



AGES 5 & UP
MODEL 66-002

INSTRUCTION

INTRODUCING THE FIRST INTERACTIVE BASEBALL BAT
Welcome to the first truly interactive baseball video game. You actually swing a bat in order to hit the ball on the video screen!

3 GAMES PLUS "TOY" MODE

There are three baseball games to play:

- **HOME RUN DERBY**
1 or 2 player game. How many home runs can you hit?
- **9 INNING GAME (Batting only)**
1 or 2 player game. Players bat and run the bases but do not field.
- **9 INNING GAME (Batting and Fielding)**
2 player game only. Players bat and also play the field. Batters do not control running as in game 2. Instead, running is an automatic feature in game 3.
- **TOY MODE**
Practice your swings and hear the "crack" of the bat.

CONTROL PAD

ON/START

- to turn on the unit (press once for toy mode, press twice for game mode).
- to confirm number of players and game mode.
- to start each game.

SELECT

- to select number of players.
- to select game mode (HOME RUN DERBY... 9 INNING GAME (Batting only)...9 INNING GAME (Batting and Fielding).
- to exit the game mode currently playing and go back to beginning.



OFF

- to turn off the unit.

BASE 1

- to move the batter to first base (game 2).
- to have a fielder throw the ball to 1st base trying to throw out the runner (game 3).

BASE 2

- to move the batter from first to second base (game 2).
- to have a fielder throw the ball to 2nd base trying to throw out the runner (game 3).

BASE 3

- to move the batter from second base to third base (game 2).
- to have a fielder throw the ball to 3rd base trying to throw out the runner (game 3).

HOME

- to move the batter from third base to home plate (game 2).
- to have a fielder throw the ball to home plate trying to throw out the runner (game 3).

PITCH

- to pitch.

BAT

- Swing the actual bat when you see the ball approaching home plate.

PLAY BALL

Press the ON/START button to turn on the game. Pressing the ON/START button once puts you in "Toy mode". Practice your swings and hear the "crack" of the bat. Press ON/START again to play the default game: Home Run Derby.

NUMBER OF PLAYERS

Use the SELECT button to select number of players: 1 or 2. Press the ON/START button to confirm number of players.

GAME MODE

Now use the SELECT button again to select from the 3 game modes: HOME RUN DERBY...9 INNING GAME (Batting and Fielding)...9 INNING GAME (Batting and Fielding). Press the ON/START button to confirm game selection and to start the game!

HOLD THE BAT

Hold the bat like a regular bat.

Press the PITCH BUTTON and the pitcher pitches the ball. The pitcher is crafty! He can throw fastballs, curves, and sinkballs. He can also change speeds well.

Watch the ball as the pitcher fires it! Then as the ball approaches home plate, SWING!

If you make contact with the pitch, you'll hear the "crack" of the bat on ball and actually FEEL the impact as the ball goes flying across the LCD screen! After the ball is hit, there is a short delay (you'll see the ball traveling through the air), so that you have the time to re-position yourself after the swing to view the play and be in position to use the control buttons if necessary.

GAME 1: HOME RUN DERBY

There are 9 rounds of play. Each round consists of 6 swings. You try to hit a home run with each swing.

The hitter presses the PITCH button, follows the pitch and then SWINGS THE BAT!

If you hit a home run, you score. If you swing and miss it, or you don't hit it well enough to be a home run, it's just an OUT. The scoring for home run derby is weighted more heavily for clutch hitters who perform well in the later rounds:

SCORING FOR HOME RUN DERBY

- ROUNDS 1-3 EACH HOME RUN COUNTS AS 1 RUN.
- ROUNDS 4-6 EACH HOME RUN COUNTS AS 3 RUNS.
- ROUNDS 7-8 EACH HOME RUN COUNTS AS 4 RUNS.
- ROUND 9 EACH HOME RUN COUNTS AS 5 RUNS.

BONUS SWINGS

If you hit all 6 swings in a round for home runs, you're given 1 free bonus swing at the end of the round.

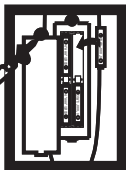
Your game will update your score after each home run. In a 1 player game, you play straight through. In a 2 player game, players alternate. Player 1 takes 6 swings, then player 2 gets his six cuts. Then back to player 1 for the next round.

In a 2 player game, if the score is tied after 9 rounds, additional rounds are played until one player has a lead at the completion of a subsequent round.

INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (To remove cover, press and push battery cover upward.) Insert 4 "AAA" /LR03 batteries (not included), making sure to align "+" and "-" as shown.

CAUTION: Batteries should be replaced by an adult. Not suitable for children under 36 months, may contain small parts.



TO ENSURE PROPER FUNCTION

- DO NOT MIX OLD AND NEW BATTERIES
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT CIRCUITED.

Replace with new batteries at the first sign of erratic operation. Remember, your game will reset to preset mode once you've replaced or removed the batteries.

GAME 2: 9 INNING GAME (Batting Only)

In a 1 player game, try for your highest score. In a 2 player game, you compete against another player. If a 2 player game is tied after 9 innings, extra innings are played until one player wins. As in real baseball, if the visiting team (the team batting first), scores in an extra inning, the home team still gets its last at-bats! However, if the visiting team fails to score in the top half of an extra inning and the home team manages to push a run across, then the GAME IS OVER.

When you swing and hit the ball, wait for the "delay" to complete itself (the ball traveling across screen). Then you'll see a close-up of a runner running the bases!

The batter now uses the four BASE buttons (BASE 1, BASE 2, BASE 3, HOME) to run the bases.

RUNNING THE BASES

- Press BASE 1 to run to first base.
- Once you're at first, press BASE 2 to run to second base (if you want to try to stretch a single into a double).
- Once you're at second, press BASE 3 to run to third base (if you want to try to stretch a double into a triple).
- Once you're at third base, press HOME BUTTON to run to home (if you want to try to stretch a triple into an "inside-the-park" home run).

CAUTION / DEFAULT 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 ELECTRONICS TOY REPAIR CENTER
980 Woodlands Parkway, Vernon Hills,
Illinois 60061, U.S.A.

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

90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship. During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger. Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of US\$ 13.50. Payments must be by check or money order payable to Tiger Electronics, Ltd.

THE FOREGOING STATES THE PURCHASER'S SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY WITH RESPECT TO THE PRODUCT.

WHEN YOU PRESS BASE 1 AND BEAT THE THROW TO FIRST BASE, YOU MIGHT WANT TO KEEP PRESSING BASE BUTTONS TO STRETCH YOUR HIT! AS SOON AS YOU MAKE IT TO FIRST, CONSIDER PRESSING BASE 2 TO STRETCH YOUR SINGLE INTO A DOUBLE! YOU CAN KEEP TRACK OF ALL RUNNERS ON THE GRID IN THE UPPER RIGHT HAND CORNER OF THE SCREEN!

When you hit a HOME RUN, don't worry about running the bases. You will do your "home run trot" automatically.

GAME 3: (BATTING AND FIELDING)

Game 3 must be played by 2 players (no 1 player game).

In game 3, the runners run the bases automatically. However, once a ball is hit, the other player (the player not batting), uses the four BASE buttons (BASE 1, BASE 2, BASE 3, and HOME) to field and try to throw out baserunners!

Press BASE 1 to field the ball and try to throw a runner out at first base.

Press BASE 2 to field the ball and try to throw a runner out at second base.

Press BASE 3 to field the ball and try to throw a runner out at third base.

Press HOME to field the ball and try to throw a runner out at home plate.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.