MICRO LEAGUE
Baseball ®

The award-winning, _exclusive_ simulation of Major League Baseball

Be the manager of major league teams

- Superb graphics
- Real players & stats
- True-to-life performance
- With 25 powerhouse AL & NL teams — past and present
- Your strategy moves — not a joystick game

TWO-SIDED DISK
C1007 COMMODORE 64/128
B1007 ATARI 65/130XE 800/800XL

PADRES ™

DETROIT TIGERS ®

CUBS ®

KC R Royals ®

Dodgers ®

MICRO LEAGUE Baseball ®

Manage real major league teams!

The Teams

Any real teams can take the field in MLB. Choose American League or National League teams from the *current* season, or powerhouse favorites from *previous* seasons. *You* are the manager of actual AL or NL All-Star lineups or "dream" teams of AL or NL superstar players over the years. Take *your* favorite team and see how you do in managing them against any other team. Even go up against the Murderer's Row of the 1927 Yankees (with Ruth, Gehrig & Co.).

[The MLB Game Diskette comes with 25 Major League teams—League champs, World Series winners, and All-Star teams. Other team diskettes are available so you can play MLB with any teams you want.]

The Players

MLB teams have 25 Major League players on each roster. *Actual players perform just like they do in real life* — hitting, running, fielding, and pitching. Players' stats are shown, and teams will play up to their potential — maybe even better *if* you manage them well. So, for current players A to Z or former players Ashburn to Zernial—pick an MLB team roster and make *your* dugout fantasies come to life . . .

Features of MLB

- Not eye-hand coordination — MLB is a simulation game with superb graphics.
- For two players, each managing a Major League team, *or* play solo vs. the "Baseball Buddha" computer manager who handles the opposing team.
- Manage along with a current season pennant race.
- Who is the better team when you manage? Play superpower teams of the past, even against a current year team.
- "Save" a game & re-start it on TEAM Disk.
- As the MLB manager, what would you do?—
  9th inning, tie score, runners on 1st and 3rd, 1 out —
    — to get the run home, would you bunt, try a steal or hit and run?
    — to cut off the run, would you bring the infield in, or play back for the double play?
- "Designated Hitter" option for all teams, depending on your baseball purity level.
- Play in one-half hour with all the realism of Major League Baseball.
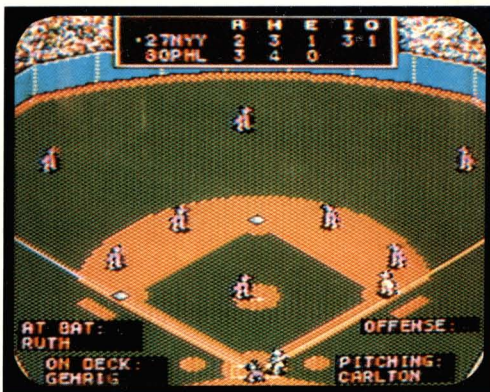
MLB is the **ultimate** baseball strategy game which challenges your head, not your hand. *You* manage actual big league players — setting and changing lineups, choosing pinchhitters, bringing in a relief pitcher you think will do the job. *You* pick the spots for steal tries, bunts, a hit & run — all the real life offense and defensive strategies used by Major League managers.

No two MLB games are ever the same, since MLB is not a fixed replay of a game or season. It's your managerial strategies and "baseball savvy" which determine the outcome using actual major league players. Pacing the dugout won't work, for just like real managers *you* will have to make tough decisions before and during the game.

If you've ever second-guessed the lineups and strategies of your heart-throb team, if you've ever dreamed about being a Major League manager . . . then take the challenge of **Micro League Baseball.**

MICRO LEAGUE — The Complete System!

Document games with the Box Score/Stat Compiler Disk. Build your library with recent or current Season Disks (*all* 26 AL & NL teams on one disk). "Franchise History" Disks for any club, World Series disks with teams of 1950's to present, and more. With the General Manager/Owner's disk, you can make trades, draft players, change rosters & stats as the season progresses—even create your *own* team.

MICRO LEAGUE
Baseball

Manager's Rulebook

You are in the dugout — managing real big-league players, choosing your lineups, changing them during the game. Pick your spots for steal tries, bunts, defense maneuvers, relief pitchers — all the real strategies that major league managers use. Choose American League or National League teams from the current season *or* "heart-throb" teams from a prior season or era. Manage All-Star teams from any single season, or your favorite players from any team over the years. Or pick the "superstars" from the AL & NL — any kind of team you want can take the field in Micro League Baseball!

Over 20 "powerhouse" teams come with the MLB Game Disk. Other teams and players can be played with separately available MLB TEAM DISKS (see enclosed insert). Whether it's a prior year team *or* this season's roster — with current/updated stats as the season progresses — with MLB TEAM DISKS you can be the owner and GM as well because you can draft and trade players between teams.

MLB gives you superior visual action, but MLB is *not* an "eye-hand coordination" game. Rather, it's a strategy contest that challenges your head, not your hand. So you won't be trying to hit a blip of light, nor will you have pretend strategies or players. Actual players on your team *perform just as they do in real life* in hitting, running, pitching, and fielding. As the game is played, it's *your* baseball savvy that's on the line against another team's manager. And if there's no one around, you can be challenged by the computer manager handling the opposing team. But be on your toes when you play against the "Baseball Buddha" computer manager!

MLB is *not* a fixed replay of a prior game or season. *No two games are ever the same*, for the play action and final outcome are determined by *your* lineups and game strategies. Pacing the dugout won't help for long, because you have to make some tough decisions before and during the game. Maybe your moves will work, maybe you'll be outfoxed. Just don't punch out a sports writer and you won't be fired. So if you want to see just how good a major league manager you'll be, you're ready to

PLAY BALL!

Manager's Rulebook
TABLE OF CONTENTS

Overview of MLB

- Micro League Baseball uses the same rules and strategies of Major League Baseball. This is important for Lineup matters — that is, you can *make any changes you want before the game* but once the game starts, any player taken out is unavailable to the manager. Also, you can "visit the mound" when your team is in the field, but going to the mound twice in the *same* inning with the *same* pitcher means that pitcher must be changed.

- You'll first pick the teams you want, then the starting pitchers and lineups for each team. Once the game begins, the manager of the team at bat enters his/her strategy, then the manager of the team in the field enters his/her strategy and/or type of pitch. Hit the key you want for a strategy, when the screen is asking *OFFENSE?* or *DEFENSE?* (see *"Strategies"* section of this manual for the various "at-bat" and "in-the-field" strategies that you choose from).

- MLB is shown on an "outcome-by-outcome" basis. When a batter walks or strikes out, the ball-strike count that this happened on is displayed.

Loading the Game

Apple II series and **IBM PC/PC jr:** put MLB GAME DISK into your disk drive and turn on the computer.

Atari series: turn on the disk drive, insert disk, then turn on the computer. If you have an XL Series, hold down the OPTION key when MLB is loading.

Commodore 64: all the steps as with Atari, then type LOAD "MLB", 8, 1, then hit *RETURN* Key. When computer says *READY*, type *RUN* and hit *RETURN* key. On Commodore 64, use ⬅ Key when any reference is made to ESC key on screen or in the Manager's Rulebook.

PC note: on some types of color monitors (ex. RGB) visuals will be in monochrome. On full color composite monitors or regular TV sets, visuals are in color.
PC jr. note: like other software operated on the jr., MLB runs a bit slower compared to the PC (reference: the official PC jr. Technical Manual).

MLB Options

When the "options" page comes up hit one of these computer keys:

N   to begin a new game, picking teams and lineups

D   for a "demo" of the game, where the computer manages both teams. To stop the demo and get back to the options page, simply turn off the computer and "re-boot" the game (that is, follow the directions above for loading the game).

Note: If no key press is made, MLB will go into the "demo" game mode — using the All-Time Greats of the NL and AL.

R   to "re-start" a partially completed game which you "saved" on an MLB Team Disk (more info in Special Features section).

1

Starting a Game

- Pick the visiting and home teams (the Game Diskette has over 20 teams). Or take out the Game Diskette and replace it with an *MLB Team Diskette* to pick a different visiting and/or home team (see enclosed insert on "MLB Team Diskettes").

    Note: *After* you put in another Team Diskette, then hit the *RETURN* key to get the listing of teams on that particular MLB Team Diskette.

- After selecting a team (whether from the Game Diskette or Team Diskettes), hit the *RETURN* key if you want to manage the team or hit *C* to have the computer manage the team.

    Note: You can manage both teams *or* have the computer manage both teams *or* manage a team and have the computer manage the other team.

- After both teams are chosen, you'll be asked whether you want this to be a "Designated Hitter" game. A *"DH"* game means the pitcher won't bat. The DH will initially be put into batting slot #5 in your lineup (you can switch to a different DH batter and/or different batting slot when you see your lineup before the game. A *"non-DH"* game means the pitcher will bat.

- You'll then be shown the pitcher rosters for the Visiting team; then the Home team. Follow the instructions at the bottom of the screen to change the starting pitcher shown at the top of the screen. (See Lineup section in this manual for more details or help.)

- You next pick the starting batting lineups and players' fielding positions for both teams; just follow the instructions at the bottom of the screen to make changes (see Lineup section for more help).

MLB has the typically used lineup already in place for each team. To "accept" this lineup, as is, just hit *ESC* key.

- Once you hit the *ESC* key, the game is ready to begin after the visiting and home team lineups are either accepted as is or changed by you.

    Note: Before the game you can "switch" from batter rosters to pitcher rosters *for the same team* by hitting *L* (lineup) or *P* (pitcher) keys. Or you can see the other team's rosters by hitting the *T* (other team) key. But *before* the game, if you hit the *ESC* key when any lineup screen is showing (or for the starting pitcher shown), you have accepted this lineup and/or that pitcher shown at the top of the screen.

LINEUP MANEUVERS

General Features: Seeing Lineups

Whether *before* or *during* a game, some instructions at the bottom of any batter and/or pitcher lineup roster screen are common. Hitting these keys:

RETURN: this "rolls" the bench to see *all* the available players, be they batters or pitchers. Use *RETURN* to get the player you want to the top of the bench when you make a lineup change.

P: if looking at a batting lineup, and you want to see what pitchers this team has, hit *P.*

L: conversely, if you are looking at a Pitcher Roster, hit *L* to see what batters or fielders are in the lineup or available.

S: shows additional statistics, for either batter/fielders or pitchers.

T: "flips-over" to see lineup for the other team.

ESC: hit this key if you want to go back to the game, after seeing or changing one's lineup (batter or pitchers). Remember you can just see lineups without having to make changes.

Making Lineup Changes
BEFORE GAME

A starting pitcher and typically used batting lineup is shown. If you want this, hit *ESC.* If you want to make changes before the game, see below:

for Pitchers

R: replaces starting pitcher (shown at top of screen) with the 1st pitcher who is at the top of the bench list (use *RETURN* Key to bring other available pitchers to the top of the bench).

for Batters

1-9: enter the batting slot # of the player for which you wish to change his batting or fielding position or to make a direct substitution from the bench.
Then you can do:

R: for the flashing player in the 1-9 slot # you chose, this replaces him with whomever is at the *top* of the bench. (New player also takes defense position of replaced player.) Before you hit R, *use RETURN* to get the player you want to the top of the bench.

OR *1-9:* pick *another* batting slot #, then you do F or B:

F: switch fielding positions of these two players; leaves batting slot # the same.

or

B: *switch batting slot # of these two players; leaves fielding position the same. (Switching batting slot #s can not be done during the game.)*

3

Seeing Lineup/Making Changes
DURING GAME

"AT BAT"

With OFFENSE request showing, you can hit keys 7, 8, or 9:

7 Pinch Hitter   8 Pinch Runner (or who is on base)   9 to see Lineup

   Note: with any of these commands during the game, you can: (a) just see your lineup or pitcher roster or (b) make an actual change. Your are not required to make a change, although you can if desired.

● Hitting the 9 key (Lineup) during game allows you to make changes just as you did before the game (that is, hit 1-9 to select batting slot #, R to replace with 1st showing player on the bench, etc.)

● Hitting the 7 key (Pinch Hitter) or the 8 key (Pinch Runner) shows who is up to bat and the names of any runner(s) on base. Then hitting H, 1, 2, or 3 selects the current batter (or current runner at the base you chose) as the player you want to PH or PR for. R then removes the batter or runner (selected via H, 1, 2, 3) and replaces him with the first player shown on the Bench (Hit RETURN to see more players or to get the player you want to the top of the bench, before you hit R).

   Note: ESC, P, RETURN, S or T also work, (as previously described under "General Features of Seeing your Lineup.")

● After pinchhitting for the pitcher, and if another change is made, you can switch the new pitcher from batting slot #9 to another slot. This may give an opportunity earlier than #9 slot to pinchhit for the relief pitcher.

Ex: the '84 Expos are losing late in the game. You PH for Wallach (3rd base, #6 slot) with Francona. Via key 7, you also PH for the pitcher Lea (#9 slot) with Stenhouse. Seeing the Expos lineup at the end of the half-inning, you want to bring in Salazar at 3rd base (batting 9th) and Reardon (relief pitcher) at #6 slot. To do this: ⓐ first switch Francona's & Stenhouse's "fielding" pos. by selecting slot #6, then slot #9, then hit F; ⓑ bring in Salazar in slot #9; ⓒ now go to Pitcher's list (via P), select Reardon, hit [ESC] key. Expos' lineup will now have Reardon (relief pitcher for Lea, in #6 slot), Salazar (3rd base, in #9 slot), with Francona & Stenhouse out of the game.

"IN-THE-FIELD"

During the game, with DEFENSE request showing, hit these keys:

9   See lineup (shows your batting lineup: hit P to see pitchers).

0   Visit the Mound: to give your pitcher a breather if he's being hit hard — also you can start warming up a relief pitcher and/or bring in a new pitcher (see below).
       during the game, just like Major League Baseball, if you make a 2nd visit to the same pitcher in the same inning, you must bring in a relief pitcher.

On any pitcher roster display (besides seeing rosters and stats) you can hit the B or C keys to do:

B: Bullpen activity — warmup a pitcher or stop the warmup of pitcher(s) in the Bullpen
       After requesting Bullpen Action, you can do:
       W (which starts warming up the pitcher who is on the top of the Bench) or
       E (which stops the warmup of any pitcher in the bullpen).

C: Change current pitcher — bring in a Relief Pitcher
       To bring in a relief pitcher during the game (after hitting C), if you've had one or two pitchers warming up in the bullpen, hit 1 or 2 to bring in one of these two relief pitchers. Or if the new pitcher you want to come in is at the top of the Bench, hit B to bring him in (although he might be a bit shaky since you haven't warmed him up and he's coming in cold . . .).

MLB GAME STRATEGIES

The MLB Strategy card (showing the offense and defense strategies on either side of the card) will help during the game. When "prompted" in the OFFENSE? or DEFENSE? strategy cycles, you simply hit a computer key number for the strategy you want.

AT BAT

IF NO ONE IS ON BASE

0 SWING AWAY: Batter is "on his own", to SWING AWAY.
(You can also use *RETURN* Key.)

6 SURPRISE BUNT: Batter tries to beat out a surprise bunt for a hit. If there is a runner on 3rd, this is a "safe squeeze."

Note: 0 (or RETURN) and 6 are the only strategies you can do when no one is on base (except Lineup).

WITH RUNNER(S) ON BASE

You can do regular Swing Away (0) and Surprise Bunt (6) as well as these strategies:

1 SWING AWAY & AGGRESSIVE RUNNING: Batter is on his own to swing away, *and* any runner will try for an extra base *if* the hit ball allows him to do so. But, if it is a pop-up or a very shallow fly, any runner will not try to live dangerously on the base path. Of course, there is a higher chance there will be a "play on the runner" when you order aggressive running.

2 SWING AWAY & SAFE RUNNING: Batter is on his own to swing away, *and* any runner will play it very cautiously on the base paths — taking no chances unless the ball hit by the batter guarantees he can advance. Use this when you don't want anyone to be thrown out by trying to stretch their base advance, possibly killing a rally.

3 STEAL: Runner(s) try to steal a base. With runners "on the corners" (1st & 3rd), this is a delayed steal — the runner on 3rd will wait to see what the catcher does. With a runner only on 3rd, *or* runners on 2nd or 3rd, *or* if the bases are loaded, the runner on 3rd tries to steal home — a very risky strategy in these instances.

4 HIT & RUN: The batter is on his own to swing away *and* any runners break with the pitch. This helps stay out of a groundball doubleplay and allows any runner to advance an extra base if it's a solid hit. On the other hand, if the batter strikes out, the chances of throwing out the runner trying to steal is increased (since it becomes a steal try). Also, if the batter hits a line drive to the infield with less than two out, there's a chance it'll be a doubleplay by "doubling off" the breaking runner.

5 SACRIFICE BUNT: The batter tries to lay down a bunt, sacrificing himself to advance the runner(s) to better scoring positions. This isn't appropriate when there are two outs. Instead, consider a surprise bunt (trying to beat it out for a hit) if you want to bunt in a two out situation.

DEFENSE: In-the Field Strategies

There are types of pitch strategies and/or other defense maneuvers you can do on the DEFENSE request cycle:

1 **FASTBALL** (you can also use RETURN key)

2 **CURVEBALL**

3 **SLIDER**

4 **OFF-SPEED/CHANGEUP**

5 **PITCHOUT:** use this when you think the other manager may be trying a steal or hit & run. This, of course, greatly enhances the chance that a runner will be thrown out by the catcher. However, if you do a pitchout two or three times to the *same* batter (*and* the runner(s) aren't going on a steal or hit & run), this greatly increases the chance that the batter will get a base on balls.

6 **CORNERS IN:** this brings the 3rd & 1st basemen in, moving in as the pitch is thrown. This cuts down on the chances for a successful surprise *or* sacrifice bunt, and may hold a runner on 3rd base. However, this increases the chance that a groundball (if hit to 3rd or 1st) might get through for a hit.

7 **INFIELD IN:** this brings *all* the infielders in as the pitch is thrown. This strategy increases the chance that a runner on 3rd will "hold on" or could be thrown out at the plate on a groundball. On the other hand, of course, this increases the chance that a sharp grounder will get through for a single, since the infield is playing in. (This is a useful strategy, late in the game, if your team needs to keep a run from scoring on a groundball.)

8 **INTENTIONAL WALK:** try this if a batter is up who can really hurt you, especially late in the game. You are "getting past" him (by putting him on 1st base) in order to face the next batter who is perhaps not as good a hitter. This strategy, in proper instances, also helps the defense set up a potential force play or a doubleplay, even though another runner is on base. Of course, an intentional walk with the bases loaded brings in a runner to score from 3rd base.

NOTE

Whether in OFFENSE or DEFENSE "prompt" requests, you can always look over your lineup, change lineups, or visit the mound.

on OFFENSE: hit 9 (see lineup)

on DEFENSE: hit 9 (see lineup)
or
hit 0 (visit the mound)

Notes/Definitions of Batting and Pitching Stats

The stats in Micro League Baseball™ are the same kind you see in sports pages and baseball books or guides. A player's stats are for his whole season, even if he was traded to another team during the season where he now appears on the roster.

For Pitchers: *1st Screen*   *2nd Screen* (hit *S* to see this screen)

P: Pitching side (right or left)	*G:* Games appeared in during that season
W&L: Wins & Losses	*CG:* number of complete games
ERA: Earned Run Average	*SV:* number of "saves" recorded
IP: Innings Pitched	*BB:* number of walks
H: Hits given up	*SO:* number of strikeouts

For Batters: *1st Screen*

B: bats Righthanded, Lefthanded, or is a Switch-hitter

FLD: the primary defense position a player is rated at is shown to the left of the (/), the secondary position is shown to the right. (See additional notes on Fielding Positions.)

AVG, HR,   the player's batting average, home runs, and
RBI: runs batted in for that season

2nd Screen (hit *S* when on first screen)

H, SO,   the player's number of hits, strikeouts, walks (BB), and
BB, SB: Stolen Bases (SB) for that season

3rd Screen (hit *S* when on second screen)

AB, H, 2B,   shows the player's At Bats, Hits, Doubles,
3B, HR: *Triples, and Home Runs*

(hit S on this screen to get back to the 1st screen of stats)

Note: if you are using an MLB TEAM DISK based on rosters at the start of a season, some roster players may not have any stats shown for them. These would be brand-new rookies or players who weren't used much last year, or players who were on the Disabled List early on in the season. You can use these players, and they'll perform in average fashion till such time that they have enough stats for that current season (Innings Pitched, At Bats, etc.). But if you use "up-dated" MLB TEAM DISKS as the current season proceeds, you'll then see current rosters/stats—so that your teams and players perform true-to-life at that actual phase of the season. (See enclosed insert on MLB TEAM DISKS.)

Notes/Fielding Positions

Some players have had enough games under their belt in more than one defense position to have two "rated" positions shown. For example, Elston Howard of the '61 Yankees is shown as C/1B, meaning he is rated at and can play either as catcher or first baseman.

Some players show up with a "generic" IF (infield) or OF (outfield) — meaning they tended to be utility infielders or outfielders who can play various positions. Of course, a player like Clete Boyer, '61 Yanks, who is rated at 3B/SS could also play another infield position (if you run out of players specifically rated and listed as a 2nd baseman, for example). Putting a player in a non-specified position (like putting Boyer in the outfield) gives him the lowest defensive rating.

Players have been rated at each specific position shown for them — in which MLB has evaluated their fielding percentage, range, throwing arm, and their general reputation in the field. On the whole, most major league players are rated as average fielders; some are very good, some are below average. Most MLB "managers" know the defense quality of players, but if you have any questions just drop us a line.

Notes/Speed Rating and Stolen Bases

The SB (number of stolen bases) on the players' stats screen is one indicator of a player's speed, but MLB has also looked at the number of times a player was caught stealing and his general running speed and base-running "savvy." Most players are rated Average regarding their speed and base-running/base-stealing ability; some (like Ricky Henderson or Maury Wills in his prime) are rated Fast; others like Greg Luzinski are rated Slow. Again, if you don't have a feel for a player's speed after looking at his Stolen Base total or knowing something about him — just write to us.

SPECIAL FEATURES

When being prompted in the OFFENSE or DEFENSE request, you can do the following by hitting:

R: this stops the players from running to and from their dugouts at the end of each half-inning. This speeds up the game, since the players switch teams/jersey colors instantly. You can switch between no running/running to & from the dugout anytime you want during the game by hitting the R key on the Offense or Defense "prompt" cycle.

M: MLB has music and sound throughout the game. But, if you are playing late at night and if you don't want to disturb your wife/husband/special friend (or just your roomie), then hit M on any Offense or Defense "prompt" cycle. This eliminates the sound effects — perhaps giving you more reflective time to become a baseball manager "guru." As the Bard once penned *"tis a consummation devoutly to be wished."*

S: to "save" a game that is in progress. Let's say that it's the 7th inning of a close game and you have to stop. Rather than turning off the game, take an MLB TEAM DISK and save the game — keeping the score, inning, outs, etc. — just as it is. You can then "re-start" this game and complete it later.

> To "save" a game: you must have an MLB TEAM DISK in your disk drive (if you were playing a game with teams on the Game Disk, just take it out and insert an MLB TEAM DISK).

> then with either the OFFENSE or DEFENSE prompting, hit S to save the game. When the Offense or Defense prompt is flashing again, or appears again, that game has been saved on the MLB TEAM DISK.

> You can "save" one game on each TEAM DISK, and you can ·"re-use" that disk to save a different game (which would "replace" the one already saved).

> To "re-start" a saved game: first load the MLB Game Disk. When the "options" page comes up, remove the Game Disk and put in that TEAM DISK you saved the game on. Then hit R to re-start that saved game.

We at MLSA hope you enjoy Micro League Baseball™ and the camaraderie of playing against other "Walter Mitty" major league managers — as with us, maybe your baseball managing life will never be the same.

Micro League
Baseball

Team Rosters
and Highlights

INTRODUCTION

1. These are descriptions and highlights for those teams which come with the MicroLeague Baseball Game Disk. This is a "cocktail appetizer" of solid, well known teams, most of whom won the World Series that year. The year for a team represents an era for that team—for example, the '75 Cincinnati Reds of the "Big Red Machine" period, the '73 Oakland A's in the Finley era, the '61 Yanks with Mantle and Maris, and so on.

2. This collage of teams on the Game Disk also demonstrates the "special edition" type of team — All-Time Greats from both the AL and NL, or the well-remembered players from a particular "franchise history" (such as Philly Greats, Tiger Greats), each from the post WW II period.

3. The 1984 American League and National League All-Star rosters are included — with stats up to the date of the mid-summer classic.

Enjoy being the MicroLeague manager of these teams — each is very unique and can be handled in different ways. Some are strong on pitching and have decent hitting, some vice versa. And one, the '55 Washington Senators—well, they are here just to keep baseball (MicroLeague style) alive in our Nation's capitol. If you think it's hard for our President and Congress to reduce the federal deficit, take an even stronger challenge and be the MicroLeague manager of the old, but not forgotten '55 Senators!

Other teams are available in separately packaged MLB TEAM DISKS—see insert in MLB box. Keep up with current season teams, go back to powerhouse teams of the nostalgic past — even write to us if you want a specially made up TEAM DISK with your favorites.

With MicroLeague Baseball, there will be "joy in Mudville tonight."

These team highlights were authored by a fellow baseball guru and historian, Jeff E. Furman.

Special thanks go to Paul Kelly and John Foskey for their Herculean effort in putting player & team roster stats into the computer. Without the efforts of these three kindred baseball colleagues, MLB would still be a dream, not reality.

MicroLeague Sports Association, 28 E. Cleveland Avenue, Newark, DE 19711
(302) 368-9990 for customer service

(800) PLAYBAL for orders & requests

A.L. All-Time Greats

For MicroLeaguers who truly want to indulge in their baseball fantasies there is a squad of American League greats that includes the best seasons of Hall of Fame quality talent from 1901 to present—Ruth's 1927 season, Carew's .388 in '77, and Ted Williams' famous .406 year.

We include the gloves of Robinson at 3rd and Aparicio at short, Bob Feller's incredible fastball, Cy Young's 1.63 ERA and the prime of Jim Palmer and Catfish Hunter.

How does one manage such a rich vein of baseball gold? It's easy—try anything and everything—the likes of Ty Cobb and Joe DiMaggio and others are super in many aspects beyond hitting.

One can challenge the N.L. greats or wreak havoc on a team that you always wanted some revenge from. After all where else, but MicroLeague Baseball, can you platoon Mickey Mantle's triple crown season with DiMaggio's .381 average?

The name "Early Wynn" takes particular significance when you scan the pitching roster for the All-Time Greats. And you can also win with the other premier pitchers on this very talented mound staff.

Batters	Pitchers
Rod Carew 1977	Walter Johnson 1913
Ted Williams 1941	Lefty Grove 1931
Joe DiMaggio 1939	Bob Feller 1951
Babe Ruth 1927	Denny McLain 1968
Brooks Robinson 1964	Whitey Ford 1961
Joe Cronin 1930	Waite Hoyt 1928
Charlie Gehringer 1937	Jim Palmer 1973
Yogie Berra 1950	Cy Young 1901
Mickey Cochrane 1930	Early Wynn 1959
Al Kaline 1961	Catfish Hunter 1973
Mickey Mantle 1956	
Lou Gehrig 1927	
Carl Yastrzemski 1967	
Ty Cobb 1911	
Luis Aparicio 1966	

N.L. All-Time Greats

To say this team is loaded with longball power is an understatement. Eight possible starters had an average of 43 homers per man, spread across Rogers Hornsby, Ernie Banks, Willie McCovey, Johnny Bench, Hank Aaron, Mike Schmidt, Willie Mays and Duke Snider.

Managers will have a tough time choosing a starting pitcher, and your opposing manager and players will be even more in a pickle batting against these hurlers of the N.L. Greats. Picking between Koufax and Alexander or between Marichal and Mathewson is like deciding between the Rolls Royce or the Bentley for that day.

Should all of life's decisions be so difficult!

The key for the MicroLeague manager is knowing when to play Dr. Longball and when to let Willie Mays steal or Clemente take the extra base. Who loses power playing hit and run? You'll have fun playing this phenomenal squad in MicroLeague Baseball.

Batters	Pitchers
Roberto Clemente 1961	Sandy Koufax 1963
Willie Mays 1954	Bob Gibson 1968

Willie McCovey   1969
Hank Aaron   1959
Rogers Hornsby   1922
Johnny Bench   1972
Eddie Mathews   1959
Ernie Banks   1958
Mike Schmidt   1980
Pie Traynor   1929
Duke Snider   1953
Stan Musial   1948
Frank Robinson   1962
Roy Campanella   1951
Pete Rose   1969

Steve Carlton   1972
Christy Mathewson   1908
Grover Cleveland Alexander   1915
Carl Hubbell   1933
Dizzy Dean   1934
Warren Spahn   1953
Juan Marichal   1966
Robin Roberts   1952

1984 American League All-Stars

After winning big in the '83 midsummer classic in Chicago, the 1984 A.L. All-Stars and their fans had every reason to be optimistic for the '84 match-up with the N.L. Stars in San Francisco. The Tigers, running away in the A.L. East, had captured four starters from fan voting across the country—Whitaker, Lemon, Parrish and Trammell —all who were doing extremely well at the plate and in the field at the break. (Due to an injury, Trammell was replaced by Alfredo Griffin, a defensive artist from Toronto.) Add to this Cal Ripken, and "Ed-die" Murray, the franchise cornerstones from Baltimore, Dave Winfield from the Yanks (hitting .370 at the break), Jim Rice, baseswiper Ricky Henderson, the gritty George Brett, the venerable Reggie Jackson plus others. The A.L. roster had a lot going for it—fairly decent speed, solid hitters, and longball power.

Pitching prowess wasn't secondary to A.L. prospects for success. Morris and Hernandez from the Tigers (having a "wins and saves" year at mid-break that most pitchers would love to have for the whole season), plus Niekro's knuckler, Stieb's slider, Quisenberry's sidearm submarine—these and other dandy hurlers were available to try to keep the N.L. batters off balance in the game.

Fans know the outcome of the actual game—but you weren't the manager. As a "MicroLeaguer," see what your chances are as you take on the star-laden roster of the N.L., a team who was seeking revenge from the '83 defeat.

1984 National League All-Stars

Fans did know talent when they voted in Tony Gwynn (.355) and Ryne Sandberg (.335)—both having splendid seasons through early July. Add to this perennial solid performers like Dale Murphy, Mike Schmidt, Gary Carter, and the defensive "Wizard of Oz" Smith at shortstop—these and other headliners anchored the '84 National All-Stars. With the two other starters voted in by fans, (Iron Man Steve Garvey and the '83 Rookie of the Year, Darryl Strawberry, the N.L. also had a solid bench with Keith Hernandez, speedster Tim Raines, Juan Samuel (the possible rookie of the year for '84), plus other money players.

There was magic on the mound staff as well — with the Mets phenom Dwight Gooden, teamed with Soto, Lea and the slimmed down Fernando Valenzuela. Bullpen moxie was surely present, including Goose Gossage, Al Holland, and the "split finger" pitches of Bruce Sutter.

Put your managerial skills to work with this roster—can you keep the talented '84 A.L. Stars in check?

1983 Baltimore Orioles   98-64   .605

The 1983 Orioles were good enough to win the World Championship without the familiar face of Earl Weaver, one of baseball's most respected managers. Joe Altobelli, a good manager in his own right, was able to motivate a solid squad of stars, despite predictions of the demise of the aging Baltimore players. Altobelli simply used Weaver's former players and Weaver's strategies to succeed in a similar manner.

Joe stuck with Weaver's move of the 1982 Rookie of the Year Cal Ripken, Jr. from third to short — he stuck with it to the point that Junior was the only big leaguer to appear in every inning of every game of his team in 1983. Cal earned himself an MVP award, just beating out teammate Eddie Murray in a close vote.

The previous "Earl Magic" worked with platooning as well. Take note, Micro-Leaguers, that the Lowenstein, Dwyer, Roenicke, Ayala aggregate out-produced under Altobelli in '83 beyond anything they had done for master Earl.

Two newcomers proved important for the '83 Orioles. Boddicker outpitched Flanagan and Storm Davis. He and McGregor provided the righty-lefty combo that stabilized a starting staff that could no longer depend on Earl's former ace, Jim Palmer.

The other newcomer was speedy John Shelby who provided the Orioles with some semblance of a running game and also had excellent outfielding skills.

The rest of the key Birds were the same dependable players that had been acquired in the seventies — Tippy Martinez, the bullpen ace; Rich Dempsey, catcher and field general; Ken Singleton, the on-base percentage specialist; and Rich Dauer, the best hit and run man in Orioles history.

The MicroLeaguer who wishes to win with the '83 Birds must platoon properly and handle a bullpen that was not quite deep enough compared to other teams. The result will be a supporting cast to help the starting pitchers and superstars Ripken and Murray achieve a winning record. Earl Weaver may have been gone, but the character and shape of this '83 team lives on.

1982 Milwaukee Brewers   96-67   .586

"Harvey's Wallbangers" was a most fitting name for this team, a mixture from Harvey (Kuenn) the manager and an alcoholic drink that will knock you out. And knock you out is what this Brewers' squad did to their A.L. competition. Most anyone in the Brewers' lineup could hit one out — Gorman Thomas (39 HR, 112 RBI), Ben Ogilvie (34 HR, 102 RBI), Cecil Cooper, the slick fielding 1st baseman (32 HR, 121 RBI), Robin Yount, the league MVP at shortstop (29 HR, 114 RBI), Ted Simmons, the veteran catcher (23 HR, 97 RBI), plus Paul Molitor and Don Money, who clouted 19 and 16 "Brewer Blasts" respectively.

The Brewers had to score lots of runs to win — for their pitchers gave up quite a few to the other teams. Pete Vuckovich was the best of the starters (18-6, 3.34 ERA) bolstered by Caldwell and McClure (3.91 and 4.22 ERA, respectively). The acquisition of crafty veteran Don Sutton for the pennant drive proved wise — he was 4-1 with a 3.29 ERA and won key games in the stretch. If the starters ran into trouble, which frequently happened, you can call upon Slaton, Augustine, and of course, mustachioed fireman Rollie Fingers (who, unfortunately was injured late in the season and was unable to pitch in the actual World Series).

If you like to sit back and play power hardball, you'll enjoy managing this team. Fortunately, the MLB scoreboard can do double digits on runs (for both teams) a feature sometimes necessary when the '82 Brewers play.

1982 St. Louis Cardinals   92-70   .568

Some adept trading and blending of young and veteran players by Whitey Herzog brought the Cards the N.L. pennant in 1982. Lonnie Smith (acquired from the Phillies) performed at a .307 clip. Willie "E.T." McGee was a pleasant find, hitting .296, and dependable George Hendrick batted .282 and led the team in homers with 19. However, longball power was not a hallmark of this squad, relying more on aggressive baserunning, steals, and hit and run plays. Darrell Porter handled most of the catching chores, and Keith Hernandez (.299) anchored first base. A smooth fielding Ozzie Smith was a fixture at shortstop for the Cards.

Joaquin Andujar and Bob Forsch each won 15 games as the workhorses of the starting staff. John Stuper chipped in with 9 wins as did Dave Lapoint (who was a reliever and spot starter). The Cards banked on Doug Bair for 91 innings of relief and also had one of the premier late-inning relievers in the split-fingered pitches of Bruce Sutter.

1980 Philadelphia Phillies   91-71   .562

After winning their Division and then losing the playoffs in three of the previous four years, the Philadelphia Phillies 1980 team won the World Championship. Just as in the fateful, exciting 1915 season the Phils were led by a rookie manager, Dallas Green, a former pitcher for them during their worst seasons of the Sixties. His aggressive style and that of Pete Rose, their former arch nemesis of his Cincy days who had been wisely acquired by Paul Owens and Ruly Carpenter during the off-season of 1979. Green and Rose motivated the Phillies to go all the way in 1980.

It must have been a relief to win the division by 1 game over the Expos for the Phils who had been frustrated in the N.L. playoffs of '76, '77 and '78. Boone, Bowa, Carlton, Maddox, McGraw and Schmidt were going to get another chance to do battle for a place in the World Series. The prior near misses were changed into near wins as the Phils played the '80 Houston Astros in what many consider the most exciting series in playoff history. The Phils came back and won the opener 3-1 after trailing. They lost the 2nd and 3rd games of the playoffs and things began to seem familiar for the frustrated Phils fans. But this year was different—the Phils came from behind 2-0 to win game four in Houston. In game five all the previous sins of Phillies teams were forgiven as the Phillies overcame the great Nolan Ryan's 5-2 eighth inning lead to win 8-7 in ten innings, again in Houston.

It was their first trip to the World Series since 1950 and they did not blow it. They became World Champions for the first time in Phillies history.

This squad outperformed all previous teams in the Phils franchise history. MVP Schmidt set a record of 48 home runs for a third baseman; Cy Young winner Steve Carlton won 24 games (he's won more Cy Young Awards than anybody in baseball history); Tug McGraw's season as a reliever rivaled that of Jim Konstanty's 1950 MVP season; and Pete Rose gave 110% hustle playing in 170 games (including post season).

This team is a MicroLeaguer's delight because of the bench and bullpen of the Phillies. One can also look forward to the frequent circuit salvos of Mike Schmidt in his best full season.

1980 Kansas City Royals   97-65   .599

From 1976-1978 the K.C. Royals had been A.L. West Division champs, only to lose in the League Championships to the Yanks. Whitey Herzog managed them all 3 seasons and then was fired in 1979 for bringing them in second in the West Division. Whitey must have been quite frustrated to see the 1980 Royals win the A.L. League Championship from his old post-season rivals—the Yankees.

The '80 Royals ran away with their division by leading the A.L. in hitting (.286) and stolen bases (185). Their primary offensive threats were from two superstars, George Brett, who hit .390 for the highest major league batting average since Ted Williams in 1941 (.406); and Willie Wilson, who hit .326 and stole 79 bases.

Jim Frey managed a team that had seven players in double digits for stolen bases, including supersub John Wathan who got into 126 games as a catcher-OF-1B. Wathan stole 17 bases and batted .305, third best of any player with 400 bats on the team. Frey's fielding unit was a delight to watch: White and Washington formed a double play combo that had tremendous range and durability. Amos Otis and Wilson covered most of the OF with equal aplomb. Darrell Porter handled the catching in a workmanlike fashion, adding skills that don't show up in the statistics.

Dennis Leonard and Larry Gura were a competent righty-lefty combo. As the main starting pitching tandem, they each pitched at least 280 innings, garnering a combined 38 wins. Gura, to lead the team, completed 16 games of which 4 were shutouts. The bullpen was in the hands of overworked, but seemingly always effective, Dan Quisenberry, a master of submarine ball control (learned from Kent Tekulve). Quisenberry saved 33 games in his 75 appearances, both figures the best in the league.

The best MicroLeague managers will play a running game with these Royals, with the exception of Darrell Porter who probably will be subbed for with Wathan when speed can move the game into the W column. The wise manager will also spot Marty Pattin, bringing him in from the bullpen (89 innings, 3.64 EPA) to keep Quisenberry's arm from falling off.

1980 Houston Astros   93-70   .571

The Astros barely hung on to win the N.L. West, beating the Dodgers in a one game West Division playoff after both teams tied for 1st after the 162 game season ended. Then the fun continued—against The '80 Phillies in one of the most dramatic National League Playoffs ever. Four of the five games went into extra innings, and in the deciding fifth game fireballing Nolan Ryan went into the 8th with a seemingly invincible 5-2 lead. But the Phils scratched & clawed out a 5 run outburst, tieing the game, eventually winning 8-7 with a run in the top of the 10th. MicroLeaguers will enjoy re-playing these two teams — would the playoff outcome be different if *you* managed the Astros instead of Bill Virdon (who was later canned).

These Astros don't hit many homers — the team leader (Terry Puhl) had 13 blasts (P.S., the Astrodome is notorious for yielding few homers). But with fairly solid, consistent hitters (team avg. was .261) and with fine speed — Cedeno, Cruz, Puhl, Morgan, Cabell, Landestoy—all kept pitchers wary with their base-stealing prowess. And Joe Morgan was the effervescent sparkplug of the infield and the team itself.

Joe Niekro (Phil's brother) went 20-12 to lead the team. Three others—Vern Ruhle, Ken Forsch, and Nolan Ryan were in double figure wins. And an intimidating J.R. Richards (now retired with a heart ailment) was 10-4 with a 1.89 ERA and 119Ks in 114 Innings pitched.

This is an exciting, decent-hitting, stealing/hit and running team. Bunts are also well placed in your manager's strategy arsenal. Just don't go to the well on strategies too often—the surprise element of these strategies will make the '80 Astros competitive with anyone.

1979 Pittsburgh Pirates   98-64   .605

"We are family!", the song played regularly in the Pirates' clubhouse and for their fans at Three Rivers Stadium, may have been in honor of "Pop" Stargell, the 39 year old leader of this Pirate squad. Stargell led by example, hammering 32 homers, with 82 RBIs and a .281 average. Coupled with Dave Parker's 25 taters (94 RBIs, .310) and Bill Robinson's 24 circuit clouts (75 RBI, .264), the Bucs had a solid hitting attack with a .272 team batting average. Rennie Stennett and Tim Foli anchored the middle of the infield with Ed Ott (.273) behind the plate, and Bill "Mad Dog" Madlock handled the hot corner, hitting at a team leading .328 clip. Omar Moreno played superbly in CF, hit .282 and led the league with 77 steals.

These Pirates don't have any "big winning" pitchers—the leader southpaw John Candelaria was 14-9. But the wins were spread around—three other starters (Bruce Kison, Jim Bibby, Burt Blyleven) were in double digit wins. Enrique Romo had in his own right a splendid bullpen season (10-5, 5 saves, 3.00 ERA), yet the stopper was sidearm, submariner Kent Tekulve (94 games, 31 saves, a 2.75 ERA).

This veteran team never lets down—much heart and soul—as the Orioles found out when the Pirates came back to win the '79 Series after the Bucs were down 3 games to one.

1978 N.Y. Yankees   100-63   .613

The 1978 Yankees represent an anomaly in the proud lineage of the Yankee family of teams. They were a championship team that was tested thoroughly prior to achieving their World Championship of '78. (Unlike the '76 League Champion Yankees, who easily won the pennant and playoffs only to be swept by the Reds in the Series, or next year's Yankees who outlasted second place (tie) Baltimore and Boston by a couple of games and then had Reggie Jackson obliterate the Dodgers in the 1977 Series), the 1978 Yankees had to overcome an awesome season-long dominance by the powerful Boston Red Sox to finish in a tie, win a divisional playoff game on the unexpected home run of little Bucky Dent, beat a revengeful repeat losers Royals team, and then face the same revengeful circumstances in a repeat World Series with the L.A. Dodgers. The 1978 Yankees simply went all the way. This was the year of "The Billy-George-Reggie Feud" and "the firing," and the Bronx Zoo. This dynasty and particularly 1978, may very well be remembered as the apex of George Steinbrenner's ownership of the Bronx Bombers.

For the Yanks to get the A.L. East flag, the power dominated Boston Red Sox folded in September in a four game series that will forever be known as the Boston Massacre. In street parlance "they got aced out by the big pros," namely the established stars Jackson, Munson, Nettles, Piniella, Randolph, Chambliss, Guidry, Figueroa, Hunter —"the late seventies A.L. Establishment."

Because Guidry was so phenomenal (25-3, 1.74), many often fail to remember

Figueroa's 20 wins and "Goose" Gossage's 27 saves and 2.01 ERA. The Yankee pitching still had Catfish Hunter (12-6) and Sparky Lyle (9-3), two previous Cy Young winners.

The hitting was professionally well-rounded. The Yanks didn't win a single team offensive category, nor did any individual drive in or score 100 runs. No one hit 30 homers either. Chris Chambliss symbolized how they spread the wealth around. His ordinary 12 homers and .274 average drove in 90 runs. Two others, Nettles and Jackson also drove in over 90 runs. Four Yankees scored over 80 runs. Gary Thomasson and veteran Roy White sparked the bench.

1975 Boston Red Sox   95-65   .594

Not too many people picked this team to win in 1975 — but no one knew what the incredible production would be from two rookies, Fred Lynn and Jim Rice. This pair each hit over 20 homers, with over 100 RBIs and a .300+ average. Add to this Yaz (Carl Yastrzemski), Carlton Fisk, Cecil Cooper and Denny Doyle — the nucleus of a powerful team was forged, one whose team batting average of .275 led the league.

The Red Sox were also blessed with a truly "pinch" bench in 1975. Bernie Carbo slugged 15 homers in little over half a season; Juan Beniquez hit .291, stole bases and fielded spectacularly in his half season, and Bob Montgomery more than covered for the time when Carlton Fisk was injured.

The pitching after the big three starters (Wise, Luis Tiant, and "Spaceman" Bill Lee was at best a juggling act, and generally mediocre. Drago and Willoughby were adequate relievers, but not consistent enough to be true "firemen." Roger Moret and Reggie Cleveland frequently had to be called out of the starter rotation to bolster the bullpen. Rick Wise (19 wins) Luis Tiant (13 wins) Bill Lee (17 wins) each had 17 or more complete games and 255 innings or more. Manager Darrell Johnson simply stuck with them until his Sox could outstay the opposition.

This was the team that took the '75 Cincy Reds to 7 games in the Series, one of the more memorable classic series in baseball history. And while Jim Rice missed the series with a broken wrist, in MicroLeague you can see just what might have happened to Cincy's Big Red Machine if he had played.

1975 Cincinnati Reds   108-54   .667

The "Big Red Machine" won exactly 2 out of every 3 games they played. They won their division by 20 games and swept a powerful Pirate team in the National League playoffs. This was the inaugural season for the Big Red Machine — World Champions in 1975 and 1976 and a dominant squad in the late seventies.

Who were the key players of this awesome squad? Essentially, 8 hitters and decent pitchers were the consistent Reds stars for this era. Some of the batters will likely get to the Hall of Fame: Johnny Bench, Pete Rose, Joe Morgan, Tony Perez, Dave Concepcion, George Foster, Ken Griffey, and Dan Driessen. In 1975, Concepcion was the only one of these starters to miss a .400 slugging percentage. But he was the glue to the infield, however, ranging far and wide to cover shortstop. His 33 steals and .274 batting average were respectable as well. Perez, Foster and Bench each hit over 20 homers to produce a combined total of 297 RBI. Their power helped the .300

hitters Rose and Morgan score a combined 219 runs. Morgan won the first of his 2 consecutive MVP awards by having one of the best seasons ever had by a second baseman: .327 average, 50 extra base hits, 132 walks, 67 steals, and 94 RBI.

The pitching staff was deep and manager Sparky Anderson worked them accordingly. They only pitched 22 complete games all season despite having three 15 game winners and 6 bonafide starters with 10 or more wins. Not one of the twelve men to pitch for the '75 Reds had a losing record!

The bullpen was perhaps the deepest of any World Championship team ever. Borbon, Carroll, McEnaney, and Eastwick each appeared in over 55 games and kept an ERA under 3.00. They saved a total of 49 games. Sparky managed to rest them equitably as they all had between 90-127 innings pitched.

This is a very "manageable" team for a MicroLeaguer. Dan Driessen can play 1st, 3rd, or the OF as a super player off the bench. His left-handed bat is good for .281 and his 10 steals in half a season allow you to play all the strategy options. Terry Crowley and Doug Flynn allow additional specialized bench talent — Flynn (the utility infielder who hit .268) and Crowley (the superb pinch hitter) allow flexibility to move the retinue of relievers into the game from mid to late innings. The '75 Reds led the N.L. in stolen bases, so don't neglect your strategy options with the regulars — even Bench stole 11 bases in his prime. Then take this team against any other — and don't overlook a replay match up against the '75 BoSox!

1973 Oakland Athletics   94-68   .580

In 1973 the mean-looking, mustachioed Oakland Athletics were in the midst of winning 5 Division titles in a row (1971 through 1975). With a little bit of luck they could have appeared in 5 World Series in a row; nevertheless, they did appear in 3 in a row, 1972 to 1974. 1973 was also the first year of the Designated Hitter Rule which has been considered a demarcation for a new baseball era.

Charles Finley cultivated a no-holds barred image to fit the anti-establishment sentiments of the Bay Area fans of the Viet Nam era. By winning he proved that the team he owned was not just a strange-color uniform type of show.

The 1973 A's did everything well, despite being just a bit shallow for pinch hitters off the bench. With exceptional front line players, all manager Dick Williams had to do was avoid injuries, which his young charges did.

The starting pitching was in the hands of three quality stars in their prime: Catfish Hunter, Ken Holtzman and Vida Blue. Each was a 20 game winner and logged over 800 of their team's 1,457 innings pitched to contribute tremendous stability to the Oakland pennant drive. Handlebar mustache relief man Rollie Fingers contributed 22 saves and a 1.91 ERA in 62 relief appearances to round out the star quality of the A's mound staff.

A young slugger, Reggie Jackson, paced the league in homers, RBI, runs scored and slugging percentage. Reggie led the A's starters in batting average and also stole 22 bases in what was one of his greatest seasons. Jackson was backed up by the double-figure homers of Sal Bando, Gene Tenace, Deron Johnson, and Joe Rudi. The A's could steal bases too — Billy North swiped 53 and Bert Campaneris pilfered 34. This talented squad typifies the height of the Oakland A's in the early mid 70s.

1969 New York Mets   100-62   .617

Before the start of the 1969 season the N.Y. Mets were rated as 100-1 shots to win the pennant, after finishing 9th or 10th every year in the history of their franchise. They won the National East by 8 games and swept the playoffs against a Braves team that included such names as Aaron, Cepeda, Carty, and Phil Niekro. In addition, they won 4 games in a row to win their first ever World Series following a first game loss to the Orioles.

How did they confound the experts? Twenty-four year old "Tom Terrific" Seaver won 25 games to head a pitching staff of young arms that included Jerry Koosman (17 wins), Gary Gentry (13 wins), Nolan Ryan (6 wins in 89 innings—limited due to a groin injury). A young Tug McGraw and veteran Ron Taylor manned the bullpen for 25 saves. Manager Gil Hodges deserved a lot of credit for getting the full talent out of this great Kiddie Korps of hurlers.

The Mets got super seasons from Cleon Jones and Tommie Agee, two full-fledged slugging outfielders. Jerry Grote and Bud Harrelson's excellent season in the field was components of the glue for the Met defense. Shortstop Harrelson had only modest hitting skills, but frequently walked and could take the extra base on hits. Catcher Grote, also a modest hitter, could defense the plate and throw out runners with the best in the league.

The rest of the team was subtly productive as two half-season players, Donn Clendenon (obtained from expansion team, Montreal, when he refused to be traded to the Houston Astros) and pinch hitter supreme Art Shamsky, who chipped in 26 homers and 84 RBIs. Al Weis came off the bench to play short and second superbly —he could run well and bunt, a very scrappy player.

Just as the Mets and manager Gil Hodges had to, the MicroLeaguer will likewise have to be scrappy—and say a few prayers now and then—to make this "Miracle Mets" team a consistent winner. Remember, "you gotta believe" to win it all!

1968 Detroit Tigers   103-59   .636

This roster of veteran, if not aging players, won the World Series against the high flying St. Louis Cardinals in a dramatic seventh game. How could this Tiger squad go all the way when none of its starters hit over .300 and the team leader in stolen bases had only 8 swipes all season? The answer—solid batting averages throughout the lineup and home runs at opportune times. Muscular catcher Bill Freehan, "Stormin' Norman" Cash, and Jim Northrup each hit in the .260s with over 20 homers. Willie Horton, with a .285 average, socked 36 round-trippers. This solid hitting and power team could then keep a defensive marvel at SS, Ray Oyler, whose .135 batting average didn't quite match his playing weight.

Pitching from two dependables, Denny McLain and Mickey Lolich, also figured prominently. McLain went 31-6 with a 1.96 ERA. His "over 30" wins (the first since Dizzy Dean back in 1934) landed McLain both the Cy Young and MVP awards. With Lolich at 17-9, these two Tiger hurlers carried the load, since other pitchers had mediocre seasons (Wilson 13-12; Sparma 10-10, for example). Pat Dobson and John Hiller were the principal relievers, and each was a spot starter.

MicroLeague managers who win with this team (and they do) will be patient—let the hits accumulate, hope for a HR blast, do some "hit & runs" trying to stay out of DPs. Gates Brown was the premier pinch hitter at a .370 clip, but use him in late innings when the game is on the line, as other '68 Tiger pinch hitters didn't learn too much from the "Gator" (who now is batting coach for good-hitting '84 Tigers).

1963 Dodgers   99-63   .611

The old adage that "pitching is ⅔ of winning baseball" probably received a strong dose of reinforcement in the 1963 World Series. The Los Angeles Dodgers swept one of the great Yankee dynasty teams 4-0, despite a combined Yankee staff ERA of 2.91. So how does that help the old adage? Well, the Dodgers' staff of Koufax, Drysdale, Podres, and reliever Perranoski (they were the only Dodgers to pitch in the '63 Fall Classic) held the Yanks to almost ⅓ of the earned runs these four had allowed up to that point. In other words, the Yanks only achieved a 1.00 runs scored average for their dismal four games. They couldn't average better than 1.50 runs against any of those four Dodger stalwarts.

The entire 1963 season was successful because of pitching. Koufax was 25-5 (with 11 shutouts) with an ERA of 1.88 to win both the Cy Young and the MVP. Drysdale delivered a workhorse 19 wins and 315 innings pitched (2.63 ERA). Veteran Johnny Podres won 14 games. When those 3 quality hurlers weren't combining for 47 complete games, Ron Perranoski was winning 16 and saving 21 while compiling a 1.67 ERA out of the bullpen.

The rest of the team supported the pitching with tight defense and exciting base running. Led by Maury Wills, who stole a league leading 40 bases, the Dodgers had the most steals in the N.L. they also had batting champion Tommy Davis (his 2nd title in a row) and the homerun power of behemoth Frank Howard (28 circuit clouts).

The MicroLeague manager can also look forward to utilizing the versatile skills of Jim Gilliam, a .282 switch hitting 2nd baseman/3rd baseman who could run, field, bunt, steal bases and execute the hit and run. One can only wonder how many bases were stolen, by Wills and Willie Davis, thanks to Gilliam's bat control efforts.

1961 New York Yankees   109-53   .673

What does it take to have five consecutive trips to the World Series? Pitching and power are surely the keys, as attested to by most baseball sages. And the Yanks certainly typified this in the 1960-64 span, of which the 1961 team was a gem.

As a backdrop to this particular year, consider that the Yanks averaged 101 wins a year in this five year period. They hit 982 homeruns (196 average per year) and two key starters—Whitey Ford and Ralph Terry—averaged 19 wins and 15 wins in this era. This epoch of Yankees totally dominated baseball, and no wonder the stage play and movie "Damn Yankees" was a hit!

The 1961 Yanks were the best team in this dynasty. Only 4 teams have ever exceeded their win total of 109. No team has ever equalled the 240 home runs hit by the '61 New Yorkers. Six Yankees hit 20 or more homers in 1961, with the "M-Boys" setting the record for two players in a season—Roger Maris with 61 homers (the most ever) and Mickey Mantle with 54 more (his career high season).

The pitching staff had three solid starters: Ford, Terry and Bill Stafford. The bullpen had Luis Arroyo (15-5; 29 saves; 2.19 ERA), a phenomenal little lefty known as "The Life Saver." Jim Coates, the "swing man" as a starter-reliever was very dependable as his 11-5 record speaks for itself.

The infield had Moose Skowron, Bobby Richardson, Tony Kubek, and Clete Boyer —providing the hurlers with a sparkling defense. Clete Boyer will be remembered as similar to Brooks Robinson in fielding the hot corner superbly. Catcher Elston Howard hit .348 to lead the team.

The outfield was Mantle, Maris and Yogi Berra. Saying those names should be

enough, but it is important to note that Johnny Blanchard, catcher/outfielder was available to spell Berra and catcher Howard. "Doc" Blanchard contributed 21 homers with a .305 average in part-time capacity—one of the best half seasons work ever.

This squad is a "hit away," play for the big inning team—as evidenced by their rather meager 28 team steals. They do run 1st to 3rd adequately and can be depended upon for pinch hitting. Also the expert MicroLeaguer should not hesitate to use Arroyo in any win-save situation. Bronx Bombs away!

1955 Brooklyn Dodgers   98-55   .641

The '55 Brooklyn Dodgers finally achieved a World Championship, something that had eluded them in their '52 and '53 trips to the World Series. These are the famed "Boys of Summer" that faced their prestigious crosstown rivals, the Yankees, four of five years in the early '50s. It's true that the Yanks came up winners (4 games to 3) most of the time, but the Dodgers were a solid franchise that dominated the National League in Yankee-like fashion. Names like Jackie, PeeWee, Campy and Duke are recognized as a contingent of Hall of Famers.

In 1955 the keys were the Duke and Big Newk. Duke Snider blasted 42 circuit shots from the starboard side of the plate to drive in a league-leading 136 runs. He also scored the most runs, 126, thanks to the portside salvos of Gil Hodges (27 homers, 102 RBI), Roy Campanella (32, 107), and riflearm Carl Furillo (26, 95). Star shortstop PeeWee Reese glued the infield tight and ran around the bases 99 times on his .282 average. The Brooklyn offense led the N.L. in batting average, slugging average, homers (201), RBIs, stolen bases (Gilliam had 15 to lead the team) and runs scored (Gilliam had 110).

Big Don Newcombe, the ace pitcher, appeared in at least 23 games just to bat. He merely outhit (.359) and outslugged (.632) everyone of his teammates who batted 100 or more times. Newk's 17 extra base hits in 125 plate appearances included 7 homers. Not bad for a 20 game winner with an .800 winning percentage. His 20-5 record was also made possible by pinpoint control (38 BB in 234 IP).

Erskine, Loes, and Podres were rather average but did yeoman work as the other main starters. The bullpen is what carried this staff when it was Newcombe's day off. Clem Labine was 13-5 in 60 games with a 3.25 ERA. And young Don Bessent was 8-1, 2.71 ERA in his 24 appearances.

The smart MicroLeaguer knows to use his bullpen when a win is possible and Newcombe isn't pitching. He also knows that he must simply try to stay close, as even a run behind is no problem with the explosive offense of the 1955 Brooklyn Dodgers. No one has to "wait 'til next year" with this team.

1955 Washington Senators   53-101   .344

While major league baseball has been out of Washington, D.C. for awhile, the memory of futility (or the aroma of—you fill in the blank) lingers on. This is a team MicroLeague managers can have fun with—how to win with a team that finished dead last, 43 games out of first place?

Old-timer Senators' fans (yes, Virginia—there are still some around, and even Mayor Marion Barry wants to get a franchise now) might remember the Senators starters such as Tommy Umphelett, Carlos Paula, and shortstop Jose Valdivielso.

"Baseball aware" fans would likely remember that this team did have some very solid players—Pete Runnels (.284), Mickey Vernon (.301), and Roy Sievers who muscled 25 homers, plus a young 19 year old, Harmon Killebrew who got into 38 games, with 80 at bats, and hit his *first* major league homer that year.

Poor manager Chuck Dressen. He had to use his ace pitcher, Mickey McDermott as a pinch hitter about 40 times. And Mickey M was *not* Mickey Mantle, the 1955 homer champ. Washington's Mickey M hit only 1 homer and batted .263. But that's not the sad part. His .263 average was 15 points *better* than the Senator's overall team batting average. McDermott also stole 4% of his team in bases. That's not bad either —except that his 4% amounted to a total of 1 stolen base for MM.

As for McDermott, the ace pitcher of the staff, his record of 10-10, 3.74 ERA (with 100 walks in 156 IP) was consistently mediocre. The rest of the staff didn't really have any winners. Bob Porterfield was the only other 10 game winner— and he lost 17 games on the way to another memorable season.

Who knows what became of the core players and franchise? A trip north to become the Minnesota Twins, or did they head southwest to become the Texas Rangers? If you, the MicroLeague manager want to know what it's like to handle a perennial cellar dweller, take the reins of the '55 Senators. Perhaps you can hold your own, if you take on the Toledo Mud Hens . . .

1945 Chicago Cubs   98-56   .636

While the 1984 Cubbies are having a splendid year and a chance to go all the way, one has to go back to 1945 to find a Cub team who won the N.L. pennant. There were no frustrated Cubs fans back in '45!

World War II may have prevented the St. Louis Cardinals from winning a fourth consecutive pennant in 1945. Without the services of Stan Musial and Enos "Country" Slaughter, the Cards finished second to the Chicago Cubs, three games back. But this Cubs team probably would have hung tough even if St. Louis had those two stars in Cardinal uniforms. The Cubbies were led by field captain and MVP Phil Cavarretta's league leading .355 average. Cavarretta had 97 RBI and 94 runs scored to anchor the offense. Andy Pafko hit for .298 with 110 RBI, and 35 year old Stan Hack whacked at .323, good for 110 runs scored with 12 stolen bases, both good enough to lead the Cub club. Second baseman Don Johnson's .302 and outfielder "Peanuts" Lowrey's .283 helped the team produce a .277 average to lead the N.L.

What put the N.L. flag in Wrigley Field was pitching that combined for a 2.98 team ERA and 86 complete games, both best in the league. The Cubs' pitchers had the best control in baseball in 1945. In 155 games they yielded only 385 bases on balls. No other major league staff was stingy enough to yield less than 440 free passes.

Thirty-eight year old Ray Prim was one underrated, crafty hurler for the Cub club. Prim he was, in yielding only 23 walks in 165 innings of 2.40 ERA pitching. He teamed with two other veteran pitchers, Claude Passeau (age 36) and Paul Derringer (age 38). Also there was a young 22 game winner, Hank Wyse, and American league acquisition Hank Borowy who won 11 of his 21 season wins after joining the Cubs from the Yanks. These 5 pitchers were the key. Passeau was 17-9, 2.46 ERA, 5 shutouts; Derringer 16-11, 3.45 ERA; Prim 13-8, 2.40 ERA and the others were equally as good.

To win with this team assume that with Borowy in the rotation, Prim can use his phenomenal control from the bullpen to stop rallies. Plan to be 1 or 2 runs ahead early and this team can hold down the opposition!

1927 New York Yankees   110-44   .714

The 1927 Yankees, led by Hall of Famers' Babe Ruth, Lou Gehrig, "Colonel" Earle Combs, Waite Hoyt, and Herb Pennock were part of the '26-'28 pennant dynasty that won 203 games. 1927 was the anchor year for this incredible dynasty, as the 1927 edition won 110 games to out-distance an exceptionally famous second place Philadelphia Athletics club by 19 games. To give the fan an idea of the achievement of the Yanks, it is worth noting who played on the 2nd place A's and how they fared: Jimmie Foxx (.323), Zack Wheat (.324), Eddie Collins (.338), Mickey Cochrane (.338), Ty Cobb (.347 at age 40), Al Simmons (.392—the middle numeral is a nine!) and pitcher Lefty Grove (20-13), all seven from this Athletics team are Hall of Famers! Remind your bar room buddy the next time he argues great teams.

Greatness was the theme of the '27 Yankees team. The Yanks led the league in ERA with 3.20, almost a full three quarters of a run less than their nearest rival, the White Sox at 3.91. They led the A.L. in every offensive stat category except stolen bases and doubles. Tiny Miller Huggins (also a Hall of Famer) managed a line-up that has been colorfully nicknamed the "Murderer's Row."

The staff was stabilized by Hoyt and Pennock. In a league where there were only six pitchers who won 19 or more games, the '27 Yanks had three of them: Hoyt 22-7, Pennock 19-8, and a thirty year old rookie reliever, Wiley Moore who was 19-7. The rest of the staff simply went 50-22 (combined record), not bad for a club known for its hitting exploits.

And hitting exploits there were! Babe Ruth, the "Sultan of Swat," swatted 60 homers to set a record that was to last until 1961. The "Bambino" hit .356 and scored 158 runs batting in front of "Iron Man" Lou Gehrig, who hit .373, drove home 175 runs, and had 47 homers among his league leading 117 extra base hits. The "Colonel," Earle Combs, also hit a lofty .356, leading the league with 231 hits and 23 triples. "Poosh 'em Up" Tony Lazzeri and "Long Bob" Meusel merely chipped in a pair of .300 seasons and 100 RBIs apiece in what must have been a pleasant summer for Yankee fans. And it can be for you as well, over a half a century later, for "the Babe" lives on in MicroLeague Baseball!

Philadelphia Phillies
All-Time Greats
(Post-WW II)

This "franchise roster" of stars is a manager's delight. Robin Roberts, a Hall of Fame, "money" pitcher, and the spray-hitting talent of Richie Ashburn—these early pillars of the post-WW II Phils evolved to Steve Carlton's intimidation of batters and the Gold Glove and longball power of Mike Schmidt. These four players alone would make this team very tough. But that's just the tip of the iceberg, for this roster includes Richie Allen, Jim Bunning, Chris Short, Johnny Callison — stars of the '60s Phils franchise. And from latter eras, you have Greg Luzinski (akin to Del Ennis of prior Phil years), Larry Bowa, Pete Rose (post-Reds), Ray Boone's son (Bob Boone), and the sparkplug Tony Taylor, teamed up with other solid players. And who could ever forget Bobby Wine and "Puddin' Head" Jones?

Once you get a lead and if your solid starters should falter a bit, don't hesitate to look to the bullpen—anchored by the late '40s-mid '50s Jim Konstanty and the '70s-'80s Tug McGraw.

Batters

Richie Ashburn   1951
Pete Rose   1980
Tony Gonzalez   1966
Mike Schmidt   1980
Johnny Callison   1962
Larry Bowa   1975
Manny Trillo   1980
Andy Seminick   1950
Richie Allen   1964
Del Ennis   1953
Willie Jones   1952
Bobby Wine   1965
Tony Taylor   1963
Bob Boone   1979
Greg Luzinski   1973

Pitchers

Robin Roberts   1952
Curt Simmons   1956
Jim Konstanty   1950
Steve Carlton   1972
Chris Short   1966
Jim Bunning   1965
Tug McGraw   1980
Larry Christenson   1976
Art Mahaffey   1961
John Denny   1983

Detroit Tigers
All-Time Greats
(Post-WW II)

The Tigers after WW II were one of those "balanced" clubs—pretty good pitching, longball power, and very respectable defensively. Raw speed was not a plus for this era of Tigers, although aggressive running and "hit & run" strategies have come back during the Sparky Anderson era of players. On this roster are two Hall of Famers—The "K" boys, George Kell and Al Kaline. Their lifetime (and any particular season stats) typify the well-rounded, solid performers of this franchise roster. Catching for you can be Bill Freehan or Lance Parrish, each with power and the size to block the plate. From the early post-WW II period, you also can pick stalwarts like Harvey Kuenn, Ray Boone and Charlie "Paw Paw" Maxwell, known for hitting homers on a Sunday afternoon. Tie them in with later era stars, like Alan Trammell and Lou Whitaker (Gold Glovers and ±.300 averages), and don't forget the slugging of Willie Horton and "Stormin' " Norman Cash.

Pitching was no weak spot—not with "Yankee Killer" Frank Lary, Hal Newhouser, Lolich, Trucks, Morris and others, including Denny McLain's 31-6 year in '68 (the only pitcher to go over 30 wins since Dizzy Dean). With John Hiller and "Senor Smoke" Lopez, the bullpen is very solid. While he's on this roster for good reason, does anyone know the whereabouts of Hank Aguirre?

Batters		Pitchers	
Lou Whitaker	1982	Mickey Lolich	1964
Harvey Kuenn	1958	John Hiller	1973
Al Kaline	1955	Frank Lary	1961
Norm Cash	1961	Aurelio Lopez	1979
Bill Freehan	1974	Denny McLain	1968
Charlie Maxwell	1957	Jack Morris	1983
George Kell	1947	Hal Newhouser	1948
Alan Trammell	1983	Jim Bunning	1957
Willie Horton	1968	Hank Aguirre	1962
Lance Parrish	1980	Virgil Trucks	1949
Jason Thompson	1978		
Frank Bolling	1956		
Aurelio Rodriguez	1975		
Dick McAuliffe	1965		
Ray Boone	1954		

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MicroLeague Baseball

General Managers/Owners Disk
Instruction Manual

General Managers/Owners Disk

Now *you* are the boss — trading and drafting players, sending them to a "reserve" list, adding new players (even rookies) to any roster. Revise and update player stats if you want to keep up with the current season, make roster changes, even give a player his unconditional release. And you can create your own team roster with a name that suits your fancy.

> This disk is to be used in conjunction with rosters on any MLB Team Disk or rosters from the Game Disk. This allows you to access any MLB Team roster, bring it over to the GM Disk, make changes to it as you want with the features noted herein, then use that roster in MLB games. The GM Disk thus serves two purposes: (a) creating and saving rosters; (b) using the GM Disk as you do any MLB Teams Disk when selecting a roster or team you want to play.

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Player roster changes or editing/updating stats can only be
done for rosters you have on the GM Disk. With the GM
Disk you can "access" any roster from any Game, Team or
other GM Disks in order to "copy over" a team or a partic-
ular player to your GM Disk.

General Features

The GM/Owner's Disk can accommodate up to 32 teams or rosters, plus it has a reserve/trading & draft list feature where players can be placed temporarily until a trade or release is decided upon. From rosters on the Game or MLB Team Disks full rosters or specific players can be "copied" over to the GM Disk (then changes or updates can be made). Or one can create a team of your own starting with a blank roster.

Each team on the GM Disk must have 15 batters and 10 pitchers, with player info and stats, for that team to be used in the MLB game. The team can be the essence of a previous year's team (such as the 1984 Orioles with the 1985 addition of Fred Lynn, Lee Lacy, etc.), or a new team you put together with players from different teams via drafts and trades. In effect, you have the opportunity to create *any* kind of roster — using current, retired, or rookie players—whether or not they exist on a separate MLB Team Disk. Of course, if a player is on an MLB Team Roster already, it is easier to bring him over to the roster you are creating or revising on the GM Disk (since you won't have to log in all of his stats) rather than "create him from scratch" so to speak.

There are two basic ways to use the GM/Owner's Disk. It can be loaded first (it will "auto" boot)* then press *RETURN* key to get to the options page. Or, with a complete roster on the disk, boot the MLB Game first then use the GM Disk as you would any other MLB Team Disk to select a roster you want to play. When used in this mode, only those teams that are "complete" (15 batters and 10 pitchers, with stats) will be displayed and available for selection.

*To boot on Commodore computers, type Load "GMO", 8, 1 then press *RETURN* key.

Options Page

This shows the major functions you can do (see Table of Contents in this booklet). Just press the computer key corresponding to the function you want. When you are on the "first screen" (display) in any of these functions, pressing the *ESC* key** brings you back to the options page.

**On the Commodore computers, the ⬅ key in upper left corner serves as the *ESC*ape key.

Directory of Teams/Rosters

Press *T* on options page to show what rosters or teams are on (saved) on the GM/Owner's Disk. Why "copy" a team over when it may be there already?

This directory will change as you add or create more teams or delete teams you don't want (since there is a 32 team/roster maximum). The directory will also appear if you use the GM Disk in the mode of a Team Disk, after booting the MLB Game Disk.

Teams will have a prefix letter (A to Z) or a number (1 to 6) to let you easily pick a team when you are in a function activity. As an extra feature any time you are seeing the team/roster directory, if you want to see what teams are on *other* disks, simply insert another disk and press *RETURN* key. This will display the rosters on that disk.

We've included two teams on the GM Disk—the '27 Yanks (complete) and the '84 Phillies with one pitcher missing, on purpose. (You'll find him on the reserve/trading & draft list.) These teams are for you to "experiment" with regarding trades, deletions, reserve list, etc., and to see the kind of data needed for any player. Of course, you can delete these teams any time you want.

Verify Roster or Team Status

This function allows you to quickly see which teams or rosters are "ready to play" and/or reasons why not. Pressing *V* on the options page displays the directory of teams or rosters you have placed on the GM Disk. All teams will have a letter or number preceding the team. *If there isn't a parenthesis ( ) around the letter or number, that team has complete data and is ready to be used in the MLB Game.*

If a team has a parenthesis, you can press the letter or number of that team, then press the *RETURN* key. This will give you an overview of what is missing from the information or stats related to that team. The possible messages are one or more of the following:

- all of the starting defense positions in batting slots 1-8 are not filled
- a player has a blank name (that is, one or more of the 15 batters or 10 pitchers is missing)
- one or more batters have zero AB (at bats)
- one or more pitchers have zero IP (innings pitched)

More detailed info on the required stats for each player can be found in the manual section "Editing/Updating Stats."

Copy a Team

Pressing *C* on the options page allows you to "copy" over an *entire* roster or team to the GM Disk. This will bring over and save onto the GM Disk any roster that exists on the Game Disk, or a roster that exists on any MLB Teams Disk, or a roster from another GM Disk (same computer system).

All the players (and all their stats) are copied over. Then you can make changes to that roster—trading or deleting players, updating stats etc.

After pressing *C* (to copy a team): (a) remove the GM Disk and replace it with the disk which has the team/roster you want and press *RETURN* key; (b) then press the letter of the team you want and (c) press *RETURN* key to "load" that team into the computer's memory; (d) now put back in the GM/Owner's Disk; (e) press *RETURN* key to "copy" that team onto the GM/Owner's Disk. Step-by-step directions are at the bottom of the display as you proceed.

That team will now appear on the Team Directory list, and from the options page you can select *E* to edit/update stats or make player roster changes anytime you want.

Delete a Team

Pressing *D* on the options page takes you to the GM/Owner's Team Directory. After picking a team, then hold down the *Control* key and *D* simultaneously to permanently delete this team or roster from the disk. You do this, of course, when you want to create (or bring over another team) and you are at the 32 team limit.

A team/roster on one GM Disk can be copied over to another GM Disk (same computer system) instead of permanently deleting a team from your GM Disk.

CHANGES TO PLAYER ROSTER

When on the options page, press *E* to first see the teams or rosters you currently have on the GM Disk. Then press the letter or number alongside the particular team you want for editing/updating stats (to be discussed in a later section on p. 7) or to make player roster changes.

After pressing *E* on the options page and selecting a team, press *C* when the roster is displayed in order to do player roster changes. The instructions at the bottom of the screen indicate:

- Press letter alongside player you want to trade, send to another team or to the reserve list, or delete;

- or *P* to add a new player (this can be a player from another roster on the GM Disk or any MLB Team Disk) or a rookie or a player *not* on an MLB Team Disk; this is presented in a subsequent section on page 6.

Once you have selected the player you want to do something with, your choices are *D, S,* or *T*:

D: To permanently delete a player press letter alongside player, then follow directions at the bottom of screen. Deleting a player is like giving a player his "unconditional release." You are permanently deleting that player from that roster. No other team is involved—you are simply letting that player go.

S: To send a player to the "reserve" list or to a team/roster on the GM Disk. You have two possible "destinations" for sending this player elsewhere:

(1) Another team or roster that exists on the GM Disk; (if that roster is full, 15 batters and 10 pitchers, you can *not* put the player on the other roster until you make space for him). Assuming there is space on the "receiving" roster, select the player you want to send; follow directions at bottom of the screen to choose the team you are sending the player to; press *RETURN* key and that player has now been sent from one team to another. Of course, there is now an available "slot" on the "sending" team's roster.

(2) The Reserve/Trading & Draft list; you can also send a player to this roster, one which has space for 15 batters and 10 pitchers. Sometimes you may not want to permanently delete a player from a roster nor do you wish to trade him to another team at

this point. So, you have a "reserve" list—a player can be put there (if space is available) and later on you can send him to a roster or team on the GM Disk *or* permanently delete him from the reserve list.

In effect the reserve list also serves the purpose of temporarily protecting or picking up a player or two in a "draft" mode—getting a player that had been previously put there, or obtaining a player someone else had tucked away on the reserve list. Finishing a trade (that is, sending a player to another team on the GM Disk) can also be done. On your own (or with other managers in a league), use and enjoy the "reserve" list any way you want. It can be a temporary "twilight zone" for players until you, the GM or Owner, decide to trade any of them or give them their permanent walking papers. Or you can use it to draft players who are on the list—but money that changes hands during a draft is up to you and other GM/Owners . . .

T: Trade with another team; here you can "swap" two players between rosters on teams on the GM Disk. After picking a player (his/her letter alongside the name) and then pressing *T,* you will see the directory of teams/rosters on the GM Disk. Choose the other team (than press *RETURN* key), and you'll be asked to pick the other player involved in the trade. Pressing the *RETURN* key then consummates the trade of two players between teams and automatically "saves" the revised roster for each team.

NOTE

You will always initially be shown the *Batter roster* that exists (with options to trade, delete, send to another team or reserve list, etc.). The same set of GM options are present for pitchers if you press *P* on the "first display" screen of any roster/team.

Add a New Player or Rookie

After pressing *E* on the options page, then pressing *C* (to do roster changes), another way to revamp the roster is to add a new player by next pressing *P.* This player can come from three "sources":
1.   an existing team roster or reserve list on the GM Disk.
2.   an existing team roster on any other MLB disk (Game, Team, GM) for the same computer system.
3.   bringing up a rookie *or* adding a player who does *not* now appear on any MLB disk you have.

For "sources" 1 and 2 above, you first press *T* which tells the computer that you are adding a player that is present on some MLB roster. You will then see the directory of teams on the GM Disk. (If the player you want to add is on some other roster on a different MLB disk, put that disk in and press *RETURN* key; you will see that disk's team/roster directory.) Now select the team which has the player you want, pick the player (the appropriate letter key on either the batter or pitcher screens), then press the *RETURN* key. This puts that player on the roster you were working with on the GM Disk. Please note that the particular player will be on the GM Disk roster *and* will remain on the "sending" team's roster. This is because the "sending" team's roster (a season roster, for example) should remain intact and/or you may want to move that player to a different roster on a GM Disk as well.

For "source" 3 (adding a rookie *or* a player that doesn't appear on any MLB Disk you have), you will need to enter various stats and player related information. You first press R, then the cursor will "blink" on the first available slot on the roster, starting with the first letter of the player's last name.

> The information you need to enter is described in the section which follows on Editing/Updating stats. Just remember it is easier to add a player, *if* he exists on any roster on an MLB disk you have, instead of "creating" an already existing roster player, since adding such a player "brings over" all the necessary stats and information.

Editing/Updating Stats

On the options page press E, then select a team and press *RETURN* key. You'll then see the batters' first page of stats with these options at the bottom of the screen: S see more stats (there are four "screens" of stats); P see pitchers (three "screens" of stats), C change roster (previously discussed); L edit lineup (ie., switch players' batting slots on the roster); E edit (revise or update stats); and *ESC* (back to options page).

To actually revise/update stats, press E (when either the batter or pitcher screen is displayed) and the cursor appears on the first character of the player's last name who is in the top or first slot.

Directing/moving the cursor

Arrow keys: up, down, left, right (some computers only have left and right keys). This moves the cursor without eliminating any data, if data are present.

Space Bar: moves left to right, and eliminates any piece of data if present.

Return key: drops down one line at a time, no matter what data field you are in.

For Batters

SCREEN #1

Name: 14 characters maximum (appears on all screens)

B: for batting side (R, L, S for a switch hitter)

FLD: the fielding positions (primary position to left of slash; a secondary position to right of slash). "Generic" positions are acceptable (OF, for outfield) and IF (for infield). FLD is *also* shown on page 4 of the batter stat display with RAT (the numeric ratings of a player at one or two FLD positions). More on FLD and RAT will be discussed in relation to the batter stat screen #4.

AVG: batting average, automatically calculated based on the hits and at bats that are showing (or that you enter).

HR: Home Runs

RBI: Runs Batted In

> Once you are finished entering or revising/editing stats on any page, press *ESC* key, then press S to get to the next page of stats. Press E to edit or revise this next page of stats.

SCREEN #2

Name and batting side are shown, with AB (at bats); H (total number of hits); SO (strikeouts); BB (walks); SB (stolen bases).

SCREEN #3

New information shown on this page: 2B (doubles); 3B (triples). Previous data are also shown as a convenience (such as Name, B, AB, H, HR). These can also be "edited" or revised here, and any change will show up on prior screens.

SCREEN #4

BPOS: shown on the far right of the screen indicating who you currently have in Batting POSitions 1-8, and who would be the DH (designated hitter) if you should opt for that type of game. See point 5b under Help Notes (p.10) for more info on the DH slot. BPOS cannot be touched, for it is only a guide.

Pressing L on any screen allows you to "switch" the players' batting slot order. Pick the two players (using letters alongside the name), then press RETURN key and a switch in the roster order will be done.

RAT: is shown next to FLD positions on screen #4 of the batter stats. RAT is the numeric value assigned to the *corresponding FLD position(s)* which show on either side of the slash / . The RAT numbers allowed are 0 (a very poor fielder, doesn't play this position. Someone assigned to play 1st base in a game but does not have a 1B designation in FLD will be assigned a "0" for RAT); 1 (can play defense in the majors, but a below average fielder); 2 (plays a solid, steady defense, nothing spectacular but also not "iron hands" with the glove); 3 (is one of the best at his position; a great if not "golden glove" in his defensive capacity). MLB's stat algorithms for RAT are therefore on a 0-3 framework. We find this simple to use, since in an aggregate sense we consider errors, range, throwing ability (for catchers, also their ability to throw out runners), and their general reputation we have learned about through baseball books (and scouting reports) and from observers who follow any particular team closely. You have a chance (as GM/Owner) to rate a player anyway *you* see it. Players with high ratings (eg.3) may make errors — since their range is so great that they try for balls that others would just wave at or still be chasing down in the outfield. But even players with low ratings won't necessarily kill you in the field — after all they *are* major leaguers and many can hold their own on routine plays.

SPD: the overall, aggregate speed rating for a player, on a 1 to 5 basis. Of course one should consider the number of stolen bases (and times caught stealing), ability to show "savvy" on the basepaths, and one's general reputation as a dangerous or "Don't worry about him" type of runner. The Rickey Hendersons of the world (when healthy), the Maury Wills (in their prime) could get the highest rating. Certain slow, leadfoot types (a Greg "Bull" Luzinski when he was an active player) could easily deserve the lowest rating. A considerable percentage of major league players have average speed (3) while some are above and some are below par. Again, *you* have the opportunity to rate it as you see it (as long as any opponent doesn't complain that all of your players have a 5 "speedburner" rating!).

For Pitchers

When you are on a batter's page you press *P* to see the pitchers. (On a pitcher's page press *B* to see batters). The stat displays for pitchers are:

SCREEN #1

Name: 14 characters; appears on all display pages
P: throws right or left
W-L: Won—Lost record
ERA: Earned Run Average
IP: Innings Pitched
H: Hits given up

SCREEN #2

G: Games appeared in
CG: complete games pitched
SV: number of saves recorded (old era pitchers will not show saves in baseball reference books)
BB: total number of walks given up
SO: number of strikeouts recorded
S: Whether a pitcher is principally or solely a *Starter* or *Reliever* (this is "defaulted" as R when you create a new player or team but R & S are changeable)

SCREEN #3

T: throws *Right* or *Left*
B: bats *Right, Left* or *Switch*
SPD: the 1-5 speed rating as discussed in batters' section
RAT: to the left of the slash /, this is the defense rating (0-3) you want for the player as a pitcher. To the right of the slash /, you can enter a rating for another position (but realistically, a "0" rating is proper, for only with rare exception could some pitcher play well in another position).

Help Notes and Reminders
when editing/updating stats

1. It's easier to copy or transfer over a player or team (since all stats come along) than to create a player and enter in all necessary stats. Revisions to stats and roster changes can be made once a team (or a particular player) is copied over to the GM Disk.

2. Some stat variables have two or three "data width" fields. Enter data with a "leading zero" that is, a player with 9 Home Runs should be entered as 09 (when you *ESC* the "leading zero" will disappear to display 9 Home Runs. Otherwise, this batter would display 90 Home Runs. Some year!). The "leading zero parameter" applies to HR, RBI, AB, H, SO, BB, SB, (for batters); and W-L, ERA, IP, G, CG, SV, BB, and SO (for pitchers).

3. As you enter/revise data using the return or arrow/cursor keys (previously discussed), you can stay on that same screen of stats and move the cursor to do other players on that screen. Or you can get to another screen of stats by pressing *ESC* key then *S* to proceed to another page of stats.

   Anytime the computer thinks you are finished editing/revising stats, after pressing the *ESC* key at certain times you will be asked whether you want to save these changes: Yes (save) or No (to ignore changes, if made, or if you only were looking at the stats and didn't make any changes). If Yes, the disk drive will operate, save the changes and take you to the options page.

4. If you are adding a rookie to a roster, who is to know how he'll really do in the big leagues? With actual experience and actual stats during the season (if he stays long enough) you can put in the actual performance stats. But the MLB game needs stats and we suggest you put in at least 50 AB (for batters) and 20 IP (for pitchers). Then work back from that regarding entering how many hits, walks, etc., for batters and hits, strikeouts recorded, etc., for pitchers. Please recall that *you* are the GM or Owner, so you should have some idea as to how a rookie or new player might perform with their respective "base" of ABs and IPs. As the season progresses you can edit these stats (just like with other players) to reflect what a player is actually doing.

5. For a roster on the GM Disk to be used in an MLB Game, there are certain minimum kinds of data or information that are necessary:

   a.) 15 batters and 10 pitchers, each with a name. Batters must have At Bats (AB) greater than 0, and pitchers must have Innings Pitched (IP) greater than 0.

   b.) In the *first eight* batter slots, *each* defense position must be covered in the space to the left of the slash / in the FLD column. This means you must be showing C, 1B, 2B, 3B, SS, RF, CF, LF (in any order across the first eight slots). The ninth slot (sometimes shown as the letter I) can have a player with any kind of defensive position(s),

but he'll be the "default" Designated Hitter (to start with) if that type of game is chosen.

c.) The above parameters (a&b) are necessary for the roster to be "verified" at a minimum level so as to use that roster in a game.

Of course, you can make changes to the roster on the GM Disk and/or switch players around any way you like once you start the MLB Game using a verified roster.

6. If you are creating a new team/roster (see following section) *or* if you are updating/revising stats during the season, there are numerous "sources" of stats you can draw upon. For anyone who played during 1984 or earlier, we can suggest *The Sports Encyclopedia: Baseball* (by David S. Neft and Richard M. Cohen; St. Martin's/Marek Publishers, 1985 — available through most bookstores). In depth analyses of currently active players (those who played in 1984) can be found in *The Scouting Report: 1985* (by Dave Campbell *et. al.*, Harper & Row publishers, 1985). Of course, this is but the tip of the iceberg—and many publications focus on detailed stats of a particular team as do newspapers in franchise cities.

Current season stats are readily obtainable through weekly issues of *The Sporting News;* the sports section, midweek, of *USA Today* (one day is devoted to updated weekly AL stats, another day to NL stats); even the Sunday paper sports section carries updated stats in most metropolitan newspapers. P.S. Another gem for evaluating players is *The 1985 Baseball Analyst* (by Seymour Siwoff, Steve and Peter Hirdt, MacMillan Publishing Co.).

Creating a New Team

Press *N* on the options page and you'll be asked to give a name, year, and other information for the team you are creating. Once that info is entered (press *RETURN* after each entry), you will automatically be taken after the last entry (called Team Nickname) to the first page or screen of *batter* stats. *P* gets you to the pitcher roster. (Pressing *ESC* before you enter Team Nickname wipes everything out).

On either a batter or pitcher screen you then will see mostly a blank set of data or info—only the column info/data fields are showing. Some information is "defaulted" in—like batting side (B), pitching side (P and T on 2 screens), RAT and SPD (average numerical rating for every player slot). But these are just program protection "guides" in a default sense—and you can *E* (edit stats) or *C* (change roster, which is one way to add players), then put in any players and stats you want. Remember you can bring a player over to this squad if he is already on a roster on the MLB system of disks (Game, Team, GM) for that computer system, *or* you can add/create a player from scratch.

Renaming an Existing Team

Let's say you already have a roster (complete *or* "in progress") on the GM Disk. But now you want to change the name of this roster or team. On the options page, press *R* and after picking a team you'll go through the cycle of entering information about

the team. When you are done with the last entry (Team Nickname) and press *RETURN* key, this will save the revisions. (Again, pressing *ESC* prior to revising team Nickname wipes out anything you've entered.)

Enjoy being the boss! With a little practice, following instructions at the bottom of each screen (and reading appropriate sections of this manual), *you'll* be making the player changes and creating teams any way you want. Please write to us if you have questions. But remember to wear your batting helmet anytime you cut a player from your roster . . .

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TEAM DISKS

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System
Prefix   ## TEAM DISKS Available for MLB ($19.95)
Letter*   ## Special Edition

____ 3060 World Series Teams (1960s)   ____ 4060 NL & AL All-Star
____ 3070 World Series Teams (1970s)   Rosters (across decades)

Season-by-Season
(all the 26 NL & AL teams for each year)

____ 1983   1983 season   ____ 1984   1984 season

*Note: System prefix letter: A (Apple II series), B (Atari series), C (Commodore 64), I (IBM
        PC/PC jr.). (If you want 1970 decade World Series teams for the Apple II, you'd
        order A3070, for example.)*

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Manage the illustrious history of any team franchise! You'll get the full player rosters of 10 selected years, capturing the character of any team and its players. With the Boston Red Sox, for example, you'll have the '18 BoSox (when Babe Ruth was a pitcher & hit .300), teams from the Ted Williams era, the '57 crew (with Frank Malzone & Co.), the '67 Stars (Yaz a Triple Crown, Lonborg the Cy Young), of course the '75 Champs, 1978 (losing the playoff game to the Yanks), plus other highlighted years. *AND* you'll have an All-Time BoSox Greats roster. Follow your team over the years with MLB Franchise Disks!

Team _____ Computer _____

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AT BAT STRATEGIES
OFFENSE

COMPUTER KEY

**WHEN NO ONE IS ON BASE,
YOU MAY USE 0 AND 6.**

    0   **SWING AWAY (Batter is on his own)**

                ("RETURN" key also)

    6   **SURPRISE BUNT**

**WITH RUNNERS ON BASE, YOU MAY
USE 0 AND 6 PLUS THESE STRATEGIES:**

    1   **SWING AWAY, with AGGRESSIVE RUNNING**

                (Runner(s) try to take extra base, if possible)

    2   **SWING AWAY, with "SAFE" RUNNING**

                (Runner(s) don't take any chances)

    3   **STEAL**

    4   **HIT & RUN**

                (Runner moves on the pitch, batter swings away)

    5   **SACRIFICE BUNT**

LINEUP KEYS

    7   **PINCH HITTER**

    8   **PINCH RUNNER**

    9   **SEE LINEUP OR ROSTER**

(OVER)

MICRO LEAGUE Baseball

IN THE FIELD
DEFENSE STRATEGIES

COMPUTER KEY

0   **VISIT THE MOUND**
(To check on your pitcher, warm-up or bring in a relief pitcher)

1   **FASTBALL**
("RETURN" key also)

2   **CURVE**

3   **SLIDER**

4   **CHANGEUP/OFF-SPEED PITCH**

5   **PITCHOUT**

6   **IN AT THE CORNERS**
(1st & 3rd basemen play in)

7   **INFIELD IN**
(All four infielders)

8   **INTENTIONAL WALK**

9   **SEE LINEUP OR ROSTER**

(OVER)

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System
Prefix
Letter*

TEAM DISKS Available for MLB ($19.95)
Special Edition

____ 3060 World Series Teams (1960s)   ____ 3080 World Series Teams (1980s)
____ 3070 World Series Teams (1970s)   ____ 4060 NL & AL All-Star
                                                                          Rosters (across decades)

Season-by-Season
(all the 26 NL & AL teams for each year)

____ 1983   1983 season   ____ 1984   1984 season

Note: System prefix letter: A (Apple II series), B (Atari series), C (Commodore 64), I (IBM PC/PC jr.). (If you want 1970 decade World Series teams for the Apple II, you'd order A3070, for example.)

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(includes all the 26 NL and AL teams on each disk)

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_____ World Series Teams (1950s)
_____ World Series Teams (1960s)
_____ World Series Teams (1970s)

_____ NL & AL All-Star Rosters
(from the 1930's-1980's, the best of each league).

Franchise History ($29.95)
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Team _____

_____ General Manager/Owner Disk ($39.95)

Be the GM or Owner — "wheel & deal" like George Steinbrenner making trades, drafting players, even creating your own team! Then direct the fortunes of your team in MLB contests and MLB Leagues!

_____ Box Score/Stat Compiler Disk ($24.95)

Display or printout the complete box score; add to (accumulate stats) game-by-game, then use them in MLB Game; 32 roster slots for compiled/accumulated stats. The ultimate! (REQUIRES 64K; IBM REQUIRES 128K). Printer not req'd.

_____ Team/Roster Security Disk ($10.95)

A "backup" & protection disk; SafeGuard Memory Slots with add/delete/retrieve features for 32 rosters. Write-Protection, at user option. Don't lose your unique team jewels!

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