

Official Rule Book

Tony La Russa's
ULTIMATE
BASEBALL®



STRATEGIC SIMULATIONS, INC.®

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WHAT TO DO IF YOU HAVE A DEFECTIVE DISK

Each of our games undergoes extensive playtesting prior to its release. Through this process we hope to uncover and correct any errors in programming. However, due to the complex nature of our simulations, some program errors may go undetected until after publication. In addition to errors in the program, there are occasionally problems with the disk itself. We experience the industry standard of approximately a 3 to 5% failure rate of duplicated disks. Before assuming that a disk is defective, make sure to check your disk drive. Up to 95% of the disks returned to us as defective will run fine on our computer systems. Often the problem is with a disk drive that needs servicing for alignment, speed, or cleaning.

Should you have a defective disk, please return the disk only (keep all other parts of the game) to our Customer Support Department, along with a note describing the problem you have encountered. A replacement disk will be provided upon our receipt of the defective disk.

Should you uncover an error in the program, return both your game disk and any "save game" disks to our Customer Support Department. Please enclose a description of what was taking place in the game when the error occurred. Upon correction of the program error, we will return an updated disk to you.

Always make sure to include your name, address, and daytime telephone number with any correspondence. We will do our best to see that any problems are corrected as soon as possible.

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IBM COMPATIBLE COMPUTER INFORMATION:

Many of our games will work on IBM compatible computers. If you own an IBM compatible computer we suggest that you consult with our Technical Support Staff at (408) 737-6850 between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday, (holidays excluded) to see if an SSI game you're considering purchasing is compatible with your computer. If we have insufficient data to determine compatibility, you may wish to purchase the game and test for compatibility yourself. If the game proves to be incompatible, you may return it within 14 days with your dated receipt and we will refund your money. Or, if you return the game within 30 days, you may exchange the game for another.

INTRODUCTION

Deep within the concrete mountain called the Oakland Coliseum lies a small office. It is simply furnished: a wooden desk, a few chairs for visitors, an alcove with a fresh uniform for today's game.

On one wall are a photo and autograph of Connie Mack, the only man to serve longer as an A's manager; beside it is a uniform autographed by George Bush. Pictures and headlines from A's and White Sox teams of prior years overflow the walls, some leaning against the front of the desk to look up at visitors with quiet confidence.

The desktop holds family photos, the blank lineup card for today's game and a brass pyramid listing Maslow's hierarchy of human needs. Those three items tell the most about the man who works — or, more accurately, who prepares for work — in this tiny room.

The computer we've brought balances precariously on a chair as we huddle around it and discuss the last play. There is a mistake in the timing when a runner steals third base, since a righthanded batter is in the

catcher's way. "I'm trying to remember what I said before that would have indicated that was the way to do it," Tony says. His tone is professional, interested, but controlled. When discussing the theory and practice of baseball his passion is always visible, but disciplined by the task at hand.

"You didn't say to do it this way. We just reversed some numbers on how we modify the catcher's arm rating and it messed things up," we explain. Tony nods and peers back at the screen. Above us a huge cart loaded with supplies for the concession stands rolls through the Coliseum; in the tiny office it sounds like a jet plane taking off. Tony doesn't seem to hear it.

"You can't bat him second," Tony says as we look at one team's lineup. "You want a guy in that spot with some pop in his bat but he's got to be fast enough so that he doesn't clog up the bases." We take notes: "Emphasize player speed more highly for the second slot in the batting order. . ."

It is one more day in the process of trying to simulate on the computer one of the most complex — and *human* — games in existence. All of us hope you enjoy how it came out.

GETTING STARTED

Installing the Game

Consult the Data Card for instructions for your particular computer.

How to Make Choices

Keyboard Controls Use the arrow/cursor keys to highlight options, and press [Return] to select them. The Page Up and Page Down keys on the keyboard move the cursor to the top and bottom options on the current screen.

Joystick Controls Push up and down to highlight options, and press the button to select them.

Important note: If two people are playing the game against each other and *both* people wish to control their players directly, it is recommended that one or more players use joysticks instead of the keyboard. The computer keyboard can't read two keys at the same time, and when one player holds down a key the other player's keystrokes may be ignored.

This does *not* affect game play if a) you are playing against the computer, b) if there are two human players and either player has chosen the Manage only option, or c) if either player is using the ROOKIE difficulty level, so the computer controls their fielders and baserunners for them. In any of these cases both players may use the keyboard without any difficulty.

Moving to Different Screens At the bottom of many screens there is a button to take you on to another screen or menu. Select these buttons as you would any other option.

Accept and Cancel Choose ACCEPT on any menu to keep the changes you've made and return to the prior screen. Choose CANCEL to go back to the prior menu, but ignore the changes or choices you made on the current screen. Choosing a button that moves you to another related menu also accepts the changes you've made on the current screen. So if you change your mind about something, be sure to select CANCEL before using any other button.

Batter and Pitcher Menus During game play the pitching and batting teams are each offered menus that list a single keyboard key or joystick direction you can use to make each possible selection.

PLAYING THE GAME



MAIN MENU

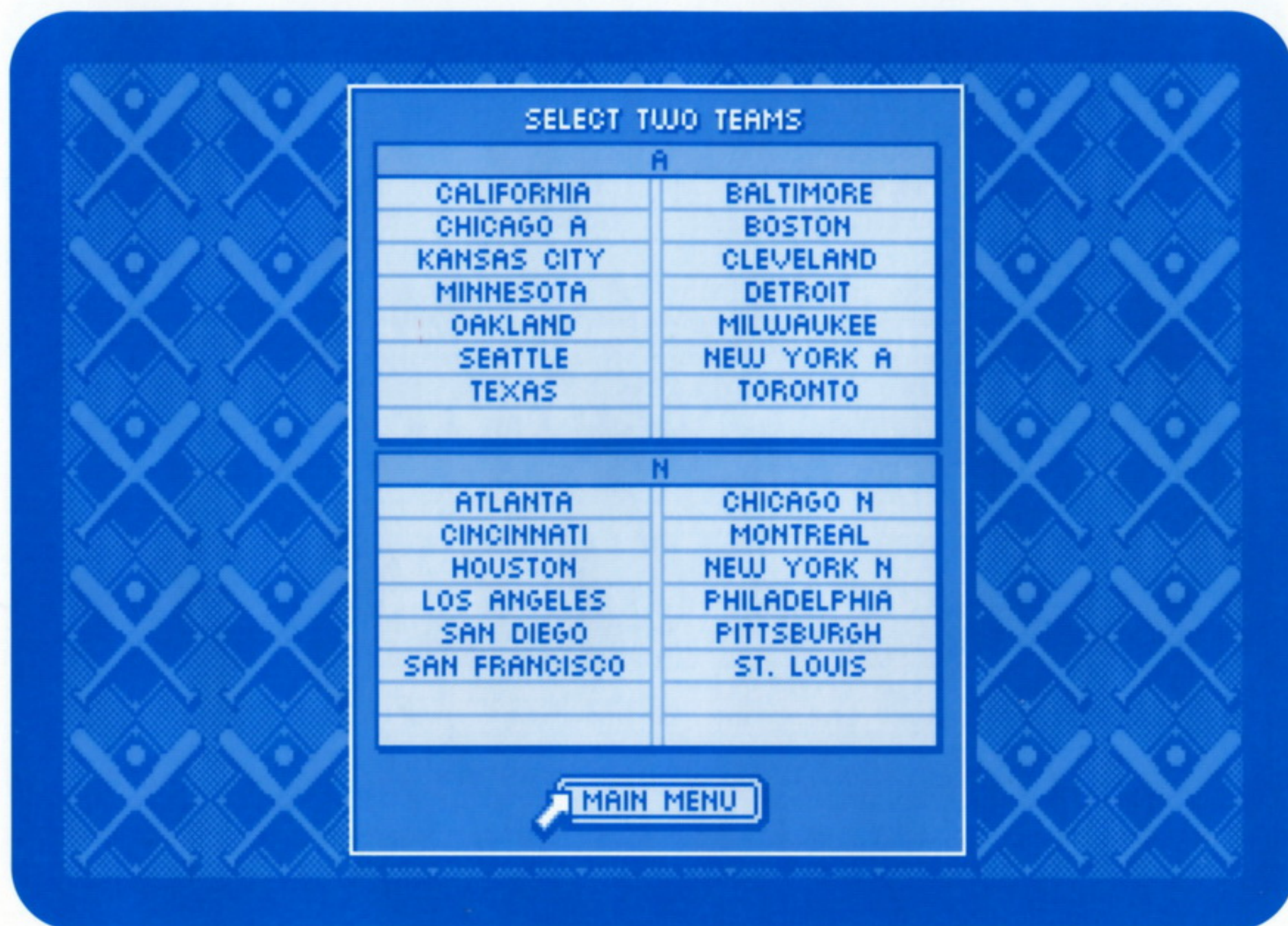
Starting the Game

After you have started the game, and gotten past the Title Screen, you will be offered the above menu.

EXHIBITION This option allows you to play a game that doesn't affect standings or statistics. This is a good choice to begin learning the game.

LEAGUE This option begins or continues a regular season. To learn more about LEAGUE games, please see page 18.

MANAGER This selection calls up the Manager Menu where you can manage team rosters, assignments and pitching rotation. The Manager Menu is described on page 25.



TEAM MENU

UTILITIES This selection calls up the Utilities Menu with options such as editing player stats, making trades and copying and erasing teams. The Utilities Menu is described on page 29.

QUIT This selection enables the player to exit *TONY LA RUSSA'S ULTIMATE BASEBALL* and return the computer to its normal activities.

After selecting EXHIBITION you will be offered a list of teams to play in the game.

Select first the visiting team and then the home team you wish to play.

The game will then display the Ground Rules Menu.

GROUND RULES/NEW YORK A

CONTROL	DIFFICULTY	INPUT
☒ YOU PLAY & MANAGE	☒ ALL STAR	☒ KEYBOARD
☐ YOU MANAGE ONLY	☐ PRO	☐ JOYSTICK
☐ COMPUTER PLAYS & MANAGES	☐ ROOKIE	

GROUND RULES/LOS ANGELES

CONTROL	DIFFICULTY	INPUT
☒ YOU PLAY & MANAGE	☒ ALL STAR	☒ KEYBOARD
☐ YOU MANAGE ONLY	☐ PRO	☐ JOYSTICK
☐ COMPUTER PLAYS & MANAGES	☐ ROOKIE	

GROUND RULES/BOTH TEAMS

ACTION DISPLAY OPTIONS	DH
☒ FULL GAME: SHOW EVERY PITCH	☐ NO
☐ HIGHLIGHTS: SHOW ONE PITCH PER BATTER	☒ YES

PLAY BALL

MAIN MENU

LOAD GAME

GROUND RULES MENU

Most of the settings on this menu can be different for each team, so two different players can each play *TONY LA RUSSA'S ULTIMATE BASEBALL* their own way. For example, one player may play and manage his team while another may only manage.

You can return to this screen at any time during the game by hitting the [Esc] key if you wish to make any changes, or to save or quit the game.

The first — and most important — choices govern how you want to play. Use the arrow keys to select one of these three options for each team:

- Control Options:**
- YOU PLAY & MANAGE** This selection means that for your team you will control the pitcher, hitter, base runners and fielders directly, making them move with the keyboard or joystick. This is the way to play if you like action games. The variable difficulty levels make it easy to learn the game step by step.
- YOU MANAGE ONLY** This selection means you will take the role of manager and make the key strategy decisions, but the players will move under computer control. This lets you concentrate on baseball strategy rather than reflexes.

COMPUTER PLAYS AND MANAGES This selection tells the computer to make all decisions and control all actions for the indicated team. This will give you a clever opponent in the other team's dugout if you are playing by yourself. If you choose this option for both teams you can sit in the front row and watch the action as a spectator.

Next, if you've chosen YOU PLAY AND MANAGE, select the difficulty level. If you chose YOU MANAGE ONLY or COMPUTER PLAYS AND MANAGES these choices are not available.

Difficulty Levels

ALL STAR At this level you do everything yourself: pitching, batting, running and fielding.

PRO At this level the computer will control the fielders and guide them to field the ball. Once it's in the fielder's glove, you tell the computer which base to throw to in the usual way. This makes defense easier to play. You still control pitching, batting and baserunning normally.

ROOKIE This level is the same as PRO, with two exceptions:

1. The computer will also control your baserunners for you.
2. The computer pitcher will try to throw a strike on every pitch — this will help you learn to time your swing while hitting. (Pitchers with poor control will still throw balls on occasion.) If you are playing against a *human* opponent, his/her pitching will operate normally.

Each human player must select how commands will be entered:

Input Selections

KEYBOARD This indicates that a team will be controlled with the keyboard. Although two players can both use the keyboard, to play and manage, it is not recommended.

JOYSTICK This selection indicates that a team will be controlled with a joystick. For two player games it is best to play with two joysticks if they are available. If not, play with one joystick and the keyboard.

Ground Rules for Both Teams

If *neither* player has chosen to control his/her players (that is, if both teams are either computer-managed or managed by a human who has selected YOU MANAGE ONLY), at the bottom of the screen two game display options are offered:

FULL GAME: SHOW EVERY PITCH This display level shows every pitch that is thrown.

HIGHLIGHTS: SHOW ONE PITCH PER BATTER This display level makes the game go faster. Only one pitch is shown for each batter: the final pitch on which he either hits the ball, walks or strikes out.

If you selected EXHIBITION on the Main Menu, you can choose whether or not you wish to use the Designated Hitter (DH) rule in this game. League games do not allow this selection since one league always uses the DH

and the other league never does so. World Series games follow the convention of the home team's league.

When first beginning a game you can select LOAD GAME to recall a saved game.

After you have set up the ground rules, select PLAY BALL. You will see the Lineup Exchange Screen, where the managers meet the umpire at home plate to trade their lineup cards. You can change the lineups and starting pitchers if you wish, or just press [Return] to accept them and start the game.

When you return to this screen during a game the following two options will be available:

SAVE GAME See the accompanying data card for additional information on saving games.

Important: If you make any changes to your roster, lineups, rotation, etc. for the two teams involved in a saved game after you save it, and you then restore that game, those changes will be lost.

A saved *league* game *cannot* be restored after that day of the schedule has passed, since the game has already been completed and its results etched in the history books. Such saved games are automatically erased by the system. Exhibition games can be saved indefinitely, and

you can replay the end of the same game several times to try out different strategies.

QUIT GAME If this is a league game, it will be as if the game never started and no statistics from it will be saved.

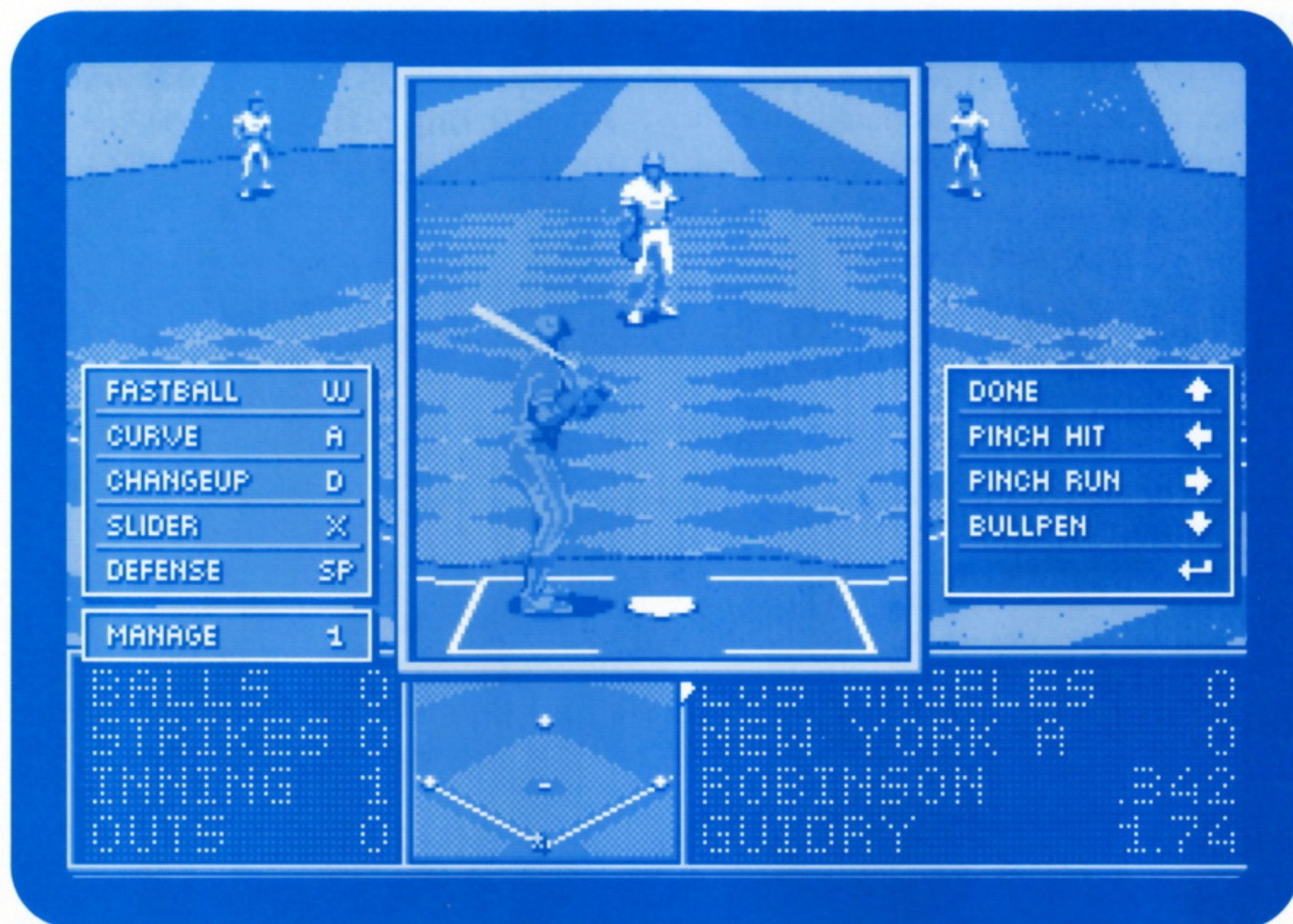
Play Ball!

The Game Screen shows the field at the top and the scoreboard at the bottom. The *Radar Screen* in the center of the scoreboard allows you to see where the runners are when the Game Screen is showing action in the outfield.

You will be shown a menu of choices before each pitch (if you are showing every pitch) or each batter (if you are showing just one pitch per player at the plate).

If you decide you want to make a managerial move, such as warming up a relief pitcher or ordering the hit and run, press the key next to the MANAGE entry in the menu for your team. If you are using a joystick, button 2 selects the MANAGE option from the menu automatically. Select SIGNS to tell the batter and baserunners what to do, and DEFENSE to give instructions to the fielders.

Between innings and when new hitters are coming to the plate, press [Return] or the joystick button to instantly place them in the right spots. The 'F' key will instruct the computer to do this for the entire game.



PITCHER AND BATTER MENUS

To watch the action of any play in slow motion, press the 'M' key on the keyboard after the ball has been hit. The display speed will return to normal after the play, or you can return the game to full speed yourself by pressing 'M' a second time.

Press [Esc] to get the options to save the game or quit.

Note to armchair managers: If you chose to just manage your team and not control the players directly, the player control portions of the following sections on pitching, hitting, fielding, and baserunning will not apply.

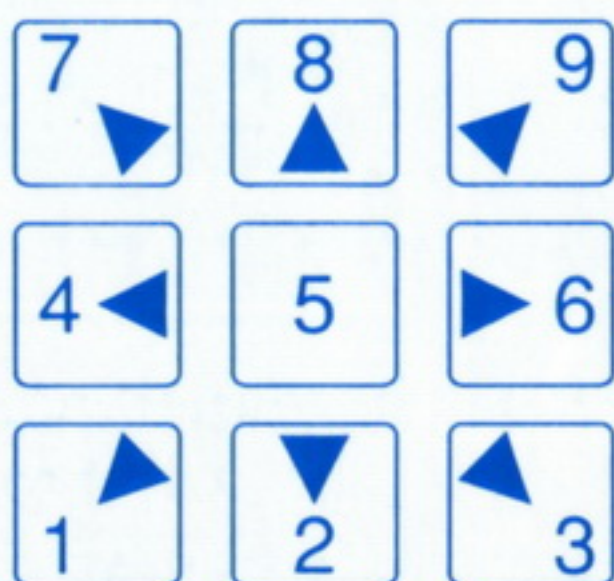
Pitching

Pitch Type The first four options on the Pitcher Menu are your choice of pitches. All pitchers have fast balls, curves and changeups. The fourth pitch varies from pitcher to pitcher, and may be a knuckleball, slider, splitfinger fastball, screwball, or any of several other choices.

After you select your pitch, the menu will drop away. When the batter's selection has been made, the pitcher will start his windup and come to the *set position*.

Pitch Location While the pitcher is in his set position (and only then), you can choose where he will attempt to throw. Use the arrow keys or joystick to choose where you want him to try to throw the pitch.

IBM Keypad



Press the 5 key in the center of the keypad (or the joystick button) to tell the pitcher to try to throw the ball down the pipe over the middle of the plate.

Pressing a cursor key or pushing the joystick in one of the directions shown above tells the pitcher to try to throw the ball over a corner of the plate or out of the strike zone.

The longer you push the joystick or the more times you press a key in a given direction, the farther in that direction you want the ball to go. For example, a brief nudge or single

keystroke in the up direction will make the pitcher try to throw a high strike. A long pull or several keystrokes down will throw the ball in the dirt.

Hint: If you hit one direction key or joystick direction and then another, the computer will respond to the *last* choice you made. For example, if you press the *up* key three times and *down* once the pitch will be targeted for low in the strike zone... but your human opponent hears the key click four times and may think you are throwing a waste pitch.

Remember that your pitcher's ability will affect whether or not the ball hits the desired target: a pitcher with 40 walks in 200 innings will be accurate far more often than a pitcher who had 120 walks in 150 innings the same season.

Pickoffs. To pick off an opposing baserunner who's taken too long a lead press and hold down the joystick button, or press [Return] or [Space] (depending on which keyboard side you are using). The pitcher will try to pick off the *lead runner*. It isn't easy to pick off a computer-controlled runner, but it can be done.

“You want to try to make it hard on the other manager. If you bat three lefties and then four right-handed guys in a row, you’re doing his work for him; he knows when to bring in his role guys from the bullpen. Go right-left-right-switch hitter and he’s got a problem. That’s why I love switch hitters.”



DEFENSE This selection offers the following options:

HOLD RUNNER / PLAY OFF BAG This will have the computer try to hold a runner at first on base to prevent steals. If for some reason (for example, the runner has a speed rating of 3) you want the first baseman to play in his regular position, choose PLAY OFF BAG. If you change your mind you can reverse the selection by choosing HOLD RUNNER.

CHARGE BUNT This instructs the first baseman and third baseman to charge when the pitch is thrown.

PITCHOUT This gives you a much better chance of throwing out a runner if you think he will try to steal on the next pitch.

INT’L WALK This grants the current batter an intentional walk.

NORMAL This cancels any other play you may have called from this menu if you change your mind.

Hint: Against human opponents sometimes you will want to come to this menu and choose NORMAL just to make the other manager *think* you are up to something.

MANAGE This selection offers the following options:

VISIT MOUND This allows you to visit the mound and check on your pitcher. You will see how many pitches he’s thrown, his stats for this game and how your pitching coach thinks he’s holding up. The stats for the pitchers in the bullpen, the current batter and on-deck batter are also displayed. This choice also gives relievers more time to warm up.

BULLPEN This allows you to check your bullpen. You will see stats for pitchers who are warming up, whether they are cold, ready or tired, as well as the condition of your current pitcher.

“When we’re behind 7-2, we’re out there trying to get a run here, a run there, trying to climb back in it. Sometimes the other team lets down, you get two or three of those little innings and all of a sudden you win one you weren’t supposed to win.”



To warm up a pitcher, select his name with the cursor and then highlight one of the two bullpen slots; do the opposite to sit him down. For most pitchers, it takes between 2-5 batters to warm up.

Highlight the Now Pitching line and then the name of the new pitcher to bring him into the game (and send the current pitcher to the showers). Remember: Bringing in pitchers without warming them up first usually leads to disaster!

If you wish to use a member of the starting rotation in relief, choose the STARTERS button at the bottom of the screen. This means he will probably be unavailable to start when his turn in the rotation comes up next.

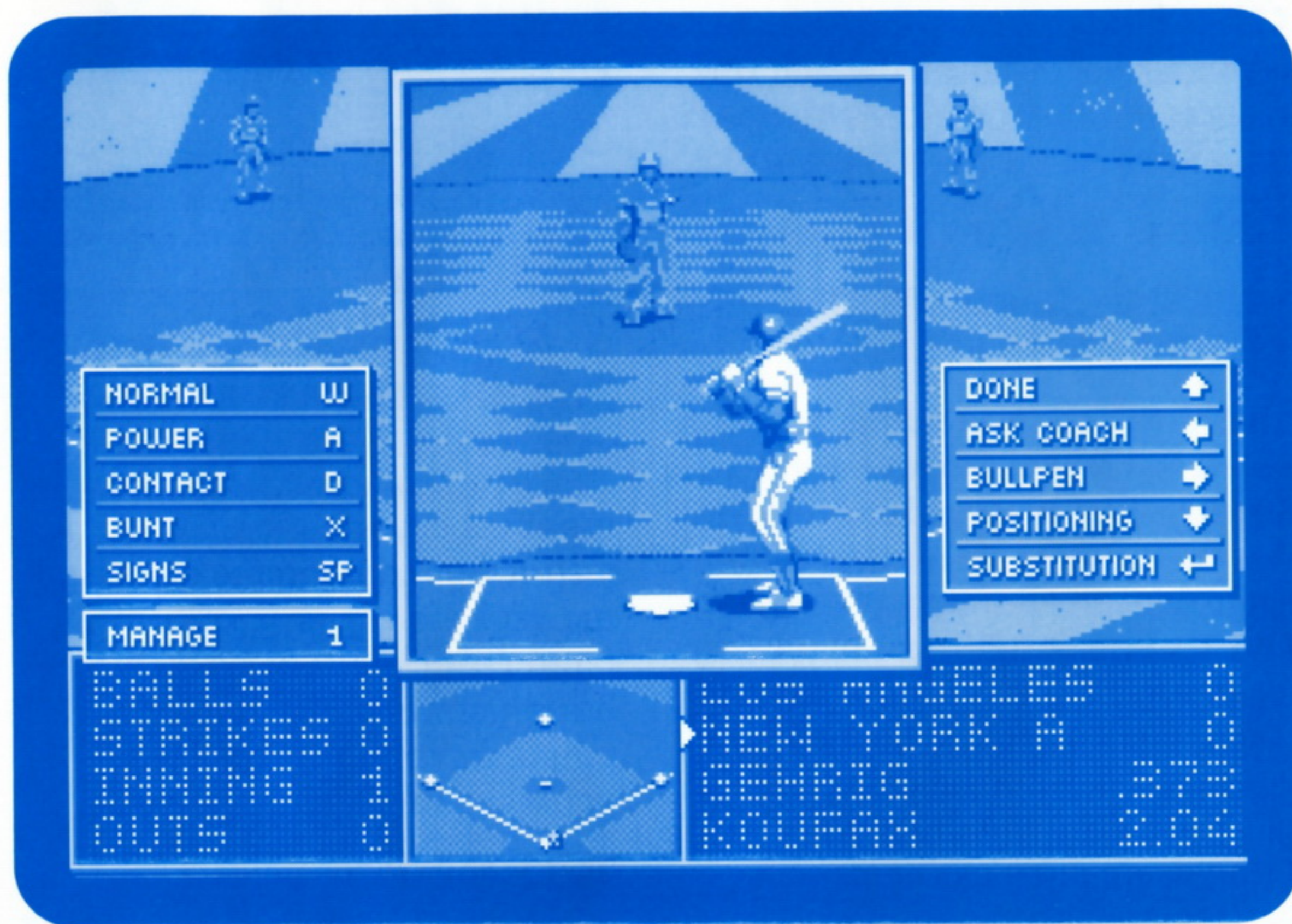
POSITIONING This displays a screen that allows you to set the depth and alignment of both the outfielders and infielders.

Most of these selections apply for *only the current batter*. An exception is when you tell the infield to guard the lines; this option remains in effect until you change it or the current game ends.

If there is a runner on first and less than two outs, you do *not* have to select to put the infield at double play depth. They will do that automatically unless you tell them not to do so on this screen.

SUBSTITUTION This allows you to change a defensive player. Highlight the name of the player you wish to bring in and that of the player whom he’s replacing and their positions will be reversed.

DONE This indicates your managerial decisions are completed and exits to the Pitcher Menu.



BATTER AND MANAGE MENUS

Batting

The options in the Batter Menu tell the batter how to swing and allow you to make managerial decisions.

Swinging the Bat If you are on the left side of the keyboard [Space] will swing the bat; on the right side [Return] will do so. The joystick button has the same effect.

Hints: While you are learning the game just choose NORMAL. If you are having trouble hitting the ball try choosing CONTACT. For your first few games, just concentrate

on trying to discern good and bad pitches and timing your swing.

Try swinging the bat a little sooner than you think you need to. Watch the ball's shadow during the pitch to get a feel for when it actually crosses the plate.

NORMAL This has the batter take a normal swing.

POWER This tells the batter to swing for the fences and increases both his power and the likelihood he will miss the ball and/or strike out.

CONTACT This instructs the batter to choke up and just meet the ball. This reduces his power but makes it much more likely he will put the ball in play.

BUNT This directs the batter to bunt.

SIGNS This selection offers the choices:

STEAL tells the *lead* runner to try to steal on the next pitch. Only runners on first or second can be told to steal. If there are runners on first and third and this option is selected, the computer controlled runner on first will attempt to steal second base. Use the SQUEEZE option to tell a runner on third to break for home.

DOUBLE STEAL If runners are on both first and second, this tells both runners to try to steal.

SQUEEZE If a runner is on third base, this instructs him to start running on the next pitch. If you are controlling the batter you still must tell him to bunt to execute the squeeze play; if the computer is controlling the batter it will bunt automatically.

HIT & RUN This tells all the runners to start running on the next pitch. If you are controlling the batter you still must tell him to swing to execute the Hit and Run play; if the computer is batting it will swing automatically.

MANAGE This selection offers the choices:

PINCH HIT This lets you put in a pinch hitter, sending the current batter to the showers. All players on the bench are displayed, along with their stats.

PINCH RUN This lets you insert a fast runner into a close game in a key steal situation. All available players are listed along with their stats, as are those runners currently on each base.

BULLPEN This selection is the same screen described for the pitching team on page 10.

Baserunning

Note: If you are playing at the ROOKIE level, the computer will handle baserunning for you.

Controlling the Runner Use either the cursor keys or joystick to move the runner, *including the batter after he hits the ball*.

You always control the *lead runner* on any play.

Pressing to the right always means *Go Forward*, to the left always means *Go Back*, no matter where in the baseline the runner is.

Radar Screen The Radar Screen at the bottom of the display always shows the runners' locations, even when they are off of the large display screen.

Taking a Lead After the Batter and Pitcher Menus drop away, while the pitcher is in his *set position* (standing on the mound after his windup and before he starts his pitch), you can move your lead runner to take a lead off his current base. Move your lead runner by using the cursor keys or the joystick in the same way you make him run. If you take too long a lead, however, your opponent may pick you off.

Stealing Bases To steal a base, first select STEAL from the MANAGE menu. When the pitcher has come to his set position, take your lead. When you are ready to break for the next base, hold down the right arrow key or hold the joystick to the right. The runner will turn and go for the next base as long as you hold down the key or joystick. Don't break too early, or the pitcher will still be able to pick you off.

Sliding To slide at second, third or home, press the joystick button or [Return] as you approach the base. The computer will take control over the runner and he will slide automatically. Once the player is at the base (if he is safe), control of the runner will be returned to you. If there was an error or a play at a different base and you believe he can advance, use the joystick or keyboard to send him there in the normal way.

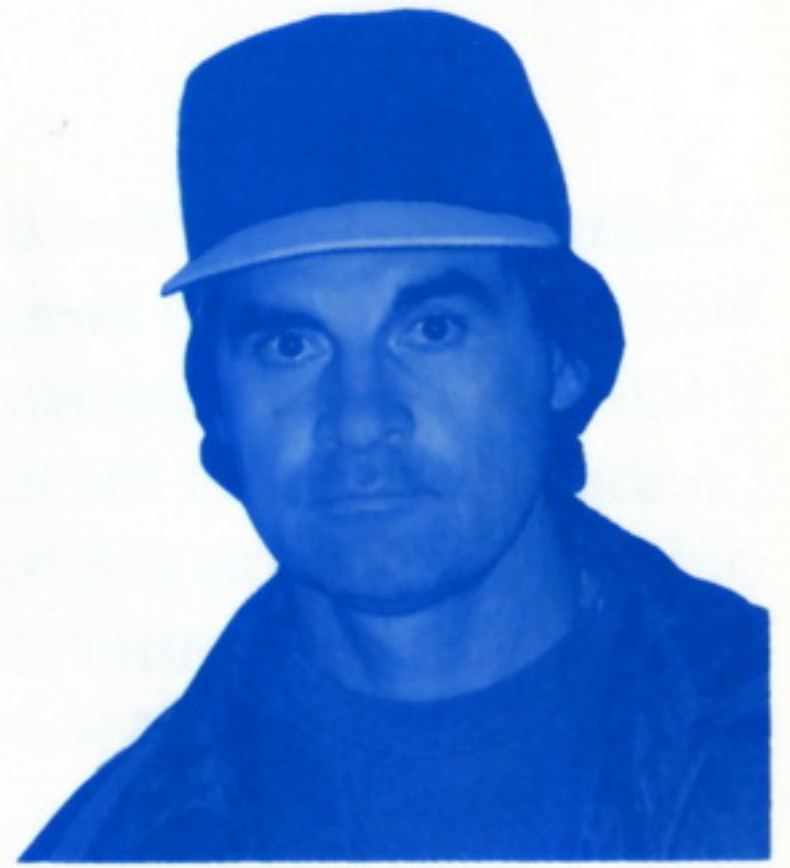
Overrunning First Base To overrun first base on a close play, press the joystick button or [Return] as you approach the base, just as you would to slide. The computer will take control of the runner and overrun the base; once the player is several feet past first (if he is safe) control of the runner will be returned to you. If there is an error on the play and the ball gets through, you can hold down the joystick/right arrow key to tell him to advance to second. If you change your mind you can run him back to first in the usual way. Trying to advance the runner beyond first makes him vulnerable to being tagged out, even though you safely overran first base.

Fielding

Note: If you are playing at the PRO or ROOKIE levels, the computer will control your fielders until they catch or pick up the ball. You then tell the computer which base to throw to, as described below.

How Defense Works When the ball is hit, the window in which the batter and pitcher were shown drops away. Time is *turned back* by about a second so the defense will have time to react, and the swing of the bat is replayed on the main field display.

“When you’ve got a leadoff guy with real speed it opens up a whole range of choices, gives you lots of things you can do to make the other team work a lot harder to get you out.”



The computer automatically selects the fielder who has the best chance of making the play and places him under your control. The selected fielder will be marked by a small circle on the field beneath his feet. If the ball gets by the first selected fielder it may select another fielder, such as when the ball gets by the shortstop and the left fielder is then selected.

If the selected fielder is not on the screen, such as when the batter hits a fly ball to left and the left fielder is chosen, the computer will control the fielder until the view of the action moves to place him on the screen. Control is then passed to the defending player. This means that on a line drive to the outfield the computer fielder will start running in the right direction automatically and will keep doing so until he appears on the screen and you take control. While the view of the field is being changed no input from the player is accepted.

Once the ball touches a fielder he catches it, unless he makes an error.

Diving and Jumping Press the joystick button, [Return], or [Space] to make your fielder dive or jump for a ball on a close play.

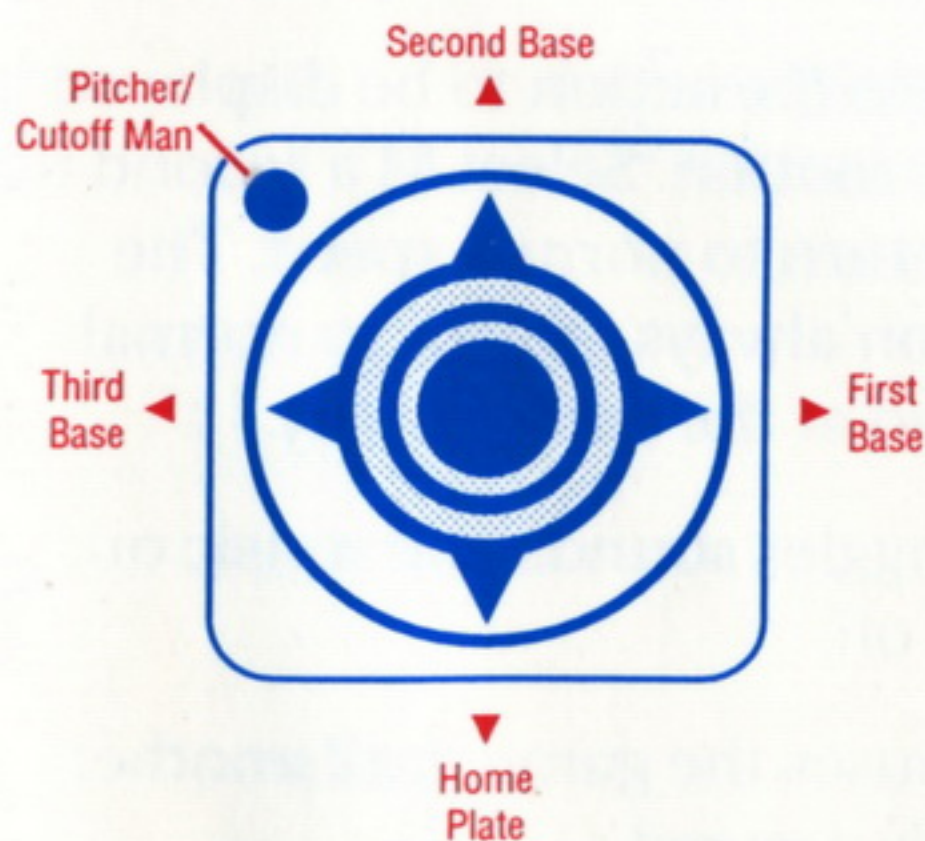
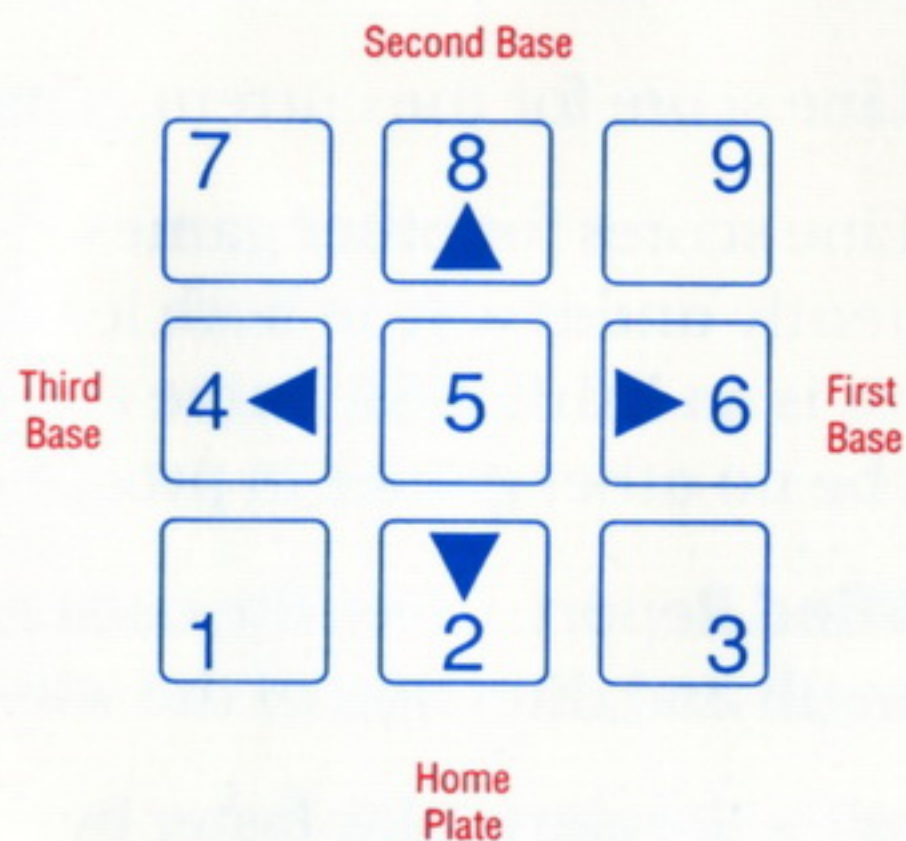
Catching Fly Balls When a fly ball or line drive is hit, a cursor appears on the field in the approximate spot where the fielder should stand in order to catch the ball. The larger the cursor, the higher the ball is in the air; as the ball comes down the cursor will shrink. You want to try to get your fielder into the center of that cursor before the ball comes down.

Note that the cursor *doesn't* mark where the ball will hit the ground, but where the fielder has to stand to catch it. If the cursor is on the outfield wall that means the outfielder would have to be standing *on* the wall to catch it, and unless the wind knocks it down it's going to be a home run.

Wind Effects If the wind is blowing with any strength during the game, the cursor may move as the wind shifts the ball. On wind-blown pop-ups you will need to get a feel for

which way the ball is going so you can anticipate where the cursor will be when the ball comes down.

Throwing the Ball Once the player has the ball, you can have him run and carry the ball by using the arrow keys or joystick to direct his movements. To THROW the ball, press [Return] or the joystick button. The ball will be thrown to the base indicated by the LAST DIRECTION in which the arrow keys or joystick pointed, based on the chart below:



If you press [Return] or the joystick button without moving the player in any of the four directions, outfielders will throw the ball to the cutoff man; infielders will throw the ball to the pitcher. The 5 key on the numeric keypad has this effect regardless of where the fielder has been moved.

You can bring any play to an end by throwing the ball to the pitcher when all runners have come to a stop; the runners do not need to be standing on a base at the time.

Statistical Display and Other Keys

In addition to the statistical screens available under the various menus, several special function keys are available during the game to give you all the stats you need to make your strategic moves.

When the Game Screen is displayed these keys give you data on the current batter and current pitcher. If a player's name is highlighted on a stat screen, these keys will give you information on the highlighted player.

“A starting pitcher has to go long enough not just to get the win, but to get to where the strength of your bullpen can help you. If your starters can get you to the 7th, 8th, 9th inning almost every game, now your bullpen can stay strong and you’ll do real well.”



Since different computer types have different keyboards, the commands on your computer may differ from those listed below. Please consult your data card if there is an incongruity. The information available is:

F1 Historical batting and fielding stats for the selected player.

F2 For pitchers, their historical pitching stats.

F3 *Simulated* batting stats for this player during the current recreated season.

F4 *Simulated* pitching stats this season for the selected pitcher.

While a Featured Game is in progress, the following keys provide you with additional controls and information:

F5 Current Lineups for both teams.

F6 Line score for the current game.

F7 Line scores for other games currently under way in both leagues. If this is an Exhibition Game there will be no other games in progress.

F8 Wind Report. Gives the current strength and direction of the wind.

F makes the game play faster by shortening the delay between batters.

M Sets the action to be displayed in slow motion. Select M a second time to return to normal speed. The action always returns to normal speed at the end of a play.

O Toggles sounds and music on and off.

P Pauses the game until another key is pressed.

V Toggles digitized voice on and off.

LEAGUE PLAY

An Introduction to *TONY LA RUSSA'S ULTIMATE BASEBALL*

When you play *TONY LA RUSSA'S ULTIMATE BASEBALL*, you control the action of real major leaguers on the field. They pitch, hit and run the bases in the same way as in real life, but you supply the instructions on how they are to do so.

When Babe Ruth is at bat you have a much greater chance of hitting a home run. When Sandy Koufax is pitching there will be a lot more strikeouts. And if Lou Brock or Maury Wills are running the bases they will go much faster than the average player.

Your job is to make the most of your team's strengths and work around its weaknesses — the same job faced by a real major league manager.

How the Season Play System Works

It's never before been possible for baseball fans to recreate an entire major league season in a simulation game. With even the best paper and computer baseball games, you'd have to play four hours a day, seven days a week just to complete the season in nine months!

TONY LA RUSSA'S ULTIMATE BASEBALL is the first computer baseball system ever developed that makes it possible for you to recreate an entire season without forcing you to play over 2,000 games — one at a time.

Based upon technology first developed by Don Daglow on a PDP-10 mainframe computer in 1971 and refined during twenty years of research, the system utilizes two different kinds of simulation: Featured Games and Standard Games.

Featured Games These are games you want to play or watch yourself. You identify them on the Schedule Menus so the computer will know you want to participate directly. You will be shown a complete box score at the conclusion of each Featured Game.

Standard Games These are games where you want to know how they came out, but you don't necessarily want to watch them. You can influence the action indirectly, by setting the starting lineups and pitching rotations. All games you don't choose as Featured Games are automatically assumed to be Standard Games by the system.

Let's say that you look at the schedule for today and New York is playing at Los Angeles. You are interested in that game, so you select it as one you'd like to play.

Between innings as you play the New York-Los Angeles game you will be shown the scores of other games around the league. The computer is handling every batter, every pitching change, every fly ball, and home run in those games, just as it is in the Featured Game — it's just not showing the action on the screen. The simulation of these Standard Games is as complete and detailed as that of the Featured Game.

Depending upon the speed of your computer, playing a complete season of over 2,000 Standard Games will usually take from one to three hours. The computer updates and displays the league standings at the end of every simulated day.

You may feature as many games on any given day as you wish. The scores of the Standard Games for that day will be reported to you between innings of the first Featured Game you play.

To learn more about how the computer organizes and manages teams in *TONY LA RUSSA'S ULTIMATE BASEBALL*, read about the Manager Menu on page 25.

Collecting Simulated Statistics

In all league games you play each season, whether or not they are Featured, the computer will collect statistics for all the players, just as in the major leagues.

After each Featured Game a box score will display the batters' and pitchers' stats. All of the simulated stats shown in the Standings Screen and Statistical Leaders Screen, as well as those displayed with the F3 and F4 keys, are updated automatically after every game.

Injuries and Fatigue

Players in *TONY LA RUSSA'S ULTIMATE BASEBALL* — just as in real life — are sometimes injured. When they are hurt, they will be unavailable to play in any games until their injuries heal. This will often have a drastic effect on the simulated pennant races.

On many of the display screens of the game there is a column labelled DU. This stands for *Days Unavailable* and a number appears there only if a player is injured. It lists how many days remain until that player can play in a league game.

If you play an exhibition game there are no injuries and everyone on the roster can play.

“You never want to make things easy for the other team. Force ‘em to make decisions. Want to hold our runner close when he’s on second? Great, that opens up the hole for the batter. Want to cover that hole? Sure, now our runner has a chance to steal third and score from there with more options.”



Because of fatigue, pitchers cannot play every day. After a starting pitcher or a reliever makes an appearance, the number of days of rest he needs before he can pitch again will appear in the DU column, with an R (for Rest) after the number to differentiate it from an injured pitcher. For example, “3R” means the pitcher needs three days of rest before he pitches again.

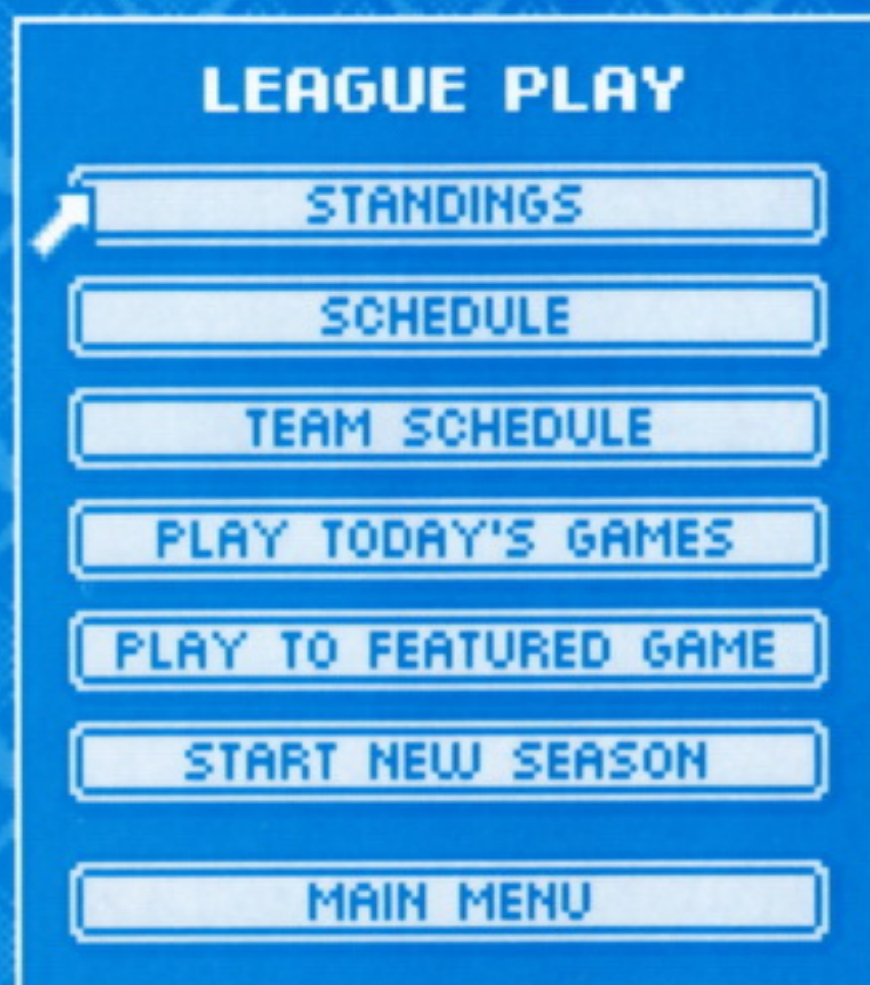
Injured players cannot be placed in the game. Pitchers who are in need of rest can be played, but using them before they are ready risks both poor performance and injury.

Part Time Players in League Play

Hitters who bat .370 in 10 games or pitchers with ERA’s of 1.72 in 30 innings affect the accuracy of computer simulations, since they can play full-time and improve radically the quality of their team. Other computer baseball games ignore this imbalance.

TONY LA RUSSA’S *ULTIMATE BASEBALL* forces part-time players to stay that way through injuries, and it’s important for human managers to take advantage of this arrangement.

If a player appeared in half your team’s games in real life, try to use him in no more than half of your team’s simulated games. *If he starts to appear in a higher percentage of simulated games than he did in real life, his chances of injury start to grow.* If you play that 75 plate appearances hitter as a starter in the first five games of the season he has an excellent chance of hurting himself and being out for 30 or 40 games...or more.



LEAGUE PLAY MENU

League Play Menu

This menu is the central source of information about the league season you are currently playing. It also lets you set up a new season.

STANDINGS This option displays the standings for both divisions of each league. The standings are updated at the conclusion of each simulated game.

SCHEDULE This item calls up a menu where you can select which contests will be Featured Games. Every day of the season has a screen that shows the games to be played on that day in both leagues. See TEAM SCHEDULE

below for a handy way to follow the schedule of your favorite team.

To feature a game, move the cursor to highlight its box and press [Return]; hitting [Return] a second time reverses the selection. A check mark will appear next to all Featured Games.

The arrow keys at the bottom of the screen allow you to move ahead or backwards on the calendar. '>' moves you one day at a time; '>>' moves two weeks at a time.

SCHEDULE/MAY 7/A LEAGUE			
☐	SEATTLE MILWAUKEE	☐	DETROIT TEXAS
☐	OAKLAND TORONTO	☐	BALTIMORE KANSAS CITY
☐	CALIFORNIA BOSTON	☐	NEW YORK A MINNESOTA
☐	CHICAGO A CLEVELAND	☐	

SCHEDULE/MAY 7/N LEAGUE			
☐	ATLANTA NEW YORK N	☐	SAN DIEGO ST. LOUIS
☐	CINCINNATI PHILADELPHIA	☐	SAN FRANCISCO PITTSBURGH
☐	HOUSTON MONTREAL	☐	
☐	LOS ANGELES CHICAGO N	☐	

NEXT FEATURED GAME IS MAY 30

SCHEDULE SCREEN

You can select as many Featured Games as you wish on any single day.

TEAM SCHEDULE This screen works just like the regular Schedule Screen, except it saves time if you only want to feature your favorite team. Select Featured Games here in the same manner as on the prior menu.

PLAY TODAY'S GAMES This selection has a different effect based on whether or not you've chosen to feature any of the games scheduled for today.

If a game has been selected as a Featured Game, the computer will show today's schedule with that game indicated by a check mark.

Move the cursor through the list of Featured Games (if more than one have been selected for that day) to choose which one you wish to play. Select ACCEPT to start the game.

If all the games scheduled for that day are Standard Games, there will be a brief delay as the computer simulates them. It will then report to you the line score for each game.

PLAY TO FEATURED GAME At times during the season you may not want to feature any game for a week, a month or even several months. This choice instructs the computer to play all games between the current date

in the season and the date of the next game you've chosen to be featured.

The computer will display the league standings and update them after every simulated game day. A small gauge at the bottom of the screen will let you know how many of the games have been completed.

If you start a new season, choose no Featured Games and then select this option, the computer will automatically play all games for the entire season as Standard Games. It will not play the divisional playoffs or World Series, although the team names for the playoffs will appear in the schedule after the season is completed.

All League Championship and World Series games are automatically Featured Games. You can, however, remove their check marks if you wish and play them as Standard Games.

START NEW SEASON — Use the cursor to choose the length of season you prefer. The shorter schedules are useful when you are playing in a league with other people and want to feature every game. The choices are:

162 Game Season The standard major league schedule.

81 Game Season Plays only the second half of the season.

Round Robins Each team plays all other teams in both divisions of its league a set number of times.

Important: *Starting a new season erases all records and stats from whatever prior season is on the disk, even if that season hasn't been completed. If you start a new season, make sure any data you want to save has been copied off to a floppy disk or is in a separate hard disk directory.*

MAIN MENU Select this option to return to the Main Menu.

MANAGING TEAM ROSTERS

This series of screens allows you to select a roster, standard lineups and pitching rotation for any team.

How Teams are Organized

Each of the teams in a league in *TONY LA RUSSA'S ULTIMATE BASEBALL* has 30 players on its roster, 12 pitchers and 18 position players. Of these, 25 players (10 pitchers, 15 position players) are on the active roster at any given time, and 5 (2 pitchers, 3 position players) are on the *Reserve List*.

When you purchase the game, all teams are organized with standard rotations and lineups set for you. You may or may not agree with the choices listed, and you should feel free to change anything and everything so that the teams are set up in the way you like the best.

At the start of any season you will want to place your 25 strongest players on the roster and keep the 5 you need the least in the reserves. But as the season wears on and players are injured, the Reserve List gains a whole new importance.

In the major leagues when a player is injured they put him on the Disabled List and call up a replacement from the minors. In *TONY LA RUSSA'S ULTIMATE BASEBALL*, injured players can be replaced from the Reserve List in the same way. If a player is not playing well, you can banish him to the Reserve List and give a different player a chance to help the team.

Starting lineups are saved separately for when the team faces righthanded and lefthanded starting pitchers. This allows you to platoon players who hit particularly well against one side but poorly against the other.

For more details of how *TONY LA RUSSA'S ULTIMATE BASEBALL* simulates the real thing, be sure to read pages 18-19 at the start of Section III on League Play.

Computer Use of Reserve List

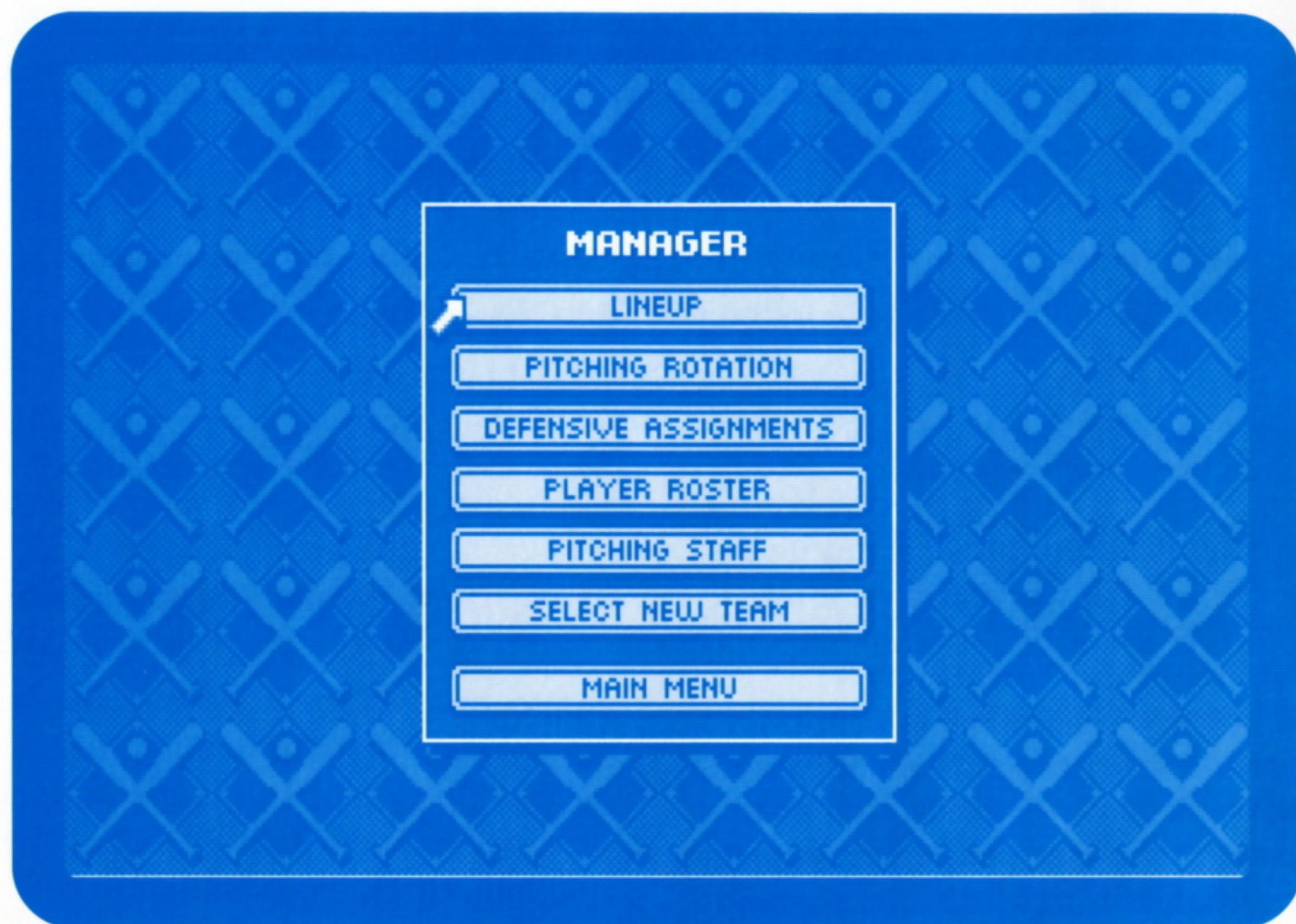
The computer automatically brings players up from the reserve list when players on your roster are injured. If you don't like the choice the computer made, you can make a roster move yourself to select someone different.

When the computer makes these replacements to fill in for injured players, it will not actually change the names on the Reserve List — only you can do that. When an injured player becomes available to play once more, he will automatically be returned to the lineup by the computer *unless* you've moved him to the Reserve List, in which case you also have to move him back to the roster.

Setting Up Your Team

It's best to set up your team or review the preset player assignments in the following sequence:

1. Use PLAYER ROSTER to select the position players you want on the



MANAGER MENU

roster and those you want to place on the Reserve List.

2. Use PITCHING STAFF to do the same thing for pitchers.
3. Select PITCHING ROTATION to choose your starting pitchers.
4. Choose DEFENSIVE ASSIGNMENTS to choose your starting lineup, first against righthanded pitchers (RHP) and then against lefthanded pitchers (LHP).
5. Use LINEUP to set your batting order against first righthanded and then lefthanded pitching.

Manager Menu

LINEUP This screen allows you to set the batting orders for your team, one for the lineup against lefthanded pitchers and one for the lineup against righthanded pitchers. You want to use it only *after* you've selected the Defensive Assignments for the team, since you want the best player in the lineup at each position before you set the batting order.

Highlight two players in succession to reverse their position in the batting order. You can also take players from the bench and insert them into the lineup in the same way.

The first time you enter the Lineup Screen you will see the lineup against righthanded pitchers (RHP). To see the lineup against lefthanded pitchers (LHP), select the VS LHP button at the bottom of the screen. This is the same as choosing ACCEPT and assumes you want to keep any changes you've just made in the lineup against righthanders.

You can go directly to the Defensive Assignments Screen by choosing the DEFENSE button at the bottom of the screen. This accepts all changes made on this screen.

If you choose the DEFENSE button while examining the lineup against lefties, you will see the defensive assignments against lefthanded pitchers.

The ADVICE button asks the computer to recommend a lineup order for the players currently chosen at each position.

Important note about computer-chosen lineups: A real major league manager usually tries to keep a fairly stable day-to-day lineup, regardless of whether the team is facing a righty or a lefty in each game. Many players get upset if they bat second one day, seventh the next and then go back to hit second. If a manager platoons two players at one position (playing one against lefties, one against righties), he usually tries to put them in the same lineup spot.

The computer doesn't worry about how the players feel, so when you choose ADVICE it will recommend lineups that are mathematically organized. That may mean that the batting order changes radically against lefties and righties.

In the preset lineups that come with the game some of the computer-selected batting orders have been altered to reduce these changes, just as a major league manager would do. You may want to experiment with pure computer lineups or your own variations to see what lineups you like the best.

PITCHING ROTATION This screen allows you to pick the starting pitchers for your team. At the start of each game the computer will look for the next starter in the rotation who is rested and ready to pitch, and will start him in that game. If both the fifth starter (if there is one) and the first starter are rested and available, the computer will chose the first starter for this game. This makes the first position in the starting rotation the most important one of all.

Highlight two players' names in succession to reverse their positions on the screen, either within the rotation or between the rotation and the bullpen.

ADVICE This selection asks the computer to recommend a starting rotation. The computer may weigh the importance of control, endurance, strikeouts, etc. differently than you do, so don't hesitate to overrule it if you prefer a different rotation.

Four Man Rotations You may have either a four-man or a five-man rotation. Try to use a five-man rotation unless you don't have an acceptable fifth starter, since four-man rotations tend to wear down the pitchers and this can lead to more injuries.

Managers will sometimes go to a four-man rotation in the closing weeks of the season if they have no strong fifth starter and are in a pennant race, since they are stressing the pitchers for a shorter period of time.

DEFENSIVE ASSIGNMENTS This section allows you to choose the starting player at each defensive position, one for the lineup against righthanded pitchers (RHP) and one for the lineup against lefthanded pitchers (LHP).

Highlight two players' names in succession to reverse their positions on the screen.

You can go directly to the Lineup Screen by choosing the OFFENSE button at the bottom of the screen.

This accepts all changes made on this screen.

If you choose the OFFENSE button while examining the defensive assignments against lefties, you will see the lineup against lefthanded pitchers.

ADVICE This selection asks the computer to recommend a player at each position except pitcher, balancing speed, his hitting and fielding skills. You may want to overrule the computer's decision to place more emphasis on defense or on hitting on your team.

Each player's primary and secondary (if any) fielding positions are listed.

Important: Playing someone outside of their listed positions will produce a lot of errors and lose ball games for your team! If you have to play someone out of position, try to make it as similar a position as possible. A third baseman filling in at shortstop will do far better than a catcher filling in at shortstop. Outfielders can normally cover for each other with little loss of effectiveness.

Some players' secondary positions are combinations of skills:

DH Designated Hitter (no added defensive position)

OF Can play any outfield position.

IF Can play 2nd Base, Shortstop or 3rd Base.

O/I Can play any OF position, 2nd, SS or 3rd Base.

C/O Can play catcher or any outfield position.

C/1 Can play catcher or 1st base.

C/3 Can play catcher or 3rd base.

Hints: No position can substitute well for catchers, so managers like players who play other positions but fill in behind the plate. Try to keep 3 players who can catch on the 25-man roster, so that if you've pinch hit for the first-string catcher and the backup catcher is injured your team isn't left with no one to play the position.

PLAYER ROSTER This is the screen you will use to move players back and forth between the roster and the Reserve List.

Select two players' names in succession to reverse their positions between the roster and the Reserve List.

There is no limit to the number of times a player may be moved back and forth to and from the Reserve List during a season, but such changes can only be made between games. During a game Reserve List players are unavailable for play.

PITCHERS This selection on the bottom of this menu takes you directly

to the Pitching Staff Screen. This accepts all changes made on this screen.

PITCHING STAFF This screen allows you to choose which players will be on the pitching staff and which will be on the Reserve List. It works in the same way as the Player Roster Screen.

PLAYERS This selection on the bottom of this menu takes you directly to the Player Roster Screen. This accepts all changes made on this screen.

SELECT NEW TEAM If you want to edit more than one team's roster in any given session, this allows you to choose another team without going back to the Main Menu.

MAIN MENU This returns you to the Main Menu.

UTILITIES MENU



UTILITIES MENU

The Baseball Utilities Menu contains a number of functions that are useful for customizing your teams and leagues in the *TONY LA RUSSA'S ULTIMATE BASEBALL* system.

STATISTICAL LEADERS This section contains a powerful data base analysis system to examine the statistical leaders of your league in many different categories. You examine the stats by selecting a series of kinds of listings you want.

You can use this section of the program to make lists of player stats that never appear in any newspapers or magazines, and find the answers

to questions like "Who was New York's worst pitcher for giving up home runs to right-handed hitters?" and "What team's pitchers allowed the stingiest slugging average against lefthanded hitters?"

Across the bottom of the screen are a number of selections which you can highlight:

BEST/WORST Asks the computer to list either the best or worst players in a given category.

BOTH LEAGUES/LEAGUE A/LEAGUE N

This choice lets you examine the leaders for both leagues at once or see them separately by league.

STATISTICAL LEADERS

				G	AB	H	D	T	HR	R	RBI
1	MARIS, ROGER	NYA	L	161	590	159	16	✓	61	132	142
2	RUTH, BABE	NYA	L	151	540	192	29	8	60	158	164
3	FOXX, JIMMIE	OAK	R	154	585	213	33	9	58	151	169
4	GREENBERG, HANK	DET	R	155	556	175	23	4	58	144	146
5	WILSON, HACK	CHN	R	155	585	208	35	6	56	146	190
6	KINER, RALPH	PIT	R	152	549	170	19	5	54	116	127
7	MANTLE, MICKEY	NYA	S	150	533	188	22	5	52	132	130
8	FOSTER, GEORGE	CIN	R	158	615	197	31	2	52	124	149
9	MAYS, WILLIE	SF	R	152	580	185	18	13	51	123	127
10	KILLEBREW, HARMON	MIN	R	162	555	153	20	2	49	106	140
11	ROBINSON, FRANK	BAL	R	155	576	182	34	2	49	122	122
12	KLUSZEWSKI, TED	CIN	L	149	573	187	28	3	49	104	141

SELECT ONE OPTION IN EACH COLUMN

BEST	BOTH LEAGUES	BATTING	PLAYERS	TOTAL	HISTORICAL
WORST	N	PITCHING	ONE TEAM	VS. RH	SIMULATED
	A		BY TEAM	VS. LH	

DONE

MORE NAMES

MORE STATS

STATISTICAL LEADERS

BATTING or **PITCHING** Allows you to examine batting stats or pitching stats.

PLAYERS/ONE TEAM/BY TEAM The **PLAYERS** selection shows you the top players in a given statistical category. **ONE TEAM** shows you the leading players on any single team (and can display the stats of all the players on that team). **BY TEAM** ranks the teams' total stats in the various categories against those of other teams.

TOTAL, VS RH/ VS LH **TOTAL** ranks players by their overall stats. **VS RH** ranks batters by their performance against righthanded pitchers and

pitchers by their performance against righthanded batters. **VS LH** works the same way for stats against lefthanded opponents.

HISTORICAL/SIMULATED lets you examine the real major league stats of the players in your league; **SIMULATED** allows you to check how the players measure up during your current simulated season.

Once you've made all these choices, a series of categories will appear across the top of the data area of the

screen. Move the cursor to the upper part of the screen and highlight the *column header* of the category you wish to examine, then hit [Return].

The screen shows the top (or bottom) 12 performers in each category. The MORE NAMES button shows leaders 13-24. Pressing MORE NAMES a second time takes you back to rankings 1-12.

Pressing MORE STATS allows you to examine additional statistical categories, since the data base holds more categories than will fit on the screen at one time. Pressing MORE STATS a second time displays the first group of stats once again.

You can change the settings at the bottom of the screen at any time to see different lists of leaders.

EDIT TEAM NAMES This section allows you to change the names and abbreviations by which the teams are identified. For example, an old-time team might be identified as *St. Louis 1946* and you might prefer to label it *1946 Cards*.

Editing League Names. You can also use this section to change the names of the leagues used in the game.

EDIT PLAYER STATS This section allows you to create your own teams or to change the stats for a given player.

You will be asked to choose first a team to edit and then a player on that team to edit.

The data you will see for each player is divided into two categories, REQUIRED STATS and OPTIONAL STATS. Required Stats are the numbers the computer needs in order to properly simulate that player — without them it will be inaccurate. Optional Stats are numbers that are either informational for you as a manager (such as RBI's), or that help the computer model the player's performance more accurately (such as stolen bases and fielding statistics).

Enter statistics by moving the cursor to the desired box and then typing in the name or number that goes there. In certain categories (such as the player's position) you cycle through available options by using the [Return] key or joystick button until you find the one you want.

Most of the categories are self-explanatory, but some deserve special mention:

For All Players:

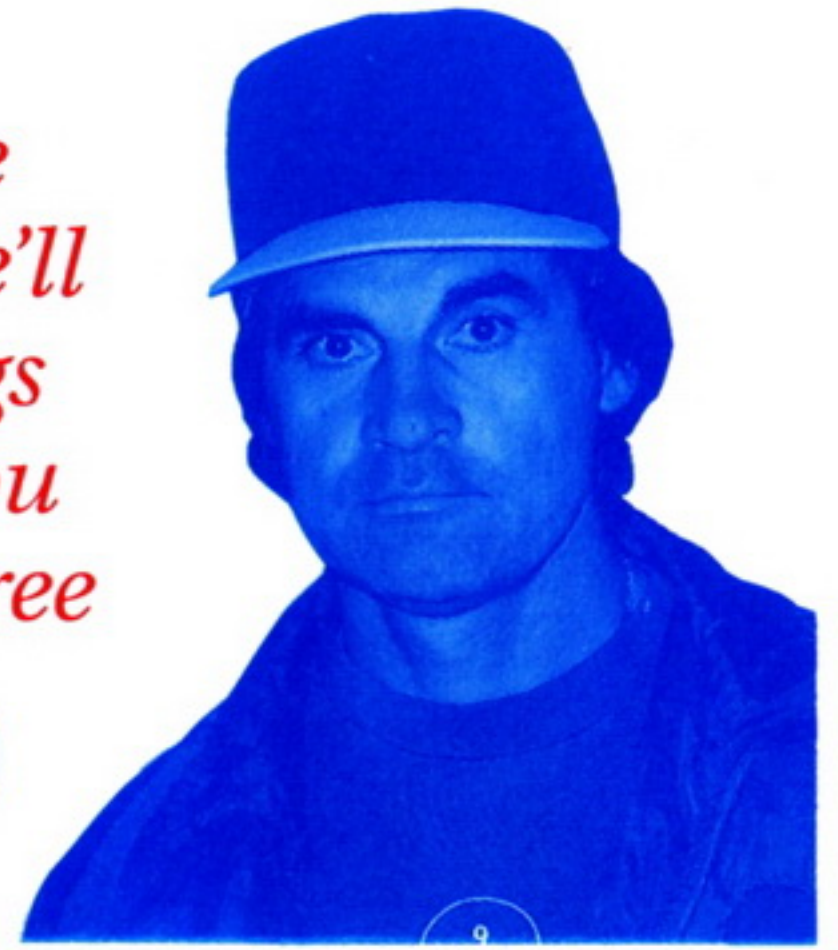
YEAR Tells the year of real major league baseball from which these statistics came.

AGE His age in that year.

BATS and **THROWS** Use the [+] key to change between (L)eft, (R)ight and (S)witch. On many computers an extra [+] key is just to the right of the cursor keys.

SKIN L stands for light and D stands for dark. This allows you to make the graphics look more like the player when he's pitching or batting.

“We want to be putting up ‘crooked numbers’ just like the next guy, but even with our power we’ll take as many of those one run innings as we can get. How many times do you see teams score at least one run in three or four different innings and lose the game? Not very often.”



DU Days Unavailable due to injury or fatigue.

EDIT TOTALS AND VS. LEFT/EDIT

TOTALS ONLY Depending on the baseball books and magazines you have available, you may or may not have access to data on how a certain player did against lefthanded and righthanded pitchers or batters. If you have this information, EDIT TOTALS AND VS. LEFT allows you to enter it; the computer calculates VS R automatically from the first two numbers.

If you don't have this data, EDIT TOTALS ONLY allows you to enter just the totals and the computer will approximate the lefty-righty division based on league averages. Note that for some players this average will be quite accurate while for others it will be different from their real performance.

The [+] key changes back and forth between the two choices.

THE RATINGS COLUMN The ratings in this column are all shown on a

scale of 1-12, except for STREAK, which is explained separately below. The ratings are:

Speed The player's running speed. This affects both how he runs the bases and his speed in the field.

Power His hitting power. This number is for your information; changing it does not affect how he plays in the game.

Bunt The skill with which he lays down bunts.

H & R The likelihood that he will put the ball in play if a Hit and Run is called.

Range His defensive range (see below).

Arm The strength & accuracy of his throwing arm.

Clutch How well this pitcher will pitch or this hitter will hit a) with runners in scoring position, and b) in the late innings of close games.

Streak How he plays month to month of the season (see below).

Injury How likely he is to be injured (see below)

On all of these ratings except STREAK and INJURY the following scale applies:

- 12 Had an all-time great season in this category
- 11 Had a dominant season in this category
- 10 Most years this quality would lead the league
- 9 Very Good
- 8 Above Average
- 7 Major League Average
- 6 Slightly Below Average
- 5 Below Average
- 4 Weak
- 3 Poor
- 2 Minor Leaguer
- 1 Must be great in other categories!

The computer will automatically calculate ratings for the player in most categories; if you disagree with the rating you can change it *but* if you then change the player's stats it will be recalculated and you will have to make the change again.

Important Note: Automatically calculating a player's rating in a given category from his stats is an inexact science. An outfielder with a good arm, for example, won't have lots of assists because

runners don't try to take extra bases against him; this produces an inaccurate, lower Arm rating. Feel free to overrule the computer if you know it has misjudged your favorite player on one or more ratings after you have entered his stats.

STREAK RATING This rating, identified by a letter, identifies the degree to which players perform evenly all season, start cold and get hot, wear down in August and September, etc. In this system ratings A-D are relatively consistent players of any type, while E-H mark players who have some variations in their performance during the season. Ratings I-L signify a very streaky player. The ratings are:

RATING	DESCRIPTION
A	Absolutely even all season
B	Better in April, weakens a little in Sept.
C	A bit weaker in July & stronger in Apr. & Sept.
D	A bit stronger in July & weaker in Apr. & Sept.
E	Like I, but less extreme
F	Like J, but less extreme
G	Like K, but less extreme
H	Like L, but less extreme
I	Awful in summer; hot at start & end of season
J	Awful in April & Sept.; hot in the summer
K	Awful in April and awesome by Sept.
L	Starts very hot, gradually cools to awful Sept.

“We want to have players who can do a lot of different things, because that means the other team has to worry about what we’ll do next. We never want to let the other team be comfortable out there. The more they worry, the less they concentrate on what they have to do, which is field the ball and get us out.”



INJURY RATING For full-time, starting players you want to see a rating of at least 10 in this category. If a player has a lower injury rating the bench players who can cover for him are likely to play a number of games each season.

FIELDING STATS If you don’t have this data, leave zeros in all the categories and the computer will make the player average. You can also enter a rating for the player’s RANGE and ARM and leave the rest of the data blank.

A fielder’s range measures a player’s reaction time and how quickly he sees where the ball is going and goes after it. His speed rating (shown with his batting stats) determines how fast he runs as he does so. His arm rating defines how fast and how far the ball will go when he throws it.

For Pitchers:

PITCH 4 All pitchers in the game throw a fastball, curve and change-up. The fourth pitch can be changed for each player. Use the [+] key to cycle through the available options.

PITCHERS’ BATTING STATS If you are entering stats for your favorite players from a book or magazine, you will often find no batting stats listed for pitchers, or will only find their at bats, hits and home runs listed. If the computer finds only those three numbers it will estimate the rest of the pitcher’s batting stats from them. If nothing but zeroes are entered for a pitcher’s batting stats (such as for a pitcher in a designated hitter league, who never comes to bat), the computer will assume the pitcher is a poor hitter and provide default stats for him when he bats.

PITCHERS' FIELDING STATS If you can't find this data leave these fields as zeroes and the computer will assume the pitcher is an average fielder.

TRADES This screen allows you to trade players between different teams. Highlight the name of one player on each team and select the ACCEPT button to finalize the trade.

You may only trade pitchers for pitchers and position players for position players. Only one player may be traded for one other player at a time, although you and another manager may make a 3 for 3 trade and implement it one step at a time. This one-for-one restriction is necessary since each team has only 30 roster slots available.

See below for how to draft teams using the TRADE option.

COPY A TEAM Select the team you wish to copy and the slot into which you want to copy it. *Warning: the team that currently occupies the destination slot to which you copy a team will be permanently erased.* See the Data Card for instructions on how to back up teams from your disk.

ERASE A TEAM Select the team you wish to erase — *this will permanently remove all the player statistics for that team from your disk.* See the Data Card for instructions on how to back up teams from your disk if you wish to save them.

MAIN MENU Returns you to the Main Menu.

Drafting Teams with the Trade Function

One of the most enjoyable parts of playing in a baseball league with friends is trying to draft the best team at the start of the season. If you have a *TONY LA RUSSA'S ULTIMATE BASEBALL TEAM DATA DISK* you can use the trade menu to draft teams by following these steps:

Step 1: Pick which league or division you wish to draft players from.

“You don’t want to have too many really slow guys batting next to each other in the lineup because they’ll clog up the basepaths and you lose all your options for putting pressure on the other team.”



Step 2: Decide how many teams you will draft for. Pick teams from the league from which you will *not* be drafting players and use the ERASE A TEAM option to clear all the players and stats from that team. Use the EDIT TEAM NAMES option to give these empty teams the names they will use in your new league.

Example: You and five friends are drafting six teams from players in the western division of one league. You erase six teams from the western division of the *other* league, and rename them yourselves.

Step 3: Choose the order in which you will draft players. The person whose turn it is to draft a player chooses the TRADE function. When it’s your turn, choose your own team

and the real team of the player you wish to draft. Trade an *empty slot* on your team for the player you wish to draft. Repeat this process until all 30 empty slots have been traded for real players.

Step 4: You now have six teams full of players in the new division you created, and six empty teams in the other league. If you want to copy the six teams you drafted back into their original league, follow the instructions on the Data Card for copying teams within leagues.

Step 5: Use the Edit Names Function (see page 31) to put the correct final team names on your drafted teams.

ABOUT THE ULTIMATE BASEBALL TEAM

THE MANAGER

Tony La Russa

Computer Strategy

Manager of the Oakland A's since 1986, Tony inherited a last-place team and led them to three consecutive American League Pennants in 1988, 1989, and 1990 as well as a World Series title in 1989. He played as an infielder with the A's, Braves and Cubs in the 1960's, but suffered a shoulder injury and appeared only briefly in the majors. He also managed the Chicago White Sox from 1979-86, winning the American League West division title in 1983.

THE GAME DESIGN TEAM

Don Daglow

Original Game Design

In 1971 Don was the first programmer to simulate a complete major league baseball season on computer, and he has spent twenty years refining and expanding his baseball simula-

tion systems. Co-Founder of Beyond Software, his prior games include Intellivision *World Series Baseball* and *Electronic Arts' Earl Weaver Baseball*, both of which he produced with programmer-designer Eddie Dombrower.

Michael Breen

AI and Graphics Drivers Design

A former member of the Intellivision Game Development Team and a co-founder of Beyond Software, Michael has been programming games since 1982. He programmed the IBM version of *Strike Fleet* for Lucasfilm Games and educational projects for McGraw-Hill.

Hudson Piehl

Game Programming

In addition to his work on *TONY LA RUSSA'S ULTIMATE BASEBALL*, Hudson is a member of the development teams for the PC-Link/America On-Line strategy game *Quantum Space* and for *Talking Fingers*, an educational package for teaching typing, reading and writing to children.

Mark Buchignani

Game Programming

Formerly on the Intellivision Game Development staff, Mark is also a member of the development teams for the SSI Advanced Dungeons & Dragons® game *GATEWAY TO THE SAVAGE FRONTIER* and the PC-Link/America On-Line strategy game *Quantum Space*.

David Bunnett

Art & Animation

A co-founder of Beyond Software, David has done graphic design for theatrical films and computer games for a number of years. He was the animator for the critically-acclaimed game *Typhoon Thompson* and Art Director for the new Advanced Dungeons and Dragons® game from SSI, *GATEWAY TO THE SAVAGE FRONTIER*.

THE PRODUCERS

Dan Cermak

Producer

A celebrated game author, noted for such titles as *STORM ACROSS EUROPE* and *COLONIAL CONQUEST*, Dan has spent the last two years as Manager and later Producer for SSI's Contract Development

Team. He uses his expertise as a game author and game player to insure that only the highest calibre of games are released by SSI.

Nicholas Beliaeff

Game Developer

While at New World Computing, Nick worked on the award-winning *Might and Magic II*, *Nuclear War*, *King's Bounty*, and *Tunnels and Trolls*. An avid baseball fan and sports nut, Nick was a natural to assist Beyond Software in the creation of *TONY LA RUSSA'S ULTIMATE BASEBALL* as part of SSI's Contract Development Team.

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QUESTIONS OR PROBLEMS?

Our main business number is (408) 737-6800. If you encounter disk or system related problems you can call our Technical Support Staff at (408) 737-6850 between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday, holidays excluded. NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER. If you need hints, please write to us at Hints, Strategic Simulations, Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086 (include a stamped self-addressed envelope for reply).

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