



PLAY TV BASEBALL³



Model 74022

For 1 to 4 players / Ages 8 and up

INSTRUCTION MANUAL

P/N 82392400 Rev.A

Get off of the couch and into the game!

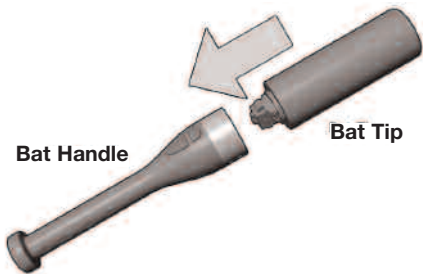
Whether you are hitting a home run or making a double play, Play TV Baseball 3 brings the fun and excitement of baseball into your living room! Pitch, bat and play the field, just like the real thing!

SETTING UP

• SOFT BAT ASSEMBLING

To assemble your Play TV Baseball 3 bat please insert the soft bat tip into the plastic handle until you hear a click.

Note: This is a one time assembly. To avoid damage please do not use the bat without the soft tip attached.



• BATTERY INSTALLATION

On the back of the main unit, loosen the screw on the battery compartment and insert four (4) "AA" (LR6) batteries as indicated inside the compartment (alkaline batteries recommended). Replace the battery compartment door.

NOTE: Batteries in the Main Unit should give you about 10 hours of game play (if alkaline batteries are used). The game will not operate normally when the batteries begin to run low. The screen may be blurred and resetting the game may not work. Be sure to install fresh batteries. There is also no memory function. All game data will be erased when the power is turned off or batteries are replaced.



On the bottom of the bat handle loosen the screws on the battery compartment. Insert two (2) "AA" (LR6) batteries, aligning the positive (+) and negative (-) terminals as indicated. Insert the positive terminals facing down. Replace the cover and tighten the screws.

ADULT SUPERVISION IS RECOMMENDED WHEN INSTALLING BATTERIES.

• TV CONNECTION

NOTE: To connect Play TV Baseball 3 directly to a TV, the TV must be equipped with audio and video input jacks. They are commonly found on the front of the TV near the contrast, color and picture adjustment controls or on the rear of the TV near the antenna and cable/satellite jacks.

If your TV does not have audio and video input jacks, you may connect Play TV Baseball 3 through a VCR connected to your TV.

Please note: If your TV does not have AV Input Jacks, you can connect your game through your VCR or use an RF Modulator. RF Modulators can be purchased at most electronic stores.

• CONNECTING TO A VCR

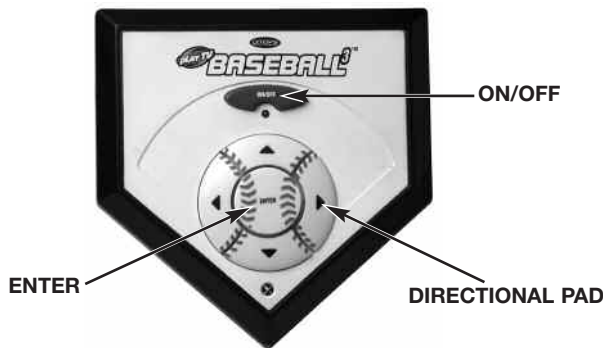
To connect Play TV Baseball 3 to your VCR, insert the yellow video plug from the Main Unit into the video-in (Yellow) jack on your VCR, the white audio plug into the left audio-in (white) jack. Then set the VCR to the appropriate video input mode (see your VCR's operating manual for details).

ADULT SUPERVISION IS RECOMMENDED WHEN CONNECTING CABLES TO A TV AND VCR.

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BUTTON FUNCTIONS

HOME PLATE CONSOLE



POWER – Pressing the Power Button will turn Play TV Baseball 3 on or off.

DIRECTIONAL PAD – Used to navigate the menu screens. Press Enter to make your selection.

ENTER – Used to make selections in menu screens.

BALL CONTROLS



A-BUTTON/ENTER – Use the A-Button/Enter in combination with the B-Button and C-Button to perform certain pitches and to make menu selections.

B-BUTTON – Use the B-Button in combination with the A-Button and C-Button to perform certain pitches.

C-BUTTON – Use the C-Button in combination with the A-Button and B-Button to perform certain pitches.

DIRECTIONAL PAD – Use the directional pad to aim pitches, select bases to throw to when fielding and to navigate menu screens.

THROWING – Make throwing motion when fielding and pitching.

BAT CONTROLS



SWING – Stand over the main console when swinging.

BUNT BUTTON – Use the bunt button in gameplay to bunt.

STEAL BUTTON – Use the steal button in gameplay to have a runner steal a base.

RESET BUTTON – Press to reset bat.

GETTING STARTED

WARNING: Make sure you place the Home Plate Console on the floor in front of the TV, located far enough from the TV and any other objects or people to avoid striking anything or anyone when you swing the bat.

AT BAT

IMPORTANT SAFETY NOTE: Before beginning game play, make sure to place your bottom batting hand through the Safety Strap on the bottom of the bat handle.

SWING AWAY – Take your stance over home plate and wait for the pitch. Swing the bat to hit the pitch. The batter's timing and force will determine direction and distance.

BUNTING – The batter must hold down the bunt key on the bat. This can be done anytime; when the pitcher is standing on the mound, the pitcher is in the windup, or after the ball has been pitched. A ball will only be bunted if it passes through the strike zone.

STEALING BASES – At any stage of the pitching routine, the batter can choose to have one of their runners attempt to steal a base. The batter can make a runner steal by pressing the steal button on the bat.

THROWING THE BASEBALL

Warning: When making the throwing motion, you must never let go of the baseball. Doing so can damage the game, damage whatever it hits, or injure whomever it hits.

PITCHING – The pitcher uses the directional pad to move the Ball Aim Indicator on the screen. To pitch the ball, the player must make a throwing motion while holding down a combination of the A, B, or C buttons. The ball indicator will disappear and the pitcher will perform his wind-up and throw. The type of pitch that the player throws will affect the ball's path through the air. There are seven (7) different pitches: Fastball, Screwball, Knuckleball, Splitter, Slider, Changeup and Curve Ball.

FIELDING – Once the ball is fielded, select which base, by using the directional pad on the ball, then make a throwing motion. The selected

level of difficulty will effect how fielding is performed: When "Minors" level is selected, the game automatically throws to the best base. In "Majors", the player has to press (on the D-pad) the base that they want to throw to. In "All-Stars", the player has to press (on the D-pad) the base that they want to throw to and make a throwing motion with the ball. You can throw the ball several times in order to make double or triple plays.

PLAYING PLAY TV BASEBALL 3

If your Play TV Baseball 3 is connected to your TV, turn on the TV, then set the TV to the appropriate video input mode (see set-up section of this manual). If your Play TV Baseball is connected to your TV through a VCR, turn on the TV and VCR, then set both the TV and VCR to the appropriate video input modes (see set-up section of this manual). Next, turn on the power to your Play TV Baseball by pressing the On/Off Button on the home plate console. After a brief start-up animation, the Game Selection Menu will appear on the TV screen.

Using either the directional pad on the ball or on home plate, you will be able to scroll through the menu options (Play Ball, Quick Start, Mini Games, Options). The currently selected option will be highlighted. Using the bat, the ball or the enter key (see button functions section of this manual) to make your selection.

You can choose from 2 different modes of game-play: Full-game Mode and Mini-game Mode. You will also be able to select the amount of players, teams, number of innings and batting stance.

- **Choose # Players** – 1 to 4 Players
- **Select Home Team** – Choose team by scrolling through a list of sixteen (16) teams.
- **Select Away Team** – Choose team by scrolling through a list of sixteen (16) teams.
- **# of Innings** – Choose 3, 6 or 9 innings.
- **Batting Stance** – Choose right handed or left handed.
Note: Pressing Left or Right will switch between the players, while pressing Up and Down will toggle between a left-handed and right-handed batting stance for the currently selected player.

PLAY BALL / FULL-GAME MODE – allows you to play a standard 9 inning full game of baseball with 1-4 players. You will be able to choose your MLB city teams and what inning you wish to start in (1st, 4th, or 7th). You will be able to FIELD, STEAL bases, and BUNT.

QUICK START – In this mode, after choosing the number of players, a full game will start with the following settings:

- Home and Away teams will be selected randomly
- All players will be assigned right-handed batting stance
- Choose Sides
 - o One Player = Home Team
 - o Two Players = 1P Home, 2P Away

MINI-GAMES MODE – allows you to choose from 2 different mini-games to practice the different skills used in FULL-GAME Mode.

• Home Run Derby

In this mode, the player(s) will attempt to hit as many homeruns as possible before their turn ends. Each player is given 10 outs before their turn is over. The player with the most home runs wins. The following rules apply to Home Run Derby:

- Any hit that is not a home run is an out
- Any pitch that is swung at and missed will be considered an out
- If the player does not swing at a pitch, this will not be considered a strike and will not be counted as an out

Note: When the current player gets their 10th out, the player can pass the bat to the next player. When the next player is ready, they can swing the bat to start their turn.

• Make the Play

In this mode, the player(s) will play as the fielding team and attempt to make the correct play depending on where the ball is hit and how many runners are on base. Before the ball is hit the following information is given to the player:

- Which player is in the field, "Player 1"
- Number of runners on base
- Bases that are occupied by runners
- Number of outs

The player will pitch the ball (any pitch) and a computer controlled batter will hit the ball to a location in the field. The player will attempt to throw the ball to the correct base or bases that best suit the current situation. After the play is finished, the play will be scored on the following:

- 100 points per out
- 25 points will be deducted for throwing to the wrong base
(Note: this will also be deducted if the player misses the opportunity for a double or triple play)
- 50 points will be deducted for any runner that scores

Difficulty Levels – From the main menu, the player can adjust the games level of difficulty. Play TV baseball has 3 levels of difficulty:

- **Minors:** Fielding is done automatically, batting and pitching are EASY
- **Majors:** (default difficulty setting): The player has to press the correct base (on D-pad) to field the ball, batting and pitching are MODERATE
- **All-Stars:** The player has to press the correct base (on D-pad) and make a throwing motion to field the ball batting and pitching are DIFFICULT

If a player's controlled team is batting and they are playing against a computer controlled team, then the screen will prompt the player to "Swing the Bat to Begin". When the player swings the bat, this indicates

that they are ready and the pitcher will begin his routine. If there are human players playing for each team, or if a player controlled team is pitching against a computer controlled team, then the player pitching can start immediately.

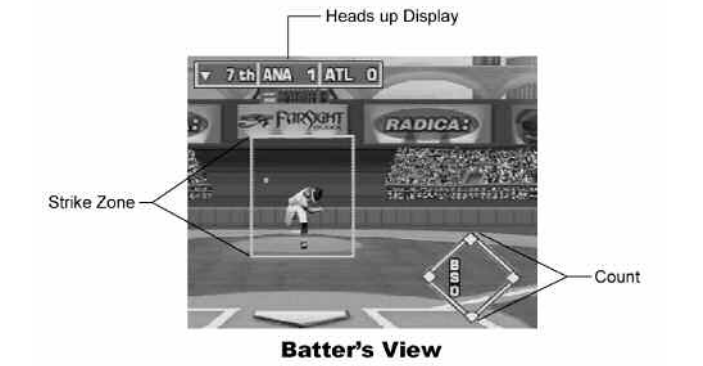
Once the pitcher has thrown the ball, the batter will attempt to hit the ball. When the ball is hit the BATTER’S VIEW screen will show the initial trajectory and angle of the ball quickly before switching to the FIELDING VIEW screen.

When a run is scored, the new score update will show in the score box.

GAME VIEWS

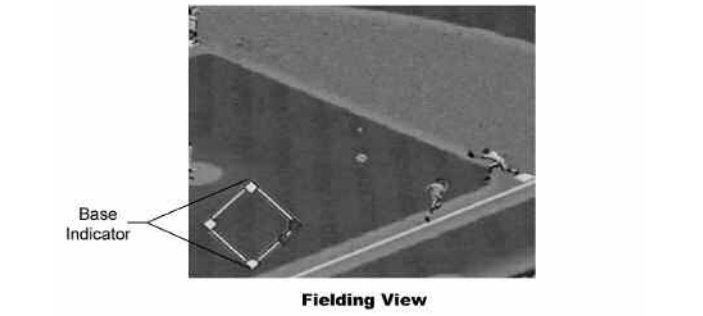
BATTER’S VIEW – will be shown whenever someone is up to bat, or a runner attempts to steal a base. The following information will also be shown:

- **COUNT** – Number of Balls, Strikes, and Outs
- **STRIKE ZONE** – A box that represents the “strike zone” when a player is up to bat.
- **BASE INDICATOR** – A picture of the baseball diamond to indicate which bases currently have runner.
- **HEADS UP DISPLAY**
 - **Full Game Mode** – The inning number and both team’s score
 - **Home Run Derby** – The number of home runs and outs
 - **Make the Play Mode** – The play count and the score
- **PITCH DESCRIPTION** – Will be displayed after the ball is thrown, indicating the type of pitch and the speed.



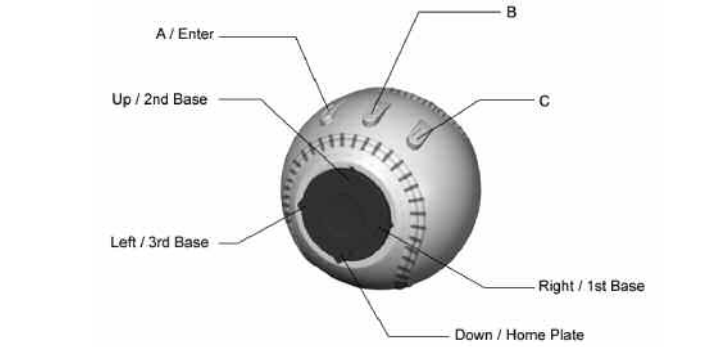
FIELDING VIEW – will be shown after the ball is hit or if a runner attempts to steal a base. The following information will also be shown:

- **BASE INDICATOR** – will display the location of all the runner while the ball is being fielded to help the player know where the ball needs to be thrown.



- **SCORE / INNING**
 - **Full Game Mode** – The inning number and both team’s score
 - **Home Run Derby** – The number of home runs and outs
 - **Make the Play Mode** – The play count and the score

PITCHING



- **AIMING** – Use the DIRECTONAL PAD to move the BALL AIM INDICATOR on the screen. The cursor will indicate where the pitcher is aiming their throw.

NOTE: The type of pitch selected will affect the ball's path through the air.

- **PITCH SELECTION** – Use the 3 PITCH SELECTION buttons A, B, or C to determine what type of pitch will be thrown.

NOTE: The PITCH SELECTION is not locked until the throwing motion begins.

BUTTON COMBINATION	PITCH
A	Fastball
A + B	Screwball
A + B + C	Knuckleball
A + C	Splitter
B + C	Slider
C	Changeup
B	Curveball

- **THROWING** – To throw the ball the player must use force and a throwing movement. The degree of force will determine the speed of the ball. Once the throwing sensor has been activated the Ball Aim Indicator will disappear and the pitcher will wind up and throw.

BATTING

Batting will take place in BATTER’S VIEW with three different actions: SWINGING, BUNTING, and STEALING.

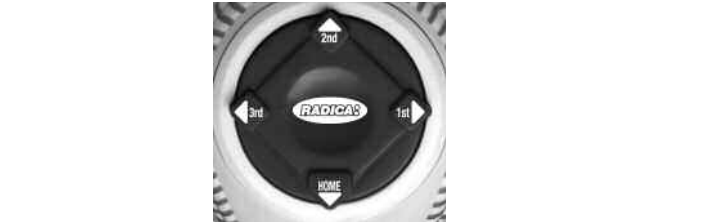
- **SWINGING** – Once the pitch has been thrown, the player should swing the bat to hit the pitch. Hitting the ball is a matter of timing.
- **BUNTING** – To bunt the ball instead of swinging at it, hold down the BUNT button on the bat. This can be done at anytime. The ball will only be bunted if the ball passes through the STRIKE ZONE, balls that miss the STIKE ZONE when the BUNT button is pressed will not be counted as strikes.

NOTE: The earlier the BUNT button is pressed in the pitchers wind-up, the more the fielders will be prepared for the bunt. It is most advantageous to press the BUNT button right before the ball travels through the STRIKE ZONE.

- **RUNNING AND STEALING BASES** – Once a ball has been hit, the computer will control the base running. However, a player can choose to attempt to steal a base at any stage of the pitching routine. To steal a base, press the STEAL button on the bat

FIELDING

The computer will be in control of moving the players around the field and catching the ball. Once a fielder is in control of the ball, the player will use the ball interface to throw. The player will select where they want to throw the ball by using the DIRECTIONAL PAD, (and making a throwing motion with the ball if in All-Stars difficulty level). The player can throw the ball multiple times in order to try to get Double and Triple plays



- If the player presses RIGHT on the DIRECTIONAL PAD, the ball will be thrown to first base.
- If the player presses UP on the DIRECTIONAL PAD, the ball will be thrown to second base.
- If the player presses LEFT on the DIRECTIONAL PAD, the ball will be thrown to third base.
- If the player presses DOWN on the DIRECTIONAL PAD, the ball will be thrown to home plate.
- If the player presses NOTHING on the DIRECTIONAL PAD, the ball will be thrown to the pitcher after a brief period of time.

CAUTION

- **As with all small batteries, the batteries used with this device should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.**

- **Be sure you insert the battery correctly and always follow the device and battery manufacturer's instructions.**
- **Do not dispose of batteries in fire.**
- **Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.**
- **Sometimes, a build-up of static electricity (from carpets, etc) may cause the game to stop working. Just reset the game, and it will work again.**

MAINTENANCE

- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.
- Do not disassemble this device. If a problem occurs, press the Power button off and on, or remove and replace the batteries to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.
- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the device.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.

Please retain this for future reference.

This product complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user’s authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates,

uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

90-DAY LIMITED WARRANTY

(This product warranty is valid in the United States and Canada only)

Radica Games Limited warrants this product for a period of 90 days from the original purchase date under normal use against defective workmanship and materials (batteries excluded). 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. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: **Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA.** Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

Distributed by:
RADICA U.S. Ltd.
13628-A Beta Road
Dallas, TX 75244-4510



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