

MANAGER'S CARD



This Manager's Card contains all the keys that you can use when playing *Earl Weaver Baseball*.

CONTROLLING THE GAME

Keyboard/Keypad Controls

7	8 ↑	9
← 4	5	6 →
1	2 ↓	3

If you choose to use the keyboard, you'll use this set of keys.

Q	W ↑	E
← A	S	→ D
Z	X ↓	C

If you choose to use the keypad, you'll use this set of keys.

Selecting from Option Grids: Option grids are the "grids" you select batting, pitching and running options from. To select an option, just press the key that corresponds to the option on the grid.

Selecting from Menus: To select from menus, use the arrow keys to highlight the menu option you want and press Enter (if you're using the keyboard, you can also press S; if you're using the keypad, you can also press 5).

Joystick/Mouse Controls

NOTE: To use a mouse, you must install your mouse driver before running Earl Weaver Baseball.

Selecting from Option Grids: Joystick users — push the joystick towards an option and click. Mouse users — press the button, roll towards an option, and then release.

Selecting from Menus: To select from a menu, move your joystick or mouse up, down, left, or right to move around the selection; click on the highlighted option to select it.

Note to Joystick Users: You'll see references to "button 1" and "button 2." Since joysticks vary tremendously, you'll have to test both buttons to determine which is button 1 and which is button 2.

KEY COMMANDS

These commands are only available before a pitch is thrown and while the split screen is up.

B	Baserunner	Shows baserunners, their Runner Speed ratings, and the on-deck batter. Toggles the baserunner on and off during batting practice.
F	Fungo	Toggles between Fielding Drill and Situational Drill (Fungo).
H	Home Advice	Asks for Earl's advice for the home team. Press any key to resume.
I	Instant Replay	Shows last play in normal speed. Press F to advance frame by frame.
L	Lineup Screen	Brings up the lineup screen (not available in Arcade Game mode).
L	Left/Right	In pitching/batting practice, this changes the side of the pitcher/batter from left to right and vice versa.
M	Slow Motion	Shows last play in slow motion. Press F to advance frame by frame.
M	Mix Pitches	This toggles between Batting Drill (the sequence of 5 pitches of each type) and Mixed Balls & Strikes mode.
P	Stats	Shows stats for current pitcher and batter.
R	Radar	Gives radar gun reading of last pitch.
Alt-S	Strategy Menus	Toggles Strategy Menus on and off. Automatically opens the Strategy Menus before every new batter, pitcher, or running situation.
T	Time Out	Suspends play. Press any key to resume.
U	Umpire Call	Ask ump what type of pitch was thrown and where it was located.
V	Visitor Advice	Ask Earl's advice for the visiting team. Press any key to resume.
space bar	Open Strategy Menus	Opens the Strategy menus during a game. To close, press F10 or select READY from the top of a Strategy menu (if two people are playing, <i>both</i> must select READY).

F1	Game Speed	Changes the speed of a game.
F2	Announcer	Toggles the announcer's box on/off.
F3	Sound	Toggles sound on/off.
F6	Save Game	Saves a game in progress to the current directory (not available in Arcade Game mode).
F7	Wind Conditions	Gives current wind conditions.
F8	Conference	Calls a conference on the mound (not available in Arcade Game).
F10	Main Menu or Close Menu	Returns you to the Main menu without saving the game. If the Strategy menus are open, this closes them; press again to go to exit the game.
Enter	Choose Option	Chooses the highlighted menu option. Same as joystick button.
Ctrl-Brk	Exit to DOS	Exits to DOS from anywhere in the game.

PITCHING

Slow Break Left	Slow Straight	Slow Break Right
Med Break Left	Med Straight	Med Break Right
Fast Break Left	Fast Straight	Fast Break Right

High Left	High Middle	High Right
Middle Left	Middle	Right Middle
Low Left	Low Middle	Low Right

Pitch Out	Inten- tional Ball	Pick Off
Pitch Out	Pitch	Pick Off
Pitch Out	Inten- tional Ball	Pick Off

1. Select the type of pitch you want. Press Esc to throw off this sign.

2. Select where in the strike zone the pitcher will attempt to throw the ball.

3. Deliver the pitch or choose another move (like a pick off attempt).

 To intentionally walk a player, issue four successive pitchouts.

FIELDING

	Second Base	
Third Base	Mound	First Base
	Home Plate	

Fielding: The fielders automatically run and catch the ball; then they wait for your instruction to throw. If you don't tell your fielder where to throw the ball, he won't throw it.

Cutting off throws from the outfield: Keyboard/keypad users — keep the button or key pressed down. Joystick users — click button 1 while the ball is in the air. Mouse users — click the left button while the ball is in the air.

HITTING AND RUNNING

	*Run Ahead	
	Swing	Bunt
	*Run Back	

Hitting: Press the Swing or Bunt key to take a backswing; release to follow through on the swing or bunt. Joystick users — you can swing by pressing and releasing button 1 and bunt by pressing and releasing button 2. Mouse users — you can swing by pressing and releasing the left button and bunt by pressing and releasing the right button.

Running: Press the Run Ahead key to make the lead runner run. Joystick users — push up to run forward, pull back to run back. Mouse users — roll up to run forward, roll down to run back. You only control the runners at Major and Minor league levels.

* Not available in Semi-pro and Sandlot play levels.

STRATEGY MENUS

To open the menus: Press the space bar during a game.

To turn a command on: Keyboard or keypad users — highlight the option and press →. Joystick users — highlight the option and press button 2. Mouse users — highlight the option and click the right button.

To turn a command off: Keyboard or keypad users — highlight the option and press ←. Joystick users — highlight the option and press button 1. Mouse users — highlight the option and click the left button.

STRATEGY MENU — DEFENSE

READY	Returns to play.
LINEUP*	Opens the Lineup screen.
EARL	Asks Earl for his advice on the play.
CONFER*	Queries your pitcher and catcher on the pitcher's status. If you decide to make a pitching change, you'll need to go to the bullpen. You <i>must</i> remove your pitcher after two conferences in the same Inning.
GUARD	Moves your first and third basemen closer to the foul lines.
HOLD	Moves infielders closer to the lead base to reduce leadoffs by baserunners.
IF SHIFT	Infield shift. Shifts your infielders left or right.
IF DEPTH	Infield depth. Moves your infielders shallow or deep.
OF SHIFT	Outfield shift. Moves your outfielders left or right.
OF DEPTH	Outfield depth. Moves your outfielders shallow or deep.
P ARNDv	Pitch around. Doesn't give the batter any good pitches to hit.
P OUTv	Pitch out. Tells the pitcher to throw outside the strike zone and the catcher to step out for a quick throw to a base on a suspected steal.
CHG 1ST	Tells your first baseman to charge towards home in anticipation of a bunt.
CHG 3RD	Tells your third baseman to charge towards home in anticipation of a bunt.
NO PLAY	Cancels all plays except HIDE. Also resets defensive positions to their neutral or "unshifted" positions.
HIDE	Displays the name of the plays only; the on/off status of the plays are hidden so you must keep track of them mentally. Useful for two-player games.

* Not available in Arcade Game.

v Not available in Play & Manage mode.

STRATEGY MENU — OFFENSE

READY	Returns to play.
LINEUP*	Opens the Lineup screen.
EARL	Asks Earl for his advice on this play.
AGGR	Aggressive baserunning. Instructs your runners to take chances.
BUNT	Tells your batter to bunt. This play turns off if the batter has two strikes.
H & R	Hit and run. Runner attempts to steal as the batter tries to make contact with the ball.
R & H	Run and hit. Runner attempts to steal; the batter can swing if he likes the pitch.
TAKE ∇	Tells batter not to swing.
LEADOFF	Tells the runner to take a longer lead. (If you turn this on in Play and Manage mode, you're responsible for returning the runner to base in a pickoff attempt).
STEAL 2+	Tells the man on first to attempt a steal.
STEAL 3+	Tells the man on second to attempt a steal.
STEAL H+	Tells the runner on third to attempt to steal home.
D STEAL+	Double steal. Instructs two baserunners to steal simultaneously.
SQUEEZE ∇	Tells the runner on third to break for home as the ball is bunted.
NO PLAY	Cancels all plays except HIDE.
HIDE	Displays the name of the plays only; the on/off status of the plays are hidden. Useful for two-player games.

- * Not available in Arcade Game.
- ∇ Not available in Play & Manage mode.
- + Note on baserunning: When you're playing in Play & Manage mode at major or minor league levels, you must control the lead runner yourself.

Technical Support

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Electronic Arts Technical Support
P.O. Box 7578
San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
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- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

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If you live outside of the United States, you can contact one of our other offices.

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