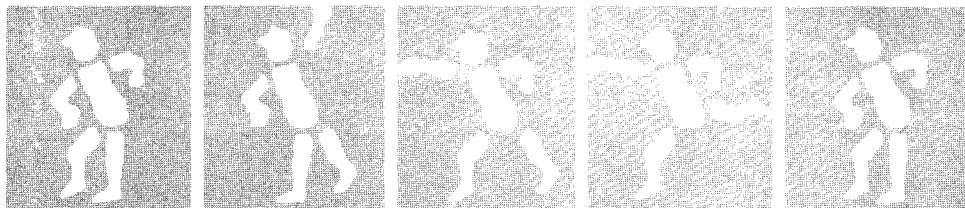
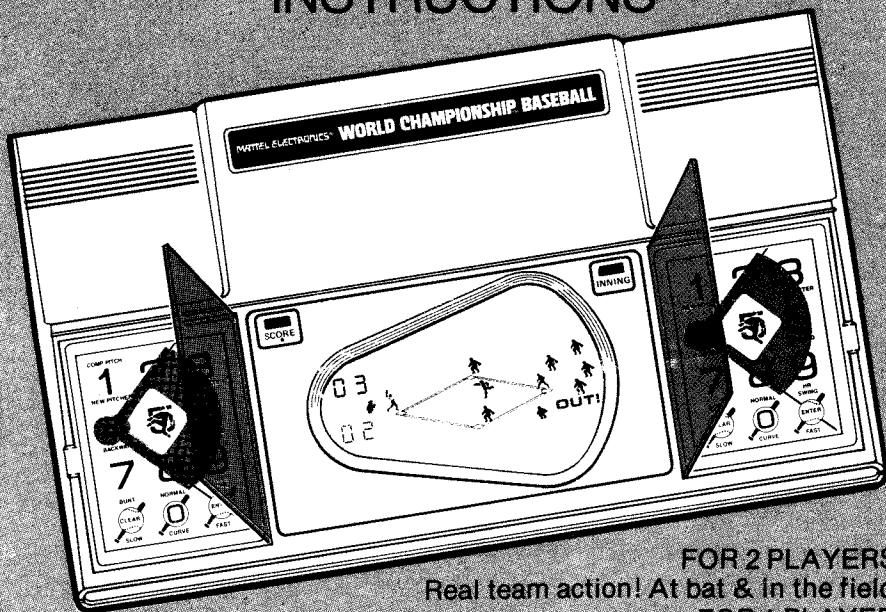


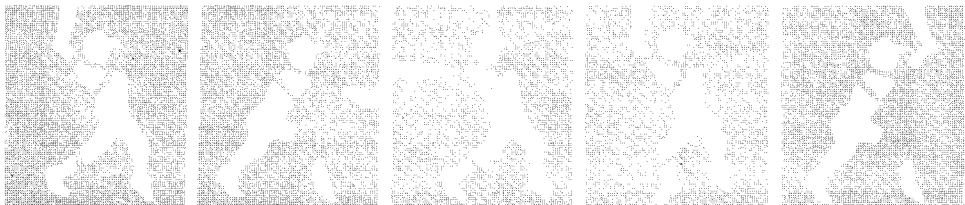
MATTEL ELECTRONICS® WORLD CHAMPIONSHIP™ BASEBALL



INSTRUCTIONS



FOR 2 PLAYERS!
Real team action! At bat & in the field!
FOR 1 PLAYER!
YOU vs. the COMPUTER! Computer plays defense.

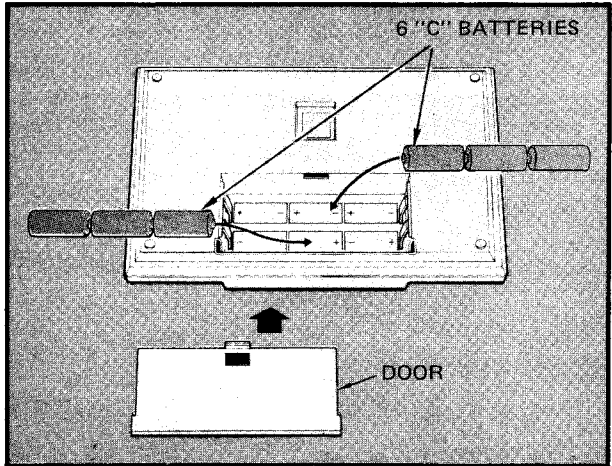


WORLD CHAMPIONSHIP™ Baseball by Mattel Electronics® is baseball action and strategy. Offense and Defense. You mastermind the ballgame. You'll work from a Team Roster of 15 ballplayers where each player has strengths and weaknesses — all right here "in the book." Pick your lineup. Pitcher getting "tired"? Pull him. Bring in a reliever. You'll pinchhit for power, bring in a run. Go for left vs. right-handed percentage. This is it!

BATTERY INSTALLATION

Turn game over. Open and remove Battery Compartment door.

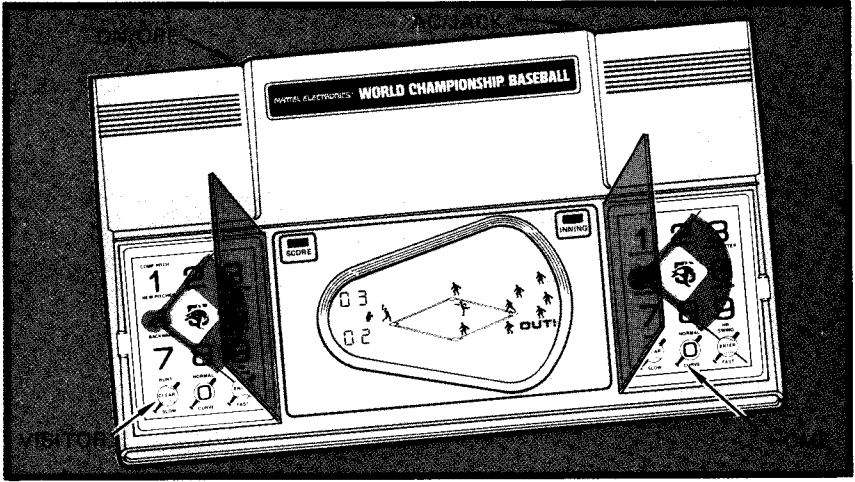
Follow the battery instructions inside. Insert SIX C-CELL batteries as shown. Batteries go end-to-end in two rows.



This game has been designed to meet all applicable FCC rules. Because of this, there is very little chance that this game will cause interference to television or radio reception. However, the FCC has asked all electronic game manufacturers to give you the following information:

If you notice interference with radio or television reception while this game is on, move the game away from the television or radio. If the game is the cause of the interference, then moving the game away from the radio or television should eliminate the problem. If you are having problems with your radio or television reception, you may find the following booklet (Stock No. 004-000-00345-4) helpful: "How to Identify and Resolve Radio and TV Interference Problems". This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402.

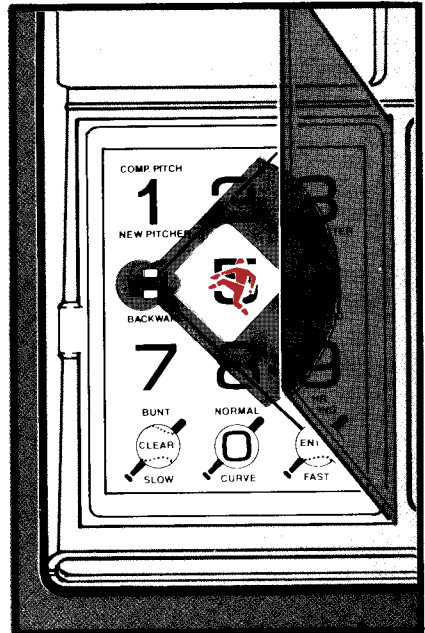
CHECK OUT THE CONTROLS



VISITORS KEYPAD

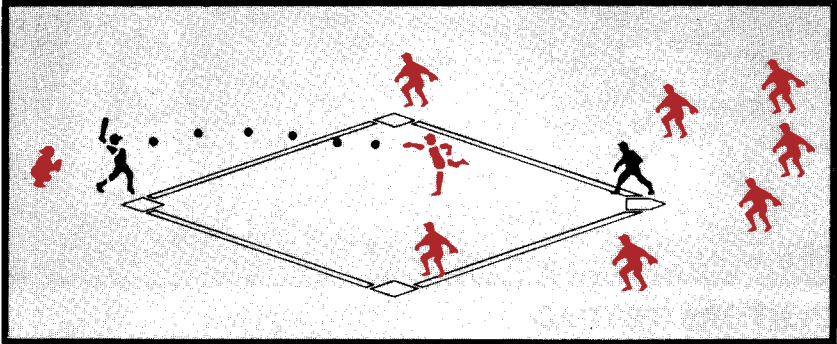
Visitor's keypad is on the left. *When playing alone, YOU vs. the COMPUTER*, use Visitor's keypad to direct *your* offense. Use (right) Home Team keypad to select the defensive lineup you want to play **against**. Most keypad buttons are triple-functioned.

In the 2 PLAYER game, each opponent has a keypad. Keypads have doors to keep strategy secret. World Championship baseball is a game of strategy! You and your opponent will be sitting side-by-side.



THE DIAMOND

The view of the diamond is from the 1st base side. Game features three-color vacuum fluorescent display. Ball is yellow. Path of a pitched ball is easy to follow. Teams batting and in the field wear contrasting blue and red. (Batters and runners in blue, fielders red.)



THE GAME IN A NUTSHELL

1. Pick your GAME. For YOU vs. COMPUTER . . .
HOLD DOWN **1** as you turn game ON.
For 2 PLAYERS, turn game ON.
2. Enter team lineup. When display reads **"B1"** press **ENTER**.
Computer selects 9 average men. (To pick your OWN lineup, from 15-man roster, see pages 6, 7 & 9 or underside of game.
3. Select SPEED. When display reads **"LV"** press 1, 2, 3 or 4 (FASTEST) and press **ENTER**.
4. Bring up the PITCH. In YOU vs. COMPUTER game, press **1**.
Computer picks and delivers pitch. In 2 PLAYER game YOU select pitch. Use **SLOW**, **CURVE**, **FAST** and **5** (PITCH button, see page 13).

Ball returns to Pitcher automatically in YOU vs. COMPUTER.
YOU must press PITCHER'S POSITION when catcher has ball in 2-PLAYER game.

BATTING. As pitch approaches, press **BUNT**, **NORMAL** or **HR SWING** (See page 15). In 2-PLAYER game, VISITORS bat first.

RUNNING. When ball is hit, runner goes automatically to first. (See page 16). To CONTROL runners, press **FORWARD**, **6** or **BACKWARD**, **4**.

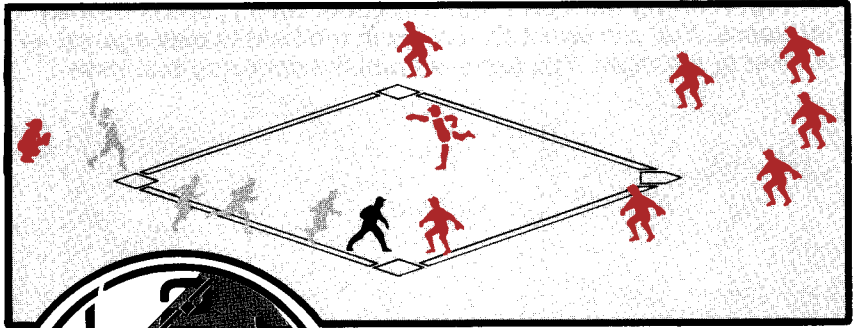
FIELDING. FLY BALLS: When fly ball is caught fielder will LIGHT UP. "OUT" will be displayed.

GROUNDERS: You MUST "THROW" to the base! Press POSITION where you want throw to go. If throw beats runner, "OUT" will be displayed. (See pages 3 & 4)

IN THE FIELD

Fielder who has the ball will BLINK! If ball is caught in the air, "OUT" sign will light up.

On ground balls, you MUST "throw" to the base and make the putout. Press POSITION where you want ball to go. For example, grounder is hit to 3rd, POSITION BLINKS. Press 1st Base on your keypad. 1st Base will then BLINK. (Ball has arrived.)



If your "throw" beats the runner, "OUT" display will flash on. Double Plays, even Triple Plays are possible. (Familiarity and coordination on the controls gives you that extra edge.)

Fielders will automatically move to cover fly balls. Computer will automatically direct the fielders. Two people playing each other control "pitching" and fielding "throws" only.

If base runner is one step either in front or behind a base and throw goes to that base, runner is out.

Fielder who HAS THE BALL will BLINK! If a ball is caught in the air, "OUT" sign will light up.

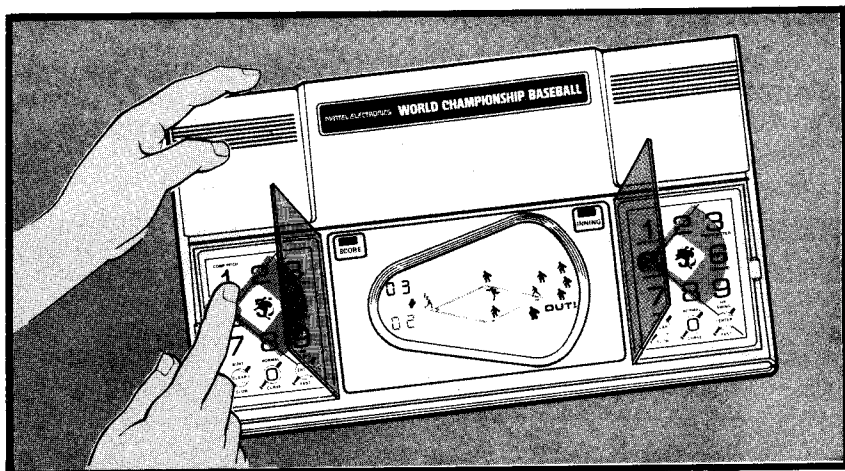
Pitcher or any baseman or the catcher can throw to any base and GO FOR THE PICK OFF!

Fielder will automatically move to cover batted balls. Balls hit foul in the air CAN be caught for the out by the catcher only.

WATCH THE PATH OF THE BALL. Unbroken yellow line identifies a ground ball. When path of the ball is interrupted and then falls on the diamond, it's a fly ball.

PICK YOUR GAME!

For YOU vs. the COMPUTER, use Visitor's keypad on the left. Computer will ALWAYS play defense. You will always play offense — hitting, running the bases. But even defensively, you can be an influence. You can select the lineup in the field to play against — weaker or stronger. You can even pull the opposing pitchers!



To play World Championship™ baseball for practice, HOLD DOWN **1** key. At the **same time**, turn game ON. (Switch on top.)

Note: When making defensive changes, use Home Team keypad (right).

SELECT PRO LEVEL "SPEED"

When displays asks for "LV", press 1, 2, 3 or 4 (FASTEST SPEED OF ALL . . . and press **ENTER** .

COMPUTER PICKS THE LINEUP

If you do NOT want to select a team lineup from the Roster, Computer will select for you.

Computer will ask for your LEADOFF BATTER. (Batter number 1.)

Press **ENTER** only.

Computer will fill every position — your entire nine-man batting order and defensive team with a STANDARD roster.


















Remember: you CAN substitute (change pitchers, etc.) even though Computer picked the lineup for you. Any player removed from the game of course CANNOT be used again until next game.

PICK YOUR OWN LINEUP

Like a professional baseball manager, your job will be to go with the best balanced lineup of nine men possible. Your lineup of course is your team BATTING ORDER. You have 15 possibilities from which to choose.

Take a good look at the ROSTER . . .

BALLPLAYER'S ROSTER NO.	POSITION	RBI	HR	AVG.
1 	Shortstop	29	4	.302
2 	Substitute	102	8	.330
3 	Left Fielder	61	33	.270
4 	2nd Baseman	57	12	.255
5 	Substitute	33	14	.192
6 	Catcher	84	16	.302
7 	Substitute	53	20	.307
8 	Center Fielder	25	7	.293
9 	Right Fielder	98	39	.202
10 	1st Baseman	55	19	.241
11 	3rd Baseman	91	36	.313
12 	Pitcher	6	0	.060
13 	Pitcher	2	0	.073
14 	Pitcher	5	1	.121
15 	Pitcher	4	0	.092

TEAM ROSTER (Same for both Home Team and Visitors).

SUBSTITUTIONS CAN BE MADE even if computer picked your lineup.



ARM STRENGTH	STOLEN BASES	BATS	THROWS	WL	ERA	SO
Very Good	90	R	R			
Poor	8	L	R			
Good	20	L	L			
Fair	55	R	R			
Good	12	R	R			
Good	22	R	R			
Fair	49	R	R			
Very Good	13	R	L			
Poor	3	L	L			
Poor	18	L	L			
Very Good	24	R	R			
Very Good	0	L	L	18-9	3.20	161
Very Good	0	R	R	8-5	3.73	47
Fair	1	R	R	20-12	3.27	144
Good	0	L	L	9-7	3.81	33

Note: Any roster number can play any position even if not designated, eg. #6 (catcher) can pitch, etc.

CHECK THE STATS

Each of the 15 ballplayers on the roster has definite strengths and weaknesses. Some are more valuable offensively. Some, defensively. As you build your lineup, you'll want to look at batting averages, RBI's stolen bases, left or right-handed batter, etc. Know your Stats and you can fill the key spots intelligently.

BALLPLAYER'S ROSTER NO.	POSITION	RBI	HR	AVG.	ARM STRENGTH	STOLEN BASES	BATS	THROWS
1	Shortstop	29	4	.302	Very Good	90	R	R
2	Substitute	102	8	.330	Poor	8	L	R
3	Left Fielder	61	33	.270	Good	20	L	L
4	2nd Baseman	57	12	.255	Fair	55	R	R
5	Substitute	33	14	.192	Good	12	R	R
6	Catcher	84	16	.302	Good	22	R	R
7	Substitute	53	20	.307	Fair	49	R	R
8	Center Fielder	25	7	.293	Very Good	13	R	L
9	Right Fielder	98	39	.202	Poor	3	L	L
10	1st Baseman	55	19	.241	Poor	18	L	L
11	3rd Baseman	91	36	.313	Very Good	24	R	R
12	Pitcher	6	0	.060	Very Good	0	L	L
13	Pitcher	2	0	.073	Very Good	0	R	R
14	Pitcher	5	1	.121	Fair	1	R	R
15	Pitcher	4	0	.092	Good	0	L	L

ENTER YOUR LINEUP

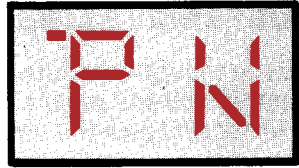
The 9-man team lineup is your BATTING ORDER. Use VISITOR'S keypad.



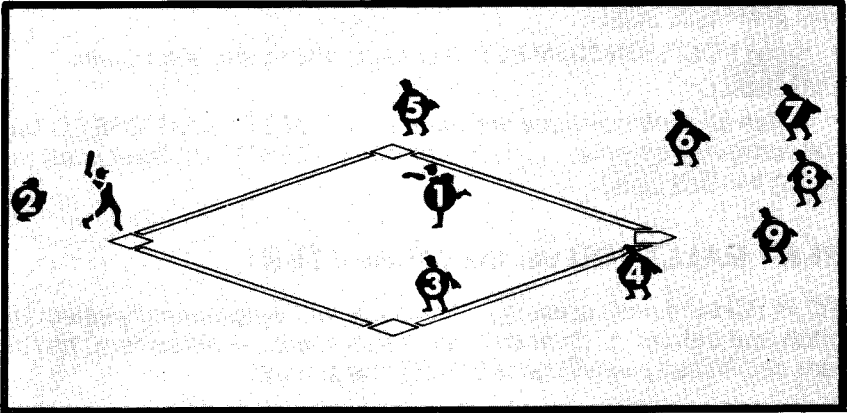
Computer will ask for your LEADOFF batter.

1. Enter your LEADOFF batter by BALLPLAYER'S ROSTER NUMBER (1-15) . . . and press **ENTER**.

Computer will then ask you for LEADOFF batter's POSITION. 1st base, shortstop, outfield, etc.



2. Enter your LEADOFF batter by POSITION NUMBER. Numbers follow the standard baseball scorecard system.



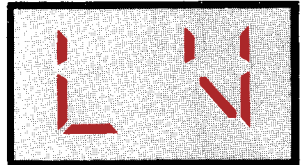
PRESS his POSITION NUMBER . . . and press **ENTER**.

Next eight batters will be entered the same way. BALLPLAYER'S

1. ROSTER NUMBER and press **ENTER**.
2. POSITION NUMBER and press **ENTER**.

SELECT PRO LEVEL "SPEED"

Press 1, 2, 3, or 4 (FASTEST SPEED OF ALL) . . . and press **ENTER**. PITCHES will come **faster!** At level 4 your reactions will have to be VERY QUICK! If you're new to Championship baseball, select a slower speed.



DEFENSIVE LINEUP COMES NEXT!

Even though computer ALWAYS plays defense in the 1-PLAYER game, you still must enter the opposing lineup. Use the **same** Team Roster and pick the nine ballplayers you want to play against.

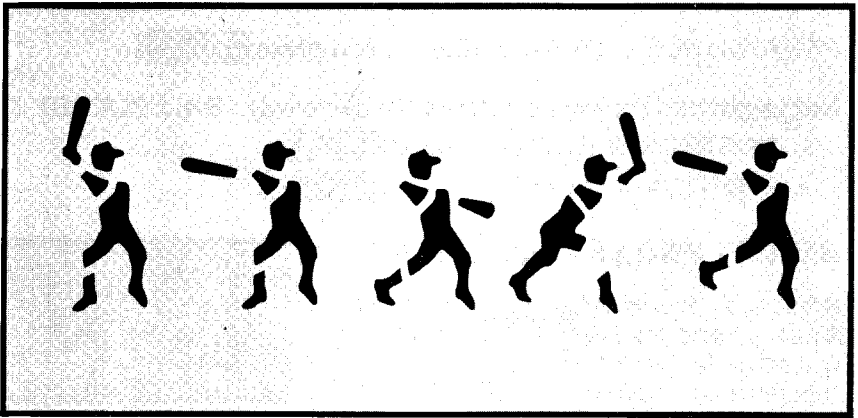
(NOTE: Computer will pick lineup for you. Just press **ENTER**).

Input procedure is the same. Using the right-hand Home Team keypad . . .

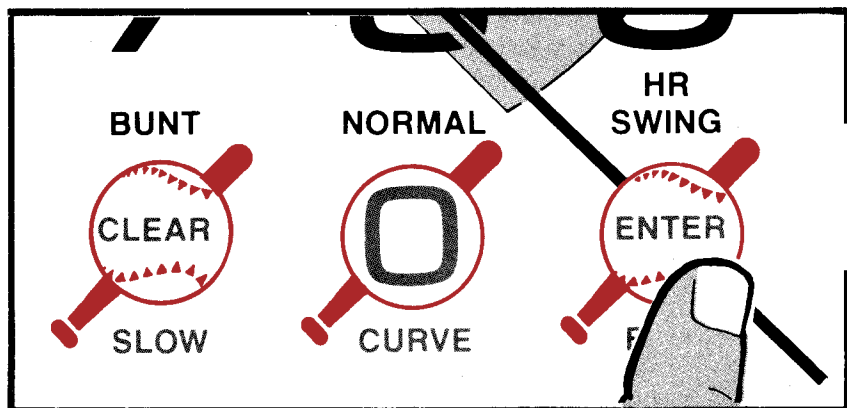
- When display reads "B1" . . . input ROSTER NUMBER (1-15) and press **ENTER**.
- Input POSITION NUMBER (1st base, shortstop, etc.) press **ENTER**.
- When all nine positions are entered, SELECT GAME SPEED for the computer defense . . . 1, 2, 3 or 4 (FASTEST) skill level of all . . . and press **ENTER**.

PLAY BALL! YOU vs. the COMPUTER!

TO PITCH the ball, press **1**. Computer will **automatically** select the pitch and deliver it. (Fast ball, slow curve, etc. — at random, mixing 'em up.) What you will do is START the action.



Wait for your pitch and swing. Make the computer pitch to you! If you think it's a ball, don't swing. You CAN draw a walk. You CAN take a called 3rd strike. Catcher alone can catch a foul ball. Foul ball strikes count.

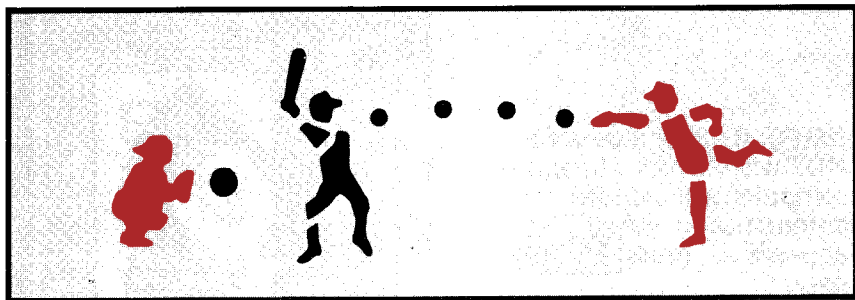


You have **THREE** options. **BUNT**, **NORMAL** or **H.R. SWING** — go for the “fences.” (See **Batting Tips** — page 15.)

PITCHER’S MOUND IS OUT!

Computer plays defense in **1-PLAYER** Mode. When ball is hit, computer will direct one of the fielders to “field the ball” and make the “throw.”

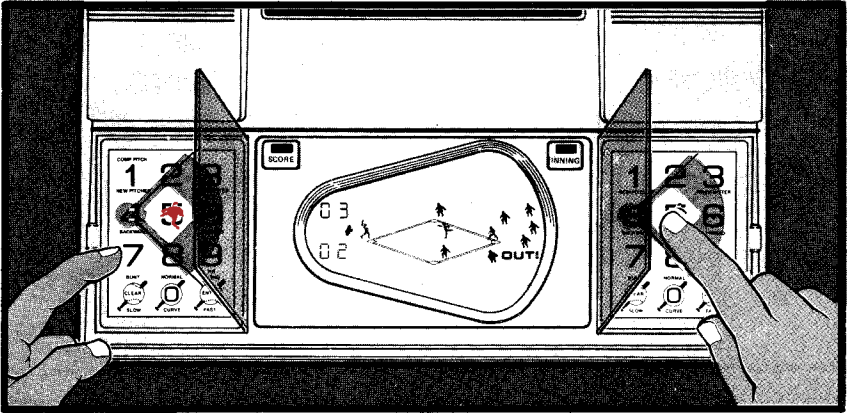
On a ground ball, the “throw” always goes to the **PITCHER’S POSITION**, not to the base in the **1-PLAYER** game. Pitcher’s Position is out!



Catcher will automatically return ball to the pitcher after a **SWING & A MISS** or a ball. (NOT true in the **2-PLAYER** game.)

Complete ballgame in the **1-PLAYER** mode is **NINE** at bats. There are **NO** extra innings in **WORLD CHAMPIONSHIP™** baseball.

THE 2 PLAYER GAME - YOU vs. OPPONENT



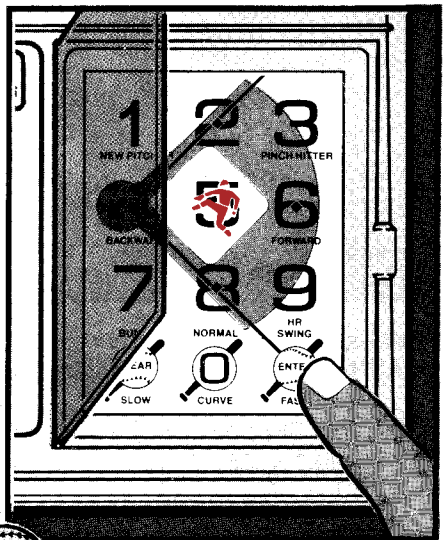
VISITORS bat first. HOME TEAM in the field.
FIELDERS are RED. Batters & runners BLUE.

To select 2-Player Mode, simply turn game ON.

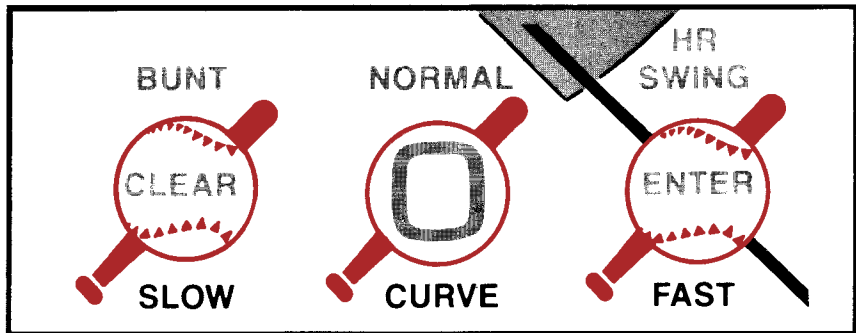
HOME TEAM ENTERS LINEUP

Using the same team roster, HOME TEAM enters the nine men of its BATTING ORDER. Procedure is the SAME: LINEUP AND SKILL LEVEL, SPEED.

NOTE: If either side does NOT wish to pick a lineup — computer will pick one automatically. When “B1” appears . . . press **ENTER** only.

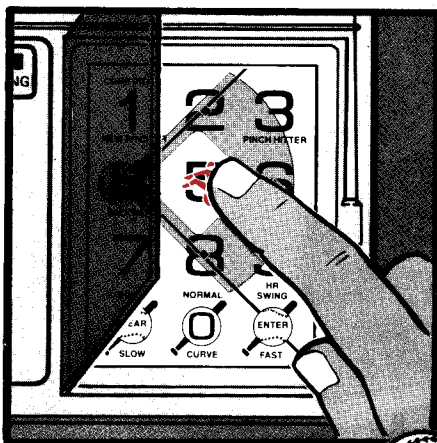


AND HERE'S THE PITCH!



HOME TEAM DELIVERS first pitch. Using right keypad, HOME TEAM selects the pitch — Fastball, Slow Curve, etc. You have SIX different pitches to choose from the THREE speeds.

TO PITCH		PRESS
1. Slow ball	(Straight)	SLOW + 5 (Pitch)
2. Medium	(Straight)	5
3. Fast one	(Straight)	FAST + 5
4. Slow ball	(Curve)	SLOW + CURVE + 5
5. Medium	(Curve)	CURVE + 5
6. Fast one	(Curve)	FAST + CURVE + 5



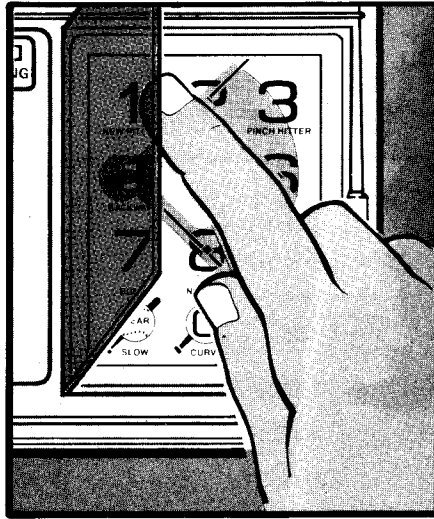
In the 2-PLAYER game, team in the field must **make** catcher return ball to the pitcher after a TAKE or a SWING & A MISS. When catcher has the ball, his position will BLINK.

Press PITCHER'S POSITION on your keypad to return ball to the pitcher.

When Pitcher's Position BLINKS, you're ready to select next pitch.

GOING TO YOUR "BULLPEN"

Your pitchers can "tire" in this game, too! Looking at the roster (page 6) you have four choices, each with individual Stats. Starting pitchers all have a beginning "strength factor." To CHANGE PITCHERS . . . Press New Pitcher.



Enter new ROSTER NUMBER AND press **ENTER**.

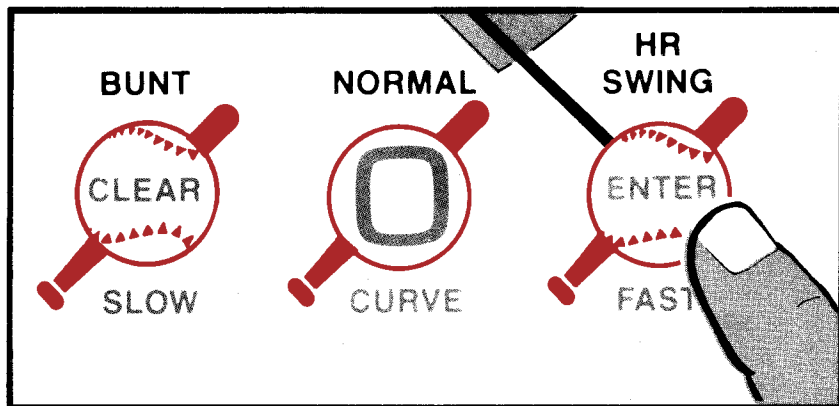
Remember, you CAN substitute even though computer picked the team lineup. Any player removed from the game CANNOT be used again until next game.

NOTE: Any player can pitch, catch or play any position.

BATTER UP!

Pitched balls will approach the plate via a **clearly visible arc**. Wait for your pitch and swing away!

To HIT THE BALL, press BUNT, NORMAL OR HR SWING. Normal swing lets you meet the ball, try for the highest percentage of safe hits. Pressing HR SWING will cut down your chances for hitting safely. Use HR SWING for the long ball, bring home the run! Hit a homer and TONES SOUND, FIELD WILL LIGHT UP!



BATTING TIPS!

- Avoid bad pitches, draw a base on balls.
 - Batting swing **MUST** be timed to meet ball in the vicinity of home plate. Practice your timing! (Use SINGLE PLAYER mode.)
 - To BUNT, press control a little SOONER.
 - Balls hit on the ground are always visible (BALL IS YELLOW). Flyballs and popups disappear, then fall back onto the field.
- Need a hit? Check the roster, bring in a pinch hitter.

Press NEW BATTER on your keypad.

Enter new batter's ROSTER NUMBER and press **ENTER**

THE RUNNING GAME



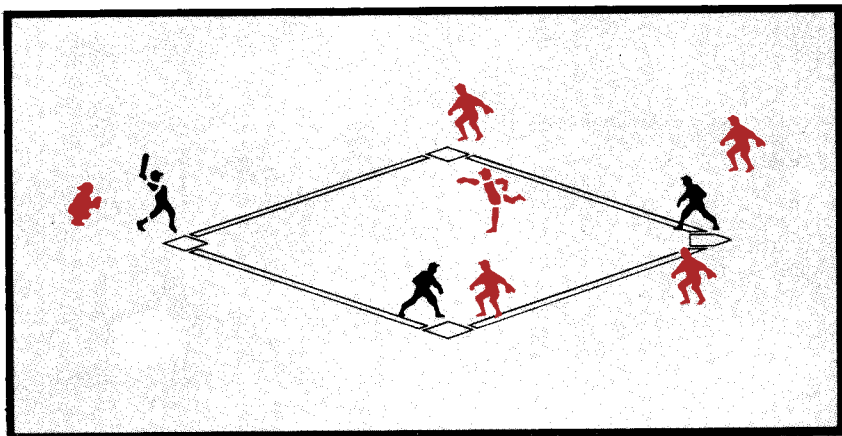
When ball is hit, runner will **AUTOMATICALLY** go to First Base.



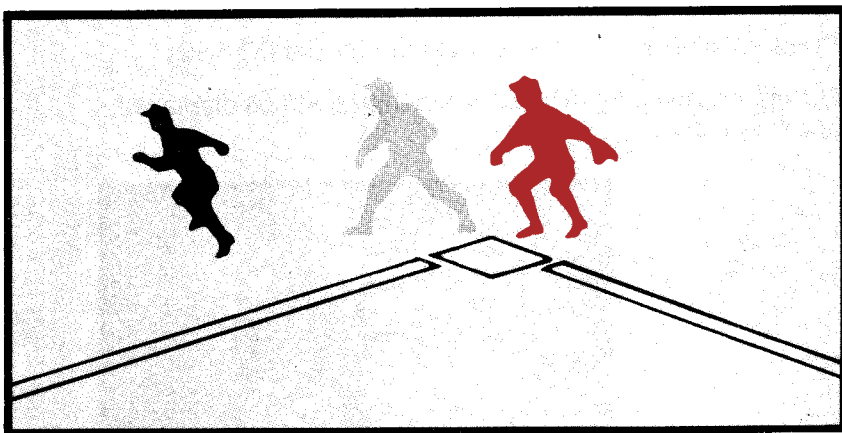
To **CONTROL** runners, press **FORWARD** or press **BACKWARD**.

Lead runner will run forward as long as you **HOLD DOWN** the **FORWARD** button. You **DIRECTLY** control the lead runner. Release **FORWARD** button and lead runner will **stop** where he is, even between bases.

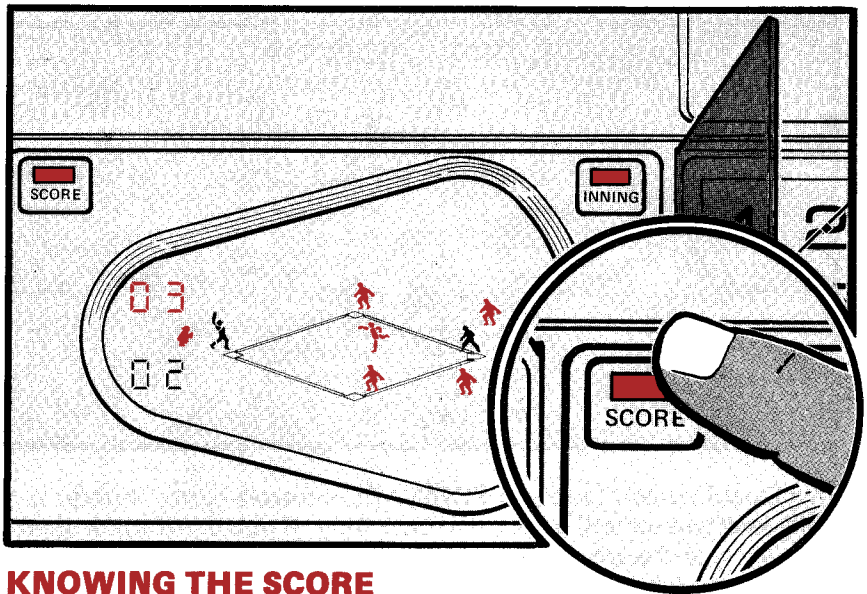
BACKWARD button controls **ALL** runners. Base runners will run backwards as long as you hold button down.



In a Double Steal, pressing FORWARD controls both runners. Non-lead runner will try for one base only. If you don't think steal will work, and want to send runners back, hold BACKWARD down. Non-lead runner will also return to previous base.



If runner is half way between the bases and throw reaches base directly ahead of him, there will be a delay if baseman holds the ball. After an interval, runner is out if he fails to go back.

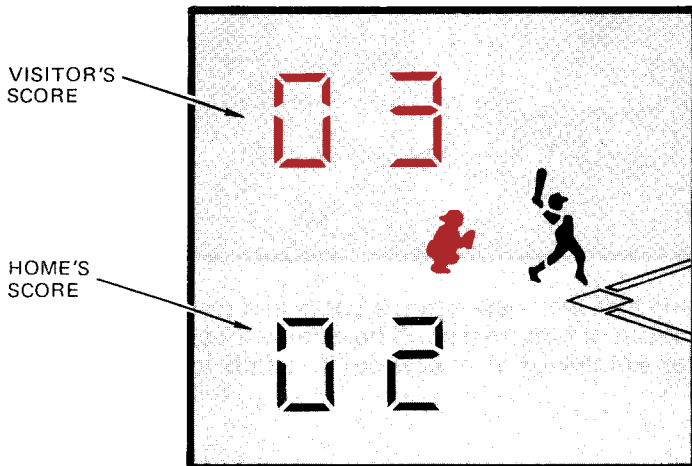


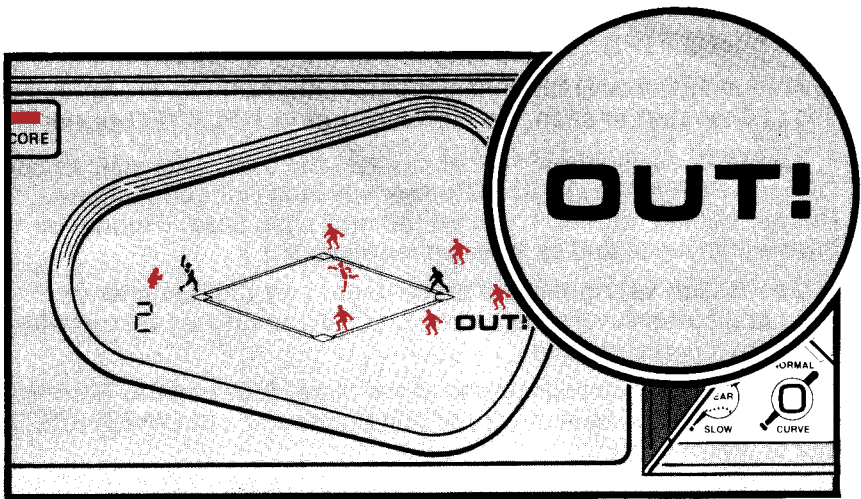
KNOWING THE SCORE

Press SCORE button above diamond for VISITORS and HOME TEAM scores in RUNS. Check score anytime during the game.

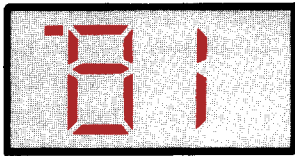
Press INNING button above diamond for the INNING.

During normal play, BALLS & STRIKES will be displayed automatically.

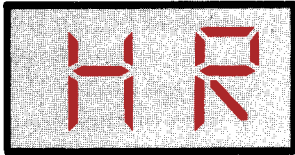




When "OUT" is made, display lights up. NUMBER OF OUTS appears.



To check ROSTER NUMBER of man at bat, press INNING button.



Hit a homer and tones sound, field will light up.

NOT IN WORLD CHAMPIONSHIP™ BASEBALL

There are 9 full innings, so TIE-SCORE STANDS.

There are balls and strikes, but no passed balls. No foul tips. Pinch hitters, but no pinch runners in this game.

ERRORS can be made, but are not tabulated. You can "throw" to the wrong base, miss the double play, react too late and give 'em four outs, etc.

Generally, the other standard rules of baseball apply.

WINNING TIPS

- (1-PLAYER mode) Start your man on base running as soon as you see pitcher start to pitch. No pickoff moves in 1-PLAYER game.
- AS SOON as your lead runner reaches the base, take your finger OFF the FORWARD button. Runner will stop right on the base. Runner behind him will try to fill the next open base. (Runner on 1st base will move to 2nd as lead runner takes 3rd.)
- Go with left vs. right-hand percentage! Left-hand pitcher vs. left-hand batter favors the defense. Left-hand pitcher vs. right-hand batter favors the offense.
- Keep working on your timing at the plate. (See page 15 Batting Tips.) If your timing is off, try a little practice at a SLOWER SPEED – 1, 2 or 3 skill LEVEL.)

GAME SOUNDS

PUNCHING IN NUMBERS	. different patterns of high-pitched blips.
PRESS ENTER KEY single low-pitched tone.
“THROW” TO A BASE single high-pitched blip.
CAUGHT BALL single low-pitched blip.
STRIKE high tone.
BALL lower tone.
HITS high pitched tone, simulates “crack” of the bat.
OUTS three short buzzer tones.
INNING’S OVER long sustained buzzer tone.
INNING’S OVER, RUN SCORED up and down riff, plus sustained buzzer tone.
HOME RUN symphony of high pitched tones. Field will light up with balls in the air.

TAKING CARE OF YOUR GAME

Treat your WORLD CHAMPIONSHIP™ Baseball game as you would a fine calculator. Don’t drop it . . . don’t leave it in a hot place, such as a car glove compartment . . . don’t let it become wet or dirty. Remove the batteries, if game is to be stored away for more than a few weeks.

IF DISPLAY LIGHTS ON THE KEYPADS OR ON THE DIAMOND APPEAR TO MALFUNCTION, THIS IS THE FIRST SIGN OF BATTERY WEAR. FRESH BATTERIES SHOULD SOLVE THE PROBLEM.



90 DAY LIMITED WARRANTY

Mattel Toys warrants to the original consumer purchaser of any of its electronic games (including hand-held electronic games) that the product will be free of defects in material or workmanship for 90 days from the date of purchase.

During the 90-day Warranty Period, the game will either be repaired or it will be replaced with a reconditioned game of equivalent quality (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 the date of purchase, to

Mattel Electronics Repair Center
5000 WEST 147th STREET
Hawthorne, California 90250

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 \$20.00. 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 prepaid and insured to MATTEL ELECTRONICS REPAIR CENTER.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, unreasonable use, neglect, unauthorized service or other causes not arising out of defects in material or workmanship.

IF YOU NEED SERVICE FROM MATTEL ELECTRONICS REPAIR CENTER. . .

It's available during **and** after the 90-Day Warranty Period.

1. **Pack** the product carefully in its original box. If the box is not available, use a strong carton with plenty of newspaper or other padding. Enclose a brief note telling us the specific problem you are having with the unit and your name and home address. Remove the battery.

2. **Print** this address on the box:
MATTEL ELECTRONICS REPAIR CENTER
5000 West 147th Street
HAWTHORNE, CA 90250. . .and your return address.

3. **Send** the package by insured parcel post.

During the warranty period, enclose proof of purchase date. After warranty period has expired, enclose a check or money order for \$20.00.

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