

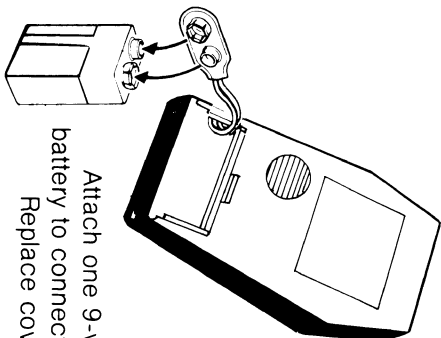
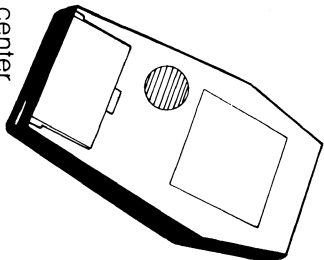
THREE ELECTRONIC GAMES IN ONE

- INSTRUCTIONS - IMPORTANT

Do not throw away.
Needed for game reference.

HOW TO ATTACH BATTERY

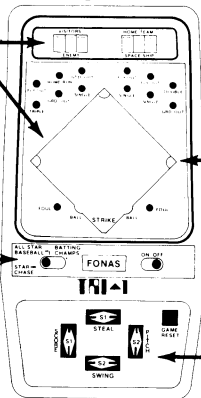
1
Press down on center
of cover. Slide cover out
to remove.



2
Attach one 9-volt
battery to connector.
Replace cover.

IF THE GAME MALFUNCTIONS IT MAY MEAN BATTERY WEAR. USE A FRESH ONE.

SCOREBOARD AND
PLAYING FIELD
LIGHT SEPARATELY



LARGE
PLAYING
FIELD

3-GAME
SELECTOR
SWITCH

EASY TOUCH
CONTROL BUTTONS

1 ALL STAR BASEBALL

Computer-controlled: Pitches fast balls, right & left curves. Shows hitter running around bases. Even has a "steal a base feature" control button.

2 BATTING CHAMP

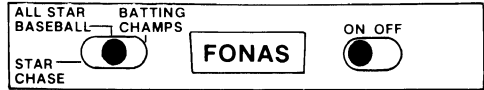
Ideal practice for hitting the computer's varied pitches. Helps to improve your timing. See on the large display screen what kind of hitter you are.

3 STAR CHASE

Automatic computer controlled stars flash across the screen with programmed accuracy. You send out your spaceships to intercept and outsmart the computer.

I ALL STAR BASEBALL

Slide game selector button to the center of the slot.



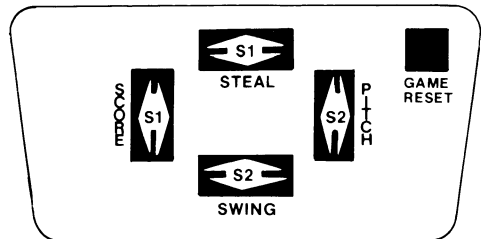
CONTROL BUTTONS:

1. The "GAME RESET" button is used to reset each game. It should not be depressed if the player switches to "BATTING CHAMPS" baseball practice during the game and plans to switch back and continue the baseball game at a later time.
2. The "PITCH" button initiates the pitch. There are curve balls (right and left) and fast balls. The computer picks which ball is to be thrown.
3. The "SWING" button should be depressed when the ball enters the strike zone. Swing early for a hit to left field, late for a hit to right. Swing too early and you have a strike. Let the ball go and you could have a ball or strike.
4. The "SCORE" button may be depressed at anytime to check the score.
5. To attempt a "STEAL" the button must be depressed prior to pressing the "PITCH" button. The man on base has a chance to steal or he may be thrown out.

TO BEGIN PLAY:

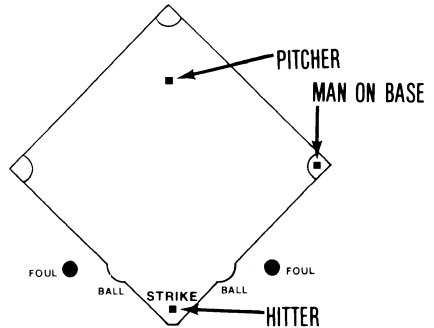
Put the ON switch to the left.

1. Initially the playing field consists of a PITCHER (flashing) and a BATTER (not flashing). The pitcher throws either a curve or a fast ball when you press the "PITCH" button. The batter should "swing" when the ball enters the vicinity of the strike zone. By swinging early the ball can be hit to left field. By swinging late the ball can be



hit to right field. If there is a hit, the runner is shown advancing. A man on base is shown as a light on the base.

- When the "PITCH" button is depressed and the batter depresses the "SWING" button, a light will illuminate showing whether he hit a SINGLE or a FLYOUT or etc. After the light illuminates the action will take place.



SCORING:

All scoring is shown on this score display. Balls, strikes, which team is at bat, number of outs and which inning the game is in. This is always shown while playing.

BALLS: Are displayed from 1 thru 3. The fourth ball puts a man on first.

STRIKES (STK): Are displayed from 1 thru 2. The third strike puts the batter out.

AT BAT: Indicates whether the HOME TEAM or VISITING TEAM is at bat.

OUTS: Are displayed from 1 thru 2. Three outs and the teams change sides.

INNINGS (ING): Innings are normally displayed from 1 thru 9. Extra innings are displayed from 0 thru 9. The tenth inning is 0, the eleventh is 1, etc.

SCORE: The score is displayed by depressing the "SCORE" button. The VISITORS score is shown as a two digit number in the balls and strike windows. The HOME TEAM'S score is shown in the outs and innings window.

GAME RULES:

The game allows for double plays, extra innings, steals and sacrifice flyouts, and running on a ground out.

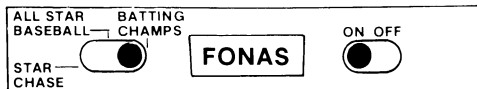
EXAMPLE:

Press "SCORE" button. The scoreboard will flash Visitors 3 runs [in the Strike (STK) box] and Home Team 12 runs [in the Outs and Inning (ING) boxes].

VISITORS			HOME TEAM		
BALLS	STK	AT BAT	AT BAT	OUTS	ING
	3			1	2
ENEMY			SPACE SHIP		

2 BATTING CHAMPS

At any time during an "All Star Baseball" game the player can call a time out and switch to practice hitting by moving the game control button to the "Batting Champs" position (far right). DO NOT press the "Game Reset" button or the score and status will be wiped out.

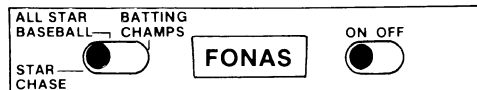


With the game control in the "Batting Champs" position, the player can practice hitting the ball to left, center or right field. This game is not based on chance, but controlled by the computer and the players timing.

With practice the player improves his scoring by hitting the ball in the strike area. By swinging early, if a hit, the ball will go to left field. Swinging late, the ball goes to right field. Swing too early and you have a strike. Let the ball go by, and you have a ball or strike. After practice the player can switch the game control button to the "All Star Baseball" position and resume the game.

3 STAR CHASE

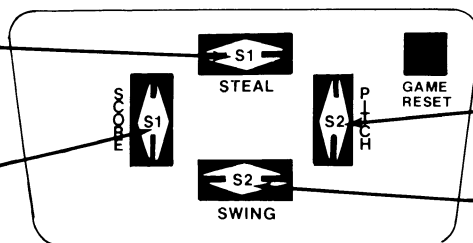
This game is played only in the red diamond of the playing field. Star Chase begins by placing the game control selector switch to the far left position for "STAR CHASE".



Depress the "Game Reset" button and begin to play. The players' ships are located in the center of the diamond. The fast flashing ship is controlled by (S2) on the buttons. The slow

THIS BUTTON CONTROLS THE VERTICAL MOVEMENT OF (S1) THE SLOW FLASHER.

THIS BUTTON CONTROLS THE HORIZONTAL MOVEMENT OF (S1) THE SLOW FLASHER.



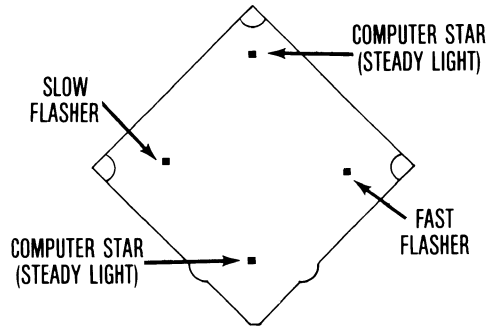
THIS BUTTON CONTROLS THE HORIZONTAL MOVEMENT OF (S2) THE FAST FLASHER.

THIS BUTTON CONTROLS THE VERTICAL MOVEMENT OF (S2) THE FAST FLASHER.

flasher is controlled by (S1) on the buttons. The computer stars are located at the top and bottom of the diamond.

The player can control only one of his spaceships at any one time. That move can be either in a vertical or horizontal direction.

After the player depresses his desired button, the computer reacts by making both of its stars move at the same time.



The player may alternate his moves between S1 and S2 and also either vertically or horizontally. Direction is random.

To conquer the computer, the player aligns his spaceship with the computer stars to make a landing.

If the computer's star movement is such that it moves into the direction of the player's spaceship, there will be a collision and the player loses.

The game is complete when either the players' spaceships or the computer's stars are eliminated.

LOOK OUT:

It is possible for the players' spaceships to align themselves in the same directional plane and collide which destroys them.

The computer stars, however, cannot be destroyed if they should align themselves in the same plane.

You must also be aware that like real space, our space is "Warped". The computer stars can leave the diamond chase area at one location and randomly reappear on the diamond area from another location to destroy the player's spaceship.

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Fonas Corporation
P.O. Box 759
Latrobe Industrial Park
Latrobe, Pa. 15650

Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, styrofoam or other padding all around and tie it securely.

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