MATTEL ELECTRONICS® 2614-0920-G1

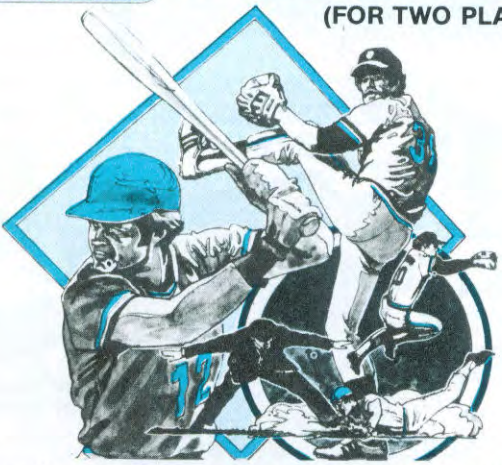
INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS

OFFICIAL LICENSEE
MAJOR LEAGUE BASEBALL®

MAJOR LEAGUE BASEBALL*

(FOR TWO PLAYERS)



Two 9-man teams, 9 full innings! Batter up! You wait for your pitch. Swing away. Draw a walk, drop a bunt! In the field you go for the double play. Play long balls off the wall, try for a pickoff. This one has it all! Grand slams, steals, Texas Leaguers! Bring your own rhubarb!

HOW TO WIN! If you want to play **winning** INTELLIVISION™ baseball, read this booklet!

FOR COLOR T V VIEWING ONLY!

Illustrations: © Mattel, Inc. 1979. Hawthorne, CA 90250
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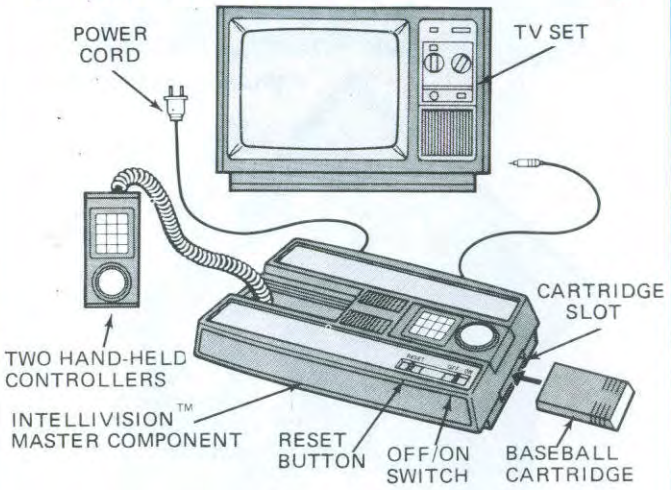
OBJECT OF THE GAME, of course, is to score the most runs in 9 innings, or extra innings to a decision.

CHECK YOUR EQUIPMENT:



MAKE SURE:

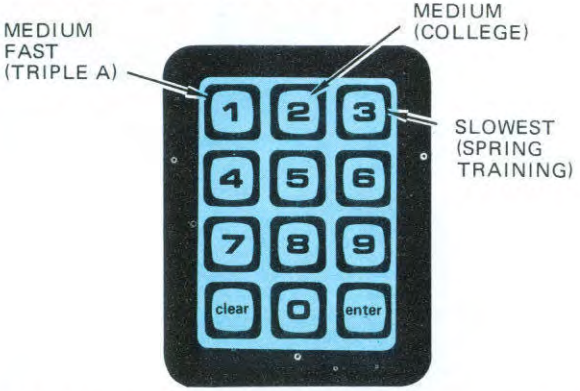
- MASTER COMPONENT is connected to the TV set and power cord is plugged in.
- TV set is plugged in and properly adjusted.
- BASEBALL Cartridge is placed in the slot and firmly engaged.
- OFF/ON Switch is turned on.

NOTE: When Keyboard Component is added to the Master Component, Cartridge goes into slot on the Keyboard Component, sold separately. See instructions with Keyboard Component.

PRESS RESET BUTTON: Title will appear on TV screen, "BASEBALL."

SELECT SPEED

Press button 1,2, or 3 to select a SLOWER game speed. Press Direction Disc for MAJOR LEAGUE SPEED, **fastest** of all!



A faster game speed means that **everything** goes faster . . . pitches will come over at faster speeds, runners will move faster on the bases, etc. At PROFESSIONAL BASEBALL SPEED all reactions will have to be very fast!

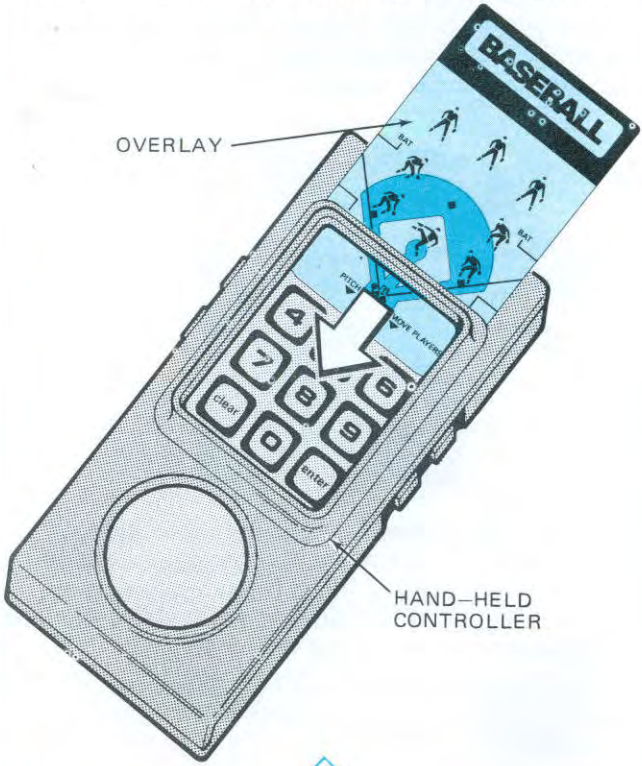
Until you get familiar with the game, you'll probably want to begin at one of the slower speeds.

ADD OVERLAYS

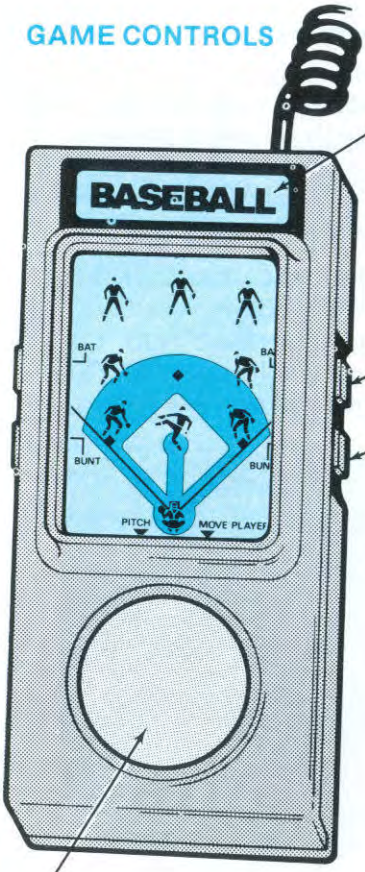
Find the two PROFESSIONAL BASEBALL keyboard overlays in the cartridge package with this booklet.

Remove hand controllers from the console.

Insert an overlay into each hand controller as shown. Make sure they fit tight and are all the way in. The overlays will be your visual guide.



GAME CONTROLS



OVERLAY

To throw the ball to any defensive player, push down on the FIELDER who will RECEIVE the ball.

BAT

BUNT

Press buttons (either side) to bunt or swing away.

DIRECTION DISC

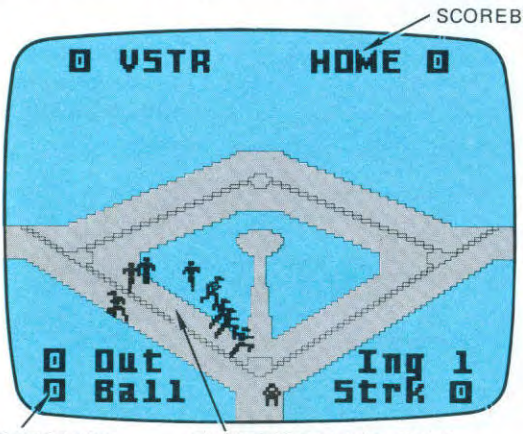
Press disc to do **three** things: **1.** To **pitch** **2.** To **move runners** forward or back on the bases. **3.** To **move fielders,** send them after the ball.

GET THE FEEL OF IT

Try holding the hand controller. You'll notice that it has BUNT and BAT on **both** sides. That way you can use it easily, whether you are right or left handed. Hold the controller in one hand or use two. With a little practice you'll find the way that works best for you.

CHECK YOUR BASEBALL DIAMOND ON THE SCREEN

1. Select speed using either hand-held controller. The diamond will appear on TV screen and the players will take the field.



2. The home team is BLUE. The visitors are RED and will always bat first.

3. Flip a coin to determine who will be the home team. Facing the Master Component, the

hand-held controller on the RIGHT will be for the home team.

4. The score board on the screen automatically keeps track of strikes, balls, outs, innings and runs. Errors are not recorded, but errors **can be made** by both teams. (See ERROR section).

To help you identify them faster, MEN WILL **CHANGE** COLORS.

HOME TEAM will take the field wearing MEDIUM BLUE. Home team man you select to CONTROL will turn BLACK. Home Team man, when he GETS THE BALL, will turn LIGHT BLUE. Home Team LEAD RUNNER will also turn LIGHT BLUE.

VISITORS will take the field wearing MEDIUM RED. Visitors man you select to CONTROL will turn BLACK. Visitors man, when he GETS THE BALL, will turn DARK RED. Visitors LEAD RUNNER will also turn DARK RED.

HEAR THE ACTION. You'll hear simulated cheers when you make a hit. Hit a grand slam home run, and they'll go wild. You'll hear the crack of the bat, hear the "ump" call the outs!

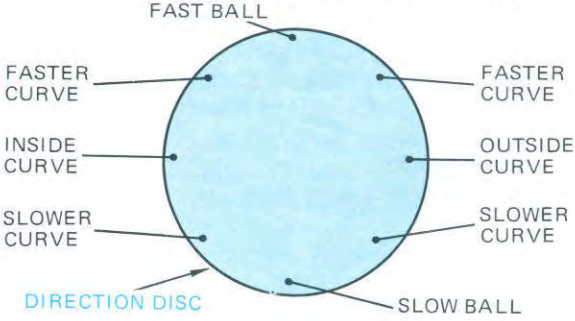
Most professional baseball rules apply - 3 strikes for an out, 4 balls for a walk, first two foul balls count as strikes. NOTE: All hits in this game are grounders, therefore, **a batter can not fly out,** not even on fouls. Home runs can be hit. Force-outs, double and triple plays can all be made.

PLAY BALL!
(DEFENSE)

YOU'RE PITCHING. Pitcher automatically has the ball at the start of each inning. After a foul ball, the ball will automatically return to the pitcher.

1. Press the outer edge of Direction Disc to pitch. Use the full circumference of the Disc (360°.) For example, press ANYWHERE BETWEEN a Fast Curve inside (Left of Disc) and a Slow Curve. You'll find your control is precise.

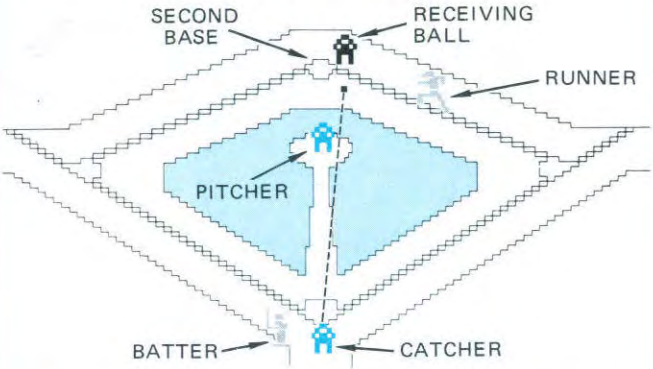
2. WHERE the Disc is pushed determines KIND of pitch. It also determines how a curve is thrown. You can throw fast and slow, inside and outside curves, fast balls and change ups.



3. After a pitch, if no contact is made by the batter, catcher would have the ball. Return ball to the pitcher by pressing PITCHER on Hand Controller.

4. With a man on base, keep 'em honest! Have your pitcher throw to a base.
REMEMBER--push down on FIELDER you want to RECEIVE the ball--1st base, 2nd base, etc. When throw is made, baseman will automatically cover his base. (Shortstop will not cover 2nd base automatically.) (NOTE: Pitcher's throw to **2nd base** is a lot quicker!)

5. Try for a PITCH OUT play! (When baserunner takes too big a lead, pitcher throws outside curve to catcher, ignores the batter. Catcher throws to 2nd or 3rd **ahead** of the baserunner!) Have your fingers ready! Push down on **right** side of Disc. Then, quick! Push down on 2nd or 3rd base POSITION. Get catcher's throw off **fast**, trap the baserunner! (Batter will take the outside pitch for a ball or maybe even swing at it!)



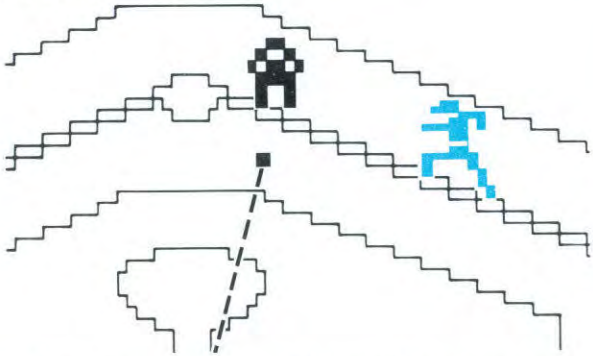
6. Catch him in a RUNDOWN! Fake out the baserunner! Remember: basemen do **not** have to stand on the bag. Maneuver your basemen **closer** to the runner with the Direction Disc. Trap him between the 2nd baseman & the shortstop, for example. Run him down & get the putout!

7. You can intentionally walk a batter, put a man on 1st base and try to set up the double play. Throw four curve balls wide of the plate.

8. Pitcher can **not** hit a batter with a wild pitch. (No balks, no passed balls in this game).

FIELDING. Fielders **don't just stand there!** They must MOVE to get the ball and **then** throw to a base. No fly outs in this game! Foul balls cannot be caught in the air. Any player can go after a fair ball. The players can be moved into position to field the ball before it comes to a stop. SO KEEP AN EYE ON THE DIRECTION OF THE BALL WHEN IT LEAVES THE BAT!

1. Press down on the FIELDER you want to go after the ball. When he gets the ball, press FIELDER you want to RECEIVE the ball--1st base, 2nd base, etc. If a ball goes right to a fielder without him having to move, he **still** must throw to a base to make the put-out. **There are no fly outs!**



2. Get a jump on the ball! Start fielder moving, when you see where ball is headed. Press Direction Disc to move fielder towards the ball.

3. If a fielder misses the ball or it falls short, ball will come to a dead stop. Fielder will have to go after the ball. Push player position and direct him toward dead ball with Direction Disc. (Disc will move fielders in **any** direction)!

4. **TAG OUT.** Any fielder, in between plays (except the pitcher when he is on the mound), can run with the ball to tag out a baserunner. Activate player by pushing his position and use Direction Disc to move him towards runner.

5. Basemen don't stand on their bases. They move and throw to make the plays.

6. If any fielder throws from anywhere **other** than his normal position, he will automatically return to position after the "throw."

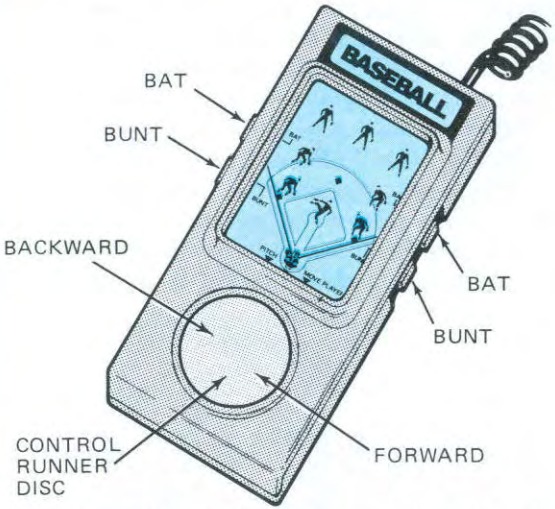
7. Any player can throw **directly** to any other player. For example, the center fielder can throw directly to the catcher. No cut-off man is needed.

8. MAKE THE DOUBLE PLAY. Know where the baserunners are. Get a drop on the ball and know WHERE you are going to throw it! Get the lead man out and you'll cut off a run! Get set for the shortstop to make the double play.

(OFFENSE)

BATTER UP: When ball is returned to the pitcher, batters automatically come up to bat. All batters on the screen are right-handed. Batters can not step out of batter's box. On both sides of hand-held controllers are two buttons.

The top button is BAT for a regular swing. The lower button is BUNT. (See illustration).



1. **Watch the pitch.** When you think the "ball" is in a good position to hit- **SWING-** push BAT or BUNT button. Press BAT button to swing away, go for a hit through the infield. Press BUNT to drop the ball short, to cross up the defense, advance a base runner.

2. **Time your swing!** You'll get a strike if you swing at a ball over the plate too early, too late or at too wild a curve. Also, if you don't hit a called strike. (See PITCHING section for the kinds of pitches you can expect).

3. **Try to place the ball.** Hit to right or left field. WHEN you connect with a pitch affects where

the ball goes. (Fouls included). As they say-- ''Hit 'em where they ain't!''

IMPORTANT: When you hit the ball, start RUNNING! Press Direction Disc **at once** to advance batter to 1st base! Press & Hold down right side of Disc. To stop baserunner, take finger off Disc. (If you overrun the base, stop him & press Disc on **left** side. Baserunner will **not** go back unless you do).

4. ''IT'S A HOME RUN!'' ''Crowd Roars!'' Words: ''Home Run'' appear on TV screen. Batter & any baserunners will automatically score to more crowd ''cheers.'' GRAND SLAMS, TOO!

5. **Draw a walk.** After 4 bad pitches, batter will automatically take his base.

THE RUNNING GAME! Lead off, steal bases, force the action! You control baserunners by pressing Direction Disc.

1. Press **RIGHT** side of Disc to advance runner. Press LEFT side of Disc to have runner go back. NOTE: The runner can go back no further than his last base.

2. On a lead-off or in an attempt to steal, remember the other team can throw to the base you were on and to the base you're going toward. Don't get caught in a rundown and be tagged out.

3. TO STEAL A BASE: Press Direction Disc to lead-off your runner. Watch for the pitch. Press Disc and start running. If the defense is asleep or makes an error, don't be afraid to take the next base!

4. In this game, if a batted ball hits a baserunner, runner is NOT out.

With runners on base, Direction Disc controls the LEAD runner. NO double steals in this game. (Runners on 1st and 2nd. You press Disc, man on 2nd steals 3rd. Man on 1st will **stay** on 1st.)

On a hit, with a man on base, pressing Disc will advance the LEAD man, the man on base, hitter will take first automatically. BUT REMEMBER, LEAD runner is the man you control. If you **stop** LEAD runner between 2nd & 3rd, press the Disc and try to send him back, hitter will keep on running! Will NOT stop or go back! Should the two runners collide, LEAD runner is OUT.

AS IN PROFESSIONAL BASEBALL, IF SCORE IS STILL TIED AFTER 9 INNINGS, WE GO INTO EXTRA INNINGS TO A DECISION. (HOME TEAM STILL BATS LAST). ONE DIFFERENCE:

In this game, you CAN SCORE on a third out, so long as the runner crosses home plate BEFORE the throw! Stealing home after two outs is smart play. **Go for it!** Run WILL COUNT if your runner beats the throw home!

HOW TO WIN!

BASEBALL is a game of Defense. With a little practice on your **fielding,** you'll have a tremendous advantage!

FIELDING: **3 things to do.**

1. Pick out fielder nearest the ball.

2. Move him after the ball. (Press Disc)

3. Get throw off **fast.** (press FIELDER you want to receive the ball.)

Remember: No fly outs! Fielder must get to the ball and throw to the base **every time!**

If a fielder **misses** the ball, get **another** fielder after the ball! No automatic backups.

When a batted ball (often a bunt) falls on the field and stops dead--move fielder **extra fast** to pick it up.

BATTING: Make 'em pitch to you. Let the bad pitches go by.

RUNNING: When you hit the ball, START RUNNING to 1st. (Press Disc) Don't be afraid to **stretch** your hits. Take 2nd, go for 3rd, etc.

ERRORS do **not** show up on the scoreboard, but they are both possible and costly. For example: when the throw is in the air heading for 1st base, don't change your mind and press 2nd or the ball will go out of control.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date of purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Repair Center
5000 West 147th Street
Hawthorne, California 90250

for repair or replacement. 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, misuse or abuse.

HOW TO ORDER YOUR REPLACEMENT OVERLAYS

NOTE: SEPARATE CARTRIDGES ARE NEEDED FOR THE PROGRAMS LISTED BELOW.

Complete the order form below and mail it with your check or money order for $1.25 per set of 2 overlays. California residents add 6% sales tax. Address check or money order to Mattel Electronics, Box 2350, Hollywood, CA 90025. Allow 4-6 weeks for delivery. Offer subject to availability.

Mark quantity ordered

BOWLING	3333-4289 ____ sets	SKIING	1817-4289 ____ sets
SOCCER	1683-4289 ____ sets	TENNIS	1814-4289 ____ sets
LAS VEGAS ROULETTE	1118-4289 ____ sets	GOLF	1816-4289 ____ sets
ELECTRIC CO MATH FUN	2613-4289 ____ sets	BASKETBALL	2615-4289 ____ sets
ELECTRIC CO WORD FUN	1122-4289 ____ sets	HOCKEY	1114-4289 ____ sets
FOOTBALL	2610-4289 ____ sets	BACKGAMMON	1119-4289 ____ sets
HORSE RACING	1123-4289 ____ sets	LAS VEGAS POKER & BLACKJACK	2611-4289 ____ sets
CHECKERS	1120-4289 ____ sets	ARMOR BATTLE	1121-4289 ____ sets
AUTO RACING	1113-4289 ____ sets	BASEBALL	2614-4289 ____ sets
SEA BATTLE	1818-4289 ____ sets	SPACE BATTLE	2612-4289 ____ sets
		BOXING	1819-4289 ____ sets

Amount enclosed _____ Total sets ordered _____

Your name _____

Address _____

City _____ State _____ Zip Code _____

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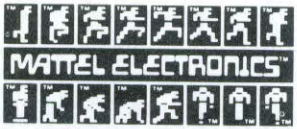

Other electronic games
available from Mattel Electronics.
Look for them!