**VS.–PAK**
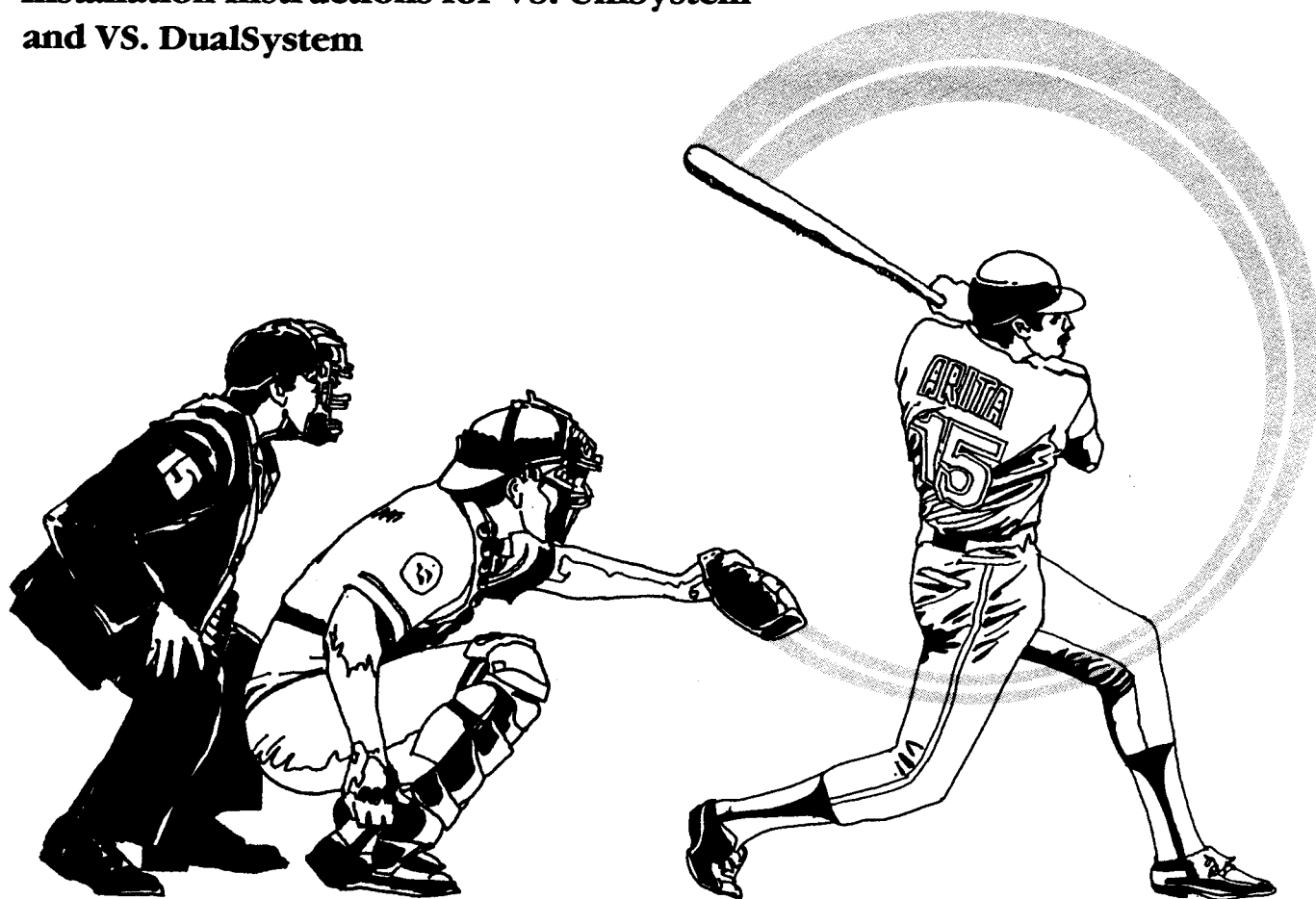
MAJOR LEAGUE BASEBALL PLAYERS
**MLB**

# ATARI® GAMES

# Atari R.B.I. Baseball™

**Installation Instructions for VS. UniSystem
and VS. DualSystem**

# Atari Games Customer Service

If reading through this manual does not lead to solving a maintenance or repair problem, call TELEHELP® at this Atari Games Customer Service office:

**Parts and Service**
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(Monday–Friday, 7:30–4:00 pm Pacific Time)

## Contents of Pak:

1   R.B.I. Baseball Sub Board Assembly

1   R.B.I. Baseball Sub Board Mounting Hardware

1   PPU Read-Only Memory Kit

1   Attraction Decal

1   Glass Attraction Shield (DualSystem)

1   Plexiglass Attraction Shield (UniSystem)

4   Attraction Side Decals (DualSystem)

2   Attraction Strip Decals (UniSystem)

1   Cardboard Header

1   R.B.I. Baseball Installation Instructions

1   Game Options Label

# Introduction

This Pak contains parts to change any VS. UniSystem or VS. DualSystem game. Please be sure to save your PPU ROM kit and literature from the VS. game you are converting so you can change back to that VS. game if you so desire. By doing this, you will be able to build a library of games for your VS. Systems.

Tools needed:  Small flathead screwdriver
Medium Phillips-head screwdriver
Staple gun
Scotch tape

## VS. Upright Pak Installation Procedures

### I. New Style Attraction Decal

A. Adhere the attraction side decals or attraction strip decals to the *back* of the plexiglass or glass attraction shields as shown in Figure 1.

C. Remove the four top trim screws and top trim (see Figures 2 and 3).

D. Slide the old attraction shield up and out of the game (see Figures 2 and 3).

E. Replace the attraction shield and top trim. Be sure that the attraction shield fits under plastic center trim, and that the left and right sides are correct.
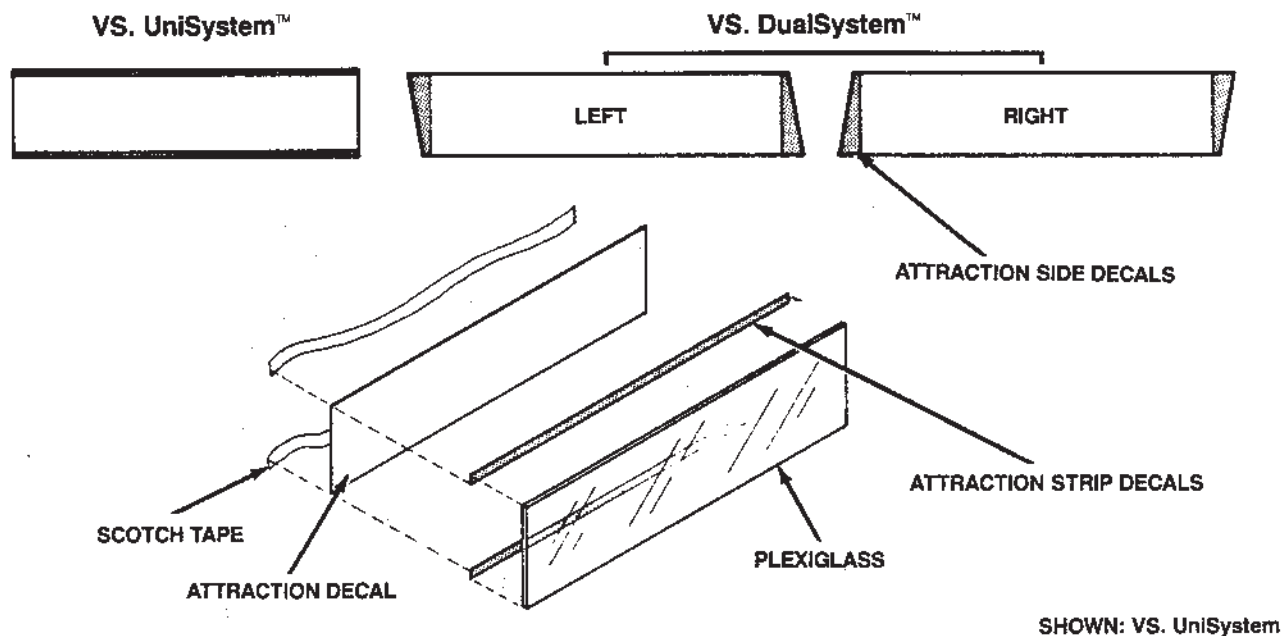


**Figure 1**

B. Using Scotch tape (not provided), tape new attraction decal to the *back* of either UniSystem plexiglass or DualSystem glass, depending on which game the pak is being installed in first.

> **NOTE**
> This new header system allows the same attraction decal to be moved between UniSystem plexiglass and DualSystem glass an unlimited number of times.

> **NOTE**
> Do not tighten top trim screws until next step.

### II. Cardboard Header

A. Fold the cardboard header and slide it under the top trim.

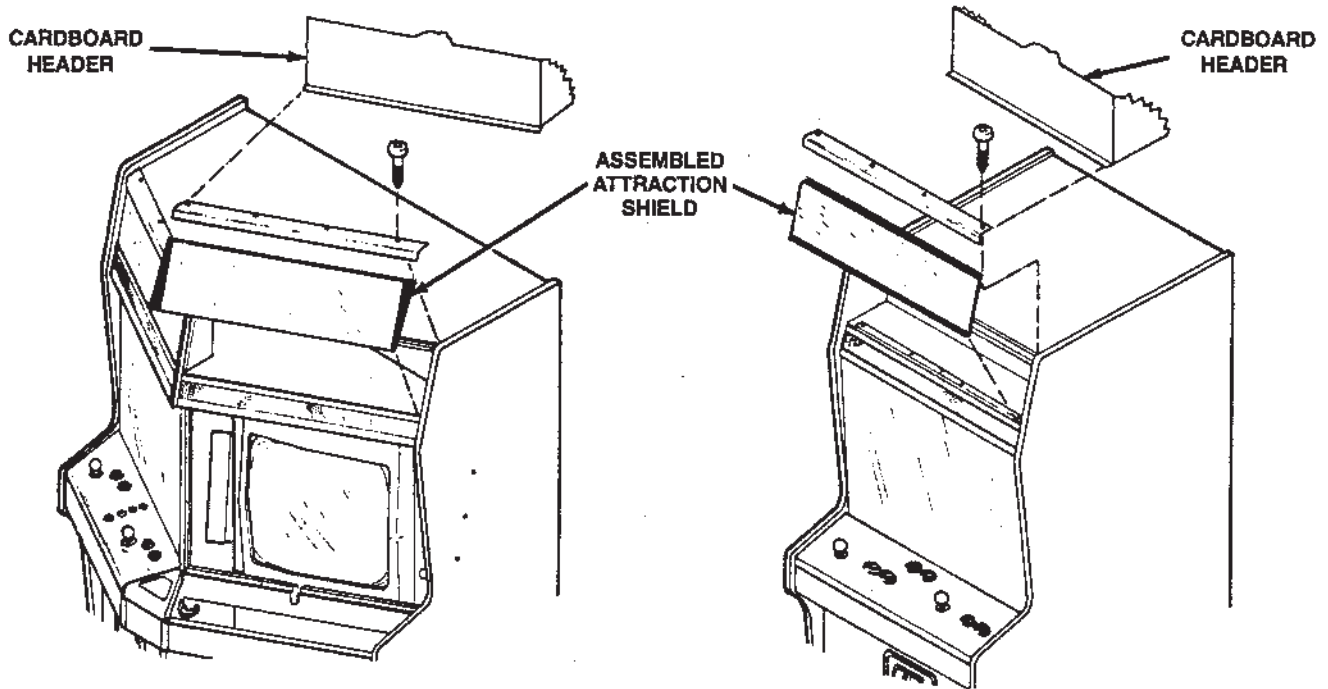B. Tighten the top trim screws (see Figures 2 and 3).

**Figure 2**

### III. Installing the R.B.I. Baseball Sub PCB Software

*A. For VS. DualSystem (Two Monitors)*

1. If the R.B.I. Baseball is to be installed in the main (left) side of the cabinet, then remove the existing the PPU and CPU chips (2A03) at locations 2F and 2J on CPU PCB, and existing EPROMs in locations 1A, 1B, 1C, 1D, 2A, and 2B. For Sub (right) side, use locations 8F and 8J, and EPROMs in locations 6A, 6B, 6C, 6D, 8A, and 8B.

2. Insert the CPU chip 2A03 into the 40-pin DIP IC socket at location 3B on the Sub PCB, with the chips in the same direction as the other ICs on that board.

3. Insert the PPU into the 40-pin DIP IC socket at location 3A on the Sub PCB, with the chips in the same direction as the other ICs on that board.

4. Bend down the capacitors C3, C11, C30 and C47. This will prevent contact with the bottom of the Sub PCB, which could cause a short circuit.

5. Firmly insert the R.B.I. Baseball Sub PCB into the two empty 40-pin DIP IC sockets on the CPU PCB. Use locations 2F and 2J for the main (left) side or 8F and 8J for the Sub (right) side.
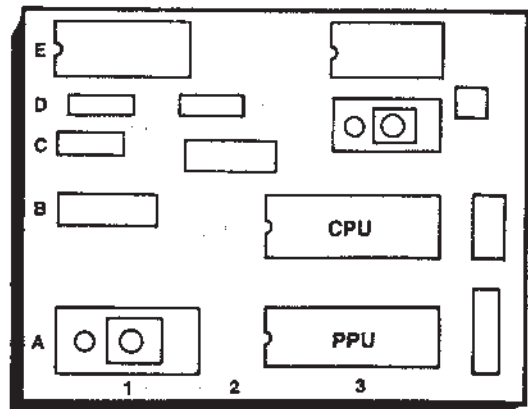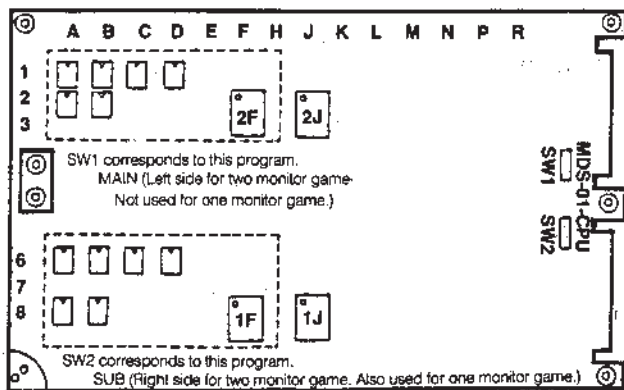


**Figure 3**

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**CAUTION**

Be sure to insert the Sub PCB with the chips in the same direction as the other ICs on the CPU PCB. Inserting this Sub PCB backwards may damage both the CPU PCB and the Sub PCB.

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B. *For VS. UniSystem (One Monitor)*

1. R.B.I. Baseball Sub PCB must use locations 8F and 8J (Sub side).

2. Follow the instructions for the right side installation in the DualSystem above.

## IV. Game Options Label

A. Staple the label on the back door next to the old label.

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**NOTE**

Do not remove the old label!

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B. Check the DIP switch settings on the PC board so they match the factory-recommended settings on the Game Options Label.

## V. Monitor Adjustments

On many VS. systems, the monitor adjustments for vertical size and horizontal size are incorrectly set. When a misadjusted game is converted to R.B.I. Baseball, it is likely that two problems will occur:

1. If the horizontal width is incorrect, the players' names will not be completely visible. To correct this, adjust the horizontal width and position so that all six letters of the batter's and pitcher's name are visible. Do this adjustment when the game is displaying the batter at the plate.

2. If the vertical height is incorrect, the edge of the playfield may display meaningless pictures. Adjust the height so that the catcher's head and shoulders are visible. Do this adjustment when the game is displaying the batter at the plate.

## VI. Final Checklist

☐ The FCC door is installed correctly.

☐ The attraction shield is installed correctly with the side or strip decals in place.

☐ The DIP switches are set correctly (see the Game Options Label for this game).

☐ All play buttons and controllers function correctly.

☐ The color on the monitor is correct.

☐ The display size adjustments are correct.

☐ The coin acceptors give credit.

# Game Play

## Introduction

Atari R.B.I. Baseball is a two-player competitive (simultaneous) or a one-player against the computer game. As the ultimate action/strategy sports game, players select one of ten "Dream Teams", each with a roster of baseball greats.

Like team managers, players put baseball savvy and knowledge on the line. In addition to playing skills, knowing the strengths and weaknesses of teams and players is crucial. It's like real baseball because skill characteristics and statistics are based on actual player performance. An on-screen display gives game players the inside story.

## Operating Modes

Atari R.B.I. Baseball has three operating modes: attract, play, and scoreboard.

## Game Play

The game begins by player(s) selecting the "Dream Team" of their choice and pressing Button A. In one-player or two-player competition, players may be required to insert coins to complete the entire game. A one-player game automatically ends at the point when the computer takes the lead. Game players use an eight-way joystick and two buttons, A and B. Both the joystick and the buttons perform different functions when "at bat" and "in the field." Either start button can be used as a "timeout" button.

### At Bat
**Joystick:**
- Batter in the batter's box
- Move joystick in any direction to shift batter's position in the batter's box
- Base-running: point the joystick in the direction of the nearest base desired. Simultaneously press Button B to advance runner to the next base. Press Button A to return the runner to the previous base.

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### NOTE
Once a runner has reached the next base, he can no longer be returned to the previous base.

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**Button A:**
- Swings the bat at the ball
- Returns the runner to the previous base (in base-running mode)

**Button B:**
- Advances the runner to the next designated base (in base-running mode)
- Causes the runner to steal (in batting mode)

### In the Field
**Joystick:**
- Selects the type of pitch to throw
- Determines the direction or curve of the pitch after the ball is released by the pitcher.
- Determines the pursuit direction of fielders
- Makes the base selection by fielders. Simultaneously press Button A to throw the ball to the selected base, or press Button B to run the player with the ball to the selected base.

**Button A:**
- Activates the pitch
- Activates throwing the ball from the fielders to the selected base

**Button B:**
- Commands the fielder to run with the ball to the selected base
- Commands the pitcher to turn and "check" the base runner. The pitcher can then press Button A while simultaneously pointing the joystick at the selected base to throw the ball for a "pick-off" attempt.

## Additional Features

### Pinch Hitter:

- Press either the Start 1 or Start 2 button; *Time* will appear on the game screen.
- The team at bat can press Button A for pinch hitter roster.
- Identify the choice with the joystick.
- Make the selection with Button A.

### Relief Pitcher:

- Press either the Start 1 or Start 2 button
- Press Button A to see the relief pitcher roster.
- Identify the choice with the joystick.
- Make the selection with Button A.

# Warranty