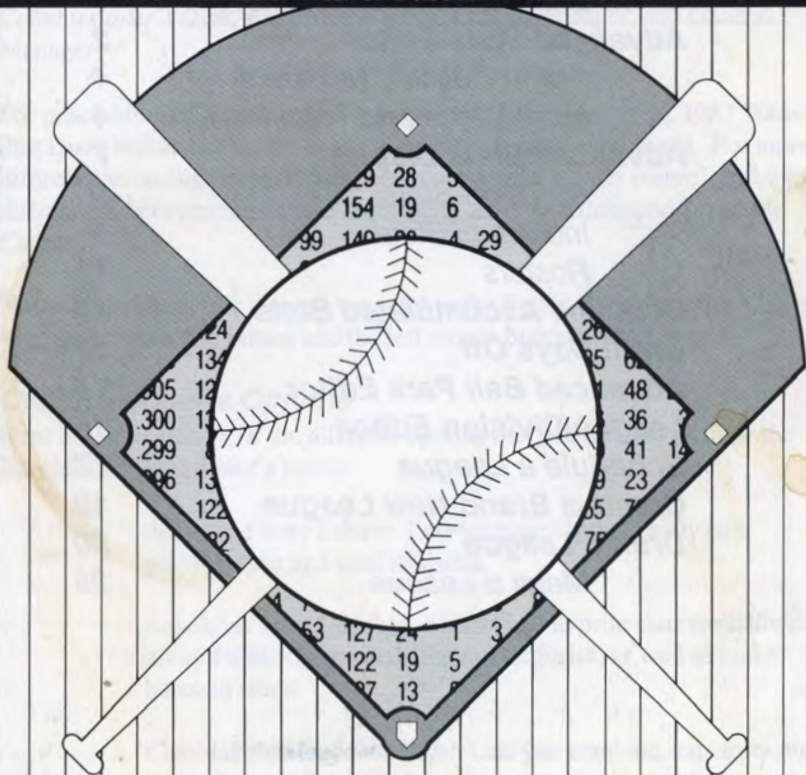




# COMMISSIONER'S DISK™

For use with Earl Weaver Baseball™ and Season Disks.



ELECTRONIC ARTS®

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## OVERVIEW

*The Baseball Commissioner's Disk* offers a wide range of options for the baseball connoisseur. *The Baseball Commissioner's Disk* lets you edit the statistics of players from present major league teams, sort and display league leaders, view and print out baseball cards, combine stats already accumulated, grant travel days to players and teams, redesign existing stadiums and create new ball parks, edit team names, schedule league play, and draft whole teams, or an entire league. When you use the full capabilities of *The Baseball Commissioner's Disk*, you become Scout, Coach, Manager, and General Manager.

For peace of mind, make sure to **back up your data disk** (e.g., 1987 Weaver Stat Disk) before beginning to use the different program features. For more information on cursor speed, keyboard commands, pointer control, and the differences between menus and requestors, see your Command Summary Card.

**Note:** Throughout this manual, we refer to the Return/Enter key, the 5 keypad key, the joystick fire button and the left mouse button as the "Button."

### *Commissioner's Options*

Here is a brief review of the different options that you can access from the Baseball Commissioner's menu:

*Advanced Stats Editor:* Lets you quickly and easily edit players' split and total statistics.

*Advanced Stats Display:* Allows you to print stats for individuals and teams in many different categories, as well as make baseball cards.

*Combine Accumulated Stats:* Lets you combine stats from more than one stats disk and clear out accumulated stats from a "remote" disk path.



*Grant Days Off:* Allows you to heal player injuries and grant teams days off.

*Advanced Ball Park Editor:* Lets you customize ballparks, changing dimensions, foul areas, turf, fence height, bleacher areas, and so on.

*League/Division Editor:* Perfect for editing team, league and division names.

*Schedule a League:* Use to build league schedules, controlling factors like series length and games played within and outside a division.

*Create a Brand New League:* Lets you create a new league composed of teams of your choice.

*Draft a League:* Allows you to set up and run a comprehensive player draft. Determine draft pool and teams in draft, and draft order — even trade draft choices and players already drafted.

A full description of how to use each of the Commissioner's options follows:

## **ADVANCED STATS EDITOR**

The Advanced Stats Editor is the perfect tool for viewing and editing the statistics of players on any major league team — including stats accumulated during *Earl Weaver Baseball* play. You can move between the 4 divisions of the 2 leagues; when you select a team, you view all players on a given roster. You can select any player and view his total or split statistics. To use the Advanced Stats Editor:

1. Highlight and select Advanced Stats Editor from the *Baseball Commissioner's Disk* menu, then follow the instructions to insert a data disk, if necessary.

2. *Floppy drive* users: Insert your data disk, then set path (e.g., A:\).  
*Hard drive* users: Set a directory path (e.g., C:\Stattool).
3. When the *Team Select* menu appears, use the cursor to highlight a team(s), division or league to edit any of the 4 divisions of the leagues. Press the Button to select.
4. Press the **F10** key to select Finished.
5. The *Advanced Stats Editor* menu appears, with the name of the first team you selected in the box at screentop, and six menu selections underneath. Highlight and select *Select a Player* from the *Advanced Stats Editor* menu (see **Note** below).
6. The appropriate *Player Selector* now appears; highlight and select the player whose stats you want to edit.
7. The screen now shows the player's **split stats**; to view his **total statistics**, select *Total Stats* from the range of choices at screen bottom. To learn more about editing, see the section on **Editing Split and Total Stats**.
8. When you're finished editing player stats, press **F10** to return to the *Player Selector*.

**Note:** Pressing **Esc** backs you out of an editing change that you've just made.

To update a team's won/loss record, select *Update Won/Loss Record* from the *Advanced Stats Editor* menu. When the *Update Won/Loss Record* menu appears, follow the onscreen instructions to alter a team's wins and losses, then press **F10** to return to the *Advanced Stats Editor Requestor*.

When using the *Advanced Stats Editor* menu, you can change the team you are editing by highlighting and selecting *Next Team* (**F2**), *Previous Team* (**F1**), or *Select New Teams* (**F3**) to edit a new group of teams.



**The Steam Room, change stats at will**

Eddie	Dombrower			Mirage			1987							P1: 1B		P2:				
			BATS: L			INJURIES: 0														
BA	G	AB	R	H	1B	2B	3B	HR	RBI	SH	BB	SO	SB	CS	SA	OBA				
.290	154	587	87	170	122	28	2	18	89	0	81	104	0	2	.436	.375				

POWER	H&R	BUNT	RUNS	RANGE	ARM	ER	PO	AS	FA-1	FA-2
4	6	3	4	9	8	10	1298	149	.993	.000

	BA	AB	H	1B	2B	3B	HR	BB	SO	SA	OBA
vsL:	.253	252	64	47	10	1	6	32	51	.373	.338
vsR:	.316	335	106	75	18	1	12	49	53	.483	.403

Accumulated Stats														
	BA	G	AB	R	H	1B	2B	3B	HR	RBI	BB	SO	SB	E
Action:	.000	0	0	0	0	0	0	0	0	0	0	0	0	0
Simulated:	.000	0	0	0	0	0	0	0	0	0	0	0	0	0

(F3) Previous Player    ☒ (F5) Split Stats    (F7) Reset Stats    (F9) Save Stats  
 (F4) Next Player        ☐ (F6) Total Stats    (F8) Clear Stats    (F10) Finished

## Player Position Numbers

When you're editing players, use the numbers below to define the player's positions.

- |                      |                             |
|----------------------|-----------------------------|
| 1 - Pitcher (P)      | 8 - Left Field (LF)         |
| 2 - Catcher (C)      | 9 - Center Field (CF)       |
| 3 - First Base (1B)  | 10 - Right Field (RF)       |
| 4 - Second Base (2B) | 11 - Outfield (OF)          |
| 5 - Third Base (3B)  | 12 - Outfield (OF)          |
| 6 - Short Stop (SS)  | 13 - Designated Hitter (DH) |
| 7 - Infield (IF)     |                             |

## Editing Split and Total Stats

To edit a particular player's stats, make sure that you select his team at step 3 among the group of teams in the editing pool. Continue through step 6; if the player whose stats you want to edit isn't on the first roster that appears, select (F1) Previous Team or (F2) Next Team until the appropriate team roster appears. Now highlight and select the name of the player whose stats you wish to edit.

The Steam Room appears. From the top, you view the player's name, team, position, throwing hand, and rest days. Next, you see his *composite* statistics for the previous season, followed by the group of *ratings* and defensive stats applicable to a player at his position. His *split stats* are next, broken down into performance versus lefthanders (VsL) and versus righthanders (VsR).<sup>\*</sup> If the player whose stats you're editing is a pitcher, you'll see his stats against left- and right-handed *batters*. Underneath his split stats, you see *accumulated* stats, divided into *Action* and *Simulated* categories. <sup>\*</sup>When you are editing split stats, you can edit the shared statistical categories (i.e., those that appear in composite and split tables both) *only* from the split statistics section of your screen.

*Action* stats are the accumulated stats for Play and Manage *Earl Weaver Baseball* games to this point, while *Simulated* sums up statistics for Manage Only games. To change existing stats for any category, or to enter stats for a previously blank category, follow this procedure:

1. Point to and highlight the number for any category of statistics.
2. Press the Button to erase any numbers you see there.
3. Type in new figures for that category.
4. Press Return, the joystick fire button or the left mouse button to confirm your entry.

**Note:** Whenever you confirm an edit, the cursor automatically moves to the next editable spot.

At the bottom of the screen are several command options, allowing you to move to another player's stats, to move between split and total stats, reset or clear a player's stats, and save, finish or cancel your work.

**Note:** The following stats categories are fixed or calculated, and cannot be edited from the Advanced Stats Editor:



- Team Name
- Batting Average (BA)
- Singles (1B)
- Earned Run Average (ERA)
- Slugging Average (SA)
- On Base Average (OBA)
- Fielding Average 1 (FA-1)

When you edit Total Stats, you can change a player's composite statistics. Highlight and select Total Stats at the bottom of the player statistics screen. The same set of stats appears — with the exception of Split Stats. Edit the statistics just the way you would when viewing the Split Stats screen; then use the options at screen bottom to finish up your work, move on to another player's stats, or return to the *Baseball Commissioner's* menu. When editing Total Stats, make sure that you edit all the categories and remember to save them.

**Warning:** Editing Total Stats erases the player's Split Stats, if he has them. If you input Total Stats, make sure that you edit *every* editable field.

Advanced Stats Display			
<input checked="" type="checkbox"/> All Teams	Individual Stats		Rosters
<input type="checkbox"/> By Team List	BA		Overall Stats
	HR		Ratings
<input checked="" type="checkbox"/> Sort Overall	RBI		All-Teams Stats
<input type="checkbox"/> Sort by Position	ERA		Team Totals
	WINS		Standings
<input checked="" type="checkbox"/> Highest to Lowest	SO		Make Baseball Cards
<input type="checkbox"/> Lowest to Highest	Select Stat		
<input checked="" type="checkbox"/> Individual Stats	Min At Bats	300	<input checked="" type="checkbox"/> Screen
<input type="checkbox"/> Team Stats	Min Innings Pitched	50	<input type="checkbox"/> Disk File
	List Length	10	<input type="checkbox"/> Printer
<input checked="" type="checkbox"/> Don't Include Stats=0			
<input type="checkbox"/> Include Stats=0			
<input checked="" type="checkbox"/> From Real Stats	Path: <Path Name>		
<input type="checkbox"/> From Play & Manage	(F5)Set Path		
<input type="checkbox"/> From Manage Modes			(F10)FINISHED



## ADVANCED STATS DISPLAY

Use the Advanced Stats Display to display or print out the statistics you've edited to this point. When you use the Advanced Stats Display options, you can view stats in the following ways:

- All Teams or By Team List
- Sort Overall or By Position
- Highest to Lowest or Lowest to Highest
- Individual or Team Stats
- Per minimum of At Bats or Innings Pitched
- Don't Include/Include Stats = 0 (this lets you view players with no stats in a particular category)

You can look at Real Stats accumulated in real major league play, in *Earl Weaver Baseball* Play and Manage mode, or from Manage mode only. The general menu categories items you'll be selecting from are All-Team Stats, Individual Stats, and Rosters. Several submenu choices exist for each of these three headings. The next section describes these Advanced Stats Display menu items in detail.

**Note on Printing to Screen, Disk and Printers:** The Advanced Stats Display menu, the Schedule a League menu, and the Draft a League menus all give you a choice of printing your stats to screen, to a disk file, or to a printer. Make sure you indicate your printing destination before selecting any other options from the menu. Printing to screen is the default setting; if you wish to print to a *disk file*, highlight and select Disk File\*, and the radio button next to it fills. Now, you select a specific option from the menu (let's say, Make a Baseball Card from the Advanced Stats Display menu). Once you've picked the player whose card you wish to print, you'll be prompted to enter the appropriate disk file name, then confirm it by pressing the button. The baseball card of the player will now print to the disk file you selected. To print a card to a *printer*, highlight and select Printer at the Advanced Stats Display menu. Once the card of the player you wish to print appears on-screen, you'll be asked if your printer is attached and online. If it's not,

answer **F8** and take the time to attach your printer. If the printer is properly attached and online, answer **F10** and the card prints just as any other document would. \*Printing to disk file is especially useful for people who are unable to print to their existing printers. Once you print to disk file, you can use a DOS printing command to print to a printer — or any word processor that can print an ASCII file.

### **All-Team Stats**

You receive a range of possibilities when you select any of the 3 menu items available under the heading of All-Team Stats. You can view league standings, take a look at stats totals for all teams in a league, or make baseball cards for your favorite players. Before you select any of these menu items, remember to select a destination to print to — screen, disk file, or a printer. Also, select the order in which to view stats — highest to lowest or lowest to highest and the source of the stats you're viewing (real, play and manage, or manage mode).

To use the first option under All-Team Stats — Team Totals:

1. Highlight and select Team Totals from the All-Team Stats Display menu.
2. View the batting totals for all league teams.
3. Press **F9** to return to the Advanced Stats Display menu.

To take a look at Standings:

1. Highlight and select Standings from the Advanced Stats Display menu.
2. View the standings of your league.
3. Press **F9** to return to the Advanced Stats Display menu.

Follow these steps to make a baseball card:

1. Highlight and select Make Baseball Cards from the All-Team Stats menu.
2. When the Team Select menu appears, highlight and select the teams that have the players for whom you want to make



baseball cards. Select Finished.

3. The Make Baseball Cards screen now appears. Select the size of card you wish to print (3 by 5 or 4 by 6) and *how* you wish to print (one at a time or continuous feed), then select the destination of your printing (screen, disk file or printer).
4. Now elect to make a card for a single player or a team (or teams) by highlighting and selecting Print One Player, Print One Team or Print All Selected Teams.
5. When you select Print One Player, the appropriate Player Selector now appears. Highlight and select the player whose card you wish to print.
6. When his card is printed, press any key to return to the Player Selector; then print another player's card, or select Finished (F10) to return to the Make Baseball Cards menu.
7. Press F10 again to return to the Advanced Stats Display.

When you select Print One Team at step 4 above, the baseball card for the first player on the team appears; press any key to view the next player's card, then continue through the entire team roster. Press F9 to exit to the Make Baseball Cards screen.

To print the stats of all the teams, select Print All Selected Teams. Scroll through the baseball cards for the first team on the selected team list; when you're done, you'll go to the first player on the next team on the selected list. View the cards of players on all the selected teams, and press F9 to return to the Make Baseball Cards menu.

**Note:** If you elect to print to disk or to your printer, the player's cards will not be visible onscreen. Only real stats are printed on baseball cards.

### ***Individual Stats***

To take a look at individual performance for individual players or *teams* in different statistical categories, highlight and select any of the items in the list



below. Before you select an individual statistical category to view, though, be sure to set the List Length (it appears under Min Innings Pitched) at screen bottom. The value that you enter next to List Length (10 is the default number) determines the number of players for whom stats will be displayed in the category that you select. Here are the individual statistical categories:

- BA (Batting Average)
- HR (Home Runs)
- RBI (Runs Batted In)
- ERA (Earned Run Average)
- Wins
- SO (Strike Outs)
- Select Stat

The stats in the category you pick now appear for the first *players* or *teams* on the list. Press a key to continue viewing that stat for the rest of the players, then press **F9** to return to the Advanced Stats Display menu.

To use the Select Stat item on the Advanced Stats Display menu:

1. Select Individual or Team Stats at screen left. To determine the number of players or teams whose stats you wish to display, enter a value next to List Length at screen bottom.
2. Highlight and select Select Stat.
3. View the range of stats for different subcategories at the Select a Batting Stat menu, which is divided into Total Stats, Versus Left, Versus Right, Ratings and Fielding, then highlight and select the stats you want from one of the 5 categories (Press **F9** to view Pitchers' Stats).
4. The individual players or teams and their performance in the selected subcategory appears.
5. Press **F9** to return to the Select a Batting Stat menu; now select another statistical category for viewing or press **F10** (Finished) to go to the Advanced Stats Display menu.

**Note:** Remember that you may view stats of different *samples* of players, depending on how you sort players, set the minimum numbers of at bats and innings pitched, and whether you include stats set to 0 in a given category.

## **Rosters**

Use the options under Rosters to view overall stats (real or accumulated) and ratings (based on real stats only) for a team or teams. When you highlight and select **Overall Stats** at the Advanced Stats Display menu, you see the overall batting, fielding and pitching stats of all players on a team. To see the overall stats of the next team on your list, press any key. Press **F9** to return to Advanced Stats Display.

When you highlight and select **Ratings** from the Advanced Stats Display menu, you see displayed the various ratings for all players on a team roster. Press any key to see the ratings for the next team on the list. **F9** returns you to the Advanced Stats Display menu.

**Note:** If you elect to print to disk or to your printer, the player cards will not be visible onscreen.

## **COMBINE ACCUMULATED STATS**

To combine statistics you've accumulated during game play into one file, thereby updating your statistics:

1. Select **Combine Accumulated Stats** from the *Baseball Commissioner's Disk* menu.
2. Select a source and destination path to direct the update onto the desired disk. If the existing source and destination paths are correct, confirm them.
3. Select **Update Action Stats** or **Update Simulated Stats**—depending on the mode that you played *Earl Weaver Baseball* in; then select **Finished**.
4. When prompted, insert your source disk. Highlight and select **Ready**.



5. When the Team Select menu appears, highlight and select the team or teams whose accumulated stats you wish to combine.
6. When prompted, insert your destination disk.
7. Confirm the Request to Update message that now appears, along with the teams you selected for updating accumulated stats.
8. Answer Yes or No to the request to Erase Action or Simulated Stats on your source disk. You return to the Combine Accumulated Stats menu. You can now view the combine accumulated stats on the Advanced Stats Editor or Advanced Stats Display.

Grant Days Off
<Team Name>
(F1) Previous Team
(F2) Next Team
(F3) Select new teams
(F4) Edit injury status
(F6) Reset all injuries to 0
(F7) Number of days off: 1
(F8) Grant days off
(F10) Finished

## GRANT DAYS OFF

Use Grant Days Off to award days off to individual players, whole teams or divisions. Using Grant Days Off is a great way to help injured players heal before resuming play, as well as to simulate Travel Days.

1. Highlight and select Grant Days Off from the *Baseball Commissioner's* menu.



2. When the *Team Select* menu appears, highlight and select the teams, division or leagues to which you wish to grant days off. Press **F10** to finish.
3. The *Grant Days Off* menu appears, letting you edit the *injury status* of selected players, or reset injury days and numbers of days off for an entire team. For more information on the options available to you, see below.
4. When you're done using the different features of Grant Days Off, press **F10** to finish. You return to the *Baseball Commissioner's* menu.

Grant Days Off allows you to edit the injury status of either individual players or grant days off to entire teams. To reset injuries for an entire team, highlight and select Reset All Injuries to 0. Highlight and select Number of Days Off to set numbers of days off for a whole team. Press Return to erase the current number, then enter a new one for the team selected. Highlight and select Grant Days Off to grant a certain number of days off for the team in question. **Note:** When you select Grant Days Off, you are given the option of subtracting the number of days that appears next to Number of Days Off. To edit the injury status of a *player or players* on a given team:

1. Highlight and select Edit Injury Status.
2. You are shown the roster of players for the first team selected in step 2 above, with the number of days the injured players are presently out of action. To change a player's injury status, highlight the number next to the desired player's name, then press the **Button** to erase the number of days on the injured list.
3. Now type in a new value, and press the **Button** to confirm your entry.
4. Select Save Team Edit (**F9**) to save your work.
5. Select Finished (**F10**). You now return to the Grant Days Off menu, where you can use some of the other options available on Grant Days Off.

### Weaver Stadium

(re)Name: Weaver Stadium

☒ Natural  
☐ Artificial

☒ Out Doors  
☐ In Doors

Wind MPH: 10  
Wind Dir. %: 0

☐ Capacity: 35,000  
☐ Capacity: 43,000  
☒ Capacity: 50,000  
☐ Capacity: 56,000  
Color (1-8): 2

Bleachers Left: 4  
Bleachers L-C: 3  
Bleachers R-C: 4  
Bleachers Right: 4  
Foul Area: 1

☒ Wind Normal  
☐ Wind Out  
☐ Wind In  
☐ Wind Across

Left Line: 245  
Left 2: 275  
Left 3: 325  
Left 4: 375  
Center-L: 440  
Center-R: 440  
Right 4: 375  
Right 3: 325  
Right 2: 275  
Right Line: 245

HEIGHT:

Left 1: 12  
Left 2: 12  
Left 3: 12  
Left 4: 7  
Center: 7  
Right 4: 7  
Right 3: 12  
Right 2: 12  
Right 1: 12

(F9) CANCEL

(F8) Save

(F2) Look at Park

## ADVANCED BALL PARK EDITOR

The Advanced Ball Park Editor lets you edit existing major league stadiums to your satisfaction; you can use your imagination to customize a park any way you like. You can load fields you create in the Advanced Ball Park Editor into *Earl Weaver Baseball*. To use the Advanced Ball Park Editor:

1. Highlight and select Advanced Ball Park Editor from the Baseball Commissioner's Menu.
2. The Advanced Ball Park Editor menu now lists all the stadiums for all divisions of both leagues from the disk/path you are currently using. Highlight and select the stadium you wish to edit.
3. The editing menu for the stadium you selected in step 2 now appears, showing the full range of stadium characteristics you may edit. They include:
  - Natural/Artificial Turf.



- Out/In Doors.
  - Wind — functions only for *outdoor* stadiums; the percent stands for the percentage of time that the wind blows in the prevailing direction (the minimum percentage is 51%).
  - Wind MPH — adds additional wind velocity over the standard wind velocity produced by *Earl Weaver Baseball*.
  - Color (1-8) — defines the outfield fence color for use in *Earl Weaver Baseball* during the game (not in this tool).
  - Seating Capacity.
  - Number of Bleachers by Area — 1 = 1 deck, 2 = decks, 3 = 3 decks, and 4 = 3 decks with a roof.
  - Foul Area (1-26).
  - Ballpark Dimensions by Area.\*
  - Fence Height by Area.
4. Highlight and select those stadium characteristics you wish to edit (in some cases, you'll need to erase and type in new values), then press your spacebar or F2 to look at the changes in your park.
  5. Press any key to return to the ballpark editing screen, and make further changes in features.
  6. View the stadium again; when you are satisfied, return to the editing screen, and save your work (F8), or cancel changes (F9).
  7. You now return to the Advanced Ball Park Editor menu. Select another ballpark to edit, or press F10 to finish and return to the Baseball Commissioner's Disk menu.

\*If you create severely-angled walls while using the Ballpark Editor, using these stadiums in *Earl Weaver Baseball* may result in unsatisfactory game play. In order to make sections of fence fit together, the program may slightly alter any peculiar dimensions you elect to input.



**Note:** When creating a brand new park, enter values for park dimensions before viewing your ballpark.

## LEAGUE/DIVISION EDITOR

Utilize the **League/Division Editor** to edit team, division and league names:

1. Highlight and select **League/Division Editor** at the **Baseball Commissioner's** menu.
2. When the *Team Select* menu appears, highlight the team whose name you wish to edit, and select it to erase the current spelling.
3. Type in the new version of the team's name, and press **Return** to confirm the change.
4. Save your work (**F8**); pressing **F10** confirms the save.
5. Repeat steps 2 and 3 for any other teams whose names you wish to change.
6. Select **Finished (F10)**. You now return to the **Baseball Commissioner's** menu.

Schedule A League			
Select different teams	(F8)Print Team Schedule	Destination	
Total games per team: 162	(F9)Print Entire Schedule	<input checked="" type="radio"/> Screen	
Maximum series length: 4		<input type="radio"/> Disk File	
Random Seed: Silver 47	(F10)FINISHED	<input type="radio"/> Printer	
Type of schedule	Within Division	With Near Division	With Far Divisions
<input checked="" type="radio"/> Even Stevens	36	42	84
<input type="radio"/> Alibi Ike's	55	36	71
<input type="radio"/> Sally's Special	70	30	62
<input type="radio"/> Home Town Jose's	162	0	0
<input type="radio"/> Crazy Louie's	118	41	3
<input type="radio"/> American League	78	84	0
<input type="radio"/> National League	90	72	0
<input type="radio"/> Lopsided Louise's	110	18	34
<input type="radio"/> I'd rather do it myself			

## SCHEDULE A LEAGUE

Scheduling league play is a key feature of *The Baseball Commissioner's Disk*. Use Schedule a League to select the teams you want to compete in the league, and the type of schedule to be played. You control such factors as maximum series length, games played within a division or outside a division, and the number of games played, so that each team tests its abilities against a representative sampling of opponents. To schedule league play:

1. Highlight and select Schedule a League from the Baseball Commissioner's menu.
2. When the *Team Select* menu appears, highlight and select those teams you want to include in your league scheduling. Select Finished.
3. The Schedule a League menu now appears. First, confirm the total games to be played per team, the maximum series length, and the random seed\* *if you wish to alter game distribution for the schedule.*

\*The random seed is a 10-character string, that when typed in, produces different scheduling. Using the same random seed allows you to come back to the scheduler and produce the same game distribution every time.

4. If you wish to print your schedule out (a good idea), highlight and select one of the 3 print destinations in upper-screen right.
5. If you have selected more than 1 division, point to and select the Type of Schedule (Team Schedule or Entire).
6. If you select Team Schedule, the Team Select menu appears with a list of the teams you selected in step 2. Highlight and select the team whose schedule you wish to view; press F9 to return to the Schedule a League menu. **Note:** You may have to wait up to 15 seconds before the selected team list appears and you select the team whose schedule you wish to view.

7. If you select Print Entire Schedule, the league's schedule appears.
8. Press any key to continue, and press **F9** to return to the Schedule a League menu.
9. Select Finished to return to the *Baseball Commissioner's* menu.

To create your own schedule instead of choosing from one of the existing schedules:

1. Highlight and select I'd Rather Do it Myself (see step 5 above). Make sure that the total games per team and maximum series length (upper-screen left) are to your liking.
2. Now you decide the number of games played within a division and with the other division in your league; erase the existing numbers by highlighting them and pressing the **Button**.
3. Enter new values and press the **Button** to confirm (we suggest that you choose schedules of 80 games or more).

Your league teams now play the schedule you've created from scratch.

**Note:** When creating a league schedule, it is important to distinguish between a *near* division (a second division within your own league) and a *far* division (a division in another league).

**Important!** The scheduler will do its best to build a schedule within the limitations you set, so it may not be perfect. Altering the number of games per team for your schedule or the random seed may help.



## CREATE A BRAND NEW LEAGUE

Another feature provided you on the *Baseball Commissioner's Disk* is the ability to create a brand new league, composed of teams of your choice. To create a brand new league:

1. Highlight and select Create a Brand New League from the Baseball Commissioner's Menu.
2. A Baseball requestor appears, asking you to set the path of you new league. Select Ready.
3. When prompted, type in the desired path name; press the **Button**. Make note of the path you used to create a brand new league, so you can return to use that league in the future.
4. Press **F10** to confirm that your path is chosen and current.
5. Wait for the computer to finish creating the new directory. You will be prompted to create the file *Players.dat*; press **F10** to create it. Confirm that you're ready to continue.
6. When prompted, create a *leaguename.dat* file (press **F10**). Confirm that you're ready to continue.
7. When prompted to create the file *parks.dat*, press **F10** once more to create it.
8. The message, "All files for new league successfully created" appears. Press **F10** once more to return to the Baseball Commissioner's menu.

To create new names for your teams, divisions and leagues, select the League/Division Editor from the Baseball Commissioner's menu; when the blank screen appears, type the names of new teams, divisions, and leagues into the appropriate boxes. Press **F10** to return to the Baseball Commissioner's menu.

To create player names for the different team rosters, select the Advanced Stats Editor from the Baseball Commissioner's menu then highlight and select Select a Player. At the Team Select menu, select the team names of the

league you've created, and choose Finished. Now, for each team roster, type in the names of 25 ballplayers to round out a roster for each.

To build stadiums for your new league, return to the Baseball Commissioner's menu, and select the Advanced Ball Park Editor. Now create stadiums for each of the teams in your league. You've created a brand new league, complete with fictitious teams and players.

Draft Set-Up	
(F5)Set Source Path: <Source Path Name>	
(F6)Set Destination Path: <Destination Path Name>	
Draft Order	Maximum Players/ Team PreSeason 40
<input checked="" type="radio"/> Same as round before	Minimum Players/ Team Final Cut 9
<input type="radio"/> Reverse order each round	Maximum Players/Team Final Cut 25
<input type="radio"/> Random Order	
Draft Type	(F8)Restore Suspended Draft
<input checked="" type="radio"/> Regular Draft	(F9)Return to Main Menu
<input type="radio"/> Bid Draft	(F10)Begin Draft

## DRAFT A LEAGUE

Use Draft a League to set up a complete player draft for all the players in your league. Drafting lets you and your friends select teams to compete against one another in league play. When you select Draft a League, you decide the type of draft, the order of your draft, and the maximum number of players each team can draft. There are two kinds of drafts available to you on *The Baseball Commissioner's Disk* — Regular and Bid Draft. In a Regular draft (the default selection), all participants in the draft are assigned a draft order, and select players in a drafting pool according to that predetermined order. In a Bid draft, you engage in an auction for the best talent available, bidding for players from the draft pool. Since the most common draft is the Regular draft, we'll first explain this method of drafting a league:



1. Select **Draft a League** from the *Baseball Commissioner's* menu.
2. The Draft Set-Up appears. Select your draft type, the type of draft order, and the maximum number of players for pre-season rosters (25 is the maximum number for final rosters). **Note:** Pressing **F8** restores a suspended draft — one that you've saved in progress. When you restore a suspended draft, you only need to define the destination disk/path. Upon restoring, the Draft Program will supply the rest of your suspended draft's information.
3. Press **F10** to begin drafting (set a path if necessary).
4. When prompted, insert your Source disk, if necessary. **Note:** The source disk is the disk that contains the players who will comprise the drafting pool.
5. When the Select Player Pool\* menu appears, highlight and select those teams, divisions or leagues that you want to comprise your drafting pool. Select **Finished**.
6. Insert your destination disk, then press **F10** to confirm that you're ready to continue. **Note:** The destination disk is the disk that stores the players drafted to the new league, as well as any previously suspended draft.
7. The Team Select menu now appears; highlight and select those teams who will make draft selections from the Player Pool. Select **Finished (F10)**.
8. The Teams in Draft appear; highlight and select the team you want to draft first (a "1" shows next to the team's name if you are conducting a regular draft). Continue to highlight and select the teams in the order that you want them to draft. Press **Esc** to undo a selection.
9. The Draft Window appears, with the name of the first team drafting at upper-screen left. The Draft Window's options

include: Draft a Player, Make a Trade (see below), Cut a Player, Sign a Free Agent, as well as five different printing options. Press **F5** to view assigned player numbers for the draft. Now highlight and select Draft a Player to continue with your draft. **Note:** We suggest that you print a draft list for every team owner participating in the draft. See the Note on Printing in the Advanced Stats Display section for more information.

10. The Draft a Player menu appears, showing the draft round, number of pick and team presently drafting. You may elect to draft by entering a player number or the last name of the player you wish to draft (if you type in the number, his name appears onscreen).
11. When you've entered the number or name of the player you want to draft, press **F4** to draft him.
12. The next team in drafting order is now designated to make a draft selection.
13. Each team drafts in order; when all teams have drafted the players for the assigned number of rounds, the draft is complete. You can select **F10** at any time to return to the Draft Window. Now, you may elect to Make a Trade (see below), Cut a Player, Sign a Free Agent, or select one of the 5 printing options.
14. Press **F10** again to leave the Draft Window and return to the Baseball Commissioner's Disk menu.
15. Press **F10** once more to save the current draft, or select **F8** if you don't wish to save your drafting results. You now return to the Baseball Commissioner's Menu.

\*A Player Pool is the total field of players from which you draft. Whether you select one team, five teams, or 25 teams, that becomes the group of available players from which drafting teams select.



**Note to Users of the Draft a League option:** When saving a draft, the program writes a file of about 40,000 bytes called "Suspend." You'll need at least 40,000 bytes of available space on your destination disk or hard drive if you plan to save a draft in progress.

You can trade either players you've drafted or draft choices between teams involved in a draft, once you've set up an actual draft. The Make a Trade option appears on the Draft Window, after you've selected your player pool and the teams in the draft. You may trade up to 5 players or picks at a time. Trades need not be even; for example, you can trade 3 players for one. When you're ready to make a trade:

1. Press **F2** to select Make a Trade from the Draft Window.
2. The teams in the draft now appear; highlight and select the two teams you want to participate in the trade. Select Finished (**F10**).
3. Select Print Team Roster (**F6**) to view assigned player numbers for trading.
4. The Trade menu now appears with the teams trading listed at screen top; from it, select Trade a Player or Trade Draft Choice. You may *trade* a player *only* if the teams have already begun drafting players; you can trade draft choices before you've begun to draft if you've established the teams drafting and the drafting order.
5. If you select Trade a Player, you're prompted to enter the player's number (the first team you picked to trade is pre-selected); now do the same for the player to be traded from the second team.
6. If you select Trade Draft Choice, you're prompted to enter the round and pick of the draft choice you want to trade; do the same for the second team. **Note:** You may see the available choices for the teams trading by selecting Print Team Roster from the Trade menu.

7. Once you've traded players or draft choices to your satisfaction, you resume the draft.

**Note:** If you make a mistake and don't want to trade a particular player(s) or pick(s), just highlight the name of the player/pick you want to remove from the trade and select it. The name of that player is now removed from the draft window and returned to his original roster.

If you wish to conduct a Bid draft, you'll first need to establish some ground rules of the game for conducting the draft auction. We recommend that you set up a rotisserie league draft, setting a money limit for signing drafted players. Each participant bids a certain number of points out of an agreed total, then spends up to a set maximum of points on each player he drafts. See *Rotisserie League Baseball 1987 Edition* (edited by Waggoner & Skylar, Bantam Books, \$8.95 paperback), for more details on how to conduct this type of draft.

When you select Bid Draft on the Draft a League menu, you follow the basic sequence of steps outlined for a Regular Draft. The differences are:

1. You highlight and select Bid Draft from the Draft Set-up menu.
2. When the Draft Window menu appears, you select the player you wish to draft just as in a Regular Draft — the team that gets to draft the player in question is determined by the highest bid offered. Use the Which Team? menu to select the team to receive that player.
3. No *team names* appear at the Draft Window menu.

**Note:** When electing to Cut a Player or Sign a Free Agent, follow the same principles of working with menus and submenus, paying attention to the onscreen prompts. In this way, remove an unwanted player from your roster or add a free agent not taken by any other team.



## ***Make a League***

Once you've completed the draft, you can turn your rosters into a Player file usable in *Earl Weaver Baseball*. To do so, follow these steps:

1. Make sure that your rosters are within the limits set in the bottom window below "Maximum Player/Team Final Cut" by selecting "Print Roster Sizes" (F9). If the number of players on any single team exceeds the maximum or 25, simply select "Cut a Player" (F3)\* to reduce the number to the allowed level.
2. Once all teams are the correct size, select "Make a League."
3. When a requestor appears, asking "Do you wish to end the draft and create final teams?" answer "Yes" (F10).
4. Follow the onscreen prompts, inserting the appropriate disk to transform your completed player draft into teams eligible for play in *Earl Weaver Baseball*.

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