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WELCOME TO FRONT PAGE SPORTS:[®] BASEBALL '94

Baseball is different games to different people. For some fans, the fascination lies in the stately ritual of a single game. For others, it is the burning tension that builds during the dramatic final days of a close pennant race or Series. Still others see baseball as more of a religion—ongoing proof that seasons of dedication, teamwork, and vision can eventually raise any player from the bush leagues to the front page, any team from cellar-dwellers to champions.

The "National Pastime" has its unique appeal to each fan. That is why we have designed *Front Page Sports[®]: Baseball '94* with the widest, most flexible array of play options and features in any baseball simulation. It is designed to emphasize the relationship you have with professional baseball.

Whether you prefer the arcade action of an exhibition game, or the strategic challenge of building and maintaining a baseball dynasty, *Front Page Sports: Baseball '94* is as close as you can get to the major league dugout without putting on cleats. In fact, it is better—rather than a pre-structured playing environment, *Baseball* is, in effect, a baseball fan's fantasy construction set that lets you play any role—or all.

The range of playing options is unprecedented. Opt for swing-by-swing control of on-field action. Build a dynasty with the draft, trade, and training strategies you select in Career associations. Input historical teams and replay classic pennant races, build your own league from scratch, or create any combination you want.

This "do it yourself" approach extends to the VCR and replay options. Our new Camera Angle Management System™ (CAMS™) lets you select exactly how you want to view the action, choosing from five camera modes. You can even record and edit your own highlight films and trade them with your friends.

Front Page Sports: Baseball '94 provides a diverse and powerful set of tools for constructing your own dream teams. From the optimism of spring training to the intense drama of the championship series, welcome to the world of professional baseball!

—The Front Page Sports Team

GETTING STARTED

USING THIS MANUAL

This manual is designed to help you get the most out of *Front Page Sports: Baseball '94* as quickly and conveniently as possible.

Getting Started shows you how to install and start the game.

Tutorials contains step-by-step instructions to familiarize you with *Baseball* fundamentals: hitting, pitching, fielding, managing, and setting up leagues.

Game Play contains all the essential knowledge you will need to play games, to create and manage teams and associations, and to access the vast range of playing options. In short, it is a comprehensive rundown on all the *Front Page Sports: Baseball '94* features.

Reference includes a list of recommended reading, and offers technical help.

Additional documentation is available on-line:

On-Line Help is available in the Simulation by pressing [F1] or by opening the Game Options menu. In the Menu screens, press [F1] or open the Help menu. The Help menu is also where you will find the *Baseball* Statistics glossary.

README. Any changes made to *Baseball* after the manual was printed are detailed in a README file on the CD or Disk 1. This file is also copied to your hard drive when you install the software. To view the file, simply change to the directory in which the game is installed, type **README**, and press [Enter].

CD Samplers

Included on the CD version is a sampler containing demos of the newest games from Sierra and Dynamix, and demos of our CD-ROM games. Run these to see the best of what's new or coming soon to a software dealer near you! To see the product demos, change to the \DEMO directory on the *Baseball* CD, type **DEMO** [Enter], and follow the on-screen instructions.

Also included on the CD is the ImagiNation Network™ (INN) sample installation. The INN is the premier interactive on-line entertainment service. If you have a modem, you can connect to the INN and play games with all sorts of people from all over the country (usually at local phone rates). This sampler lets you access the network and offers a limited membership. To install, change to the \INN directory on the *Baseball* CD, type **INSTALL** [Enter], and follow the on-screen instructions.

SYSTEM REQUIREMENTS

To run *Front Page Sports: Baseball '94*, you will need the following minimum software and hardware:

- An IBM® PC compatible computer with an 80386/33 MHz or better processor, and at least 4 megabytes (MB) of random access memory (RAM).
- MS-DOS® version 5.0 or above.
- Expanded memory manager (EMM386 [standard with MS-DOS® version 5.0 or above], QEMM-386™, or equivalent).
- A hard disk. *Front Page Sports: Baseball '94* requires about 15 MB of space on your hard drive, with about 18 MB needed during installation. If your system uses a disk compression utility, such as Stacker®, you will need about double the indicated hard drive space (since the game files will not compress as much as your compression software will estimate). Any leagues you create will take another 1-4MB each.
- A VGA graphics card and VGA color monitor.
- A 1.44 MB, 3.5" floppy drive, or a CD-ROM drive for the CD version.



On September 3, 1928, Ty Cobb smacked his final hit, a double, while pinch-hitting in the 9th inning off of Washington's Bump Hadley. With Detroit and Philadelphia over 24 seasons, Cobb had 4,191 hits, the record until Cincinnati's Pete Rose passed it in 1985.

The following hardware and software are strongly recommended:

- A mouse.
- One or two joysticks. (You must have at least one joystick for a two-player game. To use two joysticks, you must have a game card with two joystick ports.)
- One of the following sound cards: Sound Blaster™ or 100% compatibles, Sound Blaster Pro, Sound Blaster 16, AdLib® or 100% compatibles, Roland® LAPC-1™ or MT-32™, and General MIDI (using true MPU-401 controller). (**Note:** You will get NO sound effects, ONLY music, with the Roland or General MIDI).
- SmartDrive disk caching software (included with Microsoft® MS-DOS® 5.0 and above, and Windows™ 3.1).

MEMORY REQUIREMENTS

Even if you have the minimum 4MB of RAM, *Baseball* may not run correctly unless the RAM is configured (set up) correctly for the game. You will need at least 590,000 bytes of free conventional memory and 2,621,440 bytes of free expanded memory (EMS). To configure expanded memory, you will need a memory manager such as EMM386 (included with MS-DOS 5.0 and above and Windows 3.1) or QEMM-386 by Quarterdeck.

If *Baseball* DOES NOT start correctly, use the MS-DOS **MEM** command to see if you need to free up some of your computer's memory. From your MS-DOS prompt, type **MEM** and press [Enter]. "Largest executable program size" is your free conventional memory; "bytes free EMS" is your expanded memory. If you do not have enough memory, you probably have resident or "background" programs and device drivers taking up memory that the game needs.

The simplest way to set up your system's memory correctly is to use the INSTALL program to create a "boot disk." For more information, please see "Configuring Memory" on page 109.

INSTALLING BASEBALL

The *Baseball* INSTALL software automatically optimizes the game settings according to your computer's speed, graphics, sound board, and input devices. You can use INSTALL to specify the game's default location on the hard drive, change preferences, and make a boot disk.

Important Note: Do not try to install *Baseball* to your hard drive with "copy" commands. If you have trouble running the installation program itself, see the MANBASE.TXT file on the CD or Disk 1 for directions on manual installation.

Installing Baseball to Your Hard Drive

These instructions assume that you are using floppy drive **A:**, hard drive **C:**, and/or CD-ROM drive **D:**. If not, please substitute as appropriate.

1. After booting (starting) your machine, insert *Baseball* Disk 1 into drive **A:** or the CD into the CD-ROM drive.
2. Type the appropriate drive letter (**A:** or **D:**) and press [Enter].
3. Type **INSTALL** [Enter].
4. Follow the on-screen instructions.

Changing System Preferences

After installation, you can change the sound device the game will use. Simply re-run the INSTALL program and select a new setting. Follow these steps:

1. Change to the directory in which you installed *Baseball*.
2. In the BASEBALL directory, type **INSTALL** [Enter].

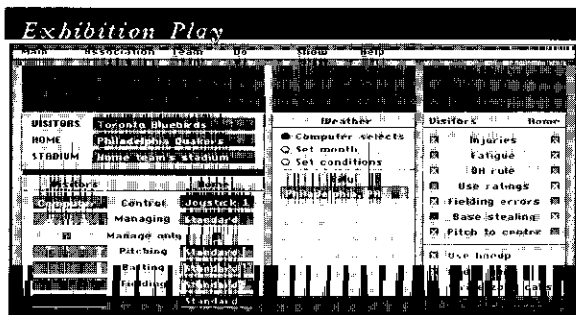


In 1916, Philadelphia pitcher Grover Cleveland Alexander tossed a record 16 shutouts and rolled up a record of 33 wins and 12 losses. From 1915 to 1917, he won 30 or more games each year, and had ERAs of 1.22, 1.55, and 1.86 in those respective years.

- From the Installation Choices menu, select the Audio option, then select the sound device you want to use.
- When ready, select **Accept these choices and save configuration** and follow the on-screen instructions.

RUNNING BASEBALL

- Change to the directory in which you installed *Baseball*.
- To run the game, type **PLAYBALL** [Enter]. (You can skip the introduction and credits by pressing [Esc] as the game loads.)



GAME OVERVIEW

Baseball is divided into the Menu screens and the Simulation. The Menu screens are where you will select the game(s) you want to play, set up your associations and teams, review rosters or stats, conduct spring training and trades, and so forth. The Simulation screens make up the on-field portion where you play selected league or exhibition games with your teams, create replay and highlight films, and practice batting.

Menu Screens

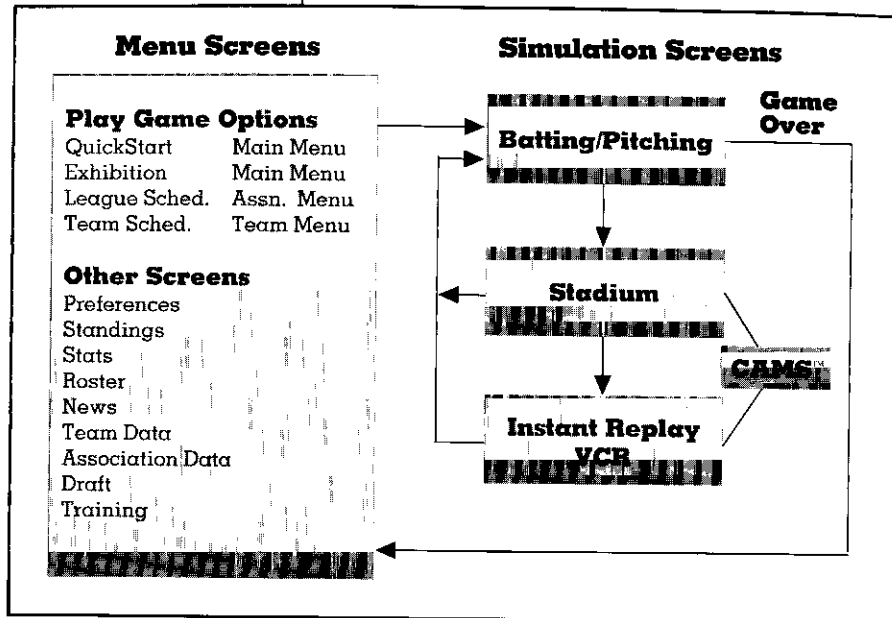
When you start *Baseball*, you will first see the Menu screens. These intuitive "point-and-click" screens are easiest to use with a mouse, although you may also use the keyboard or a joystick. Menu options you can currently select appear in black type. Options not currently available are grayed out, or "ghosted." The active option appears highlighted in white type.

Baseball lets you select from several game types. You can match up any two teams in an exhibition game from the Main menu, or play the next league game set to play on an existing League Schedule (Association menu) or Team Schedule (Team menu). To start the selected game, select **Play Game** from the Do menu. (As a short cut, you can select **QuickStart** on the Main menu, which will start an exhibition or league game as defined in the Preferences screen.)

The other Menu screen options let you perform a vast range of functions, from trainer to general manager to commissioner. Note that the Do and Show menu options vary depending on the current menu selection on the Main, Association, or Team menus.

When you start a game or batting practice, you will encounter the *Baseball* copy protection (described on page 15). For most games, you may then change the default lineup.

★
Tony Lazzeri, playing second base for New York on May 24, 1936, batted in a record 11 runs with 3 home runs (two of them Grand Slams) and a triple, while batting eighth in the order. New York crushed Philadelphia by a score of 25-2.



Simulation Screens

You enter the Batting/Pitching screen in the Simulation once you select a Play Game option and pass the copy protection. Simulation screens are designed for joystick or keyboard control, but also have some limited mouse functions. Move the joystick (or keyboard equivalent) to highlight an option, then press **Button 1** or **Button 2** (as indicated) to select it. (See "Game Controls" on page 16 for details.)

The Batting/Pitching screen is where you will play most of the game. You can access all pitching, batting, and manager and game options from here. When the ball is put in play, the display switches to the Stadium view for fielding and baserunning. After each play, you have the option to see an Instant Replay and edit it as much as you want using the Camera Angle Management™ (CAMS™). You can also pause a play in progress and start CAMS from the Stadium view.

When the game ends, you will return to the Menu screens, or you may exit to DOS.

COPY PROTECTION

The first time you enter Batting Practice, or play or simulate a game after starting *Baseball*, the game asks you a baseball trivia question. A dialog box will present the question and a page number in this manual. Turn to that page, type the correct answer from the starred trivia sidebar into the dialog box, then click **OK** or press [Enter] to proceed.

Note: If you have the CD version, you can skip the manual-based copy protection by playing the game with the *Baseball* CD in your CD drive.



ON-LINE HELP

Additional Menu screen information is available by selecting the Help menu or pressing [F1]. In the Simulation, press [F1] for help.

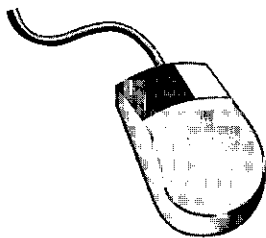
PREFERENCES

The Main menu Preferences screen lets you configure the Menu screens. You can change the **QuickStart** option, select the screen you prefer to have displayed when the game starts, and turn the music on and off.

You may set **QuickStart** to play exhibition or league games. If you choose **Exhibition**, the game will use the settings on the Exhibition Play screen. If you choose **League**, you must choose a team. **QuickStart** will then start the next league game for that team, if possible. For details, see "Starting League Games with QuickStart" on page 93.



★
In 1972, St. Louis traded Steve Carlton to Philadelphia for Rick Wise. Playing for St. Louis, Wise compiled a mediocre 32-28 record in just 2 seasons. Carlton did somewhat better in Philadelphia, amassing 241 wins and 4 Cy Young Awards in more than 14 seasons, and being elected to the Hall of Fame.



GAME CONTROLS

Mouse

Use the mouse to control the cursor on the screen, click buttons, and select menus or menu items. Most functions are started by a single mouse click. To "click" an item, move the cursor over the desired item and press the left mouse button once. To select an item from a "scrolling" menu like the Team Roster, first click the option to highlight it, then click again to select it. (This is also called a "double-click.")

The mouse is also available in the game simulation as a supplemental controller to your joystick or keyboard. You can use the mouse during the game to select the swing type for the batter, and the pitch type, pitch location, and pitch speed for the pitcher. (You cannot, however, use the mouse to control the batter's swing.) You can also use the mouse to access any of the Manager menus during a game.

Player control of the mouse depends upon the selected player configuration for the game.

- **Computer vs. Computer:** The mouse is unavailable.
- **Human vs. Computer:** The human manager has control of the mouse.
- **Human vs. Human and Keyboard vs. Joystick:** The player using the keyboard has control of the mouse.
- **Human vs. Human and Joystick vs. Joystick:** The player using Joystick 1 has control of the mouse.



On Father's Day, June 21, 1964, Jim Bunning became the first pitcher to ever throw a no-hitter in each league, while leading Philadelphia to a 6-0 victory over New York. On July 20, 1958, he had tossed a no-hitter while pitching for Detroit to beat Boston by a score of 3-0.

Joystick

Use the joystick to move the cursor between menus, options, or buttons on the screen. In the Menu screens, select items by clicking on them with joystick **Button 1** (the "Fire" button). On certain "scrolling" menu lists, such as the team rosters, you must highlight an item before you can select it. Move the pointer over the list box and move the joystick up or down while holding **Button 1**. Once you have highlighted the desired item, press **Button 1** again to make your selection.

Use **Button 2** in the Menu screens to move the cursor to the menu bar at the top of the screen. In the Simulation screens, you can use **Button 2** for several player and selection functions.

To recalibrate your joystick, press [J] and follow the on-screen instructions.

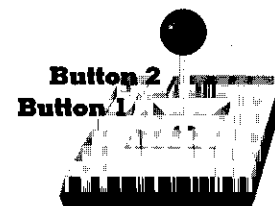
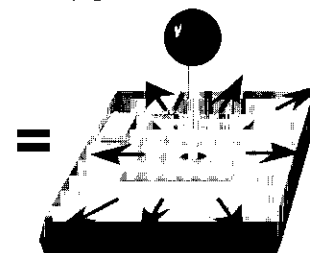
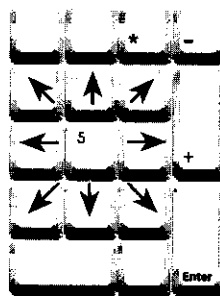
Joystick Keyboard Equivalents

If you are using the keyboard, you can use the numeric keypad to emulate the eight movement directions of a joystick. The [Enter] key and [Spacebar] emulate **Button 1**, and the [Shift], [Ctrl], and [Alt] keys emulate **Button 2**.

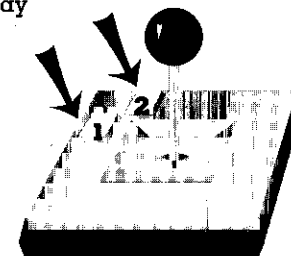
[Ctrl], [Alt], or [Shift] may be used as **Button 2**.

[Enter] or [Spacebar] may be used as **Button 1**.

The keypad keys emulate the eight directions of the joystick.



■ **Note:** Use the arrow keys on the numeric keypad only.



Keyboard

You can use the keyboard for any command in *Baseball*, including all joystick actions in the Simulation (see previous page), as well as the following "hot keys."

Throughout Game

Help	[F1]
Screen Capture (as Deluxe Paint® .LBM file)	[F6]
Calibrate Joystick	[J]
Music on/off	[M]
Sound Effects on/off	[S]
Exit	[Ctrl] + [X]

Simulation Only

Pause the Game	[P]
Game Options Menu	[Esc]
Realism/Controls Screen	[F2]
Detail Control Screen	[F3]
Sound Control Screen	[F4]
VCR Interface (Instant Replay)	[F5]
Camera Angle Mgmt. Sys.	[F10]

Menu Screen Key Commands

All *Baseball* menu commands have "hot key" keyboard equivalents:

- **Menus:** To open a *Baseball* menu, press [Alt] + the menu's underlined letter.
- **[Ctrl] + Keys:** These keys let you select fixed menu options without opening the menu.
- **Open Menu Options:** On an open menu, including the variable Do, Show, and Help menus, simply type the underlined letter to select an option.

Main Menu

	[Alt] + [M]	
<u>Q</u> uickStart	[Ctrl] + [Q]	Start pre-selected game
<u>P</u> references	[Ctrl] + [P]	Change game preferences
<u>E</u> xhibition Play	[Ctrl] + [E]	Play or review game between any teams
<u>R</u> estart		
<u>S</u> aved Game	[Ctrl] + [G]	Resume saved game
<u>E</u> xit	[Ctrl] + [X]	Exit to DOS

Association Menu

	[Alt] + [A]	
<u>N</u> ew	[Ctrl] + [W]	Create association
<u>L</u> oad	[Ctrl] + [L]	Load association
<u>D</u> ata	[Ctrl] + [A]	Edit association
<u>S</u> tatistics	[Ctrl] + [O]	Review association/team statistics
<u>S</u> chedule	[Ctrl] + [K]	Select scheduled games to sim/play
<u>S</u> tandings	[Ctrl] + [S]	Review standings
<u>D</u> raft Pool	[Ctrl] + [F]	See available players

Team Menu

	[Alt] + [T]	
<u>N</u> ews	[Ctrl] + [N]	Team news
<u>D</u> ata	[Ctrl] + [D]	Edit the team
<u>R</u> oster	[Ctrl] + [R]	Review players
<u>S</u> tatistics	[Ctrl] + [M]	Review team/player stats
<u>S</u> chedule	[Ctrl] + [H]	Select games to sim/play
<u>S</u> pring Training	[Ctrl] + [T]	Direct training
<u>C</u> hange Team	[Ctrl] + [C]	Select another team

Do Menu

[Alt] + [D]
 Functions vary depending on current menu screen:
 Play/Simulate Game,
 Start New Season, Draft, Spring Training,
 Change Uniform,
 Print,

Show Menu

[Alt] + [S]
 Functions vary depending on current menu screen:
 Batting/Fielding/Pitching Stats,
 Accumulated Stats,
 Date,

Help Menu

[Alt] + [H]
Menus — Help on using the *Baseball* menus
Screen Name — Help for currently selected Menu screen (varies)
Statistics — Definitions for statistics
About FPS: Baseball. General overview

**VCR Screen
(Instant Replay)**

Quit VCR	[Q]
Disk	[W]
Player Detail	[E]
CAMS	[R]
Beginning	[T]
Fast Reverse	[Y]
Reverse	[U]
Pause	[I]
Play	[O]
Fast Play	[P]
End	[]
Slow Motion	[]

★
 Joe Sewell, playing shortstop for Cleveland in 1923, struck out more than Washington's rookie pitcher Wally Warmoth twice in one game. It was the first time he had ever struck out more than once in a game, and he only had one more multi-strikeout game over the rest of his 14-year career, in which he struck out a record low 114 times in 7,132 at bats.

TUTORIALS

SIMULATION TUTORIAL

These tutorials are designed to introduce you to the *Front Page Sports: Baseball '94* Simulation and Menu screens. These step-by-step instructions will teach you the fundamentals of batting, fielding, and managing, and prepare you to create your own baseball association and begin league play.

Batting Practice

You begin each *Baseball* session in the Menu screens. To enter Batting Practice, you will need to select **Batting Practice** from the Do menu on the Team Roster screen.

1. Open the Team menu (or press [Alt]+[T]). Select **Roster** (or press [R] or [Ctrl]+[R]).
2. From the Team Roster screen, open the Do menu (or press [Alt]+[D]). Select **Batting Practice** (or press [B]).

The first time you enter Batting Practice or begin to play or simulate a game after starting *Baseball*, you will be prompted to answer a baseball trivia question. A dialog box will present the question and the page number in this manual on which you can find the answer. Type the correct answer into the dialog box, then click **OK** or press [Enter] to proceed.

Note: If you have the CD version, you can skip the manual-based copy protection by playing the game with the *Baseball* CD in your CD drive.

Baseball lets you choose from power, contact, or bunt swings when batting. For your first plate appearance, select a **Contact** swing.

1. Push the joystick left or right and press **Button 1** to select the swing type.
2. When the pitcher throws the ball, press **Button 1** to swing.

The timing of your swing is critical. Batting Practice gives you the opportunity to work on your timing before making your first plate appearance in a real game.

When batting, you also have the option of selecting a power swing or attempting to bunt. Move the joystick in the direction indicated by the on-screen prompt and press **Button 1** to pick the swing for your next pitch.

Once you are comfortable with swing timing, try batting practice in the **Advanced** batting mode, in which you also control where in the strike zone you swing.

For a full explanation of batting, see "Batting" on page 38.

To exit Batting Practice, press [Esc]. From the menu, select **Quit Game** to return to the Menu screens, or press [Ctrl]+[X] to exit to DOS.



The best relief pitching performance ever may have been from Boston's Ernie Shore. On June 23, 1917, he came into the game after starter Babe Ruth was ejected for arguing a called ball four to Washington's leadoff batter, Ray Morgan. On Shore's first pitch, Morgan tried to steal 2nd and was thrown out by catcher Chester Thomas. Shore then retired the next 26 batters in order, giving Boston the 4-0 win.

Playing an Exhibition Game

Exhibition games are played outside the regular league schedule. You may match up teams from the same league, different leagues, different associations, or even play a team against itself. Exhibition games have no effect on league standings or on the statistics of the teams and players. Injuries that occur in exhibition games are not recorded.

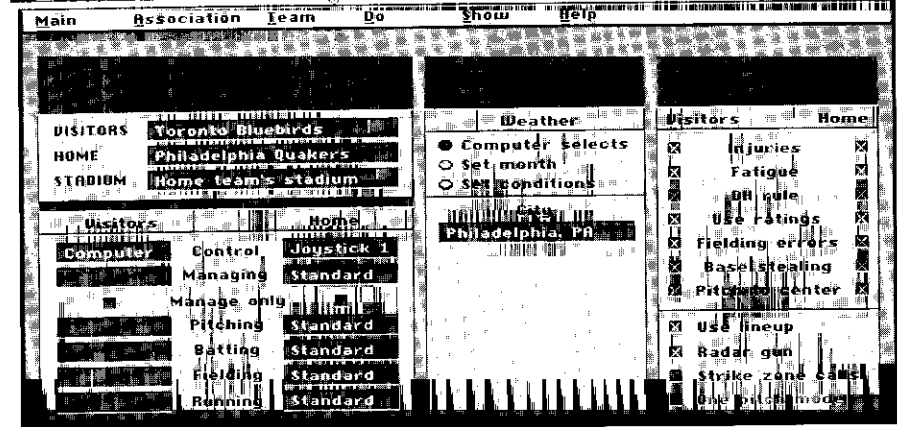
To start an exhibition game:

1. Select the **Exhibition Play** option under the Main menu (or press [Ctrl] + [E]).
2. Select the visiting team by clicking on the **Visitors** text box. When the Team Type dialog box opens, move the cursor to **Standard Team** and press **Button 1**. Scroll down the list until you have highlighted the **Toronto Bluebirds**, then move the cursor to **OK** and press **Button 1**.
3. Click on the **Home** box to pick the home team. Select the **Philadelphia Quakers** from the **Standard Team** choices.
4. Take control of the home team by clicking on the text box labeled **Control** under **Home**. Your choices are: **Computer**, **Joystick 1** (if available), **Joystick 2** (if available), and **Keyboard**. Click on the box until **Joystick 1** or **Keyboard** appears, according to your preferences. The Control mode for the visitors should be set to **Computer**.
5. Leave the Managing mode for your team (the home team) set to **Standard**.

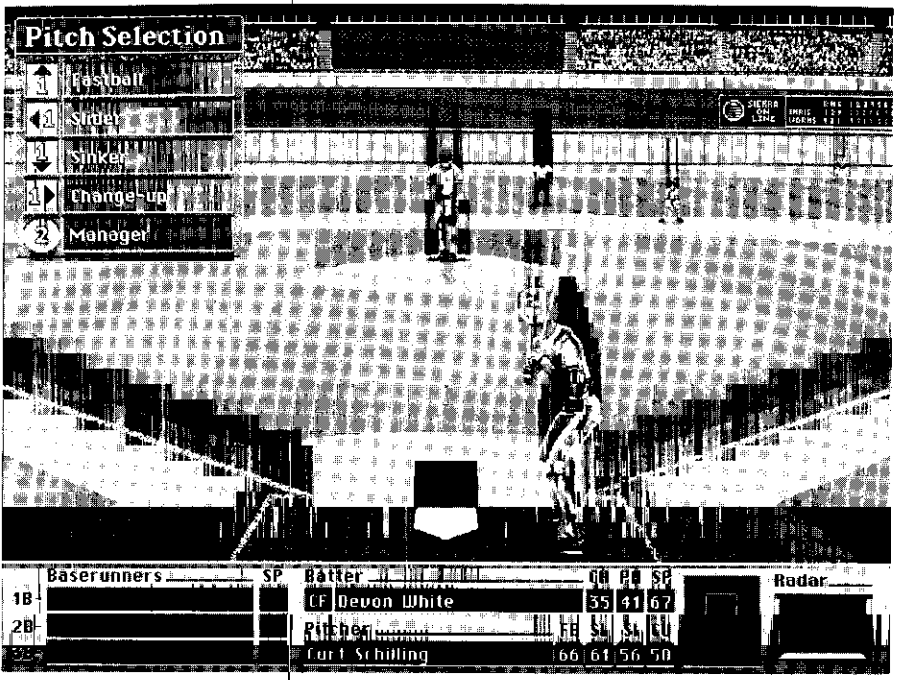


Cleveland's Johnny Burnett had 9 hits in 11 at-bats on July 10, 1932. He had 7 singles and 2 doubles in the 18-inning game, but Philadelphia prevailed, winning by a score of 18-17, largely due to Jimmie Foxx's 6 hits, which included 3 homers. No other player has collected more than seven hits in a game, regardless of the length of the game.

Exhibition Play



6. Select the on-field playing modes for **Pitching**, **Batting**, **Fielding**, and **Running** by clicking on the respective text boxes in the lower left corner. Click on each of the text boxes until they read **Standard**. You can find a full explanation of the various playing modes in the "Playing Modes" section starting on page 30.
7. You can set a variety of options that affect the playing conditions for an exhibition game. For an explanation of weather, see "Weather Conditions" on page 35. See "Ground Rules" on page 33 for information on how ground rules determine the nature of actual game play. For now, just click **Computer Selects**.
8. Now that the exhibition game is set up, start the game by selecting **Play Game** from the Do menu.



This will take you to the Simulation. Your team will be on the field, and you will be in control of the starting pitcher.

★
George "Zip" Zabel worked 18 1/3 innings as a relief pitcher in one game in 1915. Pitching for Chicago, he took over for Bert Humphries with 2 out in the first, then pitched until the 19th inning, beating Brooklyn by a score of 4-3.

Introduction to Pitching

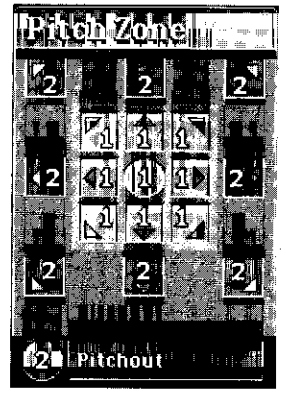
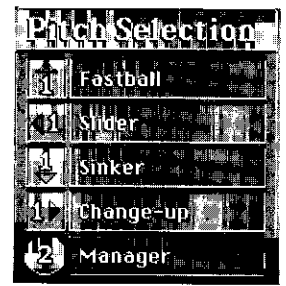
In *Baseball*, pitching is as simple or as complex as you wish. In the **Standard** pitching mode, all you have to do is select the type of pitch, and select where in the strike zone you want it to go.

For your exhibition game pitching debut, keep it simple:

1. When the Pitch Selection menu opens, press the joystick forward and press **Button 1**. This will select your pitcher's best pitch.
2. When prompted to select a pitch location, move the joystick to the left and press **Button 1**. This will select the left side of the strike zone as your targeted location for the pitch.
3. After the batter steps into the box, press **Button 1** to throw the pitch. (You cannot throw the pitch until the batter is ready.)

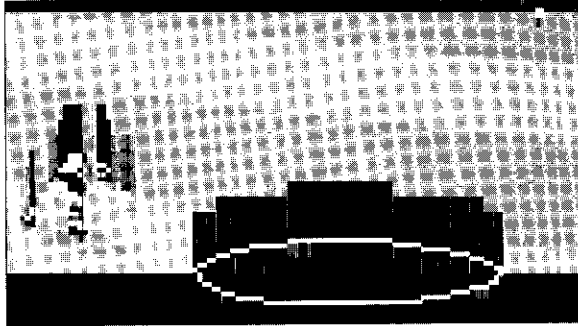
Depending on the pitcher's ratings, your pitcher will have from one to four types of pitches in his repertoire. For more information on pitcher ratings, see "Pitching Ratings" on page 73.

In the **Basic** pitching mode, you select only the type of pitch to be thrown. In **Standard** mode, you select the pitch type and the pitch location. In **Advanced** mode, you select the pitch type, location, and speed. For a detailed explanation of pitching in *Baseball*, see "Pitching" on page 36.



Introduction to Fielding

Your initial fielding responsibilities will be easy to learn. In the **Standard** fielding mode, you can let the computer control the player best positioned to make a play on the batted ball. You do, however, have to take control once the catch has been made. All you have to do is throw the ball to the appropriate base and move fielders to bases for force outs and tag outs.



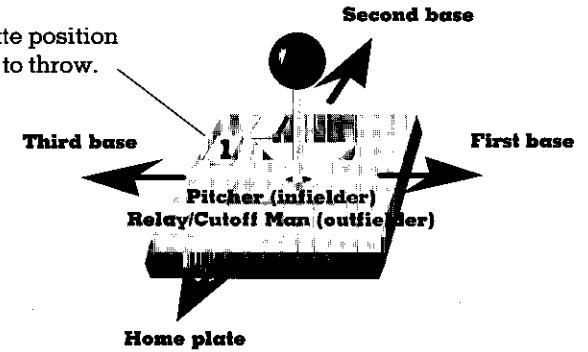
You can see where the ball will land by watching for the yellow "catch zone." You can also see how far away the ball is from the catch zone. The larger the catch zone, the farther away the ball is from the landing point.

Once the fielder has caught the ball, move the joystick toward the appropriate base, as shown on the next page, and press **Button 1** to throw the ball.

Ball Throwing Controls

If you play in the **Advanced** fielding mode, you control the player attempting to field the ball.

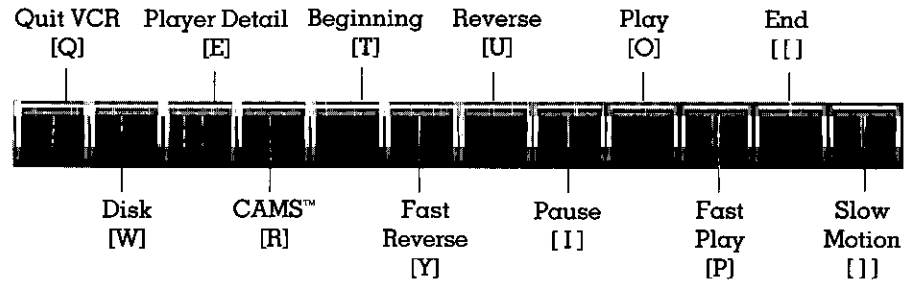
Aim at the appropriate position and press **Button 1** to throw.



For a detailed explanation, see "Fielding" on page 40.

Introduction to the VCR Interface

The VCR interface lets you recapture play-by-play coverage of any on-field action. After any play, click **Yes** in the **See Instant Replay?** box, or press [F5], or select VCR on the Game Options menu to open the VCR interface and watch or edit replays from a variety of perspectives.



For a full explanation of the VCR interface, see "Instant Replays" on page 55 and "Camera and Replay Modes" on page 58.



The minimum number of batters that a pitcher can face and still get credit for a complete game is 13. On July 30, 1971 Dick Drago of Kansas City faced only 13 batters, giving up only one hit, a solo home run to Frank Robinson of Baltimore. Jim Palmer got the win, pitching 5 innings of 2-hit ball in the rain-shortened contest.

LEAGUE PLAY TUTORIAL

Starting a New Association

Before starting league play, you may either create a new association or use one of the associations included with *Baseball*. For this tutorial, however, follow these steps to create a new association:

1. Select **New** under the Association menu.
2. Using the New Association Configuration screen, set the number of teams in the association at 26.
3. Click on the **Career** button to select the type of association.
4. Under **Number of Leagues**, select the first option: **One 12-team league AND One 14-team league**.
5. Under **League 1**, select **Two 6-team divisions**.
6. Under **League 2**, select **Two 7-team divisions**.
7. Click the **Accept** button.
8. When the Select Teams screen appears, choose **Continue** from the Do menu to accept the default teams for your new association and go to the Association Data screen.
9. When prompted to hold an initial player draft, select the **No** button.
10. The next dialog box will ask you to set the length of the season. Select the **Full Season** (162 games) option on the Select Schedule Length dialog box. When prompted to "Select Schedule Type," click on **Historical**.



In 1952, Detroit first baseman Walt Dropo went 4 for 4 in the first game of a doubleheader against Washington. In the second game, he got 3 hits in his first 3 at-bats, which, combined with his 5 for 5 performance the previous day, tied Pinky Higgins's 1938 record of 12 consecutive hits.

11. On the Association Data screen, mark the check boxes for all of the displayed Ground Rules options (**Use Ratings, Injuries, etc.**). For League 2, check the **Designated Hitter** box.
12. Now that the association has been created, select **Change Team** under the Team menu. Before leaving the Association Data screen, the program will ask you if you want to "Save Changes?" Click **Yes** to save the information for your new association.



13. A dialog box will open showing you the teams available. Select the **Toronto Bluebirds** by clicking on the team name and then clicking **OK**.
14. Select **Data** in the Team menu.
15. Click on the **Ownership** text box to change the ownership from **Computer** to **Human**.
16. Click on the **Manager** text box and type in your name.
17. Click on the **Team Name** text box and enter **Oregon** as the team name.
18. Click on the **Nickname** text box and enter **Trails** as the name for your team.
19. Click on the **Abbreviation** text box and enter **ORE** as the abbreviation for your team.

Congratulations! You now own a *Baseball* team.

GAME PLAY

STARTING A GAME

Use **QuickStart** to jump right into league or exhibition games. For a detailed explanation on setting **QuickStart** options, see "Starting League Games with QuickStart" on page 93.

To start an exhibition game, click on the **Exhibition Play** option in the Main menu, then choose **Play Game** from the Do menu.

For a full explanation of the various ways you can start a league game, see the "Daily Activities" section starting on page 90.

COPY PROTECTION

The first time you start to play or simulate a game after loading *Baseball*, the game asks you a baseball trivia question. The dialog box will provide a page number from this manual. Turn to that page, type the correct answer from the starred trivia sidebar into the dialog box, and click **OK** or press [Enter].

Note: If you have the CD version, you can skip the manual-based copy protection by playing the game with the *Baseball* CD in your CD drive.

PLAYING MODES

Baseball lets you customize on-field game play to match your personal tastes.

Whenever you start an exhibition game or configure a new association, you may select the level of strategic and on-field control you want. You may also change

the control level during the game. Choose complete control, delegate everything to the computer, or find a comfortable mix—the choice is yours.

Control Mode

This setting (available for Exhibition Play and from within the on-field Realism/Control screen) determines the control of each team. The control modes are **Computer**, **Joystick 1** (if available), **Joystick 2** (if available), and **Keyboard** control. If set to **Computer**, this mode sets all other modes to **Computer** for that team also.

Managing Mode

This setting determines the degree of managerial control you have over the on-field simulation.

Basic: You may call any play. The computer will position defensive players, instruct fielders to charge bunts from first or third base, and signal the pitcher to hold a baserunner. It will also make all player substitutions, including pinch hitters, pinch runners, and relief pitchers. You will be informed of any player substitutions the computer makes on your behalf.

Standard: The computer still positions defensive players, instructs fielders to charge bunts from first or third base, and signals the pitcher to hold a baserunner. It will only suggest player substitutions. You may accept the suggestion or do something else.

Advanced: You control all Manager options for your team: positioning fielders, charging bunts, holding baserunners, making substitutions, etc.

Manage Only

Click this check box to set all the following on-field modes—Pitching, Batting, Fielding, and Running—to **Computer**. This lets you play in any Managing mode you want while the computer controls all on-field play.

■ **Note:** You may watch the action in "one-pitch mode" if all on-field modes for both teams are set to **Computer**. One-pitch shows only the decisive pitch of each at-bat.



Pitching for St. Louis in 1968, Bob Gibson was 22-9 with an ERA of 1.12 and won the first of 2 Cy Young Awards. He struck out 268 while walking only 62 in 304 2/3 innings. He notched 13 shutouts that season, and during one stretch, allowed only 2 runs over 92 innings.

■ **Note:** If managing, you may order pickoffs, pitchouts, and pitch arounds in all pitching modes.

Pitching Mode

Computer: The computer takes complete control of the pitching game.

Basic: You select the pitch type only.

Standard: You select the pitch type and location.

Advanced: You select the pitch type, location, and speed.

Fielding Mode

Computer: The computer controls all fielding.

Basic: The computer takes control of fielding any batted ball. If you wish, you may take control of fielders after the ball is fielded. You can then move with the ball or throw to a base. If you do not take control, the computer will control all fielding.

Standard: You may take control of the fielder attempting to field the ball. If you do not take control, the computer will try to field the ball. You must take control after the ball has been fielded, and are then responsible for moving the fielder or throwing the ball to a base.

Advanced: You control all fielding and throwing.

Batting Mode

Computer: The computer controls all batting. It decides the type of swing to use, and when and where to swing.

Basic: You select only the type of swing the batter will use (power, contact, bunt). The computer decides when and where to swing.

Standard: You select the swing type, and when (and if) to swing. The computer controls the location of the swing.

Advanced: You control all aspects of batting: swing type, and when and where to swing.



On October 7, 1904, New York beat Boston 3-2 giving Jack Chesbro his 41st win of the season and New York a half-game lead in the pennant race. Three days later, on the final day of the season, he uncorked a wild pitch in the 9th inning of a 2-2 game, allowing Boston's Lou Criger to score the pennant-winning run. He finished the season with a record of 41-12 and a 1.82 ERA, completing 48 of his 51 starts.

Baserunning Mode

Computer: The computer controls all baserunning.

Basic: You may advance or retreat a base runner after the ball is in play. The computer controls all stolen base attempts, and returns runners to base on pickoffs and pitchouts.

Standard: You may advance or retreat a base runner when the ball is in play, and you control stolen base attempts. The computer will automatically return a runner to base on pitchouts and pickoff attempts.

Advanced: You control all baserunning.

GROUND RULES

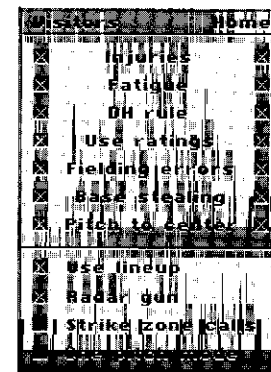
Ground Rules are a set of simulation preferences you may tailor as you wish when setting up exhibition games or associations. You can also change the Ground Rules during a particular exhibition game from the on-field Realism/Control screen.

Ground Rules are turned on or off by clicking on their respective check boxes. (A yellow X in the check box means the option is on.) Ground Rules with separate check boxes under Visitors and Home can be set separately for each team.

Baseball features the following Ground Rules:

- **Injuries:** Turns injuries on or off. When it is turned on, players may be injured and have to leave the game. (If you turn Injuries off after a player has been injured, that player will not return to the game.)
- **Fatigue:** Turns pitcher fatigue on or off. When it is turned on, pitchers tire as the game progresses according to their Endurance rating and the number of pitches thrown.
- **DH Rule:** Turns the Designated Hitter rule on or off. If it is turned off during a game, the player who had been the DH will be removed from the game and cannot be used later.

■ **Note:** To quickly set all on-field modes to "Computer," check the **Manage Only** option. If done for both teams, this also will allow "one-pitch" mode.



- **Use Ratings:** Turns the use of individual player ratings on or off. When it is turned off, all players' skills are rated as Average.
- **Fielding Errors:** Turns the possibility of fielding errors on or off. If it is turned off, all throws are on target and fielders will not make errors, although there still may be balls that they cannot handle.
- **Base Stealing:** Turns base stealing on or off. When it is turned on, that team's baserunners may attempt to steal.
- **Pitch to Center:** Disables the Pitch Location variable. When it is turned on, all pitches in the exhibition game will be to the center of the plate.
- **Use Lineup:** Turns on the use of preset batting lineups for facing both left- and right-handed pitchers. If turned off, you have to set the starting lineup for each human-controlled team.
- **Radar Gun:** Turns the radar gun on or off. When it is turned on, the speed of the previous pitch will be displayed at the bottom of the screen.
- **Strike Zone Calls:** Turns strike zone calls on or off. When it is turned on, the location of the pitch is displayed at the bottom of the screen.
- **One Pitch Mode:** Turns one-pitch mode on or off. When it is turned on for both teams, only the final pitch of the plate appearance will be shown, except for stolen bases, wild pitches, passed balls, successful pickoffs, and pitchouts. **Note:** All on-field modes must be set to **Computer** for one-pitch mode to work.



In 1968, Detroit's Denny McLain won both the MVP and the Cy Young Award. He had a 31-6 record, a 1.96 ERA, 280 strikeouts and 63 walks in 336 innings pitched. Before McLain, the last 30 game winner had been Dizzy Dean of St. Louis in 1934.

WEATHER CONDITIONS

You can choose the weather conditions for an exhibition game. On the Exhibition Play screen, you have three weather options:

- **Computer Selects:** The computer randomly generates conditions appropriate to the selected city. If the game is played in an indoor stadium, weather has no effect.
- **Set Month:** You select the city and the month (April through October) in which the game is played. The computer will generate conditions appropriate to that city for that month. If the game is played in an indoor stadium, weather has no effect.
- **Set Conditions:** You choose the exact weather conditions: temperature, wind speed and direction, and weather forecast (clear, partly cloudy, cloudy, and rain possible). These conditions will be in effect even if the home team plays in an indoor stadium.

For league games, the computer automatically generates weather conditions that are appropriate for the city and month in which the game is played. You cannot change the weather for league games.

SETTING STARTING PITCHERS AND LINEUPS

If you start an exhibition game with the Use Lineups option turned on, the game will start using the next starting pitcher in the rotation and the standard starting lineup for each team. If Use Lineups is turned off (or when starting league games), the Start Game dialog box lets you modify the starting pitcher and lineup for this game.



This dialog box is divided into four sections, but only one is active at a time. Each team may change the starting pitcher and then the starting lineup. To make changes, click on the **Change** button. This will take you to the Bullpen screen or the Lineup screens as appropriate. (See "The Bullpen Screen," page 45, and "Substituting Fielders," page 48.)

When you have made all desired changes in each section, click **Accept** to advance to the next section.

PITCHING

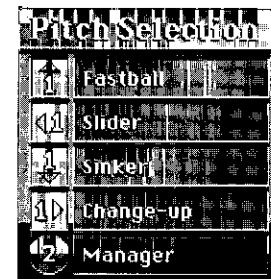
Baseball gives you complete control of the pitch-by-pitch confrontation between your pitcher and the opposing batter. This includes strategic options, such as pitching around a batter or attempting to pick off a runner, as well as the speed, location, and type of each pitch.

The degree of actual pitch control you have depends on the pitching mode. When set to **Computer** (Computer Control or Manage Only), the computer controls the entire pitching game. In **Basic** mode, you simply choose the pitch type. **Standard** mode adds the pitch location, and **Advanced** mode lets you vary the speed of each pitch.

Pitch Selection

Each pitcher can have up to four pitch types—his four best. The available pitches are listed in order of the pitcher's rated ability to throw them. For more information, see "Pitching Ratings" on page 73.

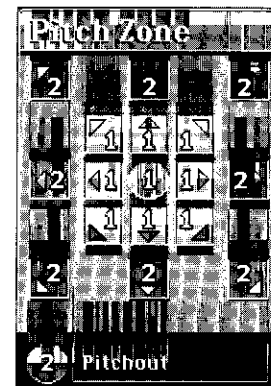
To select the pitch type, move the joystick in the direction of the desired pitch (as indicated on the Pitch Type menu) and press **Button 1**. With the keyboard, hold down the appropriate arrow key and press [Enter].



Pitch Location

In **Standard** or **Advanced** modes, you must aim pitches at specific areas in or around the strike zone. To select a pitch location within the strike zone, move the joystick toward the desired location and press **Button 1**.

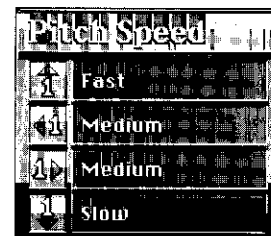
To aim a pitch right down the middle, press **Button 1** with the joystick centered. To throw pitches outside the strike zone, push the joystick in the appropriate direction and press **Button 2**.



To throw a pitchout (a pitch thrown high and outside the strike zone on the opposite side of the plate from the batter), press **Button 2** with the joystick centered.

Pitch Speed

When playing in the **Advanced** mode, you will also determine the speed of the pitch. You can put a little extra on a pitch by choosing **Fast**, but more speed means less control. To slow the pitch down, you can choose **Slow**. This makes the pitch a little more accurate.



To throw the pitch fast, push the joystick up and press **Button 1**. For a slower delivery, pull the joystick down and press **Button 1**. To throw at normal speed, push the joystick right or left and press **Button 1**.

Note: The keypad keys emulate the eight directions of the joystick. [Enter] or [Spacebar] may be used as **Button 1**. [Ctrl], [Alt], or [Shift] may be used as **Button 2**.

In 1941, at the age of 24, Lou Boudreau was named player-manager of the Cleveland club. In 1948, he won the MVP, batting .355 with 18 home runs, 106 RBI's, and 106 runs scored, helping Cleveland win the League and World Series titles.

When you have completed your pitching selections and the batter steps into the batting box, you are ready to pitch. With the joystick centered, press **Button 1** to throw the pitch.

Pickoffs

You can try to pickoff runners on any base. To throw to a base with a runner, push the joystick toward that base and press **Button 1**.

BATTING

In *Baseball*, your control of batting can be as tactical or as strategic as you wish. Control every swing at the ball, sit in the dugout sending signals to the batter, or turn the entire batting process over to the computer and just enjoy watching the action.

As with pitching, the selected mode determines the level of control over the batting process. A **Computer** setting (Manage Only and Computer Control modes) delegates all batting to the computer. In **Basic** mode, you control swing type. **Standard** mode adds swing timing, and **Advanced** mode adds swing location.

Swing Selection

When controlling the batter, your first selection is the type of swing. The power swing is a strong rising swing. You may hit more long fly balls with a power swing, but you will also strike out more. The contact swing maximizes your chances of making contact and putting the ball into play. The bunt swing causes the batter to attempt to tap the ball softly into the infield.

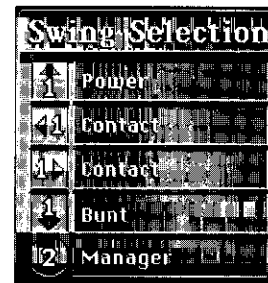
To select a swing type, push the joystick in the direction indicated by the on-screen arrow, and press **Button 1**. To select the **Power** swing, for example, push the joystick up and press **Button 1**. (Push left or right for a **Contact** swing, or pull back to select a **Bunt**.)

Swing Timing

In the **Standard** batting mode, you must also decide when to swing. Press **Button 1** to start your swing. Remember, if the pitch is a fastball, you must start your swing earlier to hit the ball into fair territory. You should wait a little longer on breaking balls and change-ups. Take advantage of Batting Practice to get your timing right.

Swing Location

In **Advanced** mode, you must decide *where* to swing, as well as *when* and *how*. The strike zone is divided into nine areas that correspond to the directions of the joystick and the keys on the numeric keypad. Move to the area of the strike zone where you think the pitch is going, then press **Button 1** to swing. This is a very challenging option for even a veteran batter.



★
On August 4, 1937, for the third time in his career, Joe "Ducky" Medwick, playing for St. Louis, got 4 extra-base hits in a game. He finished the season at .374 with 31 home runs and 154 RBIs, winning both the MVP and the Triple Crown.



FIELDING

The degree of control you have over the players on the field depends on the fielding mode you select. With a **Computer** setting (Manage Only or Computer Control mode), the computer controls all fielding. In **Basic** mode, the computer controls the fielding of the ball. You may take control once the defensive player has the ball, or let the computer complete the play.

In **Standard** mode, you may let the computer field the ball OR take control of the appropriate fielder by moving the joystick. Once the fielder has the ball, you take over to make the throw or the tag. In **Advanced** mode, you control all fielding. When the ball is hit by the batter, you automatically gain control of the fielder best suited to make a play on the ball.

Catching the Ball

In **Advanced** mode, once the ball has been hit by the batter, you are given control of the fielder most able to make a play on the ball. You may attempt to make the play with that player, or select the next closest fielder to control (if another player is close enough to the ball). To switch to the other fielder, press **Button 2**.

To catch the ball, move the active fielder toward the "catch zone," indicated by the yellow circle on the playing field.

The catch zone circle shows where the best location to make the catch is, and its size shows how close the ball is. The higher (and farther away) the ball, the larger the catch zone.

If you get the fielder into the catch zone before the ball lands, you have a good chance of making the play. The player's fielding rating can affect those chances, however.

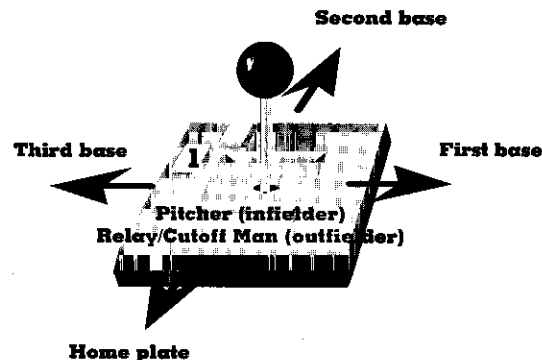
You can make fielders dive or jump to make difficult plays. To dive for the ball, push the controller in the direction you want the fielder to dive and press **Button 1**. To jump for the ball, center the controls (stop the fielder) and press **Button 1**.

Throwing the Ball

Once your fielder has the ball, you may throw it. Move the controls toward the appropriate position, then press **Button 1** to throw the ball.

Catcher Throwing to Bases

While the catcher has the ball in the Batting/Pitching screen (the ball has crossed the plate, but has not been thrown back to the pitcher), you can throw to any base by pushing the controls toward that base and pressing **Button 1**.



In 1955, at the age of 20, Al Kaline became the youngest Junior Circuit player to capture the batting title, tallying a .340 average with 27 home runs, 102 RBIs, and 121 runs scored.

BASERUNNING

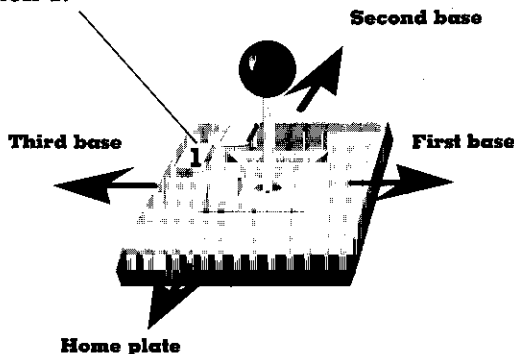
The selected mode determines your level of control over the baserunners. A **Computer** setting (Manage Only and Computer Control mode) delegates all baserunning to the computer. In **Basic** mode, you can control a runner's advance or retreat once the ball is in play. **Standard** mode adds base stealing (if Ground Rules permit). In **Advanced** mode, you must also deal with pitch-outs and pick-off attempts. Your baserunners will advance if in a force situation. Otherwise, they will remain in their positions unless you instruct them to advance.

Game control shifts from batting to baserunning as soon as the Stadium view appears. Advance a runner by moving the joystick toward the desired base. To retreat, move the joystick toward the previous base and press **Button 1**. The following chart shows the joystick and keyboard configuration for baserunning options:

Control of Baserunners with the Joystick

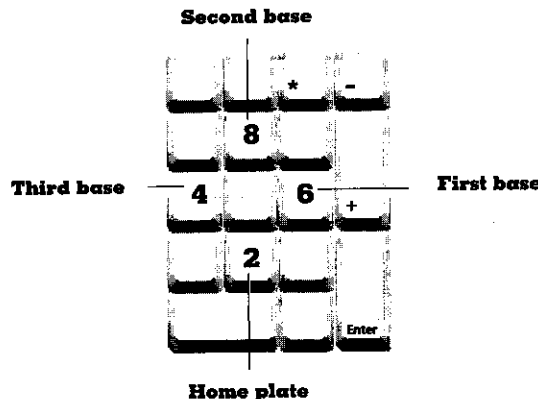
To advance, move the joystick toward the base.

To retreat, move the joystick toward the base and press **Button 1**.



Control of Baserunners with the Keyboard

To advance, press the key for the next base.



To retreat, press the key for the previous base and [Enter] or [Spacebar].



Multiple Runners

Even with multiple runners on base, you can control the actions of all runners. For example, if runners are on second and third base, you can advance one or both runners. To advance the runner on third to home when the ball is hit, push the controls down. Next, push the controls left to advance the runner on second to third. If the batted ball is caught, push the controls left and press **Button 1** to have the runner from third retreat to third base. This automatically orders the runner heading for third to retreat to second.

Note: To advance a runner to a base, that base must not be occupied by another base-runner.

Stealing Bases

To lengthen the lead of a baserunner, push the controls toward the base to which the runner will advance. Runners can take short, medium, or long leads. Faster runners will start with longer leads than slower runners.

To lengthen a runner's lead, move controls toward the next base. To shorten his lead, move back toward the current base and press **Button 1**. To send the runner (to attempt to steal the next base), push the controls toward the next base when he has taken his maximum lead.

★
No pitcher has hit more home runs than Wes Ferrell, who had a career total of 38. Playing for Cleveland in 1931, he hit a season-high 9 homers. He completed a 15-year career with a record of 193 wins, 128 losses, and a batting average of .280.

STRATEGY

MANAGING THE BULLPEN

As in the majors, effective management of your pitching staff is a top priority. You have all the strategic options available in professional baseball. Proper handling of pitchers is a benchmark test for successful managers. Abusing or mismanaging the bullpen can haunt you in the "Dog Days" of September.

Visiting the Mound

A visit to the mound may give a struggling pitcher a chance to compose himself and help keep him in the game longer. It can also be used as a stalling tactic to gain time for a relief pitcher who is not adequately warmed up.

While on the mound, you get a full report of the game situation and relevant factors that will affect your managerial decision.

The Visit Mound screen will display the current pitcher, his physical condition (OK, Tired, or Exhausted), and all the accumulated statistics for the game in progress. It also indicates the condition (Cold, Half, or Warm) of any pitchers warming up in the bullpen.

The Visit Mound screen also shows you the results for the last 10 pitches. This pitch history uses the following codes to indicate what happened on each pitch:

- | | |
|----|-----------------|
| B | Ball |
| CS | Called Strike |
| SS | Swinging Strike |
| F | Foul Ball |
| P | In Play |

VISIT MOUND										
Now Pitching	IP	H	R	ER	BB	SO				
R Orel Hershiser	8.0	6	2	2	0	5				
Condition	Pitches	B	SS	CS	F	P	Total			
Tired		33	17	10	28	10	99			
Pitches (last 10)	B	SS	CS	F	P	F	SS	B	SS	B
Warming Up										
R Todd Worren (ready)										
Next Batters	AB	H	R	RBI	BB	SO	CH	PH		
R Sammy Sosa	3	2	0	1	0	1	28	58		
L Steve Buechele	5	0	0	0	0	2	37	40		
L Rick Wilkins	2	0	0	0	0	0	45	63		

You will also see information about the next three batters coming to the plate, including batting statistics for the current game and their Contact and Power Hitting ratings.

Once you visit the mound, that option is not available again until you either change pitchers or start a new inning.

After reviewing the information and considering the game situation, you may click the **Bullpen** button if you want to change pitchers or start warming up a reliever, or click **Return** to resume the game.

The Bullpen Screen

Warming Up a Pitcher

A relief pitcher should be warmed up before entering the game. If a reliever is sent in before he is properly warmed up, he will not be as effective as he would normally be, and he has a greater chance of injury. Warm-up time will vary for individual pitchers, but will usually take two to three batters.

To warm up a reliever, choose **Bullpen** from the Manager menu. Move a pitcher from the roster list by

★

In 1951, Honus Wagner retired from baseball at the age of 77. Nicknamed "The Flying Dutchman," he had spent 55 years in the Pittsburgh organization as a player, coach, and manager. On the strength of 7 batting titles, a .327 lifetime batting average, and 1,732 career RBIs, he was one of the original 5 inductees into the Hall of Fame in 1936.

SUBSTITUTING FIELDERS

To make changes in your defensive lineup while your team has the field, click the **Manager** button on the Pitch Type menu. Select **Lineup Card** by moving the controls up and pressing **Button 2**.

Team Roster - Los Angeles Superbas

Main Association Team Do Show Help									
Defensive lineup									
Season data									
Batter			Infield			Outfield			
P	Orel Hershiser	9th	1B	Eric Karros	6th	LF	Raul Mondesi	7th	
C	Mike Piazza	3rd	2B	Delino DeShields	2nd	CF	Brett Butler	1st	
			3B	Tim Wallach	4th	RF	Henry Rodriguez	5th	
SS	Jose Offerman	8th							
Player Name	POSN	CH	PH	SP	AVG	HR	RBI	SB	
Offerman, Jose	SS	12	16	57	.207	1	23	2	
Webster, Mitch	LF	28	25	31	.310	0	0	1	
Karros, Eric	1B	24	31	15	.268	1	1	0	
Piazza, Mike	C	23	32	13	.255	2	1	0	
Snyder, Cory	RF	23	36	15	.305	2	1	0	
Wallach, Tim	3B	18	31	17	.270	1	3	0	
Butler, Brett	CF	55	19	69	.357	7	17	12	
DeShields, Delino	2B	55	20	76	.298	0	15	19	
Rodriguez, Henry	LF	17	42	7	.336	5	24	0	

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You can replace defensive players by clicking on a reserve player on the roster and then clicking on the name of the player you wish to replace. If you are filling a vacant slot, click on the empty text box for that position. The new player will be displayed in the lineup.

To move a player already in the game to another position, click on the player's name in the roster display and then click on the position to which you want to move him.

Example: You want to remove your first baseman, move your left fielder to first, and put a new player in left field. Click on the new left fielder in the roster, then click on the first baseman box in the lineup display. This will switch the players in the game. Now, with the new player's name still highlighted, click on the left fielder in the lineup display. The two players will trade places.

SETTING OFFENSIVE PLAYS

The availability of offensive plays, strategies, and options depends upon the current game situation as well as your selected Ground Rules and playing modes. Any options not available will appear "ghosted" in the menu. For instance, if there are no baserunners, the base stealing options will not be available.

When your team is at bat, access offensive plays and options by selecting **Manager** on the batter's Swing Selection menu.

Depending on the game situation, the Manager menu offensive options include:

- **Steal 2nd Base:** Gives a runner on first permission to steal second. A computer-controlled runner will try to steal only if he thinks he can get a good jump.
- **Steal 3rd Base:** Gives permission for the runner on second to attempt to steal third.
- **Double Steal:** Gives both baserunners permission to steal the next base. One runner will start, and the other will go when the ball is thrown to try to catch the first runner. Which runner breaks first depends on the situation. With runners on first and third, the runner on first will begin the double steal. With runners on first and second, the runner on second will lead. With runners on second and third, the runner on third will make the initial steal attempt.
- **Steal Home:** Gives permission for the runner on third to attempt to steal home.
- **Hit and Run:** Tells the baserunner(s) to attempt to advance to the next base when the ball is pitched, and the batter to attempt to hit a ground ball, preferably to the right side of the infield.
- **Squeeze:** Orders the runner on third to break for home with the pitch, and the batter to attempt to bunt.



On Opening Day in 1901, Detroit entered the bottom of the 9th trailing 13-4. Patience was rewarded as they managed to score 10 runs in the inning to notch a 14-13 victory for a total of 27 combined runs in the game.

★
On May 2, 1954, St. Louis outfielder Stan "The Man" Musial hit 5 home runs in a doubleheader against New York. In the stands that day was 8-year-old Nate Colbert, who, 17 years later, on August 1, 1972, while playing for San Diego, became the only other player to accomplish this feat.

- **Take:** Tells a computer-controlled batter not to swing at the next pitch. (Available in **Computer** mode only.)
- **Sacrifice Bunt:** Tells a computer-controlled batter to attempt a sacrifice bunt, and the runner to go on contact. (Available in **Manage** and **Computer** batting modes.)
- **Lineup Card:** Lets you review the lineup or substitute a pinch hitter or runner.
- **Bullpen:** Lets you review your bullpen or start a relief pitcher warming up.
- **Game Options:** Go to the Game Options menu. (Press [Esc] to return.)
- **Normal:** Cancels any other offensive play instructions you have set.
- **Select Swing:** Returns to the Swing Selection menu, keeping any manager decisions made.

Manager Menu (Offensive)

The keypad keys emulate the eight directions of the joystick. [Enter] or [Spacebar] may be used as **Button 1**. [Ctrl], [Alt], or [Shift] may be used as **Button 2**.

Push the joystick/keys, and press **Button 1** or **Button 2** as indicated.

(joystick centered)



SETTING DEFENSIVE PLAYS

When your team has the field, access defensive commands, defensive plays, and game options by selecting the **Manager** button on the Pitch Selection menu.

The options available will vary depending upon current game conditions. Options include:

- **1st Base Charge:** Instructs the first baseman to charge home plate in anticipation of a bunt when the pitcher begins his windup.
- **Position Defense:** Activates the Position Defense screen, which allows you to control the defensive position for all fielders. (See page 53 for more information about positioning fielders.)
- **Hold Runner:** Instructs the fielder to hold a runner at first (if second base is open) or at second (if third base is open). This command will override any other defensive positioning instructions for the affected fielder. When the pitcher releases the ball, the first baseman will return to his normal position, or begin to charge the plate if **1st Base Charge** has been selected.
- **3rd Base Charge:** Instructs the third baseman to charge home plate in anticipation of a bunt when the pitcher begins his windup.
- **Visit Mound:** Activates the Visit Mound screen. This is available only once per pitcher per inning.
- **Pickoff:** Instructs the pitcher to attempt a pickoff of the lead runner. (This is available only when Pitching mode is set to **Computer** or **Basic**, or when **Manage Only** is turned on.)
- **Pitchout:** Instructs the pitcher to throw a fastball high and wide to the side of the plate opposite the batter, either to allow the catcher to attempt to throw out a baserunner, or as part of an intentional walk. (This is available only in **Manage Only**, or when the pitching mode is set to **Computer** or **Basic**.)

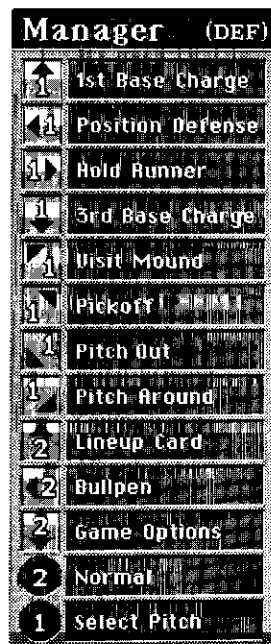
- **Pitch Around:** Instructs the pitcher not to throw the batter any good pitches, even if he must give up a walk. The ball, however, could end up in the strike zone if the pitcher's control is less than perfect. (This is available only in **Manage Only**, or when pitching mode is set to **Computer** or **Basic**.)
- **Lineup Card:** Lets you review the lineup or substitute a defensive player.
- **Bullpen:** Lets you start a relief pitcher warming up, or bring a relief pitcher into the game.
- **Game Options:** Sends you to the Game Options menu. (Press [Esc] to return.)
- **Normal:** Cancels all other options (except defensive positions).
- **Select Pitch:** Returns to the Pitch Selection menu.

Manager Menu (Defensive)

The keypad keys emulate the eight directions of the joystick. [Enter] or [Spacebar] may be used as **Button 1**. [Ctrl], [Alt], or [Shift] may be used as **Button 2**.

Push the joystick/keys, and press **Button 1** or **Button 2** as indicated.

(joystick centered)



As with the offensive options, your available defensive options depend on the current game situation. For example, you will not be able to call Hold Runner if no runners are on base.

POSITIONING FIELDERS

You can control the defensive positioning of each player on your team. In addition to using standard defensive strategies (such as setting up a double play or positioning your players to protect the lines), you can customize your defensive alignments.

Standard Defensive Positions

The Defensive Positioning screen provides quick access to a variety of standard fielding options. Select either the **Outfield** or **Infield** button to change between options for the two groups of defensive players.

Pre-set options for the outfield include:

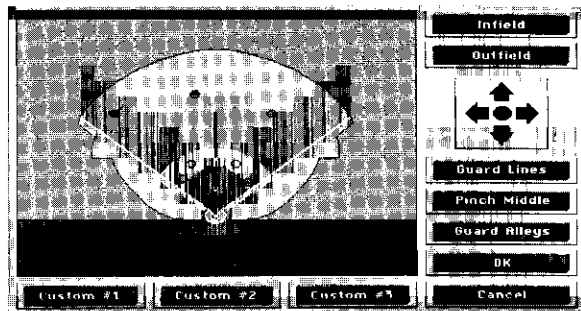
- **Guard Lines:** Moves the left and right outfielders closer to the foul lines.
- **Guard Alleys:** Moves the left and right outfielders closer to center field.

Pre-set options for the infield include:

- **Guard Lines:** Moves the infielders into position to guard against hits down the foul line.
- **Pinch Middle:** Moves infielders in toward the middle of the field, reducing the chance of a hit up the center.
- **Double Play:** Positions the infielders for a double play defense.

★
In 1976, George Brett had his sixth consecutive 3-hit game as Kansas City beat Chicago 13-2, breaking the record held by Rod Carew.

In 1930, Joe Sewell, playing third base for Cleveland, struck out twice against Chicago's Pat Caraway, raising his strikeout total for the season to 3, the mark he held at the end of the season after playing in 109 of 154 games. In 1925 and in 1929, Sewell struck out only 4 times on the season, the record low for players appearing in 150 or more games.

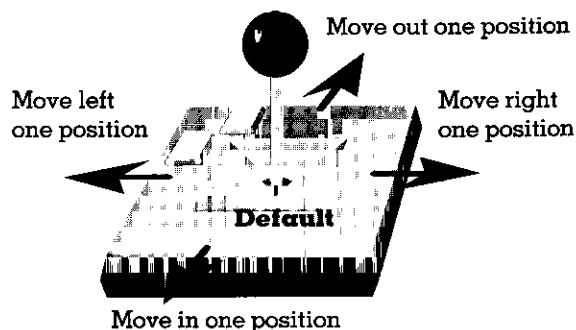


Custom Positioning of Fielders

In addition to these standard defensive options, you can position each fielder exactly where you wish on the playing field, and then save these customized fielding configurations for later use. Each team can have up to three sets of Custom Positions defined for easy access in the Defensive Positioning screen.

To reposition an individual player, first click on the circle representing the player's current position. Once you have selected a player, use the on-screen arrow buttons to move the player's position, or "drag" the player with the mouse or joystick (move while pressing **Button 1**.)

Once the players are positioned as you want them, click on **OK** and the players will assume their positions. The players will remain in the set defensive position until the end of the current plate appearance. They will then return to their default positions for the next batter.



To create and save a custom fielding arrangement, click on one of the three **Custom** buttons. Selecting a **Custom** button will disable the buttons controlling the pre-set fielding options.

Select and move individual players until you have set the custom locations for your players. When you select any other button on the screen, the altered Custom Position will be saved automatically. The Custom Position is saved until you redefine it.

INSTANT REPLAYS

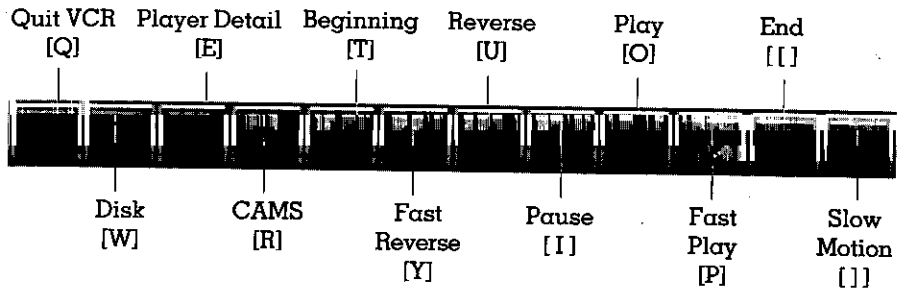
You can view Instant Replays of all on-field action in *Baseball*. After any play, press [F5] or click **Yes** in the **See Instant Replay?** dialog box, or choose **VCR** on the Game Options screen. The Game Options screen can be opened by pressing [Esc] or from the Manager menus.

From the VCR, you can view a replay as many times as you wish, changing the speed and camera angles each time. When you are done viewing the replay, you can resume the game.

You can also save the play to a disk file so you can replay or edit it later.

The videotape system that controls Instant Replays and the viewing of game highlights is driven by the VCR Interface. Command buttons on the Control Panel (from left to right) are:

- **Quit:** Closes the VCR Control Panel and returns you to the playing field.
- **Disk:** Loads and saves VCR tapes.
- **Player Detail:** Opens the Detail screen, which controls the level of graphic detail displayed in the stadium, and lets you turn the on-field Player Detail on and off. Player Detail displays selected players' names, numbers, and positions above the players' heads on-field. See "Changing Game Settings" on page 59 for more information.



- **CAMS:** Opens and closes the Camera Angle Management System™ interface (CAMS™). CAMS will remain open until you click the **CAMS** button again to close it. (You can also use [F10].)
- **Beginning:** Jumps to the beginning of the tape.
- **Fast Reverse:** Runs the play backward at fast speed.
- **Reverse:** Runs the play backward at normal speed. If **Pause** is turned on, the play will step back one frame per click.
- **Pause:** Pauses replay. The **Pause** button will remain locked until you click it again. If it is activated, pressing the **Play** button will advance the replay one frame. Pressing the **Reverse** button will reverse the replay one frame.
- **Play:** Runs the play forward at normal speed. If **Pause** is turned on, **Play** moves the play forward one frame at a time.
- **Fast Play:** Runs the play forward at fast speed.
- **End:** Jumps to the end of the tape.
- **Slo:** Plays the tape at half speed. To resume normal speed, click the **Slo** button again.

The VCR functions can also be activated with these keyboard controls:

Quit VCR	[Q]	Reverse	[U]
Disk	[W]	Pause	[I]
Player Detail	[E]	Play	[O]
CAMS	[R]	Fast Play	[P]
Beginning	[T]	End	[[]]
Fast Reverse	[Y]	Slow Motion	[J]

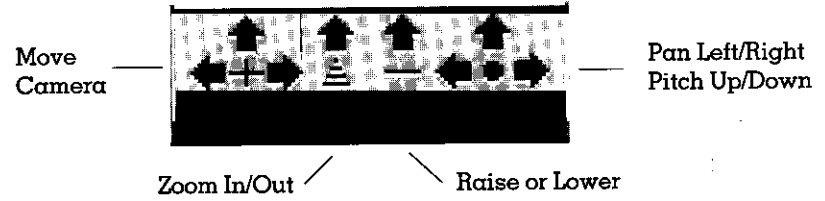
★

On June 7, 1936, Cleveland and New York played a 16-inning contest in which the New York hurfers were unable to retire a single Cleveland batter on strikes. New York won the game 5-4 on a home run by George Selkirk.

Camera Angle Management System™ (CAMS™)

Using the CAMS interface, you can change a camera's location, angle, and direction at any time, even while the play is running.

If you change a camera position during a play, the play will pause while you make your changes. When you resume the play, the new camera settings will be used. This gives you a level of camera control that even sportscasters can only dream about. You can personalize the camera coverage of the game to suit your tastes and viewing preferences.



The buttons on the CAMS panel offer the following options from the left:

- **Forward:** Moves the camera forward.
- **Backward:** Moves the camera backward.
- **Left:** Moves the camera left.
- **Right:** Moves the camera right.
- **Zoom In:** Changes the focus of the active camera to zoom in on the object or on-field action.
- **Zoom Out:** Changes the focus of the active camera to zoom back for a more long-distance perspective of the selected object or player.
- **Raise:** Raises the camera.
- **Lower:** Lowers the camera.
- **Pan Left:** Rotates (or pans) the camera left.
- **Pan Right:** Rotates the camera right.
- **Pitch Up:** Changes the camera pitch up.
- **Pitch Down:** Changes the camera pitch down.

The controls to the right of the CAMS buttons allow you to change the Camera mode. For some camera modes, multiple camera locations/objects are available.

CAMERA AND REPLAY MODES

Baseball provides a variety of options for controlling the cameras that cover the on-field action. You have five camera modes to choose from:

- **Track Object:** Allows you to pick an object (player or ball) as the camera's focal point. You can alter the distance (closer/farther) of the camera to the player and rotate (left/right/up/down) around the player. The Track Object mode is similar to Follow Object, except that when the object changes direction, the Track Object camera maintains its position to keep a consistent perspective of the object in focus.
- **Follow Object:** Follows the object (the ball or player, depending on your selection) from behind. You can decide the distance of the camera to the subject, but not the angle. The camera is always positioned 180 degrees opposite of the direction the player (or ball) is going.
- **Static TV:** Pans in any direction to track the selected subject, and will zoom in and out automatically to keep the subject at a constant distance. This stationary camera can be placed anywhere. Its physical location will not change.
- **Target Area:** Allows you to define pre-set cameras for each of nine field regions. You can edit each camera in Track Object mode. When this mode is active, the camera (for the selected field region) will center on the catch zone while the ball is in the air. Once the ball hits the ground, the cameras in each region will "track" the ball until the ball leaves that camera's region.
- **Free Floating:** Stationary camera that you can place anywhere in the stadium facing in almost any direction. This camera does not track or zoom in on any object.



On June 16, 1938, the St. Louis pitchers refused to throw a good pitch to Boston's Jimmie Foxx, walking him in 6 consecutive plate appearances. Despite their efforts, Boston won the game, 12-8.

EDITING VCR TAPES

When you save replays to disk as a "VCR tape," you are able to re-run, re-edit, and re-save the camera views on the play as many times as you wish.

To edit a tape you are viewing, open the CAMS interface by pressing [F10] or clicking on the **CAMS** button. As long as the CAMS interface is on the screen, you are able to alter the viewing perspectives for the current replay.

The camera positions you select while rerunning tapes can be included on the tape. To record the new camera position, the camera positioning interface must be showing, and the frame must be "played" with the new camera settings. Once recorded, the new camera settings will be saved with the tape.

CHANGING GAME SETTINGS

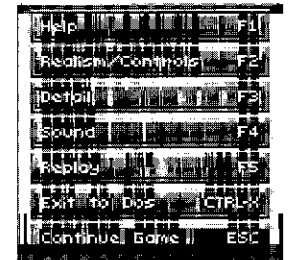
You can change the game settings for *Baseball* by using the Game Options menu. Open this menu by pressing [Esc] at any time during game play.

[F1] Help: Opens on-line help.

[F2] Realism/Control: Allows you to change the settings for the current game. In an exhibition game, any setting may be changed. In a league game, however, you can only change the playing modes, radar gun, strike zone, and one-pitch mode.

When playing a league game, the options that cannot be changed will be disabled. See "Ground Rules" on page 33 or "Playing Modes" on page 30 for a details.

[F3] Detail: Lets you change the degree of graphic detail displayed during the simulation to better suit the video speed of your computer. Options include



display detail for the field, stadium, and sky, and the amount of player information for any offensive or defensive player(s). If the action looks choppy on your PC, try a lower detail setting for one or more displays. These settings remain in effect until you change them.

[F4] Sound: Sets the volume level for sound effects such as on-field action, crowd noise, vendors, hecklers—even the stadium organ. The volume settings remain in effect until you change them.

[F5] Replay: Starts the VCR with the last play in memory.

[Ctrl] + [X] Exit to DOS: (With option to save.)

SAVING GAMES

To quit a game in progress, first exit to the Game Options menu by pressing the [Esc] key.

League Games: To quit, press [Ctrl]+[X]. You will be prompted to **Quit Game? Y/N**. If you press the [Y] key, the game will be saved and you will be returned to the DOS prompt. If you press [N], you will return to the game.

Exhibition Games: To quit, press [Ctrl]+[X]. You will be prompted to **Quit Game? Y/N**. To return to the game, press [N]. If you press [Y], you will be asked if you want to **Save Game? Y/N**. If you press [Y], the game will be saved and you will be returned to the DOS prompt. If you press [N], the game will not be saved and you will return to the *Baseball* Menu screens.

If you have saved a game, you will be told "**There is a Saved Game**" the next time you start *Baseball*. If the saved game is an exhibition game, you may either **Play/Watch** the game, **Save for Later**, or **Delete** it. If it is a league game, you may either **Play/Watch**, **Save for Later**, or have the computer **Simulate** the remainder of the game.

Any games you save for later can be restarted from the Main menu by clicking on **Restart Saved Game**. Next, highlight the game you want and click **OK** to continue it.

BATTING PRACTICE

To fine tune your batting skills, go to the Team Roster screen and select **Batting Practice** from the Do menu.

When you take the field in batting practice, the pitcher scheduled to start your team's next game will be on the mound. The leadoff batter for the appropriate batting order (vs. left- or right-hand pitching) will be at the plate. No other players will be on the field.

The computer will make all pitching decisions and you will control the batter. Batting Practice will use the Batting mode defined for your team. To change the Batting mode while in Batting Practice, press [Esc] to open the Game Options menu, then select **Realism/Control** (or press [F2]) to change the Batting mode.

Batting Practice does not keep track of balls, strikes, or outs. The current batter and pitcher will continue practice until you change them via the **Lineup Card** or **Bullpen** options from the Manager menu.

If the batter hits the ball, the game will switch to Stadium view and the play will continue until the ball comes to a stop or travels over the outfield fence.

■ **Note:** Batting order and starting rotation must be defined in the Team Roster Batting Order screen before you can begin Batting Practice.



In 1980, shortstop Freddie Patek, one of the smallest players in the league at five feet, five inches tall and 148 pounds, hit 3 home runs as California beat Boston, 20-2. Patek hit only 5 home runs during the entire season.

LEAGUE PLAY

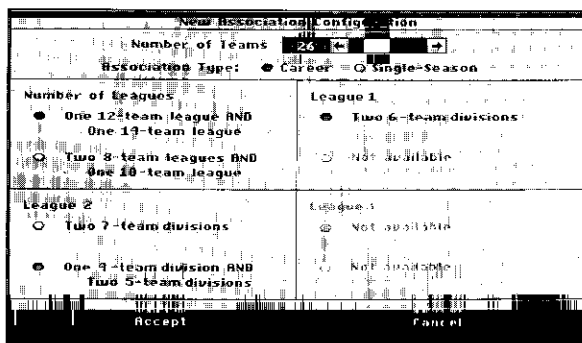
BUILDING ASSOCIATIONS

Baseball not only allows you to manage a professional team, but to create entire associations consisting of leagues and divisions organized to satisfy your baseball fantasies. You have the freedom to mix historical teams with major league teams from the 1994 season, and can even enter your own favorite teams from the past or fantasy teams for use in your associations.

To build a new association, select **New** in the Association menu. This will open the New Association Configuration dialog box.

Choosing the Association Type and Configuration

To start, you must select the type and configuration of the new association. Use the arrow buttons at the top to set the number of teams.



An association may have from 8 to 48 teams. Selecting the number of teams will automatically determine the

league and division configurations available for that particular number of teams. *Baseball* provides 48 association/league configurations.

Below the "slider" control that sets the number of teams are option buttons for setting the association type to either Career or Single-Season. In Career associations, new players are drafted each year. As the seasons pass, these players accumulate career statistics, age, and eventually retire. In Single-Season associations, no drafts take place, no players age or retire, and no career totals are recorded.

After you have set the number of teams and selected the league configuration and association type, click on the **Accept** button. The program will take you to the Select Teams screen.

Selecting Teams

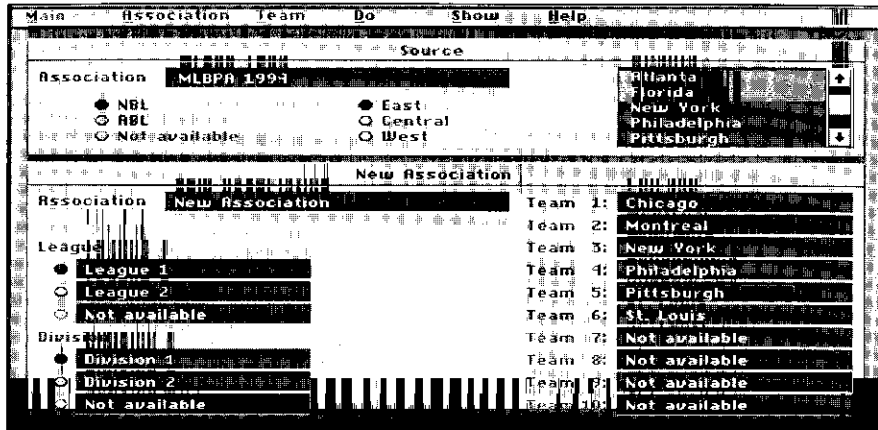
You may accept the default teams chosen by *Baseball* or you may select teams for the new association and place them in the leagues and divisions of your choice.

Baseball will automatically fill your new association with default teams. The first league in the association, if it has 8 to 14 teams, will be filled automatically with teams from the National Baseball League of the MLBPA 1994 association included with *Baseball*. The second league, if it has 8 to 14 teams, will be filled with teams from the American Baseball League. The third league (as well as leagues one and two if either has 16 teams) will be filled with generated default teams from the Sierra League Baseball association.

When you select teams, you may use teams from any existing association, including the single-team associations created by the DATAIN program. (For more information about entering teams from the past into *Baseball*, see "Entering Custom Team Data" on page 102.) Teams retain the team data they had in their previous association, including the type of ownership (Human or Computer).

★
In 1919, for the first time in his career, Babe Ruth hit 2 home runs in one game. Despite the power surge, Boston lost to Philadelphia, 8-6 in 10 innings. During his career, Ruth hit 2 or more home runs in a game a total of 72 times.

New Association - Select Teams



To copy a team into the new association, click on the team name in the list box on the right side of the Source Association box, then click on one of the Team text boxes on the right side of the New Association box. Use the league and division radio buttons in the Source Association box to change the teams shown in the list box. You can change the source association by selecting **Load New Source** in the Do menu.

This screen also allows you to change the default names for the association, leagues, and divisions. Click on the text box you wish to change and then type in a new name.

After you have made your changes to league and division names and you are satisfied with the organization and placement of teams in your new association, click on **Continue** in the Do menu to save the association.

Initial Player Draft Option

After saving the association, a dialog box will ask you whether you want to have an initial player draft for your new association. If you select this option, all the players from the teams you assigned

to the association are placed in a pool. Initial rosters are then determined by a player draft. The draft order is randomly determined in an Initial Draft.

If you choose to have an initial player draft when creating a new association, **Start/Resume Draft** will appear as an option in the Do Menu of the Association Data screen. Select this to begin the draft.

The computer will automatically make draft decisions for computer-owned teams, and for any teams that have **Free Agent Draft** selected under the Computer GM options on the Team Data screen.

For more information about the drafting process, see "Player Drafts" on page 98.

Setting Schedule Length

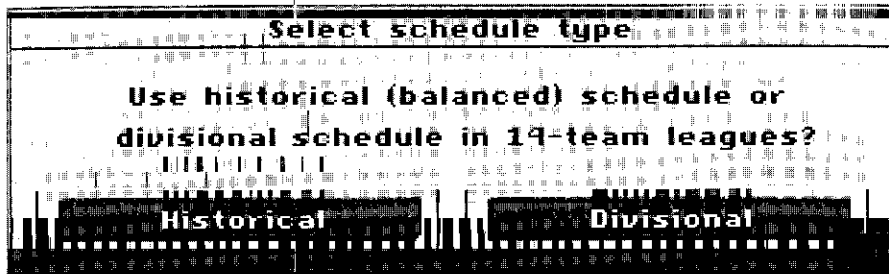
Next, you must decide the length of the season for your new association.



The Select Schedule Length dialog box shows the number of games played by each league for each season option: Short, Half, and Full. The number of games varies with the number of teams in the leagues. For Career associations, the Short schedule is not available, and the schedule length selection is permanent. In Single-Season associations, a new schedule length may be selected each season.

Click the option button for the length of season you prefer, and click on **Accept** to continue.

★
In 1931, New York's batters scored a record 1,067 runs and led the league in home runs (155), stolen bases (139), bases on balls (748), RBIs (990), hits (1,667), batting average (.297), on-base average (.380), and slugging average (.457). They won 94 games, but finished 13.5 games behind Philadelphia's 107 wins and .704 winning percentage.



If you have a 14-team league in your association, and you are using a full-length schedule, *Baseball* offers two types of schedules. **Historical** will use the scheduling model in effect in professional baseball. **Divisional** will create a schedule that assures your team of playing the majority of its games against teams within the same division.

Schedule Length for League Configurations

Number of Teams	Number of Games		
	Short Season	Half Season	Full Season
8	14	84	154
10	18	90	162
12	32	86	162
14 w/ 2 div.	26	90	162
14 w/ 3 div.	38	76	162
16	30	88	160

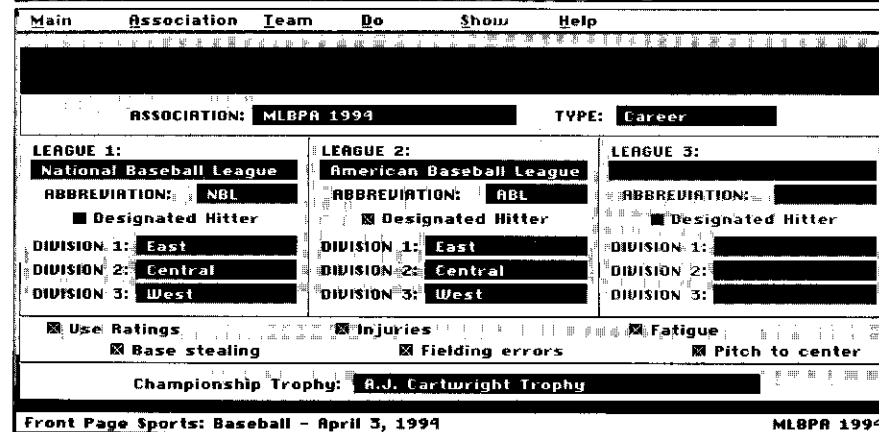
Once you have set the schedule length for the association, the new association process is complete.

Setting Ground Rules

You may also define the Ground Rules for your association. **Caution:** Ground rules for a Single-Season association are in force for the entire season—you can change them during the off-season only. Ground rules for a Career association are set *permanently* prior to the first game of the first season, and cannot be changed thereafter.


Options include **Use Ratings, Injuries, Fatigue, Base Stealing, Fielding Errors, and Pitch to Center.** For a detailed explanation of each of these options, please see "Ground Rules" on page 33.

Association Data - MLBPA 1994



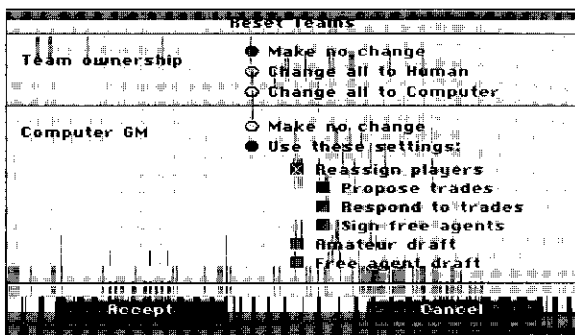
You activate a ground rule by selecting the option button in front of it. If selected, that playing condition is turned on for the entire association.

You can select the Designated Hitter rule separately for each league within the association by clicking on the **Designated Hitter** option box for that league. Unlike other Ground Rules, the DH can be set for each individual league in your association, and can be changed between seasons, even in a Career association.

 In 1931, Philadelphia's 31-year-old Lefty Grove had his finest season, posting 31 wins against only 4 losses for an incredible .886 winning percentage. His 2.05 ERA was more than 2.25 runs less than the league average, and he led the league in strikeouts with 175 in 289 innings pitched while completing 27 of his 30 starts.

Resetting Teams

When teams are selected for a new association, they will retain the ownership and any Computer General Manager settings they possessed in their original association. (For information about ownership and the Computer GM options, see "Setting Team Data" on page 69.) If, for instance, a team was Human-owned and had all of the General Manager functions disabled, those settings would be copied into the new association. You may use the Reset Teams option to change the ownership of all the teams in your association or to set the Computer GM functions for all Human-owned teams in the association.



To reset teams, select the **Reset Teams** item in the Do menu on the Association Data screen. You can reset these options at any time during a season.

The Reset Teams option is especially useful when creating a new association using teams from your existing associations because teams retain all their team data. You may also want to use this to set all teams to Human-owned with the Sign Free Agents, Propose Trades, and Respond to Trades options turned off, so you can exactly duplicate trades and free agent signings of your favorite real-world professional baseball association.

TEAMS AND ROSTERS

Buying a Team

All teams in a new association start with their Ownership listed as **Computer**, unless they were Human-owned teams copied into the new association. (See Selecting Teams on page 63.) You may "buy" any team by changing its ownership from **Computer** to **Human**, or "sell" a team by changing ownership from **Human** to **Computer**. You may buy or sell a team at any point during the season.

To change the ownership of a team, select **Data** from the Team menu, then click on the **Ownership** text box.

Setting Team Data

Setting Stadium and Nearest City

Each team has a home stadium located in or near a city. The stadium model and the city can affect players' ratings during a game. Twelve stadium models and 85 cities are included in the game. The nearest city, and the calendar date of the game, determine the weather for the game. The weather affects ratings (except when using the Astrodome indoor stadium model).

You may change your stadium model or move your team to a new city prior to the first game of any season. To change these, click on the appropriate text box. A dialog box will show you a list of available choices. Scroll through the list until the desired model or city appears, then click on that item and click **OK**.

Delegating Roster Management to the Computer General Manager

Baseball provides a Computer General Manager to handle any management functions you wish to delegate. This allows you to concentrate on the aspects of team management that interest you, while leaving routine functions to the discretion of your computer assistant.



As a pitcher and pinch hitter for Boston from 1915 to 1917, Babe Ruth won 65 games against only 31 losses, completing 74 of 106 starts while posting a 2.02 ERA. At the plate, he hit for a .302 clip in 351 at bats while belting out 9 of his team's 42 homers for a .479 slugging percentage.

Management options that can be delegated to the Computer GM include:

Reassign Players: This sets the degree of control the Computer GM will have over the team's players. When this option is selected, the computer will make decisions about roster assignments, resting players, and moving players to and from the Disabled List. When **Reassign Players** is activated, the three options listed directly below it are also available:

Propose Trades: The Computer GM will initiate trade proposals with other teams.

Respond to Trades: The Computer GM will make decisions concerning trade proposals received from other teams.

Sign Free Agents: The Computer GM will sign free agents as needed for the team.

Amateur Draft: The Computer GM will make draft selections for the team in the annual Amateur draft in June.

Free Agent Draft: The Computer GM will make draft selections for the team in the annual Free Agent Draft.

Changing Other Team Data

You may pick out a new team name, nickname, abbreviation, or manager for your team by clicking in the appropriate text box, pressing **Delete**, and typing in your new choices.

Changing Uniform Colors

Select **Change Colors** from the Do menu to go to the Uniform Color screen. You may customize the color that will be used for caps and trim on your team's uniform. The screen will show a batter, pitcher, and fielder in the batter-pitcher view. Adjust the **R** (red), **G** (green), and **B** (blue) slider bars up and down to alter the combination of basic colors and change the hue. When you are finished, click on **Save** to save these settings.

Note: You cannot change your uniform colors after the first game of the season.

Rosters

Single-Season association teams consist of a 40-man roster divided into an active roster and a reserve roster. (In Career associations, you have an additional 10-man Low Minors roster.) The active roster holds the players who are available for use during games, and the reserve roster contains players on your top minor league team (AAA) or on the Disabled List (DL). From Opening Day until August 31, the active roster can have a maximum of 25 players. From September 1 until the last day of the regular season, teams may expand the active roster to as many as 40 players by promoting players from AAA and the Disabled List. The total number of players, however, still may not exceed 40.

You may move players between the active roster and AAA freely at any time. (**Exception:** During the playoffs, you may promote only a AAA player to replace an injured player. You may place injured players on the Disabled List (DL) at any time, but once placed on the disabled list, players must remain there at least 15 days. A maximum of 15 players may be on the DL and at AAA at any given time.

In a Career association, each team also has a separate Low Minors roster, which may have up to 10 players. This represents the team's farm system. Players are assigned to the Low Minors when drafted in the June Amateur Draft. Players may be promoted from the Low Minors to the 40-man roster at any time, but once promoted, they may not be returned to the Low Minors roster. A player under the age of 26 may, however, be released to the free agent pool, then re-signed one day later and assigned again to the Low Minors roster. Of course, the player may be signed by another team before the original team can re-sign him.

A player traded from a team's Low Minors roster may be placed on the new team's Low Minors roster or the major league roster, but a player traded from a major league roster may not be placed on his new team's Low Minors roster.

■ **Note:** September Roster Expansion is only available for associations playing a full-length season. For associations with shorter seasons, the active roster will remain fixed at 25 players for the entire season.

In the 1924 Fall Classic, after posting complete game losses to New York's Art Nehf and Jake Bentley in games 1 and 5, Walter Johnson, on 1 day's rest, entered the 7th game in the 9th inning and held the League's best hitters scoreless until Earl McNeely's bad hop grounder in the 12th gave Washington their only World Championship title.

PLAYERS

Ratings

All players have several basic ratings, which range from 0 to 99. These numbers indicate the player's current skill levels. The higher the numeric rating, the more skill the player possesses. The lower the rating, the lower the skill level. The ratings are divided into two categories: Batting/Fielding ratings and Pitching ratings. However, since pitchers can bat, and batters may occasionally pitch, all players are rated in both categories.

In a Career association, certain skill ratings will change during the course of a player's career, improving from work during spring training and slowly declining as the player ages. Ratings that change over the seasons are marked with an asterisk.

Batting and Fielding Ratings

Contact Hitting* CH
This rating indicates how often the player makes contact, putting the ball into play.

Power Hitting* PH
This rating indicates how hard the player hits the ball.

Speed* SP
This rating indicates how fast the player runs.

Fielding Ability* FA
This rating indicates how well the player plays his position. A player will have an FA rating for all nine positions.

Arm Strength* AS
This rating indicates how far and how accurately the player throws the ball.

Pull Pull
This rating indicates how likely the batter is to "pull" the ball. A batter whose Pull is 70 or more is a strong

pull hitter, one whose Pull is near 50 is a spray hitter, and one whose Pull is 30 or less is an opposite field hitter.

Groundball/Flyball G/F
This rating indicates how likely the batter is to hit it on the ground or in the air. A batter with a high G/F rating hits more on the ground; one with a low G/F hits more in the air.

Pitching Ratings

Holding Runners* HdRn
This rating indicates how effectively the pitcher holds base runners.

Endurance* EN
This rating indicates how many pitches a pitcher can throw in a game before losing his effectiveness. While this rating determines the number of pitches that can be thrown before tiring, the value of the rating does not represent the actual number of pitches.

Control* CO
This rating indicates how accurately the pitcher throws at his target location.

Groundball/Flyball G/F
This rating indicates how likely the batter is to hit the pitcher's pitch on the ground or in the air. A pitcher with a high G/F rating gets more pitches hit on the ground; one with a low G/F has more hit in the air.

Fastball* FB
This is the standard pitch that nearly every pitcher has in his repertoire. Its flight path is essentially straight from the pitcher's hand to the targeted location in the strike zone.

Curveball* CB
The basic breaking ball, this pitch curves down and away from a batter batting from the same side of the plate as the pitcher is throwing (e.g., both are right-handed).

■ **Note:** Asterisk (*) indicates ratings that change over time.



Under Ty Cobb's tutelage, Detroit's batting average rose from .270 in 1920 to a league leading .316. Harry Heilmann raised his average from .309 to lead the league with a .394 mark! In the 7 years that Cobb was his manager and batting instructor, Heilmann maintained a .380 batting average, 38 points higher than his .342 lifetime mark.

Change-Up* CU
Also known as an off-speed pitch, the change-up is about 15 M.P.H. slower than the pitcher's fastball.

Slider* SL
A cross between a fastball and a curve, a slider breaks away from a same-handed batter like the curveball. The slider has more horizontal break than vertical break.

Sinker* SI
This pitch has very little horizontal break, but drops substantially when it reaches the plate.

Screwball* SC
A "reverse curveball," this pitch breaks toward a same-handed batter.

Knuckleball* KN
A pitch thrown with almost no spin, the knuckleball is susceptible to any random air currents between the mound and plate and breaks very unpredictably.

A pitcher will have a rating for each of the seven pitches, but to use a given pitch in a game, his rating must be 30 or greater. If a pitcher has more than four pitches for which he is rated 30 or higher, only the top four pitches are available.

Each player has three different sets of ratings, which are used at various points:

- *Actual* ratings represent the player's normal performance levels as shown on the roster screen. Actual ratings do not change during the season.
- *Potential* ratings represent the maximum level the player may reach in his career. You will never actually see a player's potential ratings. A player's actual ratings may increase during spring training, but will never surpass the level of his potential ratings.
- *Effective* ratings are up-to-the-minute player ratings used during a game. The effects of injuries, pitcher endurance, and any situational ratings are reflected in a player's effective ratings.

Situational Modifiers

Each player has situational modifiers for both batting and pitching, which are applied to a batter's Contact Hitting and Power Hitting ratings, based on the current game situation. The situations are:

vs. Left vs.L
Modifies the batter's ability to hit against left-handed pitchers.

Home Home
Modifies the batter's ability in home games.

Scoring Position ScPos
Modifies the batter's ability when hitting with baserunners in scoring position (on second or third base).

Close & Late C&L
Modifies the batter's ability in late innings of a close game.

Monthly
Modifies the batter's ability in each month of the season: April, May, June, July, August, and September/October.

A situational modifier that is above 50 means that the batter tends to do better in this situation. One below 50 indicates that he does worse. However, each of these modifiers has an opposite form. For example, if a batter has a 55 vs. Left rating, he has a 45 vs. Right rating. Each of the batter's and the pitcher's situational ratings or their opposites will be applied on each plate appearance.

Roster and Statistics Screens

Statistics maintained by *Baseball* are available from a variety of locations within the game. To see ratings and statistics for individual players on your team, select the **Roster** option in the Team menu. To view player and team statistics, select the **Statistics** item from the Team menu. To view current league leaders in the various statistical categories, select the **Statistics** item in the Association menu.

■ **Note:** Asterisk (*) indicates ratings that change over time.

★

In 1922, the hot bats of George Sisler and Ken Williams almost carried St. Louis to their first League Championship. Sisler led the league in runs (134), triples (18), and stolen bases (51), and batted at a .420 clip. Long before power-speed "clubs" became popular, Williams contributed 37 stolen bases while leading the league in home runs with 39 and RBIs with 155.

Statistics are maintained for all players on three levels: weekly, seasonal, and in a Career association, for the duration of a player's career. When using players you have entered from historical baseball teams or players that we have included in *Baseball*, the actual historical statistics of the players are also available for review. The Show menu of the Team Roster, Team Statistics, and League Statistics screens lets you select the set of statistics you wish to view.

Note: See the Help menu in the Menu screens for definitions of all statistics used in *Baseball*.

Many supplementary statistics are also available based upon situational conditions such as Home and Away games or vs. left- or right-handed pitchers.

On any of these screens, you may print the data shown by selecting **Print** on the Do menu.

Player Name	POSN	CH	PH	SP	AVG	HR	RBI	SB
S Offerman, Jose	SS	42	16	57	.207	1	25	2
S Webster, Mitch	LF	29	25	31	.010	0	0	0
R Karros, Eric	1B	24	21	5	.288	0	18	0
R Piazza, Mike	C	49	62	13	.335	9	16	0
R Snyder, Gory	RF	35	34	7	.238	0	16	0
R Wallach, Tim	2B	15	51	7	.270	11	57	0
L Butler, Brett	CF	55	19	69	.337	3	17	12
L DeShields, Delino	2B	55	20	76	.248	0	13	14
L Rodriguez, Henry	LF	17	42	7	.336	5	29	0

Roster Displays

Many of the Menu screens have a roster display showing player ratings and statistics. The data shown in these displays can be customized to meet your informational needs.

On screens with roster displays, such as the Team Roster screens, the Show menu allows you to change the roster display to show Batting/Fielding stats or Pitching stats. You may also select the time frame for which statistics are shown: Accumulated statistics from games you play can be shown for the previous week, for the current season, or for a player's *Baseball* career (in a Career association). For players included in *Baseball*, or players you enter using the *DATAIN* program (see page 102), you may also review historical statistics. (On some screens, some options may not be available.)

Team Roster - Florida Tarpons

NO.	Player Name	SEC	POSN	QPOS	B	T	AGE	HEALTH	EXP
7	Abbot, Keith	ACT	SS	SS	R	R	27	OK	1
24	Arias, Alex	ACT	SS	SS	R	R	27	OK	1
13	Barberis, Brad	ACT	2B	2B	R	R	26	OK	1
18	Broune, Jeffery	ACT	1B	1B	R	R	28	OK	1
21	Carr, Chuck	ACT	CF	CF	R	R	25	OK	1
9	Colquhoun, Greg	ACT	1B	1B	R	R	25	OK	2
12	Conine, Jeff	ACT	LF	LF	R	R	27	OK	3
32	DeStrade, Orestes	ACT	1B	1B	R	R	21	OK	0
5	Everett, Dave	ACT	CF	CF	R	R	22	OK	1
15	Magadan, Dave	ACT	3B	1B	L	R	31	OK	0
6	Penitosa, Rich	ACT	2B	3B	R	R	27	OK	0
9	Sanfago, Benito	ACT	C	C	R	R	29	OK	0
10	Sherfield, Gary	ACT	RF	3B	R	R	29	OK	0
20	Tavaraz, Jesus	ACT	RF	CF	R	R	20	OK	0
45	Tingley, Ron	ACT	C	C	R	R	25	OK	0
17	Whitmore, Darrell	ACT	RF	RF	R	R	25	OK	0
25	Carrillo, Matias	AAA	C	CF	L	R	31	OK	2
37	Decker, Steve	AAA	C	CF	L	R	28	OK	4
96	Fariss, Monty	AAA	RF	LF	R	R	26	OK	3

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To rearrange the data being displayed, select **Change Columns** in the Do menu. To change information displayed in an individual column, click on the column heading you wish to alter. Pick the new data item from the list box by clicking on it. The data set currently displayed in the list box is controlled by the option buttons on the left side of the screen. Each of these will open a new data set for selection in the list box. The roster display can be sorted by any statistic by clicking on a column heading. Clicking on **HR**, for instance, will automatically display the list according to the number of home runs each player has hit.

Assign data columns

<input type="radio"/> Player data	<input type="radio"/> POSN	Uniform number
<input type="radio"/> Player ratings	<input type="radio"/> QPOS	Primary defensive position
<input type="radio"/> Statistical totals	<input type="radio"/> B	Other qualified defensive positions
<input type="radio"/> Situational statistics	<input type="radio"/> T	Batting hand
<input type="radio"/> vs LH	<input type="radio"/> AGE	Throwing hand
<input type="radio"/> vs RH	<input type="radio"/> EXP	Age
<input type="radio"/> Home	<input type="radio"/> SLOT	Number of years played at major league level
<input type="radio"/> Road	<input type="radio"/> HEALTH	Roster on which player is contained
<input type="radio"/> ScPos	<input type="radio"/> AURL	Condition of player
<input type="radio"/> C & L		Number of pitches pitcher has available

OK Cancel



Dizzy Dean's Hall Of Fame career started on September 28, 1930, when he appeared as a 19-year-old with a fiery fastball, allowing Pittsburgh only 3 hits and 1 run the day after St. Louis had clinched the title of a tight pennant race with Chicago.

MANAGING PLAYER PERSONNEL

Team Roster - St. Louis Redbirds

Main	Association	Team	Go	Show	Help			
Batting order vs. LHP Historical data								
Batting Order								
1- Ray Lankford	L	4- Todd Zeile	R	7- Tom Pagnozzi	R			
2- Ozzie Smith	S	5- Bernard Gilkey	R	8- Luis Allicea	S			
3- Gregg Jefferies	S	6- Brian Jordan	R	9- Pitcher's slot				
Player News								
Player Name	Posn	Aug	AB	R	H	HR	RBI	SB
Allicea, Luis	2B	279	362	50	101	5	46	11
Gilkey, Bernard	1B	305	357	39	170	16	70	15
Jefferies, Gregg	1B	341	541	39	186	16	85	16
Jordan, Brian	CF	309	223	35	99	10	45	6
Lankford, Ray	CF	288	407	25	97	7	45	6
Pagnozzi, Tom	C	287	330	34	85	7	41	1
Penia, Geronimo	2B	255	257	34	65	5	30	13
Perry, Gerald	1B	337	98	21	33	4	16	1
Smith, Ozzie	SS	288	545	75	157	1	53	21

Team Roster - St. Louis Redbirds

Main	Association	Team	Go	Show	Help				
Defense vs. LHP vs. RHP Historical data									
Battery		Infield		Outfield					
P-		1B-	Gregg Jefferies	5th	LF-	Bernard Gilkey	9th		
C-	Tom Pagnozzi	2B-	Luis Allicea	8th	CF-	Ray Lankford	1st		
		3B-	Todd Zeile	9th	RF-	Brian Jordan	6th		
		SS-	Ozzie Smith	2nd					
Pos	Player Name	QBBS	B	I	Aug	HR	SB	Pct.	E
2B	Allicea, Luis	2B	S	R	279	5	11	377	11
1B	Gilkey, Bernard	1B	S	R	305	16	15	348	15
1B	Jefferies, Gregg	1B	S	R	341	16	16	345	16
CF	Jordan, Brian	CF	S	R	309	10	6	358	10
CF	Lankford, Ray	CF	S	R	288	7	9	318	7
C	Pagnozzi, Tom	C	S	R	287	7	1	391	1
2B	Penia, Geronimo	2B	S	R	255	5	13	365	13
1B	Perry, Gerald	1B	L	R	337	4	1	376	2
SS	Smith, Ozzie	SS	S	R	288	1	21	374	15

To move a player in the defensive lineup, switch to the **Defense vs. LHP** or **Defense vs. RHP** display from the Show menu, highlight the player's name in the displayed roster, and click on the slot in the defensive lineup where you wish to insert him. If the selected player is already in the game, he will trade positions with the player already in that position. If the selected player is not already in the game, the player currently in that position will be removed from the game. The new player will assume both the defensive position and the place in the batting order occupied by the exiting player.

The Defensive Lineup screen is interlinked with the Batting Order screen. If you replace a fielder in the defensive lineup, the new player will automatically assume the position in the batting order held by the player he replaces. Conversely, substituting a player in the batting order will automatically place him in the fielding position of the player he replaced.

Teams with an empty space in their batting order (for either LHP or RHP) cannot start games or batting practice until those empty spaces are filled.

Note: In designated hitter leagues, the DH replaces the pitcher in the batting order. Pitcher and DH substitutions are made separately.

League Play



After leading the league in 1941 and 1942 in both batting (.406 and .356) and home runs (37 and 36), Ted Williams elected to serve his country for the remainder of the war. In 1946 he returned, continuing right where he left off with 38 dingers and a .342 average while securing the first of 2 MVP awards.

Setting the Starting Lineups

You may set starting lineups for your team for use against left- and right-handed starting pitchers on the Team Roster screen. To show the batting orders, select **Batting Order vs. LHP** or **Batting Order vs. RHP** from the Show menu. To show the defensive lineups, select **Defense vs. LHP** or **Defense vs. RHP**. These displays let you manage your batting order and defensive lineup with all the flexibility available to a major league manager.

The Batting Order display shows the players currently assigned to each of the nine places in the batting order for games against the specified type of pitcher (right or left handed). To make a change, click on the player in the Roster display, and then click in the text box where you want to place him in the Batting Order display. If he was in the lineup already, he will swap places with the player in his new spot. If he was not already in the order, he will replace the player who was there.

League Play

Organizing the Pitching Staff

Team Roster - Kansas City Lords

Main	Association	Team	Do	Show	Help			
Pitching Staff Roles								
Starting Rotation								
S1	R	Kevin Appier						
S2	R	David Cone						
S3	R	Tom Gordon						
S4	R	Mark Gubicza						
S5	R	Bob Milacki						
Long Relief/Spot Starter								
	R	Walter Rizo						
Middle Relievers								
	R	Stan Belinda						
	L	Mike Magrane						
Setup Men								
	R	Billy Brewer						
	R	Rusty Meacham						
Closers								
	R	Jeff Montgomery						
I	Posn	IP	L	ERA	SV	IP	BB	SO
R	P	39	0	2.94	0	234.2	80	188
R	P	4	2	3.87	19	69.2	17	55
R	P	2	2	3.66	0	39.0	29	24
R	P	1	1	3.55	0	24.0	11	17
R	P	12	4	3.58	1	132.0	47	104
R	P	1	1	3.46	0	37.0	14	16
L	P	1	1	4.08	0	35.1	11	16
R	P	2	2	5.57	0	21.0	5	13
R	P	1	1	3.38	0	16.0	5	7

You must also assign roles to the pitchers on your team. This includes establishing a starting rotation and, at your option, assigning specific relief roles to non-starting pitchers. You may do this from the Team Roster screen by choosing **Pitching Staff Roles** from the Show menu.

When controlling your team during a game, you can use any available pitcher in any capacity. The saved bullpen assignments, however, will be used by the computer when simulating games involving your team.

To start, establish a starting rotation of four or five pitchers. These will be the regular pitchers who start games for your team. When needed, because of injuries, this starting rotation will be supplemented by the pitchers you designate as Long Relief/Spot Starters.

The Endurance rating (EN) is your primary guide in determining the best utilization of a pitcher. An EN rating of 60 or better qualifies a pitcher to be a starter. A pitcher with a low EN rating is better qualified for a short relief role (Setup Men or Closers).

You can select specific pitchers as Middle Relievers and Setup Men. When choosing a Closer from your bullpen staff, you probably want to use a pitcher with a very good Control (CO) rating.

You may also leave any bullpen role empty (except for the first four starting pitchers). To take a pitcher out of an assigned slot, scroll to the bottom of the displayed roster, where you will see a blank line. Click on the blank line, and then click on the player you want to remove.

If you opt to make no specific bullpen assignments, the computer will use its best judgment in determining the use of relief pitchers.

To change assignments, click on the desired text box containing the pitcher currently assigned to a role, and then click on a name from the displayed roster. The two pitchers will exchange places and roles.

Reassigning Players

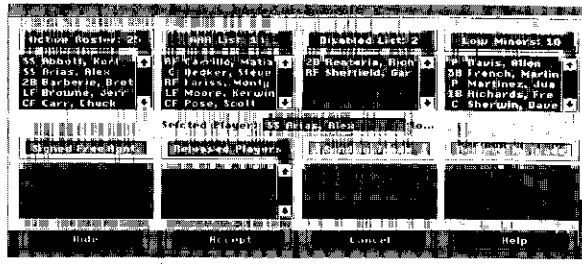
The players on your *Baseball* team may be assigned to the active roster, AAA, the DL, or, in a Career association, to the Low Minors. (See "Teams and Rosters" on page 69 for a detailed explanation of the various rosters.) From time to time, you may need to make changes in these assignments. To do this, select **Reassign Players** from the Do menu on the Team Roster screen.

The top four list boxes show the players currently on your team's various rosters. The buttons above the lists identify the roster and indicate the number of players currently on that list. The bottom four lists are used to move players on and off the roster.

■ **Note:** A team cannot start a game or batting practice until its top four starting pitcher spots have been filled.



In 1947, Johnny Mize's league leading 51 circuit shots led the New Yorkers as they pounded out an incredible 221 homers. Despite the power, New York finished 4th, 13 games behind Brooklyn as the pitching staff posted a 4.44 ERA, only 24 points better than last-place Pittsburgh.



To move players between these rosters, highlight the player's name and then click on the button above the list to which the player is to be moved.

You can move players freely between the rosters listed on the top half of the screen. The lists on the bottom half of the screen, however, vary in how you can use them.

If you have signed a free agent, his name will appear in the **Signed Free Agent** list. Prior to starting your next game, you must assign him to one of the team rosters on the top half of the screen. Click on the free agent's name, and then click on the roster to which you wish to assign him.

The **Released Players** list shows the player (or players) you have released from your roster. Click on a player's name in any list, then click on the **Released Players** button to move a player to this list. If you have inadvertently moved a player here, you can move him back to any of the top four list boxes.

If a player trade has been finalized, your new players will appear in the **Receive In Trade** list. These players must be assigned to one of the team rosters prior to your next scheduled game. The players you have offered in trade to another team will appear in the **Send In Trade** list. This is for your information only. You cannot alter this list or make a trade proposal from this screen.

Trading Players

To explore possible player trades with another team, select **Propose Trade** on the Do menu of the Team Roster screen. The screen will change to show the trade proposal display.

Team Roster - Los Angeles Superbas

Main Association Team Do Show Help

Propose Trade
Historical Data

SEND: 2B DeShields, Delino; LF Rodriguez, Henry; RF Snyder, Cory

RECEIVE: LF Bonds, Barry

Player Name	POSN	CH	PH	SP	Aug	HR	RBI	SB
Offerman, Jose	SS	42	16	57	207	1	23	2
Webster, Mitch	LF	24	25	61	110	0	0	0
Karros, Eric	1B	40	40	5	268	6	18	1
Piazza, Mike	C	19	62	13	155	9	6	0
Snyder, Cory	RF	33	34	9	289	6	16	1
Wallaugh, Tim	3B	18	31	7	270	11	37	0
Butler, Brett	CF	55	19	69	557	5	17	12
DeShields, Delino	2B	55	20	76	248	0	15	17
Rodriguez, Henry	LF	17	42	7	336	5	23	0

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You may use this display in two ways. You may put one of your players "on the auction block" to see what other teams offer in exchange, or you may ask another team for a player to see what they will demand in return.

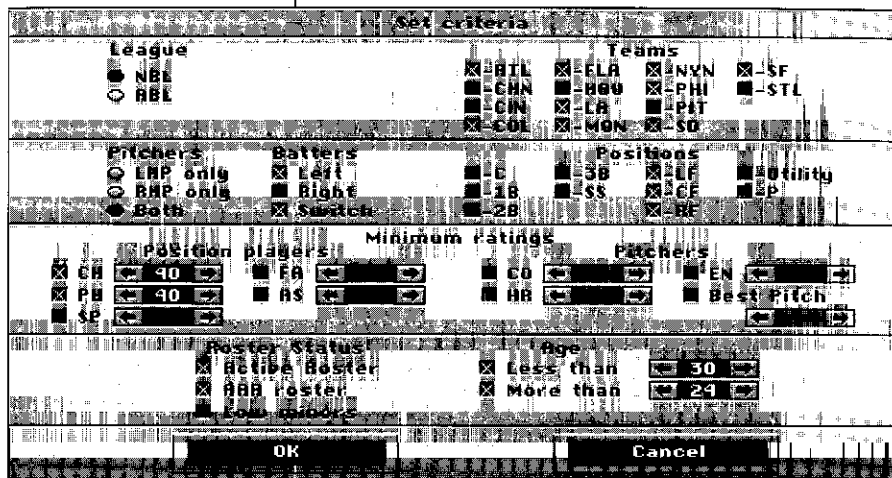
To see other teams' responses on a player you are willing to trade away, make sure your players are shown in the roster display by selecting **Players to SEND** in the Show menu. Click on the player that you are willing to part with, then click on the **Send** text box. The player's name will appear in the box. Then click **Get Response to SEND** in the Do menu. The Computer General Managers (GMs) of all of the other teams in the association will take a look at your player and, if they are interested, will offer a player in exchange. The names of all interested teams will appear in the **Team** list box. To see each offer, click on the team name, and the player will appear in the **Receive** box.

Note: You may send or receive up to three players in trade at a time. You may also make "uneven" trades: one for three, three for two, etc.

League Play

League Play

★
On May 17, 1979, Philadelphia and Chicago engaged in a slugfest that resulted in a tie game at the end of 9 innings. In the top of the 10th, Mike Schmidt hit his 2nd homer of the day, and 4th of the series, to secure an incredible 23-22 10-inning victory for Philadelphia.



To find the right player to fill your team's needs, choose **Set Criteria** from the Do menu. A dialog box will ask you to set your requirements. You may select players based on their current team, qualified positions, batting and pitching hands, minimum ratings, age, and current roster status (active, AAA, or Low Minors). The roster display will change to show the players who meet your criteria. If you see one you are interested in, click on his name, then click in the **Receive** text box. Select **Get Response to RECEIVE**, and the other team will name the player wanted in exchange in the **Send** box.

Once you have found a deal you are happy with, make sure the proper players are in the **Send** and **Receive** boxes and select **Submit Trade** from the Do menu. Messages will appear in the Team News of each team. If the team you are proposing a trade to is a Human-owned team, the GM will have one game day to respond to your offer. Computer teams will respond at the end of the game day. You may withdraw your offer at any time before the other team takes action on it by clicking on **Team News**. (See "Team News" on page 88.)

Two things to remember about proposing trades:

1. If you are proposing a trade to a Human-owned team that has "Respond to Trade" turned off on the Computer GM settings, the team might not accept a trade that the Computer GM approved during negotiations.
2. You may submit any trade, even if the players involved were not the ones listed by the Computer GM as ones he wanted to trade. He is asking for the player he wants the most, but may accept another.

Trades have some restrictions. Players on the Disabled List may not be traded. Also, after August 31 (in associations with full-length schedules) you may trade with teams in the same league only. For example, if you owned a team in the National Baseball League, you could not trade with teams in the American Baseball League. Finally, no trades may be made during the playoffs.

If your trade proposal is accepted, a message will appear in your Team News. Click on that message to assign the player to one of your rosters. (Players received from another team's active or AAA rosters may not be placed on your Low Minors roster.) You must assign the player before you can start your next game. (See "Reassigning Players" on page 81.)

If you receive a trade proposal from another team, a message will appear in your Team News. Click on that message to respond to the trade. If you accept the trade, you must assign the player before you start your next game.

★
On September 15, 1963, Alvin Dark of San Francisco made baseball history by putting all 3 of his young Dominican outfielders into the starting lineup. Felipe, Matty, and Jesus Alou became the first outfield composed entirely of brothers. In the 1992 season, Felipe was hired to manage the Montreal club, including his own son, left fielder Moises.

Claiming Free Agents

Team Roster - Florida Tarpons

Main Association Team Do Show Help										
Claim Free Agent										
Historical Data										
Claim P Trevor Hoffman										
NO.	Player Name	SEC	POSN	QPOS	B	T	AGE	HEALTH	EHP	
17	Abbott, Kurt	Act	SS	SS	R	R	22	OK	0	
26	Alas, Alex	Act	SS	SS	R	R	22	OK	0	
8	Barberie, Bret	Act	2B	2B	R	R	22	OK	0	
14	Bowhe, Jerry	Act	1B	1B	R	R	22	OK	0	
21	Carr, Chuck	Act	CF	CF	R	R	22	OK	0	
4	Colbyunn, Greg	Act	1B	1B	R	R	22	OK	0	
19	Conine, Jeff	Act	1B	1B	R	R	22	OK	0	
59	Destrade, Orestes	Act	1B	1B	R	R	22	OK	0	
9	Everett, Darl	Act	CF	CF	R	R	22	OK	0	
18	Magadan, Dave	Act	3B	3B	R	R	22	OK	0	
6	Reiteria, Rich	Act	CF	CF	R	R	22	OK	0	
9	Sanjago, Benito	Act	C	C	R	R	22	OK	0	
10	Smyfield, Gary	Act	C	C	R	R	22	OK	0	
20	Tayavaz, Jesus	Act	3B	3B	R	R	22	OK	0	
45	Tunglay, Ron	Act	C	C	R	R	22	OK	0	
17	Whitmore, Darrell	Act	RF	RF	L	R	22	OK	1	

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You may sign free agents at any time during the season and assign them to any of the team's rosters. To sign a free agent, or to see what talent is currently available, select **Claim Free Agent** under the Do menu on the Team Roster screen. The roster display will change to show all the players currently available in the free agent pool.

You can filter the list to show only players who meet certain requirements by using the **Set Criteria** option under the Do menu. A dialog box will appear that will allow you to select players by position, batting or pitching hand, minimum ratings requirements, or age. Click on **OK** to change the roster display to show only those players who meet your requirements. You may click on the **Team** and **Free Agents** options on the Show menu to toggle the roster display between showing your team and the players who meet the requirements you set up on the **Set Criteria** dialog box.

If you see a free agent you wish to sign, click on the free agent's name, then click on the **Claim** text box above the roster display. The player's name will appear in the text box. Choose **Submit Claim** under the Do menu to notify the Commissioner's Office of your desire to sign this player to a contract. While the day's games are being played, the Commissioner's Office will respond to free agent claims. If two or more teams claim the same free agent, he will be awarded to the team with the poorest winning percentage.

If the Commissioner's Office approves your free agent claim, a message will appear in your Team News. Double-click that message and the Roster Assignments dialog box (see page 81) will appear, allowing you to determine to which of the various team rosters the new player(s) will be assigned. You must assign the player to the active, reserve, or Low Minors roster before you can start your next game.

Player Health

Injuries

In *Baseball*, as in real life, players may be injured. Injuries may be minor, resulting in a reduction of abilities for a period of days, or serious enough to end a player's career. (Any injuries sustained in exhibition play, regardless of severity, are not recorded after the exhibition game concludes.) When a player is injured, he must be replaced. If the player is on a human-controlled team, the game will automatically go to the Lineup Card for that team.

After the game, look at the Team News to find out how severe the injury is, and how long the player is expected to be hurt. If the player is listed as "day-to-day," he may be used in games, but he will heal more slowly than if he is allowed to rest. If a player is listed as "expected out for" some period of time, he cannot be used in a game. The player's status is listed in the Health column on the Team Roster. A healthy player is listed as "OK." A player who is injured, but able to play, is listed as "HURT," and a player who cannot play is listed as "OUT."

★
Hoyt Wilhelm was one of baseball's first great relief specialists, appearing in 1,070 games during his 21-year career. Wilhelm's knuckleball never earned the confidence of his managers, however, as he was given his unconditional release 9 separate times. As a 29-year-old rookie, he pitched a no-hitter in his 9th career appearance.

★
Nolan Ryan amassed 5,714 strikeouts over the course of his 27-year career. In 1973, while with California, he posted a single season record of 383 in 326 innings for 10.57 K's/9 innings. Sixteen years later, at 42 years of age, he struck out 301 in 239 1/3 innings for an 11.32 K's/9 rate for Texas.

Healing

Injured players heal a little bit every day. The amount that they heal depends on how they are used each day. A player who plays most of a game will not heal very much. One who appears briefly in a game will heal more, and one who does not play at all will heal the most. A player heals fastest when he is placed on the Disabled List, but a player cannot be brought back from the DL for at least 15 days, even if he fully recovers from his injury sooner.

Some players may incur injuries that will leave them listed as "day-to-day" for an extended period of time. If a player continues in this state for more than a few days, you should consider placing him on the Disabled List.

Team News

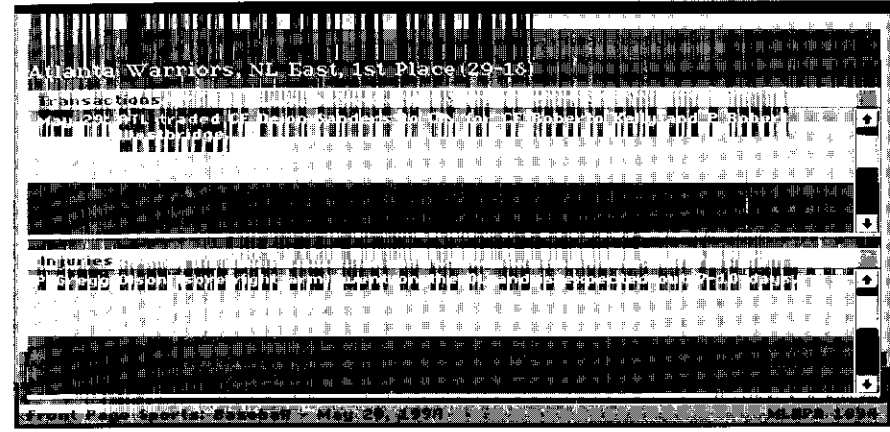
You can read daily news about trades and trade proposals, injury reports, and roster moves on the Team News screen. Click on the **News** option under the Team menu to see the daily report.

The team's current record and standing in the division is displayed at the top of the Team News screen. The Transactions report in the upper half of the screen shows roster moves and trade proposals.

You can take the following actions by clicking on items in Transactions:

- **Trades proposed by your team:** Cancels a pending trade proposal you have made to another team. A dialog box will ask you to confirm the cancellation.
- **Trades proposed by other teams:** Lets you accept or reject a trade proposed by another team. If you accept the trade, you will go directly to the Reassign Players dialog box to make the necessary roster adjustments.
- **Trades accepted by other teams:** Opens the Reassign Players screen, where you can assign these players to your roster.

Team News - Atlanta Warriors



- **Free agent claims by the team:** Cancels a pending claim you have on a free agent.
- **Free agent signings by the team:** Finalizes a free agent claim that has been approved by the league and opens the Reassign Players screen, where you can make the necessary roster adjustments.
- **Players drafted by the team:** Opens the Reassign Players screen, where you can assign the new players to your roster.

The lower half of the Team News screen shows the injury status of team members. If the Injuries report is longer than the display area, you can use the scroll bar on the right to move down the list. No action can be taken from the Injuries report.

DAILY ACTIVITIES

Resolving League Games

Baseball schedules games for each team in an association. Teams may play games every day, although they generally get a day off at least every two weeks or so. All games for a current day must be resolved before the association can proceed to the next day.

Play vs. Simulate

League games may be either *played* or *simulated*. When a game is played, you see the game take place on your screen, and if either of the teams involved is Human-owned, you can take control of that team. You might also watch a game between two Computer-owned teams to scout an upcoming opponent for a team you control.

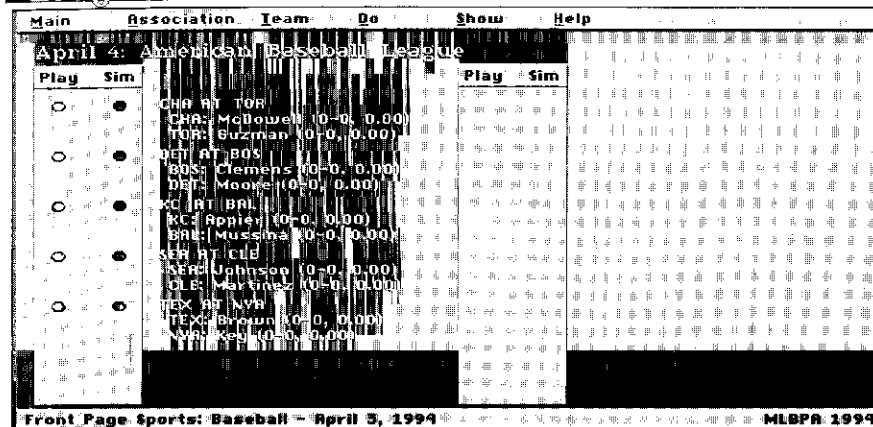
When a game is simulated, the computer controls both teams, and the game is not shown on screen. Because the computer makes all the decisions and no graphics are shown, a simulated game takes much less time than one that is played. All games are set to simulate by default, but you can set any individual game to be played on either the League Schedule or Team Schedule screens.

Starting League Games from the League Schedule Screen

The League Schedule shows a daily schedule containing the individual games slated for that day in each league. To access the League Schedule, select **Schedule** under the Association menu heading. You may switch between leagues within an Association by selecting the desired league under the Show menu. To display the League Schedule by date, select **Date** from the Show menu, and enter the desired date in the dialog box.

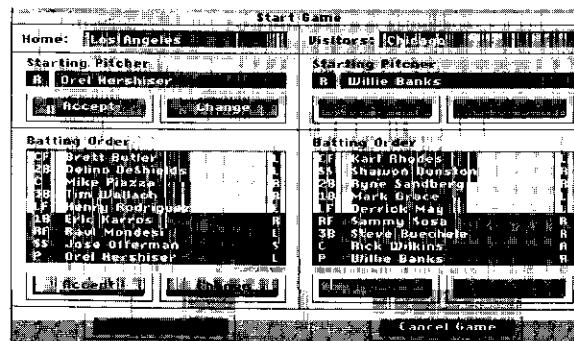
For games that have not been resolved, the League Schedule shows the pitchers scheduled to start the game, their respective Won-Lost records, and their

League Schedule - MLBPA 1994



current ERA. For games that have already been concluded, the League Schedule shows the final score. It also shows the winning and losing pitchers, as well as a save, if one was earned.

You may choose to play or simulate individual games by clicking on the button for that game. To start a single game on the League Schedule, click on the game listing in the current day's schedule. If the **Sim** button is set, the computer will automatically simulate the selected game. If you have set it for **Play**, the game will begin when you click on it. You will be asked to choose the controls for each Human-owned



In Wilson Alvarez's first start, with Texas on October 1, 1989, he allowed 3 runs on 3 base hits, including 2 homers, and 2 walks without retiring a batter. His 2nd start came 2 years later on August 11, 1991, while with Chicago. He tossed a no-hitter against Baltimore, reducing his cumulative lifetime ERA from infinity to a respectable 3.00.

team in the game: Computer, Keyboard, or Joystick 1 or 2 (if available). Next, you will be asked to confirm the starting pitcher and lineup for each Human-owned team in the game. See "Setting Starting Pitchers and Lineups" on page 35.

From the League Schedule screen, you can also select the **Simulate** option under the Do menu to simulate groups of games at once. You can simulate all games for the current day, or all games until the next game to be played, or until a date that you specify.

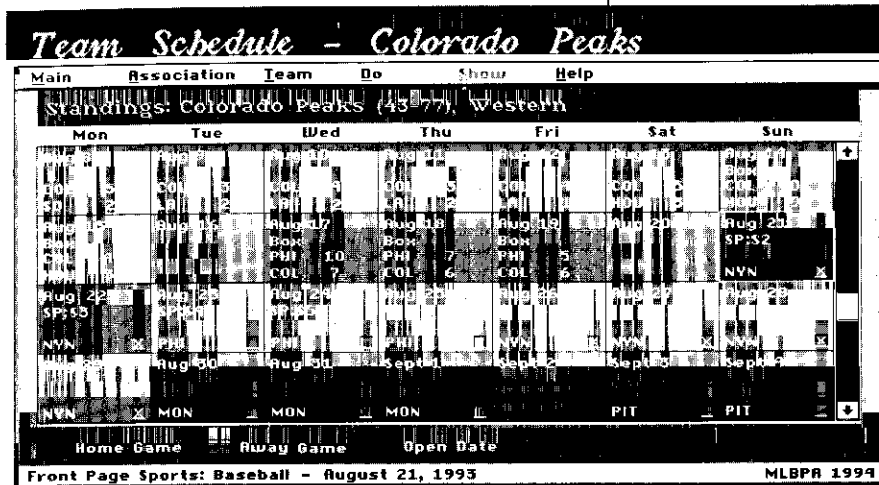
Once games have been completed, you may use the League Schedule screen to see the box score and highlights for that game by clicking on the game listing. These box scores are available for seven days after the game is resolved.

Starting League Games from the Team Schedule Screen

Another scheduling option to use in selecting games is the Team Schedule. Each team's schedule can be viewed on a calendar. Selecting **Schedule** from the Team menu will open the Team Schedule screen.

Home games are designated by blue dates, away games by gray dates, and off days by dark green dates on the calendar. For unresolved games, the schedule shows the team's starting pitcher slated for that game. For instance, a game listing that showed "SP:S2" would indicate that Starting Pitcher 2 in the team's rotation will be the starter for that game.

For completed games, the team schedule will show the scores for the two teams. Box scores and highlights are available for all games played within the last week. If a box score is available for the game, the word "Box" will appear just above the team scores. The current date is indicated by a yellow highlight around the box. You can move forward and backward through the season schedule by using the scroll bar on the right side of the screen.



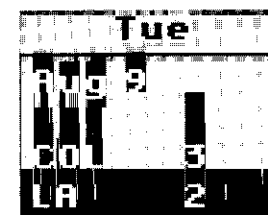
You can select which future games will be simulated by the computer and which ones you wish to play by using the small check boxes in the lower right corner of the display. This lets you play only those games of particular interest to you and have the computer simulate the remaining games.

The current game day is indicated by a yellow outline. You can start the current day's game on the Team Schedule by clicking on it. You may also click on any of the previous seven days to see the box score for that game.

To print a team's schedule, select **Print** under the Do menu.

Starting League Games with QuickStart

You can quickly begin play by selecting the **QuickStart** option in the Main menu. If **QuickStart** is set to **Association**, choosing **QuickStart** on the Main menu will immediately start to play the next league game for the selected team, if possible. You will have the option of altering the default lineup and starting pitcher for the game before it begins.



★
On Friday, September 4, 1908, Walter Johnson pitched the opening game of a 4 game set against New York and shut them out on 5 hits. The next day, Saturday, he again took the mound and shut them down on 3 hits. On Monday (Sunday baseball was illegal in New York) he started the 1st game and again shut out New York, allowing only 2 hits.

Sometimes **QuickStart** will not be able to start a league game, depending upon a variety of scheduling factors. When starting league play, **QuickStart** will first simulate any games set to simulate involving other teams for that date, and then start the next game for the selected team. If the selected team's game for the current date has already been played, and there are unresolved games set to play for the current date, **QuickStart** will not be available. If there are games set to simulate for the selected team, however, **QuickStart** will simulate them, and then proceed to the next game day.

If the selected team has unresolved roster issues (unfilled pitching assignments, unassigned players, etc.) **QuickStart** will not be available.

To change the **QuickStart** settings, select **Preferences** from the Main menu. You can set **QuickStart** to either **Association** or **Exhibition** by clicking the appropriate button.

League Standings

The League Standings screen provides a variety of information relating to the Won-Lost records of the teams in the association. In addition to the current divisional standings, the League Standings screen also displays the following:

- **1-run:** Record in games decided (won or lost) by one run.
- **X-inn:** Record in extra inning games.
- **L-10:** Each team's record for their last 10 games.
- **Streak:** Each team's current winning or losing streak.
- **vs. LHP/vs. RHP:** Each team's Won-Lost records against both left- and right-handed pitchers. (Click title to change.)
- **Home/Road:** Home and away records. (Click title to change.)
- **In Div/NonDiv:** Won-Lost records against teams in division and teams out of division. (Click title to change.)

League Standings - MLBPA 1993

Main	Association	Team	Do	Show	Help							
National Baseball League												
		W	L	Pct.	GB	1-run	X-inn	L-10	Streak	Home	vs.RHP	In Div
Eastern												
	Atlanta	97	58	.624	7.0	37	22	7	6	W	31	30
	Philadelphia	97	65	.598	7.0	23	20	11	7	L	34	15
	Montreal	94	64	.594	10.0	23	24	9	8	W	22	23
	Florida	64	98	.399	10.0	23	37	2	9	L	21	23
	New York	59	101	.366	15.0	19	55	0	7	W	29	35
Central												
	St. Louis	97	75	.562	7.0	30	25	8	6	W	19	36
	Houston	95	77	.554	7.0	29	29	6	7	L	23	33
	Chicago	95	78	.551	7.0	29	29	6	7	W	17	33
	Pittsburgh	77	83	.480	14.0	26	29	1	8	L	19	39
	Cincinnati	77	89	.463	14.0	26	29	1	8	L	19	39
Western												
Front Page Sports: Baseball - October 3, 1993												
MLBPA 1993												

To display the standings for another league in the association, select that league on the Show menu. Standings can be printed by selecting **Print** under the Do menu. The Standings will be printed using the current information displayed. If you wish to print other information, change the on-screen display before printing.

★
Goose Gossage was a prototype for today's late-inning fireball specialist, but it might have been different had he been more successful in 1976, when he started 29 of 31 games, even pitching 15 complete games! At 9-17 with a 3.94 ERA, he was back to relieving in 1977 en route to 10 consecutive years of 20 or more saves.

ANNUAL ACTIVITIES

All-Star Game

Each half and full season schedule has a three-day break near midseason. An All-Star game is scheduled for the second day of the break. To start the All-Star game, go to the League Schedule screen by choosing **Schedule** from the Association menu.

The All-Star teams are selected by the computer. In a single-league association with either one or three divisions, or in an association with three leagues, the teams are divided into Red and Blue groups and the computer selects the best players from each group to make All-Star teams. In a single-association league with two divisions, or in a two-league association, the computer selects players from each division or league to make teams.

You may play or simulate the All-Star game. Injuries will be recorded for this game, but statistics will not.

Playoff Schedules

After the regular season schedule has been played, the best teams in each division or league may advance to the postseason tournaments, which begin on the second day after the end of the regular season.

There may be two sets of tournaments: League Championships and World Championships. How long each lasts depends on the configuration of the association. All League Championship tournaments must last the same number of rounds. If any league in the association has three divisions, the League Championships must last two rounds. If the largest number of divisions in any league is two, the League Championships last only one round. If the association has only single-division leagues, there are no League Championships at all—the team with the best regular season record is the League Champion.

Similarly, the length of the World Championships is determined by the number of leagues. A three-league

association has two rounds. A two-league association plays one round. If there is only one league, the winner of the League Championship is the World Champion.

The following table lists the lengths of each round of playoffs for each league configuration. The number of divisions listed is for the league with the most divisions in that configuration.

Playoff Schedule for League Configurations

Number of Divisions/Leagues	Number of Games			
	League		Association	
	First Round	Second Round	First Round	Second Round
1/1	0	0	0	0
2/1	7	0	0	0
3/1	7	7	0	0
1/2	7	0	7	0
2/2	7	0	7	0
3/2	5	7	7	0
1/3	0	0	7	7
2/3	5	0	7	7
3/3	3	5	5	7

■ **Note:** Each playoff round is a "best of" series.

Single-division leagues playing one round of playoffs will match the number one and number two teams. Two-division leagues playing two rounds of playoffs will match the number one team in each division against the number two team in the opposite division in the first round. Three-division leagues match the division winner against a wild card team, and the other two division winners face off in the first round.

★
Mario Mendoza, whose inept batting inspired the popular slang term "Mendoza Line" (a .200 batting average), actually batted .215 for his career in 1,337 at bats, hitting .231 for Texas in 1981. But from 1975 through 1979, Mario batted below .200 4 times, including .198 twice. Listed at 170 pounds, he at least batted his weight.

During the playoffs, teams may have a maximum of 25 players on the active roster. No player acquired after August 31 (in an association playing a full-length schedule) may be placed on the playoff roster, and no roster moves may be made after the playoffs begin (except to replace an injured player).

Starting New Season

After the playoffs are finished, you may continue on to the next season by selecting **Start New Season** from the Do menu on the Association Data screen. In a Career association, this will age and retire players and set up the Free Agent Draft. In a Single-Season association, **Start New Season** will re-set the association statistics and generate a new schedule.

Aging

In Career associations, all players who continue for another season will experience the effects of aging. The player's potential rating may be reduced and a corresponding reduction in his actual ratings will occur. The effects of aging will be greater each year the player remains active.

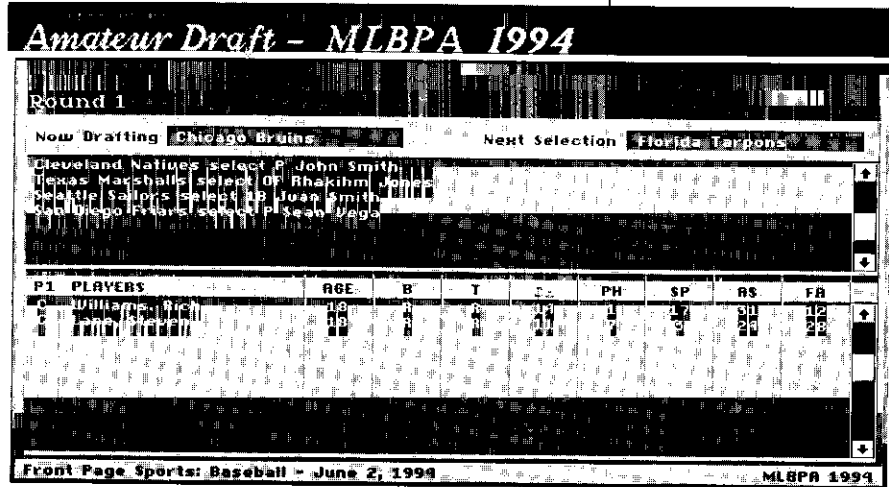
Player Retirement

In a Career association, players decide at the end of each season whether to return for another season or to retire. Factors involved in the decision include the number of seasons they have played, how well they performed in the previous season, and how well their team performed in the previous season.

Player Drafts

Each Career association holds two player drafts each year. In December, a Free Agent Draft is held in which teams try to plug some of the holes in their rosters created by retirements. The Amateur Draft is held in June. Kids out of high school and college are selected and placed on your team's Low Minors roster. The Amateur Draft must be run before the association can continue to the next game day.

Both drafts work in the same manner. All teams are sorted into a draft order based on their Won-Lost percentage in the previous season. Each team, on their turn, may select one player from the draft pool, pass for the round, or skip the remainder of the draft. The drafts continue as long as teams want to select. Players not selected in the Amateur Draft are added to the free agent pool.



Making Selections

To start the draft, select **Start Draft** from the Do menu on the Association Data screen.

To select players, when it is your team's turn, simply double-click on the player's name in the roster display. A dialog box will confirm your selection.

To pass for this round, select **Skip Round** under the Do menu. To take your team out of all remaining rounds, select **Skip Draft** on the Do menu. You may examine the draft order by selecting **Draft Order** under the Show menu.

You may, if you wish, delegate either draft to the Computer GM on the Team Data screen.

★
Denton True Young broke in with Cleveland in 1890, looking like a hick but throwing like a warrior. He pitched for 22 seasons, winning 30 or more games 5 times and 20 or more games 15 times! Despite averaging well over 300 innings pitched per season, "Cy" Young never had a sore arm—he always threw 12 pitches before a game and was ready to go.

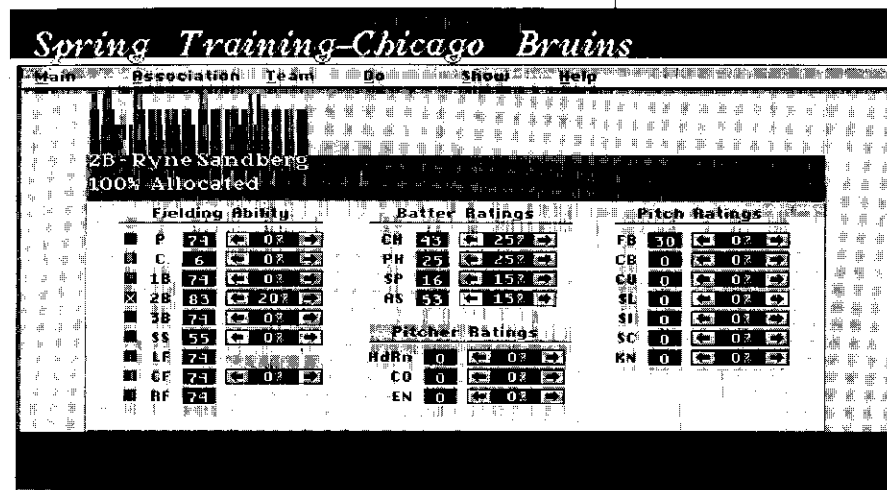
Spring Training

Each spring, teams hold training camps to prepare their players for the new season. As the manager, you can allocate percentages of training time to each of the individual skill ratings. (See "Ratings" on page 72 for details.) If sufficient training time is allocated to a particular skill, a player's actual ratings for that skill will increase. The amount of increase in actual ratings depends on the amount of training time allocated and the percentage of his potential rating the player has reached. If a player has an actual rating that is very close to his potential, very little increase will be gained even by a large amount of training.

To allocate training time for your team, choose **Spring Training** under the Team menu. Training allocations for all players will be made automatically by the computer, but you may modify the training schedule for any player on your team. Select **Choose Player** in the Do menu. The Choose Player dialog box will show all players and the percentage of training time allocated. Highlight a player's name and click **Accept** to open the Spring Training screen. You can allocate training time for each player in increments of 5%, dividing it among the various skills. You cannot exceed a total of 100%.

The player's current rating for each skill is shown. Click the arrows beside the displayed allocation percentage to increase or decrease the amount of time the player will spend improving that particular skill. Players have a fielding rating for all nine defensive positions. Those positions for which they are qualified are indicated by the check boxes next to each position. Training time can be allocated for each individual fielding position, with the exception of the three outfield positions, which use the same training allocation.

A player's basic skills must be maintained by work in spring training or the player's ratings may decline. To avoid a decline, a player must receive an allocation of at least 15% for each of the Batter Ratings (CH, PH, SP, AS), and for the Fielding Ability for each position he is qualified to play.



A pitcher must devote at least 15% of spring training to each of his Pitching Ratings (HdRn, CO, and EN). A pitcher must also devote at least 10% to each of the pitches he is qualified to use in a game and to his fielding ability as a pitcher to avoid having his skill rating decline.

When your training allocations are complete, click **Start Training** from the Do menu in the Association Data screen. If any teams have incomplete allocations, a dialog box will list those teams and ask whether you want to have the computer finish assigning their training allocations.



Tippy Martinez of Baltimore once retired the side without getting a batter out. In a 1983 game, Toronto batters Barry Bonnell, Dave Collins, and Willie Upshaw each reached first base, only to be picked off. Baltimore rallied in the bottom of the inning to win the game.

REFERENCE

ENTERING CUSTOM TEAM DATA

Baseball includes a separate program that allows you to enter player data and statistics, and convert this information to player ratings that can be used in the game. You may create full teams of up to 40 players and use them as a source when creating new associations. You may also create individual players to be placed in the free agent pool of existing associations.

To start the Data Entry program, change to the directory where you installed *Baseball* and type **DATIN** [Enter]. Complete instructions for using the program are contained in its on-line help. Press the [F1] key, or select **Get Help!** from the Help menu for details.

On August 17, 1957, Richie Ashburn of Philadelphia hit a foul ball that struck Alice Roth in the face, breaking her nose. The grandmother was being carried out of the stands at Connie Mack Stadium on a stretcher when play resumed against the New Yorkers. Ashburn fouled off the very next pitch...and hit her again!

RECOMMENDED READING

If you want more information on the rules and strategies of professional baseball, the *Baseball* team recommends the following books:

Rules

Official Baseball Rules, The Sporting News, 1993.

Published annually by The Sporting News on behalf of the Playing Rules Committee, this booklet spells out the official rules for all levels of professional baseball, and includes many ruling examples.

Skills

Boggs, Wade, and David Brisson, *The Techniques of Modern Hitting*, New York, Perigee Books, 1990.

Detailed instructions by one of the best contact hitters of our times.

Cluck, Bob, *Play Better Baseball*, Chicago, Contemporary Books, 1993.

Cluck is the founder of the San Diego School of Baseball, which has produced great players like Eric Karros, 1992 National League Rookie of the Year.

Depel, Jim, *The Baseball Handbook for Coaches and Players*, New York, Macmillan Publishing Company, 1974, 1976.

Contains diagrams on running fielding drills as well as setting up your field.

Ryan, Nolan and Tom House, *Nolan Ryan's Pitching Bible*, New York, Simon & Schuster/Fireside, 1991.

Fitness tips, preventing arm injuries, and pitching strategy by a Future Hall of Famer.

Watts, Lew, *The Fine Art of Baseball: A Complete Guide to Strategy, Skills, and System*, second edition, Englewood Cliffs, NJ, Prentice-Hall, Inc., 1973, 1964.

Long out of print, but was a very helpful book in developing the computer intelligence of players and managers.

For Fans

Hernandez, Keith, *Pure Baseball: Pitch by Pitch for the Advanced Fan*, New York, Harper Collins Publishers, Inc., 1994.

Hernandez takes you pitch by pitch through two games from the 1993 season, explaining strategy and technique.

Koppett, Leonard, *The New Thinking Fan's Guide to Baseball*, New York, Simon & Schuster/Fireside, 1991.

Koppett shares knowledge of the game picked up in a sportswriting career of over forty years.

Will, George F., *Men At Work: The Craft of Baseball*, New York, Harper Collins Publishers, Inc., 1990. A great book focusing on four aspects of baseball, each represented by one of the great practitioners of the modern game: The Manager (Tony La Russa), The Pitcher (Orel Hershiser), The Batter (Tony Gwynn) and The Defense (Cal Ripken).

Statistical

Dewan, John, Don Zminda, and STATS, Inc., *STATS 1994 Baseball Scoreboard*, New York, Harper Collins Publishers, 1994.

This book is an annual that has come out since 1990. Dewan and Zminda call on the huge STATS, Inc. baseball database to answer 100+ questions about the previous baseball season. Full of fascinating tidbits like: Who ought to be a leadoff man? (Maybe Ozzie Smith, who usually bats second for St. Louis?) Did Frank Thomas deserve the MVP? (Yeah, in 1992, but maybe Olerud deserved it more in 1993...)

Anything by Bill James.

Bill James has an astonishing insight on how to use statistics to answer common baseball questions like: Is so-and-so really a good offensive player because he hits .300? (Not necessarily.) How well have players who played college ball done compared to those drafted out of high school? (Overall, much better.) From 1977 to 1988 he wrote an annual book called *The Bill James Baseball Abstract*. Then he did a book called *The Baseball*

Book in 1990, 1991, and 1992. Now he puts out an annual book called *The Bill James Player Ratings Book*. A collection of articles from the *Abstract* and other sources is available called *This Time Let's Not Eat the Bones* (Villard Books, New York, 1989).

Thorn, John and Pete Palmer, editors, *Total Baseball*, third edition, New York, Professional Ink, Inc. 1993.

A really big book, with season-by-season and career totals for everyone who has ever played baseball at the highest level since 1871. Also includes essays on team histories, ballparks, the business of baseball, history of rules, and much, much more. Also available on CD-ROM.

Welch, Bill with Jeff Moses, *Baseball Analysis and Reporting System: 1993 Major League Report*, New York, Perigee Books, 1992.

The BARS system shows where in the strike zone batters do well and where they do poorly, how frequently pitchers throw different types of pitches with various counts, and how to best position fielders against hitters. About seven hitters and four pitchers from each team are analyzed.

Miscellaneous

Adair, Robert K., *The Physics of Baseball*, New York, Harper & Row, Publishers, 1990.

A short book on the way baseballs fly and why.

Dickson, Paul, editor, *The Dickson Baseball Dictionary*, New York, Avon Books, 1989.

5,000 baseball terms, complete with etymology and usage outside of baseball. Sure, it's a dictionary, but it's also a history of how baseball has developed over the past 150 years. Our favorite: "living in a mustard jar," applied to a hot dog or show-off.

Waggoner, Glen, editor, *Rotisserie League Baseball*, 1994 Edition, Boston, Little, Brown & Co., 1994.

The official rule book and draft guide for the Rotisserie style of fantasy baseball. Fun to read, and useful for the would-be *Front Page Sports* commissioner.

★
Dave "King Kong" Kingman averaged almost 30 homers a year for 15 straight years. (He hit 6 in 115 ABs as a rookie in 1971.) He once belted 48 for Chicago (1979), and drove in 90 runs or better in 4 of his last 5 seasons. Despite hitting 35, 30, and 35 home runs for Oakland between 1984 and 1986, he was released and remained unsigned.

TECHNICAL HELP

Troubleshooting

Problem: The joystick is not responding properly, or the cursor skips through the menu options on its own.

Possible Solution: This may happen if you have a fast computer and have connected your joystick using a sound card's joystick port. Try re-calibrating your joystick. If this doesn't work, you may need to use a dedicated game card with a speed-adjustable joystick adapter, or simply disable the joystick with the [Alt]+[] command.

Problem: I have installed Baseball on a compressed drive, and it doesn't run.

Possible solution: Baseball may need more disk space. Compression software estimates available disk space using an expected compression ratio of 2 to 1 or more. However, many Baseball files won't compress much. This means you may need to free up to twice as much space as the compression software says.

Problem: After upgrading to MS-DOS 6.0, I can no longer run Baseball. I keep getting an "Out of Memory" error.

Possible solution: If you have installed MS-DOS 6.0 and run the MemMaker utility, it may have configured your computer's memory so that there is no longer enough conventional memory to run Baseball. See your MS-DOS 6.0 manual, or try the Boot Disk option in the INSTALL program.

Problem: My computer has at least 4 megabytes of memory, but I receive a message saying that I don't have enough conventional or expanded memory.

Possible Solution: Baseball requires 590,000 bytes of free conventional memory and 2,621,440 bytes of expanded memory (EMS). Your computer's conventional memory may be taken up by background programs or device drivers, or not configured correctly. Try creating a Boot Disk.

Problem: My computer has at least 4 megabytes of memory, but even after creating a boot disk, I still receive a message saying that I don't have enough memory to run the game.

Possible Solution: Your boot disk may require further modifications to load your device drivers correctly into upper memory. See the "Customizing the Boot Disk" section, or consult your computer system manual or manufacturer for assistance.

Problem: When trying to load the program or after running the program, the computer locks up or I am returned to the MS-DOS prompt.

Possible Solution: Although your computer may satisfy all of the hardware and software requirements, there may be a configuration or software conflict in your computer while running Baseball. Try loading the program after booting from a boot disk.

Problem: My program hesitates or locks up during game play. I am using a SoundBlaster or compatible sound card.

Possible Solution: Run the Install procedure from the game sub-directory and change the sound option to "No Sound." If the program operates properly, there may be a "interrupt conflict" with your sound card. Sound Blasters should be run with the default settings of IRQ=5 and DMA=1. If you need more help, call your sound card manufacturer for assistance, or call Technical Support at Sierra On-Line.

Problem: My mouse is not responding.

Possible Solution: Your mouse driver may not be loaded for MS-DOS programs. You will need to edit the AUTOEXEC.BAT or CONFIG.SYS files on the boot disk to include the command to load your mouse driver.



The Curse Of The Bambino started on January 9, 1920, when Boston owner Harry Frazee sold Babe Ruth to New York for \$125,000 and a mortgage for his ballpark. The Bambino led the league in homers 10 of the next 12 years and hit 659 homers for New York. He played for Boston in the Senior Circuit in 1935, his final season, hitting 6 homers in 72 at-bats.

Problem: I have a SCSI drive and Baseball does not work properly.

Possible Solution: There are incompatibilities between SMARTDRV.SYS and SCSI drives. Don't use SMARTDRV.SYS for Baseball if you have a SCSI drive.

Problem: I am getting vertical white bars or other graphic anomalies in the game.

Possible Solution: You may be using a mouse driver that is not fully compatible. Baseball requires a 100% Microsoft compatible mouse.

Error Messages

This section offers possible solutions for error messages you may encounter.

YOU NEED XXX MORE BYTES OF FREE MEMORY AVAILABLE TO RUN THIS GAME. Try using a boot disk.

GENERAL FAILURE READING DRIVE (floppy drive letter). You may have a low density drive that can't read the high-density game disk(s).

CRC ERROR.

DATA ERROR READING DRIVE (A or B or C or D) SECTOR NOT FOUND READING DRIVE A or D

These mean you have a faulty game disk, and should return it for a replacement.

ASSERTION FAILED...

The program cannot load a file because of insufficient memory, or because the file is missing or corrupted. You should be able to avoid these by keeping your files in the default directories and configuring your PC correctly for the game.



On August 4, 1982, Joel Youngblood, playing for New York, got a single off Ferguson Jenkins of Chicago, then was removed from the game. He had been traded to Montreal, which was playing that night in Philadelphia. He arrived during the game, went in as a defensive replacement, and got a hit off Steve Carlton on his 1st at-bat!

Manual Installation

If you have trouble with the normal Baseball installation, you can try installing the program manually. (You need to be confident with MS-DOS commands to do this.)

For full instructions, see the file MANBASE.TXT on the Baseball CD or disk 1. You may view or print this file using your MS-DOS EDIT utility, the Windows Notepad, or your preferred word processor in its text-only mode.

Configuring Memory

Even if your system has the minimum 4MB of RAM, Baseball may not run correctly unless the RAM is configured (set up) correctly: you need at least 590,000 bytes of free conventional memory and 2,621,440 bytes of free expanded memory (EMS).

If Baseball DOES NOT start correctly, use the MS-DOS **MEM** command to see if you need to free up some of your computer's memory. From your MS-DOS prompt, type **MEM** and press [Enter]. "Largest executable program size" is your free conventional memory; "bytes free EMS" is your expanded memory. If you do not have enough memory, you probably have resident or "background" programs and device drivers taking up memory that the game needs. This means you will need to free up memory for Baseball by removing one or more of these programs, or moving them into "upper memory."

Freeing up Memory

1. If you cannot run Baseball because of low memory, try the Install program's "Make Bootable Floppy Disk" option as described below. A boot disk is a fast and effective way of freeing more memory to run the game.
2. If you continue to have problems even with a boot disk, try customizing the **boot disk's** AUTOEXEC.BAT and CONFIG.SYS start-up files. See "Customizing Your Boot Disk," on page 111, for details.

■ **Note:** For information on installing Baseball or changing system sound card settings, see "Getting Started" beginning on page 8.

3. Consult your DOS and memory manager software documentation for detailed information about system memory and how to optimize it.

Creating a Boot Disk

A boot disk is the simplest way to configure your computer's memory for running *Baseball*. The *Baseball* Install program has a "Make Bootable Floppy Disk" option that makes creating a boot disk easy. If you set it up successfully, all you will have to do is put the boot disk in your floppy drive and restart the computer to configure its memory correctly and launch the game.

Although the "Make Bootable Floppy Disk" option does a very good job of configuring most systems, it may not be able to properly recognize every possible sound card, mouse, or disk-controlling device driver. This means that you might have to make additional changes to the boot disk to get the program running. If you are having trouble starting the game, try "Make Bootable Floppy Disk"—it can't hurt. If it does not work, however, see the "Customizing the Boot Disk" section, below.

"Make Bootable Floppy Disk" Option

You can use the Install program to format and create a *Baseball* boot disk for your computer's **A:** drive. Before you start, have a blank or formattable floppy disk for your **A:** drive ready. (All files on it will be erased.)

1. Start the Install program from the *Baseball* directory on the hard disk, or from disk #1.
2. From the Installation Choices window, select "Make Bootable Floppy Disk."
3. The Install program will guide you through the process—follow the on-screen prompts carefully. Insert the blank diskette into your **A:** drive when prompted. Install will use DOS commands to format the floppy disk and write all the necessary start-up files to it.

When the process is finished, exit the Install program. You can then re-boot your computer with the boot disk in the **A:** drive.

Using a Boot Disk

The boot disk you have created with the Install program's "Make Bootable Floppy Disk" option contains a stripped-down version of your usual start-up files. You must start (or restart) your computer with the boot disk in the **A:** drive for it to work. (Note: a boot disk will work only in the **A:** drive).

1. Place the boot disk in the **A:** drive and start the computer. (If your computer is already running, exit any programs and restart the system with your PC's Reset button, or use [Ctrl]+[Alt]+[Del] from the keyboard.)
2. The computer will start up using the boot disk's memory configuration. (If you created the boot disk with the Install program from within the *Baseball* directory, it will also try to start the game automatically.) Otherwise, start the game manually by entering **PLAYBALL** as usual in your *Baseball* directory. (To return your computer to its normal setup later, just restart it again without using the boot disk.)

If the game still will not run, or the drivers for your mouse, sound card, or CD-ROM will not load correctly, you will need to customize the start-up files manually as described in the following section.

Customizing Your Boot Disk

To customize a configuration for your specific system, you can edit the **CONFIG.SYS** and **AUTOEXEC.BAT** start-up files **on the boot disk** the install program created, or create a new Boot Disk from scratch. **CONFIG.SYS** and **AUTOEXEC.BAT** are simple text files that you can edit using your MS-DOS **EDIT** utility, the Windows Notepad, or your preferred word processor in its text-only mode. On your hard drive, these files tell your computer how to arrange its memory for normal operation. On the boot disk, these files tell your computer how to arrange its memory specifically for running *Baseball*.

■ **Note:** Some computers are set up to ignore boot disks. If your PC starts normally even with a boot disk in **A:**, you will need to consult its documentation or manufacturer for a solution.

★
Ted Williams is the last man to have batted .400 or better in a season (.406 in 1941), a feat not matched in over 50 years. There were 2 batters who hit over .400 and lost the batting title. Shoeless Joe Jackson hit .408 in 1911, but lost to Ty Cobb's .420; in 1922, Cobb's .401 fell victim to George Sisler's .420.

Warning: Manually altering the CONFIG.SYS and AUTOEXEC.BAT start-up files can be a trial and error process. **When opening a file to edit, triple-check to MAKE SURE you are working with the files on your boot disk in the A: drive.** Otherwise, you may change the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive instead, which in turn may impair the normal operation of your system.

Note: If you have not already tried the Install program's "Make Bootable Floppy Disk" method, try that first before starting here. Even if that boot disk does not let you run *Baseball*, it will at least give you a good place to start customizing the configuration files.

If you prefer to create a boot disk from scratch, you will need a freshly formatted system diskette for your **A:** drive. (See your MS-DOS manual for details on how to create a system diskette.) You can then create a new CONFIG.SYS and AUTOEXEC.BAT from scratch right on the boot disk.

Compare the CONFIG.SYS and AUTOEXEC.BAT files on your boot disk to the following examples. Differences may indicate places where you can remove a driver, load it into upper memory, or change a device switch to use less memory. As always, refer to your system reference manuals if unsure about anything.

Sample Boot Disk CONFIG.SYS File

These examples show a "minimum configuration" that will let you run *Baseball* on most PCs. The lines in your start up files will differ according to your system's drivers and directory names, and the version of MS-DOS you use. (NOTE: Parentheses indicate comments that are *NOT* part of the file.)

DEVICE=C:\DOS\HIMEM.SYS

DEVICE=C:\DOSEMM386.EXE RAM 2560

(You may use a different expanded memory manager)

DOS=HIGH,UMB

(Loads DOS into Upper Memory)

FILES=30

BUFFERS=20

BREAK=ON

LASTDRIVE=Z

DEVICEHIGH=C:\MOUSE\MOUSE.SYS

(Only if using a mouse. See "Mouse Drivers," below.)

DEVICEHIGH=C:\DOS\DBLSPACE.SYS /MOVE

(Only if using DBLSPACE. See "Disk Compression Drivers," below.)

DEVICEHIGH=C:\DRV\CDROMDRV.SYS /D:MSCD001 /P:220

(See "CD ROM Drivers," below.)

Sample Boot Disk AUTOEXEC.BAT file

@ECHO OFF

PROMPT Baseball Boot Disk \$P\$G

(If you are working with files created with "Make Bootable Floppy Disk.")

PATH=C:\DOS

SET COMSPEC=C:\COMMAND.COM

LOADHIGH C:\MOUSE\MOUSE.COM

(Only if you do not use MOUSE.SYS in CONFIG.SYS. See "Mouse Drivers," below.)

C:\DOS\MSCDEX /D:MSCD001 /E

(See "CD ROM Drivers," below.)

C:

(From "Make Bootable Floppy Disk." Changes to hard drive.)

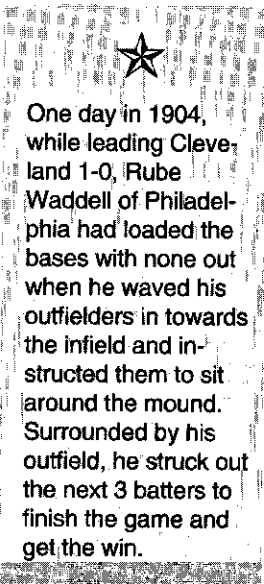
CD C:\SIERRA\BASEBALL

(From "Make Bootable Floppy Disk." Changes to current *Baseball* directory.)

PLAYBALL

(From "Make Bootable Floppy Disk." Starts *Baseball*.)

Reference



Reference

To disable a line in one of your start-up files, you can just type **REM** in front of it. For example, **REM DEVICEHIGH=C:\MOUSE\MOUSE.SYS** will disable the mouse driver. To re-enable it, just take the REM back out again.

Mouse Drivers

If you have a mouse, the Install program will have assumed that you want to be able to use it with *Baseball*, and put a mouse statement on the boot disk. This means you should have one mouse driver line in either your CONFIG.SYS or AUTOEXEC.BAT file—but not both! For example:

DEVICEHIGH=C:\MOUSE\MOUSE.SYS

(Used in the CONFIG.SYS file only)

LOADHIGH C:\MOUSE\MOUSE.COM

(Used in the AUTOEXEC.BAT file only)

If you have a different mouse driver name (MOUSE.EXE, IMOUSE, GMOUSE, HPMOUSE, etc.) or if you keep the driver in a different directory (C:\MSMOUSE, C:\DRIVERS, etc.) the path and driver name will be different. See your mouse manual if unsure.

CD-ROM Drivers

Baseball does not play from the CD—it must be fully installed to your hard drive. Once the game is installed, you may "REM" or exclude any CD-ROM lines from your *Baseball* boot disk files: the MSCDEX line in AUTOEXEC.BAT and the CDROMDRV.SYS line in CONFIG.SYS.

CD-ROM Drivers

The CD version of *Baseball* does not play from the CD—it must be fully installed to your hard drive. However, you may bypass the game's manual-based copy protection by playing with the *Baseball* CD in your CD drive. If you wish to do this, you need to have the CD-ROM driver loaded before you start the game. The Boot Disk AUTOEXEC.BAT file needs an MSCDEX

line. Depending on your CD-ROM type, it should look much like one of the following:

C:\DOS\MSCDEX /D:MSCD001 /E

LH C:\DOS\MSCDEX /D:MSCD001 /E

LOADHIGH /L:14429 C:\DOS\MSCDEX /D:MSCD001 /E

Note: We recommend that you use the latest version of MSCDEX.EXE to insure the best CD access. As of this writing, the current version of MSCDEX is 2.23.

The Boot Disk CONFIG.SYS file needs a CD device driver line. Depending on your CD-ROM type, it should look much like one of the following:

DEVICE=C:\DRV\CDROMDRV.SYS /D:MSCD001 /P:220

DEVICEHIGH=C:\DRV\CDROMDRV.SYS /D:MSCD001 /P:220

DEVICEHIGH /L:14652 =C:\DRV\CDROMDRV.SYS /D:MSCD001 /P:220

Note that this CD ROM device name is the same that follows the "/D:" switch as the MSCDEX line in the AUTOEXEC.BAT file. Since the program requires expanded memory, you will also want to add the "/E" switch to the end of the MSCDEX line. For example:

DEVICE=C:\DOS\MSCDEX /D:MSCD001 /P:220 /E

Mouse Hints

If you do not want to use a mouse with *Baseball* at all, "REM" the mouse driver statement from your boot disk's CONFIG.SYS or AUTOEXEC.BAT file as described above. This will free up memory.

Use MOUSE.SYS rather than MOUSE.COM or MOUSE.EXE, if possible. MOUSE.SYS is smaller and takes less memory.

Make sure you do not have a mouse driver line in both the CONFIG.SYS or AUTOEXEC.BAT files. If you do, remove one, because you are needlessly loading two mouse drivers into memory.

★
Roger Maris' 61st home run was hit off Tracy Stallard of Boston on October 1, 1961, and landed in box 163D of section 33 in right field. Maris also led the Junior Circuit that year in runs (132, tied with Mantle), runs batted in (142), and total bases (366), capturing the MVP crown for the 2nd straight year.

Disk Compression Drivers

If you use disk compression on your hard disk, you must include the correct disk compression driver statement on your boot disk, or your mouse or other drivers may not load correctly. The example CONFIG.SYS shows the correct statement if you are using the DBLSPACE utility from MS-DOS 6.0-6.2. If you are using Stacker 3.1 or later, use the following line instead:

DEVICEHIGH=C:\STACKER\STACHIGH.SYS

For other utilities, refer to your manual or contact the manufacturer for complete instructions.

Reminder: For the boot disk to work, you must REBOOT your computer with the boot disk in your A: drive. Place the boot disk in drive A: and press your PC's Reset button, or [Ctrl]+[Alt]+[Del]. Your computer will now reboot, using the start-up files on the boot disk in A:. Have a great time!

Additional Boot Disk Instructions

If you have a modem, you can download additional boot disk instructions from the Sierra Bulletin Board Service, or BBS. The file to download is BDALL.EXE or BDALL.ZIP (BDALL.ZIP is compressed—you will need the PKUNZIP shareware utility to open it.). After downloading this file, select the instructions that will best match your system and program needs.

In the U.S., the BBS number is 209-683-4463; in the U.K., the BBS number is (44) 734 304227.

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Immeuble "Le Newton"	Hint line 33-1-36-68-4650
25 rue Jeanne Braconnier	
92366 Meudon La Forêt Cedex	
France	



Playing for Baltimore, Eddie Murray may have been the most consistently good ballplayer between 1981 and 1985, but he didn't win the MVP. He finished 5th in the voting in 1981, 2nd in 1982 and 1983, 4th in 1984, and 5th in 1985. His vote total of 982 over that time was higher than anyone else in the Junior Circuit.



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In the U.S., contact the Technical Support Department for help in installing or configuring your Sierra product, or resolving hardware or software compatibility issues.

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P.O. Box 85006	8:15 a.m. - 4:45 p.m. PST,
Bellevue, WA 98015-8506	Monday-Friday

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Sierra on CompuServe

Sierra offers technical support and patch files via its CompuServe forum, as well as product demos, hints, and reviews. Members of CompuServe can type GO GAMAPUB and leave a message for us at Sierra (CIS ID 76004, 2143). If you are not currently a member of CompuServe, call toll-free (800) 848-8199 and ask for Representative 461 for your FREE introductory membership and usage credit.

Patch Disks

If you have spoken to a Sierra Technical Support Representative or have read about an available patch (repair) disk in our magazine *InterAction*, please send in your request to the address below, or contact us via BBS. Let us know the game, version number (VER# on the front of your game disk(s)), and the disk type you have.

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Satchel Paige made his debut on July 7, 1948 (his birthday) for Cleveland. At 42, he was the oldest "rookie" in history. He got his 1st start on August 13 against Chicago, walked none, gave up 5 singles and won 5-0. Facing Chicago again for his 2nd start, he shut them down on 3 hits. He finished the year 6-1 with a 2.48 ERA.



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Sierra On-Line Fulfillment
P.O. Box 485
Coarsegold, CA 93614
Attn: Returns

Overseas, return your disk(s) to the appropriate Sierra Customer Service center, marked "Attn: Returns."

Only 14 players in history have won the Triple Crown. Carl Yastrzemski's 44 homer, 121 RBI, .326 year for Boston in 1967 is the most recent example in the Junior Circuit, while Joe Medwick of St. Louis won it in 1937 with 31 HR, 154 RBI, .374 BA for the Senior Circuit.

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