

ELECTRONIC *TIGER'S* **BASEBALL** **ALL STARS™** LCD GAME

1 TIGER'S BASEBALL ALL STARS STORY

This is no ordinary game. It's a "Game Talk" unit. You'll hear all the sounds of the ballpark - from the crowd, to the crack of the bat, to the announcer telling you the starting lineups, the available substitutes, the balls and the strikes, even the sounds of the umpires making their calls of safe or out.

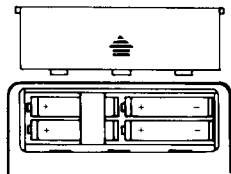
On offense, you control the hitters swing and their ability to run the bases. On defense, you control the pitches thrown, and how your fielders throw to the base of your choice.

This game has it all - the real players from the Big Leagues, complete with their statistics, strategy of substitutions, taking the extra base, what pitches to throw, which base to throw to, it's got everything except the hot dogs!

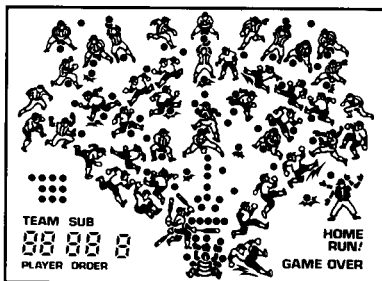
2 INSERTING THE BATTERIES

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

Insert four AA batteries, UM-3 or equivalent, making sure to align "+" and "-" as shown.



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.

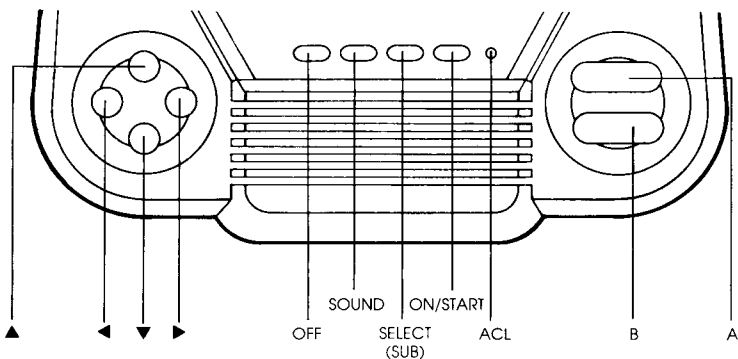
Replace batteries at the first sign of erratic operation.

4 THE OBJECT OF THE GAME

Like any Big League ballplayer, your object is to help your team win the ballgame. All the rules of real baseball apply.

As a hitter, be selective at the plate. As a pitcher, be selective in your choice of pitches. Always hustle on both sides of the diamond. Run out every ball as fast as you can when batting and try to always throw to the right base as a fielder! As a manager, choose what you feel is the right combination of players!

5 CONTROL GUIDE



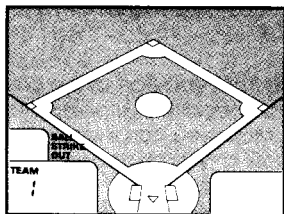
ON/START - To turn on the unit.
- To start the game (for first pitch and to restart after each half inning).

SELECT (SUB) During player selection
- Request for modification of regular lineup.
- To confirm the modification.

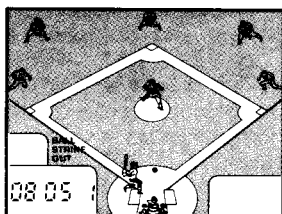
- During game
- To request substitution.
 - To confirm substitution.
- SOUND - Controls sound; on or off.
- OFF - To turn off the unit.
- BUTTON A
- During player selection
- To display and announce the regular lineup of the team.
- When batting
- To take a full swing.
 - To run forwards.
- When on defense
- To throw **fast** straight ball (pressed alone)
 - To throw **fast** curve ball (press with ◀ or ▶)
 - To field the ball.
-
- BUTTON B
- Before game starts
- To choose between the National and American Teams.
- When batting
- To bunt.
 - To run backwards.
- When on defense
- To throw **slow** straight ball (pressed alone)
 - To throw **slow** curve ball (press with ◀ or ▶)
- ▲
- During player selection
- To announce next player **up** on the reserve list.
- When on defense
- To throw to 2nd base.
- ▼
- During player selection
- To announce next player **down** on the reserve list.
- When on defense
- To throw to home plate.
- ▶
- When on defense
- To throw fast/slow curve ball (pressed with A or B button).
 - To throw to 1st base.
- ◀
- When on defense
- To throw fast/slow curve ball (pressed with A or B button).
 - To throw to 3rd base.

6 FEATURES

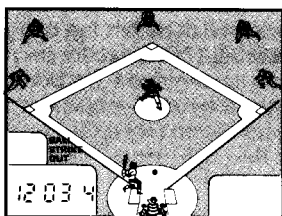
- Built-in speech chip
- Rosters of National and American Teams
- Statistics on each player
- Built-in auto power-off timer
- Speech on/off control



Select the National Team



Jackson is up. Batting Average .256



Pitching for the American Team is
Ryan Earned Run Average 3.20

This is a game for one player. You play against the computer. You choose between the American and National Teams. The computer gets the side you don't select.

You select 9 players for your starting lineup, including your pitcher. You can also choose your own batting order. You are allowed to make substitutions for each and any player. All players have their statistics (batting average or pitching earned run average, ERA) announced during the player selection.

When batting, you can swing away or bunt. After you make contact, you've got to run the bases! You can overrun the base - and then you have to scamper back!

In the field, you control the pitches - curve balls (which move away from the hitter), screw balls (which move in on the batter), and a straight pitch. You can throw any of your pitches fast or slow. When the ball is hit, your fielders can throw the ball to any base - you have to select the right base!

All the rules of baseball apply - nine inning games, three outs per inning, four balls and three strikes per batter - and in the end the skill of the players - **and their manager** - determines the outcome.

8 HOW TO PLAY

Press the ON button to turn on the unit. An "On" tune is heard. The display shows **Team 1**, which happens to be the National Team. The announcer says, "Select the National Team". If you'd rather have the American Team, press the B button. The display changes to **Team 2**, and the announcer says, "Select the American Team."

Press START button again after you decide which team you want. The announcer says "Play ball" He also tells you it's the top of the first inning, who's pitching, the pitcher's earned run average, who's up to bat, the batter's average, and the count in balls and strikes after each pitch! The display also keeps track of the inning, the score, and the balls and strikes count.

As you play the game, the announcer will keep you informed on every batter's statistics and the umpire will call each pitch and every play on each base.

Before the game starts, if you're not satisfied with the lineup you've been given, press the "A" button. Each time you press A, the announcer will tell you who is in the lineup, what is his batting average, and the display will show you his uniform number, and where he's hitting in the order.

When you reach a player you'd like to modify, press the ^{SELECT}(SUB) button. Now the next available reserve player will be announced and his uniform number and the spot in the batting order will be shown on the display. The announcer will also tell you his average or earned run average if he's a pitcher.

Press ▲ or ▼ button to run down the reserves available.

Then press A to select the player you want to replace and confirm your modification by pressing the SELECT (SUB) button. The computer will announce that (Player 1) has been replaced by (Player 2), and the display will also show the change. Repeat this process to make more modifications if you desire.

Whenever you press the START button, the announcer will say, "Play ball" and the game is underway.

The announcer and the umpire will move the game along - keeping you totally informed of who's batting, what the count is on the hitter, and whether or not the player reaches base safely. All hitters are always told their batting average, and the pitcher is always informed on whether his last pitch is a ball or a strike.

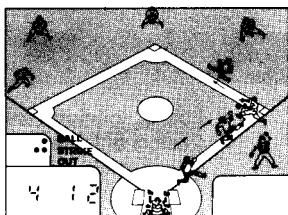


The display shows the inning, the score of the game, and also keeps track of balls and strikes, as well as outs.

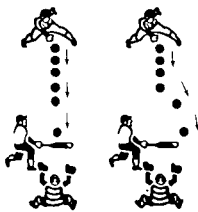


BATTING:

When you're up to the plate, you can press either SWING or BUNT. Once you make contact, you've got to run the bases! Like real baseball, take the extra base when you can, but don't get too careless! It's possible to overrun the base, too. Both the announcer and the umpire will keep you up to date on your success. Just like the real thing, you can also hit into force plays and double plays. Press button A to run forwards; button B to run back!



After three outs, you switch from "At Bat" to "In the Field". The computer will give you the score. There is a pause while the two All Star teams switch places. Press ON/START to begin the next half inning.



IN THE FIELD:

When you're in the field, you start as the pitcher. You can throw two kinds of curve balls - a regular curve or a screwball, or you can throw a straight pitch. You can throw any pitch fast or slow. You start the pitch by pressing the FAST PITCH or SLOW PITCH button (pressed with A or B key) then you can press ◀ or ▶, depending on the pitch. (SEE CONTROL GUIDE)

After the batter hits the ball (if he hits the ball!), your defense comes into play. Use the FIELD BALL button to try and catch the ball. You can also use the directional keys to throw the ball to any base. If the ball gets to the base before the runner does, he's out! The announcer will tell you if you're successful and will keep you informed throughout the game. **Always try for the lead runner** - and go for force outs and double plays!

SUBSTITUTING ONCE PLAY BEGINS:

Substituting at any time is no problem. Just press the ^{SELECT}(SUB) button before the pitcher pitches the ball. The announcer will call "Time Out!"

If you're at bat, the batter will be announced.

If you're in the field, the pitcher will be announced.

Use the ▲ and ▼ keys to specify the player you wish to bring into the game. The announcer will announce each possibility to you. The announcer will also tell the sub's average to help you decide.



Confirm your new selection by pressing the ^{SELECT}(SUB) button a second time. The announcer announces the change.

You can press ON/START at any time to stop the substitution mode.

Once you substitute for a player, the substituted player can not re-enter the game - just like real baseball. There are **six** players available for substitution when the game starts. If you try to substitute more than six players, a "beep" is heard when you press SELECT (SUB).

You are not allowed to replace your pitcher - unless another pitcher is available on your reserve list. If you try to substitute for your pitcher with a position player, you'll hear the "beep" again!

If you make a move to replace your pitcher, and there is a pitcher in reserve, the computer will automatically select the replacement pitcher if there's no one out on the mound!

When you're finished playing, press the OFF key to turn off the game. Press OFF when the announcer and umpire aren't talking!

Press SOUND if you want to play in silence. Press SOUND again to regain all the wonderful sounds of the ballpark. Let's play ball!

AT THE END OF THE INSTRUCTIONS, THERE IS A CHART ON EACH PLAYER'S STATISTICS!

9 APPENDIX

DEFAULT LINE UP LIST OF THE NATIONAL TEAM AND THE AMERICAN TEAM

NATIONAL TEAM

ORDER	PLAYER NO.	PLAYER NAME	AVERAGE
1	1	SMITH	.273
2	19	GWYNN	.336
3	22	CLARK	.333
4	7	MITCHELL	.291
5	44	DAVIS	.281
6	20	JOHNSON	.287
7	23	SANDBERG	.290
8	9	SANTIAGO	.236
9	48	REUSCHEL	2.94 (ERA)
	55	HERSHISER	2.31 (ERA)
	25	BONILLA	.281
	28	GUERRERO	.311
	8	DAWSON	.252
	9	HAYES	.259
	26	PENA	.259

AMERICAN TEAM

ORDER	PLAYER NO.	PLAYER NAME	AVERAGE
1	16	JACKSON	.256
2	26	BOGGS	.330
3	34	PUCKETT	.339
4	14	FRANCO	.316
5	8	RIPKEN	.257
6	21	SIERRA	.306
7	25	McGWIRE	.231
8	36	STEINBACH	.273
9	34	STEWART	3.32 (ERA)
	34	RYAN	3.20 (ERA)
	17	GRUBER	.290
	8	GAËTTI	.251
	13	MATTINGLY	.303
	3	BAINES	.308
	00	LEONARD	.254

10 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 Woodlans 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.

11 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\$15.00. 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, styrofoam or other padding all around and tie/tape 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\$15.00 payment for the repair service.

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