ENTEX ELECTRONICS ™·

ENTEX®

ELECTRONIC
Baseball2

Knuckle Ball (Steal Defense)

Curve

Change Up

Slider

Fast Ball

Remote Control Pitching Module

Count (Balls, Strikes, Outs)

Inning

On/Off

Score (Home–Visitors)
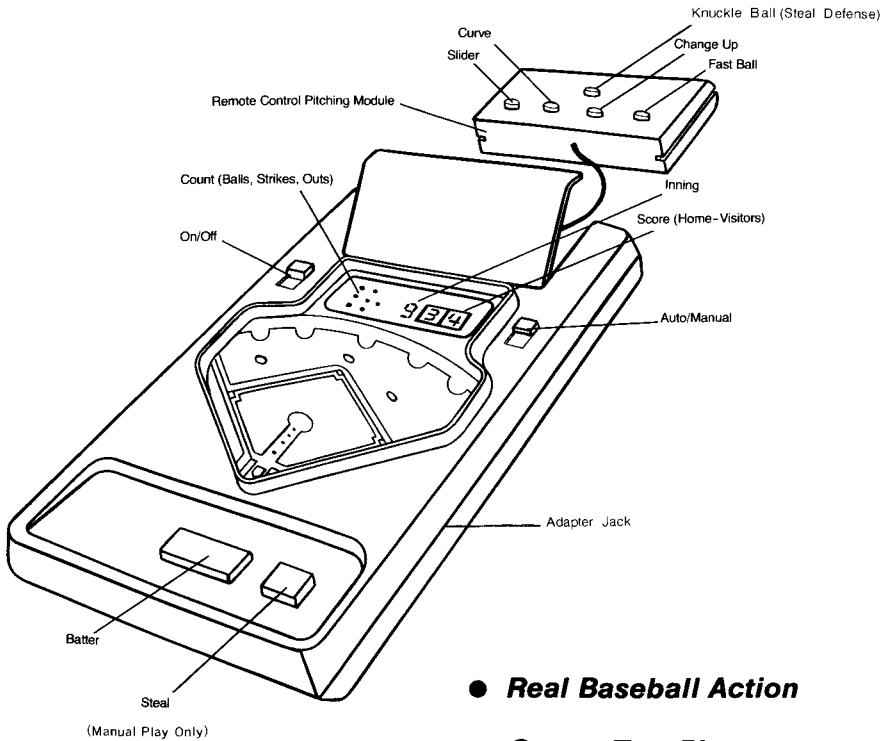
Auto/Manual

Adapter Jack

Batter

Steal

(Manual Play Only)

- **Real Baseball Action**
- **One or Two Players**
- **Electronic Sound and L.E.D.'s create action and keep score.**

◢**1**◣ Insert Batteries

Turn game upside down. Press down where shown and slide cover off. Insert three "AA" batteries (alkaline type batteries will last longer). Battery positions are indicated inside the battery box.

◆**2**◆ Control Buttons

A. On/Off - Turn game on or off.

B. Auto/Manual - Two players or one. Play against an opponent who selects type and speed of pitch (manual) or play against a "computer pitcher" which throws random pitches. (Automatic).

C. Remote Control Pitching
A major feature of the Entex Electronics Baseball game is the remote control pitching. Your opponent can snap the module out by pulling straight away from the main unit. The cord allows the "pitcher" to select pitches without the "batter" seeing what he is doing. This really livens up the action. (Press under the module and pull to remove).

Pitching controls are:
1) **Fast Ball** - Pitch starts out and continues with a fast delivery.
2) **Change Up** - Slow delivery.
3) **Curve Ball** - Slow delivery will curve to the left at the last second.
4) **Slider** - Slow delivery will curve to the right at the last second.

Note: The ball begins delivery as soon as one of the four pitch buttons is depressed. Fast balls and change ups will always be strikes. Curves and sliders can result in either strikes or balls - determined randomly by the computer.

5a) Knuckle Ball - As in real baseball where a knuckle ball gives a crazy action to the ball, the knuckle ball button changes the action in the middle of the delivery.

Note: The knuckle ball can only be used in conjunction with the change up, curve and slider. First push one of these three buttons. The ball will start out slowly. Then by pushing the knuckle ball button, the ball suddenly speeds up. This can often take the batter by surprise.

5b) Steal Defense - When batter has a man on first and attempts to steal second base by pushing the Steal Button, the Pitcher attempts to prevent the stolen base by depressing the Steal Defense Button (same as Knuckle Ball Button). If he reacts quickly, the man is out. If he reacts slowly, the man succeeds in stealing second base.
(Steal defense is used on manual play only)

D. Batter

When a pitch is delivered, either by your opponent (manual) or by the computer (auto) the object is to "hit" the ball. This is done by depressing the "batter" button at just the right time. Hitting too soon or too late will result in a strike. You can also "take a chance" on it being either a strike or a ball.

Practice will enable you to "swing" at just the right time to hit the ball. The computer then decides what happens. You can get a single, a double, a triple, or home run; or you can ground out or fly out to any of the fielding positions.

You can develop skill in batting as in real baseball an early swing will tend to direct the ball to left field and a late to the right.

E. Steal (Manual Only)

With a man on first, providing second base is unoccupied, you can attempt to steal second as follows: as soon as the pitch begins delivery, push "Steal" instead of "Batter". LEDS in the two batter boxes will flash alternately, signaling your attempt to steal second. The Pitcher can attempt to prevent the steal (see C-5b above). If out, the LED at first goes out, and an Out is indicated. If safe, the LED at first goes out, and the LED at second goes on.

NOTE: There are two additional features in Baseball 2 which are unique, but are not controlled by buttons. They are computer-controlled, but add a touch of realism to the game:

1) Sacrifice Fly: with a man on third and no outs or one out, if you hit the ball to the Center Fielder, the man on third automatically scores on a Sacrifice Fly.

2) Double Play: with a man on first and no outs or one out, if you hit the ball to second or short, a double play automatically occurs and both the Batter and Baserunner are out.

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3 Electronic Sound/Lights

A. Digital Scoring shows what inning is being played, which team is up, and the cumulative score for both visiting and home team. NOTE: For scores of 0-9 just the digit appears. For scores of 10-19, a dot above and to the left of the digit indicates 10 plus the digit.

B. Count - Shows number of strikes, balls, and outs.

C. Position of base runners are indicated by L.E.D. lit on 1st, 2nd, or 3rd.

D. L.E.D.'s show pitch, hits, outs, strikes, balls. Different sounds for strikes, balls, outs, even hits all sound different.

◆4 How To Play

A. Turn game on.

B. Choose auto or manual.

C. If manual, player selects pitch and proceeds to pitch. If auto, computer pitches automatically.

D. Second player attempts to hit ball.

E. Computer records the action.

F. After three outs, other player takes a turn at bat.

G. If desired, score cards (supply included) can be used to accurately score the game.

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◆5 Care Of Your Game

A. Treat your game as you would any calculator.
B. Avoid dropping it.
C. Avoid getting it wet.
D. Avoid leaving it in hot places.
E. Don't leave dead batteries in the game. Remove batteries if you plan to store.
F. Do not unscrew back. There are no user-servicable parts.

◆6 Note On Batteries

If L.E.D. lights or scoring device become erratic or flicker on and off, replace the batteries with fresh ones.

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IMPORTANT

Do not leave your game near very hot locations such as a car window on a sunny day, or a fire or heating device for long periods of time, as this could distort the case.

Do not pull or jerk on the cord to the remote pitching module.

Always store in a dry place.

◆7 Instructions For Scorekeeping

1. **Enter player names.** Use fictional names or enter your favorite big league stars.

2. **Enter position numbers.** 1-pitcher, 2-catcher, 3-1st base, 4-2nd base, 5-3rd base, 6-short stop, 7-left field, 8-center field, 9-right field.

3. **General Guidelines for Scoring:**

   a) **Outs** are scored as 1 , 2 , or 3 for 1st, 2nd and 3rd outs. After 3rd out, draw dark line under last man at bat.

   b) **Runners** are tracked by darkening base paths as follows:

   ◇ **man on 1st,**   ◈ **man on 2nd,**

   ◈ **man on 3rd,**   ◆ **man scored.**

   As a runner proceeds around bases, continue to darken paths, recording his progress. His initial hit will be recorded separately, and the diamond follows his progress. Thus, the following records Player A:

   A singles

   ```
   1 B   ◇
   ```

   B singles, A goes to 2nd

   ```
   1 B   ◈
   ```

   C walks, A goes to 3rd

   ```
   1 B   ◈
   ```

   D singles, A scores

   ```
   1 B   ◆
   ```

   Note the 1B stays the same, recording A's original single. The only change occurs in recording his progress.

c) Outs

1) Strike out: Recorded as "K"

Example: | K ① ◇ | — Struck out, 1st out

2) Fly out to outfielder: Record as "F" with position number of outfielder catching the ball.

Example: | F9 ② ◇ | — Flied out to right field, 2nd out

3) Ground out in the infield: Record as "G" with position number of infielder making the play.

Example: | G6 ③ ◇ | — Ground out to short stop, 3rd out

d) Getting on base is accomplished in one of five ways:

1) **Base on balls (walk)** — Record as "BB"
2) **Single** — Record as "1B"
3) **Double** — Record as "2B"
4) **Triple** — Record as "3B"
5) **Home Run** — Record as "HR"

e) With these basics, let's score two innings for the visiting team:

|	Player	Pos	1	2
V	A	6	1B ◆	1B ◇
I	B	5	F₁9 ◇	G₃3 ◇
S	C	2	3B ◆	◇
I	D	3	F₂7 ◇	◇
T	E	7	G₃6 ◇	◇
O	F	8	◇	BB ◆
R	G	9	◇	2B ◇
S	H	4	◇	K① ◇
	I	1	◇	F₂8 ◇

What occurred?

1st Inning —

> **A** Singled
> **B** Flied out to right field
> **C** Tripled - Scoring A
> **D** Flied out to left field
> **E** Grounded out to short stop

2nd Inning —

> **F** walked - Base on balls
> **G** Doubled - Advancing **F** to third
> **H** Struck out -
> **I** Flied out to center field
> **A** Singled - Scoring **F** and advancing **G** to third
> **B** Grounded out to 1st base

Note: If desired, you can keep track of **RBI's** (Runs Batted In). In above example **C** tripled - scoring **A**.

Recorded as　　| 3B ◆ |　　　Would be　　| 3B RBI-1 ◆ |
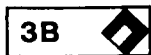
Note: If desired you can track a runners progress from his initial position with symbols showing how he advanced such as SF(Sacrifice Fly), SB(Stole Base).
Score a Double Play as DP with outs circled for man forced out as well as the batter.

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LIMITED WARRANTY

Entex Industries warrants to the original owner that this hand-held electronic game will be free of defects in material and/or workmanship for 90 days from the date of purchase.

During this 90-day warranty period a defective game will be either repaired or replaced (at our option) without charge to the owner, when returned either to the dealer with proof of date-of-purchase, OR when returned postage prepaid and insured, with proof of date-of-purchase, to Entex Industries, Repair Center, 1100 West Walnut Street, Compton, California 90220.

Units returned without proof of date-of-purchase, or out-of-warranty units returned will be repaired or replaced (at our option) for a service charge of $15.00. Send check or money order made out to Entex Industries. Units must be returned postage prepaid and insured.

This warranty gives you specific legal rights and you may have other rights which vary from state to state.

Packing and returning instructions:
1. Pack in the original carton, or use a good carton with plenty of crumpled paper to protect the unit.
2. Address to:
     Entex Industries Repair Center
     1100 West Walnut Street
     Compton, CA 90220
3. Apply correct postage stamps and insure the unit; then mail.

ADAPTER JACK

This electronic game has a built-in adapter jack. When the adapter is used, no batteries are required. it accepts Entex #6025 4.5V AC Adapter. Use of other adapters with improper connectors or incorrect voltage output may void your warranty and cause permanent damage to your electronic game.

If your dealer does not stock the Entex Adapter, you can obtain one by sending in the coupon below:

Helen Parts
Entex Industries, Inc.
1100 W. Walnut St.
Compton, CA 90220

Please send the following:

	Quantity	Price	Total
#6025 AC Adapter _____		$6.00	_____
(Cost includes handling and postage)			
California residents add 6%			_____
		Total	_____
		Check Enclosed	_____

Send to:

Name:_____

No./Street: _____

City/State/Zip:_____