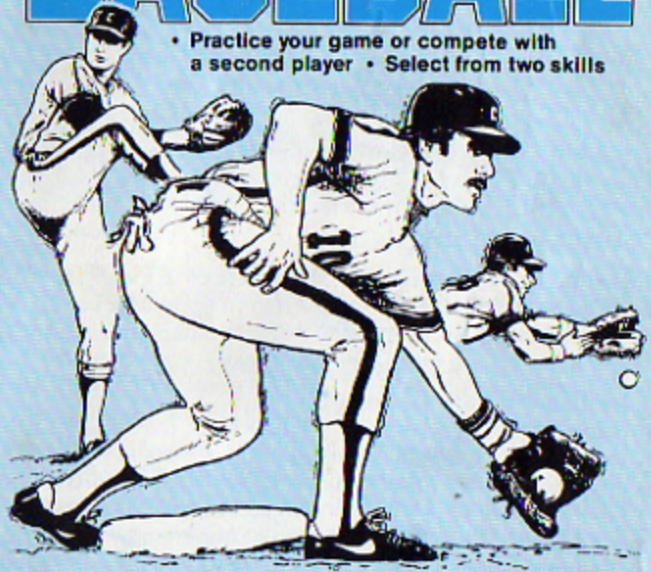
COLECOVISION®

Guide No. 14314

CARTRIDGE INSTRUCTIONS

SUPER ACTION™ BASEBALL

• Practice your game or compete with a second player • Select from two skills



For Use With ColecoVision® or the ADAM™ Family Computer System!

Use your SUPER ACTION™ CONTROLLERS for this game.

Get ready for the thrill of major league baseball. Your SUPER ACTION™ CONTROLLERS put the game right at your fingertips. Up at bat, you can hit anything from a grounder to a homer. Your pitcher throws fast balls, curves, sliders — everything short of ye olde spitball! Fielders snag the ball, throw to first or tag the man out. You can even make double plays! You do it all in SUPER ACTION™ BASEBALL!

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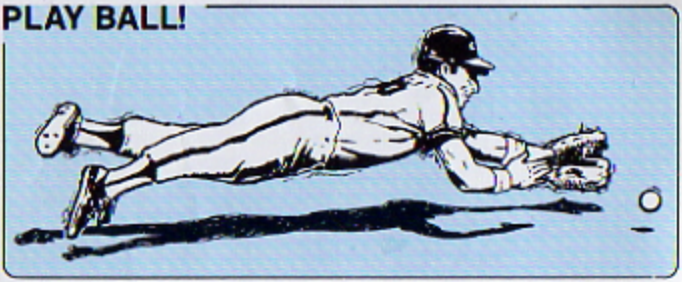
GETTING READY TO PLAY

MAKE SURE THE COLECOVISION® CONSOLE IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

PLAY BALL!



Choose your challenge.

Press the Reset Button. The Title Screen appears on your TV. Wait for the Game Option Screen to appear. It contains a list of game options, numbered 1-6:

SPRING TRAINING

1. **Batting Practice — One Player**
   Bat against every type of pitch. Knock that ball into the field, then prepare for the next pitch. If you hit the ball, as soon as it stops another pitch is thrown. If you don't hit the ball, another pitch is thrown as soon as the ball leaves the screen. (Batting Practice plays at Skill Level 2.)
2. **Fielding — Skill 1**
   The computer sends random fair balls to the field for practice when you press any number key. Repeated presses give you repeated fair balls. Learn to stop grounders and catch fly balls. Practice double plays. There are no base runners to confuse your game. Get it down!
3. **Fielding — Skill 2**
   The same as Skill 1, only you must position your fielders more precisely to make them grab the ball. If an infielder

touches a moving ball without catching it, the ball can bounce away.

4. Pitch and Bat — Two Players
   One player pitches, the other hits. There's no fielding, base running or score. It's exhibition practice before the season begins!

HEAD-TO-HEAD™ BASEBALL

5. Skill 1
   Here it is — two-player competition in our national pastime!
6. Skill 2
   The same as Skill 1, only you must position your fielders more precisely to make them grab the ball. If an infielder touches a moving ball without catching it, the ball can bounce away.

Select your game option by pressing the corresponding number button on either controller keypad.

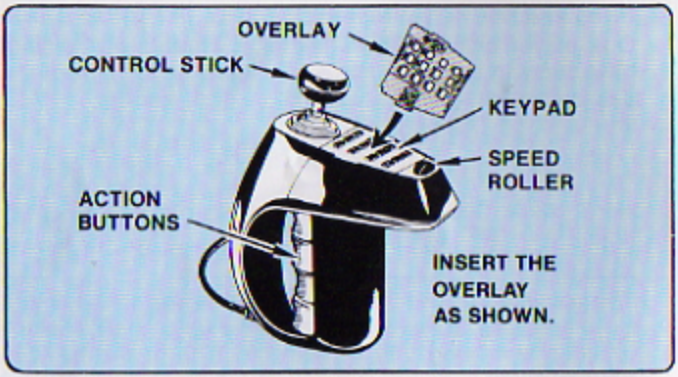
When playing Game Options 1 through 4, you can return to the Game Option Screen any time by pressing "Return" (Key #). When playing HEAD-TO-HEAD™ Game Option 5 or 6, press the **Reset** button instead.

One-Player Games
Use the Port 1 controller.

Two-Player Games
Player 1 (home team — Red) uses the Port 1 controller. Player 2 (visitor — Blue) uses the Port 2 controller. Player 2 bats first.

NOTE: If the horizontal and vertical adjustments on your TV are not properly set, the ball might disappear in an upper corner of the screen. The outfielder can still retrieve the ball, however, to complete a play.

USING YOUR CONTROLS



1. **Control Stick:** Use your Control Stick to modify a pitch, move fielders or swing the bat.
2. **Keypad:** Press only one Keypad Button at a time. Use Keypad Buttons to select pitch speed, to permit base runners to steal, to throw a pick-off, or to return the ball to the pitcher.
3. **Speed Roller:** Move your base runner forward by rolling the Speed Roller to the right. Move your base runner back by rolling the Speed Roller to the left.
4. **Action Buttons:**

   Defense — (Team in the field)

   As pitcher, you choose the type of pitch with the Action Buttons. Use the color-coded Pitch Selection area on the left side of the overlay. The color of the pitch type on the overlay corresponds to the color of the Action Button. Once the ball is hit, select the player you want to field that ball. For details, see the appropriate section following.

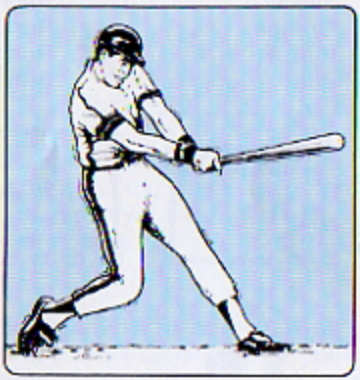
   Offense — (Team at bat)

   When your team is at bat and you have men on base, you use the Action Buttons to select which base runners are to run.

OFFENSE (Team At Bat)

BATTING

Step up to the plate!



Rub your fingers in the dirt and grab that bat. Ready? This pitcher's got some stuff. Now you've got to hit it! Your Control Stick controls the bat. Swing for low pitches by pressing the stick down (toward you). Swing for high pitches by pressing the stick up (away from you). Press the Control Stick left or right for those pitches thrown right at your belt buckle. Watch for curves and sliders. Don't swing for the stars. And whatever you do, hit that ball! (For Batting Tips, see page 13.)

Run!

Make your batter run by rolling the Speed Roller. If you want the batter to run beyond first, press the blue Action Button as you roll the Speed Roller. Release the button when you want him to stop.

Batter Up!

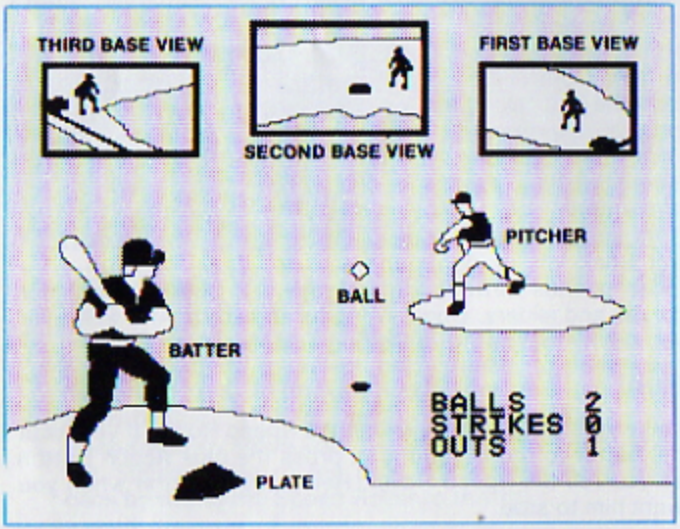
The play is over when all runners have scored or are standing on their bases, and the ball is back in the pitcher's glove. Throw the ball back to the pitcher by pressing "RETURN" (Key #) on the keypad.

Next hit.

If you want your batter and/or your man on base to run, you must press the appropriate Action Button(s). Check the color-coded player locations on the Fielder & Runner Control

panel on the right side of the overlay. The colors on the panel correspond to the colors of the Action Buttons:

Yellow. . . . . Runner starting on First Base
Orange. . . . . Runner starting on Second Base
Purple. . . . . Runner starting on Third Base
Blue . . . . . Batter



The ball is caught.

If your runner is away from the base when a line drive or fly ball is caught, the runner must return to the base (tag up) before running on. Press his Action Button and roll the Speed Roller to the left to tag him up. Then take stock: are the infielders waiting for your move? Maybe hold off running until the next hit.

Take heed: if your runner reaches or passes the next base, he **cannot** return to his original base. If a fly is hit, protect your runner by holding up before reaching the next base to see if the fly is caught. For a runner from third to score when

a fly ball is hit, he must cross home after the ball lands without being caught, or after tagging up at third if the ball is caught.

No Passing.

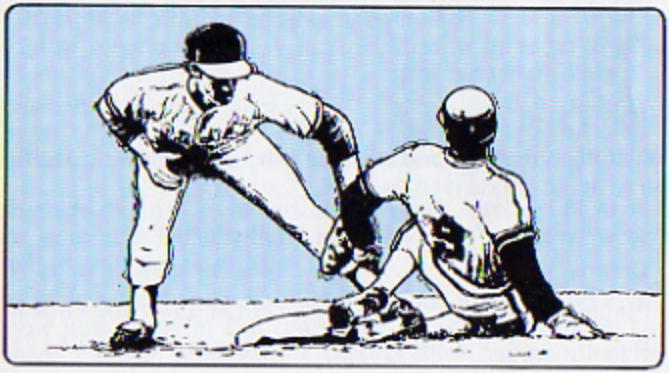
Caution! No runner can pass another on base or on the basepath. Your first man must run forward before other runners can follow.

Keep your men a safe distance apart. On first and third, runners can block each other if they get too close when right next to the base. If this occurs, move your last man back a bit. Then move both men forward again.

Steal a base.

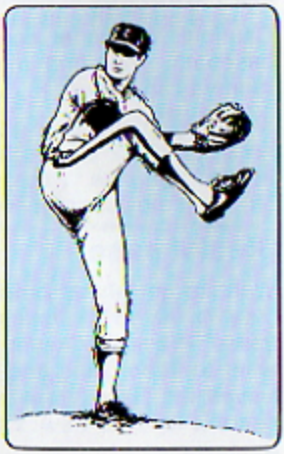
Want to get ahead before the ball is hit? Press "STEAL" (Key 7). All your runners move a short distance from their bases. Press the Action Button of the base runner(s) you want to keep going and roll the Speed Roller. If the runner leaves the Base View inset, he cannot return until he appears in full field view. Watch for the pick-off!

Be careful when you press "STEAL." All your runners will have a lead in the full field view even if you don't spin the Speed Roller. You'll have to move quickly if there's a pick-off attempt.



DEFENSE (Team In The Field)

PITCHING



You control the type, speed and aim of every pitch. First, press a Keypad Button to set the speed of the pitch (see overlay). Then start the windup and select the pitch type by pressing an Action Button (see overlay). Press the Control Stick as the pitcher winds up to aim the ball high or low, left or right. Here's how you do it:

Pitch Speed:

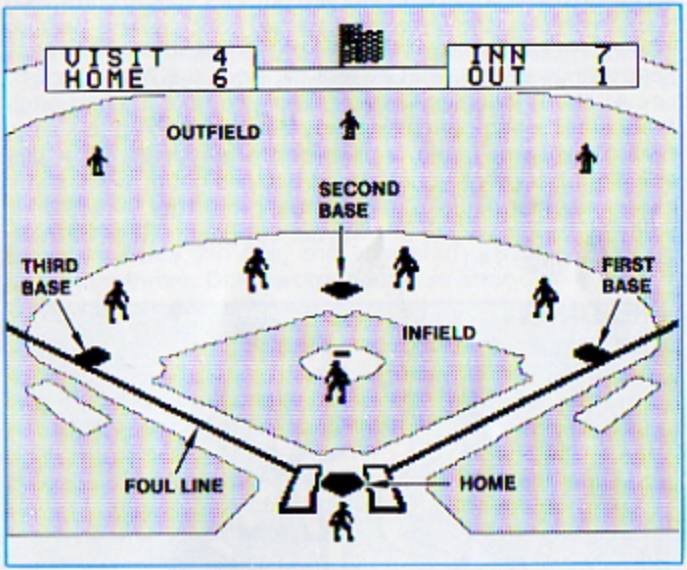
Select the pitch speed by pressing one of the following Keypad Buttons (see overlay):

Key 1	Slow pitch
Key 2	Medium-slow pitch
Key 3	Medium-fast pitch
Key 4	Fast pitch

Pitch Type:

Select the pitch type and start the windup by pressing one of the Action Buttons (see overlay):

Yellow	straight pitch
Orange	curve inside
Purple	curve down and outside
Blue	knuckle ball



Aim:

As the pitcher winds up, you press the Control Stick to adjust the aim of the pitch.

Pressing the Control Stick in **any** direction:

Early ..... ball tends to go high
Late ..... ball tends to go low

Pressing the Control Stick:

Left..... ball tends to go inside
Right..... ball tends to go outside

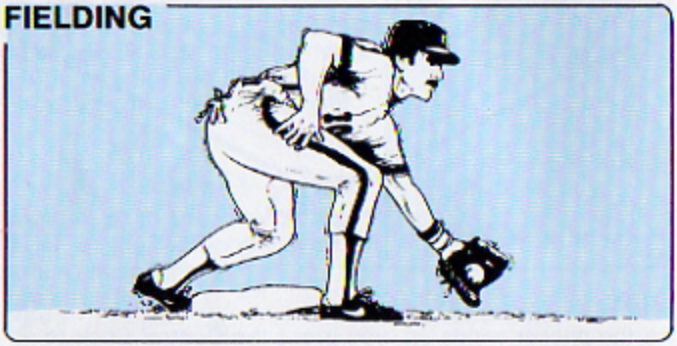
Combine these two actions for accurate results. For example, press the Control Stick **early** and **left** to make the ball tend to go high and inside.

All good pitchers want to keep the ball low, and now you know how to do it! But remember — once the pitcher releases the ball, pressing the Control Stick has no effect on the pitch.

Size up your batter.

You can tell after the first couple of pitches what your opponent swings at and what he lets by. Does the batter wait to see what you're going to pitch? Does he take the first pitch that comes along? Pitch him easy if he's not going to swing, then throw him a curve. If he swings at anything, throw him anything. But press your Keypad Buttons out of sight, so he can't see what you're selecting! Be a manager — use your eagle eye and savvy to outwit your opponents. (For Pitching Tips, see page 14.)

FIELDING



Your fielders can catch, throw or run with the ball! Here's how you do it:

Infield:

When a ball is hit to the infield, move the infielder you want by pressing the Control Stick and the fielder's Action Button (see overlay):

Yellow	First Base
Orange	Second Base
Orange & Purple	Shortstop
Purple	Third Base
Blue	Catcher

Be careful in Skill 2 — the ball can bounce off the fielder if he doesn't grab it. Once the fielder has the ball, you don't need to press his Action Button to make him run. Just press the Control Stick in the direction you want him to go! One thing to remember — the pitcher can't tag anyone out.

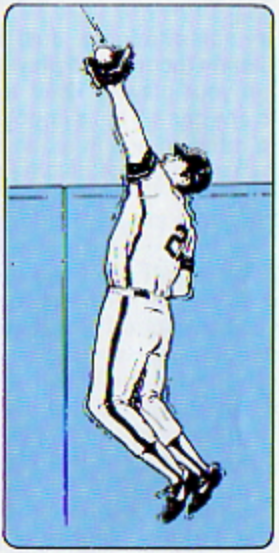
Throw that ball.

Release the Control Stick and press a base Action Button. Your baseman will meet the ball at the bag. If the second baseman fields the ball, the shortstop will cover second when you throw. Don't worry about his ability. Your players throw perfectly every time!

Outfield:

When a hit clears the infield, the outfielders become the active, controlled players. Move the outfielder you want by pressing the Control Stick and the outfielder's Action Button (see overlay):

Yellow ..... Right Field
Orange ..... Center Field
Purple ..... Left Field



Home!

Once the fielder has the ball, you don't need to press his Action Button. To make him run, press the Control Stick in the direction you want him to go. To throw the ball to the infield, release the Control Stick and press the base Action Button. Remember — your fielder throws to a base, not to a man. When the play is over, press "RETURN" (Key #). The ball automatically returns to the pitcher.

It ain't over till it's over!

The score's tied at the bottom of the ninth. Your last man is up. He strikes out. The game's not over yet! HEAD-TO-HEAD™ BASEBALL lasts for as many innings as it takes to establish a winner. However, if the home team is winning after the visitor's third out in the ninth inning, the game stops and home wins.

TRAINING

Unhappy with your performance?

Try some training. Just for starters, hit one of the Fielding Game Options and play a few rounds. That's the best way to get your players used to picking up the ball and throwing to **any** base. That's important, because you don't always want to throw to first in a game. Your out should be the lead base runner, because he'll try to score first.

Double Plays

There aren't any base runners in field training, but you can still practice throwing to second and then to first as fast as you can. Speed and accuracy are the keys to any successful double play. How quickly can you pick up that ball? How soon can the second baseman heave it to first? Work, work, work! It'll pay off in the game.

Pick off.

If a runner leaves his base inset during the lead off, you stand a good chance of picking him off. Press "PICK-OFF" (Key 9). If the windup has not started, the view changes to full field, and your pitcher throws to the base you select. If the windup **has** started, the pitch is thrown, then the catcher makes the pick-off play. The pitcher cannot balk!

Scoring.

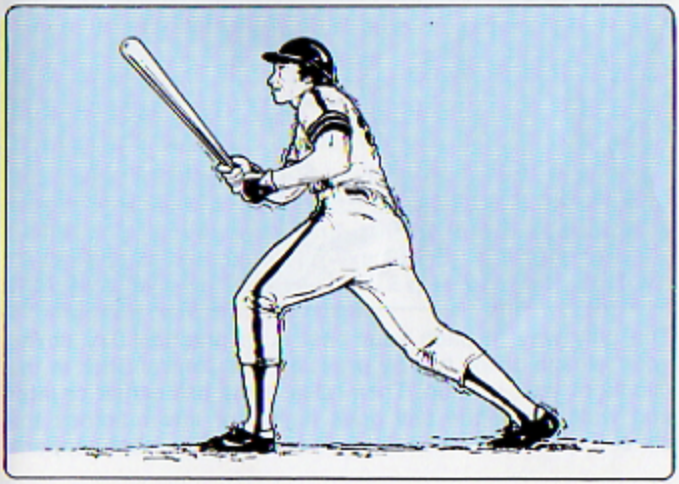
Runners who cross home plate score one run. But if the ball is caught, and the runner on third didn't tag up, his run will not count. If the ball is thrown to third before the runner tags up, he is out. And, if the third out is made on a force play, runs do not score, just as in professional baseball.

Reset.

The Reset Button on the console stops the game and returns you to the Title Screen. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

BATTING TIPS

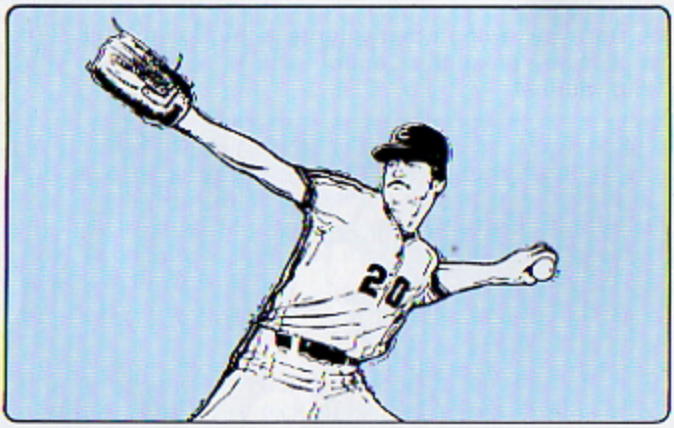
You start your swing when you press the Control Stick. The direction you press the Control Stick is the direction you'll swing your bat.



In games played at Skill 1, it's pretty easy to connect with the ball. In games played at Skill 2, watch the following:

1. Hit the ball right on and it will fly straight out. (You might even get a homer!)
2. Swing under the ball and it will tend to go higher.
3. Swing over the ball and it will tend to be a grounder.
4. Hit the ball inside and it will tend to go right.
5. Hit the ball outside and it will tend to go left.
6. Hit the ball early and it will tend to go left.
7. Hit the ball late and it will tend to go right.

PITCHING TIPS



The only way to pitch your best is to practice! Try timing your release of the ball by pressing the Control Stick in the middle of your windup. Then release the ball earlier or later and watch how the ball goes higher or lower across the plate. Experiment with each type of pitch. See what happens

when you bring the pitch inside or outside — especially on those tricky curve balls!

It's possible to throw into the strike zone with every type of pitch. Practice with the Control Stick to perfect your aim. Try some of the following:

1. Mix the types and speeds of pitches you throw. Don't fall into the same pattern pitch after pitch. (But see tips 3 and 4 below.)
2. Don't always throw strikes. Keep the batter guessing. If he's expecting a ball, throw a strike. Likewise, if he's looking toward the strike zone, throw a ball.
3. Adjust your pitches to the batter. Some batters will fall for the same type of pitch each time.
4. If you want to throw the same type of pitch twice in a row, vary the second pitch by changing its speed or throwing in a different direction.
5. Adjust your pitch to the count. If the batter's count is 3 balls and no strikes, pitch to the strike zone.
6. If the batter is outguessing you, try a knuckle ball. But be careful — knuckle balls often miss the strike zone.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing SUPER ACTION™ BASEBALL, but it is only the beginning! You will find that this cartridge is full of special features that make SUPER ACTION™ BASEBALL exciting every time you play. Experiment with different techniques — and enjoy the game!

REPLACEMENT OVERLAYS FOR SUPER ACTION™ BASEBALL # 2423

If accessories, such as Keypad Overlay Sets used with some games only, are not available at your local dealer, they can be ordered from Coleco Industries, Inc. directly. Information can be obtained on how to order from Coleco's toll-free hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 5:00 p.m. Eastern Standard Time, Monday through Friday.

Overlay Set . . . . . No. 91987 (2 per set)

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that this video game cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station. 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.

Any implied warranties arising out of the sale of the video game cartridges including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. Coleco shall in no event be liable for incidental, consequential, contingent or any other damages.

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Please read your Video Game Owner's Manual carefully before using the product. If your video game cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on

Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 5:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your video game cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge 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.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

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Supplement to SUPER ACTION BASEBALL Instruction Guide

(page 2)

2. **Fielding – Skill 1**

The computer sends random fair balls to the field for practice when you press any number key. Repeated presses give you repeated fair balls. Learn to stop grounders and catch fly balls. Practice double plays. There are no base runners to confuse your game. Get it down!

(page 3)

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(page 6)

The ball is caught.

If your runner is away from the base when a line drive or fly ball is caught, the runner must return to the base (tag up) before running on. Press his Action Button and roll the Speed Roller to the left to tag him up. Then take stock: are the infielders waiting for your move? Maybe hold off running until the next hit.

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(Over)

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