

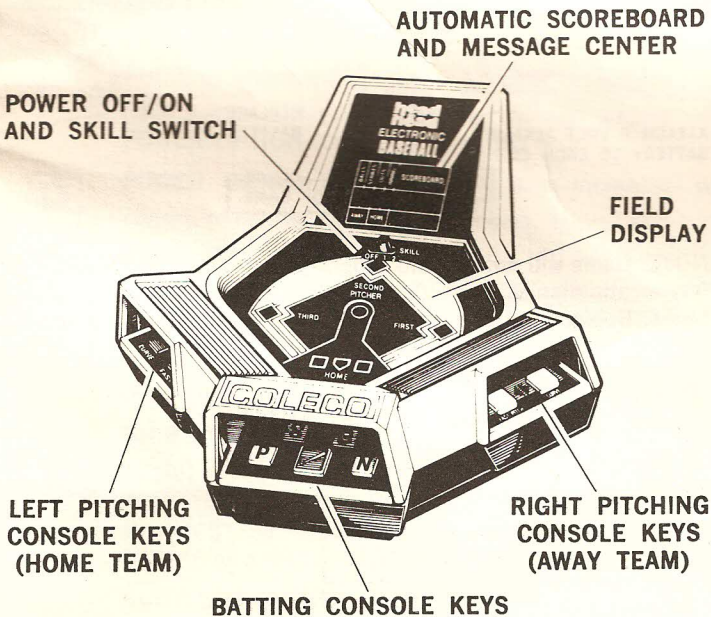
# COLECO head<sup>TM</sup> to head

## INSTRUCTIONS ELECTRONIC

# baseball

No. 2180

FOR 1 OR 2 PLAYERS



**NOTE: USE ONLY ALKALINE BATTERIES IN THIS GAME**

**COLECO**

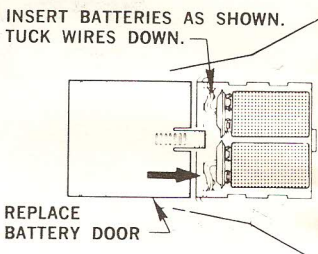
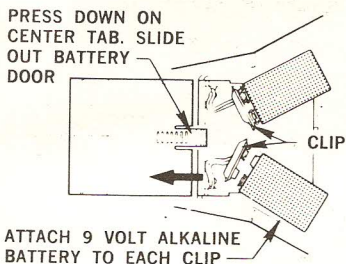
Patent Pending



# 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)

