Wild Pitch!

The Desktop Baseball
Simulation

Version 1.0

Software

536

07028

MS

P.O Box

Glen Ridge, NJ

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Chapter 1 - INTRODUCTION

Wild Pitch! is a baseball simulation that allows you to test
your
skills as a big league skipper by letting you manage players
that
perform just as they did in real life. You select the starting
lineups and pitchers, decide when to steal a base, bunt, hit
and
run, pinch hit or run, and when to bring in your ace reliever.
Since players are rated using their actual statistics and
tendencies, the ones that hit for high average will
consistently
lead the league in batting average, the power hitters will hit
homeruns at the same rate they actually did, and the top base
stealers will be among the leaders in stolen bases. Pitchers
will
produce realistic results in strike outs, walks, earned run
average, and many other pitching categories.

So put on the uniform and step into the dugout of one of the
wildest baseball strategy games you've ever played!

1.1 PROGRAM FEATURES

Here are some of the features of Wild Pitch!:

    o Easy-to-use modern Windows-like user interface with pull
       down menus, dialog boxes, and full mouse capabilities.

    o All managerial strategy options are available: base
       stealing, hit and run, bunt, squeeze play, position the
       defense, bring in pinch hitters and runners, and more.

    o View batter, pitcher, and team statistics at any time
       during the game. Stats include actual, total replay, all
       possible base situations, an incredible number of the
new
       stats, fielding stats, versus left hand
pitching/batting,
       versus right hand pitching/batting.

    o USA Today-style expanded box scores at any time during
the
       game.

o   Detailed scorecard of the game's play-by-play available
    any time during the game.

o   Save a game in progress and retrieve it later.

o   The scoreboard, lineup cards, ballpark, and play-by-play
    result window are always displayed on the screen.

o   Ballpark window features simulated baseball action. You
    can see the fielders, base runners, batter and on-deck
    batter, and view their stats via the 'quick stat' dialog
    boxes. The location of the ball is displayed after
every
    play.

o   On-line help is available for every screen.

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1.2   REGISTRATION INFORMATION

Wild Pitch! is distributed as shareware and can be evaluated,
at
no charge, for 30 days. After the 30 day evaluation period has
expired, you order a registered version of the software.

1.2.1   HOW TO REGISTER

To register your copy of Wild Pitch!, send check or money order
for $25 (NJ residents please add the current sales tax) to:

          MS Software
          c/o Mike Savage
          P.O. Box 536
          Glen Ridge, NJ 07028

Canadian orders, please send the equivalent to $25 US dollars.

Outside the US and Canada, please add $10 to cover special
shipping and handling costs, for a total of $35 (US funds drawn
on a US based bank).

The latest shareware evaluation version is also available for
$5.

1.2.2   WHAT YOU RECEIVE WHEN YOU REGISTER

When you register your copy of Wild Pitch!, you'll receive:

     o The latest version of the Wild Pitch! program
     o A printed and bound user guide
     o Additional documentation for the batting and pitching
        statistics
     o One free program upgrade
     o Notification of future upgrades

1.3   USER SUPPORT

If you have any questions or comments, please contact me:

     o Through CompuServe mail. My CompuServe Address is
        71121,3137.

     o By mail. Write to MS Software, c/o Mike Savage, P.O.
Box
        536, Glen Ridge, NJ 07028.

1.4 WHAT IS SHAREWARE?

Shareware distribution gives users a chance to try software
before buying it. If you try a Shareware program and continue
using it, you are expected to register. Individual programs
differ on details -- some request registration while others
require it, some specify a maximum trial period. With

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                registration, you get anything from the simple right to
continue
                using the software to an updated program with printed manual.

                Copyright laws apply to both Shareware and commercial software,
                and the copyright holder retains all rights, with a few
specific
                exceptions as stated below. Shareware authors are accomplished
                programmers, just like commercial authors, and the programs are
                of comparable quality. (In both cases, there are good programs
                and bad ones!) The main difference is in the method of
                distribution. The author specifically grants the right to copy
                and distribute the software, either to all and sundry or to a
                specific group. For example, some authors require written
                permission before a commercial disk vendor may copy their
                Shareware.

                Shareware is a distribution method, not a type of software. You
                should find software that suits your needs and pocketbook,
                whether it's commercial or Shareware. The Shareware system
makes
                fitting your needs easier, because you can try before you buy.
                And because the overhead is low, prices are low also. Shareware
                has the ultimate money-back guarantee -- if you don't use the
                product, you don't pay for it.

                1.5 DISCLAIMER - AGREEMENT

                Users of Wild Pitch! must accept this disclaimer of warranty:
                "Wild Pitch! is supplied as is. The author disclaims all
                warranties, expressed or implied, including, without
limitation,
                the warranties of merchantability and of fitness for any
purpose.
                The author assumes no liability for damages, direct or
                consequential, which may result from the use of Wild Pitch!."

                Wild Pitch! is a "shareware program" and is provided at no
charge
                to the user for evaluation. Feel free to share it with your
                friends, but please do not give it away altered or as part of
                another system. The essence of "user-supported" software is to
                provide personal computer users with quality software without
                high prices, and yet to provide incentive for programmers to
                continue to develop new products. If you find this program
                useful and find that you are using Wild Pitch! and continue to

use Wild Pitch! after a reasonable trial period, you must make a
registration payment of $25 to Mike Savage. The $25 registration
fee will license one copy for use on any one computer at any one
time. You must treat this software just like a book. An example
is that this software may be used by any number of people and may
be freely moved from one computer location to another, so long as
there is no possibility of it being used at one location while
it's being used at another. Just as a book cannot be read by two
different persons at the same time.

Anyone distributing Wild Pitch! for any kind of remuneration must
first contact Michael Savage at P.O. Box 536, Glen Ridge, NJ
07028 for authorization. This authorization will be automatically

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granted to distributors recognized by the (ASP) as adhering to
its guidelines for shareware distributors, and such
distributors
may begin offering Wild Pitch! immediately (However Michael
Savage must still be advised so that the distributor can be
kept
up-to-date with the latest version of Wild Pitch!).

You are encouraged to pass a copy of Wild Pitch! along to your
friends for evaluation. Please encourage them to register
their
copy if they find that they can use it.

1.6 USER GUIDE CONVENTIONS

The following conventions are used in the Wild Pitch! User
Guide:

Keystrokes   Key names are displayed as <key> where
                  key is a key found on your keyboard. For
                  instance, <F1> is the F1 function key,
                  <Enter> is the Enter or Carriage Return
                  key, <Space> is the space bar, etc.

DOS Commands   Anywhere that you're required to type a
                  command, the command is shown surrounded
                  by single quotes. For example, the User
                  Guide may say something like "to see a
                  listing of the files on a disk type
                  'DIR' at the DOS prompt". Notice that
                  you should only type D, I, and R. Do not
                  type the quotes.

```
================================================================
        4                                      Copyright 1992 Michael
Savage
```

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          Chapter 2 - GETTING STARTED

          2.1 SYSTEM REQUIREMENTS

          The following hardware/software is required to run Wild Pitch!:

                    o An IBM PC, XT, AT, or 100 percent compatible computer
with

                       a hard drive.

                    o DOS 2.11 or higher.

                    o 640K RAM.

                    o 80 column VGA/EGA/CGA/monochrome monitor.

          Suggested but not required:

                    o A mouse. It definitely makes moving through the program
                       much easier. If you're using a mouse, make sure it's a
                       Microsoft Mouse version 6.1 or later, or compatible.

                    o A printer. Useful for printing stat reports, box scores,
                       scorecards, etc. If you don't have a printer, all
reports

                       can be directed to a file instead.

          2.2 PROGRAM INSTALLATION

          To run the installation program, insert the Wild Pitch! disk
          into drive A and type:

                    A:INSTALL

          from the C:\> prompt at DOS and press <Enter>. Follow the
          prompts on the screen.

          2.3 STARTING THE PROGRAM

          To start the program:

             1. Change to the subdirectory Wild Pitch! is stored in.

                 For example, if Wild Pitch! is on your C: drive in the
WP

subdirectory, type 'CD\WP' at the DOS prompt.

    2. Type 'WP' at the DOS prompt to start the program.

2.4 EXITING THE PROGRAM

To exit the program, press the <Alt><X> keys or choose the
Exit command under the Game menu.

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Chapter 3 - A WILD PITCH! TOUR

3.1 GETTING HELP

Press <F1> at any time to display on-line help. Context sensitive
help is available for every window in Wild Pitch!

3.2 WILD PITCH! SCREEN COMPONENTS

The Wild Pitch! Screen consists of three components: the menu bar
at the top of the screen, the status line at the bottom of the
screen, and the window area in the middle.

3.2.1 MENU BAR

The menu bar at the top of the screen provides access to the menu
commands. Each word (Game, Stats, etc.) on the menu bar is the
name of a pull down menu. There's a Game menu and a Stats menu,
etc. Use the <Left> and <Right> arrow keys to move from one menu
item to another on the menu bar. The current menu item is
highlighted.

Press the <Enter> or <Down> while on a menu item and the pull
down menu is displayed. You can use the <Up> and <Down> arrow
keys to move the highlighted bar between menu commands. Press the
<Enter> key to select a menu command.

Menu commands that are followed by an arrow (>) means that
another pull down menu will be displayed. If a menu command is
followed by an ellipsis (...), that means that a dialog box will
be displayed when that item is chosen. All other menu commands
perform some sort of action when selected.

Menu Shortcuts

Each menu command has a letter or number highlighted. This is
the shortcut key that can be used to select the menu command
without having to move to the item with the arrow keys. To use a
shortcut key, press the <Alt> key and the highlighted character

simultaneously. For instance, press <Alt><G> to pull down the
Game menu.

==

General Hot Keys

Table 3.1: General Hot Keys

```
        ------------------------------------------------------------
--
        Key             Menu Item       Action
        ------------------------------------------------------------
--
        <F1>            Help            Opens an on-line help window
        <F2>            Game|Save       Save the game in progress
        <F3>            Game|Retrieve   Retrieve a saved game
        <F5>            Window|Zoom      Zooms/unzooms the active window
        <F6>            Window|Next      Cycles through all open windows
        <F9>            Game|At bat      Resolve the batter's at bat
        <F10>           (none)          Takes you to the main menu bar
        ------------------------------------------------------------
--
```

Menu Hot Keys

Table 3.2: Menu Hot Keys

```
        ------------------------------------------------------------
--
        Key(s)          Menu Item               Action
        ------------------------------------------------------------
--
        <F10>           (none)                  Takes you to the main menu
bar
        <Alt><G>        Game menu               Takes you to the Game menu
        <Alt><S>        Stats menu              Takes you to the Stats menu
        <Alt><W>        Window menu             Takes you to the Window menu
        <Alt><H>        Help menu               Pulls down the Help menu
        <Ctrl><S>       Off. Mgr|Steal...       Steal a base
        <Ctrl><H>       Off. Mgr|Hit & run      Hit & run
        <Ctrl><D>       Def. Mgr|Defense...     Position the defense
        <Ctrl><B>       Stats|Box score         View the box score
        <Ctrl><S>       Stats|Scorecard         View the scorecard
        ------------------------------------------------------------
--
```

Window Management Hot Keys

Table 3.3: Window Management Hot Keys

```
          ----------------------------------------------------------------
--
          Key(s)          Menu Item          Action
          ----------------------------------------------------------------
--
          <Alt><#>        (none)             Window # becomes the active
window
          <Alt><0>        Window|List        Displays a list of open windows
          <Alt><F3>       Window|Close       Closes the active window
          <Shift><F6>     Window|Previous    Cycles backwards through windows
          <F5>            Window|Zoom        Zooms/unzooms the active window
          <F6>            Window|Next        Cycles through windows on screen
          <Ctrl><F5>      Window|Size/move   Resize or position a window
          ----------------------------------------------------------------
--
```

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On-line Help Hot Keys

Table 3.4: On-Line Help Hot Keys

```
------------------------------------------------------------------
--
Key         Action
------------------------------------------------------------------
--
<F1>        Displays on-line help
<Alt><F1>   Displays the previous help topic
------------------------------------------------------------------
--
```

3.2.2 STATUS LINE

The Status Line is displayed at the bottom of the screen and is
used as a reminder to let you know of the valid hot keys for a
particular window. You can press a key displayed on the Status
Line to perform the action indicated. If you have a mouse,
double-clicking on the Status Line will also work.

3.2.3 WINDOW AREA

The Window Area is between the Menu Bar and the Status Line and
contains a number of windows. Only one of these windows is the
current, or active, window.

3.2.4 DIALOG BOXES

A dialog box is a window in which you'll be asked to enter
information required to complete some action. A dialog box can
contain push buttons, groups of check boxes or radio buttons,
input fields, and list boxes.

Valid Keystrokes for a Dialog Box

The following are valid keystrokes in a dialog box:

Table 3.5: Valid Keystrokes for a Dialog Box

```
------------------------------------------------------------------
--
Key         Action
------------------------------------------------------------------
--
<Tab>           Move to next field
```

```
<Shift><Tab>    Move to previous field
<Space>         Select an entry from a list box
<Enter>         Accept information and exit the dialog box
<Esc>           Exit a dialog box without saving information
<F1>            Help
----------------------------------------------------------------
```
--

Push Buttons

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        A push button can be chosen by pressing <Enter> or clicking on
        it. An action is carried out immediately. If a push button has
a
        highlighted letter, you can press the <Alt> key and the letter
to
        'push' the button from anywhere in the dialog box.

        Check Boxes

        A check box next to an option means that you can select or
clear
        the option. Press <Space> to select the option and <Space>
again
        to clear the option. A check box that is selected appears as
[X]
        and one that is cleared appears as [ ]. You can select as many
        check box items as necessary.

        Check boxes are usually found in groups of two or more. To move
        between check boxes in a group, press the <Up> and <Down> arrow
        keys.

        For example, the following is a group of check boxes from the
        Game Options dialog box:

             Factors
              [X] Ballpark
              [ ] Weather

        Note that the Ballpark check box has been selected and the
        Weather check box has not.

        Radio Buttons

        Only one radio button can be selected from a group of radio
        buttons. Radio buttons are named after the buttons of an old
car
        radio where only one button can be chosen at a time. A radio
        button that is selected appears as (*) and one that is not
        selected appears as ( ).

        Radio buttons are found in groups of two or more. To move
between
        the radio buttons in a group, press the <Up> and <Down> arrow
        keys.

        For instance, the following is a group of radio buttons from a

dialog box:

       Select only one:
        ( ) Option A
        (*) Option B
        ( ) Option C

This example shows that Option B has been selected. Since these are radio buttons, only one option can be selected.

Input Fields

An input field allows you to enter some information, such as a number or words.

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List Boxes

A list box contains a scrollable list of items and allows you
to
choose one item from the list. Press <Space> to select an item
from a list box.

3.3 MENU OPTIONS

3.3.1 GAME MENU

The Game menu is used to select teams for a new game, retrieve
a
previously saved game, etc. Refer below for details on each
menu
item.

The menu contains the following commands:

        Select teams...   Use this menu item to choose teams
                            for a new game.

        Save   Save the game in progress to disk
                            for later play.

        Retrieve   Retrieve a game that had been
                            saved.

        Play Ball!   After the teams have been selected
                            for the game and the starting
                            lineups and pitchers have been
                            chosen, you can start the game by
                            using this menu item.

        At bat   Resolve the batter/pitcher
                            confrontation.

        Go to DOS   Temporarily exit Wild Pitch! and go
                            to DOS. Type 'EXIT' to return to
                            Wild Pitch!

        Exit   Exit the program.

3.3.2 MANAGER MENUS

Before teams are chosen for a game, you'll see 'Visitors' and

'Home' as main menu options. These will be replaced by the names

of the teams that you've selected for the game.

The menus displayed under each team will be different depending
on whether the team in batting (offensive manager menu) or is in

the field (defensive manager menu).

Offensive Manager Menu

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The offensive manager menu appears on the main menu under the name of the team batting. The menu contains these managerial options:

Lineup...   Displays the lineup dialog box. During the game, use this menu command to pinch hit and bring in pinch runners.

                          To make defensive substitutions, wait until your team is in the field, then choose the Lineup... menu command. See Defensive Manager Menu for more info.

                          Mouse: Double click on the team's lineup in the Lineup Cards window to display the lineup dialog box.

Steal...   Use this menu item to steal a base.

Hit & Run   Attempt a hit and run play. The lead runner runs on the pitch.

Bunt   Lay down a sacrifice bunt. If there's a runner on 3rd base, select the Squeeze command instead.

Squeeze   Squeeze play. The runner on 3rd base breaks for the plate on the pitch and the batter attempts to bunt the ball. If there's no runner on 3rd base, use the Bunt command instead.

Defensive Manager Menu

The defensive manager menu appears on the main menu under the name of the team batting. The menu contains these managerial options:

Lineup...   Displays the lineup dialog box. During the game, use this menu item to bring in a relief pitcher or make defensive substitutions.

To bring in a pinch hitter or
runner, wait until your team is
batting, then choose the Lineup...
menu item. See Offensive Manager
Menu for more info.

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To bring in a pinch hitter or
runner, wait until your team is
batting, then choose the Lineup...
menu item. See Offensive Manager
Menu for more info.

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	Mouse: Double click on the team's lineup in the Lineup Cards window to display the lineup dialog box.
Defense...	Position the defense: bring the infield in or play at normal depth.
Intentional Walk	Intentionally walk the batter.

3.3.3 STATS MENU

The Stats menu is used to display the batting, pitching, and team
statistics of both teams, as well as the box score and scorecard
of the game. The menu contains these items:

Batting stats	Displays the Batting Stats window.
Pitching stats	Displays the Pitching Stats window.
Team stats	Displays the Team stats window.
Box score	Use this menu command to show the box score of the game.
Scorecard	View the play-by-play of the game.

The commands on the Stat menu can be used at any time before,
during, or after the game.

3.3.4 OPTIONS MENU

The Options menu contains commands that let you view and change
various default settings. The menu consists of the following
choices:

Game...	Set up game options.
League...	Choose the league rules, such as whether the pitcher or a designated hitter bats.
Environment	Set up the Wild Pitch! environment.
Display	Select the type of monitor you have.

Printer   Configure the printer settings.

        Mouse   If you're using a mouse, you can
                            customize the mouse settings by
                            choosing this menu command.

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Save options...   Save the game, league, and program
                    settings in a configuration file
                    that can be retrieved at a latter
                    time. This saves you having to
                    reconfigure the settings every time
                    you run Wild Pitch!

Retrieve   Retrieve a previously saved Wild
                    Pitch! configuration file. If you
                    save your configuration file with
                    the file name WP.CFG, it will be
                    retrieved automatically every time
                    Wild Pitch! is run.

3.3.5 WINDOW MENU

Size/Move   This command allows you to change
                    the size or position of a window.

Zoom   Zoom will resize the active window
                    to the maximum size. If the window
                    is already zoomed, you can choose
                    this command to restore it to its
                    previous size.

                    Mouse: You can also double-click
                    anywhere on the window's title bar
                    to zoom or unzoom the window.

Tile   Tiles stat windows, making all of
                    them visible.

Cascade   Cascades stat windows, making all
                    of them visible.

Next   Choose the next window on the
                    screen.

Previous   Choose the previous window on the
                    screen.

Close   Close the active window.

List   This menu item opens a dialog box
                    containing a list of all open
                    windows. You can choose a window

from this list and it will become the active (top) window or close a window.

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3.3.6 HELP MENU

    Contents   Display a list of help topics.

    Help on help   How to use the on-line help system.

    How to register... How to register your copy of Wild
                              Pitch!

    About Wild Pitch!...
                              Displays Wild Pitch! version
                              number, release date, and copyright
                              information.

3.4 MAIN WINDOWS

Four windows are displayed on the screen when Wild Pitch! is
run:
the Scoreboard, Lineup cards, Play-by-Play, and Ballpark
windows.

3.4.1 SCOREBOARD

The Scoreboard window displays the number of runs scored by
inning, total runs scored, hits, and errors for both teams.

3.4.2 LINEUP CARDS

The Lineup Cards window shows the current lineup for both
teams.

3.4.3 PLAY-BY-PLAY

The Play-by-Play window displays the outcome of the batter's at
bat. The play-by-play results are saved and can be viewed in
the
scorecard.

3.4.4 BALLPARK

The Ballpark window shows the playing field, the batter and on-
deck batter, the base runners, the pitcher, the fielders, and
the
location of the ball.

Quick Stats

From the Ballpark window, you can view the stats of the batter,
on-deck batter, base runners, the pitcher, and all the
fielders.

Quick Batting Stats

Press the number key of the batter's lineup position. For
example, if the batter is batting 3rd, press <3> to see his
stats. You can also view the on-deck batter's stats by pressing
his lineup number.

Quick Running Stats

==

          Press the number key of the runner's lineup position. For
          example, if the runner is batting 1st, press <1> to see his
base

          running stats.

          Quick Pitching Stats

          Press <Shift><1> to the view the pitcher's stats.

          Quick Fielding Stats

          Press <Shift> and the number key of the fielder's position. For
          instance, press <Shift><7> to the left fielder's fielding
stats.

          The numbers that represent each fielder:

                    Table 3.6: Fielding Position Numbers

          Key   Fielder
          --------   -----------------
          <Shift><1>   Pitcher
          <Shift><2>   Catcher
          <Shift><3>   First base
          <Shift><4>   Second base
          <Shift><5>   Third base
          <Shift><6>   Shortstop
          <Shift><7>   Left field
          <Shift><8>   Center field
          <Shift><9>   Right field

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Chapter 4 - PREGAME ACTIVITIES

Before you can begin a new game, you'll have to select the
visiting and home teams and their starting lineups.

4.1 CHOOSING THE TEAMS

To select the teams for a new game, use the Select Teams
command
on the Game menu. The Select Teams dialog box will be
displayed.

   1. Choose the league of the visiting team. Press the <Up>
and
       <Down> keys to select the league.

   2. Press <Tab> to move to the list of visiting teams that
       belong to the league.

   3. Press the <Up> and <Down> keys to move the highlight bar
       over the name of the visiting team.

   4. Press <Tab> to move to the list of leagues for the home
       team. Press the <Up> and <Down> keys to select the
league.

   5. Press <Tab> to move to the list of home teams that
belong

       to the league.

   6. Press the <Up> and <Down> keys to move the highlight bar
       over the name of the home team.

   7. Press the Ok button by pressing the <Enter> key.

4.2 RETRIEVING A SAVED GAME

To load a game that had previously been saved, choose the
Retrieve command on the Game menu. A message box will be
displayed asking if you'd like to retrieve a saved game. If you
choose 'Yes' the saved game will continue at the exact spot you
saved it.

4.3 SETTING LEAGUE OPTIONS

After the teams have been loaded, the League Options dialog box

will be displayed. This allows you to set up whether the
pitcher
or a designated hitter will bat and the league scoring rules.

The league options can not be changed after the game has
started.

4.3.1 LEAGUE OPTIONS DIALOG BOX

The League Options dialog box allows you to set the following
league rules:

==

           Who bats   Select whether the pitcher will bat or a
                          designated hitter will bat for the
                          pitcher.

           Scoring Rules Select if a sacrifice fly should count
                          as an at bat. Under current scoring
                          rules, a sacrifice fly does not count as
                          an at bat, but years ago it did.

     Press the Ok button to save the league options or the Cancel to
     quit the dialog box without saving the options.

     To save the league options to disk, see page ?.

     4.4   SETTING GAME OPTIONS

     Anytime during the game you can set the game options. Select
the
     Game command from the Options menu to display the Game Options
     dialog box.

     4.4.1   GAME OPTIONS DIALOG BOX

     The Game Options dialog box allows you to set the following
game
     options:

           Visiting team   Human or computer will manage the
                             visiting team.

           Home team   Human or computer will manage the
                             home team.

           Factors   Choose if the ballpark and weather
                             can affect the game.

           Type of game   If you play a league game the stats
                             for both teams will be saved after
                             the game. Select a non-league game
                             and the stats will not be saved.

           Team designation Select the way you'd like to see
                             the team names in the menu, box
                             score, and lineup cards. For
                             example, if the Pittsburgh Pirates
                             are playing, select nickname to see
                             Pirates, select City/location to

see Pittsburgh, or select
abbreviation to see PIT92.

Sound   If you select Game noise you'll
                         hear an audible click every time a
                         batter gets a hit. You can also
                         hear the US or Canadian (or both)
                         national anthems at the beginning
                         of the game.

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Press the Ok button to save the game options or the Cancel to
quit the dialog box without saving the options.

To save the game options to disk, see page ?.

4.5 SELECT A STARTING LINEUP

To choose the starting lineup for a team, go to the Visiting
Team
or Home Team menu and select the Lineup command. This will
display the Lineup dialog box.

If you have a mouse, you can double-click on the team's lineup
in
the Lineup Cards window to display the Lineup dialog box.

4.5.1 LINEUP DIALOG BOX

The Lineup dialog box consists of:

Lineup list box	Shows the current lineup.
Include button (<)	Add a player to the lineup from bench or a pitcher from the bullpen.
Remove button (>)	Remove a player from the lineup.
Bench list box	Shows all position players (non-pitchers) that can be brought into the game.
Fldg list box	Shows the fielding positions available for a player to play.
Bullpen list box	Shows all pitchers that can be brought into the game.
Ok button	Submit the lineup to the umpire.
Cancel button	Quit the Lineup dialog box and do not save changes made to the lineup.
Auto button	Automatically select the lineup.
Bench button	View the Bench list box. This

button will only be enabled when
the Bullpen list box is currently
displayed.

Bullpen button   View the Bullpen list box. This
button will only be enabled when
the Bench list box is currently
displayed.

===

Lineup List Box

The Lineup list box contains the team's current lineup.

--

```
Lineup (Pitcher bats) <--- Pitcher or Designated hitter bats
+--------------------+
| 1 Smith      R LF · |
| 2 <-------------------- Lineup position of the batter
| 3 Pendleton  S 3B · |
| 4 Gant <--------------- Batter's name
| 5 Justice    L <-------- How he bats (L, R, or B)
| 6 Bream      L 1B <----- Fielding position
| 7 Blauser    R SS 1 <--- Base that runner is on (1, 2, or 3)
| > Olson      R C  · <--- Current batter shown by '>'
| 9 Glavine    L P  · |
| P Glavine    L       <--- Current pitcher
+--------------------+
  ^ ^          ^          'L' = left handed pitcher or
  | |          +---------- 'R' = right handed pitcher
  | |
  | +------------------- Pitcher's name
  +--------------------- Pitcher
```

--

Figure 4.1: Lineup Dialog Box - Lineup List Box

Bench List Box

The Bench list box contains all the position players that are
eligible to enter the game.

--

```
Bench
+----------------+
| Boggs      L 3B |
| Brumley <------------ Player's name
| Brunansky  R RF |
| Burks      R <-------- How he bats (Lefty, Righty,
| Clark      R DH |                  or Both)
| Greenwell  L LF |
| Lyons      L LF <----- Primary fielding position
| Marzano    R C  |
```

```
          | Pena          R C  |
          +-----------------+


          ----------------------------------------------------------------
--
                 Figure 4.2: Lineup Dialog Box - Bench List Box
```

CHAPTER 4 - PREGAME ACTIVITIES

==

Fielding List Box

The Fielding list box shows all available fielding positions.

--

```
Fldg
+----+
| C  |
| 1B |
| 2B |
| 3B |
| SS |
| LF |
| CF |
| RF |
| DH <--------- Only available if designated hitter
+----+          option is chosen in League Options dialog box
```

--

Figure 4.3: Lineup Dialog Box - Fielding List Box

Bullpen List Box

--

```
Bullpen
+----------------------+
| Clemens    R St     0 <-- # of games since last game he
pitched
| Gardiner   R St     2 |
| Bolton     R St/R <------ 'St'    = 100% Starter,
| Young      R St/R   5 |   'St/R'  = More starts than relief
+----------------------+   'Rf/S'  = More relief than starts
   ^          ^            'Rf'    = 100% Relief pitcher
   |          |
   |          +------------ 'L' = lefty, 'R' = righty
   |
   +---------------------- Pitcher's name
```

--

Figure 4.4: Lineup Dialog Box - Bullpen List Box

4.5.2 ADDING PLAYERS TO THE LINEUP

Since the Lineup dialog box can display either the Bench or the
Bullpen list box at one time (but not both), you have to make
sure that the Bench list box is currently displayed. If it is
not

displayed, press the Bench button to display it.

To add players to the lineup:

    1. Make sure you're in the Bench list box. You can tell if
       you're in a list box if one of the items in the list box

===

                    is highlighted. If you're not in the Bench list box,
press

                    <Tab> until you're there, or press <Alt><B>.

           2. Use the <Up> and <Down> keys to move the highlight bar
to

                    the player that you want to add to the lineup.

           3. When a player is highlighted in the Bench list box, his
                    primary position is highlighted in the Fielding Position
                    (Fldg) list box. If this is the position you'd like him
to

                    play press <Space> or double-click to put the player
into

                    the lineup. The player will be removed from the Bench
list

                    box and added to the highlighted lineup position in the
                    Lineup list box.

                    If the fielding position highlighted in the Fldg list
box

                    isn't the position you want him to play, move to the
Fldg

                    list box by pressing <Tab> or <Alt><F>. Move the
highlight

                    bar to the correct fielding position using the <Up> and
                    <Down> keys. Press <Space> or double-click to select the
                    position (for the player highlighted in the Bench list
                    box) and it to the lineup.

                    You can also press the Include (<) button to add the
                    player to the lineup.

           If the pitcher is batting (this can be set in the League
Options

           dialog box), only eight position players can be added to the
           starting lineup. The ninth player, the pitcher, is added to the
           batting order when he is chosen as the pitcher.

           If a designated hitter is batting instead of the pitcher, nine
           position players can be added to the starting lineup.

           4.5.3 REMOVING PLAYERS FROM THE LINEUP

           To remove players from the lineup:

1. Make sure you're in the Lineup list box. You can tell if
    you're in a list box if one of the items in the list box
    is highlighted. If you're not in the Lineup list box,
    press <Tab> until you're there, or press <Alt><L>.

2. Use the <Up> and <Down> keys to move the highlight bar
to

    the player that you want to remove from the lineup.

3. Press <Space> or double-click to remove the player from
    the lineup and back to the bench. You can also press the
    Remove (>) button.

CHAPTER 4 - PREGAME ACTIVITIES

==

4.6 SELECT THE STARTING PITCHER

Since the Lineup dialog box can display either the Bench or the
Bullpen list box at one time (but not both), you have to make
sure that the Bullpen list box is currently displayed. If it is
not displayed, press the Bullpen button to display it.

To select the starting pitcher for the game:

    1. Make sure you're in the Bullpen list box. You can tell
if
        you're in a list box if one of the items in the list box
        is highlighted. If you're not in the Bullpen list box,
        press <Tab> until you're there, or press <Alt><P>.

    2. Use the <Up> and <Down> keys to move the highlight bar
to
        the pitcher you want to start this game.

    3. Press <Space> or double-click to move the pitcher to the
        lineup.

If you've chosen a pitcher but want another pitcher instead,
you
can remove him from the lineup by moving to the Lineup list box
by pressing <Alt><L>, move the highlight to the pitcher's name,
then press <Space>. This will send the pitcher back to the
bullpen. To get back to the Bullpen list box to choose another
pitcher, press <Alt><P>. Now you can select another pitcher.

4.7 SWAP FIELDING POSITIONS

You can swap the fielding positions of any two players (except
the pitcher).

    1. From the Lineup list box, press the <F8> key to change
the
        fielding position of the highlighted player.

        The Swap Fielding dialog box will be displayed showing
the
        player's name and current fielding position and a list
box
        of all other positions.

    2. Use the <Up> and <Down> keys to move the highlight bar
to

the new fielding position.

    3.   Press <Space> to swap fielding positions.

4.8 SUBMIT THE LINEUP TO THE UMPIRE

After you've selected the starting lineup and the starting
pitcher, press the Ok button at the bottom of the dialog box to
submit the lineup to the umpire.

==

        4.9 CANCEL LINEUP CHANGES

        To quit the Lineup dialog box without saving the changes you
made
        to the lineup, press the Cancel button at the bottom of the
        dialog box.

        4.10 SAVING THE STARTING LINEUP

        When you submit a lineup to the umpire, the starting lineup
(but
        not the pitcher) is automatically saved for use in the next
game.
        So the next game you play with this team, the lineup card will
        already be filled in for you. Of course you can make any
changes
        to the lineup and you'll have to select a starting pitcher for
        the game.

CHAPTER 5 - PLAY BALL!

==

          Chapter 5 - PLAY BALL!

          After you have selected the visiting and home teams, and their
          starting lineups, you are ready to begin the game.

          5.1 BEGIN THE GAME

          To begin a new game, select the Play Ball! command from the
Game
          menu.

          If the Play Ball! menu item is not enabled, check the following
          things:

               o You've selected the teams that will be playing in the
                  game.

               o You've selected the lineups for both teams.

          5.2 OFFENSIVE MANAGER OPTIONS

          The offensive manager can bring in a pinch hitter or pinch
          runner, give a base runner the steal sign, instruct the batter
to
          hit and run, lay down a bunt, or try to squeeze the runner from
          3rd base.

          5.2.1 PINCH HITTING

          To pinch hit for the current batter:

               1. Choose the Lineup command on the offensive manager menu.

               2. Choose the player currently batting (his name is
                   highlighted) from the Lineup list box by pressing
<Space>
                   or double-clicking.

               3. Press the Ok button when asked if you'd like to remove
the
                   player from the game.

               4. Move to the Bench list box and select the player that'll
                   be pinch hitting.

               5. Press the Ok button to make the lineup 'official'.

5.2.2 PINCH RUNNING

To pinch run for a runner:

1. Choose the Lineup command on the offensive manager menu.

2. Choose the base runner from the Lineup list box by moving

    the highlight bar over his name.

==

> You can tell who the base runners are by looking at the
> column at the right (next to his fielding position).
> There'll be a number 1 - 3 representing the base he's on
> (1 = 1st base, 2 = 2nd base, 3 = 3rd base).

   3. Press <Space> or double-click and press the Ok button
when
       asked if you'd like to remove the player from the game.

   4. Move to the Bench list box and select the player that'll
       be pinch running.

   5. Press the Ok button to make the lineup 'official'.

   5.2.3 BASE STEALING

   To steal a base, select the Steal command from the offensive
   manager's menu.

   5.2.4 HIT & RUN

   To execute a hit and run, select the Hit & Run command from the
   offensive manager's menu. There must be a runner on 1st or 2nd
   base.

   When you execute a hit and run play, the lead runner will break
   on the pitch.

   5.2.5 BUNTING

   To sacrifice, there must be a runner on 1st or 2nd base (if
   there's a runner on 3rd base, you must try a squeeze play (see
   below). Select the Bunt command on the offensive manager menu
and
   select press the Ok button when asked if you'd like to bunt.

   5.2.6 SQUEEZE PLAY

   To execute a squeeze play, there must be a runner on 3rd base
(if
   there isn't a runner on 3rd, you must sacrifice (see Bunting
   above). Select the Squeeze command on the offensive manager
menu
   and press the Ok button when asked if you'd like to squeeze.

   5.3 DEFENSIVE MANAGER OPTIONS

The defensive manager can bring in a relief pitcher, make defensive substitutions, position the infield and outfield, and call for an intentional walk.

5.3.1 BRINGING IN A RELIEF PITCHER

To bring in a relief pitcher:

1. Select the Lineup command from the defensive manager menu.

==

===

2. From the Lineup list box, press <Space> or double-click
on

the pitcher's name to remove him from the game.

3. Move to the Bullpen list box by pressing <Alt><P> or
clicking on it.

4. Choose the relief pitcher by moving the highlight to his
name.

5. Press <Space> or double-click on his name to move him to
the Pitcher field.

6. Press the Ok button to make the lineup 'official'.

5.3.2   DEFENSIVE SUBSTITUTIONS

A manager can only make defensive substitution while the team
is

in the field.

To make a defensive substitution:

1. Remove a player from lineup. See page 21 for removing
players from the lineup.

2. Add a new fielder to the lineup. Refer to page 20 for
information on adding a player to the lineup.

5.3.3   SWAP FIELDING POSITIONS

See 'Swap Fielding Positions' on page 22.

5.3.4   POSITIONING THE DEFENSE

The defensive manager can position the infield and the outfield
by selecting the Defense command on the defensive manager menu.

The following defensive alignments can be chosen for the
infield:

o Play the infield at normal depth

o Move the infield in for a play at the plate

o Shift the infield to the left

o   Shift the infield to the right

o   Guard the lines with the 1st and 3rd basemen

The following defensive alignments can be chosen for the
outfield:

o   Play the outfield at normal depth

==

        o   Move the outfield in

        o   Shift the outfield to the left

        o   Shift the outfield to the right

    5.3.5   INTENTIONAL WALK

    To issue an intentional walk, select the Intentional Walk
command
    from the defensive manager menu. Press the Ok button and the
    batter will take first base.

    5.4   SAVING A GAME IN PROGRESS

    To save the current game, select the Save command from the Game
    menu. The game will be saved to a file which can be retrieved
at
    a later time.

    5.5   VIEWING STATS

    Batting, pitching, and total team statistics can be viewed any
    time before, during, or after a game. For example, you may want
    to view the batting stats for a team while selecting the
starting
    lineup or choosing a pinch hitter.

    To view the stats:

        1. Select the Stats menu from the main menu by pressing
            <Alt><S>.

        2. Choose the batting, pitching, or team stats command for
            the team you'd like to view stats for.

        3. Press <PgDn> or <PgUp> to view different stat
categories.

        Neat Feature: More than one stat window can be displayed at one
        time.

    5.5.1   BATTING STATS

The Batting Stats window displays numerous categories of batting stats.

While the Batting Stat window is active, press <PgDn> to move to the next category or <PgUp> to move to the previous category. You can choose a stat category by pressing <F8> to view a list of all stat categories.

Neat Feature: The Batting Stats window will be updated automatically if you leave it displayed while playing the game.

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5.5.2 PITCHING STATS

The Pitching Stats window displays numerous categories of
pitching stats.

While the Pitching Stat window is active, press <PgDn> to move
to
the next category or <PgUp> to move to the previous category.
You
can choose a stat category by pressing <F8> to view a list of
all
stat categories.

Neat Feature: The Pitching Stats window will be updated
automatically if you leave it displayed while playing the game.

5.5.3 TEAM STATS

The Team Stats window displays numerous team related stats and
total team batting and pitching stats.

Neat Feature: The Team Stats window will be updated
automatically
if you leave it displayed while playing the game.

5.5.4 PRINTING A STAT REPORT

To print a stat report, press <F7> while the Stat window is the
active window. You have the choice of sending the report to
your
printer or a file.

5.6 VIEWING THE BOX SCORE

The box score can be viewed at any time during or after the
game.
To display the Box Score window, select the Box Score command
from the Stats menu. The Box Score window will remain displayed
until you press <Esc> or <Alt><F3> to close it.

Neat Feature: The Box Score window will be updated
automatically
if you leave it displayed while playing the game.

5.6.1 PRINTING A BOX SCORE

To print the box score, press <F7> while the Box Score window is

the active window. You have the choice of sending the box score to your printer or a file.

5.7 VIEW THE SCORECARD

The scorecard can be viewed at any time during or after the game.
To display the Scorecard window, select the Scorecard command from the Stats menu. The Scorecard window will remain displayed until you press <Esc> or <Alt><F3> to close it.

===

          Neat Feature: The Scorecard window will be updated
automatically
          if you leave it displayed while playing the game.

          5.7.1 HOW TO READ THE SCORECARD

          The Scorecard shows the play-by-play results of the game.

          Credit: USA Today's Baseball Weekly uses this style scorecard
for

          League Championship and World Series games.

          5.7.2 SCORECARD SCORING CODES

          The runners on base are shown as:

               1st   Runner on first base
               2nd   Runner on second base
               3rd   Runner on third base

          The following codes can appear as the outcome of the at bat:

               1B   Single
               1BxR   Single, runner out on interference
               2B   Double
               3B   Triple
               BALK   Balk
               BB   Base on balls
               BO   Batter out on obstruction
               CI   Cather interference
               CS   Caught stealing
               FC   Reached on failed fielder's choice
               G2B   Ground rule double
               GO   Ground out
               GO DP   Ground out double play
               GO FC   Ground out fielder's choice
               GO TP   Ground out triple play
               HBP   Hit by pitch
               HR   Homerun
               IBB   Intentional base on balls
               K   Strike out
               K-E   Strike out and error
               K-PB   Strike out and passed ball
               K-WP   Strike out and wild pitch
               LO   Infield line out
               LO DP   Infield line out double play

```
        LO TP           Infield line out triple play
        OF              Outfield fly
        OF-F            Outfield fly - foul
        PB              Passed ball
        PK              Pick off
        PK-E            Error on pick off
        PO              Infield pop out
        PO-F            Infield pop out - foul
        SB              Stolen base
```

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```
         SF            Sacrifice fly
         SH            Sacrifice hit
         WP            Wild pitch
```

5.7.3 EXAMPLE SCORECARD

Here's a quick example of a typical scorecard:

For each batter you'll see which bases have runners, the number
of outs, and the outcome of the at bat.

```
     INNING 1
                       Runners     Outs    Outcome of play
                       | on base   |       |
                       |           |       |
                       v           v       v

     Batter            1st 2nd 3rd  O  Play
     ------------------------------------------------------------
-----
     Boggs                         0  1B 7 (B-1)
```

The example above shows Wade Boggs stepped up to the plate with
bases empty, no outs, and he hit a single to left field (1B 7).
The batter/runner movement follows showing the batter moves to
first base (B-1).

The next

```
     Batter            1st 2nd 3rd  O  Play
     ------------------------------------------------------------
-----
     Boggs                         0  1B 7 (B-1)
     Bonilla           1st         0  2B 8 (B-2, 1-H)
```

The next batter stepped into the box with a runner on 1st, no
outs, and hits a double to center field (2B 8). The
batter/runner
movement show the batter going to second base on the double (B-
2)
and the runner on 1st base scored, moving from 1st base to home
(1-H).

5.7.4 PRINTING THE SCORECARD

To print the scorecard, press <F7> while the Scorecard window
is

the active window. You have the choice of sending the scorecard
to your printer or a file.

==

Chapter 6 - POSTGAME WRAP-UP

6.1 AFTER THE GAME

When the game is over, you can do any of the following things:

- o View and/or print the box score for the game. See page
28
     for instructions for viewing the box score.

- o View and/or print the scorecard. See page 28 for
     instructions for viewing the scorecard.

- o View and/or print any batting, pitching, or team stats.
     See page 27 for an explanation of how to view the stats.

- o Play another game. See page 16 for instructions on how
to
     begin a new game.

- o Exit the program by pressing choosing the Exit command
     from the File menu.

==