Micro League Baseball

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Original MLB System

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MLB II System

Instruction Manual

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MLB II Game Simulation

●

General Manager/ Owner

●

Stat Compilation

MICRO LEAGUE Baseball

● **Original MLB System**

● **MLB II System**

NOTE:

For MLB II on the IBM and Atari ST, there is additional information on page 21. Given the higher memory capabilities of these systems, MLB II incorporates many expanded factors and features. However, important information regarding stats and game play are common to the original MLB and MLB II and are presented in the first section of the Game Manual.
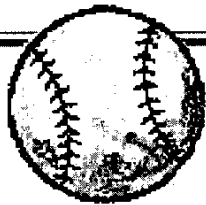
Table of Contents

You are in a dugout—managing real big-league players, choosing your lineups, changing them during the game. Pick your spots for steal tries, bunts, defense maneuvers, relief pitchers—all the real strategies that major league managers use. Choose American League or National League teams from the current season or "heart-throb" teams from a prior season or era. Manage All-Star teams from any single season, or your favorite players from any team over the years. Or pick the "superstars" from the AL & NL—any kind of team you want can take the field in MicroLeague Baseball!

Over 20 "powerhouse" teams come with the MLB Game Disk. Other teams and players can be played with separately available MLB TEAM DISKS (see enclosed insert). Whether it's a prior year team or this season's roster—with MLB TEAM DISKS you can build your MLB Season and Team Library. And with the General Manager/Owner's disk, you can create your own dream team, update stats, and "wheel and deal" players.

MLB gives you superior visual action, but MLB is not an "eye-hand coordination" game. Rather, it's a strategy contest that challenges your head, not your hand. So you won't be trying to hit a blip of light, nor will you have pretend strategies or players. Actual players on your team perform just as they do in real life in hitting, running, pitching, and fielding. As the game is played, it's your baseball savvy that's on the line against another team's manager. And if there's no one around, you can be challenged by the computer manager handling the opposing team. But be on your toes when you play against the "Baseball Buddha" computer manager!

MLB is not a fixed replay of prior game or season. No two games are ever the same, for the play action and final outcome are determined by your lineups and game strategies. Pacing the dugout won't help for long, because you have to make some tough decisions before and during the game. Maybe your moves will work, maybe you'll be outfoxed. Just don't punch out a sports writer and you won't be fired. So if you want to see just how good a major league manager you'll be, you're ready to

PLAY BALL!
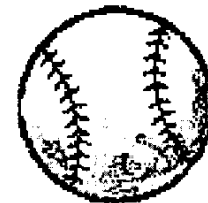
Overview of MLB

MicroLeague Baseball uses the same rules and strategies of Major League Baseball. This is important for Lineup matters—that is, you can make any changes you want before the game but once the game starts, any player taken out is unavailable to the manager. Also, you can "visit the mound" when your team is on the field, but going to the mound twice in the same inning with the same pitcher means the pitcher must be changed.

You'll first pick the teams you want, then the starting pitchers and lineups for each team. Once the game begins, the manager of the team at bat enters his/her strategy, then the manager of the team in the field enters his/her strategy and/or type of pitch. Hit the key you want for a strategy, when the screen is asking OFFENSE? or DEFENSE? (see "Strategies" section of this manual for the various "at-bat" and "in-the-field" strategies that you choose from).

MLB is shown on an "outcome-by-outcome" basis. When a batter walks or strikes out, the ball-strike count that this happened on is displayed.

NOTE

1. **MLB II:** A box score is automatically produced by the MLB II game on the IBM and Atari ST. Stat compiling is done, after the game, on separate disks.

2. **Original MLB:** First load the disk entitled "Box Score/Stat Compiler." Then you can See or Print stats from any MLB roster or start a New Game. A prompt indicates when to insert the original MLB game disk to initiate a game. At the end of a game the "Box Score/Stat Compiler" disk must be in the drive in order to compile the stats.

Booting the game/ other MLB applications

MLB II: For IBM & ATARI ST

For Atari ST: You can boot the Game/Box Score disk *or* the General Manager/Owner disk by inserting the respective disk. Click on the appropriate icon to launch the program.

For IBM/MLB II:

1. MLB Requires DOS 2.1 or higher, plus 384K of available RAM.

2. MLB II Game and GM program are configured to be read from one's A or B floppy drive. With regular DOS command, just point to the drive.

3. If one's floppy is other than A or B, first try "B" pointer in DOS since your equipment may accept a non-B drive as if it were a B drive. If that doesn't work, direct your pointer to your floppy, insert the Game disk, type in MLBSETUP, and press the **RETURN** key. (More on MLBSETUP later.)

4. To load the game, type MLBII, return key. To load the General Manager program, type GMO, return key. (Some Tandy systems, particularly in 3.5 format, may require you to type GMO.EXE, then press the **RETURN** key). For the Stat Compiler, please see additional notes for the IBM/MLB II edition in the GM and SC sections of the manual.

Note for MLB II

MLB disks are copy protected, and the MLB applications look for a particular signature track. If you get, in visual play mode, an "xyzzy doesn't work" message and the players have left the field, this means you are using a non-certified disk. Official certified backup disks are available from MicroLeague at a nominal cost.

Original MLB:
For other systems

If you *don't* want a box score or stat compilation, you can boot the game and play without first loading the BS/SC disk. Or to do General Manager/Owner functions, just boot that disk in its own right.

Loading Instructions:
Original MLB

Apple II series and IBM PC jr: Put the MLB GAME DISK into your disk drive and turn on the computer.

Atari 8-bit series: Turn on the disk drive, insert disk, then turn on the computer. If you have an XL Series, hold down the Option key when MLB is loading.

Commodore 64: The same steps as with Atari, then type LOAD "*", 8, 1 then hit RETURN Key. When the computer says READY, type RUN and hit RETURN key. On the Commodore 64, use upper left arrow (⇐) key when any reference is made to ESC key on screen or in the Manager's Rulebook.

Commodore 128: Type in "Go 64", then answer by typing Y. Without turning on the computer again, just follow C64 instructions.

PC jr. note: Like other software operated on the jr., MLB runs a bit slower compared to the PC (reference: the official PC jr. Technical Manual).

IBM note: If you have the original MLB for the IBM (not MLB II), just insert either the game, BS/SC, or GM/O disk. It will auto-boot. DOS is not used to launch any of these applications.

Game Information:
Original and MLB II Game

MLB Options

When the "options" page comes up hit one of these computer keys:

N To begin a new game, picking teams and lineups. You will be asked if you want to manage the team or let the computer handle one or both teams.

NOTE:

1. After pressing "N" to start a new game, you'll get the directory of powerhouse teams that come on the game disk.

2. You can pick other teams by removing the game disk and inserting either a Season disk, rosters on the GM/O disk, or from your Stat Compiler disk.

D To "demo" the game, with AL & NL greats. *This is included for retailers*, in that an info/customer message appears after each play.

R To "restart" a partially completed game which you "saved" on an MLB Team Disk (more information in the Special Features section).

Starting a Game

Pick the visiting and home teams (the Game Disk has over 20 teams). Or take out the Game Disk and replace it with another MLB disk as noted above (rosters from a GM, BS/SC, or Season disk) to pick the home or visiting team.

Remember: You can manage both teams or have the computer manage both teams or manage one team and have the computer manage the other team.

After both teams are chosen, you'll be asked whether you want this to be a "Designated Hitter" game. A "DH" game means the pitcher won't bat. The DH will initially be put into batting slot #5 in your lineup (you can switch to a different DH batter and/or different batting slot when you see your lineup before the game). A "non-DH" game means the pitcher will bat.

You'll then be shown the pitcher rosters for the Visiting team; then the Home team. Follow the instructions at the bottom of the screen to change the starting pitcher shown at the top of the screen. (See Lineup section in this manual for more detail or help.)

You next pick the starting batting lineups and players' fielding positions for both teams. Just follow the instructions at the bottom of the screen to make changes (see Lineup section for more help).

MLB has the typically used lineup already in place for each team. To "accept" this lineup as is just hit ESC key.

Once you hit the ESC key, the game is ready to begin after the visiting and home team lineups are either accepted as is or changed by you.

Note:

Before the game you can "switch" from batter rosters to pitcher rosters for the same team by hitting L (lineup) or P (pitcher) keys. Or you can see the other team's rosters by hitting the T (other Team) key. But before the game, if you hit the ESC key when any lineup screen is showing (or for the starting pitcher shown), you have accepted this lineup and/or that pitcher shown at the top of the screen.

LINEUP MANEUVERS

General Features: See Lineups

Whether before or during a game, some instructions at the bottom of any batter and/or pitcher lineup roster screen are common. Hitting these keys:

RETURN: This "rolls" the bench to see all the available players, whether they are batters or pitchers. Use RETURN to get the player you want to the top of the bench when you make a lineup change.

P: If while looking at a batting lineup, you want to see what pitchers this team has hit P.

L: Conversely, if you are looking at a Pitcher Roster, hit L to see what batters or fielders are in the lineup or available.

S: Shows additional statistics, for either batter/fielders or pitchers.

T: Switches over to the other team.

ESC: Hit this key if you want to go back to the game, after seeing or changing one's lineup (batter or pitchers). Remember you can just see lineups without having to make changes.

Making Lineup Changes BEFORE THE GAME

A starting pitcher and typically used batting lineup is shown. If you want this, hit ESC. If you want to make changes before the game, see below:

For Pitchers

R: Replaces starting pitcher (shown at the top of the screen) with the 1st pitcher who is at the top of the bench list (use RETURN key to bring other available pitchers to the top of the bench).

For Batters

1—9: Enter the batting slot number of the player you wish to change batting or fielding position for, or to make a direct substitution from the bench. Then you can do:

O Visit the Mound: to give your pitcher a breather if he's being hit hard—also you can start warming up a relief pitcher and/or bring in a new pitcher (see below). During the game, just like Major League Baseball, if you make a 2nd visit to the same pitcher in the same inning, you must bring in a relief pitcher.

On any pitcher roster display (besides seeing rosters and stats), you can hit the B or C keys to do:

B: Bullpen activity—warmup a pitcher or stop the warmup of pitcher(s) in the bullpen. After requesting Bullpen Action, you can do:

W: (which starts warming up the pitcher who is on the top of the Bench) or

E: (which stops the warmup of any pitcher in the bullpen).

C: Change current pitcher—To bring in a relief pitcher during the game (after hitting C), if you've had one or two pitchers warming up in the bullpen, hit 1 or 2 to bring in one of these two relief pitchers. Or if the new pitcher you want to come in is at the top of the Bench, hit B to bring him in (although he might be a bit shaky since you haven't warmed him up and he's coming in cold...).

MLB GAME STRATEGIES

The MLB Strategy card (showing the offense and defense strategies on either side of the card) will help during the game. When "prompted" in the OFFENSE? or DEFENSE? strategy cycles, you simply hit a computer key number for the strategy you want.

AT BAT

IF NO ONE IS ON BASE

0 SWING AWAY: Batter is "on his own", to SWING AWAY. (You can also use the RETURN key.)

6 SURPRISE BUNT: Batter tries to beat out a surprise bunt for a hit.

Note: 0 (or RETURN) and 6 are the only strategies you can do when no one is on base (except Lineup).

14

WITH RUNNER(S) ON BASE

You can do regular Swing Away (0) and Surprise Bunt (6) as well as these strategies:

1 **SWING AWAY & AGGRESSIVE RUNNING:** Batter is on his own to swing away, and any runner will try for an extra base if the hit ball allows him to do so. But, if it is a pop-up or a very shallow fly, any runner will not try to live dangerously on the base path. Of course, there is a higher chance there will be a "play on the runner" when you order aggressive running.

2 **SWING AWAY & SAFE RUNNING:** Batter is on his own to swing away, and any runner will play it very cautiously on the base paths—taking no chances unless the ball hit by the batter guarantees he can advance. Use this when you don't want anyone to be thrown out by trying to stretch their base advance, possibly killing a rally.

3 **STEAL:** Runner(s) try to steal a base. With runners "on the corners" (1st & 3rd), this is a delayed steal—the runner on 3rd will wait to see what the catcher does. With a runner only on 3rd, or runners on 2nd or 3rd, or if the bases are loaded, the runner on 3rd tries to steal home—a very risky strategy in these instances.

4 **HIT & RUN:** The batter is on his own to swing away and any runners break with the pitch. This helps stay out of a groundball doubleplay and allows any runner to advance an extra base if it's a solid hit. On the other hand, if the batter strikes out, the chances of throwing out the runner trying to steal is increased (since it becomes a steal try). Also, if the batter hits a line drive to the infield with less than two out, there's a chance it'll be a doubleplay by "doubling off" the breaking runner.

5 **SACRIFICE BUNT:** The batter tries to lay down a bunt, sacrificing himself to advance the runner(s) to better scoring positions. This isn't appropriate when there are two outs. Consider a surprise bunt instead (trying to beat it out for a hit) if you want to bunt in a two out situation.

15

DEFENSE:
In-the Field Strategies

There are types of pitch strategies and/or other defense maneuvers you can do on the DEFENSE request cycle:

RETURN KEY: pitcher & catcher decide

1 FASTBALL

2 CURVE BALL

3 SLIDER

4 CHANGEUP

5 PITCHOUT: use this when you think the other manager may be trying a steal or hit & run. This, of course, greatly enhances the chance that a runner will be thrown out by the catcher. However, if you do a pitchout two or three times to the same batter (and the runner(s) aren't going on a steal or hit & run), this almost guarantees that the batter will get a base on balls.

6 CORNERS IN: this brings the 3rd & 1st basemen in, moving in as the pitch is thrown. This cuts down on the chances for a successful surprise or sacrifice bunt, and may hold a runner on 3rd base. However, this increases the chance that a groundball (if hit to 3rd or 1st) might get through for a hit.

7 INFIELD IN: this brings all the infielders in as the pitch is thrown. This strategy increases the chance that a runner on 3rd will "hold on" or could be thrown out at the plate on a groundball. In the other hand, of course, this increases the chance that a sharp grounder will get through for a single, since the infield is playing in. (Nevertheless, this is a useful strategy, late in the game, if your team needs to keep a run from scoring on a groundball.)

8 INTENTIONAL WALK: try this if a batter is up who can really hurt you, especially late in the game. You are "getting past" him (by putting him on 1st base) in order to face the next batter who is perhaps not as good a hitter. This strategy, in proper instances, also helps the defense set up a potential force play or a doubleplay, even though another runner is on base. Of course, an intentional walk with the bases loaded brings in a runner to score from 3rd base.

> **NOTE**
>
> **Whether in OFFENSE or DEFENSE "prompt" requests, you can always look over your lineups, change lineups or visit the mound.**
>
> On **OFFENSE**: Hit 9 (see lineup)
>
> On **DEFENSE**: Hit 9 (see lineup) or hit 0 (visit the mound)

Notes/Definitions of Batting and Pitching Stats

The stats in MicroLeague Baseball are the same kind you see in sports pages and baseball books or guides. A player's stats are for his whole season, even if he was traded to another team during the season where he now appears on the roster.

For Pitchers:

1st Screen: P: Pitching side (right or left) W&L: Wins & Losses ERA: Earned Run Average IP: Innings Pitched H: Hits given up

2nd Screen: (hit S to see this screen G: Games appeared in during this season CG: number of complete games SV: number of "saves" recorded BB: number of walks SO: number of strikeouts

For Batters:

1st Screen B: bats Righthanded, Lefthanded, or is a Switch-hitter FLD: the primary defense position a player is rated at is shown to the left of the (/), the secondary position is shown to

the right. (see additional notes on Fielding Positions.) AVG, HR, the player's batting average, home runs, and RBI: runs batted in for that season

2nd Screen (hit S when on first screen) H, SO, that player's number of hits, strikeouts, walks (BB), and Stolen Bases (SB) for that season.

3rd Screen (hit S when on second screen), shows the player's At Bats, Hits, Doubles, Triples, and Home Runs (hit S on this screen to get back to the 1st screen of stats)

Notes/Fielding Positions

Some players have had enough games under their belt in more than one defense position to have two "rated" positions shown. For example, Elston Howard of the '61 Yankees is shown as C/1B, meaning he is rated at and can play either as catcher or first baseman.

Some players show up with a "generic" IF (infield) or OF (outfield)—meaning they tended to be utility infielders or outfielders who can play various positions. Of course, a player like Clete Boyer, '61 Yankees, who is rated at 3B/SS could also play another infield position (if you run out of players specifically rated and listed as a 2nd baseman, for example). Putting a player in a non-specified position (like putting Boyer in the outfield) gives him the lowest defensive rating.

Players have been rated at each specific position shown for them—which MLB has evaluated their fielding percentage, range, throwing arm, and their general reputation in the field. On the whole, most major league players are rated as average fielders; some are very good, some are below average. Most MLB "managers" know the defense quality of players, but if you have any questions just drop us a line.

Notes/Speed Rating and Stolen Bases

The SB (number of stolen bases) on the player's stats screen is one indicator of a player's speed, but MLB has also looked at the number of times a player is caught stealing and his general running speed and base-running "savvy." Most players are rated Average regarding their speed and base-running/base stealing

ability; some (like Ricky Henderson or Maury Wills in his prime) are rated Fast; others like Greg "Bull" Luzinski are rated Slow.

Note

1. For original MLB, if you first load/use the GM/O disk, you can access any roster existing on any MLB disk. Then you can see the Fielding Ratings (RAT) and the Speed Ratings (SR) of players, via E key on the GM/O options page. After selecting the team then use S key to get to the appropriate stats page.

2. MLB II can show FR (RAT) and SR. The GM/O disk is not required initially. Just use S from the game's option page.

3. For the original MLB, FR (RAT) are on a 1 to 3 basis. MLB II is on an expanded 1 to 9 basis. Speed Ratings (SR) are on a 1 to 5 basis in both.

SPECIAL FEATURES

When being prompted in the OFFENSE or DEFENSE request, you can do the following by hitting:

R: This stops the players from running to and from their dugouts at the end of each half-inning. This speeds up the game, since the players switch teams/jersey colors instantly. You can switch between no running/running to and from the dugout anytime you want during the game by hitting the R key on the Offense or Defense "prompt" cycle.

M: MLB has music and sound throughout the game, but if you are playing late at night, and if you don't want to disturb you wife/husband/special friend (or just your roomie), then hit M on any Offense or Defense "prompt" cycle. This eliminates the sound effects—perhaps giving you more reflective time to become a baseball manager "guru." As the Bard once penned "tis a consummation devoutly to be wished."

S: To "save" a game that is in progress. Let's say that it's the 7th inning of a close game and you have to stop. Rather than turning off the game, take an MLB Season Disk and save the game—keeping the score, inning, outs, etc—just as it is. You can then "re-start" this game and complete it later.

To "save" a game—you must have an MLB Season Disk in your disk drive (if you were playing a game with teams on the Game Disk, just take it out and insert an MLB Season Disk).

Then with either the OFFENSE or DEFENSE prompting, hit S to save the game. When the Offense or Defense prompt is flashing again, or appears again, that game has been saved on the MLB Team Disk.

You can "save" one game on each Team Disk, and you can "re-use" that disk to save a different game (which would "replace" the one already saved).

To "re-start" a saved game: first load the MLB Game Disk. When the "options" page comes up, remove the Game Disk and put in that Season DISK you saved the game on. Then hit R to re-start that saved game.

(Note: Runs,hits, and errors for each team will be for the entire game. due to memory limitations, player stats will be from the place of re-start.

We at MLSA hope you enjoy MicroLeague Baseball and the camaraderie of playing against other "Walter Mitty" major league managers—as with us, maybe your baseball managing life will never be the same.

Features of Enhanced MLB II
(for Atari ST and IBM/compatibles)

Overview

MLB II incorporates a wide range of enhanced features for additional realism and enjoyment. As an overview, MLB II has park/stadium factors, injuries, arguments and ejections, pitcher stamina factors, bullpen status, expanded fielding ratings, rain delays (or power outage in domed stadiums), and more. These additional features may affect your strategies, and MLB II features are presented in more detail in following sections.

MLB II also has a built in Box Score function, thus a line score and full box score appear at the end of each game. With the enclosed second disk for MLB II, you can also compile (store/accumulate) stats for games you play. And MLB II includes a unique "QUIK-PLAY" feature where you can get a game completed rapidly and get a line score and box score in speedo fashion.

IBM: Also see additional notes on page 30.

IMPORTANT

The general notes on strategies, making lineup changes before and during the game, etc.—all the previous Game Rulebook sections are still operative. At the end of an MLB II game, you'll automatically see the line score and box score. After printing and/or compiling stats, to play another game on the Atari ST place the MLB II game disk in your drive and press E to end. Then restart the game as before. MLB II on the IBM will automatically take you to the main options screen after completing a game and/or compiling.

Disks for MLB II

Atari ST

One disk has the game, including rosters of powerhouse teams of the past and present. The other disk is used at the end of the game—to compile and store (accumulate) stats for one or both teams that you played. Please see section on compiling stats for further operational detail. In brief, this feature will allow you to use team/player stats in MLB games based on stats you generate resulting from how you managed a particular team. On the ST, the GMO is also on a separate disk.

IBM

The game and powerhouse teams come on one disk. In 5 ¼" format the General Manager/Owner disk is on one side, the Stat Compiler on the flip side. In 3 ½" format, the GMO and SC directories reside on the same disk.

Loading the MLB II Game

Atari ST

Boot your computer following the manufacturer's instructions. In effect, you insert the MLB II Game Disk in drive A, and if the system uses a mouse just "double click" on the icon for drive A. Then "double-click" on the file "MLB" (or MLB.PRG) to run the program.

IBM

1. Requires DOS 2.1 or higher, plus 384K of available RAM.

2. MLB II Game and GM program are configured to be read from one's A or B floppy drive. With regular DOS command, just point to the drive.

3. If one's floppy is other than A or B, first try "B" pointer in DOS since your equipment may accept a non-B drive as if it were a B drive. If that doesn't work, direct your pointer to your floppy, insert the Game disk and type in MLBSETUP, press return key. (More on MLBSETUP later.)

4. To load the game, type MLBII, return key. To load the General Manager program, type GMO, return key. (Some Tandy systems, particularly in 3 ½" format, may require

you to type GMO.EXE, then press return key). For the Stat Compiler, please see additional notes for the IBM/MLB II edition in the GM and SC sections of the manual.

Options

After the game disk loads, you'll see the N, R, D options as described on page 9 of the Game Rulebook. Other options available in MLB II are:

Q: For a "QUIK-PLAY" game, that has no graphics the computer Baseball Buddha manages both teams, and you get a line score and full box score in very, very fast time. You pick the teams, the starting pitchers and line-ups—then strap yourself in for a Mach 5 speedo game.

S: Without playing a game, this gives you the opportunity to see or printout the stats from any roster on the game disk or rosters on any other MLB II disk, or rosters from the MLB II Stat Compiler disk.

E: This will "erase" a team you've compiled/accumulated stats for, (a team you've logged onto MLB II's separate Stat Compiler disk). This is a multi-step process for safeguard reasons, in case you change your mind mid-stream.

Stadium Factors

Yankee Stadium, for example, is not the same today as it was in 1961 (Mantle, Maris, and Ford years) nor as it was in 1927 (the Murderer's Row great years with Ruth, Gehrig & Co.). So MLB II shows you the dimensions of the home team's park—and whether the park has regular grass or artificial turf. You probably know that it is a bit easier to get a grounder through the infield on "synthetic stuff" but it's a bit more difficult, depending on the batter, to lay down a good bunt. MLB II, behind the scenes, accommodates the differences in the park and playing conditions. While regular grass and artificial surface parks look different in MLB II, we haven't used memory space to show each park uniquely except for the "stadium dimensions and characteristics screen" before the game begins.

Pitcher Factors

MLB II incorporates a stamina-related algorithm if pitchers work for seven innings or more. While this is a subtle factor,

most pitchers tend to tire somewhat and may begin yielding slightly more hits and walks. Thus it may be helpful to keep an eye on your bullpen and start warming up a relief pitcher if it is a tight game late in the contest.

On that note, MLB II also presents the status of pitchers who have been placed in the bullpen. A pitcher is Cold if he hasn't been warming up for four batters. If you bring him in to relieve (or if you bring a pitcher in right off the bench), he may give up more hits or walks until he does get warm. Then he'll be up to snuff in terms of what amount of hits or walks he typically yields.

A pitcher in the bullpen will go from Cold to Warm is he's been loosening up for at least 4 batters. If you bring him in with a Warm status, he won't give up any more hits or walks than he usually does. However, if you "forget" about him (after 10 batters of warming up) his status changes to Tired. If you bring him in, he just may not have his real good stuff—he probably left it in the bullpen.

So keep an eye on your bullpen pitchers. Warm up a pitcher (or two) so that a pitcher doesn't come in cold, but don't let him get tired and die out there by "pitching" a good portion of a game in the bullpen—he may not have his regular stuff if he's pooped. You can end warmups via directions on the pitchers screen. And you can, a bit later, put him back in the bullpen to warmup once more. He'll be a bit stiff to begin with, but after four batters he'll be warm again.

Fielding Ratings

As in the original MLB, fielders are rated at the positions they typically played in that particular season. If you put them in a defense position they're not accustomed to, they may make more errors. However, most major leaguers have played other positions in their Little League through Major League career so their all-rounded athletic ability precludes them from committing tons of errors even if they are out of position. In fact, many outfielders and infielders can move around without embarrassing themselves. Please see pages 18 & 19 of the Game Rulebook for more information.

In MLB II, this has been maintained with an important exception. The last screen of stats for fielders and for pitchers shows Fielding Ratings on an expanded 1—9 basis (for Fielders) and a 1—3 basis (for pitchers). The higher the number, the more likely that player rated for the position(s) noted will perform well. Keep in mind, however, that even the best will boot it once in a while. As good as Ozzie Smith is, he still makes errors because he tries hard to get to the ball... By the way, you can change the fielding ratings of players with the General Manager/Owner program.

Injuries

Aches, bruises, all a part of the game. You won't know when they may occur. You could go several games and everyone is healthy, then *Ka-baam*—one of your players gets hurt. Sometimes he'll be able to stay in the game, sometimes he'll need to be replaced. Just periodically keep an eye on who you have left on the bench.

Arguments—Ejections

Whether the umpire is right or wrong, players and managers question some calls. That's a nice way to say that—actually they argue with the ump and once in awhile they push it too far and get ejected. If a manager gets the heave-ho the team will be handled by a computer coach.

Power Outage or Rain Delays

Your game can be affected by a brief power failure in domed stadiums and acts of nature (like rain) in regular stadiums. You can override nature by pressing the space bar once the rain actually starts.

Other Special Features for MLB II

On an "offense" or "defense" prompt, you can do:

C: turns over to the computer the manager function. This is helpful if you are playing against someone and you have to leave but you want the game to be completed.

E: Arguments with a manager may happen, but no manager will be ejected. Especially for MLBers who play in Leagues, having mangerial control over one's own destiny (and having responsibility for the decisions) may be preferred to letting the Baseball Buddha computer manager take you off the hook.

Box Score & Stat Compilation

Overview:

At the end of a game you'll get a complete box score. You can also add that game's player performance stats to an "accumulative stat" team roster, one which you can log into one of the Stat Compiler disk's 32 roster memory slots. One or both team's stats from a particular game can be compiled/accumulated to whatever stats are already present for the teams you place on the Stat Compiler disk.

After a suitable "accumulation" period (discussed in a subsequent section), you can use these compiled/accumulative stat rosters in an MLB Game. Therefore, besides playing MLB games with "non-changing stat" teams, you can now use an "accumulative" stat roster from the compiler disk in a game. That is, you can play games based on players' stats which change after each game, by using the accumulative stat roster(s) you've placed on the compiler disk. And, of course, these are stats which result from your managerial moves.

Box Score Notes

You will automatically see the box score once the game is over. Press N and you'll see the visiting team's box score, for its batters. Press N (you'll then see the Home team batters' box score). Pressing N "cycles" the box score through the Pitchers' stats and then onto additional stats (such as Double Plays, Errors, Extra Base Hits, and so on—just like what you see in a newspaper box score). This is a "continuous loop" screen presentation. After the game:

To Print the Box Score: no matter what screen or page of the box score you're on, press P and you'll print out the complete box score. You can get another copy by pressing P again. Printing a box score should be done before you "compile" stats. DO NOT PRESS E (to end) IF YOU WANT TO COMPILE.

To Compile/Accumulate Stats

After seeing and/or printing a box score, by pressing C you can add this game's stats to your "accumulative stat" roster. The

computer tells you which team it is ready to compile, with a listing of the Team Directory currently on the disk. By pressing a key (A—Z, 1—6) which corresponds to that team, then RETURN, you'll add the just-completed game's statistics to that team.

Note:

If this is the first compilation for a team (a team/roster not presently on this disk), press number 0 (zero) to add a new team. You'll then put in:

Year: (up to four digits) Team Name: (up to nine characters)

Then you press Return key and a new roster with "compiled" stats will be placed into a roster memory slot (and appear on the team directory). You can log in a particular team's stats more than once. This is helpful if you are playing the same team in more than one league, where your accumulated stats would be different between the two leagues (or if you want to log in that team's stats, from the just-completed game, into someone else's Stat Compiler disk).

A few guidelines and notes:

At the risk of bordering on the absurd, don't use P (to print) if you don't have a printer hooked up. You most likely will "lose" all the game's data. Of course, you can see the box score and/or compile stats even if you don't have a printer.

You do not have to compile both team's stats. You can "skip around" either team and compile only one team. For example, you are replaying the Tigers' season and are only interested in compiling their stats as they go up against other clubs.

As mentioned before, you can compile a particular game's stats more than once. This is useful if you have more than one Compiler disk,

or someone else's Compiler disk who wants this game's data on their disk as well (like a fellow player in your league). Attempting to do a second compilation for the same team will give a WARNING that you have compiled that team's data once already. Compiling twice to the same disk will add the same game's data to that team again. You can compile this game's stats only to a compiler disk (make sure that it is in your drive before you press C to compile).

If you get a "warning" that you've compiled stats for less than 25 players, that's because the roster on the disk which you compiled to doesn't have the same 25-man roster as the team for the game just completed. For example, you had 25 "original" players on the roster logged onto the compiler disk. Then with trades, deletions, etc. via your General Manager/Owners disk, either the team just played or the team on the compiler disk only has 23 "matches" of players on both teams. You compile to a roster and get "23 players compiled". So, re-compile to the team(s) who has the other 2 players or use the GM/O disk in conjunction with the compiler disk to get each team to its "current" roster, a roster which fits exactly the team(s) you want to play in a game.

Do NOT press E to end if you haven't finished all the compilations you want.

When all the compiling you want is done, press E (to end). Or to play another game or see compiled stats, replace the Stat Compiler disk with the game disk and then press E to end. Then reload the game disk as before.

Note:

In the "Box Score" presentation you will see partial innings Pitched (such as 6.1 which means 6 1/3 IP; 4.2 which means 4 2/3 IP, etc.). In the "normal roster format", you'll see the whole (integer) number IP—but partial IP are "stored" behind-the-scenes so as to properly (and automatically) calculate Earned Run Average. Partial IP is added to the whole number IP as compilation/accumulations occur.

Notes on using "Accumulated Stats" Rosters

Just like any roster you've created on the General Manager/Owner disk, you can't play an "accumulated stats" roster on the compiler disk until all 15 batters have at least one official At Bat (which excludes walks, and other sundry things like HBP) and all 10 pitchers have at least one inning Pitched. That's what the ( ) means around a letter/number related to a roster on the compiler disk directory. That is, a ( ) means the roster has some player(s) without at least 1 AB (for batters) or 1 IP (for pitchers), or you don't have 15 batters or 10 pitchers.

Since the game is "driven" by stats, most MLBers recommend that you don't use an "accumulated stat" lineup in a game until you've gotten about 40 ABs with at least one hit (for any batter to be in a game lineup) and about 9 IP with at least one hit given up (for pitchers). This is only a recommendation for it is your disk and you can set the threshold as you want.

Thus in games, initially use the regular (season stat) rosters you find in the Game, Team, Franchise History, or GM/O disks. Then pick teams and play a game. After the game, "compile" the stats and in due time you have an "accumulated" stats roster you can use (and continue to add to) in subsequent games. Of course, you can always use the regular (season stat) roster any time you want.

Definitions of Box Score Stats

E: error; DP: Double play; 2B: double; 3B: triple; HR: home run; RBI: runs(s) batted in; R: run(s) scored by a batter or given up by a pitcher; ER: earned runs given up by a pitcher; ERA: earned run average; SO: strikeouts; BB: base on balls (a walk); SB: stolen base; SF: sacrifice fly; SH: a successful sacrifice bunt; for both SF and SH, the batter is not charged with an At Bat (AB); WP: wild pitch; PB: passed ball (by catcher); HBP: batter was hit by pitch; Balk: by a pitcher.

Replication of Season Stats

Just a few games' worth of stats from your MLB II simulation won't necessarily be an accurate reflection of what a player has done based on a prior season. Even in his asterisk-noted record year, Roger Maris could go for a period of time without hitting any home runs. The same applies to pitchers who are untouchable in a hot streak or who may have some set of not-so-good outings. Things will

even out over time, given the statistical probability models developed for MLB II.

On that note, for example, a batter's stats (actual and expected) are based on that particular season when he faced all kinds of pitchers in that particular league. If he only goes up against better, top-flight pitchers his batting stats will suffer. And the converse, if he bats mostly against the poorer pitchers in that league for that year—then he'll probably have better stats than what he had in real life that year—and he may want to renegotiate his contract with you.

The same principle applies for pitchers, of course. Let's say you draft, for an MLB League, some pretty good and some fair/decent pitchers but there are no dogs on your staff. But you and your MLB Leaguers draft mostly "cream of the crop" batters. Thus, going up against rosters of better batters, your pitchers probably won't do as well they are not going up against starting rosters who have a '68 Tigers shortstop ala Ray Oyler with an un-hefty .135 batting average...

Additional Notes
for IBM/Compatibles For MLB II

Modes of Play

1. On the game's options/menu page, pressing N will start a new game, complete with visuals. After selecting two teams (from the game roster directory, from a Season disk, GM or a complete roster on the Stat Compiler), you can be a human manager of one or both teams or have the computer manage one or both teams.

2. If one team is in a human mode, on an offense or defense prompt you can:
   Switch to computer manager mode by pressing C key, letting that register, then press return key.
   Switch to QUIK-PLAY, by pressing Q key.

3. Let's say you are in a computer manager mode for one or both teams—and now you want to take over as a human manager. Depress Control key and press H key. When the next batter comes up you should get the regular offense and defense prompt cycle.

4. In any mode, depressing Control key with Q key will stop the game and return you to the options/menu screen.

5. In visual action mode, tapping the space bar will Freeze/Frame the action. Multiple tapping will Slo-Mo "advance" the action.

Graphics

MLB II on the IBM/compatibles has EGA-tailored graphics, supportable also by VGA cards. Separate graphics/sprite sets are automatically accessed if the computer has a CGA card or RGB-type monitor. The same applies if one has a Hercules brand mono card. Tandy owners will get EGA graphics if they have installed a full-fledged EGA card with affiliated monitor.

MLB SETUP for IBM/compatibles

There are some users who might need to make some modifications to configure MLB II to their system. This MLBSETUP program (a file on the IBM game disk) should be accessed if you cannot get MLB II to run from a DOS pointer to an A or B drive command (see notes under Loading). Following the directions in MLBSETUP would also allow you, for a runner or batter who is out, to have that player run all the way back to the dugout instead of blipping off the screen when he is out. (The "blip-off" is the default option, already in place, because it helps speed up the game. Some fans, however, like the run to dugout option because it gives them time to think about strategies.)

The major use of MLBSETUP is principally geared to those fans who have computers with a very fast computer speed (perhaps 12 MHz speed or higher with 286 or 386 level processors). Depending on the system, the players might just zoom around the bases, phrases on the centerfield scoreboard will flash by—great if you wanted President Bush's inaugural to go by quickly—but not if you want a realistic tempo of a visual game. So access MLBSETUP, and set the runner speed and phrase options to a higher number (maximum is 9). Higher numbers will slow things down to your liking.

Going with lower numbers on those to options will speed things up when playing a visual/graphics game (human manager or computer manager mode). This could be helpful to fans who are using an older IBM/compatible computer whose operating speed is 4-5 MHz. With EGA graphics there is a lot of sprite data to move around, and with an older low MHz computer the movement of players might be a tad slow. If this is the case, first experiment with the speed options in MLBSETUP or switch to CGA graphics using the first prompt/option in MLBSETUP.

Hard Drive and Copy Protection

The game file MLBII.EXE and MLBSETUP.COM can be loaded to and accessed from one's hard drive. You will be asked to insert your original, certified game disk in order to play each game. This is somewhat unwieldy but is principally generated by the need/desire of MLBers to use their prior season disks or GM roster in an MLB II game. As with MLB II, these prior disks have copy protection thus allowing the entire array of MLB I and II disks to handshake and properly interface.

Using Original MLB Rosters with IBM MLB II Game

With the IBM, you can use any of your pre-1988 Season Disks, GM rosters, Stat Compiler rosters, etc. with the MLB II game. Since fielding ratings on those older season/prior created rosters are on a 1, 2, 3 numeric basis they'll come into the MLB II game with FRs of 3, 6, 9. (Using the MLB II GM program, these ratings can be modified then saved to the GM on a full 1—9 FR basis.) So being able to use previously purchased or created teams is good news. Of course those disks never had ball park name or stadium characteristics but starting with the 1988 Season Disk that info is present. Moreover, any 1988 and subsequent year Season Disk will work with the original MLB system disks.

1988 and 1987 Season Disks, in MLB II framework of FRs and park data, are available from MicroLeague. Depending on the number of fans who contact us, other prior Season Disks in MLB II framework may be created.

General Managers/ Owners Disk

Now you are the boss—trading and drafting players, sending them to a "reserve" list, adding new players (even rookies) to any roster. Revise and update player stats if you want to keep up with the current season, make roster changes, even give a player his unconditional release. And you can create your own team roster with a name that suits your fancy.

This disk is to be used in conjunction with rosters on any MLB Team Disk, Stat Compiler Disk or rosters from the Game Disk. This allows you to access any MLB Team roster, bring it over to the GM Disk, make changes to it as you want with the features noted herein, then use that roster in MLB games. The GM Disk thus serves two purposes: (a) creating and saving rosters; (b) using the GM Disk as you do any MLB Team Disk when selecting a roster or team you want to play.

**For MLB II systems, also see **

General Features

The GM/Owner's Disk can accommodate up to 32 teams or rosters, plus it has a reserve/trading & draft list feature where players can be placed temporarily until a trade or release is decided upon. From rosters on the Game or MLB Team Disks, full rosters or specific players can be "copied" over to the GM Disk (then changes or updates can be made). Or one can create a team of your own starting with a blank roster.

Each team on the GM Disk must have 15 batters and 10 pitchers, with player info and stats, for that team to be use in the MLB game. The team can be the essence of a previous year's team (such as the 1988 Dodgers with the 1989 addition of Eddie Murray and others), or a new team you put together with players from different teams via drafts and trades. In effect, you have the opportunity to create any kind of roster—using current, retired, or rookie players—whether or not they exist on a separate

MLB Team Disk. Of course, if a player is on an MLB Team roster already, it is easier to bring him over to the roster you are creating or revising on the GM Disk since you won't have to log in all of his stats) rather than "create him from scratch" so to speak.

There are two basic ways to use the GM/Owner's Disk. It can be loaded first (it will "auto" boot)* then press RETURN key to get to the options page. Or, with a complete roster on the disk, boot the MLB Game first then use the GM Disk as you would any other MLB Team Disk to select a roster you want to play. When used in this mode, only those teams that are "complete" (15 batters and 10 pitchers, with stats) will be displayed and available for selection.

   * To boot on Commodore 64/128 computers, type Load "*", 8, 1 then press RETURN key. Commodore 128 computers must be in the C64 mode.

For MLB II/IBM, DOS is utilized. Also see page 42.

Options Page

This shows the major functions you can do. Just press the computer key corresponding to the function you want. When you are on the "first screen" (display) in any of these functions, pressing the ESC key** brings you back to the options page.

   ** On the Commodore computers, the ⇐ key in the upper left corner serves as the ESCape key.

Directory of Teams/Rosters

Press T on options page to show what rosters or teams are saved on the GM/Owner's Disk. Why "copy" a team over when it may be there already.

This directory will change as you add or create more teams or delete teams you don't want (since there is a 32 team/roster maximum). The directory will also appear if you use the GM Disk in the mode of a Team Disk, after booting the MLB Game Disk.

Teams will have a prefix letter (A to Z) or a number (1 to 6) to let you easily pick a team when you are in a function activity. As an extra feature any time you are seeing the team/roster directory, if you want to see what teams are on other disks, simply insert another disk and press RETURN key. This will display the rosters on that disk.

Verify Roster or Team Status

This function allows you to quickly see which teams or rosters are "ready to play" and/or reasons why not. Pressing V on the options page displays the directory of teams or rosters you have placed on the GM Disk. All teams will have a letter or number preceding the team. If there isn't a parenthesis () around the letter or number, that team has complete data and is ready to be used in the MLB Game.

If a team has parenthesis, you can press the letter or number of that team, then press the RETURN key. this will give you an overview of what is missing from the information or stats related to that team. the possible messages are one or more of the following:

All of the starting DEFENSE positions in batting slots 1—8 are not filled; A player has a blank name (that is, one or more of the 15 batters or 10 pitchers is missing); One or more batters have zero AB (at bat) one or more pitchers have zero IP (innings pitched)

More detailed info on the required stats for each player can be found in the manual section "Editing/Updating Stats."

Copy a Team

Pressing C on the options page allows you to "copy" over an entire roster or team to the GM Disk. This will bring over and save onto the GM Disk any roster that exists on the Game Disk,

or a roster that exists on any MLB Teams Disk, or a roster from another GM Disk, or Compiler Disk (same computer system).

All the players (and all their stats) are copied over. Then you can make changes to that roster—trading or deleting players, updating stats etc.

After pressing C (to copy a team): (a) remove the GM Disk and replace it with the disk which has the team/roster you want and press RETURN key; (b) then press the letter of the team you want and (c) press RETURN key to "load" that team into the computer's memory; (d) now put back in the GM/Owner's Disk; (e) press RETURN key to "copy" that team onto the GM/Owner's Disk. Step-by-step directions are at the bottom of the display as you proceed.

That team will now appear on the Team Directory list, and from the options page you can select E to edit/update stats or make player roster changes anytime you want.

Delete a Team

Pressing D on the options pages takes you to the GM/Owner's Team Directory. After picking a team, then hold down the Control key and D simultaneously to permanently delete this team or roster from the disk. You do this, of course, when you want to create (or bring over another team) and you are at the 32 team limit. A team/roster on one GM Disk can be copied over to another GM Disk (same computer system) instead of permanently deleting a team from your GM Disk.

CHANGES TO PLAYER ROSTER

When on the options page, press E to first see the teams or rosters you currently have on the GM Disk. Then press the letter or number of the particular team you want for editing/updating stats (to be discussed in a later section on page 39) or to make player roster changes.

After pressing E on the options page and selecting a team, press C when the roster is displayed in order to do player roster changes. The instructions at the bottom of the screen indicate:

    Press letter alongside player you want to trade, send to another team or to the reserve list, or delete;

or P to add a new player (this can be a player from another roster on the GM Disk or any MLB Team Disk) or a rookie or a player not on an MLB Team Disk; this is presented in a subsequent section (see page 38 and "Help Note #4," on page 45).

Once you have selected the player you want to do something with, your choices are D, S, or T:

D: To permanently delete a player press letter alongside player, then follow the directions at the bottom of the screen. Deleting a player is like giving a player his "unconditional release." You are permanently deleting that player from that roster. No other team is involved —you are simply letting the player go.

T: Trade with another team; here you can "swap" two players between rosters on teams on the GM Disk. After picking a player (his/her letter alongside the name) and then pressing T, you will see the directory of teams/rosters on the GM Disk. Choose the other team (then press RETURN key) and you'll be asked to pick the other player involved in the trade. Pressing the RETURN key then consummates the trade of two players between teams and automatically "saves" the revised roster for each team.

S: To send a player to the "reserve list" or to a team/roster on the GM Disk. You have two possible "destinations" for sending this player elsewhere:

1: Another team or roster that exists on the GM Disk; (if that roster is full, 15 batters and 10 pitchers, you can not put the player on the other roster until you make space for him). Assuming there is space on the "receiving" roster, select the player you want to send; follow directions at bottom of the screen to choose the team you are sending the player to; press RETURN key and that player has now been sent from one team to another. Of course, there is now an available "slot" on the "sending" team's roster.

2: The Reserve/Trading & Draft list: you can also send a player to this roster, one which has space for 15 batters and 10 pitchers. Sometimes you may not want to permanently delete a

player from a roster nor do you wish to trade him to another team at this point. So you have a "reserve list"—a player can be put there (if space is available) and later on you can send him to a roster or team on the GM Disk or permanently delete him from the reserve list.

In effect the reserve list also serves the purpose of temporarily protecting or picking up a player in a "draft" mode—getting a player that had been previously put there, or obtaining a player someone else had tucked away on the reserve list. Finishing a trade (that is, sending a player from the reserve list to another team on the GM Disk) can also be done. On your own (or with other managers in a league), use and enjoy the "reserve" list any way you want. It can be a temporary "twilight zone" for players until you, the GM or Owner, decide to trade any of them or give them their permanent walking papers. Or you can use it to draft players who are on the list—but money that changes hands during a draft is up to you and other GM/Owners...

> **NOTE:**
>
> You will always initially be shown the Batter roster that exists (with options to trade, delete, send to another team or reserve list, etc.) The same set of GM options are present for pitchers if you press P on the "first display" screen of any roster/team.

Add a New Player or Rookie

After pressing E on the options page, then pressing C (to do roster changes), another way to revamp the roster is to add a new player by next pressing P. This player can come from three "sources":

1. an existing team roster or reserve list on the GM Disk

2. an existing team roster on any other MLB disk (Game, Team, GM) for the same computer system

3. bring up a rookie or adding a player who does not now appear on any MLB disk you have.

For "sources" 1 and 2 above, you first press T which tells the

computer that you are adding a player that is present on some MLB roster. You will then see the directory of teams on the GM Disk. (If the player you want to add is on some other roster on a different MLB disk, put that disk in and press RETURN key; you will see that disk's team/roster directory.) Now select the team which has the player you want, pick the player (the appropriate letter key on either the batter or pitcher screens), then press the RETURN key. This puts that player on the roster you were working with on the GM Disk. Please note that the particular player will be on the GM Disk roster and will remain on the "sending" team's roster. This is because the "sending" team's roster (a season roster, for example) should remain intact and/or you may want to move that player to a different roster on a GM Disk as well.
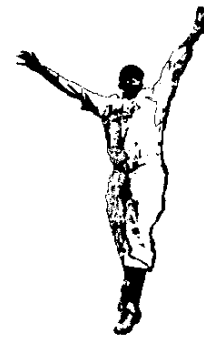
For "source" 3 (adding a rookie or a player that doesn't appear on any MLB Disk you have), you will need to enter various stats and player related information. You first press R, then the cursor will "blink" on the first available slot on the Roster, starting with the first letter of the player's last name. Us an initial for first name if more than one player has the same last name, even if the other player is on a different roster. This helps with trades.

The information you need to enter is described in the section which follows on Editing/Updating stats. Just remember it is easier to add a player, if he exists on any roster on an MLB disk you have, instead of "creating" an already existing roster player, since adding such a player "brings over" all the necessary stats information.

Editing/Updating Stats

On the options page press E, then select a team and press RETURN key. You'll then see the batters' first page of stats with these options at the bottom of the screen:

- **S** See more stats (there are four "screens" of stats);

- **P** See pitchers (three "screens" of stats),

- **C** Change roster (previously discussed);

- **L** Edit lineup (i.e., switch players' batting slots on the roster);

- **E** Edit (revise or update stats); and

- **ESC** (back to options page).

To actually revise/update stats, press E (when either the batter or pitcher screen is displayed) and the cursor appears on the first character of the player's name who is in the top or first slot.

Directing/moving the cursor

Arrow keys: up, down, left, right (some computers only have left and right keys). This moves the cursor without eliminating any data, if data are present.

Space Bar: moves left to right, and eliminates any piece of data if present.

Return key: drops down one line at a time, no matter what data field you are in.

For Batters/Editing Stats

SCREEN # 1

Name: 14 characters maximum (appears on all screens) B: for batting side (R, L, S for a switch hitter) FLD: the fielding positions (primary position to left of slash; a secondary position to the right of slash). "Generic" positions are acceptable (OF, for outfield) and IF (for infield); FLD is also shown on page 4 of the batter stat display with RAT (the numeric ratings of a player at one or two FLD positions). More on FLD and RAT will be discussed in relation to the batter stat screen #4.

AVG: batting average, automatically calculated based on the hits and at bats that are showing (or that you enter).

HR: Home Runs RBI: Runs Batted In

Once you are finished entering or revising/editing stats on any page, press ESC key, *then* press S to get to the next page of stats. Press E to edit or revise this next page of stats.

SCREEN # 2

Name and batting side are shown, with AB (at bats); H (total number of hits); SO (strikeouts); BB (walks); SB (stolen bases).

SCREEN # 3

New information shown on this page: 2B (doubles); 3B (triples); Previous data are also shown as a convenience (such as Name, B, AB, H, HR). These can also be

"edited" or revised here, and any change will show up on prior screens.

SCREEN # 4

BPOS: shown on the far right of the screen indicating who you currently have in Batting POSitions 1—8, and who would be the DH (designated hitter) if you should opt for that type of game. BPOS cannot be touched, for it is only a guide. **ALL EIGHT DEFENSE POSITIONS, OTHER THAN PITCHER, *MUST* BE COVERED IN SLOTS 1—8.**

Pressing L on any screen allows you to "switch" the players' batting slot order. Pick the two players (using letters alongside the name), then press RETURN key and a switch in the roster order will be done.

Do not put "DH" as the defense position for a player in that #9 slot. Use a player's typical defensive position when you enter anew or edit stats. The game program automatically gives that player a DH designation if that type of game is chosen. You can move that player (as DH) to any batting slot when you are setting lineups before the game.

For original MLB

RAT: is shown next to FLD positions on screen # 4 of the batter stats. RAT is the numeric value assigned to the corresponding FLD position(s) which show on either side of the slash /. The RAT numbers allowed are 0 (a very poor fielder, doesn't play this position. Someone assigned to play 1st base in a game but does not have a 1B designation in FLD will be assigned a "0" for RAT); 1 (can play defense in the majors, but a below average fielder); 1 (plays a solid, steady defense, nothing spectacular but also not "iron hands" with the glove); 3 (is one of the best at his position; a great if not "golden glove" in his defensive capacity).

MLB's stat algorithms for RAT are therefore on a 0—3 framework. e find this simple to use, since in a aggregate sense we consider errors, range, throwing ability (for catchers, also their

ability to throw out runners), and their general reputation e have learned about through baseball books (and scouting reports) and from observers who follow any particular team closely. You have a chance (as GM/Owner) to rate a player anyway you see it. Players with high ratings (eg. 3) may make errors—since their range is so great that they try for balls that others would just wave at or still be chasing don in the outfield. But even players with low ratings won't necessarily kill you in the field—after all they are major leaguers and many can hold their own on routine plays.

Additional GM Info for MLB II Systems

For all systems, the preceding pages provide definitional information on the GM functions. On the Atari ST and IBM compatibles, the actual procedures for running the GM operations are as shown in those respective sections.

Creating a brand new team from scratch (via Create function) will give you MicroLeague Stadium as the name, natural grass of course for baseball purists, and stadium dimensions as you get if you play rosters like the AL Greats or NL Greats from the game disk. This generic info is standardized so that players in mail leagues won't have doubts as to what's happening in the mail-league receiver's ballpark.

But MLB II rosters created by us on the Game Disk and on 1988 and subsequent Season Disks have actual stadium names and unique dimensions/characteristics. This info is captured by the GM made for MLB II systems when such a roster is copied by the GM program. So if you want stadium data for a roster stocked with you on players, here's a suggestion: First, identify a team that has the name and stadium data for that year (for example, the 1988 Tigers). Copy it on to your GM Disk. Then delete/trade some or all of the players. Add players to this roster (by trading or "creating" a player) as desired. Thus your roster will have the players you want and will have the park name and stadium info in an MLB II game. Of course, this roster can be re-named or re-yeared to your liking without losing the stadium data.

IBM/compatible

The GM (like the MLB II game) can be booted via DOS 2.1 or higher. With an "A" drive for your floppy, just type in "GMO" and press return key. If your floppy drive is configured as "B" drive, be sure to instruct DOS to point to that drive. If your floppy is

not either A or B, point to that drive and type "GMO 1" and press return key.*

For the 5 1/4 format the Stat Compiler is on the flip side of the GM disk. The SC is not bootable in its own right, for roster security reasons, but can be accessed for viewing rosters or printing via the "S" option on the Game menu/options page. SC rosters can also be accessed via the GMO, and by pressing the GMO function key you want, then inserting the SC side of the disk and pressing the return key, you'll get the directory of teams you've logged onto the SC disk side.

For the 3.5 IBM format, the GM directory of teams is shown automatically. Pressing the return key will alternate between the GM and SC directories of teams.

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*NOTE:

Some Tandy systems require entering GMO.EXE, then the return key.

For MLB II game & GM/O disk systems, the batters' Fielding RATings have been expanded from a 0—3 to a 0—9 basis. These are shown alongside the batters defensive FLD positions on screen 4 of the stats display. Values of 8—9 are generally rare, for these are the "Gold Glove"—type players. Also, very low ratings are unusual, but present. Most major leaguers average between 4—7 in their fielding ability. As with the original MLB, pitchers' RATings are on a 0—3 basis.

SPD: the overall, aggregate speed rating for a player, on a 1 to 5 basis. Of course one should consider the number of stolen bases (and times caught stealing), ability to show "savvy" on the basepaths, and one's general reputation as a dangerous or "Don't worry about him" type of runner. The Rickey Hendersons of the world (when healthy), the Maury Wills (in his prime) could get the highest rating. Certain slow, leadfoot types (a Greg "Bull" Luzinski when he was an active player) could easily deserve the lowest rating. A considerable percentage of major league players have average speed (3) while some are above and some are below par. Again, you have the opportunity to rate it as you see it (as long as any opponent doesn't complain that all of your players have a 5 "speed burner" rating!).

For Pitchers

When you are on a batter's page you press P to see the pitchers. (On a pitcher's page press B to see batters). The stat displays for pitchers are:

SCREEN # 1

Name: 14 characters; appears on all display pages.

P: Throws right or left.

W-L: Won—Lost record.

ERA: Earned Run Average.

IP: Innings Pitched.

H: Hits given up.

SCREEN # 2

G: Games appeared in

CG: Complete games pitched

SV: Number of saves recorded (old era pitchers will not show saves in baseball reference books)

BB: Total number of walks given up.

SO: Number of strikeouts recorded.

S: Whether a pitcher is principally or solely a Starter or Reliever (this is "defaulted" as R when you create a new player or team but R & S are changeable). Of course, any R (Reliever) can be pressed into duty as a starting pitcher.

SCREEN # 3

T: Throws Right or Left

B: Bats Right, Left, or Switch

SPD: The 1—5 speed rating as discussed in batter's section

RAT to the left of the slash /, this is the defense rating (0—3) you want for the player as a pitcher. To the right of the slash /, you can enter a rating for another position (but realistically, a "0" rating is proper, for

only with rare exception could some pitcher play well in another position).

## Help Notes and Reminders when editing/updating stats

1. It's easier to copy or transfer over a player or team (since all stats come along) than to create a player and enter in all necessary stats. Revisions to stats and roster changes can be made once a team (or a particular player) is copied over to the GM Disk.

2. Some users try to modify so many of the stats for pitchers that sometimes they get an incorrect number of Games for pitchers. If that ever happens, completely delete that particular pitcher and re-enter all the stats you want.

3. As you enter/revise data using the return or arrow/cursor keys (previously discussed), you can stay on that same screen of stats and move the cursor to do other players on that screen. Or you can get to another screen of stats by pressing ESC key then S to proceed to another page of stats.

Anytime the computer thinks you are finished editing/revising stats, after pressing the ESC key at certain times you will be asked whether you want to save these changes: Yes (save) or No (to ignore changes, if made, or if you only were looking at the stats and didn't make any changes). If Yes, the disk drive will operate, save the changes and take you to the options page.

4. If you are adding a rookie to a roster, who is to know how he'll really do in the big leagues? With actual experience and actual stats during the season (if he stay long enough) you can put in the actual performance stats. But the MLB game needs stats and we suggest you have at least 50 AB (for batters) and 20 IP (for pitchers). Then work back from that regarding estimating how many hits, walks, etc., for batters and hits, strikeouts recorded, etc., for pitchers. Please recall that you are the GM or Owner, so you should have some idea as to how a rookie or new player might perform with their respective "base" of ABs and IPs. As the season progresses you can edit these stats (just like with other players) to reflect what a player is actually doing.

5. For a roster on the GM Disk to be used in an MLB Game, there are certain minimum kinds of data or information that are necessary:

a.) 15 batters and 10 pitchers, each with a name. Batters must have At Bats (AB) greater than 0 , and pitchers must have Innings Pitched (IP) greater than 0.

b.) In the first eight batter slots, *each* defense position must be covered in the space to the left of the slash / in the FLD column. This means you must be showing C, 1B, 2B, 3B, SS, RF, CF, LF (in any order across the first eight slots). The ninth slot (sometimes shown as the letter I) can have a player with any kind of defensive position(s), but he'll be the "default" Designated Hitter (to start with) if that type of game is chosen. Do *not* put DH as the defense position.

c.) The above parameters (a & b) are necessary for the roster to be "verified" at a minimum level so as to use that roster in a game. Of course, you can make changes to the roster on the GM Disk and/or switch players around any way you like once you start the MLB Game using a verified roster.

6. If you are creating a new team/roster (see following section) or if you are updating/revising stats during the season, there are numerous "sources" of stats you can draw upon. For anyone who played during 1987 or earlier, we can suggest the Sports Encyclopedia: Baseball (by David S. Neft and Richard M. Cohen; St. Martin's Press, NY, 1988., available through most book stores). In depth analyses of currently active players (those who played in 198x) can be found in The Scouting Report; 198x (by Dave Campbell et. al., Harper & Row publishers, 198x). Of course, this is but the tip of the iceberg—and many publications focus on detailed stats of a particular team as do newspapers in franchise cities.

Current season stats are readily obtainable through weekly issues of The Sporting News; the sports section, midweek, of USA Today (one day is devoted to updated weekly AL Stats, another day to NL stats); even the Sunday paper sports section carries updated stats in most metropolitan newspapers. P.S. Two other gems for evaluating players is *The 198x Baseball Analyst* (by Seymour Siwoff, Steve and Peter Hirdt,
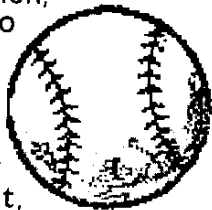
Macmillan Publishing Co.), and the monster, edited by Joe Reichler, *The Baseball Encyclopedia* (Macmillan Publishing). New to the field, and most impressive is *Total Baseball* by John Thorn and Pete Palmer (Warner Books, 1988).

Creating a New Team

Press N on the options page and you'll be asked to give a name, year, and other information for the team you are creating. Once that info is entered (press RETURN after each entry), you will automatically be taken after the last entry (called Team Nickname) to the first page or screen of batter stats. P gets you to the pitcher roster. (Pressing ESC before you enter team Nickname wipes everything out).

On either a batter or pitcher screen you then will see mostly a blank set of data or info—only the column info/data fields are showing. Some information is "defaulted" in—like batting side (b), pitching side (P and T on 2 screens), RAT and SPD (average numerical rating for every player slot). But these are just program protection "guides" in a default sense—and you can E (edit stats) or C (change roster, which is one way to add players), then put in any players and stats you want. Remember you can bring a player over to this squad if he is already on a roster on the MLB system of disks (Game, Team, GM) for that computer system, or you can add/create a player from scratch.

Note for MLB II:

Creating a brand new team from scratch(via CREATE function) will give you MicroLeague Stadium as the name, natural grass, of course, for baseball purists, and stadium dimensions as you get if you play rosters like the AL Greats or NL Greats from the game disk. This generic stadium info is standardized so that players in mail leagues won't have doubts as to what kind of ballpark your mail-league receiver is using.

But MLB II rosters created by us (for example, on Season Disks and rosters on the game disk) do have actual stadium names and unique dimensions/characteristics. This info is captured by the GM made for MLB II systems when MLSA rosters are "copied" by that GM application.

So if you want stadium data for a roster stocked with your own players, here's a suggestion: First, identify a team that has the name and stadium data for that year (for example, the 1988 Tigers). "Copy it" via the GM application. Then delete/trade some or all of the players. Add players to this roster (by trading, adding, or "creating" a player) as desired. Thus your roster will have the players you want and will have the park name and stadium info in an MLB II game. Of course, this roster can be re-named or re-yeared to your liking without losing the stadium data.

Renaming an Existing Team

Let's say you already have a roster (complete or "in progress") on the GM Disk. But now you want to change the name of this roster or team. On the options page, press R and after picking a team you'll go through the cycle of entering information about the team. When you are done with the last entry (Team Nickname) and press RETURN key, this will save the revisions. (Again, pressing ESC prior to revising team Nickname wipes out anything you've entered.)

Players' Names (Need for first initial)

Shakespeare once said something like "A rose by any other name is still a rose." For MLB this is particularly important, because there are several instances where players have the same last name—such as Evans (Dwight and Darrell), Parrish (Lance and Larry), Bonilla (J. and B.), plus many guys named Smith.

To help ensure proper trades on the GM/O and compiling of stats (with the Box Score/Stat Compiler disks), enter a first initial to distinguish players with the same last name. Some rate times you'll need to initials, such as L.A. Parrish (for Lance) and LR Parrish who many think is his brother.

Caveat

"To thine own system be true." Using 1988 and subsequent season disks with MLB I system disks will work nicely, as will older season MLB I disks in the MLB II system. But putting a 1988 season roster on an MLB I/GM disk, then taking that roster to MLB II/GM, then into the MLB II game...Well, one pre-game screen will properly look strange—though continuing on you can play the game. Thus the adage is simple: if you have the MLB II game/system disk do your GM operations amongst those MLB II disks; similarly so for MLB I. Other than latter day perverts, who wants the '68 Tigers to prowl on synthetic turf?

Enjoy being the boss! With a little practice, following instructions at the bottom of each screen (and reading appropriate sections of this manual) you'll be making the player changes and creating teams any way you want. Please write to us if you have any questions. But remember to wear your batting helmet anytime you cut a player from your roster...

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Additional Team Disks

A wide variety of Season disks are available (all 26 clubs on one disk). Special Edition disks—e.g. World Series Teams of each decade, All Star Rosters have been created. Also, "Franchise History" disks (one for each club franchise) captures the selected years which have helped make any franchise what it is.