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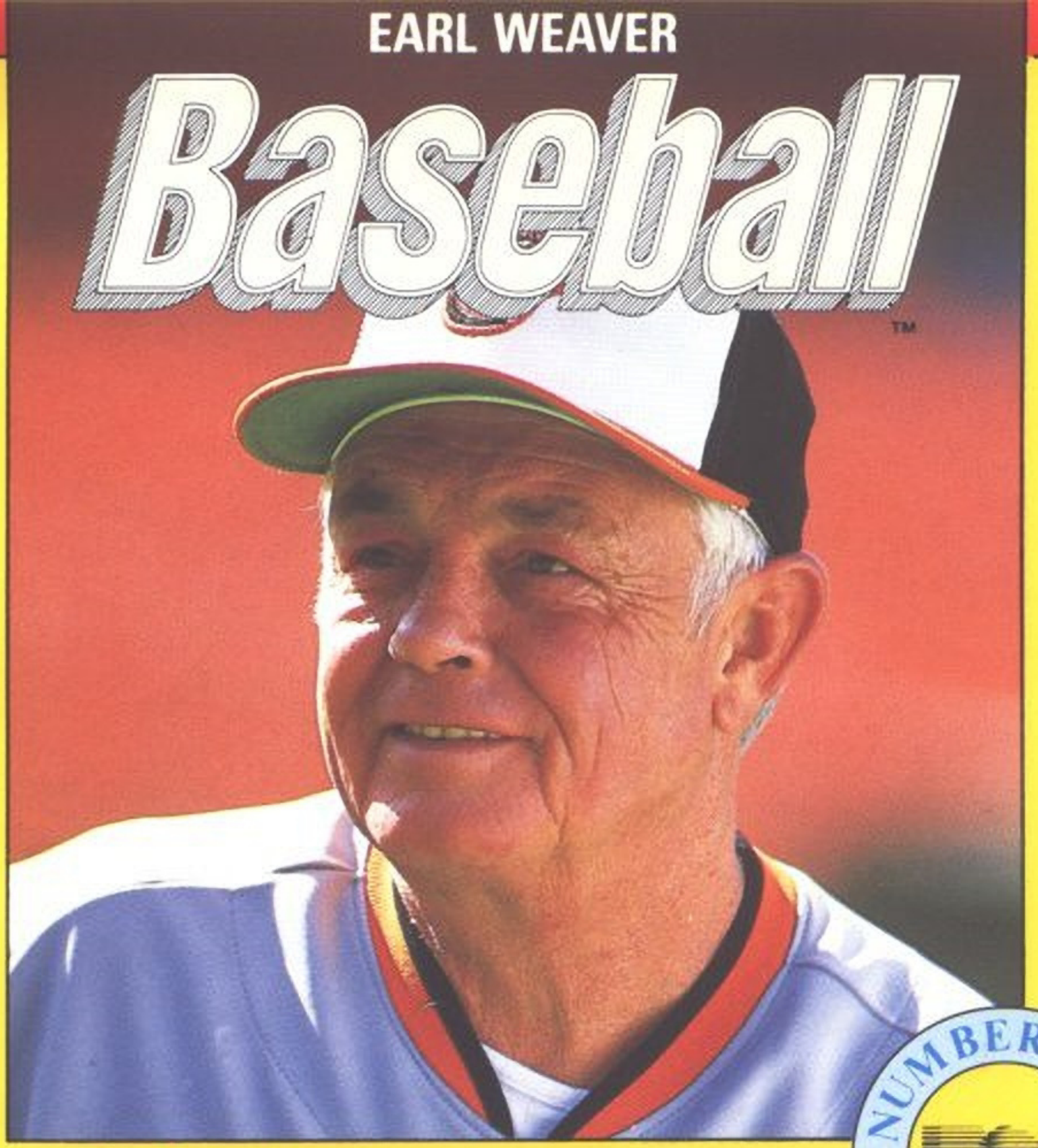
EARL WEAVER

Baseball™



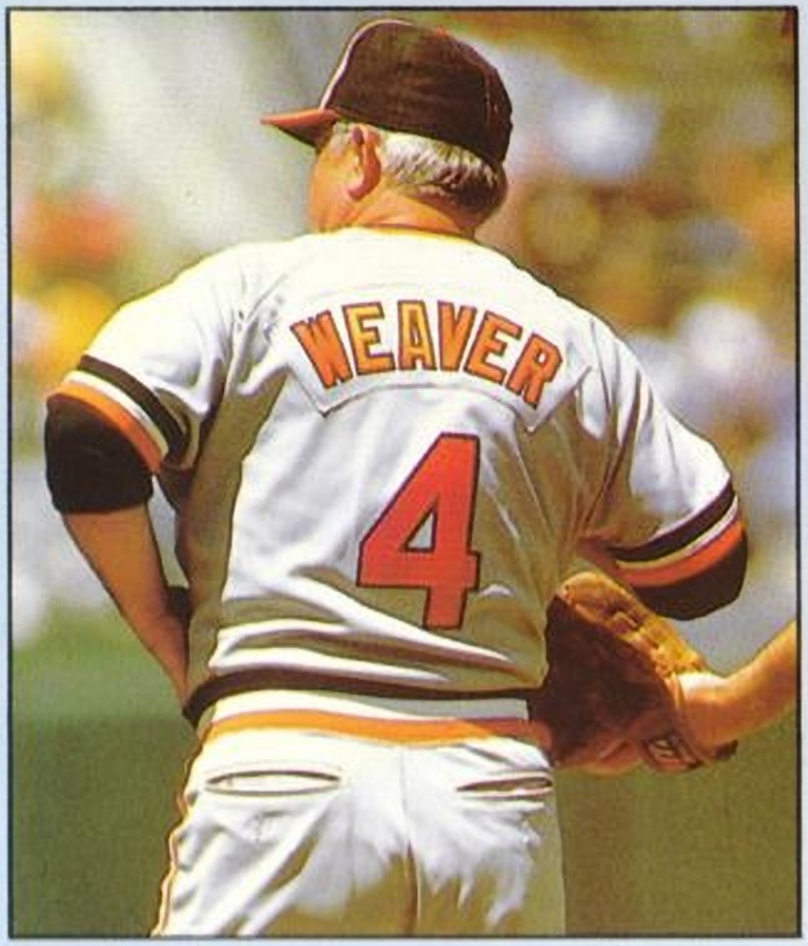
Eddie Dombrower Earl Weaver Teri Mason

NUMBER ONE IN THE USA

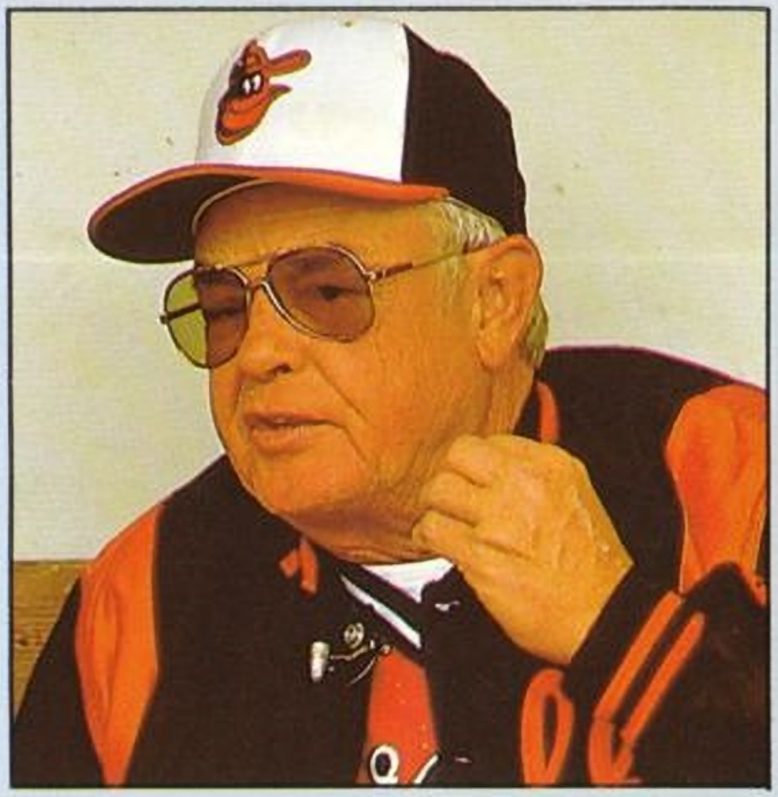
ELECTRONIC ARTS®

TALKING BASEBALL WITH EARL WEAVER
THE HOME RUN

The home run is my favorite subject. Home runs make managing simple. On a home run, nothing can go wrong. The power of the home run is so elementary that I fail to comprehend why people try to outsmart this game in other ways. If I were to play a singles hitter in right field or left field or third base, he'd have to hit well over .300 and get on base often to be as valuable as a twenty-five homer man.



"There is one obvious time to visit the mound, and that is when the pitcher is getting hammered."



"From the day I took over the Orioles I wanted all the statistical information I could get. What you don't know can hurt you and you can never know enough."

THE BASE ON BALLS

It sounds like a little thing, but a walk can win a game. That's why I cringe when I let a guy hit with 2-0 count and he pops up a pitch that would have been ball three. I love hitters who can wait for strikes. When I played, I drew a lot of walks. Late in the game, if we needed a walk to get something going, I'd take pitches until there were two strikes on me. Of course, I didn't strike out that much. Also, you don't want your home run hitters taking too many strikes.

THE STOLEN BASE

Speed is a tremendous asset to a team if you aren't giving up any other part of the game. However, the stolen base, like the bunt, is a play for one run. It improves your chances to score the runner who's on base, but it can make it harder on the hitter. With first base open, the pitcher can pitch around the batter. And that stolen base also makes it tougher to hit a ball through the right side of the infield, since the first baseman doesn't have to hold the runner on base anymore. It could take away your chance to get those three or four hits in a row that get you a couple of runs instead of just that single run.

FROM BALLET TO BASEBALL

Eddie Dombrower grew up as a devoted athlete and game player. In his childhood he fashioned his own ball parks using tied string for a diamond, building blocks for the walls, soda caps for bases, marbles for balls and runners, and his thumb for a bat. In later years, he spent much of his free time playing statistically oriented baseball board games... he also developed a passion for dancing and ballet.

As he grew older, ballet became a serious endeavour leading ultimately to a scholarship from the Joffrey Ballet. With a strong academic background in math and computer science, he began working on a tool that would allow him to notate choreography using computers, and was awarded a grant to develop his theories further. Quickly he realized that the key to his project would be in developing a 3D system for animation of characters. His work in this area led to a cover story in "Science '82" magazine, and software development for Mattel and finally Electronic Arts.

Eddie's wife Teri Mason, is a professional musician who began helping him with music and sound effects on his dance notation project. She was also an invaluable aid in designing an easily understood user interface. She has continued her efforts in these directions for Earl Weaver Baseball.

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Home Computer Software

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Wir sind eine Vereinigung elektronischer Künstler mit einem gemeinsamen Ziel. Wir wollen die Versprechungen des 'Personal Computing' einlösen. Sicher keine leichte Aufgabe. Doch mit viel Enthusiasmus und Phantasie, so meinen wir, haben wir eine gute Chance auf Erfolg. Unsere Produkte, von denen das vorliegende ein Beispiel ist, sind ein Beweis unserer Bestrebungen. Wenn Sie eine Produkt-Broschure haben möchten, senden Sie ein Kuvert mit Ihrer Anschrift an: Electronic Arts Ltd., 11/49 Station Road, Langley, Berks SL3 8YN, England.

Computer baseball like it oughta be. Earl Weaver, modern day baseball's winningest manager, wanted a baseball simulation that put him right back in the dugout. With exciting major league action. With more stats than the Sunday sports page. With special effects better than network play-off coverage. But most of all, he wanted to take on the best mind in baseball...his own. So, with the help of artificial intelligence and powerful graphics software, Earl got just what he asked for. Now you can too.

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These screen shots represent Amiga version. Other versions may differ.

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