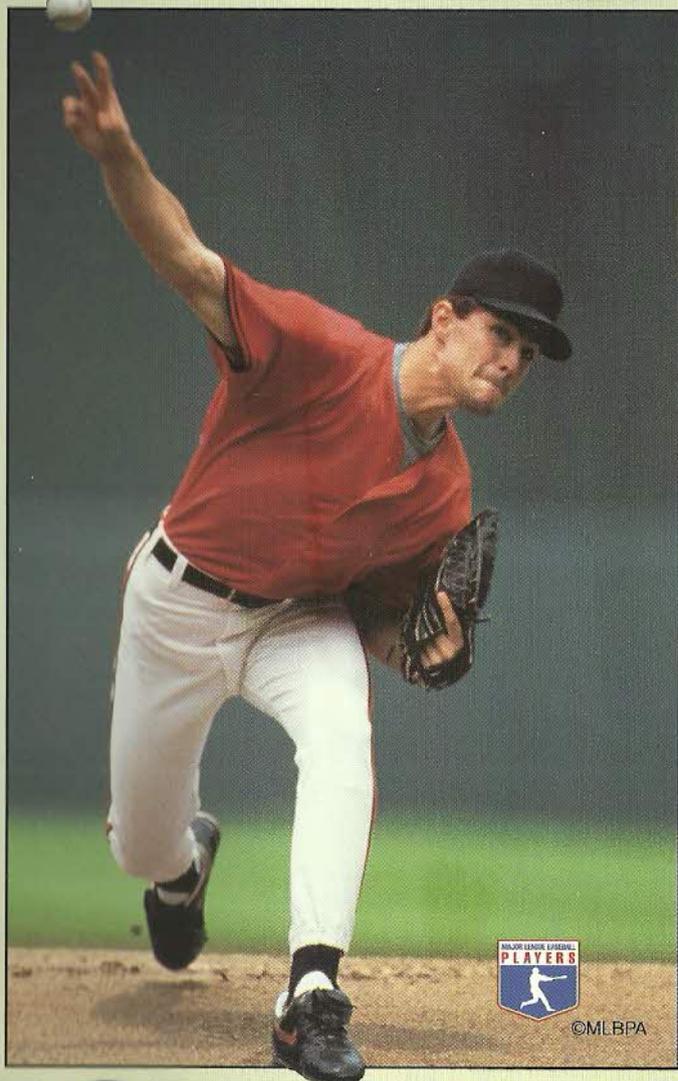


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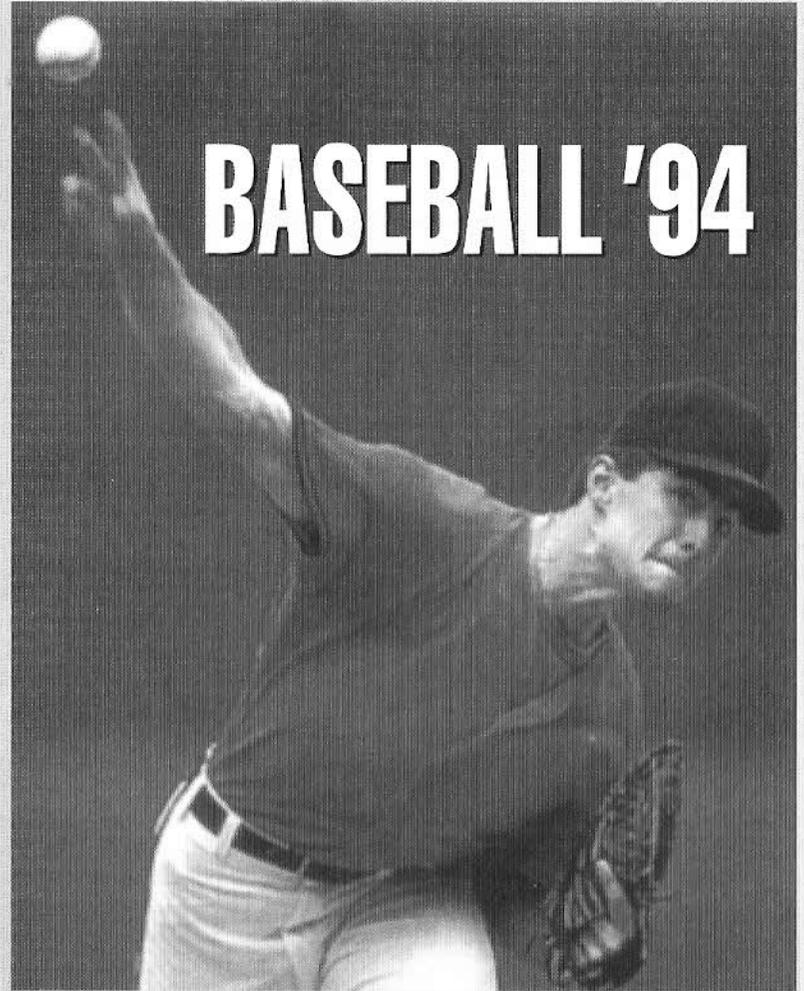
PRO EDITION



BASEBALL '94

COMMIT TO ★ EXCELLENCE
FRONT PAGE SPORTS®

BASEBALL '94



SIERRA®

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Front Page Sports®: Baseball '94** 6

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WELCOME TO FRONT PAGE SPORTS:[®] BASEBALL '94

Baseball is different games to different people. For some fans, the fascination lies in the stately ritual of a single game. For others, it is the burning tension that builds during the dramatic final days of a close pennant race or Series. Still others see baseball as more of a religion—ongoing proof that seasons of dedication, teamwork, and vision can eventually raise any player from the bush leagues to the front page, any team from cellar-dwellers to champions.

The "National Pastime" has its unique appeal to each fan. That is why we have designed *Front Page Sports: Baseball '94* with the widest, most flexible array of play options and features in any baseball simulation. It is designed to emphasize the relationship you have with professional baseball.

Whether you prefer the arcade action of an exhibition game, or the strategic challenge of building and maintaining a baseball dynasty, *Front Page Sports: Baseball '94* is as close as you can get to the major league dugout without putting on cleats. In fact, it is better—rather than a pre-structured playing environment, *Baseball* is, in effect, a baseball fan's fantasy construction set that lets you play any role—or all.

The range of playing options is unprecedented. Opt for swing-by-swing control of on-field action. Build a dynasty with the draft, trade, and training strategies you select in Career associations. Input historical teams and replay classic pennant races, build your own league from scratch, or create any combination you want.

This "do it yourself" approach extends to the VCR and replay options. Our new Camera Angle Management System™ (CAMS™) lets you select exactly how you want to view the action, choosing from five camera modes. You can even record and edit your own highlight films and trade them with your friends.

Front Page Sports: Baseball '94 provides a diverse and powerful set of tools for constructing your own dream teams. From the optimism of spring training to the intense drama of the championship series, welcome to the world of professional baseball!

—The Front Page Sports Team

GETTING STARTED

USING THIS MANUAL

This manual is designed to help you get the most out of *Front Page Sports: Baseball '94* as quickly and conveniently as possible.

Getting Started shows you how to install and start the game.

Tutorials contains step-by-step instructions to familiarize you with *Baseball* fundamentals: hitting, pitching, fielding, managing, and setting up leagues.

Game Play contains all the essential knowledge you will need to play games, to create and manage teams and associations, and to access the vast range of playing options. In short, it is a comprehensive rundown on all the *Front Page Sports: Baseball '94* features.

Reference includes a list of recommended reading, and offers technical help.

Additional documentation is available on-line:

On-Line Help is available in the Simulation by pressing [F1] or by opening the Game Options menu. In the Menu screens, press [F1] or open the Help menu. The Help menu is also where you will find the *Baseball* Statistics glossary.

README. Any changes made to *Baseball* after the manual was printed are detailed in a README file on the CD or Disk 1. This file is also copied to your hard drive when you install the software. To view the file, simply change to the directory in which the game is installed, type **README**, and press [Enter].



On September 3, 1928, Ty Cobb smacked his final hit, a double, while pinch-hitting in the 9th inning off of Washington's Bump Hadley. With Detroit and Philadelphia over 24 seasons, Cobb had 4,191 hits, the record until Cincinnati's Pete Rose passed it in 1985.

CD Samplers

Included on the CD version is a sampler containing demos of the newest games from Sierra and Dynamix, and demos of our CD-ROM games. Run these to see the best of what's new or coming soon to a software dealer near you! To see the product demos, change to the \DEMO directory on the *Baseball* CD, type **DEMO** [Enter], and follow the on-screen instructions.

Also included on the CD is the ImagiNation Network™ (INN) sample installation. The INN is the premier interactive on-line entertainment service. If you have a modem, you can connect to the INN and play games with all sorts of people from all over the country (usually at local phone rates). This sampler lets you access the network and offers a limited membership. To install, change to the \INN directory on the *Baseball* CD, type **INSTALL** [Enter], and follow the on-screen instructions.

SYSTEM REQUIREMENTS

To run *Front Page Sports: Baseball '94*, you will need the following minimum software and hardware:

- An IBM® PC compatible computer with an 80386/33 MHz or better processor, and at least 4 megabytes (MB) of random access memory (RAM).
- MS-DOS® version 5.0 or above.
- Expanded memory manager (EMM386 [standard with MS-DOS® version 5.0 or above], QEMM-386™, or equivalent).
- A hard disk. *Front Page Sports: Baseball '94* requires about 15 MB of space on your hard drive, with about 18 MB needed during installation. If your system uses a disk compression utility, such as Stacker®, you will need about double the indicated hard drive space (since the game files will not compress as much as your compression software will estimate). Any leagues you create will take another 1-4MB each.
- A VGA graphics card and VGA color monitor.
- A 1.44 MB, 3.5" floppy drive, or a CD-ROM drive for the CD version.

The following hardware and software are strongly recommended:

- A mouse.
- One or two joysticks. (You must have at least one joystick for a two-player game. To use two joysticks, you must have a game card with two joystick ports.)
- One of the following sound cards: Sound Blaster™ or 100% compatibles, Sound Blaster Pro, Sound Blaster 16, AdLib® or 100% compatibles, Roland® LAPC-1™ or MT-32™, and General MIDI (using true MPU-401 controller). (**Note:** You will get NO sound effects, ONLY music, with the Roland or General MIDI).
- SmartDrive disk caching software (included with Microsoft® MS-DOS® 5.0 and above, and Windows™ 3.1).

MEMORY REQUIREMENTS

Even if you have the minimum 4MB of RAM, *Baseball* may not run correctly unless the RAM is configured (set up) correctly for the game. You will need at least 590,000 bytes of free conventional memory and 2,621,440 bytes of free expanded memory (EMS). To configure expanded memory, you will need a memory manager such as EMM386 (included with MS-DOS 5.0 and above and Windows 3.1) or QEMM-386 by Quarterdeck.

If *Baseball* DOES NOT start correctly, use the MS-DOS **MEM** command to see if you need to free up some of your computer's memory. From your MS-DOS prompt, type **MEM** and press [Enter]. "Largest executable program size" is your free conventional memory; "bytes free EMS" is your expanded memory. If you do not have enough memory, you probably have resident or "background" programs and device drivers taking up memory that the game needs.

The simplest way to set up your system's memory correctly is to use the INSTALL program to create a "boot disk." For more information, please see "Configuring Memory" on page 109.

INSTALLING BASEBALL

The *Baseball* INSTALL software automatically optimizes the game settings according to your computer's speed, graphics, sound board, and input devices. You can use INSTALL to specify the game's default location on the hard drive, change preferences, and make a boot disk.

Important Note: Do not try to install *Baseball* to your hard drive with "copy" commands. If you have trouble running the installation program itself, see the MANBASE.TXT file on the CD or Disk 1 for directions on manual installation.

Installing Baseball to Your Hard Drive

These instructions assume that you are using floppy drive **A:**, hard drive **C:**, and/or CD-ROM drive **D:**. If not, please substitute as appropriate.

1. After booting (starting) your machine, insert *Baseball* Disk 1 into drive **A:** or the CD into the CD-ROM drive.
2. Type the appropriate drive letter (**A:** or **D:**) and press [Enter].
3. Type **INSTALL** [Enter].
4. Follow the on-screen instructions.

Changing System Preferences

After installation, you can change the sound device the game will use. Simply re-run the INSTALL program and select a new setting. Follow these steps:

1. Change to the directory in which you installed *Baseball*.
2. In the BASEBALL directory, type **INSTALL** [Enter].

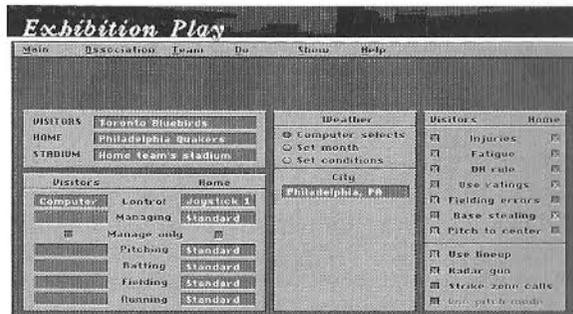


In 1916, Philadelphia pitcher Grover Cleveland Alexander tossed a record 16 shutouts and rolled up a record of 33 wins and 12 losses. From 1915 to 1917, he won 30 or more games each year, and had ERAs of 1.22, 1.55, and 1.86 in those respective years.

- From the Installation Choices menu, select the Audio option, then select the sound device you want to use.
- When ready, select **Accept these choices and save configuration** and follow the on-screen instructions.

RUNNING BASEBALL

- Change to the directory in which you installed *Baseball*.
- To run the game, type **PLAYBALL** [Enter]. (You can skip the introduction and credits by pressing [Esc] as the game loads.)



Tony Lazzeri, playing second base for New York on May 24, 1936, batted in a record 11 runs with 3 home runs (two of them Grand Slams) and a triple, while batting eighth in the order. New York crushed Philadelphia by a score of 25-2.

GAME OVERVIEW

Baseball is divided into the Menu screens and the Simulation. The Menu screens are where you will select the game(s) you want to play, set up your associations and teams, review rosters or stats, conduct spring training and trades, and so forth. The Simulation screens make up the on-field portion where you play selected league or exhibition games with your teams, create replay and highlight films, and practice batting.

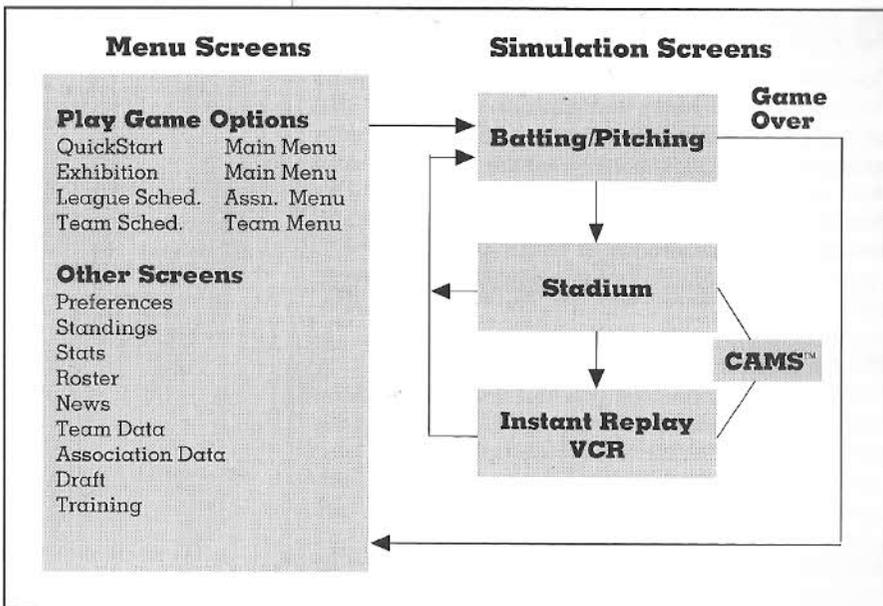
Menu Screens

When you start *Baseball*, you will first see the Menu screens. These intuitive "point-and-click" screens are easiest to use with a mouse, although you may also use the keyboard or a joystick. Menu options you can currently select appear in black type. Options not currently available are grayed out, or "ghosted." The active option appears highlighted in white type.

Baseball lets you select from several game types. You can match up any two teams in an exhibition game from the Main menu, or play the next league game set to play on an existing League Schedule (Association menu) or Team Schedule (Team menu). To start the selected game, select **Play Game** from the Do menu. (As a short cut, you can select **QuickStart** on the Main menu, which will start an exhibition or league game as defined in the Preferences screen.)

The other Menu screen options let you perform a vast range of functions, from trainer to general manager to commissioner. Note that the Do and Show menu options vary depending on the current menu selection on the Main, Association, or Team menus.

When you start a game or batting practice, you will encounter the *Baseball* copy protection (described on page 15). For most games, you may then change the default lineup.



Simulation Screens

You enter the Batting/Pitching screen in the Simulation once you select a Play Game option and pass the copy protection. Simulation screens are designed for joystick or keyboard control, but also have some limited mouse functions. Move the joystick (or keyboard equivalent) to highlight an option, then press **Button 1** or **Button 2** (as indicated) to select it. (See "Game Controls" on page 16 for details.)

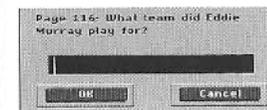
The Batting/Pitching screen is where you will play most of the game. You can access all pitching, batting, and manager and game options from here. When the ball is put in play, the display switches to the Stadium view for fielding and baserunning. After each play, you have the option to see an Instant Replay and edit it as much as you want using the Camera Angle Management System™ (CAMS™). You can also pause a play in progress and start CAMS from the Stadium view.

When the game ends, you will return to the Menu screens, or you may exit to DOS.

COPY PROTECTION

The first time you enter Batting Practice, or play or simulate a game after starting *Baseball*, the game asks you a baseball trivia question. A dialog box will present the question and a page number in this manual. Turn to that page, type the correct answer from the starred trivia sidebar into the dialog box, then click **OK** or press [Enter] to proceed.

Note: If you have the CD version, you can skip the manual-based copy protection by playing the game with the *Baseball* CD in your CD drive.



ON-LINE HELP

Additional Menu screen information is available by selecting the Help menu or pressing [F1]. In the Simulation, press [F1] for help.

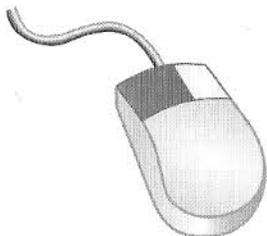
PREFERENCES

The Main menu Preferences screen lets you configure the Menu screens. You can change the **QuickStart** option, select the screen you prefer to have displayed when the game starts, and turn the music on and off.

You may set **QuickStart** to play exhibition or league games. If you choose **Exhibition**, the game will use the settings on the Exhibition Play screen. If you choose **League**, you must choose a team. **QuickStart** will then start the next league game for that team, if possible. For details, see "Starting League Games with QuickStart" on page 93.



In 1972, St. Louis traded Steve Carlton to Philadelphia for Rick Wise. Playing for St. Louis, Wise compiled a mediocre 32-28 record in just 2 seasons. Carlton did somewhat better in Philadelphia, amassing 241 wins and 4 Cy Young Awards in more than 14 seasons, and being elected to the Hall of Fame.



GAME CONTROLS

Mouse

Use the mouse to control the cursor on the screen, click buttons, and select menus or menu items. Most functions are started by a single mouse click. To "click" an item, move the cursor over the desired item and press the left mouse button once. To select an item from a "scrolling" menu like the Team Roster, first click the option to highlight it, then click again to select it. (This is also called a "double-click.")

The mouse is also available in the game simulation as a supplemental controller to your joystick or keyboard. You can use the mouse during the game to select the swing type for the batter, and the pitch type, pitch location, and pitch speed for the pitcher. (You cannot, however, use the mouse to control the batter's swing.) You can also use the mouse to access any of the Manager menus during a game.

Player control of the mouse depends upon the selected player configuration for the game.

- **Computer vs. Computer:** The mouse is unavailable.
- **Human vs. Computer:** The human manager has control of the mouse.
- **Human vs. Human and Keyboard vs. Joystick:** The player using the keyboard has control of the mouse.
- **Human vs. Human and Joystick vs. Joystick:** The player using Joystick 1 has control of the mouse.



On Father's Day, June 21, 1964, Jim Bunning became the first pitcher to ever throw a no-hitter in each league, while leading Philadelphia to a 6-0 victory over New York. On July 20, 1958, he had tossed a no-hitter while pitching for Detroit to beat Boston by a score of 3-0.



Joystick

Use the joystick to move the cursor between menus, options, or buttons on the screen. In the Menu screens, select items by clicking on them with joystick **Button 1** (the "Fire" button). On certain "scrolling" menu lists, such as the team rosters, you must highlight an item before you can select it. Move the pointer over the list box and move the joystick up or down while holding **Button 1**. Once you have highlighted the desired item, press **Button 1** again to make your selection.

Use **Button 2** in the Menu screens to move the cursor to the menu bar at the top of the screen. In the Simulation screens, you can use **Button 2** for several player and selection functions.

To recalibrate your joystick, press [J] and follow the on-screen instructions.

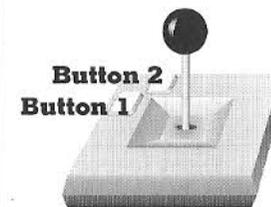
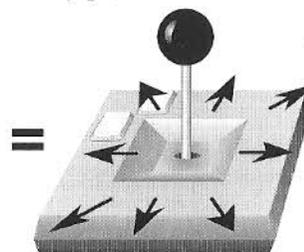
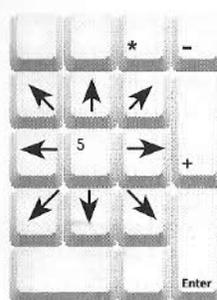
Joystick Keyboard Equivalents

If you are using the keyboard, you can use the numeric keypad to emulate the eight movement directions of a joystick. The [Enter] key and [Spacebar] emulate **Button 1**, and the [Shift], [Ctrl], and [Alt] keys emulate **Button 2**.

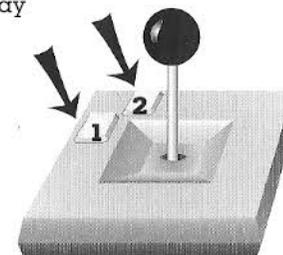
[Ctrl], [Alt], or [Shift] may be used as **Button 2**.

[Enter] or [Spacebar] may be used as **Button 1**.

The keypad keys emulate the eight directions of the joystick.



■ **Note:** Use the arrow keys on the numeric keypad only.



Keyboard

You can use the keyboard for any command in *Baseball*, including all joystick actions in the Simulation (see previous page), as well as the following "hot keys."

Throughout Game		Simulation Only	
Help	[F1]	Pause the Game	[P]
Screen Capture (as Deluxe Paint® .LBM file)	[F6]	Game Options Menu	[Esc]
Calibrate Joystick	[J]	Realism/Controls Screen	[F2]
Music on/off	[M]	Detail Control Screen	[F3]
Sound Effects on/off	[S]	Sound Control Screen	[F4]
Exit	[Ctrl] + [X]	VCR Interface (Instant Replay)	[F5]
		Camera Angle Mgmt. Sys.	[F10]

Menu Screen Key Commands

All *Baseball* menu commands have "hot key" keyboard equivalents:

- **Menus:** To open a *Baseball* menu, press [Alt] + the menu's underlined letter.
- **[Ctrl] + Keys:** These keys let you select fixed menu options without opening the menu.
- **Open Menu Options:** On an open menu, including the variable Do, Show, and Help menus, simply type the underlined letter to select an option.

Main Menu	[Alt] + [M]	
<u>Q</u> uickStart	[Ctrl] + [Q]	Start pre-selected game
<u>P</u> references	[Ctrl] + [P]	Change game preferences
<u>E</u> xhibition Play	[Ctrl] + [E]	Play or review game between any teams
<u>R</u> estart		
<u>S</u> aved Game	[Ctrl] + [G]	Resume saved game
<u>E</u> xit	[Ctrl] + [X]	Exit to DOS

Association Menu	[Alt] + [A]	
<u>N</u> ew	[Ctrl] + [W]	Create association
<u>L</u> oad	[Ctrl] + [L]	Load association
<u>D</u> ata	[Ctrl] + [A]	Edit association
<u>S</u> tatistics	[Ctrl] + [O]	Review association/team statistics
<u>S</u> chedule	[Ctrl] + [K]	Select scheduled games to sim/play
<u>S</u> tandings	[Ctrl] + [S]	Review standings
<u>D</u> raft Pool	[Ctrl] + [F]	See available players

Team Menu	[Alt] + [T]	
<u>N</u> ews	[Ctrl] + [N]	Team news
<u>D</u> ata	[Ctrl] + [D]	Edit the team
<u>R</u> oster	[Ctrl] + [R]	Review players
<u>S</u> tatistics	[Ctrl] + [M]	Review team/player stats
<u>S</u> chedule	[Ctrl] + [H]	Select games to sim/play
<u>S</u> pring Training	[Ctrl] + [T]	Direct training
<u>C</u> hange Team	[Ctrl] + [C]	Select another team

Do Menu	[Alt] + [D]	
Functions vary depending on current menu screen:		
Play/Simulate Game, ...		
Start New Season, Draft, Spring Training, ...		
Change Uniform, ...		
Print, ...		

Show Menu	[Alt] + [S]	
Functions vary depending on current menu screen:		
Batting/Fielding/Pitching Stats, ...		
Accumulated Stats, ...		
Date, ...		

Help Menu	[Alt] + [H]	
<u>M</u> enus — Help on using the <i>Baseball</i> menus		
<u>S</u> creen Name — Help for currently selected Menu screen (varies)		
<u>S</u> tatistics — Definitions for statistics		
<u>A</u> bout FPS: Baseball. General overview		

VCR Screen (Instant Replay)	
Quit VCR	[Q]
Disk	[W]
Player Detail	[E]
CAMS	[R]
Beginning	[T]
Fast Reverse	[Y]
Reverse	[U]
Pause	[I]
Play	[O]
Fast Play	[P]
End	[[]]
Slow Motion	[[]]

★
Joe Sewell, playing shortstop for Cleveland in 1923, struck out against Washington's rookie pitcher Wally Warmoth twice in one game. It was the first time he had ever struck out more than once in a game, and he only had one more multi-strikeout game over the rest of his 14-year career, in which he struck out a record low 114 times in 7,132 at bats.

TUTORIALS

SIMULATION TUTORIAL

These tutorials are designed to introduce you to the *Front Page Sports: Baseball '94* Simulation and Menu screens. These step-by-step instructions will teach you the fundamentals of batting, fielding, and managing, and prepare you to create your own baseball association and begin league play.

Batting Practice

You begin each *Baseball* session in the Menu screens. To enter Batting Practice, you will need to select **Batting Practice** from the Do menu on the Team Roster screen.

1. Open the Team menu (or press [Alt]+[T]). Select **Roster** (or press [R] or [Ctrl]+[R]).
2. From the Team Roster screen, open the Do menu (or press [Alt]+[D]). Select **Batting Practice** (or press [B]).

The first time you enter Batting Practice or begin to play or simulate a game after starting *Baseball*, you will be prompted to answer a baseball trivia question. A dialog box will present the question and the page number in this manual on which you can find the answer. Type the correct answer into the dialog box, then click **OK** or press [Enter] to proceed.

Note: If you have the CD version, you can skip the manual-based copy protection by playing the game with the *Baseball* CD in your CD drive.

Baseball lets you choose from power, contact, or bunt swings when batting. For your first plate appearance, select a **Contact** swing.

1. Push the joystick left or right and press **Button 1** to select the swing type.
2. When the pitcher throws the ball, press **Button 1** to swing.

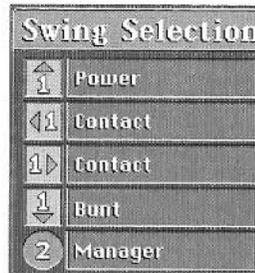
The timing of your swing is critical. Batting Practice gives you the opportunity to work on your timing before making your first plate appearance in a real game.

When batting, you also have the option of selecting a power swing or attempting to bunt. Move the joystick in the direction indicated by the on-screen prompt and press **Button 1** to pick the swing for your next pitch.

Once you are comfortable with swing timing, try batting practice in the **Advanced** batting mode, in which you also control where in the strike zone you swing.

For a full explanation of batting, see "Batting" on page 38.

To exit Batting Practice, press [Esc]. From the menu, select **Quit Game** to return to the Menu screens, or press [Ctrl]+[X] to exit to DOS.



★

The best relief pitching performance ever may have been from Boston's Ernie Shore. On June 23, 1917, he came into the game after starter Babe Ruth was ejected for arguing a called ball four to Washington's leadoff batter, Ray Morgan. On Shore's first pitch, Morgan tried to steal 2nd and was thrown out by catcher Chester Thomas. Shore then retired the next 26 batters in order, giving Boston the 4-0 win.

Playing an Exhibition Game

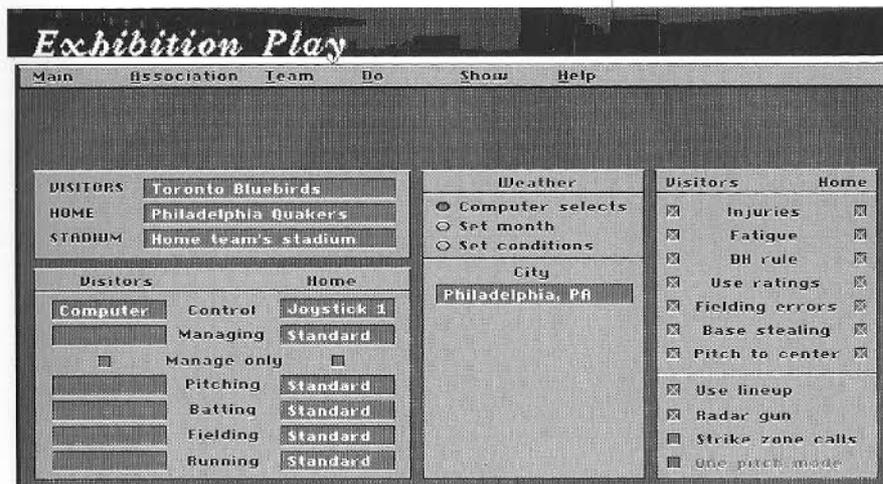
Exhibition games are played outside the regular league schedule. You may match up teams from the same league, different leagues, different associations, or even play a team against itself. Exhibition games have no effect on league standings or on the statistics of the teams and players. Injuries that occur in exhibition games are not recorded.

To start an exhibition game:

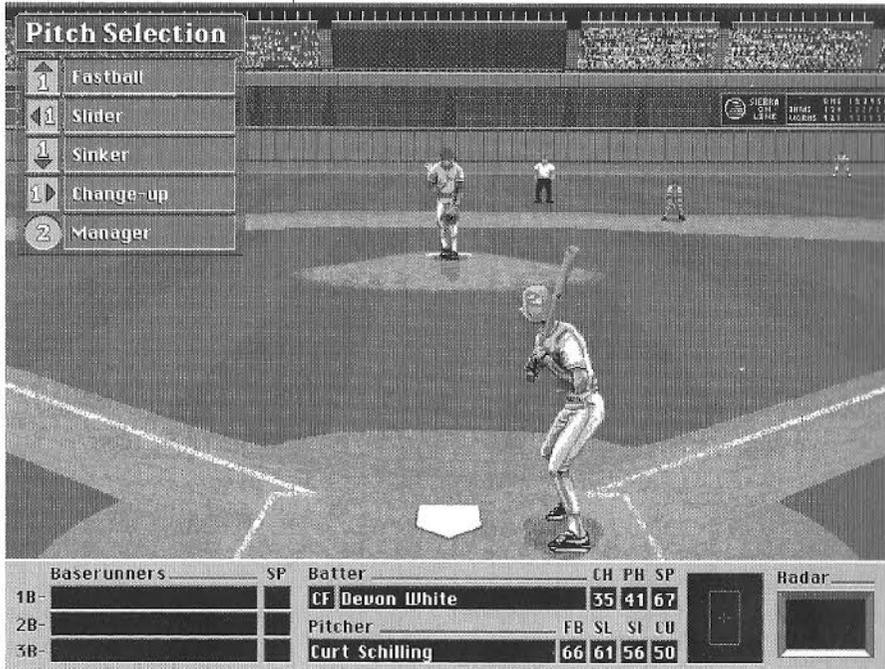
1. Select the **Exhibition Play** option under the Main menu (or press [Ctrl] + [E]).
2. Select the visiting team by clicking on the **Visitors** text box. When the Team Type dialog box opens, move the cursor to **Standard Team** and press **Button 1**. Scroll down the list until you have highlighted the **Toronto Bluebirds**, then move the cursor to **OK** and press **Button 1**.
3. Click on the **Home** box to pick the home team. Select the **Philadelphia Quakers** from the **Standard Team** choices.
4. Take control of the home team by clicking on the text box labeled **Control** under **Home**. Your choices are: **Computer**, **Joystick 1** (if available), **Joystick 2** (if available), and **Keyboard**. Click on the box until **Joystick 1** or **Keyboard** appears, according to your preferences. The Control mode for the visitors should be set to **Computer**.
5. Leave the Managing mode for your team (the home team) set to **Standard**.



Cleveland's Johnny Burnett had 9 hits in 11 at-bats on July 10, 1932. He had 7 singles and 2 doubles in the 18-inning game, but Philadelphia prevailed, winning by a score of 18-17, largely due to Jimmie Foxx's 6 hits, which included 3 homers. No other player has collected more than seven hits in a game, regardless of the length of the game.



6. Select the on-field playing modes for **Pitching**, **Batting**, **Fielding**, and **Running** by clicking on the respective text boxes in the lower left corner. Click on each of the text boxes until they read **Standard**. You can find a full explanation of the various playing modes in the "Playing Modes" section starting on page 30.
7. You can set a variety of options that affect the playing conditions for an exhibition game. For an explanation of weather, see "Weather Conditions" on page 35. See "Ground Rules" on page 33 for information on how ground rules determine the nature of actual game play. For now, just click **Computer Selects**.
8. Now that the exhibition game is set up, start the game by selecting **Play Game** from the Do menu.



This will take you to the Simulation. Your team will be on the field, and you will be in control of the starting pitcher.



George "Zip" Zabel worked 18 1/3 innings as a relief pitcher in one game in 1915. Pitching for Chicago, he took over for Bert Humphries with 2 out in the first, then pitched until the 19th inning, beating Brooklyn by a score of 4-3.

Introduction to Pitching

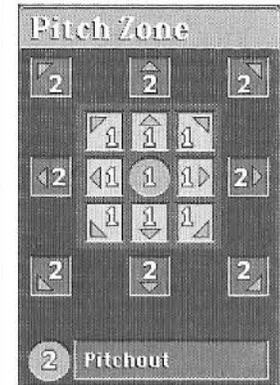
In *Baseball*, pitching is as simple or as complex as you wish. In the **Standard** pitching mode, all you have to do is select the type of pitch, and select where in the strike zone you want it to go.

For your exhibition game pitching debut, keep it simple:

1. When the Pitch Selection menu opens, press the joystick forward and press **Button 1**. This will select your pitcher's best pitch.
2. When prompted to select a pitch location, move the joystick to the left and press **Button 1**. This will select the left side of the strike zone as your targeted location for the pitch.
3. After the batter steps into the box, press **Button 1** to throw the pitch. (You cannot throw the pitch until the batter is ready.)

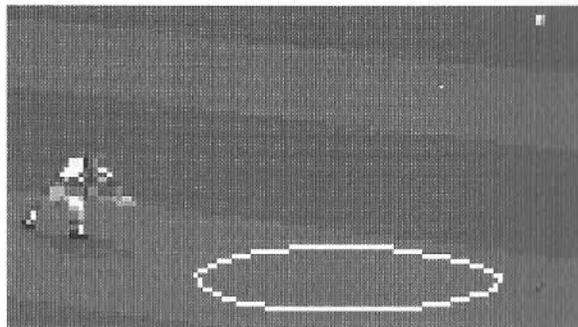
Depending on the pitcher's ratings, your pitcher will have from one to four types of pitches in his repertoire. For more information on pitcher ratings, see "Pitching Ratings" on page 73.

In the **Basic** pitching mode, you select only the type of pitch to be thrown. In **Standard** mode, you select the pitch type and the pitch location. In **Advanced** mode, you select the pitch type, location, and speed. For a detailed explanation of pitching in *Baseball*, see "Pitching" on page 36.



Introduction to Fielding

Your initial fielding responsibilities will be easy to learn. In the **Standard** fielding mode, you can let the computer control the player best positioned to make a play on the batted ball. You do, however, have to take control once the catch has been made. All you have to do is throw the ball to the appropriate base and move fielders to bases for force outs and tag outs.



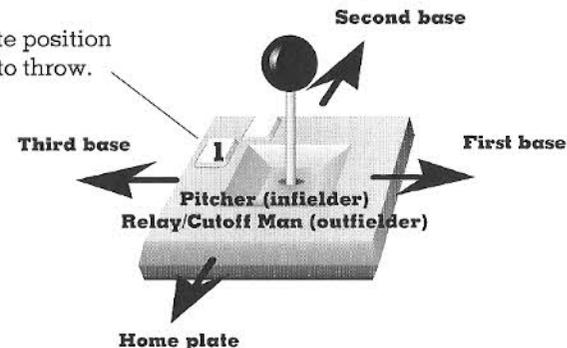
You can see where the ball will land by watching for the yellow "catch zone." You can also see how far away the ball is from the catch zone. The larger the catch zone, the farther away the ball is from the landing point.

Once the fielder has caught the ball, move the joystick toward the appropriate base, as shown on the next page, and press **Button 1** to throw the ball.

Ball Throwing Controls

If you play in the **Advanced** fielding mode, you control the player attempting to field the ball.

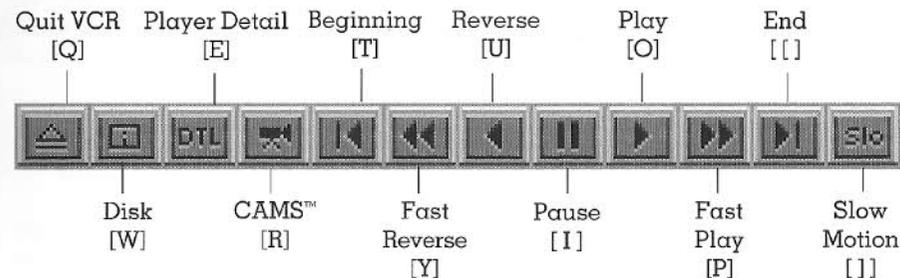
Aim at the appropriate position and press **Button 1** to throw.



For a detailed explanation, see "Fielding" on page 40.

Introduction to the VCR Interface

The VCR interface lets you recapture play-by-play coverage of any on-field action. After any play, click **Yes** in the **See Instant Replay?** box, or press [F5], or select VCR on the Game Options menu to open the VCR interface and watch or edit replays from a variety of perspectives.



For a full explanation of the VCR interface, see "Instant Replays" on page 55 and "Camera and Replay Modes" on page 58.



The minimum number of batters that a pitcher can face and still get credit for a complete game is 13. On July 30, 1971 Dick Drago of Kansas City faced only 13 batters, giving up only one hit, a solo home run to Frank Robinson of Baltimore. Jim Palmer got the win, pitching 5 innings of 2-hit ball in the rain-shortened contest.

LEAGUE PLAY TUTORIAL

Starting a New Association

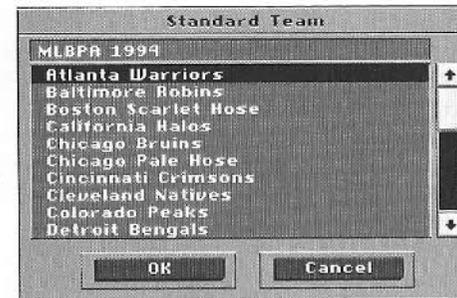
Before starting league play, you may either create a new association or use one of the associations included with *Baseball*. For this tutorial, however, follow these steps to create a new association:

1. Select **New** under the Association menu.
2. Using the New Association Configuration screen, set the number of teams in the association at 26.
3. Click on the **Career** button to select the type of association.
4. Under **Number of Leagues**, select the first option: **One 12-team league AND One 14-team league**.
5. Under **League 1**, select **Two 6-team divisions**.
6. Under **League 2**, select **Two 7-team divisions**.
7. Click the **Accept** button.
8. When the Select Teams screen appears, choose **Continue** from the Do menu to accept the default teams for your new association and go to the Association Data screen.
9. When prompted to hold an initial player draft, select the **No** button.
10. The next dialog box will ask you to set the length of the season. Select the **Full Season** (162 games) option on the Select Schedule Length dialog box. When prompted to "Select Schedule Type," click on **Historical**.



In 1952, Detroit first baseman Walt Dropo went 4 for 4 in the first game of a doubleheader against Washington. In the second game, he got 3 hits in his first 3 at-bats, which, combined with his 5 for 5 performance the previous day, tied Pinky Higgins's 1938 record of 12 consecutive hits.

11. On the Association Data screen, mark the check boxes for all of the displayed Ground Rules options (**Use Ratings, Injuries**, etc.). For League 2, check the **Designated Hitter** box.
12. Now that the association has been created, select **Change Team** under the Team menu. Before leaving the Association Data screen, the program will ask you if you want to "Save Changes?" Click **Yes** to save the information for your new association.



13. A dialog box will open showing you the teams available. Select the **Toronto Bluebirds** by clicking on the team name and then clicking **OK**.
14. Select **Data** in the Team menu.
15. Click on the **Ownership** text box to change the ownership from **Computer** to **Human**.
16. Click on the **Manager** text box and type in your name.
17. Click on the **Team Name** text box and enter **Oregon** as the team name.
18. Click on the **Nickname** text box and enter **Trails** as the name for your team.
19. Click on the **Abbreviation** text box and enter **ORE** as the abbreviation for your team.

Congratulations! You now own a *Baseball* team.

GAME PLAY

STARTING A GAME

Use **QuickStart** to jump right into league or exhibition games. For a detailed explanation on setting **QuickStart** options, see "Starting League Games with QuickStart" on page 93.

To start an exhibition game, click on the **Exhibition Play** option in the Main menu, then choose **Play Game** from the Do menu.

For a full explanation of the various ways you can start a league game, see the "Daily Activities" section starting on page 90.

COPY PROTECTION

The first time you start to play or simulate a game after loading *Baseball*, the game asks you a baseball trivia question. The dialog box will provide a page number from this manual. Turn to that page, type the correct answer from the starred trivia sidebar into the dialog box, and click **OK** or press [Enter].

Note: If you have the CD version, you can skip the manual-based copy protection by playing the game with the *Baseball* CD in your CD drive.

PLAYING MODES

Baseball lets you customize on-field game play to match your personal tastes.

Whenever you start an exhibition game or configure a new association, you may select the level of strategic and on-field control you want. You may also change

the control level during the game. Choose complete control, delegate everything to the computer, or find a comfortable mix—the choice is yours.

Control Mode

This setting (available for Exhibition Play and from within the on-field Realism/Control screen) determines the control of each team. The control modes are **Computer**, **Joystick 1** (if available), **Joystick 2** (if available), and **Keyboard** control. If set to **Computer**, this mode sets all other modes to **Computer** for that team also.

Managing Mode

This setting determines the degree of managerial control you have over the on-field simulation.

Basic: You may call any play. The computer will position defensive players, instruct fielders to charge bunts from first or third base, and signal the pitcher to hold a baserunner. It will also make all player substitutions, including pinch hitters, pinch runners, and relief pitchers. You will be informed of any player substitutions the computer makes on your behalf.

Standard: The computer still positions defensive players, instructs fielders to charge bunts from first or third base, and signals the pitcher to hold a baserunner. It will only suggest player substitutions. You may accept the suggestion or do something else.

Advanced: You control all Manager options for your team: positioning fielders, charging bunts, holding baserunners, making substitutions, etc.

Manage Only

Click this check box to set all the following on-field modes—Pitching, Batting, Fielding, and Running—to **Computer**. This lets you play in any Managing mode you want while the computer controls all on-field play.

■ **Note:** You may watch the action in "one-pitch mode" if all on-field modes for both teams are set to **Computer**. One-pitch shows only the decisive pitch of each at-bat.



Pitching for St. Louis in 1968, Bob Gibson was 22-9 with an ERA of 1.12 and won the first of 2 Cy Young Awards. He struck out 268 while walking only 62 in 304 2/3 innings. He notched 13 shutouts that season, and during one stretch, allowed only 2 runs over 92 innings.

■ **Note:** If managing, you may order pickoffs, pitchouts, and pitch arrounds in all pitching modes.

Pitching Mode

- Computer:** The computer takes complete control of the pitching game.
- Basic:** You select the pitch type only.
- Standard:** You select the pitch type and location.
- Advanced:** You select the pitch type, location, and speed.

Fielding Mode

- Computer:** The computer controls all fielding.
- Basic:** The computer takes control of fielding any batted ball. If you wish, you may take control of fielders after the ball is fielded. You can then move with the ball or throw to a base. If you do not take control, the computer will control all fielding.
- Standard:** You may take control of the fielder attempting to field the ball. If you do not take control, the computer will try to field the ball. You must take control after the ball has been fielded, and are then responsible for moving the fielder or throwing the ball to a base.
- Advanced:** You control all fielding and throwing.

Batting Mode

- Computer:** The computer controls all batting. It decides the type of swing to use, and when and where to swing.
- Basic:** You select only the type of swing the batter will use (power, contact, bunt). The computer decides when and where to swing.
- Standard:** You select the swing type, and when (and if) to swing. The computer controls the location of the swing.
- Advanced:** You control all aspects of batting: swing type, and when and where to swing.



On October 7, 1904, New York beat Boston 3-2 giving Jack Chesbro his 41st win of the season and New York a half-game lead in the pennant race. Three days later, on the final day of the season, he uncorked a wild pitch in the 9th inning of a 2-2 game, allowing Boston's Lou Criger to score the pennant-winning run. He finished the season with a record of 41-12 and a 1.82 ERA, completing 48 of his 51 starts.

Baserunning Mode

- Computer:** The computer controls all baserunning.
- Basic:** You may advance or retreat a base runner after the ball is in play. The computer controls all stolen base attempts, and returns runners to base on pickoffs and pitchouts.
- Standard:** You may advance or retreat a base runner when the ball is in play, and you control stolen base attempts. The computer will automatically return a runner to base on pitchouts and pickoff attempts.
- Advanced:** You control all baserunning.

GROUND RULES

Ground Rules are a set of simulation preferences you may tailor as you wish when setting up exhibition games or associations. You can also change the Ground Rules during a particular exhibition game from the on-field Realism/Control screen.

Ground Rules are turned on or off by clicking on their respective check boxes. (A yellow X in the check box means the option is on.) Ground Rules with separate check boxes under Visitors and Home can be set separately for each team.

Baseball features the following Ground Rules:

- **Injuries:** Turns injuries on or off. When it is turned on, players may be injured and have to leave the game. (If you turn Injuries off after a player has been injured, that player will not return to the game.)
- **Fatigue:** Turns pitcher fatigue on or off. When it is turned on, pitchers tire as the game progresses according to their Endurance rating and the number of pitches thrown.
- **DH Rule:** Turns the Designated Hitter rule on or off. If it is turned off during a game, the player who had been the DH will be removed from the game and cannot be used later.

■ **Note:** To quickly set all on-field modes to "Computer," check the **Manage Only** option. If done for both teams, this also will allow "one-pitch" mode.

Visitors	Home
<input checked="" type="checkbox"/> Injuries	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Fatigue	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> DH rule	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Use ratings	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Fielding errors	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Base stealing	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> Pitch to center	<input checked="" type="checkbox"/>
<hr/>	
<input checked="" type="checkbox"/> Use lineup	
<input checked="" type="checkbox"/> Radar gun	
<input type="checkbox"/> Strike zone calls	
<input type="checkbox"/> One pitch mode	

- **Use Ratings:** Turns the use of individual player ratings on or off. When it is turned off, all players' skills are rated as Average.
- **Fielding Errors:** Turns the possibility of fielding errors on or off. If it is turned off, all throws are on target and fielders will not make errors, although there still may be balls that they cannot handle.
- **Base Stealing:** Turns base stealing on or off. When it is turned on, that team's baserunners may attempt to steal.
- **Pitch to Center:** Disables the Pitch Location variable. When it is turned on, all pitches in the exhibition game will be to the center of the plate.
- **Use Lineup:** Turns on the use of preset batting lineups for facing both left- and right-handed pitchers. If turned off, you have to set the starting lineup for each human-controlled team.
- **Radar Gun:** Turns the radar gun on or off. When it is turned on, the speed of the previous pitch will be displayed at the bottom of the screen.
- **Strike Zone Calls:** Turns strike zone calls on or off. When it is turned on, the location of the pitch is displayed at the bottom of the screen.
- **One Pitch Mode:** Turns one-pitch mode on or off. When it is turned on for both teams, only the final pitch of the plate appearance will be shown, except for stolen bases, wild pitches, passed balls, successful pickoffs, and pitchouts. **Note:** All on-field modes must be set to **Computer** for one-pitch mode to work.



In 1968, Detroit's Denny McLain won both the MVP and the Cy Young Award. He had a 31-6 record, a 1.96 ERA, 280 strikeouts and 63 walks in 336 innings pitched. Before McLain, the last 30 game winner had been Dizzy Dean of St. Louis in 1934.

WEATHER CONDITIONS

You can choose the weather conditions for an exhibition game. On the Exhibition Play screen, you have three weather options:

- **Computer Selects:** The computer randomly generates conditions appropriate to the selected city. If the game is played in an indoor stadium, weather has no effect.
- **Set Month:** You select the city and the month (April through October) in which the game is played. The computer will generate conditions appropriate to that city for that month. If the game is played in an indoor stadium, weather has no effect.
- **Set Conditions:** You choose the exact weather conditions: temperature, wind speed and direction, and weather forecast (clear, partly cloudy, cloudy, and rain possible). These conditions will be in effect even if the home team plays in an indoor stadium.

For league games, the computer automatically generates weather conditions that are appropriate for the city and month in which the game is played. You cannot change the weather for league games.

SETTING STARTING PITCHERS AND LINEUPS

If you start an exhibition game with the Use Lineups option turned on, the game will start using the next starting pitcher in the rotation and the standard starting lineup for each team. If Use Lineups is turned off (or when starting league games), the Start Game dialog box lets you modify the starting pitcher and lineup for this game.

