BASEBALL
STRATEGY

INSTRUCTIONS

BASEBALL STRATEGY is a two-player game — each player manages identical teams using the present day platoon system of modern baseball strategy.
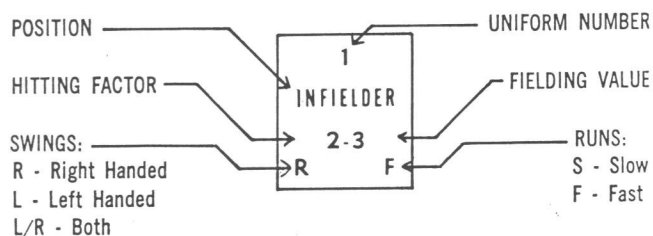
As in real baseball, the *winner* is the player whose team has scored the most runs at the end of a 9 inning game. Official baseball rules prevail unless otherwise stated in the following instructions.

EQUIPMENT

1. PLAYING BOARD.
2. SET OF DIE-CUT COUNTERS.
3. SET OF 6 PLAYER PAWNS representing base runners.
4. DIE.
5. 2 OFFENSE AND DEFENSE CHARTS.
6. 2 SETS OF PITCH CARDS.

PLAYERS

Each player is represented by a *Player Counter* (hereafter called *player*):

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POSITION ─────────────┐      ┌───── UNIFORM NUMBER
                 ┌─────│──────│─┐
                 │     1      ↗ │
HITTING FACTOR ──→ INFIELDER    │───── FIELDING VALUE
                 │              │
                 │    2-3       │
SWINGS: ─────────→R         F ←─│───── RUNS:
R - Right Handed └──────────────┘      S - Slow
L - Left Handed                        F - Fast
L/R - Both
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PREPARE FOR PLAY

1. Select starting teams as follows: 1 pitcher, 1 catcher, 1 first baseman, 3 infielders and 3 outfielders.
2. Place players for the starting line-up on the board in the *Line-up area* according to the desired batting order.
3. Place remaining players on the *Bench*.
4. Compute Team Fielding Value (hereafter called TFV) by totaling the *fielding value* of each starting player.
5. Place a *counter* on the proper number in the TFV Area.
   a) If TFV is 20 or less, defense is POOR
   b) If TFV is 21 or 22, defense is AVERAGE
   c) If TFV is 23 or more, defense is STRONG.
6. Home team determines size of ball park (Large, Average, or Band-Box).

NOTE: When a team "takes the field", it does *not* remove its players from the line-up area. There is *no* placement of counters in defensive positions on the playing field.

ROUTINE OF PLAY

STEP 1: The team at bat (hereafter called T/B) places the leadoff hitter's Counter in the *Batter's Box*. Also place the following hitter in the *on-deck* circle.

STEP 2. The team in the field (hereafter called D/T, for Defending Team) acts as the *Catcher*, who signals for pitches. He *secretly* signals for each pitch by selecting 1 of 5 PITCH cards and laying it face down on the table. When the D/T has selected his card, he then says "ready."

STEP 3: Refer to the Offense Chart Table that corresponds to batter's *Hitting Factor* (use the *3-Power* table if the *factor* is 3; *2—Hi-Average* table if the *factor* is 2; *1—Weak* table if the *factor* is 1.) The T/B then calls his swing stating "A, B, C or D."

STEP 4: The D/T shows his opponent the pitch signaled for—players cross-index that pitch with the T/B's *swing* on the OFFENSE CHART to get a *code number.*

STEP 5: Look up the *code number* on the proper DEFENSE CHART under the column representing the D/T's TFV (Poor, Average, *or* Strong) to get the result of the swing. For instance: let's assume a Hi-Average *hitter* is at bat against a *fast* ball pitcher. If the D/T signaled for *high outside* and the T/B called *pull swing,* the code number would be 8. On the DEFENSE CHART, 8 is a *Line Drive Out.*

STEP 6: If the result is a *hit,* a pawn is placed on the proper base. Use darker colored pawns for fast runners; lighter colored pawns for slow runners.

SUBSTITUTES

Players may be removed from the game at any time—but once removed, they cannot re-enter the game.

Each time there is a substitution, the TFV must be re-computed and the TFV Counter adjusted accordingly.

1. Substitutes may be inserted *only* in positions stated on the individual counters.
2. Any player, regardless of position, may be used as a *pinch-hitter* or a *pinch runner.*

3. *Pinchhitters* and *Pitchers* may be used in any position for which the *bench* has no remaining players.

BASE STEALING

1. The T/B may call for a steal at any time; however only *fast* runners may attempt the steal. Instead of announcing a *swing,* the T/B calls out *steal.* Players consult the STEAL CHART to get the results of the steal attempt.

2. If the 3rd out results from an unsuccessful steal attempt, the hitter *at the plate* becomes the lead-off hitter in the following inning.

DETAILS ON OFFENSE - DEFENSE CHARTS

1. The T/B has a choice of 4 swings: A—Pull Swing; B—Normal Swing; C—Hit & Run (late swing); D—Bunt. The *Hit & Run* may be called with bases empty.

2. Always cross-index the *pitch* with the proper *Offense Chart* table (Power, Hi-Average or Weak) against *Fast* or *Junk* pitching. The *Pitchout* applies to either type.

3. To get the result of a swing after cross-indexing for the code number, consult the column on the *Defense Chart* determined by TFV of the team in the field. Abide by the first column when opponent's TFV is 20 or less; the second column when it is 21 or 22; the third column when it is 23 and higher.

4. Four consecutive *Passed balls* is a walk.

5. For *Long Belt* consult the *Long Belt* table on board and roll the die once.

SOLITAIRE VERSION

One person may take the part of the T/B for both teams:

STEP 1: Shuffle the cards and place them face down.

STEP 2: After calling the swing, turn one card up and cross-index as usual.

STEP 3: Re-shuffle the cards after each swing, and repeat the procedure.

OPTIONAL RULES

The following Optional Rules add additional areas of real-life baseball strategy. However, players should become familiar with the basic game first.

LEFT-HAND HITTERS vs LEFT-HAND PITCHERS

It is generally agreed that *most* left-hand hitters have difficulty hitting left-hand pitching. This condition can be reflected by *increasing* the TFV of the D/T by 2 when a left-hand hitter (*only*) comes to bat against a left-hand pitcher.

INJURIES

Injuries, especially to key players, play an important part in lineup decisions.

SINGLE GAME: At the completion of the 4th inning, refer to the following CHANCE CHART. *Each* manager rolls the Die once, consulting the column headed *Single Game.* Players named must be removed from the game. Managers must insert a substitute from the bench for the proper fielding position—re-computing the TFV.

3-GAME SERIES: At the completion of the *home* 4th inning of *each* game, both managers roll the Die. Players named are out of action for the remainder of the *series.* When players are *removed,* the TFV must be re-computed.

NOTE: Pitchers employed for 6 consecutive innings or more in a 3-game series, may NOT be used again (except as Pinch-runners) in any succeeding game in the series.

CHANCE CHART

DIE	SINGLE GAME	3 GAME SERIES
1	**Pitcher** incurs stiff arm.	Rain — start game over with **different pitchers.**
2	**Catcher** splits thumb handling breaking pitch.	Worst fielding **Infielder** and **Outfielder** collide.
3	Best fielding **Infielder** spiked in leg by baserunner.	**Pitcher** smashes water cooler — breaks hand.
4	Best hitting **Outfielder** crashes into wall, injures shoulder.	**1st-baseman** falls into dugout chasing foul fly — injures leg.
5	Best hitting **Infielder** guesses wrong on bunt — requires plastic surgery to face.	**Catcher** protests decision too vigorously — gets 3 - day suspension.
6	No Injuries.	Worst fielding **Outfielder** hit by bottle-suffers concussion.

COMMENTARY AND NOTES

Despite the emphasis on power hitting, many games today are won on "inside baseball." In BASEBALL STRATEGY you are given a complete roster of 25 players, each with varying degrees of batting and fielding skills.

The following lineups are merely suggested lineups for each of the three fielding categories. *(There are many variations within each category—the ones included here are merely happy mediums for each category).*

POOR DEFENSE:

PLAYER	POSITION	FACTORS	SPEED
13	Outfielder	1 - 3	Fast
1	Infielder	2 - 3	Fast
8	1st Baseman	2 - 2	Fast
14	Outfielder	3 - 3	Fast
12	Outfielder	2 - 2	Slow
6	Infielder	3 - 2	Slow
10	Catcher	3 - 1	Slow
5	Infielder	1 - 3	Fast
—	Pitcher	—	—

This lineup is weak defensively, but gives you more hitting power than the *average* or *strong* defense gives you. In addition, you may still call upon power hitters on the bench. It is advisable NOT to insert all of your power in the lineup at once; otherwise you will *not* be able to make your defensive improvements and then revert to a power hitting lineup.

The above lineup may be improved defensively by substituting Catcher (9) for Catcher (10).

AVERAGE DEFENSE:

PLAYER	POSITION	FACTORS	SPEED
13	Outfielder	1 - 3	Fast
1	Infielder	2 - 3	Fast
8	1st Baseman	2 - 2	Fast
14	Outfielder	3 - 3	Fast
5	Infielder	1 - 3	Fast
12	Outfielder	2 - 2	Slow
6	Infielder	3 - 2	Slow
9	Catcher	1 - 3	Slow
—	Pitcher	—	—

Players *starting* with the above lineup, then desiring to add power, should substitute Outfielder (15) for (12); or 1st Baseman (7) for (8); or Infielder (4) for (5).

The above could be converted to a *strong* defensive team by inserting Outfielder (11) for (12) *and* Infielder (2) for (6).

STRONG DEFENSE:

PLAYER	POSITION	FACTORS	SPEED
13	Outfielder	1 - 3	Fast
1	Infielder	2 - 3	Fast
8	1st Baseman	2 - 2	Fast
14	Outfielder	3 - 3	Fast
5	Infielder	1 - 3	Fast
11	Outfielder	1 - 3	Fast
2	Infielder	1 - 3	Fast
9	Catcher	1 - 3	Slow
—	Pitcher	—	—

Many persons will prefer to start with a strong defense, then insert their power as the game progresses. With judicious substitution, you can start with a strong defense, add power hitting, and then finish up with a strong defense. Conversely, you can begin with a power lineup, convert to a strong defense while in the lead, and then revert to the power hitting (weak defense) team, provided you do not insert all your power hitters early in the game.

As your defense improves, your hitting potential decreases; however, a strong defensive team has more fast runners which often is as beneficial as having the slower-running power-hitters in the lineup.

The following notes should be read carefully—they are your keys to better managerial tactics in BASEBALL STRATEGY.

1. Get as many *fast* runners in the line-up as possible. Avoid staggering fast and slow runners — it does you no good to have a fast runner on base *behind* a slow runner.
2. A well-managed team should make use of practically all of the players provided during the course of a BASEBALL STRATEGY game, but do not weaken your bench too early in the game. Hold at least one excellent fielder on the bench to insert at the end of the game if your team is ahead.
3. The *pull swing* provides the long ball. The *normal swing* sacrifices power but advances baserunners more rapidly. The *hit & run* provides a little power in addition to advancing baserunners an extra base when successful.
4. Employ *fast* ball pitchers for higher rate of strike outs. Use *junk* pitchers to decrease the long-ball potential and for higher rate of ground outs. (Junk pitchers are those who rely mostly on *breaking* pitches; i.e, curves, drops, knucklers, etc.)
5. Any batter may be walked *intentionally*.
6. The 4 pitches; *high inside, high outside, low inside,* and *low outside* are assumed to be strikes on the respective corners of the plate. Therefore, calling for a *high outside* pitch means throwing for the outside corner, chest high. Constantly mix up the calls, but do not allow yourself to fall into calling them in a detectable pattern.
7. Call for a *pitchout* only when you think a bunt, a steal, or hit and run is *on*.

OFFENSE CHART

3-POWER

PITCH		A PULL SWING	B NORMAL SWING	C* HIT & RUN	D BUNT
FAST	HIGH INSIDE	7	2	10	8
	HIGH OUTSIDE	2	8	7	8
	LOW INSIDE	10	1	2	4
	LOW OUTSIDE	6	1	4	4
JUNK	HIGH INSIDE	7	10	8	8
	HIGH OUTSIDE	10	6	7	8
	LOW INSIDE	6	3	2	4
	LOW OUTSIDE	6	1	4	4
PITCHOUT		9	9	2	11

2-HI-AVERAGE

PITCH		A PULL SWING	B NORMAL SWING	C* HIT & RUN	D BUNT
FAST	HIGH INSIDE	7	2	10	8
	HIGH OUTSIDE	8	10	5	4
	LOW INSIDE	4	3	2	4
	LOW OUTSIDE	6	1	4	3
JUNK	HIGH INSIDE	7	6	10	8
	HIGH OUTSIDE	4	10	5	4
	LOW INSIDE	6	3	2	4
	LOW OUTSIDE	2	3	8	4
PITCHOUT		9	9	2	11

1-WEAK

PITCH		A PULL SWING	B NORMAL SWING	C* HIT & RUN	D BUNT
FAST	HIGH INSIDE	7	2	10	8
	HIGH OUTSIDE	2	2	3	4
	LOW INSIDE	8	3	2	4
	LOW OUTSIDE	2	4	4	3
JUNK	HIGH INSIDE	5	6	8	8
	HIGH OUTSIDE	2	8	3	4
	LOW INSIDE	10	3	2	4
	LOW OUTSIDE	6	4	4	3
PITCHOUT		9	9	2	11

STEAL — FAST BASERUNNERS ONLY

PITCH	2ND	3RD	HOME
HIGH INSIDE	SAFE*	OUT	OUT
HIGH OUTSIDE	OUT	OUT	SAFE
LOW INSIDE	SAFE	SAFE	OUT
LOW OUTSIDE	SAFE	SAFE	SAFE**
PITCHOUT	OUT	OUT	OUT

*OUT—if Pitcher is Left-handed.
**OUT—if Batter is Left-handed.
DOUBLE—TRIPLE STEALS
(Refer to column for base lead runner is stealing)
"Safe"—All runners advance.
"Out"—Lead runner out—all hind runners advance.

*HIT & RUN may be called with bases empty — it is then merely a LATE swing.

DEFENSE CHART

	POOR DEFENSE — UP TO 20 TFV		AVERAGE DEFENSE — 21-22 TFV		STRONG DEFENSE — 23 OR MORE TFV
1	ERROR—All runners advance 1 base.	1	WALK—Runners advance 1 base if forced.	1	WALK—Runners advance 1 base if forced.
2	STRIKEOUT—(HIT & RUN: baserunners on 1st & 2nd advance 1 base. Runner from 3rd out at home.)	2	STRIKEOUT—(HIT & RUN: any 1 SLOW runner is OUT; FAST runner(s) on 1st & 2nd advance 1 base—Runner from 3rd out at home.)	2	STRIKEOUT—(HIT & RUN: any 1 runner is out.)
3	SINGLE—all runners advance 2 bases; (1 base only on BUNT singles)	3	SINGLE—SLOW runners advance 1 base; FAST runners advance 2 bases (1 base only on BUNT singles). (HIT & RUN: all runners advance 2 bases.)	3	SINGLE—Runners advance 1 base. (HIT & RUN: FAST runners advance 2 bases.)
4	GROUNDER—Out at 1st. All runners advance 1 base.	4	GROUNDER—Out at 1st. FAST runners advance 1 base; SLOW runners advance only if forced or HIT & RUN is on.	4	GROUNDER—Out at 1st. Runners advance only if forced or HIT & RUN is on.
5	DOUBLE—All runners score.	5	DOUBLE—All FAST runners score. SLOW runner on 1st stops at 3rd. On HIT & RUN, all runners score.	5	DOUBLE—All runners advance 2 bases. (HIT & RUN: all FAST runners score.)
6	GROUNDER—Fielder's choice out at any forced base; otherwise, batter out at 1st. All other runners advance 1 base.	6	GROUNDER—First out at any forced base; 2nd out at 1st base. (possible double-play) All other runners advance 1 base.	6	GROUNDER—First out at any base; 2nd out at 1st base. All (possible double-play) other runners advance 1 base.
7	LONG BELT—consult Long Belt Chart.	7	LONG BELT—consult Long Belt Chart.	7	LONG BELT—consult Long Belt Chart.
8	LINE DRIVE OUT—Runners hold.	8	LINE DRIVE OUT—Runners hold. (HIT & RUN: any 1 SLOW runner is doubled off.)	8	LINE DRIVE OUT—Runners hold. (HIT & RUN: all runners doubled off (possible triple play).)
9	PASSED BALL—Runners advance 1 base.	9	PASSED BALL—Runners advance 1 base.	9	PASSED BALL—Runners advance 1 base.
10	FLY OUT—Runners on 2nd & 3rd advance 1 base.	10	FLY OUT—FAST runners advance 1 base; SLOW runners hold.	10	FLY OUT—FAST runner on 3rd scores; all other runners hold.
11	PICK OFF—Any SLOW runner picked off 1st or 3rd bases.	11	PICK OFF—Any runner picked off 1st or 3rd bases.	11	PICK OFF—Any runner picked off any base.