

MICRO LEAGUE *Baseball*

II

Instruction Manual

- **MLB II Game**
- **General Manager/
Owner**
- **Stat Compilation**

**Macintosh
Plus/SE
Systems**

MICRO LEAGUE *Baseball* II

© 1989

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All player/team roster disks carry the endorsement
of the Major League Baseball Players Association



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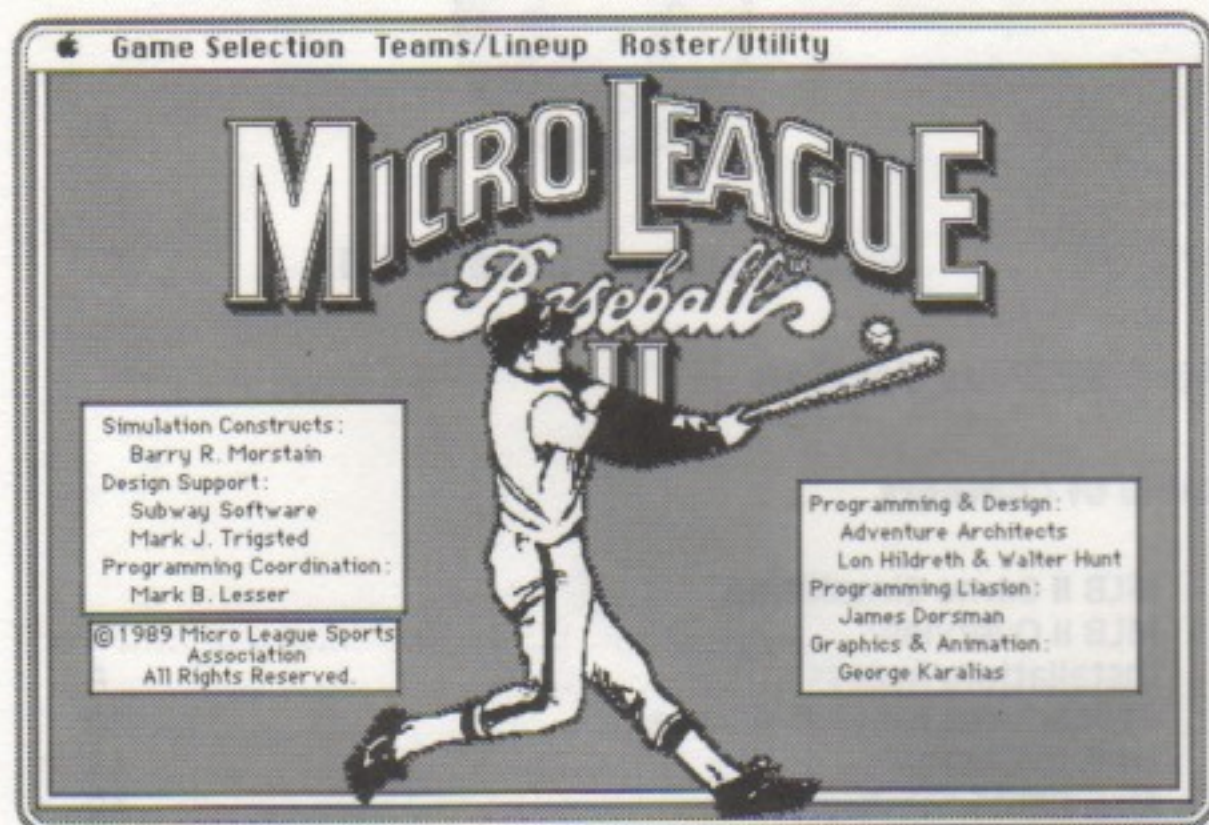
Micro League Baseball II

Mac SE/Plus Version

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MLB II Overview



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

MLB II comes with powerhouse AL & NL teams—an “era sampler” that befits the knowledge and passions of ardent followers of our national pastime. But that’s just the start. With MLB II:

- Season Disks are available—all 26 teams with player stats on one disk.
- The General Manager/Owner application (see other section) gives you the chance to “wheel & deal” and create your own dream team!

- The Stat Compiler option lets you accumulate stats after each game—then eventually use rosters with these stats.
- The exclusive **QUIK-PLAY** mode gives a line score and box score in less than two minutes. You pick the teams and set the starting lineups—the computer does the rest. No action visuals, of course, but this mode is great for hard-core stat simulationists and MLB Leaguers.
- In Visual Action mode (human manager or the computer manager handling one or both teams) MLB is presented on an outcome-by-outcome basis. You choose strategies for Offense (when at bat) or Defense (when in the field)—pitting **your** managerial wits against another MLB manager or the computer manager.

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

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

PLAY BALL!

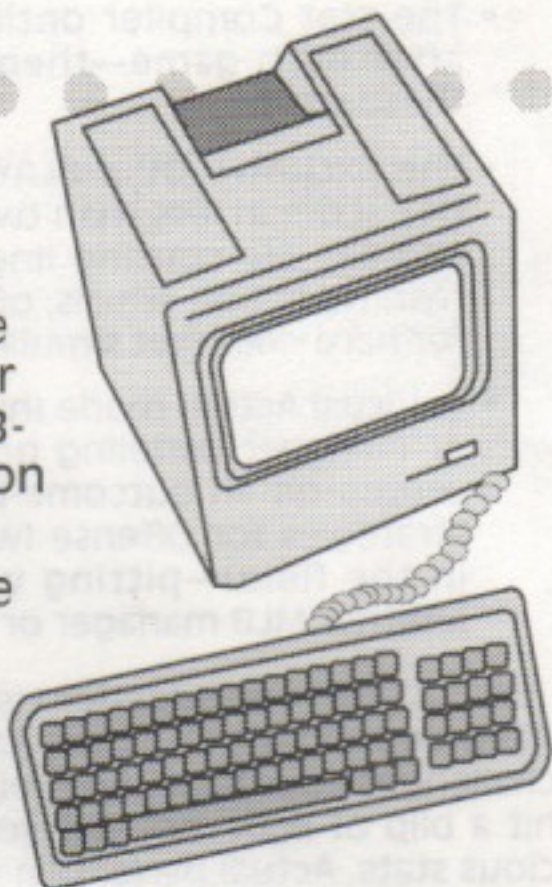


INSTALLATION/ACCESS

This pre-game "warmup" describes the installation and access to MLB II Game and General Manager/ Owner (GMO) applications. The MLB-related folders and files are on two disks:

MLB Disk #1 contains the Game, GMO, certain sound files or documents, and System Folder elements (which are accessed or available as necessary).

MLB Disk #2 contains sprite data, the requisite sound folder, and the "All Teams" folder which has the powerhouse teams which come with the MLB II simulation. Two other rosters are also on Disk #2, for you to experiment with in learning about the GMO application.



Copy these Master Disks and store them in a safe place. Then use your copies to work from!

Memory Requirements

The MLB II game application requires approximately 750k RAM. If you get an "out of memory" message, try turning off the RAM Cache in the Control Panel on the Apple menu. You also may need to temporarily remove some INITs or utilities which load into memory upon booting up. If you have a system crash, it is probably a conflict with an INIT or other Startup document. Try removing them one at a time until the problem goes away. Then you can add the others back.

Floppy Drive(s)

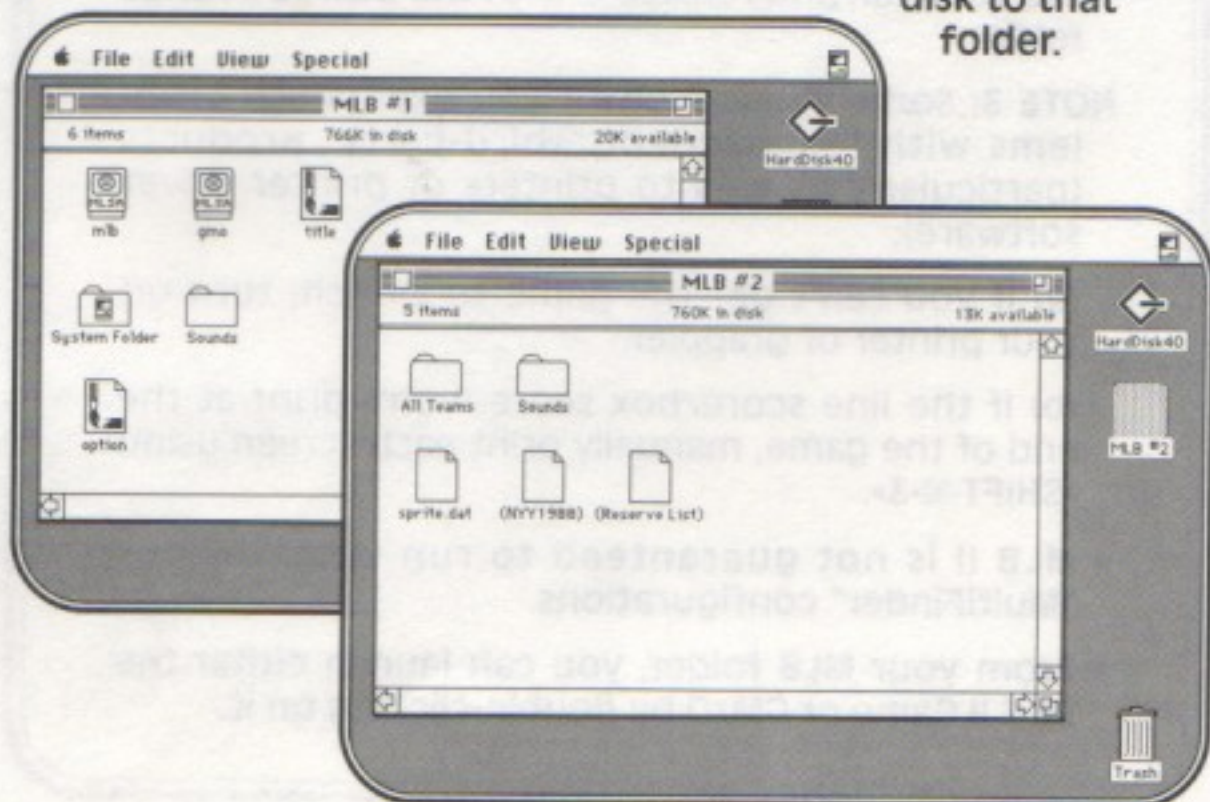
- If you have a one-drive configuration, first insert MLB Disk #1. You'll be requested to insert MLB Disk #2 then Disk #1 accordingly at startup.
- If you have an internal **and** an external drive (double-sided, 800k), insert Disk #1 in the internal drive and Disk #2 in the external floppy drive.
- A floppy drive configuration, **without** a hard disk present, will take you to a mini-finder screen. The MLB II Game or GMO application can be launched by double-clicking on the appropriate icon or via "open other" then selecting the application you want.

Hard Disk Installation (recommended)

Just like other multiple disk applications—MLB can be accessed more easily from a hard disk folder compared to switching/swapping 3.5 floppy disks.

- Copy **all** folders/documents/files (except the system folder) from both disks to a *single* folder on your hard disk. That folder can have any name, but you might want to call it MLB II. All the files from the two disks must be in the same folder on your hard disk.

You do **NOT** want disk 1 and disk 2 icons showing in that single folder! Just take the necessary contents of each disk to that folder.



First make a new folder on your hard disk. Do this by using \mathbb{N} or selecting New Folder from the File Menu. Then drag all the files (except the system folder) and folders from the MLB floppies onto the icon for the new folder on your hard disk.

NOTE 1: If you start up from your hard disk, it already has a system and finder. **Do not copy these files!** *The great majority of system problems on the Macintosh occur when more than one system is accidentally placed on the hard disk.* If your system folder does not have Macintosh or Imagewriter in it, copy only these two items from the system folder supplied into your hard disk system folder. If you already have them keep copies of the MLB versions handy in case a later compatibility problem arises with Apple software revisions.

NOTE 2: When installing in your hard disk folder, only take the Sounds folder from Disk #2. (The Sounds folder on Disk #1 is present only for those users who operate solely from a floppy disk configuration. If you have mistakenly taken Disk #1 Sounds folder to your hard disk folder, simply drag it to the trashcan and replace it with the Disk #2 Sounds folder.)

NOTE 3: Some suggestions if you experience problems with independent "third-party" products (particularly related to printers or printer driver software):

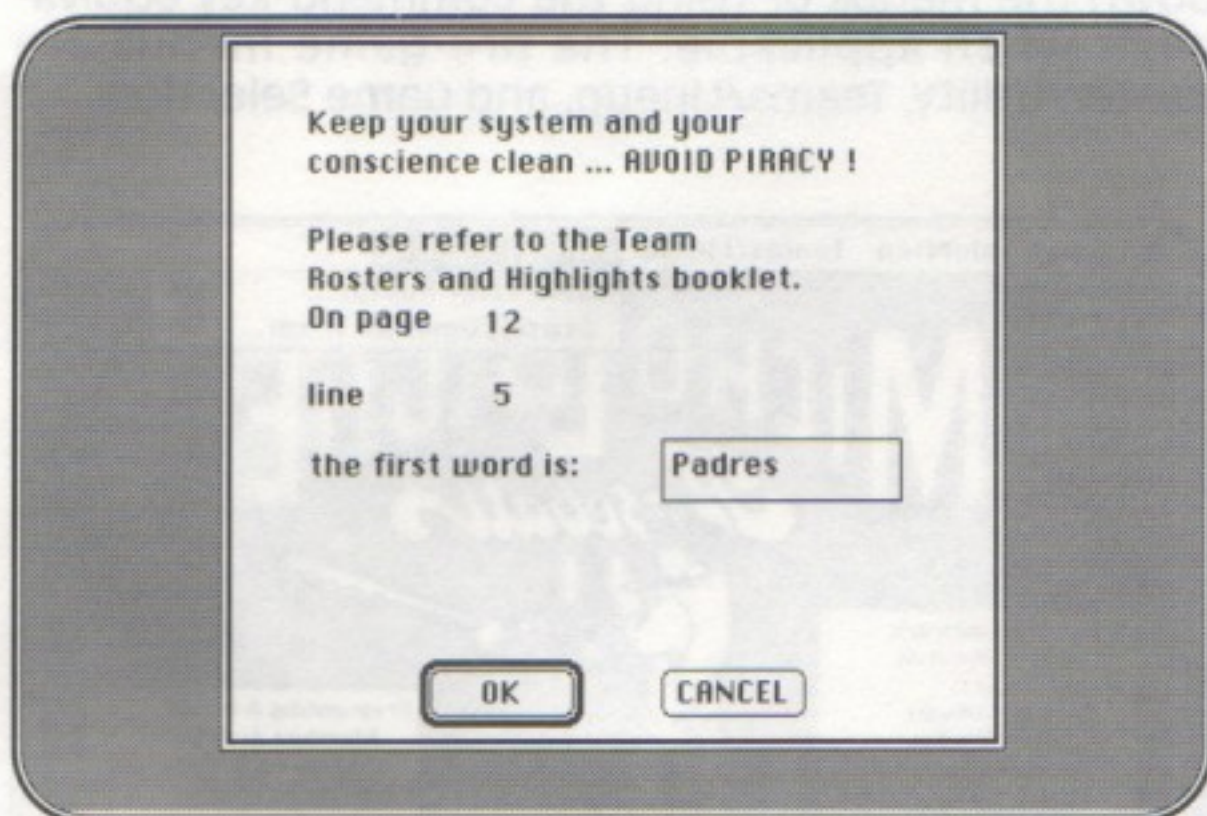
(a) If you can't get the game to launch, turn off your printer or grappler.

(b) If the line score/box score won't print at the end of the game, manually print each screen using «SHIFT- \mathbb{N} -3».

- MLB II is not guaranteed to run with various "MultiFinder" configurations.
- From your MLB folder, you can launch either the MLB II Game or GM/O by double-clicking on it.

Manual-Based Certification

When you launch the Game or GM/O application, you'll be prompted to enter a key word from a particular page and line in the Team Rosters and Highlights booklet. *If a word or name in that booklet is capitalized, enter it that way.*



The image shows a screenshot of a computer screen with a dark gray background. In the center is a white rectangular dialog box with a thin black border. Inside the dialog box, the text is as follows: "Keep your system and your conscience clean ... AVOID PIRACY !" followed by "Please refer to the Team Rosters and Highlights booklet." Then, "On page 12" and "line 5" are displayed. Below that, the text "the first word is:" is followed by a text input field containing the word "Padres". At the bottom of the dialog box are two buttons: "OK" and "CANCEL".

Keep your system and your
conscience clean ... AVOID PIRACY !

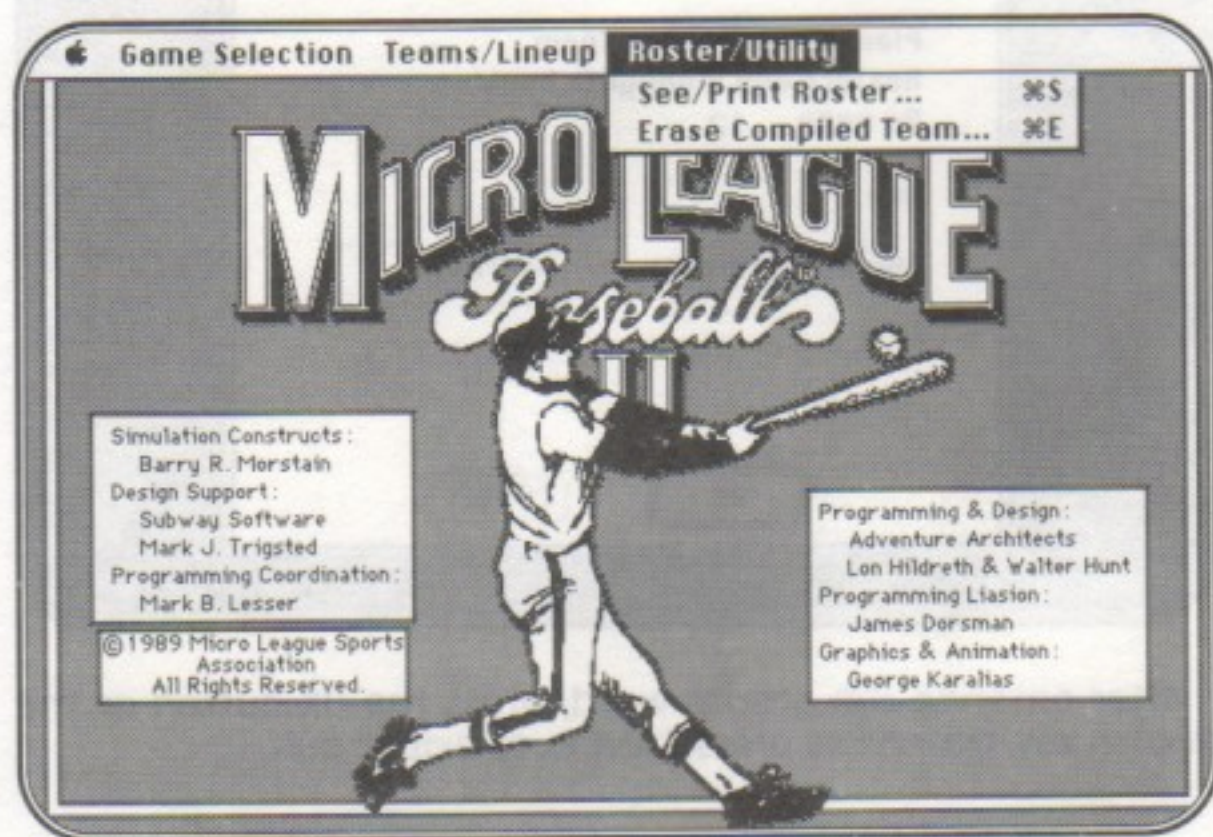
Please refer to the Team
Rosters and Highlights booklet.
On page 12
line 5
the first word is:

After entering the proper word, press the OK button or the Return key. Otherwise press CANCEL to exit or quit.

Remember to only count the actual lines of text, not including the header for the name of a roster or team.

PROCEDURES FOR MLB II GAME

After starting the Game application, you'll go to the pre-game screen with pull-down menus. You may select the options or functions either by pulling down the menus or using the command-key equivalents when applicable. The pre-game menus are **Roster/Utility**, **Teams/Lineup**, and **Game Selection**.



Roster/Utility

⌘ S See/Print Roster

This is an all-purpose feature by which you can look at and/or print any roster (from a floppy or hard disk source). This can be done before or after a game. These rosters can be either fully complete (all players and stats) or a "compiled" team roster where stats are not yet complete. A subsequent section presents the procedures for compiling stats after a game with notes on using the "accumulated stats" rosters.

⌘ E Erase Compiled Team

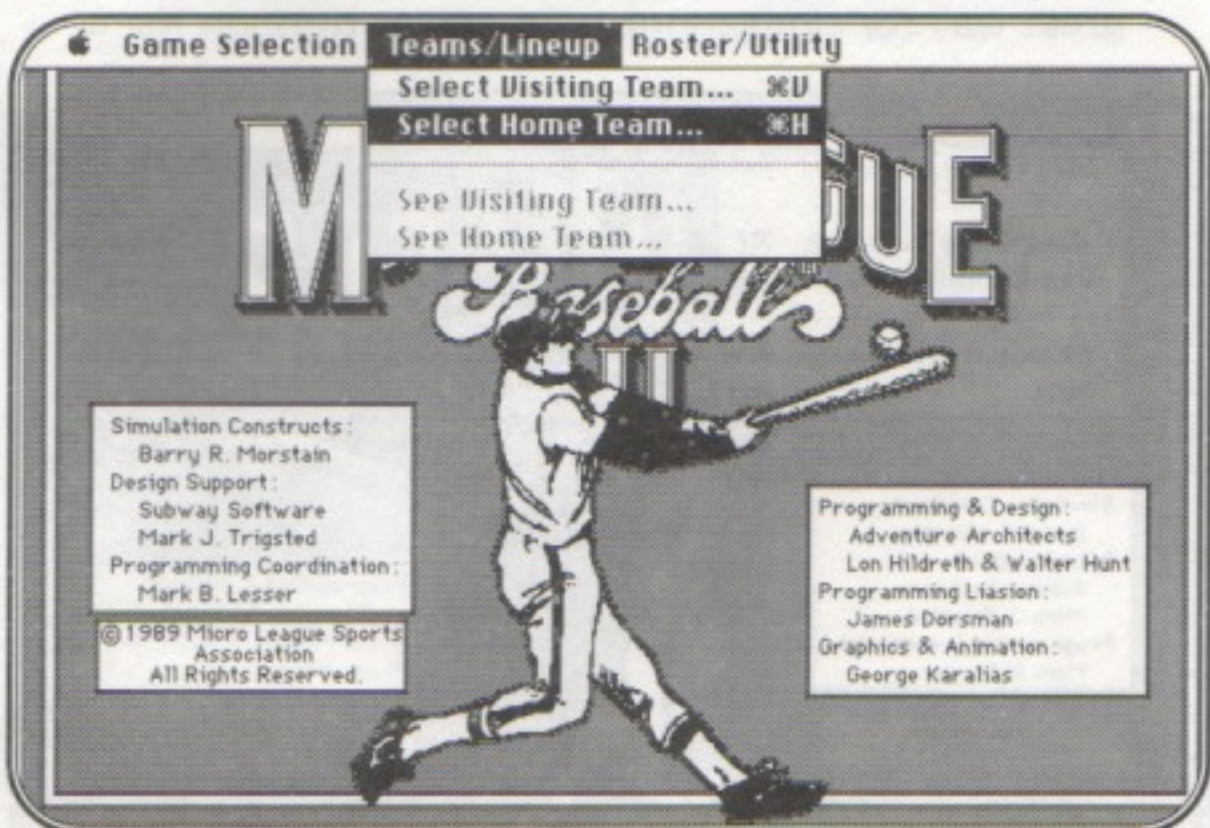
This operation will erase or delete a compiled stats team residing on a floppy or hard disk. This is helpful if you have played a few games, compiled the stats for those teams, and you have a less than illustrious record and set of stats. If desired, you can erase the compiled team and its stats.

Teams/Lineup

Before starting a new game, you must select the two teams that you want to play. From the **Teams/Lineup** menu, you can:

Select Visiting/Select Home Team

Teams can be on your hard disk or a floppy. Select the source disk by clicking the drive button if necessary to change drives. Then double-click on the team you want. A checkmark is then placed beside the selected team. Select both the home and visiting teams this way. You must, of course, "select" a team before you can show its lineup for the purpose of playing a game.



Show Visiting or Home Team

After one or both teams have been selected, double-clicking on "Show <team name>" displays a typically-used (or "default") lineup. The windows are layered with batters in front and pitchers behind. To view either window, click in a visible portion of the desired window to bring it to the front and activate it.

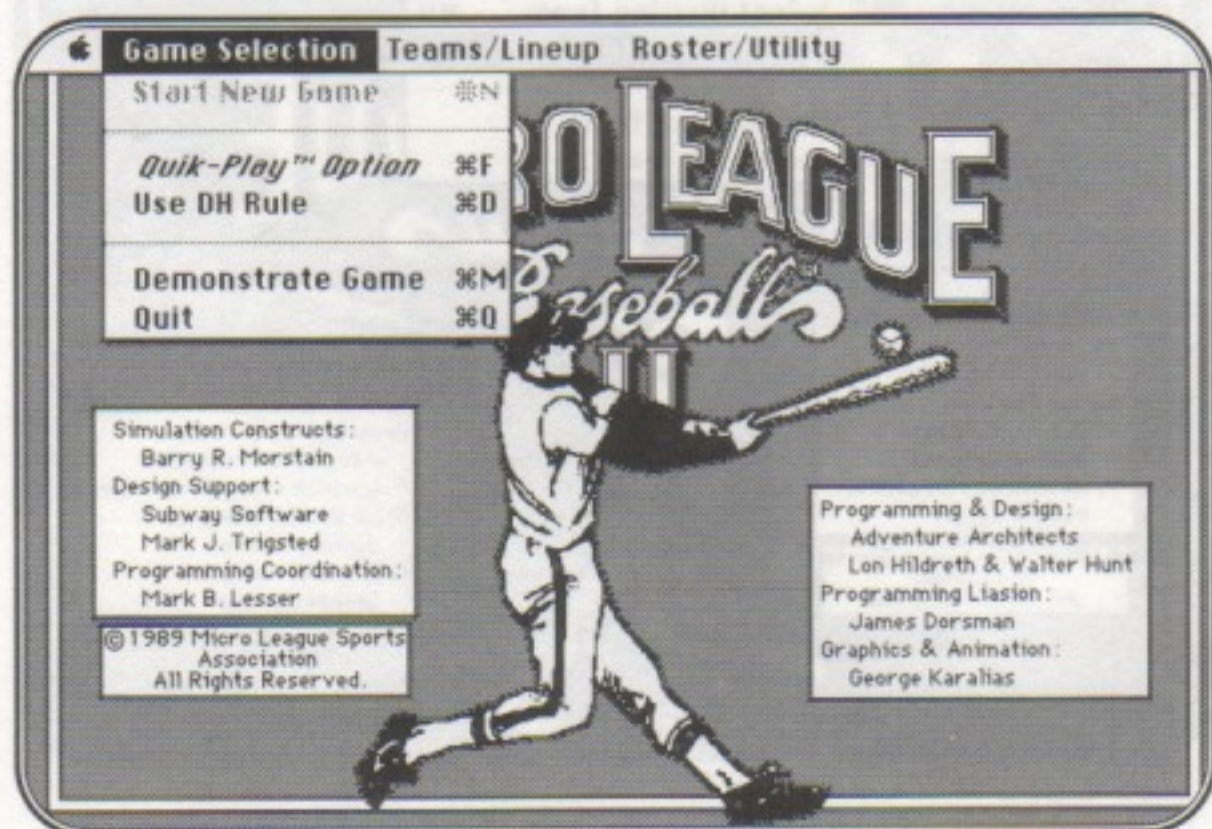
If you want the lineup as is, click on either the "OK" or Cancel buttons. To make changes, see the section on LINEUP CHANGES.

Game Selection

The options under this pull-down menu are varied, and some must be selected (if a particular configuration is desired) before starting a new game. The principal choices are:

⌘ F Quik-Play

When activated before a game is started, this option will give you a line score and box score in about one minute. You select the teams and lineups, and the computer will manage both teams. No visuals—but a great way for simulationists to power through many



games. **Note:** This option is selected by menu or command-key before a game. It is a "toggle" on/off option, active when there is a checkmark beside it.

During a regular visual mode game, QUIK-PLAY can also be selected via the Offense or Defense strategy prompt box.

⌘ D DH Rule

Selecting this by menu or command-key uses the Designated Hitter rule in a game. The actual DH and his batting slot can be changed before the game (see LINE-UP CHANGE section).

⌘ N Start New Game

When the lineups are set and after your configuration options are made (e.g. Quik-Play, DH rule), choosing this option will begin a new game.

⌘ M Demonstrate Game

This feature is for retailers who want to have a game (AL Greats vs. NL Greats) run as a demonstraton for customers. After each play or event, there is a customer info/overview text screen. One doesn't need to "select teams", just choose Demo Game then press any key when that request is shown. If other teams are desired, select them then choose DEMO Game.

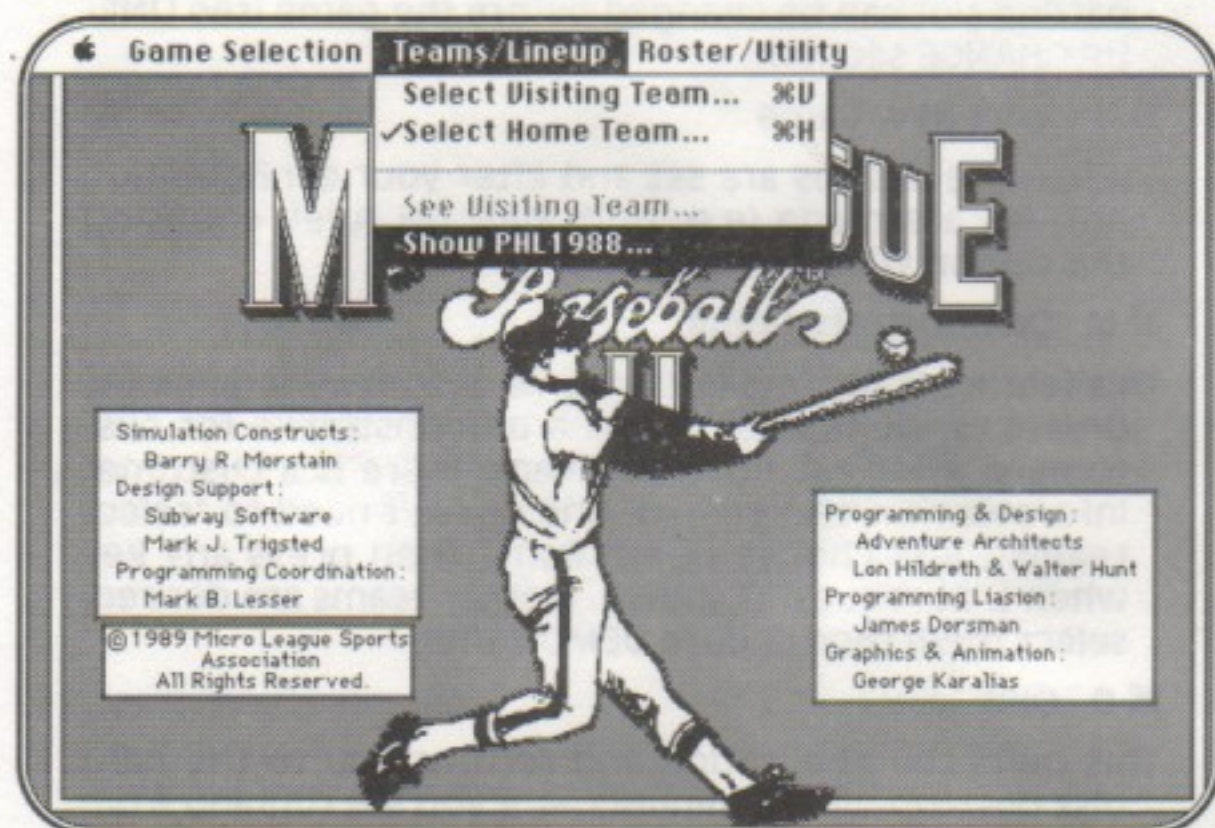
⌘ Q Quit

This quits the application and returns you to the hard disk desktop or to a mini-finder if you are running from a floppy.

LINEUP CHANGES

BEFORE the Game

After selecting a team from the **Team/Lineups** menu, you may display the lineup by choosing "**Show <team name>**". A typically-used lineup for that team is presented. Click anywhere on the pitcher window (screen) and you'll see the pitcher roster. When the pitcher window is in front, clicking on any part of the batter lineup window activates it and brings it to the front.



Clicking on the **Scroll Bench** button cycles through the available bench players. To replace a player in the lineup with a player on the bench, click on the radio buttons beside the player to be inserted and the player to be replaced. (The **Switch** button will become active). Clicking on the **Switch** button swaps the two players, sending the replaced player to the bench.

You may select two players and swap their batting slots if they are in the lineup. Simply click on the radio buttons and click on the **Switch** button. Also, you may **Switch Fielding Positions** for any two players already in the lineup.

Any changes can be stopped or ignored by clicking on the **Cancel** button. Clicking on the **OK** button will set the starting lineup as currently displayed. Nothing is finally "locked in" until you actually start the game. Thus, you may show and/or modify the lineup as many times as you like before the game begins.

For **Starting Pitchers**, click on the pitcher window and select whomever you want with the radio buttons. Click the **OK** button when you are ready or the **Cancel** button to use the default roster.

DURING Game/Lineup Review or Changes

During a game, just like Major League Baseball, any player that is replaced will no longer be available to you. In a human manager mode for your team, during a game you'll get a prompt to enter Offense or Defense strategy. Clicking on this box yields a pop-up menu. Then you can select the lineup option you want, or use its Command-key equivalent, and the current lineup is shown.

You'll initially see the batter screen for that team (with the pitcher screen behind). For batters/fielders, you can bring in a replacement from the bench by **Switch** (scroll as necessary).

Game Selection Teams/Lineup Roster/Utility

PHL1988 Pitchers

PHL1988 Batters

	B	POS	AUG	HR	AB	AB	H	2B	3B	SO	BB	SB	RTG	SP
<input type="radio"/> SAMUEL	R	2B/OF	.243	12	67	629	153	32	9	151	39	33	6/4	5
<input type="radio"/> P BRADLEY	R	LF/	.264	11	56	569	150	30	5	106	54	11	8/0	4
<input type="radio"/> M SCHMIDT	R	3B/	.249	12	62	390	97	21	2	42	49	3	5/0	2
<input type="radio"/> JORDAN	R	1B/	.308	11	43	273	84	15	1	39	7	1	6/0	3
<input type="radio"/> LA PARRISH	R	C/	.215	15	60	424	91	17	2	93	47	0	5/0	1
<input type="radio"/> C JAMES	R	RF/3B	.242	19	66	566	137	24	1	73	31	7	6/3	3
<input type="radio"/> M THOMPSON	L	CF/OF	.288	2	33	378	109	16	2	59	39	17	7/6	4
<input type="radio"/> JELTZ	R	SS/	.187	0	27	379	71	11	4	58	59	3	5/0	3
<input type="radio"/> K GROSS	R	P/												


Bench: Scroll Bench

<input type="radio"/> DERNIER	R	CF/OF	.289	1	10	166	48	3	1	19	9	13	8/6	5
<input type="radio"/> GUTIERREZ	R	1F/	.247	0	9	77	19	4	0	9	2	0	5/0	3
<input type="radio"/> HAYES	L	1B/OF	.272	6	45	367	100	28	2	59	49	20	7/5	4

OK Cancel Switch Switch Fielding Positions

Game Selection Teams/Lineup Roster/Utility

PHL1988 Pitchers



Pitching

K GROSS

In the Bullpen:

	T	W	L	ERA	IP	H	BB	SO	G	CG	Sv	R	S	S/R
R	12-14	3.69	232	209	89	162	33	5	0	2	1	S		

☐ CARMAN

L	10-14	4.29	210	211	70	116	36	2	0	2	2	S		
---	-------	------	-----	-----	----	-----	----	---	---	---	---	---	--	--

☐ RAWLEY

L	8-16	4.18	198	220	78	87	32	4	0	3	2	S		
---	------	------	-----	-----	----	----	----	---	---	---	---	---	--	--

☐ PALMER

R	7- 9	4.47	129	129	48	85	22	1	0	1	2	S		
---	------	------	-----	-----	----	----	----	---	---	---	---	---	--	--

☐ FREEMAN

R	2- 3	6.10	52	55	43	37	11	0	0	2	2	S		
---	------	------	----	----	----	----	----	---	---	---	---	---	--	--

☐ M MADDUX

R	4- 3	3.76	89	91	34	59	25	0	0	2	2	R		
---	------	------	----	----	----	----	----	---	---	---	---	---	--	--

☐ TEKULVE

R	3- 7	3.60	80	87	22	43	70	0	4	2	1	R		
---	------	------	----	----	----	----	----	---	---	---	---	---	--	--

☐ BEDROSIAN

R	6- 6	3.75	74	75	27	61	57	0	28	2	1	R		
---	------	------	----	----	----	----	----	---	----	---	---	---	--	--

☒ RUFFIN

L	6-10	4.43	144	151	80	82	55	3	3	2	1	R		
---	------	------	-----	-----	----	----	----	---	---	---	---	---	--	--

☐ G HARRIS

R	4- 6	2.36	107	80	52	71	66	0	1	3	1	R		
---	------	------	-----	----	----	----	----	---	---	---	---	---	--	--

OK

Cancel

Put In Game

Switch Fielding Position, for players now in the lineup, this works as it does before the game (see page 15).

PH or PR changes can also be done by choosing from the offense pop-up menu, or by Command key equivalent. These modes have the advantage of showing who's at bat and who is where on the basepaths. Moreover, you can "access" pitchers (particularly for PR reasons) through these two modes. Click on the two players—you'll get **Switch** or **Replace** buttons plus the ever-present **Cancel** or **OK** button (to actually make the change).

Some Notes and Hints When You're Playing

- **Once you've accessed lineups** (via "See Lineup" from the offense or defense menu), a Lineup window menu bar also appears in the upper left of your screen. Using this pull-down menu (or the arrows at the lower right of the screen) allows you to quickly see your team and the opposing team's batters or pitchers. Sorry,—no cheating!—you can "only see", and not change your opponent's lineup. Would you want him to change *your* lineup when you were out of the room?
- **Warm up a pitcher:** you may access your lineup in regular fashion or "Visit Mound" when on defense. If you **Visit the Mound** twice with the same pitcher in an inning you must change your pitcher. The advantage of visiting the mound is that, like in real major league baseball, it "buys you some time" for a reliever to get warm (see Pitcher Factors in later section).
- **Pinch-hitting or Pinch-running for any batter:** at the end of a half inning, you will be alerted that a replacement should be made. In essence, you can keep that lineup (the replacement player stays in the game at that defense position) or you can move someone else into the game.
- **Pinch-hitting or Pinch-running for a pitcher:** at the end of a half-inning, you'll be reminded that a new pitcher needs to be inserted. A pitcher dialog box will be displayed for you to put in a new hurler.

MLB GAME STRATEGIES

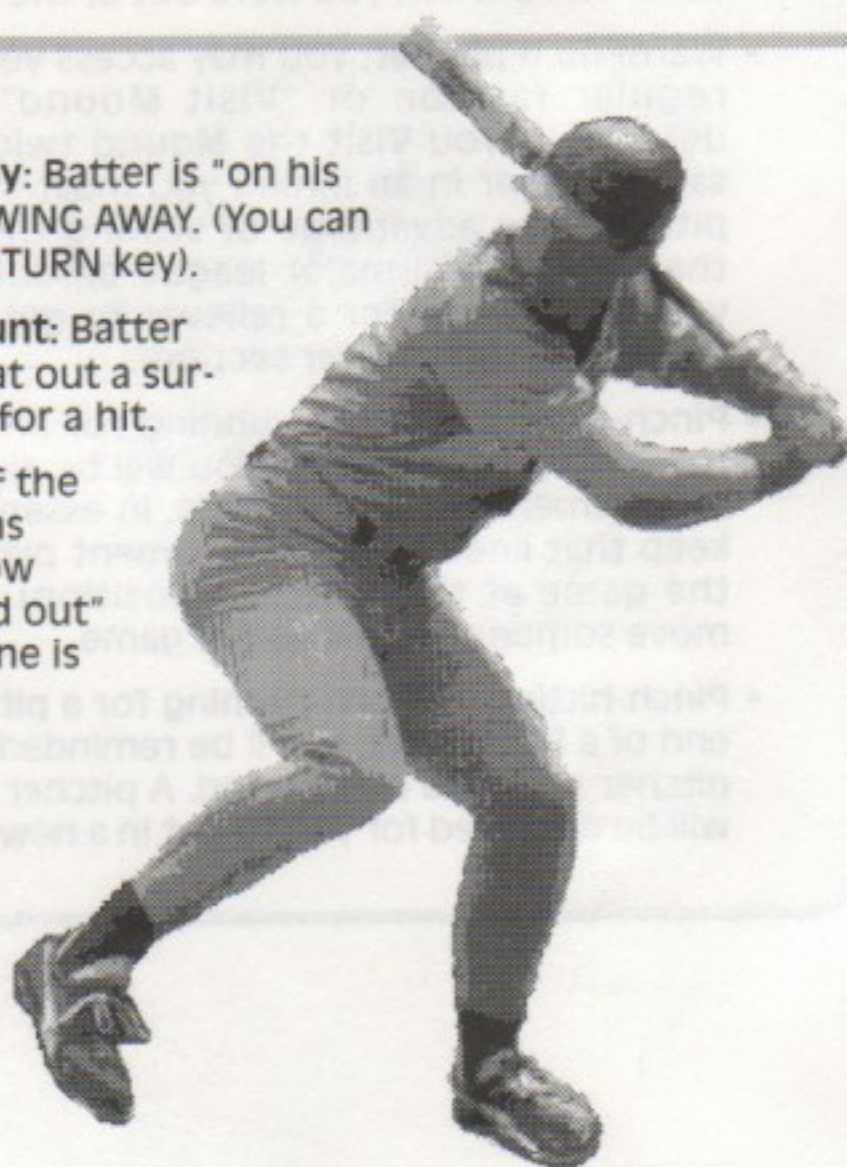
When a team has a human manager, strategies for offense (at bat) and defense (in the field) are chosen either by Command-key equivalent or the pop-up menu (click on the offense or defense box in the lower right part of the screen).

AT BAT

NO ONE ON BASE

- ⌘ 0 **Swing Away:** Batter is "on his own", to SWING AWAY. (You can also use RETURN key).
- ⌘ 6 **Surprise Bunt:** Batter tries to beat out a surprise bunt for a hit.

Note: All of the play options which follow are "greyed out" when no one is on base.



WITH RUNNER(S) ON BASE—

You can do all of the preceding commands plus...

- ⌘ 1 **Swing Away & Aggressive Running:** Batter is on his own to swing away, and any runner will try for an extra base if the hit ball allows him to do so. Of course, there is a higher chance there will be a "play on the runner" when you order aggressive running. But if it is a pop-up or a very shallow fly, runners will not try to live dangerously on the basepaths.
- ⌘ 2 **Swing Away & Safe Running:** Batter is on his own to swing away, and any runner will play it very cautiously on the basepaths—taking no chances unless the ball hit by the batter guarantees he can advance. Use this strategy when you don't want anyone to be thrown out by trying to stretch their base advance, possibly killing a rally.
- ⌘ 3 **Steal:** The lead runner tries to steal a base. With runners "on the corners" (1st & 3rd), this is a delayed steal. The runner on 3rd will wait to see what the catcher does. With a runner only on 3rd, or runners on 2nd or 3rd, or if the bases are loaded, the runner on 3rd tries to steal home—a very risky strategy in these instances.
- ⌘ 4 **Hit & Run:** The batter is on his own to swing away and any runners break with the pitch. This helps stay out of a groundball doubleplay and allows any runner to advance an extra base if it's a solid hit. On the other hand, if the batter hits a linedrive to the infield with less than two out, there's a chance it'll be a doubleplay by "doubling off" the breaking runner.
- ⌘ 5 **Sacrifice Bunt:** The batter tries to lay down a bunt, sacrificing himself to advance the runner(s) to better scoring positions. This isn't appropriate when there are two outs. Instead, consider a surprise bunt (trying to beat it out for a hit) if you want to bunt in a two out situation.

DEFENSE

IN-THE-FIELD STRATEGIES

Return Key: The pitcher/catcher combo decides pitch choice. You can choose:

⌘ 1 **Fastball**

⌘ 2 **Curveball**

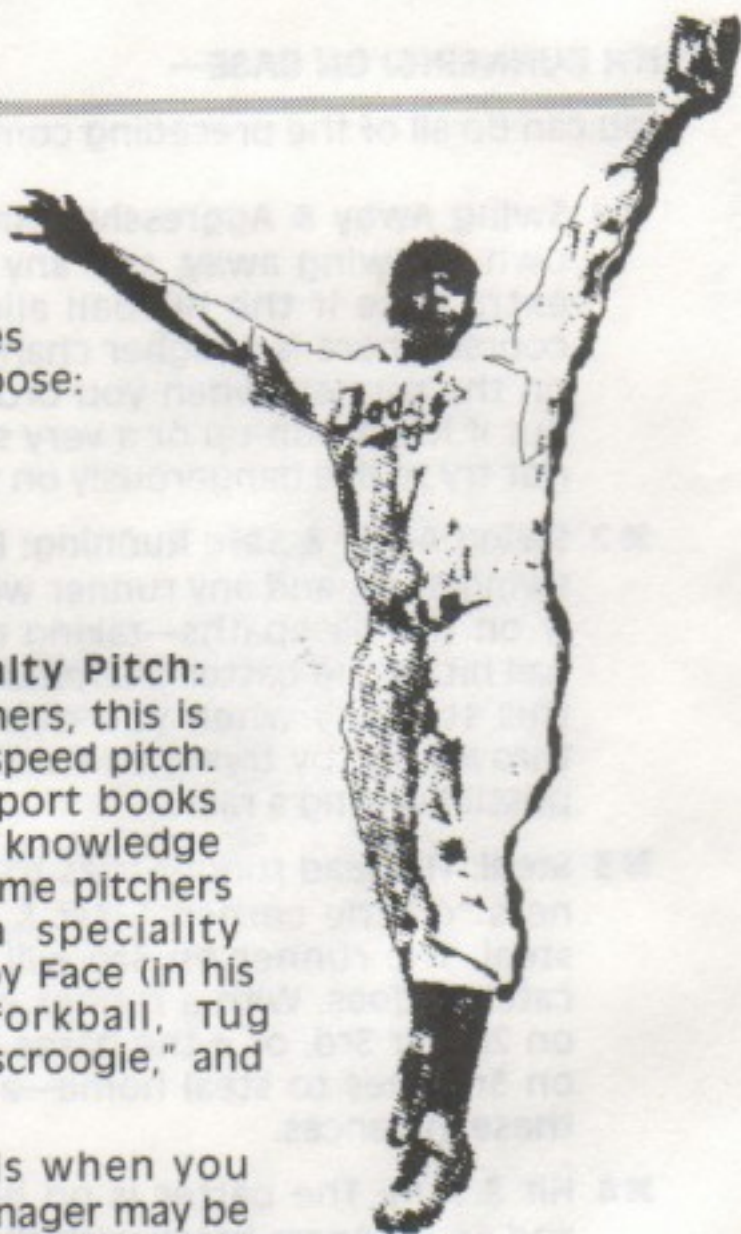
⌘ 3 **Slider**

⌘ 4 **Changeup/Specialty Pitch:** For almost all pitchers, this is a changeup or off-speed pitch. When scouting report books and related scout knowledge indicate so, for some pitchers this would be a speciality pitch—such as Elroy Face (in his prime) with a forkball, Tug McGraw with his “scroogie,” and so on.

⌘ 5 **Pitchout:** Use this when you think the other manager may be trying a steal or hit & run. This, of course, greatly increases the chance that a runner will be thrown out by the catcher. But, if you do a pitchout two or three times to the same batter (and the runners aren't going on a steal or hit & run), this greatly increases the chance that the batter will get a base on balls.

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

⌘ 7 **Infield in:** This brings all the infielders in as the pitch is thrown. This strategy increases the chance that a runner on 3rd will “hold on” or could be thrown out at the plate on a groundball. On the other hand, this increases the chance that a sharp grounder will get



through for a single, since the infield is playing in. (This is a useful strategy late in the game if your team needs to keep a run from scoring on a ground-ball).

Note: If an "Infield In" or "Corners In" strategy is selected, the defense will further be asked for a "choose pitch" box/prompt. All pitches (Return key and 1-4) are available.

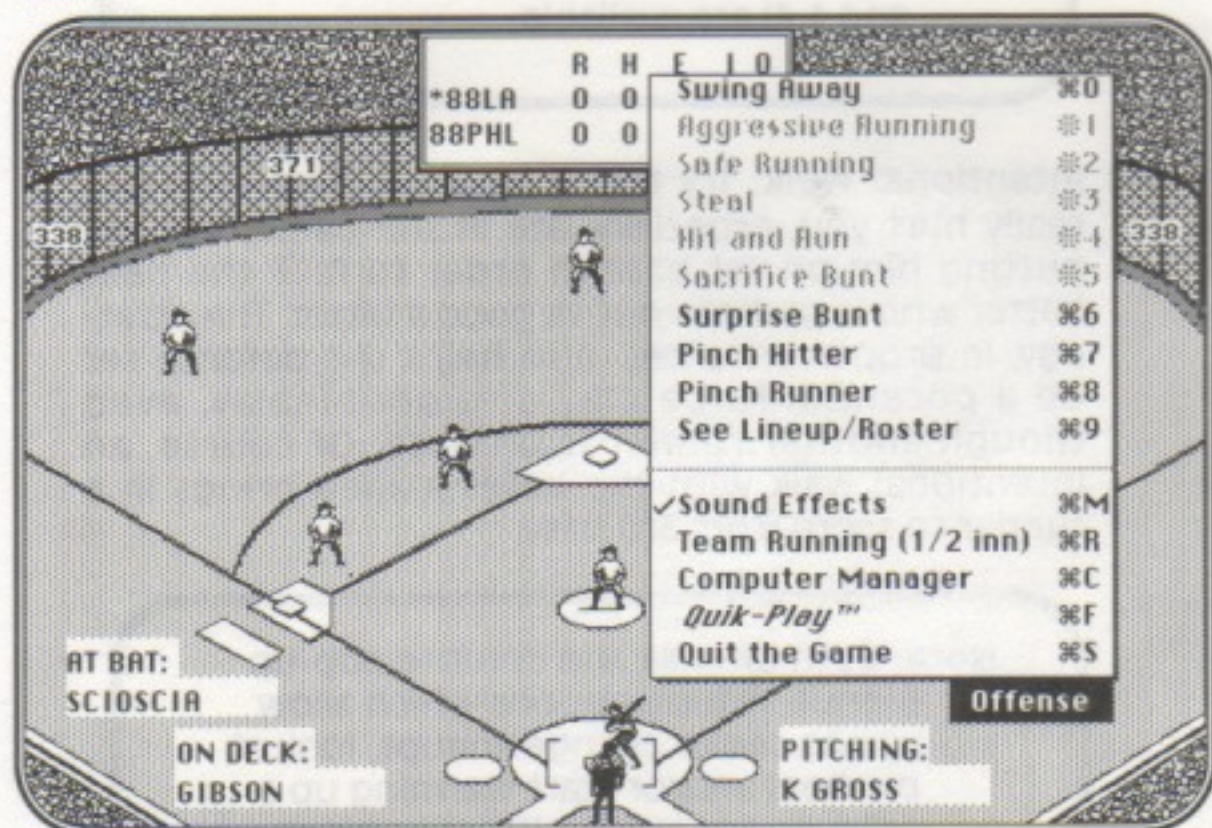
- ⌘ 8 **Intentional Walk:** Try this if a batter is up who can really hurt you, especially late in the game. You are putting him on 1st base in order to face the next batter who is perhaps not as good a hitter. This strategy, in proper instances, also helps the defense set up a potential force play or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

Note: Both offense and defense pop-up menus include options which allow you to see or change lineups, look at pitchers and/or start warming up a reliever, get pinch-hitters or pinch-runners, make defensive replacements, and so on.

USER OPTIONS/During Game

Freeze-action features are included—just press the space bar to stop the visual action. Another press will resume the play. Quick taps on the space bar can also be done to SLO-MO ("advance") the action as the play unfolds.

From the **Offense** or **Defense** box prompt, you can get a menu of user options. There are also Command-key equivalents.



⌘M The default configuration gives music and sound effects during a game. This option gives you the opportunity to play quietly so as to not bother your spouse/lover or tick off your boss. **Note:** this option can be done after the very first batter comes up to bat (in a human manager mode). If you remain in that mode you can "toggle" (checkmark) on/off the sound effects whenever you want.

⌘R The default is "no team running" to or from the dugout at the end of a half-inning. Activating this option gives one or both managers a bit of time to contemplate the strategies and status of the game.

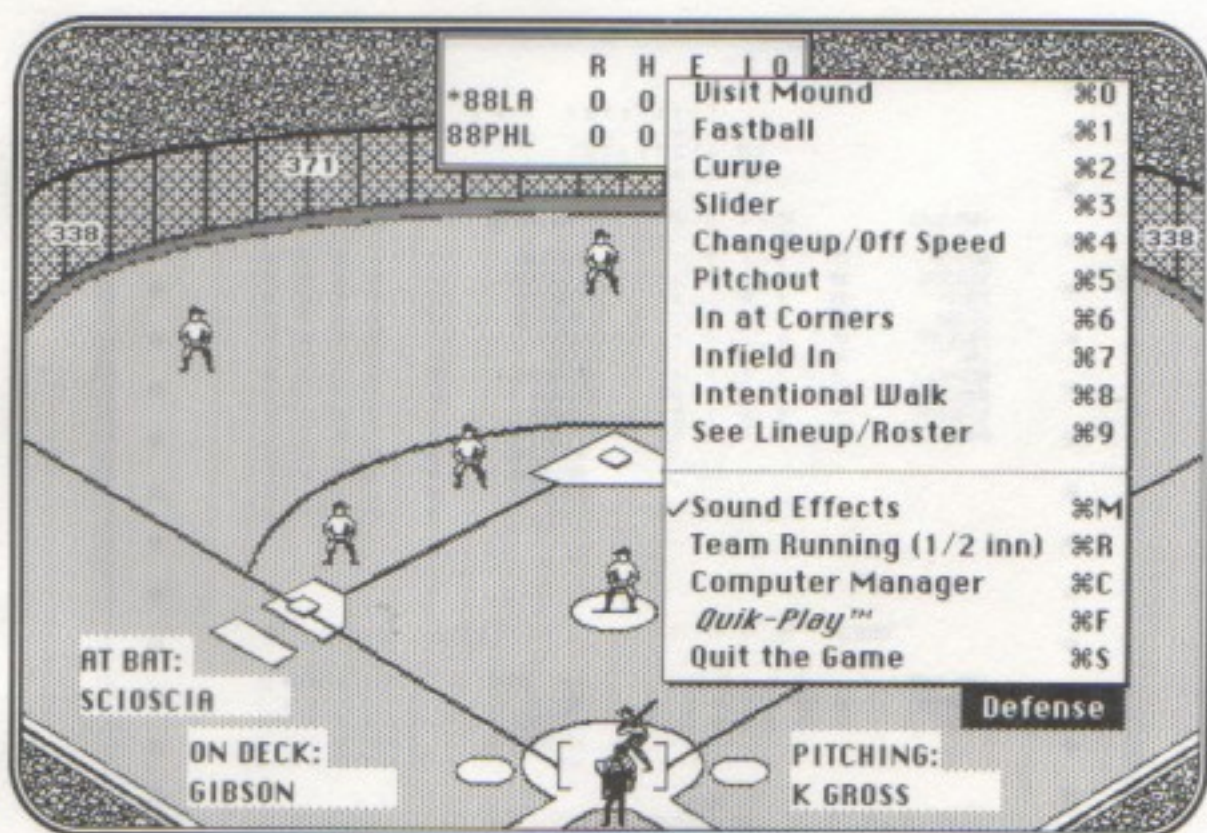
⌘C To change to a **computer manager mode**, during the game, this retains visual play action. After clicking on the option via pop-up menu or command-key equiv-

alent, next press the Return key.

**In computer manager mode,
Command-H returns to human
manager mode.**



- ⌘ F For the exclusive **Quik-Play** mode, during the game. This can be engaged from the human manager mode or if in computer vs. computer manager mode by pressing **Command-F** key.
- ⌘ Q Quit: calls a halt to the game in progress. You'll be asked if you really want to quit this game. This can be done by pull down menu on an offense or defense prompt or by **Command-Q** key.



USER OPTIONS/End-of-Game

Under the **ROSTER/UTILITY** menu, **See/Print Roster**, is one feature at the end of a game. Here you can look at or print MLB II "team files" (from whatever source) or click on "Compiled Team Files" to see or print any accumulated stats team roster. GM-related teams that are complete can be accessed. "Partially-developed" GM teams must be seen through the GM application.

Under **OPTIONS** pull-down menu, the choices with command/key equivalents are:

- ⌘ N shows the next "screen" or page of the line/box score.
- ⌘ P prints the game's line and box score.
- ⌘ Q quits the MLB II application.
- ⌘ G will start a new game. You'll be returned to the original startup screen of the MLB II game.

			1	2	3	4	5	6	7	8	9	R	H	E
			---	---	---	---	---	---	---	---	---	---	---	---
CUB			0	1	0	3	0	3	0	0	0	7	11	1
DET			2	1	0	0	0	1	0	1	0	5	8	0

1988 CUBS		AB	R	H	AB:	1988 TIGERS		AB	R	H	AB:
WEBSTER	CF	5	1	3	1	WINTNER	2B	4	0	2	1
SANDBERG	2B	2	1	0	1	L SALAZAR	LF	5	0	0	0
GRACE	1B	4	0	1	0	TRAMMELL	SS	3	1	0	0
DAWSON	RF	4	1	1	3	DA KUBAS	1B	3	1	2	2
PALMEIRO	LF	5	0	0	0	MOSES	C	5	0	0	0
LAW	3B	5	1	2	1	LEMON	RF	4	1	0	0
BERRYHILL	C	4	2	2	1	BROOKENS	3B	5	1	2	0
DUNSTON	SS	3	1	1	0	PETTIS	CF	3	1	1	2
G THROCK	P	4	0	1	0	MORRIS	P	1	0	0	0
DIPINO	P	0	0	0	0	P GIBSON	P	1	0	0	0
						SHERIDAN	PH	0	0	0	0
						HEMMENH	P	0	0	0	0
						BERGMAN	PH	1	0	1	0
						KING	P	0	0	0	0

TOTALS		36	7	11	7	TOTALS		35	5	8	5
--------	--	----	---	----	---	--------	--	----	---	---	---

1988 CUBS		IP	H	R	ER	BB	SO	1988 TIGERS		IP	H	R	ER	BB	SO
G THROCK	W	7.2	6	5	5	6	5	MORRIS	L	3.1	8	4	4	4	3
DIPINO	S	1.1	2	0	0	2	2	P GIBSON		2.2	3	3	3	1	1
								HEMMENH		2.0	0	0	0	1	3
								KING		1.0	0	0	0	0	0

```

E : GRACE
QP : 1908CUB(1),1900ET(1)
20 : LAW,DUNSTON,BROOKENS
NR : DAWSON,LAW,BERRYHILL,DR EDWYS
SB : BROOKENS

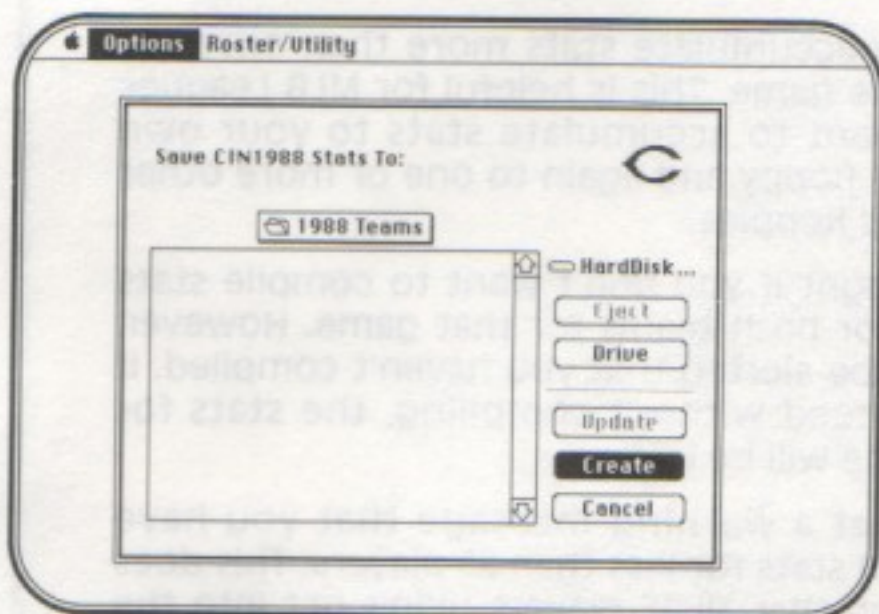
```


To Compile Stats

For one or both teams at the end of a game under the **OPTIONS** menu. To keep your "compiled" teams organized, you may want to log them to a single folder on your hard disk or to a floppy dedicated to that purpose.

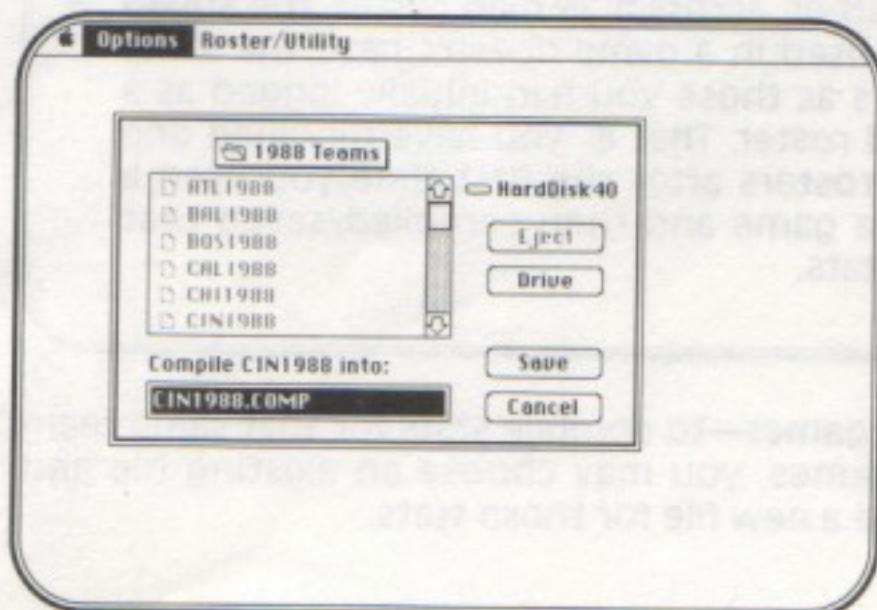
The first time you compile stats for a particular team, you'll get a dialog box with buttons for **CREATE**, **UPDATE**, **CANCEL**. You first pick a "destination" you'll be compiling to (at this point you may change between drives or folders, or eject a floppy and replace it with another).

First time to compile that team, select **CREATE** button. A "default" file name is presented in an editable text field which is blackened. You may change the name to anything you want. Then click on **SAVE** button and that game's stats for that team are logged into that file.



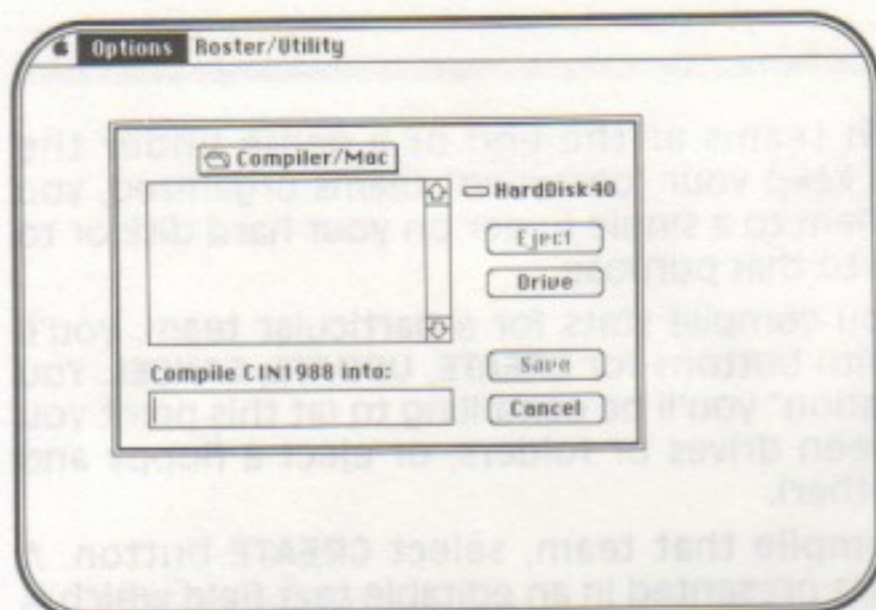
Compiler:
Figure 1.

One can choose a hard disk folder or a floppy. The first time compiling a team, click on **CREATE**. For subsequent games with that team, use **UPDATE**.



Compiler:
Figure 2.

After choosing **CREATE**, a "dedicated" floppy could also be chosen. The team's compiled stats was a default name, CIN1988.COMP (in the edit box).



Compiler:

Figure 3.

We changed our mind and decided to compile this team to a hard disk folder called Compiler/Mac. We can also change the compiled team name to anything else in the edit box.

Notes:

- You may accumulate stats more than once for that same game. This is helpful for MLB Leagues if you want to accumulate stats to your own folder or floppy and again to one or more other Leaguer's floppies.
- It is all right if you don't want to compile stats for one or both teams for that game. However, you will be alerted that you haven't compiled. If you proceed without compiling, the stats for that game will be lost.
- If you get a warning message that you have compiled stats for less than 25 players: This does not mean that all 25 players didn't get into the game. Rather, across a 25 man roster, the squad you just used in a game doesn't have the same 25 players as those you had initially logged as a compiled roster. That is, you have modified one or both rosters after the first time you used a team in a game and then compiled/saved that game's stats.

For Subsequent games—to compile stats for that same team for subsequent games, you may choose an existing file and UPDATE it or create a new file for those stats.

Using "Accumulated Stats" Rosters

Just like any roster you've created via the General Manager/Owner program, you can't play an "accumulated/compiled stats" roster until all 15 batters have at least one official At Bat (which excludes walks, and other sundry things like HBP) and all 10 pitchers have at least one full Inning Pitched. That is, a set of parentheses () around a team name means the roster has some player(s) without at least 1 AB (for batters) or 1 IP (for pitchers), or you don't have 15 batters or 10 pitchers.

Since the game is "driven" by stats, most MLBERS recommend that you don't use an "accumulated stat" lineup in a game until you've gotten about 40 ABs for batters and for pitchers at least 15 or so innings pitched with at least one hit given up. This is only a recommendation for it is your disk and you can set the threshold any way you or your League colleagues want. Eventually, you can play these rosters in MLB II games—rosters with stats based on your managerial moves. To get to an acceptable level of compiled stats, continue to play games with rosters from the Game Disk, Season Disks, or GM-related rosters. Then continue to compile/accumulate your game stats. Eventually you'll have a "compiled stats" roster that has credibility for use in an MLB II game.

Notes: Fielding Positions/Ratings

Some players have had enough games under their belts in more than one defense position to have two "rated" positions shown. For example, Elston Howard of the '61 Yankees is shown as C/1B, meaning he is rated at and can play either as catcher or first baseman. Some players show up with a "generic" IF (infield) or OF (outfield)—meaning they tend to be utility infielders or outfielders who can play various positions.

For the Fielding Positions, ratings (RTG) of 1-9 are allowed, and are associated with the primary and secondary positions of that player. Values of 8-9 are infrequent, and used for "Gold Glove" or near that in quality of defensive play. Very low ratings are present. Most major leaguers fall into a 4-7 level.

Players have been rated at each position shown for them—in which MLB has evaluated their fielding percentage, range, throwing arm, and their general reputation in the field. On the whole most major league players are rated as average fielders; some are very good, some are below average. Players with high ratings (8 or above) may make errors—since their range is so great that they try for balls that others would just wave at or still be chasing down in the outfield. But even players with low ratings won't necessarily kill you in the field—after all, they probably played a lot of positions—from Little League up to the majors—and can be reasonably respectable on defense.

Note: If in a game you are forced to use a player at a position he is not rated specifically for—or not even generically (such as OF, IF)—then the MLB game will assign him a rating of zero. So keep an eye on your bench, in case of injuries and ejections.

For **Pitchers**, fielding ratings are on a 0-3 basis. This is more than sufficient for gradations of pitchers, and is consistent with traditional evaluative systems used by MLB scouts.

With the GM/O application, you can modify fielding ratings as you see fit.

Notes: Speed Ratings

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

Pitcher Factors

MLB II incorporates a stamina-related algorithm if pitchers toil for seven innings of work or more. While this is a subtle factor, pitchers tend to tire somewhat and may begin yielding slightly more hits or walks. Thus it may be helpful to keep an eye on your bullpen and start warming up a relief pitcher if it is a tight game late in the contest.

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

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

CIN1988 Pitchers



Pitching
D JACKSON

T	W	L	ERA	IP	H	BB	SO	G	CG	Sv	R	S	S/R
L	23	8	2.73	261	206	71	161	35	15	0	3	3	S

In the Bullpen:

W ☐ DIBBLE

R	1	1	1.82	59	43	21	59	37	0	0	2	2	R
---	---	---	------	----	----	----	----	----	---	---	---	---	---

C ☐ JN FRANCO

L	6	6	1.57	86	60	27	46	70	0	39	2	3	R
---	---	---	------	----	----	----	----	----	---	----	---	---	---

☐ BROWNING

L	18	5	3.41	251	205	64	124	36	5	0	3	2	S
---	----	---	------	-----	-----	----	-----	----	---	---	---	---	---

☐ RIJO

R	13	8	2.39	162	120	63	160	49	0	0	2	3	S
---	----	---	------	-----	-----	----	-----	----	---	---	---	---	---

☐ ARMSTRONG

R	4	7	5.79	65	63	38	45	14	0	0	2	2	S
---	---	---	------	----	----	----	----	----	---	---	---	---	---

☐ R ROBINSON

R	3	7	4.12	79	88	26	38	17	0	0	2	2	S
---	---	---	------	----	----	----	----	----	---	---	---	---	---

☐ F WILLIAMS

R	3	2	2.59	63	59	35	43	60	0	1	2	2	R
---	---	---	------	----	----	----	----	----	---	---	---	---	---

☐ BIRTSAS

L	1	3	4.20	64	61	24	38	36	0	0	2	2	R
---	---	---	------	----	----	----	----	----	---	---	---	---	---

☐ R MURPHY

L	0	6	3.08	85	69	38	74	76	0	3	2	2	R
---	---	---	------	----	----	----	----	----	---	---	---	---	---

OK

Cancel

Put In Game

Warm Up

End Warm Up

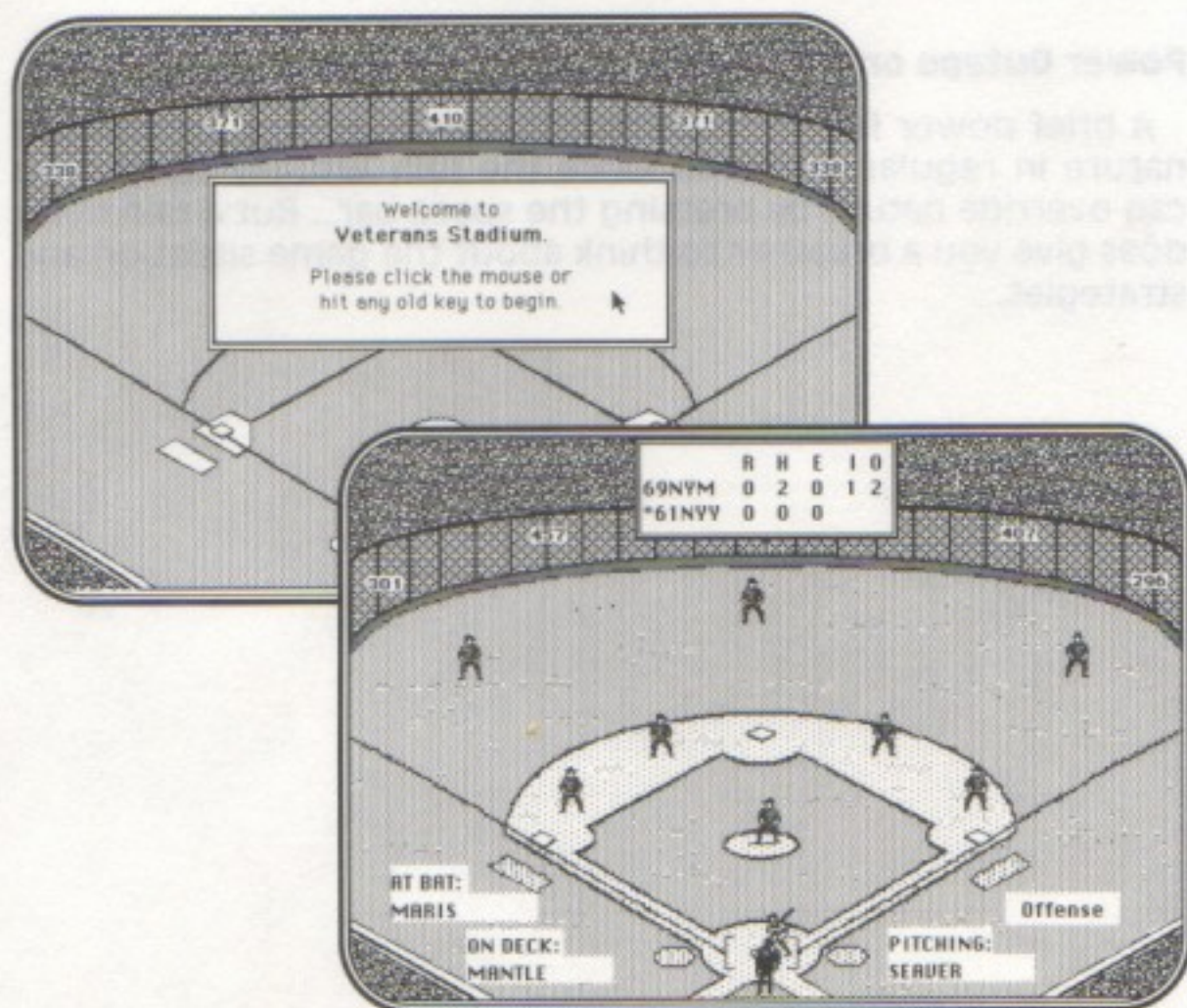
So, keep an eye on your bullpen pitchers. Warm up a pitcher (or two) so that a pitcher doesn't come in cold, but don't let him get tired and die out there by "pitching" a good portion of a game in the bullpen—he may not have his regular stuff if he's pooped. You can end warmups via directions on the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



Other MLB II Features

Stadium Factors

Yankee Stadium, for example, is not the same today as it was in 1961 (Mantle, Maris, and Ford years), nor as it was in 1927 (the Murderer's Row great years with Ruth, Gehrig & Co.). So, MLB II shows you the dimensions of the home team's park—and whether the park has regular grass or artificial turf. You probably know that it is a bit easier to get a grounder through the infield on "synthetic stuff" but it's a bit more difficult, depending on the batter, to lay down a good bunt. Behind the scenes, MLB II, accommodates the differences in the park and playing conditions. For memory considerations we only show (visually) two generic fields in MLB II—grass and artificial turf. The dimensions of the corners and "power alleys" are displayed on the outfield walls during the game.



Injuries

Aches and bruises are all a part of the game. Also it is unknown as to when they may occur. You could go several games and everyone is healthy, then ka-baam—one of your players gets hurt. Sometimes he'll be able to stay in the game, sometimes he'll need to be replaced. Just periodically keep an eye on who you have left on the bench...

Arguments & Ejections

Whether the umpire is right or wrong, players and managers question some calls. That's a nice way to say that—actually they argue with the ump and once in awhile they push it too far and get ejected. If a manager gets the heave-ho the team will be handled by a computer coach. If a player is ejected (or injured and has to be replaced), you will be presented with a dialog box showing the available replacements. You must select a replacement player at this point (you can't press the OK button until you do).

Power Outage or Rain Delay

A brief power failure in domed stadiums, acts of precipitous nature in regular stadiums. Once the rain actually starts, you can override nature by pressing the space bar... But a rain delay does give you a breather to think about the game situation and strategies...

Notes/Definitions of Batting and Pitching Stats

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



For Pitchers:

P: Pitching side
(right or left)

W&L: Wins & Losses

ERA: Earned Run Average

IP: Innings Pitched

H: Hits given up

S/R: Starter or Reliever

R: Fielding Rating, 1-3 basis

G: Games appeared in during
that season

CG: Number of complete
games

SV: Number of saves
recorded

BB: Number of walks

SO: Number of strikeouts

SPD: Speed rating, 1-5 basis

For Batters:

B: bats Right handed, Left handed, or is a Switch-hitter

FLD: the primary defense position a player is rated at is shown to the left of the (/), the secondary position, if any, is shown to the right. (See additional notes on Fielding Positions). RTG is the fielding rating on a 1-9 basis.

AVG, HR: the player's batting average
and home runs

RBI: runs batted in for that season

AB, H: Total At Bats and Hits

2B, 3B: Total number of doubles, triples

SO, BB, SB: Total number of
strikeouts, walks, stolen bases

SPD: Speed rating, on a 1-5 basis



End of Game: Box Score Stats

Options Roster/Utility					
1988 REDS		AB	R	H	RBI
LARKIN	SS	5	0	0	0
SABO	3B	5	1	3	0
DAWIELS	LF	3	1	2	0
E. DAVIS	CF	5	2	1	3
ONEILL	RF	5	0	2	0
ESKSY	1B	4	0	1	1
B. DIAZ	C	4	0	0	0
TREARDY	2B	3	0	0	0
D. JACKSON	P	1	0	0	0
R. MURPHY	P	0	0	0	0
COLLINS	PH	1	0	0	0
TOTALS		36	4	9	4

E: Error; DP: double play; 2B: double; 3B: triple; HR: home run; RBI: run(s) batted in; R: run(s) scored by a batter or given up by a pitcher; ER: earned runs given up by a pitcher; SO: strikeouts; BB: base on balls (a walk); SB: stolen base; SF: sacrifice fly; SH: a

successful sacrifice bunt; WP: wild pitch; PB: passed ball (by catcher); HBP: batter was hit by pitch; Balk: by a pitcher. Note: with SF, SH, or HBP, the batter is not charged with a time at bat (AB).

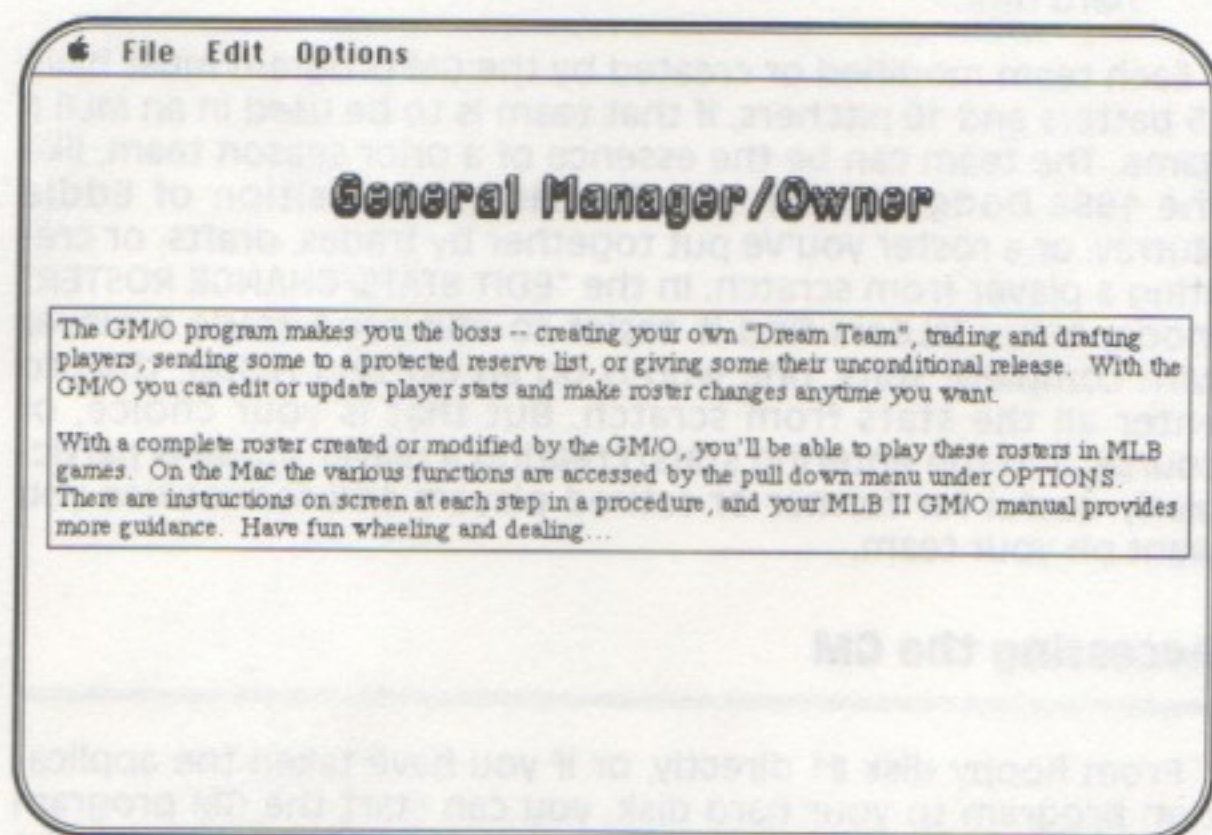
Replication of Season Stats

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

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

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

General Manager/Owner Application



Now you are the boss—creating your own dream team, trading and drafting players, sending them to a "reserve" list, adding new players (even rookies) to any roster. Revise and update player stats to keep up with the current season, make roster changes, even give a player his unconditional release. And you can create your own team roster with a name that suits your fancy. Then you can play your hand-picked rosters in MLB II games.

GM Overview

NOTE: Any reference to the GM "disk" is also meant as a file or folder if you have taken the GM application to hard disk.

Each team modified or created by the GM program must have 15 batters and 10 pitchers, if that team is to be used in an MLB II game. The team can be the essence of a prior season team, like the 1988 Dodgers with an off-season acquisition of Eddie Murray, or a roster you've put together by trades, drafts, or creating a player from scratch. In the "EDIT STATS/CHANGE ROSTER" mode, many MLBers find it easier to add/send/trade a player with complete stats, one who is on an existing roster, than to enter all the stats from scratch. But that is your choice, of course, and the entering stats/creating a player mode is particularly useful for former or retired players and for rookies you want on your team.

Accessing the GM

From floppy disk #1 directly, or if you have taken the application program to your hard disk, you can start the GM program in typical fashion. Launching from the floppy disk #1, click on the GMO icon or do "open other" and click on the GMO application file.

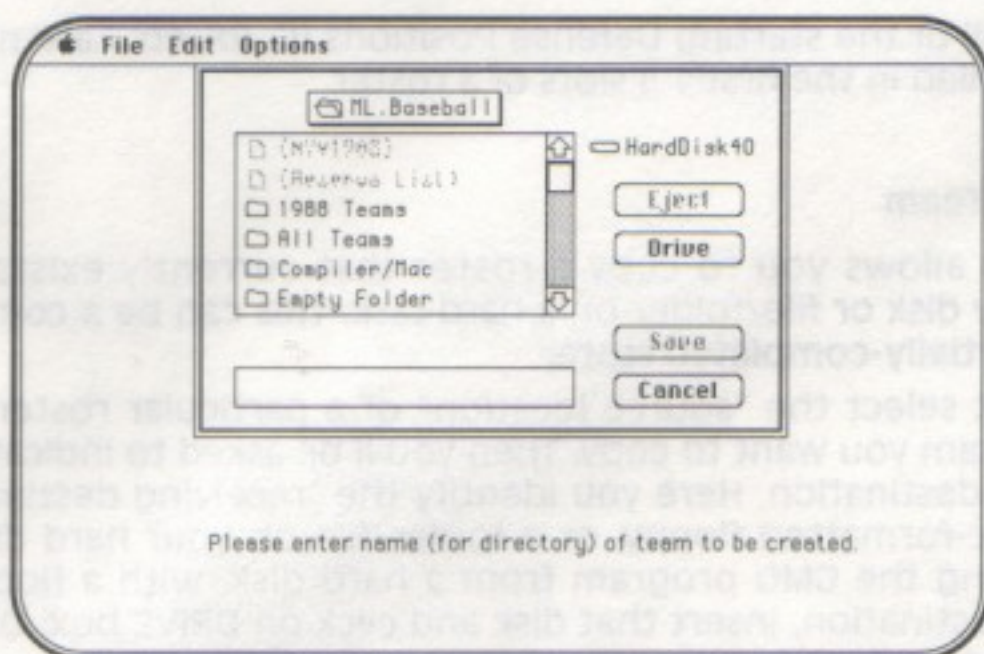
In taking the GM to a hard disk, be sure that all elements of MLB's own System Folder are taken along or are already present in your Mac's generic System Folder. These are support utilities such as Image Writer (if needed) and Macintosh (required).

OPTIONS Screen

This is the screen you'll initially get and always come back to when any particular operation or function is completed. Via the pull down menu under OPTIONS, here are the functions for the GM with Command-key equivalents:

Copy team from other disk	⌘ C
Delete team from disk	⌘ D
Edit stats or change roster	⌘ E
Create new team	⌘ N
Rename team on disk	⌘ R
Directory of teams on disk	⌘ T
Verify a team's status	⌘ V

Each function has instructions at every step in a procedure. These functions are briefly described in sections which follow. **In conjunction with the Command (⌘) key, the operations can also be initiated with the keyboard letters shown.** Note: teams can be accessed from or saved to either floppy disk(s) or to files/folders on a hard disk.



To QUIT: To exit the GM program, on this options screen go to the pull down menu under FILE.

GM Options

Directory of Teams

This shows at a glance what teams you already have on floppy or in a file/folder on hard disk. You first select the "host" floppy or file.

Parentheses around a team's directory name: means that the team is not yet "complete" for use in an MLB II game. Recall that to be complete, a roster needs 15 batters and 10 pitchers, each with the required stats for every player. (Please see **Required Stats** section later on).

Verify Roster

If a roster is not complete, this will indicate what set(s) of data are missing. The possible messages are one or more of the following:

- one or more pitchers have zero IP (innings pitched)
- one or more batters have zero AB (at bats)
- one or more players have a "blank" name (which typically means you have one or more batters or pitchers missing to make a complete roster)
- all of the starting Defense Positions (C, RF, etc.) are not filled in the first 1-8 slots of a roster

Copy Team

This allows you to copy a roster that currently exists on a floppy disk or file/folder on a hard disk. **This can be a complete or partially-completed roster.**

First select the "source location" of a particular roster then the team you want to copy. Then you'll be asked to indicate the team destination. Here you identify the "receiving destination" (a Mac-formatted floppy, or a folder/file on your hard disk). If working the GMO program from a hard disk, with a floppy as the destination, insert that disk and click on DRIVE box. Or click on Hard Disk and your array of folders/files will appear.

In either case, the "destination" is next selected, then clicking on SAVE will "copy over" the chosen roster to that destination. Whatever analyses or changes you want can now be done on that roster.

NOTE: It is important to protect the integrity of the application/files and team rosters that are on the two MLB II disks. Thus we recommend that in copying a roster, you use a separate hard disk folder or floppy disk dedicated to GM-related teams.

Delete Team

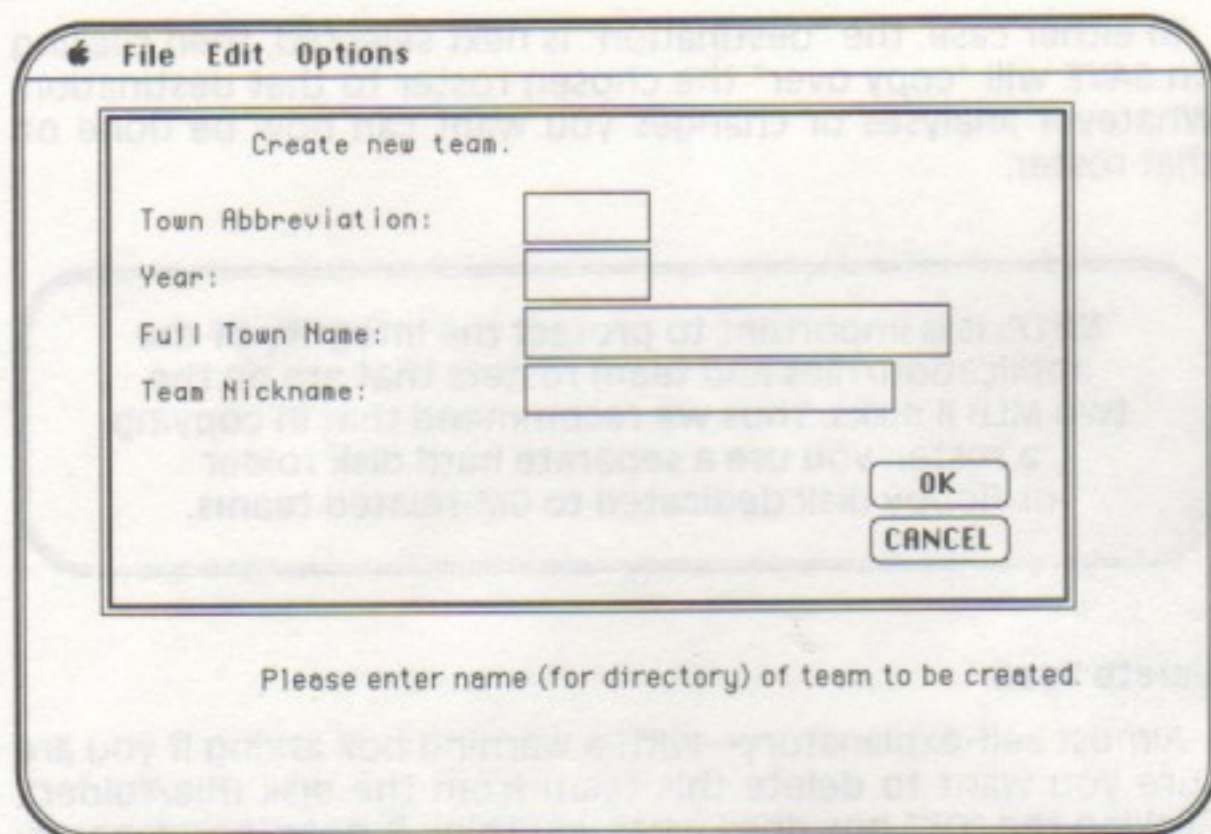
Almost self-explanatory—with a warning box asking if you are sure you want to delete this team from the disk (file/folder). Clicking the "OK" box does what you think it does, permanently zapping that team into cybernetic history...

Create New Team

Starting from scratch... This GM function first requests the name (for the directory) of the team you wish to create. This is entered in the text entry/edit box which has a blinking vertical cursor. Do **NOT** put parentheses around the team name. SAVE then takes you to four input boxes—for "header data" when you use that team in a game or when you see/access that team via the EDIT STATS/CHANGE ROSTER mode of the GM. You can use the **TAB** key or move the vertical cursor to the box you want.

These four input boxes in the second step have certain parameters, as you'll discover through experimentation:

- Town Abbreviation: 3 characters max, for it is used in the game scoreboard.
- Year: we urge inputting four actual digits.
- Full Town Name: the logical alpha/letter extension of town abbreviation.
- Team Nickname: anything goes, to your heart's fancy. Play it cool if children will ever see this roster...



File Edit Options

Create new team.

Town Abbreviation:

Year:

Full Town Name:

Team Nickname:

OK

CANCEL

Please enter name (for directory) of team to be created.

After the last box input for team nickname, clicking on **OK** takes you to the batter's roster—in essence the same data screen you'll get via the GM function of **EDIT STATS/CHANGE ROSTER**. You can then begin to enter stats if you want.

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

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

So if you want stadium data for a roster stocked with your own players, here's a suggestion: First, identify a team that has the

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

Rename a Team

This modifies the team name/year/nickname along the same types of input in the "Create" team mode. This procedure can be done for a complete or partially-complete roster. This roster may exist on a separate floppy dedicated for storing "GM-related" teams or a folder on your hard disk.

After selecting the team to be re-named, you'll first get the four input/edit boxes as referenced in the CREATE team function. After clicking on "OK" box, you'll see a "blackened" input box that asks for the name of the team **as you want it to appear in the directory of teams**. Keep the same directory name if you like or type in a new name, then click on SAVE box.

An ounce of prevention..., etc. In creating OR re-naming a team: **Do NOT put parentheses around the "team directory name."** The parentheses are automatically produced by the GM functions if a team is not "complete." (Also see Verify section and Required Stats section.)

"Experiment" Rosters

On the MLB Disk #2, we've placed the "Reserve List" roster and the 1988 New York Yankees roster (with one pitcher missing; he's on the Reserve List). These rosters are present for you to gain experience with the GMO functions—particularly the Edit Stats/ Change Roster operations. Again, you may likely want to copy or drag over both of these rosters to a dedicated floppy or file/folder on your hard disk in order to protect the integrity of items on MLB Disk #2.

The "Reserve List" is a roster where you can tuck away or store various players. These may be players you want to protect, so to speak, or ones you have your eye on for a future draft. Also, with a limit of 25 players for each roster, the Reserve List can be used to put some of your players on—players you really don't want to permanently delete because you would lose all the stats for that batter or pitcher.

EDIT STATS/CHANGE ROSTER

This is the workhorse procedure of the GM. You can:

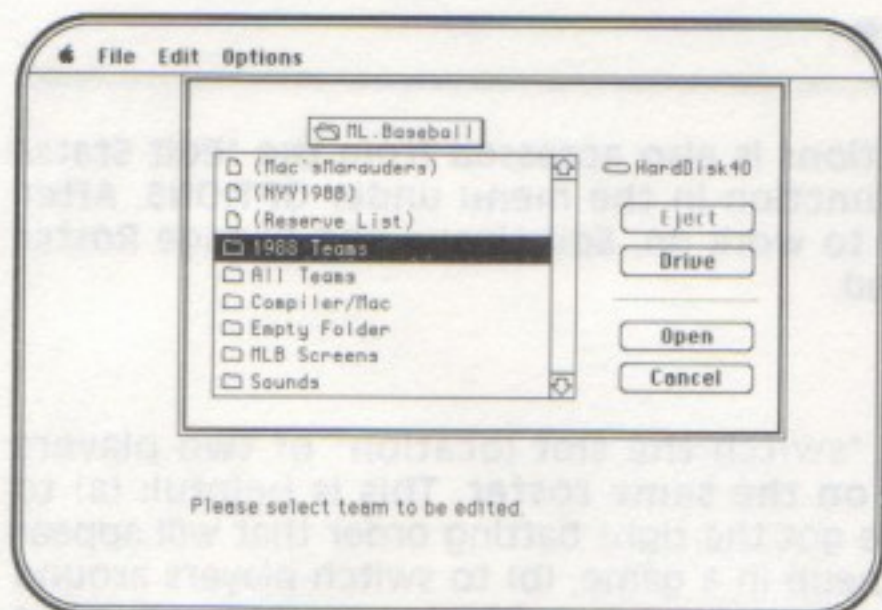
- Print any roster from this GM function.
- Edit or "update" stats for any player already existing on a roster.
- "Create" a player from scratch, entering all required data.
- Change your roster—trading, adding, deleting, or sending a player to another roster. (The "CHANGE ROSTER" functions are described in a later section.)

Important!

The roster you work on can reside on a separate floppy disk for GM-related teams or folders/files of GM-related teams on your hard disk. The GM operations can be done with a roster that has complete data, one that is a "roster in progress," or a Stat Compiled team.

After selecting this "Edit/Change" procedure (from the menu on the OPTIONS screen) you'll first be asked to select a team. After that you'll get a screen showing all the batters currently on that roster.

- Click on **Edit Pitchers** box and you'll get that complement of players.
- Click on **More Stats** and you'll see a screen-by-screen array of stats for all batters or pitchers on that roster.
- Click on **Print** and you'll get the entire roster, be it complete or in progress.
- Boxes for the operations of **Change Roster** and **Edit Lineup** will be discussed later.



Teams to be Edited:

Teams that you wish to edit can reside on either the hard disk or on a separate floppy disk.

To Edit or Create Player Stats

On either the batter or pitcher screen, click on the box to the left of a player's name. His entire array of stats will be shown. **For a new/created player**, of course, no name appears so just click on the box to the left of an "available"/empty slot to input the player's name and his stats.

Use the **TAB** key to proceed consecutively through a player's entire array of stats—be it for editing/updating an existing player's stats or creating/entering stats for a brand new player. You can also move the mouse pointer to the particular box of stats you want to modify.

NOTE:

1. When you've completed all data entry for a player, click on **OK** button, and the stats for this player will be retained. Then you can proceed to another player.
2. If you made illegal entries, you'll get one or more error messages. Click the **OK** button to see what data are incorrect or out-of-range.
3. **When you are finished** entering or editing stats (for one or more players you've done in a session), click the **SAVE** button. This retains/saves all stat entries made to that roster in this session.

CHANGE ROSTER

This set of functions is also accessed from the "Edit Stats/Change Roster" function in the menu under **OPTIONS**. After selecting a roster to work on, **Edit Lineup** and **Change Roster** boxes are displayed.

Edit Lineup

This is used to "switch the slot location" of two players already existing on the same roster. This is helpful: (a) to ensure that you've got the right batting order that will appear as the "default" lineup in a game; (b) to switch players around so that all defense positions (1B, C, RF, etc.) are covered in the first 8 slots.

After selecting a team to be edited, click the **Edit Lineup** box, which then becomes darkened. Click on the box alongside the names of the two players you want to switch. Next click on the **CHANGE** box and the players will switch their roster slots. Finally, clicking the **SAVE** button will retain this switch on that roster.

Via the "Change Roster" menu, you can...

Add Player

This is used to add a player to your roster, while keeping the player on the "source" roster as well. This is helpful if you want to make up more than one roster with the same player being present on those rosters. Of course, a player must already exist on some roster in order to add him (or send him, which is a slightly different procedure discussed later).

To add a player, begin with "Edit Stats/Change Roster" from the Options menu. After selecting your team (which will be the "receiving" roster), then click on **Change Roster** box. Next, click on the **Add Player** box which should be darkened. This yields a directory of teams on that floppy disk or file/folder. Pick the team you want to get a player from. **Note:** the two teams can reside on floppy disk and/or a file on your hard disk.

The players from that team are now showing. For the batter or pitcher you want, just click on the box alongside his name. This darkens the **Add** box. Clicking on it will place that player on your roster. The routine automatically takes you back to showing your roster, now with the added player. **SAVE**, of course, logs this into your updated roster.

Send Player

This sends a player to another team or to the Reserve List. Also this **removes** the player from the "sending" team's roster. Of course, the receiving roster must have an available slot.

Start with the generic "Edit Stats/Change Roster" procedure. Pick the sending team roster. Although various boxes are showing, only click on the **Change Roster** box. Two function boxes appear, but the key thing is next to click on the box alongside the player whom you've selected to send elsewhere.

Now, click on the **Send Player** box. This yields a directory of teams with the message: "Please select team to send player." This is, of course, the team that is to receive the player.

1988 DETROIT TIGERS					
----N-A-M-E----					
	-B-	-FLD-	-AVG-	-HR-	-RBI-
<input type="checkbox"/> WHITAKER	L	2B/	.275	12	55
<input type="checkbox"/> L SALAZAR	R	LF/IF	.270	12	62
<input type="checkbox"/> TRAMMELL	R	SS/	.311	15	69
<input type="checkbox"/> DA EVANS	L	1B/	.208	22	64
<input type="checkbox"/> NOKES	L	C /	.251	16	53
<input type="checkbox"/> LEMON	R	RF/	.264	17	64
<input checked="" type="checkbox"/> BROOKENS	R	3B/	.243	5	38
<input type="checkbox"/> PETTIS	S	CF/	.210	3	36
<input type="checkbox"/> LYNN	L	CF/LF	.246	25	56
<input type="checkbox"/> DW MURPHY	L	OF/	.250	4	19
<input type="checkbox"/> KNIGHT	R	1B/3B	.217	3	33
<input type="checkbox"/> BERGMAN	L	1B/LF	.294	5	35
<input type="checkbox"/> HEATH	R	C /	.247	5	18
<input type="checkbox"/> SHERIDAN	L	OF/	.254	11	47
<input type="checkbox"/> WALEWANDER	S	2B/SS	.211	0	6

Click box to select player.

NOTE:

After "Edit Stats/Change Roster" option, a team was selected. You've clicked on the **CHANGE ROSTER** button. Next you have clicked on the box alongside a player's name. There is no "available" slot so **ADD** player isn't possible. But Tommy Brookens can be deleted or traded, or you can **SEND** him to the reserve list or to the Yanks. (Hindsight is great; the Tigers should have kept Brookens.)

Finally, clicking on **SAVE** button puts that player on the receiving team and removes him from the sending team's roster. (The "sending" team's roster will remain showing **after** the **SAVE** procedure is completed.) Clicking **SAVE** again logs this in.

Delete Player

Follow the same general procedures previously presented. By now you've probably got them down pat... Start with "Edit Stats/ Change Roster" procedure and then select the team to be edited. Click on **Change Roster** box. Then click on the box alongside the hapless player's name.

Now click on **Delete Player** button and he will be permanently gone, an unconditional release of sorts. This creates an "available slot" on that roster. If you are not quite sure you want to lose the player and his data—but you do need an available slot—consider **SENDING** him to the Reserve List.

Trade Players

This involves two players in a swap between two different teams. It makes no difference which team you start with. Select a team to be edited/changed, then click on **Change Roster**. Click on the box alongside one of the player's names who will be involved in the transaction.

Next, click on the **TRADE** box. This yields a directory of teams and the message "select team to trade player." Now pick the other team and the message is "click box to trade player". That means select the **other** player that will be involved. (Click on box alongside his name.) Doing that darkens the **TRADE** box at the bottom of the screen.

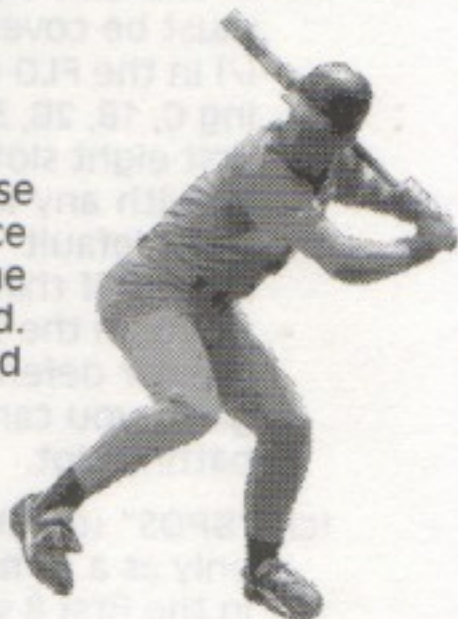
Now, click on the **TRADE** box and the two players are swapped—all of their data go with them. You are taken back to the original team you first selected. **Note:** Remember to click on **SAVE** to log this transaction between both rosters.

STAT NOTES

You enter or edit stats on a player-by-player basis. But you can also see all the players' stats, arrayed on a screen-by-screen basis. This is helpful to get a quick perusal across all players for a particular set of stats. This is done, on either the batters' screen or pitchers' screen by clicking on the MORE STATS box.

Batters

The stats for batters are identical to those described in the game manual section. Once the At Bats (AB) and Hits (H) are entered, the batting average is automatically calculated. Remember that for batting side, S is used for a switch-hitter.



Pitchers

Here you have the traditional array of stats. Most of the abbreviations are straightforward,

but to be safe here are a few others: G (for games appeared in); CG (for number of complete games); SV (for saves recorded, though old era pitchers won't show saves in some baseball reference books). P or T (depending on the screen, indicating if he is a righty or lefty pitcher); B (batting side).



The S column (or box) indicates whether a pitcher was typically used as a starter (S) or as a reliever (an R designation). Sure, a reliever may start some games in real life (in that particular season), but if his principal role was in relief, he was assigned that. Of course, you can pick a reliever to start. In computer-managed games, the computer will only select as relievers those with an R code. So, in creating rosters please ensure that you have 4 or 5 relief pitchers for you (or the computer) to select from. **Note:** most all-star or "greats" rosters done by us have everyone as an R code—so every pitcher is available to play.

When you enter ERA (Earned Run Average) data, be sure to put in one or two digits, then a decimal point, followed by two digits. **Fielding Ratings for pitchers are on a 1-3 basis.** SPD (speed) is like batters—rated on a 1-5 basis.

Required Stats

For a roster created or modified by the GM program (to be used in an MLB Game), there are certain minimum kinds of data or information that are necessary:

- (a) 15 batters and 10 pitchers, each with a name. Batters must have At Bats (AB) greater than 0, and pitchers must have at least one full Inning Pitched (IP).
- (b) In the first eight batter slots, **EACH** defense position must be covered in the space to the left of the slash (/) in the FLD column. This means you must be showing C, 1B, 2B, 3B, SS, RF, CF, LF (in any order across the first eight slots). The ninth GM slot must show a player with any kind of defensive position, and he'll be the "default" Designated Hitter (when the lineup is shown) if that type of game is chosen. Remember: a player in the 9th slot on the GM screen should have a regular defense position—not a DH designation. In a game you can pick anyone to DH and put him at any batting slot.
- (c) "BPOS" (on the 4th screen of batter stats) is there only as a reminder to cover all the defense positions in the first 8 slots. **Note:** These positions show up in a particular order when you create a new team, but you can edit/enter players (with whatever position) in any order.
- (d) The above parameters on AB and IP are there basically for the GM to verify a team so it will be playable. But if you are entering data for a rookie or wanting to use a Stat-Compiled team in a game, many MLBers suggest you get a minimum/decent number of ABs logged in (40-50 AB) and for pitchers (15-20 IP) before you use them in a game.

Sources of Stats

Current season stats are readily obtainable through weekly issues of *The Sporting News*; the sports section, midweek, of *USA Today* (One day is devoted to updated weekly AL stats, another day to NL stats). Even the Sunday paper sports section carries updated stats in most metropolitan newspapers. Two other gems for evaluating players are *The 198X Baseball Analyst* (by Seymour Siwoff, Steve and Peter Hirdt, Macmillan Publishing Co.) and the monster by Joe Reichler (Ed.), *The Baseball Encyclopedia* (Macmillan Publishing). If you want rosters on a yearly basis, we also highly recommend the

Sports Encyclopedia: Baseball (by David Neft & Richard Cohen; St. Martin's Press). The most recent edition goes up through the 1987 season, and they'll probably do updates as they have done before. New to the field, and most impressive, is *Total Baseball*, from John Thorn and Pete Palmer (Warner Books, 1989).

Need for 1st Initial

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

Players with the same first initial should be further distinguished, ala LR Parrish and LA Parrish. This is even more critical if you have a player *and* a pitcher with the same last name, where box score stats could get messy. So, doing one or more first initials will ensure proper trades and correct compiling of stats if players have the same last name.

Player Names/Edit Sound

For teams that come on Micro League's Game or Season disks, player names are stored in phoneme fashion. There is also a procedure in the GM program that allows you to create or edit phonemes for players on any team.

When you copy over a team or create a brand new team from scratch with the GM application, a "Resource Fork" is also created. *This phoneme Resource Fork is in "identical order" as that for those players appearing in the data/stats portion of the roster.*

IMPORTANT

If you are taking the GM program to hard disk, be sure that Macintalk is already in your System Folder or you have moved it over from MLB's own System Folder.

Procedure

1. As you create or edit an individual player's stats, you'll see a box "Edit Sound." If no changes are made to the player's name, it is **not** necessary to initiate

the Edit Sound procedure. So just editing or entering "numeric stats" does not require you to do an Edit Sound operation.

2. When you Add, Send or Trade a player, via the stats page functions of "Edit Stats/Change Roster," the name/phoneme equivalent goes with the player. Deleting a player removes the name/phoneme from that roster slot.
3. If you switch two players' roster slots on the stats page, via "Edit Lineup" function, be sure to check that the phonemes have also been switched accordingly.
4. If you click on the Edit Sound box, you'll see the current "English" version of the player's name and its phoneme equivalent. Function boxes are **Say It**, **Save**, and **Cancel**.
5. On this screen, editing the English name is the simplest procedure. Prior to **Save**, most people will use the English name box, do **Say It**, and perhaps experiment again until the name sounds the way you want. Then **Save** in the small dialog box will convert the English letters to its phoneme/name equivalent. Though more difficult, one can also edit the phoneme portion itself and then save that. Finally, click **OK**, in the lower right of the stats page. Then **SAVE** will register all edit sound activity.
6. On the **stats** page, a name can have no more than 12 characters maximum (including spaces). This is for space and alignment considerations during the game. But in the Edit Sound routine, in the English box you can have up to 20 characters maximum (including spaces). This allows for first and last names and/or nicknames. **Note:** In the **English** box, with MLSA-produced disks, you'll typically see a player's last name and sometimes a first initial. But behind the scenes, in the phoneme Resource Fork, a player's first name and last name have already been stored. **Say it** will let you hear the entire name.
7. If/as you make changes, be sure that the phoneme box has a pound sign (#) at the end of the string after you do a **SAVE** procedure.

File Edit Options

1988 NEW YORK METS

GOODEN

Edit Sound

P	W	L	ERA	IP	H	G	CG
R	18	9	3.19	248	242	34	10

SU	BB	SO	S	B	RAT/RAT	SPD
0	57	175	S	R	3 0	3

Use edit boxes to type in entries.
Question marks indicate errors.

OK CANCEL

More Stats Change Roster CANCEL to edit player.

Edit Sounds for Player Names

Dwight Gooden's individual stats screen (above) is superimposed on the screen for all Mets' pitchers. Clicking on his **Edit Sound** button yields the English and phoneme box (below). Although only "Gooden" is showing in the English box (to coincide with and be "driven" by a player's last name on the stat page), you can use the English box to enter first *and* last name—which then appear in the phoneme box when you click **SAY IT**.

File Edit Options

1988 NEW YORK METS

English : GOODEN Phoneme : DWAY4T GUH5DEHN #

SAY IT

SAVE CANCEL

Use edit boxes to type in entries.
Question marks indicate errors.

OK CANCEL

More Stats Change Roster CANCEL to edit player.

Some Phoneme Hints

We recommend using the English name box in the Edit Sound procedure, for you can "see it & say it" in easy fashion.

As we've done, "experimenting" is the best approach to fine-tune the English box—which automatically changes the phoneme equivalent. Thus, doing a player's name in straight, exact English is the best start—this will yield, on "Say It," a name that is generally acceptable to the ear, or a name that is close (but no cigar), or a name that when sounded will have friends rolling on zee floor...

Such is the scene with Macintalk. Here are some things we've discovered, recognizing we have an untrained ear.

- a. Not all the time, but in many instances putting a "comma" or a couple of spaces between a player's first & last name gives differing kinds of proper pauses. This is in the English portion which automatically changes the "phoneme-timing" equivalent. If you are limited in space in the English box, you can insert spaces or commas in the phoneme box directly.
- b. Our experimentation with Anglo names via Macintalk yielded: if you want Davis, try DAYVIS; for Stewart or Stuart, try STEW(space)URT; for McDowell, try MAC(space)DOWL; for George, try JORGE; for Browning, try BROUNING; for Allen or Allan, try AHLUN or AHLLEN; for Junior, try JUONYOR; for Don, try DOHN.
- c. Our experimentation with more Hispanic names was wondrous given the Anglo-oriented English phoneme portion of Edit Sound in Macintalk.

For Luis, we settled on LUEES; for Tony, we tried TOWNEY; for Juan we experimented with WOHN; for Jose, we were decent with HOESAY; for Martinez, try MARTEENEZ. Alejandro Pena sounded pretty good as AHLAH(space) HAYNDRO (space) PAIN-YA—especially since most of our English-letter experiments transpired at 3 AM in our laboratories...

We will learn, as you will, what sounds best regarding the English letter aspect of Edit Sound in Macintalk. Drop us a line with your suggestions to share with other Mac-MLBers.

Credits

None of us thought that a desire to have a real players/stat-based simulation on the Mac would yield a Cecil B. DeMille type of production. Yet the complexity of the endeavor, as we learned, also provided a panoply of players—who through labor of love for our national pastime—contributed in significant fashion to MLB II taking the field. With humble respect to the 82-stitched sphere in cybernetic casing...

Design/Simulation Constructs: Barry R. Morstain

Design Support: Subway Software

Mark J. Trigsted

Game Programming: Lon Hildreth

Walter Hunt

GMO Programming: Mark Lesser

Graphics/Visuals: George Karalias

Program Liason: James A. Dorsman

Manual Design: McMunn Associates

Scoping out various, iterative versions of the simulation at MLSA (actually a form of Dante's eternal toiling in the bullpen) were Tom Metallo and Barb Greger. They were joined by "alpha-beta" hard-core testers from other Mac-parks across the country: Bob Carroll (Rhode Island), Jim Baxter (Montreal, Quebec), David Stern (Texas), David Burn (California), Robert Scolaro (New York), J.R. Wildridge (Texas), John Marrs (Alaska, where Mac MLB can be played 365 days a year).

Eagle-eye insights were generated in non-stop fashion by Mark Maginn and his concerted colleagues, and by John Carrasquillo whose attention to detail can only be acknowledged by future kudos from Mac-MLBers elsewhere.

A special thanks is due the sports section of the *Toledo Blade*, where this designer's fascination with baseball and stats had its genesis, notwithstanding certain box score pages now yellowed and musty as they might be. And of equal import, to Jeri, whose own commitment to quality has risen above an Emerson, Lake, and Palmer endless fugue of beta testing, near and far.

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