

## EARL WEAVER BASEBALL

### Getting Started

**1. Copying the Game Disk** — Boot your computer with MS-DOS version 2.1 or later, and then either make a copy of the original game disk (use DISKCOPY), or copy the program onto your hard disk. (Create a subdirectory with MAKEDIR, then use the COPY \*.\* command to copy all the files from original game disk into that subdirectory. See your MS-DOS manual if you need further details.) When you've finished making your copy, put the original disk away for safekeeping. You will not need it to play the game.

**2. Loading the Game** — Make sure the DOS prompt accurately names the drive your copy is in (and the subdirectory it's in if you're using a hard disk) then type, **WEAVER** and press **Enter**. **NOTE:** 1) If you're using a Tandy 1000 with only 256K of memory, *you must* boot with the DOS that came with your computer; 2) On some computers with only 256K of memory, the program writes to the disk to speed up ball park drawing during play. **DO NOT** write-protect the copy of the game disk you are playing from and do not remove it from the drive while the game is in progress.

**3. Controlling the Cursors** — When the game options screen appears, the cursors default to keyboard controls (shown below). To select options, use the cursor to point at the small circle next to the option you want and press the "button." To use a joystick instead of the keyboard, plug in your joystick, and be sure it's centered. Then use the keyboard controls to select the appropriate joystick option. Select TJOY1 for a joystick in port 1 of a Tandy 1000™ series machine, and select TJOY2/IBM for a joystick in port 2 of a Tandy 1000™ or for the joystick on any other MS-DOS computer. See the section about "Weaver Setup" for information on using a mouse with *Weaver Baseball*.

**Home Team  
(Keyboard)**

Q Up Left	W Up	E Up Right
A Left	S * Button	D Right
Z Down Left	X Down	C Down Right

\* Equivalent to a joystick button.

**Visiting Team  
(Keypad)**

7 Up Left	8 Up	9 Up Right
4 Left	5 * Button	6 Right
1 Down Left	2 Down	3 Down Right

**NOTE:** If the cursor (or the ball or the players) moves too fast, press F1 to show the speed setting in the upper left-hand corner of the screen. Repeatedly pressing F1 cycles through the four possible settings; Slow, Medium, Fast, or Super, then back to Slow again. Hold down the shift key while moving the cursor to temporarily speed it up. The combination of a fast machine and a slow speed setting produces the smoothest animation.

**4. Picking the Game Options** — For a description of the various options, see page 1 in the manual. When you have the options you want, point at Play Ball and press your "button" (or press Alt-P on the keyboard) to begin an Arcade game or to go to the lineup screen for a Regulation game.



**5. Using the Season Ticket Code Wheel** — When you leave the options screen, *Earl Weaver Baseball* will present you with seating information and ask you for a number from your Season Ticket Code Wheel. Line up the stadium name with the Row and Seat information, then look in the small window next to the stadium area. Type in the number shown there and press Enter.

This is the only form of copy protection employed by the program, and unlike disk-based methods it will not interfere with hard disk operation or your ability to make backups, nor will it create compatibility problems. We sincerely hope that you realize that our goal is not to inconvenience you, but simply to protect against illegal piracy. Please respect this goal by not distributing copies of the disk and code wheel. Thank you.

**6. Keystroke Shortcuts on the Lineup Card** — If you choose a Regulation Game, you must fill in your lineup cards before playing. **Alt-E** means Ask Earl and **Alt-F** means Finished. Pressing **Esc** takes you to the previous screen until your lineup card is complete, then it takes you to the game. **Important:** Don't press **Esc** while you are "carrying" a player with the cursor.

**7. Using the Keyboard and Joysticks during Play** — Pages 3 and 4 in the manual contain charts describing how to bat, pitch, run, field and manage with joysticks and the keyboard. Players controlling the home team from the keyboard use the keys which correspond to the keypad keys listed in the manual; i.e., **A = 4**, **D = 6**, and so on. The pickoff key for the home team is **1**, and the pitchout key is **2**. (For the visiting team, use **0** for pickoff and **Del** for pitchout. Also, for either team a quick double click of any pitching key will perform a pickoff.) The Microsoft Mouse™ is only supported for the Manage Only mode. To learn how to edit your *Weaver.set* file to use the mouse, see the section on Weaver Setup at the end of this card.

In the lineup screen, please be patient when moving players from slot to slot, following this procedure: 1) pick up the player you want to move by pointing at him and pressing the keyboard "button" or by pressing and holding the button on the joystick or mouse; 2) move the player over with the joystick or cursor keys until the left edge of the player's name is within the highlighted slot you want to move the player to; 3) press the keyboard "button" again or release the joystick or mouse button and wait. After 2 or 3 seconds, the player you are "carrying" will go into the selected slot. (**Note:** In a one player game against Earl, do not try to move a player from home to visitors or vice versa.)

If you use a joystick in Play and Manage mode, you may need to spend some time adjusting the trim on your joystick to make it easier to hit second base and home plate with fielding throws. For some good fielding practice, select Practice from the main options screen and then select fielding practice for the team you are controlling with the joystick. When the ballpark screen appears, pressing **Alt-F** will cause the program to create random situations for your fielding practice. If you do not press **Alt-F**, the program will run through a standard fungo practice session for you. The following keystrokes are also available during game play, regardless of how you are controlling your players and strategy (make sure your Capslock Key is off).



**Alt**.....Plus all the keystrokes listed on page 4 in the manual (i.e., Alt-R for the radar gun, Alt-W for the wind, etc.) with 2 exceptions: there is no Alt-/ pitching grid command on MS-DOS machines and Instant Replay (Alt-I) is not available on machines with less than 384K of memory. Wait until the umpire appears, then press the Alt-key combination before the pitcher begins his windup.

**F1**.....Changes speed, cycling from slow to medium to fast to super, then back to slow, etc.

**V**.....Brings up a stats card in the home team lineup.

**Ø**.....Brings up a stats card in the visiting team lineup.

**Esc**.....Returns from the lineup screen to the game.

**Alt-F6**.....Saves game in progress (the same as Alt-Shift-S).

**Alt-F5**.....Ends the game or practice and returns to the Main menu (the same as Alt-Shift-Q).

**Ctrl-Break**.....Quits to DOS.

**A Note About Base Stealing:** In Play and Manage mode, when you attempt to steal a base with your lead runner, hold down the "run forward key" (8 for the visitors, W for home) as if you are going to round the base with the runner. The program won't let you overrun the base if there's a throw coming in.

**8. Making and Using a Statistics Disk —** *Earl Weaver Baseball* allows you to save the stats from regulation games to disk. If you are playing with teams selected from your game disk copy, you may use it as your stats disk as well. Just click Ready when the message "Insert Stats Disk" appears, and then click "Update Player Stats" and "Update Won/Lost Records" before clicking "Finished" (if you don't want to save the stats, go directly to "Finished"). **NOTE:** Though you may save stats on your game disk, **DO NOT** save games in progress, new teams or any printing files there if you are using 5 1/4" drives. The disk is almost full and may be corrupted if you try to save more data on it.

To make a disk on which you can create your own leagues, teams and parks, select Commissioner from the main menu and then select Create New Leagues on a New Data/Path. A series of prompts will appear, first to let you change your path if you are using 2 floppy drives or a hard disk, and then to ask in turn if you want to create each of 3 files -- **Leagname.Dat**, **Players.S** and **Parks.Dat**. Click "Yes" to create an empty version of that file on the disk. Click No if you want to copy that file from another disk (for instance, you might click "Yes" for customizable Leagname.Dat and Players.S files and then No for Parks.Dat because you plan to use your DOS copy command to copy the already filled- out Parks.Dat file from the game disk).

You may have only one copy of each of the 3 files in a single subdirectory (i.e., if you create an empty Players.S file in a subdirectory containing a Players.S file, the original file will be erased). You may use either / or \ to set off subdirectory names. You must create the subdirectory you plan to use from DOS before starting *Earl Weaver Baseball*.

To play a game with your stats disk or subdirectory (after creating new teams, etc.), simply select two teams from it instead of from the game disk at the main options screen, then save your results to it at the end of the game.

**9. Editing Teams, Players, and Stadiums —** Pages 11 through 14 in the manual describe how to use the General Manager and Commissioner options to create and customize players, teams and leagues. On MS-DOS machines, the Phonemes option described on page 12, the Recolor Uniforms option on page 13, and the Choosing Fence Color option on page 14 are not available. Also, the "Load Team" option under General Manager is now called "Select



Team," and the "Retire" option is now called "Delete" (you must be in Trade mode in order to use Delete). To designate a pitcher as a relief pitcher, give him a Fatigue Rating of 1 or 2. **NOTE:** To copy a team from one data disk to another, begin by selecting the slot you want to copy the team *to*. You can then switch paths, if necessary, when it's time to identify the team you want to copy into that slot.

**10. Printing to Paper and to Disk** — *Earl Weaver Baseball* provides basic direct printing support. If you try to print with the program and are not successful even though your printer was on and ready, choose the option to Print to Disk instead, using the following steps: 1) After you select the print command and the message box asks, "Is Printer Attached and On-Line?", click the **Cancel** control; 2) Another message box asks, "Print to Disk Instead?", click the **Ready** control to print the lineup card to a text file on disk; 3) When *Earl Weaver Baseball* prompts you for a file name, enter the drive/path and file you want to save it to like so: **drive:\path\filename**. For instance, to save a team roster as "MyTeams" on drive B you would type: B:MyTeams (you must follow MS-DOS filename conventions). You can edit or print the file with any program that reads text files.

### About Weaver Setup

The Weaver Setup file, called WEAVER.SET on disk, is a text file which tells *Earl Weaver Baseball* how you want your options set when the program loads.

The file consists of keywords, each of which tells the program something about how you want to play. For instance, here's the Weaver.set file on your original game disk:

```
SUPER
ARCADE

VISIT
EARL

HOME
PLAY
```

The WEAVER.SET keywords are divided into two groups: general keywords that you can use anywhere in the file, and team keywords which must always follow the labels HOME or VISIT. In the example at left, the first 2 entries, SUPER and ARCADE, set the speed to Super, and the game type to Arcade instead of Regulation. The word under VISIT puts Earl in charge of the visiting team. The word under HOME puts you in charge of the home team, and sets the mode to Play & Manage.

```
SUPER
ARCADE

VISIT
EARL

HOME
MOUSE
MANAGE
```

You can also use a mouse to manage *Earl Weaver Baseball* in Manage Only mode. To use your mouse to control the home team, for example, simply add the word "MOUSE" under HOME as shown to the left. (Note: Be sure that your system automatically installs the mouse driver when you boot, or that you activate it from the DOS prompt *before* you load *Earl Weaver Baseball*.)



The two lists below show and describe all the **Weaver.set** keywords. The first list contains general keywords, and the second contains keywords that apply to the home or visiting team.

#### General

Keywords	Function
SUPER	The fastest animation speed.
FAST	Fast animation speed.
MED	Medium animation speed.
SLOW	Slow animation speed
PARK	Specifies which park to start the game with when followed by a park number from 1-32; i.e., PARK 16. Parks are numbered in the order they are listed on the screen.
NINEMAN	Starts the game with the standard nine man lineup selected.
DH	Starts the game with the designated hitter rule selected.
REGULATION	Starts the game with the regulation rules/game selected.
ARCADE	Starts the game with the arcade rules/game selected.
STRATEGY	Starts the game with strategy on. This means that the Strategy menus will appear automatically before each new batter/running situation.
NOINJURY	Lets injured players (except pitchers) play at their full abilities in league games.
NOCROWD	Cancels drawing the ballpark crowd.

#### Team

Keywords	Function	NOTE: The keywords in this list must follow one of the labels, HOME or VISIT to specify the team for which they apply (see examples above).
TEAM	Specifies the team to start the game with when followed by a number from 1-32; i.e., TEAM 16. Teams are numbered in the order they appear on the screen	
MOUSE	Specifies that you want to use a mouse to control this team. You must have the mouse driver installed in your system before loading Weaver (see your mouse manual for details).	
MANAGE	Sets the default for this team as Manage Only mode.	
PLAY	Sets the default for this team as Play & Manage mode.	
EARL	Sets the default for this team as Earl Manages mode.	
MAJOR	Sets the default for this team as Major League level.	
MINOR	Sets the default for this team as Minor League level.	
SEMI	Sets the default for this team as Semi-pro level.	
SAND	Sets the default for this team as Sandlot level.	
ONEPITCH	Sets the default for this team as One Pitch mode.	
FULLPITCH	Sets the default for this team as Full Pitch mode.	
LEAGUE	Sets the default for this team as League Play.	
NONLEAGUE	Sets the default for this team as Nonleague Play.	

**NOTE:** 1) In order to load the program, there must be a **Weaver.set** file containing at least one keyword on the disk or in the hard disk subdirectory containing the program; 2) The teams and parks referred to by number must be on the disk or in the subdirectory containing the program. Thus, on copies of the original game disk, the highest possible team number is 8 (National League '60 to '75.)



### LIMITED WARRANTY

**Limited Warranty.** Electronic Arts ("EA") provides to the original purchaser of the computer software product, for a period of ninety (90) days from the date of original purchase (the "Warranty Period"), the following limited warranties:

**Media:** EA warrants that, under normal use, the magnetic media and the packaging provided with it are free from defects in materials and workmanship.

**Software:** EA warrants that the software, as originally purchased, will perform substantially in conformance with the specifications set forth in the packaging and in the user manual.

**Warranty Information.** If you are having any problems with the product, we are happy to help. Please address all correspondence to Electronic Arts, 1820 Gateway Drive, San Mateo, California 94404. Or call us at (415) 572-ARTS.

**Warranty Claims.** To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, a statement of the defect, and your name and return address. To replace defective media after expiration of the Warranty Period, send the product, in protective packaging, postage prepaid, to Electronic Arts, at the above address, enclosing proof of purchase, a statement of the defect, your name and return address, and a check for \$7.50. EA or its authorized dealer will, at its option, repair or replace the product, and return it to you, postage prepaid, or issue you with a credit equal to the purchase price. THE FOREGOING STATES THE PURCHASER'S SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY WITH RESPECT TO THE SOFTWARE PRODUCT.

**Warranty Exclusions.** EA EXPRESSLY DISCLAIMS ANY IMPLIED WARRANTIES WITH RESPECT TO THE MEDIA AND THE SOFTWARE, INCLUDING WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. ANY WARRANTIES IMPLIED BY LAW ARE LIMITED IN DURATION TO THE WARRANTY PERIOD. SOME STATES DO NOT ALLOW LIMITATIONS ON THE DURATION OF AN IMPLIED WARRANTY, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS. YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

### LIMITATIONS ON DAMAGES

EA SHALL NOT IN ANY CASE BE LIABLE FOR INCIDENTAL, CONSEQUENTIAL OR OTHER INDIRECT DAMAGES ARISING FROM ANY CLAIM UNDER THIS AGREEMENT, EVEN IF EA OR ITS AGENTS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

Unless indicated otherwise, all software and documentation is ©1987 Electronic Arts. All rights reserved.

Tandy, Tandy 1000, Tandy 1000EX and Tandy 1000SX are registered trademarks of Tandy Corporation. IBM is a registered trademark of International Business Machines Corporation. All rights reserved.