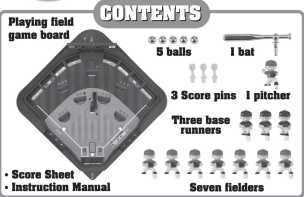
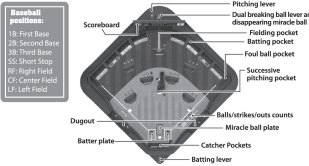


# Super Stadium

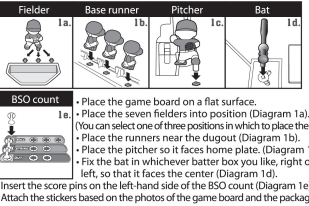
**GAME ZONE**  
6+ / 2 players



## Details of game:

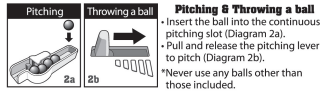


### Before playing, review the details of the game.



### How to Play:

Follow the actual rules of baseball as the basic rules for playing the game.



### Throwing a Breaking Ball:

The dual breaking ball lever moves as shown in Diagram 3. Support the pitching lever with your right hand while operating them, as the levers move easily. You can throw a variety of breaking balls. (See Examples of Breaking Balls).

### Breaking ball



### Balls and Strikes:

A strike is called when the ball enters the center catcher pocket. In other cases, it is a ball (Diagram 4a). However, a strike should be called if the batter swings the bat at the ball & misses.  
\*Players can keep track of balls, strikes and outs using the counter (Diagram 4b).



### Disappearing Miracle Ball:

If the bat is pulled back with the correct timing after pitching (Diagram 5), the ball will pass under the batter, which can cause the batter to swing and miss. When throwing a disappearing miracle ball, the pitch will be judged a ball if the batter does not swing.



### Batting:

Pull and release the batting lever to swing the bat (Diagram 6).  
\*If you swing the bat too violently or repeatedly, the bat may come out of the board. It easily fits back into place.



### Switching Batting Styles

You can switch batting sides between right and left by changing the placement of the bat in the batter box (Diagram 7). Work out a batting strategy while checking the adjustable fielders' positions of your opponent, that is, which direction should be chosen for pulling, right or left; and whether you should pull or go the opposite way.



### Foul Ball

A foul ball is called if a batted ball that does not pass through foul ground lands in a hit pocket, the indicated hit is assigned (triple, double or single).  
\*If a fair ball comes to a stop on fair ground without falling into any of the base-hit or fielding pockets, the batter is awarded a single.  
\*If a fair ball hits a fielder and then comes to rest over the foul line, the batter is awarded a single (Diagram 8).



### Homeruns

If a batted ball either enters the stands or is hit out of the park, the batter is awarded a home run.  
\*If a batted ball clears the fence and then bounces back after hitting the scoreboard or stands, the batter is awarded a home run.



### Foul Ball

A foul ball is called if a batted ball lands in the foul pocket on the surface of the playing field board.  
\*A foul is called if a batted ball is hit outside the foul line.



### Adjusting Fielders' Positions:

The position of the fielders can be adjusted. When a hard ball is hit by the batter, it may pass over the fielder pocket if it doesn't hit the fielder. Try to predict the direction in which the batter will hit and adjust your fielding positions accordingly (Diagram 9).



### Outs:

If a fair ball lands in one of the fielding pockets (1B, 5S, LF, etc.), it is an out.



### Advancing Bases:

When a hitter or runner advances to a new base, insert the figures into the holes in each base (Diagram 10).



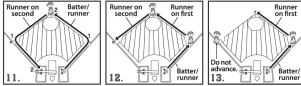
### Hits:

When the batter gets a hit, advance the batter and any runners on bases the number of bases indicated. Example – if a runner is on second and the batter hits a double, the base runner can reach home (Diagram 11).

### For four balls:

If there are no bases between base runners, any time there is a hit, each runner advances. Example – the runners on second and first can advance to third and second respectively if a single is hit (Diagram 12).

If there are bases between base runners, the runners do not automatically advance. They only advance if there would wind up being two runners on the same base. The runner on third does not advance in the case of Diagram 13.

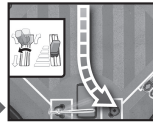


### Examples of Breaking Balls

\*The following examples are for right-handed pitchers only.  
\*The types of balls may differ from the actual breaking balls. In addition, the angle of the break may vary depending on the speed of the ball and other reasons.

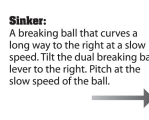
### Curve:

A breaking ball that curves a long way to the left at a slow speed. Tilt the dual breaking ball lever to the left. Pitch at the slow speed of the ball.



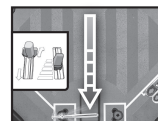
### Shot:

A breaking ball that curves to the right at a fast speed. Tilt the dual breaking ball lever to the right. Pitch at the relatively fast speed of the ball.



### Slider:

A breaking ball that curves to the left at a fast speed. Tilt the dual breaking ball lever to the left. Pitch at the relatively fast speed of the ball.



### Change-up:

A ball that is thrown by swinging the arm relatively straight at the low speed of the ball. Works well when it is used after a fast ball. Set the dual breaking ball lever in the center. Pitch at the slow speed of the ball.

If a ball is fast, it will not break in some cases. When throwing a breaking ball, pull the pitching lever back, then adjust the position for releasing the pitching lever before pitching.

**GAME ZONE**  
6+ / 2 players

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www.EpochEverlastingPlay.com

This product meets or exceeds ASTM F963

**WARNING:**  
CHOKING HAZARD - Toy contains small parts and small balls. Not for children under 3 years.