

NINETY FEET

The Manual — version 1.0.0 — Tronsoft Games

1. The game

Ninety Feet is a nine-inning ballgame played from behind the mound. You pitch, you bat, you throw the ball to the right base and you run the club from the bench. Two original clubs, the Rail City Foundrymen and the Tidewater Anchors, carry generated rosters whose attributes decide what happens: contact, power, eye and speed for hitters; glove and arm for fielders; velocity, control and movement for pitchers, with a stamina bar that empties a little with every pitch.

2. Starting

Choose Human or CPU for each club, a difficulty (Rookie widens the swing window and softens the computer; Legend does the opposite), the designated hitter, and an optional seed. Press PLAY BALL. RESUME SAVED GAME appears when a save exists.

3. Controls

PITCHING

1-4	choose one of the pitcher's four pitches
I / K	high / low J / L left / right of the plate
Enter	down the middle U O N M the four corners

BATTING

Arrows	aim the bat (press the same arrow again to recentre)
Space	swing B bunt
S	send the lead runner on the next pitch

FIELDING (the nearest fielder runs the ball down for you)

I second	J third	L first	K home	Enter hold the ball
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RUNNING

Up	send the runners	Down	hold them
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ANYTIME

M manager	C scorecard	P pause	F fast-forward	A audio	F5 save	Q quit
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Every control also has an on-screen button for touch play.

4. Pitching

Your pitcher throws four of the eight pitches: Fastball! (fastest, rides up), Fastball, Offspeed, Change-up (slowest, dives), Curveball (big glove-side break down), Screwball (arm-side break down), Sinker (arm-side, down) and Slider (hard glove-side). Pick the pitch with 1-4, then the spot with I/J/K/L, Enter for the middle or U/O/N/M for the corners. Control noise grows as the arm tires; below a quarter of stamina the ball finds the middle of the plate. The bullpen is on the manager screen (M); a pitcher who leaves cannot return.

5. Batting

Aim with the arrows. The cross shows where the bat will cross the zone; press the same arrow again to recentre. Press Space to swing; the bat crosses the zone a fraction of a second later, so start the swing as the ball reaches the plate. Contact quality comes from timing and aim together. Late contact pushes the ball to the opposite field and early contact pulls it; aiming under the ball lifts it, aiming over it drives it down. Mistimed contact is usually a foul. B bunts: soft contact in front of the plate, best with a runner on and fewer

than two outs. S before a pitch sends the lead runner on a steal.

6. The ball in play

The view cuts to the whole field. The nearest fielder runs the ball down and covers are taken automatically. When the highlighted fielder holds the ball, throw with I (second), J (third), L (first), K (home) or hold with Enter. Runners are out when the ball reaches the base before them, whether the play is a force or a tag. On offense, Up sends every runner and Down holds every unforced runner; left alone, runners judge the throw for themselves and tag up on fly balls.

7. The manager

M opens the manager between pitches. LINEUP: click two slots to swap the order; click a slot and then a bench player to substitute (the sub takes the position and, if the man was on base, his place there); click a position letter to exchange gloves with another slot. DEFENSE: infield in, normal or deep; outfield in, normal or deep; shift toward left or right. BULLPEN: bring in a fresh arm.

8. The scorecard

C opens the scorer's card for both clubs. Each plate appearance is a diamond: baselines are inked as far as the runner got, a run fills it red, and the play is written above it in scorer's notation. 6-3 is a grounder to the shortstop thrown to first; F8 a fly to center; L4 a line drive to second; P5 a pop to third; SF9 a sacrifice fly to right; E5 an error by third; FC a fielder's choice; 4-6-3 DP a double play; K and Kc strikeouts swinging and looking; BB a walk; HBP hit by pitch; 1B 2B 3B HR the hits. The card also shows at-bats and hits for the game.

9. Saving

The game autosaves between half-innings and F5 (or the Save button) saves between pitches. One save is kept in the browser under `tronsoft_ninety_foot_save`; the audio setting is kept under `tronsoft_ninety_foot_prefs`. A finished game clears its save.

10. Notes

The same seed always produces the same rosters and the same game against the same inputs. Computer-versus-computer games can be watched at four times speed with F. Audio starts after the first click, as browsers require, and can be switched off with A.