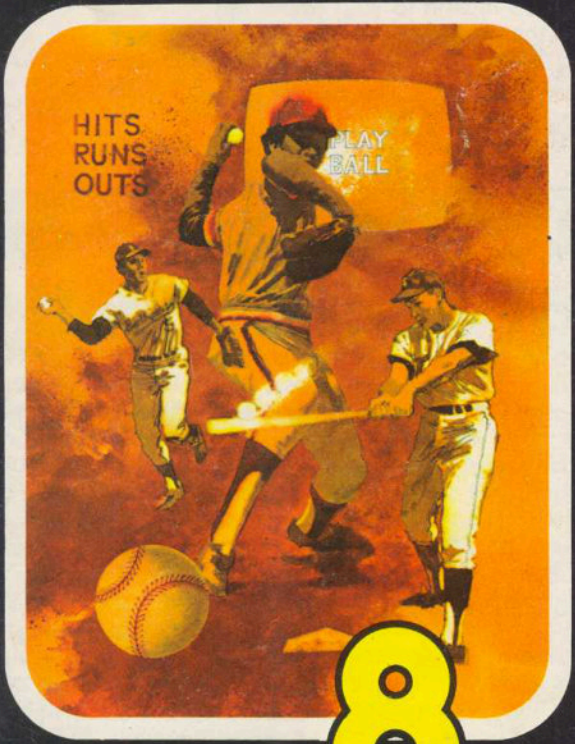
Sears

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TELE-GAMES™

BASEBALL

GAME INSTRUCTIONS



8

FOR 1 OR 2 PLAYERS

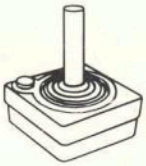
GAMES

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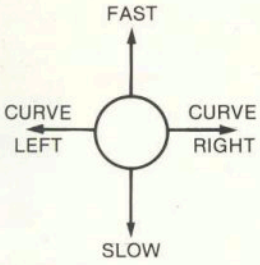
BASEBALL

Use your Joystick Controllers with this Tele-Game™ Cartridge. Be sure the Controllers are firmly connected to your Video Arcade.™ See your Owner's Manual for details. Hold the Controllers with the red button to your upper left towards the television screen.



NOTE: The Console unit should be OFF when inserting or removing a Tele-Games Cartridge.

CONTROLLER ACTION



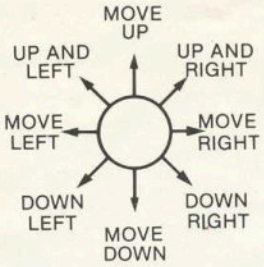
How to control pitches

Pitcher

To pitch the ball, depress the red Controller button. Throw curves, fastballs, screwballs or change-up pitches by moving your Joystick (as shown in the diagram) after the ball leaves the pitcher.

Batter

Swing the bat by moving your Joystick from the neutral (center) position to **any** other position. If, after hitting the ball, it looks as if the outfielder has a chance to make a putout if you take an extra base, push the red Controller



How to control outfielder(s)

button BEFORE reaching base and your runner(s) will stop at the base.

Outfielders

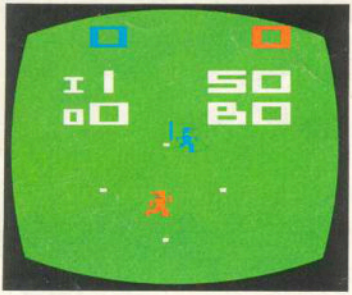
After the batter hits the ball, control your outfielder(s) with the Joystick (as shown in the diagram) to catch the ball and make putouts.

SKILL OPTIONS

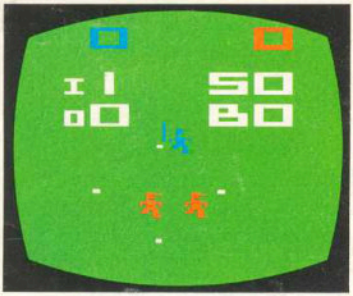
In the "Novice" position, you will have slower outfielders. When it is your turn to bat, your batted balls will move more slowly. In the "Expert" position, the outfielders move more quickly to a batted ball and through the infield.

HOW TO PLAY BASEBALL

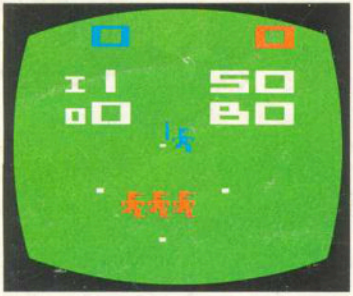
The left hand or blue player is the "visiting team" and is first up to bat. The pitcher-outfielder pitches the ball. Three **strikes** (either swinging or pitched) are an **out**. Four **balls** (a pitch that falls outside the plate and is not hit) are a **walk**; a **walk** entitles the batter to advance to first base. If the pitcher hits the batter (and the batter does not strike at the pitch), the batter will advance to first base. If the batter hits the ball, one of the outfielders can catch the ball and make a putout by touching first base ahead of the runner or by tagging the runner. If there are other runners on base, a putout can be made by tagging any runner. If the runner is in a "force play" make a putout by tagging the base in front of that runner. With practice, doubleplays (two outs on one pitched ball) can become easy.



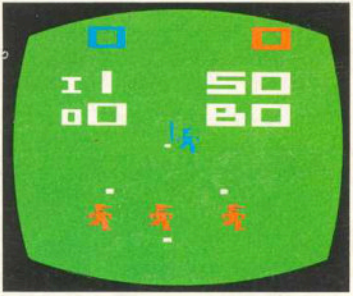
Games 1 and 5 playfield



Games 2 and 6 playfield



Games 3 and 7 playfield



Games 4 and 8 playfield

Three **outs** for EACH player are an **inning**; nine innings are a game. Only the player at bat can score. Score one **run** for each runner crossing home plate.

The white letters at the top left of the playfield are: **I** innings, **0** outs; the white letters at the top right of the playfield are; **B** balls, **S** strikes. The blue number is the left player's score; the red number is the right player's score.

Games 1, 2, 3, and 4 are single player games against the computer. Using the right Joystick controller, pitch to the computer. Your score appear at the upper right of the playfield, the computer's score appears at the upper left.

Games 5, 6, 7 and 8 are two-player games.

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