

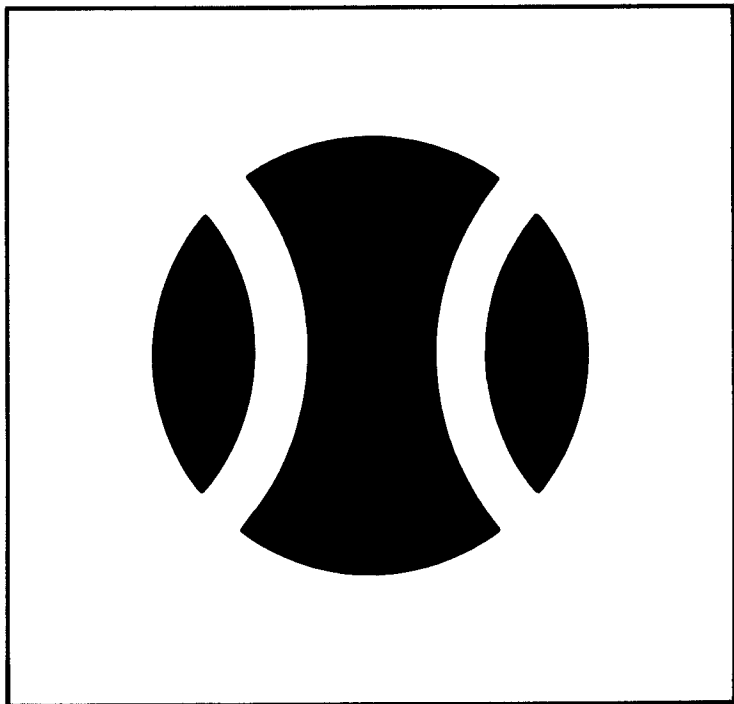


No. 6032

# BASEBALL4

## SELECT★A★GAME™ MACHINE

INTERCHANGEABLE CARTRIDGE GAME SYSTEM



## LIMITED WARRANTY

Entex Industries warrants to the original owner that this hand-held electronic game and cartridge 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 or cartridge 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, 303 West Artesia Boulevard, Compton, CA 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, as follows:

SELECT-A-GAME MACHINE UNIT \$50.00  
SELECT-A-GAME CARTRIDGE \$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 original carton, or use a good carton with plenty of crumpled paper to protect the unit.
2. Address to: Entex Industries Repair Center  
303 West Artesia Boulevard  
Compton, CA 90220
3. Apply correct postage stamps and insure the unit; then mail.

Should you wish to order the  
Entex No. 6060 6V adapter,  
or replace any game overlay you have lost,  
use the following Order Form:

HELEN PARTS  
ENTEX INDUSTRIES  
303 WEST ARTESIA BLVD.  
COMPTON, CA 90220

Please send the following for my Entex No. 6032  
SELECT-A-GAME™ MACHINE

	QUANTITY	PRICE EACH	TOTALS
No. 6060 AC Adapter	_____	\$7.00	_____
Cartridge overlay	_____	\$2.00	_____
specify game name:	_____		
		California residents add 6%	_____
(Cost includes handling and postage).		TOTAL	_____

SEND TO: Name \_\_\_\_\_  
No./Street \_\_\_\_\_  
City/State/Zip \_\_\_\_\_

**BE SURE TO READ THE MAIN SELECT-A-GAME™  
INSTRUCTION BOOKLET BEFORE YOU PROCEED.**

## INTRODUCTION

Baseball4 is the most advanced ENTEX Baseball game and provides the ultimate in realism.

### 1. CARTRIDGE

To insert your Baseball4 cartridge, be sure the SELECT-A-GAME™ switch is in the OFF position. Firmly insert the cartridge into the game receptacle, making sure that the game label on the cartridge faces up. (See fig. 1)

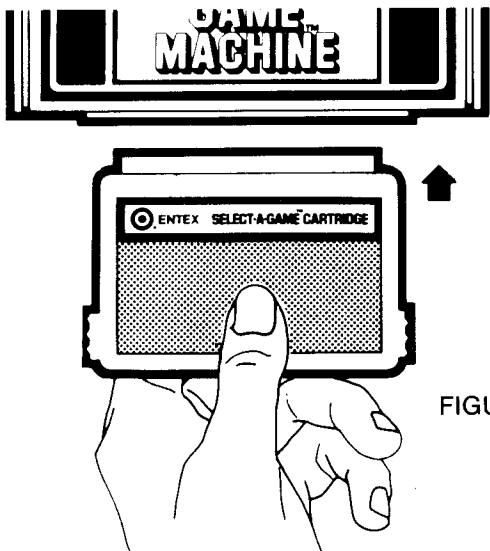


FIGURE 1

**NOTE:** Do not force or jam the cartridge into the receptacle. Now set the MUTE/OFF/SOUND switch to MUTE or SOUND and the game is ready to play.

**NOTE:** If the game does not operate per instructions or otherwise shows erratic operations or displays, move game switch to OFF and remove the cartridge by pulling the cartridge straight out of the receptacle. Reread the main instruction booklet on the game operation and this cartridge instruction to ensure that you understand the operation of the game, then reinsert cartridge and operate normally. Always

keep a cartridge installed, even when the game is not in use. Be sure that the game switch is OFF to prevent the draining of the batteries.

Never insert **anything** except an ENTEX SELECT-A-GAME cartridge into the receptacle as it may permanently damage your SELECT-A-GAME MACHINE.

## 2. OVERLAY

Each game cartridge is provided with its own color overlay (fig. 2), which is placed on the SELECT-A-GAME MACHINE screen to provide the playing field. Scoring information provided includes the status of balls and strikes, outs, inning of play and runs scored. The playing field includes the game diamond and foul lines, the "on-deck" circle as well as the pitcher, fielders and outfielders. The display initially shows the pitcher ready to pitch (fig. 3), then the path of the pitched ball on the way to the plate (fig. 4), followed by the path of the ball onto the playing field if contact has been made.

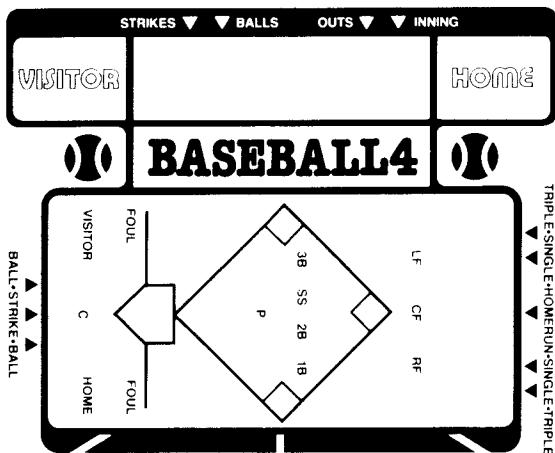


FIGURE 2 - BASEBALL4 OVERLAY

### IMPORTANT NOTE:

There is a protective covering on the top and bottom of the overlay. Carefully remove these adhesive sheets before using.

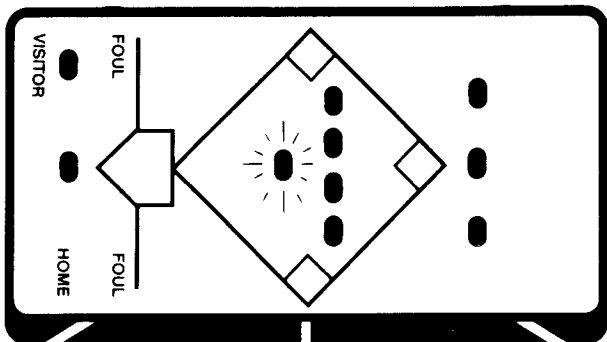


FIGURE 3 - INITIAL DISPLAY - PITCHER (flickering light) READY TO PITCH!

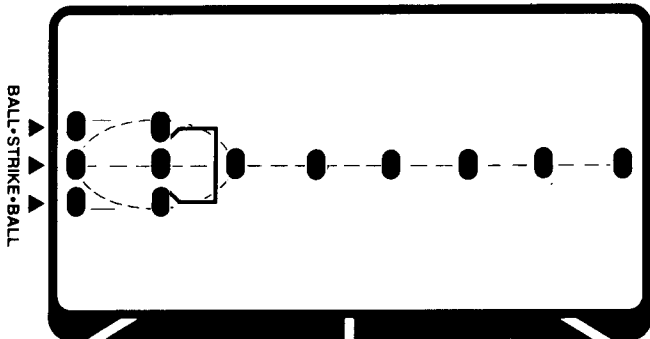


FIGURE 4 - PATHS OF PITCHED BALL - FAST BALL, CURVE & SLIDER

Note: Only one red light is seen at a time as the ball travels to the plate.

### 3. BASIC FEATURES

A. Types of Games - The two-color BASEBALL4 game may be played by a single player, red VISITOR team, who is always at bat against the computer's fielding team; or by two players in a One-On-One® game where the red VISITOR is at bat in the top half of each inning. The blue HOME team then follows at bat in the bottom half of each inning, for a regulation game of 9 innings. Note: The team at bat always uses the **left** (Entex label) control panel, and the defending team in the field always uses the right control panel to select the different types of pitches and other functions.

B. Game Rules - Just as in the real game of baseball, your SELECT-A-GAME Baseball4 cartridge has programmed the playing rules of baseball. For instance, in the 2-PLAYER game:

- If the HOME team's score is greater than the VISITOR'S team, the game ends after the VISITOR'S bat in their half of the ninth inning.
- If the sides are tied after 9 regulation innings, the game goes into extra innings until one or the other side manages to score an additional run(s). However, the HOME team will always bat in the bottom of the last extra inning.
- The team at bat can select pinch hitters with higher batting averages. The batter can either swing or take the pitch. A steal of second base can be attempted whenever first base is occupied and second base is unoccupied.
- A sacrifice bunt to advance a player to the next base, including the sacrifice squeeze bunt (runner on third base), can be attempted by the team at bat.
- If the batter hits a foul ball, it registers as a strike. Hitting a foul ball after two strikes will not add to the strike count.
- A runner at third base will score if, with less than two outs, the batter hits a sacrifice fly ball to the centerfielder.
- With none or one out, and a runner on first base, the defense will successfully execute a double play when the ball is hit to the second baseman.
- If the defensive player becomes aware of an attempted steal from first base, the fielding team can attempt to catch the runner stealing second base, resulting in an out.
- In the SOUND mode, a tune is played for the seventh-inning stretch.

C. Skill Level and Handicap - Two levels of skills, Amateur (1) and Professional (2), are available. Pitches with greater

“velocity” are made in the Professional mode, adding realism to the game.

A handicap feature is available in both the Single-Player and 2-Player mode, whereby the batting averages of the entire VISITOR'S team is significantly improved, and considerably greater than the HOME team's average. This change is obtained by utilizing the GAME 2 switch setting prior to turning the game to MUTE or SOUND.

## 4. DISPLAY AND SCORING

A. When the game is initially turned ON, all 9 defensive players are in position and the flashing red light shows the pitcher ready to throw the ball, waiting for the batter to step into the batting box at home plate. (See figure 2 - overlay.) It is always easy to tell which side is at bat; the VISITORS always bat first as shown by the red light in the VISITOR'S on-deck circle position on the side of the screen. When it's the HOME team's turn to bat in the bottom half of each inning, the blue HOME team batter shows up in the HOME team on-deck circle at the opposite edge of the screen.

The triangles near the homeplate side of the screen identify the locations of strikes and balls recorded in the left digital score display. A hit made by the team at bat is shown on the right side of the display, near the edge of the screen, as blue lights flicker once for a single, twice for a double, three times for a triple and four times for a home run.

If the batter either does not swing, or strikes at the ball without making contact, the red light (ball) moves into the catcher's glove and a ball or strike is recorded. If the batter makes contact with the ball (by pushing button No. 5 - left control panel), the path of the ball is seen on the playing field, showing both the red defensive action and the blue ball in an alternating pattern of lights. The play terminates either as a hit (recorded on the right side of the display and shown by the blue light flashing the number of bases achieved) or a put-out by a defensive player, shown by the fielding position red light.

After a hit is recorded, the display advances the blue batter to his base and advances any runners on base. The display then cycles to the flickering red “pitcher ready.” This red flickering “pitcher ready” display now shows the offensive team runners, so you can see the occupied bases.

B. The digital score shows strikes and balls on the left side.

The number of outs and the inning being played is shown on the right side.

TO DETERMINE THE SCORE AT **ANY TIME DURING THE GAME**, set the right hand control switch to DEMO and the game score will be displayed as long as the switch remains in DEMO.

## 5. CONTROLS

A. MUTE/OFF/SOUND - Switch to SOUND or MUTE to start game.

B. SKILL 1 or 2 - Skill level: 1 - Amateur, 2 - Professional.

C. GAME 1 or 2 - Game 1 is used for all games, unless the VISITOR'S team desires to use all pinch-hitters. Switch to Game 2 setting. This will override pinch hitter feature of VISITOR button **1** (see below), although sound will still be heard when Button **1** is pressed.

D. 2 PLAYER/1 PLAYER/DEMO - Select One-on-One for two players (2 PLAYER), single-player (1 PLAYER) or demonstration (DEMO).

## 6. PLAYER CONTROL BUTTONS

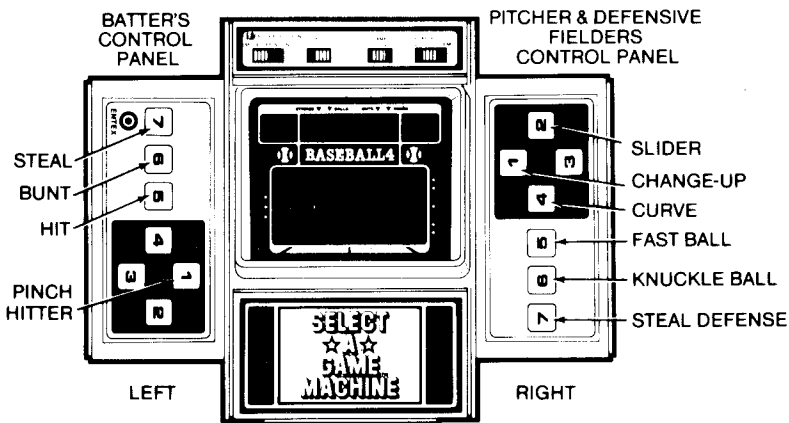


FIG. 5 PLAYER CONTROL BUTTONS



## A. PITCHING (2 PLAYER only)

### BUTTON

- 1 CHANGE UP - Slow delivery (strike).
- 2 SLIDER - Slow delivery will curve to the bottom of the screen at the last second. (strike or ball).
- 4 CURVE - Slow delivery will curve to the top of the screen at the last second (strike or ball).
- 5 FAST BALL - High speed delivery over the plate. (strike).
- 6 KNUCKLE BALL - As in the real game, where a knuckle pitch gives a crazy action to the ball, the Knuckle Ball button changes the action. You can create a knuckle ball effect by using any one of the three slow pitches. At any point during delivery, push the Knuckle Ball button to speed up the ball. Or, you can start by pushing both a slow pitch and the knuckle ball, then let go of the Knuckle Ball button. This will give you a fast pitch that slows down. By practicing with the Knuckle Ball pitch button, you can create pitching patterns that will be very difficult for the batter to hit. Note: Knuckle Ball will not work by itself, but only when a slow pitch is used.
- 7 STEAL DEFENSE - When the team at bat has a man on first base and attempts to steal second base, by pushing the Steal Button the defensive team may prevent the attempted steal by depressing the Steal Defense button [7] on the right panel. If the button is pressed at the correct time, the defense throws the runner out at second base. Otherwise the runner safely steals second base, as shown by the location of the runner's solid blue light at second base.

## B. BATTER (2 PLAYER or 1 PLAYER)

### BUTTON

- 1 PINCH HITTER - The batting average of the offensive team may be improved by substituting as many as five pinch hitters for the normally scheduled hitter. This button is pressed prior to each player entering the batter's box.  
NOTE: Automatic selection of pinch hitters for the VISITOR'S team can be accomplished by switching the game switch to GAME 2. If this is done, pushing Button 1 will not change the batter's average, although the sound will still be heard.
- 5 HIT - When the pitch is delivered, the HIT Button (No. 5) must be pressed at just the right instant to make contact with the ball. Swinging too early or too late may result in a swinging strike or a foul ball. Not all pitches are strikes and the

BASEBALL4 batter can reach first base with a “walk” of four balls. Practice will enable you to “swing” at just the right time to hit the ball. You can get a foul, a single, a double, a triple or a homerun; you can ground out or fly out to any of the fielding positions. You can develop skill in batting. As in real baseball, a right handed hitter “pulls” the ball to left field when swinging early and drives the ball to right field when swinging late.

**6 BUNT** - With less than two outs, and at least one runner on base, the batter can elect to bunt instead of hit. The computer decides the outcome. It may be a sacrifice bunt, a foul or a strike. To bunt, push **BUNT 6** instead of **HIT 5**. This display will alternately light up the two red foul ball lights signaling the bunt attempt. If you're successful, the leading runner will be advanced and the sacrifice out is automatic. If the bunt is unsuccessful, the batter is out and the runner remains on the base he previously occupied.

**7 STEAL (2 PLAYER ONLY)** - With a man on first base and second base unoccupied, you can attempt to steal second as follows: As soon as the pitcher begins his delivery, push **STEAL 7** instead of **HIT 5**. The two foul ball lights will alternately light up with a tone signaling your steal attempt. The defensive team may be able to prevent the steal (as noted previously). If the steal is successful, the runner reaches second base, as shown by the solid blue light. If the defense prevents the steal, the base runner is out and the solid blue light runner is erased.

### C. ADDITIONAL FEATURES

There are three additional features in Baseball4 which are unique, but are not controlled by buttons. They are computer-controlled to add realism to the game:

#### 1. SACRIFICE FLY

With a man on third base and less than two outs, if the ball is hit to the centerfielder, the man on third automatically scores on a sacrifice fly ball.

#### 2. DOUBLE PLAY

With a man on first base and less than two outs, if the ball is hit to second base, a double-play automatically occurs and both the batter and the base runner are out.

#### 3. FOUL BALL SCORING

Foul balls are scored as strikes until there are a total of two strikes. You will not be out on succeeding foul balls. The computer automatically tallies the proper count.

## 7. CARE OF YOUR CARTRIDGE AND OVERLAY:

- 1) When not in use, you should leave the cartridge inside the game. This will prevent foreign material from entering game or cartridge, which should be avoided at all times. If you have more than one cartridge, store them in their original box to prevent damage.
- 2) DO NOT insert any object into the cartridge or the game. This will severely damage the game/cartridge. Any signs of this will void your warranty.
- 3) Avoid dropping your cartridge.
- 4) Avoid getting it wet or leaving it in moist places.
- 5) Avoid leaving it in hot places.
- 6) DO NOT try to take the cartridge apart. THERE ARE NO USER-SERVICEABLE PARTS.
- 7) Avoid touching the cartridge on any part except the convenient grips provided on the sides of the cartridge.
- 8) Simply treat your cartridge and game as you would any electronic device, such as a calculator.
- 9) When not using the overlays, keep them in the original box and always avoid bending them or leaving them in a hot place, which may distort them.

NOTE: If your SELECT-A-GAME does not operate properly, turn switch to OFF, then re-check the cartridge to ensure it is properly inserted. If, after rereading the instructions carefully and reinserting the cartridge your game still does not work properly most likely there is something wrong with the cartridge. See Warranty Instructions.

## 8. BATTERIES

Be sure to turn your game OFF whenever it is not in use to maximize battery life. IF DISPLAYS OR CONTROLS BECOME ERRATIC, REPLACE BATTERIES with new units.

