# COLECO

# head to head ™

### ELECTRONIC

# baseball

No. 2180

## FOR 1 OR 2 PLAYERS

## MANAGER'S HANDBOOK



**MANAGER'S NAME**
(Fill in your name)

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# HEAD TO HEAD BASEBALL MANAGER'S HANDBOOK

Congratulations! You now own the most advanced and realistic baseball game on the market. It has all the features of real baseball — so you have to use strategy! It's like managing a real major league baseball team. Whether your team is at bat or in the field, you decide what to do. Should you tell your batter to hit and run, take a pitch, bunt? Should you signal your base runner to steal, or tag up? Do you want your pitcher to pitch out or try for a strike out?

To become a major league manager, study the following situations that could arise while playing your new Head to Head Baseball Game, and then decide what you would do! MR. MANAGER — PLAY BALL!

## YOUR TEAM'S AT BAT

### SITUATION #1 ⚾

Your team is behind by 5 runs. It's the top of the 7th inning and you've got men on 1st and 3rd with 1 out. Your top slugger is up at bat. He has a 400 average. He can hit for average and try for a base hit or if you signal him to hit-away (hit for power), his average will drop 50 points to 350; but, if he connects, he might get the double, triple, or homer you need to bring in two or three runs. Is the pitcher going to try to walk him or will he throw him some good stuff? What are you going to do?

**MANAGER'S DECISION:** Signal him to hit for power. Push the **P** key when the pitcher's LIGHT IS LIT and then hit 🡒 away. GOOD LUCK!

### SITUATION #2 ⚾

It's the top of the fifth inning. You're losing by one run. You have a runner on first base with one out and a weak hitter at bat. Should you try a sacrifice, try to get a walk or attempt to hit 'n run?

**MANAGER'S DECISION:** Your decision should be to try to safely move the runner into scoring position, so the next batter can try

to drive the tying run home. Flash the bunt sign, by pushing the ⬚B⬚ key when pitcher's LIGHT IS LIT. If your batter makes contact with the pitch, the runner will move into scoring position and the batter will be out on the sacrifice. Press ⬚◢⬚ key as ball (light), crosses homeplate to swing at pitch.

## SITUATION #3 ══════════════════════ ⓞ

It's the bottom of the seventh inning. You're losing by a 2-0 score, and a "fair" hitter is at bat. All day long the opposing pitcher has held your team scoreless. But now you have runners on first and second with one out. Should you put a play on with your runners, to avoid a double play? Should you bunt to sacrifice the runners over? Should you hit 'n run?

**MANAGER'S DECISION:** At this point, you would want to avoid a double play which would kill a potential game tying or winning rally. Flash the steal sign to your **lead runner** by pushing the ⬚S⬚ key when pitcher's light is lit. This will move runner ahead and avoid a double play if the steal is successful. If the pitcher has thrown a curve when you're trying to steal, a **pitchout** occurs and the lead runner is thrown out. If a strike is thrown, the computer decides the outcome and most often the steal will be successful.

## SITUATION #4 ══════════════════════ ⓞ

The game has turned into a slugfest, the score is 11-8 with your team losing in the bottom of the eighth inning. You have runners on first and second, there's one man out and a good hitter is at bat. Should you put a play on involving your base runners and your hitter? Should you sacrifice the good hitter to move the runners into scoring position? Should you let your batter just hit-away?

**MANAGER'S DECISION:** Take advantage of the good hitter at bat and the base runners by putting on a "hit 'n run" play. Put on the hit 'n run play by pushing the ⬚S⬚ key when pitcher's light is lit and hitting the pitched ball. If a safe hit is made, all runners advance one extra base. If the hit ball results in a ground out, runners would be advanced and a double play avoided. However, if batter flies out, runners **do not** advance. **Remember:** If a hit 'n run is on and no contact is made by the batter, a regular steal is then in effect.

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## SITUATION #5 ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯ ⓞ

It's the bottom of the fourth inning, the score is tied 2-2 — and one of your sluggers is at bat. There's a runner on third and one out. What's your decision? Should the batter attempt a bunt? Should he hit-away? Should he try for the long ball?

**MANAGER'S DECISION:** Tell your batter to go for the long ball by using the power option. This can result in either an extra base hit, as the power option increases the chances of hitting a long ball (doubles, triples, home-runs) if contact is made. Or it may also enable your runner to tag up on a "power fly." Depress the $\boxed{P}$ key when the pitcher's light is lit to use the power option, but remember it also lowers the batter's average by approximately 50 points.

## SITUATION #6 ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯ ⓞ

Your batter in the last situation has just hit a "power fly," a fly out, when the power option is in effect. Should you bring up the next batter, or have the runner on third tag up and attempt to score?

**MANAGER'S DECISION:** You should have the runner on third "tag up" and attempt to score as there would be 2 outs anyway and the next batter would have to hit safely to bring the runner home. To have the runner on third "tag up" and attempt to score, press the $\boxed{S}$ key when the letters ⌐ ⌐⌐ (flyout) are displayed on the scoreboard/message center. The computer will decide if the runner is safe or out at homeplate.

## SITUATION #7 ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯ ⓞ

It's the top of the sixth inning and you're losing the game 4-2. There is no one on base and no one out. Your first batter up in the inning is a weak hitter. What should you have him do? Take pitches? Hit-away? Bunt?

**MANAGER'S DECISION:** Don't let any batter bunt if there are no runners on base, since the batter will be out. If your batter is a weak hitter, try to work out a walk by having him take a lot of pitches.

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## SITUATION #8 — ⓍⓄ

It's the bottom of the second inning, there is no score, no runners on base, one out, and a strong hitter at bat. Should you let the batter hit for average versus power, use the power option, or try to get a walk?

**MANAGER'S DECISION:** As the batter is a strong hitter, don't use the power option, which reduces his average 50 points, but rather let him hit for average, increasing his chances of getting on base.

# YOUR TEAM'S IN THE FIELD

## SITUATION #1 — ⓍⓄ

Your team is ahead by two runs. It's the bottom of the 8th inning and your opponent has men on 1st and 2nd base. There are two outs, but their heavy hitter has come up to bat. You could walk him, since the next batter is a weak hitter. The outcome of the game might be riding on your decision. What are you going to do?

**MANAGER'S DECISION:** PLAY IT SAFE, pitch around him and go after the next batter. You signal your pitcher to throw only curves or sliders. The batter won't be able to hit them and you might even get him swinging. GOOD LUCK!

## SITUATION #2 — ⓍⓄ

It's the bottom of the ninth and you've got a one-run lead. There are two outs, one man on and one of your opponent's toughest batters is at the plate. The count is three balls and two strikes. You've got him swinging at sliders, but he might expect you to throw another one and take the pitch. You could go for a change of pace and throw a slow pitch or a FAST BALL, but that's his favorite pitch. What signal do you want your catcher to give your pitcher?

**MANAGER'S DECISION:** Try to fool him again. PUSH CURVE AND FAST PITCH KEYS to throw him a slider. If he swings, you've struck him out. If he takes the pitch, he walks, they've got two men on base and you have to try to get the next batter out.

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## SITUATION #3 ══════════════════════════════ ⑩

It's early in the game. There's no score and your opponent has men on 2nd and 3rd with one out. A weak batter's up and he's taking pitches. He's obviously trying for a walk. The count is one strike and two balls. You don't want to walk him. Your pitcher's fast ball isn't working (he's throwing more balls than strikes) and you know he can get more pitches over the plate if he slows them down. But what if the batter decides to swing away and connects wih a slow pitch? What's the strategy, Mr. Manager?

**MANAGER'S DECISION:** Assume the batter is going to continue to ''take pitches.'' Throw him slow stuff by letting the computer select the pitches. **Don't push either of the pitch keys,** but pretend that you are pushing the keys to fool the batter. The slow pitches will result in more strikes being thrown than balls. Try to strike him out.

## SITUATION #4 ══════════════════════════════ ⑩

Your opponent has the league's best base stealer on first. He's going for his 50th steal of the season and you know he's going to try to get to second on the next pitch. The count is two strikes and one ball on the batter, there's one out. What do you want your pitcher to do?

**MANAGER'S DECISION:** EASY DECISION!  Throw a pitch out by pushing the curve key. If the steal is on, you get him out at second. If the steal is not on, the count on the batter is two strikes and two balls.

## SITUATION #5 ══════════════════════════════ ⑩

It's late in the game and your team has a 3 run lead. There's a man on second, one out, and a strong hitter at the plate. He's also a ''very slow runner.'' You can ''pitch out'' and intentionally walk him in an effort to set up a double play. (With men on first

and second, if the batter grounds out $\sqcap \; \sqcap$ — the outcome is a

double play.) But if the next batter gets a hit, you've put more men on base. What do you do?

**MANAGER'S DECISION:** Take a chance and go for the double play. Push the curve key when the PITCHER'S LIGHT IS LIT and walk the heavy hitter. With the next batter, pitch him slow pitches by not pushing the pitch keys. This will increase your

chance of throwing strikes or grounding out $\square$ $\square$ and hitting into a double play.

## YOUR PITCHER'S OPTIONS

**CURVE:** Push and release curve key when pitcher's mound is lit. Computer selects one of 4 slow pitching speeds. NOTE: The batter cannot hit a curve ball. Use the curve to force the batter to swing at a "bad" pitch, or as a "pitch out" to catch the runner stealing . If batter doesn't swing, curves are always balls.

**FAST PITCH:** Push and release the fast pitch key when pitcher's mound is lit. Computer selects one of 4 faster pitching speeds and throws a curve or straight pitch. ,

**SLOW PITCH:** When none of the pitching keys are pushed, one of 4 slow pitches is selected by the computer. The computer determines whether a curve or straight pitch is thrown.

**SLIDER:** A slider is a curve ball that is faster than a normal curve ball. The curve and fast pitch keys must be pressed at the same time to throw a slider. Batter cannot hit a slider. If batter doesn't swing, sliders are always balls.

**ADDITIONAL INFORMATION:** If fast pitch is selected, more balls than strikes occur. If no key is pressed, then slow pitch results and more strikes than balls will occur.

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