

Full Count **BASEBALL**

version 6.91



LANCE HAFFNER GAMES

FULL COUNT BASEBALL

We feel you have just downloaded one the most statistically accurate, flexible and playable computer baseball games on the market. It was not created at the drop of a well placed bunt down the 3rd base line. It was created with great attention to detail and with an ear toward the most important people and their desires – the baseball fans! Full Count has undergone several stages of growth during the past few years and the culminating result is evident in this latest release.

Over the next several pages, you'll learn in detail about how to play the game and all the features and options available. However, like a good pre-game show, we'll try to wet your appetite a bit first by introducing our starting lineup and our bench.

When the game loads, there are several options available. The first is the most fun – playing the game. The second is probably Full Count's MVP - the ability for you to input your own teams or to edit the existing ones. This means the game will never grow old and you'll never have to spend another dime on teams. A third option is to draft a team from the existing rosters. This is a popular option for league play. The fourth option allows you to look at compiled statistics from past games. At the end of each game, you can save the game's stats – which are added to those already saved to take some of the drudgery out of league play.

Ever want to be a general manager? The Trade and Activate/Deactivate options are for you. The sixth option provides a means by which you can add stats from a compiled set. This means that if you make a mistake and don't have stats from a league game, you can take the box score, which can be printed to a text file or to the printer after each game, and do the update manually.

Any good game could offer these options. However, few give you this many. The proof lies in the ease and use of execution. We feel the Full Count is as friendly to use as the elderly usher at the old ballyard. Most commands are shown by on-screen menus and are not hidden in codes on the pages of thick manuals. In fact, you could probably (depending on your computer gaming experience) just start playing right now without reading further and figure everything out. For those of you inclined in that direction, feel free. But, for those who want more information, read on for a detailed scouting report on Full Count.

PLAYING A GAME

The first option from the welcome screen is to Play a game. Since that's where you'll spend most of your time, let's take you through the process from Setup to Boxscore. You are first presented with a number of options for customizing game play. These are designated by both numbers 1 through 9 and letters A to H. To change any option, simply press the key corresponding to the number/letter.

MODE OF PLAY (1)

Choose between Computer vs. Computer (a full computer simulation), Human vs. Computer or Human Opponent (play against your friend)

TEAM SELECTION (2) & (3)

Both of these must be set before you can start a game. First, you will input a season identifier for the teams file. This should match the extension of the file you want to use. (often equal to the team year; see TEAM MANAGEMENT, ORGANIZATION for more on this). If requiring the last season disk you used, just hit ENTER. Use arrow keys to navigate through the lists, then select the team and press ENTER. The team name should appear and you are asked to confirm the team.

LEAGUE TYPE (4)

This option has nothing to do with the availability of a Designated Hitter. There was a time when the AL didn't have that option either. The selection here simply designates which league to select the umpires from.

DESIGNATED HITTER (5)

Use this to simply toggle DH on or off. Don't try to drag us into the debate about whether the designated hitter is a good thing.

LEAGUE GAME (6)

Choose between whether this is a regular or exhibition game. At this time, this has no function in the game.

MONTH (7)

This option lets you cycle through the active months of the season. In combination with the TIME OF DAY option, this serves to determine the temperature, wind, and precipitation factors for each game. The existing parks in the database file have been ranked based on actual meteorological data from the U.S. Department of Commerce/Weather Bureau. This should make those summer days at Busch Memorial Stadium tough on starting pitchers. Or how about a fun day a Wrigley with the wind blowing out!

DAY / NIGHT (8)

Choose the general time of day for the game. As mentioned above, this helps narrow down weather conditions. If using VGA screens, will also change the graphic loaded for the ballpark to match.

START GAME (9)

Does what it says

SAVE SETTINGS (0)

Selecting this option will store the settings displayed as the default and will remember these with the next game that you play. This is particularly useful when replaying a season.

PLAY-BY-PLAY DELAY (A)

Set this speed for how fast you can read (or how much you want to!). This sets for how many seconds commentary stays on the screen. We recommend a value of 1.2. If you just want the results of a game, use a value of 0.

USE INJURIES (B)

If you do not wish to risk injuries to players, toggle this to NO.

USE LEFT/RIGHT SPLIT STATS (C)

Select this option to have split stats factor into the game play.

USE DAYS REST DATA FOR PITCHERS (D)

If you want rest to factor into a pitcher's contribution, set this option to YES.

USE MANAGER PROFILE, IF AVAILABLE (E)

Set this option to YES if you would like the game to auto-load any previously saved manager profile. This will auto-complete game lineups and strategies during play.

USE WEATHER EFFECTS (F)

If you do not wish to use any of the meteorological effects, toggle this to NO.

USE VGA SCREENS (G)

If you want to play with ball park graphics as a background for the game action, select Yes. Otherwise you will use the classic Haffner text-based mode.

PITCHER ERA (H)

Choose from several different eras. Available choices are 1876 - 1893, 1894 - 1908, 1909 - 1918, 1919 - 1932, 1933 - 1945, 1946 - 1954, 1955 - 1972, 1973 - 1979 and 1980 - Present. Each era corresponds to an overall effectiveness rating for pitchers. Generally, pitchers from older eras "last longer", and newer eras need substituted more often. Pitchers from 1980 on have their effectiveness calculated from their stats.

STARTING PITCHER / ROTATION

You are now presented with a roster of each team's pitching staff and asked for choices of rotation. If you answer 'Y', and a rotation does not exist, you will have the option to enter a (4) or (5) man rotation. If you have a rotation saved, selecting this option will automatically disable the other starters in the rotation and select the next scheduled pitcher as the starter. However, you have the option to override this starter should you choose.

After making your decision concerning a rotation, you can also disable anyone you chooaw. Players that are made inactive with the Activate/Deactivate module are automatically disabled. You may toggle a player between active and inactive by

pressing his roster/letter number. Pressing 'X' will activate all eligible pitchers, even if disabled from the rotation function. When satisfied, press 'Z' to select the starter. You can then confirm your selections.

SELECTING LINEUPS

You will now need to choose the lineups for each team. There are 3 options available for this. The first one is to manually enter the lineup, the second is to load a lineup that you have saved, and the last option is to let the computer determine a lineup.

Regardless of which option you choose, you will be asked if you want to disable any players. Pressing their roster letter/number will toggle active/inactive status for the player. Also, pressing <TAB> will toggle between batting and fielding stats. When you are satisfied, press the 'Z' key to proceed with the lineup.

If you selected saved or computer generated lineup, it will be shown on the right side of the screen. For manually entering the team, a row of numbers will be displayed across the bottom of the screen. These numbers refer to the official scorers system for player positions:

0	DH	5	third baseman
1	pitcher	6	shortstop
2	catcher	7	left fielder
3	first baseman	8	center fielder
4	second baseman	9	right fielder

As you select players, the numbers will disappear, making it easy to tell which positions still need to be filled. After picking a player, should decide it's the wrong choice, hit return instead of the position and the name will be erased. If you wish to start over from scratch while in the middle of entering a lineup, type 'X' for the roster select choice.

In games where the DH isn't being used, hit 'P' to insert the starting pitcher into the lineup.

Once you have completed the lineup, you have the option to make a substitution, swap spots, totally reselect the lineup, or swap positions between players.

When satisfied, you are asked if you want to save the lineup for future reference. Up to 10 lineups can be saved for each team (0-9). We think it would be a good idea to use #1 for the regular lineup, then #2 for a lineup against lefties and so on. Don't pick a DH pre-saved lineup if you answered NO to using DH in this game. The program will ask for a different lineup. Also, if you pick a lineup that uses a player that has been made inactive, he will become active.

PLAYERS OUT OF POSITION

You're ready to start your first game, but first a word about playing people out of position. Left and right field are interchangeable. However, using a left or right fielder to play center will decrease their range. Playing outfielders or catchers in the infield will decrease range and increase the chance for errors. Non-catchers behind the plate will be lucky to throw anybody out and will throw many balls into the outfield. Keep this in mind when picking the lineup and making changes during the game.

PLAY BALL!

Now we're ready to begin the game. If it seems like we've gone through a lot just to bring the first hitter to the plate, you'll be pleased to know that game setup takes under 5 minutes once you get used to the process and especially if you use computer or saved lineups.

DEFENSIVE OPTIONS

There are 13 different options available for the manager whose team is in the field.

Pitch (1)

This means to simply pitch to the batter. This might not seem so simple if Babe Ruth, Hank Aaron, or Reggie Jackson is the hitter, but you get the idea.

Intentional Base on Balls (2)

Put the batter on first base with four purposeful wide ones. That might be a better strategy for hitters such as Babe Ruth, Hank Aaron, and Reggie Jackson.

Infield In (3)

Brings all four infielders to shallow positions to prevent the runner on third from scoring on a routine ground ball, increases the chances of a grounder getting through for a hit. It's also tough to bunt against this defense.

Corners In (4)

Brings the first and third basemen to shallow positions. Perfect choice in bunting situations. However, it will increase the chances of a hard grounder to either player getting through. Keeps the double play grounder a possibility on balls hit to second or short.

Infield Normal (5)

Takes the infield out of any special defensive alignment.

Personnel (6)

Choice to make any defensive switches, relief pitchers, and swap positions.

Pinch/Hit Away (7)

Easy in 2-player games when the defensive team just wants to pitch and the offensive team just wants to hit. Bypasses menus and goes directly to the result.

Pitch Around (8)

Remember our pals from Option 2 and 2?? This may be another alternative for them. Pitch stays away from the hitter, doesn't give him much to hit, chance for walk is increased.

Detailed Stats (D)

Can be accessed from both the offensive and defensive menus. Gives you a look at a player's complete actual, replay, and game stats.

Quick Stats (S)

Can be accessed from both the offensive and defensive menus. Gives you a look at the vital actual, replay, and game stats.

Hold Runner (H)

This is a useful option if Maury Wills or Lou Brock is on at first. If a pitcher has a poor hold rating, it may not be of much use though.

Fielder Ratings (F)

This option gives you a layout of the field with each fielder at his position. It gives the player's fielding average, range rating and arm rating.

Quit Game (Q)

If the boss is coming down the hall, this is the key for you. The screen clears and you are sent to DOS.

OFFENSIVE OPTIONS

Once the defense has picked its choice, the offense puts the game in motion by making a selection.

Hit Away (1)

Hit normally

Hit and Run (2)

Used primarily to give the runners a jump and stay out of the double play. Can be used with runners on first and third with less than 2 outs. A hitter's power is somewhat reduced with this option. Can result in double plays on line outs and some fly outs.

Steal (3)

Can be used anytime. Everybody goes except with runners on first and third, in which case only the runner on 1st goes. Sometimes a message will read "Can't get a jump". That means the runner couldn't get a proper lead to take off. You can try again with the same hitter up, but you increase your chances of being picked off or thrown out stealing. When a runner gets on base, his name will appear beside that base as well as his run rating/# of stolen bases.

Bunt (4)

With nobody on base, this means bunting for a hit. With a runner on third, it's a squeeze. Otherwise, it's a sacrifice bunt.

Personnel (5)

Choice for using a pinch hitter.

OPTIONS

Pressing “O” at any time during game play lets you quickly make changes to the Play Mode and Play-by-Play Delay.

Okay. So now you’re ready to play. Enjoy the game. It can be more enjoyable than the real game. After all, we don’t let Harry Caray sing during the 7th inning stretch.

END OF GAME STATISTICS

At the end of the game, a complete statistical report will be displayed on the screen. This may also be sent to the printer or to an ASCII text file. Auto-play automatically generates an ASCII text file for each boxscore. These files may be edited in a text editor or word processor.

STATS COMPILER

This feature allows you to compile the schedule, team, and individual statistics after each game. After the stats are displayed at the conclusion of a game, you will be prompted “Save Stats (YN)”. If you wish to save stats, select Y.

GAME SUMMARY

That should cover the game itself. This would be a good time to mention that it’s a good idea to format about 3 or 4 disks before you really get into the options of Full Count. One can be used for saving lineups and rotations, another for compiled stats, and a third for teams that you create. And that’s just what we’re ready to discuss, entering stats for a new team or changing an existing team.

ENTER NEW / CHANGE EXISTING TEAM

This is where you can control what teams you can use. There are several pieces of data needed to create a team. Just looking at the raw figures needed to put a team together will probably give you even more confidence of the statistical reliability and detail built into Full Count. The first screen will ask for 20 items of information on the team and the league from which the team came.

Team Number (1)

This is the number by which the team will be called up to be used in a game along with the Disk ID. Be sure to write down what number goes with what team to simplify the selection process.

Disk ID (2)

The ID number identifies the database the team came from. It is usually the 2-digit year for a season disk (i.e., 1991=91, 1982=82). For special disks, like Great Teams of the Past or World Series and Playoff Teams, The IDs would be GRT or WS6 for Great Teams and World Series teams of the 60’s.

Team Name (3)

Team can be called anything you’d like, but should start with a 2-digit number. There is a 15 character maximum. Examples would be 83 Royals, 59 White Sox, 72 Braves.

Team Nickname (4)

This is a 5-letter abbreviation to be used in stats, scoreboard, etc.

League Batting Average (5)

Average for the league in the season you are using. Should be entered as a whole number without decimal. For instance, a .263 average would be just 263.

League Strikeout Percentage (6)

This is league strikeouts divided by (at-bats minus hits) (SO/(AB-H)) to 3 decimal places. Again, this should be displayed as whole numbers, ex. .237 would be 237.

League Walk Percentage (7)

This is league walks minus intentional walks divided by at-bats plus walks minus intentional walks. (BB-IBB)/(AB+BB-IBB). Again, use a whole number, Ex., .083 would be 83.

League Home Run Percentage (8)

Used to rate pitchers for home runs allowed. The formula is home runs divided by hits (HR/H). Use whole numbers, ex. .095 would be 95.

Team Double Plays Per Game (9)

Divide a team’s double plays by the number of games played and take that result times 100.

Park Name (10)

Descriptive name for your park. The park ID, though, controls the climate and park effects.

Park ID Number (11)

This number is used by Full Count to know what weather effects to use in a game.

Following is a list of parks recognized by Full Count.

1 ANAHEIM	19 ARLINGTON	37 CROSLY FIELD
2 ASTRODOME	20 RIVERFRONT	38 RFK STADIUM
3 OAK - ALAMEDA	21 FENWAY PARK	39 METROPOLITAN (MIN)
4 SKYDOME	22 ROYALS	40 FORBES FIELD
5 MIL COUNTY	23 TIGER STADIUM	41 GRIFFITH STADIUM
6 FULTON COUNTY	24 H.H.H. METRODOME	42 SAN DIEGO STADIUM
7 BUSCH MEMORIAL	25 COMISKEY (BOTH)	43 KC A's - MUNICIPAL
8 WRIGLEY FIELD	26 YANKEE (BOTH)	44 SICKS STADIUM
9 DODGER STADIUM	27 LA COLISEUM	45 LA WRIGLEY
10 OLYMPIC STADIUM	28 COLT STADIUM	46 SEALS STADIUM
11 CANDLESTICK PARK	29 CONNIE MACK	47 AMERICAN LEAGUE
12 KINGDOME	30 EXHIBITION (TOP)	48 AM LEAGUE II
13 CLV MUNICIPAL	31 PILOT FIELD	49 HILLTOP PARK
14 SHEA STADIUM	32 COUNTY STADIUM (MIL)	50 POLO (1913-1922)
15 BAL MEMORIAL	33 SPORTSMANS PARK	51 BRAVES FLD (1915-52)
16 JACK MURPHY	34 EBBETTS FIELD	52 BRAVES FLD (1915-16)
17 VETERANS	35 JARRY PARK (MON)	53 SOUTHSIDE PRK
18 THREE RIVERS	36 POLO GROUNDS	99 GENERIC

Park Double Adjustment (12)

This enables you to customize the home park. Use three-digit number with 100 being the average. Each number up or down will increase (up) or decrease (down) a hitter's doubles by one percent when playing in the home park.

Park Triple Adjustment (13)

Same as above except that it controls triples. Use a 3-digit whole number, 100 is the average.

Park Home Run Adjustment (14)

Like the park double / triple adjustments, but for home runs. Use a 3-digit whole number; 100 is the average. Home run ratings can also be entered for left and right field separately. For example, if you enter 115, home runs would be increased by 15% evenly to both fields. However, 106083 would increase HR's by 6% to left field and decrease right field. When entering dual ratings, both numbers should be 3-digits. If either is less than 100, enter a zero in front of it.

NOTE: Shannon Lynn wrote a detailed article concerning ball park ratings and how to calculate the double, triple, and home run effects in the first issue of the Lance Haffner Journal.

Park Foul Ground Adjustment (15)

Same as above except that it controls whether a foul ball will go out of play. 100 is the average.

Indoor / Outdoor Adjustment (16)

Indoor = 1, Outdoor = 0

Grass / Artificial Turf (17)

Enter the playing surface for the team's park.

Manager Name (18)

Enter the name of the team's manager. Used for color in the game.

Text Color for Team Name (19)

0 BLACK	5 PURPLE	10 GREEN
1 BLUE	6 BROWN	11 CYAN
2 GREEN	7 WHITE	12 RED
3 CYAN	8 GRAY	13 PURPLE
4 RED	9 BLUE	14 YELLOW
		15 WHITE

COLORS 9-15 ARE BRIGHTER

Background Color for Team Name (20)

Available Choices are 0-8 from the list above.

RATING CATEGORIES

There are 37 categories that must be filled out for each hitter, up to 23 on a team.

Name (1) – Last name of batter, but can also use first initial.

Bats (2) – Whether the hitter bats right (R), left (L), or switch (S). There is also an option for hitters who mostly platooned; left-handed platoon (LP) and right handed platoon (RP).

Positions (3, 5, 7, 9) – Each player may be rated for 4 positions. Use the number of the positions played. Enter '-1' for positions not used.

Fielding Average (4, 6, 8, 10) – Fielding average for each position played. Use a whole number. When exact average is not available, use league averages (Outfield – 982, Shortstop – 964, First base – 991, Third base – 954, Catcher – 987, Second base - 980)

Games (11) – Number of games the player played.

AB (12) – Number of official at-bats for the player

Runs (13) – Number of runs scored by the player.

Hits (14) – Number of hits collected by the player.

Doubles (15) – Number of doubles collected by the player.

Triples (16) – Number of triples collected by the player.

Home Runs (17) – Number of home runs collected by the player.

RBI (18) – Number of runs batted in by the player.

BB-IBB (19) – Total walks minus intentional walks. If BB are unavailable, reduce BB by 10% after 1920's, 5% before 1920.

SO (20) – Number of times the batter struck out.

SB (21) – Number of stolen bases for the player.

CS (22) – Number of times caught stealing. If unavailable, enter 0.

Arm (23, 25, 27, 29) – Rating of arm strength for each position that is a catcher or outfield position. 9 is the best and strongest, 1 is the worst. Give infield positions a 0.

Range (24, 26, 28, 30) – This is the ability to cover ground and get to balls in the field. 9 is the best and 1 is the worst. Give catchers a 0.

Run (31) – Rating is running ability and is TOTALLY SEPARATE of ability to STEAL. 9 is best and 1 is worst.

Bunt (32) – This is the player's ability to bunt. 1 is worst, 9 is best.

G/A% (33) – Expressed as a whole number, percentage of outs that were ground outs. League average is about 52.

Era Batting Average (34) Simply input the season's league batting average. This is especially handy for draft leagues when players from different eras would be competing on the same team, ex., league batting average in 1930 was 300 as opposed to 239 in 1967. This normalizes hitters from different periods.

SH (38) – Number of sacrifice hits the player collected.

There are 37 categories that must be filled out for each pitcher, up to 22 on a team.

Name (1) – Last name of pitcher, but can also use first initial.

Throws (2) – Whether the pitcher is left handed or right handed.

Won (3) – Number of games won.

Lost (4) – Number of games lost.

Saves (5) – Number of games saved.

Games (6) – Number of appearances.

Games Started (7) – Number of games started.

Complete Games (8) – As it says.

IP (9) – Number of innings pitched.

Hits (10) – Number of hits allowed

BB-IBB (11) – Number of total walks minus intentional walks. If BB are not available, reduce BB by 10% after 1920, 5% before 1920. You may reduce a little more on some relievers.

SO (12) – Number of hitters struck out.

WP (13) – Number of wild pitches thrown by the pitcher.

ERA (14) – This is the pitcher's Earned Run Average. Enter as a whole number (i.e., 2.96 would be entered as 296)

HR Allowed (15) – Number of HR's allowed by the pitcher.

Batting Average (16) – New to this version of Full Count is the ability to enter complete batting statistics for pitchers. In order to use actual statistics, you must enter '999' as the batting average here. Otherwise, the program will use the average entered here and use general formulas for determining hit frequency and distribution. For players where data is unavailable or for American League pitchers since the DH rule, use 147.

Field Average (17) – Enter the fielding average for the pitcher. 977 is league average.

Hold Rating (18) – Pitcher hold rating. 9 is best, 1 is worst.

G/A % (19) – Represents the percentage of ground ball outs to total outs. League average is 52.

Pitcher Batting Stats (21-34) – Refer to batters section for description of categories.

SH (38) – Number of successful sacrifice hits by the pitcher.

PRINT ACTUAL TEAM STATS

This option allows you to print batting and pitching stats for a team.

ENTER / EDIT UMPIRE NAMES

This option allows you to enter umpires for use in play-by-play color and the boxscore. Just another touch of realism.

SWAP SPOTS ON A TEAM ROSTER

This option helps to customize the order the players are in on your roster.

CALCULATE BUNT RATINGS

This option allows you to choose a team and will display the team's bunt ratings for you -the-fly. Ratings will be shown for both batters and pitchers.

CALCULATE RUN RATINGS

This option is available from the Enter New/Change Existing team menu and allows you to choose a team and will display the team's bunt ratings for you -the-fly. Ratings will be shown for both batters and pitchers

VIEW TEAM ROSTERS / RATINGS

This option allows you to view a team's league ratings, as well as hitting, pitching and fielding stats.

PROGRAMMABLE MANAGER

This option will allow you to select a team and configure custom lineups, pitching rotations and a wide variety of strategies for in-game play for that team. You are also able to customize how often certain strategies or players are used in-game.

DRAFT A TEAM

This option will allow you to create your own team by drafting players off teams already rated for Full Count or draft teams that already exist. When drafting a new team, refer to the info found in the team input section of this manual to assist for league numbers, team name, disk ID, and team number. A blank team roster will be full of players named 'XXX' because the game knows to ignore this name. Follow the on-screen instructions to add players to your team. Head-to-head draft league play is really the most enjoyable and challenging form of competition. It requires a keen sense of mixing talent, knowing how to use it, and the ability to pull off key trades to keep your team on top.

TRADE PLAYERS

This option allows you to trade players from team to team, as well as their compiled stats. You must trade a batter position for a batter position or a pitcher slot for a pitcher slot.

ACTIVATE / DEACTIVATE PLAYERS

With the roster size now at 45, you can use this option to permanently disable players until you need them activated. Simply toggle the players by letter/number to activate/disable.

GROUNDBALL / FLYOUT CALCS

After entering some league stats and averages, this option allows you to choose a team and will display the team's groundball ratings for you -the-fly. Ratings will be shown for both batters and pitchers

REPLAY STATISTICS / REPORTS

Selecting this option allows you to view stats from games that you have played. You will need to select the team and disk ID you want to review. You may view the results on screen or print them.

VIEW/PRINT COMPILED STATS

Choosing this option will allow you to view the compiled stats of a particular team. Other options here are the ability to print a team's schedule results and stats, just the team's stats, or stats for all teams in a league. (this requires the standings and league leaders disk sold separately). This last function also functions best when on a hard drive.

Some categories needing explaining are CHS, LHS which are the player's current and longest hitting streak. % RAB and % RIP are the percent of real at-bats and real innings pitched. These categories will help you keep track of a player's usage based on his real life performance. There is also a NEEDS and PROJ AB column for the hitters. If NEEDS is negative, this means that the player is being overused if you want him to reach his actual number of at-bats at the end of the season. PROJ AB is

how many AB he should have at this point of the season if he uses exactly 100% of his real-AB in your replay.

Two special categories just for catchers are how many runners attempted to steal against them and the percentage of those runners they threw out.

For the pitchers, BS, H, RIS, QS, and SUP have been added. These are blown saves, held leads, runners inherited by relief pitchers, inherited runners allowed to score, quality starts for starting pitchers, and run support for starting pitchers.

ENCYCLOPEDIA / TEAM REPLAY OPTIONS

This module includes the following career statistical functions:

- **Create and Merge Initial Stat File** – this option lets you create a file that can be used to track team stats over the course of a career (several years). You will need a completed season's stats for the team.
- **Merge / Update Career Files** – this options lets you add a year's stats to an existing career record
- **View / Print Career Stats**– this option lets you view or print the results for a team across the career file being tracked
- **Edit Career Stats**- this option lets you edit the results for a career file being tracked. Use to correct or adjust any mistakes.
- **View/Print Career Records** – this options lets you view leaders and records for the target team during the period covered by the career. See who is setting franchise records! You must update career leaders before using this.
- **Update Team Career Leaders** – this creates a file with the team leaders during the career period. Run this before attempting to view / print records.

COMPARE REPLAY STATS TO ACTUAL

This options lets you see how a team's replay stacks up to the actual stats recorded for that year. This is a good gauge of how accurate your replay was.

MODIFY REPLAY STATS

In the early days of the game, stats were difficult to update for play-by-mail leagues in which disks couldn't be shared. This option made it possible to manually update those stats, as well as change any that might have been entered in error.

Eventually the "Merge Separate Statistical Files" feature was developed to simplify this process. Simply enter the path to your remote stats and the values are automatically combined for you - no muss, no fuss.

This feature was revived in this version both historical and testing purposes. Replay stats have no bearing on the game play or accuracy, and modifications are not verified for impact in related stats / categories.

MERGE SEPARATE STATISTICAL FILES

This module consists of 2 separate routines for joining stats stats compiled for different weeks from 2 different sources. This is useful when you split a schedule

between individuals and need to combine those results for the season. The “Road” stats are the ones that need to be added / merged to your “local” stats. This function will add stats together cumulatively, so if there is overlap in games that were played, you will have an excess of data for the season.

SORT PLAYERS BY POSITION

The options in this menu allow you to create a special sorted file of team players and positions. This can then be used to view roster information by position and category.

LEADERS / STANDINGS / RECORDS

These functions contain a variety of features which will allow you to create a league and to maintain records and statistics for games played in that league.

1. **Create – Edit League:** This is often the first option you will want to use. This permits you to create your own league and lets you edit it after it has been created. When you create a league, you are prompted to give it a name. Then you are prompted to name any divisions within the league. Finally, you will designate which teams you want as members in the league.
2. **Update Stats / Standings For League:** Even though you may save stats at the end of a game, these stats are NOT accumulated into the league records until you utilize this option. When you select this option for a league, the computer will compile all stats for the games teams have completed. This is of course necessary so you can see who your league leaders are in various statistical categories. *In effect you MUST update your stats after games are played before any of the following will be useful to you.* The first time you use the option all your teams should have played at least one game. Thereafter you may use this option as often as you want.
3. **View/Print Results For League:** This utility lets you view league stats. Remember you must update stats before you can use this option
4. **Head-to-Head Results and Stats:** This allows you to compare the stats of a given team to those of other league teams.
5. **League Record Books:** text
6. **Expanded Leaders/Standings:** This option lets you view a more comprehensive list of players for a variety of statistical categories
7. **Delete All Stats For League:** Use this option to restart your league statistics. This might be useful if you have played a season and now want to replay it.

AUTO-SCHEDULER

The auto-scheduler allows you to schedule up to 162 games for the computer to play by itself. Simply input the information required and after the computer has played the games, it compiles the stats and saves the boxscore files automatically.

NOTE: If for any reason your computer is turned off or reset while an auto-schedule series is running, all is not lost. Boot up the game by typing ‘HELLO’ and select option ‘P’ for play a game and select teams, lineups, , and so on as if you were actually going to play a game now. If everything is fine, the auto-play should resume and play to its completion. However, if play does not continue, you will have to delete the file GAME162 in your baseball directory in order to play anymore games.

THE 10TH INNING

That about covers the mechanics of the game, but there’s still more to say. We’d like to give you our thoughts behind the ratings used in the game.

Range ratings are likely the most contentious. This game ambitious in using range as a factor. It is discussed in books like Bill James’ Baseball Abstract and by managers, and is critical to any game that tries to give you a simulation. The range ratings come from an evaluation of a player’s performance within that season. A 9 at a position means he was good as there was at that position, that season. It doesn’t mean he was the best of all time. All starters are at a position judged by total chances per game. A high figure and low figure are taken to determine the 1 and 9 at each spot. Next, a median is established and all players around that figure will get a 5. Others will be given ratings from 2-4 and 6-8, depending on where they fall between the extremes and the median.

The same type of evaluation is made for the arm ratings for outfielders, though reputation comes into play for those figures more than it will on range. A shotgun arm in the outfield or behind the plate will often not get as many assists because not as many people will run on him. Speed is another rating that is mostly subjective. The speed rating is based more on triples, age, and position than it is on steals.

What matters more than this is your enjoyment. These ratings have been compiled by people who are not just casual fans. They were assigned after hours of careful consideration. However, they are not etched in stone anywhere. If you feel a rating is out of whack, use the Edit an Existing Team Option and change it. It’s that simple! We won’t be offended (at least we’ll try not to be). The game was created for your enjoyment. How much could you enjoy it if you didn’t believe that the ratings were accurate? Our prime goal was to be consistent with subjective ratings like this.

That wraps it up. We hope we’ve covered everything for you. We think that this is the finest baseball simulation for balancing great gameplay and accuracy. It isn’t pretty in terms of graphics or fluff, but Full Count can be whatever you want it to be. If it is the best baseball simulation you’ve played, then it is everything we aimed for.

SUMMARY

We sincerely hope that Basketball – The Pro Game brings you and your friends hours of enjoyment because we have sure enjoyed putting it all together. We have made every effort to take the game of basketball and make it as realistic and exciting as we can. We play it ourselves!

A PERSONAL WORD FROM THE DESIGNERS

At the age of thirteen I began creating and playing every type of sports game imaginable. I was looking for games that were fun, fast, and accurate but without the hassle of dice rolls and pouring over mounds of charts. Then, after becoming a computer programmer, I drew on more than 20 years of sports gaming experience and began to create these games originally, at least for my own enjoyment because I wanted to write sports games that I wanted to play.

As other people began to play them, I realized that they had universal appeal among both sports fans and gamers. So, after an initial four years of development and playtesting and an additional 10 years of being on the market, receiving feedback, and adding many new features, I believe that you are playing the most realistic and enjoyable computer sports simulation on the market today.

However, over the years I have come to realize there is a lot more to life than computers and sports games. On January 5, 1978, I confessed my sins to Almighty God and asked for forgiveness through his Son, Jesus Christ, who died on a cross for my sake. In fact, the really great news is that God is not willing for any to perish, but wants everyone to have eternal life through faith in Christ. He gave me the talent to create these computer sports games and I hope they bring you many hours of joy and happiness.

Sincerely,

A handwritten signature in black ink that reads "Lance Haffner". The script is cursive and fluid, with the first name "Lance" and last name "Haffner" clearly legible.

I have known Lance since 1987 while completing my chemical engineering degree at the University of Arkansas. I became a part of the Lance Haffner team with the introduction of my Standings and League Leaders disks, followed by the Draft/Trade/Change Ratings disks. Things have sure come a long way since those days. I also share Lance's religious beliefs and hope that his message is taken to heart. Since being with Lance, I have worked on all of the games. I have enjoyed talking to the many customers who have called with suggestions, complaints or simply just to talk. We here at Lance Haffner games are making a new commitment to high standards in quality and excellence for our products and customer support. Please feel free to write us or call us. It is easy to find things that are wrong, but never let anyone know. Feedback is the only way that we will ever know how we perform in the eyes of the users. Lance and I have spent many hours and plane trips to see each other while developing this version of the game and we sincerely hope that you enjoy it. In closing, I would like to offer a special thanks to my wife, Leanne, who was pregnant through this whole period and patiently tolerated both Lance and myself as we worked out the details and who gave birth to our first, Hanna Deanne Lynn on Valentine's Day, 1992.

Sincerely,


A handwritten signature in black ink that reads "Hanna Lynn". The script is cursive and elegant, with a large, stylized initial "H" and "L".

I do not know Lance Haffner closely, but have been close to his work for decades. I first played 3-in-1 Football as a preteen and enjoyed the opportunity it gave me to live out my childhood sports fantasies. For years in the internet era, I tried to discover what happened to Lance Haffner Games only to learn the sad truth of it's demise. When finally discovering the games decades later, I was ecstatic, but could only think about how much potential the games still had.

When Lance was first approached about the opportunity for this work, I was not only stunned that the code was available, but even more so that Lance was so kind as to let the Facebook community have access. Having spent an amount of my tech career programming solutions equal to that of actually solving them, the dream of seeing the games reach their potential was now able to be a reality.

Like Lance and Shannon, I have also been close to the works of God for decades. While producing games is exciting, the joys of life are temporary without the motivation that comes from knowing and serving Jesus. Because of His death, I can live free from the bonds of sin that ruin man's own efforts for lasting peace and joy. God has given me many talents, but no gift is greater than that of his lasting salvation.

Sincerely,

A handwritten signature in black ink, reading "Juan Howard". The signature is written in a cursive, flowing style with a large, stylized initial "J".

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