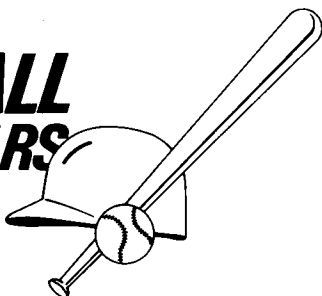


# ELECTRONIC



## BASEBALL SUPER STARS



### LCD GAME

#### 1 THE BASEBALL SUPERSTAR STORY

The field is awash with sunshine. From the outfield rises the smell of freshly-cut grass. The grounds crew has been working on the infield for days. Now the players take the field for the ultimate Midsummer Classic—the All Star Game!

All the present day greats from the National and American teams are here. All of them want to fulfill a dream and play in the All Star Game! With your help, they will! You're given the batting averages of every hitter and the earned run average of each pitcher! Like all managers, you're also allowed to substitute throughout the game!

But you are more than just the manager! You're the players, too! On defense, you pitch, field, and throw! On offense, you swing the bat and run the bases!

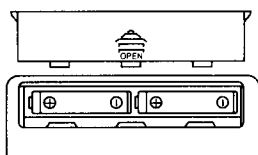
In other words, you do everything except sell peanuts!

#### 2 INSERTING THE BATTERIES

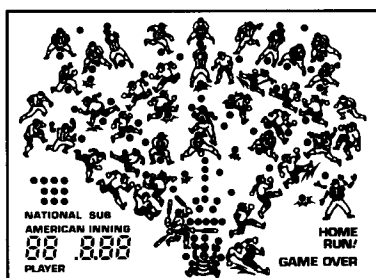
To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

Do not use rechargeable batteries.



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



### 3 CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



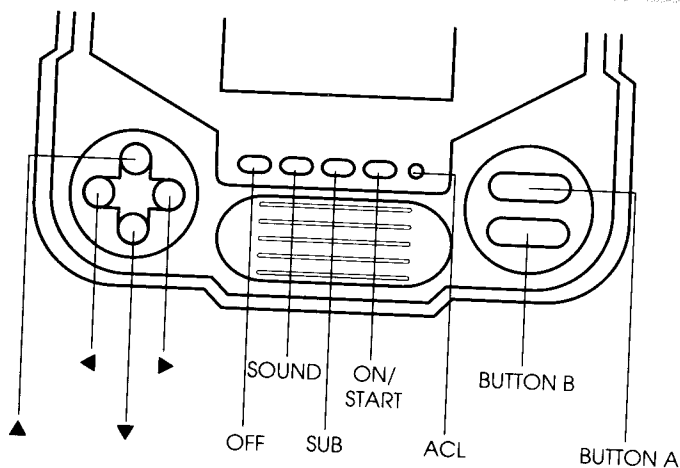
Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

### 4 THE OBJECT OF THE GAME

Your challenge is the same challenge that awaits the All Star managers and players each year at the All Star game!  
You have nine innings to pitch, field, throw, hit, and run toward glory. Since Abner Doubleday first created baseball over a century ago, the object of the game remains the same—have your team in front at the end of the game!

### 5 CONTROL GUIDE



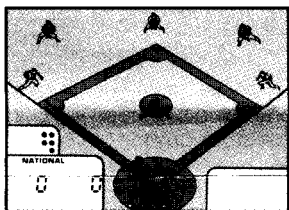
ON/START	—To turn on the game. —To start play. —To start each inning.
SUB	—To request a substitution. —To confirm the substitution.
SOUND	—To control sound: on or off.
OFF	—To turn off the game.
BUTTON A	(OFFENSE) —To swing the bat. —To run the bases. (DEFENSE) —To throw straight fast ball (press alone). —To field the ball. —To throw curve fast ball (press with <- or -> key).
BUTTON B	(BEFORE GAME STARTS) —To select team (American or National) (OFFENSE) —To bunt. —To run backwards (if you overrun a base) (DEFENSE) —To throw straight change up (press alone). —To throw curve change up (press with <- or -> key).
"▲"	(DURING PLAYER SELECTION) —To display next player up in reserve list. (DEFENSE) —To throw to second base.
"▼"	(DURING PLAYER SELECTION) —To display next player down in reserve list. (DEFENSE) —To throw to home plate.
"▶"	(DEFENSE) —To throw to first base. —To throw curve fast ball/change up (press with A or B key).
"◀"	(DEFENSE) —To throw to third base. —To throw curve fast ball/change up (press with A or B key).

## 6 FEATURES

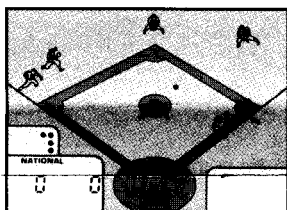
- American team All Star roster
- National team All Star roster
- Pitch, hit, field, and run the bases
- Manage the team of your choice
- Play against the computer
- Sound on/off control
- Built-in auto power-off timer

It's a nine inning game, with all the rules of baseball applying—four balls for a walk, three strikes for a strike out, three outs for an inning, possible force plays on the bases if bases are occupied, home runs, triples, doubles, singles—even bunts! You can even substitute players! Like all good players, you have to know when to swing at a good pitch and when to let a bad pitch go by. You have to know how to run and when to run for the extra base! In the field, you have to know to which base you want to throw. As a pitcher, you have to choose your pitches carefully!

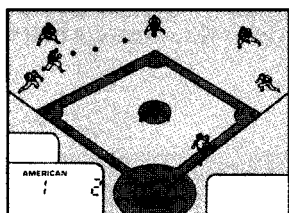
Like all great players and managers, you must learn how to win!



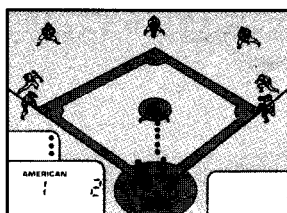
When you're hitting, only swing at good pitches! You can swing away or bunt!



After you hit the ball, run the bases! But don't run too wildly!



When you're in the field, field the ball and throw to the right base!



When you're pitching, remember you're in command! Choose each pitch wisely!

## 8 HOW TO PLAY

Press the ON/START button to turn on the game. You'll hear an "On" beep, and the screen shows the National team.

**Team Selection:** Press the "B" button if you'd rather play with the American team! Before the game actually starts, you can switch back and forth between the two teams, but you must choose one!

Press the "ON/START" button a second time once you've made your team selection, and you'll officially select the team displayed—and the computer will play with the other team!

You always play offense first (you bat first). The display will show the game status. (Top of the 1st inning, 0 runs, 0 balls/strikes/outs).

The computer also displays the pitcher's status—his uniform number and his earned run average (ERA)! The pitcher will be flashing on screen!

The computer will then display the batter status—his uniform number and batting average! (batter will be flashing as his statistics are shown!)

**Filling Out Your Lineup:** Your roster includes a starting lineup, All Star lineup and batting order. But you can make substitutions! After all, you're the manager!

Use your "SUB", "▲", and "▼" keys!

Press the SUB button when you see a player in the reserve list you'd like to insert in the starting lineup (including the pitcher). This requests a lineup change.

Press the "▲" key to display the next player up in the reserve list.

Press the "▼" key to display the next player down in the reserve list.

Then press the "SUB" button a second time to confirm the substitution! You'll notice that when a player is displayed, so are his statistics! For a hitter, his batting average is displayed! For a pitcher, his earned run average is displayed!

**Substituting Once The Game Starts:** On offense, you can substitute a hitter any time you want during the game, as long as you request your substitution before the pitcher pitches the ball!

On defense, you can substitute a pitcher any time before you throw a pitch.

However, once the game's first pitch is thrown, a player taken out of the game is not allowed to re-enter the game at any time—just like real baseball!

**Batter Up:** Once you've decided on a lineup, it's time to go get some runs!

The pitcher will pitch the ball. You have to either SWING or BUNT!

As the control guide shows, Press **BUTTON A** to SWING! Press **BUTTON B** TO BUNT!

If the pitch looks out of the strike zone, let it go by! Keep an eye on the ball and strike count! Like in baseball, four balls gives you a walk, but three strikes is a strikeout!

**Running:** Once you put the ball in play with either a SWING or BUNT, you've got to run the bases!

Press **BUTTON A** to RUN FORWARDS after hitting the ball! Press it as frequently as possible to run your fastest!

If you overrun a base, press **BUTTON B** to RUN BACKWARDS back to the base!!! Press it as frequently as possible to run your fastest!

It's up to you if you want to go for the "extra base" on any batted ball! But remember, when you try to stretch a hit too far, the fielders can throw you out!

**Playing Defense:** After you make three outs on offense, it's time to take the field to play defense! Now instead of batting and running, you're pitching and fielding!

**Pitching:** As the pitcher, there are different pitches you can select:

Press **BUTTON A** to pitch the STRAIGHT FAST BALL. Press **BUTTON A** and "**◀**" or "**▶**" for a CURVE FAST BALL.

Press **BUTTON B** to pitch STRAIGHT CHANGE UP. Press **BUTTON B** and "**◀**" or "**▶**" for CURVE CHANGE UP.

As you can see, when you throw a curve ball—either the fast or changeup curve—you can make the ball break either in or out on a batter by using the "**<**" and "**>**" keys!

**Fielding:** After you pitch the ball, the computer team will either swing and miss, or will put the ball the play!

Press the directional buttons to field the ball! If you catch a ball in the air, the batter is out, and all other runners have to return to their original bases!

If the ball is hit on the ground, as the control guide suggests, Press "**▶**" to throw the ball to first base. Press "**◀**" to throw the ball to third base. Press "**▲**" to throw the ball to second base. Press "**▼**" to throw the ball to home for a play at the plate!

If you throw the ball to the base before the runner gets there, the runner is OUT! This is also true for a ball caught on the fly—you can throw back to a base to try to catch the runner off base before he can get back there safely!

When bases are occupied, runners are forced to run on a ground ball!

If there's a runner on first, and the batter hits a ground ball to the infield, you can throw to second base and try to catch the lead runner who is running from first on the play!

Another example is runners on first and second, and the batter hits a ground ball to the infield. You can throw to third base to try to cut down the lead runner!

Every 3 outs, the teams switch places in the field—just like real baseball. WIN the game by outscoring the computer after nine innings of play! May the best team win!

## DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

## 10 90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

~~Units returned without proof of the date of purchase, or units returned~~ after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address  
TIGER ELECTRONIC TOYS,  
REPAIR CENTER  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, USA.  
Also, don't forget to show your return address.
- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.