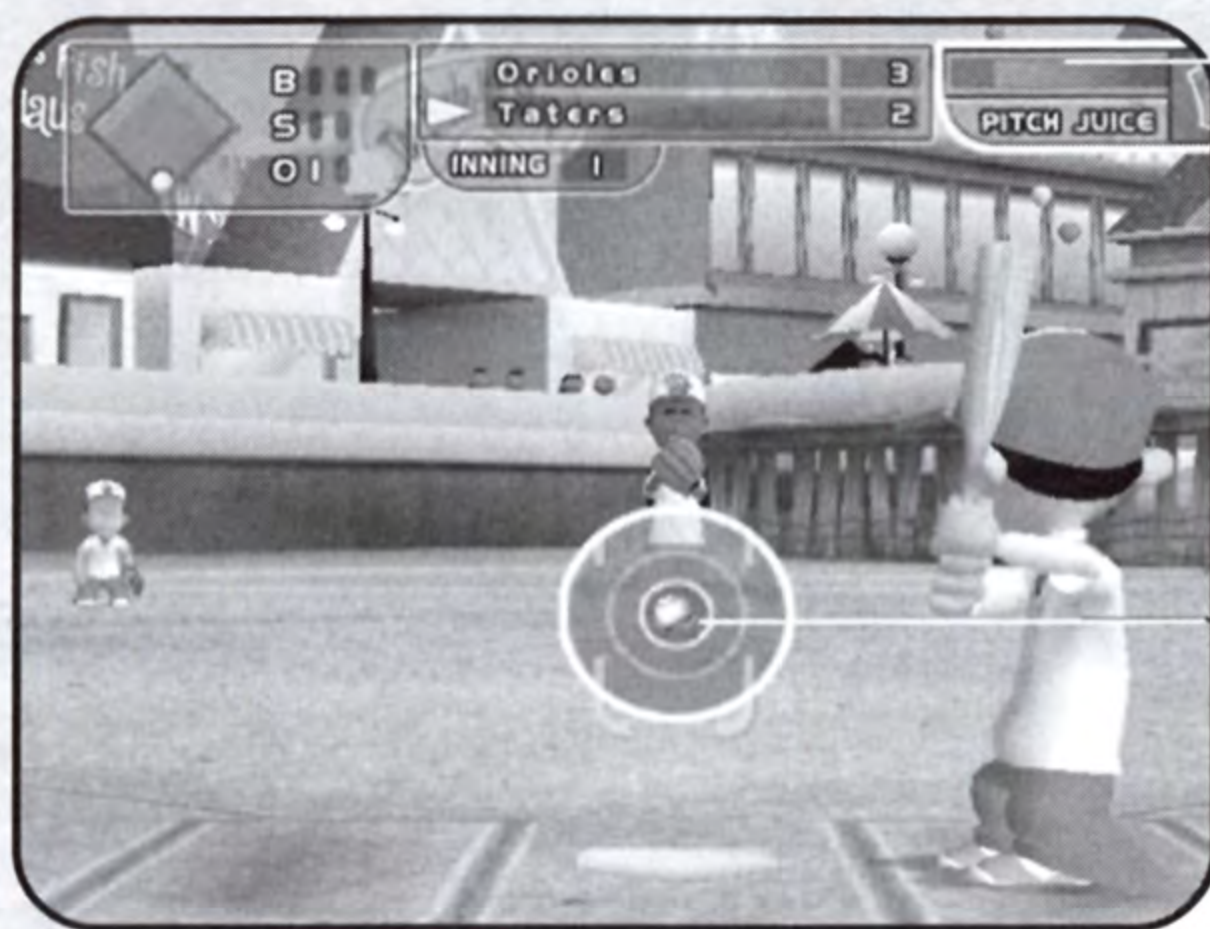
Screwball: The screwball can get batters really twisted up. It curves in the opposite direction of a curveball and has velocity similar to a fastball. The screwball drains a pitcher's Pitch Juice Box at an average rate.



Pitching Power-Ups

When you've earned a power-up, a special icon will appear in the middle of the standard pitch selection. To use the power-up, move the **left analog stick** left or right and press the corresponding button (see page 16 for a list of the pitching power-ups in the game).

Pitching Screen



Pitch Juice Box

Pitch Spot

Pitch Spot (optional)

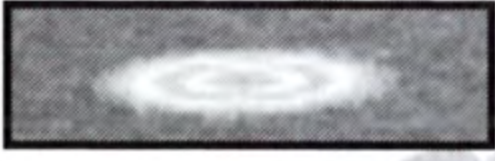
The ball will cross home plate somewhere inside the blue bull's-eye. Pitchers with high pitching skill ratings have more control, and, therefore, smaller Pitch Spots. Less-skilled pitchers have larger Pitch Spots. Also, as a pitcher loses stamina, his or her Pitch Spot circle will increase in size. Press the **R2 button** to turn the Pitch Spot ON/OFF and hide your pitches in two-player mode.

Pitch Juice Box

The Pitch Juice Box shows the amount of stamina that the current pitcher has left. If the stamina level becomes very low, you can either substitute a pitcher from another fielding position (see "Team Strategy Screen" on page 9 for details on substituting players), or use a Juice Box power-up, if you have one (see "Pitching Power-ups" on page 16).

Fielding

Bull's-Eye



Use the **left analog stick** to move the active fielder into fielding position — the red bull's-eye shows where the ball will land.

Yellow Icon and Red Triangle



The active fielder has a yellow icon rotating around his or her feet and a red triangle showing the proper direction to travel in order to field the ball. Once your fielder has possession of the ball, the yellow icon turns green.

Making an Out

Once your fielder has possession of the ball, use the **X button + left analog stick** (or **right analog stick**) to throw the ball to a base and make an out. You can also use the **left analog stick** to move the fielder and tag a base or tag a player out.

Infield Defense

To set an infield defense, press and hold the **R1 button** and then select one of the following options:

Double Play: Infielders move in, and closer to 2nd base, for quicker access to grounders.

Infield Close: Infielders move in to protect against a run scoring on a ground ball.

Infield Back: Infielders move back to increase their range.

Guard Bunt: The first baseman and third baseman move in, and tighter to the foul lines, to protect against a bunt.

Guard Lines: The first baseman and third baseman move slightly back, and tighter to the foul lines, to protect against extra-base hits.

Normal: Infielders remain at their normal positions.

Outfield Defense

To set an outfield defense, press and hold the **L1 button** to view the outfield positions. Re-position fielders with the **left analog stick**.

POWER-UPS

Batting Power-ups

There are many ways to earn Batting power-ups, including hitting an opposing pitcher's power-up pitch, hitting a grand slam home run, turning a double (or triple!) play and more. Here's a list of the batting power-ups you can earn:



Sonic Boom

Unleash the Sonic Boom to knock down opposing fielders with a super-powerful shockwave.



Rubber Bat

Use the Rubber Bat to bounce a grounder really high into the air — you'll have a chance to reach base before the fielder even catches the ball.



Butter Fingers

Splatter the opposing fielders with butter. They'll have a rather slippery time trying to field your hit.



Jumping Bean Bunt

This tricky power-up turns your bat into a maraca and makes the ball jump all over the place.



Lightning Bat

The Lightning Bat produces tremendous power when you connect with the ball. It's almost guaranteed to get you a base hit.



Geyser Hit

This power-up makes the ball burrow deep underground before it suddenly surfaces at random somewhere in the outfield. Where it goes, nobody knows!



Piñata Ball

Hit the ball and watch as it multiplies into dozens of bouncing baseballs that go all over the field. It's a great way to distract your opponents.



Aluminum Power

Use the aluminum bat to knock the stuffing outta the ball.

Pitching Power-ups

There are many ways of earning pitching power-ups, such as striking out a batter trying to use his or her own power-up, causing a batter using a power-up to swing and miss, picking off a steal and more. Here's a list of the pitching power-ups you can earn:



Fang

The Fang looks like a normal curveball, but it bites hard at the last second and goes straight into the dirt.



The Freezer

The Freezer stops just before reaching the strike zone, pauses briefly, and then continues. It's perfect for twisting up an opposing batter!



Slow Mo

This pitch is similar to The Freezer, but instead of stopping completely, the pitch starts moving at ultra-slow speed just before reaching the strike zone.



Juice Box

This power-up will refill your pitcher's Pitch Juice Box. More Juice comes in handy if your pitcher is getting tired.



Rainbow Pop-Up

This pitch looks just like any normal pitch, but when it's hit, the ball goes straight into the air for an easy out — once it comes down from the sky, that is.



Crazy Pitch

The Crazy Pitch is so wild that even the pitcher doesn't know where it will go.



Splitball

This pitch splits into two separate curveballs, one of which is a fake, unhittable baseball.



Fireball

The Fireball is so fast it can burn a hole in your catcher's glove.

PRACTICE (1 PLAYER)

Clanky's Coaching Box

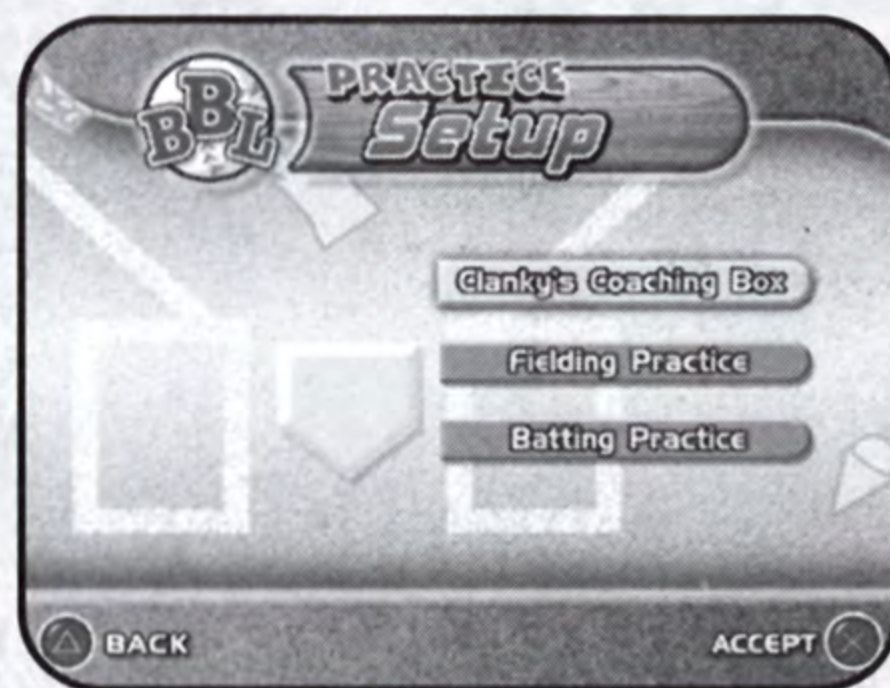
Mr. Clanky will coach you through various situations. You can load a season team or choose a random team.

Fielding Practice

Practice will help you fine-tune your skills. Mr. Clanky will hit fly balls and grounders to all of the different fielding positions.

Batting Practice

Hit pitch after pitch from Mr. Clanky.



MINI-GAMES (1-8 PLAYERS)

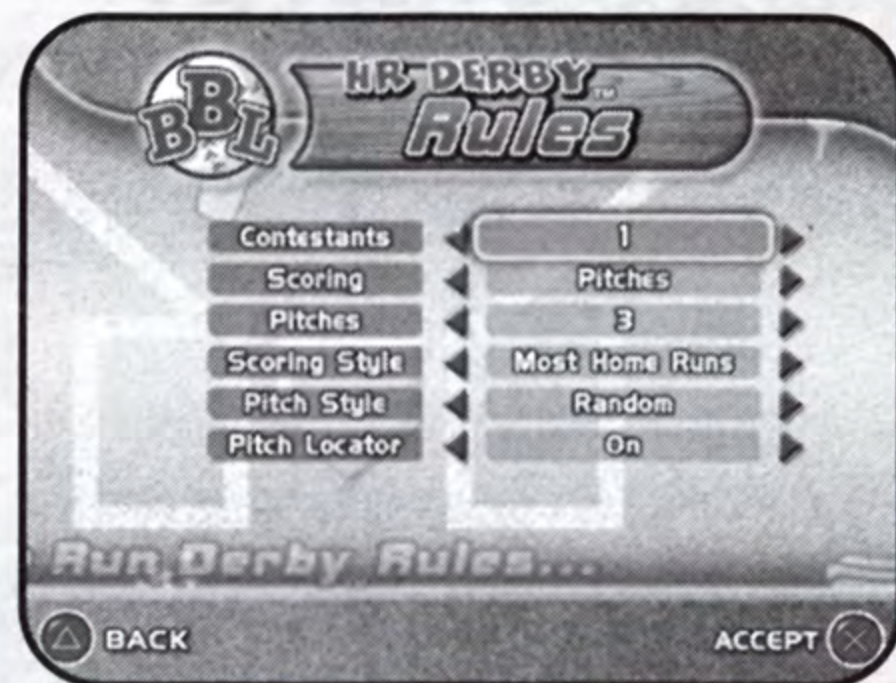
Play the Home Run Derby™ and Fielders' Challenge mini-games, or play the Baseball Darts mini-game once you've unlocked it (see "Goodies" on page 18 for details on unlockables).

Home Run Derby™ (1-8 Players)

Home Run Derby™ is an exciting contest between batters to determine the top power hitter. This mini-game is a single-player game or a Hot Seat game where Players 2-8 share Player 1's DUALSHOCK®2 analog controller.

Home Run Derby™ Rules Screen

Compete in an elimination-style Home Run Derby™. Play multiple rounds until a winner is decided.



Contestants: Choose from one to eight contestants.

Scoring: Score each round of play using either a pitch limit or an out limit.

Pitches: Set a 3-, 5-, 10- or 15-pitch limit for each round of play.

Scoring Style: Select MOST HOME RUNS, TOTAL HOME RUNS or LONGEST HOME RUNS.

Pitch Style: Choose HEAT, CHANGE-UP, CURVE, SCREWBALL or RANDOM.

Pitch Locator: Turn the Pitch Locator circle ON to outline the location where the incoming pitch is going to cross home plate.

Once your options have been set, the game will continue to the Select Field screen.

Select Field Screen

Once you've chosen a field, the Pick Players screen is next.

Pick Players Screen

Choose players for the Home Run Derby™— then let the competition begin!

Fielders' Challenge (1 Player)

In Fielders' Challenge, you must score 40 points before Mr. Clanky's team scores three runs.

Basic Scoring

You will earn one point for each batter you throw, catch or tag out. You will also earn one point each time you make an out by catching a fly ball.

You will get one point for throwing out a runner advancing toward first base, two points for throwing out a runner advancing toward second base, three points for throwing out a runner advancing toward third base and four points for throwing out a runner advancing toward home plate.

Scoring Multiplier

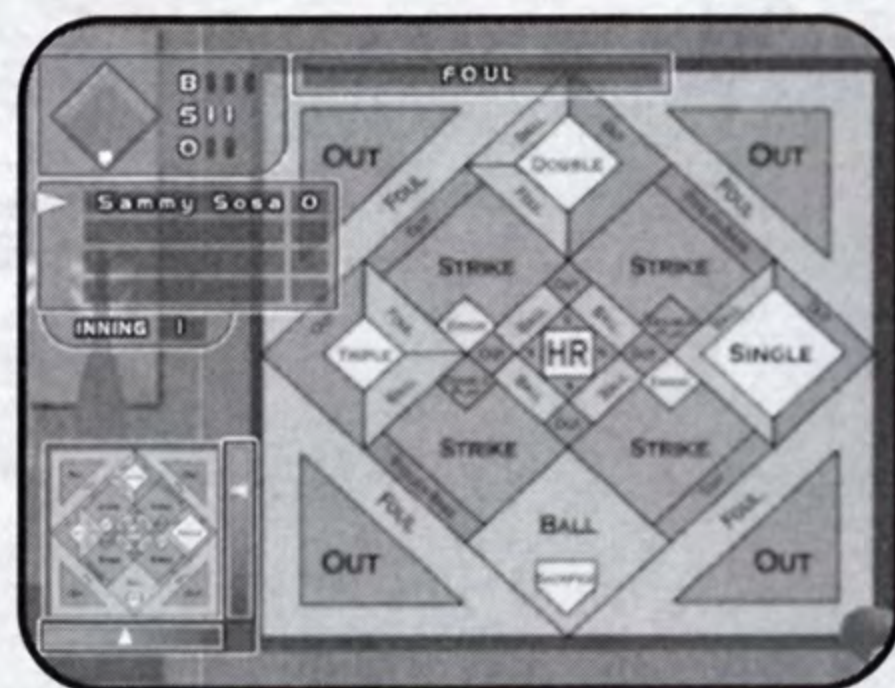
If you get two, three or four outs in a single play, your points will be multiplied accordingly by 2, 3 or 4. For example, getting a double play by making outs at second base and third base scores $(2 + 3) \times 2$ for 12 points.



Baseball Darts (1-2 Players)

Play a unique game of darts where the location and power of each thrown dart determines if you get a strike, ball, hit, out and so forth. Baseball Darts is a single-player game or a Hot Seat game where Players 2-4 share Player 1's DUALSHOCK®2 analog controller.

Note: Baseball Darts is an unlockable mini-game (see "Goodies" below).



Playing Baseball Darts

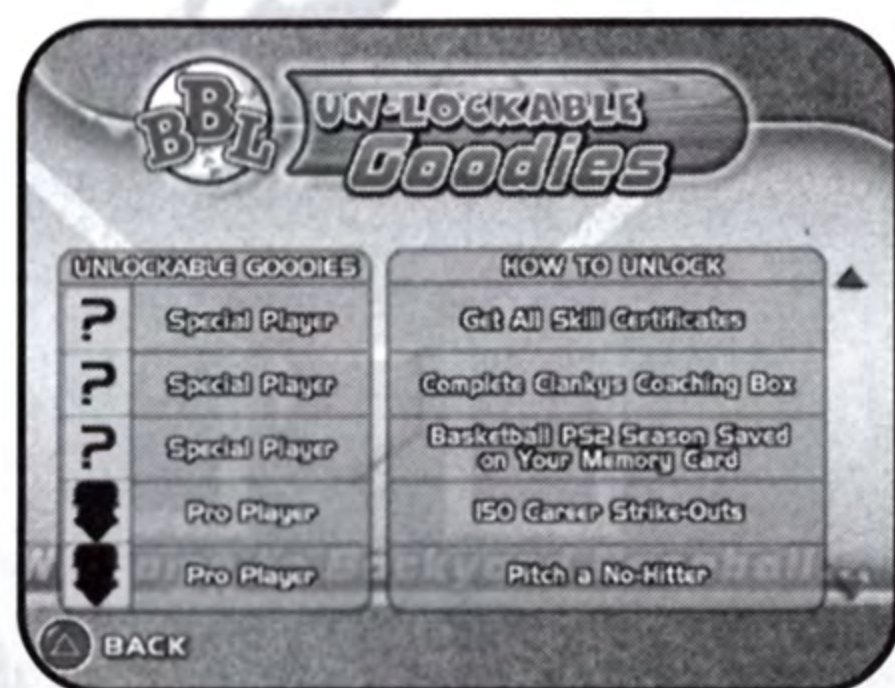
Set up the number of players, innings and style of dartboard to use, then press the **X button** to start the game. Press the **X button** to stop the line moving left and right, then press the **X button** again to stop the line moving up and down and throw the dart.

After the dart is thrown, the dartboard will appear and show you where the dart actually landed. The game is over after the pre-determined amount of innings, and whoever has the most points wins. If there is a tie, the game will continue into "extra innings" until there is a winner.

HALL OF FAME™

Goodies

Click on Goodies to display the Goodies screen. This screen shows all of the game extras that you have already unlocked and tells you how to unlock more! Use the **left analog stick** or **up** and **down directional buttons** to see more goodies.



BBL Champions

Check out all of the BBL Championship trophies and a list of coaches who've won them.

Record Book

Click on Record Book to view the all-time greatest achievements in *Backyard Baseball*.

Credits

Click on Credits to view a list of the people who made this game possible.

OFFICIAL BBL RULES

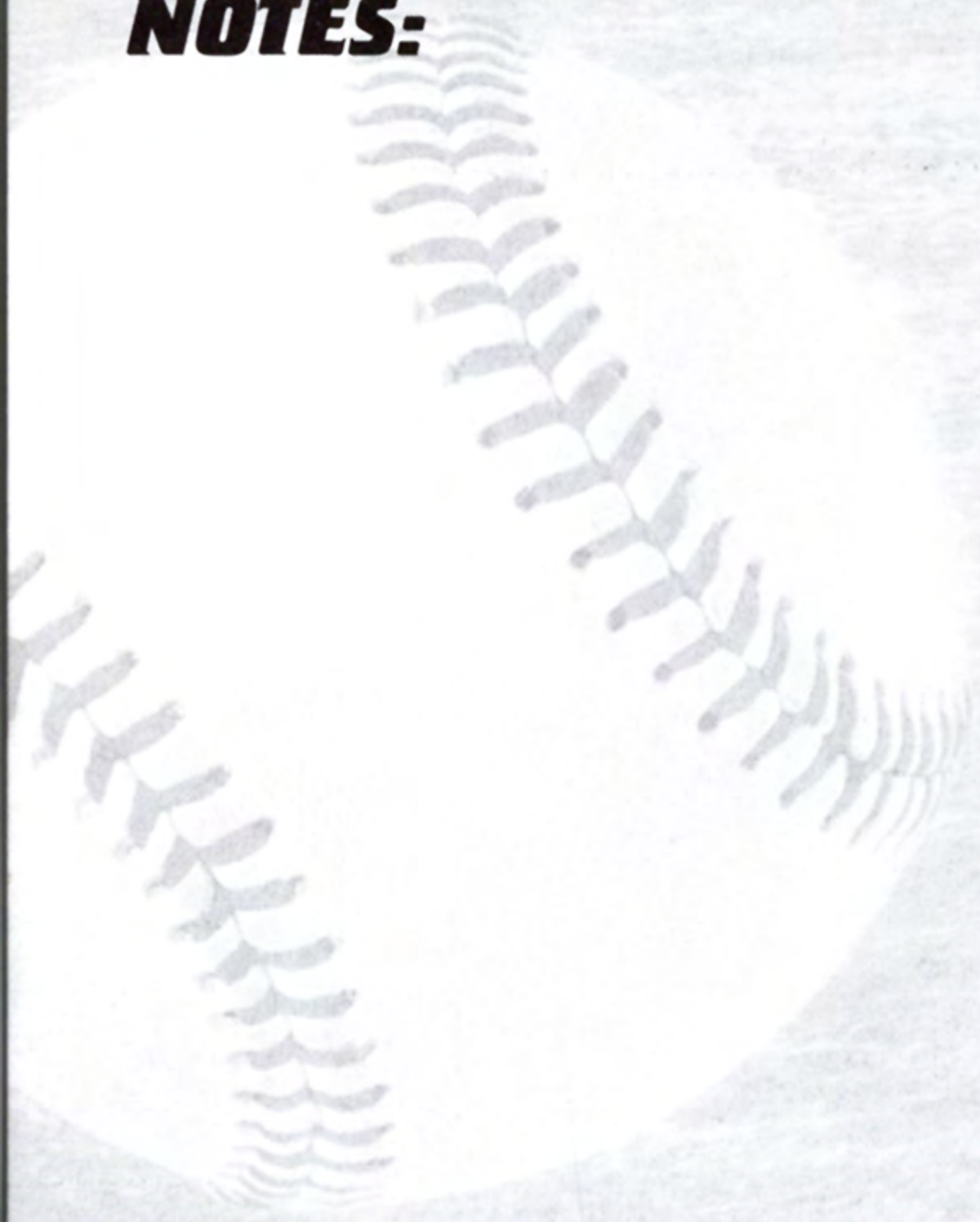
The official rules of the *Backyard Baseball* League are drawn from Major League Baseball®, but some rules have been slightly modified for BBL play:

- You can play six- or nine-inning games.
- There are no substitutions out of the game — everyone plays at a position. Players can swap fielding positions within each game as many times as needed.
- The use of power-ups is encouraged!

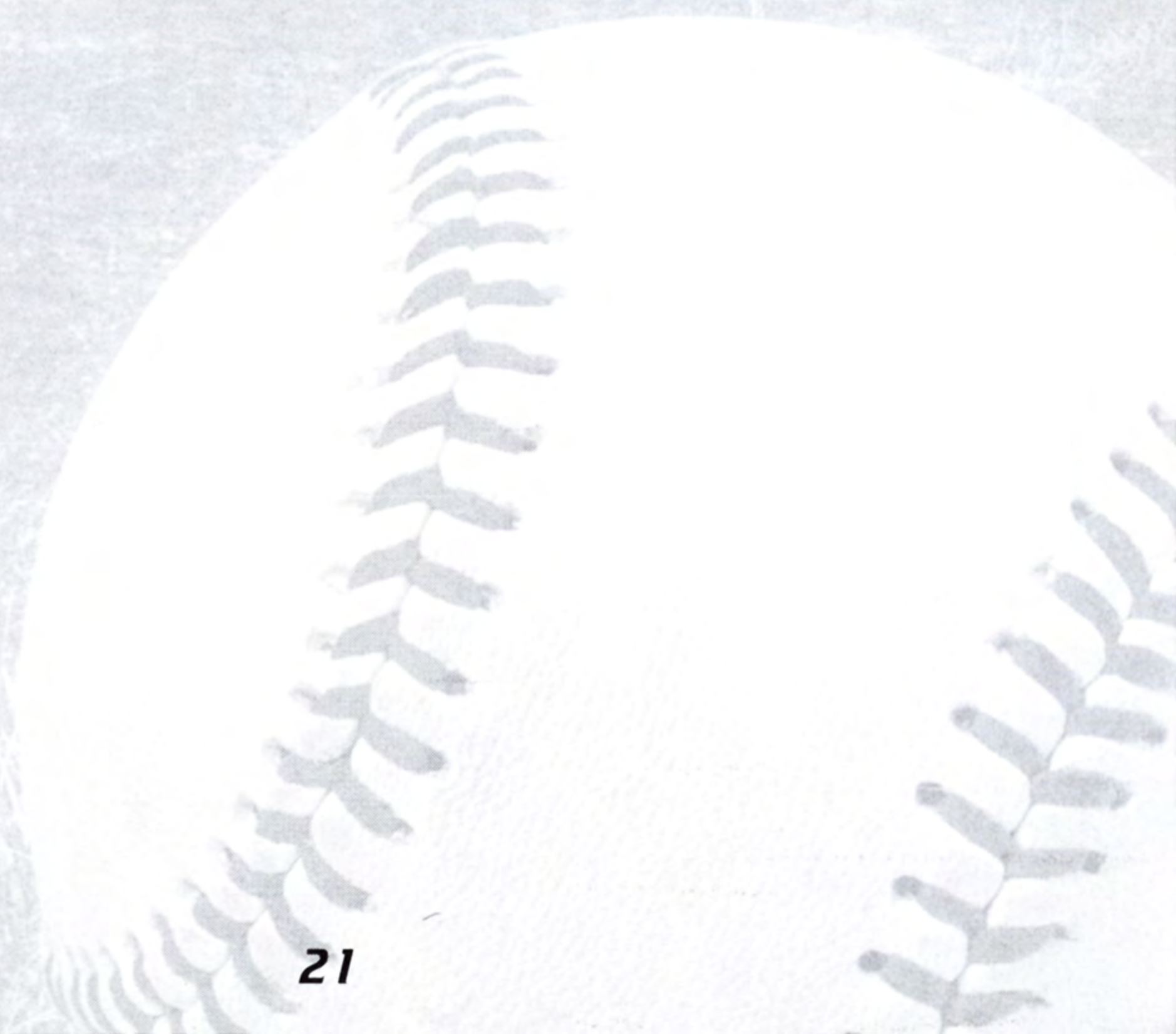
The following rules also apply to BBL play:

- Stealing is allowed.
- Sacrifice bunting is allowed.
- Leading off is allowed, but so are pickoffs, so watch out!

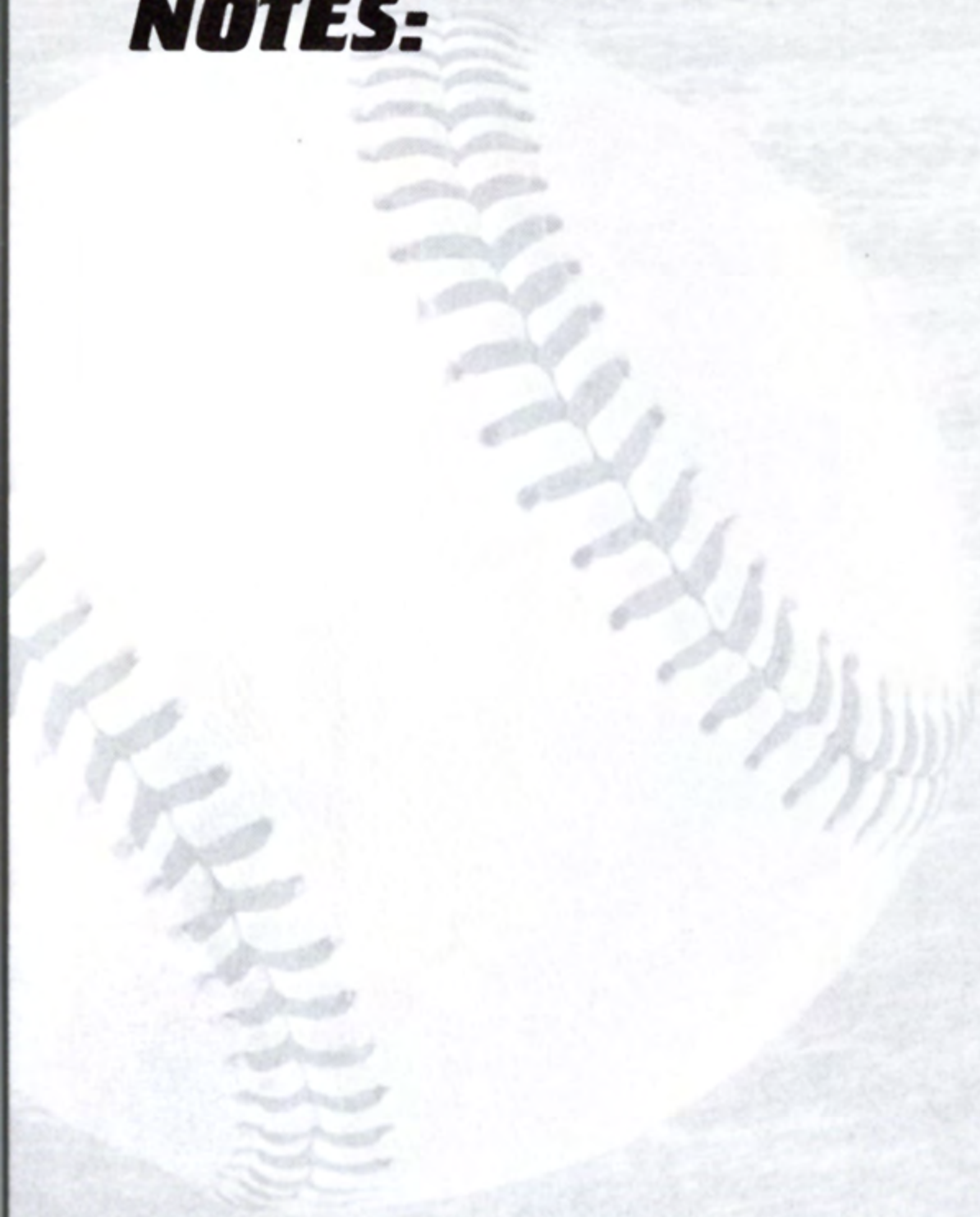
NOTES:



NOTES:



NOTES:



CREDITS

Humongous Entertainment

Patrick Wylie
Senior Producer

Erik Haldi
Lead Designer

Jennifer Eiler
Lead Artist

David Anderson
Lead Programmer

Valerie Kissling
Environment Lead

Michael Baran
Adrian Bourne
John Michaud
James McMillan
3D Artists

Cisco Martinez
Interface Artist

Cullen Faugno
David Galloway
Todd Heckel

Lisa Wick
Kristen Hebenstreit
Avida Setayesh
Programmers

Ron Goodfellow
Scott Brothers
Tom Witte
Jay Prochaska
Dan Cole
Leah Verre

Additional Artists

Dan Chang
Chris Marvin
Brady Houck
Rob McAuliffe
Ben Crane
Additional Programmers

Geoff Kirk
Daylon Walden
Audio Recording, Editing and Sound Design

Bob Givnin
Jenny Neuburger
Associate Producers

Sharon Gunn
Caleb Brown
Jason Halverson
Greg Barnes
Internal Testers

Jeff Ault
Bob Lenth
Information Technology

Tom Verre
Script Writer

Samantha Kelley
Adam Watson
Dex Manley
Brenda Arellano
Anna DelRosario
Amelia Iraheta
Janet Royea
Stephanie Diaz
Amy Broomhall
Courtney Williams
Laurie Jerger
Keri Healey
Rachel Frost
Kristen Hebenstreit
Sandy Spangler
Daylon Walden
Michelle Thorsen
Amber Hubert
Tim Evans
Robin Parks
Shaunie Mourning
Anthony Silas
Vocal Talent

Dramatic Artists
Voice Talent Agency

Skip Saling
Executive Producer

Henrik Steen
Director of Technology

Brad Carlton
Director of Design

Bill Petro
V.P. of Development

Andy Hieke
Senior V.P./G.M.

Original Music: The Doghouse NYC

Nathan Rosenberg
*Composition, Arrangements, Piano,
Vocals and Various Toys*

Joe Pascarell
Guitars and Bass

John Bollinger
Drums and Percussion

Tom Glusac
Woodwinds

Justin Mullens
Trumpet

Alan Grubner
Violin

Sandy Israel
Banjo and Additional Guitar

Emre Balik
Asli Tuney
Second Engineers

Special Thanks

Lori Solomon
Dolby Laboratories

Atari

Melanee Hannock
Senior Brand Manager

Chris Munson
Licensing Specialist - Strategic Marketing

Paul Hellier
Director of Technology

Tom Nichols
Director of Marketing

Steve Martin
Director of Creative Services

Elizabeth Mackney
Director of Editorial & Documentation Services

Kristine Meier
Art Director

Melissa Caccavaro
Graphic Designer

Ross Edmond
Documentation Specialist

Norm Schrager
Copywriter

Michael Gilmartin
Director of Publishing Support

Ken Ford
I.T. Manager/Western Region

Michael Vetsch
Manager of Technical Support

Ezequiel "Chuck" Nunez
Q.A. Testing Supervisor

Cher "Bunnie" Rocha
Miguel Jauregui
Lead Testers

Eduardo Toribio "CKT"
Assistant Lead Tester

Christopher D. Reimer
Kenny "Quick" Robinson
Howell M. Selburn
Marco "Mr." Mah
Marcus "Hits seeds" Reed

Jimmy Chiu
Corey Whitfield
Mark Alibayan
Kevin Hogan
Pepe Jauregui
Franco Junio
Kenny "Mr. Sensitive" Yan

Piers Sutton
Henry Yei
Sarah Cherlin
Amy-Elyse Neer
Elong Chiu
Chris Morales
Chris Chin

Juan Sanchez
John Micki
Brandon Reed
Shawn Wyatt
Michael Bruce
Stefan Nelson
Enrico Granados
Emily D' Aurora
Testers

Luis H. Rivas
Sr. Manager of Engineering Services & Compatibility

Ken Edwards
Engineering Services Specialist

Eugene Lai
Engineering Services Technician

Cecelia Hernandez
Sr. Manager Strategic Relations

Joy Schneer
Sr. Manager Strategic Relations

Shaila Patel
Strategic Relations Specialist

Special Thanks

Colin Hagen
Stanley Tarr
Mike Napolitano
MLB

Josh Olshan
Eric Rivera
MLBPA

ATARI WEB SITES

To get the most out of your new game, visit us at:

<http://www.atarikids.com>

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

www.us.atari.com/freebies

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

www.ataricommunity.com

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

www.us.atari.com/terms_of_service.asp

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.atarisupport.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label,

Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

END-USER LICENSE AGREEMENT

IMPORTANT — READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement (“EULA”).

AGREEMENT

This document is an agreement between you and Atari, Inc. and its affiliated companies (“Company”). The enclosed software game disc(s), cartridge or Game Pak (“Software”) and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the “Manual”). Select the Automated Phone System’s Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the “I Accept” button. By clicking the “I Accept” button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

COPYRIGHT

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and “applets” incorporated into the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

1. If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer.
2. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession.
3. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.
4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it’s destroyed or becomes defective.

EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an "Editor"), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the "Variations"), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

© 2004 Atari, Inc. All Rights Reserved. All trademarks are the property of their respective owners.
Developed by Humongous Entertainment.



Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. Visit the official website at MLB.com.

© MLBPA - Official Licensee, Major League Baseball Players Association. Visit the Players Choice on the web at www.bigleaguers.com.

RenderWare is a registered trademark of Canon Inc. Portions of this software are Copyright 1998-2004 Criterion Software Ltd. and its Licensors.



Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

02174

Also Available

Backyard NBA BASKETBALL



SKY-HIGH SLAM DUNKS



NBA STARS & TEAMS



Shoot hoops with the
NBA's coolest pros!



www.atarikids.com



PlayStation 2



Register online today to get faster access to Tech Support and to receive great information and offers about this and upcoming products.

It's as easy as A, B, C!

- A. Go to www.gameregister.com
- B. Enter your game's information
- C. Select a great offer

Atari will not contact you without your express permission, and does not sell or share registration information. For more information about our privacy policy, visit http://www.us.atari.com/privacy_policy.asp

Atari, Inc., 417 Fifth Avenue, New York, NY 10016 USA
MADE IN THE USA.

© 2003 Atari, Inc. All Rights Reserved. All trademarks are the property of their respective owners. Developed by Humongous Entertainment. The NBA and individual NBA member team identifications reproduced on this product are trademarks and copyrighted designs, and/or other forms of intellectual property, that are the exclusive property of NBA Properties, Inc. and the respective NBA member Teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2004 NBA Properties, Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

Part #25028M