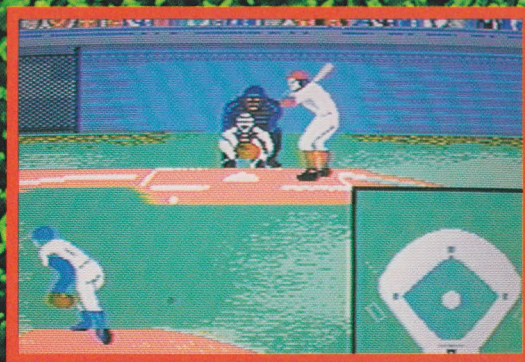


HardBall!™



By Accolade™

1541/1571
Disk Drive
C-64/128
Joystick
Controlled

Designed by
Bob Whitehead



Forget the Binoculars. In Hardball, you won't be caught squinting at inanimate, sticklike figures or deciphering confusing sound effects. Your wide-angle, camera-like centerfield view to home plate has you peering right behind the shoulder of the pitcher as he serves up his next offering to the waiting trio of batter, catcher and umpire. All so lifelike, that as the pitcher toes the rubber, arches his back and begins his windup, you'll subconsciously drop any notion that this is just a game. ☺☺ **Remember the Hotdogs.** Don't worry about where you play. Because from the crack of the bat to the playing of the National Anthem to the organist belting out another "CHARRRGE" or the roar of the crowd, HardBall makes sure you feel right at the ballpark. All you'll miss are the hotdogs. ☺☺ **9th Inning Burnout.** And, as you'll soon find out with all the playing and managing you have to do, it's a good thing you have full command of the field, because you're going to need it. The special manager's screen will give you all the options any big-league manager has, starting with fielding the kind of team you want. There are two, twenty-five-player teams for you and your opponent to choose from. Some of them will run the base paths wild, some have a batting order with no apparent weakness, while others have a pitching staff stacked with aces. When plotting strategy during the game, you're always aware of what any given player on either team might or might not do in a given situation simply by consulting his profile and stats. This is not the minor leagues so if you blow it by bringing in your top reliever too soon and he burns out before the ninth inning, it could cost you the game. ☺☺ **The Real Thing.** When a fastball pitcher has his good velocity in HardBall, he throws smoke you can see. Some pitchers throw change-ups that you'll swear have strings attached to them. When a curveball is working, it looks like it's falling off the edge of a table. In HardBall, pitchers have their dog days too. Some afternoons, when batters are just plain outguessing them, they might think they should be back in the minors, no matter how good their stuff. Sure enough, when the pitcher loses his rhythm the hitters usually find theirs. When that happens, you'll go HardBall crazy. **Play Ball!** In HardBall, you can hit and run, steal, bunt, sacrifice, shift the outfielders, adjust the infielders, dive for grounders and fly balls, make double plays, use pinch hitters and runners, select lefties or righties for the mound, issue intentional walks, throw out runners trying to stretch singles into doubles, make last second decisions on which base to throw to or even decide if you want a designated hitter. So what are you waiting for? Play HardBall!

Have you ever gone to a Major League ballpark before most of the fans show up, when the ball players are taking batting practice? If you walked down in front of the box seats, right alongside the warning track, you had to be dumbstruck by the immensity of the entire playing field: crisp, white lines of chalk cutting to foul poles that reach to the sky, a freshly cut outfield of brilliant green that seems to stretch forever and images of exciting things to come as great athletes prepare for their version of modern-day coliseum warfare.

Dirty Uniforms

That's exactly what you get from HardBall, baseball that's so real and true-to-life, it's like you can reach out and touch it. It's like the Saturday afternoon "Game of the Week" on network television — NO, it's better because you don't just sit there, you play HardBall. In fact, HardBall is so real and lifelike, if you wear a uniform while you play it, you just might get it dirty. It's

quite simply the most spectacular sports simulation computer game of all time. See you in Cooperstown!



The batter hits a sure single. But, with his team behind late in the game, should he try and stretch it into a double? You decide. At this stage, you're either a hero or a goat.



It's bottom of the 9th and the league's most feared slugger prepares to tee off on the next offering from the home team's ace fireballer. Will it be high or low, a curve or a screwball?



The game has gone into extra innings, all tied up. Do you pinch-hit for the weak hitting pitcher or leave him in because he's the best you've got?

Total joystick control for one or two players.

Actual game screens & graphics from Commodore 64 version of game.

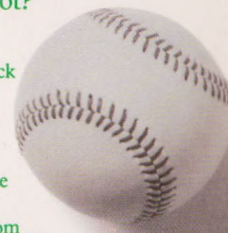
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