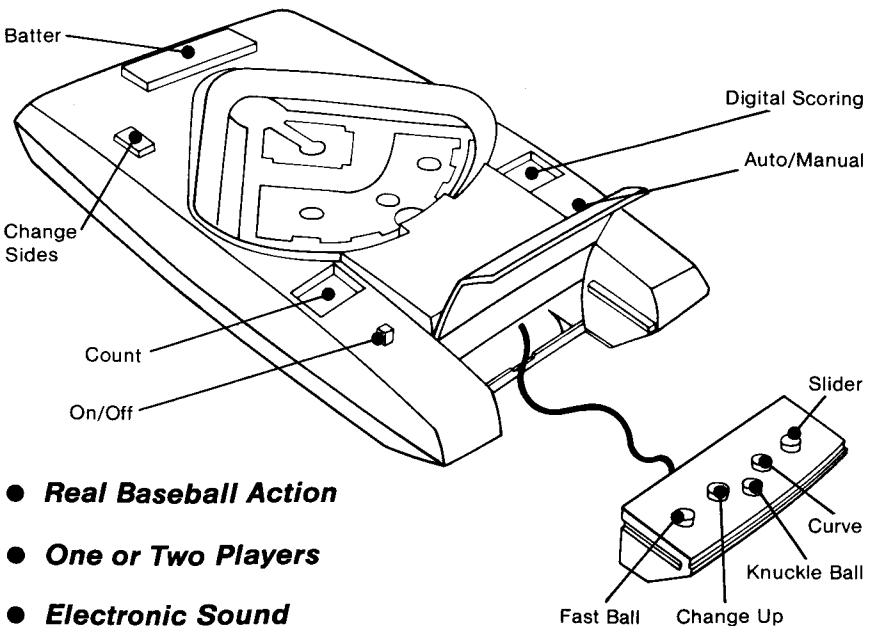


ELECTRONIC **baseball**

INSTRUCTIONS



- ***Real Baseball Action***
- ***One or Two Players***
- ***Electronic Sound and L.E.D.'s create action and keep score.***

1

Insert Batteries

Turn game upside down. Press down where shown and slide cover off. Insert three "AA" batteries (alkaline type batteries will last longer). Battery positions are indicated inside the battery box.

2

Control Buttons

- A. **On/Off** - Turn game on or off.
- B. **Auto/Manual** - Two players or one. Play against an opponent who selects type and speed of pitch (manual) or play against a "computer pitcher" which throws random pitches. (Automatic).
- C. **Change Side** - After three outs, the score for the half inning will flash on and off. Note score. To reset the game and allow the other team to take their turn at bat, the change side button must be pushed.
- D. **Remote Control Pitching**
A major feature of the Entex Electronics All Star Baseball game is the remote control pitching. Your opponent can snap the module out by pulling straight away from the main unit. The cord allows the "pitcher" to select pitches without the "batter" seeing what he is doing. This really livens up the action. (Press under the module and pull to remove).

Pitching controls are:

- 1) **Fast Ball** - Pitch starts out and continues with a fast delivery.
- 2) **Change Up** - Slow delivery.
- 3) **Curve Ball** - Slow delivery will curve to the left at the last second.
- 4) **Slider** - Slow delivery will curve to the right at the last second.

5) Knuckle Ball - As in real baseball where a knuckle ball gives a crazy action to the ball, the knuckle ball button changes the action in the middle of the delivery. It is only used in conjunction with the change up, curve and slider. First push one of these three buttons. The ball will start out slowly. Then by pushing the knuckle ball button, the ball suddenly speeds up. This can often take the batter by surprise.

Note: The ball begins delivery as soon as one of the four pitch buttons is depressed. Fast balls and change ups will always be strikes. Curves and sliders can result in either strikes or balls - determined randomly by the computer.

E. Batter

When a pitch is delivered, either by your opponent (manual) or by the computer (auto) the object is to "hit" the ball. This is done by depressing the "batter" button at just the right time. Hitting too soon or too late will result in a strike. You can also "take a chance" on it being either a strike or a ball.

Practice will enable you to "swing" at just the right time to hit the ball. The computer then decides what happens. You can get a single, a double, a triple, or home run; or you can ground out or fly out to any of the fielding positions.

3

Electronic Sound/Lights

- A. Digital scoring** shows the number of runs scored during any half-inning. Be sure to mark it down before changing sides.
- B. Count** - Shows number of strikes, balls, and outs.
- C. Position of base runners** are indicated by L.E.D. lit on 1st, 2nd, or 3rd.
- D. L.E.D.'s** show pitch, hits, outs, strikes, balls. Different sounds for strikes, balls, outs, even hits all sound different. Game can be played entirely by sound if desired. Even sightless people can play.

4

How To Play

- A. Turn game on. Press change button.
- B. Choose auto or manual.
- C. If manual, player selects pitch and proceeds to pitch. If auto, computer pitches automatically.
- D. Second player attempts to hit ball.
- E. Computer records the action.
- F. After three outs, press change side button and other player takes turn at bat.
- G. If desired, score cards (supply included) can be used to accurately score the game.

5

Care Of Your Game

- A. Treat your game as you would any calculator.
- B. Avoid dropping it.
- C. Avoid getting it wet.
- D. Avoid leaving it in hot places.
- E. Don't leave dead batteries in the game. Remove batteries if you plan to store.
- F. Do not unscrew back. There are no user-servicable parts.

6

Note On Batteries

If L.E.D. lights or scoring device become erratic or flicker on and off, replace the batteries with fresh ones.

7

Instructions For Scorekeeping

- 1. Enter player names.** Use fictional names or enter your favorite big league stars.
- 2. Enter position numbers.** 1-pitcher, 2-catcher, 3-1st base, 4-2nd base, 5-3rd base, 6-short stop, 7-left field, 8-center field, 9-right field.
- 3. General Guidelines for Scoring:**
 - a) Outs** are scored as 1 , 2 , or 3 for 1st, 2nd and 3rd outs. After 3rd out, draw dark line under last man at bat.
 - b) Runners** are tracked by darkening base paths as follows:



man on 1st,



man on 2nd,



man on 3rd,



man scored.

As a runner proceeds around bases, continue to darken paths, recording his progress. His initial hit will be recorded separately, and the diamond follows his progress. Thus, the following records Player A:

A singles



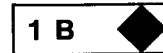
B singles, A goes to 2nd



C walks, A goes to 3rd



D singles, A scores



Note the 1B stays the same, recording A's original single. The only change occurs in recording his progress.

c) Outs

1) **Strike out:** Recorded as "K"

Example:

K ①	◇
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 — Struck out, 1st out

2) **Fly out to outfielder:** Record as "F" with position number of outfielder catching the ball.

Example:

F9 ②	◇
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 — Flied out to right field, 2nd out

3) **Ground out in the infield:** Record as "G" with position number of infielder making the play.

Example:

G6 ③	◇
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 — Ground out to short stop, 3rd out

d) **Getting on base** is accomplished in one of five ways:

- 1) **Base on balls (walk)** — Record as "BB"
- 2) **Single** — Record as "1B"
- 3) **Double** — Record as "2B"
- 4) **Triple** — Record as "3B"
- 5) **Home Run** — Record as "HR"

e) **With these basics**, let's score two innings for the visiting team:

		Player	Pos	1	2
V I S I T O R S	A	6	1B	◆	1B
	B	5	F _① 9	◇	G _③ 3
	C	2	3B	◆	◇
	D	3	F _② 7	◇	◇
	E	7	G _③ 6	◇	◇
	F	8	◇	◇	BB
	G	9	◇	◇	2B
	H	4	◇	◇	K _①
	I	1	◇	◇	F _② 8

What occurred?

1st Inning —

- A** Singled
- B** Flied out to right field
- C** Tripled - Scoring **A**
- D** Flied out to left field
- E** Grounded out to short stop

2nd Inning —

- F** walked - Base on balls
- G** Doubled - Advancing **F** to third
- H** Struck out -
- I** Flied out to center field
- A** Singled - Scoring **F** and advancing **G** to third
- B** Grounded out to 1st base

Note: If desired, you can keep track of **RBI's** (Runs Batted In).
In above example **C** tripled - scoring **A**.

Recorded as



Would be



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IMPORTANT

Do not leave your game near very hot locations such as a car window on a sunny day, or a fire or heating device for long periods of time, as this could distort the case.

Do not pull or jerk on the cord to the remote pitching module.

Always store in a dry place.

90 DAY LIMITED WARRANTY

Entex Industries warrants to the original owner that this hand-held electronic game will be free of defects in material and/or workmanship for 90 days from the date of purchase.

During this 90-day warranty period a defective game will be either repaired or replaced (at our option) without charge to the owner, when returned with proof of the date-of-purchase, postage prepaid and insured, to Entex Industries, Repair Center, 1100 West Walnut Street, Compton, CA 90220.

Units returned without proof of date-of-purchase, or out-of-warranty units returned, will be repaired or replaced (at our option) for a service charge of \$15.00. Send check or money order made out to Entex Industries. Units must be returned postage prepaid and insured.

This warranty gives you specific legal rights and you may have other rights which vary from state to state.

Packing and returning instructions:

1. Pack in the original carton, or use a good carton with plenty of crumpled paper to protect the unit.
2. Address to:
Entex Industries Repair Center
1100 West Walnut Street
Compton, CA 90220
3. Apply correct postage stamps and insure the unit; then mail.