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WHAT TO DO IF YOU HAVE A DEFECTIVE DISK

Each of our games undergoes extensive playtesting prior to its release. Through this process we hope to uncover and correct any errors in programming. However, due to the complex nature of our simulations, some program errors may go undetected until after publication. In addition to errors in the program, there are occasionally problems with the disk itself. We experience the industry standard of approximately a 3 to 5% failure rate of duplicated disks. Before assuming that a disk is defective, make sure to check your disk drive. Up to 95% of the disks returned to us as defective will run fine on our computer systems. Often the problem is with a disk drive that needs servicing for alignment, speed, or cleaning.

Should you have a defective disk, please return the disk only (keep all other parts of the game) to our Customer Support Department, along with a note describing the problem you have encountered. A replacement disk will be provided upon our receipt of the defective disk.

Should you uncover an error in the program, return both your game disk and any "save game" disks to our Customer Support Department. Please enclose a description of what was taking place in the game when the error occurred. Upon correction of the program error, we will return an updated disk to you.

Always make sure to include your name, address, and daytime telephone number with any correspondence. We will do our best to see that any problems are corrected as soon as possible.

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QUESTIONS OR PROBLEMS?

Our main business number is (408) 737-6800. If you encounter disk or system related problems you can call our Technical Support Staff at (408) 737-6850 between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday, holidays excluded. NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER. You can write to us for hints at: Hints, Strategic Simulations, Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086 (include a stamped self-addressed envelope for reply).

IBM COMPATIBLE COMPUTER INFORMATION:

Many of our games will work on IBM compatible computers. If you own an IBM compatible computer we suggest that you consult with our Technical Support Staff at (408) 737-6850 between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday, (holidays excluded) to see if an SSI game you're considering purchasing is compatible with your computer. If we have insufficient data to determine compatibility, you may wish to purchase the game and test for compatibility yourself. If the game proves to be incompatible, you may return it within 14 days with your dated receipt and we will refund your money. Or, if you return the game within 30 days, you may exchange the game for another.

INTRODUCTION

Tony La Russa has a new office. The last 25 years have changed every aspect of baseball in America, and the 1960's-vintage Oakland Coliseum finally yielded to the inevitable march of progress. What was once a cramped, concrete-walled clubhouse has been transformed into a spacious, modern model of clean-lined pastel efficiency.

At least, that's what it looks like until you walk through the door of Tony's office and are transported back through almost thirty years of a life in baseball. On one side are green-painted wooden stadium seats, saved from the wrecker's ball at old Comiskey Park. The walls are covered with the familiar photos of pennant-winning Oakland and Chicago teams from years gone by. One entire section holds group portraits of American League managers.

Tony leans back in his chair, looking at the screen as the pitcher winds up and fires a strike across the outside corner. All sense of the antiseptic, modern clubhouse has been lost as we fall into a discussion of how to use — and protect — the bullpen. This is the old-time, sunny-day, natural grass game of baseball.

You'll sometimes hear people refer to Tony La Russa as a computer-oriented manager. Don't believe a word of it. Tony and the Oakland coaches plan their strategy before each game with binders full of detailed notes, a single page of relevant stats (yes, one page), and an amazing gut-level instinct for the game of baseball.

Ours is the only computer in the office, and the machine now sits in its accustomed spot, balanced gingerly on the seat of a chair.

We've been working with Tony for two years now, and we learned long ago that the only questions with simple answers are the ones serious fans don't need to ask. His explanations always have multiple parts, and always start with an "If..."

"If I had a great closer on the team, I'd..."

"If a team's rotation has a hard time getting to the seventh inning almost every day, it changes the whole strategy..."

"Depending on what the schedule's like over the next month..."

And so on. We write it all down, already picturing how the computer code has to change to reflect all of Tony's "if's." This is no surprise—in fact, it's the most exciting part of the process, making this most human of all games run properly on something so inhuman as a computer.

We hope that the fun and excitement are there for you, too, when you play TONY LA RUSSA BASEBALL II.

GETTING STARTED

What Comes with This Game?

In addition to this rule book, your game box should contain the game disks and a data card. The disks contain the game. Install the disks by following the instructions listed on the data card. If you're new to TONY LA RUSSA BASEBALL II, we recommend that you read *at least* the "Getting Started" section before you jump in. If you're a veteran of TONY LA RUSSA'S ULTIMATE BASEBALL, you may only need to use this book for reference to the new functions and features.

Copy Protection

There is no physical copy protection on your TONY LA RUSSA BASEBALL II disks, so please make copies and put the originals away for safekeeping.

To assure that you have a legitimate copy of the game there are verification questions during the game. You must find the matching word in the rule book, and then give the correct answer.

How to Make Choices

Keyboard Controls

Use the arrow/cursor keys to highlight an option, and press [Return] to select it.

The Page Up and Page Down keys on the keyboard move the cursor to the top and bottom options, respectively, on the current screen. The escape key on your computer always returns you to the Main Menu Bar from any sub-menu.

Joystick Controls

Note: you can only use the joystick within the Game Screen to play the game or manipulate action game menus.

Push up and down to highlight options, and press the button to select them. The escape key returns the pointer to the Main Menu Bar from sub-menus.

Mouse Controls

Move the mouse to highlight options, and click the left mouse button to make selections. Simply move the pointer to the Main Menu Bar at the top of the screen to escape from sub-menus.

When pointing to a player's name on a stat screen, pressing the right mouse button displays his key statistics on the screen.

Important Note: If two people are playing the game against each other and both wish to control their players directly, it is recommended that at least one of the players uses either mouse or joystick instead of the keyboard. The computer keyboard cannot read two or more keys at the same time, and when one player holds down a key the other player's keystrokes may be ignored.

This does not affect game play if a) you play against the computer, b) if there are two human players and either player chooses the "Manage Only" option, or c) if there are two human players and either player selects the Auto Fielding, Throwing, or Running options. In any of these cases, either player may use a keyboard without any difficulty.

Moving to Different Screens

At the bottom of many screens there are buttons to take you on to another screen or menu. Select these buttons as you would any other option.

Saving Changes and the Restore Button

Any changes made in a screen are automatically saved when you exit. There are a few cases where a DONE button appears at the bottom of the screen. Selecting DONE saves your changes and returns you to the previous menu. On most screens there is a

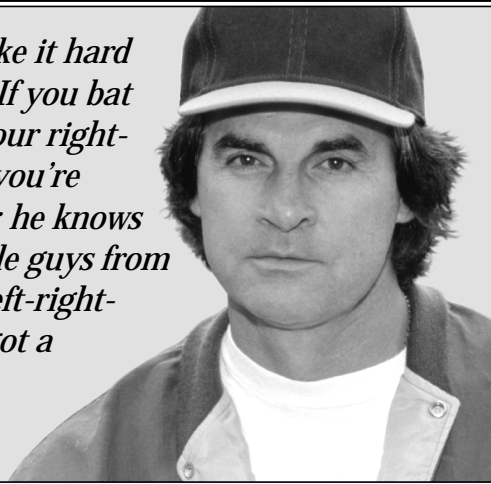
RESTORE button. When selected, this button undoes any *unsaved* changes made in the current screen. So, if you change your mind about something, be sure to select RESTORE before using any other button.

Batter and Pitcher Menus

During game play, the pitching and batting teams are each offered menus that list a single keyboard key or joystick direction used to make each possible selection. When using the mouse, simply point to the pitching/batting selection you want and click the left mouse button.

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“You want to try to make it hard on the other manager. If you bat three lefties and then four right-handed guys in a row, you’re doing his work for him; he knows when to bring in his role guys from the bullpen. Go right-left-right-switch hitter and he’s got a problem. That’s why I love switch hitters.”



MAIN MENU
SCREEN

The Main Menu Bar

After you have started the game, and gotten past the introductory screens, the main menu screen appears. At the top of the screen is the main menu selection bar used to access the major areas of the game.

The Baseball Icon

This menu lets you play an exhibition game (a game played “all by itself,” with no effects on league standings or statistics). This is a good choice to begin learning the game. You can also retrieve saved games from the Load Saved Game option under the Baseball Icon, or exit the game at any time by choosing QUIT.

Season

This option allows you to begin a new season or continue play in a season already underway. You also have the option to customize your season and view special box scores from this menu. For more on season play, please see “The Season Menu” on page 18.

Manager

From this menu you can call up the managerial functions. These screens allow you to manage team rosters, lineups, manager profiles, and pitching rotations. For more on the management selections, please see “The Manager Menu” on page 27.

Utilities

This menu allows you to call on options such as editing player stats, making trades, editing a league, viewing statistical leaders, and more. For more information, see “The Utilities Menu” on page 33.

Home Plate Icon

This menu taps into the special printing, stat, and Help functions accessible in various places throughout the game. Its features are discussed in “The Home Plate Icon and Function Keys” on page 43.



The Ground Rules Menu

Once you select PLAY BALL from the Baseball Icon menu, you are offered a list of teams which can play in the game. Select first the visiting team, and then the home team you wish to play.

The game then displays the Ground Rules menu.

Most of the settings on the Ground Rules menu can be different for each team, so two different players can each play TONY LA RUSSA BASEBALL II their own way. The selections you choose form the framework for each individual game.

Return to the Ground Rules menu at any time during the game by pressing the [Esc] key, or by accessing the Main Menu Bar with the mouse and selecting Ground Rules as it appears under the Baseball Icon. You can also view information about the current stadium, save the game, exit the game in progress and return to the Main Menu Bar, or QUIT TONY LA RUSSA BASEBALL II entirely and return to DOS.

The first — and most important — choices offered in the Ground Rules menu govern how you want to play. Use the pointer to select one of three options for each team:

Control Options

PLAY

This selection means that for your team you control the pitching, hitting, base running, and fielding directly; you control each with the keyboard, mouse, or joystick. (The Auto Control functions, described below, let you select to control only some of these areas of the game, while leaving the control of other functions to the computer.) If you like action games, this is the way to play!

MANAGE ONLY

This selection means that you take the role of manager and make the key strategy decisions, but the players move under computer control. This lets you concentrate on baseball strategy rather than reflexes.

COMPUTER

This selection tells the computer to make all decisions and control all actions for the indicated team. This gives you a clever opponent in the other team's dugout if you are playing by yourself. If you choose this option for both teams, you can sit in the front row and watch the action as a spectator. See "Manager Profile" on page 31 to learn how to change the settings for the customized computer manager for each team.

Auto Control Functions

The Auto Control functions allow you to designate computer control over actions that you do not wish to control yourself.

FIELDING

When selected, the computer takes control of your fielders and makes them run to the ball, but does not throw the ball to any base. (This can be requested by turning on Auto Throwing, described below). Whenever there is a fly ball or grounder, the computer selects the closest player to field it. This is the most popular Auto Control function because fielding is one of the more difficult parts of playing the game.

THROWING

Auto Throwing means the fielders throw the ball to the most appropriate base automatically. The computer decides the best strategy for holding base runners, and picks off runners who get too careless or aggressive.

RUNNING

With Auto Running, the computer takes control of your base runners, telling them when to hold up, when to advance, and how big a lead to take. Runners only steal bases or execute squeeze plays on your command (given prior to the pitch); the computer still controls the runners' movement as they execute the plays you've ordered.

Input Selections

KEYBOARD

This indicates that a team is controlled with the keyboard. Although two players can use the keyboard to play and manage, it is not recommended.

JOYSTICK

This selection indicates that a team is controlled with a joystick. For two-player games, it is best to play with two joysticks, or a joystick and a mouse.

MOUSE

This allows you to use a mouse to control one of the teams. In two-player games, the other player can use the keyboard, or, preferably, a joystick. When using a mouse, your team still accepts keyboard input for pitching and batting.

Ground Rules for Both Teams

DESIGNATED HITTER

If you selected PLAY BALL on the Main Menu Bar, you can choose whether or not you wish to use the Designated Hitter (DH) rule in this game. League games do not allow this selection since the DH option is determined for the teams at the beginning of the season. Post-season games follow the convention of the home team's league.

ERRORS

When the “No” column is checked, neither team in a game makes any errors. This is normally used for an action game between two people, where you may want only your reflexes to determine the outcome.

INJURIES

When Injuries are turned off, no players will be hurt (and thereby become unavailable) during the course of the game. Note that injuries in TONY LA RUSSA BASEBALL II are based on how players really performed during the season.

COMPUTER PIPES BALL

If you are just learning the game, this tells the computer to try to throw the ball “down the pipe,” right over the plate. This makes it easier to learn how to hit. Don’t forget that sometimes pitchers with poor control may still throw balls when they’re trying to throw strikes!

USE STATS

TONY LA RUSSA BASEBALL II is the most powerful and accurate baseball simulation yet created, but sometimes you may want to play an all-reflexes action game, and this setting lets you turn off the statistical simulation to make that possible.

ONE PITCH MODE

If both teams are computer-controlled, set to manage only, or using either combination of the two, this option can be chosen to speed up the game. When used, only one pitch is shown for each batter — the final pitch on which he either hits the ball, walks, or strikes out.

AUTO REPLAYS

After some especially exciting plays during the game, large-scale “instant replays” are shown automatically on the stadium’s jumbo monitor. If you select NO, these replays do not appear.

SOUND EFFECTS

This selection allows you to turn the game’s digitized sound effects on and off.

VOICE

This option allows you to turn the game’s play-by-play announcer on and off.

QUICK OFF THE FIELD

Choosing this selection eliminates the display of the teams running on and off the field between innings, and places batters at the plate instantly when the defense is ready to play.

SCROLLING

If you have a fast computer (such as a 486), selecting this option makes the field display scroll to follow the ball after it’s been hit. On some machines, the game looks best when this setting is turned off; the display then “cuts” to the location where the ball is being fielded.

ANIMATION SPEED

Use the right and left arrows to speed up or slow down the animation speed if it doesn’t look natural on your computer. On slower machines no visible difference may be discerned.

After you set up the ground rules, select either PLAY BALL to go straight to the game, or STADIUM INFO to choose a field or stadium in which to play.



LINEUP
SCREEN

The Lineup Screen

When you select PLAY BALL, you see the Lineup Screen, where the managers meet the umpires at home plate to exchange their lineup cards. You can change the lineups and starting pitchers if you wish, or just press [Return] to accept them and start the game.

To change the batting order of your team, highlight the name of one player and select him. Do the same with a second player and the two switch places in the batting order.

Choosing BENCH displays the Starting Lineup Screen, along with a list of position players whom you can place in the lineup if you wish. Players with a number in the “DU” (Days Unavailable) column are injured and cannot be placed in the lineup

of League games. They can, however, still play in Exhibition games. Select DEFENSE from the Starting Lineup Screen to see players’ fielding statistics and positions, and make changes on this screen as well.

Choosing PITCHERS displays today’s starter, the starting rotations and the pitchers available in the bullpen. Change the starter by highlighting his name, then highlighting the name of the new starting pitcher. In addition to those pitchers who may be unavailable due to injuries, some pitchers have a number such as “2R” in their Days Unavailable column. This means they need two more days of rest to pitch effectively in a regular season game — using them now invites both disaster and injury. A pitcher’s need for days of rest is ignored for Exhibition games.

STADIUM
INFORMATION
SCREEN



The Stadium Info Screen

When you choose the Stadium Info Screen, you see a display with three main sections: the stadium picture, the stadium list, and, at the bottom, the stadium information.

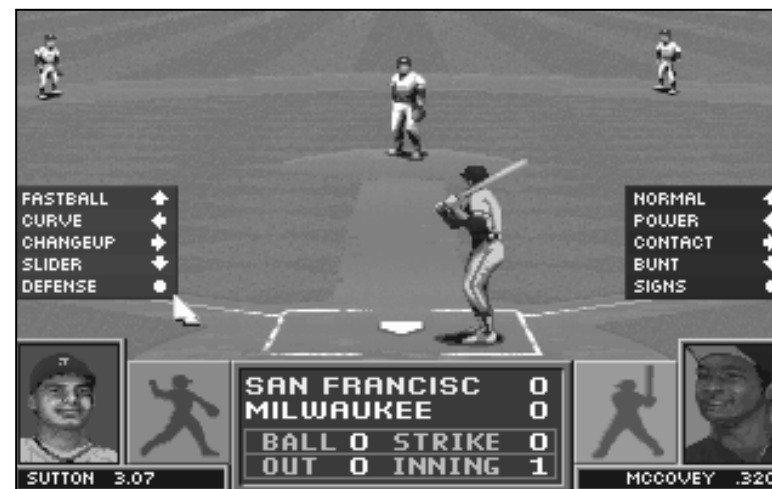
To choose the stadium in which you wish to play, click on the stadium name in the list in the upper right part of the screen. Use the scroll bars to see all the names on the list. If you've purchased any additional stadium disks and installed them in the correct directory on your hard drive, their names appear here automatically.

Once you click on a stadium, its picture is displayed at the left. The bottom half of the screen lists useful information about the ballpark, including its dimensions, wind patterns and weather. Note especially

that ballparks with low humidity, high altitude and higher temperatures are more likely to produce home runs, since baseballs travel farther in dry, thin, warm air.

Buttons at the bottom of the screen allow you to go directly to playing the game, return to the Ground Rules Screen, or take an up-close tour of the stadium. Touring the stadium can be done with the arrow keys, joystick or mouse. It is especially enjoyable to visit the unique old-time ballparks. Select DONE to return to the Stadium Info Screen.

PITCHER/
BATTER
SCREEN



PLAY BALL

The Game Screen shows the field at the top and the scoreboard at the bottom. To the right and left of the scoreboard are the names and portraits of the current pitcher and batter, as well as statistics for each.

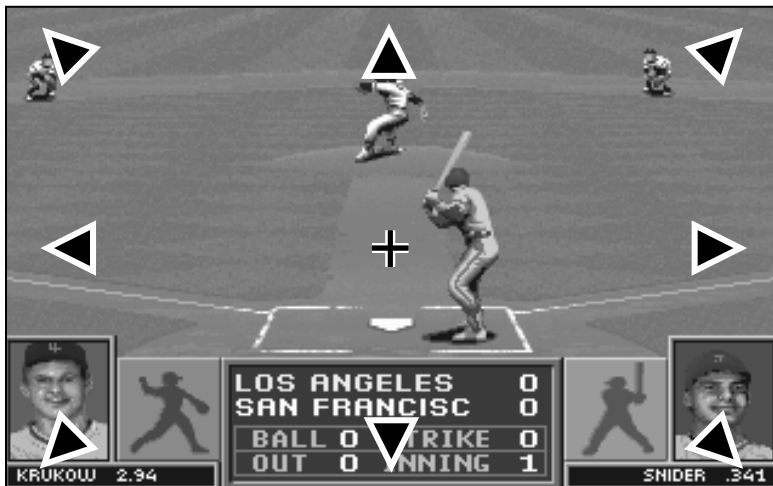
Pop-up windows display batter and pitcher options before each pitch.

Special offensive signals and defensive calls, such as ordering the hit and run or throwing a pitchout, may be accessed from the pop-up windows by selecting the space labeled DEFENSE, if you are the pitching team, or SIGNS, if you are the batting team. If using a joystick, the button activates these special options. If using a mouse, just point and click either SIGNS or DEFENSE.

Special management options can also be accessed through the Main Menu Bar. Menus for each team allow you to check your bullpen, put in a pinch-hitter, adjust your defensive positioning, etc.

Note to armchair managers: If you choose to just manage your team and not control the players directly, the player control portions of the Pitching, Batting, Base Running, and Fielding sections do not apply.

PITCHER/
MOUSE
CONTROL
SCREEN



Pitching

Pitch Type

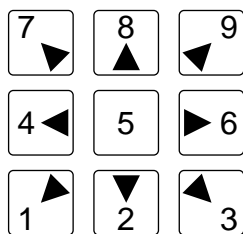
The first four options on the Pitcher Menu are your choice of pitches. All pitchers have fastballs, curves, and change-ups. The fourth pitch varies from pitcher to pitcher, and may be a knuckleball, slider, split-finger fastball, screwball, or any of several other choices.

After selecting your pitch, the menu drops away. When the batter's selection has been made, the pitcher starts his windup and comes to the set position.

Pitch Location

Only when the pitcher is in his set position can you choose where he will attempt to throw. Use the arrow keys or joystick to choose where you want him to try to throw the pitch.

The mouse operates in a similar manner to the joystick and keyboard. Aim the pitch with the mouse pointer.



The top edge of the screen signals a high pitch, the bottom edge a low pitch, the right side edge aims to the right of the plate, left edge aims the pitch to the left of the plate, and so on. Left-clicking starts the pitch.

Press the 5 key in the center of the keypad, press the joystick button while the yoke is centered, or aim the mouse pointer directly to the middle of the screen to tell the pitcher to try to throw the ball down the pipe over the middle of the plate.

Pressing a cursor key, pushing the joystick in one of the directions shown above, or clicking the left mouse button once on one of the corners or edges of the screen tells the pitcher to try to throw the ball over a corner of the plate or out of the strike zone, generally depending on the control rating of the pitcher.

The longer you push the joystick, the more times you press a key in a given direction, or the more times you click the left mouse button, the farther in that direction the ball goes. For example, a brief nudge, a single keystroke in the up direction or a single click of the left mouse button makes the pitcher try to throw a high strike. Several keystrokes, a long joystick pull or several clicks on the mouse while it is pointing to the bottom of the screen throws the ball in the dirt.

Hint: If you hit one direction key or joystick direction and then change direction, the computer responds to the last choice. For example, if you make a selection for a high and outside pitch, and then select a throw to the lower strike zone, the computer throws the low strike. This can also be accomplished with the mouse: just click on the screen edge you want before the pitch is thrown, and the last choice is the outcome of the pitch.

Remember that your pitcher's ability affects whether or not the ball hits the desired target: a pitcher with 40 walks in 200 innings will be accurate far more often than a pitcher with 120 walks in 150 innings in the same season.

Pickoffs

To pick off a runner who has taken too long a lead, press and hold down the joystick button, press and hold the left mouse button, or press and hold [Return] or [Space] (depending on which keyboard side you are using). It isn't easy to pick off a computer-controlled runner, but it can be done.

Defense

This selection offers the following options:

HOLD RUNNER / PLAY OFF BAG

This selection orders the computer to try to hold a runner at first base to prevent steals. If, for some reason (for example, the runner has a speed rating of 3), you want the first baseman to play in his regular position, choose PLAY OFF THE BAG. If you change your mind you can reverse the selection by choosing HOLD RUNNER.

PITCH AROUND

When you are managing a team, this instructs the computer pitcher to throw 'junk' to a batter so he does not have anything worth hitting.

PITCHOUT

This represents a pitch deliberately thrown wide of the strike zone so that the catcher can get a jump on a stealing base runner. This gives you a much better chance of throwing out a runner should he try to steal.

INTENTIONAL WALK

This grants the current batter an intentional walk.

NORMAL

This cancels any other play you may have called from this menu if you change your mind.

Hint: Against human opponents, you may want to come to this menu and choose NORMAL just to make the other manager think you are up to something.

Note: In two-player games, the mouse has special rules that allow it to fool your opponents. For instance, the right mouse button becomes a 'dummy' button. Clicking the right button on selections in the Pitching menu does nothing, but clicking it in the Defense menu sends you back to the pitching menu without actually activating a command; it just seems like you did. Also, after you select a pitch with the left mouse button, there is a short delay during which you can click on several other pitch types without really altering your first command.

Batting

The options in the Batter Menu tell the batter how to swing and allow you to make managerial decisions.

Swinging the Bat: If you are on the left side of the keyboard, use [Space] to swing the bat; use [Return] on the right side. The joystick button and left mouse button also swing the bat.

Hints: While learning the game, just choose a NORMAL swing. If you have trouble hitting the ball, select CONTACT. For your first few games, just concentrate on discerning good and bad pitches and timing your swing. Try swinging the bat a little sooner than you think necessary. Watch the ball's shadow during the pitch to get a feel for when it actually crosses the plate.

Normal

This directs the batter to take a normal swing.

Power

This tells the batter to swing for the fences and increases both his power and the likelihood of missing the ball and/or striking out.

Contact

This instructs the batter to choke up and just meet the ball. It reduces his power but makes it much more likely he will put the ball in play.

Bunt

This directs the batter to bunt.

Signs

This selection offers the choices:

STEAL

This tells the lead runner to steal on the next pitch. Only runners on first or second can be told to steal. If there are runners on first and third and this option is selected, the computer-controlled runner on first attempts to steal second base. Use the SQUEEZE option to tell a runner on third to break for home.

DOUBLE STEAL

If runners are on both first and second, this tells both runners to try to steal.

SQUEEZE

If there is a runner on third base, this option takes the place of the Double Steal option. It tells the runner on third to begin running at the start of the next pitch. If you are controlling the batter you still must tell him to bunt to execute the squeeze play; if the computer is controlling the batter it bunts automatically.

HIT & RUN

This tells all the runners to start running on the next pitch. If you are controlling the batter you still must tell him to swing to execute the Hit and Run play; if the computer is batting it swings automatically.

TAKE PITCH

This instructs the batter not to swing at a pitch. With a fast base runner, you do not want to risk a double-play on a bad cut when you can have the runner steal a base almost every time. When managing a team, this keeps the computer-controlled batter from swinging at the ball.

Note: As in "Pitching," the mouse can be used to trick opponents in two-player games while batting. Right-clicking sends you from the Signs menu back to the Batting menu without registering a command. A delay will be in effect after left-clicking on a swing type. During this delay you may click on any other swing, but only the first choice will register.

Base Running

Controlling the Runner

Use either the cursor keys or the joystick to move the runner. After the ball is hit, the batter automatically runs to first base. When using the mouse, the location of the pointer on the screen determines the destination base for the runner. The mouse pointer is replaced by the base number, and the left mouse button executes the command. For instance, to move a runner from second to third, move the mouse pointer to the left screen edge and click the left mouse button; to run back to second, move the pointer to the top of the screen and left-click.

You always control the lead runner on any play.

For joystick and keyboard, pressing to the right always means Go Forward, to the left always means Go Back, no matter where in the baseline the runner is.

Radar Screen

The Radar Screen always appears when a) the batter gets a hit, or b) because of a steal. It appears on the lower-left corner of the screen and shows the location of all base runners, whether visible on the large display screen or not.

Taking a Lead

After the Batter and Pitcher menus drop away, and while the pitcher is in his set position (standing on the mound before his windup), you can move your lead runner to take a lead off his current base. Move your lead runner by using the cursor keys or the joystick in the same way you make him run. If you take too long a lead, however, your opponent may pick you off. If you're using the mouse, you must use the keyboard to take a lead.

Stealing Bases

When the pitcher comes to his set position, take your lead. When you are ready to break for the next base, hold down the right arrow key or hold the joystick to the right. The runner turns and goes for the next base as long as you hold down the key or joystick. Don't break too early, or the pitcher may pick you off. If using the mouse, move the pointer to the screen edge corresponding with the base you're stealing, and left-click.

Sliding

To slide at second, third, or home, press the joystick button or the [Return] key as you approach the base. The computer takes control over the runner and he slides automatically. Once at the base, if the player is safe, control of the runner is returned to you. If there was an error or a play at a different base and you believe he can advance, use the keyboard or joystick to move him there in the normal way. If you're using the mouse, the right mouse button causes your runner to slide.

Overrunning First Base

To overrun first base on a close play, press the joystick button or Return as you approach the base, just as you would to slide. The batter overruns first base and control is given to you. If there is an error on the play and the ball gets through, hold down the joystick/right arrow key to tell him to advance to second. If you change your mind, you can send him back to first in the usual way. Trying to advance the runner beyond first makes him vulnerable to being tagged out, even though you safely overran first base. If you are using the mouse, the right mouse button causes you to overrun first base.

Fielding

How Defense Works

When the ball is hit, the window in which the batter and pitcher were shown drops away. The view switches to the main field where the computer automatically selects the fielder who has the best chance of making the play and places him under your control. The selected fielder is marked by a small circle on the field beneath his feet. If the ball gets by the first selected fielder, the computer may select another fielder. For example, when the ball gets by the shortstop, the left fielder is then selected.

If the selected fielder is not on the screen, the computer controls the fielder until the view of the action moves to place him on the screen, as when the batter hits a fly ball to left and the left fielder is chosen. Control is then passed to the defending player. This means that on a line drive to the outfield the computer fielder starts running in the right direction automatically and continues until he appears on the screen and you take control. While the view of the field is being changed, no input from the player is accepted.

Once the ball touches a fielder, he catches it unless he makes an error. To run with the ball, move the joystick or use the direction keys on the keyboard. If you are using the mouse, hold down the right mouse button and the fielder runs toward the cursor, wherever it is; additionally, you can aim the pointer, right-click once, and the fielder runs to that spot and stops when he gets there.

Diving and Jumping

Press the joystick button, [Return], or [Space] to make your fielder dive or jump for a ball on a close play.

Catching Fly Balls

When a fly ball or line drive is hit, a cursor appears on the field in the approximate spot where the fielder should stand in order to catch the ball. The larger the cursor, the higher the ball is in the air; as the ball comes down the cursor shrinks. Try to get your fielder into the center of that cursor before the ball comes down.

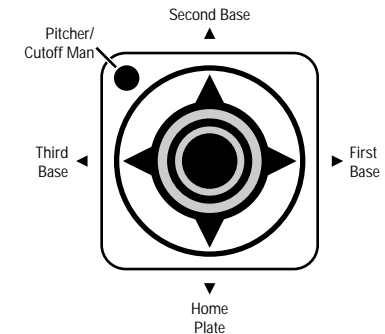
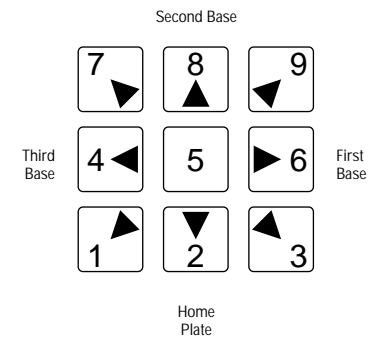
Note that the cursor doesn't mark where the ball will hit the ground, but where the fielder should be standing to catch it. If the cursor is on the outfield wall, the outfielder would have to be standing on the wall to catch it, and unless the wind knocks it down it's going to be a home run.

Wind Effects

If the wind is blowing with any strength during the game, the cursor may move as the wind shifts the ball. On wind-blown pop-flies you need to get a feel for which way the ball is going so you can anticipate where the cursor will be when the ball comes down.

Throwing the Ball

Once the player has the ball, you can have him run and carry the ball by using the arrow keys or joystick to direct his movements. To throw the ball, press [Return] or the joystick button. The ball is thrown to the base indicated by the *last direction* in which the arrow keys or joystick pointed, based on the chart below:



If you press [Return] or the joystick button without moving the player in any of the four directions, outfielders throw the ball to the cutoff man; infielders throw it to the pitcher. The 5 key on the keypad has this effect regardless of where the fielder has been moved.

If you're using the mouse and want to throw the ball to a specific base, move the pointer to the edge of the screen which corresponds to a given base (i.e., right for first, top for second, left for third, and the bottom of the screen for home plate) and click the left mouse button. Aim the pointer in the middle of the screen to throw the ball to the pitcher or cutoff man.

You can bring any play to an end by throwing the ball to the pitcher when all runners have come to a stop; the runners do not need to be standing on a base at the time.

Managing Your Team

Along the Main Menu Bar are pull-down menus for each team. These menus contain the functions that allow you to act as manager for your team.

Defense

PITCHING COACH

This allows you to visit the mound and check on your pitcher. Here you see how many pitches he's thrown, his stats for the game, and how well your pitching coach thinks he's holding up. The stats for the pitchers in the bullpen, the current batter and the on-deck batter are also displayed. This choice also gives relievers more time to warm up.

BULLPEN

This allows you to check your bullpen. You see stats for pitchers who are

warming up, whether they are cold, ready, or tired, as well as the condition of your current pitcher.

To warm up a pitcher, select his name with the pointer and then highlight one of the two bullpen slots; do the opposite to sit him down. For most pitchers, it takes between two and five batters to get warm.

Highlight the PITCHING line and then the name of the new pitcher to bring him into the game and send the current pitcher to the showers. Remember: *Bringing in pitchers without warming them up first usually leads to disaster!*

If you wish to use a member of the starting rotation in relief, choose the STARTERS button at the bottom of the screen. This means he will probably be unavailable to start in league play when his turn in the rotation comes up next.

POSITIONING

This displays a screen that allows you to set the depth and alignment of both the outfielders and infielders.

Most of these selections apply for only the current batter. An exception is when you tell the infield to guard the lines; this option stays in effect until you change it or the current game ends.

If there is a runner on first, and less than two outs, the infield is automatically placed at double-play depth, unless you tell them not to do so on this screen.

DEFENSIVE SUBSTITUTION

This allows you to change a defensive player. Highlight the name of the player you wish to bring in and that of the player whom he is replacing and their positions are reversed.



Offense

PINCH HIT

This lets you put in a pinch hitter, sending the current batter to the showers. All players on the bench are displayed, along with their stats.

PINCH RUN

This lets you insert a fast runner into a key steal situation in a close game. All available players are listed along with their stats, as are those runners currently on base.

BULLPEN

This selection is the same screen described for the Defensive selection, "Bullpen," on page 17.

THE SEASON MENU

This menu is the central source of information about the league season you are currently playing. From here you can set up a new season, view special box scores from Standard Games, check team standings within the current league, view league and team schedules, and play an All-Star game.

The following section gives you information on how baseball simulations work, and how to manage teams to take advantage of the computer's power. To read about the options offered in the Season Menu, skip ahead to "Choices in the Season Menu" on page 21.

An Introduction to Baseball Simulation

When you play TONY LA RUSSA BASEBALL II, you control the action of real major leaguers on the field. They pitch, hit, and run the bases in the same way as in real life, but you supply the instructions on how they do so.

When Babe Ruth is at bat, you have a much greater chance of hitting a home run. When Vida Blue is on the mound there are many more strikeouts. And if Lou Brock or Joe Morgan are running the bases, they run much faster than the average player.

Your job is to make the most of your team's strengths and work around its weaknesses — the same job faced by a real major league manager.

How the Season Play System Works

What makes TONY LA RUSSA BASEBALL II's simulated season so remarkable is that, in as little as 20 minutes, you can recreate an entire 162-game baseball season. That's over 2,000 individual games!

Based upon technology first developed by Don Daglow on a PDP-10 mainframe computer in 1971, and refined over twenty years of research, the system utilizes two different kinds of simulation: Featured Games and Standard Games.

Featured Games

These are games you want to play or watch yourself. You identify them on the Schedule Menus so the computer knows you want to participate directly. You are shown a complete box score at the conclusion of each Featured Game, and you may feature as many games as you wish on any given day of the season.

Standard Games

These are games of which you want to know the conclusion, but don't necessarily want to watch. You can influence the action indirectly by setting the starting lineups, pitching rotations, and manager

profiles of the teams. Games not chosen as Featured Games are automatically assumed to be Standard by the system.

Let's say that you look at the schedule for today and San Francisco is playing at Pittsburgh. You are interested in that game, so you select it as one you'd like to play. While you are playing the game you can press the 'G' hot-key to see the scores of other games around the league. The computer is handling every batter, every pitching change, every fly ball, and home run in those games, just as it is in the Featured Game — it's just not showing the action on the screen. The simulation of these Standard Games is as complete and detailed as that of the Featured Game.

The computer updates and displays the league standings at the end of every simulated day.

To learn more about how TONY LA RUSSA BASEBALL II organizes and manages teams, read "The Manager Menu" on page 27.

Collecting Simulated Statistics

In all league games you play each season, whether or not they are Featured, the computer collects statistics for all the players, just as in the major leagues.

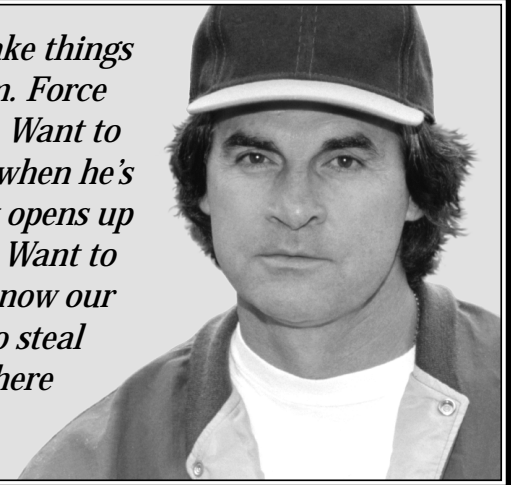
After each Featured Game, a box score displays the batters' and pitchers' stats. All of the simulated stats shown in the Standings Screen and Statistical Leaders Screen, as well as those displayed with the F4 key, are updated automatically after every game.

Injuries and Fatigue

Players in TONY LA RUSSA BASEBALL II — just as in real life — are sometimes injured. When they are hurt, they become unavailable to play in any games

T
O
N
Y
S
A
Y
S

"You never want to make things easy for the other team. Force 'em to make decisions. Want to hold our runner close when he's on second? Great, that opens up the hole for the batter. Want to cover that hole? Sure, now our runner has a chance to steal third and score from there with more options."



until their injuries heal. This often has dramatic effects on the simulated pennant races.

On many of the display screens there is a column labeled DU. This stands for Days Unavailable and a number appears there only if a player is injured. It lists how many days remain until that player can participate in a league game.

There are no injuries in an exhibition game, and everyone on the roster can play.

Because of fatigue, pitchers cannot play every day. After a starting pitcher or reliever makes an appearance, the number of days of rest required before he can pitch again appears in the DU column. An R, for Rest, after the number differentiates him from an injured pitcher. For example, "3R" means the pitcher needs three days of rest before he pitches again.

Injured players cannot be placed in the game. Pitchers who are in need of rest can be played, but using them before they are ready risks both poor performance and further injury.

Part Time Players in League Play

Hitters who bat .370 in 10 games, or pitchers with ERA's of 1.72 in 30 innings over 5 games, affect the accuracy of computer simulations, since they can play full-time and radically improve the quality of their team. Other computer baseball games tend to ignore this imbalance. TONY LA RUSSA BASEBALL II forces part-time players to stay that way through injuries, and it's important for human managers to take advantage of this arrangement.

If a player appeared in half your team's games in real life, try to use him in no more than half of your team's simulated games. If he appears in a higher percentage of simulated games than he did in real life, his chances of injury grow. If you play that 75 plate appearances hitter as a starter in the first five games of the season he has an excellent chance of hurting himself and being out for 30 or 40 games . . . or more.

LEAGUE
SCHEDULE
SCREEN



Choices in the Season Menu

Standings

This option displays the standings in each division of the league, as well as the games behind for teams not in first place. The standings are updated at the conclusion of each simulated game.

League Schedule

This item calls up a menu where you can select which contests will be Featured Games. Every day of the season has a screen that shows the games to be played on that day in both leagues. An (N) denotes a night game. See the next section, "Team Schedule," for a handy way to follow the schedule of your favorite team.

To feature a game, move the pointer to its box and press [Return] or the left mouse button; choosing the same box again reverses the selection. A check mark appears next to all Featured Games.

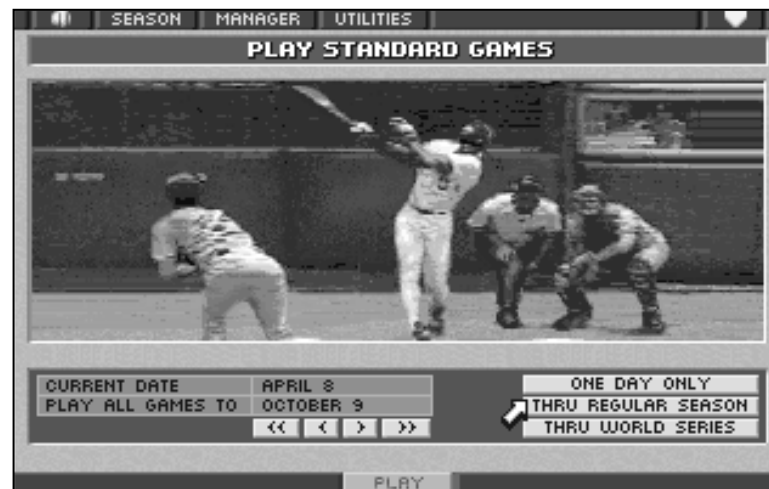
The arrow keys at the bottom of the screen allow you to move ahead or backwards on the calendar. ">" and "<" move you one day at a time; while ">>" and "<<" move two weeks at a time.

You can select as many Featured Games as you wish on any single day.

Team Schedule

This screen works just like the regular League Schedule Screen, with the exception that it saves time if you only want to feature your favorite team's games. Select Featured Games here in the same manner as on the prior menu.

PLAY
STANDARD
GAMES
SCREEN



Play Standard Games

Selecting this option places you in the Play Standard Games Screen. From here you can choose to play:

ONE DAY ONLY

This choice allows you to play just the games scheduled for the current date in the season, displayed at the left of the screen.

THRU REGULAR SEASON

This option plays all games for the remainder of the season, but does not play the playoffs and World Series.

THRU WORLD SERIES

This choice plays every game for the remainder of the season, including the playoffs and World Series.

The "Play All Games To" date is where the simulator stops running the season once you've set it in motion. You can interrupt it at any time by pressing the [Esc] key. Each of these choices automatically sets the date beside the heading "Play All Games To" so as to produce the desired

effect. You can also edit the listed "Play All Games To" date to any day you want. Move the pointer to the ">" or "<" to change the date by one day, or to the ">>" or "<<" to change the date by two weeks.

When you are ready to start the season, press [Return] or the left mouse button after highlighting the PLAY button at the bottom of the screen.

After selecting PLAY, if you have elected to play through at least half the season, you are asked if you wish to play the All-Star game at the midway point in the season.

Next, if you've scheduled a team or teams to play Featured Games, and your "Play All Games To" date goes beyond your Featured Games, you are asked whether you want those Featured Games to be played as Standard Games. Selecting NO stops the sequence of Standard Games so you can play your Featured Games normally. If you choose YES, the computer plays your Featured Games as Standard Games.

START
NEW SEASON
SCREEN



Once the season starts the computer displays the league standings, and updates them after every simulated game day. You have the option of watching the game results through the game scores by selecting the GAME SCORES box on the bottom of the screen. To return to the Standings Screen from Game Scores, select the STANDINGS box at the bottom of the screen.

When playoff or World Series games are played as Standard Games, you can view the box scores of each game by selecting the MORE box next to the game's line score. The box score displays the batting and pitching results for each individual player's performance in the game.

Start New Season

In this screen you may clear all simulated stats from the previously played season and begin a new season from scratch, customized in any way you wish.

SCHEDULES

You may select a league schedule to follow from this menu. The "Round Robin" is a system in which each team plays all other teams, in both divisions of its league, a set number of times. The "Generated" schedule creates a typical baseball schedule, just like those in the major leagues.

To select a schedule, move the pointer to the schedule of choice and press [Return] or the left mouse button.

NUMBER OF GAMES

This feature edits the length of your league season. Round Robin schedules can have between one and ten games, meaning each team plays the other teams in its league between one and ten times. Teams using a Generated schedule can play from between one and 162 games each.

To define the number of games to play, move the pointer to the ">" or "<" under this menu and select it to change the number of games by one, or select ">>" or "<<" to change the number by ten.

STARTING DATE

Here you can edit the actual day on which your league begins play. Round Robin leagues can start as early as April 1, or as late as October 18, depending on how many games will be played. The more games played, the earlier the league must start.

Generated schedules can start as early as April 1, or as late as November 3. Once again, the more games being played in the league, the sooner the league must begin.

To choose a starting date move the pointer to the ">" or "<" under this menu and select it to move the starting date by days, or select ">>" or "<<" to move it in two week increments.

REQUIRED LEAGUE SETUP

To make things easier for you, TONY LA RUSSA BASEBALL II includes this choice as a guideline for starting a season. As you choose each different kind of schedule, the information on this part of the screen changes to show the number of teams and divisions you can have under such a schedule. Div 1 refers to the west divisions, Div 2 refers to the east. To replay some of the set 162-game schedules, for example, you need 26 teams, just as in real baseball. To play a Round Robin schedule, you could use just one league, leave one division completely empty and have as few as two teams in the remaining division. Or you could generate a 32-team league with 8 teams in each division.

CURRENT LEAGUE SETUP

This defines the current setup of the league you are using. You can compare this to the Required League Setup to see if your current league can play under the correct schedule guidelines. If your setup does not follow what is required you are

unable to restart a new season. A message box displays this fact on the screen if you try to restart a new season.

SAVE SEASON

This option is unique to TONY LA RUSSA BASEBALL II. Basically, this takes all your simulated stats, batting, pitching, and fielding, and creates a new league (or, in most cases, a pair of leagues) using these new stats. The old stats are preserved in the same league as before and remain untouched by the execution of this command. If you wish, you may then load in the new league(s), play a season based on the simulated stats from your prior season, and repeat the process as long as you desire.

Once you've selected "Save Season," you are asked to name the new league and give the new league an abbreviation. To access the new league you must use the Change League menu from the UTILITIES section of the game.

NEW SEASON

When you finish working on the Start New Season menu, select the NEW SEASON box at the bottom of the screen. You are prompted to select the Designated Hitter option for both, either, or none of the leagues. Use the pointer to select either Use DH or No DH, and press [Return] or the left mouse button. Select DONE to start the new season, or CANCEL to return to the New Season screen to do more editing.

Important: Unless you've selected the "Save Season" option, starting a new season erases all records and simulated stats from the current league, even if that season hasn't been completed.

GAME
SCORES
SCREEN

GAME SCORES/APRIL 13/A LEAGUE			
BALTIMORE	4	NEW YORK A	6
TEXAS	13	KANSAS CITY	4
CLEVELAND	5	MILWAUKEE	2
BOSTON	2	TORONTO	0
CALIFORNIA	11	SEATTLE	2
MINNESOTA	8	OAKLAND	7
CHICAGO A	5		
DETROIT	2		
GAME SCORES/APRIL 13/N LEAGUE			
ATLANTA	2	MONTREAL	3
CINCINNATI	1	NEW YORK N	4
PITTSBURGH	5	ST. LOUIS	2
CHICAGO N	2	PHILADELPHIA	8
SAN FRANCISCO	8		
HOUSTON	12		
SAN DIEGO	1		
LOS ANGELES	2		

Game Scores

This section displays the game scores of all games played during the season. As with the League Schedule screen, scroll through the results of different days using ">" and ">>".

Special Box Scores

This option lets you view the box scores of Standard Games that meet the criteria you select. The Special Box Scores menu allows you to set the parameters that govern which box scores are recorded from the simulated season.

Important: Each box score requires 7K of hard drive space. Selecting all of the less common events listed under "Batter" and "Pitcher" does not use that much disk space for each season. But one team's box scores for one season take over 1 megabyte on your hard drive, and an entire 162-game season with 26-28 teams takes over 14 megabytes of space.

To save box scores for any of the special games listed, select the box for that type of game under the YES column; a check mark appears. To cancel the request, select the box in the NO column. Any combination of box scores may be selected.

To save all the box scores from your favorite team, find the line labeled "All Box Scores of One Team" and select the YES box next to it. You are then prompted to choose a team in the usual way.

Once the simulated season begins, the computer starts recording the Special Box Scores that you marked YES, as they happen. You can view the box scores at any time by selecting the DISPLAY BOX SCORES button at the bottom of the Special Box Scores menu. You then see the complete listing of the box scores that have been recorded. Listed in each space are the teams that played, where they played, the score, the date the game was played, and the event that allowed the particular box score to be recorded.

SPECIAL
BOX SCORES
SCREEN

SPECIAL BOX SCORES			
YES	NO	BATTER	PITCHER
<input checked="" type="checkbox"/>	<input type="checkbox"/>	HITS FOR THE CYCLE	<input checked="" type="checkbox"/> NO HITTER OR PERFECT GAME
<input type="checkbox"/>	<input checked="" type="checkbox"/>	5+ HITS	<input type="checkbox"/> 1 HITTER
<input checked="" type="checkbox"/>	<input type="checkbox"/>	3+ HOMERUNS	<input checked="" type="checkbox"/> 14+ STRIKEOUTS
<input checked="" type="checkbox"/>	<input type="checkbox"/>	4+ STEALS	<input type="checkbox"/> EXTRA-INNING SHUTOUT
<input type="checkbox"/>	<input checked="" type="checkbox"/>	5+ RUNS SCORED	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	PINCH GRAND SLAM	
YES	NO		
<input type="checkbox"/>	<input checked="" type="checkbox"/>	15+ INNING GAME	
<input type="checkbox"/>	<input checked="" type="checkbox"/>	EITHER TEAM SCORES 20+ RUNS	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	ALL BOXSCORES OF ONE TEAM: MONTREAL	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	ALL BOXSCORES!	

DISPLAY BOX SCORES

To get a closer look at each box score, including the stats for all batters and pitchers who appeared in the game, select the box score you wish to view. The box score is deleted by selecting the DELETE box at the screen bottom. Other command boxes let you switch from batting stats to pitching stats and vice versa, and allow you to toggle between viewing each of the two different teams.

Important: Unless you select the SAVE box for those box scores you wish to keep permanently, all box scores are deleted from the list at the start of any new season.

The ALL TIME BOX SCORES button gives you access to those box scores that you have saved. To delete these box scores, view the box score by selecting it, then select the DELETE button.

"HOW THEY SCORED" AND PRINTING BOX SCORES

To print a box score on a printer attached to your computer, press [F5] while the box score is displayed on screen. The entire box score is printed, along with a detailed "How They Scored" summary of the game that lists all the events that led to runs scored.

Playoff Results

This option displays the line scores from playoff games. Select the MORE box located next to each game to view the more detailed box score results.

All-Star Game

The All-Star Game can be played at any time during the season. To set up and play an All-Star Game, select ALL-STAR GAME from the Season Menu. You are then given the choice to USE HISTORICAL STATS or USE SIMULATED STATS to determine which players will be named to the All-Star squads. The number of days elapsed in the current simulated season are also displayed.

THE MANAGER MENU

This series of screens allows you to select a roster, standard lineups, pitching rotation, and manager strategy for any team.

The following section gives you background information on how teams are organized. For specific information regarding options, see “Manager Menu Options” on page 28.

The Active Roster

The teams in TONY LA RUSSA BASEBALL II are organized just like real big league franchises. Overall, each team has a 40-man roster, with 16 pitchers and 24 position players. The core of this organization is the 25-man Active Roster: 10 pitchers, 15 position players. These are the players who are in the dugout for every game.

The Reserve List

The remaining 15 players (6 pitchers, 9 position players) are on the Reserve List. In the major leagues, an injured player is put on the Disabled List and a replacement is called up from the minors. In TONY LA RUSSA BASEBALL II, injured players can be replaced from the Reserve List, and teams in effect have access to the same kind of minor league talent pool.

The September 1 Deadline

And, just as in real life, after September 1 of any season, the Active Roster expands so that all 40 players are available to play in any game.

When you purchase the game, all teams are already organized with standard rotations and lineups set for you. You may or may not agree with the choices listed, so feel free to change anything and everything so that the teams are set up in the way you like best.

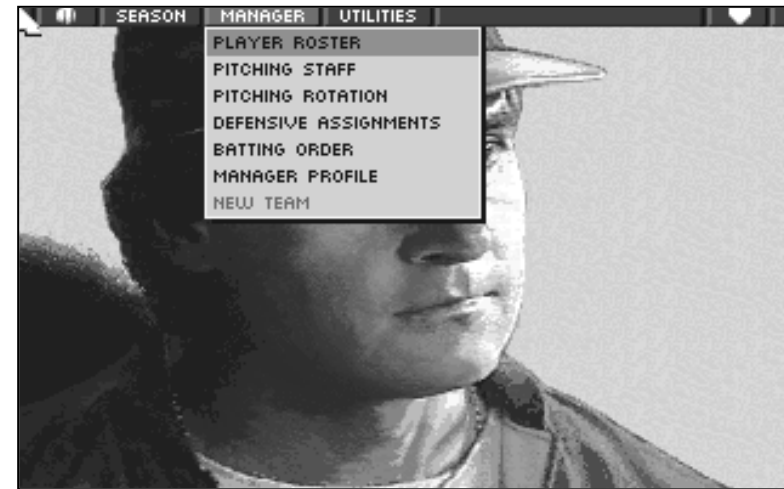
Starting Lineups are saved separately for when the team faces right-handed and left-handed starting pitchers. This allows you to platoon players who hit particularly well against one side but poorly against the other.

For more details of how TONY LA RUSSA BASEBALL II simulates the real thing, be sure to read pages “How the Season Play System Works” on page 31.

Computer Use of Reserve List

The computer automatically brings players up from the Reserve List when players on your roster are injured. If you don't like the choice the computer made, you can make a roster move yourself to select someone different.

When the computer makes these replacements to fill in for injured players, it does not actually change the names on the Reserve List — only you can do that. When an injured player becomes available to play once more, he is automatically returned to the lineup by the computer unless you've moved him to the Reserve List, in which case you also have to move him back to the roster.



MANAGER
MENU SCREEN

Manager Menu Options

Hint: Follow these steps in order to organize your team — it makes the process easy and natural.

Player Roster

Use this screen to move players back and forth between the active roster and the Reserve List.

There is no limit to the number of times a player may be moved back and forth to and from the Reserve List during a season, but such changes can only be made between games. During a game, Reserve List players are unavailable for play unless it is after September 1.

The MORE button at the bottom of the screen allows you to examine the players whose names are not on the first screen of the Reserve List.

Selecting the PITCHER button on the bottom of the screen takes you directly to the Pitching Staff Screen.

Pitching Staff

This screen allows you to choose which players to place on the pitching staff and which to place on the Reserve List. It works in the same way as the Player Roster Screen described above.

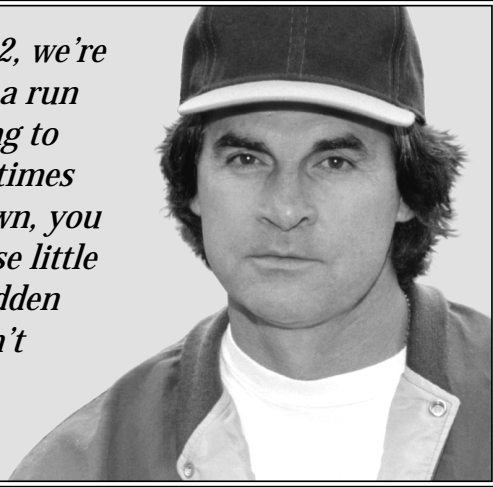
Selecting the PLAYERS button at the screen bottom takes you directly to the Player Roster Screen.

Pitching Rotation

This screen allows you to pick the starting pitchers for your team. At the start of each game the computer looks for the next starter in the rotation who is rested and ready to pitch, and starts him in that game. If both the fifth starter (if there is one) and the first starter are rested and available, the computer chooses the first starter for this game. This makes the first position in the starting rotation the most important one of all.

Highlight two players' names in succession to reverse their positions on the screen, either within the rotation or between the rotation and the bullpen.

“When we’re behind 7-2, we’re out there trying to get a run here, a run there, trying to climb back in it. Sometimes the other team lets down, you get two or three of those little innings and all of a sudden you win one you weren’t supposed to win.”



The ADVICE button asks the computer to recommend a starting rotation. The advice is based on the managerial strategy you select in the Manager Profile screens.

FOUR-MAN ROTATIONS

You may have either a four-man or a five-man rotation. Try to use a five-man rotation unless you don’t have an acceptable fifth starter, since four-man rotations tend to wear down the pitchers and this can lead to more injuries.

Managers sometimes go down to a four-man rotation in the closing weeks of the season if they have no strong fifth starter and are in a pennant race, since they are stressing the pitchers for a shorter period of time.

Defensive Assignments

This section allows you to choose the starting player at each defensive position, one for the lineup against right-handed pitchers (RHP) and one for the lineup against left-handed pitchers (LHP). This screen works much like the Batting Order Screen described above.

You can go directly to the Batting Order Screen by choosing the OFFENSE button at the bottom of the screen. This accepts all changes made on this screen.

The ADVICE button at the bottom of the screen asks the computer to recommend a player at each position except pitcher. The advice is based on the managerial strategy you select in the Manager Profile screens.

Each player’s primary and secondary (if any) fielding positions are listed.

Important: Playing someone outside of their listed positions produces a lot of errors and loses ball games for your team! If you have to play someone out of position, try to make it as similar a position as possible. A third baseman filling in at shortstop will do far better than a catcher filling in at shortstop. Outfielders can normally cover for each other with little loss of effectiveness.

Some players’ secondary positions are combinations of skills:

- DH Designated Hitter (no added defensive position).
- OF Can play any outfield position.
- IF Can play 2nd Base, Shortstop (SS), or 3rd Base.
- O/I Can play any OF position, 2nd, SS, or 3rd Base.
- C/O Can play catcher or any outfield position.
- C/1 Can play catcher or 1st Base.
- C/3 Can play catcher or 3rd Base.

Hints: No position can substitute well for catchers, so managers like players who play other positions but fill in behind the plate. Try to keep 3 players who can catch on the 15-man player roster, so that if you’ve pinch-hit for the first-string catcher and the backup catcher is injured your team isn’t left with no one to play the position.

Batting Order

This screen allows you to set the batting orders for your team, one for the lineup against left-handed pitchers and one for the lineup against right-handed pitchers. You want to use it only after you’ve selected the Defensive Assignments for the team, since you want the best player in the lineup at each position before you set the batting order.

Highlight two players in succession to reverse their position in the batting order. You can also take players from the bench and insert them into the lineup in the same way.

The first time you enter the Batting Order Screen you see the lineup against right-handed pitchers (RHP). To see the lineup against left-handed pitchers (LHP), select

the VS. LHP button at the bottom of the screen. Doing this automatically *accepts* any changes you’ve made in the Batting Order Screen.

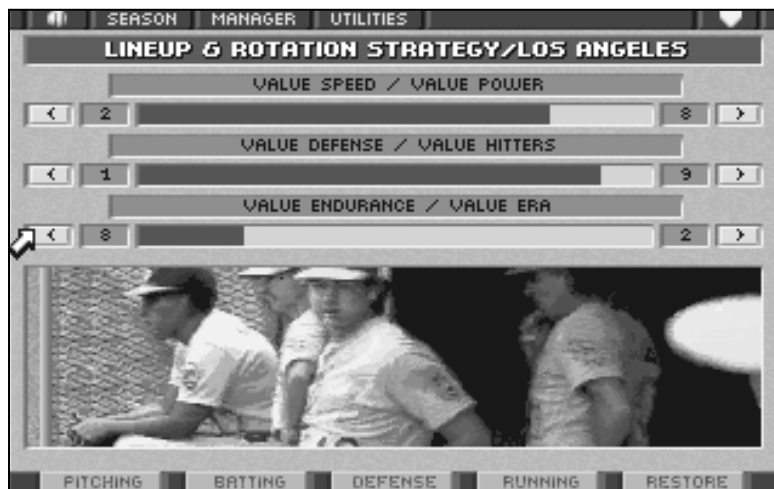
Not all players on the roster can be displayed on the Batting Order Screen at one time. The MORE button at the bottom of the screen allows you to examine the remaining players on the roster. The names of those players who are on the Reserve List (and unavailable unless it’s after September 1) are grayed out.

You can go directly to the Defensive Assignments Screen by choosing the DEFENSE button at the bottom of the screen. This accepts all changes made on this screen.

If you choose the DEFENSE button while examining the lineup against lefties, you will see the defensive assignments against left-handed pitchers.

The ADVICE button asks the computer to recommend a batting order for the players currently chosen at each position. The advice is based on the managerial strategy you select in the Manager Profile screens. You may overrule any decision the computer makes.

All changes made in this screen are automatically saved when you leave this screen. If you are not pleased with the changes you performed, the RESTORE button at the bottom of the screen will undo your changes and return the batting order to its previous state.



Manager Profile

One of the major enhancements in TONY LA RUSSA BASEBALL II is the Manager Profile. This menu allows you to customize the computer manager of each team to give him his own unique strategy and style.

Each area of baseball strategy is handled separately. Within each area are three horizontal bars, called "sliders," with numbers at each end. For every slider there are two opposing strategies. The number on the left of the graph corresponds to the left strategy, the number on the right corresponds to the right strategy. A high number means the strategy is carried out with greater intensity, a low number means the strategy has low priority.

The computer's responses to the ADVICE buttons on the various manager menus are all based directly on the settings in the Manager Profile. When you play against a computer-managed team, it follows the profile's strategy guidelines. If you value speed on the Manager Profile,

the computer tries to fill your lineup with players who burn up the basepaths. If you maximize defense, it tries to put the best fielders at each position.

There is no right answer that works for every team. Since no team is perfect, baseball strategy is based on tradeoffs. It is your ability to tune the computer manager's strategy to the strengths and weaknesses of your particular team that determines if it looks like Manager of the Year or heads for the baseball unemployment line. If your team has few home run hitters, a power-based strategy is useless. If your players run like cars stuck in first gear, it's foolish to emphasize speed.

To change the value assigned to any strategy, select the corresponding number. This raises the value of the strategy, and decreases whatever strategy is at the other end of the slider. To lower the value, and thus increase the importance of the opposite strategy, select the number at the other end of the slider. Ten points are distributed between each pair of strategies.

When you first enter the Manager Profile Screen, you are in the Lineup & Rotation Screen. The remaining areas, PITCHING, BATTING, DEFENSE, and RUNNING, can be accessed by selecting the appropriate boxes at the bottom of the screen.

LINEUP & ROTATION STRATEGY

◆ **Value Speed vs. Value Power:** Do you want to go for the small, fast guys who'll steal runs or the big bombers who'll blast them out of the park? How might you balance the two?

◆ **Value Defense vs. Value Hitters:** Does your best shortstop hit .059 in the father-son softball game? Got a .300 hitter with a hole in his glove? Choose the tradeoff between these two essential disciplines.

◆ **Value Endurance vs. Value ERA:** Some starting pitchers are awesome for a few innings, then run out of gas. Others give up runs here and there, but always seem to make it to the 8th or 9th inning. Which skill is more important, and by how much?

PITCHING STRATEGY

◆ **Leave Starters In vs. Yank 'Em:** Your starter is beginning to tire. How long do you wait before you go to the bullpen? Use the relievers too much and they wear down. Leave in the starters too long and they wear out.

◆ **Leave Starters In vs. Pinch Hitting:** Your starter is still going strong, but it's late (Used only in non-DH leagues) in the game and you're behind by a run — do you pinch hit? What if your bullpen is tired, or if you have a great clutch slugger on the bench?

◆ **Pitch Around vs. Challenge Hitter:** Two runners on and a good hitter up. Do you concede the walk, throw him some junk

and hope he swings at bad pitches? Or do you blaze fastballs down the pipe and dare him to hit them?

BATTING STRATEGY

◆ **Sacrifice vs. Hit Away:** You're behind by a run in the fifth. A slow runner is on first, and a good hitter is at the plate. How likely are you to use the sacrifice bunt? What if the runner is fast, or the hitter is weak?

◆ **Squeeze vs. Hit Away:** Managers look great when the hitter lays down a perfect bunt and the runner races in from third while a helpless pitcher curses. Managers look awful when pitchouts nail runners by 20 feet at the plate. So, how lucky do you feel?

◆ **Hit and Run vs. Play It Safe:** A contact hitter is at the plate, and the runner on first has average speed. Do you start the runner and force the hitter to swing? What if the pitcher has great control? What if the runner is slow?

DEFENSE STRATEGY

◆ **Walk Him vs. Pitch to Him:** Here it is again, runner on second, bottom of the ninth, you're ahead by one run and the other team's best hitter is up. Do you walk him? What if that runner's on first? What if the hitter is only average?

◆ **Infield In vs. Normal Depth:** There's a runner on third with no outs. Bring in the infield, and you may nail him at the plate. Of course, a drawn-in infield makes a .200 hitter into a .300 hitter. What if it's the 2nd inning, or the bottom of the 7th?

◆ **Pitchout vs. Throw Strikes:** The other team loves to steal and use the hit and run. But lots of pitchouts means your pitchers are always behind in the count. What if the other team is slow, or if your pitchers have control problems?

UTILITIES
MENU SCREEN



BASE RUNNING STRATEGY

◆ **Aggressive vs. Play It Safe:** The ball is bouncing into the right field corner — want to try to stretch it into a triple? What if the runner has a bad leg, or there are no outs in the ninth and you're behind by one run?

◆ **Steal 2nd vs. Play It Safe:** How often do you want to test the arm of that rookie catcher? What if the pitcher throws nothing but knucklers, or if the catcher's a veteran with a .45 caliber arm?

◆ **Steal 3rd vs. Play It Safe:** Think you may surprise them and go for third? What if the batter's right-handed, or the game's tied in the bottom of the 10th?

Once you exit any of the Manager Profile screens, all changes you've made are saved automatically. From any of the screens you can select the RESTORE button at the bottom of the screen and unsaved changes are reversed.

Select NEW TEAM if you want to edit more than one team's roster in any given session. This allows you to choose another team without having to leave the Manager Menu.

THE UTILITIES MENU

The Utilities Menu contains a number of functions that are useful for customizing your teams and leagues in the TONY LA RUSSA BASEBALL II system.

Statistical Leaders

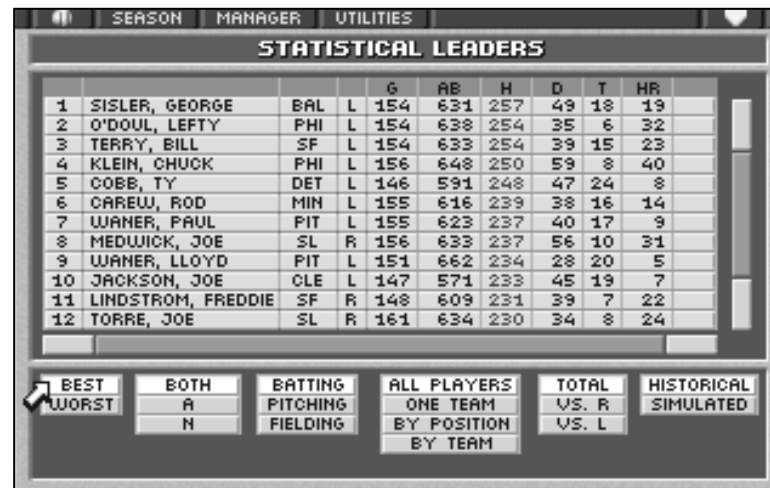
This section contains a powerful data base analysis system to examine the statistical leaders of either or both leagues in many different categories. You examine the stats by selecting the kinds of listings you want.

You can use this section of the program to make lists of player stats that never appear in any newspapers or magazines, and find the answers to questions like "Who was Milwaukee's worst pitcher for giving up home runs to right-handed hitters?" and "What catcher hit the most doubles against left-handed pitchers?"

Across the bottom of the screen are a number of selections which you can highlight:

Best / Worst: Asks the computer to list either the best or worst players in a given category.

STATISTICAL
LEADERS
SCREEN



Both Leagues / League A / League N: This choice lets you examine the leaders for both leagues at once or see them separately by league.

Batting, Pitching or Fielding: Allows you to examine batting stats, pitching stats or fielding stats.

All Players / One Team / By Position / By Team: The ALL PLAYERS selection shows you the top players in a given statistical category. ONE TEAM shows you the leading players on any single team (and can display the stats of all the players on that team). BY POSITION allows you to view the stats of all players at a particular defensive position. BY TEAM ranks the teams' total stats in the various categories against those of other teams.

TOTAL / VS. RH / VS. LH: TOTAL ranks players by their overall stats. VS. RH ranks batters by their performance against right-handed pitchers and pitchers by their performance against right-handed batters. VS. LH works the same way for stats against left-handed opponents.

HISTORICAL / SIMULATED: HISTORICAL lets you examine the real major league stats of the players in your league. SIMULATED lets you check how the players measure up during your current simulated season.

Once you've made all these choices, a series of categories appears across the top of the data area of the screen. Move the pointer to the upper part of the screen and select the *column header* of the category you wish to examine.

The screen shows 12 performers at a time in each category. The Vertical Scroll Bar located on the right side of the screen allows you to traipse through the stat leaders' names, up to a maximum of 60 names for each category.

The Horizontal Scroll Bar located under the leaders' names allows you to examine additional statistical categories, since the data base holds more categories than can fit on the screen at one time.

You can change the settings at the bottom of the screen at any time to see different lists of leaders.



Change Leagues

This section allows you to switch between the different leagues in your TONY LA RUSSA BASEBALL II data base.

Current League Selected

Displays the league you are currently using, along with other leagues available on your hard drive. To load a new league, move the pointer to name of the new league and select it.

Set Up Leagues

This selection allows you to create two leagues of up to 16 teams each, with whatever teams you choose. From this screen you can also duplicate teams and create new ones.

Filling the right half of the screen is the current league setup you are using. On the left is a list of up to 64 teams from the "Source Leagues," the leagues that represent the pool of teams that can be used in the current league. The scroll bars next to the pool allow you to see all the teams in the pool.

An entire TONY LA RUSSA BASEBALL II season can be played by two leagues of up to 16 teams each. Initially they are called "League A" and "League N," but you can change these names to anything you wish in the Edit Team Names screen, available on the Utilities menu. In each of the two leagues are two divisions, West and East. A maximum of eight teams is allowed in each division.

Number of Leagues

This section, at the upper left of the screen, allows you to toggle between the use of just League A, just League B, or use both. The numbers 1 and 2 stand for the number of leagues you use in your current setup. If you select to use only 1 league, you are then allowed to choose League A or League B. The teams in the league you're not going to use are removed from the setup and returned to the pool of source teams automatically.

Number of Divisions

This line allows you to toggle between the use of one or two divisions per league, much like "Number of Leagues." If you select to use only one division in your leagues, you are then allowed to choose East or West.

To REMOVE a team from the league setup, simply move the pointer to the name of the team, and select it.

To ADD a team to the setup, first locate the team you want in the pool. Highlight the team's name, and then move the pointer to an open place in the league setup and select it. The team appears in that space. If necessary, other teams move down the list to make room for the new team in that slot. If the new team is already being used in the setup, the team is duplicated both in the setup and in the source pool.

The three buttons located just below the pool are:

New Team creates a new team to be placed in the pool. Once you select this option you are asked to give the new team a name and an abbreviation. The roster of the new team is empty until you fill it by entering player names and stats in the Edit Player Stats screen.

Copy Team allows you to create a duplicate of a team that already exists. Select a team from the pool and highlight it. Then press the COPY TEAM button. You are asked to name the copied team, and assign it an abbreviation. The copy is then added to the pool.

Delete Team allows you to remove a team from the pool. Teams being used in the current league setup cannot be deleted from the pool; they must be removed from the setup first. Locate the team to be deleted from the pool and highlight it. Select the DELETE TEAM button and the computer prompts you with a warning before the team is deleted. **WARNING:** *Once a team is deleted from the pool, it is gone from the pool forever and cannot be restored!*

The buttons at the bottom of the screen are league-oriented:

New Source League allows you to import teams from other leagues into the current setup. Once this option is selected you are asked to select the new source league, much as is done in the Change Leagues menu. Select the name of the league from which you wish to import teams, and select the DONE button. This takes you back to the Set Up Leagues screen. Teams can be intermixed from as many source leagues as you wish.

New League creates an entirely new league, with no teams assigned to it. You are asked to name your new league, and assign it an abbreviation.

Clear League sends all teams currently in your setup back to the source pool and leaves your current league empty.

Edit Team Names

This option allows you to change the names and abbreviations by which the teams are identified. For example, an old-time team might be identified as *St. Louis 1946* and you might prefer to label it *Cards 1946*.

Editing League Names

You can also use this section to change the names of the leagues used in this game.

Changes are saved when you exit the screen. The RESTORE button reverses any unsaved changes.

Edit Team Colors

This option allows you to change the colors of a team's uniforms.

Main Color refers to the hat, arms, belt, and stirrups parts of the uniform. Select a color from the Main Color Palette to alter the color of these parts of the uniform.

Accent Color refers to the stripes on the uniform's sleeves and pants, as well as the cap logo. This part of the uniform has a separate color palette.

The teams' uniforms displayed on the screen show the home colors on the left, the road colors on the right.

The NEW TEAM button at the bottom of the screen allows you to edit another team's uniforms without having to access the Main Menu Bar.

The RESTORE button at the bottom of the screen reverses any unsaved changes you made in this screen.

Exiting this screen saves all changes automatically.

Edit Player Stats

This section allows you to create your own player rosters or change the stats for any given player.

You are asked to first choose a team to edit, and then a player on that team to edit. Every player has Batting, Pitching, and Fielding stats. All stats play an important part in the player's performance in the game.

Enter statistics by moving the pointer to the desired box and then typing in the name or number that goes there. In certain categories (such as the player's position) you cycle through available options by using [Return] or the left mouse button until you see the choice you want.

Most of the categories are self-explanatory, but some deserve special mention:

Edit Player Portrait: Selecting the player portrait with the cursor allows you to choose the image that is displayed when this player is batting or pitching. Use the "<" and ">" arrows on screen to cycle through the available portraits.

Year: Tells the year of real major league baseball from which these statistics come.

Age: States his age in that year.

Exp: Gives years of experience from rookie year to the current stat year.

Salary: Gives the player's annual salary that year, in thousands.

B(ats) and T(hrows): Type L, R, or S to change to left, right, or switch.

Skin Type: L or D for light or dark skin complexion. This allows you to make the graphics look more like the player when he's pitching, batting, or fielding.

Pos 1 and Pos 2: These are the primary and secondary fielding positions of the player. All pitchers have P for both positions. Pressing [Return] or one of the controller buttons toggles the different positions available.

Morale: Rated on a 1-12 scale. A player with a morale of 12 is discouraged by nothing. A player with a morale of 1 goes 0-for-5 if he has to stop at a red light on the way to the game. Seven is normal.

Leadership: Rated on a 1-12 scale. A clubhouse leader who helps the whole team would receive a high rating. Again, 7 is average.

EDIT TOTALS AND VS. LEFT / EDIT TOTALS ONLY: Depending on the baseball books and magazines you have available, you may or may not have access to data on how a certain player did against left-handed and right-handed pitchers or batters. If you have this information, EDIT TOTALS AND VS. LEFT allows you to enter it; the computer calculates VS. R automatically from the first two numbers.

If you don't have this data, EDIT TOTALS ONLY allows you to enter just the totals and the computer approximates the lefty-righty division based on league averages. Note that for some players this average is quite accurate while for others it differs from their real performance.

The [Return] key/controller button toggles these choices.

Player Ratings

Player Ratings are all based on the following 1-12 scale (except STREAK and DAY / NIGHT, which are explained separately):

12	Had an all-time great season in this category
11	Had a dominant season in this category
10	Most years this quality would lead the league
9	Very Good
8	Above Average
7	Major League Average
6	Slightly Below Average
5	Weak
4	Poor
3	.
2	.
1	Must be great in other categories!

The computer automatically calculates ratings for the player in most categories; if you disagree with the rating you can change it *but* if you then change the player's stats it is recalculated and you'll have to make the change again.

IMPORTANT NOTE: *Automatically calculating a player's rating in a given category from his stats is not an exact science. An outfielder with a good arm, for example, won't have lots of assists because runners don't try to take extra bases against him; this produces an inaccurate, lower Arm rating. Feel free to overrule the computer if you know it has misjudged your favorite player on one or more ratings after you have entered his stats.*

The following ratings appear in each player's batting stats, and can be viewed by selecting the MORE button at the bottom of the batting stats screen:

Speed: The player's running speed. This affects both how he runs the bases and his speed in the field.

Power: His hitting power. This number is for your information; changing it does not affect how he plays in the game.

Bunt: The skill with which he lays down bunts.

Hit and Run: The likelihood that he can put the ball in play if a Hit and Run is called.

Clutch: How well the player hits with runners in scoring position, and in the late innings of close games.

The following are ratings for pitching stats:

Control and Velocity: The pitchers accuracy and pitch speed.

Endurance: The number of innings the pitcher can usually go before he's affected by fatigue. A maximum of 10 is allowed in this category.

Pickoff: The pitcher's ability to pickoff a base runner.

Release: The time for a pitcher to go through his windup.

Quality 1-4: One through four stand for, in order: fastball, curve, changeup, and the pitcher's special fourth pitch. This is how well the pitcher handles each pitch type. A rating of 1 means the pitcher doesn't even know the pitch.

Clutch: How well this guy pitches with runners in scoring position, and in the late innings of close games.

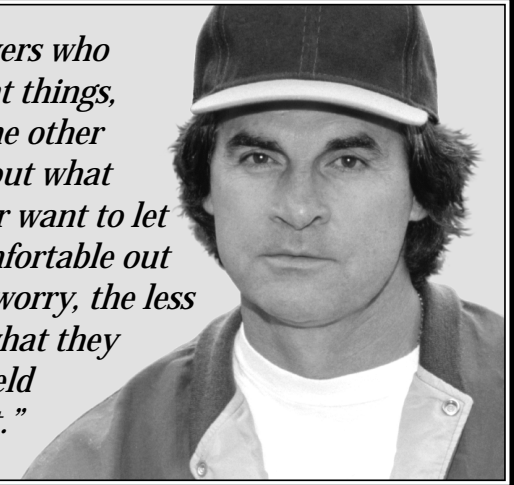
THE STREAK RATING

This rating, identified by a letter, identifies the degree to which players perform evenly all season, start cold and get hot, wear down in August and September, etc. In this system ratings A-D are relatively consistent players of any type, while E-H mark players who have some variations in their performance during the season. Ratings I-L signify a very streaky player. The ratings are:

RATING	DESCRIPTION
A	Absolutely even all season
B	Better in April, weakens a little in Sept.
C	A bit weaker in July & stronger in Apr. & Sept.
D	A bit stronger in July & weaker in Apr. & Sept.
E	Like I, but less extreme
F	Like J, but less extreme
G	Like K, but less extreme
H	Like L, but less extreme
I	Awful in summer; hot at start & end of season
J	Awful in April & Sept.; hot in the summer
K	Awful in April and awesome by Sept.
L	Starts very hot, gradually cools to awful by Sept.

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"We want to have players who can do a lot of different things, because that means the other team has to worry about what we'll do next. We never want to let the other team be comfortable out there. The more they worry, the less they concentrate on what they have to do, which is field the ball and get us out."



THE DAY / NIGHT RATING

The Day/Night Rating is a single letter based on the following scale:

A	Awesome by day, awful by night
B	.
C	.
D	.
E	.
F	Just slightly better by day
G	Equal Skill in Night or Day
H	Just slightly better by night.
I	.
J	.
K	.
L	Awesome by night, awful by day

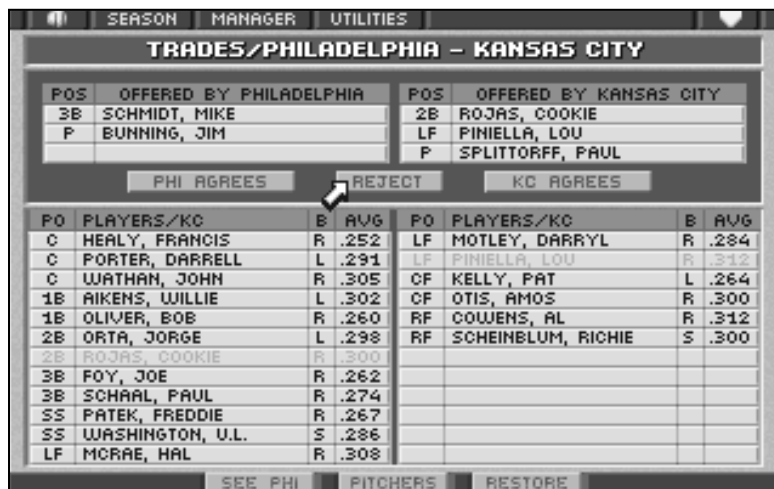
Assign Stadiums

This screen allows you to assign any home stadium to any team — even if it was torn down before the team was organized!

To choose a new stadium for a team, select the team name in the list on the lower left. Then select a stadium name in the list in the lower right part of the screen. Use the scroll bars to see all the names on each list. If you've purchased any additional stadium disks and installed them in the correct directory on your hard drive, their names appear here automatically.

The top half of the screen lists useful information about the ballpark, including its dimensions, wind patterns and weather. Note especially that ballparks with low humidity, high altitude and higher temperatures are more likely to produce home runs, since baseballs travel farther in dry, thin, warm air.

A button at the bottom of the screen allows you to take an up-close tour of the stadium. Touring the stadium can be done with the arrow keys or mouse, and it's especially enjoyable to visit the unique, old-time ballparks. Select DONE to exit.



Trades

This screen allows you to trade players between different teams. Highlight the names of players from one or both teams, and select the Agreement Buttons for both teams to enact the trade. If you decide not to trade the highlighted players, press the REJECT button.

You may trade players in any combination: pitcher for shortstop, two outfielders for a catcher, a second baseman for three pitchers, etc. The maximum amount of players one side can offer at once is three; however, you may make any number of trade agreements.

Teams with 12 or less players on their rosters cannot trade away players, yet they may receive players from other teams.



Import Version 1 Stats

This function allows you to import stats from TONY LA RUSSA'S ULTIMATE BASEBALL. You can import teams or import a league by selecting either IMPORT TEAM or IMPORT LEAGUE. Next, select the source drive where you TONY LA RUSSA'S ULTIMATE BASEBALL team or league resides. The

directory display shows the files and sub-directories available within the directory. You can switch directories and subdirectories by selecting the appropriate directory name. Depress the filename that has the team or league you want. Select the IMPORT button, and the game transfers the file to TONY LA RUSSA BASEBALL II for you.

THE HOME PLATE ICON AND FUNCTION KEYS

TONY LA RUSSA BASEBALL II contains a new Special Functions menu that can be accessed by selecting the Home Plate icon on the Main Menu Bar. From this menu you can see the batting order for both teams, pause the game, replay a particular event in the game, toggle the sound effects, and more. Specific “hot” keys allow you to select these functions without having to access this menu. For instance, by pressing the letter B you can view the box score for the game you are playing. The hot-key letters are next to their respective functions in the Special Functions Menu.

The Function Keys

Your computer’s function keys have very special functions in TONY LA RUSSA BASEBALL II:

F1 pulls up the batting stats for any player whose name is highlighted, whether he’s a player in the Batting Order screen, or the guy up to bat in an exhibition game.

F2 does the same as [F1], but for pitching stats instead.

F3 pulls up fielding stats.

F4 toggles all stats on the screen between historical statistics and simulated statistics.

F5 sends the current screen to the printer, if one is connected to the computer. This key only works for screens that contain statistics; the pictures, etc. on the screen are not printed.

F6 performs a “Print to File” command. This does essentially the same thing as [F5], except the screen data is compiled into a file that appears in your TONY LA RUSSA BASEBALL II root directory as

“PRINT.TXT.” You can collect as many stat screens and box scores as you choose, and each is added (“appended” is the formal computer term) into this special file that you can edit or print in the usual ways. The guidelines for [F6] are the same as those for [F5] regarding what screens are available to be copied.

F7 operates as a Help key. [F7] calls up information to help get you through some of the more complicated screens in the game.

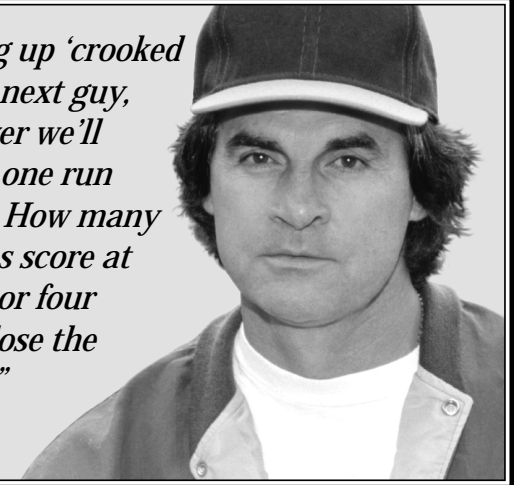
When the batter-pitcher menus are displayed during the game, the following hot keys correspond to these pull-down menu items:

T	Display Batting Order
N	Display Defensive Alignment
L	Display Line Score
B	Display Box Score
G	Show scores of other games being played today
R	Show replay of the last play
U	Repeat the last close-up replay
O	Toggle sound effects on/off
V	Toggle voice on/off
F	Toggle between players running off the field normal/fast
M	Toggle slow motion on/off
P	Pause Game

For more information on the Function Keys and Special Hot-Keys, check your TONY LA RUSSA BASEBALL II data card.

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“We want to be putting up ‘crooked numbers’ just like the next guy, but even with our power we’ll take as many of those one run innings as we can get. How many times do you see teams score at least one run in three or four different innings and lose the game? Not very often.”



THE ALL-TIME TEAMS

26 all-time teams feature the greatest players of all time (who played after 1900). In addition, you get 26 classic teams from 1901 - 1968 and 2 all-star teams. This gives you a total of 54 teams. In the case of players who played in the 1890’s but whose careers lasted into the 1900’s, we chose those who are still well remembered after a century, such as Cy Young and Wee Willie (“Hit ‘em where they ain’t”) Keeler.

After you play for a while you’ll probably develop some strong opinions about which Hall of Famers deserve the honor and which don’t. You may also develop a few favorites you think should be elected to the Hall but have been overlooked.

Each player is represented by the best season he had while playing for that team. To the greatest degree possible, the teams try to balance the old-time stars with players from the 50’s through the 80’s.

If someone played for more than one team, we try to put them on the team with which they are most identified, but we

also tried to make each team as good as possible. An exceptional outfielder who played 10 years for New York and 5 years for Houston may end up on Houston just because it’s *very* hard to break into the New York outfield.

Recent expansion teams have the shortest history, and therefore tend to be the weakest. Play a few seasons and tinker with the lineups — one surprise you’ll discover early on is that New York does not dominate its league the way you might expect. If your favorite team always seems to come in 2 games behind the pennant winner, perhaps you’ll find the perfect lineup or pitching rotation that pushes them over the top.

Don’t hesitate to make trades between the all-time teams to achieve even greater parity. What happens if Babe Ruth and Lou Gehrig are traded to Toronto, or if Walter Johnson pitches for Kansas City? What single trade might make the biggest difference to a team? The possibilities are endless, and this program exists to let you explore them.

ABOUT THE GAME DESIGNERS

Tony La Russa
Computer Strategy

Manager of the Oakland A's since 1986, Tony inherited a last-place team and led them to three consecutive American League Pennants and a World Championship in his first five years. He was named American League Manager of the Year for 1992 for his role in guiding an injury-riddled Oakland team to its fourth division title in five years. He played as an infielder with the A's, Braves and Cubs in the 1960's, but suffered a shoulder injury and appeared only briefly in the majors. He managed the Chicago White Sox from 1979-86, winning the American League West title in 1983.

Don Daglow
Original Game Design

In 1971 Don was the first programmer to simulate a complete major league baseball season on computer, and he has spent twenty years refining and expanding his baseball simulation systems. Co-founder of Stormfront Studios (formerly Beyond Software), his prior games include Intellivision World Series Baseball and the original version of EA's Earl Weaver Baseball, both of which he produced with programmer-designer Eddie Dombrower.

Hudson Piehl
Game Design & Programming

After working as part of the technical team on TONY LA RUSSA'S ULTIMATE BASEBALL, Hudson became the leader of the TONY LA RUSSA BASEBALL II design and programming effort. His prior work includes Talking Fingers, an educational package for teaching typing, reading, and writing to children.

Mark Buchignani
Game Design

Formerly on the Intellivision Game Development staff, Mark spent four years working on the development of the Tony La Russa Baseball system. He was also a member of the design teams for the SSI ADVANCED DUNGEONS & DRAGONS® games GATEWAY TO THE SAVAGE FRONTIER and TREASURES OF THE SAVAGE FRONTIER.

David Bunnett
Art Director

A co-founder of Stormfront Studios (formerly Beyond Software), David has done graphic design for theatrical films and computer games for a number of years. He was the animator for the critically-acclaimed TYPHOON THOMPSON and Art Director for TONY LA RUSSA'S ULTIMATE BASEBALL, GATEWAY TO THE SAVAGE FRONTIER and TREASURES OF THE SAVAGE FRONTIER.

David Clemons
Lead Artist

David received his MFA degree from the University of Texas at Austin, and won First Prize in Animation at the prestigious Ami EXPO in 1989. His animated short "Before the Law" appeared at the Mill Valley Film and Video Festival, and at the National Education Film/Video Festival.

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