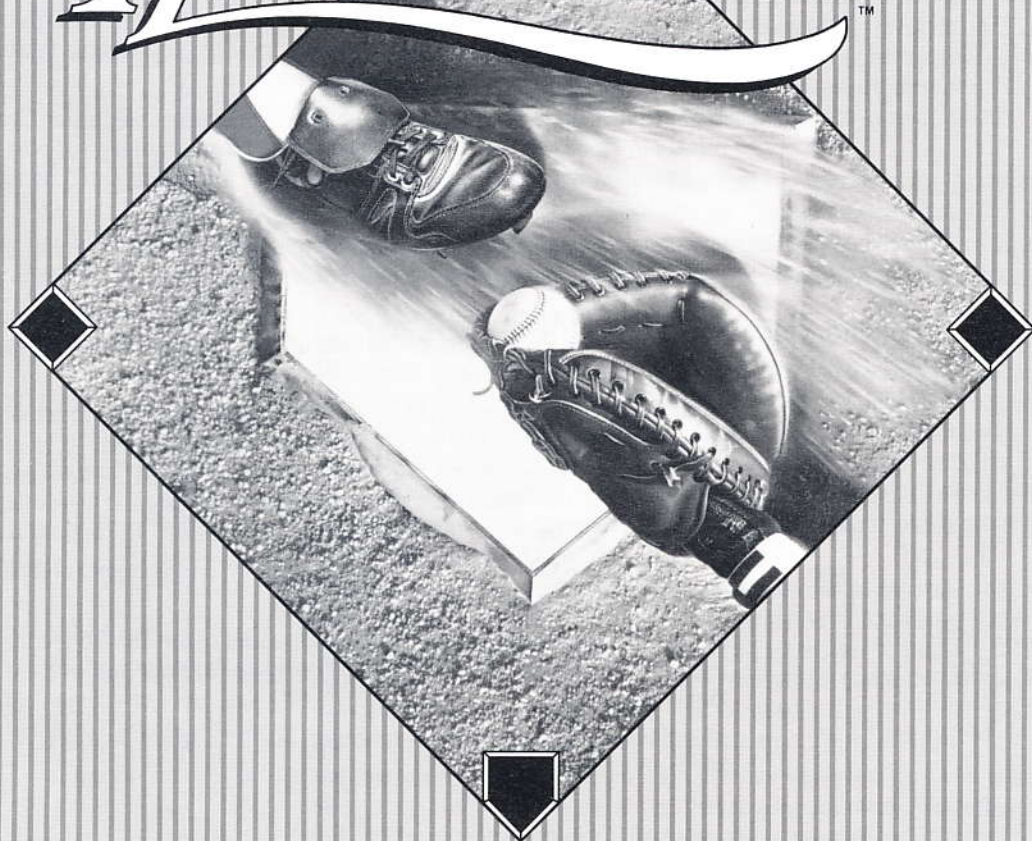


AL MICHAELS ANNOUNCES

Hard Ball III™



IBM PC Manual



Al Michaels

The Best in the Broadcast Booth

When it came time to select a play-by-play announcer for HardBall III, there was really only one man Accolade considered – Al Michaels.

Al is the best there is in the broadcast booth, with a voice known to sports lovers around the world. He 's been an avid sports enthusiast since he was young, and audiences respond to that love of the game in his voice.

Knowledgeable and insightful, he has a distinct broadcast style all his own. When Al announces a game, you get drawn into the play, feel the tension on the field and the excitement among the fans.

Al began broadcasting games for the Hawaii Islanders in the Pacific Coast League in 1968. He also called the football and basketball play-by-play for the University of Hawaii Rainbows. At the same time, Al reported on high school sports and hosted three television sports shows daily.

In 1971 he was named the number one broadcaster for the Cincinnati Reds, covering the team in the 1972 World Series for NBC Radio and Television.

Al signed on as sportscaster for the San Francisco Giants on KSFO Radio and KTVU-TV in 1974, a position he held until accepting a broadcasting job with ABC Sports in 1977.

He has been announcing sports for ABC ever since, including an astounding seven World Series, five All-Star Games and seven League Championship Series. Al has also broadcast ABC's "NCAA Football", as well as college basketball telecasts. You'll find Al behind the mike at a variety of "ABC's Wide World of Sports" events, and hosting "The Superstars".

In 1986, Al joined the broadcast crew on ABC's "Monday Night Football", a role that's brought him millions of more fans.

Al has been selected as the national "Sportscaster of the Year" three times and has twice captured annual Emmy Awards as Outstanding Sports Personality - host.

Al and his wife, Linda, have a son, Steven, and a daughter, Jennifer. The Michaels live in Los Angeles.



Introduction

HardBall III from Accolade is easily the best baseball game on the software market today. Following on the heels of the critically acclaimed *HardBall II*TM — *HardBall III* offers unmatched realism, stunning graphics and effortless gameplay.

You'll have full control of the players as they hit, run, field and steal bases. Your pitchers can toss everything from fastballs to sinkers, and the ump' calls 'em like he sees 'em. There's even crowd noise and the crack of the bat to transport you out to the ball park.

HardBall III is announced by Al Michaels, the preeminent baseball broadcaster of our time. Hearing Al's instantly recognizable voice adds to the remarkable realism — the feeling you're part of a live game — that makes *HardBall III* the finest baseball simulation you can buy.

Instant replay, life-like animation, complete statistics, and a wide choice of players, teams and stadiums make *HardBall III* so authentic it's almost as if you're interacting with a live game.

Accolade designed *HardBall III* to be true to the baseball traditions that trace back to the first official game played at the Elysian Fields in Hoboken, New Jersey in June 1846.

Although Abner Doubleday has been widely credited with being "the father of baseball," scholars now generally agree that honor belongs to the organizer of that first game, Alexander Joy Cartwright.

Cartwright's Knickerbocker Base Ball Club lost the inaugural contest to the New York Nine, 23-1. The loss didn't discourage the volunteer fireman, who later headed west to make his fortune and taught the game to enthusiasts all the way to California.

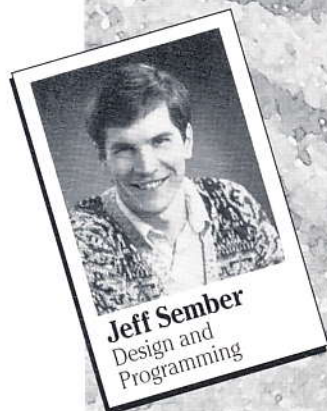
Baseball has changed surprisingly little in the almost century and a half of its existence. Gloves, balls, bats and uniforms have evolved, of course, and we now have domed stadiums, television coverage and millionaire players. Yet, the game itself has remained fundamentally the same.

Today, that first Knickerbocker Base Ball Club has given rise to thousands of teams ranging from the Major Leagues to Little League. Millions of boys — and increasingly girls — play baseball every spring and summer, cheered on by tens of millions of fans.

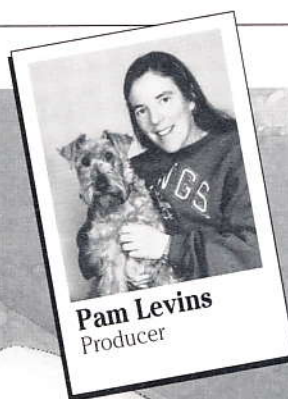
Baseball is the National Pastime, the ultimate American sport, and now, thanks to the Accolade advance in computer sports simulations, you're about to play an incredibly realistic version of the game on your home computer.

You're going to enjoy *HardBall III* for many years to come. We encourage you to read the manual thoroughly before you start so you'll have a firm grasp of the game's unparalleled features, and thus get the most out of playing.

Then choose your teams, pick your lineups, throw out that first ball and join Al Michaels at the ball park.



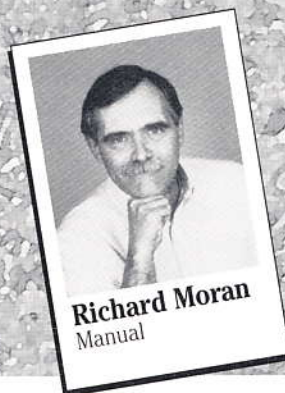
Jeff Sember
Design and
Programming



Pam Levins
Producer



Lisa Marino
Creative
Services



Richard Moran
Manual

The Players

Design and
Programming: Jeff Sember & Mike Benna
MindSpan Technologies Corp.

Producer: Pam Levins

Art: John Boechler

Music: Alistair Hirst

Sound: Mike Benna, Russell Shiffer

Manual: Jeff Wagner, Richard Moran

Creative Services: Lisa Marino, Shirley Sellers

Tester: James Kucera, Robert Daly

Game Announcer: Al Michaels

Special Thanks: Janice, Maggie, Wilbur, Rusti



John Boechler
Art



Shirley Sellers
Creative
Services



Mike Benna
Design and
Programming



Jeff Wagner
Manual



James Kucera
Tester



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Copy Your Game Disks!

We recommend that you create backup disks using the DOS copy command (see your DOS manual). *HardBall III* has no on-disk COPY protection. Once you've copied the program, place your original disks in a safe, dry location, then use the backup disks to install the game onto your hard drive.

Getting Started

System Requirements

- A hard drive is REQUIRED. We also recommend an AT Class, 10 Mhz machine or better.
- *HardBall III* supports VGA/MCGA or EGA graphics only.
- Make sure you have at least 2 megabytes of storage space available on your hard drive.
- For play-by-play Broadcast by Al Michaels, you'll need 2 megs of RAM and either an EMS or XMS memory manager (386 MAX, QEMM, or EMM 386) or DOS HIMEM.SYS.

Note: If you use 386 MAX, QEMM, or EMM 386, you must have a soundboard (such as a Soundblaster, AdLib, etc.). To hear play-by-play through the internal PC speaker, you must use DOS HIMEM.SYS driver only. See **Troubleshooting** section for details.

The Al Michaels Announcer Feature

An Announcer Feature is available for computers with extended or expanded memory. When activated, you can listen to play-by-play descriptions during a game. See your system manual for directions on how to use and setup extended and expanded memory.

Note: See **The Options Menu** section on how to activate and deactivate this feature.



Hard Disk Installation & Initial Setup

To install *HardBall III* onto your hard disk:

- 1 Power up your computer as you normally would.
- 2 Insert **HardBall III** Disk 1 into your floppy drive (usually A or B).
- 3 At the DOS prompt, type the letter of the drive you have placed the disk followed by a colon (for example: A:) and press **Enter**.
- 4 At that drive's DOS prompt (A> or B>), type **install** and press **Enter**.
- 5 Type in the name of the drive and directory where you would like **HardBall III** installed. Use the following format:
Drive Letter:\Directory Name
For example: D:\hardball
- 6 After you've typed in the path information, use the **up/down arrow** keys to choose your graphics mode (VGA/MCGA, EGA or both).
- To activate a highlighted mode, press **Enter**. The circle to the left of the mode will turn into a small baseball icon.
- To deactivate a mode, use your **arrow** keys to highlight the mode, then press **Enter**.
- You can also choose to activate the Fast Load option. If you do, *HardBall III* will load faster, but will occupy more space on your hard disk.
- 7 Once you've activated all the options you want, highlight Install.
- 8 To begin installing, press **Enter** (or highlight **Cancel** and press **Enter** to abort installation).

Note: Prior to installing *HardBall III*, make sure you have enough hard disk space (2.5 megs) and plenty of memory to run the game (565000 bytes minimum required). If you don't, refer to **APPENDIX: Troubleshooting**.

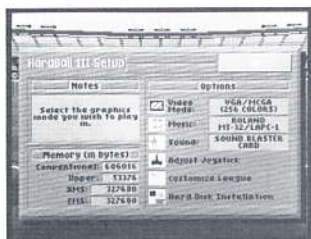


Fig. 1 Setup Screen

- 9 When installation begins, a progress chart appears on the screen. You will be instructed to swap disks if necessary. When installation is complete, *HardBall III* will take you to the Setup screen (see **Fig. 1**).
- 10 The Setup screen is divided into three sections: **Notes**, **Options**, and free **Memory**. Move the highlight box with the **arrow** keys to access the options. As you highlight each option, the Notes box displays information specific to that option. The boxes at the bottom left of the screen tell you how much free conventional, UMB, XMS and EMS memory you have.



Setup Options

■ Video Mode

Press **Enter** to toggle between VGA/MCGA (256 color) and EGA (16 color) graphics.

■ Music Board

The following sound boards are supported: PC Internal speaker, Adlib, Sound Blaster, Roland, and Thunder Board. You can also select **None** if you don't want to hear any music. Press **Enter** to toggle between the available music options until the one you want is displayed.

■ Sound Board

Select a sound board the same way you selected a music board. You can also select **None** if you don't want to hear any special effects. If you are going to use the Al Michaels Play-by-Play Announcer Feature, you'll have to choose a sound option.

Note: If you do not have the required memory, you cannot activate this option (see **System Requirements** section).

■ Adjust Your Joystick

If you have a joystick plugged in, you can calibrate it by doing the following:

- 1 Move the joystick handle to the upper left and press the **fire button**.
- 2 Move the joystick handle to the lower right and press the **fire button**.
- 3 Center the joystick handle and press the **fire button**.

■ Customize a League

This option allows you to customize the league and tournament names as well as the logos for each league. See **Table 1** for a list of the default names.

To change a league or tournament name:

- 1 Highlight **Customize League** and press **Enter**.
- 2 Highlight the name you want to customize.
- 3 Press the **Backspace** key to delete the current name.
- 4 Type a new name.
- 5 Highlight **OK** to accept or **Cancel** to nullify any changes, and press **Enter**.
- 6 To revert back to the default settings, highlight **Default** and press **Enter**.

To change a league logo, highlight the desired logo and press **Enter**. See the **How to Edit the Team Logo** section.



Table 1 Default League and Tournament Names

Stars Game:

Scheduled at a season's half-way point, this single game pits the best players at each position (from the first half of the season) from each league against each other.

Playoffs:

A single playoff game in case two teams tie for first place in a division at season's end. The winner would play in the League Championship.

League Championships:

The divisional winners of each league play against each other for the right to advance to the World Championship round.

World Championships:

The two league champs battle for the World Championship.

Accolade League, MindSpan League:

The names of the two leagues in *HardBall III*.

■ **Hard Disk Installation**

See steps 1-5 under the **Hard Disk Installation and Initial Setup** section.

■ **The Memory Box**

The amount of free memory is displayed at the bottom left part of the screen. You'll need at least 565,000 bytes of conventional memory for *HardBall III* to work properly.

There are also windows displaying free upper memory blocks, and expanded and extended memory if you are using any. (see **A Message from the Developer** in the **Troubleshooting** section)

■ **OK**

If you're happy with your choices, highlight **OK** and press **Enter** to continue.



Starting HardBall III

Once you've installed *HardBall III* onto your hard drive, here's how you start the game:

- 1 Turn on your computer.
- 2 At the DOS prompt, type in the letter of the drive where the game was installed followed by a colon (for example: D:) and press **Enter**.
- 3 Change to the directory that contains the game. For example, if you installed the game in the sub-directory named HardBall, type **CD\hardball** and press **Enter**.
- 4 Type **hardball** and press **Enter**.
- 5 To access the Main Menu, press **Enter** after viewing the title screen and credits.

Running from Windows™ 3.0

You can run *HardBall III* from Windows 3.0 as long as you have enough free RAM available (see **Memory Requirements**). If you need to free up some memory, you should read the chapter on Optimizing Windows in your Windows manual.

Note: The Al Michaels Play-by-Play Announcer Feature is NOT available under Windows.

Adding the Icon to Windows Program Manager

HardBall III comes with its own icon for the Windows Program Manager. You can use this icon to run the game, but not until you install the game to your hard disk.

To install the icon:

- 1 Go to the Windows Program Manager.
- 2 Open the group window for the group into which you'd like to put the game.
- 3 Choose **New** from the File Menu. The New Program Object dialog box appears.
- 4 Select **Program Item** and choose **OK**. The Program Item Properties dialog box appears.
- 5 Type HardBall III in the Description text box.
- 6 Type the path and name of the hardball.PIF file in the Command Line text box. For example, if you installed the game to C:\hardball, then type **c:\hardball\hardball.pif** into the Command Line text box.
- 7 Choose **Change Icon**. The Select Icon dialog box appears.
- 8 Type the path and name of the hardball.ico file in the File Name text box. For example, if you installed the game into C:\hardball, then type **c:\hardball\hardball.ico** into the File Name text box.



Adding the Icon to Windows (continued)

- 9 Choose **View** Next. The game's icon should appear.
- 10 Choose **OK**. The Program Item Properties dialog box appears again.
- 11 Choose **OK**. The new icon should appear in the group window.

Additional information about adding icons and changing program items can be found in your Windows manual under Changing the Contents of Groups in the Program Manager chapter.

Copy Protection

HardBall III uses a codewheel as copy protection. When the copy protection screen appears, your screen will show four elements — one LOGO and three terms (a FIELDING POSITION, a CITY NAME, and a BASEBALL WORD) — and a box to type in.

Now follow these instructions. Read carefully, please:

- 1 Match the LOGO on the screen to the same LOGO on the outer ring of the codewheel.
- 2 Match the FIELDING POSITION on the screen to the same FIELDING POSITION on the middle ring of the codewheel.
- 3 Rotate the middle ring so that the FIELDING POSITION lines up under the LOGO.
- 4 Next, find the CITY NAME on the screen, and match it to the same CITY NAME on the inner ring of the codewheel.
- 5 Rotate the inner ring so that the CITY NAME is lined up under the LOGO and FIELDING POSITION which are already matched and lined up.
OK, here's where some people get confused. Please pay close attention.
- 6 Find the BASEBALL WORD on the screen. Now, without moving any of the rings, look for that BASEBALL WORD on the interior of the inner ring.

Very Important Note: This BASEBALL WORD will not necessarily be found under the items you previously lined up on the codewheel. Look all around the ring for it!

- 7 There is a cut-out window immediately above the BASEBALL WORD. In that window is a 4-digit number.
- 8 Type in that NUMBER on the keyboard and press **Enter**. You can now proceed with the game.



Codewheel Example

Here's an example using the enclosed codewheel:

1 

2 Right Fielder

3 San Francisco

4 Home Run

The correct number would be **7322**.

Mouse, Keyboard, and Joystick

One or two players can play *HardBall III*. You can use one or two joysticks and/or the keyboard to control the players during a game, as well as on all menus.

To make things simple, we refer to the keyboard 1 (as well as the **ESC** key and **Enter**) on menus and during gameplay. You can change player controls anytime by selecting the **Options** Menu which appears throughout the game. Check out the enclosed Command Charts for diagrams of all the controls and how to use them.

If your system supports a mouse, you can use it on all menu screens by simply moving the cursor to the desired button and clicking the **left mouse button**. However, you CANNOT use a mouse during gameplay.

The Main Menu

The Main Menu, appears after the title and credit screens and contains the following options:

- Exhibition Game: A practice game which doesn't affect league play.
- League Play: Play in or setup a league.
- Batting Practice: Practice hitting one or more types of pitches while batting right or left-handed against a right or left-handed pitcher.
- Setup: Setup the game to your specifications, and Install *HardBall III* onto your hard drive.
- Exit to DOS: Quit *HardBall III*.

Setup Screen

If you make changes to your hardware configuration (pick up a new monitor, sound board, or joystick) or you just want to re-customize a league, select this option. For a more detailed description of Setup options and procedure, see step 9 under **Hard Disk Installation & Initial Setup**.



Playing an Exhibition Game

Just want to play a little ball, you say? None of this team editing, batting practice, or league stuff for you just yet, eh? An exhibition game is the answer.

To begin, highlight **Exhibition Game** on the Main Menu and press **Enter**. The Exhibition Pre-Game screen will appear, displaying two randomly selected teams.

If you want to play with these teams, highlight **Start** and press **Enter**.

Choosing Your Own Team

- 1 Highlight the **Choose New Teams** button and press **Enter**. A screen listing the available teams is displayed along with their current record (if they have one) (see Fig. 2). If the team you want is in a different league, refer to the section on **Changing Leagues** for directions.
- 2 Highlight the team you want as the Home Team and press **Enter**.
- 3 The Team Summary screen will appear (see Fig. 3), displaying information on the chosen team. If this is a team you want, highlight **Select** and press **Enter**.

Note: If you wish to edit the roster of this team, then do so BEFORE choosing **Select**. See **Edit Team Roster** below. However, any changes made will not be permanent. Permanent edits can only be made in League Play.

- 4 Highlight **Return** and press **Enter** if you want to make a different Home Team selection.
- 5 Select the Visiting Team in the same manner as above.

Note: Press the **ESC** key to return to the Main Menu from the Pre-Game screen.



Fig. 2 Team Selection Screen



Fig. 3 Team Summary Screen

Edit Team Roster

You can edit an exhibition game roster, although any edits made will not be permanent (see note above). To display your team's roster, highlight **Roster** and press **Enter**. You'll now be in the Roster screen for your team (see Fig. 4).



Fig. 4 The Roster Screen



Fig. 5 Player Information Window (Baseball Card)

The Roster screen is divided into four sections.

- Lineup box: Displays the current starting lineup for your team.
- Field Position box: Graphically shows the positions for the current starting lineup.
- Bench box: Displays bench (reserve) players.
- Bullpen box: Displays your bullpen (the remainder of your pitching staff).

Viewing Player Statistics

When you highlight a player on your roster, a baseball card will appear showing his picture and the following information (see Fig. 5). The left side of the baseball card displays:

Note: To display a baseball card with mouse, highlight **Player** and press and hold **left mouse button**.

- Player's name
- Uniform number
- Fielding position
- How he bats and throws
- Last year's batting average
- Player only: Speed and arm ratings
- Player only: Last year's average in home runs, runs-batted-in, stolen bases and errors
- Pitcher only: Speed, accuracy, and stamina ratings
- Pitcher only: Last year's average in wins, losses, earned run average, saves, and errors

Note: Everything listed above (except for current season stats) can be modified. See the **Editing a Player** and **Editing a Pitcher** sections for details.

The right side of the baseball card displays the player's statistics for the current season. These accumulate as the season progresses and CANNOT be modified.

Substituting a Player

To replace a player in the Lineup Box with one from your bench or bullpen:

- 1 Highlight **Sub Players** and press **Enter**.
- 2 Highlight the player you want to REMOVE from your starting lineup and press **Enter**. The player's name will turn white.
- 3 Now highlight the player on your bench or in the bullpen who you want to INSERT into your lineup and press **Enter**.
- 4 The players will exchange places.



Setting Your Batting Order

The **Lineup Box** also lists the batting order. To change this order:

- 1 Highlight **Batting Order** and press **Enter**.
- 2 Highlight the player in the starting lineup you want to move and press **Enter**. The player's name will turn white.
- 3 Now highlight the location in the lineup where you want the selected player to bat and press **Enter**.
- 4 Repeat this process until the batting order you want is displayed.

Positioning Your Fielders

You can choose from 11 different fielding alignments (six for infield, five for outfield) to position your fielders. See **Table 2** for a description of each alignment.

Table 2 Fielder Positions

Outfield

Normal: All outfielders play in normal positions.

In: All outfielders play shallow. Usually used when a weak hitter is up, or the game winning run is on 3B with less than two outs.

Left: All outfielders shift to the left to prevent extra-base hits to left-center field or down the left field line.

Right: All outfielders shift to the right to prevent extra-base hits to right-center field or down the right-field line.

Custom: Set up your own outfield positions.

Infield

Normal: All infielders play in their normal positions.

In: All infielders move several steps closer to the plate. Used when a bunt is expected.

Double Play: 2B and SS play closer to second base.

Guard Lines: 1B and 3B play near base lines to protect against extra-base hits.

Hold Runner: 1B covers base, used when runner is on 1st.

Custom: Set up your own infield positions.



Fig. 6 The Fielder Positions Window

To view the different alignments listed in Table 2:

- 1 Highlight **Fielder Positions** at the bottom of the Roster screen and press **Enter**. The Fielder Positions window will appear (see **Fig. 6**).
- 2 Highlight any of the alignments listed in the window and press **Enter**. A baseball will appear next to your selection.
- 3 The alignment selected will be displayed on the field map.

Note: Only the custom alignment can be changed.



Custom Option

You can use the custom option to design your own infield and outfield alignment. The example below shows how to customize an outfield.

- 1 Highlight **Fielder Positions** and press **Enter**.
 - 2 Highlight **Custom** under the box entitled "Outfield" and press **Enter**.
 - 3 Press the **right arrow** key once. The dot on the field map representing the left fielder will blink. Use the **left/right arrow** keys to scroll between the **left**, **center** and **right** fielders.
 - 4 With the left fielder dot blinking, press **Enter**. The dot will stop blinking.
 - 5 Use the **arrow** keys to move the dot anywhere in the outfield.
 - 6 Press **Enter** when you have the dot positioned where you want.
 - 7 Repeat with the center and right fielders.
 - 8 Press the **left arrow** key, then cursor down and highlight **OK** to save your new alignment.
- Follow the same steps to design a custom infield alignment.

	Starters	M	L	S	ERA	Status
Lyle	0	15	4	1.58	Days Rest: 1	
Greene	7	11	11	1.57	Days Rest: 4	
Chance	1	24	0	2.32		
Bender	18	29	7	2.92	Days Rest: 1	
Pelfrey	10	21	6	1.05	Days Rest: 2	

	Relievers	M	L	S	ERA	Status
Taylor	20	11	17	4.10		
Ladner	29	10	1	1.49		
Levine	12	25	0	2.32		
Greenfield	2	27	18	1.44	Days Rest: 4	
Weber	40	48	11	2.55		

Fig. 7 The Pitcher Listing Window

Setting Your Pitcher Rotation

Each team is automatically assigned 10 pitchers: five starters and five relievers. You can switch starting and relieving assignments among pitchers, as long as there are always 10 pitchers on your staff. You can also arrange your starting pitchers in any order. Each starter will then begin every fifth game.

To move your pitchers around:

- 1 Highlight **Pitcher Rotation** at the bottom of the Roster screen and press **Enter**. A box listing your pitching staff will appear (see Fig. 7).
- 2 Highlight the pitcher you want to move (either a starter or reliever) and press **Enter**. His name will turn white.
- 3 Now highlight the pitcher you want to switch (either a starter or reliever) and press **Enter** once more.
- 4 The two pitchers will change places.
- 5 Repeat this process until you have the five starters and five relievers you want.
- 6 Highlight **OK** and press **Enter** when you are done.

To arrange your starting rotation:

The pitcher at the top of the list under the "Starters" column is the team's number one starter. The pitcher listed second is the number two starter, etc. To change the order of the starters:

- 1 Under the column labeled "Starters", highlight the pitcher you want as your number one starter and press **Enter**. His name will turn white.
- 2 Now highlight the pitcher's name at the top of the Starters list and press **Enter**.
- 3 The pitcher you selected will become the number one starting pitcher.
- 4 Repeat this process until all five starters are in the order you want.
- 5 Highlight **OK** and press **Enter** when you are done.

Double-Header plus One

The last triple-header in the major leagues was played on October 2, 1920 between Cincinnati and Pittsburgh. Cincinnati took the first two, 13-4 and 7-3, before bowing in the finale, 6-0.

Printing a Roster

You can print a roster directly from the game, or save it as a text file which can be printed from your word processing program. However, once a file is saved as a text file, you won't be able to print that file from the game.

To print a roster:

- 1 Highlight **Print** from the Roster screen and press **Enter**.
- 2 You'll be prompted to print stats for **Average Season** (career stats) or **Current Season**. Highlight your choice and press **Enter**.
- 3 Type **PRN** in the box entitled "Filename": and press **Enter** to begin printing.

Note: If entering PRN doesn't initialize printing, try entering LPT1, LPT2, or AUX. If none of these work, then check to make sure your printer is connected properly.

To save roster as a text file to the current drive/directory:

- 1 Highlight **Print** from the Roster screen and press **Enter**.
- 2 You'll be prompted to print stats for **Average Season** (pre-set stats) or **Current Season**. Highlight your choice and press **Enter**.
- 3 Type a filename (up to eight characters) in the box entitled Filename: and press **Enter**. (Refer to the **Saving an Exhibition Game** section for directions on how to save the text file to different directory or drive).
- 4 The current box score has now been saved as a text file.

To save a text file to a different drive:

- 1 Press the **up arrow** key to access the available drive options.
- 2 Highlight the drive you want and press **Enter**. That drive will appear in the Path: window.
- 3 Highlight **Filename:**.
- 4 Type in a filename (up to eight characters) and press **Enter**.

To save a text file to a different directory:

- 1 Highlight **..** and press **Enter** to view all directories in the current path.
- 2 Highlight the desired directory and press **Enter**. That directory will now appear in the Path: window.
- 3 Press the **right arrow** key move to the drive buttons, then press the **down arrow** key to highlight **Filename:**.
- 4 Type in a filename (up to eight characters) and press **Enter**.



Editing a Team or Individual

See the **Editing a Team or Individual** section for instructions on how to edit a team or player.

Note: When you are done editing the team roster, highlight **Return** and press **Enter** to return to the Exhibition Pre-Game screen.

The Options Menu

The Options Menu lets you set up an Exhibition or League game (as well as batting practice) to your specifications. An Options Menu is available on the Pre-Game screen in the Exhibition Game and League Play sections (you can get there by selecting Exhibition Game or League Play from the Main Menu). It is also available on the Batting Practice screen in the Batting Practice section (see **Fig. 8**) The Options Menu allows you to:

- Turn music, sound effects, and announcer on/off
- Select player controls
- Pick the perspective from which you'll view the game
- Choose a stadium

Use the arrow keys to scroll through the Options Menu. You may cycle through in one direction and start over, or reverse to revisit an option.

Note: In addition to the above, each section (Exhibition Game, League Play, and Batting Practice) has its own specific options.

Music, Sound Effects & Announcer Options

You can turn the background music, sound effects, or announcer on or off by highlighting your choice and pressing **Enter**. A baseball will appear next to an option when it is activated.

Note: If you do not have enough memory or are running under Windows, the Announcer option and background music will be unavailable.

Player Controls

To select which team you are going to control and how:

- 1 Listed in the box entitled "Controls" are the two teams that are about to take the field. Highlight the team you want to control.
- 2 Press **Enter** until the game control icon (**keyboard 1 or 2, joystick 1 or 2, or computer**) you want is displayed. (For example, if you want to play using keyboard 1, press **Enter** until the keyboard 1 icon is displayed).
- 3 Highlight your opponent.
- 4 Press **Enter** until the game control icon you want for your opponent is displayed.

Note: Refer to the enclosed Command Charts for information on each of the controls.



Fig. 8 Options Menu



Fig. 9 Stadium Selection Screen

Viewing Selection

You can view a game or batting practice from one of the following perspectives:

Pitcher/Batter

You are automatically given the Pitcher view when you're on the mound, and the Batter view when you're at the plate. Ideal for one-player games. (In two-player games, the Home Team will use the Pitcher view, while the Visiting Team uses the Batter's view).

Pitcher

The view from behind the pitcher's mound. Highly recommended when you are pitching, so you'll get a good look at how a ball breaks.

Batter

The view of the infield through the catcher's eyes. This view provides the batter with the best look at an incoming pitch.

To select a view, highlight the one desired and press **Enter**. A baseball will appear next to your selection.

Closeups

This feature will allow you to view close plays on the bases in a special "zoomed in" mode. When activated, a baseball will appear next to the **Closeups** option. To deactivate, highlight **Closeups** and press **Enter**.

Stadium Selection

Highlight the current stadium listed in the box entitled "Stadium" and press **Enter**. All the stadiums available in the current directory will be displayed (see Fig. 9). Highlight the one desired and press **Enter**. When you return to the Options Menu, the new stadium name will appear in the Stadium box.

To select a stadium on a different drive:

- 1 Highlight the current stadium and press **Enter** as described above.
- 2 Press the **right arrow** key to access the available drive options.
- 3 Highlight the drive you want and press **Enter**. That drive will appear in the Path: window.
- 4 All available stadiums will appear in the File Box.
- 5 Highlight the name of the stadium you want to select and press **Enter**.



To select a stadium in a different directory:

- 1 Highlight **..** from the File Box.
- 2 Press **Enter** to back out of the the current directory.
- 3 All directories in the current path (the drive listed in the Path: window) are now displayed.
- 4 Highlight the desired directory and press **Enter** (or **..**). The new directory will now appear in the Path: window.
- 5 Highlight the filename of the stadium you want and press **Enter**.

Exhibition Game and League Play Options

In addition to what's listed above, the Options screen in the Exhibition Game and League Play section will allow you to set the Level of Play for the current game.

Levels of Play

The 10 options listed in the Level of Play Box allow you to control the complexity of the game. If you are just starting out, this feature will let you handicap an experienced opponent (see **Table 3** for an overview of each category). To activate any or all of the options:

- 1 Use the **up/down arrow** keys to highlight an option, and use the **left/right arrow** keys to move between the columns.
- 2 Press **Enter** to activate the option. A baseball will appear.
- 3 Press **Enter** to deactivate the option. The baseball will disappear.



Table 3 Levels of Play

Option	EFFECT	
	Activated	Not Activated
Manage Only	You control everything except swinging the bat, fielding, throwing the ball, and running the bases	You control every aspect of the game
Pitcher Fatigue	Pitcher will begin to tire after a certain number of pitches, depending upon his stamina rating	Pitcher will never tire
Pitching Stats	Pitchers' performances are based on their current statistics	All pitchers are equal
Batting Stats	Hitters' performances are based on their current statistics	All hitters are equal
Running Speed	Players' running speed will be determined by their speed rating	All players will run at the same speed
Designated Hitter	Designated Hitter will be used	Designated Hitter will not be used
Fielding Errors	Fielding errors will randomly occur	Will not occur
Auto-Fielding	Computer will field ball for you, but you must throw ball to desired base	You control your own fielders
Base Stealing	Base runners can steal bases	Base runners cannot steal bases
Pitch to Center	Pitcher will throw every pitch down the middle of the plate	Pitcher can throw a pitch to any area of the strike zone



Hit-and Run

The hit-and-run was first used by Baltimore on opening day in 1894 against pennant favorite New York. Baltimore executed the play 13 times in the four game series.

Manage Only

If leadership is your speciality rather than swinging a bat or throwing a ball, then the Manage Only mode is just for you. When activated, here are your managerial duties during a game:

While on the Field

You can instruct your pitcher to:

- Intentionally walk a batter
- Attempt a pickoff (if there is a base runner)
- Throw a pitchout (if there is a base runner)

In addition, you can:

- Position infielders and outfielders
- View an instant replay

While Batting

Depending on the situation in the game, you can instruct your batter or base runner to:

- Take a pitch
- Bunt
- Hit-and-run (if there is a base runner)
- Steal (if there is a base runner)
- Squeeze (if there is a base runner)

In addition, you can:

- View an instant replay

Note: Refer to the **Let's Play Ball!** section to learn how to select any of the options listed above.

Ok, the teams are selected, lineups are set, and the game is configured the way you want. It's time to take the field! To begin play, highlight **Play Ball!** and press **Enter**.

After the home team takes the field, you'll see the batter standing outside of the batter's box, peering out at the pitcher. Two baseball cards will appear showing pictures of each player as well as several of their statistics.

The Hitting Options and Pitching Options windows will then be displayed.

Note: Please refer to the enclosed Command Charts for complete instructions on how to use the different options.



Fig. 10 Hitting Options Window

Let's Play Ball!

Hitting Options Window

This window contains the batter's name, batting average, his hits-to-at-bats ratio for the current game (see **Fig. 10**). In addition, the following swing options are available:

- **Power:** Swing for the fences. Not only increases your chances of hitting one out, but making an out, too.
- **Contact:** A normal swing where your only objective is to make contact with the ball.
- **Bunt:** Lay one down. A skillful bunter is a great weapon to have.
- **Strategy:** With runners on base, you can select hit-and-run, steal, or squeeze.

If you're playing against the computer, you must select **Power**, **Contact**, or **Bunt** before the pitcher will deliver the ball. To initiate a swing:

- 1 Select one of the following:
 - Power – Hold down the **right arrow** key and press **Enter**
 - Contact – Press **Enter**
 - Bunt – Hold down the **left arrow** key and press **Enter**
- 2 The batter will now step into the batter's box and the pitcher will throw the ball.

Note: If two people are playing, your opponent must select his pitch before the pitcher will throw the ball.

- 3 Press **Enter** to make the batter swing at the ball.

Note: When the computer bats, it automatically selects a hitting option and swings the bat.

- 4 Repeat this process before every pitch.
- 5 Press the **ESC** key if you need to return to the Scoreboard/Lineup screen.

Strategy (Hitting Options Windows)

To select the Strategy Option from the Hitting Options window, press the **down arrow** key and hit **Enter**. If runners are on base, this window will automatically be displayed before swing selection. The following options are available:

- **Instant Replay** – Hold down the **up arrow** key press **Enter**.
- **Hit and Run** (must be at least one base runner) – Hold down the **right arrow** key and press **Enter**.
- **Select Swing** – Press.
- **Steal** (must be at least one base runner) – Hold down the **left arrow** key and press **Enter**.
- **Squeeze** (must be a runner on third base) – Hold down the **down arrow** key and press **Enter**.
- **Double Steal** (runners on 1st/2nd or (2nd/3rd).

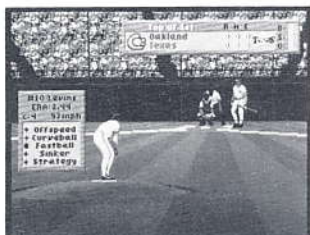


Fig. 11 Pitching Option Window

Press the **ESC** key to return to the Scoreboard/Lineup screen.

Notes: If there are no runners on base, only the Instant Replay and Select Swing options will be available. You can also select Instant Replay by pressing the **R** key while the Pitcher/Batter Option windows are displayed.

Pitching Options Window

The pitcher's name and uniform number, current E.R.A., number of pitches thrown in the current game, and the speed of the last pitch thrown (in MPH) will be displayed (see **Fig. 11**). In addition, the four pitches you assigned the pitcher (see **Editing a Pitcher** section) will be listed, along with a Strategy option:

- 1 To select a pitch (computer pitcher will select its own), hold down the **arrow key** next to the desired pitch and press **Enter**.
- 2 After your opponent selects his swing (the computer will select its own), the batter will step into the batter's box.
- 3 Press and hold **Enter** to pitch the ball. (If the computer is pitching, it will automatically pitch the ball after a swing has been chosen).
- 4 Repeat this process before every pitch.
- 5 Press the **ESC** key if you need to return to the Scoreboard/Lineup screen.

Strategy (Pitching Options Windows)

To select the Strategy Option from the Pitching Options window, press the **down arrow** key and hit **Enter**. The following options will be displayed:

- Instant Replay – Hold down the **up arrow** key and press **Enter**.

Note: You can also select Instant Replay by pressing the **R** key while the Pitcher/Batter Option Windows are displayed.

- Walk batter (intentional walk) – Hold down the **right arrow** key and press **Enter**.
- Select Pitch – Press **Enter** to return to the Pitching Options window.
- IF: Normal (position infielders) – Hold down the **left arrow** key and repeatedly press **Enter** until the infield alignment you want is displayed.
- OF: Normal (position outfielders) – Hold down the **down arrow** key and repeatedly hit **Enter** until the outfield alignment you want is displayed.

Note: Refer to **How to Setup Your Infield and Outfield** for descriptions of each alignment.



Substituting During a Game

Occasionally, you'll want to pinch-hit for a weak batter, or make a defensive change during a close game. To substitute a player:

- 1 Press the **ESC** key to return to the Scoreboard/Lineup screen.
- 2 Highlight your team's logo and press **Enter**.
- 3 Highlight **Sub Players** and press **Enter**.
- 4 Highlight the player you want to REMOVE from your starting lineup and press **Enter**. The player's name will turn white.
- 5 Now highlight the player on your bench or in the bullpen you want to insert into the lineup and press **Enter**.
- 6 The players will exchange places.

Note: When a player is removed from a game, an 'x' will appear beside his name in the roster and he will not be allowed to return.

The Bullpen

Is your pitcher getting shelled? Is he showing signs of tiring? It may be time to pay a visit to your bullpen. In your bullpen, you can check the status of your current pitcher, as well as warm-up a couple of relievers. To access the bullpen:

- 1 Press the **ESC** key to return to the Scoreboard/Lineup screen.
- 2 Highlight your team's logo and press **Enter**.
- 3 Highlight **Bullpen Status** and press **Enter**. The Bullpen Status window will appear (see **Fig. 12**).

On the Mound

At the top the Bullpen Status window is the On the Mound Box, which lists the following statistics for the current pitcher:

- Right or left-handed
- Win/loss/save record and E.R.A.
- Total number of balls thrown
- Total number of strikes thrown
- Total number of pitches thrown
- Current status (OK — pitcher is still strong; Tiring — time to start warming up a reliever; Fatigued — time to substitute; Exhausted — pitcher will be getting shelled).

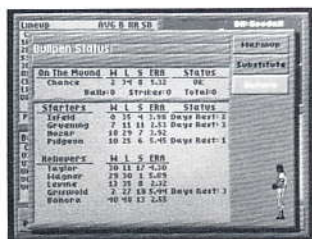


Fig. 12 Bullpen Status Window



Warming Up a Pitcher

To begin warming up a pitcher:

- 1 Highlight **Warm up** and press **Enter**.
- 2 When prompted, highlight the desired pitcher and press **Enter**. The words "Warming Up" will appear in the column next to the pitcher's name.

Note: A pitcher needs to warm up for one inning before he is ready to take the mound. If you bring him in earlier or let him warm up too long, his control may be affected.



Fig. 13 Box Score Screen

Substituting a Pitcher

To bring in a new pitcher:

- 1 Highlight **Substitute** and press **Enter**.
- 2 When prompted, highlight the pitcher you want to bring in and press **Enter**.
- 3 The current pitcher will be relieved by the one you just selected.
- 4 Highlight **Return** and press **Enter** to exit to the Roster screen.

Viewing and Printing a Box Score

To view the box score of the current game:

- 1 Press the **ESC** key during a game to return to the Scoreboard/Lineup screen.
- 2 Highlight **Highlights** and press **Enter**.
- 3 Highlight **Box Scores** and press **Enter**. An up-to-the-minute box score of the current game will be displayed (see Fig. 13).
- 4 Highlight **Return** and press **Enter** to exit to the Scoreboard/Lineup screen.

You can print a box score directly from the game, or save it as a text file which can be printed from your word processing program. However, once a file is saved as a text file, you won't be able to print that file from the game.

To Print the Box Score:

- 1 Highlight **Box Score** on the Highlight screen and press **Enter**.
- 2 Highlight **Print** on the Box Score screen and press **Enter**.
- 3 Type **PRN** in the box entitled "Filename": and press **Enter** to begin printing.

Note: If entering PRN doesn't initialize printing, try entering LPT1, LPT2, or AUX. If none of these work, check to make sure your printer is connected properly.

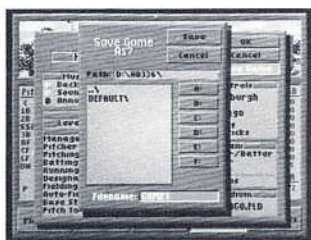


Fig. 14 Save Game As: Window

To save as a text file:

- 1 Highlight **Box Scores** from the Highlight screen and press **Enter**.
- 2 Highlight **Print** from the Box Score screen and press **Enter**.
- 3 Type a filename (up to eight characters) in the box entitled "Filename": and press **Enter**. (Refer to the **Saving an Exhibition Game** section for directions on how to save the text file to different directory or drive).
- 4 The current box score has now been saved as a text file.

Saving an Exhibition Game

To Save a Game in Progress:

- 1 Press the **ESC** key to return to the Scoreboard/Lineup screen.
- 2 Highlight **Options** and press **Enter**.
- 3 Highlight **Save Game** and press **Enter**. The Save Game As: window will appear (see Fig. 14).

To Save a Game to the Current Drive/Directory:

Type in a filename for the game you want to save (up to eight characters) and press **Enter**. The exhibition game is now saved on the current directory.

To save a game to a different drive:

- 1 Press the **up arrow** key to access the available drive options.
- 2 Highlight the drive you want and press **Enter**. That drive will appear in the Path: window.
- 3 Highlight **Filename:**.
- 4 Type in a filename (up to eight characters) and press **Enter**.

To save a game to a different directory:

- 1 Highlight **..** and press **Enter** to view all directories in the current path.
- 2 Highlight the desired directory and press **Enter**. That directory should now appear in the Path: window.
- 3 Press the **right arrow** key to move to the drive buttons, then press the **down arrow** key to highlight **Filename:**.
- 4 Type in a filename (up to eight characters) and press **Enter**.



Resuming an Exhibition Game

- 1 Highlight **Exhibition Game** on the Main Menu and press **Enter** to bring up the Resume Game Option.
- 2 Highlight **Resume Game** and press **Enter** to display the Resume Game window which lists all games saved in the current directory.
- 3 Highlight the filename of the game you want to resume and press **Enter**.

To resume a game from a different drive:

- 1 Follow steps 1 and 2 above.
- 2 Press the **right arrow** key to access the available drive options.
- 3 Highlight the drive you want and press **Enter**. That drive will appear in the Path: window.
- 4 All previously saved games will appear in the file box.
- 5 Press the **left arrow** key to highlight the filename of the game you want to resume and press **Enter**.

To resume a game from a different directory:

- 1 Follow steps 1 and 2 above under **Resuming an Exhibition Game**.
- 2 Highlight **..** and press **Enter** to view all directories in the current path.
- 3 Highlight the desired directory and press **Enter**. That directory will appear in the Path: window.
- 4 Press the **left arrow** key to highlight the filename of the game you want to resume and press **Enter**.

Instant Replay

To immediately review any play:

- 1 Select the **Strategy Option** listed in either the Pitching or Hitting Options window and press **Enter**.
- 2 Select **Instant Replay** and press **Enter**.
- 3 The first frame of the last play completed will be displayed, along with the Replay Control panel (see Fig. 15).

Note: You can also activate the instant replay feature by pressing the **R** key during a game while the Hitting and Pitching Option windows are displayed.

- 4 The Replay Control panel allows you to review any play in forward (**right arrow** key) or reverse (**left arrow** key) using two different speeds (**normal** and **fast**). Here's how:

- Press and release the **left/right arrow** key to view the play one frame at a time

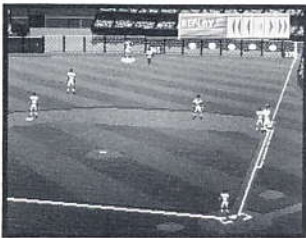


Fig. 15 The Replay Control Panel



Instant Replay (continued)

- Hold down the **left/right arrow** key to advance through the play at normal speed.
- Press the **left/right arrow** key while holding down **Enter** to view the play at fast speed.
- If the Replay Control Box is blocking part of the replay, you can move it up and down by pressing the **up/down arrow** keys; or left and right by pressing the **left/right arrow** keys while holding down the **up/down arrow** keys.

5 Press the **ESC** key when you are done reviewing a play.

Exhibition Game Highlights

The Highlights feature enables you to save an unlimited amount of plays to disk that you can replay at any time. Hit a game winning home run in league play, or make a brilliant defensive play during an exhibition game? Store it!

Saving a Highlight

To save a play to a highlight reel:

- 1 Press the **ESC** key to return to the Scoreboard/Lineup screen.
- 2 Highlight **Highlights** and press **Enter** to display the Highlights screen (see Fig. 16).
- 3 Highlight **Store** and press **Enter**. The Create Highlight File window will appear.
- 4 When prompted, enter a filename (up to eight characters) and press **Enter**.
- 5 Now type in a short description of the highlight and press **Enter**. The highlight will now be saved with the extension **.HLR** automatically added to the filename.
- 6 You can edit the description at any time by highlighting **Edit** and then typing in your changes.

Saving a Highlight to a Different Drive:

- 1 Press the **up arrow** key to access the available drive options.
- 2 Highlight the drive you want and press **Enter**. That drive should now appear in the Path: window.
- 3 Highlight **Filename:**.
- 4 Type in a filename (up to eight characters) and press **Enter**.



Fig. 16 The Highlight Screen



"K" and the Strikeout

In scorebooks, the letter "K" is used to represent a strikeout. Why? Because it's the last letter in the word "struck". The letter "S" is not used because it is too similar to shortstop (SS)

Saving a Highlight to a Different Directory:

- 1 Highlight **..** and press **Enter** to view all directories in the current path.
- 2 Highlight the desired directory and press **Enter**. That directory should now appear in the Path: window.
- 3 Press the **right arrow** key to move to the drive buttons, then press the **down arrow** key to highlight **Filename:**.
- 4 Type in a filename (up to eight characters) and press **Enter**.

How to View a Highlight

To view any saved highlight reel:

- 1 From the Highlight screen, highlight **Load** and press **Enter**.

Note: During a game, you can only view highlights from the current game. If you want to view an individual highlight during a game, highlight **View** and press **Enter**, then select desired Replay. Once a game is over, you can view any highlight which has been saved to a highlight reel.

- 2 A Load Highlight File window will appear listing all the highlights you have saved to the current directory.
- 3 Highlight the reel you want to view and press **Enter**.
- 4 The first frame of the chosen highlight will be displayed (just like in Instant Replay) along with the Replay Control Box.
- 5 Refer to the **Instant Replay** section for directions on how to use the Replay Control Box.

Batting Practice

We've included a batting practice feature which will allow you to sharpen your hitting skills. Practice hitting any kind of pitch, left or right-handed, and against either a left or right-handed pitcher. Highlight **Batting Practice** on the Main Menu and press **Enter** to begin.

Choosing a Batting Practice Team

A batting practice team will automatically be selected for you. If you want to select a different team:

- 1 Highlight **Choose Practice Team** and press **Enter** (refer to **Fig. 2**).

Note: If the team you want is in another league, see the **How to Change Leagues** section.

- 2 Highlight the team you want and press **Enter**. A summary of the selected team will be displayed, if you own the team and the star player.
- 3 Highlight **Select** and press **Enter** if you want to use this team (or **Return** if you want to select a different team) and the current batting order will be displayed.



Changing Hitters

The leadoff hitter in the batting order will be the one taking batting practice. If you want a different batter:

- 1 Use the **up arrow** key to move onto the Roster list. A flashing yellow bar will appear.
- 2 Move the flashing bar over the player you want to take batting practice and press **Enter**. The AB symbol will appear next to that player.

Changing Pitchers

The pitcher listed in the team's batting order will be the one pitching batting practice. If you want to a different pitcher:

- 1 Highlight the team logo at the bottom of the Batting Practice screen and press **Enter**. You'll now be in your team's Roster screen.
- 2 Highlight **Sub Players** and press **Enter**. A flashing yellow bar will appear.
- 3 Move the flashing yellow bar over the current pitcher's name (at the bottom of the batting order), and press **Enter**.
- 4 Now move the flashing yellow bar into the Bullpen Box and highlight the pitcher you want to bring in and press **Enter**. The two players will now change places.
- 5 Highlight **Return** and press **Enter** to return to the Batting Practice screen.

Editing a Roster

You can edit any team or player information while in batting practice, but the changes WILL NOT be permanent. Only edits done while in League Play will remain permanent. Refer to the **League Play** and **Editing a Team** and **Individual Players** for instructions on how to edit a team or individual player.

Batting Practice Options Menu

From the Batting Practice screen, highlight **Options** and press **Enter**. The Batting Practice Option Menu is identical to the one described in **The Options Menu** section, except for the following two additional items:

Selecting Pitch Types

To select which type of pitch(es) you want thrown while you practice hitting:

- 1 Highlight any or all of the following pitches which appear in the Pitch Types Box and press **Enter**. A baseball will appear next to each pitch selected. (see **Fig 17**)

- | | | |
|------------------------------------|------------------------------------|--------------------------------------|
| ☐ Off-Speed | ☐ Curveball | ☐ Fastball |
| ☐ Screwball | ☐ Sinker | ☐ Knuckleball |
| ☐ Fastball! | ☐ Slider | |



Fig. 17 Batting Practice Options



2 If you want to unselect a pitch you've chosen, highlight it and press **Enter**. The baseball will disappear.

3 Repeat for every pitch you want to practice hitting.

Note: If more than one pitch is selected, they will be randomly thrown during Batting Practice.

Selecting Pitch Locations

To select the pitch location: Highlight one of the following locations listed in the Pitch Location Box and press **Enter**. When you are finished selecting, highlight OK to save changes or cancel to delete changes. A baseball will appear next to your selection.

■ Center of zone: Pitches will be down the middle of the plate

■ High/low: Pitches will be thrown across the plate, but to the high and low part of the strike zone.

■ Inside/outside: Pitches will only be thrown to the inside and outside part of the strike zone.

■ Random: Pitches will be randomly thrown to all parts of the strike zone. Only one location can be selected.

Starting Batting Practice

Your team is selected, and the batter and pitcher are ready to go. It's time to do some serious hitting. To begin batting practice:

1 Highlight **Start** and press **Enter**. When the playing field is displayed, a batter, pitcher, and a catcher will be waiting for batting practice to begin.

2 Select one of the following from the Hitting Options window

Power – Hold down the **right arrow** key and press **Enter**.

Contact – Press **Enter**.

Bunt – Hold down the **left arrow** key and press **Enter**.

3 The batter will now step into the batter's box and the pitcher will throw the ball.

4 Press **Enter** to swing.

5 Continue this process for as long as you wish to take batting practice.

6 Press the **ESC** key to quit and return to the Batting Practice screen.

7 Press **ESC** to return to the Main Menu.



Editing a Team and Individual Players

HardBall III allows you to create your “dream team” by editing the roster of any of the 26 teams included in the game. You can also import and edit a team from three current baseball games on the market (see the **How to Import a Team** section).

Note: For team edits to remain permanent, they must be done in the League Play section. Edits done in the Batting Practice and Exhibition Game sections WILL NOT remain permanent once you leave those sections.

Editing a Team

If you plan on making permanent edits, it is recommended that you create a new league, then make your edits on the new league. This will ensure that the “default.lgd” file remains untouched, so that all 26 original teams will always be available. (See the **How to Create a New League** section).

To display the team editor:

- 1 Highlight **League Play** from the Main Menu and press **Enter**.
- 2 Highlight the team you want to edit and press **Enter** (if the team you want is in a league other than the one displayed, see the **How to Change Leagues** section).
- 3 Highlight **Edit** and press **Enter** to display the Team Editor screen (see **Fig. 18**).
- 4 When finished editing highlight **OK** and press **Enter** to save current changes. If you do not wish to save your changes, highlight **cancel** and press **Enter**, or press **ESC**.

From the Team Editor screen, you can:

Printing a Team Roster

You can print a team roster directly from the game, or save it as a text file which can be printed from your word processing program. However, once a file is saved as a text file, you won't be able to print that file from the game.

To print a team roster:

- 1 Highlight **Print** on the Team Editor screen and press **Enter**. You will be prompted to print stats for Average Season (career stats) or Current Season. Highlight your choice and press **Enter**.
- 2 Type **PRN** in the box entitled “Filename”: and press **Enter** to begin printing.

Note: If entering PRN doesn't initialize printing, try entering LPT1, LPT2, or AUX. If none of these work, then check to make sure your printer is connected properly.



Fig. 18 Team Editor Screen



• **To save as a text file to the current drive/directory:**

- 1 Highlight **Print** from the Team Editor screen and press **Enter**.
- 2 Type a filename (up to eight characters) in the box entitled "Filename": and press **Enter**.

• **To save as a text file to a different drive:**

- 1 Press the **up arrow** key to access the available drive options.
- 2 Highlight the drive you want and press **Enter**. That drive should now appear in the Path: window.
- 3 Highlight "**Filename**".
- 4 Type in a filename (up to eight characters) and press **Enter**.

• **To save as a text file to a different directory:**

- 1 Highlight **..** and press **Enter** to view all directories in the current path.
- 2 Highlight the desired directory and press **Enter**. That directory should now appear in the Path: window.
- 3 Press the **right arrow** key to move to the drive buttons, then press the **down arrow** key to highlight **Filename**.
- 4 Type in a filename (up to eight characters) and press **Enter**.

• **Exporting a Team File**

• (See the **Exporting a Team** section later in this manual)

• **Changing the Team Name**

• The current team name will be listed in the Name Box. To change it:

- 1 Use the **arrow keys** to highlight the current team name, and press the **Backspace** key to delete it.
- 2 Type in a new team name (press the **Backspace** key if you make a mistake).
- 3 To select another option, press the **up/down arrow** keys.

• **Change the Manager's Name**

• If you are a team owner, the current manager's name will be listed in the Manager Box. To change it:

- 1 Use the **arrow keys** to highlight the current Manager's name, and press the **Backspace** key delete it.
- 2 Type in a new manager's name (press the **Backspace** key if you make a mistake).
- 3 To select another option, press the **up/down arrow** keys when you're done.

• **Note:** Manager's name is only displayed when you are a team owner. If you assigned a Manager's name while editing a team, that team will be purchased.



Changing the Team Colors

To select the jersey and cap colors your team will wear:

- 1 Highlight **Cap** in the box entitled “Colors”.
- 2 Repeatedly press **Enter** to cycle through the available cap colors.
- 3 When the cap color you want is displayed, press the **down arrow** key to highlight **Cap**.
- 4 Repeatedly press **Enter** to cycle through the available jersey colors.
- 5 When the jersey color you want is displayed, press an **arrow** key to select another option.

Edit the Team Logo

The team logo is the icon which represents a team. Highlight the current logo displayed under “Logo”, and press **Enter** (see Fig. 19). The Logo Editor works like many of your favorite IBM Paint programs.

To edit the logo:

- 1 Press the **Tab** or **arrow** key until the cursor in the Palette Box blinks.
- 2 Use the **arrow** keys to move the blinking cursor to the color you want.
- 3 Press **Enter** to select the color, selected color will be displayed below Palette Box.
- 4 Press the **Tab** key (or **arrow** keys) until the cursor in the drawing area blinks.
- 5 Move the cursor to the location in the drawing area you want to edit.
- 6 Press **Enter**.
- 7 The change you just made is reflected in the viewer at the top of the Logo Editor.
- 8 Continue in this manner until you're done designing your logo.
- 9 When you're finished, highlight **OK** if you want your new logo to be saved, or **Cancel** to nullify all changes you've made, then press **Enter**.
- 10 Press **Enter** to return to the Team Editor.

Selecting the Team's Home Field

You can select any of the stadiums available to be your team's home stadium. Your team's home stadium is listed in the Home Field Box. To change it:

- 1 Highlight the current stadium.
- 2 Press **Enter** to display a list of the stadiums available on the current drive.
- 3 Highlight the stadium of your choice and press **Enter**.
- 4 The new stadium name will appear in the Home Field Box.



Fig. 19 The Logo Editor



Changing the Team Summary

You can enter up to 6 lines of text to describe your team. To do so:

- 1 Highlight the **Summary** Box and press the **Backspace** key to delete the current text.
- 2 Type in a team summary (press the **Backspace** if you make a mistake).
- 3 To select another option, press the **up/down arrow** keys when you're done.

Changing the Team's Star Player

On the Pre-Game screen, prior to any League or Exhibition game, is a screen listing information about both teams. This screen also includes a photo of the team's star player, and his baseball card. To change which player will be your star player from the Team Editor screen:

- 1 Highlight the area under "Star Player" (the current star player will be displayed).
- 2 Press **Enter**, and the starting roster for the team you're editing will appear.
- 3 Highlight the player in the lineup you want as the star player.
- 4 Press **Enter**.
- 5 The player selected will be displayed in the Star Player Box.
- 6 Press the **ESC** key when you are done.

Editing a Player

In the Player Editor, you can alter players' skills, update their statistics, or completely recreate them by:

- Changing pictures
- Changing names
- Changing uniform numbers
- Changing positions
- Changing attributes
- Editing statistics



Editing a Player (continued)

To get into the Player Editor:

- 1 Highlight **League Play** from the Main Menu and press **Enter**.
- 2 Highlight the team you want to edit and press **Enter** again (if the team you want is in a league other than the one displayed, see the **How to Change Leagues** section).
- 3 Highlight **Roster** and press **Enter** to display the Roster screen (see **Fig. 4**).
- 4 Highlight the player you want to edit and press **Enter** to display the Player Editor window (see **Fig. 20**).

Changing a Player's Picture

A photo of the player you are editing is displayed in the Picture Box. To change the photo:

- 1 Highlight one of the **arrow** buttons which appear to the left of the photo.
- 2 Repeatedly press **Enter** to scroll through other pictures available until the one you want is displayed.
- 3 If you don't want a picture displayed, highlight **None** and press **Enter**.
- 4 To select another option, press the **up/down arrow** keys when you are done.

Changing a Player's Name

Directly below the player's picture is the Name Box. To change the name currently being used:

- 1 Highlight the **Name Box** (press the **Backspace** key to delete the current name).
- 2 Type in a new name for the player (press the **Backspace** key if you make a mistake).
- 3 To select another option, press the up/down arrow keys when you're done.

Changing a Player's Uniform Number

Beneath the Name Box is a box showing the player's uniform number. To change the number currently displayed:

- 1 Highlight the **#:** Box and press the **Backspace** key to delete the current number.
- 2 Type in a number from 0-99 (press the **Backspace** key if you make a mistake)
- 3 Press the **up/down arrow** keys when you're done to select another option.



Fig. 20 The Player Editor Window for a Player



Changing a Player's Position

To the right of the uniform number is a box showing the current player's fielding position. To change to a different position:

- 1 Highlight the **Pos: Box**.
- 2 Repeatedly press **Enter** or the **left/right arrow** keys to cycle through the different fielding positions until the one you want is displayed (see **Table 4**).
- 3 To select another option, press the up/down arrow keys when you're done.

Note: When editing a pitcher, you cannot change his position.

Table 4 Fielding Positions

C – catcher	CF – center field
1B – first base	LF – left field
2B – second base	DH – designated hitter
SS – shortstop	UI – utility infielder
3B – third base	UO – utility outfielder
RF – right field	

Changing a Player's Attributes

There are four attributes listed in the Player Attributes window that can be defined for each player:

Speed (Running)

To assign a number from 1 (slowest) to 5 (fastest) to determine the base running:

- 1 Highlight **Speed:** and press the **Backspace** key to delete the current value.
- 2 Type in a number from 1 to 5.
- 3 Press the **up/down arrow** keys when you are done to select another option.



Arm (Strength)

To assign a number from 1 (weak) to 5 (strong), to determine whether a player has a gun for an arm or throws marshmallows:

- 1 Highlight **Arm**, and press the **Backspace** key to delete the current value.
- 2 Type in a number from 1 to 5.
- 3 To select another option, press the **up/down arrow** keys when you are done.

Bats (Left, Right, or Switch Hit)

To determine if a player will bat right or left-handed, or switch hit:

- 1 Highlight **Bats**:
- 2 Press the **left/right arrow** keys or **Enter** to scroll through the following choices:
 - L – left-handed
 - R – right-handed
 - S – switch hits (bats right-handed against a left-handed pitcher, and vice versa)
- 3 When the letter you want is displayed, press the **up/down arrow** keys to select another option.

Throws (Left or Right)

To specify whether a player will throw right or left-handed:

- 1 Highlight **Throws**:
- 2 Press the **left/right arrow** keys or **Enter** to scroll through the following choices:
 - L – throws left-handed
 - R – throws right-handed
- 3 When the letter you want is displayed, press the **up/down arrow** keys to select another option.

Editing a Player's Statistics

Five stats determine how well a player hits, fields, and runs the bases. The following information helps the computer determine player performance. Think of each stat as an average over a player's last year's performance.

- **Batting Average**: The higher the average, the more often the player will reach base.
- **Home Runs**: The higher the home run total, the better chance of the player hitting one out.
- **RBI's (runs batted in)**: The higher the number, the more reliable this player will be with runners in scoring position.
- **Stolen Bases**: If a player has a high number of stolen bases, there's a good chance he'll be successful stealing a base.
- **Errors**: If a player has a low number of errors, then his fielding will be flawless the majority of the time.



Note: See the Glossary at the back of this manual for definitions of the above.

Each player comes with stats listed. To change stats:

- 1 Highlight the desired stat. Press **Backspace** to delete current value.
- 2 Type in a number (000–999 — batting average; 0–99 home runs; 0–199 RBI's; 0–1,000 batting average; 0–199 stolen bases; 0–50 errors).
- 3 Press the **up/down arrow** keys when you're done.

OK and Cancel

When you've finished editing a player, highlight **OK** to save all changes, or **Cancel** to nullify any changes made, then press **Enter**.

Select a pitcher just as you did a non-pitcher by entering League Play, choosing a team, then selecting Roster. Highlight the pitcher you want to edit and press **Enter**.

The Pitcher Editor screen is slightly different than the Player Editor screen (see **Fig. 21**). Although you edit a player's picture, name, and uniform number the same way as in Editing a Player, a pitcher has different attributes and statistics than a non-pitcher.

Editing a Pitcher

Changing a Pitcher's Attributes

The following attributes can be defined for each pitcher:

Speed (Throwing)

To assign a number from 1 (slow) to 5 (super fast) to determine how hard a pitcher can throw a ball

- 1 Highlight **Speed**:, press the **Backspace** key to delete the current value.
- 2 Type in a number from 1 to 5.
- 3 Press the **up/down arrow** keys when you are done to select another option.

Accuracy (Control)

Select a number from 1 to 5 to determine a pitcher's control. The higher the number, the more frequent a pitch will find the plate.

- 1 Highlight **Accuracy**:, and press the **Backspace** key to delete the current value.
- 2 Type in a number from 1 to 5.
- 3 Press the **up/down arrow** keys when you are done to select another option.



Fig. 21 The player Editor Window for a pitcher



Stamina (Durability)

You can determine which pitchers can remain on the mound for an entire game, and which are only good for an inning or two. Rate each pitcher from 1 (poor stamina) to 5 (great stamina).

- 1 Highlight **Stamina**; press the **Backspace** key to delete the current value.
- 2 Type in a number from 1 to 5.
- 3 Press the **up/down arrow** keys when you are done to select another option.

Bats (Left, Right, or Switch Hit)

To determine if a pitcher will bat right or left-handed, or switch hit:

- 1 Highlight **Bats**:
- 2 Press the **up/down arrow** keys to cycle through the following choices:
 - L – left-handed
 - R – right-handed
 - S – switch hits (bats right-handed against a left-handed pitcher, and vice versa)
- 3 Press the **up/down arrow** keys when you are done to select another option.

Throw (Left or Right)

You must specify whether a pitcher will throw right or left-handed:

- 1 Highlight **Throws**:
- 2 Press the **left/right arrow** keys to cycle through the following choices:
 - L – left-handed
 - R – right-handed
- 3 Press the **up/down arrow** keys when you are done to select another option.

Editing a Pitcher's Statistics

The following six statistics determine how a pitcher performs both on the mound and in the field. Like a non-pitcher, all pitcher statistics are reset to zero at the beginning of a league. The following information helps the computer determine the performance of each pitcher. Think of each stat as an average over a pitcher's last year's performance.

- | | |
|-------------------|-------------------------------|
| ■ Batting Average | ■ Earned Run Average (E.R.A.) |
| ■ Wins | ■ Losses |
| ■ Saves | ■ Errors |

Note: See the Glossary at the back of this manual for definitions of the above.



To change a pitcher's statistics:

- 1 Highlight the desired stat.
- 2 Type in a number from 0-99 (000-1000 for batting average; 000-5000 for E.R.A.; 0-50 for all other options).
- 3 Press the **up/down arrow** keys when you're done to select another option.

Select Pitches

Some pitcher's bread and butter pitch is his fastball, others a screwball or knuckler. In *HardBall III*, you can select each pitcher's bread and butter pitch, along with three others. The pitches available are:

- | | |
|------------|------------------------------|
| ■ Offspeed | ■ Curveball |
| ■ Fastball | ■ Screwball |
| ■ Sinker | ■ Fastball! (super fastball) |
| ■ Slider | ■ Knuckleball |

Note: See the Glossary at the back of this manual for definitions of the above.

To assign pitches:

- 1 In the Pitches window, highlight the box labeled **#1:**. This will be your pitcher's best pitch.
- 2 Press the **left/right arrow** keys to cycle through all eight pitches.
- 3 Press the **down arrow** key when you are satisfied with your selection.
- 4 Repeat with boxes **#2:** through **#4:**, the latter is your pitcher's least effective pitch. Pitches 2 and 3 are average pitches.

Export a Player

You may only export a player to another team in *Hardball III*. You can export players while in Batting Practice, an Exhibition Game or League Play.

Note: You cannot export a player to a pitcher's position, nor export a pitcher to a player's position.

- 1 From the Main Menu, use your **arrow** keys to highlight either **Exhibition Game**, **Batting Practice** or **League Play**. Press **Enter**.
- 2 Highlight the team you wish to export a player from and press **Enter**.
- 3 Highlight **Roster** and press **Enter**.
- 4 Highlight the name of the Player/Pitcher you wish to export and press **Enter**.
- 5 Highlight **Export** and press **Enter**.
- 6 The Export Player window will now appear. Type in a filename and press **Enter**. Your player is now saved to your current drive.



S-t-e-e-r-i-k-e!

Ever wonder why umpires raise their right hand when calling a strike? They began doing so in 1888 to accommodate a player who was deaf and dumb.

Export a Player (continued)

To export a player to a different drive:

- 1 Press the **up arrow** key to access the available drive options.
- 2 Highlight the drive you want and press **Enter**. That drive should now appear in the Path: window.
- 3 Highlight **Filename:**.
- 4 Type in a filename (up to eight characters) and press **Enter**.

To export a player to a different directory:

- 1 Highlight **..** and press **Enter** to view all the directories in the current path.
- 2 Highlight the desired directory and press **Enter**. That directory should now appear in the Path: window.
- 3 Press the **down arrow** key to highlight **Filename:**.
- 4 Type in a filename name (up to eight characters) and press **Enter**.

To Import a Player

You may only import a player from another team in *Hardball III*, and only while you are in League Play.

Note: You can not import players into pitchers' positions, nor import pitchers into players' positions.

- 1 From the Main Menu, use your **arrow** keys to highlight **League Play** and press **Enter**.
- 2 Highlight the player's team, and press **Enter**.
- 3 Highlight **Roster**, and press **Enter**.
- 4 Highlight the name of the Player/Pitcher you wish to import and press **Enter**.
- 5 Highlight **Import**, and press **Enter**.
- 6 The Import Player window will come on. Use your arrow keys to scroll to the player you wish to import. Press **Enter**.
- 7 The imported player will replace the player you were editing.

To import a player from a different drive:

- 1 From the Import Player window, press the **right arrow** key to access the available drive options.
- 2 Highlight the drive you want and press **Enter**. That drive should now appear in the Path: window.
- 3 All importable players will appear in the file box.
- 4 Press the **up/down arrow** keys to highlight the name of the player you want to import, and press **Enter**.



To import a player from a different directory:

- 1 Highlight ...\
and press **Enter** to view all directories in the current path.
- 2 Highlight the desired directory and press **Enter**. That directory should now appear in the Path: window.
- 3 All importable players will appear in the file box.
- 4 Press the **up/down arrow** keys to highlight the filename of the player you want to import, and press **Enter**.

League Play

It's time for the real thing. No more practice games. No more batting cage. In league play, you can play from an 11 in MindSpan League (13 in Accolade League) to a regulation 162 game schedule.

The Stars Game is played at the half-way point of whatever schedule you've selected, as well as League and World Championships after the season is over. Refer to **Playing the Stars Game** and the **Post Season Play** sections for more.

Overview

The League Play section is the heart of *HardBall III*. Before you take the field on opening day, you'll need to make a few decisions. First, you'll probably want to create your own league, then maybe edit some of the teams in it. Or maybe buy one. You might even want to realign the whole league.

You'll then want to pick a schedule to play. Do you want to play a full 162-game schedule? Or maybe just half a season? Once a season begins, you'll need to decide which games to play yourself, and which you'll let the computer play for you.

Overwhelming? Nah! Everything mentioned above is explained in the next few pages. So work in that glove, pine tar that bat, and sharpen those spikes. The season will be half over before you know it!

Before a League Starts

Prior to starting league play, you may want to customize a league to your specifications.

Creating a New League

Creating a new league on the current drive/directory:

- 1 Highlight **League Play** from the Main Menu and press **Enter**.
- 2 When the League Play screen is displayed, highlight **New League** and press **Enter**. The Name of New League? window will appear.
- 3 Type in a name for your league (up to eight characters) and press **Enter**.

Note: Make sure you use a name other than one of those listed in the file window.



Southpaw, or Northpaw?

Left-handed pitchers are frequently referred to as "southpaws". Here's why: Baseball fields in the late 1800's were initially designed so that the sun was to the back of the outfielders, making their task much easier. However, that meant the sun would be in the faces of the batters. After much complaining, the fields were designed the opposite way. As a result, when a left-handed pitcher stood on the pitcher's mound, his pitching arm would be facing south. But before the design change, they were facing north. Northpaws?

Creating a new league on a different drive:

- 1 Press the **up arrow** key to access the available drive options.
- 2 Highlight the drive you want and press **Enter**. That drive should now appear in the Path: window.
- 3 Highlight **Filename:**.
- 4 Type in a name for your league (up to eight characters) and press **Enter**.

Creating a new league on a different directory:

- 1 Highlight **..** and press **Enter** to view all directories in the current path.
- 2 Highlight the desired directory and press **Enter**. That directory should now appear in the Path: window.
- 3 Press the **right arrow** key to move to the drive buttons, then press the **down arrow** key to highlight **Filename:**.
- 4 Type in a name for your league (up to eight characters) and press **Enter**.

Note: *HardBall III* league names have a .lgd extension.

Editing a New League

The Edit League feature can only be used BEFORE a season starts. Once a season is underway, this option is replaced by the Reset Season option. To edit a new league, highlight **Edit League** on the League Play screen and press **Enter**. You can choose from the following options:

Importing a Team

HardBall III allows you to import teams from other *HardBall III* games, or it's predecessor, *HardBall II*. You can also bring in teams from: Tony LaRussa Ultimate Baseball® or Earl Weaver II™ Baseball II.

Each baseball game has a different extension for it's team files. They are:

HardBall III: .HB3
HardBall II: .HB2
Tony LaRussa Ultimate Baseball: .TMS
Earl Weaver II: .EWB

To import a team:

- 1 Highlight **Import Team** and press **Enter**. The Import Team window will appear.
- 2 Highlight the File Type (**HardBall III**, **HardBall II**, **EW II**, or **Ultimate**) and press **Enter**. A baseball will appear next to the one you chose.
- 3 Highlight **OK** and press **Enter**. The Import Which Team window will appear. All teams in the current directory with the suffix of the file type selected will be listed.
- 4 Highlight the team you want to import and press **Enter**.



- 5 You must now select where to import this team. You will be taken to the League Play screen where you must either select an empty slot to put the team in, or replace an existing team.

Note: No more than six teams can be in each division in the MindSpan League.

- 6 Highlight the location on the League Play screen where you want to import the team, and press **Enter**. The team name will appear.

Warning! If you replace an existing team, it will be gone for good.

To import a team from a different drive:

- 1 Highlight the File Type and press **Enter**.
- 2 Press the **right arrow** key to access the available drive options.
- 3 Highlight the drive you want and press **Enter**. That drive should now appear in the Path: window.
- 4 All importable teams will appear in the file box.
- 5 Press the **left arrow** key to highlight the filename of the team you want to import and press **Enter**.

To import a team from a different directory:

- 1 Highlight the File Type and press **Enter**.
- 2 Highlight **..** and press **Enter** to view all directories in the current path.
- 3 Highlight the desired directory and press **Enter**. That directory should now appear in the Path: window.
- 4 All importable teams will appear in the file box.
- 5 Press the **left arrow** key to highlight the filename of the team you want to import and press **Enter**.

Exporting a Team

Exporting a team will let you export any team from *HardBall III* to any other system that has *HardBall III* installed. This way, you can create your favorite team, export it, then challenge a friend to a winner-take-all slugfest!

To export a team:

- 1 Highlight **Export Team** and press **Enter**.
- 2 The League Play screen will appear. Highlight the team you want to export and press **Enter**. The Export Team window will appear.

Note: If the team you want to export is in a different league, see the **How to Change Leagues** section.

- 3 You'll now be prompted to assign the team a filename. Type in up to eight characters for the filename.
- 4 Press **Enter** when you're done. The team will be exported to the current drive.



To export a team to a different drive:

- 1 Press the **up arrow** key to access the available drive options.
- 2 Highlight the drive you want and press **Enter**. That drive should now appear in the Path: window.
- 3 Highlight **Filename:**.
- 4 Type in a filename (up to eight characters) and press **Enter**.

To export a team to a different directory:

- 1 Highlight **..** and press **Enter** to view all directories in the current path.
- 2 Highlight the desired directory and press **Enter**. That directory should now appear in the Path: window.
- 3 Press the **right arrow** key to move to the drive buttons, then press the **down arrow** key to highlight **Filename:**.
- 4 Type in a filename (up to eight characters) and press **Enter**.

Removing a Team

You can remove any team from your current league, but ONLY before the season starts.

- 1 Highlight **Remove Team** and press **Enter**.
- 2 When prompted, highlight the team you want to remove and press **Enter**.
- 3 The team is now history.

Warning! Do not remove a team from the original default leagues which come with *HardBall III*! If you do, they will be gone forever. If you want to remove a team or teams from a league, be sure you create a new league first.

Swapping Teams

Wonder what it would be like to have both New York teams in the same division? Or maybe put together an all-west coast division? With the Swap Teams feature, you can do just that.

- 1 Highlight **Swap Teams** and press **Enter**.
- 2 When prompted, highlight the first team you want to swap and press **Enter**.
- 3 Next, highlight the team you want to swap places with and press **Enter**.
- 4 The two teams have now swapped places.

Night Baseball

The first night game in professional baseball took place in Cincinnati on May 24, 1935 between Cincinnati and Philadelphia. The home team prevailed, 2-1.

Buying and Selling a Team

Always wanted to own your own team and call all the shots? *HardBall III* allows you to do just that. When you become a team owner, all league games involving your team must be played out rather than simulated (see **Playing a League Game** later in this section). To become a team owner:

- 1 Highlight **League Play** from the Main Menu and press **Enter**.
- 2 Press the **up arrow** key to highlight the team you want to buy and press **Enter**.
- 3 Highlight **Buy Team** on the Team Summary screen and press **Enter**.
- 4 You'll be prompted to **enter** the name of the manager for your new team. Type in a name and press **Enter**.
- 5 Highlight **Return** and press **Enter** to return to the League Play screen.
- 6 A small joystick icon will appear next to the team you just purchased. If you assigned a manager's name while editing a team, that team will be purchased.

To sell a team:

- 1 Highlight your team on the League Play screen and press **Enter**.
- 2 Highlight **Sell Team** and press **Enter**.
- 3 You are no longer a team owner.

Start the Season

Highlight **Start Season** and press **Enter** to display the Specify a Schedule File: Window which lists the different league formats available in *HardBall III* on your current directory. Each league format requires a set number of teams in them. Highlight one of the following formats and press **Enter**:

- | | |
|--------------------------------|---|
| 11 game schedule (short.scf; | } 14 (7 in each division) Accolade League |
| 81 game schedule (half92.scf; | |
| 162 game schedule (full92.scf; | |
| | } 12 (6 in each division) MindSpan League |

Note: If you don't have the correct number of teams in each division, you will get an error message.

Loading a schedule from a different drive:

- 1 Press the **up arrow** key to access the available drive options.
- 2 Highlight the drive you want and press **Enter**. That drive should now appear in the Path: window.
- 3 All available schedule files will be displayed in the file box.
- 4 Highlight the schedule filename you want and press **Enter**.

Note: *HardBall III* schedule files have a .SCF extension.



League Schedule

Viewing a Schedule

You can view a season's schedule in two different ways:

League Schedule: Weekly schedule for the entire league

Team schedule: Monthly schedule for one team

To View the League Schedule:

- 1 From the League Play screen, highlight **Schedule** and press **Enter** (see Fig. 22).
- 2 Highlight **Prev** and **Next** and press **Enter** to browse through the entire season one week at a time. The week being displayed is listed at the top of the screen. Use the **up/down arrow** keys to scroll through the entire week.
- 3 Highlight **Return** and press **Enter** to return to the League Play screen.

To View a Team Schedule:

- 1 From the League Play screen, highlight any team and press **Enter**. The Team Summary screen will be displayed.
- 2 Highlight **Schedule** and press **Enter**.
- 3 The games scheduled in the month of April for the selected team will be displayed (see Fig. 23). The opponent's logo will appear on the day the game is scheduled.
- 4 Highlight **Previous Month** and **Next Month** buttons and press **Enter** to scroll through schedules for the remaining months of the season.
- 5 Highlight **Return** and press **Enter** twice to return to the League Play screen.

Note: A red square on the monthly schedule indicates an away game; a blue square indicates a home game.

You can print a team schedule directly from the game, or save it as a text file which can be printed from your word processing program. However, once a file is saved as a text file, you won't be able to print that file from the game.

To print a team schedule:

- 1 Highlight a team from the League Play screen and press **Enter**.
- 2 Highlight **Schedule** and press **Enter**.
- 3 Use the **Previous Month/Next Month** buttons and display the month you want to print.
- 4 Highlight **Print** and press **Enter**.
- 5 Type **PRN** in the box entitled Filename: and press **Enter** to begin printing.

Note: If entering **PRN** doesn't initialize printing, try entering **LPT1**, **LPT2**, or **AUX**. If none of these work, then check to make sure your printer is connected properly.



Fig. 22 League Schedule

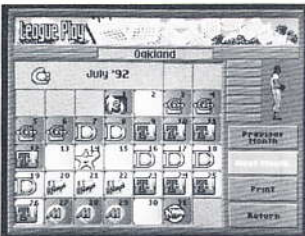


Fig. 23 Team Schedule



To save as a text file to the current drive/directory:

- To save as a text file to a different drive:**

- To save as a text file to a different directory:**

- ## Changing Leagues

- 1 Highlight **Change Leagues** from the League Play screen and press **Enter**. A window listing the available leagues on your current drive/directory will be displayed (see **Fig. 24**).

- ### To select a league on a different drive:

- 45



To select a league in a different directory:

- 1 Highlight **..** and press **Enter** to view all directories in the current path.
- 2 Highlight the desired directory and press **Enter**. That directory should now appear in the Path: window.
- 3 Press the **left arrow** to highlight the filename of the league you want to resume and press **Enter**.

Resetting a Season

Is your team off to a dismal 2-10 start? Not to worry. You can reset the current season back to opening day and try again! To reset a season:

- 1 From the League Play screen, highlight **Reset Season** and press **Enter**.
- 2 Highlight **OK** to reset the season, or **Cancel** if you change your mind, then press **Enter**.

Playing a League Game

You can play a league game in one of two ways:

- Play a complete game: You actually play a nine-inning game of baseball, just as if you were playing an exhibition game.
- Simulate a game: The computer quickly calculates and displays the final box score.

Playing a Complete Game

To select a game to play in full:

- 1 Highlight **Schedule** from the League Play screen or a Team Summary screen and press **Enter**.
- 2 Highlight the game you want to play and press **Enter**.
- 3 Highlight **Play Out in Full** and press **Enter**.
- 4 The Pre-Game screen with the starting lineups for both teams will be displayed, along with the game's linescore.
- 5 See **Playing an Exhibition Game** for details on how to setup and play a game.

You can play any game on the schedule in its entirety, whether you own one of the teams involved or not. If you own a team, you **MUST** play out all of their games in full.

Note: You must select a game from the current week's schedule, which is highlighted on the monthly calender and you must play the games in the order they appear.



Television and Baseball

Brooklyn, New York was the site of professional baseball's first televised game in 1939. But since there were so few televisions in the world at that time, it wasn't a very big deal.

Simulating a Game

You can have the computer quickly play out one or more games for you.

If you are simulating one game, you can select the game from either the league schedule or an individual team's schedule. If you are going to simulate multiple games, you can only do so through the league schedule. In both cases, all games prior to the one(s) you plan to simulate must be completed.

To Simulate One Game:

- 1 Highlight **Schedule** from the League Play screen or Team Summary screen and press **Enter**.
- 2 Highlight the game you want to play, and press **Enter**.
- 3 You are now given the option to Play Out in Full or Simulate. Highlight **Simulate** and press **Enter**.
- 4 In a matter of seconds, the game will be played out before your eyes. The final score and box score will be displayed, giving you the game's statistics.

To Simulate Multiple Games:

- 1 Highlight **Schedule** from the League Play screen (you can't simulate multiple games from an individual team's schedule) and press **Enter**.
- 2 With the most current week's schedule displayed, highlight **Simulate** and press **Enter**.
- 3 The computer will continue to simulate the games for the entire week unless you press the **ESC** key.

Note: While simulating, the computer will skip all games that are owned by a game player (a small joystick icon will appear next to a team owned by a human). These games must be played out in full.

Saving and Resuming a League Game

You can save and resume a league game being played out in full at any time by following some simple directions.

How to Save a League Game

- 1 While playing a game, press the **ESC** key to return to the Scoreboard/Lineup screen.
- 2 Highlight **Options** and press **Enter**.
- 3 Highlight **Save Game** and press **Enter**. The game is automatically saved to the current drive.
- 4 If you go back to the league schedule at this point, you'll see a small floppy disk icon next to the saved game.



How to Resume a League Game

- 1 From the League Play screen, highlight **Schedule** and press **Enter**.

Note: Make sure you have the right league displayed. If your saved game is in a different league, see the **How to Change Leagues** section.

- 2 Find the game you saved (it'll have a small floppy disk icon next to it), highlight it and press **Enter**.
- 3 You will resume the game at the point where you saved it.

League Play Highlights

The Highlights feature in League Play works slightly different than the one in Exhibition Game. In League Play, you don't need to create a filename for the highlight.

How to Save a Highlight

To save a highlight reel:

- 1 Press the **ESC** key to return to the Scoreboard/Lineup screen.
- 2 Highlight **Highlights** and press **Enter** to display the Highlights screen.
- 3 Highlight **Store** and press **Enter**. The Create Highlight File window will appear.
- 4 When prompted, type in a short description of the highlight and press **Enter**. The highlight will now be saved in the same directory where the current league is.

Note: You CANNOT save a highlight to another drive/directory other than the one the current league is on.

- 5 You can edit the description at any time by highlighting **Edit** and then typing in your changes.
- 6 When you return to the League Schedule, an icon of a video cassette will appear in the box of the game the highlight was saved in.

Note: If you abort a game, the highlights will not be saved.

How to View a Highlight

To view a highlight:

During a League Game

- 1 From the Highlight screen, highlight **View** and press **Enter**.

Note: During a game, you can only view highlights from the current game. Once a game is over, you can view any highlight which has been saved.



- 2 When prompted, highlight the reel you want to view and press **Enter**.
- 3 The first frame of the chosen highlight will be displayed (just like in Instant Replay) along with the Replay Control Box.
- 4 Refer to the **Instant Replay** section for directions on how to use the Replay Control Box.

After a League Game or Before Resuming One

- 1 Enter the League or a Team Schedule.
- 2 Highlight the game containing the highlight you want to view (a small video cassette icon will appear next to the game).
- 3 When the game you want is highlighted, press **Enter**.
- 4 Highlight **View** and press **Enter**.
- 5 When prompted, highlight the reel you want to view and press **Enter**.
- 6 The first frame of the chosen highlight will be displayed (just like in Instant Replay) along with the Replay Control Box.
- 7 Refer to the **Instant Replay** section for directions on how to use the Replay Control Box.

Playing "The Stars Game"

The mid-season classic is held at the half-way point of any season, and features a one game match-up of the best players from both leagues during the first half of the season.

HardBall III automatically selects the best players at each position from both leagues based on their statistics from the first half of the season.

The Star's Game can be Simulated or Played in Full just like any regular season game.

Post Season Play

After a season is over, two rounds of playoff games begin.

Note: If two teams are tied for a division lead after a season is over, they will play a one game playoff to determine the outright division winner.

League Championships

The divisional winners in each league play a best-of-seven series (first team to win four games) to determine the League Champion. The team with the best record during the regular season will host four of the seven games.

The League Champion will then advance to the World Championships against the winner of the other league.

What's in a Number?

It was not until 1929 that professional baseball players began wearing numbers on their uniforms.

World Championships

Both League Champions square off in a best-of-seven series to determine the World Champion. Again, the team with the best record during the regular season will host four of the seven games.

Note: Any or all League and World Championship games can be Simulated or Played in Full, just like any regular season game.

Appendix

Troubleshooting

A Message from the Developers

Many computers have more than 640K of memory in them, but unfortunately, it isn't always easy for us programmers to make use of this additional memory.

To make things easier, we've developed ways to use more than 640K of memory and not conflict with other programs running on your computer.

Here's a brief description of the different memory types:

- **Conventional:** Sometimes referred to as "base memory", it is limited to 640K. It is the most convenient and fastest memory to use and most programs need as much of it as possible.
- **XMS (eXtended Memory Specification):** This memory is managed by a memory manager such as HIMEM.SYS™, QEMM™, or 386MAX™. If a program wants to make use of XMS memory, it must ask the memory manager for a piece of the memory. If there is memory free, the memory manager will give it to the program.
- **EMS (Expanded Memory Specification):** This memory is also managed by a memory manager, but in a very different way (we'll spare you with the complex and boring details). Some memory managers that handle EMS memory include EMM386.EXE™, QEMM™, and 386MAX™. Note that HIMEM.SYS is not an EMS manager. Programs get access to this extra memory by asking the manager for it, much like with XMS.
- **UMB (Upper Memory Blocks):** Some memory manager programs make use of special features available on the 80386 and 80486 CPU's to fill in spaces above the regular 640K which are normally unused. This memory is almost as convenient for us programmers to use as conventional memory is, so if your memory manager supports it (QEMM™ and 386MAX™ both do), then it is desirable to have some available.

The Al Michaels play-by-play announcer feature in *HardBall III* requires a lot of memory to run. So that it didn't take up too much conventional memory, we've made it use XMS or EMS memory ONLY. You will need at least 750,000 bytes of free XMS or EMS memory available. (The memory boxes in *HardBall III*'s Setup screen will display how much you have).



• If you wish to play the announcer feature through your PC speaker (and not sound cards), you will need to use HIMEM.SYS instead of the other memory managers (QEMM™, 386MAX™, or EMM386™). The reason is that the other memory managers need to switch the CPU into protected mode so they can use the paging functions of the 386 and 486 CPU's. When the CPU is running in this mode, interrupts cannot occur fast enough to support digitized speech through the PC speaker. HIMEM.SYS doesn't switch the CPU into protected mode. Refer to your DOS manual for instructions on how to install HIMEM.SYS.

• **Systems that Have Extended or Expanded Memory**

• If your system has the required 2 Megabytes of RAM and you are having difficulty with the Al Michaels Announcer Feature, you may have to make an adjustment to your memory. To find out how much XMS or EMS memory you have, select the Setup menu (from the *HardBall III* Main Menu). The information in the lower-left corner of the screen will display available memory. If your system falls short of the necessary 750,000 bytes of free XMS or EMS memory, you will have to consult your memory manager manual for details on how to adjust your system's memory.

• Remember, if you have a memory manager loaded, the Announcer Feature MUST be played through an add-on sound board such as an AdLib, Soundblaster, or Thunderboard, etc.

• The Announcer Feature will play correctly through the internal PC speaker if you have the DOS HIMEM.SYS driver loaded into your CONFIG.SYS file. Refer to your system manual for details.

• **Systems that Have 1 Megabyte (or less) of RAM**

• If you load *HardBall III* and experience the following:

- ■ The game doesn't start properly
- ■ You see an "Insufficient Memory" error message
- ■ Freezes or erratic game play,

• see **Booting Clean** below.

• **Booting Clean**

• The easiest way to resolve loading problems, DOS conflicts, memory problems, erratic game play, etc., is to boot your computer with a "Clean" DOS system disk from drive A:. Here's how:

- **1** Enter the subdirectory on your hard drive where your DOS files reside (generally, the C:\DOS subdirectory).
- **2** At the C:\DOS> prompt, type: **FORMAT A:/S (Enter)**. You will be prompted to insert a blank disk into Drive A:. Follow the on-screen prompts. When you're finished formatting the "Clean" DOS disk, remove the disk from your computer and label it "CLEAN" DOS. If you plan to use a MOUSE, copy the file MOUSE.COM to the "Clean" DOS disk using the DOS COPY command (refer to your DOS manual for information on the COPY command). MOUSE.COM is generally located on your original DOS disk or may reside in your C:\DOS or C:\MOUSE subdirectory.



Booting Clean (continued)

- 3 Re-insert the "clean" DOS disk into Drive A: and then type **A: (Enter)**.
- 4 At the **A>** prompt, type **COPY CON AUTOEXEC.BAT (Enter)**.
- 5 Type **PROMPT \$PSG (Enter)**.
- 6 Press **Ctrl z (Enter)**.
- 7 Press **Ctrl Alt Del** simultaneously to restart your computer.
- 8 Press **(Enter)** twice to skip the TIME & DATE prompts.
- 9 Type **MOUSE (Enter)** to manually load the mouse driver (if you copied the mouse driver to the "clean" DOS disk [step 2]).
- 10 Type **C: (Enter)** to log onto your hard drive.
- 11 Type **CD\Hardball (Enter)**.
- 12 Type **Hardball (Enter)** to begin.

Technical Support (408) 296-8400

If you still need help with this, or any other, Accolade product, please give us a call between the hours of 8 am and 5 pm (Pacific Standard Time). Be sure you are at your computer when you call. You can also write us at:

Accolade

Attention: Customer Support
550 S. Winchester Blvd.
San Jose CA 95128

Modem Users

You can call and log-on to Accolade's Bulletin Board System free of charge (you pay for the phone call) 24 hours a day. The Accolade BBS has an open forum, hints for Accolade graphic adventures, new product information as well as a technical support forum where you can leave questions about any Accolade game. The modem number is 408-296-8800 and the settings are 1200, 2400 baud; 8 Data; No parity; 1 Stop Bit. 9600 baud users can dial 408-296-8810.

Accolade is also on CompuServe. Members of CompuServe can type GO GAMEPUB and leave a message for us at Accolade 76004, 2132. If you are not currently a member of CompuServe, call toll-free 800-848-8199 and ask for Representative 357 for your FREE introductory membership and usage credit. In addition to receiving support for Accolade games, you'll also find new demos, hints, walk throughs, and reviews of many Accolade products as well.

Glossary

A

AB – At Bats – The number of times a batter has appeared at the plate.

ACC – Accuracy. How likely a pitcher will throw in the strike zone.

Arm – Arm strength

AV – Batting Average – Hits/At Bats. The percentage of times a batter has whacked a base hit.

B

Ball – A pitch that the batter does not swing at and the ump judges to be thrown outside the strike zone.

BB – Base On Balls – the number of times a batter has been walked by opposing pitchers or the number of batters a pitcher has walked.

BAT – Batting Side – The way a batter prefers to swing: L for left, R for right, S for a switch hitter (either side of the plate).

Batters Walked – Pitching stat: How many batters a guy has walked. See Walk.

Bunt – A swing that a batter makes from a squared off stance that is intended to stop the ball's speed and drop it into the infield between the catcher and the pitcher.

C

C – Catcher.

CF – Center fielder.

CS – Caught Stealing – The number of times that a runner has been tagged out while trying to steal a base.

Curveball – A pitch that travels to the plate in an arc, instead of a straight line.

D

Designated Hitter – The tenth player in a game who bats (usually for the pitcher) but does not play the field. The American, but not the National, League uses the DH.

Double (2B) – A base hit that results in the batter gaining two bases. Abbreviated as 2B in the Team Editor.

E

E – Errors – Fielding stat: The number of times a fielder has botched a catch or throw that the official scorer judges he should have made successfully.

ERA – Earned Run Average – Pitching stat: The average number of earned runs that a pitcher allows during a nine inning game.

F

Fast Ball – A very fast, straight pitch. The hummer.

First Baseman – (1B) The fielder who covers 1st base.

Foul Ball – A hit ball that lands outside the field's left or right boundaries.

G

G – Games, batter – The number of games in which a given player has appeared.

Games Started – Pitcher's stat: The number of games a pitcher starts.

GB – Games Behind – Team stat: The number of games a team is behind the first place team in the League.

GC – Games Completed – Pitching stat: The number of games started and finished without relief.

Grand Slam – A home run with the bases loaded.

Grounder – A ball hit so that it travels primarily along the ground.

H

H – Hits

HA – Hits against pitcher.

HR – Home Run – A base hit, usually over an outfield fence or wall, which results in an automatic four bases and run scored. Abbreviated as HR in the Team Editor.

I

In Park Home Run – A non-automatic home run that occurs while the ball is still in play inside the ball park.

IP – Innings Pitched – Pitching stat: The total number of innings a pitcher has pitched.

K

K – Number of batters a hurler has retired by strike outs.

L

L – Losses, Team's – The number of games a team has lost throughout the current season.

L – Losses, Pitcher's – Each time a team loses, a pitcher is credited with the loss. The loss is assigned to whichever pitcher was on the mound at the time his team fell behind.

LF – Leftfielder.

Line Drive – A well-hit ball that travels in a straight line without a great deal of altitude.

N

– Player number.

O

Off Speed – A slow, straight pitch.

On Base Percentage – The number of times a batter gets on base, regardless of how he got there.

P

% – **Percentage** – Team stat: The percentage of games a team has played and won.

POS – Position – A player's defensive position in the field.

Power Swing – A batter's power swing that should result in both distance and height if the ball is well hit.

R

R – Runs Scored – Batting stat: How many times a batter has scored after he has reached base.

RA – Runs Against – Pitching stat: the total number of runs (earned and unearned) scored against a pitcher while he was on the mound.

RBI – Runs Batted In – Batting stat: The number of runs scored as a direct result of a batter's base hits. (A batter who hits a Grand Slam, for example, is credited 4 RBI's – the three runners on base and himself.)

RF – Rightfielder.

RS – see Running Speed.

Running Speed – *HardBall III* player attribute: the relative speed of a runner.

S

S – Saves – Pitching stat: The number of games in which a relief pitcher has maintained the starting pitcher's lead through the end of the game.

Sacrifice – A hit ball which results in the batter being out but which moved a runner or runners to an additional base.

SB – Stolen Base – A base gained by a runner without benefit of a hit ball or pitcher mistake.

Screwball – A "reverse" curve: A pitch that breaks in the opposite direction of a normal curve ball.

Second Baseman – The fielder who covers 2nd base.

Singles (1B) – A base hit that results in the batter gaining one base. Abbreviated as 1B in the Team Editor.

Sinker – A breaking pitch that begins high and slow and changes to fast and low as it goes over the plate.

SL – Slugging Percentage – Batting stat: Total Bases/At Bats. The higher the percentage, the more power the batter uses to hit the ball.

SO – Strike Out – Three strikes and you're out. Batting stat: The number of times that a batter has struck out.

SPD – Throwing arm speed for pitchers, running speed for fielding and base stealing.

SS – Shortstop.

Stam – Stamina. How long a pitcher can stay on the mound.

Strike – A swing by a batter that misses the ball or a pitch that the

batter does not swing at but the ump judges was within the strike zone.

Strike Zone – The area over home plate and between the batter's knees and mid-chest.

Switch Hitter – A batter that hits from either side of the plate. A switch hitter usually bats right against a left handed pitcher and left against a right handed pitcher.

T

TB – Total Bases – The total number of bases gained by a batter by base hits.

Third Baseman – The fielder who covers 3rd base.

THR – Throwing Hand – The hand a fielder uses to throw: L for left, R for right.

Triple (3B) – A base hit that results in the batter gaining three bases. Abbreviated as 3B in the Team Editor.

W

W – Wins, Pitcher's – When a team wins a game, the win is assigned to a pitcher. A starting pitcher is credited with a win if he has pitched at least five innings and leaves with his team leading. A relief pitcher is credited with a win if he enters the game while his team is tied or behind in runs, then it wins the game.

W – Wins, Team's – The number of games a team has won throughout the current season.

Walk – If the pitcher throws four balls when a batter is at the plate, that batter is automatically walked to 1st base. See also Base On Balls.



DO YOU WANT TO BACK-UP YOUR DISK?

We know you're concerned about disk damage or failure. So feel free to make a back up of the game. See your computer manual for details about saving disks. If you lose the off-disk copy protection scheme, please send us \$15 (U.S. dollars) along with your proof of purchase and we'll send you a new one. If it's destroyed, send us the remains, and we'll give you a replacement.

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