MICRO LEAGUE Baseball®

BOX SCORE/STAT COMPILER DISK

Instruction Manual

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OVERVIEW OF FEATURES

This is a multi-functional Box Score/Stat Compiler (BS/SC) utility disk that works with the Micro League Game Disk as well as other MLB Disks (Team, Franchise History, General Manager/Owner's, and Roster Security). The BS/SC Disk provides three broad domains of functions:

Box Score & Stat Compilation: With the Game Disk, you can get a screen display and/or a printout of a box score from the just-completed game. You can also add that game's player performance stats to an "accumulative stat" team roster, one which you've logged into one of this 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 this disk.

Game: 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 this 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 this disk. And, of course, these are stats which result from your managerial moves.

Stat Display and/or Printout: Without playing a game, loading this disk allows for a display and/or a printout of any of the accumulative stat rosters on this disk -- great for record-keeping or sharing data if you play in a League. And this display/printout feature will work with any roster from any type of MLB Disk (Game, Team, General Manager/Owner Disk, Team/Roster Security Disk) -- after loading this BC/SC disk.

LOADING THIS DISK

Just load ("boot") this disk in the same way you load the Game Disk.* Then your options are:

| P | Play a game
(you want to get a box score and/or compile/accumulate stats after the game).

| S | See or printout stats
(from rosters you've put on this disk or from rosters on other MLB Disks).

| D | Delete a team from this disk

Each of these options is described in following sections.

*On Commodore 64 or 128 units, type in: LOAD"BOX",8,1 then press RETURN. On Apple IIc and IIe series, CAPS LOCK key should be depressed.

> **NOTE:** Some systems take longer to load than others. When disk drive light goes off, hit space bar to get to options page.

P Playing a game

From this disk's Options page, after pressing P you'll be asked to put the Game Disk in your drive. Then hit Return key. You'll go through all the regular steps of selecting teams (from the Game Disk, other Team Disks, GM/O Disk, this disk), and picking starting pitchers, lineups, etc. Then Play Ball!

> **NOTE:** After loading this BS/SC disk then the game disk, on most systems it doesn't make any difference what disk you have in the drive while you play the game. BUT if you want a box score and/or want to "compile/accumulate" stats, be sure this Box Score/Stat Compiler Disk is in your drive before the game is over.

At the end of the game, you will automatically 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" four-page 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 boxscore. 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.

▶ System Notes: Apple and Commodore: you'll be asked to enter the printer slot # or device #. The "default" slot/device # is 1 for the Apple and 4 for the Commodore, both defaults also effectuated by the RETURN key. (on the Commodore, the only valid device #s are 2, 5, & 4). On the Commodore series, device/slot #4 (default = Return key) is geared to a parallel printer or Commodore brand serial printer (such as Model 1526). Device/slot #2 is geared to a 300 baud serial printer of a brand other than Commodore.

Apple II (64K) systems, slot #1 is default (Return key). On Apple II Plus (with 16K language memory card), you have to enter the slot # you've put the printer card in.

For Atari, Apple, and Commodore systems, you'll be asked to enter N (no) or Y (yes) if your system requires or you desire to append a line feed after each line of data. IBM users: nothing is required from you -- perhaps that is one of the reasons IBMs are more expensive...?

Some power supply systems or disk drives are known to overheat, which might cause difficulty in printing. But try cold-starting (TV or monitor first) then printer, then drive and keyboard power. If you can't print, then try this mode (particularly useful for Commodore and Atari overheating): power everything on but don't turn on the printer itself until you get to the "options" page of either the Box Score/Stat Compiler disk or the Roster Security disk. Then turn on the printer.

●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 asks 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 a team, then RETURN, you'll add the just-completed game's statistics to that team. If this is a team /roster not presently on this disk, press the 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 use these "year & name" data label fields so as to have a particular team's stats logged in 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.

A few guidelines and notes:
A) 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 that game's data. Of course, you can see the box score and/or compile stats even if you don't have a printer.

B) 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.

C) You can compile a particular game's stats more than once. This is useful if you have more than one BS/SC disk, or someone else's BS/SC 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 BS/SC disk will add the same game's data to that team again. You can compile this game's stats only to a BS/SC disk (make sure that a BS/SC disk is in your drive before you press C to compile). Also see this manual's section on "Interfacing with other MLB Disks."

D) If you get a "warning" that you've compiled stats for less than 25 players, that's because the roster on the BS/SC disk which you compiled to doesn't fully jive with players on the team for the game just completed. For example, you had 25 "original" players on the roster logged onto the BS/SC disk. Then, with trades, deletions, etc. via your General Mgr. /Owner disk, either the team just played or the team on the

BS/SC disk only has 23 "matches" of players on both teams. You compile to the BS/SC roster and get "23 players compiled." Re-compile to the team(s) who has the other 2 players or use the GM/O disk in conjunction with the BS/SC disk to get each team to its "current" roster, a roster which fits exactly the team(s) you want to play in a game.

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

F) When all compiling you want is done, press E (to end); this takes you to the credits page then on to the BS/SC "options" page. Then you can Play another game or See the stats for the team(s) you just compiled (or other team's stats on this or another disk), etc. Just turn off the computer when you are completely finished (or tired!).

S seeing or printing out stats (also see system Notes, p.3)
After pressing S on the options page, the "team directory" on this BS/SC disk will appear. Select a team from this disk, or put in any other MLB Disk, press Return, and the team directory for that disk will appear. Then select a team you want.

When seeing the stats you can print out what is displayed by pressing P (to print). You can print one or all of the various pages of stats. That is, you "cycle through" these pages of stats for batters or pitchers just like you do when you're using a Game or General Manager/Owner's disk -- and can get a printout (page-by-page) anytime you want. Multiple copies of the same page are possible. The stats you see are not, of course, in a box score format. They appear in the "normal roster format" you see when you're looking at a lineup during a game.

> **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 of 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 compilations/accumulations occur.

D to delete a team
Pressing D on the options page asks you select a team you want to permanently delete from this BS/SC Disk. Recall you have 32 roster memory slots and some unwanted teams may be taking up now-needed slots.

If you want to "move" (transfer) a team to another disk -- instead of permanently deleting it -- see this manual's section on "Interfacing with other MLB Disks."

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 this BS/SC 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 BS/SC team directory.

Since the game is "driven" by stats, most MLB'ers recommend that you don't use an "accumulated stat" lineup 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 on the Game, Team, Franchise History, or GM/O Disks. Load the BS/SC disk, then the Game Disk, then pick teams and play a game. After the game, "compile" the stats and in due time you'll 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) rosters any time you want.

Interfacing with other MLB Disks

If you first load either a General Manager/Owner disk or a Team /Roster Security disk, you can copy over to either disk a roster from the BS/SC disk. This is helpful, and an alternative, to permanently deleting a team from the BS/SC disk.

If you don't have time to complete a game, you can "save" a partially completed game as long as you have any MLB Team disk in the drive, then via the Game Disk, you can re-start and finish that game anytime you want. That's the good news. The not-so-good news is that because of memory code parameters, any box score and accumulative stats would only reflect the partial game from its re-start.

"Editing" stats and rosters: first load the General Manager/Owner disk followed by this BS/SC disk. Then, without having to remove the BS/SC disk which is still in your drive, you can edit/change any team's (player) stats, make trades, change players between rosters -- all the GM/O functions -- and "save" these changes right onto the BS/SC disk. This feature should be particularly useful for MLBers who play in Leagues, in that players do get traded and if you put them on their new team you can carry along their accumulated stats as the League season progresses.

Definitions of Box Score Stats

E: error; DP: double play; 2B: double; 3B: triple; HR: home run; RBI: run(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; In 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.

Notes on using "Accumulated Stats" Rosters

If you'd like any roster you've created on the General Manager/Owner disk, you can't play an "accumulated stats" roster on this BS/SC disk until all 13 batters have at least one official At Bat (which excludes walks, and other sundry things like HBP) and all pitchers have at least one inning pitched. That's what the period around a letter/number related to a roster on the BS/SC team directory.

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Interfacing with other MLB Disks

If you first load either a General Manager/Owner disk or a Team Trades Activity disk, you can copy over to either disk a roster from the BS/SC disk. This is helpful, and an alternative, to permanently deleting a team from the BS/SC disk.

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