

WARNING Battery Safety Information

In exceptional circumstances, batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Do not mix alkaline, standard (carbon-zinc), and/or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only use batteries of the same or equivalent type as recommended.
- Insert batteries with the correct polarity.
- Remove exhausted batteries from the product.
- Do not short-circuit the supply terminals.
- Dispose of batteries safely.
- Do not dispose of batteries in fire. Batteries may explode or leak.
- Sometimes a build-up of static electricity (from carpets, etc.) may cause the toy to stop working. If this happens, re-install batteries to reset the toy.
- In an environment with radio frequency interference, the product may malfunction. If this happens, re-install batteries to reset the toy.

FCC STATEMENT

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna
- Increase the separation between equipment and receiver
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or an experienced radio TV technician for help

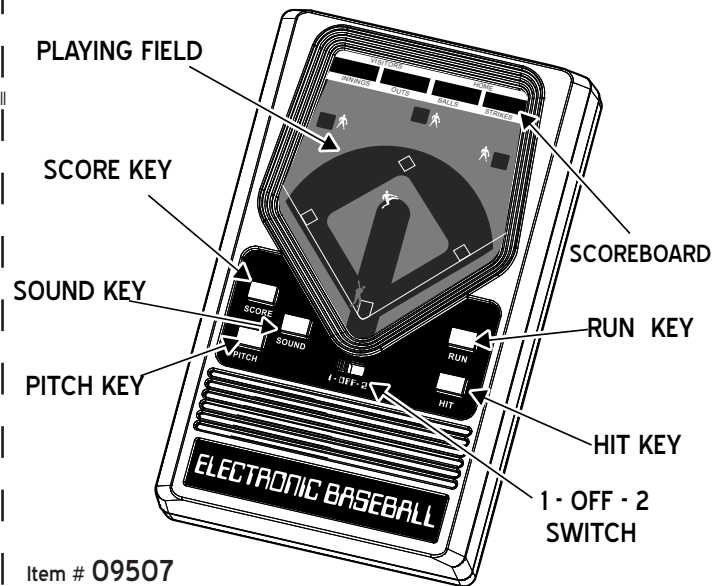


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Manufactured by Basic Fun, a Div. of The Bridge Direct, Inc.
Boca Raton, FL 33431, USA, MADE IN CHINA.
Please keep these instructions for future reference
as they contain important information pertaining to this item.
CAN ICES-3(B)/NMB-3(B)

MATTEL

PLAYERS 1 OR 2
AGES
8+

ELECTRONIC BASEBALL GAME INSTRUCTIONS



Item # 09507

TO END THE "TRY ME" MODE, REMOVE THE "TRY ME" PULL TAB IN THE BACK OF THE UNIT.

KEEP THESE INSTRUCTIONS FOR FUTURE REFERENCE AS THEY CONTAIN IMPORTANT INFORMATION.

CONTROL KEYS

OFF: Game is turned off.

LEVEL 1: For fast paced action...Game is ON, the game pitches at normal speed.

LEVEL 2: For intense competition...Game is ON, the game pitches faster than Level 1.

SOUND: Press to switch between 3 levels of volume or no sound.

SCORE: Press the SCORE Key to display the current score. After each half-inning the game resets for next half-inning. Press the SCORE key to know which team is batting - the current team's score will blink.

PITCH: Press the PITCH key to deliver the next pitch.

HIT: Press the HIT key to swing at a pitch.

RUN: Press and hold down the RUN key to advance your batter or lead runner.

SLEEP MODE

If no keys are pressed for 60 seconds the game will enter Sleep Mode. To wake it up, press any one of the game keys. The game will pick up from the last play.

HOW TO PLAY THE GAME

Slide the "OFF" switch to LEVEL 1 (beginner) or LEVEL 2 (advanced). For one player, you play as both the HOME and VISITOR team. For two players, the game is passed between two people when teams switch.

IMPORTANT: Do not switch between LEVEL 1 and LEVEL 2 while playing or it will end the game.

Press the PITCH key. After a short delay, a pitch will be delivered. The pitch can be a fastball, a changeup or a curve. As the pitch enters the strike zone press the HIT key. Once you have hit the ball listen for the dings. One DING - possible single, Two DINGS - possible double, Three DINGS - possible triple, then press the RUN key to advance

HOW TO PLAY THE GAME (CONT'D)

your batter. Note: Watch the speed of your runner. A fast runner may be able to stretch a single into a double while a slow runner should stop at second on a possible triple, or risk being thrown out going to third. When the batter hits a fly-out, or when a runner is thrown out at a base, you will hear the POP sound effect. This counts as an out.

SCOREKEEPING

Each time a player reaches home plate, a run is scored. A hit that goes out of the park is a HOME RUN, and the player will advance automatically around the bases back to home plate (the user does not need to hold the RUN button).

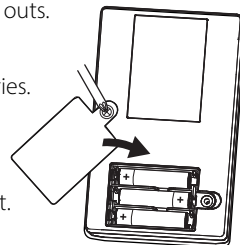
If the player swings too soon or too late in the strike zone, it is a STRIKE. When you don't swing at a pitch, and it is not a called strike, it is a BALL. A batter gets three strikes to hit the ball before he is called "OUT." If the pitcher throws four balls (a pitch that is not in the "strike zone"), the batter is automatically allowed to go to first base. This is called a WALK.

GAME DURATION

Each game lasts for nine innings. Each inning is made up of two halves, the first half (called the "top" of the inning) and the second half (called the "bottom" of the inning). During the first half of the inning, the visitor team is always at the plate. During the second half of the inning, the home team is always at the plate. The teams switch when the batting team gets three outs.

INSTALLING BATTERIES

This game unit requires 3 AAA/R03 batteries. Open the battery compartment door on the back of the unit. Replace batteries as shown. Match the direction of "+" and "-" terminals. Close the battery compartment. For longer life use only alkaline batteries.



NOTE: Batteries included are for demonstration purposes only.