



BACKYARD BASEBALL and BACKYARD SOCCER ©2005 Atari, Inc.
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U.S. Patent Pending.

Colors and parts may vary from those pictured.
MADE IN CHINA.



ATARI

CLASS 1 LED PRODUCT

PROOF OF PURCHASE
BACKYARD BASEBALL & SOCCER

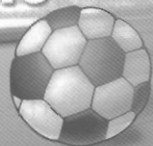
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426990000IWHB-01

Ages 5+
Item No. 42699

Backyard BASEBALL & SOCCER

2 in 1 plug in game



ATARI



BRING BACKYARD SPORTS INTO YOUR LIVING ROOM!

Read the instructions below, and then plug the controller into your TV! Create your own baseball or soccer dream team – choose from 20 backyard kids. Some have specific skills while others are all around All-Stars. Then select your field! Play in the park, at the sandlot field or in the parking lot.

Play just one game or sign up for the season in the Backyard Sports League. Check your players' standings and follow your team's overall stats. Play hard and you might make it to the Backyard Sports Championships! Win the Championships and you get to play on a top-secret field!

REQUIREMENTS

TV, VCR or DVD Player with AV input. RF adapter required if TV has no AV input. Or, you may use the AV input on a VCR or DVD player that's connected to your TV.

IMPORTANT

If the game malfunctions or "locks up," you can RESET the unit by sliding the

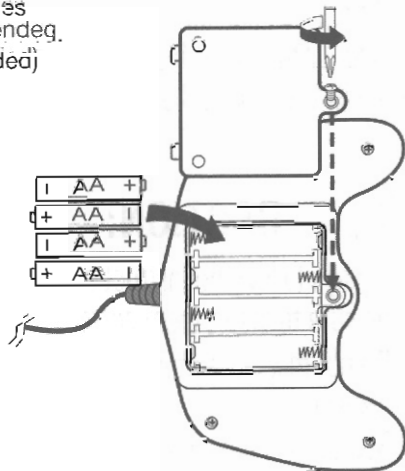
ON/OFF switch to OFF, and then back to the ON position.

INSTALL BATTERIES

Requires 4 x 1.5V "AA" or LR6 size batteries (not included). Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

To install the batteries, do the following:

1. Use a Phillips head screwdriver to loosen the screw on the battery compartment door (as shown below) and open the door.
2. Insert 4 new 1.5V "AA" or LR6 size batteries, making sure to align "+" and "-" as shown.
3. Replace the battery compartment door and tighten the screw.





CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
2. Do not mix old batteries and new batteries, or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
3. Always remove exhausted or dead batteries from the product.

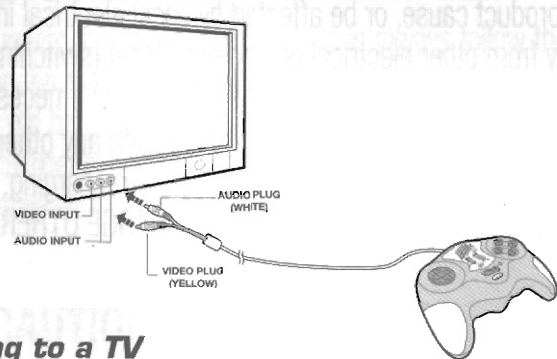


CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.

5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

SET UP

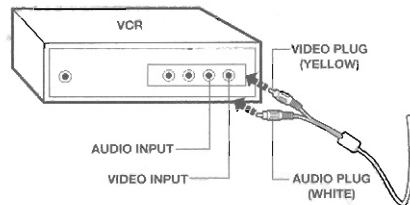


Connecting to a TV

1. Insert the game unit's white plug into the white audio-in jack on the TV.
2. Insert the game unit's yellow plug into the yellow video-in jack on the TV.

Note: These jacks are normally found on the front of the TV near the adjustment controls, or on the back of the TV near the antenna and cable connections.

3. Turn on your TV.
4. Set your TV to the channel / video input mode directed by your TV and VCR owner's manual.



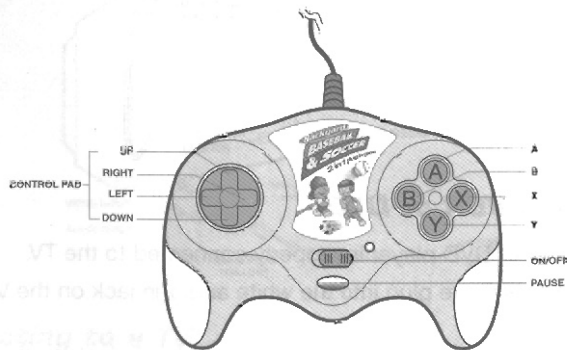
Connecting to a VCR or DVD

1. Make sure the VCR or DVD player is properly connected to the TV.
2. Insert the game unit's white plug into the white audio-in jack on the VCR or DVD player.
3. Insert the game unit's yellow plug into the yellow video-in jack on the VCR or DVD player.
4. Turn on your TV and VCR or DVD.
5. Set your TV, VCR or DVD player to the channel / video input mode directed by your TV, VCR or DVD player owner's manual.
6. Slide the ON/OFF switch on the game controller to ON.

See Troubleshooting Guide at end of Instructions if necessary.



USING THE CONTROLLER



- ON/OFF** – Slide to turn the game controller ON and OFF.
- CONTROL PAD** – Press to move around the screen, select items, toggle between menu selections, and control movement on the field during gameplay.
- A, B, X and Y** – Press as directed on the screen to select and confirm items, or to move to the next item. Also used to control movement and actions during game play.
- PAUSE** – Press to pause the game.



GETTING STARTED



1. Slide the ON/OFF switch on the game controller to ON.
2. After the legal information appears on the screen, the Game Select screen will appear.
3. **GAME SELECT SCREEN:** Press the control pad up or down to highlight SOCCER or BASEBALL. Then press X to confirm selection.
4. **CLUBHOUSE SCREEN:** Press the control pad left or right to highlight SINGLE GAME or SEASON PLAY. Then press X to confirm selection.



SINGLE PLAY



This fun pick-up game gives you a chance to try new players, new fields, and different difficulty levels. It will not affect your season's stats. You will be playing against the game computer's team.

1. SETUP SCREEN.

Various options for gameplay can be changed using the control pad. After you have setup the game as you want press X to move to the next screen. Setup options for each sport are below.

BASEBALL: Difficulty level, Game length, and Errors on/off.
SOCCER : Difficulty level, Game length, Tie or Penalty kick to end a game, Fouls on/off, and Offsides on/off .

2. SELECT FIELD SCREEN.

Press the control pad left or right to select the field you want to play on. Then press X to move to the next screen.

3. CREATE A TEAM SCREEN.

Press the control pad left or right to select a team name. Then press X to move to the next screen.

4. BLEACHERS SCREEN.

Pick the players for your team – one by one. To begin, check out the kids' bios and skill ratings by pressing the control pad left or right. Each player's name and ratings will appear at the bottom of the screen. Highlight a player that you want on your team and then press Y. Your team roster will appear with the player's name on it. Press Y again to return to the bleachers and continue choosing your remaining players the same way.

Note: If you would like the game's computer to pick your team for you, simply press X when the Bleachers screen appears.

5. BATTING ORDER SCREEN (Baseball).

Players are automatically assigned a batting order. To change the batting order, do the following:

- Press the control pad up or down to highlight a player.
- Press Y to confirm that player.
- Press the control pad up or down to move to the batting position you want the player to be in. Press Y to move the selected player into that position.
- Do the same for any other player you want to move. Then press X to move to the next screen.

6. POSITION SCREEN.

Players are automatically assigned a field position. To change the assignments, do the following:

- Press the control pad up or down to highlight a player/position.
- Press Y to confirm that position.
- Press the control pad up or down to move the position next to the player you've chosen. Press Y to assign the selected position to the new player.
- Do the same for any other positions you want to move. Then press X to move to the next screen.

Position ID Chart for Baseball

C = Catcher
1B = 1st Base
2B = 2nd Base
3B = 3rd Base
RF = Right Field
CF = Center Field
LF = Left Field
SS = Shortstop
P = Pitcher

Position ID Chart for Soccer

G = Goalkeeper
MID = Mid-Fielder
DEF = Defender
DEF = Defender
FWD = Forward
FWD = Forward

7. STARTING SCREEN.

Press X to begin the game.



SEASON PLAY



Lead your team through an exciting 10-game league season. You will be playing against the game computer's team.

1. NEW/CONTINUE SCREEN.

Press the control pad up or down to highlight one of the following:

NEW SEASON. Choose a brand new season with new players, positions, etc. Press X to continue.

CONTINUE SEASON. Choose to return to a previously saved season.

DELETE SEASON. The game saves up to 4 different seasons by coach name. Press the control pad up or down to highlight the season (coach name) you want to delete. Then press X.

2. COACH SIGN-IN SCREEN.

Press the control pad up or down repeatedly to select the first letter in your coach's name. Then press the control pad to the right.

Select the next letter in the name by pressing the control pad up and down. Continue in this way until the name has been entered.

Then press X to move to the next screen.

Note: The game automatically saves up to 4 different seasons of play by coach name. Use a different name for each new season.

3. FOLLOW STEPS 1-7 AS EXPLAINED IN SINGLE PLAY.

This will complete setup for SEASON PLAY.



HOW TO PLAY

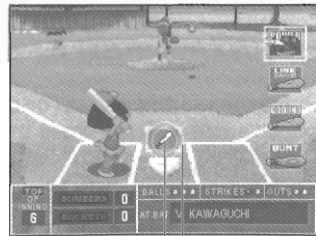


Baseball

Each game begins with your team at bat. During Season Play, you may change player positions and the batting order between games. You may not change players between games.

When You are at Bat:

1. Quickly move the control pad up or down to select the type of swing you want. (If you do not make a selection within 3 seconds, the game's computer decides for you.)
2. The Pitch Locator (shown at right) will appear to show approximately where the ball will cross the plate.
3. Use the control pad to quickly move the Bat Icon (shown at right) onto the Pitch Locator.
4. Press X to swing the Bat.



BAT ICON

PITCH LOCATOR

When You are in the Field:

1. Select Pitch: Move the control pad up or down to select the type of pitch you want to throw. Press X to confirm.
2. Adjust Pitch Locator: Press the control pad up, down, left or right to locate where to throw the pitch.
3. Press X to pitch the ball.

Active Player

When your player is fielding the ball (moving toward it, catching it, running with it, or throwing it to another player), he/she is called the Active Player.

- If the Active Player is holding or throwing the ball, there will be a star shape surrounding him/her.
- If the Active Player is moving toward the ball, there will be an oval shape surrounding him/her.
- You can change the active player when fielding by pressing the Y button.

Helpful Hint: To catch a fly ball, watch for its shadow on the field and then move your Active Player onto it.

Use the charts below as a guide for controlling your players and ball movement during game play.

AT BAT

Action	Control Pad	/	Button
Select swing type	↑↓	then	X
Move Bat Icon	↑↓ ↔		
Swing bat			X

BASE RUNNING

Action	Control Pad	/	Button
Advance runner to second base	↑	and	X
Advance runner to third base	←	and	X
Advance runner to home	↓	and	X
Return runner to first base	→	and	B
Return runner to second base	↑	and	B
Return runner to third base	←	and	B
Advance all runners one base			X
Back up all runners one base			B

PITCHING

Action	Control Pad	/	Button
Select type of pitch	↑↓	then	X
Move Pitch Locator	↑↓ ↔		
Throw pitch			X

FIELDING

Action	Control Pad	/	Button
Throw to first base			X
Throw to second base			A
Throw to third base			B
Throw to home			Y
Change active player			Y
Move active player	↑↓ ↔		

Soccer

Each game begins with your team in possession of the ball. During Season Play, you may change player positions between games. You may not change players.

Active Player

At any given moment during gameplay, there should always be one player on your team moving toward the ball, trying to block it, in possession of it, passing it, kicking it or trying to steal it. That player is called the Active Player.

- If the Active Player is in possession of the ball, kicking, tossing, or passing the ball, there will be a star shape surrounding him/her.
- If the Active Player is moving toward the ball, trying to steal it or block it, there will be an oval shape surrounding him/her.
- You can change the Active Player by pressing the Y button.

Helpful Hint: To steal a ball from another player, move "onto" the player and press X.

Use the charts below as a guide for controlling your players and ball movement during game play.

OFFENSE

Action	Control Pad	/	Button
Shoot ball	↑ ↓ ↔ ← →	and	Y
Pass ball	↑ ↓ ↔ ← →	and	X
Lob ball	↑ ↓ ↔ ← →	and	A
Throw in ball (game prompts you)			X
Free kick (game prompts you)	↑ ↓ ↔ ← →	and	X
Corner kick (game prompts you)			X
Goal kick (game prompts you)	↑ ↓ ↔ ← →	and	X
Penalty kick (game prompts you)	↑ ↓ ↔ ← →	and	Y

DEFENSE

Action	Control Pad	/	Button
Change active player			Y
Steal ball			X
Move active player	↑ ↓ ↔ ← →		

Special Soccer Rules

Offsides – When this option is turned on in Setup, Offsides is called within the 19-yard area in front of the goal. A player is called Offsides if there are fewer than two opponents (including the Goalkeeper) between that player and the goal, when the ball is played to him/her.

Fouls – When this option is turned on in Setup, Fouls occurring within the penalty box result in penalty kicks. Fouls occurring outside the penalty box result in direct free kicks.



CHAMPIONSHIP GAME



If you finish in first or second place at the end of your League's 10-game season, you get to play in the Championships!



SECRET FIELD



If you win the Championship game, a top-secret field will be unlocked for you to use!



AUTOMATIC SHUT OFF



The game turns off automatically after ten minutes of non-use.



TROUBLESHOOTING GUIDE



If you do not see the legal screens and then the main title screen, after turning the TV and game unit on, try the following:

- Check Plugs and Jacks – Make sure that the video and audio plugs are inserted into the correct jacks on your TV, VCR or DVD player.
- Check Batteries – Make sure the batteries in the game unit are fresh and properly installed.
- Check TV Channel – Your TV channel should be set to its auxiliary "gaming" channel. This is usually indicated as "AUX," "AV" or "Video." You may have to refer to your TV owner's manual to determine this.

To locate your auxiliary channel, (usually one of the following channels: 2, 1, 0, 00, or 99), click down from channel 3 until "Line 1" or "Line 2," "Video 1" or "Video 2," "Front," "Aux," "AV" etc. appears on the screen. Then press the ON button on game unit. If you are on the right channel, the game should come on. If this does not work, take a look at your TV remote. There may be a button on it that takes you to the correct channel. Look for a button labeled "Input," "AUX," "AV," "Line," "TV/Video," or "Video." If your remote has one of

these buttons, turn your TV to Channel 3 and then hit that button. Then press the ON button on the game unit. The game should come on.

- Check VCR / DVD Player Connection – Your VCR / DVD player should be set to “AUX,” “AV” or “Video.” You may have to refer to your VCR owner’s manual to determine this.
- No Picture – Try putting a videotape into your VCR, let it start to play, and then hit STOP. This may give you a blue screen background. Then click down to the auxiliary channel on your TV.

If you do not get a blue screen, see if your TV and/or VCR has a main menu with an option for a blue screen background. If you go into the main menu, you can usually change from “cable” to “video” and get a blue screen.

If you have an older TV, you may find a “hidden door” on the TV that has color, picture, horizontal, vertical, and cable, antennae buttons. If your TV does have these, press the antennae/cable button to get a blue screen.

The unit may malfunction when there is radio interference appeared on the power line.

The unit will revert to normal operation when the interference stops.



MAINTENANCE



- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, remove and replace the batteries to reset the game.



DEFECTS OR DAMAGE



If your game has been damaged or something has been left out, DO NOT RETURN IT TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Hasbro Inc.
PO Box 200
Pawtucket, RI 02862 USA

In your note, mention the name of your game, its model number, and tell us briefly what the problem is. Also include sales slip, date, date of purchase and price paid. We will do our best to help.



90-DAY LIMITED WARRANTY



Hasbro Inc. warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Hasbro's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Hasbro. Product returned to Hasbro without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Hasbro's option) for a service fee of U.S. \$14.50. Payments must be by check or money order payable to Hasbro Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Hasbro Inc.
Consumer Returns A-847
1027 Newport Ave.
Pawtucket, RI 02862 USA

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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FCC NOTICE



This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.



CONSUMER INFORMATION



We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP194YD, or telephone our Helpline on 00 800 2242 7276.