

# *StrikeOut!* BASEBALL

MANUAL

Version 1.0.9



Insidia s.r.l. 2004

## Strikeout Baseball

Strikeout Baseball is a game for MIDP1, MIDP2, Nokia S40, Nokia S60 and Motorola mobile phones. A colorful and clean graphic, an extremely funny and intuitive gameplay: this is Strikeout baseball! The game has the following features:

- 8 different teams
- 3 game modes (single match, cup, season)
- 3 difficulty levels (easy, medium, hard)
- save your cup and season state.
- 2 different playfields (if supported)
- midi audio (if supported)
- in-game voices ( if supported )
- vibra control ( if supported )

## Commands

Game commands are:

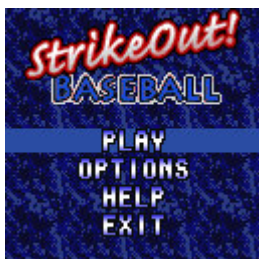
- 2 - up
- 4- left
- 6- right
- 8- down
- 5- select key
- \*- select key
- #- back key

n.b. On Nokia S40/S60 mobile phones it is possible to use navigation pad (if available) for moving and the keys "\*" / "#" are substituted by action keys (if available).

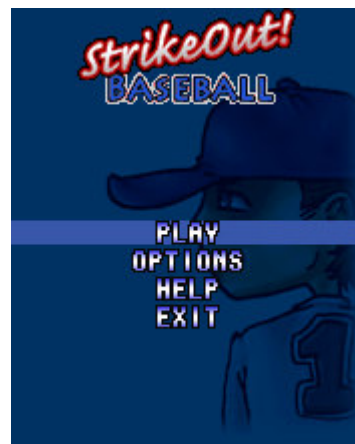
## Main menu

Main menu allows the user to **exit from game** (EXIT), **visualize help** (HELP), enter in **options menu** (OPTIONS), enter in **game menu** (PLAY). The user can scroll through the options by pressing up and down keys, then selecting the desired option with *select key*. Pressing back key quits the game.

Selecting help you see game help. Pressing *left and right keys* you can scroll text. Pressing *select/back key* you come back to main menu. When you select EXIT the game quits.



Low-Res version

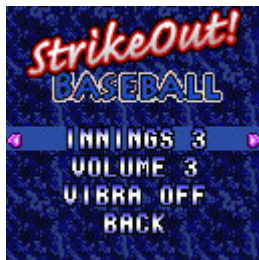


Hi-Res version

### Options menu

Options menu can set some game parameters. Available options are: **number of innings** in a match (INNINGS), **volume** (VOLUME) **vibration** (VIBRA).

Every time the user can **scroll left/right**, there are two arrows shown on the screen. With *left key* the parameter is decremented, with *right key* it is incremented. Number of inning is adjustable and can vary from 1 to 9. Volume range is from 0 to 5 (0 shown as OFF). Vibration control can be activated or not activated (ON and OFF). If it is not possible to adjust vibra control, then the installed version doesn't support vibration on your phone model. It is possible to go back to main menu by pressing BACK or *back key*.



Low-Res version



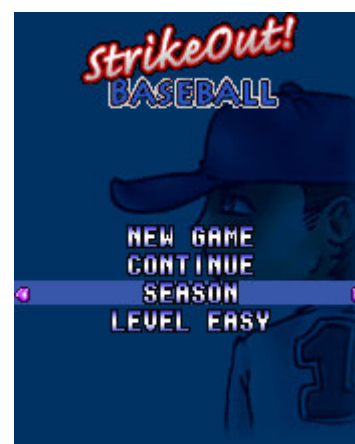
Hi-Res version

### Game menu

You can **start a new game** (NEW GAME), **continue a previously saved season/cup** (CONTINUE), select **game mode** and **difficulty level**. Difficulty level and game mode are selected by positioning over the corresponding option with *up/down keys* and then scrolling with *left/right keys* until the desired mode or difficulty level is shown on screen. Continue option allows to continue a previously saved season or cup, according to selected game mode. Cup and season preferences are saved (number of innings per match and difficulty level). Starting a new season or a new cup deletes the previously saved data for that kind of mode. By pressing *back key* you can come back to main menu.



Low-Res version



Hi-Res version

### Selecting teams

When selected NEW GAME in game menu, you enter in select menu. In order to **select teams** the

user has to move with *up/down/left/right keys*. The name of selected team is shown and current selection is highlighted with a white square. For selecting a team press *select key*. If game mode is single match you have to choose **two teams**. After the first team has been selected, it will no more be available for selection (a red X over team icon). *Back key* comes back to game menu.



Low-Res version



Hi-Res version

### Single match

In single match mode the player must select both teams. The first team is the one he owns, the second one is controlled by the CPU.

### Cup

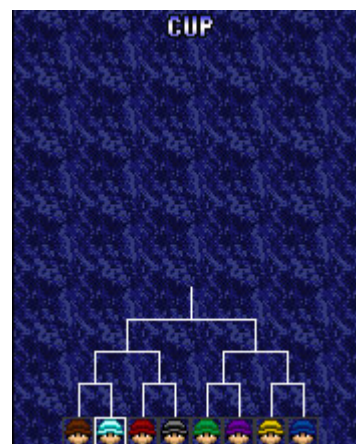
In cup mode the player only selects his team. Starting from quarter finals you have to reach the final and win. Who lose a match is eliminated from the competition.

Cup mode has a stat-screen showing eliminated teams with a red X.

From this screen it is possible to come back to game menu by pressing *back key* or skipping to next set of matches pressing *select key*.



Low-Res version



Hi-Res version

### Season

In season mode the player only selects his own team. The user has to match **twice** against every other team for a total of 14 matches. Every match won is a point. Goal of the game is to have more

point than the other teams. Season mode has a stat-screen showing a list of teams ordered by points gained. If the list doesn't fit into phone display it is possible to scroll it by pressing *up/down keys*. From this screen it is possible to come back to game menu by pressing *back key* or skipping to next set of matches pressing *select key*.

SEASON DAY 1	
AZURE BOYS	0
BLACK KIDS	0
GRASS GANG	0
BROWN BROS	0
BLUE KINGS	0
PURPLE POWER	0

Low-Res version

SEASON DAY 1	
AZURE BOYS	0
BLACK KIDS	0
GRASS GANG	0
BROWN BROS	0
BLUE KINGS	0
PURPLE POWER	0
RED DRAGONS	0
YELLOW CLUB	0

Hi-Res version

### Rules of the game

A Baseball game is usually made of **nine inning**. Every inning is divided into **two phases: attack and defense**. An inning is over when a team has **attacked and defended**. A phase is over then **three attacking players are eliminated**. Only the attacking team can score points. The attacker must hit the ball launched by the pitcher, if it is inside a fair area. if the ball is not hit the referee calls a **strike**. After **three strikes** the attacker is **out (eliminated)**. Third strike is called **strike out**. If the ball is hit and the defense takes it on the fly or will be carried to a base before a runner can reach such base, the runner will be **eliminated**.

If the ball is hit and goes to **foul** zone the attaker gets a strike, unless it would be the third strike (**there's no strike out in case of a foul**).

If the ball is launched outside a fair area (too much on the left/right) the referee calls a **ball** for the batter. After **four ball the batter gains the first base**. Of course if the batter tries to hit a ball launched outside the fair area and misses it, it will be a strike.

batter's goal is to run all bases and come back to starting base, **scoring one point**. pitcher's goal is to avoid the batter to hit the ball.

In the case a ball hit went outside the playfield, an **home run** would be gained: all attackers can freely move to home base and **score a point each**.

The team scoring more points at the end of nine innings wins the match. There's **no tie** in baseball. If both teams have the same number of point at the end of the ninth innings, the **match continues** until **one team score more points than the other in one inning**.

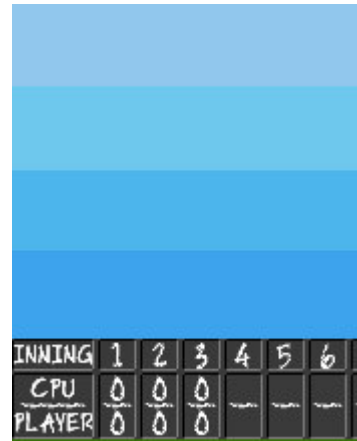
## Score board

When the match starts, ends and on every new inning a score board is shown. It shows the points scored **inning by inning** and the total score in last column. First row is used for CPU points, second row for player points. To skip press *select key*.



INNING	1	2	3	4
CPU	---	---	---	---
PLAYER	---	---	---	---

Low-Res version



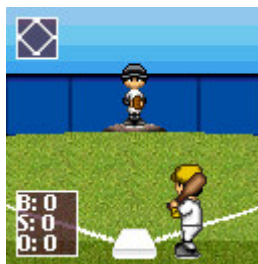
INNING	1	2	3	4	5	6
CPU	0	0	0	---	---	---
PLAYER	0	0	0	---	---	---

Hi-Res version

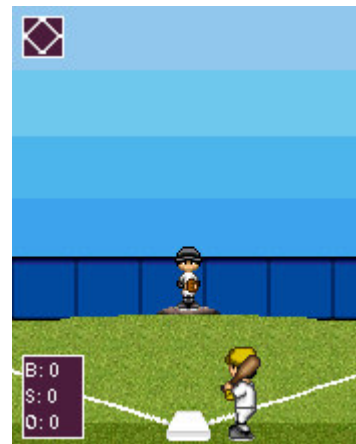
## Launch

Launch is shown behind the batter. If the player is attacking, by pressing *select key*, the CPU launches the ball. By pressing *select key* you can try to **hit the ball**. Using *left/right keys* the player can try to hit the ball toward left or right.

In the case the player is defending, by pressing *select key* you activate a **power bar**. Pressing it again selects launch power and activates **direction control**. a new pression of *select key* selects direction and the **ball is launched**.



Low-Res version



Hi-Res version

## Playfield

The playfield is shown from above. On some version there are two different playfields (including a new launch graphic): classic grass and indoor.

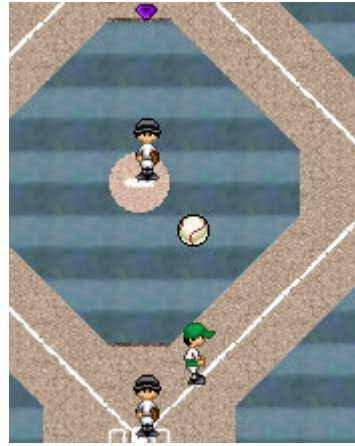
When they're defending, players can **freely move into playfield** with *up/down/left/right keys*; the ball is taken **by moving over it**. Once the ball is in defense possession it is possible to use *select key* for entering in **pass mode**. A new pression of *select key* comes back to **free move mode**.

To pass the ball you must press the key corresponding to the base to which you want to pass the ball (**2: second base 4: third base 6: first base 8: home base**). Once the action is over (is no more possible for the defense to eliminate an opponent) you can skip to next phase by pressing *select key*.

When attacking you have to press the keys **highlighted on the upper part of the screen (1,2,3)** for **running faster** toward the bases. To change the point of view use *5 key*. When the action is over you can skip to next screen by pressing *select key*.



Low-Res version



Hi-Res version

### To pause and quit the match

When pressing *back key* during a match, the **game is paused**. Selecting CONTINUE makes you come back to match, while selecting EXIT (o by pressing *back key*) **you quit (and lose) the match**.



Low-Res version



Hi-Res version