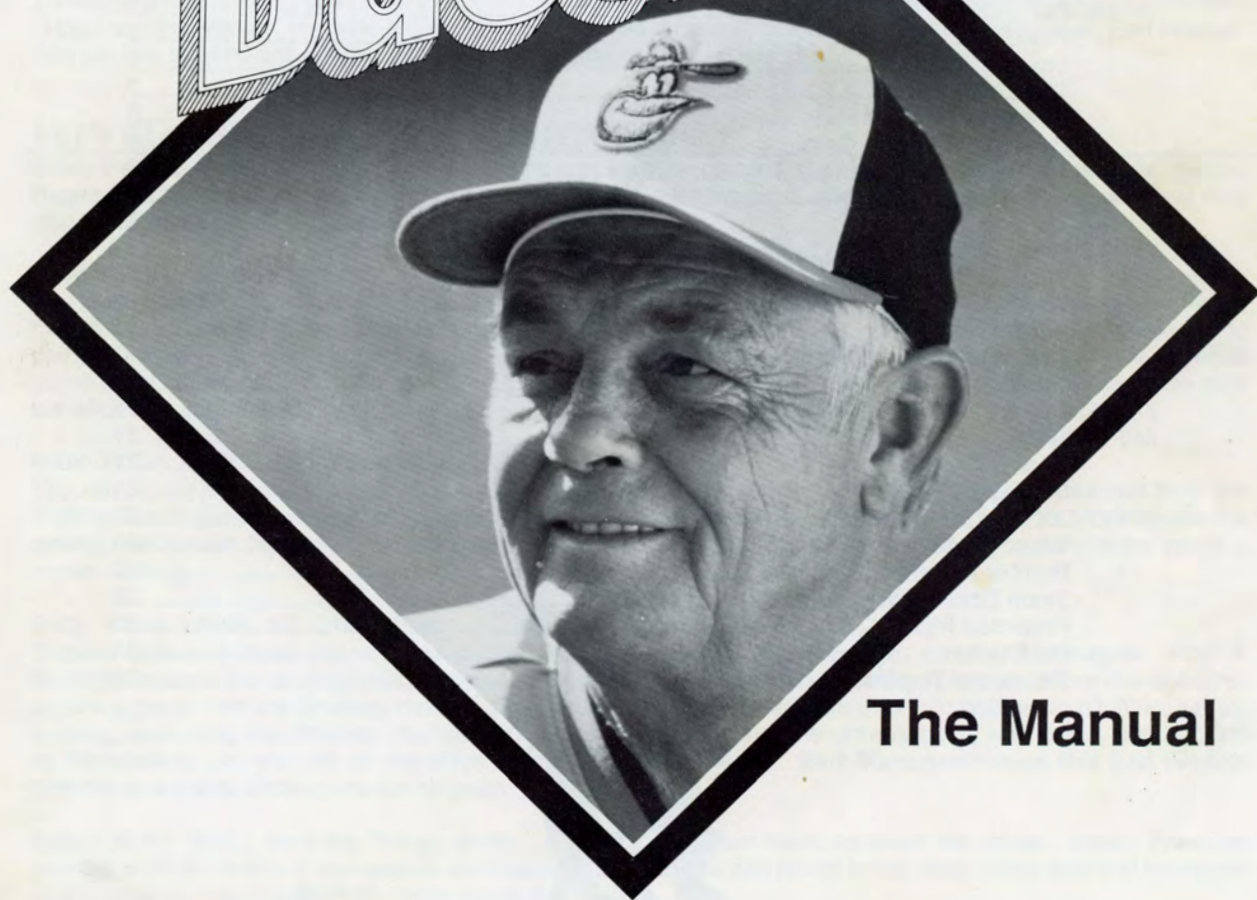




**EARL WEAVER**

# Baseball™



**The Manual**

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"When I die, just write on my tombstone,  
'The Sorest Loser That Ever Lived.'"

— Earl Weaver

*Earl Weaver Baseball* is a baseball simulation that lets you play at the depth and level of detail at which you feel most comfortable. If you want to just get into playing ball and managing teams, you can use the Arcade, Play & Manage, or Manage-only options to enjoy the Great American pastime. And if you're a hard-core baseball junkie, you can use the General Manager, and Commissioner options to control everything from individual player statistics to ball park design. The next section entitled "Let's Play Ball!" quickly gets you up and playing a beginner's arcade game. "Game Setup" takes a close look at the Main menu options, where you determine the type of game you'll play. The "Managing" section shows you how to function effectively as a team manager. "Creating and Modifying Teams and Leagues" shows you how to be a good General Manager or Commissioner. "Tips From the Master" contains helpful hints on baseball strategy from the master tactician himself, Earl Weaver. And the two appendices contain information on statistics and setting up your own leagues.

### **LET'S PLAY BALL — GETTING STARTED QUICKLY**

Study the Command Summary Card to learn how to start the game and make selections from the game menus. Pages 3 and 4 of this manual list how to control *Earl Weaver Baseball* using various pointing devices, and they also list all of the keyboard commands.

#### **PICK YOUR GAME TYPE**

You're set up with the default options to play an arcade-style action game against Earl Weaver when you first start *Earl Weaver Baseball*. The **Arcade Game** takes you straight to the ball park without having to pick a lineup, and you can't save the game statistics at the end of an arcade game. **Regulation Game** lets you play a baseball game in which you select your lineup, play by regulated league rules, and have the option to save the new statistics that are created during the game.

#### **PICK YOUR GAME DIFFICULTY LEVEL**

You can make Earl's life harder when you play against the computer by selecting **Major League** from the Visiting Team (Earl's team) section, and **Sandlot** from the Home Team (your team) section. The higher the setting, the harder the game. In two player mode, you can handicap better players by making them select a higher setting.

#### **PICK YOUR LEVEL OF CONTROL**

Choose between three managerial styles: **Play & Manage**, **You Manage**, and **Earl Manages**. **Play & Manage** means you're responsible for pitching, hitting, running, and throwing, *plus* you have the option of selecting plays from the Strategy menus. (See your Players' Command Card for information on pitching, hitting, running, and using the Strategy menus.) **You Manage** means that the players pitch, run, throw, and so forth by themselves, but you call all the plays from the Strategy menus. **Earl Manages** means that Earl Weaver controls all aspects of the game for his team.

Select **PLAY BALL** from the Things to do... section of the Main menu to begin the game. Select **Practice** instead of **PLAY BALL** if you want to practice first. **NOTE:** You can return to the Main menu and end the game at any time by pressing **Shift-Q**. (See pages 3 and 4.)



## MAKING A STATISTICS DISK

*Earl Weaver Baseball* lets you create your own leagues, pit them against each other, and records all the stats for you. If you're interested in using this aspect of the game, then the first thing you should do is create a stats disk. The stats disk is where you'll store your teams, league information, and the results of your Play & Manage, and Manage-only league games. You can only save game statistics if you are using the League play option from the Team sections of the Main menu (see "League/Non-League Play," page 5). Because methods for setting up a stats disk can vary from computer to computer, consult the Command Summary Card for the steps you'll use to create a stats disk. **NOTE:** in order to save stats after a game, there must be a copy of the team whose stats you're saving on your statistics disk. Use the Customize Team option under Commissioner to copy a team from one disk to another (see "Leagues—Commissioner" on page 13).

*Earl Weaver Baseball* accommodates precise statistical data in considerable detail. In the bygone days of baseball, however, player statistics weren't always tracked in the detail they are today. The statistics for the players in the All Time teams on the *Earl Weaver Baseball* game disk are as accurate as we could make them, but there are some which are bound to be subjective. If you come across a player with statistics that you strongly disagree with, feel free to modify a copy of the player on your stats disk to your own liking. Simply edit the player's stats as described in the "Teams—General Manager" section on page 11. We don't recommend changing any of the players on the *Earl Weaver Baseball* game disk, however, because you may change your mind later and decide to restore the player to his original statistics.





## PLAYER ACTION & COMMAND REFERENCE

Refer to the following sections as you play *Earl Weaver Baseball* for mouse, joystick, keyboard, and keypad actions that control various game functions. **NOTE:** not all computers are equipped with a mouse or a keypad, so these actions may not be available in *Earl Weaver Baseball* on your computer.

### PLAY & MANAGE ACTIONS & COMMANDS

Press the **Spacebar** before the pitch to open the Strategy menus.

#### PITCHING

	Break Left	Straight	Break Right
Slow	7	8	9
Medium	4	5	6
Fast	1	2	3

**MOUSE:** 1) Drag and click the left mouse button for speed and type. 2) Drag and click left mouse button for location. Pickoff = Right Button. Pitch Out = Double-click as pitcher winds up.

**JOYSTICK:** 1) Position stick and press button for speed and type. 2) Position stick and click button for location. Pickoff = Double-click. Pitch Out = Double-click as pitcher winds up.

**KEYPAD:** 1) Press key to set speed and type. 2) Press key for location. Pickoff = Zero (0). Pitch Out = Decimal (.).

#### BATTING & RUNNING

Action	Mouse	Joystick	Keypad
Swing (release to hit)	Hold left button	Hold button	Hold 5 key
Bunt	Double-click left button	Double-click	Double-press 5
Running (extra base hit)	Hold right button	Push up on stick	Hold 8 key
Steal/Start Running	Hold right button, roll up	Push up on stick	Hold 8 key
Retreat	Hold right button, roll down	Pull down on stick	Hold 2 key
Stop	Release right button	Center stick	Release key

#### THROWING

**Mouse** — Move the diamond-shaped throw cursor to the base and click the left mouse button to throw. Click while the ball is in the air to cutoff the throw.

**Joystick** — Move the stick: Right = 1st base; Up = 2nd base; Left = 3rd base; Down = home plate. Press button to throw. Click while the ball is in the air to cutoff the throw.

**Keypad** — 6 = 1st base; 8 = 2nd base; 4 = 3rd base; 2 = home plate. Base and cutoff throws are automatic.



## PLAY & MANAGE OR MANAGE-ONLY ACTIONS & COMMANDS

### STRATEGY MENUS

Press the joystick button or **Spacebar** to open the Strategy Menus. Move the selection bar up and down through the 16 options by moving the mouse up or down, pushing the joystick forward or pulling it back, or by using the **8** and **2** keys on the keypad. Initiate plays by turning them On, cancel plays by turning them Off. Close the Strategy menus and begin the play by turning **READY** On.

**Selecting and Infield/Outfield Shifts** — Turn plays on or off, and shift the fielders' position left and right, or their depth in and out, using one of the following methods:

Action	Mouse	Joystick	Keypad
Turn On or Shift Right/Out	Right button	Push right	Press <b>6</b>
Turn Off or Shift Left/In	Left button	Push left	Press <b>4</b>

**NOTE:** the joystick button signifies **READY** from anywhere in the Strategy menus.

### KEYBOARD COMMANDS

#### Split Screen:

You can use these commands during the split screen, and while the Strategy menus are open.

4	/	Pitching grid.	P	Stats for current pitcher and batter. "F" = the pitcher's fielding rating, and "R" = the batter's running rating. The other stats are described in Appendix A.
	A	Toggle announcer on/off during play.	R	Radar gun reading of last pitch.
	B	Shows batter on deck and baserunner ratings. Toggles the baserunner on and off during batting practice.	Return	Same as joystick or left mouse button.
	C	Conference on the mound.	S	Toggles Auto Strategy on/off. Auto Strategy automatically opens the Strategy menus before every new batter, pitcher, or running situation.
	H or V	Ask Earl's advice: H for Home team, V for Visiting team.	Shift-S	Save game.
	I	Instant Replay: F to advance frame-by-frame.	Spacebar	Opens the Strategy menus.
	L	Change lineup.	T	Calls time out. Any key to resume.
	M	Shows last play in slow motion. F to advance frame-by-frame.	U	Umpire call of last pitch.
			W	Current wind conditions.

#### Play Execution:

Use this command while the play is executing and the Strategy menus are closed.

**Shift-Q** End game and start over at the Main menu.

#### Main Menu:

Use these commands while using the Main menu.

M Replays music at the Main menu.  
Q Quiet. Turns the sound off.





## GAME SETUP



You determine the type of game you'll play in *Earl Weaver Baseball* by making selections from the four sections that comprise the Main menu:

### HOME & VISITING TEAM OPTIONS

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Each of these sections provides the same options for each team.

**Select Team** — Select any team from the game disk or from a separate data disk.

**Type of Input Device** — Select the pointing device you want to use to control the team. See the Command Summary Card for a list of pointing devices supported by your computer. **NOTE:** In a two-player game, only one person can use the keypad as his/her pointing device, but some computers may have another portion of the keyboard mapped like a second keypad. Consult the Command Summary Card for details.

**Manage Options** — Select one of three options to determine who will manage the team.

1. **You Manage:** you call the plays for your team and the computer controls the players.
2. **Play and Manage:** you control player movement (hitting, pitching, fielding, etc.), and manage too.
3. **Earl Manages:** Earl calls the shots and the computer moves the players.

**Difficulty Levels** — Four skill levels: Major League, Minor League, Semi-Pro, and Sandlot. Major League is the most advanced, and Sandlot is the least advanced. **Note:** Difficulty levels are disabled for manage-only games.

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As difficulty levels increase, it becomes harder to differentiate between strikes and balls. You can't hit balls pitched out of the strike zone at the Major League level. Fielders and baserunners are also faster and more aggressive at higher levels. At the Sandlot and Semi-Pro levels the computer controls your baserunners, letting you concentrate on hitting. This feature keeps the game competitive even when two competing players possess different levels of expertise. You can handicap better players by making them select Major League level, while less skilled players select Semi-Pro or Sandlot levels.

**Pitching Styles** — Your pitching style affects the length of your game.

- **One Pitch:** The fast game. Available only when you're managing and not playing. The key pitch determines the resolution of an entire at-bat (unless a foul ball is hit).
- **Full At Bat:** The purist's choice and the default selection in all modes of play.

**League/Non-League play** — Choosing League play means injured players are unavailable for a number of games (the number depends on the nature of the injury), and starting pitchers can't pitch in back-to-back league games. League play uses the player's *real* stats during the game; that is, the stats that were taken from a real baseball season and entered for that player. *Earl Weaver Baseball* compiles a separate set of *league* stats, that includes team and player performance information, which you can save after the game (provided a copy of the team is on your stats disk). But the *league* stats aren't used in determining player action during a game. Be sure to have a stats disk ready if you plan to use League play (see "Creating a Stats Disk"). If you choose Non-League play, every player on your roster is available every game, and *Earl Weaver Baseball* doesn't compile league stats.



## GROUND RULES OPTIONS

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**Select Ball Park** — Select a home team and the computer defaults to that team's home park, or select a new ball park like you select a new team. Each league on the the *Earl Weaver Baseball* disk contains its own ball parks. Altogether, there are 32 ball parks to choose from.

**Nine Man Lineup/Designated Hitter** — Determines whether you'll have a designated hitter to bat for your pitcher, or whether you'll use the traditional nine man lineup.

**Game Selection** — Two game variations are available:

1. **Regulation Game:** select the starting lineup. Players perform to individual statistics.
2. **Arcade Game:** Earl selects lineup for both teams. Each player performs perfectly according to his stats, and you can't change the lineups.

## THINGS TO DO OPTIONS

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**PLAY BALL** — Start the game.

**Practice** — Hone your skills by rehearsing pitching, batting, baserunning and fielding.

**General Manager** — Build your own team. Trade and draft players. See the "Teams — General Manager" section on page 11 for details.

**Look at Ball Park** — Look at the currently selected ball park.

**Display Stats** — Lets you view stats in a number of different ways onscreen or printed: by the All Time leagues on the game disk, or by your own leagues on data disks; from players' **Real Stats**, from stats accumulated in **Play & Manage** games, or from stats accumulated in **Manage Modes**. You can also view the leaders in specific statistics categories by choosing a stat from the "Leaders In" column, or by entering a specific statistic number with the **By Number** option under "Misc." All the statistics are listed by number in the "Statistics Abbreviations" section of this manual. Other options in the "Misc" column include viewing teams by league **Standings**, team **Rosters**, and **Team Totals**. To change the minimum at-bats and innings it takes for players to place tops in the categories, select **Min at Bats** or **Min Innings** and enter a new minimum number in the text box to the right. Use the **Rosters** command to see what players comprise the teams on the *Earl Weaver Baseball* disk. Click **Finished** when you are through using Display Stats.

**Continue a Game** — Resume a previously saved game.

**Commissioner** — Customize leagues, divisions, teams and ball parks. See "Leagues — Commissioner" on page 13.





As a team manager, it's up to you to make the decisions that govern the game: choose pitchers and lineups, rest players, call plays.

## PRE-GAME

Select **Regulation Game** from the Ground Rules section of the Main menu. Select **You Manage** to put yourself in the dugout, or select **You Play and Manage** if you want to do both. Once you've chosen your management style, choose **PLAY BALL** from the Things to do... section.

## STARTING PITCHER

Now select a starting pitcher. The screen shows a blank lineup card and a list of available pitchers, their earned run averages and win-loss records. The **R** or **L** to the left of each pitcher's name indicates whether he's a right or left handed. Dimmed names in league play are inactive because of injuries or recent pitching efforts. The number next to the name tells you how many games he'll miss.

Enter your starter by selecting and moving his name from the pitchers' roster to the bottom of the lineup card. If you'd like a second opinion, Ask Earl. Change Earl's selection by selecting and moving a different pitcher's name to the starting slot in the lineup. Select **Finished** when you're satisfied with your starting pitcher. Repeat the process for the other team.

## THE LINEUP

The **Pick Starting Lineups** screen has the lineup card on the right, and a list of the players and their normal positions on the left (see Figure 2).

Pick Starting Lineups			
NL 45-50			
Fielders	BA	HR	RBI
C Campanella	R .312	41	142
C Burgess	L .368	4	46
1b Kluszewski	L .326	49	141
1b Mize	L .362	51	138
1b Hodges	R .364	42	138
2b Sch'dienst	R .342	15	79
Mathews	L .362	47	135
3b Elliot	R .317	22	113
SS Reese	R .309	18	69
LF Snider	L .341	48	130
LF Miner	R .310	54	140
CF Furillo	R .344	21	92
CF Ashburn	L .358	2	33
LF Irvin	R .312	24	121
RF Slaughter	L .336	13	96

Pick Starting Lineups			
LINEUP	LINEUP	LINEUP	LINEUP
2b Carow	L	2b Robinson	R
1b Cash	L	SS Banks	R
LF Tamm	L	R. Masial	L
R. E. Robinson	R	4.	
CF Hanle	S	5.	
SS Patrocelli	R	6.	
3b Killebrew	R	7.	
C Howard	R	8.	
P McVally	L	P Antonelli	L

Ask Earl	Print Lineup
FINISHED	

P	1b	2b	3b	SS
C	LF	CF	RF	DH

Figure 2: The Lineup Card

Move a player into your lineup the way you selected pitchers. Dimmed names (league play only) aren't active and can't play this game. If a player is dimmed due to injury, the number to the left of the name indicates how many more games he'll miss.

Players automatically take their usual positions, which appear to the left of their names. If you want a player to play somewhere else, go to the small menu at the lower right of the screen and select the position you want him to play. Move the position to the lineup card and replace the player's current position. **Note:** You can't change a player's position unless his name is on the lineup card.

If you use a player in a fielding position he isn't rated for, the program will extrapolate ratings based upon the players available ratings. This means any player can play any position, just like in real ball. But if you put him in a position that's more difficult than anything he's rated for, you can expect more errors.

Put only one player at each position. This may sound obvious, but it's easy to make a mistake, particularly if you have many player positions. Batting order is entirely up to you and has no bearing on position.





The number of players in your lineup depends on whether or not the Designated Hitter (DH) Rule is in effect. With a DH, the pitcher doesn't bat so the lineup contains 10 players instead of nine.

You can replace a batter or runner with a pinch hitter or runner during the game by opening the lineup card, and placing another player's name over the name of the current batter or runner. But remember, if you replace a player at-bat or on base, the player you replace is out for the rest of the game.

Remember, you can always ask Earl what he'd choose. Override his advice by selecting and moving another player's name into the lineup. If Earl is managing, he automatically chooses his own lineup.

## **REVIEWING PLAYER STATS**

Open any player's stat card by double-clicking his name, or selecting with cursor keys and pressing the **Spacebar**. The stats you see are the player's *real stats*; i.e., the player's actual performance in a particular baseball season. His *accumulated stats* — i.e., his performance in *Earl Weaver Baseball* — are shown at the bottom of his stat card. You can see "Today's Stats" by opening the lineup card during a game in progress, and clicking on a player's name. Definitions for statistics abbreviations are in the "Appendix A — Statistics Abbreviations" section on page 21.

## **PRINTING THE LINEUP CARD**

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If you have a printer and want a list of lineups to refer to during the game, select **Print Lineup** from the bottom of the active lineup card. The printed lineup card uses the same format Earl himself used when he managed the Baltimore Orioles: left-handers are marked with an asterisk (\*), and switch hitters are marked with a pound sign (#).

If you want to look at a previously completed lineup screen, use the escape sequence listed under "Keyboard Commands" on page 4.

## **LAST-MINUTE DETAILS**

Continue to the **Lineups Screen** which lets you make lineup changes during the game, warm up relieving pitchers, or make last-minute changes before your team takes the field.

The lineup for each team appears to the left, while available players and pitchers are in the middle. Select a player's name, whether he is currently in the lineup or not, and you'll see some of his basic stats in the **Display Stats** box. To see a player's complete stats, select his name the same way you did in "Reviewing Player Stats." Use the small box just below the Display Stats box to change a player's position.

## **READY!**

When you're satisfied with your starting lineups, indicate that both teams are ready to take the field by selecting **READY**. Watch the Balls and Strikes area of the main scoreboard during the game for pitch and error information. For instance, if an error occurs, then "E" replaces the number in the Balls area, and the offending player's position number replaces the number of Strikes. If a wild pitch occurs, then a "W" replaces the number of Balls, and a "P" replaces the number of Strikes. Other codes that may appear in Balls and Strike include: "BK" for balk, "FC" for fielder's choice, "HB" for hit batter, and "PB" for passed ball.





## MANAGER DECISIONS

Before the play begins, you can open the two Strategy menus by pressing the **Spacebar**. If you want the Strategy menus to always appear automatically, press **S** to turn this feature on. Press **S** again to turn it off. The left Strategy menu controls home team plays, while the right menu controls the visiting team. If you are playing against Earl, he automatically calls the plays for his team so his Strategy menu is inoperative. Plays automatically reset if there is a change in pitchers, batters, or runner position. Plays will be automatically dimmed if they are unavailable to you because of game circumstances, or your play mode.

### DEFENSIVE PLAYS

The following plays are available to the team on the field:

**Ready** — Starts the play.

**Lineup** — Opens the Lineup screen.

**Ask Earl** — Retrieves big-league advice.

**Conference** — Queries your pitcher and catcher on the pitcher's status. If you decide to make a pitching change, you'll need to go to the bullpen (discussed under "The Bullpen," page 10). You *must* remove your pitcher after two Conferences in the same inning.

**Grd Lines** — Moves your first and third basemen closer to the foul lines.

**Hld Runner** — Moves infielders closer to the lead base to reduce leadoffs by baserunners.

**IF Shift** — Shifts your infielders left or right.

**IF Depth** — Moves your infielders shallow or deep.

**OF Shift** — Moves your outfielders left or right.

**OF Depth** — Moves your outfielders shallow or deep.

**Pitch Arnd** — Doesn't give the batter any good pitches to hit.

**Pitch Out** — Tells the pitcher to throw outside the strike zone, and the catcher to step out for a quick throw to a base on a suspected steal. **NOTE:** call four straight pitch outs to issue an intentional walk.

**Charge 1st** — Tells your first baseman to anticipate a bunt, and dash toward home.

**Charge 3rd** — Same as Charge from 1st, but from the other side of the diamond.

**No Play** — Turns off all plays (except Hide Plays) until you turn them on again.

**Hide Plays** — Displays the name of the plays only; the on/off status of the plays are hidden so you must keep track mentally. Useful for two-player games.

### OFFENSIVE PLAYS

When your team is at-bat, the following offensive selections are available to you:

**Ready** — Starts the play.

**Lineup** — Opens the Lineup Card so you can make changes to your current lineup.

**Ask Earl** — Retrieves big-league advice.

**Aggressive** — Instructs your runners to take chances.

**Bunt** — Tells your batter to bunt. This play turns off after every pitch when the batter has two strikes.

**Hit & Run** — Runner moves toward second and the batter tries to make contact with the ball.

**Run & Hit** — Runner steals second and the batter swings at any good pitch.

**Take** — Tells the batter to ignore the pitch.

**Swing** — Tells the batter to swing at any good pitch.

**Steal 2nd** — Tells the man on first to attempt a steal (see "Note on Baserunning" below).

**Steal 3rd** — Tells the man on second to attempt a steal (see "Note on Baserunning" below).

**Steal Home** — Tells the runner on third to attempt to steal home (see "Note on Baserunning" below).

**Dble Steal** — Instructs two baserunners to steal simultaneously (see "Note on Baserunning" below).

**Squeeze** — Tells the runner on third to break for home as the ball is bunted (see "Note on Baserunning" below).

**No Play** — Cancels all plays that are currently "on."

**Hide Plays** — Displays the name of the plays only; the on/off status of the plays are hidden. Useful for two-player games.

**NOTE ON BASERUNNING:** When you're playing in Play & Manage mode, you can use the Strategy menus to tell the baserunners other than the lead to steal, but you must always control the lead runner yourself.



## **WHO'S ON BASE AND ON DECK**

Press **B** to find out who's on deck and view baserunner ratings. The runners on base and batters on deck have a definite impact upon how you call offensive or defensive plays.

## **WIND**

Press **W** to see the current wind conditions. Prevailing wind affects the distance and direction the ball carries, so position your outfielders accordingly. Wind conditions vary according to ball park.

## **THE BULLPEN**

If your starting pitcher begins to tire, remember that he can be replaced. Signs of fatigue include wild pitches, low speed pitches (check the speed with the Radar Gun by pressing **R**), and the score. Visit the mound by pressing **C** or selecting **Conference** from the Strategy menus if your pitcher appears to tire.

On the mound, the pitcher and catcher answer the question "How's the Arm?" But sometimes the two will disagree. The pitcher's answer is based upon whether his arm is tiring, while the catcher's answer depends upon the speed and accuracy of the pitches. The number of pitches thrown so far appears at the bottom of the screen. A pitcher's endurance is based upon his actual major league stats or upon endurance ratings you have entered. Some pitchers can throw more pitches than others before their arm tires. The more familiar you become with each pitcher, the better you can gauge how long he can throw.

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If you decide to switch pitchers, you must go to the bullpen. Relievers pitch better if you let them warm up before sending them in, so warm up at least one pitcher by moving him from the dugout into the bullpen. Do this by using "Lineup" from your Strategy menu, or by pressing **L**.

A pitcher's readiness is shown to the left of his name. **CLD** means he's cold and **RDY** means he's ready to enter the game. **Warning:** Don't leave a pitcher up in the bullpen too long; his effectiveness and durability decrease if you let him warm up too long. **OK** appears beside the reliever's name after about 5 pitches to let you know he's getting warm. **WRM** appears after about 10 pitches to let you know he's almost ready to play. **RDY** appears after about 20 pitches to let you know he's ready for the mound.





## CREATING AND MODIFYING TEAMS AND LEAGUES



In this section we'll discuss the options available to you as General Manager and Commissioner.

### TEAMS — GENERAL MANAGER

As General Manager you can build your own franchise by trading, drafting, cloning, or even building new superstars from scratch.

#### TRADING PLAYERS

Choose **General Manager** from the Things to do... section of the Main menu. The Trade Screen appears, offering two rosters, two drafting windows, a retire window, and a pointer that changes shape depending upon the function you're using.

To make a trade, select a player from another roster, put his name over the name of a player in your roster, and the names on the two rosters are automatically reversed. To trade with a team other than the one currently onscreen, choose **Load Team** from the upper-left or upper-right corner of the screen. Double-click a player's name to see his stats, or press the **Spacebar** if you're using the keypad. Changes you make are temporary until you save them, so you can build a team for the next game only, or save it to disk to use over again.

#### DRAFTING PLAYERS

You can also draft a player from any team without giving them anyone in return. Simply move the player from his current team roster into the Drafted window.

If you can't remember what a team a player belongs to, you can search the disk for specific player names. Select **Draft by Name** in the lower left-hand corner of the screen. Type the *last* name of the player you want to find. The program uses only the first 5 letters you type; thus, typing "Jo" finds all the players whose last name begins with those letters. When a match is found, you have three choices: move the player to the Draft window with **Draft**; continue to search with **Next**; or stop the search with **Cancel**. Make room on your team for new players by moving a player to the Retire window. **Warning:** If there is already a player in the Retire window, adding another player will erase the first. The player will be erased *permanently* if you then save the team to disk.

#### CLONING PLAYERS

You can make as many duplicates of a player as you have room for in your roster. For instance, to duplicate Babe Ruth, select **Clone Player**. Now move Babe Ruth's name to a blank space in your roster. Both teams now have a copy of the Bambino. Players won't clone without enough room in your roster. Retire a player to clear a spot.

#### EDIT PLAYERS

Select **Edit Player** to change the stats and ratings of any player onscreen. Select a player's name, then press the button to view his stat card. Below it you will see the Edit Player window. At the top of the window you will see the prompt "First Name." Enter your player's first name then press the button or **Return** to confirm, or press the key shown onscreen to advance to the next stat.

In the Edit Stats window, you will see a list of each type of stat, the current (default) entry, if any, and the cursor. You have four choices for each stat: enter a new stat, accept the current (default) entry, backup to the previous stat, cancel the session and close the player's stat card.





A few stats are YES/NO question about how you intend to enter/change the player's stat card. Enter "y" for yes, or "n" for no. Keep the default stat by simply hitting the button. The last YES/NO questions is "Save Stats?" Yes saves the stats as the player's "official" stats to memory for use during the next game. No discards the stats and restores the player's previous stats. To save the player's stats permanently to disk, see "Save" below.

There are a few other things you will need to know when inputting stats:

1. **Phonemes:** First and last name phonemes determine how the field announcer pronounces the player's name. If you don't like the pronunciation the computer offers, refer to your computer's manual for help in developing comprehensible phonemes. (**NOTE:** this feature may not be available on all computers.)
2. **Year:** This number represents the year in which the player accrued the stats. Since professional baseball began around 1845, that is the earliest year acceptable on a player's stats card.
3. **Position:** The first time you are asked about a player's position, respond with the player's PRIMARY position number. For programming purposes, a couple of extra numbers have been added to the standard numbering system for normal baseball positions. The *Earl Weaver Baseball* numbering system is as follows:

1	Pitcher	2	Catcher
3	First Base	4	Second Base
5	Third Base	6	Short Stop
7	Left Field	8	Center Field
9	Right Field	10	Outfield
11	Infield	12	Designated Hitter
13 - 15	No position designated		

If you are entering stats for a non-pitcher, you may also enter a *secondary* position. To do so, use the same numbering system as above.

**Split Stats** — You can also enter "split statistics." One example of using split stats is a batter's statistics versus left handed pitchers, and his statistics versus right handed pitchers. If the player is a pitcher, you can enter differing levels of effectiveness against right and left-handed batters. The more information you supply, the more true-to-life the game simulations will be.

Before you can enter split stats, you must first enter all the "total" stats. *Be sure the totals are correct. You may have to back up and fix them if you make a mistake entering split stats.* Total Stats are shown across the top of the card. After you have filled them in, you can edit/enter the split stats (a YES/NO question). Select no to skip to the next stat.

If you want to enter or change split stats, enter yes. You are then prompted for the VS. LEFT stat only. The VS. RIGHT stat is automatically calculated by subtracting the VS. LEFT stat from the total. If the VS. LEFT and VS. RIGHT stats don't look correct, you may have to back up and re-enter the total stat.

**DH League?** — When filling in a pitcher's card, you are asked if he pitches in a "DH League." Answer yes and there will be no batting stats for you to fill in. Answer no and you are asked to enter the player's stats as a batter.

**Ratings** — You can change ratings, such as the "fatigue" rating at any time. They affect play in all types of games, however, they have their greatest affect in Play & Manage mode. Ratings range from 1 to 10, with 1 being the lowest, 4 average and 10 the closest thing to perfection. Fatigue rating for pitchers tells you approximately how many innings the pitcher can last before his skills begin to erode.





## SAVE

After you've built the team of your dreams, save the team to disk. Save an entire team using the **Save-Drive #** (where # is a disk drive number) options at the top of the screen. The **Save-Drive #** option you use saves the team roster which is directly beneath. **NOTE:** changes that aren't saved to disk are effective during the current play session only.

## LEAGUES — COMMISSIONER

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To form leagues, divisions, teams, and ball parks, select **Commissioner** from the Things to do... section of the Main menu. When the Commissioner window opens, you'll have your choice of the following three features: "Customize Leagues/Divisions," "Customize Teams," or "Customize Ball Parks."

### CUSTOMIZE LEAGUES/DIVISIONS

Creates new leagues or divisions on a blank stats disk, or renames existing ones. To create a new league or division, select a blank league or division slot, type in a name and press **Return**. To rename an existing league or division, select the slot you want to change, then type the new name and press **Return**.

If you don't like the new name or new item you've created reselect the league or division slot to abort the operation and restore the old entry. Select **FINISHED** and the new names are saved onto your stats disk.

### CUSTOMIZE TEAMS

Renames any team, selects a new home field, re-colors the uniforms, or fires all the players. Select **Customize Teams** and you'll see a list of the teams from the first league on your stats disk. Select the team you want to customize and press the button. (You can choose a team from another league by selecting the name of the league at the top of the screen.)

**Renaming a team** — Select **(re)Name**, type in the new name (maximum 9 letters), and press the button. If you change your mind and want to restore the team's original name, select **CANCEL**.

**Changing Home Ball Park** — The ball park must be on the same disk as the team you want to attach it to. Select **Stadium**, select the name of the stadium you want for the home field, and press the button. Each league has its own set of stadiums, and this includes the "Extra" league on the *Earl Weaver Baseball* disk.

**Re-Color Uniforms** — Scroll through the possible uniform colors in the color box. Whichever color is in the box when you select **Finished** becomes the uniform color for the team.

**Fire the Whole Team** — Select **Delete All Players** to empty out the locker room. This feature is useful when you want to start a team from scratch and either copy, clone, or create new players using General Manager options.

**Copy Team** — Moves teams from division to division, disk to disk, or even within the same division. First select an empty team slot as the destination, next select **Copy Team**. Insert the disk containing the team you want to copy when you're prompted to "Insert Source Stats Disk" and press **READY**. Now click the team you want to copy, reinsert the disk you're copying to at the "Insert Destination Disk..." prompt, and click **READY**. When the team has been copied to the destination, the customize team menu appears so you can change the team if you want.

Cancel the **Copy Team** command by selecting **CANCEL**. If you are satisfied with all your changes, select **FINISHED** to save the changes on the current stats disk.





## CUSTOMIZE BALL PARKS

Choose **Customize Ball Parks** to create your own park. Select the existing ball park you want to begin with by selecting its name and clicking the button. To design a park from scratch, select a blank space.

Notice the **Look at Ball Park** option in the lower left-hand corner of the League Park Data window. Select this option to see how your remodeling or new construction project is progressing.

**(Re)Name** — Sets the name of your new park or changes the name of an existing park to the name you enter.

**Surface** — Determines whether your park will have natural or artificial turf.

**Choosing Fence Color** — Scroll through the color box of eight possible fence/wall colors. Select **Finished** when you have chosen the color you want.

**In/Out Doors** — Toggles between a domed or open-air stadium.

**Setting Outfield Parameters** — Enter the distance/height (in feet) within reasonable ranges. The various ranges are listed below:

Left/Right field lines .....	244 to 356 feet
Left-Center/Right-Center .....	300 to 450 feet
Straight-Away Center .....	340 to 480 feet
Left/Right Height .....	3 to 40 feet
Centerfield Height .....	6 to 20 feet

Enter minimum or maximum ranges by entering values that exceed these ranges. For example, to bring the fences in and make them as low as possible, enter 1 in all of the categories. To build the biggest ball park possible, enter 999.

## BUILDING THE BLEACHERS

Constructing your stadium's bleachers is a bit more complicated than setting up the outfield parameters. There are four bleacher sections: Left, Left-Center, Right-Center, and Right. Each section can have one deck, two decks, or two decks and a roof. In addition, the center field sections can have *no* decks at all.

Select **Bleachers** and enter a number from 0 to 255. Use the following chart to calculate the numbers you should enter:

	Left	Lft-Cntr	Rt-Cntr	Right
Ø Decks	NA	Ø	Ø	NA
1 Decks	Ø	4	1	Ø
2 Decks	128	8	2	32
2 Decks w/roof	192	12	3	48
Bleacher # = Left + Lft-Cntr + Rt-Cntr + Right				

Table 1: Bleacher Chart

Enter numbers in the following sequence: Left, Left-Center, Right-Center, Right. For example, if you want two decks with a roof in left-field (192), one deck in left-center (4), no decks in right-center (0), and two decks with no roof in right (32), you would enter  $192 + 4 + 0 + 32 = 228$ . When your newly designed ball park is complete, select **Finished** to save it on your stats disk.

## CLEAR ACCUMULATED STATS

Select this option to clear out all the *accumulated* stats on your current stats disk. A prompt asks if you are sure you want to delete the accumulated statistics before they are erased. In any case, the original *real stats* remain unaltered on your disk.





### **CLEAR WON/LOST RECORDS**

If you complete a season and want to start a brand new one, or if your record isn't too impressive and you want to forget the season altogether, you can reset all of the teams' won/loss records to 0-0 with this option. A prompt asks you if you are sure you want to delete this information.

### **ERASE SAVED GAMES**

Permanently removes all the saved games from the stats disk in the currently selected disk drive.

### **DELETE ALL PLAYERS AND TEAMS**

Permanently removes all the players and teams from the stats disk in the currently selected disk drive.

### **GRANT A DAY OFF**

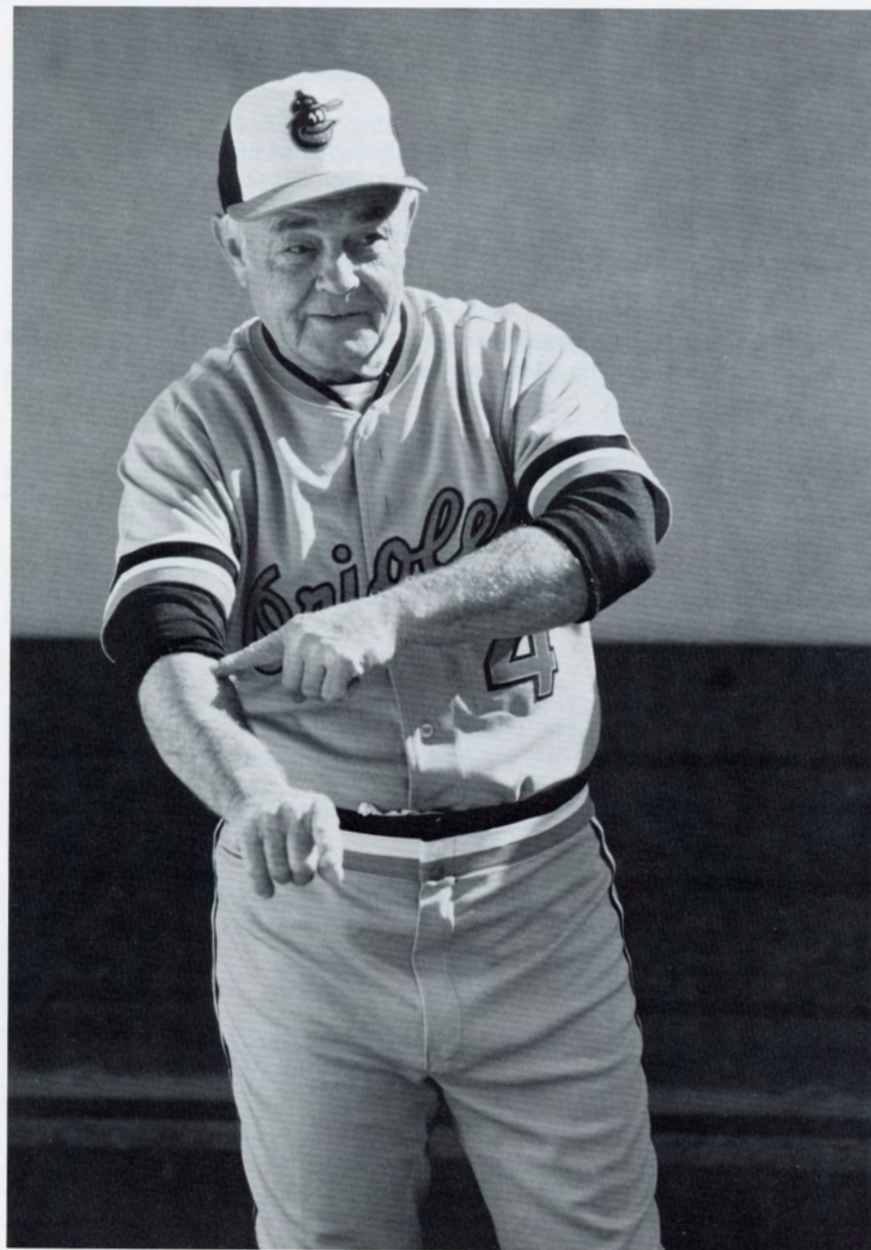
Records a day off in the accumulated league data on your stats disk, giving the teams a day of rest and recuperation. This option is only effective if you are running a league. See Appendix B for more information on running your own leagues.

### **CREATE NEW LEAGUES ON FRESH DISK**

This command creates a stats disk by placing the league, park, and player data files on a blank, formatted disk in the drive you select. This option may not be available on all computers, consult the Command Summary Card for more details.



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## TIPS FROM THE MASTER TACTICIAN

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It all began in St. Louis, where Earl's father owned a dry cleaning firm. Among his clients were the St. Louis Cardinals and the St. Louis Browns. Needless to say, the Weaver family made many trips to Sportsman's Park.

"As a kid I would carry the uniforms in and out of the clubhouse," says Weaver. "In my mind, there was never any doubt that I'd make the majors. Between the Cards and the Browns, I would go to a hundred games a year. I had a 'Me and Paul' T-shirt. I loved the old Gas House Gang with Pepper Martin, Joe Medwick, Dizzy and Paul Dean." Earl watched that team and the other St. Louis teams to follow, and by age thirteen he was already second-guessing Cardinals' manager Billy Southworth (who had an impressive .593 winning percentage).

Earl enjoyed an outstanding career as a second baseman for Beaumont High, and after his senior year the Browns and the Cardinals both wanted to sign him. Earl chose the Cards when Walter Shannon, the minor-league director, pointed to second base at Sportsman's Park and told Earl, "One day you'll play there."

In the minor-leagues, Earl rode the buses and grew tough on the \$1.25-a-day meal money. He played ball whether the temperature was 32 or 102 degrees, and in his second year of pro ball, he drove in 101 runs while hitting only two homers. Earl was named Most Valuable Player in his league in two of his first four years, and all four of his teams won titles.

After eight years of beating the bushes, Earl decided he wasn't going to make the majors, and late in the 1956 season he became the player-manager for the Knoxville Smokies. The next year, the Orioles hired Earl to run their Class D club in Fitzgerald, Georgia. Earl was starting at the bottom as a manager just as he had done as a player, but this time he would make it to the top.

During his 29 years as a major league manager, Earl Weaver's disdain for defeat drove his teams to an incredible 1407 victories. His distinctive flair for managing and uncanny ability to consistently produce winning clubs enabled him to compile a winning percentage of .592 — one of the best in major-league history. Wherever Earl Weaver went, *he won* — from Elmira to Rochester and finally to Baltimore, where he led the Orioles to a first or second place finish in the American League East Division thirteen of the sixteen years he managed the club. During his entire career, his clubs posted only two losing seasons.

"It's simple," says Earl, "I love baseball, and I love to win." And to help you enjoy *Earl Weaver Baseball* to the maximum, Earl has kindly agreed to impart some of his wisdom here. In the following sections you'll find gems that will help make you the tops in your own league.

### ON HOW TO TELL IF A PITCHER IS TIRING

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"There are no hard and fast rules on when to take out a pitcher, but there are some clues to look for. For example, if a pitcher is throwing well, hitters will usually hit foul balls straight back, and there'll be plenty of foul tips. When batters start making solid contact and hitting line drives down the foul lines, it usually means they're catching up with the guy on the mound.

"Another sign to look for is lead-off walks. If the pitcher has a big lead and walks the first hitter on four straight pitches, it's usually a sign that he's getting tired.

"Other things to look for are the pitcher's pace, delivery and location. If he starts taking longer pauses between pitches, he's probably tired. If his delivery seems out of synch, or if he is a sinkerball pitcher and is missing the strike zone high, there's probably something wrong."

### ON WHEN TO PINCH HIT FOR THE PITCHER

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"That's one decision that dictates itself. If you're losing, you pinch hit. If you're tied, then you've got a decision to make. The situation calls for you to pinch hit unless your guy comes into the inning, say, having thrown only 90 pitches and telling you he feels great. Because of the use of the Designated Hitter in the American League, pinch hitting for the pitcher doesn't come into play. In the American League, you got no excuse — none whatsoever — for letting your pitcher go too long."





### **ON WHEN TO GO TO THE MOUND**

"Well, that's something that just happens. When your pitcher walks a guy, or throws six straight balls, it may be time. If it's early in the game, then you might leave him in a little longer. But if it's the ninth inning and you've got a two run lead and he walks the first guy up, you take him out of there."

### **ON THE IDEAL MIX OF PLAYERS**

"You should have 9 pitchers and 16 position players available. The ideal situation is to have a right-handed hitting catcher, left-handed hitting catcher, and a catcher who can go behind the plate and play other positions. Then you'll need one starter each at first base, second base, short-stop and third base, and two utility infielders to back them up. That makes 9. Now you can either have 7 outfielders or 6 outfielders and a third utility infielder. That's the way I would select if I was selecting off of the roster. Ideally, I'd have 4 right-hand hitting infielders, 3 left-hand hitting infielders and as many switch-hitters as I can get in there."

### **ON SETTING UP THE BATTING ORDER**

"Your leadoff guy should have speed and be a man who can get on base. The number 2 guy should be a contact hitter, one who can get the bat on the ball and move the leadoff man to second. I prefer a left-hander who can pull the ball, because if the first guy gets on base, the first baseman has to hold him on and that opens up a hole in the defense.

"The number 3 man should be a contact guy who can hit with power. Stan Musial and Ted Williams were two of the best that ever lived. Pick a player like that.

"The fourth guy should be your power hitter. The object is to get him to bat in the first inning, because if he gets to bat, you've got the potential for two runs. The fifth hitter should be somebody who can drive in a couple of people when they're on base. If you can get him to bat in the first inning and he's got power, you'll have a chance to get three runs.

"The guy hitting in the sixth position should be your best hitter left, either average-wise or power-wise. Then 7th, and here's where the AL will differ from the NL, 8th and 9th aren't going to have much power. You'd like a little speed in the 7th spot, if possible. Especially in the NL. One of the reasons for that is if there's two out and the 7th hitter gets on base, you're going to let him run automatically, because you don't want to get your pitcher leading off. So you either want him to get in scoring position for the 8th hitter or picked off to end the inning.

"You've got the DH in the AL, so your 9th hitter is usually your weakest hitter, so you don't want him leading off either. He might be your bunter. If you can get power in the 8th spot, that's pretty good. If you can hit a DH 8th, then you've got a pretty strong lineup."

### **ON BRINGING THE INFELD IN TO SET UP A DOUBLE PLAY**

"You never want to bring your infield in early in the ball game, say the first, second or third innings. Anytime you bring the infield in, you make a .300 hitter out of a .220 hitter.

"The score will dictate the situation. If you're losing 3-0 in the 5th inning, you might have to bring them in, but I probably wouldn't.... Anytime there are two outs, you shouldn't bring them in.... If you're ahead by one run or more, the infield should play back at all times, until the tying run gets to third base. Then a decision has to be made."

### **ON BRINGING THE INFELD IN TO CUT-OFF A RUN AT THE PLATE**

"Again, it depends on the situation. With no outs and a man on third, I would play the infield back, no matter who's pitching. If I get the first out without the runner scoring, I'll bring the infield in for the second out...I would even bring my infield in to try to save the run in the first inning.

"If you get runners on second and third, you can't afford to bring the infield in and risk giving up two runs. If it's a close game in the ninth inning, and the bases are loaded with one out, I would bring the infield in at least half way. It really depends on the speed of the runner on third. There's no sense playing half way with a guy like Willie Wilson on third. You've got to bring your infield in all the way if you're going to cut him off at home."





## **ON INTENTIONAL WALKS**

"Most of the time, intentional walks are used to set up the force play, but not always. You may want to walk a guy with two outs to get to the next hitter. For example, if my number four hitter hits .525 off the guy who's on the mound and my number five hitter hits .123, it's there in black and white for you — you give the number four guy the base on balls.

"The only time you would go ahead and pitch to that guy is if the bases were empty, because you know your pitcher will be pitching carefully."

## **ON THE DOUBLE STEAL**

"There's all kinds of double steals. The straight double steal is where the guy on first tries to steal second and draw a throw from the catcher so the guy on third can score.

"Defending the double steal is a simple, fundamental play. The catcher has to look the guy on third back before he throws to second. Once the runner on third's stride is broken, he can't break for home until the catcher releases the ball, and there isn't a runner in baseball today — not even Willie Wilson, or Vince Coleman — who is fast enough to score from a standing start before the ball gets down to second and back. If it's properly executed, you're going to get the guy out at home 90% of the time.

"The object of the look-back by the catcher is to freeze the runner at third. If he's got too much of a lead, the catcher should go right to third and pick him off, but it takes a good catcher to make that play. Because of the look-back, the runner going to second is going to be safe 80% of the time. The only time you really have a chance at nailing him is if he gets a bad jump.

"Another way to defense the double steal is for the catcher to decoy the throw to second and throw the ball to the pitcher."

## **ON THE SACRIFICE BUNT**

"They don't call it a *sacrifice* bunt for nothing. When you use the sacrifice bunt, you're giving the opposition an easy out. Since you only have three outs each inning, they should be treasured and not given away lightly.

"Deciding when to bunt will depend on the averages of your hitters. The bunt can be a good play if you're bringing the right people to the plate to drive in the baserunners, but there's no guarantee that a bunt is gonna move the runner over and get the run in. The odds are with you if you bunt at the end of your order, but they're against you if you bunt in the center of the order. For example, I'm not going to have my number three hitter bunt the runners over and give the other team an out just so they can walk my number four man to set up a force or double-play."

## **ON BASE STEALING**

"The steal has to be successful 75% of the time to do some good. If it's only successful 50%, it ain't worth a damn. Coleman, Wilson and those guys are going to be successful 80 to 90% of the time.

"The guy on the mound will determine who you will give the green light to. If the pitcher has a big delivery, you might be willing to take more of a chance. If you've got one out and your pitcher or number nine hitter at the plate, you will almost always try to steal second. The worst thing that could happen is the runner gets picked off and the pitcher makes the last out, so you start the next inning with your lead-off hitter."

## **ON DEFENDING THE STEAL**

"It's very important for the catcher to get rid of the ball quickly, but the pitcher's release time is the most important thing. No matter how well the catcher releases the ball or how well he throws it, if the pitcher holds it too long, the runner will be safe. Some pitchers get wrapped up with the hitter and let the runner get a walking start, especially if the runner is slow. If the pitcher lets the runner get that walking lead, even a slow runner can steal. All the pitcher has to do is stop and hold the ball and not let the runner count the cadence. But a lot of pitchers have trouble thinking of two things at one time."





### **ON CUTOFF PLAYS**

"When the right fielder or center fielder is making a throw to the plate, the first baseman is usually the cutoff man. The third baseman normally handles throws from left field to home. Depending on who has the better arm, the second baseman or shortstop will be the relay man for balls hit in the alleys — left-center and right-center — with the other player covering second base."

### **ON THE HIT-AND-RUN**

"I believe the hit-and-run is the worst play in baseball. What I prefer is something I call the run-and-hit. The difference is that with the hit-and-run, the runner is going to second base at half speed, waiting to see if the batter makes contact with the ball. If the batter doesn't connect, the runner gets thrown out about 90% of the time. The batter is also at a disadvantage because he has to swing at any pitch, even a bad one, to protect the runner.

"With the run-and-hit, the runner is trying to steal second and isn't counting on the hitter to protect him by making contact. The batter only swings at the pitch if he likes it — he doesn't have to swing at a bad pitch out of the strike zone.

"The advantage of both the hit-and-run and run-and-hit is that there should be a big hole in the right side of the infield when the second baseman breaks to cover the bag."

### **ON THE SUICIDE SQUEEZE PLAY**

"The suicide squeeze is the most dangerous play in baseball — there is no margin for error and no way to defend against it. In the suicide squeeze play, the runner on third breaks for the plate as soon as the pitcher commits to making the pitch. In the meantime, the batter squares around to bunt. If executed properly, the batter lays down a bunt just before the baserunner gets to the plate.

"The reason it's called a *suicide* squeeze is if the batter doesn't connect and put the ball in play, or at least foul it off, the runner is a dead duck.

"Another problem with the suicide squeeze is the pitcher can mess up the play by throwing a pitch that isn't hittable. Then the catcher puts the tag on the runner and he's out. Because the play must be perfectly executed to work, I'd just as soon count on a base hit or sacrifice fly to get the runner home from third."

### **ON THE FOUR-MAN PITCHING ROTATION**

"I've gone with the four-man pitching rotation more often than any other manager over the years. The reasoning is very simple — it's easier to find four good starters than five. Why should you give a start to a fifth pitcher when you have four who are better than him? If you have four pitchers who are winning for you and you can get them to the mound more often, it means more wins for the team."

### **ON SUBSTITUTIONS**

"A manager is always weighing a player's defense against his offense to determine if he should be in the lineup. I don't think that the occasional extra base that could be given up is worth sacrificing much offense for, however. The players who are your regulars are more than likely pretty good defensive ballplayers, so on my bench I emphasized hitting. The bench guys are around for offense. They'll step into the lineup if some of your nine guys on the field aren't producing offensively."

### **ON SUPERSTITIONS**

"I'm not superstitious, but I have picked up a few habits through the years. For example, if we were on a winning streak, I'd make out the lineup with the same pen every day. When the streak was stopped, I'd throw the pen in the garbage and break out a new one.

"During winning streaks, the same coach would take the lineup card to the umpire before the game. When we lost, the job was passed to the next coach.

"Another one of my habits was banging the bat. When the Orioles were in a jam, I'd tell one of the coaches to bang the bat three times on the dugout steps. If we got out of the jam, the same coach would bang the bat the next time we got into a tight spot."





## APPENDIX A



### STATISTICS ABBREVIATIONS

<b>2b</b>	Doubles	<b>G</b>	Games	<b>RBI</b>	Runs Batted In
<b>3b</b>	Triples	<b>GWRBI</b>	Game Winning RBI	<b>Runs</b>	Runner Speed
<b>AB</b>	At-bats	<b>H</b>	Hits	<b>SA</b>	Slugging Average
<b>Arm</b>	Throwing ability	<b>H&amp;R</b>	Hit & Run	<b>SB</b>	Stolen Bases
<b>BA</b>	Batting Average	<b>HR</b>	Home Runs	<b>SH</b>	Sacrifice Hits
<b>BB</b>	Walks	<b>OBA</b>	On Base Average	<b>SO</b>	Strike-outs
<b>Bunt</b>	Bunting ability	<b>PB</b>	Passed Balls	<b>VsL</b>	Vs Lft-hand pitchers or batters, depending upon player's position
<b>CS</b>	Caught Stealing	<b>Power</b>	Batting strength	<b>VsR</b>	Vs Rt-hand pitchers or batters, depending upon player's position
<b>DP</b>	Double Play	<b>R</b>	Runs		
<b>FA-1</b>	Fielding average at primary position	<b>Range</b>	Fielding range		
<b>FA-2</b>	Fielding average at secondary position				

### PITCHER STATS

<b>BALK</b>	Number of balks	<b>ERA</b>	Earned Run Average	<b>HB</b>	Batters Hit by pitch
<b>BB</b>	Walks allowed	<b>FA</b>	Fielding Average	<b>IP</b>	Innings Pitched
<b>BUNT</b>	Bunting ability	<b>FATIGUE</b>	Fatigue rating (scale: 1 = low to 10 = high)	<b>SO</b>	Strike-outs pitched of pitches
<b>CG</b>	Complete Games	<b>GS</b>	Games Started	<b>SV</b>	Saves
<b>CONTROL</b>	Ability to control pitches	<b>H</b>	Hits given up	<b>W - L</b>	Won - Lost record
<b>ER</b>	Earned Runs				

### STATS BY NUMBER

#### BATTER STATS

Overall	Vs. Left Hand Pitchers	Vs. Right Hand Pitchers	Ratings	Fielding
1 BA	17 BA	27 BA	37 Power	43 FA-1
2 G	18 AB	28 AB	38 H&R	44 FA-2
3 AB	19 H	29 H	39 Bunt	
4 R	20 2b	30 2b	40 Runs	
5 H	21 3b	31 3b	41 Range	
6 2b	22 HR	32 HR	42 Arm	
7 3b	23 BB	33 BB		
8 HR	24 SO	34 SO		
9 RBI	25 SA	35 SA		
10 SH	26 OBA	36 OBA		
11 BB				
12 SO				
13 SB				
14 CS				
15 SA				
16 OBA				



## PITCHER STATS

Overall	Vs. Left Hand Batters	Vs. Right Hand Batters	Ratings	As a Batter
45 Wins	60 BA Against	65 BA Against	70 SPEED	75 BA
46 Losses	61 H	66 H	71 CONTROL	76 AB
47 ERA	62 Homers	67 Homers	72 FATIGUE	77 H
48 Games	63 BB	68 BB	73 BUNT	78 Homers
49 GS	64 SO	69 SO	74 FA	79 SH
50 CG				
51 SV				
52 IP				
53 H				
54 ER				
55 Homers				
56 BB				
57 SO				
58 HB				
59 BALK				

## PLAY & MANAGE AND MANAGE-ONLY STATS

22	Batters by Group Type	Pitchers by Group Type
	1 BA	14 Wins
	2 G	15 Losses
	3 AB	16 ERA
	4 R	17 Games
	5 H	18 Saves
	6 2b	19 IP
	7 3b	20 H
	8 HR	21 ER
	9 RBI	22 Homers
	10 BB	23 BB
	11 SO	24 SO
	12 SB	
	13 Errors	





## APPENDIX B



### SETTING UP YOUR OWN LEAGUE

by Russell Sipe, Commissioner of the *Computer Gaming World* Baseball League

Setting up your own league is the most exciting way to play *Earl Weaver Baseball*. How you set up your league is determined by your answers to the following questions: how many "team owners" do you have? Is your league strictly a face-to-face league or can Earl manage some or all of the time? How often do you meet? How long will the league last? And so forth. Here are some suggestions.

#### WHICH MODE?

If the members of your league are of equal ability in hand-eye coordination, you may want to consider a "Play and Manage" league. But most leagues opt for a true statistics-based league that the "You Manage" mode provides.

The ability to have Earl manage takes some pressure off those owners who can't attend every play session. Or you could even have an "Earl Manages" league for people who prefer to simply play general manager (this would work for a play by mail baseball league where the commissioner runs the games and mails regular updates to the owners).

Number of Teams: your league should contain an even number of teams. Consider using two or more divisions if you have more than six teams.

#### NUMBER OF GAMES

The more games you play, the more realistic the final statistics will be. You should play at least 40 games. Eighty games is a good number for a league with dedicated owners. If you play the equivalent of three games per week you can run an 80 game league that closely corresponds to the calendar of "real" baseball. Opening day can be early in April and the World Series will usually fall early in October. An advantage of the 80 game schedule is that it is almost exactly one half of a "real" baseball season (162 games). You can double your final stats to see how the players probably would have done in a 162 game season.

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#### TEAM CONSTRUCTION

This is the most critical question for your league. There are three basic ways to "construct" your teams: a rotisserie league type draft, a traditional draft, or a high-low combination. In the rotisserie league draft you set a spending limit for hiring players (typical ranges are \$25-\$260 depending on the economic situation of the team owners). The collected money goes to pay expenses of the league (trophies for example) and to provide a prize fund for the victors.

On draft day players are announced one at a time and owners bid on them. You cannot spend more for your team than the pre-set limit. For more details on this type of draft see *Rotisserie League Baseball 1987 Edition* (edited by Waggoner & Skylar, Bantam Books, \$8.95 paperback). The members of the *Computer Gaming World* Baseball League (CGWBL) prefer a more traditional draft whereby a draft order is determined (by lots in the first year of a league) and owners simply draft players in turn for twenty five rounds. The third method (which does not require a draft day where all owners physically get together) involves using a database of major league teams, paired according to their finishes in the year. The team with the best winning percentage is paired with the team having the worst winning percentage; second best with second worst, and so on. An order of selection is determined (by drawing lots, or numbers out of a hat) and each owner picks a combination.

#### PROTECTED PICKS

At the close of the first season most stat leagues permit team owners to protect a number of players for the following season. We recommend that each owner be allowed to protect seven of his twenty five players. This number is high enough to give a flavor of continuity to your team but low enough that weaker teams will not be dominated by stronger teams year in

## DRAFT ORDER

In the initial year, you can determine draft order by using lots. In subsequent seasons, you should have a rule that determines the draft order based on the prior season's standings. In the CGWBL we give the first draft pick to the team that had the best Win/Loss record among teams that did not make the playoffs. Second pick goes to the non-playoff team with the second best record, and so forth. After all the *non-playoff* teams have been assigned a draft order number, all the *playoff* teams are assigned numbers. The playoff team with the lowest W/L record picks first, and the team with the best W/L record picks last.

## PRIZES AND TROPHIES

Even if your league doesn't provide cash prizes to the victors, you should at least have a league trophy or trophies. Beyond trophies for the League Champions you might provide small trophies to the teams that lead the league in a number of categories (for example: best team batting average, most runs, most home runs, most stolen bases, best team ERA, most strikeouts by pitchers, least errors, and most shutouts).

Good luck, commissioner!



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