

Using the Directional Buttons, choose FULL GAME from the main menu. Then make a selection by pressing the O Button or simply swing the Baseball Bat over the Home Plate Console.

Then, using the same buttons, choose how many players will be playing, what kind of game to play, and each player's batting preference.

Now each player must choose what team he or she wishes to be. Each team has its own set of strengths and weaknesses.

Name	Strengths/weaknesses	Home Field
San Francisco	Average	Radica Dome
Los Angeles	Manager uses clever tactics	Terrapin Stadium
New York	Strong bullpen, awesome forkball	Minglewood Park
Boston	Strong hitting, below average fielding	Minglewood Park
Atlanta	Hits to all fields, but also sporadic	Radica Dome
Minnesota	Pitcher s duel specialists	Terrapin Stadium

HELPFUL HINT: Remember, teams often play best on their own fields, so keep that in mind when choosing teams and stadiums.

Next choose what inning you would like to start from. And just as in Homerun Derby, choose what stadium you'd like to play in.

Now step up to the plate!

When it's one player's turn at bat, the other player must pitch the ball. The batter must swing the Baseball Bat at the right moment to score a hit. When it's the computer's or other player's turn at bat, you pitch and your team fields automatically.

GETTING READY TO PITCH

First select a pitcher by pressing NEXT Button on the Pitch Controller. This puts you in the Bull Pen where you have four pitchers to choose from. Each one of them has different strengths and weaknesses and some can throw certain kinds of pitches better than others. When in the Bull Pen Menu, pressing the Up or Down Directional Buttons will scroll between the available pitchers. Press the BACK Button to make your selection.

Pitcher One	The Heat		Pitcher Two	Knuckles	
Type	Starter		Type	Relief	
Throws	Left		Throws	Left	
Pitches	Fastball	*****	Pitches	Fastball	***
	Curveball	****		Curveball	**
	Change-Up	**		Change-Up	****
	Knuckleball	***		Knuckleball	*****
Pitcher Three	Stringer		Pitcher Four	Hook	
Type	Starter		Type	Relief	
Throws	Right		Throws	Right	
Pitches	Fastball	****	Pitches	Fastball	**
	Curveball	***		Curveball	*****
	Change-Up	*****		Change-Up	***
	Knuckleball	**		Knuckleball	****

HELPFUL HINT: Relief Pitchers might be more powerful than Starter Pitchers, but they won't last as long.

To select the type of pitch, wait for the Select Pitch graphic to begin flashing on the screen, then select your pitch from the four available pitches. Pressing the UP Arrow will select the Fastball. Pressing the Down Arrow will select the Change-up. Pressing the Change-up. Pressing the Right Arrow will select the Curveball. Pressing the Left Arrow will select the Knuckleball.

If you would like to pitch high and inside to a right-handed batter, you would press the arrow that points up and to the left. To pitch low and away from a right-handed batter, you would press the arrow that points down and to the right.

PITCHING THE BALL

When the Motion Ball graphic begins flashing on the screen, you will need to flick the ball forward to get the on-screen pitcher to throw the baseball. You may do this by either flicking your wrist as shown in the illustration to the right or you may make a more natural pitching motion.

Once the pitcher has thrown the ball, while the ball is on its way to the batter, you may control the direction that the ball moves by pressing the desired Directional Button. The length of time you hold down the button will determine how far the ball moves in the selected direction. Due to the natural movement of a real Knuckleball, pressing any Directional Button will have very little effect on this pitch.

When the game is over, you will be shown your final score, as well as your team's batting average.

SECRET HINT: If you play with only one player and you beat all of the teams (including the same team playing against itself), you will unlock one bonus team at a time!

Need More Practice?

PRACTICE

For only one player, this special batting practice lets you score points by hitting balls from different pitchers and in different stadiums.

First, use the Directional Buttons to choose a stance. Press the O Button or swing the Baseball Bat to enter the selection.

Next, choose a pitcher. There are five different pitchers to choose from. Each has his own special style and abilities.

Pitcher	Speed/Style
Average	70 mph, Right Overhand
Fast Ball	95 mph, Left Overhand
Curve Ball	75 mph, Right Sidearm
Superstar	80 mph, Left Overhand
Robot	110 mph, Right Overhand

After you choose a stadium, it is your job to score as many points as possible by getting hits off the pitcher you select. You get ten times at bat, and the rules of baseball still apply (balls, strikes, etc.). Your ball can also be caught in the field. The scoring system is:

AT BAT SCORE

Base Hit	10 points
Double	30 points
Triple	50 points
Homerun	100 points

At the end of each Practice match, your coach will comment on your success. Then you will be shown your final score and statistics.

NOW GET OUT THERE AND PLAY BALL!

BATTERY INSTALLATION

This product is powered by six (6) AA batteries (we recommend alkaline).

- Using a screwdriver, loosen the screw until the battery compartment door on the back of product can be removed.
- Insert six (6) AA batteries (we recommend alkaline) as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

CAUTION

- **As with all small batteries, the batteries used with this product 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 product 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.**

MAINTENANCE

- Handle this product carefully.
- Store this product away from dusty or dirty areas.
- Keep this product away from moisture or extreme temperature.
- Do not disassemble this product. If a problem occurs, press the RESET button, or remove and replace the batteries to reset the computer 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.

WARNING: EPILEPSY AND SEIZURES READ BEFORE OPERATING YOUR PLAY TV

A few people may experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Players who have not had any seizures may nonetheless have an undetected epileptic condition.

Consult your physician before playing video games if you have an epileptic condition or experience any of the following symptoms while playing video games: altered vision, eye or muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

90-DAY LIMITED WARRANTY

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

Radica China 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 China 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.

Products returned *after* the 90-day period has expired will be repaired or replaced (at our option) for a service charge of US \$10.00. Payment must be made by check or money order. This extended service will only be available for one year from the date of purchase.

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.

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