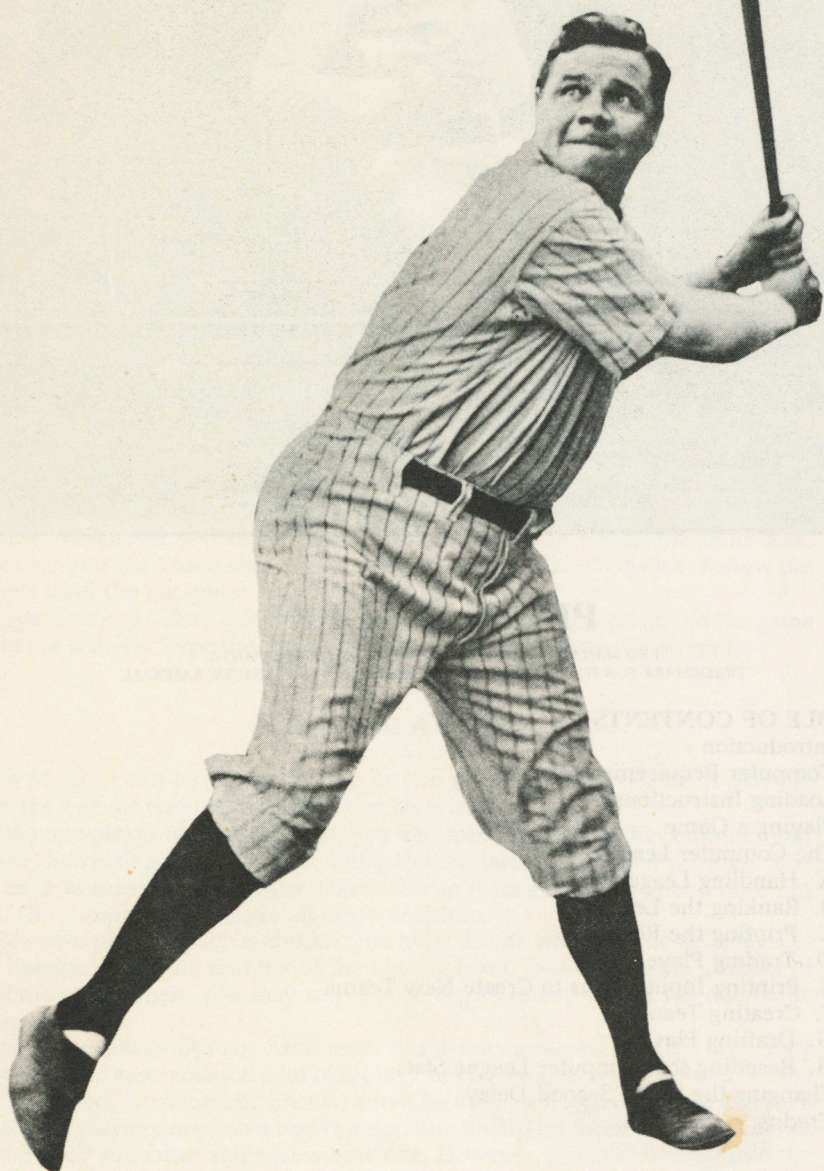


Pro Manager™





PRO MANAGER™

PRO MANAGER IS THE AVALON HILL GAME COMPANY'S
TRADEMARK FOR ITS MICROCOMPUTER GAME OF MAJOR LEAGUE BASEBALL

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1. INTRODUCTION

Pro Manager is a computer simulated Major League baseball game which features a variety of strategic and statistical options. The game uses random numbers and the laws of probability to simulate a baseball game in which the players' performance will be similar to their performance in actual games.

In addition, the program simulates a major league baseball season by keeping track of trades, drafts, statistics and standings. Throughout the rules, this will be referred to as the "computer league" statistics, in contrast to the statistics the game is drawn from. You can only change the stats from the computer league.

2. COMPUTER REQUIREMENTS

Pro Manager will run on an IBM-PC, XT or PC-jr. with the following configuration:

- * Minimum 128K memory.
- * One double-sided disk drive.
- * An 80-column screen.
- * DOS 2.0 or 2.1.

Pro Manager can be played on a color monitor as well as monochrome.

3. LOADING INSTRUCTIONS

Before playing *Pro Manager* you must first copy some DOS files onto the game diskette. Once the files have been copied, the game can be played by booting up the game disk. The copying procedure will depend upon whether you have a one-drive or a two-drive system.

If you have a one-drive system: Boot up the computer with your DOS disk. Remove the DOS disk and insert the game disk. Type the command B:SETUP1 (ENTER). Whenever you see "Insert disk in the B drive....," insert the game disk. Whenever you see "Insert disk in the A drive....," insert the DOS disk. Follow the prompts until the computer says it is finished.

If you have a two-drive system: Place the DOS disk in the A drive and the game disk in the B drive. Type the command B:SETUP2 and follow the prompts.

4. PLAYING A GAME

Pro Manager can be played by one or two players. If one person is playing, either the one- or two-player option can be selected.

If the one-player option is chosen, you will specify whether the computer will manage the visiting or home team, and select its starting and relief pitchers. You may have to select the computer team's lineup if its automatic lineup does not exist. The computer will make all other decisions.

If the two-player option is chosen, you must decide which teams will play and their lineups. Enter the number of the visiting team, followed by the number of the home team. Then, you may select your team's lineup or use the automatic lineup option.

Automatic Lineup Option: Each team has a lineup stored on disk. You may select that (and save yourself a lot of typing), or choose your own lineup. If a new team is created, an automatic lineup cannot be used until you enter one and save it. Also, if a player stored on a team's automatic lineup has been traded, it cannot be used until you enter and save a new one. However, a player drafted into the

Open league is not removed from his original team.

If you choose your own lineup, the screen will list your team's batters and the starting pitcher. On the bottom right corner of the screen are the ten lineup positions (nine fielding plus the designated hitter). You will be prompted for each player's number and position. The designated hitter may be chosen or disregarded at your option. Enter the player's identification number and his position, separating the two with a comma (example: 10,1B selects player #10 and assigns him to first base). You may select any player for any position except for pitcher.

After the lineups are chosen, you may select the music option. If you type **Y**, there will be music at different times in the game. The music option can be turned off and on during the game. Another option will print the play-by-play results on the printer. Then, the game will begin.

The Seven Second Delay: Throughout the game, if no key is struck within seven seconds, the batter will swing away. This delay can be changed to between 2 and 30 seconds, or turned off entirely. See Section 6 for instructions.

When each batter comes to the plate, his real-life stats will be shown next to his computer league stats. The player(s) can make a number of decisions. There are three types: general options which both players can use, offensive options used by the batting team, and defensive options used by the fielding team.

5. THE COMPUTER LEAGUE

Pro Manager allows you to set up a computer baseball league and compile statistics on all the players and teams. After each game is over, you will have the option to include the game results in the computer league and get a printout of the box score. If so, the computer will update all the statistics and standings, and print the box score.

The following section details the commands that set up and maintain the computer league statistics. Be assured that the statistics the computer draws upon to play the game (as opposed to the computer league stats) cannot be erased by the player using any method short of destroying the disk.

A. PRINTING TEAM STATS (command S)

This prints the team, batting and pitching statistics for all the teams in the American, National, Old Timer or Open computer league. It will not print out the real-life statistics. Make sure that the printer is connected and turned on before using this option.

B. RANKING THE LEADERS (command L)

This option displays to a printer or the screen three types of computer league rankings: team stats, batter's stats and pitcher's stats. The team stats option will display the standings for the American, National, Old Timers or Open league. In the American and National leagues, the standings will be divided into the East and West division. Any or all of the batting and pitching stats can be ranked.

C. PRINTING THE ROSTERS (command R)

This lists to the printer only the team rosters for a league, including the the pitching and batting records and fielding ratings for each of the players. This will not print out the computer league statistics.

D. TRADING PLAYERS (command T)

Any number of players may be traded so long as it does not put a team over 10 pitchers or 15 hitters. Follow the screen prompts as they are given. A trade can be nullified when prompted at the end of the sequence by hitting any key but the

space bar.

If the trade is approved, the computer will make sure that a team did not go over the roster limit, and that there are not two players with the same last name on one team. If there is, the computer will ask you to change the last name of one of the players by adding a period and an initial to one of the names (example: JACKSON.R.)

If you would like to make a trade, but find that a team has fulfilled its roster limit, you may wish to create a team in the Open league, and trade players there. One team with no players (#43) has been created in the Open league for just that purpose.

Trading players will not affect their computer league statistics. Remember that drafting a player does not remove him from his original team, but trading does.

E. PRINTING FORMS TO CREATE NEW TEAMS (command F)

Up to nine teams may be formed in the Open league. Filling their rosters requires quite a few statistics. This command prints forms used to write down information about these teams. See Section F for details.

F. CREATING NEW TEAMS (command N)

Nine teams may be created in addition to the one already formed in the Open league. First, each team must be identified by a year, a city, and a nickname. Once the name is approved, statistical information about each of the pitchers and hitters can be entered. This information is neatly summarized on a form that can be printed out using the F command (see section 5.E above). A team may also be formed by drafting or trading players from other teams.

For pitchers, the following information is needed. The abbreviation found on the form is in parenthesis:

LAST NAME (Code name). If there are two or more players with the same last name, you must add a period and an initial to one of them (such as NIEKRO.P).

FULL NAME (Name). Example: Phil Niekro.

THROWS (T). Enter R for right-handed, L for left-handed.

FIELDING RATING (Fld). The range is between A and E, with A being the best.

HITTING RATING (Bat). The range is between A and E, with A being the best.

EARNED RUN AVERAGE (ERA)

WINS (W)

LOSSES (L)

GAMES (G)

INNINGS PITCHED (IP)

HITS GIVEN UP (H)

BATTERS FACED PITCHER (enter - 1 if unknown) (BFP)

SACRIFICE HITS GIVEN UP (enter - 1 if unknown) (SH)

SACRIFICE FLIES GIVEN UP (enter - 1 if unknown) (SF)

WALKS GIVEN UP (BB)

INTENTIONAL WALKS GIVEN UP (enter - 1 if unknown) (IBB)

STRIKEOUTS (SO)

(For some statistics, a - 1 can be entered if the number is unknown. The computer will estimate the rating based on other information. This may slightly affect the realism of the player's performance.)

For each batter, enter the following statistics:

LAST NAME (Code name)

FULL NAME (Name)

BATS (B). Enter R for right-handed, L for left-handed, or B for switch hitter.

DEFENSIVE RATING (Pos/Rat). Rate the player at each of the six positions: catcher, first base, second base, third base, shortstop and outfield. The range is A to E, with A being the best. If the player does not play that position, the rating should be E.

AT BATS (AB)

HITS (H)

DOUBLES (2B)

TRIPLES (3B)

HOME RUNS (HR)

RUNS BATTED IN (RBI)

SACRIFICE HITS (if unknown, enter - 1) (SH)

SACRIFICE FLIES (if unknown, enter - 1) (SF)

STOLEN BASES (if unknown, enter - 1) (SB)

CAUGHT STEALING (if unknown, enter - 1) (CS)

WALKS (BB)

INTENTIONAL WALKS (if unknown, enter - 1) (IBB)

STRIKEOUTS (SO)

Again, a - 1 can be entered for some of the stats if the number is unknown.

Once the 15th batter has been entered, or after you type END, the program will load the team onto the disk. There can be no more than 52 teams on the disk.

G. DRAFTING PLAYERS (command D)

Players can be drafted from any team, but they can only be drafted to teams in the Open league. The team must be created before players can be drafted to it. A drafted player plays for both his old team, plus the Open league team. However, his computer stats will remain with the old team, and reset to 0 in the Open league. This option is perfect for setting up your own 'dream team' and all-star games.

H. RESETTING THE COMPUTER LEAGUE STATS (command Z)

Computer league statistics can be set to zero with this command.

6. CHANGING THE SEVEN SECOND DELAY

During the game, if the batter has received no command within seven seconds, he will swing away. This delay may be set from 2 to 30 seconds, or suppressed entirely. To change the delay, exit to the DOS using the X command, type DELAY [ENTER] and follow the prompt.

Design: *Bob Gardner*

Rules Editor and Layout: *William E. Peschel*

Production Coordinator: *Phyllis Suddeth*

Typesetting: *Colonial Composition*

Box Pasteup: *Jean Baer*

Logo Design: *Charles Kibler*

Prep. Dept. Coordinator: *Elaine M. Adkins*

Printing: *Monarch Services*

Cover Art: *Jim Talbot*

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IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.
2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.
3. If you can adjust the volume on your recorder, try different settings, both higher and lower.
4. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.
5. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read software made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.
6. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load.) to:

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Consumer Relations

4517 Harford Road, Baltimore, MD 21214

QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed "complete" in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

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GENERAL OPTIONS

Command Explanation

- E** **Executive Pause.** This clears the screen and allow you to type anything you wish. You can return to the game by hitting the **F10** key. This may come in handy if your boss happens to come into the office during the middle of a game
- H** **Help.** Displays the available options.
- L** **Lineup.** Displays the current lineup for each team. An asterisk indicates the next batter due up.
- M** **Music.** A toggle switch turns the music off or on.

DEFENSIVE OPTIONS

- D** **Defensive Change.** Sends in new pitchers and fielders from the bench, or exchanges the position of two players. Follow the prompts for each choice.

When changing players, a list of replacements will appear along with their identification number. Select a player's number, or type **/** to back out. To exchange the positions of two players, type the number of the two positions to be switched, separated by a comma.

- G** **Guard The Baselines.** This increases the chance of a single, but reduces the chance of an extra base hit. This is frequently used in late innings by a team winning by a run or two.
- I** **Infield In.** This increases the chance of a base hit, but reduces the chance of a runner scoring from third on an infield out.
- O** **Pitch Around Hitter.** This reduces the chance of a base hit, but increases the chance of a walk.
- W** **Intentional Walk**

OFFENSIVE OPTIONS

SPACE Hit Away.

- B** **Bunt** for a base hit or sacrifice.
- P** **Pinch Hitter.** The available players are displayed. Type the player's number, or **/** to back out. If the pinch hitter is batting for the pitcher, you will have to replace the pitcher next inning. If the pinch hitter is for someone other than the pitcher, the player will take over that position in the field.
- R** **Pinch Runner.** Follow the same procedure used to select a pinch hitter.
- S** **Steal A Base.** If there is more than one runner on base, the lead runner will steal. If there are runners on first and third, you must specify a single or double steal by hitting **1** or **2** when prompted.
- U** **Hit And Run.** This results in either the batter hitting away, or a stolen base attempt. If the batter gets a base hit, it increases significantly the chance of the runner taking an extra base.



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