

# Backyard BASEBALL<sup>10</sup>



ATARI

**⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES**

**READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

**Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**HANDLING YOUR PLAYSTATION®2 FORMAT DISC:**

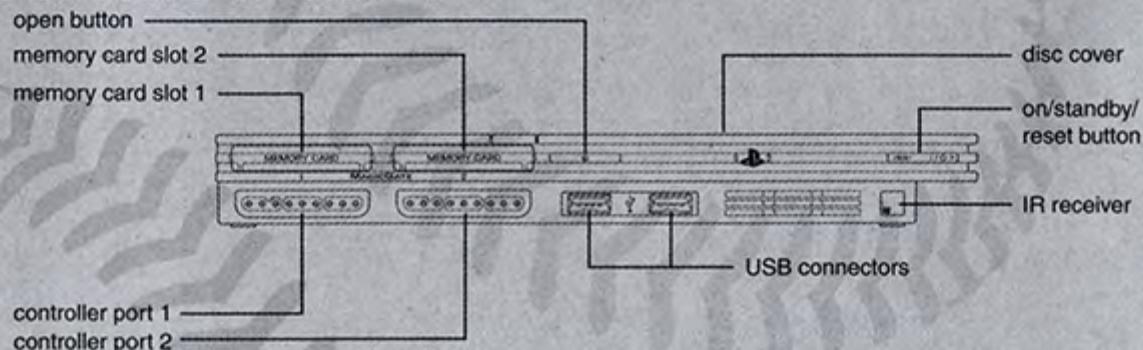
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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# GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *Backyard Baseball*® '10 disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

## Memory Card (8MB)(for PlayStation®2)

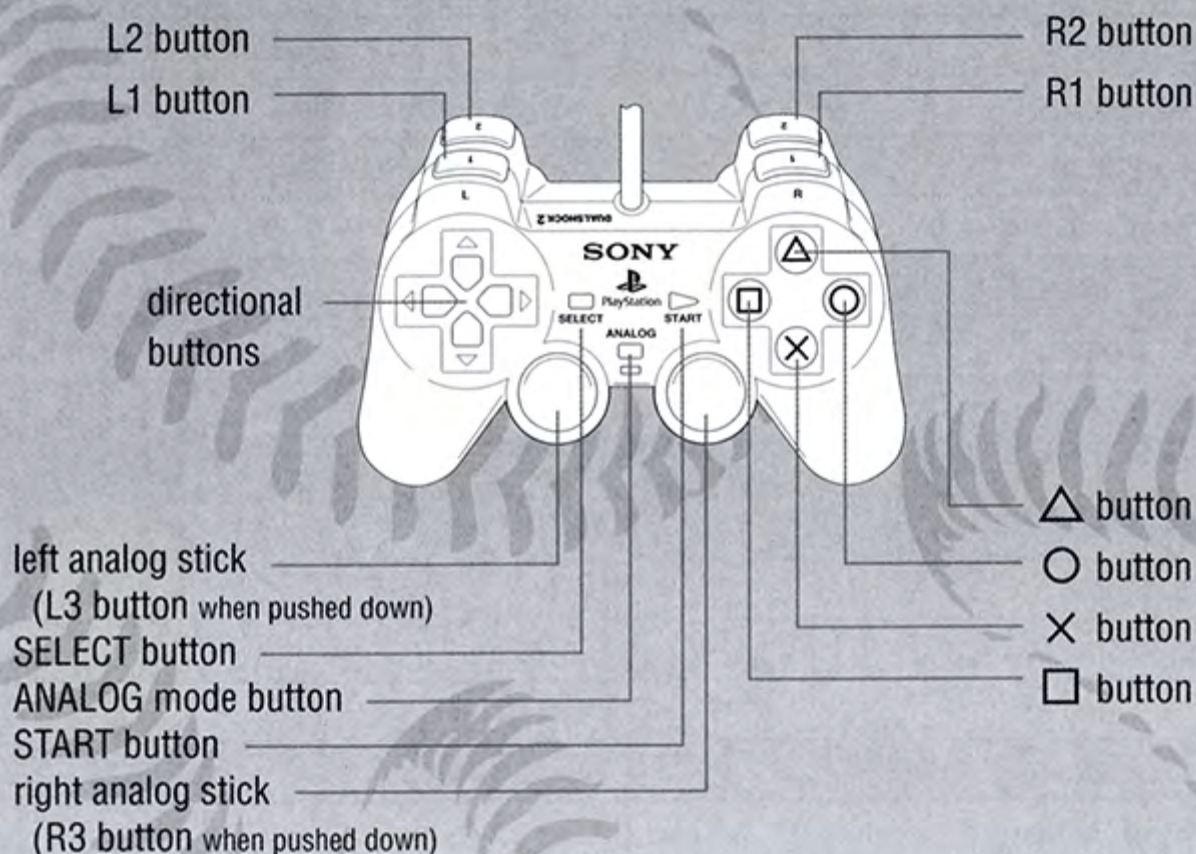
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

## WELCOME TO BACKYARD BASEBALL '10!

*Backyard Baseball*® '10 is back for a whole new season! Play alongside the beloved Backyard gang, as well as some of your favorite **Major League Baseball™** players as kids! You get the best of both worlds when you combine the wild antics of the Backyard kids with authentic **MLB®** players and teams!

# CONTROLS

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



### MENU CONTROLS

|                                                 |               |
|-------------------------------------------------|---------------|
| <b>directional buttons or left analog stick</b> | Navigate Menu |
| <b>× button</b>                                 | Accept / Next |
| <b>△ button</b>                                 | Cancel / Back |

### PITCHING CONTROLS

|                                     |                                           |
|-------------------------------------|-------------------------------------------|
| <b>left analog stick</b>            | Move Pitch Cursor (after pitch selection) |
| <b>× button, ○ button, □ button</b> | Select Pitch                              |
| <b>△ button</b>                     | Select Pitch / Back to Pitch Select       |
| <b>right analog stick left</b>      | Pickoff first base (pitcher view)         |
| <b>right analog stick down</b>      | Pickoff second base (pitcher view)        |
| <b>right analog stick right</b>     | Pickoff third base (pitcher view)         |
| <b>L1 button</b>                    | Toggle Power-Ups                          |
| <b>START button</b>                 | Pause game                                |

**FIELDING CONTROLS**

|                                  |                               |
|----------------------------------|-------------------------------|
| left analog stick                | Move fielder                  |
| ⊗ button                         | Throw the ball Home           |
| △ button                         | Throw the ball to Second Base |
| ⊙ button                         | Throw the ball to First Base  |
| ⊞ button                         | Throw the ball to Third Base  |
| right analog stick up            | Jump catch                    |
| right analog stick left or right | Dive catch                    |
| R1 button                        | Switch fielder                |
| START button                     | Pause game                    |

**BATTING CONTROLS**

|              |                  |
|--------------|------------------|
| ⊗ button     | Contact / Swing  |
| △ button     | Power            |
| ⊙ button     | Bunt Right       |
| ⊞ button     | Bunt Left        |
| L1 button    | Toggle Power-Ups |
| START button | Pause game       |

**BASERUNNING CONTROLS**

|              |                                |
|--------------|--------------------------------|
| ⊙ button     | Activate runner on first base  |
| △ button     | Activate runner on second base |
| ⊞ button     | Activate runner on third base  |
| L1 button    | Steal activated runner         |
| START button | Pause game                     |

**BASERUNNING CONTROLS (Ball in Play)**

|                      |                               |
|----------------------|-------------------------------|
| L1 button            | Advance all runners           |
| L2 button            | Advance lead runner only      |
| R1 button            | Return all runners            |
| ⊙ button             | Run to second from first base |
| △ button             | Run to third from second base |
| ⊞ button             | Run to home from third base   |
| R1 button + ⊙ button | Run back to first base        |

|                                                                                                      |                         |
|------------------------------------------------------------------------------------------------------|-------------------------|
| R1 button +  button  | Run back to second base |
| R1 button +  button | Run back to third base  |
| START button                                                                                         | Pause game              |

## SAVING AND LOADING

Your season play progress is automatically saved following the completion of each *Backyard Baseball '10* season game. To pick up where you left off in the schedule, simply sign in as the same coach.

**Note:** Season statistics are not altered in any way if you play Pick-Up games. You can store up to 5 coaches on a PlayStation®2 (8MB) memory card.

## MAIN MENU



The main menu is the starting point for all of the Backyard Baseball League (BBL) action. Choose from the following menu options:

### Play Now

Start a game straightaway – just choose 1 or 2 players and the CPU randomly picks teams, players and a field for you. The difficulty level will be set to Easy.

### Pickup Game

Play a single game against the CPU or against a friend. You can pick your game options, teams and players. Set them all up how you'd like and play!

### Tournament

This mode will allow up to 8 players pick their favorite team and play a series of games against each other to see who's the best player!

### Season Game

Start, continue or delete your season from this menu. See page 10 for details.

### Home Run Derby®

Play either a 2 or 4 player **Home Run Derby** game to figure out who is the home run master!

# Backyard Baseball All-Star Game™

In this mode, you can play as the **American League™** or **National League™** All-Stars and play with just pro players as kids on your team!

## Extras

Through the Extras menu, you can go behind the scenes of Backyard Baseball. You can meet the players, view all-time records, access your trophy case, see the credits of who made the game and replay the intro movie.

## Options

Change the various game and sound options.

## OPTIONS

### Sound

You can change the following sound options from 0 to 100. The default setting is 60.

**Music:** The music that you hear in the menus and during gameplay.

**Sound FX:** The various sound effects in the menus and in-game.

**Commentary:** Change the volume of the commentators Sunny Day and Jack Foulter.

### Game Rules

See "Game Rules" section on Page 8.

### Enable Autosave

Allows you to manually turn on the Autosave feature if you booted the PlayStation®2 without a memory card, but inserted one after the game booted.

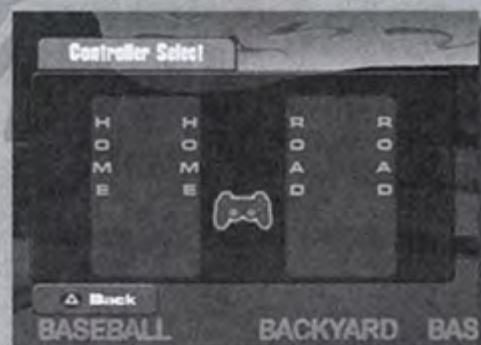
### Load Game

Allows you to load a savegame if you inserted a PlayStation®2 Memory Card after the game has started.

# PICK-UP GAME SETUP (1-2 PLAYERS)

Play a single game where you set the rules and then choose a field, teams and players. Pick-Up games do not affect Season Play statistics.

## Controller Select Screen



Press the left **analog stick** left or right to choose between Home and Road, then press the **X button** to continue. If you choose Home, you'll pitch in the top of each inning and bat in the bottom of each inning. If you choose Road, you'll bat at the top of each inning and pitch in the bottom of each inning.

If you want to play a 2-player game, move one controller to Home and one controller to Road, then press the **X button** to continue.

## Pick Teams Screen



You are free to choose from all 30 **MLB** teams and 11 Backyard Teams.

Press the **left analog stick** or the **directional buttons UP** or **DOWN** to scroll through the teams. When you find the team you want to use, press the **X button** to continue.

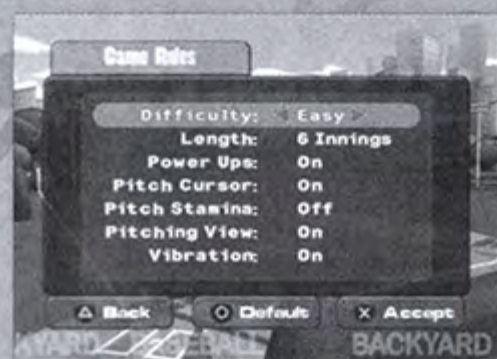
## Pick Field Screen



Press the **left analog stick** or the **directional buttons LEFT** or **RIGHT** to select the field you'd like to play on. Press the **X button** to continue.

**Note:** As you play through Season mode, you will unlock extra fields that you can use for play in Pick-Up games or other Seasons.

# Game Rules Screen



At the Game Rules screen you can adjust the following rule settings:

**Difficulty:** Easy, Medium or Hard.

**Length:** Set the number of innings played per game.

**Power-Ups:** Turn Power-Ups On or Off.

**Pitch Cursor:** Set the Pitch Cursor to On, Off or Fade.

If Pitch Cursor is set to "On," every time you choose a pitch, the Pitch Cursor will remain onscreen until you pitch the ball.

If Pitch Cursor is set to "Off," you'll never see the Pitch Cursor and you'll have to rely on the vibration feature to notify you if you're going to miss the strike zone.

Setting the Pitch Cursor to "Fade" means that the Pitch Cursor will be visible for a few seconds, then disappear, allowing you to move the ball wherever you want before you throw it, but you'll have to rely on the vibration feature to notify you if you're going to miss the strike zone.

**Pitch Stamina:** Set stamina use On or Off.

**Pitching View:** Toggles between the pitcher or batter view when your team is pitching. This is only available in 1 player games.

**Vibration:** Turn the controller vibration feature On or Off. It's recommended that you keep the Vibration option set to "On" if you have the Pitch Cursor option set to either "Off" or "Fade."

| Setting       | Easy      | Medium    | Hard      |
|---------------|-----------|-----------|-----------|
| Length        | 6 innings | 6 innings | 9 innings |
| Power-Ups     | On        | On        | Off       |
| Pitch Cursor  | On        | Fade      | Fade      |
| Pitch Stamina | Off       | On        | On        |
| Pitching View | On        | On        | On        |
| Vibration     | On        | On        | On        |

## Pick Players Screen



Players alternate picking kids until both teams have chosen nine kids. You can also create your own players and customize their name, stats and appearance.

Press the **left analog stick** or the **directional buttons UP** or **DOWN** to scroll through the list of kids. To add a specific player to your team, highlight the player and press the **X button** to add that kid to your

team. If you want to create a custom player, highlight the Custom Kid option at the top of the list and press the **X button** to start the create a player process.

Press the **L1 button** or **R1 button** to sort the list by different categories. You can also view the selected kid's bio by pressing the **Y button**.

**Note:** If at any time you want to bypass picking players, you can press the **START button** to start the game with randomly picked players. Any kids picked until you pressed the **START button** will be included in your lineup.

## Team Lineup Screen



You can change the field positions of your kids on this screen. Highlight the kid you want to change, press the **X button**, highlight the position you want the kid to be in and press the **X button** again. The kids will swap positions. When all your changes have been made, highlight the Done option and press the **X button** to continue.

## Batting Order Screen



Set the batting order of your team on this screen. Highlight the kid you want to change, press the **X button**, highlight the position you want the kid to be in and press the **X button** again. The kids will swap positions. When all your changes have been made, highlight the Done option and press the **X button** to continue.

# SEASON PLAY SETUP (1 PLAYER)

Pick a team, nine players and try to win the coveted BBL Trophy! This is also the mode where you can unlock **MLB** players and extra fields.

## Pick Coach Screen



Create a new coach and begin a new BBL season, or select an existing coach to resume a season in progress. You can also delete coaches in this menu.

## New Coach

To start a new coach, highlight any “create new” file and press the **X button** to create your coach. Use the onscreen keyboard

to pick a name, highlight the Done key and press the **X button** to start the season setup process.

## Sign In Coach

If you have already created a coach, highlight the coach you want to load and press the **X button** to load the coach.

## Delete Coach

If there is a coach you want to delete, highlight the coach you want to delete and press the **O button**.

## Team, Field, Players and Rules Setup

See corresponding sections under “Pick-Up Game Setup” (page 7). In Season Mode, the field you pick becomes your Home field.

## Season Menu Screen



**Play Game** – Play your next season game.

**Schedule** – View your season schedule.

**Statistics** – Display player and team stats.

**Team Management** – Change your offensive and defensive players.

**Milestones** – View the milestones you’ve achieved as well as the ones you have yet to achieve.

**Options** – Sound and Game Rules. See Options on page 6.

## Schedule

Through the Schedule screen, you can access the Team Schedule and the League Schedule.

**Team Schedule** – View your specific team's schedule throughout the whole season.

**League Schedule** – View every game being played throughout the leagues. Use the **L1** and **R1 Buttons** to toggle through the various games.

## Statistics

The Statistics menu contains all the game statistics for your team as well as broken down for each individual player.

**Team Standings** – View the win / loss record of all teams in the league. Use the **L1 button** or **R1 button** to toggle the standings by league or divisions.

**Team Stats** – View each team's various batting and pitching stats. Use the **L1 button** or **R1 button** to toggle statistics by league or division and use the **L2 button** or **R2 button** to toggle between pitching and batting stats. You can also use the **⦿ button** to sort any specific category after using the **left analog stick** to highlight a specific category.

**Player Stats** – View your team's players various batting and pitching stats for the specific season you're in. Use the **L1** and **R1 Buttons** to toggle through the various teams and use the **L2** and **R2 Buttons** to toggle between pitching and batting stats. You can also use the **⦿ button** to sort any specific category after using the **left analog stick** to highlight a specific category.

**Career Stats** – View your team's players various career batting and pitching stats. The more seasons you play, the better stats you'll achieve! Use the **L1 button** or **R1 button** to toggle through the various teams and use the **L2 button** or **R2 button** to toggle between pitching and batting stats. You can also use the **⦿ button** to sort any specific category after using the **left analog stick** to highlight a specific category.

**League™ Leaders** - View the **League Leaders** in each of the batting and pitching stats. Use the **L1 button** or **R1 button** to toggle the **League Leaders** by **League** or divisions and use the **L2 button** or **R2 button** to toggle between pitching and batting stats.

## Team Management

Through the Team Management menu, you can edit your team lineup, batting order, add players or trade players.

**Team Lineup** – View your team lineup and specific on-field positions. To change player positions, use the **left analog stick** to highlight the kid you want to move. Press the **⊗ button** to start the swap process. Highlight the

kid you wish to swap with and press the **X button** again. The two kids will swap places on the field.

**Batting Order** – View your team's batting order. To change the order, use the **left analog stick** to highlight the kid you want to move. Press the **X button** to start the swap process. Highlight the kid you wish to swap with and press the **X button** again. The two kids will swap places in the lineup.

**Add Players** – Throughout season play, as you play well, you will most likely unlock more pro players that weren't available when you started the game. This Add Players menu will allow you to replace kids currently on your team with the newly unlocked players.

To add newly unlocked players onto your season team, Highlight the kid you'd like to put on your team and press the **X button**. Highlight the kid you'd like to swap out and press the **X button** again to swap the kids.

**Trade Players** – If you'd like to trade one of the players on your team for a different player on a different team, you can do that through this menu.

1. Press **UP** or **DOWN** on the **left analog stick** to highlight the player on your team you'd like to trade.
2. Press **LEFT** or **RIGHT** on the **left analog stick** to cycle through the teams until you find the team with the player you'd like to trade for.
3. Press the **X button** to select that specific team, press **UP** or **DOWN** on the **left analog stick** to highlight the player you want to trade for, then press the **X button** to start the trade process.
4. Press the **X button** again to trade or press the **△ button** to cancel the trade.

## MILESTONES

### Game Milestones

View the various milestones you can earn in a single season game. Use the **L1** or **R1 Buttons** to toggle the different milestone categories.

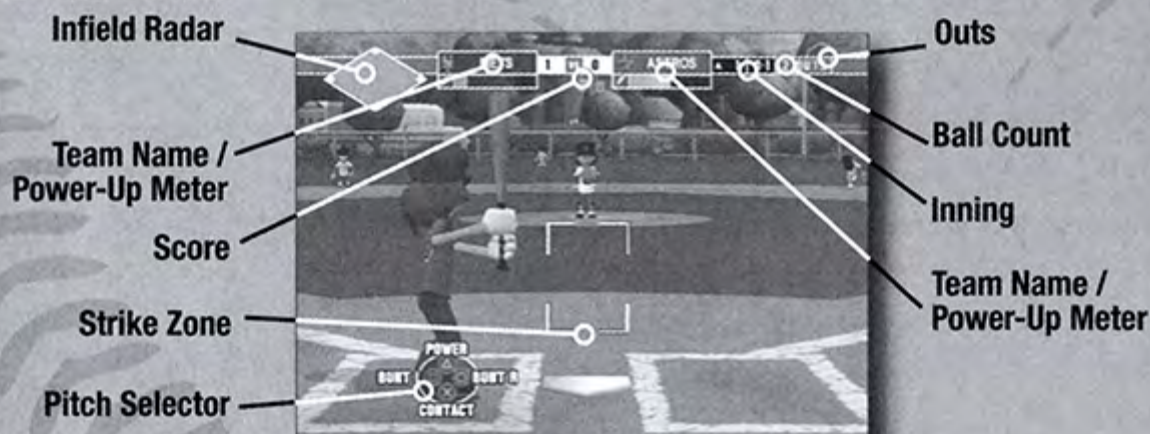
### Season End Milestones

View the various milestones you can earn at the end of a season. Use the **L1 button** or **R1 button** to toggle the different milestone categories.

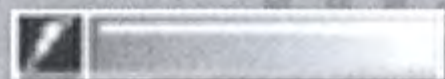
### Career Milestones

View the various milestones you can earn through your whole career. Use the **L1 button** or **R1 button** to toggle the different milestone categories.

# IN-GAME



## Power-Up Meter



The Power-Up meter is a small meter that is always below each individual team name.

This meter will fill up as you do good things in the game on both the offense and defense. As a reward for playing as good as you can, when you fill the meter all the way, you'll earn a Power-Up to use during gameplay!

## Pitch Locator



The Pitch Locator shows where the ball is going to cross the plate once the pitch has been thrown. The grey area that is around the ball is different for every pitch – some pitchers throw certain pitches better than other pitchers. The smaller the grey area, the better location the pitch will have when you throw it to a specific area.

## Fielding Cursor



The fielding cursor will appear on the field when a ball is hit into the air. This cursor is showing you where you need to stand in order to field the ball.

When the ball is in the air, the Fielding Cursor is white and the icon under your player will be yellow.

When the ball has been caught, the Fielding Cursor will disappear and the icon under your player will be green, indicating you have the ball and you can throw it.

## Pause Menu

The pause menu contains the following options: Continue, Team Lineup, Options, Player Stats and Quit Game.

## TOURNAMENT MODE (1-8 PLAYERS)

In Tournament Mode, up to 8 players can take 8 teams through a playoff-tree style mode to see who is the best player.

To start a Tournament Mode game, press the **left analog stick** left or right to choose the first team you want to play with. press the **left analog stick** up or down to select the other teams and press the **left analog stick** left or right to change those teams.

You can press the **Ⓐ button** to get a scouting report on the highlighted team. You can have the computer simulate any game for you if you don't want to play it by highlighting one of the teams in that specific bracket and press the **Ⓐ button**.

When you have the team you want to play as highlighted, press the **ⓧ button** to continue. Use the left analog stick to choose Home or Road and press the **ⓧ button** to continue. Edit the Game Rules, then press the **ⓧ button** to continue. Change your team lineup if you'd like, then highlight Done and press the **ⓧ button** to continue. Change your batting order if you'd like, then highlight Done and press the **ⓧ button** to start the game.

## BACKYARD BASEBALL ALL-STAR™ GAME MODE

In the **All-Star Game** mode, up to 2 players can fight it out to see which League really is the better league! Setting up and playing the Backyard Baseball **All-Star Game** is just like a regular Pick-Up game (see page 7 for Pick-Up game information), except the only two teams you can play as are the **AL** and **NL** All-Stars. The players are automatically picked for you by the computer.

## HOME RUN DERBY® (1-4 PLAYERS)

Play either a 2- or 4-player **Home Run Derby** game to figure out who is the home run master! There are several options you can set before you start the game:

- **Contestants:** Set the number of contestants between 2 or 4 players.
- **Scoring:** Most HRs, Total Distance or Longest HR.
- **Style:** Outs or Pitches.
- **Pitches / Outs:** 3, 5, 10 or 15.
- **Vibration:** On or Off.

# POWER-UPS

As you play throughout the game, the Power-Up meter under the team name will fill up. When it fills completely, you will be rewarded with a Power-Up that you can execute on either offense or defense, depending on which Power-Up you received.

## BATTING POWER-UPS

| Power-Up        | Description                                                                                                                       |
|-----------------|-----------------------------------------------------------------------------------------------------------------------------------|
| Free Radical    | The ball bounces around a few times, making it really hard to field.                                                              |
| Orbiter         | Could the ball be hit any harder? Nope. This is as good as it gets. You're just about guaranteed a homer if you can hit the ball. |
| Popcorn Bunt    | Bunt the ball and confuse the defense when a bunch of other balls appear on the field.                                            |
| Screaming Liner | The ball is hit so hard it screams. Don't worry, the ball doesn't get hurt.                                                       |
| Slime Ball      | The ball gets covered in goop and no one can field it, much less throw it.                                                        |
| Spring Fever    | The ball shoots the fielder straight up in the air, which should give the runner enough time to get to first base safely.         |
| Static Zing     | The ball is charged with electricity and the first person to touch the ball will get shocked. Don't worry, it doesn't hurt.       |
| Teleporter      | The ball teleports around the field several times before stopping somewhere on the field.                                         |

## DEFENSIVE POWER-UPS

| Power-Up     | Description                                                                                                                                                                                             |
|--------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Elevator     | The ball drops way down, then shoots straight up! Timing is everything when trying to hit this pitch.                                                                                                   |
| Freezer      | If there was one pitch that would completely throw off a batter, it's this one. The ball is thrown and then gets frozen inside a block of ice! Watch your timing or you might swing at nothing but air! |
| Juice Box    | The only way to regain your stamina when pitching is to drink your juice box. This will completely fill your stamina meter, so don't use it until you absolutely need it.                               |
| Kitchen Sink | Everything you've got, including the kitchen sink, is thrown with this pitch. It goes up, then the bottom falls and the ball drops down.                                                                |

| Power-Up           | Description                                                                   |
|--------------------|-------------------------------------------------------------------------------|
| <b>Meteor Ball</b> | The ball is thrown so fast you barely have time to see it. Be on the lookout! |
| <b>Split Ball</b>  | One ball turns into two! Which one is the real ball? Watch carefully!         |
| <b>Vaporizer</b>   | Now you see it, now you don't! Where'd it go?                                 |
| <b>Zig-Zagger</b>  | It zigs! It zags! It goes all over the place! Can you even hit it?            |

## Good Day / Bad Day

When the game starts, both lineups appear on the screen with faces next to each individual player on each team. This shows what kind of day the player is having.



The player is having a Good Day.



The player is having an OK day.



The player is having a Bad Day.

Each player has certain things that can affect their performance on the field, like what position they're playing, who they're playing with (or against) and even the team or field that the player is on can affect how they play.

# CREDITS

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Written, Performed, Recorded  
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