

MILTON BRADLEY COMPANY  
ARCADE PLUS™ SERIES

CHAMPIONSHIP  
**BASEBALL™**

SOLID STATE SPEECH\* CARTRIDGE  
FOR THE TEXAS INSTRUMENTS HOME COMPUTERS

This cartridge can be used only with the **MBX Expansion System**.  
The system includes **Voice Recognition, Speech Synthesis, Analog Joystick and Action-Input Keypad**.

The most realistic Major League Baseball game ever.



FOR USE WITH THE  
**MBX** EXPANSION  
(SOLD SEPARATELY) SYSTEM ONLY

FOR 2 PLAYERS

CHAMPIONSHIP BASEBALL™

SOLID STATE SPEECH\* CARTRIDGE

Dazzling diamond action for two players

Your Championship Baseball™ package contains:

- 1 Solid State Speech\* Cartridge
- 1 instruction booklet
- 1 MBX keyboard overlay

Programmed by: Milton Bradley Company

Book developed and written by: Milton Bradley Company

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See important warranty information at back of book.

Championship Baseball is a trademark of Milton Bradley Company.

\*Solid State Speech is a trademark of Texas Instruments Incorporated.

# How to Play Championship Baseball

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**The Championship Baseball cartridge can only be played with the Texas Instruments Home Computer and the MBX Expansion System. The MBX Expansion System adds new dimensions to your Texas Instruments Home Computer. This booklet contains complete instructions for playing this cartridge with the MBX Expansion System and the Texas Instruments Home Computer. For additional information on the use of the MBX Expansion System, refer to the MBX Expansion System booklet.**

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## **Using the MBX Expansion System with the TI Home Computer**

The MBX console plugs into your Texas Instruments Home Computer. Refer to the set-up instructions in your MBX Expansion System booklet to properly connect the systems.

### **Here's What the MBX Expansion System Includes**

- MBX console with built-in action keypad
- Triple-axis analog joystick
- Headset microphone
- Power supply
- Fully-illustrated instruction booklet

### **Playing Championship Baseball with the MBX Expansion System**

- Triple-axis analog joystick allows you to control a multitude of batter functions such as swing, bat speed, lead-off and stealing bases, sliding, and sprinting past first base.
- Action-input keypad allows for quick response and flexibility in the fielding team.
- Speech Synthesis allows you to hear phrases, prompts, and sound effects that are true-to-life, well-modulated, and full of inflection.
- Voice Recognition allows you to control object movement and positioning with your voice.

## Introduction

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**Play Ball! Now you can experience the most realistic video baseball game ever designed when you play Championship Baseball. In addition to its unique Voice Recognition element, it also features Speech Synthesis. You can hear computer-generated sounds of cheering crowds, umpire calls, and “Take Me Out To The Ball Game” theme music.**

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Watch runners speed around the baselines, and slide into bases, as umpires decide their fate with realistic hand signals and verbal calls. Use the Texas Instruments Home Computer keyboard to “sign-in” the team names of your choice and watch as they flash up on the scoreboard in center field.

You can pitch curves, screwballs, fastballs, and much more when you’re on the mound. Just press keys on the MBX console to throw the pitch of your choice. The MBX joystick lets you control batting swing and speed, base running, and sliding.

## Using the MBX Expansion System and the Solid State Speech Cartridge

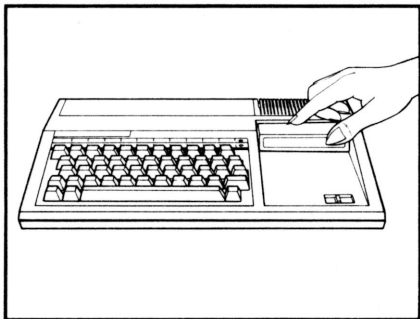
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Follow these steps to use your TI Home Computer with the MBX Expansion System. Setting up the MBX System and inserting the Solid State Speech Cartridge is easy. If you have any questions on using the MBX console, see the MBX Expansion System booklet. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see the "Maintenance and Service" section in this booklet.

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### Inserting the Cartridge into the TI Home Computer

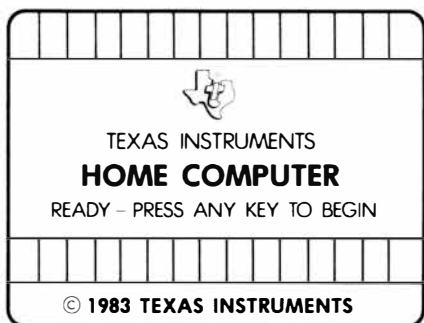
1. If you have been programming in BASIC, save your data before inserting a cartridge. When you insert a cartridge into the console, the computer automatically erases all data or program material you have entered and returns to the master title screen to begin the new program.
2. Be sure the cartridge is free of static electricity before inserting it into the computer (see the "Maintenance and Service" section in this booklet).
3. Slide the cartridge into the slot on the console.



### Turning on the Equipment

1. Turn on the MBX keypad console and wait until you hear the MBX console say "ready."

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2. Turn on the TI Home Computer, and wait for the master title screen to appear.



3. Press any key on the TI computer keyboard to make the cartridge title screen appear.

### **Ending the Game and Removing the Cartridge**

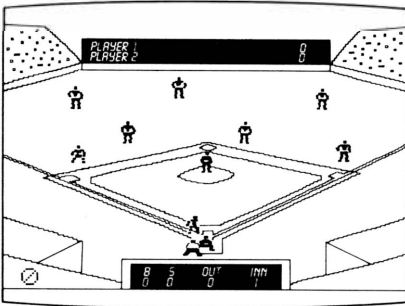
1. Turn off the MBX keypad console and the TI Home Computer.
2. Remove the cartridge from the slot.

**Note:** The **QUIT** function on your TI computer keyboard is inoperable when the MBX console is attached and activated.

After the title screen appears, you see a short demonstration of game play. This is the DEMO MODE. Watch all the action on the baseball diamond. Then read these start-up instructions.

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### Actions in the DEMO MODE



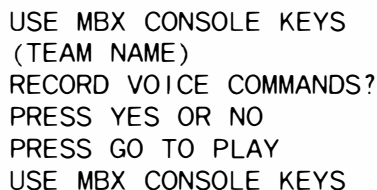
1. After viewing the DEMO MODE, press any key on your TI computer keyboard to start the game. The computer automatically replays the title screen and the DEMO MODE until a TI computer key is pressed.
2. Next, type the name for player 1 on the TI computer keyboard pressing the appropriate letter keys. Then, press **ENTER** on the computer keyboard.
3. Next, type the name for player 2 on the TI computer keyboard pressing the appropriate letter keys. Then, press **ENTER** on the computer keyboard.
4. The voice training option screen appears.

**The MBX Expansion System allows you to control all the fielding in Championship Baseball by the sound of your voice. To do so, you must train your voice. There are nine words that the MBX system must be trained to recognize. Each player speaks all nine words, as prompted by the screen, and repeats the sequence again to be sure the words are properly recognized.**

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There are nine words to repeat because there are nine fielding positions. If you prefer to program a pitcher's name, like "Catfish," rather than the word "Pitcher," then say "Catfish" whenever the word "Pitcher" appears on the screen. Voice training is optional.

Here's what the voice training option screen looks like.

A rectangular box with a thin black border containing the following text:

USE MBX CONSOLE KEYS  
(TEAM NAME)  
RECORD VOICE COMMANDS?  
PRESS YES OR NO  
PRESS GO TO PLAY  
USE MBX CONSOLE KEYS

If you press **NO** or **GO** on your MBX console, you can bypass voice training and field with the MBX action-input keypad.

If you press **YES**, you can voice train and field by using Voice Recognition and the headset microphone.

**Note:** Before starting the game, be sure you and your opponent have decided who is the Home (Blue) team, and who is the Visiting (Red) team. The Home team is in the field first, and last to bat at the end of a game. The voice training option, of course, is presented to both players (Home and Visiting). Player 1 selects voice training first; player 2 selects voice training second.

### Preparing for Voice Training

When training the computer to recognize your voice, try to pronounce the "programmed word" as you would say it during frantic play. The tone you use as you "train" the computer should be the same tone you would use during play—firm, but somewhat faster and more excited than a normal tone. See the MBX Expansion System Booklet for important details on voice training.

Player 1 now puts on the headset microphone, adjusting the earpads, and locating the microphone boom so it is just to the side of his or her mouth and not more than two inches from his or her mouth.

## Five Easy Steps for Voice Training

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**Voice training is a simple procedure. Follow the five steps listed below to learn how to voice train.**

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When you voice train successfully and your headset microphone is ready to take commands (the MIC is on), a symbol appears on the screen.



There is also a symbol to show you that your headset microphone is inoperable. See the “MIC Key” section in the MBX Expansion System booklet or the “Fielding with the MBX Console” section in this booklet for more details.

### **Voice Training Sequence**

Player 1 begins voice training first; player 2 begins voice training second.

1. When the microphone is correctly positioned, press **YES** on the MBX console.
2. Repeat each word into your headset microphone as it appears on the screen.

The following words are programmed:

- |           |               |
|-----------|---------------|
| • PITCHER | • SHORTSTOP   |
| • FIRST   | • LEFT        |
| • SECOND  | • CENTERFIELD |
| • THIRD   | • RIGHT       |
| • HOME    |               |

Repeat the sequence again, as the words reappear on the screen.

4. This completes player one’s voice training session.
5. Repeat steps 1 through 4 for player two’s voice training.

Championship Baseball follows the general rules of baseball as defined originally by Abner Doubleday. Players complete nine full innings of regulation play, the winner being determined by the amount of runs he or she has scored over his or her opponent. If at the end of nine innings one player has a run (or more) advantage over the opposing player, the game officially closes with “Take Me Out To the Ball Game” music. If, after nine full innings the score is tied, the game continues into extra innings until one player has scored a run and the inning has been completed.

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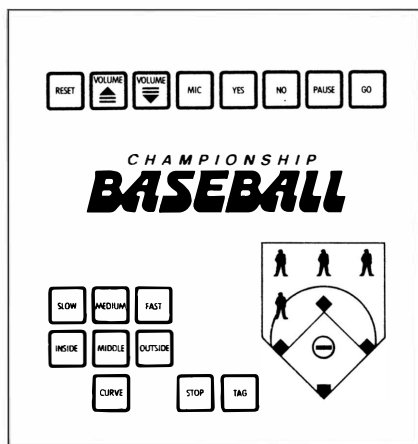
### Starting the Game

Player 1 is the Visiting (Red) Team and player 2 is the Home (Blue) team. The Home (Blue) team is in the field first and uses the headset microphone and keypad first, so place these within easy reach of player 2. The Visiting (Red) Team uses the joystick first, so keep the hand controller in a convenient location to player 1.

Press **GO** on the MBX console. The teams take the field amid a rousing chorus of “Take Me Out To The Ball Game.”

### Selecting a Pitch

You can choose from 12 different pitches. There are four types of pitches, each having three speeds. The chart of the MBX overlay explains the keys used for specific pitches. To select a pitch, press one speed key and one pitch key.



Watch the screen to see your pitch delivered.

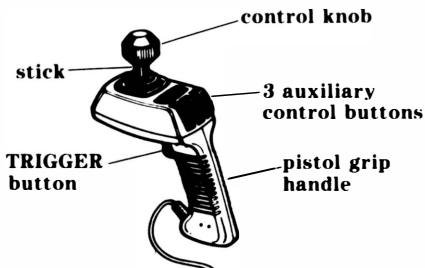
## Batting

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**Player 1 is at home plate. The batter swings as the ball reaches the strike zone. To swing the bat, player 1 squeezes (pushes in) the TRIGGER button on the joystick.**

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You use the MBX joystick to make each batter swing.



### Controlling Your Swing

Control the speed of your swing by turning the control knob left or right on the top of the MBX joystick.

Turn the knob clockwise for a deep hit. Turn the knob to the right to its full extent for a faster, more powerful swing.

If you wish to bunt, turn the knob counterclockwise. If you turn it all the way to the left, your swing will be slower and less powerful.

**Player 1 squeezes the TRIGGER button on the joystick to hit the ball. Once the ball is hit, the computer automatically advances the player to first base.**

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### Overrunning First Base

Championship Baseball lets you overrun first base, just as in Major League Baseball. To do so, press the **TRIGGER button** just before the batter reaches first base.

### Guidelines for Successful Base Running

- To make the first runner “lead off,” push the joystick slightly forward. Only the first, or lead runner may “lead off.”
- Pull the joystick backward (toward you) to send a lead runner backward along the baseline. Pushing the joystick forward or backward only affects the lead runner.
- Base runners can use the slide feature on running to second and third base, as well as home plate. Press **Button 1** on the MBX joystick as you’re pushing the joystick forward. This action causes your lead runner to slide into the base.
- Stealing is legal in Championship Baseball. But don’t get caught or you’re out. Push the joystick forward to advance the runner, just as you do to make him run the bases. Watch out for the pitcher, who can “pick you off,” as in a real baseball game.

### Scoring a Run

You score runs in Championship Baseball just as in real-life baseball play. Each time your runner safely reaches home plate, you receive one run.

**Player 2 must react quickly if player 1 gets a hit. Watch the ball's shadow and decide whether the hit is a pop fly or a line drive. Move the fielder who is nearest to the ball by speaking the name of the position or the fielder's name into the headset microphone clearly and consistently.**

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When you "call" a fielder, its figure on the screen changes to the color black to let you know that the fielder will catch the ball or that the ball has already been caught. If you wish to "send" the ball to another fielder at this time, quickly call out the other fielder's position or name.

When fielding by Voice Recognition, give only one position or name at a time. Wait for the "called" fielder to change black before calling out another position or name. The fielder who is the color black is always the player who has the ball.

What happens if you make a "bad" call? If a ball is hit into shallow left centerfield and you call "Catcher," the catcher will not field the ball. Instead, one of the three closest players to where the ball is hit will field the ball. (In this example, either the left fielder, the center fielder or the shortstop.) When you use Voice Recognition, the computer will correct your fielding error!

**Note:** Balls are caught automatically if the fielder is in range and if you send the fielder to the position nearest the ball.

**You can also field the ball using the MBX console instead of Voice Recognition. Notice that the MBX console has nine field-position keys. You may call your fielders into play by pressing these keys rather than by using voice control.**

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If you wish to field using the MBX console, press the **MIC** key on your console. This turns your headset microphone off. The following indicator appears on the screen to show that you are not using Voice Recognition.



Press any of the field position keys to call the fielder of your choice. When a fielder has been called, its figure changes to the color black, just as in Voice Recognition play.

### Stringing Commands

You can “string” commands together when you field from the console. For example, to stop a runner you may press several keys in a row to cause your fielders to carry out a routine. You do not have to wait until the ball is actually fielded to press your next command.

**Note:** You may want to use a combination of fielding systems. If you do combine systems, you can press the **MIC** key to deactivate your headset microphone and then press the **MIC** key again to reactivate Voice Recognition. This symbol on the screen indicates that Voice Recognition is in play.



### Other Fielding Keys

In addition to the nine field-position keys, the console also has a **TAG** key and a **STOP** key. Press the **TAG** key to run down a base runner that is too far off the base. Press the **STOP** key to stop a rundown.

As in Major League Baseball, there are several ways you can make an out. An out can be made when you're fielding, catching a pop fly, tagging a runner out, or throwing a runner out. Or if you're a really skillful fielder, you'll be able to turn a double play resulting in two outs. When you're pitching, you can strike out the batter for an out.

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- If the batter hits a pop fly, quick anticipation allows your fielder to catch the ball for an easy out.
  - You can tag a runner out when he's off the base.
  - You can throw a runner out by throwing the ball to first base before the runner gets there.
  - You can catch base runners in a double play by quick fielding in the following situations: tagging the base ahead of the lead runner and throwing the ball back to the base ahead of the next runner. This results in two outs. Two outs also will be made if you catch a fly ball and then either tag or throw out a base runner leading off the base.
  - You can strike out the batter successfully by throwing three pitches past him in the strike zone, or by getting him to swing at three pitches without him hitting a fair ball. Foul balls count as strikes for the first two hits; then each foul after that is not counted.

### Ending the Game

Regulation play calls for both teams to play nine full innings; the team with the most runs wins the game. The exception to this would be if the Home team was ahead by one or more runs at the completion of the first half of the ninth inning. In this case, the Home team would not have to come to bat and the game would be over.

Game completion is accompanied by the "Take Me Out To The Ball Game" music.

If for any reason players wish to end the game prior to the official ending, they should turn off the power on the MBX console and then the Texas Instruments Home Computer.

**Note:** Once the system has been powered down, play cannot be resumed where it was interrupted.

### Starting a New Game

Any time you press the **GO** key, you start a new game bypassing name entry and voice training.

Any time you press the **RESET** key, you start a new game returning you to name entry and voice training.

**Championship Baseball includes many special features. These include umpire calls, theme music, scoreboards, and a pause option.**

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### **Umpire Calls**

The umpire behind home plate calls all plays and gives legal hand signals, backed up by audiocalls. Watch and listen to his ball and strike calls.

### **Theme Music**

Each time you start the game, you hear “Take Me ●ut to the Ball Game.” During the game, you might even hear a “roar” from your cheering fans!

### **Scoreboards**

There are two scoreboards on the screen. The top scoreboard shows players’ names and scores. The bottom scoreboard lists the number of balls (B), the number of strikes (S), the number of outs (●UT), and the current inning (INN).

### **Pause Option**

If you wish to curtail play for a few minutes, press the **PAUSE** key on the MBX console. Play can then be resumed by re-pressing the **PAUSE** key with no loss of game score or batting sequence.

**Championship Baseball is the most realistic video baseball game ever developed. The following hints can help you to become a top-flight player.**

Fielding Team Topic	Hints
Pitching	Always mix up your pitch selection, trying slow curveballs, fastballs down the middle, or an outside “blooper”(slow) ball.
Pickoffs	Keep your eye on base runners. You can keep them “honest” by an occasional throw to the specific baseman instead of pitching.
Double Plays	If a base runner starts to move out on the baseline, and the batter gets an infield hit, you have a good chance for a double play, especially if the hit was a short pop-up.
Run Downs	Use the <b>TAG</b> key on the MBX keypad to run down a base runner that is too far off the base.
At-Bat Team Topic	Hints
Hitting	The bat speed is variable, so use the slowest speed for a bunt when you have a man on second and want to advance him to third. Typically, don’t hit to short left field when there is a man on first. You’d be a sure candidate for a double play.
Stealing	You can taunt the pitcher by edging up the baseline. He might try to pick you off, but if he doesn’t, wait for the moment the pitch leaves his glove—then run!
Sliding	The <b>SLIDE button (Button 1)</b> on the MBX joystick allows you to slide into second, third or home. It should be used carefully, because a premature slide can cause you to be caught before you hit the base.

**Cartridges are durable devices, but they should be handled with the same care you would give any other piece of software media. Information concerning use and service can be found in your *User's Reference Guide*.**

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### Caring for the Cartridge

Keep the cartridge clean and dry.

**Caution:** The contents of a cartridge can be damaged by static electricity discharges.

Static electricity buildups are more likely to occur when the humidity of the air is low (during winter and in areas with dry climates). To avoid damaging the cartridge, touch any metal object (a doorknob, a desk lamp, etc.) before handling it.

If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static buildup. These preparations are usually available from hardware and office supply dealers.

### In Case of Difficulty

If the cartridge programs do not appear to be operating properly or if the cartridge is removed from the slot while the cartridge contents are being used, the computer may behave erratically. Turn off the computer. Withdraw the cartridge, align it with the cartridge opening, and carefully reinsert it. Then turn on the computer and press any key to make the master title screen appear.

# Three-Month Limited Warranty Home Computer Software Cartridge

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**Texas Instruments Incorporated extends this consumer warranty only to the original consumer purchaser.**

## Warranty Coverage

This warranty covers the electronic and case components of the software cartridge. These components include all semiconductor chips and devices, plastics, boards, wiring and all other hardware contained in this cartridge ("the Hardware"). This limited warranty does not extend to the programs contained in the software cartridge and in the accompanying book materials ("the Programs").

The Hardware is warranted against malfunction due to defective materials or construction. **This warranty is void if the Hardware has been damaged by accident, unreasonable use, neglect, improper service or other causes not arising out of defects in materials or workmanship.**

## Warranty Duration

The Hardware is warranted for a period of three months from the date of the original purchase by the consumer.

## Warranty Disclaimers

**Any implied warranties arising out of this sale, including but not limited to the implied warranties of merchantability and fitness for a particular purpose, are limited in duration to the above three-month period. Texas Instruments shall not be liable for loss of use of the Hardware or other incidental or consequential costs, expenses, or damages incurred by the consumer or any other user.**

Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

## Legal Remedies

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

## Performance by TI Under Warranty

During the above three-month warranty period, defective Hardware will be replaced when it is returned postage prepaid to a Texas Instruments Service Facility listed below. The replacement Hardware will be warranted for three months from date of replacement. Other than the postage requirement, no charge will be made for replacement.

TI strongly recommends that you insure the Hardware for value prior to mailing.

## **Texas Instruments Consumer Service Facilities**

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### **U.S. Residents:**

Texas Instruments Service Facility  
P.O. Box 2500  
Lubbock, Texas 79408

### **Canadian Residents:**

Texas Instruments Consumer Service  
41 Shelley Road  
Richmond Hill, Ontario, Canada L4C5G4

Consumers in California and Oregon may contact the following Texas Instruments offices for additional assistance or information.

Texas Instruments Consumer Service  
831 South Douglas Street  
El Segundo, California 90245  
(213) 973-1803

Texas Instruments Consumer Service  
6700 Southwest 105th  
Kristin Square, Suite 110  
Beaverton, Oregon 97005  
(503) 643-6758

### **Important Notice of Disclaimer Regarding the Programs**

The following should be read and understood before purchasing and/or using the software cartridge.

TI does not warrant that the Programs will be free from error or will meet the specific requirements of the consumer. The consumer assumes complete responsibility for any decision made or actions taken based on information obtained using the Programs. Any statements made concerning the utility of the Programs are not to be construed as express or implied warranties.

**Texas Instruments makes no warranty, either express or implied, including but not limited to any implied warranties of merchantability and fitness for a particular purpose, regarding the programs and makes all programs available solely on an "as is" basis. In no event shall Texas Instruments be liable to anyone for special, collateral, incidental, or consequential damages in connection with or arising out of the purchase or use of the programs and the sole and exclusive liability of Texas Instruments, regardless of the form of action, shall not exceed the purchase price of the software cartridge. Moreover, Texas Instruments shall not be liable for any claim of any kind whatsoever by any other party against the user of the programs.**

Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

## Quick Reference Guide

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MBX System	Action
<b>RESET</b>	Starts a new game; returns to name entry screen and voice training option screen.
<b>GO</b>	Starts a new game; bypasses name entry screen and voice training option screen.
<b>PAUSE</b>	Activates/deactivates pause option during game play.
<b>TAG</b>	Press to run down a base runner that is too far off the base.
<b>STOP</b>	Press to stop a run down.
<b>SLOW</b>	Tells the pitcher to throw the next pitch slowly.
<b>MEDIUM</b>	Tells the pitcher to throw the next pitch at a normal speed.
<b>FAST</b>	Tells the pitcher to throw the next pitch fast.
<b>INSIDE</b>	Tells the pitcher to throw the next pitch inside to the left of the plate.
<b>MIDDLE</b>	Tells the pitcher to throw the next pitch down the middle of the plate.
<b>OUTSIDE</b>	Tells the pitcher to throw the next pitch outside, to the right of the plate.
<b>CURVE</b>	Tells the pitcher to throw a curve.

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### Fielding by MBX Console

9 Fielding Positions Keys: Press to activate that particular fielder to catch the ball.

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### Fielding by Voice Commands

9 Fielding Positions: Say the desired position (Pitcher, First, Second, Third, Home, Shortstop, Left, Centerfield, Right) or the name you selected for each position to activate that fielder to catch the ball.

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**Note:** Please see the MBX Expansion System booklet for more information on the keys on the MBX console.

