



## **MLB DUGOUT HEROES STRATEGY GUIDES**

"The Beginners Guide to MLB Dugout Heroes"

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## *I. Introduction to This Guide*

This guide has been created for a someone who is new to playing MLB Dugout Heroes. By reading this guide, you should have a good idea of what to expect, and how to react when playing MLB Dugout Heroes.

I plan on putting out a series of strategy guides, so we will officially call this Guide 1: The Beginners Guide to MLB Dugout Heroes.

Good Luck... Have Fun... Play Ball!!

## *II. Things to Remember As You Play*

1. Seasons consist of 50 games, including Wins, Losses, and Ties. Once you complete a season, player stats are reset back to 0, and players potentially retire, given he has reached his lifespan.
2. Players have a life span of 10 seasons. Once a player has been brought into a game, and played; even as a substitute, he will begin to age. There are places in the game that will show you how long each player has played.
3. Draft cards can be purchased through the in game Item Store. There are 3 levels of draft cards, offering players from both leagues, and offering the choice of "Hitter" or "Pitcher". This drafting process is completely random; however it will be important to draft players due to players retiring every 10 seasons.

4. Players need to be re-energized after, and sometimes, during games. Prior to the game starting, when you are in a game room, you will see a "Team Fatigue" meter. Keep this at 0% at all times if possible. It affects ALL players. When you are in a game, you can recharge your players 1 time each, per game. The "recharge" will only increase your stamina by 20% out of 100%, so use it wisely, and timely. This can be done with both pitchers and batters. There are two methods for using the stamina recharge.

- a. Press "1" on your keyboard
- b. Double-click the Stamina Icon on Bottom Center of Screen

5. You will see colored arrows next to your guys names both in your roster screen, and when in a game. This icon is an indicator of the players mood/health/desire for the duration of that game. There are five levels for these indicators.

- a. Red Double Arrows Pointing Up - Best
- b. Purple Single Arrow Pointing Up - Good
- c. Blue Single Arrow Pointing Left - Normal
- d. Green Single Arrow Pointing Down - Bad
- e. Yellow Double Arrows Pointing Down - Worst

6. In the game, players have several different rankings. For all players, there is a Total Level. This has a maximum of 150. Pitchers and Batters have individual attributes that have levels based on performance. Those rankings have a maximum of 99, and you will find that the colors of the skills match the indicators mentioned above. The level requirements for "color changes" in skills are:

- a. Red - Level 81 - 99
- b. Purple - Level 61-80
- c. Blue - Level 41-60
- d. Green - Level 21 - 40
- e. Yellow - Level 21 - lower

### III. Basic Hitting Techniques

1. Having a good eye is THE MOST IMPORTANT PART OF HITTING. You have to spend a lot of time in the game before you will be able to distinguish balls from strikes on close pitches. Most pitchers will throw all of their pitches out of the strike zone. Its your job to work the count and force your opponent to throw strikes. Be patient.... This will take a lot of work.

2. Keep your guys energized, as mentioned in the previous section. This has an affect on bat speed, and running on the base paths.

3. You can toggle Contact/Power by using the "scroll button" on your mouse, or by pressing "Q" on the keyboard.

4. Steal with caution. There currently is no way to retreat when a pitcher attempts to pick you off. This can leave you hanging out to dry often. To steal, press the button on the keyboard that represents the base the runner is STANDING ON. You will see a window appear in the top right of the screen and an indicator that you are stealing. You can toggle this option by pressing the same button again.

5. Smart base running is key to winning. Mastering the technique of controlling individual runners will go a long way. "Q" will advance **all** runners, and "E" will make **all** runners retreat to their previous base; however, there are ways to control individual runners. My advice... get good at this. Oh yeah, repeatedly tap "Space Bar" for a speed boost.

a. Move 1 runner by pressing the key that represents the **base you want to go to.**

b. Make 1 runner retreat by holding the "**Shift**" key and pressing the key that represents the **base you want to go back to.**

### III. Basic Pitching Techniques

1. Location, Location, Location. Pick your spots wisely. Batters are developing a keen eye for pitchers, so you will need to develop a strategy for keeping your opponents off balance.
2. Change Speeds. Just as important as changing locations, you need to keep your pitch speeds off balance. Using a combination of these two basic rules will form you into a shutdown pitcher, but this will take some time. It can be pretty rough out there sometimes.
3. Work the count. Do not be afraid to throw balls. Anxious batters will swing at pitches outside of the strike zone.
4. Try to keep the ball low. This will produce a lot more ground ball opportunities, as well as assisting in setting up players for double play situations.
5. Keep his stamina up, and don't forget about your bullpen. They are there for a reason.

## IV. Basic Fielding Techniques

1. Throw by pressing the key that represents the base you want to throw to. "S" is Home, "D" is First, "W" is Second, and "A" is Third.
2. The longer you hold the "throw" button, the more power the players puts behind the throw, however, maximum power may affect overall accuracy.
3. Use your cut-off guys. For the Short Stop, press the "Q" key. For the Second Baseman, press "E". These relay guys will help you when facing aggressive base runners.
4. Use the arrow keys to run. Holding 2 at the same time appears to maximize speed. Examples:
  - a. if using the 1st Baseman, and you need to run towards second base, hold the "up" and "left" arrow keys at the same time.
  - a. if using the 2nd Baseman, and you need to run towards third base, hold the "down" and "left" arrow keys at the same time.
5. Watch for base stealing. Frequent pickoff moves will keep them honest. Prior to throwing the pitch, press the key that represents the base you want to throw to. Remember, if you get a successful pick off, just throw to the base he is headed to, he can't go back. If he takes off after you throw, you can use your catcher to attempt to catch the runner stealing. Throw to bases as you normally would when controlling your fielders.

## *V. Quick Reference Guide to Game Controls*

### **In Game Pitching Controls**

Select Pitch - "Click" Arrow of Desired Pitch

Select Pitch Location - Move mouse to location and "Left-Click" and hold. Select

Pitch Speed - Hold Left Click after selecting Pitch Location

Pick Off Attempt - Press Key of Base Prior to Pitch Location Selection

Increase Stamina - 1x per Player, Per Game - Press "1" Key

### **In Game Batting Controls**

Toggle Contact/Power - Scroll Up/Down on Mouse Scroll Button

Aim Swing - Move Mouse to Desired Location

Swing - Left Click

Bunt - Right Click

Increase Stamina - 1x per Player, Per Game - Press "1" Key

### **In Game Base Running Controls**

Run to 1st - "D" , Retreat to 1st - Hold "Shift" and "D"

Run to 2nd - "W" , Retreat to 2nd - Hold "Shift" and "W"

Run to 3rd - "A" , Retreat to 3rd - Hold "Shift" and "A"

Run to Home - "S"

Speed Boost - Tap Space Bar As Fast As You Can

### **In Game Fielding Controls**

Throw to 1st - "D"

Throw to 2nd - "W"

Throw to 3rd - "A"

Throw to Home - "S"

Throw to Short Stop Cut Off - "Q"

Throw to Second Baseman Cut Off - "E"