

# Full Count **BASEBALL**

version 6.51



***LANCE HAFFNER GAMES***

## **FULL COUNT BASEBALL**

We feel you have just purchased the most statistically accurate, flexible and playable computer baseball game 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 Full Count 5.0. Lance and Shannon wanted Full Count to be the best game of its kind available. Now, it's your turn to decide how they did. Over the next several pages, they'll tell you in detail about how to play the game and all the new 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 first boots, there are several options available. The first is the most fun – playing the game. The second is probably Full Count's MVP. It is the ability for you to input your own teams or to edit the existing ones. This means the game will never grow old and that you'll never have to spend another dime on team disks (but we think you'll want to). A third option is to draft a team from the other existing teams. 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 will be given the option of saving the game's stats. Those stats can be 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. Still, 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.

### **LET'S GET STARTED**

The first option from the first screen is to play a game of baseball. Since we assume that's why you bought Full Count, let's take you through a game from setup to boxscore. From the first menu, hit 'P' for Play a Game and the game will load. A message will then appear asking if you want to play a single game or

chedule up to 162 games. For now, select a single game. We will explain the auto-schedule option later.

You are now presented with a menu of option numbered 1 through 9. We will now discuss each.

### **MODE OF PLAY (1)**

Pressing the '1' key will toggle between computer vs. computer, human vs. computer, and human vs. human game.

### **NL / AL / INTERLEAGUE GAME (2)**

This option, contrary to popular belief, has nothing to do with the DH option. There are those of who still remember when the AL didn't have one of those. Some Lance Haffner team disks come with a file containing the umpires. The selection of AL or NL simply tells Full Count which to select the umpires from.

### **DESIGNATED HITTER (3)**

Pressing the '3' key will toggle DH on or off. Don't try to drag us into the debate about yea or nay for the designated hitter, but we know that Shannon gives it a big thumbs down. However, there's a chance for you to make a commissioner-like decision for your games.

### **LEAGUE GAME (4)**

At the present, this option has no functions.

### **MONTH (5)**

Pressing the '5' key will toggle through the months of the year. This option in combination with Option 6 (DAY/NIGHT), serves to determine the temperature, wind, and precipitation factors for each game. As an engineer, Shannon has rated every park, past and present, 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 at Wrigley with the wind blowing out!

### **DAY / NIGHT (6)**

Simply what it says. Use in conjunction with Option 5.

### **PROCEED TO TEAM SELECTION (7)**

If you are satisfied with all of your settings, this lets you choose the teams.

### **USE CLIMATE / WIND / TEMP DATA (8)**

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

### **SAVE SETTINGS (9)**

Selecting this option will store your current month, day, mode of play, dh and league settings as the default and will remember these with the next game that you play. This is particularly useful when replaying a season.

### **TEAM SELECTION**

As you exit the options menu, you will have one more quick question to answer: What do you want the display variable to be? The delay represents the amount of time that a message will appear on the screen during the game play-by-play.

Fractions of a second are okay too. We play with about a 1.2 delay.

With the proper teams disk in the drive, enter the team number from the enclosed list. The disk ID is the extension of the file where the team is located. Look on the teams list to find the proper ID for the team you have selected. Here is a sample explanation:

For most pro teams and special edition teams, the disk ID is the year of the team.  
(EX. 91 ST. LOUIS; DISK ID = 91)

You will then be asked to make sure that the proper teams disk is in the drive. After pressing a key, the team name should appear and you are asked if this is the team you want. If not, press N and select again. Otherwise, you will be asked for the other team. After both teams have been selected, you will be asked which team the computer manages, if playing a human vs. computer game.

### **STARTING PITCHER / ROTATION**

You will now be presented with a roster of the visiting team's pitching staff and asked if you want to use a 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 started should you choose.

After making your decision concerning a rotation, you are asked if you want to disable anyone. 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 the 'X' key will activate all eligible pitchers, even those disabled from the rotation function. When you are satisfied, press 'Z' to select the starter. You will be asked if there is any change. If not, hit 'N' to proceed. Otherwise, choose another starter.

You will now repeat this for the home team.

### **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, after selecting it you will be asked if you want to disable any players. Pressing their roster letter/number will toggle active/inactive. 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. If, for some reason, you get the message "Shannon cannot make a lineup" when using the computer generated option, you can either enter the lineup manually or choose to let him try again. This is also an available option if you don't like the lineup generated. Just hit the 'R' key for reselect and let the computer try again, or input your own.

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 two 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 the 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. If you pick a lineup that uses a player that has been made inactive, he will become active.

## PLAYERS OUT OF POSITION

You're about ready to start your first game, but first a word about the effect of playing people out of position. Left and right field are interchangeable positions. However, using a left or right fielder to play center will decrease the range of that fielder. 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, will throw many balls into the outfield, and give up more passed balls than Bob Uecker. Try to keep that in mind when picking the lineup and then making changes during the game.

After both lineups have been selected, you will then see the weather conditions at game time. The game will take a few seconds to load.

## 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 thirteen 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)

Key stroke saver for two-player games when the defensive team just wants to pitch the batter and the offensive team just wants to hit away. Bypasses the offensive menu and goes directly to the play 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 1<sup>st</sup> 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.

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 7<sup>th</sup> 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. It names them in the following format: BOXSCORE.game # (i.e., the boxscore for game 3 of an auto-play would be saved as BOXSCORE.3) 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. While saving the team's stats, you are told the name of the file it is saving the stats under. This filename name is the school or city name, followed by a period, followed by the 2-digit year. Exceptions are teams that have a period or space in the name. Those characters are replaced by an underline "\_" key.

i.e.      91 HOUSTON = HOUSTON.91  
          70 KANSAS CITY = KANSAS\_CITY.70  
          75 ST. LOUIS = ST\_LOUIS.75

### **AUTO-SCHEDULER**

**NOTE:** This function will only work if installed to a hard disk because the files it generates exceed the space on a floppy disk.

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.

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 / CHANGE TEAM DATA**

This is where, not some big corporation, 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.

#### **Team Name (2)**

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.

#### **League Batting Average (3)**

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 (4)**

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 (5)**

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 (6)**

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 (7)**

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

#### **Park Double Adjustment (8)**

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 (9)**

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

#### **Park Home Run Adjustment (10)**

Same as above except that it controls triples. 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 very 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 (11)**

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

#### **Indoor / Outdoor Adjustment (12)**

Indoor = 1, Outdoor = 0

#### **Grass / Artificial Turf (13)**

Enter the playing surface for the team's park.

#### **Stadium Name (14)**

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

#### **Park ID Number (15)**

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

#### **Manager Name (16)**

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

#### **Text Color for Team Name (17)**

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 (18)**

Available Choices are 0-8 from the list above.

#### **Team Abbreviation (19)**

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

#### **Disk ID (20)**

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.

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.

**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.

**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)

**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 allwood

**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 TEAM ROSTER

This option is available from the Enter New/Change Existing team menu.

## ENTER / EDIT UMPIRE NAMES

This option is available from the Enter New/Change Existing team menu and allows you to enter umpires for use in play-by-play color and the boxscore. Just another touch of realism.

## SWAP POSITIONS ON A ROSTER

This option is available from the Enter New/Change Existing team menu and helps to customize the order the players are in on your roster.

## DRAFT TEAM OPTION

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.

## 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.

## 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.

## ADD / CHANGE STATS

Especially in play-by-mail leagues, it isn't always possible to have your stat disk there when games are completed. Sometimes the stats will be sent back in hard copy form from the road. This option will make it possible to manually update those stats as well as change any stats that might have been entered in error.

However, if you have Shannon Lynn's League Utilities disk, you can simply select the option to merge two stat files and you enter your road stats disk and the two stat files are automatically combined for you with no muss, no fuss.

Other options available under the Add / Change Stats menu are Create Blank Stat File and Enter New Stat File. The blank stat file option is useful for creating a 'dummy' stat file for farm teams that would not play games, but would hold players for you. This was a more important feature in previous versions of Full Count with the 29 man roster when you wanted to keep your compiled stats for players "traded" down to the farm team.

## 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.

## THE 10TH INNING

Well, that about covers the mechanics of the game, but there's still a bit more to say. We'd like to give you our feelings behind some of the ratings used in the game.

The obvious point of contention are the range ratings. This game is the most ambitious on the market for using range as a factor. It is talked about enough by books like Bill James' Baseball Abstract and by managers that it is critical to any game that truly tries to give you a simulation rather than a game. The range ratings come from an evaluation of a player's performance within that season. A 9 at a position means that he was good as there was at that position that season. It doesn't mean that he was the best of all time. All the 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.

But what really matters is your enjoyment. These ratings have been compiled by people who are more than casual fans. They have been put together after hours of careful consideration. However, they are not etched in stone anywhere, not even on your disk. If you feel a rating is out of whack, call up 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 has been created for your enjoyment. How much could you enjoy it if you didn't believe that the ratings were accurate? Our prime goal for each disk was to be consistent in the subjective ratings. It is our hope that we have done that.

Well, that about wraps it up. We hope that we've covered everything for you. We think that this is the finest baseball simulation on the market for any machine. It isn't pretty in terms of graphics or fluff. Full Count can be whatever you want it to be. If it is the best baseball simulation you've ever played, then it is everything we wanted it to be.

## 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.

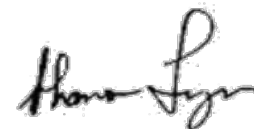
However, over the years I have come to realize there is a lot more to life than computers and sports games. On January 5, 1978, I confessed my sins to Almighty God and asked for forgiveness through his Son, Jesus Christ, who died on a cross for my sake. In fact, the really great news is that God is not 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,



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,





## **DAMAGED DISKS AND SOFTWARE**

Lance Haffner Games will replace an out-of-warranty defective disk provided that the disk is sent postpaid with proof-of-purchase, a brief description of the problem and a check or money order in the amount of \$9.95 (U.S. dollars) to Lance Haffner Games. Tennessee residents please add 8 1/4% sales tax. Terms and prices are subject to change without notice.

## **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!

## **COPYRIGHT NOTICE**

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