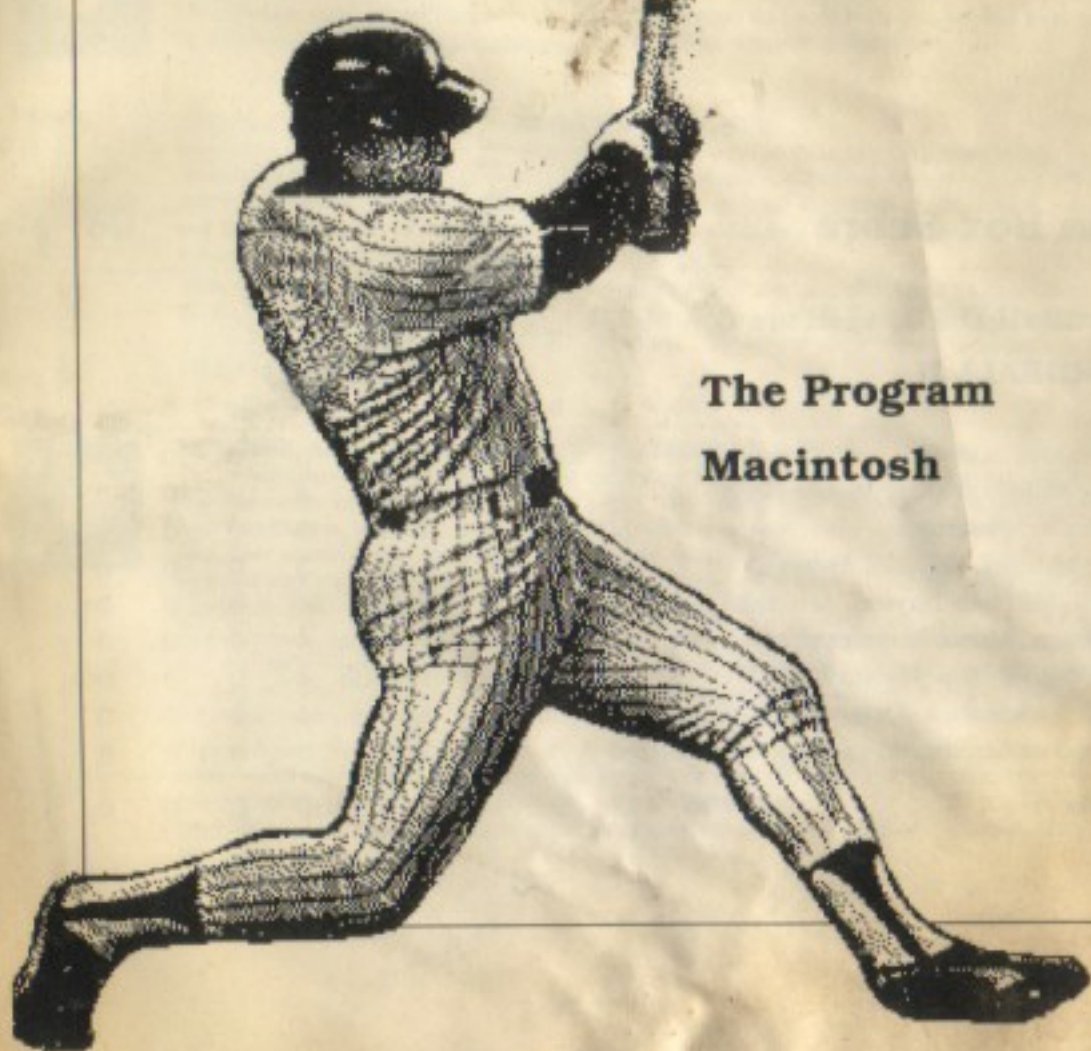


HARDBALL IITM



**The Program
Macintosh**

The Box Score

HardBall II 10, Visitors 0

HARDBALL II

VISITORS

	ab	r	h	bi		ab	r	h	bi
Distinctive Software Inc., Creators	5	1	1	0	Manny	5	0	0	0
Black Hole Software, Mac Version	4	1	1	1	Moe	4	0	0	0
Keith Orr, Producer	4	1	1	1	Meat	5	0	0	0
Peter Mitchell-Dayton, Artwork	5	1	1	1	Frick	3	0	0	0
Caitlin Mitchell-Dayton, Artwork	3	1	1	2	Frack	4	0	0	0
Ed Bogas, Music Arrangement	4	1	1	1	Winkin	4	0	0	0
Jeff Wagner, Mac Manual	4	1	1	1	Blinkin	4	0	0	0
Cyndi Kirkpatrick, Original Manual	4	1	1	1	Nod	4	0	0	0
Harry James, Special Thanks	3	1	1	1	Zip	3	0	0	0
Totals	36	9	9	9		36	0	0	0

HARDBALL II



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HARDBALL II

Fans Witness a Perfect Game

By Grantland Wheat
Times Staff Writer

SAN FRANCISCO - Fifty years from now, they'll sit on porches with their grandchildren and recount the wondrous story.

"Yep, I saw it," they'll say. "I was there to play *HardBall II*."

Pitchers Rick Friesen and Chris Taylor combined to pitch a perfect game, and Pam Levins and Cyndi Kirkpatrick each hit home runs as *HardBall II* routed the Get-Out-of-Town Visitors 10-0. Afterwards, some of the 53,000 fans refused to leave the ballpark.

"I've never seen anything like it," said Andy Souza, clutching a foul tip. "The realism, the stats, the Instant Replay. I may never leave."

It was the first perfect game in the Bigs since Bob Whitehead and Al Miller threw one for *HardBall* back in 1985.

But *HardBall II* is a game of destiny. You can almost smell the fresh-cut grass and oiled leather as the computerized boys of summer sprint across the diamond.

Go ahead. Take the field and make baseball dreams come true. Your grandchildren will be glad you did.



CHAPTER 1:

How to Get the Ball Rolling

System Requirements

- Color version requires 2 megabytes of free memory.
- Black and white version requires 1 megabyte of free memory.
- To play color version, set Mac II to 16 colors.

Note: We recommend that you do *not* run *HardBall II* in conjunction with memory-resident programs such as MultiFinder. We also recommend that you go into your Control Panel and click off your RAM Cache, in order to maximize available memory.

Installing *HardBall II* onto a Hard Drive

We highly recommend that you play *HardBall II* from a hard drive, although it is possible to play the game from floppy disks. To install *HardBall II* (both color and black and white versions) onto your hard drive, just follow these simple directions:

- 1 Create a folder in your hard drive and name it **Hardball2**.
- 2 Insert *HardBall II* Disk 1 into your internal drive. An **HB2** folder will appear onscreen.
- 3 Double-click on the **HB2** folder to open it, then drag all of the files from this folder onto your newly created **Hardball2** folder.
- 4 Do the same thing with Disk 2 for the color version.

Starting from a Hard Drive

To start *Hardball II* from your hard drive:

- 1 Click open the **Hardball2** folder where you installed the game.
- 2 Double click on the **HB2** icon. The game will automatically load.

HARDBALL II

Note: Make sure you have a joystick plugged in if you are going to use one.

Starting from Floppy Disks

- 1 Insert Disk 1 into the internal drive.
- 2 When the **HB2** folder appears, double-click on it to open it.
- 3 Double-click on the **HB2** icon.
- 4 Insert Disk 2 when prompted, if playing on a color system.

Copy Protection and Backup Copies

HardBall II contains off-disk copy protection, so you can make a backup copy of it using normal desktop copying commands. (If you need more details, see your system manual.)

After you boot the game, you are asked to answer a question about a player's stats. Use the *HardBall II* code wheel that comes with the game to respond correctly. Here's an example of how the wheel works.

- 1 The question, for example, might read: What is the "**BA**"(Batting Average) statistic for "**Chris Taylor**" in 1974?
- 2 The largest (or bottom) wheel of the code wheel shows the last name. The middle wheel shows the first name. The smallest (or topmost) wheel shows the year (and the statistic "windows" are cut into it).
- 3 Taking the code wheel in hand, turn the wheels until the last name (in this case, Taylor), the first name (Chris), and the year (1974) are aligned.
- 4 Look in the center of the top wheel for the requested statistic window (in this case, "**BA**") and type in the answer that appears in that window, then press **Return**.
- 5 If your answer is right, you go on to the Main Screen. If you're wrong, you have to try again.

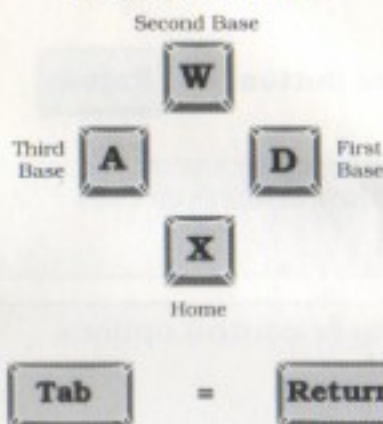


Selecting Your Controls

One or two players can play *HardBall II*, and you can use a joystick, mouse or keyboard to control the teams. But until you actually start to play a game, you must use the mouse to move through all of the menus.

Check out the following diagrams for the corresponding commands on the keyboard, joystick and mouse:

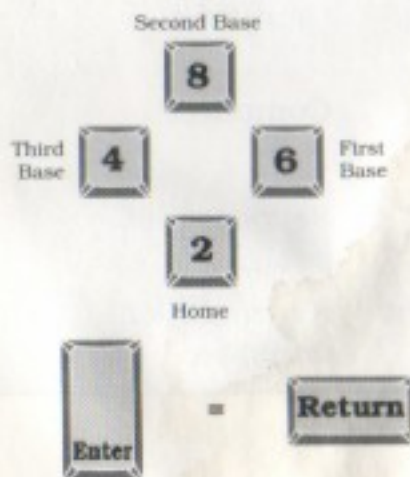
Keyboard Left



Keyboard Right

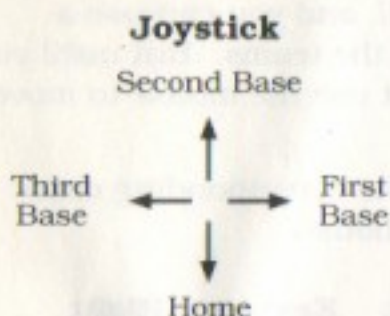


Keypad

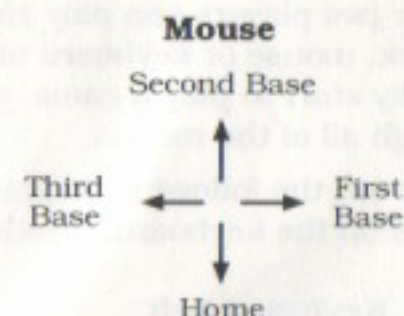
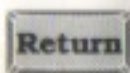


HARDBALL II

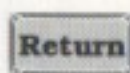
Playing a Game with a Joystick or Mouse



Fire Button =



Mouse Button =



Mac Plus and II LC users: Use the ~ key wherever this manual refers to the **esc** key.

To sum up, you have the following player control options in *HardBall II*:

One Player Game

Joystick

Keyboard

Mouse

Two Player Game

One Joystick

No Joysticks

One Team

Joystick

Keyboard left
or right

Mouse

Joystick

Keyboard right
or mouse

Other Team

Computer

Computer

Computer

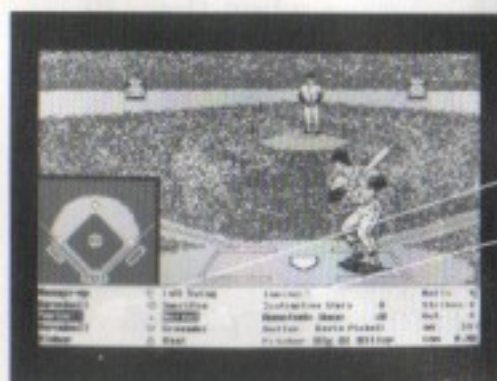
Keyboard left
or right

Keyboard left
or mouse



Command Charts

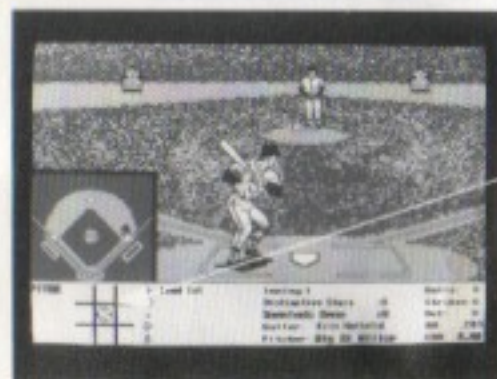
Once you've selected a control device for your teams, you're going to want to know how to hit, throw, pitch, run, bunt, steal, etc. In other words, you need commands. We've put all of these commands on two handy charts which you'll find in the game box. Keep them nearby until you've used them so often they've cut new pathways into your brain. Most of the commands also appear on screen. (see **Fig. 1 and 1a**)



Types of Pitches

Types of Swings

Fig. 1 Game Screen



Strike Zone

Fig. 1a Game Screen

A Quick Overview

The following is a brief summary of exactly what you can (and sometimes must) do in *HardBall II*, both offensively and defensively. For more specific commands, refer to the **HardBall II Command Charts** enclosed in the *HardBall II* game box.

HARDBALL II

A Quick Overview (continued)

Before a Pitch

- The pitcher selects a pitch.
- The batter selects a type of swing.
- If there's a runner on base, the player can decide whether he should lead off or not. A decision must be made before the pitcher aims his pitch, however. The player will then have about a second to decide whether to steal or not. A menu will appear in the batting screen when the lead/steal opportunity is available.
- The pitcher selects where in the strike zone grid to aim his pitch. (At which time, the batter had better be READY. As soon as the pitcher selects his aim, the ball will be thrown.)
- The pitcher has about one full second to pick the runner off base before his pitch is thrown (the word "pick-off" will be displayed during this time).
- To pick somebody off: As soon as you have pressed **Return**, as though you were making a normal pitch, press and hold the desired **base key** (on keypad). The pitch is interrupted and the screen will cut to a view of the base involved in the play.

After a Pitch

- The batter chooses to swing or not to swing, and in what area of the strike zone.
- If the batter connects, he automatically runs to first base.
- If you are about to be thrown out at a base, you can have your base runner retreat to the nearest base passed by hitting the desired **base key** (see **Command Charts**) in correspondence with **Return**.



- After reaching first base, the runners must be directed when to run to other bases, unless they are forced to proceed by other runners. (They automatically return to a base when a fly ball is caught).
- Fielders must be directed to catch the ball and relay it to the proper teammate. (A play is not dead, by the way, until the ball is firmly entrenched in the pitcher's glove when he's on the mound.)

Keyboard Shortcuts

- 1 If you want to toggle the music on and off, press **Option** and **M** simultaneously.
- 2 Press **Option** and **S** simultaneously to toggle the sound effects on and off.
- 3 To raise the American flag on the Manager's Screen (see **Chapter 3**), press **Option** and **A** simultaneously; to raise the Canadian flag, press **Option** and **C** simultaneously.
- 4 Press **⌘ + I** during a play to access the Instant Replay feature. When the play is finished, the Instant Replay will run automatically. After the Instant Replay, you are returned to the game screen.
- 5 Press **T** anytime during play to return to the Manager's Screen.

HARDBALL II

CHAPTER 2:

How to Set Up a Ball Game

After the title screen, the Main Screen containing the GAME and OPTION menus appear in the menu bar at the top of the screen (see **Fig. 2 and 2a**). Sort of the central brain of *HardBall II*. Use the mouse to choose a menu, then press and hold the mouse button to reveal the contents of the menu. While holding down the button, highlight an option. Release the button to select it.

Note: You can use "hot keys" to select Play New Game or Quit from Main Screen without having to go into a menu. Push the $\mathbb{H} + \mathbf{P}$ to Play a New Game; or push $\mathbb{H} + \mathbf{Q}$ to quit.

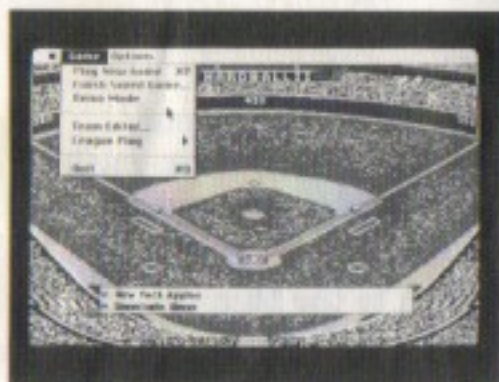


Fig. 2 GAME MENU contains options to setup the type of game to be played.

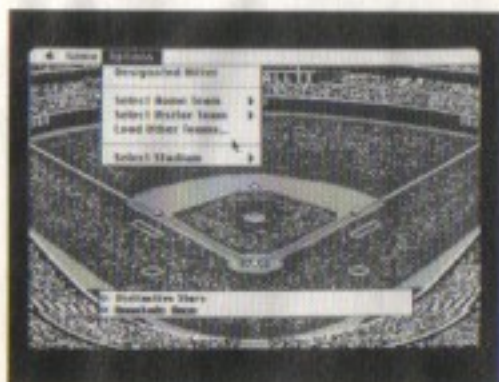


Fig. 2a OPTIONS MENU contains options to determine what teams will play and where.



Getting Started Quickly

If you desperately need to begin playing immediately and without further instructions:

- 1 Select **Play New Game** from the GAME MENU. After a pause, you'll go to the Manager's Screen.
- 2 Open the HOME MENU and highlight the **Control** option. A sub-menu will be displayed. Still holding down the mouse button, highlight **Computer** and release the button. Open the VISITOR MENU in the same way to choose your control option.
- 3 Open the GAME MENU, highlight **Play ball**, and release the button. Before you know it, you'll be in the Game screen, standing in the batter's box, ready for a head-to-head battle against the computer.
- 4 To return to the Manager's Screen at anytime, press **T**.
- 5 If you want to play at a different stadium or change teams, see **Chapter 2**.

Important Note: Keep your **HardBall II Command Chart** at your fingertips so that you know what buttons to push and when. For those of you who need a tad more explanation on anything mentioned above, read on.

Select Teams



Fig. 3 The Roster Screen

HARDBALL II

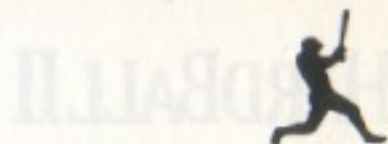
Select Teams (continued)

At the bottom of the Main Screen is a small box listing two teams that are ready to go. If you don't wish to use either of these teams, here's how to choose new Home and Visitor Teams. While in the OPTIONS MENU:

- 1 Highlight **Select home team** to reveal a sub-menu containing all of the teams listed in the current folder or on the current disk (see **Fig. 3**).

Note: If this sub-menu appears empty, simply move the mouse into the menu and drag it up or down to reveal the teams.

- If you want to load a newly created team stored on a different folder/disk: see the **Load Other Teams** section.
- 2 With the mouse, highlight a team name from the Roster and release the mouse button. After your selection, the name you selected appears beside **H:** for Home Team.
 - 3 Do the same procedure to select the Visiting Team. The Visiting Team will appear besides **V:** on the Main Screen.
 - 4 For the beginner:
 - Choose **The Sandlot Swingers** if you're a raw-boned rookie and want a kinder, gentler introduction to *HardBall II*. The Swinger's abilities have been deliberately tampered with so that you have the least possible variables to deal with but still play a real game. (For more rookie wisdom, see **Chapter 6: Hints and Tips**).
 - Avoid teams whose names begin with Roster. These incomplete teams of infielders, pitchers and outfielders are used in League Play drafting - so they lack key players in key positions. (See **Chapter 5: League Play** for details.)
 - If your tastes run to the metaphysical, you can even choose to have the same team play itself.



Load Other Teams

If you have created a new team (see **Team Editor** section) and have saved it to a hard disk folder (other than the default folder) or a separate data disk, do the following:

- 1 While in the **OPTIONS MENU**, highlight **Load Other Teams** and release the mouse button. A Macintosh file screen appears.
- 2 **If you're using a hard drive:** click on the folder where the saved teams are located.
If you're using a floppy disk: click on the **eject** box and replace your game disk with a data disk containing your saved teams.
- 3 Then click the **Load** box. The file **TEAMDATA.HB2** should appear (This file also appears in the **HB2** folder and contains the original teams that come with the game.) Click on the **Load** box again. Highlight the **OPTIONS MENU** and select your team.

Select Stadium

Time to chose your field of dreams.

- 1 Highlight **Select Stadium** from the **OPTIONS MENU** to reveal a sub-menu containing a list of stadiums only a true fan would love.
- 2 Highlight the name of the stadium where you would like to wage battle (see **Table 1**), and release the mouse button. (After your selection, the background will reflect your choice - and you'll see much more of it during the game.)

HARDBALL II

Table 1: The Stadiums

HARDBALL II - The deepest center field of all the stadiums. Keep your center fielder back to shut down on triples.

BOSTON - Right-handed batters often have home runs thwarted by the Jolly Green Giant wall in left field. Left-handers have it much easier down the right field line.

KANSAS CITY - OK, the artificial turf adds speed to a grounder - but what a great waterfall.

CHICAGO - With its brick and vines, these friendly confines represent the epitome of a classic ball park.

NEW YORK - It's big, it's bad, its outfield is alive with the ghostly greats of its pin-striped past. And that's the T(Ruth).

SAN FRANCISCO - Weather conditions are frosty and unpredictable, to say the least. Sudden gusts can turn that triple into a home run - or a double.

TORONTO - Undisputed state of the art in stadium technology, but the rug can add yards to a missed catch.



Designated Hitter

Are you a baseball purist, or do you believe that weak-hitting pitchers should be required to bat?

- Highlight **Designated hitter** in the OPTIONS MENU and release the mouse button to toggle the **DH** option on and off. A check mark appears next to the option when it's on. (A definition of a designated hitter can be found in the **Glossary** at the end of this manual).
- To use the designated hitter, you must have a player in your roster with a playing position of **DH**. The first player in the team roster listed as a **DH** will bat in place of the pitcher. If you don't have a **DH** assigned, you will receive a message which will tell you so. You must then go to the Team Editor and assign one.

Demo Mode

HardBall II will go into a demonstration mode automatically from the Main Menu screen if no selections are made within a minute. The player can also choose the **Demo Mode** from the Game Menu. To exit the Demo Mode, press **Return**.

HARDBALL II

CHAPTER 3:

The Manager's Screen

The Manager's Screen (see **Fig. 4**) appears after you choose **Play New Game** from the GAME MENU, or if a League Game is selected from the League Schedule. You control just about everything from here, including controls, difficulty levels, line-ups, substitutions, defensive positions, and instant replays.

ACCOLADE

	1	2	3	4	5	6	7	8	9	10	11	12
Introduction: Start	1	2	3	4	5	6	7	8	9	10	11	12
Introduction: Stop	1	2	3	4	5	6	7	8	9	10	11	12

Accolade: Menu

	1	2	3	4	5	6	7	8	9	10	11	12
Main Menu	1	2	3	4	5	6	7	8	9	10	11	12
Exit Program (F10)	1	2	3	4	5	6	7	8	9	10	11	12
Help (F1)	1	2	3	4	5	6	7	8	9	10	11	12
About (F2)	1	2	3	4	5	6	7	8	9	10	11	12
Options (F3)	1	2	3	4	5	6	7	8	9	10	11	12
Settings (F4)	1	2	3	4	5	6	7	8	9	10	11	12
Help (F5)	1	2	3	4	5	6	7	8	9	10	11	12
Exit (F6)	1	2	3	4	5	6	7	8	9	10	11	12
Exit (F7)	1	2	3	4	5	6	7	8	9	10	11	12
Exit (F8)	1	2	3	4	5	6	7	8	9	10	11	12
Exit (F9)	1	2	3	4	5	6	7	8	9	10	11	12
Exit (F10)	1	2	3	4	5	6	7	8	9	10	11	12

Main Menu Exit Program

Fig. 4 Manager's Screen

How to Use the Manager's Screen

There are three menus within the Manager Screen: **GAME**, **HOME**, and **VISITOR**, and only one of the three menus can be opened at a time. Use the mouse to highlight one of the menus, then press and hold the mouse button. The selected menu will open, revealing it's contents. With the mouse button still pressed, highlight an option and release the button to select it.

How to View Your Players' Stats

The Manager Screen also serves as a statistical bible for your players. Complete stats for your starting lineup appear on-screen. All stats are cumulative and are updated automatically each time you play. Because there are so many stats, every category can't be displayed on one screen. The player's name and position, however, are always displayed - and here's how to access the additional info:

- 1 Use the **Up/Down arrow** keys to scroll vertically through the list of players.
 - The Home Team stats always appear first.
 - To make the Visitor Team appear, simply click on the **VISITORS MENU**.
- 2 Use the **Right/Left arrow** keys to scroll right and left, revealing additional statistical columns for each player.

Note: See the **Glossary** at the back of this manual for complete spellings and definitions of each statistical category.

The GAME MENU

Click and hold the mouse button on the **GAME MENU** to reveal six options (see Fig. 5).

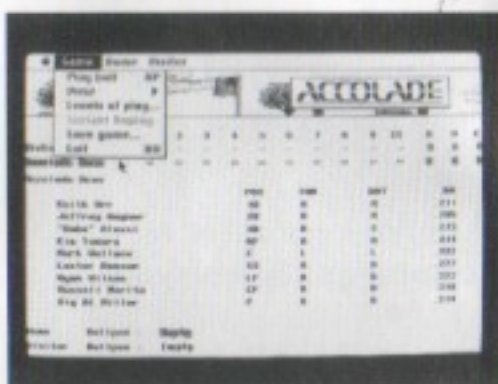


Fig. 5 GAME MENU

Play Ball

- 1 Highlight **Play ball** and release the mouse button to begin a game or return to a game in progress. You can also press the **⌘ + P** while in the Manager's Screen to play ball.

View

- 1 Highlight **View** and a sub-menu appears revealing the four different views (see **Table 2**).

HARDBALL II

View (continued)

- 2 With the mouse button still pressed, highlight one of the views and release the mouse button to select it.
 - A check mark appears beside the selection. To change your mind, highlight a different view by repeating step two.

Table 2: Field Views

Full Field Only

The whole field from the second deck behind home plate, but there's little detail of individual players, and it's not a great view for batting. Try it when you're pitching, or to check your team's defensive positions, or whenever you just want to sit back and watch a good computer vs. computer match-up.

Pitcher View

The view from behind the pitcher's mound. Great for watching fast balls slap into the catcher's glove.

Batter View

The view of the infield from the catcher's perspective. Gives you the clearest view of incoming pitches so your batters will love it.

Pitcher/Batter

Best choice for a one-player game because it automatically gives you the Pitcher View when you're on the mound and the Batter View when you're at the plate.

Levels of Play

- 1 Highlight **Levels of Play** with the mouse and release the button. The Level of Play screen (see **Fig. 6**) appears.

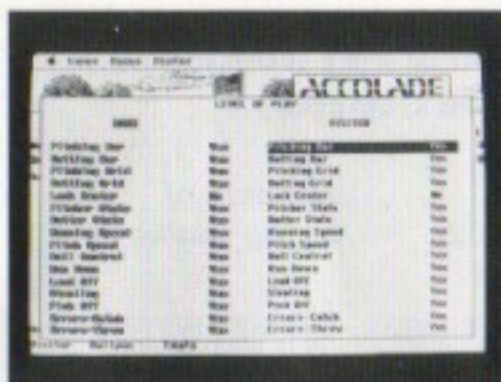


Fig. 6 Level of Play

- The Level of Play screen contains 16 different options that control the complexity of the game you want to play.
- To select a level, click on one of the 16 options, and click again to toggle it active or non-active. (See **Table 3** for the definitions of each option.) Press **esc** to leave the Level of Play screen after making your selections.

Table 3: Choosing Your Level of Play

Choose all the italicized options in this table to set up the easiest possible level of play, or choose all those in standard type to set up the most difficult, or mix them up to create your own smorgasbord of challenge.

Option	Effect on Gameplay	
	NO	YES
Pitching Bar	Type of pitch invisible to opponent	<i>Type of pitch visible</i>
Batting Bar	Type of swing invisible to opponent	<i>Type of swing visible</i>
Pitching Grid	Location of pitch invisible to opponent	<i>Location of pitch visible</i>

HARDBALL II

Table 3: Choosing Your Level of Play (continued)

Option	Effect on Gameplay	
	NO	YES
Batting Grid	Location of swing invisible to opponent	<i>Location of swing visible</i>
Lock Center	Pitcher can throw to any of 9 areas in the strike zone	<i>Pitcher can only throw to the center of the strike zone</i>
Pitcher Stats	<i>Pitcher's statistics do not affect performance</i>	Pitcher's statistics affect performance
Batter Stats	<i>Batter's statistics do not affect performance. All batters average .500</i>	Batter's statistics affect performance
Running Speed	<i>Pre-set speed has no effect. All run at same speed: medium</i>	Runner's speed is based on pre-set attribute
Pitch Speed	<i>All pitches at same speed: Medium</i>	Speed varies according to pre-set attribute
Ball Control	<i>Pre-set ball control has no effect. Ball control: Maximum</i>	Ball control is based on pre-set attribute and fatigue of pitcher



Table 3: Choosing Your Level of Play (continued)

Option	Effect on Gameplay	
	NO	YES
Run Down	Not allowed	Allowed
Lead Off	Not allowed	Allowed
Stealing	Not allowed	Allowed
Pick Off	Not allowed	Allowed
Errors-Catch	Never occur	Occur based on error statistics
Errors-Thrown	Never occur	Occur based on error statistics

Instant Replay

After a perfectly-executed double steal or a base-clearing triple off the wall, there's nothing like seeing it again. This option works like your VCR.



Fig. 7 Instant Replay

- 1 Press **⌘ + I** during the play, and afterwards you are whisked to the Instant Replay screen (see **Fig. 7**).
 - If another play begins before you press **⌘ + I**, you miss the boat. The previous play will only be a fading memory.

HARDBALL II

Instant Replay (continued)

- 2 See **Table 4** for the different ways you can play sports television director and replay your greatest moments.
- 3 You can also access Instant Replay from the Manager's Screen if you like to do things the hard way. In addition, you can see the replay from a different view by changing to a different view in the GAME MENU on the Manager's screen, then highlight **Instant Replay**.
 - On the Manager's Screen, if you change the view, you will see that view when you select the Instant Replay feature.

Table 4: Instant Replay Options

Slow Motion

- 1 Press the **Left arrow** key until the Slow Motion button lights up.
- 2 Press and hold **Return** for as long as you want to see the replay in slow motion.
- 3 Release **Return** to return the replay to normal speed.

Fast Forward

- 1 Press the **Left/Right arrow** key to light up the Fast Forward button.
- 2 Press and hold **Return** to view the play in hyper speed.
- 3 Release **Return** to return the replay to normal speed.

Pause

- 1 Press the **Left/Right arrow** key to illuminate the Pause button.
- 2 Press and release **Return** to stop the action on a particularly memorable moment in time.
- 3 Press and release **Return** again to return to normal speed.



Table 4: Instant Replay Options

Frame Advance

- 1 Press the **Left/Right arrow** key to illuminate the Frame Advance button.
- 2 Press and release **Return** to stop the action on a particularly memorable moment in time.
- 3 Press **Return** to irradiate the Frame Advance button.
- 4 Each time you press and hold **Return** the action will advance one frame.
- 5 To stop Frame Advance, press the **Left arrow** key to light the Pause button and press **Return**. Normal play resumes.

Repeat

- 1 When you see the message "**Instant Replay Completed**," press the **Left/Right arrow** key to energize the Repeat button.
- 2 Then press **Return** to see it again.

Exit

- 1 After the replay is completed, press the **Right arrow** key to spotlight the Exit button.
- 2 Press **Return** to return to the Manager's Screen.
- 3 Highlight the **GAME MENU** and click on **Play Ball** to continue.

Save Game

When you can't finish a game in one sitting, or things are going so badly you think a postponement is in order - save your game in progress.

- 1 Highlight **Save game** with the mouse and release the button. A Macintosh file screen appears. You can choose which folder or disk you want to save the game to.

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Save Game (continued)

Note: You **MUST** save games to a data disk if playing off the floppies.

- 2 Click on **Save** to use the default file.
- 3 Highlight an empty slot and click again. The game will be saved and you are returned to the Manager's Screen.

Important safety tip: If you save the game in an occupied spot, you lose the game that's already there.

Exit

Sartre was wrong; there *is* an exit. And it returns you to the Main Screen.

- Highlight **Exit** and release the mouse button. (Now you're on the Main Screen.) If you want to leave *HardBall II* for good, highlight **Quit** in the GAME MENU on the Main Screen and release the mouse button. You can also exit the Manager's screen by using the following hot keys: **⌘ + X** while in the Manager's Screen.



How to Use the HOME and VISITOR Menus

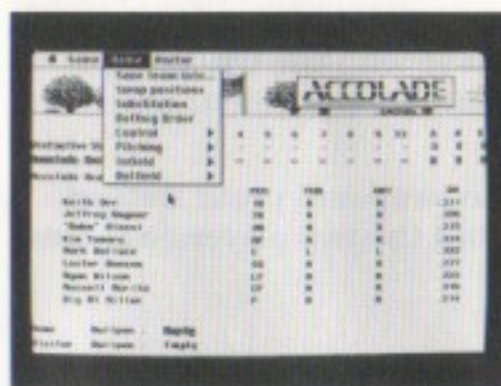


Fig. 8 The HOME MENU

The options that appear in the HOME and VISITOR menus are identical (see **Fig. 8** for an example), and give you all the power you need over your teams. Here's what you can do:

Save Team Info

After every play, player statistics are automatically updated. However, in order to save the changes, you must use the **Save Team Info** option BEFORE returning to the Main Screen. If you don't, your team's stats will revert to what they were at the beginning of the game. You can save one, or both, teams' updated statistics. Here's how:

- 1 Highlight **Save team info** with the mouse and release the mouse button. You are then given the option to designate where you want the updated stats saved to (a different folder/disk, etc.).
- 2 Click on **Save** if you want to save the team info to the default file. The stats are then updated and you are escorted back to the Manager's Screen.

Swap Positions

To switch the positions of two players before or during a game, do the following:

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Swap Positions (continued)

- 1 Highlight **Swap positions** with the mouse and release the mouse button.
- 2 Highlight the first player in the swap with the **Up/Down arrow** keys and press **Return** again. That name is now highlighted.
- 3 Highlight the second player in the swap and press **Return**. The batting order won't change, but the two players will have exchanged field positions.

Substitution

Here's how to change your starting line-up before a game starts. After a game starts, a rest can do wonders for some players. (But remember, if you yank somebody after a game has begun, he can't go in again until the next game.)

- 1 Highlight **Substitution** with the mouse and release the mouse button.
- 2 Highlight the name of the player using the **Up/Down arrow** keys you want to ride the pines and press **Return**. (The screen now shows you available players from your Roster.)
- 3 Use the **Up/Down arrow** keys to scroll through the Roster players.
 - Only pitchers can substitute for pitchers. Read the **Start Warm-Ups** section before you substitute a pitcher.
- 4 Highlight a player's name and press **Return**. The starter is now in the dugout and the new guy takes his field and batting position.

Batting Order

Want a little more speed at the top of the order? Too much power at the bottom and not enough in the middle of lineup? Every manager has to juggle his batting order from time to time to find just the right chemistry. The **Batting Order** option allows



you to put together the batting order you think will get the job done. Take a close look at certain player stats such as batting average, slugging percentage, and running speed when contemplating a batting order change. Remember that changes can only be made before a game begins.

To adjust your batting order, do the following:

- 1 Highlight **Batting Order** with the mouse and release the mouse button.
- 2 Highlight the first player in the swap with the **Up/Down arrow** keys and press **Return**. That name is now highlighted.
- 3 Highlight the second player in the swap and press **Return** again. The players automatically exchange places in the line-up.
- 4 Repeat the process until you create a batting order to your liking.

Control

The explanation for this option was explained earlier in the manual. Please turn to **Selecting Your Controls** section for a description.

Pitching

This is where some of your most crucial pitching decisions will take place. Intentionally walking a batter, warming up a reliever, and pulling a pitcher from a game all take place here.

- 1 Highlight **Pitching** with the mouse to display the Pitching sub-menu.
- 2 With the button still pressed down, highlight **Intentional Walk**, **Start Warm-up**, or **Substitute Picture**. Release the button to choose the option.

Intentional Walk

- 1 Highlight **Intentional Walk** and release the mouse button to walk the current batter. (A check appears beside the option when it's on.)

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Intentional Walk (continued)

- You must choose this option before throwing the first pitch to the batter who you want to walk automatically.

Start Warm-up

Pitchers in *HardBall II* grow tired after pitching a given number of innings (the number is listed in their stats). When fatigue starts to hamper a pitcher's performance, you'd better bring in some relief.

A reliever, however, needs at least one inning to warm up (if he's cold, his accuracy suffers), so plan ahead. But don't overheat him either, or he could be tired and inaccurate before he hits the mound.

- 1 Highlight **Start Warm-up** and release the mouse button. (A list of available firemen from your roster now appears.)
- 2 Use the **Up/Down arrow** keys to scroll through the list.
- 3 Highlight a name and press **Return**. That relief pitcher is now in the bullpen, warming up to enter the game.

Substitute Pitcher

When you need a stopper and there's one ready and warmed up in the bullpen:

- 1 Highlight **Substitute Pitcher** and release the mouse button. (The stiff is now in the showers, and the new guy is out there on the mound, fingering the rosin bag.)
 - If you take a pitcher out of a game, he cannot return until the next game.

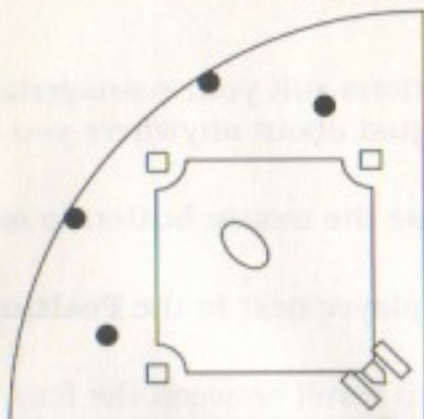
Infield

Ah, strategy. Here's where you can prove you can make it in the Show, or that your managerial acumen is strictly Double A. To align your infielders according to the situation at hand:

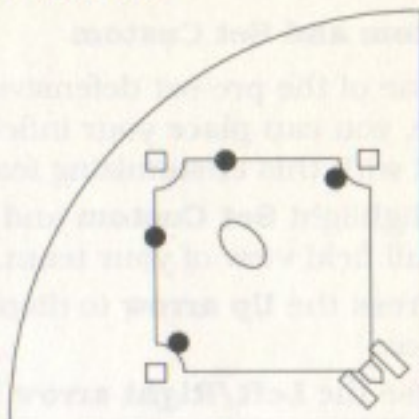
- Highlight **Infield** to open the Infield sub-menu; then highlight one of the following options (see **Table 5**) and release the mouse button.



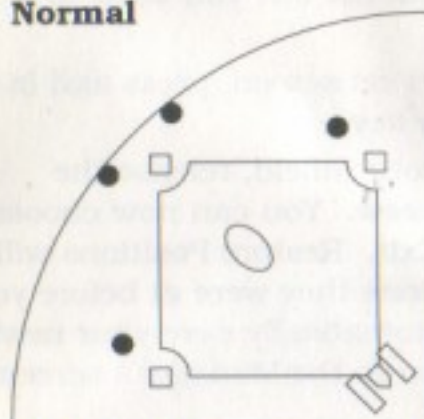
Table 5: Infield Options



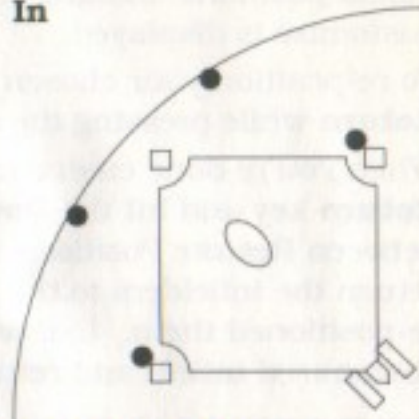
Normal



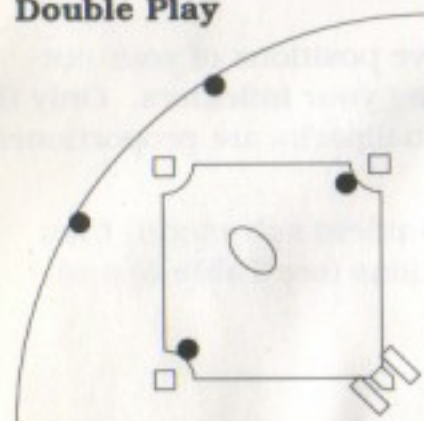
In



Double Play



Guarding Lines



In At Corners

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Infield (continued)

Custom and Set Custom

If none of the pre-set defensive positions suit your managerial taste, you can place your infielders just about anywhere you want with this customizing feature.

- 1 Highlight **Set Custom** and release the mouse button to see a full field view of your team.
- 2 Press the **Up arrow** to display a player next to the **Position** box.
- 3 Use the **Left/Right arrow** keys to scroll between the four infield positions, making sure that the one you want to customize is displayed.
- 4 To re-position your chosen fielder on screen, press and hold **Return** while pressing the arrow keys.
- 5 When you're done customizing your infield, release the **Return** key and hit the **Down arrow**. You can now choose between Restore Positions and Exit. Restore Positions will return the infielders to the locations they were at before you re-positioned them. Exit will automatically save your newly customized infield and return you to the Manager's screen.

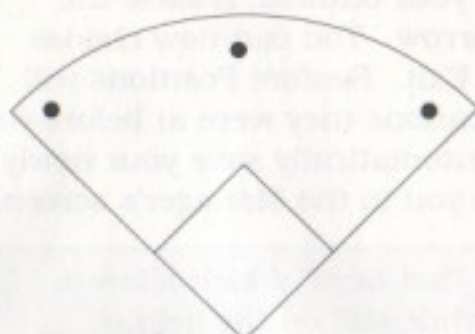
Outfield

The method of changing the defensive positions of your outfielders is exactly the same as shifting your infielders. Only the strategy is different because not all ballparks are proportioned the same.

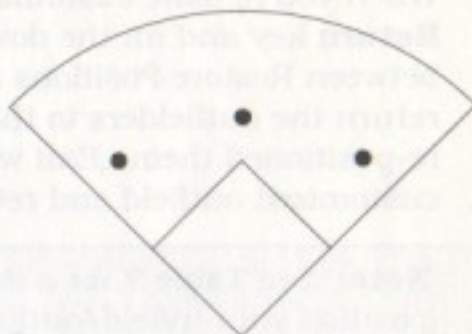
- Highlight **Outfield** to open the Outfield sub-menu; then highlight one of the following options (see **Table 6**) and release the mouse button.



Table 6: Outfield Options



Normal



In



Left



Right

Custom and Set Custom

Nothing is more satisfying than to thwart a batter's strength with a good old-fashioned outfielder shift. Also, remember that the outfield is deeper than it appears on the screen, so you may want your men a little further back than you first expect.

- 1 Highlight **Set Custom** and release the mouse button to see a full field view of your team.
- 2 Press the **Up arrow** to display a player next to the **Position** box.
- 3 Use the **Left/Right arrow** keys to scroll between the three outfield positions, making sure that the one you want to customize is displayed.
- 4 To re-position your chosen fielder on screen, press and hold **Return** while pressing the arrow keys.

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Custom and Set Custom (continued)

- 5 When you're done customizing your outfield, release the **Return** key and hit the down arrow. You can now choose between Restore Positions and Exit. Restore Positions will return the outfielders to the locations they were at before you re-positioned them. Exit will automatically save your newly customized outfield and return you to the Manager's screen.

Note: See **Table 7** for a list of "hot keys" which allow to position your infield/outfield while still on the field of play.

Table 7: Infield/Outfield Hot Keys

INFIELD

Normal: $\text{⌘} + 1$

In: $\text{⌘} + 2$

Double play: $\text{⌘} + 3$

Guarding lines: $\text{⌘} + 4$

In at Corners: $\text{⌘} + 5$

Custom: $\text{⌘} + 6$

OUTFIELD

Normal: $\text{⌘} + 7$

In: $\text{⌘} + 8$

Left: $\text{⌘} + 9$

Right: $\text{⌘} + 0$

Custom: $\text{⌘} + -$



CHAPTER 4:

How to Use the Team Editor

If you highlight **Team Editor** in the GAME MENU on the Main Screen and release the mouse button, you journey to the official HardBall II Team Editor screen (see **Fig. 9**). From here you can create your own teams from scratch or modify existing ones.

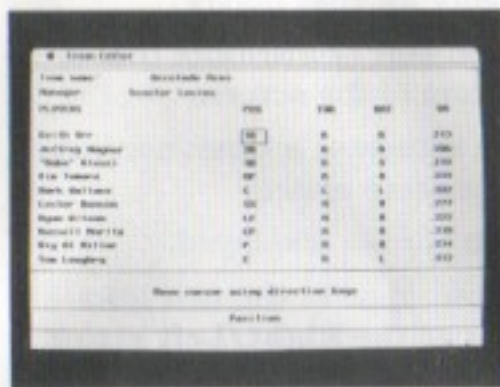


Fig. 9 Team Editor Screen

How to Create or Change Names

Use the **Up/Down arrow** keys to move from line to line, then:

- 1 Type in the name of your team (up to 25 characters, including spaces) and press **Return**.
- 2 Type in the name of your Manager (up to 25 characters, including spaces) and press **Return**.
- 3 Type in the names of your players (up to 25 characters, including spaces) and press **Return**. You can have up to 30 players per team.
 - The first nine players listed comprise your starting lineup; everybody else rides the bench.
 - Use the **Up/Down arrow** keys to move the highlighter from player to player, and to scroll other names onto the screen.

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How to Create or Change Player Stats

In-depth stats, as well as special attributes, are recorded by category for each player in the Team Editor. There are 41 categories, the first 22 of which pertain to all position players (including pitchers), and the last 19 of which pertain to pitchers only.

- 1 Highlight a player's name, then press the **Right arrow** key to highlight the first statistical category for that player.
 - The full name of the abbreviated stat or attribute that is highlighted appears at the bottom of the screen.
 - Only four categories appear on screen at a time; use your **Right/Left arrow** keys to make more appear.
 - Player names and positions are always displayed.
- 2 To change a current stat or attribute, type in the new information; to keep the existing data, use the **Right/Left arrow** keys to move on to the next choice.
 - It is a good idea to move right across the screen and enter all the information for one player and then move down to enter the next player's information.
 - If you enter illogical information - i.e. data says a guy has hit 12 homers but he's only been up once - you are prompted to make corrections before you can continue.
- 3 Be sure to use the Team Editor's Menu to save your entries before you return to the Main Screen.

Stats and Attributes: The Keys to Victory

Every player has certain strengths and weaknesses. One might be a strong hitter, but have the speed of a snail. Another may have the best curve in the game, but tires early. Statistics measure these qualitative differences so that managers and fans can predict player performance with relative accuracy.



A good manager (i.e. one who wins a lot) has to skillfully manipulate players in literally hundreds of different situations. The goal is to have players on the field in any given situation who will have the best odds of success. And those odds are based on the information you enter into the Team Editor.

That information is divided into two types: attributes and statistics.

Attributes

Some things you can't find in a box score, but are still vital to a player's success or failure. Around the Bigs, they're called attributes.

These attributes refer to everybody:

Playing Position (POS)

See the **Glossary** for a brief explanation of each of the nine positions (ten if you include the Designated Hitter). Indicate the player or players you want to serve as DH's by typing **D** in the player position field of the Team Editor.

Throwing Arm (THR)

The choices are either throws left (**L**) or throws right (**R**).

Batting Side (BAT)

The choices are either left side (**L**), right side (**R**), or a switch hitter (**S**).

Running Speed (RS)

Zero means that a player is running with a few bricks in his pants; six means he's a cheetah. A good way to determine a realistic running speed for a player is to check his stolen base stats, especially how many times he's been caught stealing. Or decide for yourself if somebody's a two or a six!

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Three attributes refer only to pitchers:

Non Fatigue Innings (NFI)

After a pitcher has played the number of innings listed in this category, he starts to become tired. The change is gradual, but with each additional inning he becomes less accurate (or downright wild). If he pitches four or five innings beyond his NFI rating, he will almost never throw where he's aiming.

A realistic setting for a very strong starter would be 3 or 4 NFI. Then plan to bring in a relief pitcher about the 6th or 7th inning. Or, forget about pacing, and create an ironman with an NFI of 10 and take him right on in to extra innings.

Pitching Speed (PS)

One means a pitcher's fireballing days are over; ten means he throws bullets.

Ball Control (BC)

One means batters should wear cast iron helmets; ten means the guy is a master of near-perfect control.

Statistics

You can't just toss numbers into the statistical categories if you want your games to be realistic. There's a bit of science to it, so we recommend that you use your newspaper sports page, a baseball almanac, or even baseball cards as a reference tool. (The Team Editor will stop you and ask questions if you enter statistics that contradict each other.)

You do not need to enter every stat yourself. *HardBall II* helps you where it can by calculating some entries from other information you supply. These entries are filled in automatically as soon as you enter the numbers needed to run the calculation. (For complete definitions of all stats used in the Team Editor, see the **Glossary** at the end of this manual).

HardBall II automatically performs the following calculations for you: Batting Average (**BA**), Slugging Percentage (**SLG**), On Base Percentage (**OB**), Singles (**1B**), and Total Bases (**TB**)



The Team Editor Options

Open the TEAM EDITOR menu from the Team Editor screen and seven options will appear. Release the mouse button to close the menu. With these seven options, you can do just about anything with your teams.... except sell them.

Load Team

When you want to bring an existing team into the Editor for changes:

- 1 Highlight **Load Team** with the mouse and a list of teams available appears as a sub-menu. Scroll through the list of teams by dragging the mouse up or down within the list.
- 2 Highlight the name of the team you want to edit and release the mouse button. (You are reunited with the Team Editor with your selected team in place and ready for modifications.)
- 3 A team involved in League Play cannot be loaded into the Team Editor. This is to insure that mid-season improvements in your players' statistics and attributes occur only on the field and not in the front-office computer. (However, if you desperately need to "modify" a League team, see **How to Cancel a League**, later on in this manual.)

Save Team

After you create or change a team, you need to save the information. Teams can be stored in a hard disk folder or on a separate data disk. Team disks, by the way, work with other copies of *HardBall II*, so you can take your best squad with you to away games.

- 1 Highlight **Save** and release the mouse button. You are asked where the computer should store the new information.
- 2 Just click on **Save** if you want to use the default file (the file and route that the program uses to save teams).

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Delete Team

If a team's play really starts to stink up the place, and you begin to question its right to exist:

- 1 Highlight **Delete** with the mouse and a list of teams available appears as a sub-menu. Scroll through the list of teams by dragging the mouse up or down within the list.
- 2 Highlight the name of the team you would like to erase and release the mouse button. You will be asked one final time if you are sure you want to delete the team. If you click on **OK** at this point, all records of that team are permanently erased.

Load Other Teams

- Upon selecting this, a Macintosh file screen will appear, allowing you to change to the folder where your saved teams are kept (if playing from a hard drive), or **Eject** to replace the current game disk with a data disk containing your newly-created teams (if playing from floppy disks).

Swap Players

This option lets you quickly and easily change the positions of your players in your line-up. This is most helpful when you want to arrange the first nine players into your desired batting order. (Remember, the first nine players in your lineup are your starting lineup in a game and bat in the order they appear here.)

- 1 Choose a player you want to re-position in the batting order by using the **Up/Down arrow** keys. This name is now highlighted.
- 2 Select **Swap Players** from the menu and release the mouse button.
- 3 Select another player and press **Return**. The highlighted player will now appear in his new batting position.



Important Note: Your starting lineup is chosen from the first nine players that you list. If you try to play a team that does not have nine players (one player in each position), you will receive an error message.

Clear All Players

This option clears all entries on the Team Editor screen. Why? So that if you're creating one team after another, you can save one, clear the decks, and create another.

- Highlight **Clear** and release the mouse button. If you haven't saved that screen's creations or changes, you are asked if you want to save them before the information is cleared. (See **Save Team** in this section for more information.)

Compress Player List

For those who like a tidy roster:

- Highlight **Compress** and release the mouse button. This moves all empty player slots to the bottom of the list.

Exit

When you're ready to return to the Main Screen after creating various and sundry dream teams:

- Highlight **Exit** and release the mouse button.

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CHAPTER 5:

League Play

When you highlight **League Play** in the GAME MENU on the Main Screen, the League Play sub-menu will appear (see **Fig. 10**). This operates like a League Office and you're the president.

Tips

If the game is not installed on a hard disk, we recommend that you use a blank, formatted disk to create and save a League. If playing from a hard drive, it is also recommended that you use a different folder for every league created. This way you can run different leagues simultaneously, while keeping all teams available for single games.

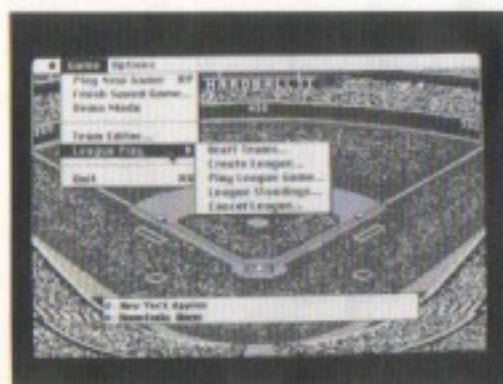


Fig. 10 League Play Options

How to Draft Teams into Your League

The idea of a draft is to pool all the players together, then divide them into teams of roughly-equivalent talent. Teams of equal strength breed competition which breeds a good, challenging league, which is more fun.



Step 1: Create draft pool

The first step before beginning a draft is to pool together the players who are going to be drafted. These players come from the existing teams found in *Hardball II*. Here is a step-by-step way to pool players:

- 1 From the Main screen, open the GAME MENU with the mouse, highlight **League Play** to reveal a sub-menu, then highlight **Draft Team** and release the mouse button. The Existing Pool screen will appear.
- 2 To select a team from which you want to pool its players:
 - Double click on **Add** with the mouse.
 - The large window lists the names of teams that you can select players to draft from.
 - Teams whose names begin with Roster were created with the Team Editor to be used in drafting.
 - Double click on a roster or team that you want to place in the drafting pool.
- 3 If you change your mind and don't want a team or roster to be eligible for the draft:
 - Double click on **Delete**.
 - Double click on the name of the team you want to remove from the drafting pool.
- 4 After you've pooled some players, you might want to analyze their past performances. For a complete statistical breakdown of each player who is eligible for the draft:
 - Double click on **View**. Then double click on the team you want to view and the Player Stat screen appears.
 - Use the **Left/Right arrow** keys to scroll through each player.
 - Press **esc** to continue with the draft.
- 5 When you've completed your drafting pool, double click on **Done**.
- 6 To cancel the draft pool you're working on and return to the Main menu, double click on **Abort**.

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Step 2: Select drafting teams

You created a pool of talent, now you need to choose which teams will absorb them. You can do one of two things to designate a drafting team:

Create a team:

- Go to the Team Editor and create and save as many teams as needed. You need only enter a team name and a manager. No other information is required. (See the **Team Editor** section if you need help).

Note: Do this before Step 1.

Use an existing team:

Note: No team can have more than 30 players. Consequently, if you use an existing team and you try to draft someone after your roster reaches 30, the program will ask you to remove a player from it to make room for a new one.

- 1 Double click on **Add**.
- 2 When the list of eligible teams appear, double click on the name of the team you wish to draft players to.
 - If a team has already emptied it's players into the draft pool, it cannot be selected as a draft team.
- 3 When you're through drafting teams, double click on **Done**.

To remove a team from draft consideration, view a team's roster, or want to start over from scratch, see steps 3 through 6 in the previous section: **Step 1: Create draft pool**.

Step 3: The draft

The teams are ready, the players are anxious to be picked. Let the draft begin. The first team that was selected in Step 2 is the first to pick, the second is second, and so on.



- 1 To draft a player, scroll through the list of pooled players located in the right column using the **Up/Down arrow** keys. When you find the name of the hombre you want, press **Return** (The player's stats appear on screen.)
- 2 Press **Return** again and you'll be asked if you would like to draft this player.
 - If **Cancel**, you can go back and select another player.
 - If **OK**, the draft continues.
 - **Reminder:** If your team already has 30 players, another player must go back into the pool to make room for the newcomer.
 - If your team has less than 30 players, no exchange is required.
- 3 To return a player to the pool, scroll through the list of players in the left column using the **Up/Down arrow** keys. When you find the player press **Return**.
- 4 Press **P** or highlight **Pass** if you want to pass your turn in the draft.
 - If you pass, the selection process rotates through the list of drafting teams and returns to you for the next round.
- 5 Press **D** or highlight **Done** to indicate that you are finished drafting.
- 6 Continue the drafting process in this way for every team participating in the draft until every team selects **Done**.

Step 4: Save the draft

You've worked hard to put this all together, now make sure that you save the information. When all teams have finished drafting their players (selected **Done** in Step 3), a Macintosh file screen appears and asks you to designate where you want to save the draft information.

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Step 4: Save the draft (continued)

- 1 If playing from a hard drive, click on **Save** to use the default file. It is **HIGHLY** recommended, however, that you save the draft information to a different folder. This way, you can keep the original rosters intact. Click on **YES** when prompted to replace the existing TEAMDATA.HB2. This prompt will appear for each team used in the draft. You'll be returned to the Main menu automatically when done.
- 2 If playing from floppies, it is **required** that you save the draft information to a separate data disk.

A Quick Way to Make Trades

If you would like to trade players between two teams, it can be done using the **Draft Team** option within the League Play menu. But both teams need to have a full roster of 30 players.

- Select **Draft Teams** from the League Play menu and release the mouse button.
- Double click on **Add** and select the first of the two teams (by double clicking on the team name) to be involved in the trade. This pools that team's players.
- Double click on **Done**.
- Double click on **Add** to select the second team involved in the trade.
- Double click on **Done**.
- Now you're ready to trade. Click on the name of the player that should move from Team 1 to Team 2.
- Now, click on the name of the player you want to trade in order to make room for the new player. The players will be exchanged.
- When you finish your trades, press **D** for Done, then save the new information.



How to Create a League

Highlight **Create League** on the League Play menu and release the mouse button. You must now complete the following four steps to create your own league:

Step 1: Name your league

- When prompted, type in the name of your league and press **Return**.

Step 2: Add teams to your league

The first screen you will see has a menu on the left and an empty window on the right. This window will fill with teams as you select them to be in the league. To add teams to your league:

- 1 With the mouse, double click on **Add**. (Teams that exist in the current folder/disk are listed).
- 2 Double click on a team you want in the league. (The team is now listed in the right window.)
- 3 If you want to remove a team from the League for any reason:
 - Double click on **Delete**.
 - Double click on the name of the team you want to eradicate.
- 4 If you want to view the stats from any team:
 - Double click on **View**.
 - Double click on one of the team names.
 - Detailed info about one player on the team will appear; use the **Left/Right arrow** keys to see other players' data. Press **esc** to continue.
- 5 When you're satisfied with the teams in your league (there must be at least two):
 - Double click on **Done**.
- 6 If you want to cancel the league construction and return to the Main menu:
 - Double click on **Abort**.

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Step 3: Choose the number of games

- When prompted, type in a number from 1 to 99 for the number of games each team in the league will play, then press **Return**.

Step 4: Pick a home stadium

- 1 When prompted, double click on the home stadium for the team listed on screen.
 - Teams may share a home stadium
- 2 When the next team name appears, select its home stadium in the same manner, and so on until every team has a home roost.
- 3 After all the picks are made, you are prompted to designate where this league information is to be stored.
 - It is highly recommended that you save a league onto a separate data disk (if playing from floppies) or a different folder (if playing from a hard drive). If you are using floppy disks, click on eject and replace the game disk with a data disk. If you are using a hard drive, use the default file and click on **SAVE**. You are then returned to the League Play menu, ready to do league battle.

How to Play a League Game

- 1 Highlight **Play League Game** on the League Play menu and release the mouse button.
- 2 When asked where your league information is stored, select either the folder (if using a hard drive) or insert the data disk (if playing from floppy) where the league is located.

Note: If playing from floppies, you **cannot** save leagues on the *HardBall II* game disks.

- 3 When the League Schedule appears, double click on any game that has not yet been played.
 - If this is the first game in the league, all scores are listed **0:0**. After games are completed, the final scores will appear.



How to Play a League Game (continued)

- You automatically return to the Manager's Screen, ready to play a league game. (See **Chapter 3** for details.)

How to Check League Standings

- 1 Highlight **League standings** on the League Play menu and release the mouse button. When asked where your league information is stored, select either the folder (if using a hard drive) or insert the data disk (if playing from floppy) where the league is located. Up crops the League Standings screen.
 - Teams are listed from best to cellar-dwellers. Use the **Up/Down arrow** keys to scroll through the list if more teams exist in the league than show on the screen.
 - See the **Glossary** if you'd like to know more about team stats.
 - Press **esc** to exit the League Standings Screen.

How to Cancel a League

Use this option when you wish to dissolve a league of teams. All scheduled games will be cancelled and all league standings will be lost. Teams that were in the league can now be altered with the Team Editor and are free to play single games.

- 1 Highlight **Cancel league** on the League Play menu and release the mouse button.
- 2 When asked where your league information is stored, either select the folder (if using a hard drive) or insert the disk (if playing from floppy disks) where the league you wish to cancel is located.
 - Before the league is cast into oblivion, you are shown the league name and asked if it is the correct league to cancel.
 - Click on **OK** if the correct league is shown. Click on **Cancel** if you do not want to cancel the league. You return to the Main Menu automatically.

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CHAPTER 6:

Hints and Tips

Most of us were not born with an innate ability to hit a fast ball or catch fungoes. But somehow the American Pastime insinuates itself into our musculature so that at the very least we can still hit and catch a softball when our waistline is bigger than our inseam.

Well, *HardBall II* works the same way. Just do it, baby. The more you play, the more comfortable you become with the controls. The more comfortable you are, the more you can delve into strategy. Here's some tips on how to make the mechanics of *HardBall II* second nature.

Batting

- 1 The higher the player's batting average, the easier it is to hit the ball.
 - If you're batting .000, hitting the ball can be a Herculean task, but if you're approaching 1.000 it's much easier.
- 2 The faster the pitch, obviously, the harder it is to hit the ball.
 - If you're swinging late against a real fire burner, that's only natural. Work on your reaction time and you'll improve with practice.
- 3 The key to hitting is responding to the pitcher's strategy.
 - If every pitch comes right down the pipe, making contact is a cinch. Pitchers, however, throw a variety of pitches aimed all over the strike zone. So, especially when you're a rookie, you need to know what the pitcher is throwing.
 - On the **Levels of Play** screen, make sure that you choose to leave the Pitcher Menus on screen. That way you can watch the pitcher's selections until you become more attuned to the strike zone. Later on, the menus can be turned off to make batting more challenging.



Fielding

- 1 The number of errors in a player's statistics affects how well he throws and catches the ball.
- 2 Don't assume a ball thrown will be caught when errors are a possibility. Be prepared to chase overthrows.
- 3 To help you remember the throwing commands, think of the keypad as a baseball diamond and press the key that corresponds to the base you're throwing to.
- 4 Since a play doesn't end until the ball is returned to the pitcher, practice throwing the ball around the horn to get a feel for the controls.
- 5 When a ball is hit, the computer automatically selects the fielder that you can control (based on which fielder is closest to the ball).
 - To change the fielder that you control, release all controls - and the computer will re-select a new player.
 - Let the computer do its job. If you press the controls too soon, you'll find that the pitcher will be chasing balls into the outfield. Not a good defensive strategy.

Batting Practice

- 1 On the Main Menu, select the **SANDLOT SWINGERS** to be both Home and Visitor Teams. This team has been pre-set to give a beginner a good, frustration-free game.
 - Batting averages on the Swingers range from .200 to 1.000, so you get a full spectrum of difficulties. And all the players have a running speed of 6 so they move very quickly.
- 2 To play the Swingers v. Swingers:
 - Select **Play New Game** on the Main Menu.
 - Set the Home Team's Controls to **Computer**. Set the Visitor Teams to whatever control device you would like to use.

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Batting Practice (continued)

- Select **Batter's view** from the View Menu.
 - Select **Play ball** from the Game Menu.
- 3 To get the most batting practice in this game, bat all the time.
- As Visitor, you bat first. When the computer is up, call a timeout and go to the Manager's Screen.
 - Switch controls for the Home and Visitor Teams so that when you go back to the field, you're at bat again.
 - Switch controls every time the teams change sides.

Playing a Practice Game

If you want to play a very easy and complete practice game, try this:

- Choose **Sandlot Swingers** as your team. Choose the **Lotsa Losers** as the opponent.
- Make sure that Levels of Play is changed to **Lock Center - Yes** for the Lotsa Losers. This forces the computer pitcher to throw strictly over the plate.
- Switch to **Full Field View** when you're out in the field. It gives you the longest, clearest view of a hit ball.



Glossary

AB - see At Bats

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

BA - see Batting Average

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

Ball Control - *HardBall II* pitching attribute that indicates the general accuracy of pitches.

BAT - see Batting Side

Base On Balls - The number of times a batter has been walked by opposing pitchers. See Walk.

Batters Walked - Pitching stat: how many batters a guy has walked. See Walk.

Batting Average - Hits/At Bats. The percentage of times a batter has thwacked a base hit.

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

BB - see Base On Balls and Batters Walked

BC - see Ball Control

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

C - Catcher

CF - Center fielder

CG - see Completed Games

Completed Games - Pitching stat: the number of games started and finished without relief.

CS - see Caught Stealing

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

Change Up - A slow, straight pitch.

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

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

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DH - see Designated Hitter

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

E - see Errors

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

Earned Runs - Pitching stat: the number of runs scored against a pitcher that weren't a result of other players' mistakes.

ER - see Earned Runs

ERA - see Earned Run Average

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

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

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

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

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

G - see Games, batter and Games, pitcher

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

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

Games Finished - Pitching stat: the number of games a relief pitcher enters and completes.

Games, pitcher - The number of games in which a pitcher appeared.

Games Started - Pitcher's stat: the number of games a pitcher starts.

GB - see Games Behind

GF - see Games Finished

Grand Slam - A home run with the bases loaded.

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

GS - see Games Started



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

HR - see Home Run

Innings Pitched - Pitching stat: the total number of innings a pitcher has pitched.

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

IP - see Innings Pitched

L - see Losses, Pitcher's/Losses, Team's

LF - Left fielder

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

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

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

NFI - see Non-Fatigue Innings

Non-Fatigue Innings - *HardBall II* pitching attribute: the number of innings a pitcher can play before he becomes inaccurate due to fatigue.

OB - see On Base Percentage

On Base Percentage - The number of times a batter gets on base, regardless of how he got there. (Some folks include hit by pitch and sacrifice flies in this figure, but *HardBall II* does not. Thus, it may be slightly different than a player's OB listed in other sources.)

P - Pitcher

PCT - see Percentage

Percentage - Team stat: the percentage of games a team has played and won.

Pitching Speed - *HardBall II* pitching attribute: the relative speed at which a pitcher throws the ball.

POS - see Position

Position - A player's defensive position in the field.

PS - see Pitching Speed.

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R - see Runs Scored and Runs Against

RF - Right fielder

RBI - see Runs Batted In

RS - see Running Speed

Running Speed - *HardBall II* player attribute: the relative speed of a runner.

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

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

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

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

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

SB - see Stolen Base

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

Second Baseman - The fielder who covers 2nd base.

SHO - see Shut Outs

Shutouts - Pitching stat: the number of games in which the opposing team did not score a run.

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

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

SLG - see Slugging Percentage

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

SO - see Strike Out

SS - Shortstop



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

Strike - A swing by a batter that misses the ball or a pitch that the batter does not swing at but the ump judges was within the strike zone.

Strike Out - Three strikes and you're out. Batting stat: the number of times that a batter has struck out. Pitching stat: the number of batters a hurler has retired by strike out.

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

SV - see Saves

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

TB - see Total Bases

Third Baseman - The fielder who covers 3rd base.

THR - see Throwing hand.

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

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

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

W - see Wins, Pitcher's/Wins, Team's

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

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

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

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