

# PULSONIC™

## BASEBALL II

THE WORLD SERIES OF DELUXE COMPUTERIZED BASEBALL.  
A GAME FOR ONE OR TWO PLAYERS, AGE 6 TO ADULT

● **BEFORE YOU BEGIN:** Turn game upside down, slide open the battery cover and insert one 9-volt battery. Replace battery cover by sliding until it clicks into place.

● **FOR ONE PLAYER:** Face the game with the *batter* button directly in front of you. Move the *selector* switch to "AUTO" and move the *off-on* switch to "on." The "pitcher" will now "throw" a "ball" to the "batter's box." Press the "batter" button just as the "ball" appears to pass the "batter's box." By timing your "swing" accurately, you will "hit" the "ball," indicated by an audible sound and red lamps flashing all over the field of play. If your hit is *successful*, a lamp will flash in one of the five "hit" indicators at the far end of the field, and a "man" will run to a base corresponding to your hit. If your hit is *unsuccessful*, one of the "players" in the field will flash to show that he has "caught" the ball and put you out (as indicated in the scoring area). In either case, the "pitcher" will automatically start pitching again to the next "batter."

● **SPECIAL FEATURE:** The pitcher automatically and randomly selects any one of 5 pitches. Some will be curves to the left or

right, some will be fast balls, some will be slow balls. You don't have to swing at every pitch. You can let a left or right curve ball go by without pushing the "batter" button and the game will register a "Ball" or a "Strike." You can hit a foul ball.

● **CHANGE UP FEATURE:** The change up feature works on all pitches *except* the fast ball. By pressing the change up button after selecting a pitch, the ball speed changes from slow to fast. This feature can only be used in the 2-player manual position.

● **DOUBLE PLAY FEATURE:** When you have runners on 1st and 3rd bases and you hit a ball to the pitcher, base runner and pitcher will flash 3 times. This represents a "double play" where batter and runner are out.

● **STEAL FUNCTION:** When you have a runner on 1st base, if you press your steal button, timing your steal with the pitch, you may advance your runner from 1st base to 2nd base. But if you time your steal incorrectly, your runner could be out and the pitch will count as a ball or strike.

● **SCORING:** All balls, strikes and outs are registered in the scoring area at the upper part of the game. Players advance around the bases, just as in real baseball. At the end of your inning of play (when three "outs" have been registered), the total number of "runs" in that inning will flash in the scoring area. Remember to record your score, push the "change sides" button, and continue playing. The score after nine innings is your total. Compare your score to the chart (at right) to see how well you play against the Pulsonic™ computer.

#### IN NINE INNINGS OF PLAY:

RUNS	RATING
0-4	Bush-Leaguer
5-9	Minor-Leaguer
10-14	Major-Leaguer
15-19	Pennant-Winner
20 & Over	World Series Champion

Don't forget to turn the game "off" when you're through playing to conserve battery life.

● **FOR TWO PLAYERS:** Switch selector to "MANUAL" and lift the cover of the Pulsonic™ baseball *pitching console*. The second player can now secretly select any of five programmed "pitches" to try to confound and confuse the batter. All play is otherwise identical to the one-player game, except that

the game must be rotated after the "change sides" button is pressed, allowing the players to alternate as batter and pitcher. The winner is the player who has the highest score after nine innings of play.

**WARNING:** In order to insure that your Pulsonic™ Electronic Baseball Game always performs satisfactorily:

- Never expose to excessive heat or humidity
- Do not misuse or drop the game—this is a

precision electronic instrument.

If this game appears to malfunction in any way check and replace batteries first.

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● **NOTE:** If the off-on switch is worked back and forth continuously, the game will emit a constant ringing sound when turned "ON". Shut the game "OFF" for 10 seconds before turning "ON" again. If the ringing sound occurs, or if there is any malfunction, shut "OFF" for 10 seconds before using game.