COLECO

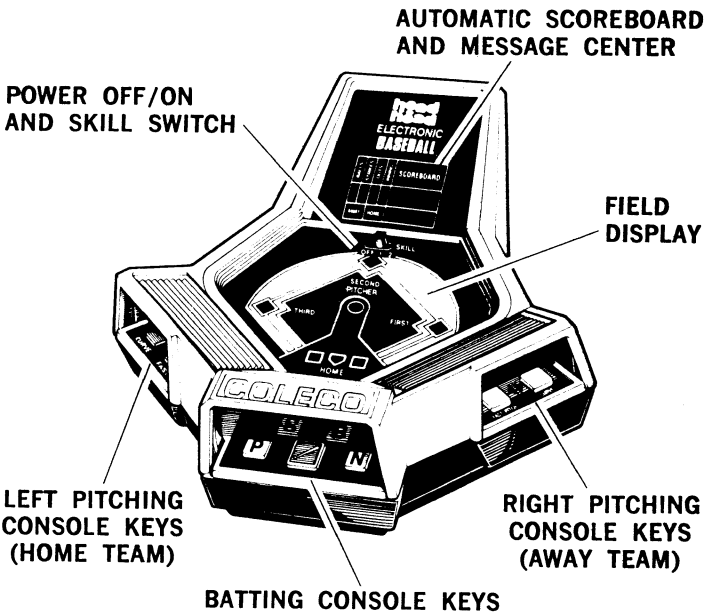
Guide No. 76754C

head to head™ INSTRUCTIONS

ELECTRONIC baseball

No. 2180

FOR 1 OR 2 PLAYERS



NOTE: USE ONLY ALKALINE BATTERIES IN THIS GAME

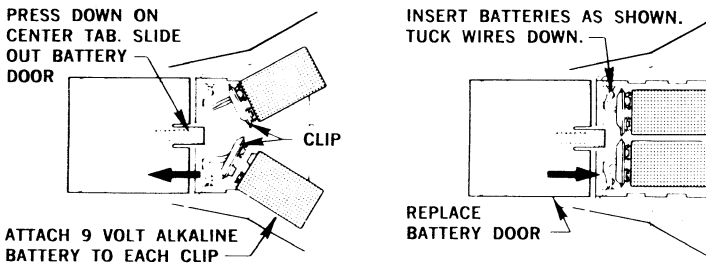
COLECO

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Patent Pending

INSERT GAME BATTERIES

— IMPORTANT —
GAME WILL NOT OPERATE PROPERLY UNLESS TWO 9 VOLT ALKALINE BATTERIES ARE USED. (BATTERIES NOT INCLUDED)



BOTTOM VIEW OF GAME

NOTE: Game **will not** operate properly if the **BATTERIES are weak. Any** erratic display or play action may be a symptom of weak batteries. **Replace batteries with two fresh 9 Volt Alkaline Batteries.**



1 GAME DESCRIPTION AND FEATURES

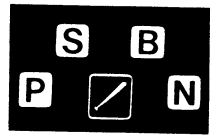
POWER/SKILL SWITCH



Slide **OFF/ON SKILL SWITCH** to **1** (Beginner) or **2** (Pro). **NOTE:** In SKILL 2 (Pro), all game action is much faster than SKILL 1 (Beginner). The tune "TAKE ME OUT TO THE BALL GAME" is heard when game is turned on. **The AWAY TEAM always bats first.** Turn switch "OFF" at end of game and before start of new game to reset game.

BATTING KEYS

The **5 BATTING (OFFENSIVE) KEYS** allow the **OFFENSIVE PLAYER** to "MANAGE" his team against the computer or another player as in a real game. The [P] , [B] , and [S] keys may be pushed individually or together, (combination of two), as you execute your offensive strategy.



[N] **NEXT BATTER KEY:** Before each NEW BATTER, PUSH AND HOLD [N] key. The BATTER's batting average, INNING, NUMBER OF OUTS and MEN ON BASE are displayed. Release [N] key and pitcher is ready to pitch. Each batter always hits at his average except when POWER OPTION (below) is pressed.

[P] **POWER OPTION KEY:** The [P] key increases your chance of hitting a long ball (Doubles, Triples and Home Runs), if you connect. To use push [P] key Each Time when PITCHER'S MOUND IS LIT (Before Ball is Released), then press [/] key as ball crosses the home plate. When selected, BATTER hits for approximately 50 points below his average.

[/] **SWING KEY:** To hit BALL successfully, push key as ball (Light) crosses home plate. If you swing too early or too late a STRIKE will result. You may elect to "TAKE PITCHES" by not using the key resulting in either a STRIKE or a BALL.

[B] **BUNT OPTION KEY:** Push [B] key when PITCHER'S MOUND IS LIT and each time before ball is released. Press [/] key as ball crosses the home plate. If you hit the ball, the base runners advance ONE BASE, and batter is "SACRIFICED OUT". If no runners are on base, batter "GROUNDS OUT". Use this to avoid double plays.

(CONTINUED NEXT PAGE)

S **STEAL OPTION KEY:** To operate, press [S] key when pitcher's mound light is on. Steal Option Key serves several offensive functions:

1. Base Stealing (Lead Runner Only): The computer decides outcome. If curve is pressed when Steal Option has been selected, a "PITCHOUT" occurs and LEAD RUNNER is "THROWN OUT".
2. Tagging Up: When batter flies out using the "POWER OPTION", pressing the [S] key when letters F O are displayed on scoreboard, allows the lead runner to attempt to advance one base. The computer decides outcome.
3. Hit And Run: Press [S] key and hit ball — all runners advance one extra base on safe hit.

NOTE: (A) Runners DO NOT advance if a batter flies out when the [S] key has been pressed.

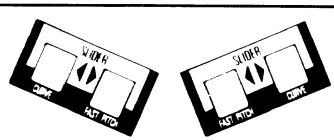
(B) Runners DO NOT take an extra base on a walk when [S] key is pressed.

BATTING AVERAGES

Each player in the lineup has his own batting average which is displayed on the scoreboard when the [N] key is pressed. A batted ball is determined to be "OUT" or "SAFE" based on the batting average. Batters with higher averages are more likely to hit safely. When the power option is selected, the batting average is reduced by 50 points, but the chance of getting an extra base hit is increased.

PITCHING KEYS — 2 PLAYER GAME

LEFT PITCHING CONSOLE KEYS (HOME TEAM)



RIGHT PITCHING CONSOLE KEYS (AWAY TEAM)

At the **START** of game, each player decides which **PITCHING CONSOLE** to use and uses it throughout the game. The two CONSOLES make it easy for each player to bat and pitch without changing places.

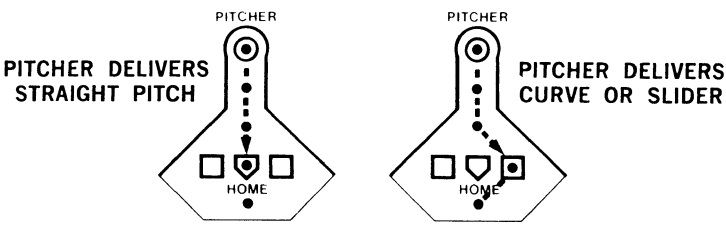
PITCHING KEYS ARE USED FOR 2 PLAYER GAME: The pitching selections are made by pushing one or both of the keys when PITCHERS MOUND IS LIT. You have a choice of a FAST BALL, SLOW BALL, CURVE or a SLIDER. The computer will automatically select one of 8 pitching speeds. Once the PITCHER'S MOUND IS LIT, (One Player or Two Player Game), you have only a very few seconds to select and press the desired pitching key.

- **CURVE** — Push and release CURVE KEY when PITCHER'S MOUND IS LIT. Computer selects one of 4 slow pitching speeds. Batter cannot hit a curve. Use to force the batter to swing at a "bad" pitch, or as a pitchout.

- **FAST PITCH** — Push and release 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** — One of four slow pitches is selected when none of the Pitching Keys are pressed. The computer determines whether a CURVE or a STRAIGHT PITCH is thrown.

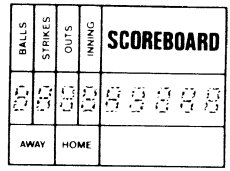
- **SLIDER** — A SLIDER is a CURVE BALL that is faster than a normal curve ball. The CURVE and FAST PITCH KEYS MUST BE PRESSED AT THE SAME TIME to throw a slider. Batter cannot hit a slider. The computer selects one of 4 faster pitching speeds.



- **FAST PITCH DEFINITION:** 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.

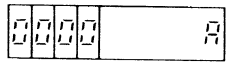
  With fast pitch, the ball travels at one of 4 fast speeds. If the fast pitch key is not pressed, the ball travels at one of 4 slow speeds.

SCOREBOARD DISPLAY

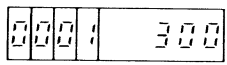


The SCOREBOARD automatically displays STRIKES, BALLS, OUTS, INNING, SCORE, TEAM AT BAT, BATTING AVERAGES and RESULTS of each AT BAT.

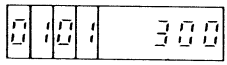
1. **SHOWS TEAM AT BAT** — Game **ON.** Display automatically "FLASHES" — AWAY TEAM at bat. **PLAY BALL!**

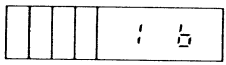
   Press and hold [N] key. "TOP HALF" of FIRST INNING. BATTING AVERAGE (300) of first batter displayed.

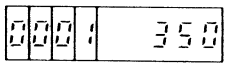
2. **SHOWS THE COUNT** — Results, (updated BALLS, STRIKES, OUTS and INNING), are automatically displayed after each pitch.

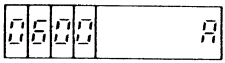
3. **SHOWS OUTCOME** — Results are automatically displayed to show a batter's performance. The batter has hit a single.

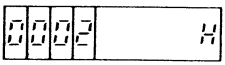
   Press and hold [N] key for INNING and BATTING AVERAGE of next batter. OUTS will show if any made. Release key to resume play.

4. **SHOWS THE SCORE** — If a base runner crosses home plate the score is automatically displayed until [N] key pressed to resume play. The AWAY TEAM has scored.

5. **SHOWS CHANGE OF SIDES** — At end of each "HALF INNING", (3 Outs), display flashes SCORE, INNING and NEW TEAM AT BAT. Press [N] key to resume play.

6. **HIT OUTCOME** — The following HIT displays are possible on SCOREBOARD.

- FLY OUT = (1 OUT) ..... F O
- GROUND OUT = (1 OUT) ..... G O
- SINGLE 1b
- DOUBLE 2b
- TRIPLE 3b
- HOME RUN ..... Hr
- SACRIFICE = (1 OUT) ..... SAC
- DOUBLE PLAY = (2 OUTS) ..... dP
- WALK ..... bb
- STRIKEOUT = (1 OUT) ..... S O

GAME SOUNDS

● GAME ON — Tune "Take Me Out to The Ball Game" followed by 2 tone note series. ● BATTER HITS BALL — Whistle sweeping up. ● SUCCESSFUL HIT — Tune "Charge". ● HOME RUN — Tune "Take Me Out to The Ball Game". ● UNSUCCESSFUL HIT (OUT)—Whistle sweeping down. ● STRIKEOUT — Whistle sweeping down. ● PITCHED BALL — Vary speed beeps. ● NEXT BATTER — 2 tone note series. ● STEAL — One high pitched beep. ● WALK — Tune "Charge".



2 OBJECTIVE OF GAME

1. **TWO PLAYER GAME:**
   To score more runs than your opponent and WIN THE GAME.

2. **ONE PLAYER GAME:**
   You are the batter and try to score as many runs as possible against the computer — OR — you may play both sides by operating the batting and pitching keys.



3 HOW TO PLAY

PLAY AGAINST OPPONENT — 2 PLAYERS

1. Set **POWER/SKILL SWITCH** to **1** or **2.** Game is **ON.**
2. Players choose between HOME and AWAY TEAM.
3. Team "ON THE FIELD" selects pitches by using PITCHING CONSOLE KEYS to deliver ball to batter.
4. Team "AT BAT" uses the BATTING CONSOLE KEYS and may choose to BUNT, STEAL or HIT FOR POWER.
5. The team "AT BAT" uses the [N] key to control SCOREBOARD DISPLAY and bring each new batter to the plate. The SWING KEY is used to hit the ball when opponent selects and delivers his pitch to the batter.
6. Both players follow SCOREBOARD and BALL DIAMOND displays during game to plan their game strategy. Run through a few "SPRING TRAINING GAMES" before your "MAJOR LEAGUE GAMES" to familiarize yourself with various play options.

PLAY AGAINST COMPUTER — 1 PLAYER

1. Set **POWER/SKILL SWITCH** to **1** or **2.** Game is **ON.**
2. The pitching is automatically controlled by the computer. The pitching consoles are not used unless you choose to control the pitches delivered. The player uses the [N] key to start the game and operates the BATTING CONSOLE KEYS.
3. The player follows the SCOREBOARD and BALL DIAMOND displays as play action occurs and plays for both sides.



4 SPECIAL INFORMATION

BALLPARK GROUND RULES

1. Double Play occurs if batter Grounds Out with base runner on base.
2. Runners do not advance if batter Grounds Out, UNLESS a "STEAL" is ON.
3. Runners advance one base on Bunt. Batter called Out at First.
4. Runners always advance same number of bases as batter, EXCEPT when "STEAL" is ON.
5. Lead runner ruled Out when Curve delivered and "STEAL" is ON.
6. In case of "TIE SCORE" at end of 9 innings, game goes to "EXTRA INNINGS" and only last digit in Inning Column is displayed. Team ahead at bottom of any following inning WINS.



5 OFFENSIVE AND DEFENSIVE STRATEGIES

OFFENSE

OFFENSIVE STRATEGIES USED WHEN RUNNERS ARE ON BASE

1. When runners are on base and Good Hitter is up, use **Power Option** [P].
2. When runners are in "Forced Position" (runner on first or first and second or bases loaded). **AND LESS THAN TWO OUT:**
   a) Bunt [B] to sacrifice runners over.

(CONTINUED NEXT PAGE)

b) Steal [S] to move runner ahead and avoid double play.

(Danger: can be thrown out by **"Pitch Out").**

c) "Hit and Run" to advance runners and avoid double play. Press [S] and hit ball.

(Danger: can be thrown out by **"Pitch Out").**

3. In tight games when runner is on third and a **"Power Fly"** is hit, have runner **"Tag Up"** and attempt to score.

STRATEGIES USED WHEN RUNNERS ARE NOT ON BASE

1. Try to **"Take"** a lot of pitches to work out a walk with low average hitters.
2. Don't use **Power Option,** but try to work percentages to get hitters on base.
3. When no runner is on base, don't bunt. Batter will be out.

DEFENSE

1. Throw curves or sliders when you don't want the batter to hit the ball. Use these pitches to make the batter swing at a **"Bad Ball".** Be careful, however, not to walk too many batters.
2. Mix up pitches so that batter doesn't predict what's coming.
3. Don't throw too many curves or sliders if the batter is **"Taking"** pitches. Remember, when throwing slow pitches you can still throw a **"ball".** Fast pitches result in more balls than strikes.
4. Use curve key to throw **"Pitch Outs"** to throw out runners attempting to steal.
5. Consider intentionally walking a good hitter to get at a weaker hitter.
6. When runners on base are not **"Forced",** consider intentionally walking the hitter to set up a **"Force",** so that a double play situation is created.

TROUBLE SHOOTING CARE OF YOUR GAME

SCOREBOARD DISPLAY, PITCHING AND BASE RUNNER. LIGHTS APPEAR TO BE OPERATING ERRATICALLY OR INCOMPLETE SCOREBOARD INFORMATION SUCH AS

ONLY PART OF A DIGIT APPEARING MAY BE AN INDICATION OF WEAK BATTERIES. **REPLACE WITH TWO FRESH "9" VOLT ALKALINE BATTERIES. DO NOT USE CARBON OR HEAVY DUTY BATTERIES.**

- ALWAYS BE SURE GAME IS TURNED OFF TO AVOID BATTERY DRAIN. IF GAME FAILS TO OPERATE PROPERLY AFTER PROLONGED PLAY, **REPLACE WITH TWO FRESH "9" VOLT ALKALINE BATTERIES. DO NOT USE CARBON OR HEAVY DUTY BATTERIES.**
- DO NOT OPEN GAME. IT DOES NOT CONTAIN OWNER SERVICEABLE PARTS.
- DO NOT DROP OR BANG ON GAME.
- DO NOT BANG OR THUMP CONTROL KEYS.
- KEEP GAME AWAY FROM HEAT, DIRECT SUNLIGHT OR MOISTURE.
- DO NOT STORE OR LEAVE GAME IN AUTOMOBILE WHERE IT MAY BE SUBJECT TO HEAT BUILD-UP.

LIMITED WARRANTY

Coleco warrants to the original purchaser only, each Game against factory defect in material and workmanship for 90 days from the date of purchase.

If your Game fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid, together with your check or money order for $5.00 for handling and inspection, and your **name, address, proof of the date of purchase and a brief description of the problem,** to the Factory Service Station as listed. If your unit is found to be factory defective during the first 90 days, it will be repaired or replaced at no additional cost to you. If the unit is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

SERVICE POLICY

If your game requires service after expiration of the 90 day Limited Warranty period, Coleco will service the game and put it in

(CONTINUED NEXT PAGE)

working condition or replace it with a reconditioned model (at our option), on receipt of your game, postage prepaid, with your check in the amount of $15.00. Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the unit and Coleco shall not be obligated to service any game after 1 year from the date of purchase.

All returns must be directed to: **Coleco Industries, Inc.**
Customer Service Department
35 Willow St., Bldg. #5
Amsterdam, New York 12010

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty does not cover any claim concerning worn out or defective batteries.

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

PLEASE RETAIN THIS GUIDE
AND ALL LITERATURE FOR FUTURE REFERENCE

www.handheldmuseum.com

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