

# Full Count **BASEBALL**

Version 7.22



***LHGAMES.NET***

## GENERAL SETUP

There is no install process for the game because it can run completely by itself from anywhere on your computer. In this section I'll just briefly describe how the game files work together so you can check that you have things setup right.

The game uses four main classification of support files – Leaders, Stats, Schedules and Teams. Out-of-the-box, the game will simply expect all of these files to be in the same folder as Hello.exe. This is because we assume most people aren't concerned with organizing things.

However, the game does have limits as to how many files it can manage in 1 folder. If you intend to manage large collections and gather more file types – stats, leaders, etc. – this can make things difficult.

To deal with this, each “type” of file can be managed from other folders anywhere on your hard drive that suits you. If you extracted the zip files provided with the game, you are likely already doing this.

To have the game able to read files stored in different folders, simply do the following:

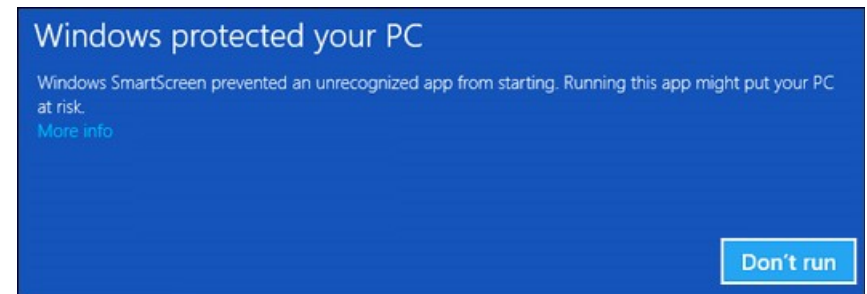
1. Create folders on your computer for each type of file: Leaders, Stats, Schedules, Teams
2. From the menu, use the “Configure Game Folders” option.
3. For each type of file, click the “folder” icon on the right.
4. Use the file menus to browse to the folder you created for that type of file and click OK.

Now, whenever the game looks for files of that type, it will look for them to be in that folder, rather than the game folder.

## TROUBLESHOOTING

### Issues Opening on Windows

When you try to open the game, either Windows itself or your antivirus program may warn you that the program could be dangerous. Windows will display a warning like the following:



This happens because Microsoft and other vendors have no way to prove the files are from me. Which, more importantly, means they have no way to prove it's not malicious.

The more the game files are downloaded from the internet, the better reputation it develops with Microsoft. Eventually this could help remove the warning. The alternative is for me to digitally sign the game files, which I currently cannot afford. Rest assured however that the files are safe and will not harm your computer.

To run the game, simply click the small “More Info” link and you'll see a 2<sup>nd</sup> button option - **Run anyway**. Click that and you'll be fine.

DO NOT disable this feature of Windows (SmartScreen) altogether as it is there for your safety!

# GETTING STARTED

Full Count Baseball is a sports simulation that allows you to coach your favorite college teams - past or present. This game is the product of extensive research to serve as a realistic simulation of baseball across several eras.

Full Count has undergone several changes during the past few years, but I believe the result is a respectful, accurate game that is easy to start and harder to stop. All teams have been rated to give the most accurate results possible. There are several special features, including a 10-minute ticker, umpire editor and Auto-Manager. You control the strategy by managing lineups and deciding how aggressive to be.

Over the next several pages, you'll learn how to play the game and use 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. The third 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. Other options let you track league stats or become your own manager.

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 thick manuals. In fact, you could probably just start playing right now and figure everything out. But if you want more information, read on for a detailed scouting report on Full Count.

## ***PLAY SINGLE 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.

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

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

### **(2) & (3) TEAM SELECTION**

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 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.

### **(4) LEAGUE TYPE**

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.

### **(5) DESIGNATED HITTER**

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.

## **(6) LEAGUE GAME**

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

## **(7) MONTH**

This option lets you cycle through the active months in the season. In combination with the TIME OF DAY option, this helps determine the temperature, wind, and precipitation factors for each game. The existing parks in the database file are ranked based on actual meteorological data. 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!

## **(8) DAY / NIGHT**

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.

## **(9) START GAME**

Does what it says

## **(0) SAVE SETTINGS**

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.

## **(A) PLAY-BY-PLAY DELAY**

Set this speed for how fast you can read (or how much you want to!). This determines 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.

## **(B) PITCHER ERA**

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.

## **(C) 3-BATTER MIN FOR RELIEF PITCHER**

Choose “Yes” if you want to ensure every relief pitcher faces at least 3 batters before being swapped out.

## **(D) AUTOMATIC RUNNER IN EXTRA INNINGS**

Toggle “Yes” if you want a “ghost” runner on 2<sup>nd</sup> base to speed up games that go past 9 innings.

## **(E) USE INJURIES**

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

## **(F) USE LEFT/RIGHT SPLIT STATS**

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

## **(G) USE DAYS REST DATA FOR PITCHERS**

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

## **(H) USE MANAGER PROFILE, IF AVAILABLE**

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.

## (I) USE WEATHER EFFECTS

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

## (J) USE WEATHER EFFECTS

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

## (K) SOUND ENABLED

Decide if you want some sound effects to spice up game play.

## 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 choose. 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 disappear so you can tell which positions still need filled. After picking a player, should you decide it's the wrong choice, hit <RETURN> and the name will be erased. If you wish to start over from scratch, type 'X' for the roster select choice.

In games where the DH isn't 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 prompted if you want to save the lineup for future reference. Up to 10 lineups can be saved for each team (0-9). It's a good idea to use #1 for a regular lineup, #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 4 infielders to shallow positions to prevent a runner on 3<sup>rd</sup> from scoring on a ground ball. This increases the chances of a grounder getting through. 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)

This is an alternative where the pitch stays away from the hitter, doesn't give him much to hit. It increases the chance for walk.

### 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 off. You can try again with the same hitter, but you increase your chances of being picked off or thrown out. When a runner gets on base, his name will appear beside that base along with his run rating and # 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.

So now you're ready to play. Enjoy the game! It can be even more enjoyable than the real game. After all, we don't let Roseanne Bar sing the national anthem.

### **QUIT**

Press Ctrl + Q at anytime to terminate a game in-progress.

### **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. Now we're ready to discuss, entering stats for a new team or changing an existing team.

### ***INPUT A NEW TEAM***

### ***EDIT AN 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 4-digit year for a season disk (i.e., 1991, 1982). For special disks, like Great Teams of the Past or World Series Teams, the IDs might be GRT or WS6.

**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 is used by Full Count to calculate impacts in a game. The following is a list of parks recognized by Full Count.

1	ANGEL STADIUM OF ANAHEIM	2	THE ASTRODOME
3	OAKLAND-ALAMEDA COLISEUM	4	ROGERS CENTER
5	ATLANTA-FULTON COUNTY STAD.	6	MILWAUKEE COUNTY STADIUM
7	BUSCH MEMORIAL STADIUM	8	WRIGLEY FIELD
9	DODGER STADIUM	10	OLYMPIC STADIUM
11	CANDLESTICK PARK	12	CLEVELAND MUNICIPAL STADIUM
13	SEATTLE KINGDOME	14	SHEA STADIUM
15	BALTIMORE MEMORIAL STADIUM	16	QUALCOMM STADIUM
17	VETERAN'S STADIUM	18	THREE RIVERS STADIUM
19	ARLINGTON STADIUM	20	CINERGY FIELD
21	FENWAY PARK	22	KAUFFMAN STADIUM
23	TIGER STADIUM	24	H.H.H. METRODOME
25	COMISKEY PARK	26	OLD YANKEE STADIUM
27	LOS ANGELES MEM. COLISEUM	28	COLT STADIUM
29	SHIBE PARK	30	EXHIBITION STADIUM
31	HISTORIC STADIUM I	32	HISTORIC STADIUM II
33	SPORTSMAN'S PARK	34	EBBETS FIELD
35	JARRY PARK	36	POLO GROUNDS (1923+)
37	CROSLEY FIELD	38	RFK STADIUM
39	METROPOLITAN STADIUM	40	FORBES FIELD
41	GRIFFITH STADIUM	42	HISTORIC STADIUM III



43	KAN CITY MUNICIPAL STADIUM	44	SICK'S STADIUM
45	WRIGLEY FIELD (LOS ANGELES)	56	SEALS STADIUM
47	AMERICAN LEAGUE PARK I	48	AMERICAN LEAGUE PARK II
49	HILLTOP PARK	50	POLO GROUNDS (1913-1922)
51	BRAVES FIELD	52	UNUSED STADIUM
53	SOUTH SIDE PARK	54	BAKER BOWL
55	ORIOLE PARK - CAMDEN YARDS	56	COLUMBIA PARK
57	EXPOSITION PARK	58	PALACE OF THE FANS
59	WEST SIDE GROUNDS	60	SOUTH END GROUNDS
61	HUNTINGTON AVENUE GROUNDS	62	LEAGUE PARK
63	BENNETT PARK	64	WASHINGTON PARK II
65	MILE HIGH STADIUM	66	SUN LIFE STADIUM
67	PROGRESSIVE FIELD	68	BALLPARK IN ARLINGTON
69	COORS FIELD	70	YANKEE STADIUM
71	GUARANTEED RATE FIELD	72	BUSCH STADIUM (GRASS)
73	TURNER FIELD	74	CHASE FIELD
75	TROPICANA FIELD	76	T-MOBILE PARK
77	DAIKIN PARK	78	ORACLE PARK
79	COMERICA PARK	80	PETCO PARK
81	PNC PARK	82	AMERICAN FAMILY FIELD
83	GREAT AMERICAN BALLPARK	84	GLOBE LIFE FIELD
85	TRUIST PARK	86	CITIZENS BANK PARK
87	NATIONALS PARK	88	CITI FIELD
89	TARGET FIELD	90	LOAN DEPOT PARK
91	SUTTER HEALTH PARK	92	NOT USED
93	NOT USED	94	NOT USED
95	NOT USED	96	NOT USED
97	NOT USED	98	NOT USED
99	HAFFNER FIELD		

### Park Double Adjustment (12)

This lets you to customize the home park. Use a three-digit number; 100 is average. Each number up or down will increase (up) or decrease (down) a hitter's doubles by 1% 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)

Again, same as above but for home runs. Use a 3-digit whole number; 100 is the average. 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.

### Park Foul Ground Adjustment (15)

Same as above, but 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 additional flair in the game.

### Text Color for Team Name (19)

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

### Background Color for Team Name (20)

Available Choices are 0-8 from the list above.

## **BATTER RATINGS**

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)**

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 only and does not reflect ability to STEAL. A value of 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.

## **PITCHER RATINGS**

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)**

Total Walks - Intentional Walks. (ie, unintentional 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)**

To use actual statistics, enter '999' here. Otherwise, the program will use the average here along with some formulas to determining hit frequency and distribution. Where data is unavailable (or for American League pitchers after 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 / REPORT**

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

## **VIEW TEAM ROSTER / REPORT**

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

## **DRAFT PLAYERS**

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.

### **TOGGLE PLAYER STATS**

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.

### **SWAP SPOTS ON A TEAM ROSTER**

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

### **REPLAY ASSESSMENT**

These functions allow you to view and print statistics for a single team, as well as create files to track team statistics over the course of a career.

### **REVIEW 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.

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.

For catchers, two special categories exist - how many runners attempted to steal, and the % of those runners they threw out.

For 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.

### **TEAM CAREER OPTIONS**

This module includes the following career statistical functions:

- **Create Initial Career Stats 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.
- **Add Career Year to Stats** – this options lets you add a year's stats to an existing career record
- **Remove Players From Career Stats**- this option lets you edit the results for a career file being tracked. Use to correct or adjust any mistakes.
- **Review Career Stats**– this option lets you view/print the results for a team across the career file being tracked
- **Review Career Records** – this options lets you view franchise records for the target team during the period covered by the career. Records are only posted if you choose to do so when creating adding years to a Career Stats file.
- **Manage Team Career Leaders** – these options let you view franchise leaders for the target team during the period covered by the career.

## COMPARE REPLAY STATS TO ACTUAL

This option 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 80's and 90's, stats were difficult to update for play-by-mail leagues as disks couldn't be shared. This feature made it possible to update those stats and change any that were entered in error.

Eventually the "Merge Separate Statistical Files" feature was developed to simplify this process. This feature was revived for 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

These are 2 separate routines for joining stats compiled for different weeks from different sources. This is useful if you split a schedule between individuals and need to combine the results for the season. "Road" stats are ones that need to be merged to your "local" stats.

Stats are added cumulatively, so if there is overlap in games played, you will have an excess of data for the season.

You only need to "align" stats if the player names are slightly different in each set of stats. (*This is VERY RARE!*)

## 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 AND 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. **Manage Leagues:** This is often the first option you will want to use. Use this to create your own league and make edits 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 League Stats / Standings:** Even though you may save stats at the end of a game, these are NOT accumulated into the league records until you use this option. When you select this, 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. **Access League Reports:** This utility lets you view league stats. Remember you must update stats before you can use this option.
4. **Head-to-Head Results:** This allows you to compare the stats of a given team to those of other league teams.
5. **League Record Books:** Use this selection to see who holds league records in a number of categories
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.

## **SCHEDULES AND BOX SCORES**

### **ENTER A NEW SCHEDULE**

Here you can create a schedule for any number of games to be played. Use the interface to add games, inputting all of the information required for each game. Settings used from the last game entered will be saved to help speed things up for the next entry.

### **PLAY / EDIT AN EXISTING SCHEDULE**

Use this to open schedule files you have saved. Once opened, you can make edits or play games. If the computer is set to play games, it compiles stats and creates the 10 minute ticker files automatically. If you play games on your own, and have entered all start times properly, the 10 minute ticker files will still be available. Ticker files will update at 4 minute intervals each period so you can keep tabs on other games of interest at the same time.

If, for any reason, your game is interrupted while running, all is not lost. When you return to the game, choose the “Play Game” option again. Auto-play should resume and you will only have lost the most recent game in progress. Delete the file GAME82 in your game directory to stop auto-play.

Options for working with schedules are as follows:

- **“G”** (“Go To Game”) - allows you to find the page where a specific game is located on your schedule. This option is needed only if your schedule is long enough that it spans more than one page.
- **“B”** (“Box Score Options”) - allows you to view the score of a specific game from your schedule. You can also use this option to save the box score or to print it out.
- **“C”** (“Save and Continue”) – If you make changes to any game, you can save them and continue working.

- **“A”** (“Add A Game”) - allows you to add a game to your schedule.
- **“D”** (“Delete A Game”) - allows you to delete a game from your schedule.
- **“E”** (“Edit A Game”) - allows you to edit the options of any game on your schedule. For example you could switch from having the computer play the game to having the game played by a human player.
- **“P”** (“Play Games”) - allows you to play any game(s) on your schedule.
- **“X”** (“Save and Exit”) - exit your schedule and go back to the Auto Scheduler main menu.
- **“Q”** (“Quit”) - exit your schedule without saving changes made to it.
- **“R”** (“Reset”) - reset the scores of the games you have already played on your schedule.

*(Note: there are four other options you may configure, which are located on the top right of the screen. None of these options may be changed directly from this screen. However, by selecting “Edit a Game”, you can manipulate these options for a specific game.)*

### **EXTRACT TEAM SCHEDULE**

This option lets you choose a team that you are interested in playing from an existing schedule. After being asked for a file name, you will choose the target team and schedule file. Any matching games for that team in the schedule file are saved to your new schedule.

### **CHANGE TEAM CONTROL FOR A SCHEDULE**

When working with schedules, you may want to have the computer simulate games that were set for human play. Or perhaps you have teams you want to play from a schedule that is fully controlled by the computer. Use this feature to update the play mode for such teams in any of your schedule files.

## **MAKE GLOBAL CHANGES TO A SCHEDULE**

Use this to make changes to one or more schedule options apply to all games in a schedule. Use this to either correct mistakes you've made entering a schedule, or to quickly set options when experimenting.

## **GENERATE A STANDARD SEASON SCHEDULE**

This option will help you auto-create a schedule for your favorite League. You simply choose how many teams / games you want for your schedule size. Next, you will choose the league file to use for the teams in the schedule. Each position in the league file must be populated in order. For example, to create a 10-team schedule, slots 1-10 in the league file must have teams. If this is not done, you will receive an error. For this reason, I recommend using this option with custom-created league files.

## **BOXSCORE MAINTENANCE / PARAMETERS**

These options let you clean up your collection of box scores, as well as set the parameters for when special boxscores will automatically be saved. Special boxscores are generated when certain threshold are hit, and indicate a noteworthy performance by a team or player.

## **MISCELLANEOUS CALCULATIONS**

### **GROUNDBALL / FLYOUT CALCS**

After entering league stats and averages, this option allows you to choose a team to display their groundball ratings for you on-the-fly. Ratings are shown for both batters and pitchers.

### **CALCULATE BUNT RATINGS**

Bunt rating is subjective, but this option lets you calculate them on-the-fly for a team using stats and formulas. Ratings are shown for both batters and pitchers. Ratings can then be saved to the team data.

## **CALCULATE RUN RATINGS**

Run rating is subjective, but this option lets you calculate them on-the-fly for a team using stats and formulas. Ratings are shown for both batters and pitchers. Ratings can then be saved to the team data.

## **MANAGE UMPIRES**

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

## **PROGRAMMABLE MANAGER**

This 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.

## **CONFIGURE GAME FOLDERS**

*(You only need to do this if you have files in custom folders.)*

If you want to change the drives and folders the game uses to find data, use this option to specify to look for the teams, stat and leader files.

For each entry, simply click the button to browse to the folder where the files reside on.

NOTE on subfolders: all the files of that type should be directly in that folder directly. Despite how the support files are zipped for you, not all features of the game support subfolders.

For example, if your Leaders folder is *C:\Haffner\Baseball\Leaders*, using the game to access a Conference file in *C:\Haffner\Baseball\Leaders\Custom* could lead to unpredictable outcomes.

## PUTTING IT ALL TOGETHER

Now that you know what the game can do, if you are looking to do more than just play, it may be a bit overwhelming to consider where to start. In this section, we'll go over how to manage a single season from start to finish. Afterwards, we'll go over concepts for managing multiple seasons as a "career".

### WHAT YOU NEED

For the season you are looking to play, you need to be sure you have each of the files:

- A teams file (FCTEAMS.yyyy) with the players
- League files (.TMI, .TMS) for tracking divisions
- A schedule file (.SCD) with games.

If you want to recreate an existing Pro season, files have been provided for you with the game. Of course, you can also create your own files.

- A teams file = from the *Team Management* menu, use the INPUT A NEW TEAM option
- League files = from the *Leaders and Records* menu, use the MANAGE LEAGUE MEMBERS option
- A schedule file = From the *Schedules and Boxscores* menu, use the ENTER A NEW SCHEDULE option

### PLAYING A SCHEDULE

Once you have these files, your first order of business is to simply play the schedule games! Use the PLAY AN EXISTING SCHEDULE option to select the schedule file. Once it is open, review it to get familiar with the items associated with each game. When ready, press "P" to play games. Enter a start game and end game and wait for the results. (for purposes of computer resources, it is NOT *recommended to play all games at once*)

### REVIEWING THE RESULTS

Whether you play the full season, or just a few weeks, you probably are going to want to look at stats at some point. There are a few ways to do this. From the *Replay Assessment* menu, you can use the REVIEW COMPILED STATS option to see stats for your favorite team. You can also use the COMPARE REPLAY STATS TO ACTUAL option if you want to check how accurate the replay is. Of course, if you didn't play the full season, this might not be very useful.

If you're more interested in seeing how everyone in the league is doing, you'll want to compile leaders. From the *Leaders And Records* menu, choose the UPDATE LEAGUE STATS / STANDINGS option. After selecting a league file you can also choose to update the record books. This makes the most sense if you have finished your season. Either way, when done, you can now use the ACCESS LEAGUE REPORTS option to look at the results.

The concept of Expanded Leaders works similarly. After using the UPDATE option to compile the numbers, you can view them. Consider them more detailed reports and queries. For example, want to know who has the highest batting average in your league? Or which pitchers have strikeouts? This is where you do it.

If you have any more games to play, repeat the above steps as needed to complete the season.

### CAREER OPTIONS

*At this point, you should have a good overview of how to run your favorite season and see how things went down. However, if you want to go deeper and follow your favorite team over several years, you'll need to use some extra features. These will all be under the Team Career Options menu.*

First, as the option hints at, you'll need to use the CREATE AND MERGE INITIAL STAT FILE option. This gives you a chance to



associate one team's single season stats with a file that can track stats over the course of several seasons (the "career"). Unless you're doing this in pieces, you'll need to be sure to specify you're doing a final update.

As you simulate new seasons for your team, you'll use the **MANAGE CAREER STATS** option. The process is very similar to creating the initial file. As with every other game feature, **UPDATING** files is necessary before you can view reports.

To view stats / reports for your team, you'll need to start with the **VIEW CAREER FILES** option. When you're ready to check on franchise players, you'll want to prepare career records. Use the **UPDATE CAREER LEADERS** option first. This will give you a chance to review Career Records.

## THE 10TH INNING

That about covers the whole game, but there's more to say. We'd like to share our thoughts behind the ratings used in the game.

Range ratings are likely the most contentious. Range as a factor is discussed in books like Bill James' *Baseball Abstract* and by managers, and is critical to any game to provide a simulation. They are based on an evaluation of a player's performance within that season. That means a player with a 9 for their position was the best 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's and 9's at each spot. Next, a median is established and all players near that figure will get a 5. Others will be given ratings from 2-4 and 6-8, depending on where they fall around the median.

A similar type of evaluation is made for arm ratings for outfielders, though reputation comes into play here more on range. A shotgun arm in the outfield or behind the plate will 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 casual fans. They were assigned after hours of careful consideration. However, they are not etched in stone. If you feel a rating is wrong, use the **Edit an Existing Team** option and change it! We won't be offended (we'll try not to be). Our goal was to be consistent with subjective ratings., but the game was created for you to enjoy.

## SUMMARY

I hope I've covered everything you need to know. The game isn't pretty in terms of graphics or fluff, but its speed, accuracy and low cost make it a solid competitor in the sports sim market. *Full Count Baseball* is the product of countless hours of research and testing, but has been a labor of love for everyone who contributed. Every effort has been made to make it as fun, simple and realistic as possible to play.

While no game can be perfect, I hope *Full Count Baseball* can be what you need it to be. I also sincerely hope it brings you, your friends and family hours of enjoyment. At the end of the day, if it is something you're able to use for your projects, then it is exactly what it was set out 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.

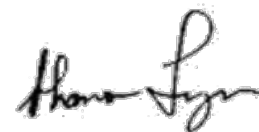
However, over the years I have come to realize there is a lot more to life than computers and sports games. On January 5, 1978, I confessed my sins to Almighty God and asked for forgiveness through his Son, Jesus Christ, who died on a cross for my sake. In fact, the really great news is that God is not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

A handwritten signature in cursive script that reads "Lance Haffner".

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,

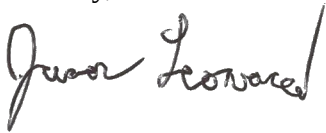
A handwritten signature in cursive script that reads "Hanna Lynn".

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, appearing to read "Juan Lopez". The signature is written in a cursive, flowing style with a large initial "J" and a long, sweeping underline.