

# Century League Solo Manager-Maker Guide

## V.3

### Rationale

Sure I could try to be fair and do my best managing both fictional **Century League** teams. In the end, I'd probably manage both quite similarly. In reality, managers seldom manage the same and frequently make mistakes and bad choices besides good ones. As a solo gamer, I want managers to be unique just like their players are. I also want to add impartiality in managing each of these fictional teams.

The way I choose to do this is to create managers with their own personalities, attitudes, preferences and strategies. As a result, each solo HMB manager will act the way he usually does instead of the typical way I do even if I question his judgment. Managers become individuals not clones of each other. These simple, fictional manager creation and solo strategy rules are for the **Century League** set that **is based on the 1940s era**, but they can be easily modified for other periods. In fact, with historical seasons, if you know what the manager was like, then just assign the qualities to him. A Manager Display Card can be produced for each one (see more about this later). For inspiration, I used *The Bill James Guide To Baseball Managers from 1870 To Today*. I decided managers could have a set of manager qualities, such as Good-natured, Erratic, etc. that would have an impact on **Clubhouse Mood, Lineups and Pitchers, Game Strategy, and Drafting Players**.

### I. Manager Qualities

First, roll one die for general personality

Good-natured 1-2

Changeable 3-4

Hot-tempered 5-6

Second, roll one die for relationship to FRONT OFFICE but modify for personality:

-1 Good-natured / +1 Hot-tempered / 0 Changeable)

Cooperative 1-2

Fickle 3-4

Strained 5-6

Third, roll one die for relationship to MEDIA (the press) but modify for personality:

-1 Good-natured / +1 Hot-tempered / 0 Changeable)

Relaxed 1-2

Neutral 3-4

Tense 5-6

Fourth, roll for relationship to players but modify for personality:

-1 Good-natured / +1 Hot-tempered / 0 Changeable)

Caring 1-2

Erratic 3-4

Combative 5-6

*Example: Manager "A" rolled a "5" on personality so is Hot-tempered. He must roll a -1 modifier on rolls for his relationships to the FRONT OFFICE, MEDIA and players. He rolls a "4" on relationship FRONT OFFICE +1 Bad-tempered, so a modified "5" result so he has a Strained relationship with it. He rolls a "2" +1 Bad-tempered, a modified "3" result, so he is Neutral with the MEDIA. Finally he rolls on "1" +1 Bad-tempered, a modified 2, so he is Caring towards his own players.*

## II. Clubhouse Mood: MEDIA (the Press), FRONT OFFICE and TEAM TRAINER, BATTING COACH AND PITCHING COACH (Players).

These personality qualities affect STORMY and SUNNY Clubhouse Mood rolls. Use manager's qualities as they apply to FRONT OFFICE, MEDIA etc.

### FRONT OFFICE

#### SUNNY

Cooperative - 1 on FRONT OFFICE roll  
Fickle Roll 1d6 and modify FRONT OFFICE roll: (1-2) -1 (3-4) 0 (5-6) +1  
Strained + 1 on FRONT OFFICE roll

#### STORMY

Cooperative + 1 on FRONT OFFICE roll  
Fickle Roll 1d6 and modify FRONT OFFICE roll: (1-2) -1 (3-4) 0 (5-6) +1  
Strained - 1 on FRONT OFFICE roll

### MEDIA (the Press)

#### SUNNY

Relaxed - 1 on MEDIA roll  
Neutral Roll 1d6 and modify MEDIA roll: (1-2) -1 (3-4) 0 (5-6) +1  
Tense +1 on MEDIA roll

#### STORMY

Relaxed +1 on MEDIA roll  
Neutral Roll 1d6 and modify MEDIA roll: (1-2) -1 (3-4) 0 (5-6) +1  
Tense - 1 on MEDIA roll

### TEAM TRAINER, BATTING COACH AND PITCHING COACH (Players)

#### SUNNY

Caring - 1 on TEAM TRAINER, BATTING COACH AND PITCHING COACH roll  
Unpredictable Roll 1d6 and modify TEAM TRAINER, BATTING COACH AND PITCHING COACH roll: (1-2) -1 (3-4) 0 (5-6) +1  
Combative +1 on TEAM TRAINER, BATTING COACH AND PITCHING COACH roll: (1-2) -1 (3-4) 0 (5-6) +1

#### STORMY

Caring + 1 on TEAM TRAINER, BATTING COACH AND PITCHING COACH roll  
Unpredictable Roll 1d6 and modify TEAM TRAINER, BATTING COACH AND PITCHING COACH roll: (1-2) -1 (3-4) 0 (5-6) +1  
Combative - 1 on TEAM TRAINER, BATTING COACH AND PITCHING COACH roll

*Example: Manager "A" rolls a "4" on the TEAM TRAINER chart. He is Unpredictable, so he throws another 1d6 to modify the original roll. He rolls a "6" which is a +1 modifier. The modified roll is now a "6" which means that it is a non-issue.*

### III. Pre-game Decisions: Roster Usage, Lineups, and Pitchers

Managerial decisions reflect individual preferences. A manager usually starts his better players (ACE, CHAMPION, HR KING, etc.). A lot depends on the makeup of his team's roster, but he may be influenced by the preferences and tendencies he has. As a result, he may, for example, bench a better player in place of another for a particular reason. A lot depends on the makeup of his team's roster. The dice roll results provide recommendations for a specific manager to use his roster in selecting his typical lineup, starters, and relievers: they are based on the manager's preferences. Besides the games, they can also be useful if a manager has a say in drafting players. They are meant to ensure that all managers do not behave in the same way when using his roster to choose players and strategies for games. Variety can be achieved by using one six-sided die (1d6) to determine each tendency.

*Is he a playing manager?*

Yes, a Playing Manager 1 (can put himself into the lineup if he wants)

No, a Bench Manager 2-6

If playing the 1950s, use two-six-sided die (2d6): Yes, a Playing Manager 2; No, a Bench Manager 3-12.

*Does he prefer to Platoon or to Use Regulars for his games?*

Platoon 1-2

Use Regulars 3-6

*Does he prefer a Rotation System or a Set Lineup for his games?*

Set Lineup 1-4

Rotate 5-6

*Does he prefer to employ primarily (SEMI-) PROSPECT, NORMAL or (SEMI-) ICON players in his lineups?*

(SEMI-) PROSPECT 1-2 ("Work with young players")

MIX 3

(SEMI-) ICON 4-6 ("Go with veterans")

Then complete lineups with a mix of the others.

*Does he prefer to use players who could provide good offense, good defense, or a mix of both?*

Offense 1-2

Defense 3-4

Balance 5-6

*Does he prefer an offense based on power, batting average, or speed?*

Power 1-3

Batting Average 4-5

Speed 6

*Does he use a four or five man starting rotation?*

Four 1-5

Five 6

*Does he prefer (SEMI-) CONTROL, Normal, (SEMI-) FLASH pitchers?*

(SEMI-) CONTROL 1-2

(SEMI-) FLASH 3-4

Both (SEMI-) CONTROL and (SEMI-) FLASH 5-6

Then complete the starting rotation with a mix of the other types.

*Does he use all his pitching staff or rely on a few?*

A few 1-3

All 4-6

## IV. In-Game Strategy Decisions

Managers differ in the frequency using various strategies during games.

*How often does he use to bunt, use the stolen base, pinch hit, or call for the hit and run in a game?*

First, before the season begins, roll one die for each strategy – bunt, stolen base, hit and run.

	Bunt	Stolen Base	Hit & Run and/or Pinch Hit
Rare	1	1	1-2 (once per game max.)
Occasional	2-3	2-4	3-5 (twice per game max.)
Frequent	4-6	5-6	6 (three times per game max.)

Then in a game, when a situation comes up, the manager must decide on an action, so he rolls one dice again to see if one of his numbers comes up. If the number is rolled, he uses that strategy this time. Of course, he can try at other points in the present game. **Ignore** this step if using Manager Strategy cards instead.

	Bunt, Stolen Base, Hit & Run, or Pinch Hit
Rare	1
Occasional	2-3
Frequent	3-6

*Example: Manager "A" wants to bunt. He's a frequent user of the bunt. He rolls a "2" which is not in his 3-6 range, so no bunt this time around. Of course, he can try at other points in the present game.*

*Does he stay with starters or go to bullpen quicker?*

Stays with starters longer 1-4

Goes to the bullpen quicker 5-6

*How often does he use the intentional walk? (Before the season begins, roll one die for this strategy.)*

Rare	1	(Once every 5 games)
Occasional	2-3	(Once every 4 games)
Frequent	3-6	(Once every 3 games)

## V. Manager Strategy Cards

Each manager in a game can have and use up to 6 Manager Strategy Cards in a game.

First, **assign** specific Manager Strategy Cards (The assigned limit is 4 per game to allow some random cards each time; if more than 4, choose 4 of them. depending on the opposition, the park, and the manager's game overall plan):

**Arguing with Umpire** if manager is **Hot-tempered** OR if the **ball club is Dissonant**

**Dugout Chatter** if the **ball club is Dissonant**

**Manager Influence** if the **ball club is Dissonant**

**Manager Coaching Tip** if manager prefers **Rookies (Prospect)**

**Manager Influence** if manager prefers **Veterans (Icon)**

**Walk to Pitching Mound** if manager is **Slower (pulling pitchers)**

**Attempt Pick Off at 1st** if manager prefers **Defense players in lineup**

**Attempt Extra Base** if manager frequently uses **Steal Base**

**Attempt Hit and Run** if manager frequently uses **Hit & Run**

**Attempt Stolen Base** if manager frequently uses **Steal Base**

**Attempt Bunt** if manager frequently uses **Bunt**

**Attempt Extra Base** if manager prefers **Speed players in lineup**

**Batting Coach Hitting Tip\*** if manager prefers **Offense**

**Call For Pitching Stuff\*** if manager has **FLASH OR CONTROL** pitcher in game (Roll DECIDER DIE for SEMI qualities)

Cards with an \* are Experimental Manager Strategy Cards.

Second, **shuffle** and **randomly choose** the remainder of the Manager Strategy Cards to reach 6 in total. These are the cards the manager uses in this particular game.

Finally, **repeat procedure** for the other solo manager.

Note: When using Manager Strategy Cards, do **not** roll to see if the manager can use them.

## VI. Drafting Players

Drafting players is an art not a science. There are many ways to conduct a draft, such as random selection or position-by-position. What I do is assign a renamed Century League ballpark and "hire" a manager for each of my teams first. Then using as a guide each park's configuration and each manager's strategy preferences (lineups, pitcher-type preference, in-game strategies (steal, hit & run and others), preference for age (ICON) or youth (PROSPECT) etc., I have the "owners"... well actually their managers pick suitable players in a serpentine-style draft. Hopefully this will ensure that each team will have a different kind of roster and playing style from the others. Examples of how this works follows.

*Example 1: Taking into consideration the configuration of the home park (its size in right and left fields and its special features if any) and the manager's preferences and strategies, I've arrived at some priorities each manager would have in drafting players for a roster. Here are the managers of the Easterner clubs and their roster hopes, for example:*

*Palookas' Bogart prefers RH batters with high batting averages, PROSPECTS, RH pitchers and FLASH pitchers, and a closer (fireman).*

*Fat Cats' Grissom wants ICON players, power hitters, players who can steal bases, FLASH pitchers, and a closer.*

*Malarkeys' Rizzoli wants LH power hitters, LH pitchers, FLASH pitchers, ICON players and long/middle relievers.*

*Coppers' Holt is defense-minded so he seeks GOLD/NORMAL fielders, players who hit for average, ICON players, and a closer.*

*Metros' Conn favors RH Batters with power, players who can steal, ICON players, GOLD/NORMAL fielders, LH pitchers, FLASH pitchers, and a closer.*

*Rubes' Roose wants RH batters who hit for average, PROSPECTS, RH pitchers, CONTROL pitchers and a closer.*

*Example 2: Flash Farrow who is ACTIVE would be someone Mgr. Sonnie Jacks would have on his team as he prefers speed in his offense. No other manager has this preference. He would be the Sunset City Emcees starting short stop and lead off batter.*

*Managers Jim Roose (Moonshiners) and Brian Mulligan (Rubes) prefer CONTROL pitchers. Nobody in the Association besides them do. Both managers play in the two smallest parks too, so keeping the ball in play inside the park is important. Right-hander SPs Mud Puddle Ripley and Ash Tray Edwards both have DB CONTROL and are clones in every way. I'll assign one to each manager.*

*SP Fred Choate is DB FLASH (and CONTROL) but he's a SEMI WORKMAN. Seven IBA managers prefer FLASH pitchers. However, since Choate may not pitch long into the game, he'll need someone to relieve. Only Joe Rizzoli (Malarkeys), Sonnie Jacks (Emcees) and Otto Kessler (Jalopies) are quick removing starters. One of the three will get him.*

For further detail, (beginning with thread #49) go to: <http://forums.delphiforums.com/plaaygames/messages/?start=Start+Reading+%3E%3E>

## **VII. Manager Display Card**

Each solo manager has his own unique Manager Display Card. Before and during the game, I focus on the managers not just the players and constantly refer to the Display when any decision needs to be made.

The top part of the display has room for the six assigned and randomly selected Manager Strategy Cards. Place each one on the card and turn over after its use. The bottom part describes the manager's overall personality and relationships with players, the press, and the front office. There are also pre-game and in-game decisions, and frequency and use of various strategies. In addition, there's space for a baseball card image.

(Filled-in samples and templates are located on next four pages.)

ATTEMPT  
HIT & RUN

TAKE EXTRA  
BASE

ATTEMPT  
PICK OFF  
AT 1<sup>ST</sup>

ATTEMPT  
BUNT

RANDOM

RANDOM

**Type:**  
Player

**Personality:**  
Good-natured

**Front Office:**  
Co-operative

**Press (Media):**  
Relaxed

**Players:**  
Caring

**Pre-game Decisions**

**Lineup:** Rotate Lineup (every 1-2 games)  
**Players in Lineup (ICON/PROSPECT):** Mix  
**Player Usage Preference:** Defense  
**Platooning:** Frequent  
**Offense Strategy:** Power or High Batting Average

**Pitcher Preference:** SEMI-FLASH or FLASH  
**Starter Rotation:** Five

**In-game Decisions**

**Pinch-hitting:** Frequent  
**Hit & Run:** Occasional  
**Stolen Base:** Occasional  
**Bunt:** Occasional

**Bullpen:** Quicker  
**Intentional Walk:** Less Frequent

**LOU "BLUE" BAYOU  
RUPPERT MUNDYS  
MANAGER**



**MANAGER DISPLAY CARD (SAMPLE)**

**ATTEMPT  
HIT & RUN**

**TAKE EXTRA  
BASE**

**ATTEMPT  
PICK OFF  
AT 1<sup>ST</sup>**

**ATTEMPT  
BUNT**

**RANDOM**

**RANDOM**

**Type:  
Bench**

**Personality:  
Changeable**

**Front Office:  
Co-operative**

**Press (Media):  
Relaxed**

**Players:  
Combative**

**Pre-game Decisions**

**Lineup: Rotate Lineup (every 1-2 games)**  
**Players in Lineup (ICON/PROSPECT): Mix**  
**Player Usage Preference: Defense**  
**Platooning: Frequent**  
**Offense Strategy: Power or High Batting Average**

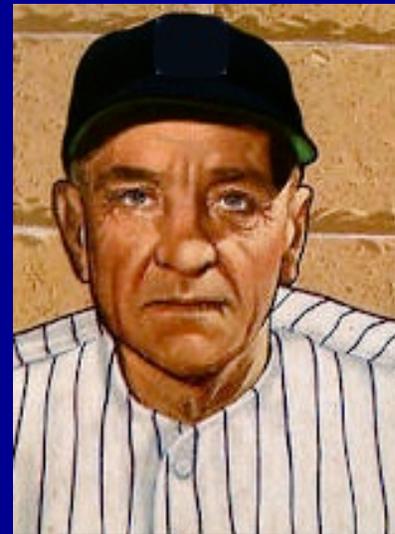
**Pitcher Preference: SEMI-FLASH or FLASH**  
**Starter Rotation: Five**

**In-game Decisions**

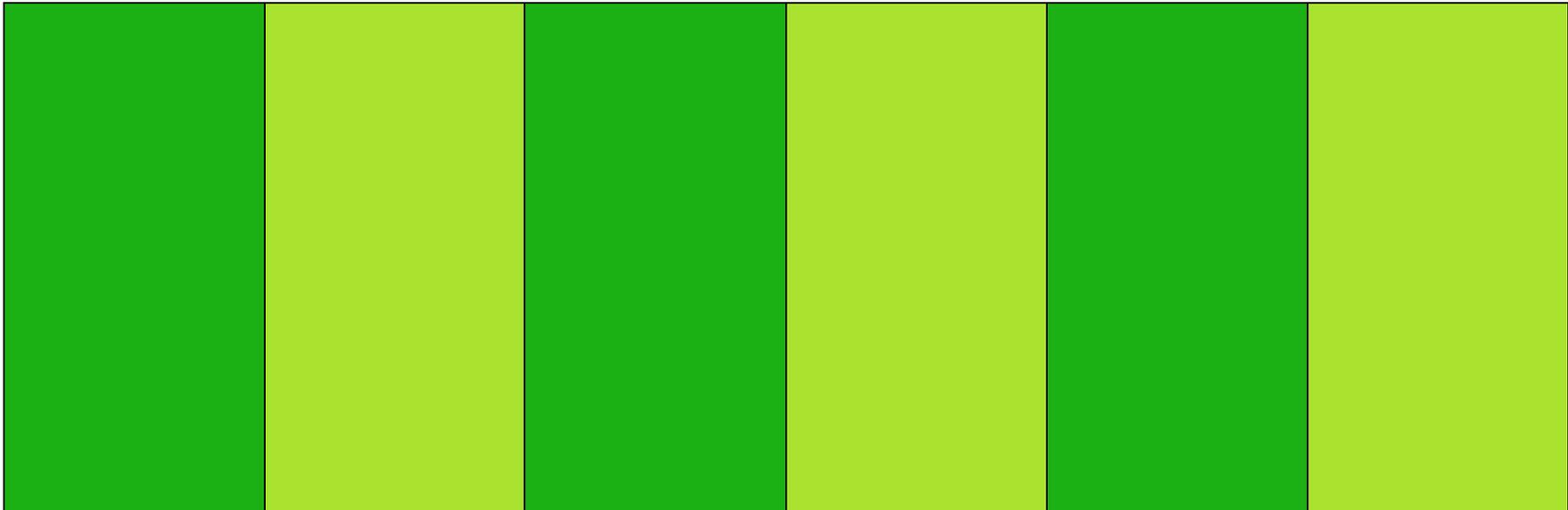
**Pinch-hitting: Frequent**  
**Hit & Run: Frequent**  
**Stolen Base: Frequent**  
**Bunt: Frequent**

**Bullpen: Quicker**  
**Intentional Walk: Less Frequent**

**SPACEY RANGEL**  
**TRI-CITY TYCOONS**  
**MANAGER**



**MANAGER DISPLAY CARD (SAMPLE)**



<p><b>Type:</b></p> <p><b>Personality:</b></p> <p><b>Front Office:</b></p> <p><b>Press (Media):</b></p> <p><b>Players:</b></p>	<p style="text-align: center;"><b>Pre-game Decisions</b></p> <p><b>Lineup:</b> <b>Players in Lineup (ICON/PROSPECT):</b> <b>Player Usage Preference:</b> <b>Platooning:</b> <b>Offense Strategy:</b></p> <p><b>Pitcher Preference:</b> <b>Starter Rotation:</b></p> <p style="text-align: center;"><b>In-game Decisions</b></p> <p><b>Pinch-hitting:</b> <b>Hit &amp; Run:</b> <b>Stolen Base:</b> <b>Bunt:</b></p> <p><b>Bullpen:</b> <b>Intentional Walk:</b></p> <div data-bbox="1373 748 1808 1398" style="border: 1px solid black; background-color: #e0e0e0; width: 100%; height: 100%;"></div>
--	---

				<b>RANDOM</b>	<b>RANDOM</b>
<b>Type:</b> <b>Personality:</b> <b>Front Office:</b> <b>Press (Media):</b>  <b>Players:</b>	<p style="text-align: center;"><b>Pre-game Decisions</b></p> <b>Lineup:</b> <b>Players in Lineup (ICON/PROSPECT):</b> <b>Player Usage Preference:</b> <b>Platooning:</b> <b>Offense Strategy:</b>  <b>Pitcher Preference:</b> <b>Starter Rotation:</b>  <p style="text-align: center;"><b>In-game Decisions</b></p> <b>Pinch-hitting:</b> <b>Hit &amp; Run:</b> <b>Stolen Base:</b> <b>Bunt: Frequent</b>  <b>Bullpen:</b> <b>Intentional Walk:</b>				