EARL WEAVER
Baseball

CONTENTS

When I die, I want on my tombstone,
"The Sorest Loser That Ever Lived."
— Earl Weaver

This manual is for IBM and IBM compatible computers. If you're playing Earl Weaver Baseball on something other than an IBM or IBM compatible, please refer to the Command Summary card for any differences in game play for your computer. The screens that you see in this manual may also be slightly different from what you see on your screen.

1 GETTING STARTED

Whether you're a floppy disk or hard disk user, the first thing you must do is boot your system with DOS.

Floppy Disk Users

◆ **Do not play with the original disks. You MUST make a copy of both disks AND install the game or you will encounter problems with the game.**

To copy your disk(s):

1. Have a disk ready. Earl Weaver Baseball will write over this disk so make sure it doesn't contain information you still want.

2. Put your DOS disk in drive A (if it isn't already). Type **A:** and press Enter.

3. **Single drive users:** Type **DISKCOPY** and press Enter. You'll be prompted when to insert your source disk (the original) and when to insert your destination disk (the backup).

Dual drive users: Type **DISKCOPY A: B:** and press Enter. Put your original disk in drive A and backup disk in drive B. Press Enter when ready. You won't need to swap disks during the copying process.

4. If you're using 5.25 inch disks, copy both disks onto two separate disks. If you're using a 3.5 inch disk, all the information is packed onto a single disk so you only have to copy one disk.

Installing the Game

Installing Earl Weaver Baseball onto your hard drive or floppy disks is easy with the install program. You should install your game whether you're using a hard drive or floppy disks. After booting your system with DOS, do the following:

1. Type **A:** and press Enter.

2. Put the Program Disk in drive A, type **INSTALL** and press Enter (Floppy Disk Users — Be sure to use your *copies!*). You'll see the following options (3.5 inch disk users do not get option 2):

> 1 — Install Earl Weaver Baseball on a 1 drive floppy system.
> 2 — Install Earl Weaver Baseball on a 2 drive floppy system.
> 3 — Install Earl Weaver Baseball on your Hard or RAM disk.
> 4 — Return to DOS.
>
> Please choose one of the above 1 .

3. Enter the appropriate number. Follow the onscreen prompts to install your disks. Hard disk users: The game will be installed in a directory of your choice. The default directory is EWBB; you can enter a new one if you want.
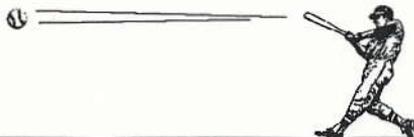
Playing on a Hard Drive

1. Type **C:** and press Enter (we're assuming your hard drive is C; if it isn't, type the appropriate letter).

2. Type **CD** *directory* and press Enter. (Don't actually type the word "directory." Type the name of the directory that *you* chose when you installed the game. For instance, if you chose EWBB for your directory, you would type **CD\EWBB**.)

3. Type **WEAVER** and press Enter. (EGA Users: Type **WEAVER E** and press Enter.) The game will load and you'll see the title screen. Press the space bar when you want to start the game.

Playing on Floppy Disks

1. Put your *copy* of the Program Disk in drive A, type **A:**, and press Enter.

2. Type **WEAVER** and press Enter. The game will load and you'll see the title screen. Press the space bar when you want to start the game.

◆ **CGA Users:** If you have a 384K single-drive system, you'll see a box with a red bar and yellow bar in it; at this point you need to replace your Program Disk with the Graphics disk and press Enter to continue.

   EGA Users: Type **WEAVER E** and press Enter.

3. You'll be prompted to switch disks during the game when necessary.

◆ **Note to owners of Earl Weaver Baseball (versions 1.0 and 1.1) and to 1986 and 1987 Baseball Stat Disk owners:** The first time you play with your data disks, Earl Weaver Baseball version 1.5 will ask you if you want to rename your PLAYERS.S file. Answer YES to update your

data files to the new format. Accumulated stats compiled with Earl Weaver Baseball versions 1.0 and 1.1 are not compatible with the new data format. More on the new format in Chapter 12, *Commissioner's and Baseball Stat Disks*.

Paths

You're going to see the word PATH followed by a drive letter (probably A, B, or C) on a lot of menus. Path is, simply, the route that your computer follows to get to the information it needs. Let's say the floppy disk that contains all the information about your teams is in drive B; then the path to that information is "B:". Let's say it's on your hard drive (and lets assume your hard drive is C) in a subdirectory called WEAVER; the path would be C:\WEAVER.

What is a subdirectory? It's just a directory within a directory. In the C:\WEAVER example, C:\ is the root (or main) directory while WEAVER is a subdirectory. In C:\WEAVER\STATS, STATS is a subdirectory of WEAVER, while WEAVER is a subdirectory of C:\.

SET PATH is an option available on many menus. Choose this anytime you want to change the path to your data. You'll see the following:

```
Path Selection
Comm    Path: D:\WEAVER\
D:\EI         (stats found)
        Drive:O  A:        (parent)          SPORTS LEGEND
CREEK           O  B:       EWSAV           mes
Custo           O  C:                         and teams
Custo           O  D:                       on new disk/path
Gran            O  E:                       stats
Copy            O  F:                       ords

                                           Finished (F10)

   Cancel (F9)          Finished (F10)
```
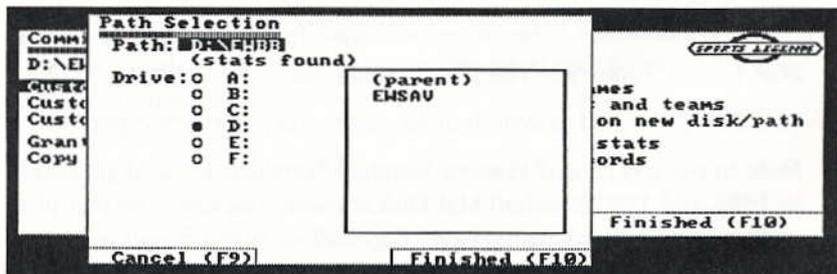
Select any of the drive letters and the program will go to that drive. You will see either STATS FOUND or STATS NOT FOUND. The paths you can work with will display STATS FOUND. If that path contains subdirectories, it will show all the subdirectories.

Subdirectories are useful in keeping information organized. For instance, if you plan on having more than one league, you could keep different leagues in different subdirectories.

If you select the wrong subdirectory, you can "back out" by clicking on "(parent)". This will take you back to the root directory in your current drive.

2 CONTROLLING EARL WEAVER BASEBALL

Keyboard and Keypad Controls

Q	W ↑	E
A ←	S	D →
Z	X ↓	C

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

7	8 ↑	9
4 ←	5	6 →
1	2 ↓	3

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.

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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).

See the Manager's Card for a complete list of the keys you can use in Earl Weaver Baseball.

Joystick and Mouse Controls

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.
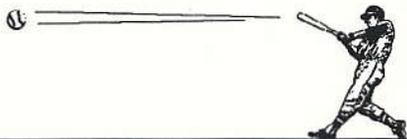
❸ PRE-GAME MENU

Once the game loads, you see the title screen. Press the space bar when you're ready to continue and you'll get the Pre-Game menu. If you don't press the space bar for two minutes, the demo will run. The Pre-Game menu gives you these options:

ARCADE GAME — The Arcade Game is the simple "hands on" version of Earl Weaver Baseball. You'll do a lot of playing and a little managing.

◆ Are you new to Earl Weaver Baseball? Then play the Arcade Game first. It's a quick and easy way to get acquainted with the game.

FULL PROGRAM — In the Full Program, you can choose from the full selection of baseball options and game utilities. You can also choose to just manage the team or to play and manage.

❹ PLAYING THE ARCADE GAME

```
Pick a Team
|||||||||||||||||||||||||||||||||||||
  Path: D:\EWBB                        Set path (F5)
  All-Time                             Extra
  EA
  AL 00-30
  NL 00-30
  AL 31-45
  NL 31-45
  AL 46-60
  NL 46-60
  AL 61-75
  NL 61-75

  Cancel (F9)                          Finished (F10)
```
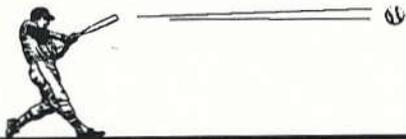
1. Pick the home team.

Scroll up and down the list and pick the one you want. NL stands for National League and AL stands for American League. The numbers behind NL or AL stand for the era. For instance, if you pick AL 00-30, you'll manage American League players like Babe Ruth and Cy Young who played in the early 1900s.

2. Select your input device.

Choose from KEYBOARD, KEYPAD, JOYSTICK 1, or MOUSE. In a two-player game, the players must use different input devices; you can't share the same one. *Note:* On Tandy machines, the mouse is replaced with JOYSTICK 2. To use a mouse, you must install your mouse driver before running Earl Weaver Baseball.

3. Select who controls the home team.

Choose from YOU PLAY or EARL PLAYS. If this is your first time in the game, try controlling the home team.

4. Pick the team's play level.

MAJOR LEAGUE is the toughest while SANDLOT is the easiest. Choose an easier setting if you want faster runners, faster fielders, and a larger hitting zone. In SEMI-PRO and SANDLOT, the computer controls all baserunners.

5. Choose from any of the teams on the list to be the visiting team.

The setup choices for the visiting team are the same as for the home team except at the end you'll see NINE MAN LINEUP (the pitcher bats for himself) or DESIGNATED HITTER (the DH bats for the pitcher). When you choose the Arcade Game from the Pre-Game menu, you play with the nine man lineup, regardless of which option you choose. To play an Arcade Game with a designated hitter, you'll have to select
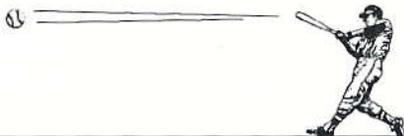
FULL GAME. From the Full Game menu select DESIGNATED HITTER and ARCADE GAME (set the other settings any way you want).

**6. Choose READY when you're ready to play ball.**
If you decide you didn't like your setup choices, select CANCEL and you'll go back to to the Pre-Game menu where you can start over.

7. Enter your season ticket pass number.
On the codewheel, line up the stadium name with the seating section information. Next to the stadium area you see a small window with a number in it; type in that number and press Enter.

8. Reading the scoreboard.
Once you're in, you see two views of the field: an overhead view and the catcher's view. You also see two scoreboards across the top.
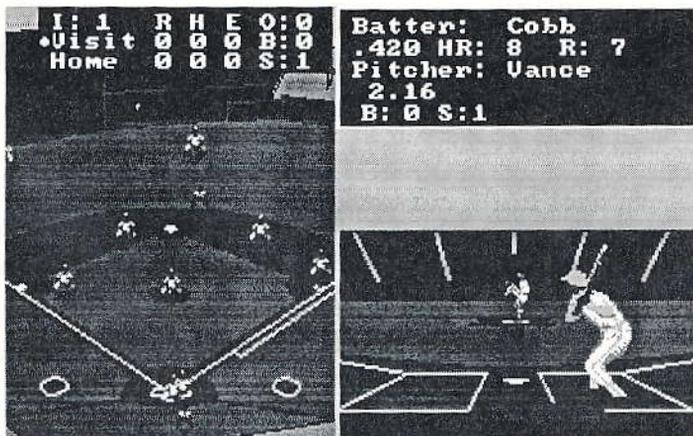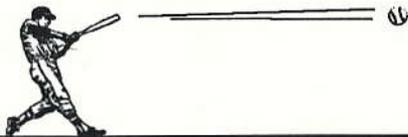
The Main scoreboard shows game information.

- Team at bat   E   Errors
- I   Innings   O   Outs
- R   Runs   B   Balls
- H   Hits   S   Strikes

The Pitcher/Batter scoreboard shows stats for the pitcher and batter.

Batter:

Batting Average	**HR** Home Runs	**R** Running rating

Pitcher:

ERA	***F** Fatigue	***P** Pitch count
(Earned Run Average)	**S** Strikes	**B** Balls

* *The Fatigue rating and Pitch count (number of pitches thrown) only show in the Regulation games.*

Watch the Balls and Strikes column of the Main scoreboard during gameplay for official scoring on hits, errors and pitching. You'll see a code and, if applicable, the position of the player involved in the play. If an error occurs, an E is posted after B: and the position of the player who made the error is posted after S:. If a wild pitch occurs, W is posted after B: and P is posted after S:. The following is a complete list of scoreboard codes.

Scoreboard Codes

H	Single	**BK**	Balk
D	Double	**FC**	Fielder's choice
T	Triple	**HB**	Hit batter
HR	Home run	**PB**	Passed ball
E	Error	**WP**	Wild pitch

9. Pitching.

If you're the home team, you take the field first. To deliver a pitch, you need to give three pitch commands: 1) the type — speed and curve, 2) the location — where the pitcher will *attempt* to throw it, and 3) the delivery selection.

The option grids below show the options you can choose from. You never actually see the grids on the screen. You'll just choose from the grids *as if they were up on the screen.*

Selecting from Option Grids: Keypad or keyboard users — press the number or letter that corresponds to your pitch. Joystick users — push the joystick towards an option and click. Mouse users — press the button, roll towards an option, and then release.

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

1. The *type* of pitch is the first pitching option you select. Choose from any of these.

◆ Press Esc to shake off a sign.

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

2. Now you need to select the *location*. This is where in the strike zone the pitcher will attempt to throw the ball.

Pitch Out	Intentional Ball	Pick Off
Pitch Out	Pitch	Pick Off
Pitch Out	Intentional Ball	Pick Off

3. In the final pitch selection, you can deliver the pitch or make some other pitching move like a pitchout or pickoff attempt. You can't attempt a pickoff if nobody's on base; the pitcher will go ahead and pitch the ball. If there are two or more runners on base, the pitcher will throw to the base with the lead runner.

◆ To intentionally walk a player, issue four successive pitchouts.

Pitches thrown down the middle have a greater chance of being a strike. Computer batters hit balls that come down the middle harder, so you take chances when you send it straight down the middle. If you're ahead in the count, you might want to use an opposite pitch that's an intentional ball; a computer player might chase after the bad pitch and strike out.

An opposite pitch is one that breaks the pattern of where the pitches have been crossing the plate. For instance, if you throw three successive pitches to the outside of the plate away from the batter, a fourth throw to the inside of the plate would make that pitch an opposite pitch.

10. Fielding.
In addition to pitching, you'll also field the ball when you're on defense.

	Second Base	
Third Base	Mound	First Base
	Home Plate	

Catching: The fielders automatically run and catch the ball; then they wait for your instruction to throw. This grid shows the places that your fielder can throw to. If you don't instruct your fielder where to throw the ball, he won't throw it.
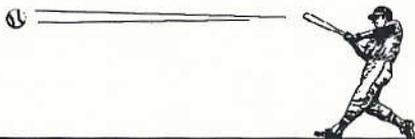
Cutting off throws from the outfield: Keyboard/keypad users — keep the button or key pressed down. Joystick users — click button 1 while the ball is in the air. Mouse users — click the left button while the ball is in the air.

11. Using the defensive Strategy menu.
In your role as a manager, you can call plays from the dugout with the Strategy menus. Press the space bar to open the cards; you'll see one for defensive plays and one for offensive plays.

You can only work with the card that applies to your team: if you're out on the field, you can only choose from the defensive Strategy menu and if you're at bat, you can only choose from the offensive Strategy menu. The home team's menu is always on the left and the visitor team's menu is always on the right.

The dimmed words are unavailable commands. Some, like LINEUP are unavailable because you're playing the Arcade game while others are unavailable because of play circumstances (i.e., you can't HOLD if there are no runners on base).

Many of the commands toggle on or off. If there's a dot to the left of the command, it's off; if there's a dot to the right, it's on.

To turn a command on: Keyboard or keypad users — highlight the option and press →. Joystick users — highlight the option and press button 2 (since joysticks vary tremendously, you'll have to test both buttons to determine which acts as button 1 and which as 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 *must* 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 ARND⁰	Pitch around. Doesn't give the batter any good pitches to hit.
P OUT⁰	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.
⁰ Not available in Play & Manage mode.

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To close the menu, press F10. Or, highlight READY and then press ← or →, or click either joystick or mouse button.

12. Hitting and Running.

Three outs and it's your ups. At the end of each half-inning, you'll see a recap of the half-inning and which three batters are due up. You control the hitting and base running.

	*Run Ahead	
	Swing	Bunt
	*Run Back	

Hitting: Press the Swing or Bunt key to take a backswing; release the key 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.

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

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.

13. Using the offensive Strategy menu.

To open the offensive Strategy menu, press the space bar. As with the defensive Strategy menu, dimmed commands are unavailable. Commands that are "on" have a dot to the right of them.

Strategy Menu — Defense

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.
BUNT⁰	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.
TAKE⁰	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.
SQUEEZE⁰	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.
⁰ 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.

To close the menu, press F10. Or, highlight READY and then press ← or →, or click either joystick or mouse button.

14. Finishing an Arcade Game.

If the score isn't tied after nine innings, the game is over and the high scorer wins. If there is a tie, the teams will continue play until somebody breaks the tie and the home team has had last ups. You can quit a game if you don't want to finish it by pressing F10. You can't save Arcade Games.

```
Final score                                              CABLE WECHOW
                    1  2  3  4  5  6  7  8  9      R  H  E
AL 00-30            0  1  0  2  0  0  1  0  0      4 12  1
NL 00-30            0  0  0  1  0  1  1  0  2      5 14  0
     W  Vance            DP:   NL 00-30            0           T: 0:14
     L  Young                  AL 00-30            3           A: 34,394
                        GWRBI:     Burkett
                                                  ● Screen
     Box score                                    ○ Printer
     AL 00-30                                      ○ Disk
     Batting
     Pitching                                      ■Replay
     NL 00-30                                      Slow motion replay
     Batting                                       Set path (F5)
     Pitching                                      D:\EWBB
     Print All box scores                          Update player stats
                                                   Update w/l records
                                                        Finished (F10)
```

At the end of each game you complete, you'll see a screen with a recap of the final score. The dimmed items are unavailable in the Arcade Game. See page 30 for complete details on this screen.

Now you know everything you need to know as a coach and player in the Arcade Game. When you're comfortable with the Arcade Game, you can move on to the Full Program where you'll have many new options to work with.

About Stats Disks and Player Stats...

You're going to see a lot of references to stats. A **stats disk** is where player, team, league, and park information is stored. You must have a stats disk to play a game. If you've installed your disks as outlined in Chapter 1, you've already made a stats disk (if you're using a hard drive, the stats will be in the path you created).

*　　　　　*　　　　　*

Players have two types of stats: **real stats** and **accumulated stats**. The real stats are the stats that came on the master Earl Weaver Baseball disks; they're the players' historical stats. The accumulated stats are the ones the players accrue after each game they play. Real stats never change; accumulated stats do. A player's perform-ance during a game is affected by his real stats, not his accumu-lated stats.

1. Choose **FULL PROGRAM** from the Pre-Game menu and you'll get the **Full Program main menu.**

Home 🏠	Visitors 🏠	Ground rules : 🎫
NL 00-30	AL 00-30	Fenway Park
Select team (F4)	Select team (F2)	Select park (F3)
o Keyboard	● Keyboard	● Nine man lineup
● Keypad	o Keypad	o Designated hitter
o Joystick 1	o Joystick 1	● Regulation game
o Mouse	o Mouse	o Arcade game
o You manage	o You manage	o No injuries
o Play & manage	o Play & manage	● Injuries occur
● Earl manages	● Earl manages	Things to do : 🎫
● Major league	● Major league	PLAY BALL! (F1)
o Minor League	o Minor League	Practice (F5)
o Semi-pro	o Semi-pro	General manager (F6)
o Sandlot	o Sandlot	Look at park (F7)
o One pitch	o One pitch	Display stats (F8)
● Full at bat	● Full at bat	Continue game (F9)
o League	o League	Commissioner (F10)
o Non-league	o Non-league	

2. Select the teams.

The teams that automatically come up in the Full Program are AL 00-30 and NL 00-30. If the home or visiting team isn't the one you want, choose SELECT TEAM under HOME or VISITORS (depending on the team you want to change) and you'll see a list of teams you can choose from.

3. Choose from KEYBOARD, KEYPAD, JOYSTICK 1 or MOUSE as your input device.

Note: On Tandy machines, the mouse is replaced by JOYSTICK 2. To use a mouse, you must install your mouse driver before running Earl Weaver Baseball.

4. Choose the managing option.

YOU MANAGE — You call the plays for your team and the computer controls the players.

PLAY AND MANAGE — You control player movement (hitting, pitching, fielding, etc.) and manage, too.

EARL MANAGES — Earl calls the shots and the computer moves the players.

5. Choose the skill level of play.

MAJOR LEAGUE — The most advanced. Pitches are harder to hit.

MINOR LEAGUE — A little easier than Major League.

SEMI PRO — The players run faster, field faster, and can hit more pitches. Computer controls all runners.

SAND LOT — The easiest setting. Computer controls all runners.

6. The pitching style affects the length of your game.

ONE PITCH — (Available unless one team is in Play and Manage mode.) The fast game. One key pitch represents an entire at-bat (unless a foul ball is hit or a special play is put on).

FULL AT BAT — You see every pitch.

7. Choose whether you want league or non-league play.

LEAGUE — Injured players are unavailable for a certain number of games (depending on the nature of the injury), and starting pitchers can't pitch in back-to-back league games. Earl Weaver Baseball compiles a set of league stats that includes team and player performance information. You can save these stats after the game (as long as a copy of the teams are on your stats disk). League stats aren't used in determining player action during a game. You must have a stats disk ready if you plan to use league play.

NON LEAGUE — Every player on your roster is available for every game.

8. The ground rules are for the home team's ball park.

SELECT PARK — If you want to change the park, choose this and you'll get a list of the 32 real and fantasy ball parks. The current park is the home team's park.

9. Use the regular nine-man lineup or have a designated hitter.

NINE MAN LINEUP — Choose this if you don't want a designated hitter. The pitcher will hit for himself.

DESIGNATED HITTER — Choose this to have a designated hitter (who will bat for your pitcher).

10. Choose the game mode.

REGULATION GAME — This lets you select the starting lineup. Players perform according to their real statistics. You can also accumulate the final stats and/or save games in progress.

ARCADE GAME — Earl selects the lineup for both teams; you can't change either. Each player performs at a peak level of performance; players do not fatigue or get injured.

11. Decide whether or not players can be injured.
NO INJURIES — Players can only get injured for the remainder of the game. Pitchers will still fatigue and require a few days off.
INJURIES OCCUR — Players can get injured for more than one game (except in the ARCADE GAME mode). The number of games that an injured player will miss depends on the nature of the injury.

12. Use other features.
The options under THINGS TO DO let you change a number of features in Earl Weaver Baseball. You don't have to make changes now; you can always come back to this menu after the game.
PLAY BALL — Choose this when you're ready to pick your starting pitcher and lineup in Regulation mode. In Arcade mode, you will immediately start the game. If you haven't already done so, you'll need to enter your season ticket pass number. On the codewheel, line up the stadium name with the seating section information. Next to the stadium area you see a small window with a number in it; type in that number and press Enter.
PRACTICE — This lets you warm up before the game. You can work on pitching, batting, baserunning, and fielding. See Chapter 6, *Practice Options,* for complete details.
GENERAL MANAGER — This option lets you trade, draft, clone, and edit players so you can build your own team. See Chapter 7, *General Manager Options,* for complete details.
LOOK AT PARK — Lets you look at the currently selected ball park.
DISPLAY STATS — Lets you view stats in a number of different ways. See Chapter 8, *Display Statistics Options,* for complete details.
CONTINUE A GAME — Resume a previously saved game. You're shown a list of games; select the one you want to resume.
COMMISSIONER — Lets you customize leagues, divisions, teams and ball parks. Also lets you create new stats disks. See Chapter 9, *Commissioner Options,* for complete details.

Select PLAY BALL to continue with the game.

13. Pick a starting pitcher.

```
Pick Starting Pitcher:  AL 00-30           Pitohers      ERA    W    L  FAT

NL 00-30         AL 00-30          R    Bender      1.58   23-  5   8
                                   L    Waddell     1.62   25-18   8
  1.                1.             R    Joss        1.83   27-10   8
  2.                2.             R    Chesbro     1.82   41-12   8
  3.                3.             L    Plank       2.10   26-17   8
  4.                4.             L    Pennock     2.03   21-  9   7
  5.                5.             R    Johnson     1.39   32-12   7
  6.                6.             R    Walsh       1.42   40-15   7
  7.                7.
  8.                8.
  9.             P  Young       R

                 Ask Earl       <F7>
                 Print lineup   <F8>
                 Back Up        <F9>
                 Finished       <F10>      Space bar shows stats card
```

Visiting Team Pitcher: The list on the right shows all the available pitchers: you'll see R for a right hander or L for a left hander, his name, earned run average, won-loss record, and fatigue rating. If you're play-ing Earl, you can override his choice by highlighting a pitcher from the list, pressing Enter, highlighting the pitcher currently on the lineup card, and pressing Enter again. The pitchers will exchange places.

ASK EARL — Choose this to have Earl choose the starting pitcher (or lineup when you choose your lineup). You can override any of his choices.

PRINT LINEUP — This lets you print the lineup for both teams. Left-han-ders are marked with an asterisk (*) and switch hitters are marked with a pound sign (#). If your printer is not attached and on line when you at-tempt to print, you will "hang" the computer; you'll have to turn off the computer and start over again. Printing the lineup is a good idea. You'll get the lineups for each team and the players available on the bench in the bullpen.

BACK UP — This returns you to the previous screen.

FINISHED — Choose this when you're satisfied with the selection.

Home Team Pitcher: Select the home team pitcher. To put a pitcher in the lineup, highlight his name and press Enter. Then move the cursor over to the number you want him at in the lineup and press Enter. If you're using a designated hitter, put the pitcher in the blank slot below "9" so the pitcher won't be in the batting order. Choose ASK EARL if you want Earl's choice. Select FINISHED when you're done.

14. Finish filling out the lineup cards.

	Fielders	AVG	HR	RBI	SPD		Pick Starting Lineup:	AL 00-30	
C	Schalk	R .281	4	60	4		NL 00-30	AL 00-30	
1B	Sisler	L .420	8	105	8				
2B	Collins	L .348	0	64	9	1.		LF Cobb	L
3B	Collins	R .332	6	94	6	2.		2B Lajoie	R
						3.		CF Speaker	L
RF	Heilmann	R .403	18	115	4	4.		RF Ruth	L
						5.		1B Gehrig	R
OF	Manush	L .378	13	108	5	6.		C Cochrane	L
OF	Crawford	L .378	7	115	7	7.		3B Baker	L
OF	Combs	L .356	6	64	5	8.		SS Sewell	L
						P	Vance R	P Young	R

P	1B	2B	3B	SS
C	LF	CF	RF	DH

Ask Earl   (F7)
Print lineup (F8)
Back Up   (F9)
Finished   (F10)

Space bar shows stats card

Visiting Team Lineup: The visitor fills out his card first. If you're playing Earl, you can override any of his choices. Just highlight a player from the list on the left, press Enter, highlight a player currently on the lineup card, and press Enter again. The players will exchange places.

Home Team Lineup: Fill out the home lineup. To put a player on the lineup, highlight him on the list, press Enter, move the cursor to a number on the lineup and press Enter again. You must have a player for each position, otherwise, when you try to continue, you'll see "Complete your defense."

Pop Up a Stats Card

> You can look at any player's stats on your lineup or roster by high-lighting that player and then pressing the space bar. Press the space bar again to close the stats card. See "Reading Player Stats" in Chapter 7, *General Manager Options,* for complete details on player stats.

Players with dimmed names (in league play only) aren't active and can't play in this game. If a player is dimmed due to injury or fatigue, the number to the left of his name indicates how many more games he'll miss.

Player Positions: A player will play the position that appears to the left of his name. If you want a player to play somewhere else, go to the small menu at the lower left of the screen that contains all the positions. Highlight the position you want him to play and press Enter. Move the cursor on top of the player on the lineup card and press Enter to assign him his new position. *You can't change a player's position unless his name is on the lineup card.*

Player Positions

P	Pitcher	C	Catcher
1B	First base	LF	Left field
2B	Second base	CF	Center field
3B	Third base	RF	Right field
SS	Short stop	DH	Designated hitter

Select FINISHED when you're done with your lineup.

15. Take a final look at your lineup and roster.
The home team is on the top half of the screen while the visiting team is on the bottom half.

```
LINEUP             NL 00-30                                Bull Pen
CF  Carey     S    LF  Clarke    L  P  Alexander  R        1.
LF  Burkett   L    RF  Wheat     L  P  McGinnity  R        2.
2B  Hornsby   R    RF  Keeler    L  P  Rixey      L
1B  Bottomley L    CF  Roush     L  P  Grimes     R        Display Stats
RF  Youngs    L    1B  Kelly     R  P  Mathewson  R        AVG HR RBI SPD
SS  Wagner    R    1B  Chance    R  P  Marquard   L        .351  5  70  6
3B  Traynor   R    2B  Evers     R  P  Brown      R
C   Bresnahan R    SS  Bancroft  S                         P  1B  2B  3B  SS
P   Vance     R    SS  Tinker    R                         C  LF  CF  RF  DH

LINEUP             AL 00-30                                Bull Pen
LF  Cobb      L    1B  Sisler    L  P  Waddell    L        1.
2B  LaJoie    R    RF  Heilmann  R  P  Chesbro    R        2.
CF  Speaker   L    OF  Manush    L  P  Joss       R
RF  Ruth      L    OF  Crawford  L  P  Plank      L        Display Stats
1B  Gehrig    R    OF  Combs     L  P  Pennock    L
C   Cochrane  L    2B  Collins   L  P  Johnson    R
3B  Baker     L    3B  Collins   R  P  Walsh      R
SS  Sewell    L    C   Schalk    R
P   Young     R    P   Bender    R                         Finished (F10)
```

It's not too late to change the starting lineup. Just highlight the player you want to put into the lineup and press Enter. Then highlight the player you want out of the lineup and press Enter. The two players will swap places.

BULL PEN — This lets you warm up a pitcher when your pitcher on the mound is starting to show erratic performance. See step 18, below, for complete details on the bull pen.

DISPLAY STATS — This shows you the currently-highlighted player's main stats. Just highlight the player whose stats you want to view. To view a player's complete stats, highlight his name and press the space bar. (See Chapter 8, *Display Statistics Options*, for complete information on statistics.)
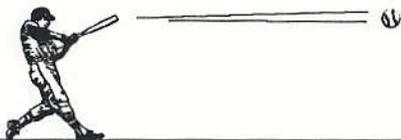
16. Play ball!

Home team takes the field and visiting team is up at bat. If you're in Play and Manage mode, you'll directly control pitching, fielding, batting and running. See Chapter 4, *Playing the Arcade Game,* for instructions on how to control your players.

17. Use your Strategy menus.

The Strategy menus let you call plays from the dugout. Press the space bar to open them. If you're playing against Earl, he automatically calls the plays for his team so you can't change his Strategy menu. Plays unavailable to you because of game circumstances are dimmed. Plays that are "on" have a dot to the right of them. To close the menu, press F10. Or, highlight READY and then press ← or →, or click either joystick or mouse button. If you're playing against a human opponent, both players must close their menus.

18. Use your bull pen when the pitcher starts to tire.

Signs of fatigue include wild pitches, low-speed pitches (check the speed with the radar gun by pressing R), and successive batters getting hits.

When your pitcher begins to tire, you can visit the mound by calling a conference (choose CONFERENCE from the Strategy menu or press F8). On the mound, the pitcher and catcher answer the question "How's the arm?" The pitcher's answer is based on whether his arm is tiring, while the catcher's answer is based on the speed and accuracy of the pitches. The number of pitches thrown so far appears at the bottom of the conference box.

A pitcher's endurance is based on his actual major league stats or on endurance ratings you've entered. Some pitchers can throw more

pitches than others before their arm tires. The more familiar you become with a pitcher, the better you can gauge how long he can throw.

If you decide to switch pitchers, you can either bring the reliever in immediately or give him a chance to warm up in the bull pen. Relievers pitch better if you let them warm up first. Open the lineup card by pressing L or by pressing the space bar and selecting LINEUP from the Strategy menu. Highlight a pitcher and press Enter. Move the cursor to either slot under BULLPEN and press Enter.

Next to his name you'll see the pitcher's warmup status: CLD means he's cold; OK lets you know he's loosening up (after one batter); WRM means he's almost ready to play (after two batters); RDY means he's ready for the mound (after three batters). To bring in the reliever, highlight his name, press Enter, highlight the pitcher currently in the lineup, and press Enter. Don't leave a pitcher in the bullpen too long or his effectiveness and durability will drop.

If you want to bypass the bullpen, highlight a pitcher from the roster and press Enter. Highlight the pitcher in the lineup and press Enter to have the reliever go straight to the mound. Warning: When a pitcher skips the bullpen, he won't be adequately warmed up for at least two batters.

19. Find out who's on base and who's on deck.
Press B to find out who's on base and to see the speed ratings for the current baserunners. Baserunner ratings are on a scale of 1 (slowest) to 10 (fastest). You'll also find out who the on-deck batter is.

20. Replace a batter or runner.
During the game, you can replace a batter or runner with a pinch hitter or runner. Open the lineup card by pressing L or by pressing the space
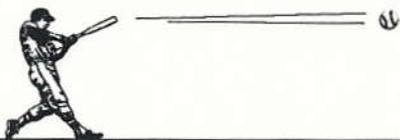
bar and selecting LINEUP from the Strategy menu. Highlight the player you want to come in and press Enter. Then highlight the name of the batter or runner you want to replace and press Enter. Once you replace a player at bat or on base, that player is out for the rest of the game.

21. Check a player's statistics.
You can look at a player's statistics at anytime by popping up his stats card. Open the lineup card by pressing L or by pressing the space bar and selecting LINEUP from the Strategy menu. Highlight a player and then press the space bar to open his stats card. Press the space bar again to close the stats card. See "Reading Player Stats" in Chapter 7, *General Manager Options*, for complete details on player stats.

22. Try out the many features in the game.
Wind conditions: Press F7 to see the current wind conditions. Prevailing winds affect the distance and direction the ball carries, so position your outfielders accordingly. Conditions can change every half inning. Wind conditions vary from ball park to ball park.

Instant Replay: Press I to see an instant replay. To see an instant replay in slow motion, press M. Press F to advance frame by frame; press any key to resume normal slow motion (you must have 512K of memory for this to work).

Radar gun: Press R to get a radar reading of the last pitch.

Umpire call: Press U to find out what the last pitch was. You get the ump's call on the *actual* pitch. Let's say you swung at a high curveball that was a ball and missed; the ump will tell you the last pitch was a ball even though it counted as a strike.

Sound: Press F3 to toggle the sound on and off.

These are just a few things you can do. Check out "Key Commands" on the Manager's Card for a list of all the features you can use.

23. Save the game.
Press F6 to save the game. You'll be prompted to enter a name and then you'll return to the game. Press F10 if you want to return to the main menu (*Note:* The Exit key F10 returns you to the main menu without saving your game. Be sure to press F6 before you press F10 if you want to save your game.) When you want to resume your game, select CONTINUE A GAME from the Full Program main menu and then select your saved game from the list.

Note To Tandy Users: If you're playing on a Tandy with 512K or more of memory *and* you're using a joystick, you can't reload a saved game in EGA mode. To get back into a saved game, you must reload Earl Weaver Baseball in CGA mode by typing **WEAVER C**; then you can resume the game in joystick mode.

24. Finish the game and update the stats.
When you finish the game, you'll see the following screen:

```
Final score
                 1  2  3  4  5  6  7  8  9   R   H   E
AL 00-30         0  1  0  2  0  0  1  0  0   4  12   1
NL 00-30         0  0  0  1  0  1  1  0  2   5  14   0
    W  Vance              DP:  NL 00-30      0         T: 0:14
    L  Young                   AL 00-30      3         A: 34,394
                       GWRBI:  Burkett
   ┌─────────────────────────┐               • Screen
   │ Box score               │               o Printer
   │ AL 00-30                │               o Disk
   │ Batting                 │
   │ Pitching                │               ▓Replay▓
   │ NL 00-30                │               Slow motion replay
   │ Batting                 │               Set path (F5)
   │ Pitching                │               D:\EWBB
   │ Print All box scores    │               Update player stats
   └─────────────────────────┘               Update w/l records
                                              ┌──────────────────┐
                                              │ Finished (F10)   │
                                              └──────────────────┘
```

R	Runs	DP	Double plays
H	Hits	GWRBI	Game winning run
E	Errors		batted in (if applicable)
W	Winning pitcher	T	Total time of game
L	Losing pitcher	A	Attendance
SV	Saving pitcher (if applicable)		

The Box Score shows you the batting and pitching statistical breakdown for both teams. You can print all or some of the information to SCREEN, PRINTER, or DISK.

REPLAY — Lets you review the game-ending play.
SLOW MOTION REPLAY — Lets you review the game-ending play in slow motion.
UPDATE PLAYER STATS — This updates the player statistics accumulated from the game to your stats disk.
UPDATE W/L RECORDS — This updates the team statistics accumulated from the game to your stats disk.

◆ Both teams must come from the same path or disk in order for UPDATE PLAYERS STATS and UPDATE W/L RECORDS to work correctly.
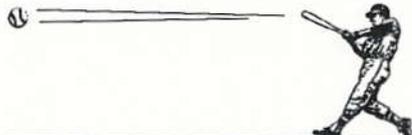
⑥ PRACTICE OPTIONS

🔵 Select PRACTICE from the Full Program main menu for all of the following options.
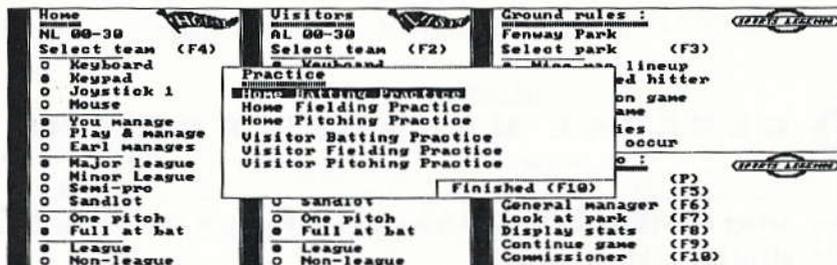
Batting Practice

In batting practice, you get the following pitches: 5 each of medium fastballs, fast fastballs, curve balls, and screwballs; 20 strikes (assorted); and an unlimited mix of strikes and balls. If you want to go straight to swinging at a random assortment of pitches (great for training your eye), press M. To return to the "5 each" drill, press M again.

Fielding Practice

For the first part of fielding practice, you do the infield/outfield drill where Earl tells you where to throw the ball. Then as the practice progresses, you go to the situational drill where Earl calls situations like "1 on, 2 out"; you must decide where to throw the ball. Earl doesn't let you off the hook until you toss the ball to the right place. To toggle between the two types of practice, press F.

Pitching Practice

You can throw any sort of pitch you want for as long as you want. As it is in the game, the pitch is composed of three parts: the type of pitch, the location, and the delivery/destination.

◆ To end any of these practice sessions, press F10.

⑦ GENERAL MANAGER OPTIONS

⚾ **Select GENERAL MANAGER from the Full Program main menu for all of the following options.**

```
General Manager
                       ●  Trade player (F6)          Delete: [                    ]
                       o  Clone player (F7)
                       o  Edit player (F8)            Draft:  [                    ]
 Save (F5)                Select team  (F4)    Save (F3)             Select team  (F2)
 NL 00-30  D:\EWBB                            AL 00-30  D:\EWBB
 C   Bresnahan   R    RF  Youngs     L        C   Cochrane  L    OF  Manush     L
 1B  Bottomley   L    RF  Wheat      L        C   Schalk    R    OF  Crawford   L
 1B  Kelly       R    RF  Keeler     L        1B  Gehrig    R    OF  Combs      L
 1B  Chance      R    CF  Roush      L        1B  Sisler    L    P   Young      R
 2B  Hornsby     R    P   Vance      R        2B  Lajoie    R    P   Bender     R
 2B  Evers       L    P   Alexander  R        2B  Collins   L    P   Waddell    L
 3B  Traynor     R    P   McGinnity  R        3B  Baker     L    P   Joss       R
 SS  Wagner      R    P   Rixey      L        3B  Collins   R    P   Chesbro    R
 SS  Bancroft    S    P   Grimes     R        SS  Sewell    L    P   Plank      L
 SS  Tinker      R    P   Mathewson  R        RF  Ruth      L    P   Pennock    L
 LF  Burkett     L    P   Marquard   L        LF  Cobb      L    P   Johnson    R
 CF  Carey       S    P   Brown      R        RF  Heilmann  R    P   Walsh      R
 LF  Clarke      L                            CF  Speaker   L         Finished (F10)
```

As General Manager you can build your own franchise by trading, draft-ing, cloning, or even building new superstars from scratch.

Reading Player Stats

Understanding a player's stat card is important if you want to analyze
your player's strengths and weaknesses. Highlight any player and press
the space bar to view his stats. You'll see one of the two following
screens depending on whether the player is a pitcher or fielder. Press
the space bar again to close the stats card.

Player Stats for Fielder

```
General Manager
                       • Trade player (F6)              Delete: [          ]
                       o Clone player (F7)
  Jim Bottomley            1925             BATS - L        BA: .367        1B
  BA   G   AB   R    H   2b 3b HR RBI  SH   BB   SO  SB CS   SA   OBA
 .367 153 619   92  227  44 12 21 128   0   47   36   3  0  .578 .411
           POWER HAR BUNT RUNS RANGE ARM  FA-1 FA-2                           ┐ group
             5    10    9    4    5    4  .986 .000                           │ 1 stats
        BA   AB    H   2b HR  BB   SO    SA   OBA                             ┘
 UsL: .366  619  227  44 12 21   47  36  .578 .411                           ┐ group
 UsR: .000    0    0   0  0  0    0   0  .000 .000                           ┘ 2 stats
                       Accumulated Stats
        BA    G   AB   R    H   2b 3b HR RBI  BB   SO SB   E  OBA   SA
       .000    0   0   0    0   0  0  0   0    0    0  0   0 .000  .000
              W - L  ERA   GS SV  IP    H   ER HR  BB  SO
                0  0  0.00   0  0  0.0   0    0  0   0   0
 LF  Clarke       L                         CF  Speaker     L     Finished (F10)
```

Player Stats for Pitcher

```
General Manager
                       • Trade player (F6)              Delete: [          ]
                       o Clone player (F7)
  Eppa Rixey               1916             THROWS-L       ERA: 1.85  Pitcher-S
   W - L    ERA    G GS CG SV   IP    H   ER HR  BB   SO   HB BALK
  22  10   1.85   38 33 20   0 287.0 239  59 14  74  134    0   0
               SPEED CONTROL FATIGUE      BUNT       FA
                 3     6      8            5        .924
        BA   H   HR  BB   SO      Batting Stats:
 UsL: .203 239  14  74  134        BA   AB   H  HR SH
 UsR: .000   0   0   0    0       .154   97  15   0  0
                       Accumulated Stats
        BA    G   AB   R    H   2b 3b HR RBI  BB   SO SB   E  OBA   SA
       .000    0   0   0    0   0  0  0   0    0    0  0   0 .000  .000
              W - L  ERA   GS SV  IP    H   ER HR  BB  SO
                0  0  0.00   0  0  0.0   0    0  0   0   0
 LF  Clarke       L                         CF  Speaker     L     Finished (F10)
```

Here's a list of the abbreviations you'll see on the statistic screens. *Not every player's screen will contain every abbreviation listed below.*

Statistics Abbreviations

1b	Single	H&R*	Hit & Run rating
2b	Double	HR	Home runs
3b	Triple	IP	Innings pitched
AB	At bats	L	Left
Arm*	Throwing ability	OBA	On base average
BA	Batting average	P1	Primary fielding position
BALK	Balks	P2	Secondary fielding position
BB	Base on balls (walks)	PB	Passed balls
Bunt*	Bunt rating	PO	Put outs
CG	Complete games	Power*	Power rating
Control*	Control rating	R	Runs (Stands for
CS	Caught stealing		"Right" if after BATS:)
E	Error	Range*	Fielding range rating
ER	Earned runs	RBI	Runs batted in
ERA	Earned run average	Runs*	Runner speed
Err	Errors	S	Switch hitter
FA	Fielding average	SA	Slugging average
	(pitchers only)	SB	Stolen bases
FA-1	Fielding average at primary	SH	Sacrifice hits
	position	SO	Strike outs
FA-2	Fielding average at secon-	Speed*	Pitching speed rating
	dary position	SV	Saves
Fatigue*	Pitcher's fatigue rating	VsL	Vs left-hand pitchers (if
G	Games played		player is not a pitcher) or
GWRBI	Game winning RBI		batters (if player is a pitcher)
GS	Games started	VsR	Vs right-hand pitchers (if
	(pitchers only)		player is not a pitcher) or
H	Hits		batters (if player is a pitcher)
HB	Hit Batter	W-L	Won-Loss record

* These categories use a 1 to 10 rating system, with 1 being the lowest, 4 average, and 10 the closest thing to perfection. Although they affect play in all types of games, they have their greatest affect in Manage Only mode. Fatigue rating for pitchers tells you approximately how many innings the pitcher can last before his skills begin to erode. Although these ratings are based on statistical data, they have an element of subjectivity. If you don't agree with a rating, you can change it.

Editing Player Stats

When you edit a player, you can change his stats and ratings. Select EDIT PLAYER. Select a player, press Enter and the Edit Player window opens up.

Inputting Stats

To change an item, highlight the item, press Enter, type in the revision, and press Enter again (or you can press Tab in place of the last Enter to accept the revision *and* move to the next field). Use your right cursor or Tab to move from field to field. Press Esc to recall an original value (you must press this before you move to the next field). Some entries, like BA (batting average) and FA (fielding average) can't be changed because they're calculated from other entries. Here are a couple of things you need to know when inputting stats:

Year: This number represents the year in which the player accrued the stats. Since professional baseball began around 1845, that's the earliest year you can enter.

Position: The first time you enter a player's position (P1), enter the number that represents the player's *primary* position. If the player is not a pitcher, he can have a secondary position. For programming purposes, we've added a couple of extra numbers to the standard numbering system for normal baseball positions. You can also use the standard abbreviations for a player's position.

Player Position Numbers

1 or P	Pitcher	8 or LF	Left field
2 or C	Catcher	9 or CF	Center field
3 or 1B	First base	10 or RF	Right field
4 or 2B	Second base	11 or OF	Outfield
5 or 3B	Third base	12 or OF	Outfield
6 or SS	Shortstop	13 of DH	Designated hitter
7 or IF	Infield		

SPLIT STATS — Split statistics lets you break stats down into right- and left-hand categories. For instance, a batter's split stats show his effectiveness against left-handed pitchers *and* right-handed pitchers, rather than against pitchers in general. If the player is a pitcher, you can check out his effectiveness against right- and left-handed batters. The more information you supply, the more true-to-life the game simulations will be. You must enter left and right stats separately.

When you're entering Split Stats, you can't enter information for some of the stats in Group 1. Much of the information in Group 1 is calculated from the stats that you enter in Group 2 under the VsL and VsR categories.

TOTAL STATS — TOTAL STATS lets you directly enter stats for Group 1. It does not show the VsL and VsR (Group 2) information. When you switch to Split Stats, the information you entered in Group 1 will show only in the VsL row; the VsR row will contain zeroes. The computer tries to break down the stats as logically as possible. For accurate Split Stats figures, you should enter the information in Split Stats mode.

RESET STATS — If you've made changes to a player's stats and wish you hadn't, choose RESET STATS to recall the original stats.

CLEAR STATS — CLEAR STATS deletes every entry on the screen. After you clear stats, you can re-enter new information for this player or use the blank screen for another player. Select RESET STATS if you decide not to clear this player's stats.

SAVE STATS — After you've made changes to the player's stats, this lets you save his revised stats onto his team's roster. If you want these stats saved permanently on disk, you must save the entire team by selecting SAVE from the GENERAL MANAGER screen. If you don't save the entire team, then all changes to this player will be lost when you return to the main menu screen.

ACCUMULATED STATS — If you disagree with the decision of the official scorer, you can change the accumulated stats at the bottom of a player's card. Keep in mind that accumulated stats don't affect a player's performance, only real stats do.

Trading Players

To trade a player, select TRADE PLAYER. Highlight a player from one roster and press Enter. Then highlight a player on the other team's roster and press Enter. The names on the two rosters automatically reverse to complete the trade.

To trade with a team other than the one currently onscreen, choose SELECT TEAM for the team *not* involved with the trade. You'll see your list of teams. Choose the one you want to trade with and that team will replace the current team on the screen. You must save for the trade to be permanent.

Drafting Players

You can draft a player from any team without giving them anyone in return. Select TRADE PLAYER. Make sure you have an empty spot on your roster. If you don't, you'll have to delete somebody.

Highlight the *word* DRAFT: and press Enter. Type the *last* name of the player you want to find. The program searches for names with the letters that you type. For example, if you type "C," the program searches for all players whose last name begins with "C." If you type "Car," the computer will search for all names that start with "Car," like Carey and Carter. Draft will search for the name on the path/disk that you last loaded.

When the computer finds a match, you have three choices: move the player to the Draft window with DRAFT; continue to search with NEXT; or stop the search with CANCEL. If you draft a player, highlight his name from the draft window and press Enter. Then highlight an empty space on the roster and press Enter to complete the draft.

You must save each team for the trade to become permanent.

Deleting Players

To delete a player, select TRADE PLAYER. Select a player and then move him to the DELETE window. The name won't be deleted immediately; this gives you a chance to retrieve him if you change your mind. The player will be deleted when you place another name in the DELETE window. If you accidently delete a player, don't worry. Nothing is permanent until you save your changes to disk; just don't save it to disk if you made a mistake.

Cloning Players

You can make as many duplicates of a player as you have room for in your roster. Select CLONE PLAYER. Highlight any player and press Enter. Move the cursor to a blank spot on the roster and press Enter to clone the player. You can't clone a player if you don't have an empty space on your roster; delete somebody if you need to.

Creating New Players

If you want to create new players without deleting existing ones, select EDIT. Move the cursor to a blank spot on the roster and press Enter. You'll see a blank stat card; fill it out and then save the new player.

If you don't have a blank spot on your roster, you'll have to delete a player. Or you can create a new team and build a roster from scratch. Another alternative is to copy a team, change the players' names, and edit their stats to your satisfaction.

⑧ DISPLAY STATISTICS OPTIONS

⚾ Select DISPLAY STATISTICS from the Full Program main menu for all of the following options.

Earl Weaver Baseball lets you display statistics in a number of ways.

```
Display stats
D:\EWBB                    Set path (F5)
                          List Leaders in:          Show:
■ Screen                  BA                         Standings
o Printer                 HR                         Rosters
o Disk                    RBI                        Team Totals
■ From real stats         ERA
o From accum. stats       Wins
■ Highest to lowest       SO
o Lowest to highest       By number:
■ All-Time League         List Requirements:
o Extra    League         Min at bats: 300
                          Min innings: 50
                          List length: 25          Finished (F10)
```

SCREEN/PRINTER/DISK — Choose where you want the data to go to. If you send the information to disk, it will be stored in a text file that you can work with through a word processor.

FROM REAL STATS/FROM ACCUM STATS — REAL STATS are the player's real life stats. They're the ones that came on your original Earl Weaver Baseball disks. ACCUM STATS are the stats a player accumulates when you actually play the game.

HIGHEST TO LOWEST/LOWEST TO HIGHEST — Choose if you want your stats to be displayed from the highest value to the lowest value, or vice versa.

LEAGUE NAMES — The All-Time League is the one that comes on your original Earl Weaver Baseball disks.

LIST LEADERS IN:

BA	Batting average
HR	Home runs
RBI	Runs batted in
ERA	Earned run average
WINS	Games won for pitchers
SO	Strike outs for pitchers
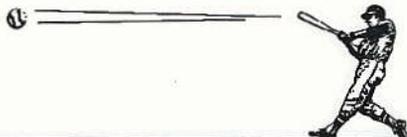
BY NUMBER: You can list a number of other stats by entering a number code that represents a specific category. The lists below shows all the codes you can enter for batters and for pitchers for real and accumulated stats. Real stats are the stats that come on the master disk. Accumulated stats are the stats that the players accrue after each game played.

◆ For a complete key to all the abbreviations used in the following tables, see the Statistics Abbreviations table on page 34.

Real Stats for Batters

Overall		Vs. Left-Handed Pitchers		Vs. Right-Handed Pitchers		Ratings		Fielding	
1	BA	17	BA	27	BA	37	Power	43	FA-1
2	G	18	AB	28	AB	38	H&R	44	FA-2
3	AB	19	H	29	H	39	Bunt		
4	R	20	2b	30	2b	40	Runs		
5	H	21	3b	31	3b	41	Range		
6	2b	22	HR	32	HR	42	Arm		
7	3b	23	BB	33	BB				
8	HR	24	SO	34	SO				
9	RBI	25	SA	35	SA				
10	SH	26	OBA	36	OBA				
11	BB								
12	SO								
13	SB								
14	CS								
15	SA								
16	OBA								

Real Stats for Pitchers

Overall		Vs. Left-Handed Batters		Vs. Right-Handed Batters		Ratings		As a Batter	
45	W	60	BA	65	BA	70	Speed	75	BA
46	L	61	H	66	H	71	Control	76	AB
47	ERA	62	HR	67	HR	72	Fatigue	77	H
48	G	63	BB	68	BB	73	Bunt	78	HR
49	GS	64	SO	69	SO	74	FA	79	SH
50	CG								
51	SV								
52	IP								
53	H								
54	ER								
55	HR								
56	BB								
57	SO								
58	HB								
59	Balk								

Accumulated Stats for Batters and Pitchers

Batting Stats		Pitching Stats	
1	BA	16	W
2	G	17	L
3	AB	18	ERA
4	R	19	GS
5	H	20	SV
6	2b	21	IP
7	3b	22	H
8	HR	23	ER
9	RBI	24	Homers
10	BB	25	BB
11	SO	26	SO
12	SB		
13	Errors		
14	OBA		
15	SA		

LIST REQUIREMENTS:
MIN AT BATS — Enter the minimum number of at bats that the player must have to qualify for the list.
MIN INNINGS — Enter the minimum number of innings that a player must have played to qualify for the list.
LIST LENGTH — Enter how many players you want on this list.

SHOW:
STANDINGS — Shows accumulated won/loss record.
ROSTERS — Lets you print the roster for any team or the league rosters. Select SKIP TEAM to call up the next team. If you select League Roster, it begins with the first team in the selected league even if you've skipped ahead a few teams.
TEAM TOTALS — Shows the batting and pitching totals for all teams in the current (selected) league.

9 · COMMISSIONER OPTIONS

Select COMMISSIONER from the Full Program main menu for all of the following options.

```
Commissioner                                               (SPORTS LEGEND)
|||||||||||||||||||||||||||||||||||||||||
D:\EWBB                              Set path (F5)
Customize leagues                    Erase all saved games
Customize teams                      Delete all players and teams
Customize parks                      Create new league on new disk/path
Grant day off                        Clear accumulated stats
Copy one ball park                   Clear won/lost records



                                            Finished (F10)
```
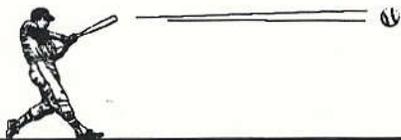
Customize Leagues

CUSTOMIZE LEAGUES lets you name or rename leagues and divisions. Highlight any of the slots, press Enter, type in a name, and press Enter again. Select FINISHED and the new names are saved onto your stats disk.

To create a new league, use the "Create New League on New Disk/ Path" option.

Customize Teams

Select CUSTOMIZE TEAMS and you'll see a list of the teams on your stats disk. Select the team you want to customize and press Enter.

(RE)NAME — To name or rename a team, highlight the existing name or the blank space next to (RE)NAME, press Enter, type in a name, and press Enter again.

STADIUM — The ball park must be on the same disk as the team you want to attach it to. Select the ball park after STADIUM, select the name of the stadium you want for the home field, and press Enter.

DELETE ALL PLAYERS — Select this to empty out the locker room. This feature is useful when you want to start a team from scratch. You can copy, clone, or create new players using the General Manager options.

TEAM COLOR — To recolor uniforms, choose from any of the eight colors. *Note:* Only Tandy and EGA will display these colors.

COPY TEAM — Moves teams from division to division, disk to disk, or even within the same division. To copy a team:

1. Highlight a blank space and press Enter.

2. Choose COPY TEAM. When you're prompted to "Insert Source Stats Disk," insert the disk containing the team you want to copy and select READY.

3. You now see a path selection list. Make sure the right path is selected and then select FINISHED.

4. Select the team you want to copy, insert the disk you're copying *to* at the "Insert Destination Disk" prompt, and select READY. When the team is copied to the destination disk, the customize team menu appears so you can change the team if you want. If you don't want to customize this team, select FINISHED to return to the list of teams. Use CANCEL if you decide not to copy the team.

To create a new team...
The league that comes on your Earl Weaver Baseball disk has the maximum number of teams that the Game disk can hold. To create more teams, you should create a new league to put them in. See "Create New League on New Disk/Path," below, for details on creating a new league.

Once you create a new league, you can create new teams. In your new league, select a blank spot on the team list screen and press Enter. You'll get all the options under "Customize Team," above. If you don't want to construct a team entirely from scratch, you can copy a team and then edit the team and player information to your liking.
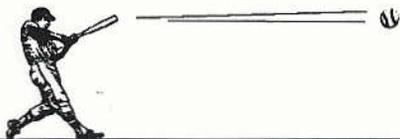
Customize Parks

Choose CUSTOMIZE BALL PARKS to create your own park. Select the existing ball park you want to work from and click the button.

Notice the LOOK AT PARK option in the lower left-hand corner of your screen. Select this option to see how your remodeling or new construction project is progressing. You can also look at the park by pressing the space bar.

(RE)NAME — To name or rename a park, highlight the existing name or the blank space next to (RE)NAME, press Enter, type in a name, and press Enter again.

NATURAL/ARTIFICIAL — Choose the type of turf you want.

OUTDOOR/INDOOR — Choose a domed or open-air stadium.

BLEACHERS — Choose the settings for the four sections of bleachers. Enter a number from 1 to 4:

    1 — The bleacher has one deck.
    2 — It has 2 decks.
    3 — It has 3 decks.
    4 — It has 3 decks and a roof.

HEIGHT — These are the height settings for the outfield wall. The diagram below shows you where each part of the wall is. The height of the wall is measured in feet.

Wall	Min Height	Max Height
L1, R1	3	40
L2, R2	3	40
L3, R3	3	40
L4, R4	4	20
C	6	20

DISTANCES — This is the distance to each part of the outfield wall. The diagram below shows you where the lines are. The distance is measured in feet.

Line	Min Length	Max Length
Left line	244	356
Right line	244	356
L2, R2	260	400
L3, R3	300	450
L4, R4	320	465
CL, CR	340	480

◆ When you enter height or distance figures, you can enter 000 to automatically get the lowest value or 999 for the highest.
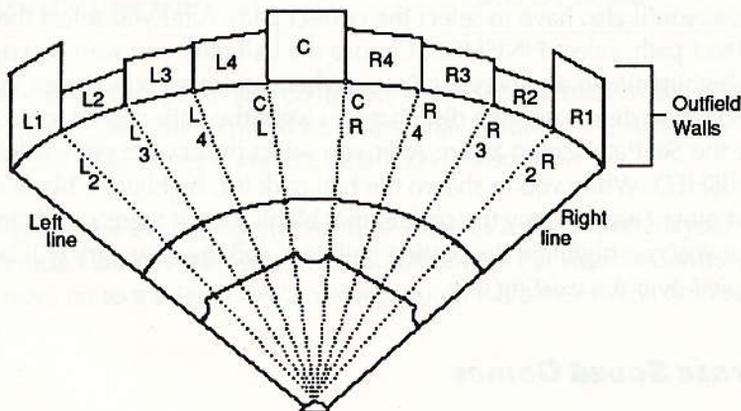
To create a new park...
Select a blank spot on the screen that lists the parks and press Enter.
Enter the above information and save the park when you're done.

Grant a Day Off

Records a day off in the accumulated league data on your stats disk,
giving the teams a day of rest and recuperation. You can grant as many
days off as you want. This option is only effective if you're playing with
the League option ON. See Chapter 11, *Setting Up Your Own League*,
for more information on running your own leagues.

Copy One Ball Park

When you choose this option, you're asked to insert the source disk; this
is the disk that the park you want to copy is on. If you're using a hard
drive, you'll also have to select the correct path. After you select the
correct path, select FINISHED. Choose the ball park you want to copy
by highlighting it and pressing Enter. When you're asked to insert the
destination disk, insert the disk that you want the park copied to. You'll
see the Set Path screen again. After you select the correct path, select
FINISHED. When you're shown the ball park list, highlight a blank spot
and press Enter to copy the park to that blank spot. If there's no blank
spot you can highlight an existing ball park and the new park will be
copied over the existing one.

Erase Saved Games

Permanently removes all the saved games from the stats disk in the
currently selected disk drive or path.

Delete All Players and Teams

This leaves an empty set of player and team files on the stats disk in the currently selected disk drive or path. The files are "blanked out."

Create New League on New Disk/Path

This command places blank league, park, and player data files on a new disk or in a new disk path. If you're using floppy disks, you'll need a blank, formatted disk. If you're using a hard drive, the program will create a new path on your drive; you'll be asked for a path name.

Clear Accumulated Stats

Select this option to clear out all the *accumulated stats* on your current stats disk. The original *real stats* remain unaltered on your disk.

Clear Won/Lost Records

If you complete a season and want to start a brand new one, or if your record isn't too impressive and you want to forget the season altogether, you can reset all of the teams' won/loss records to 0-0 with this option.

TIPS FROM THE
MASTER TECHNICIAN

It all began in St. Louis, where Earl's father owned a dry cleaning firm. Among his clients were the St. Louis Cardinals and the St. Louis Browns. (The St. Louis Browns would later move to Baltimore and become the Orioles.) Needless to say, the Weaver family made many trips to Sportsman's Park.

"As a kid I would carry the uniforms in and out of the clubhouse," says Weaver. "In my mind, there was never any doubt that I'd make the majors. Between the Cards and the Browns, I would go to a hundred games a year. I had a 'Me and Paul' T-shirt. I loved the old Gas House Gang with Pepper Martin, Joe Medwick, Dizzy and Paul Dean." Earl watched that team and the other St. Louis teams to follow, and by age thirteen he was already second-guessing Cardinals' manager Billy Southworth (who had an impressive .593 winning percentage).

Earl enjoyed an outstanding career as a second baseman for Beaumont High, and after his senior year the Browns and the Cardinals both wanted to sign him. Earl chose the Cards when Walter Shannon, the minor-league director, pointed to second base at Sportsman's Park and told Earl, "One day you'll play there."

In the minor-leagues, Earl rode the buses and grew tough on the $1.25-a-day meal money. He played ball whether the temperature was 32 or 102 degrees, and in his second year of pro ball, he drove in 101 runs while hitting only two homers. Earl was named Most Valuable Player in his league in two of his first four years, and all four of his teams won titles.

After eight years of beating the bushes, Earl decided he wasn't going to make the majors, and late in the 1956 season he became the player-manager for the Knoxville Smokies. The next year, the Orioles hired Earl to run their Class D club in Fitzgerald, Georgia. Earl was starting at the bottom as a manager just as he had done as a player, but this time he would make it to the top.

During his 29 years as a major league manager, Earl Weaver's disdain for defeat drove his teams to an incredible 1407 victories. His distinctive flair for managing and uncanny ability to consistently produce winning clubs enabled him to compile a winning percentage of .592 — one of the best in major league history. Wherever Earl Weaver went, he *won* — from Elmira to Rochester and finally to Baltimore, where he led the Orioles to a first or second place finish in the American League East Division thirteen of the sixteen years he managed the club. During his entire career, his clubs posted only two losing seasons.

"It's simple," says Earl, "I love baseball, and I love to win." And to help you enjoy Earl Weaver Baseball to the maximum, Earl has kindly agreed to impart some of his wisdom here. In the following sections you'll find gems that will help make you the tops in your own league.

Home Runs

"The home run is my favorite subject. It's the most exciting play in base-ball — the sport's knockout punch. It's often the difference between winning and losing.

"The minute you hit a homer, you have a run, no questions asked. With anything else, you aren't guaranteed a run. On a home run, nothing can go wrong. You can't be robbed by a fielder making a great catch or by
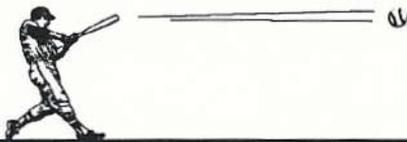
your baserunner falling down or by someone being thrown out. Why people can't see that, I'll never know."

How to Tell If a Pitcher Is Tiring

"There are no hard and fast rules on when to take out a pitcher, but there are some clues to look for. For example, if a pitcher is throwing well, hitters will usually hit foul balls straight back, and there'll be plenty of foul tips. When batters start making solid contact and hitting line drives down the foul lines, it usually means they're catching up with the guy on the mound.

"Another sign to look for is lead-off walks. If the pitcher has a big lead and walks the first hitter on four straight pitches, it's usually a sign that he's getting tired."

The Ideal Mix of Players

"You should have 9 pitchers and 16 position players available. The ideal situation is to have a right-handed hitting catcher, left-handed hitting catcher, and a catcher who can go behind the plate and play other positions. Then you'll need one starter each at first base, second base, shortstop and third base, and two utility infielders to back them up. That makes 9. Now you can either have 7 outfielders or 6 outfielders and a third utility infielder. That's the way I would select if I was selecting off of the roster. Ideally, I'd have 4 right-hand hitting infielders, 3 left-hand hitting infielders and as many switch-hitters as I can get in there."

Setting Up the Batting Order

"Your leadoff guy should have speed and be a man who can get on base. The number 2 guy should be a contact hitter, one who can get the bat on the ball and move the leadoff man to second. I prefer a left-hander who can pull the ball, because if the first guy gets on base, the first baseman has to hold him on and that opens up a hole in the defense.

"The number 3 man should be a contact guy who can hit with power. Stan Musial and Ted Williams were two of the best that ever lived. Pick a player like that.

"The fourth guy should be your power hitter. The object is to get him to bat in the first inning, because if he gets to bat, you've got the potential for two runs. The fifth hitter should be somebody who can drive in a couple of people when they're on base. If you can get him to bat in the first inning and he's got power, you'll have a chance to get three runs.

"The guy hitting in the sixth position should be your best hitter left, either average-wise or power-wise. Then 7th, and here's where the AL will differ from the NL, 8th and 9th aren't going to have much power. You'd like a little speed in the 7th spot, if possible. Especially in the NL. One of the reasons for that is if there are two out and the 7th hitter gets on base, you're going to let him run automatically, because you don't want to get your pitcher leading off. So you either want him to get in scoring position for the 8th hitter or picked off to end the inning.

"You've got the DH in the AL, so your 9th hitter is usually your weakest hitter, so you don't want him leading off either. He might be your bunter. If you can get power in the 8th spot, that's pretty good. If you can hit a DH 8th, then you've got a pretty strong lineup."

Winning and Losing Players

"Sportswriters and announcers spend too much time talking about 'clutch' players, 'winning' players, and 'losing' players. It's true that some players deliver more than other players in crucial situations. It's also true that some players play on more winning teams than others. But you must remember that baseball is a team game. That may be a cliche, but it's also a fact."

The Sacrifice Bunt

"They don't call it a *sacrifice* bunt for nothing. When you use the sacrifice bunt, you're giving the opposition an easy out. Since you only have three outs each inning, they should be treasured and not given away lightly.

"Deciding when to bunt will depend on the averages of your hitters. The bunt can be a good play if you're bringing the right people to the plate to drive in the baserunners, but there's no guarantee that a bunt is gonna move the runner over and get the run in. The odds are with you if you bunt at the end of your order, but they're against you if you bunt in the center of the order. For example, I'm not going to have my number three hitter bunt the runners over and give the other team an out just so they can walk my number four man to set up a force or double-play."

Base Stealing

"The steal has to be successful 75% of the time to.do some good. If it's only successful 50%, it ain't worth a damn. Coleman, Wilson and those guys are going to be successful 80 to 90% of the time.
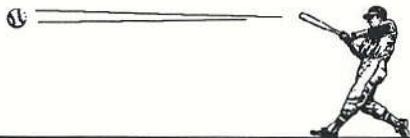
"The guy on the mound will determine who you will give the green light to. If the pitcher has a big delivery, you might be willing to take more of a chance. If you've got one out and your pitcher or number nine hitter at the plate, you will almost always try to steal second. The worst thing that could happen is the runner gets picked off and the pitcher makes the last out, so you start the next inning with your lead-off hitter."

Cutoff Plays

"When the right fielder or center fielder is making a throw to the plate, the first baseman is usually the cutoff man. The third baseman normally handles throws from left field to home. Depending on who has the better arm, the second baseman or shortstop will be the relay man for balls hit in the alleys — left-center and right-center — with the other player covering second base."

The Hit-and-Run

"I believe the hit-and-run is the worst play in baseball. What I prefer is something I call the run-and-hit. The difference is that with the hit-and-run, the runner is going to second base at half speed, waiting to see if the batter makes contact with the ball. If the batter doesn't connect, the runner gets thrown out about 90% of the time. The batter is also at a disadvantage because he has to swing at any pitch, even a bad one, to protect the runner.

"With the run-and-hit, the runner is trying to steal second and isn't counting on the hitter to protect him by making contact. The batter only swings at the pitch if he likes it — he doesn't have to swing at a bad pitch out of the strike zone."
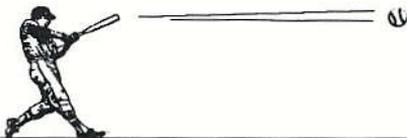
The Pickoff Move

"On the pickoff move to first base, you can sometimes cheat a little. Certain umpires will not call balks. The pitcher can twist his shoulder halfway to the clubhouse and they won't call a thing. It doesn't mean a balk won't be called, but you can get away with it most of the time. I know of an umpire who has called only one balk in his career. He told me this, and he said he only called the balk because the pitcher dropped the ball while on the mound, and that's an automatic balk. Furthermore, the umpire said he waited until the ball bounced twice before making the call."

The Suicide Squeeze Play

"The suicide squeeze is the most dangerous play in baseball — there is no margin for error and no way to defend against it. In the suicide squeeze play, the runner on third breaks for the plate as soon as the pitcher commits to making the pitch. In the meantime, the batter squares around to bunt. If executed properly, the batter lays down a bunt just before the baserunner gets to the plate.

"The reason it's called a *suicide* squeeze is if the batter doesn't connect and put the ball in play, or at least foul it off, the runner is a dead duck."

The Four-Man Pitching Rotation

"I've gone with the four-man pitching rotation more often than any other manager over the years. The reasoning is very simple — it's easier to find four good starters than five. Why should you give a start to a fifth pitcher when you have four who are better than him? If you have four pitchers who are winning for you and you can get them to the mound more often, it means more wins for the team."
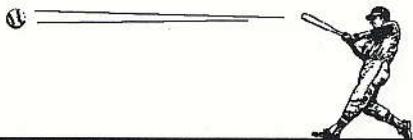
Substitutions

"A manager is always weighing a player's defense against his offense to determine if he should be in the lineup. I don't think that the occasional extra base that could be given up is worth sacrificing much offense for, however. The players who are your regulars are more than likely pretty good defensive ballplayers, so on my bench I emphasized hitting. The bench guys are around for offense. They'll step into the lineup if some of your nine guys on the field aren't producing offensively."

Superstitions

"I'm not superstitious, but I have picked up a few habits through the years. For example, if we were on a winning streak, I'd make out the lineup with the same pen every day. When the streak was stopped, I'd throw the pen in the garbage and break out a new one."

◆ SETTING UP YOUR OWN LEAGUE

By Russell Sipe, Commissioner of the *Computer Gaming World* Baseball League

Setting up your own league is the most exciting way to play Earl Weaver Baseball. How you set up your league is determined by your answers to the following questions: how many "team owners" do you have? Is your league strictly a face-to-face league or can Earl manage some or all of the time? How often do you meet? How long will the league last? And so forth. Here are some suggestions.
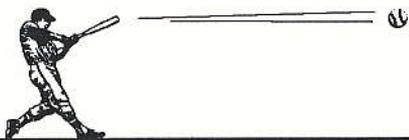
Which Mode?

If the members of your league are of equal ability in hand-eye coordination, you may want to consider a "Play and Manage" league. But most leagues opt for a true statistics-based league that the "You Manage" mode provides.

The ability to have Earl manage takes some pressure off those owners who can't attend every play session. Or you could even have an "Earl Manages" league for people who prefer to simply play general manager (this would work for a play-by-mail baseball league where the commissioner runs the games and mails regular updates to the owners).

Number of Teams: your league should contain an even number of teams. Consider using two or more divisions if you have more than six teams.

Number of Games

The more games you play, the more realistic the final statistics will be. You should play at least 40 games. Eighty games is a good number for a league with dedicated owners. If you play the equivalent of three games per week you can run an 80 game league that closely corresponds to the calendar of "real" baseball. Opening day can be early in April and the World Series will usually fall early in October. An advantage of the 80 game schedule is that it is almost exactly one half of a "real" baseball season (162 games). You can double your final stats to see how the players probably would have done in a 162 game season.
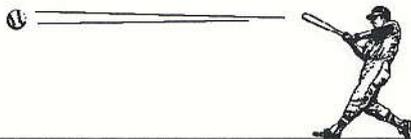
Team Construction

This is the most critical issue for your league. There are three basic ways to "construct" your teams: a rotisserie league-type draft, a traditional draft, or a high-low combination.

In the rotisserie league draft, you set a spending limit for hiring players (typical ranges are $25 to $260, depending on the economic situation of the team owners). The collected money goes to pay expenses of the league (trophies for example) and to provide a prize fund for the victors. On draft day, players are announced one at a time and owners bid on them. You cannot spend more for your team than the pre-set limit. For more details on this type of draft see *Rotisserie League Baseball 1987 Edition* (edited by Waggoner & Skylar, Bantam Books).

The members of the *Computer Gaming World* Baseball League (CGWBL) prefer a more traditional draft, whereby a draft order is determined (by lots in the first year of a league) and owners simply draft players in turn for twenty five rounds.

The third method (which does not require a draft day where all owners physically get together) involves using a database of major league teams, paired according to their finishes in the year. The team with the best winning percentage is paired with the team having the worst winning percentage; second best with second worst, and so on. An order of selection is determined (by drawing lots, or numbers out of a hat) and each owner picks a combination.

Protected Picks

At the close of the first season most stat leagues permit team owners to protect a number of players for the following season. We recommend that each owner be allowed to protect seven of his twenty five players. This number is high enough to give a flavor of continuity to your team but low enough that weaker teams will not be dominated by stronger teams year in and year out.

Draft Order

In the initial year, you can determine draft order by using lots. In subsequent seasons, you should have a rule that determines the draft order based on the prior season's standings. In the CGWBL we give the first draft pick to the team that had the best Win/Loss record among teams that did not make the playoffs. Second pick goes to the non-playoff team with the second best record, and so forth. After all the *non-playoff* teams have been assigned a draft order number, all the *playoff* teams are assigned numbers. The playoff team with the lowest W/L record picks first, and the team with the best W/L record picks last.

Prizes and Trophies

Even if your league doesn't provide cash prizes to the victors, you should at least have a league trophy or trophies. Beyond trophies for the league champions, you might provide small trophies to the teams that lead the league in a number of categories (for example: best team batting average, most runs, most home runs, most stolen bases, best team ERA, most strikeouts by pitchers, least errors, and most shutouts).

Good luck, commissioner!
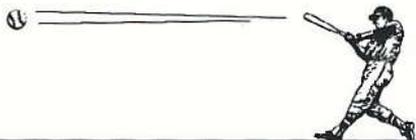
◆ COMMISSIONER'S AND BASEBALL STAT DISKS

The Commissioner's Disk and the annual Baseball Stat Disk from Electronic Arts are two products that compliment Earl Weaver Baseball.

The Commissioner's Disk is a collection of advanced tools that will increase your enjoyment of Earl Weaver Baseball. With it you can draft teams, schedule your league, make baseball cards, sort stats by position, and perform other duties as the Commissioner of your own league.

The Baseball Stat Disk comes out at the end of each season. It contains real stats for Major League Baseball players: 25 players per team, selected from all the *active* Major Leaguers who played. Use these stats to create your own dream team, to pit any two teams against each other, to simulate a real season schedule — do anything with your true-to-life teams and players.

Commissioner's Disk 1.0 and 1986/87 Baseball Stats Disk Users

1. When you try to use those teams on Earl Weaver Baseball 1.5, you'll be asked if the program can rename your PLAYERS.S file (to PLAYERS.DAT). This is due to a change in the way the game now keeps accumulated stats. In order to use these players with the Commissioner's Disk after it has been changed to PLAYERS.DAT, you will need to use the DOS rename command to change it back to PLAYERS.S. At the DOS prompt, type **REN PLAYERS.DAT PLAYERS.S** and press Enter.

   The Commissioner's Disk Version 1.5 will work with these modified teams; the original Commissioner's Disk will not.
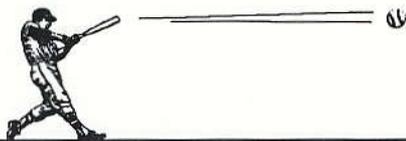
2. If you want to use the "Combine accumulated statistics tool," you must update both the action *and* the simulation statistics.

⬧⓭ FOR IBM USERS

Special Commands

You can load Earl Weaver Baseball with parameters that affect the game in certain ways. These are the parameters:

A Go straight to Arcade Game.

C Use CGA graphics.

D Use designated hitter.

E Use EGA graphics.

F Go straight to the main menu screen.

L Play the two default teams (the first two teams on your default stats disk) over and over again in fast stats mode (Earl picks the lineups). The accumulated stats update after each game and the home fields alternate.

M Play all the teams in the first league in one round of round robin fast stats games. Updates accumulated stats at the end of each game.

N Play all the teams in the second league (the teams on the *right* side of the team menu) in one round of round robin fast stats games. Updates accumulated stats at the end of each game.

O Play all the teams in both leagues in one round of round robin fast-stats games. Updates accumulated stats at the end of each game.

Q Turn off sound effects.

S Turn off announcer.

T Use Tandy graphics (512K of memory required).

V Use VGA's EGA emulation mode (same as option E).

% Play in stats mode. You select the teams and lineups. Earl will manage both teams. No graphics are displayed during gameplay. Games last from 4 to 7 minutes.

To use a parameter, simply type the letter after WEAVER. For instance, to go straight to the Full Program, you would type **WEAVER F**. You can also use more than one parameter at a time. To go to a Full Program with the sound turned off and in CGA mode, you would type **WEAVER F Q C** (*do not* put commas between the letters).

For Commissioner's Disk Users Only

You can use this parameter *only* if you have the Commissioner's Disk.

P Play a schedule built in the Commissioner's Disk in stats mode. The program will prompt you for the name of schedule, starting day, and number of game days to play.

I N D E X

Note: The capitalized index entries are options from menus.

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