

***STRIKE  
THREE!***

## Quick Reference Guide

Note that this Solid State Cartridge is designed to be used only with the Texas Instruments TI-99/4A Home Computer. Important keystrokes are summarized

here for your quick reference.

 Pitcher

### Press Action

+	Fast Pitch
-	Slow Pitch
I	High Pitch
J	Middle Pitch
M	Low Pitch
8	Left Break
9	No Break
0	Right Break
Y	Redo Choice
Period(.)	Pitch

 Batter

### Press Action

E	High Swing
D	Middle Swing
X	Low Swing

Press **FIN** to quit the game and return to the master title screen.

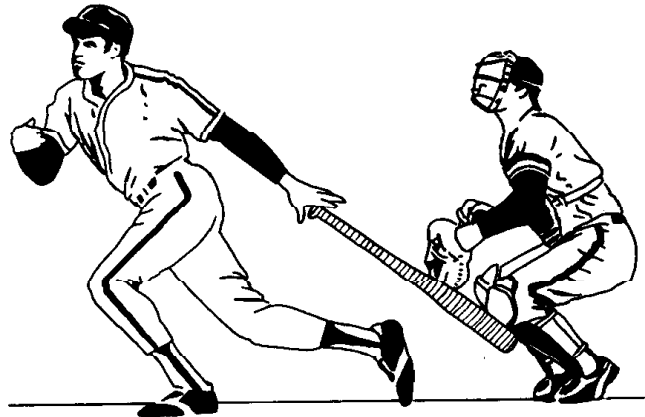
## Strike Three!

Programmed by John M. Phillips

Graphics by Christopher W. Phillips

Manual designed by Sven G. Svensson

Manual written by Martee S. Phillips



Copyright 1986 by Triton Products Company 1-800-227-6900. Solid State Cartridge program and data base contents Copyright 1986 by John M. Phillips.

See important warranty information at back of book.

## Features

---

Get your hotdogs and peanuts now, because you won't want to leave your seat once you start playing **STRIKE THREE**, the new baseball game for the

TI-99/4A computer. Two teams are lined up and ready to go as you play against the computer or another player.

---

In STRIKE THREE, you

- Use the keyboard to select pitches and swings
- See exciting animation
- Hear realistic sound effects
- Play against the computer or with a friend
- Swing high, middle or low
- Throw all kinds of pitches
- Go nine innings against the Computer's PRO level - if you can!



*A very wise person once said long ago that good things come to those who wait. I think this statement sums up how I feel about the game you have just purchased.*

*STRIKE THREE is one of the best of my programs. Careful attention to every detail was my main objective during the development of this cartridge. I do not think you will be disappointed.*

*This whole project was a TEAM effort, though. Many thanks to all who gave of their time and expertise to make STRIKE THREE the very best it could be...*

... John Phillips

## STRIKE THREE Rules

The rules for playing Strike Three are similar to regular baseball rules. There are a few differences to allow for ease of play on the computer.

### Team

There are nine players on each team. The positions and their codes are the following:

Position	Code
Pitcher	P
Catcher	C
First Base	1B
Second Base	2B
Third Base	3B
Shortstop	SS
Left Field	LF
Center Field	CF
Right Field	RF
Designated Hitter	DH

The pitcher does not bat in Strike Three. The "designated hitter" bats in place of the pitcher.

### Inning

There are nine innings to a game. Each inning has two halves, referred to as the "top" (first half) and "bottom" (second half) of the inning.

Each team is allowed to bat once per inning and may continue to bat until the team accumulates three outs. The black team always bats at the top of each inning, and the blue team bats at the bottom of each inning.

### Balls, Strikes, Outs

If a ball is thrown too high or low, or too far to the left or right, and the batter does not swing at the ball, the pitch is called a "ball." After four balls, the batter is allowed to walk to first base.

If a batter swings at a pitch and misses, a "strike" is called.

When a batter has three strikes, an "out" is counted against the team. After three outs, the team is done batting for that inning, and the other team now has a turn at bat.

### You're Out

**strike out** The batter has accumulated three strikes.

**ground out** The ball is hit on the ground. An opponent touches the base before the batter reaches it.

**fly out** The ball is hit in the air and caught by an outfielder.

**pop out** The ball is hit in the air and caught by an infielder.

**foul out** The ball is hit in the air in foul territory (outside the base lines), and is caught.

### You're Safe

**single** The ball is hit; the batter goes to first base.

**double** The ball is hit; the batter goes to second base.

**triple** The ball is hit; the batter goes to third base.

**home run** The ball is hit past the outfield wall. The batter scores a run.

**walk** The pitcher has thrown four "balls." The batter is allowed to go to first base.

### Who's on First?

Runners advance on a "walk" if they are forced to move. For example, if there are runners on first and third and a batter is "walked," only the runner on first would advance because he is forced off first base.

Runners will not advance on a fly out or a pop out. The only exception is if there is a runner on third and the ball is a deep flyball. In this instance, the runner would advance to homeplate and score a run.

Runners advance one base on a ground out, but the most advanced runner will be tagged out. For example, if there is a runner on first and a ground ball is hit, the runner moving from first base to second is tagged out, and the batter going to first base arrives safely.

No stealing or bunting is allowed!

## Description of the Screen

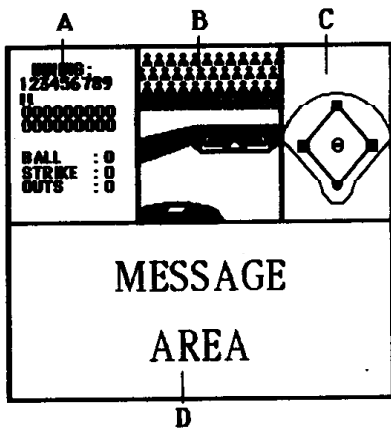
All the animation, action, options, and messages appear on the game screen. The game screen and a description of its features appear below.

This screen is divided into four major areas:

- \* a score area
- \* the view of home plate
- \* a map of the diamond
- \* a message area

### Code Feature

- A Score area
- B View of home plate
- C Map of baseball diamond
- D Message area



### A - Score Area

The inning numbers (1-9) appear in the upper left corner of the screen. An arrow is displayed below the first inning number, pointing to the score area for that inning.

The arrow points to the top score line at the "top of the inning" (first team is at bat) and at the bottom score line at the "bottom of the inning" (second team is at bat).

The number of balls (up to four) and strikes (up to three) for the person currently at bat is displayed, as well as the number of outs (up to three) for the team currently at bat.

### B - View of Home Plate

The upper middle section of the screen displays a view of home plate as seen from behind the pitcher. The game action and animation occur in this area.

### C - Map of Baseball Diamond

A map of the baseball diamond is displayed in the upper right corner of the screen. A figure is displayed for each runner that advances to a base. You can see the results of a hit by watching the runners move around the baseball diamond.

### D - Message Area

The bottom half of the screen is the message area. The program displays instructions for playing the game and the results of a pitch or swing in this area.

If the ball is a strike, one of the following messages is displayed:

- \* STRIKE!!
- \* STEEE-RIKE!
- \* IT'S IN THERE!
- \* STRIKE-OLA!

If the pitch is a "ball" (not a strike), messages that may appear are:

- \* JUST MISSED
- \* IT WAS SO CLOSE
- \* INSIDE - BALL
- \* OUTSIDE - BALL

## Playing Against the Computer

---

There are two modes of play in Strike Three, one-player and two-player. In the one-player mode, you play against the computer, and in

two-player you play against another person. This section provides an overview on how to play Strike Three against the computer.

To play against the computer, follow these steps:

1. On the Strike Three title screen, press any key. The game screen appears.
2. The message "How many players (1/2)?" is displayed. Press 1 for the one-player mode.
3. Next, you select the computer's skill level, amateur or professional. Press 1 for amateur or 2 for pro.

### Skill Levels

An **Amateur Pitcher** always throws slow pitches.

A **PRO Pitcher** throws both fast and slow ones.

An **Amateur Batter** swings less often.

A **PRO Batter** swings more accurately.

**Note:** PRO makes for a very challenging opponent. The first few times you play Strike

Three, choose the amateur level, until you are comfortable with pitches and swings.

4. Strike Three announces team assignments. You are the blue (home) team, and will pitch first. The computer is the black (visitor) team, and will bat first.
5. The program tells you the score and which player is up to bat. Each time a new batter comes to the plate, the name and position are announced.
6. You are now ready to select your first pitch. Follow screen directions for choosing a pitch speed, height, and break (curve), or see page 8 for detailed pitching instructions.
7. When the computer has three outs, Strike Three displays a message telling you it is your turn to bat. Follow screen directions for selecting a swing, or see page 10 for more information on batting.

## Playing with a Friend

---

This section provides an overview of how to play Strike Three with another person. Challenge your friend to a game of baseball and may the best team win!

To play Strike Three in the two-player mode, follow these steps:

1. On the Strike Three title screen, press any key. The game screen appears.
2. The message "How many players (1/2)?" is displayed. Press 2 for the two-player mode.
3. Strike Three announces team assignments. The blue (home) team pitches first. The black (visitor) team bats first.
4. The program tells you the score and which player is up to bat. Each time a new batter comes to the plate, the name and position are announced.
5. You are now ready to select your first pitch. Follow screen directions for choosing a pitch speed, height, and break (curve), or see page 8 for detailed pitching instructions.

6. When your opponent chalks up three outs, Strike Three displays a message telling you it is your turn to bat. Follow screen directions for selecting a swing, or see page 10 for more information on batting.

**Note:** The first time you play Strike Three with another person, start out by throwing slow pitches until both players are comfortable with the timing skill needed to hit the ball. The pitcher may even want to call out his/her pitches at first, so both players can see how and where the different pitches are thrown.

## Pitching the Ball

There are three screens that appear when you select the speed, height, and break of the ball. You can press Y on any of these screens to go back and

select a different pitch. Once you have created the pitch you want, you throw the ball.

### Types of Pitches

You are asked to select one choice from each of the following three categories:

Speed	Height	Break
Fast	High	Left
Slow	Middle	None
	Low	Right

Follow these steps when selecting and throwing the ball:

1. On the speed selection screen, press + (plus) to choose a fast ball or - (minus) to choose a slow ball. You do not need to press the shift key when pressing either of these two keys.
2. Next, the height selection screen is displayed. Press I to throw a high ball, J for one in the middle, and M for low height.

3. The last pitch selection screen is the break (curve of the ball) screen. Press 8 to throw a ball with a left break (away from the batter), 9 to throw a ball with no break, or 0 for a right break (toward the batter).

4. If you are not satisfied with the choices you made, press Y to return to the speed selection screen, and choose a different pitch combination.

5. To throw the ball, press the period key (.)

## Tips on Pitching

What is the secret to "psyching out" the batter? What can you do to develop good pitching skills and beat your opponent?

Here are some tips on what you can do to improve your pitching and reach the level of an Ace Pitcher!

### Pitch like an Ace

- \* A ball thrown with no break and medium height is almost always guaranteed to be a strike.
- \* A ball thrown with a break has less chance of being a strike than a ball thrown with no break.
- \* A ball thrown high or low has less chance of being a strike than a ball thrown at medium height.
- \* Slower pitches have more of a chance to be a strike than fast pitches.
- \* The most difficult pitch for the batter to hit is a fast, high, left-breaking pitch.
- \* Remember that you can use Y to re-select your pitch.

- \* To beat the computer when he is batting, avoid throwing pitches "down the middle." Use high and low pitches, changing your speed and break often.
- \* When playing against another player, hide your side of the keyboard when selecting a pitch to prevent your opponent from seeing your choices.
- \* Change your speed, height, and break often. Make the batter guess what your next pitch is going to be.

## Batting

Batting is the most challenging task of this game. With three swing heights to choose from (high, middle, low), you have to watch the ball,

select a height, and time your swing perfectly...all within a very short amount of time! Just remember that practice makes perfect.

### Selecting a Height

You can swing the bat at one of three heights: high, middle, or low. To choose a height, press:

Key	Height
E	High
D	Middle
X	Low

### To Swing or Not to Swing

You cannot swing until the ball is thrown. Once a ball is in the air, you can choose to swing at a selected height, or you can choose not to swing at all.

If you choose to swing, one of four events occur:

- \* You make a hit and reach a base.
- \* You hit the ball, but the ball may be ruled an "out" by a ground out, fly out, or pop out
- \* You miss the ball and receive a strike.

- \* You hit a foul ball. If you have less than two strikes and hit a foul ball, you are given a strike. If you have two strikes, nothing happens and you continue to bat.

If you choose not to swing, one of following two events occurs:

- \* The pitch is ruled a ball. The BALLS total is increased. Once four balls are thrown, you automatically go to first base.
- \* The pitch is ruled a strike. The STRIKES total is increased. Remember, three strikes and yer' out!

## Hitting the Ball

The normal range for hitting the ball (the strike range) is larger in Strike Three than in regular baseball, due to the size of the ball on the screen.

Therefore, it is important that you practice swinging the bat.

In order to hit the ball, the following must occur:

- \* The height of the swing and the height of the ball must match.
- \* The bat must be over the plate when the ball crosses the plate.

**Important.** Meeting the two criteria for hitting the ball DOES NOT guarantee that you will hit the ball! Just as a "real batter" does not hit the ball every time he/she swings, a batter in Strike Three will not hit the ball every time. The statistics that are used in Strike Three to determine whether or not to register a "hit" are also applied to the computer when it is batting.

When you do make contact with the ball, you will hear the "crack" of the bat and the roar of the crowd.

### What Happened?

Using very accurate statistics, Strike Three progresses much like any professional baseball game. The program determines what happens after a hit is made based upon the type of pitch, the angle of the bat when it hit the ball, and the statistics of the player at the plate. The results appear in the message area.

If the batter and/or runners are allowed to move, you can watch the figure(s) move around the baseball diamond.



## Scoring, Ending the Game, and Ties

---

Most baseball games end after the ninth inning with one team ahead of the other in points. However, some games end before the ninth inning is completed

or go beyond nine innings due to a tie. These rules are explained below.

### Scoring

Each time a runner crosses homeplate, the runner's team scores one point (run). The runs scored in each inning are shown in the scoreboard area, directly above/below the arrow.

At the start of each inning, the total score for each team is displayed in the message area.

### Ending the Game

To quit playing Strike Three at any time, press **FCTN +**. The **BACK** function that normally applies to cartridges does not apply to Strike Three.

According to the rules, the game ends under three conditions:

1. When any team has scored ten (10) runs in one inning, the game ends automatically.

Ex: If the blue team scores 10 runs in the bottom of the ninth inning, the game is over and the blue team wins.

2. When nine full innings (or more) have been completed and one team has more runs (points) than the other.

Ex: If the black team is ahead, and the blue team failed to score any runs in the bottom of the ninth inning, the black team is declared the winner because they have more runs.

3. When eight and a half innings have been completed (The top of the ninth inning has been played, but not the bottom.), and the home (blue) team is ahead.

Ex: If the blue team is ahead at the end of the eighth inning and the black team does not score any runs in the top of the ninth inning, the blue team wins. They do not have to bat in the bottom of the ninth inning since they are already ahead.

### Tie-Breakers

When a game ends in a tie after nine full innings, a message appears indicating that the game will go into extra innings. The scoreboard is cleared and the players continue with the game until one team has more runs than the other at the end of a full inning.

Ex: If a game ended in a 2-2 tie, a new inning would start. If the black team scored a run in the top of the inning, and the blue team did not score in the bottom of the inning, the black team wins the game.

### Hints and Tips

- \* Use the shadow of the ball to judge the height. It will help you determine which height to use for the swing.
- \* When playing against the computer, choose the amateur status until you are comfortable with pitches and batting.
- \* Left-breaking, fast pitches are the hardest to hit. Remember, you do not have to swing at every pitch!
- \* Be sure to read the message area. It will give you an accurate description of what has taken place.

---

**Three-Month Limited Warranty Home Computer Software Cartridge**

---

Triton Products Company extends this consumer warranty only to the original consumer purchaser.

**WARRANTY COVERAGE**

This warranty covers the electronic and case components of the software cartridge. These components include all semiconductor chips and devices, plastics, boards, wiring and all other hardware contained in this cartridge ("the Hardware"). This limited warranty does not extend to the programs contained in the software cartridge and in the accompanying book materials ("the Programs"). The Hardware is warranted against malfunction due to defective materials or construction. This warranty is void if the Hardware has been damaged by accident, unreasonable use, neglect, improper service or other causes not arising out of defects in materials or workmanship.

**WARRANTY DURATION**

The Hardware is warranted for a period of three months from the date of the original purchase by the consumer.

**WARRANTY DISCLAIMERS**

Any implied warranties arising out of this sale, including but not limited to the implied warranties of merchantability and fitness for a particular purpose, are limited in

duration to the above three-month period. Triton Products Company shall not be liable for loss of use of the Hardware or other incidental consequential costs, expenses, or other damages incurred by the consumer or any other user. Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

**LEGAL REMEDIES**

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

**PERFORMANCE BY TRITON UNDER WARRANTY**

During the above three-month warranty period, defective Hardware will be replaced when it is returned postage prepaid to Triton Products Company, P.O. Box 8123, San Francisco, CA 94128. Please call 1-800-227-6900 prior to returning any product. The replacement Hardware will be warranted for three months from date of replacement. Other than the postage requirement, no charge will be made for replacement.

Triton strongly recommends that you insure the Hardware for value prior to mailing.

---

**Important Notice of Disclaimer Regarding the Programs**

---

The following should be read and understood before purchasing and/or using the software cartridge.

Triton Products Company does not warrant that the Programs will be free from error or will meet the specific requirements of the consumer. The consumer assumes complete responsibility for any decision made or actions taken based on information obtained using the Programs. Any statements made concerning the utility of the Programs are not to be construed as express or implied warranties.

Triton Products Company makes no warranty, either express or implied, including but not limited to any implied warranties of merchantability and fitness for a particular purpose, regarding the programs and makes all programs available solely on an "as is" basis. In no event shall Triton Products Company be liable to anyone for special, collateral, incidental, or consequential damages in connection with or arising out of the purchase or use of the programs and the sole and exclusive liability of Triton Products Company, regardless of the form of action, shall not exceed the purchase price of the software cartridge. Moreover, Triton Products Company shall not be liable for any claim of

any kind whatsoever by any other party against the user of the programs.

Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.