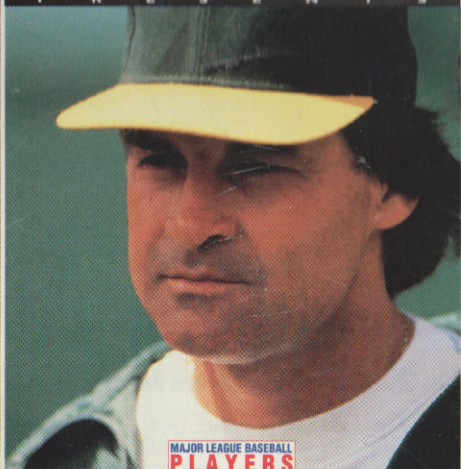


EA SPORTS™
ELECTRONIC ARTS

P R E S E N T S



MAJOR LEAGUE BASEBALL
PLAYERS



TONY

LA RUSSA

BASEBALL™





The Stormfront Studios Baseball Design Team

Tony La Russa—Oakland's Manager since 1986, Tony has led them to four division pennants and a World Championship in the last five years. He also managed the pennant-winning White Sox team of 1983. He was named American League Manager of the Year for 1992.

Don Daglow (*front row, middle*)—In 1971 Don was the first programmer to simulate a complete major league baseball season on a computer, and he has spent twenty years refining baseball simulations for Intellivision, Electronic Arts and SSI. He founded Stormfront Studios in 1988.

Mark Buchignani (*far left*)—Formerly a game programmer for Intellivision, Mark has spent four years working on the La Russa Baseball system, serving as lead programmer on this cartridge.

Hudson Piehl (*second from right*)—The leader of Tony La Russa Baseball development for the PC, Hudson provided the stats and physics for the Sega version.

David Bunnett (*second from left*)—A co-founder of Stormfront Studios, David has done graphic design for theatrical films and computer games for over a decade.

David Clemons (*far right*)—David's works have been shown at AMI EXPO, the Mill Valley Film and Video Festival, and the National Education Film/Video Festival.

TONY LA RUSSA BASEBALL

!WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

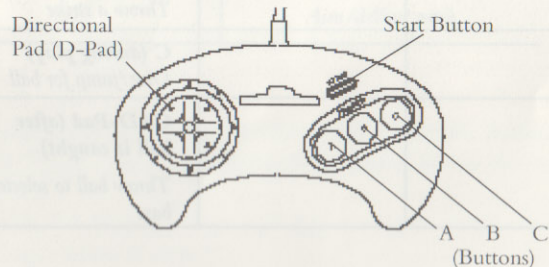
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Command Summary



The table on the next page outlines the most important commands in *Tony La Russa Baseball*. Other command instructions are given on the appropriate screens or cited in the manual.

MENU SELECTION

A	B Cancel/Return to previous screen	C Select menu item
----------	-------------------------------------------------	------------------------------

BATTING/BASE-RUNNING

A+D-Pad Lead off	B+D-Pad Adjust batter's stance in box	C (before pitch) Show signs menu
----------------------------	----------------------------------------------------	--------------------------------------------

A Attempt steal		C (after pitch) Swing bat
---------------------------	--	-------------------------------------

PITCHING AND DEFENSE

A	B+D-Pad L/R Adjust pitcher's stance on mound	C (before pitch) Show signs menu
----------	-----------------------------------------------------------	--------------------------------------------

		C (after pitch is selected) Throw a strike
--	--	----------------------------------------------------------

		C (during play) Dive/jump for ball
--	--	----------------------------------------------

		C+D-Pad (after ball is caught) Throw ball to selected base
--	--	-----------------------------------------------------------------------------

MENU SELECTION

Start Accept Choices/ Go to next screen	D-Pad Up/Down—highlight menu item Left/Right—toggle settings
------------------------------------------------------	---------------------------------------------------------------------------------

BATTING/BASE-RUNNING

Start Show game play options	D-Pad Select swing/options from signs menu Run (return to) base
-------------------------------------------	---------------------------------------------------------------------------------

PITCHING/DEFENSE

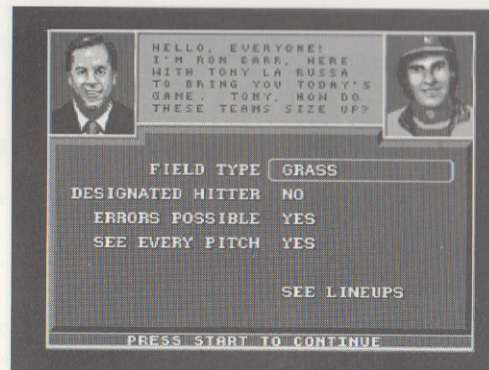
Start Show game play options	D-Pad (1st press) Select pitch D-Pad (2nd press) Aim/deliver pitch
-------------------------------------------	-----------------------------------------------------------------------------------------------

Welcome to Tony La Russa Baseball

In a few moments you'll be playing the most realistic professional baseball video game ever to reach the marketplace. Not only does *Tony La Russa Baseball* allow you to participate in all aspects of professional baseball, but it provides all the players from the 1992 season with which to do it. Every player in the game has his own unique skills and tendencies which influence his performance on the field. Of course, your coordination and experience will have a lot to do with how your team's players perform, if you choose to pitch, bat, run, and throw.

In addition to all the athletic features of the game, *Tony La Russa Baseball* allows you to manage with the same cunning and daring as a real professional manager. And you can do all of this in the context of a full season, a partial season, an exhibition game, or a playoff tournament. To top it off, you can create custom Allstar teams from the rosters of all the regular teams. And that's not all, but there's not enough room here to talk about all the features included in the game. So power up, page through the manual, and you'll find yourself in the most realistic baseball world outside of the ballpark.

Batter Up: Starting the Game

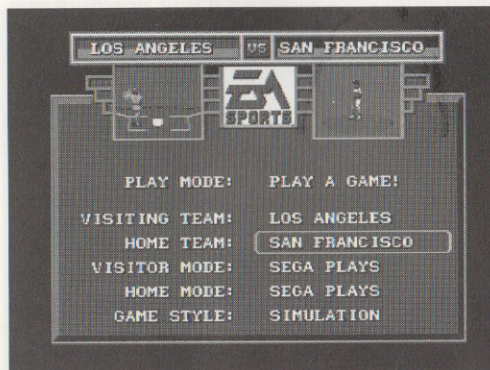


1. Turn OFF the power switch on your SegaTM Genesis.TM
Never insert or remove a game cartridge when the power is on.
2. Make sure a Controller is plugged into the port labeled Control 1 on the Console.
3. Insert the game cartridge into the slot on the Genesis. Press firmly to lock the cartridge in place.
4. Turn ON the power switch.

The EA SportsTM logo will appear. If you don't see it, begin again at step 1.

5. If you want to play right away, press Start until the playing field appears.

GAME SET-UP



There is a great variety of ways you can customize *Tony La Russa Baseball* to make it more or less difficult and realistic.

Play Mode

The play mode options allow you to play a single exhibition game, resume a saved game, go through an entire season, or make up your own All Star teams.

See pages 47-60 for instructions on Load Saved Game, Season Play and Choose Allstars.

Team Selection

Any two teams can compete against each other regardless of league, but a team cannot play against itself. When two people are playing head-to-head, the player with controller 1 is always the home team.

- D-Pad up/down to highlight Visiting Team or Home Team.
- D-Pad left/right to toggle through all the available teams, including All Star teams.

Visitor/Home Modes

There are four different mode options which govern the varying degrees of control available for the teams you've selected.

Sega Plays

If you want to watch the computer play against itself, choose this option for both teams.

You Manage Only

If you'd like to manage one (or both) of the teams, and let the computer control the batting, fielding, and pitching, choose this option for one (or both) of the teams. As manager, you set the lineup, make all substitutions, position the fielders, and give all the batting and pitching signs.

You Play

If you want to manage your team and control all the actions of the players, including pitching, fielding, batting, and base-running, choose this option.

Sega Fields

If you want to manage your team and control all the actions of the players except fielding, choose this option.

Head-to-Head

To play head-to-head against a human opponent, make sure YOU PLAY OF SEGA FIELDS is selected for both HOME MODE and VISITOR MODE.

Game Style

The Game Style options allow you to make the mechanics of the game more difficult or less difficult.

The Game Style settings don't effect the way the game looks on the screen, just the probabilities for success in the various game play areas.

Arcade Play

Arcade play makes the pitching and the defense a little easier to beat. The offense will tend to get more hits, runs, and stolen bases than is usual in the pros.

Simulation

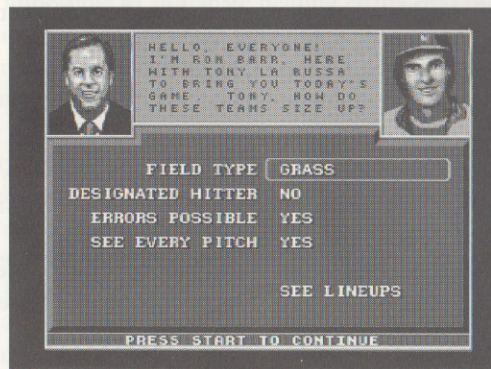
Simulation style play approximates the difficulty inherent in professional baseball. Hits, runs, and steals won't come easily, and the final box score and player statistics will probably look like those you find in

PLAY A GAME

Once you've selected your teams, your play modes, and your play style, you're ready to establish the ground rules and make your lineup.

- Press Start.

GROUND RULES /LINEUPS



Before the players take to the field, the managers must agree on the ground rules and exchange lineups. Select options on the Ground Rules screen in the same way you selected options on the Game Setup screen.

Field Type

There are three types of fields you can play on, and each one has its own specific attributes that will effect game play.

Grass

Grass generally favors the fielders. Ground balls don't skip so sharply off the bat, and they slow down more quickly, giving the fielders more time to reach them. However, on bunts and slowly hit ground balls, grass will favor the batter, since the fielders have to wait longer before the ball reaches them, giving the runners more time to reach base.

Astroturf

Astroturf generally favors the batters. Ground balls skip sharply off the unnatural surface and sometimes make it through the infield before they can be fielded. But on bunts and slowly hit grounders, the astroturf favors the fielders, often robbing the batter of what would otherwise be an infield hit.

Dome

Domed stadiums use astroturf fields. The dome itself effects fly balls, since the dome keeps out the wind. In general, fly balls carry further in domed stadiums than they do in open-air stadiums, but their flight is easier for the outfielders to judge.

Designated Hitter

If you want the pitchers on both teams to bat, then select 'NO' for this option.

If you want to insert a non-fielding batter in the lineup, and therefore avoid the challenge of managing around the pitcher's spot, select 'YES' for this option.

Errors Possible

It's impossible to anticipate fielding errors, and they're sometimes the difference between winning and losing. If you decide to choose 'YES' for this option, your actions with the controller will neither increase nor decrease the likelihood of an error occurring. So if you decide to allow for errors, don't blame yourself or the powers-that-be when one happens to your team. By the same token, when one happens to your opponent, there's no good reason to hoot and jeer. It's simply a roll of the dice.

If you choose 'NO' for this option, no errors will occur, and everything that happens in the game will be as a result of you and your opponent's skill or lack thereof.

See Every Pitch

The option not to see every pitch is available only when the computer is managing both teams, or at least one human player has chosen the Manage Only

option. It is not available if a person has selected either the You Play or Sega Fields option.

If you choose 'YES' for this option, each batter starts at a 0-0 count and faces as many pitches as it takes for him to get a hit, receive a walk, strike out, or be put out.

If you choose 'NO' for this option, each batter faces only one pitch per at-bat. That pitch determines the outcome for that at-bat.

See Lineup

LINEUP EXCHANGE			
ATLANTA		TORONTO	
PITCHER	ERA	PITCHER	ERA
P GLAVINE T.	2.76	P CONE D.	2.82
2 LINE UP	AVG	P LINE UP	AVG
CF SANDERS D.	.304	CF WHITE D.	.249
3B PENDLETON	.311	2B ALOMAR R.	.310
LF GANT R.	.259	RF CARTER J.	.264
RF JUSTICE D.	.256	1B OLERUD J.	.264
4B BREAM C.	.241	LF BALDONADO	.272
SS BLAUSER J.	.262	3B GRUBER K.	.229
O BERRYHILL	.220	C BORDERS P.	.242
2B LENKE M.	.227	SS LEE H.	.263
P GLAVINE T.	.247	P CONE D.	.092
SEE ATLANTA BENCH			
SEE ATLANTA PITCHERS			
SEE TORONTO BENCH			
SEE TORONTO PITCHERS			
A-BUTTON FOR STATS / START TO EXIT			

Tony La Russa Baseball provides each team with a solid starting lineup based on the most commonly used lineups from last year, but you can change that lineup as you see fit before play begins.

- D-Pad down to highlight SEE LINEUPS.
- Press C.

The starting pitcher and the recommended starting lineup are listed at the top of the screen, and the alternate players are accessed through the bench and pitchers menus.

- D-Pad down to highlight BENCH or PITCHERS.
- Press C.

To replace a player, follow the instructions below.

Substituting Players

The following instruction applies to all the screens where players can be taken from one roster and moved to another roster, placed on the field, put in the warm-up area, etc.

- D-Pad up/down/left/right to highlight the name of the player you wish to move, and then press C.
- D-Pad up/down/left/right to highlight the name of the player you wish to replace, or the empty space in which to insert the already highlighted player, and then press C.

It's a good idea to consult the players' statistics and performance ratings to find out their strengths and weaknesses. (See pages 42-43)

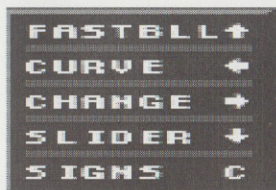
PITCHING AND DEFENSE

Tony La Russa Baseball allows you to manage your pitcher and your fielders as strategically as an actual baseball manager.

Pitch Selection

Every pitcher in *Tony La Russa Baseball* has four pitches, including a fastball, a curve ball, and a change-up. The fourth, or “special” pitch is either a slider, knuckler, sinker, forkball, or split finger fastball.

The four arrows on the blue instruction box indicate the arrows on the D-Pad with which you select your pitches.



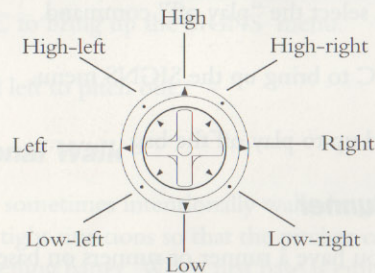
- D-Pad up for a fastball.
- D-Pad left for a curve.
- D-Pad right for a change-up.
- D-Pad down for the special pitch.

Pitch Location

The pitcher's position left-to-right on the rubber affects the general location of his pitches. You can adjust the stance of the pitcher before each pitch. At the end of each at-bat, the pitcher returns to the center of the rubber.

- Hold B and press the D-Pad left/right to move pitcher left/right.

After you set your pitcher's stance, you have to decide precisely where to deliver the ball: high and tight, low and in, low and outside, etc. The D-Pad begins the delivery and determines the relative location of the pitch. The longer you hold down the D-Pad the more effect it will have on the location of the pitch.



- Press the D-Pad in any of the above positions to aim and deliver the pitch.
- Press C to deliver the ball straight across the plate.

Pick-Off Move

The pitcher can attempt to pick off the lead runner. If you're playing with errors on, there's a chance that he'll make a bad throw, allowing the runner(s) to advance.

- Press A to attempt a pick-off of the lead runner.

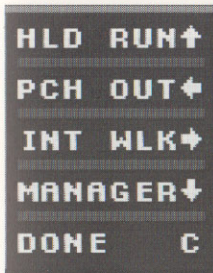
Play Off Bag

When there's a runner on first base and the other bases are empty, your first baseman will automatically play on the bag, ready for the pick-off move. If you want the first baseman to return to his normal fielding position, select the "play off" command.

- Press C to bring up the SIGNS menu.
- D-Pad up to play off the bag.

Hold Runner

When you have a runner or runners on base and you want one of the fielders to cover the bag, use the 'HLD RUN' command. The 'Hold Runner' command is the same as the "Play Off" command, since they counteract each other. Think of it as an on/off toggle.



- Press C to bring up the SIGNS menu.
- D-Pad up to hold the runner.

Pitch Out

The pitch out delivers the ball high and outside, so that the catcher can glove the ball coming out of his crouch. This gives him a better chance of throwing out a runner attempting to steal. So, if you think a runner is likely to steal, you might want to pitch out.

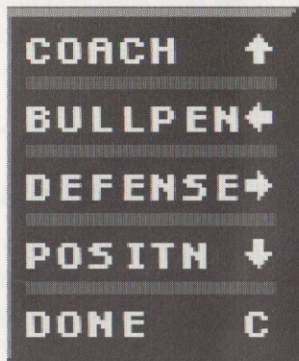
- Press C to bring up the SIGNS menu.
- D-Pad left to pitch out.

Intentional Walk

Managers sometimes intentionally walk dangerous batters in tight situations so that the pitcher can face a less threatening batter. When first base is empty and there's a man on second, intentionally walking a runner is often advisable, since it creates a force out on all the bases and opens up the possibility of a double play.

- Press C to bring up the SIGNS menu.
- D-Pad right to walk the batter.

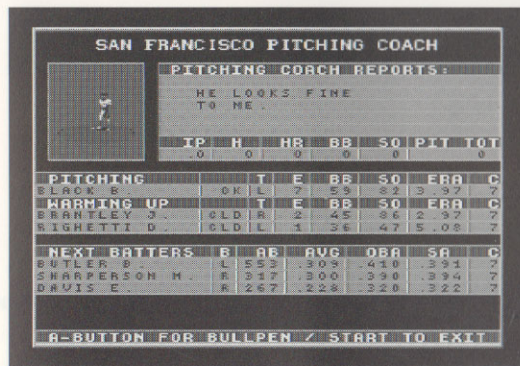
Manager



The Manager menu allows you to obtain information about the players and make changes on the field.

- Press C to bring up the SIGNS menu.
- D-Pad down to bring up the MANAGER menu.

Coach




The Coach option brings up your pitching coach, who offers you his report on the status of the current pitcher. Beneath the Pitching Coach Report are the pitcher's current game stats, and beneath those are his stats from last year. Any pitchers warming up in the bullpen are also listed, along with their stats.

Finally, you see the names and the stats of the batter at the plate and the batters "on deck" and "in the hole."

- D-Pad up for the PITCHING COACH screen.
- Press A to go to the BULLPEN screen.

Bullpen

SAN FRANCISCO BULLPEN										
BELIEVERS	W-L	F-T	BB	K	FRA	SV				
BECK, R	3-3	1 R	15	87	1.78	17				
HICKERSON, B	5-3	1 L	21	68	3.10	0				
JACKSON, H	6-6	1 R	33	90	2.73	2				
PITCHING										
SLACK, B	10-12	7 L	59	82	3.97	0				
WARMING UP										
BRANTLEY, J	7-7	2 R	45	36	2.97	7				
RIGHETTI, D	2-7	1 L	36	47	5.08	3				
										
D-PAD CHOOSES / C-BUTTON SWAPS A-BUTTON FOR STATS / START TO EXIT										

The Bullpen screen displays a list of your idle relief pitchers, the current pitcher, and any relievers warming up. In addition, the screen shows the condition of the pitcher on the mound and the reliever(s) warming up, as well as a picture of any pitcher already sent to the showers.

It's a good idea to warm up a reliever before sending him to the mound. The condition of the reliever appears in the space below his icon. A reliever placed on the top line of the 'Warming Up' box appears on the left side of the bullpen. A reliever placed on the second line appears on the right side of the bullpen. Typically, a reliever will start out "cold," then get "warm," and eventually grow "tired." It's best to use a reliever soon after his status changes to "warm."

You can go to the Bullpen directly from the Manager menu.

- Press C to bring up the SIGNS menu.
- D-Pad down to bring up the MANAGER menu.
- D-Pad left to go to the Bullpen.
- Substitute pitchers as described on page 15.

Defense

SAN FRANCISCO DEFENSE										
STARTERS	B	P	FA	R	R	AVG				
C MANWARING, KIRT	R	C	.994	10	11	.244				
1B URIBE, JOSE	S	SS	.971	12	8	.241				
2B THOMPSON, ROBBY	R	2B	.973	12	11	.260				
3B WILLIAMS, MATT	R	3B	.944	11	10	.227				
SS CLAYTON, ROYCE	R	SS	.973	12	10	.224				
LF HODGE, WILLIE	S	RF	.968	8	5	.237				
CF FELDER, MIKE	S	OF	.931	1	3	.236				
RF SNYDER, CORY	R	RF	.986	6	2	.269				
DH										
BENCH	B	P	FA	R	R	AVG				
GILBERT, CRAIG	R	C	.954	5	6	.239				
MCMANARA, JIM	L	C	.953	5	6	.216				
LITTON, GREG	R	2B	.932	6	4	.223				
JAMES, CHRIS	R	LF	.973	2	4	.242				
LEONARD, MARK	L	LF	.903	4	4	.234				
LEWIS, DARREN	R	CF	1.00	4	10	.231				
D-PAD CHOOSES / C-BUTTON SWAPS A-BUTTON FOR STATS / START TO EXIT										

- Press C to bring up the SIGNS menu.
- D-Pad down to bring up the MANAGER menu.
- D-Pad right to go to the DEFENSE roster.

The defense screen displays the names of all your players who are not pitchers. The starting line-up appears at the top of the screen, and the players on the bench appear at the bottom.

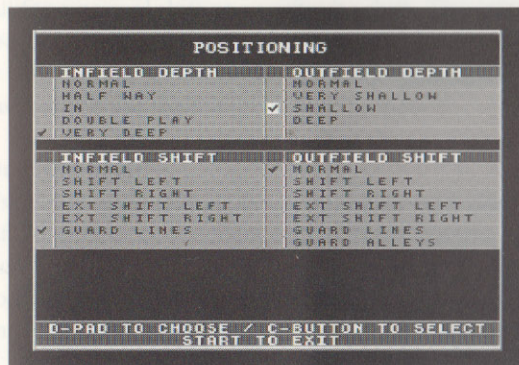
In the green column on the left edge of the starters rosters are the defensive positions (and the designated hitter's slot). You can substitute any player on the bench for any player on the field, regardless of the substitute's preferred position.

Similarly, you can shift around the players already on the starters roster to play whatever positions you want them to. For example, if you wanted Deion Sanders to replace Damon Berryhill at catcher, and you wanted the backup shortstop, Rafael Belliard, to play center field, first you would select Deion Sanders, then go up and select Damon Berryhill, and then go down and select Rafael Belliard. Such a move would get most managers fired before the inning was over, but you can do it if you want to.

When you take a player out of the game, he cannot return.

See pages 61-65 for a complete list of the abbreviations in the game.

Positioning



The positioning menu allows you to arrange your fielders anyway you'd like to. Of course, there are certain risks involved, and success and failure are the only ways of knowing whether or not you made the right move. In general, though, the more you know about your opponent's batters—their abilities and tendencies—the better you'll be able to anticipate their performance.

The fielding positions default back to normal at the beginning of every at bat.

- Press C to bring up the SIGNS menu.
- D-Pad down to bring up the MANAGER menu.

- D-Pad down to go to the POSITIONING menu.
- D-Pad left/right/up/down to highlight a positioning option.
- Press C to select the option.
- Press Start to accept the change/B to cancel.

Infield Depth

The deeper you position your infielders, the greater their range, and the harder it is for the batter to knock the ball past them. But positioning your fielders deep makes it harder for them to gun down a runner trying to score from third.

Outfield Depth

Adjust your outfield depth according to the power of the opposing batter or to the situation on the bases. For example, if the game is tied with one out in the bottom of the ninth and there's a man on third, you're almost forced to bring your outfielders in, since a deep fly ball will automatically score the tagging runner.

Infield Shift

Right handed batters generally hit the ball to left side, and left handed batters generally hit the ball to the right side. To compensate for this tendency, you might want to shift the infielders. 'EXT' stands for

'Extreme'. The more you know about an individual batter, the better you'll be able to decide whether to call for a normal shift or an extreme shift. The GUARD LINES option keeps the 2nd baseman and the shortstop in their normal positions, and puts the 1st and 3rd baseman on the their respective foul lines.

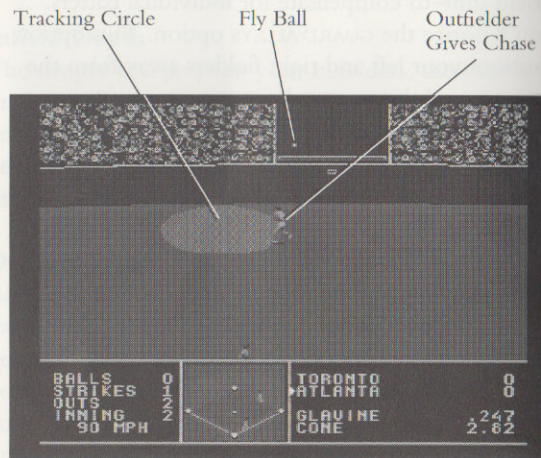
Outfield Shift

Use the outfield shift in the same way you use the infield shift—to compensate for individual batters. You'll notice the GUARD ALLEYS option. This option positions your left and right fielders away from the lines, toward the power alleys.

FIELDING AND THROWING

If you select the 'Sega Fields' option on the Main Menu, you don't have to worry about fielding. If you select the 'You Play' option on the Main Menu, you're responsible for fielding.

Fly Balls



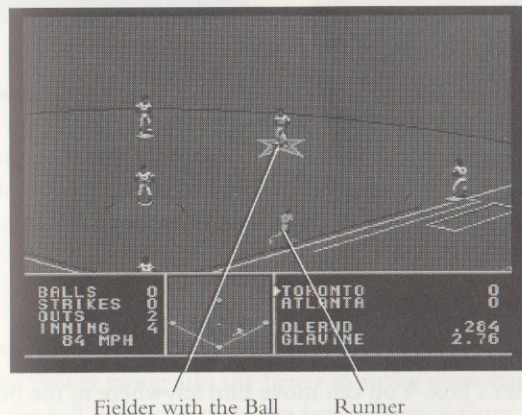
When the ball flies off the bat into the air, a white circle appears on the field. The larger the circle, the higher the altitude of the ball. The white circle indicates where the ball is going to drop. The circle will drift as the wind pushes the ball, changing its destination.

The Sega will automatically activate the fielder nearest to the ball with the yellow outlined star. The white circle shrinks as the ball gets closer to the field.

- Move the fielder toward the center of the white circle with the D-Pad.
- Press C if you want to dive or jump for the ball.

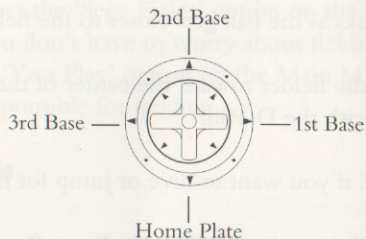
NOTE: The umpires in *Tony La Russa Baseball* call ground rule doubles and the infield fly rule.

Throwing



When a fielder has the ball, the yellow outlined star becomes a solid yellow. Now the fielder can throw the ball. The infield window at the bottom of the

screen shows the position and movement of the base runners.



- Press the direction on the D-Pad that corresponds to the base you want to throw the ball to, then press C.
- Press C to throw the ball to the cutoff man (from the outfield) or the pitcher (from the infield).

BATTING AND BASE-RUNNING

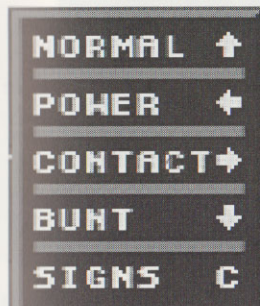
You have to hit the ball and run the bases to score runs. Many variables determine whether or not a batter gets a hit.

Batting Stance

Each batter begins his at-bat in the center of the batter's box. You can move him anywhere in the box that you like. The batter's position in the box will affect his ability to hit a pitch and the location and flight of the ball when he makes contact.

- Hold B and press D-Pad up/down/left/right to reposition the batter in the batter's box.

Swing Selection



The swing selection box gives instructions on how to select the various types of swings. Once you select a particular type of swing, the pitcher will deliver the pitch.

Normal

A normal swing is the most common swing used by batters. When you select a normal swing, the batter tries to get a hit according to his natural abilities. He makes no attempt to do anything unusual.

- D-Pad up for a Normal swing

Power

The power swing asks the batter to swing extra-hard at the ball. If he connects, the ball will travel faster and go farther, but the chance of his connecting at all is somewhat decreased. Power hitters tend to strike out more often than normal hitters.

- D-Pad left for a Power swing.

Contact

A contact swing calls for less power than a normal swing in an effort to make contact with the pitch. The contact swing increases the probability that the batter will connect with the pitch, but the chance that the ball will carry past the infield is reduced. The contact swing is often used when you want to advance a runner on a sacrifice.

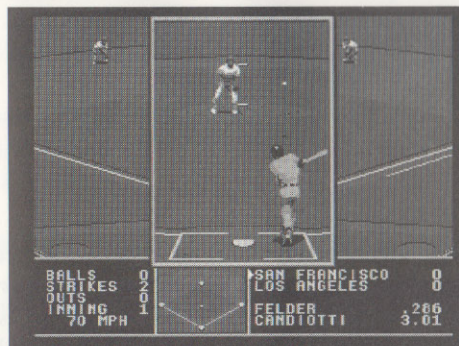
- D-Pad right for a Contact swing.

Bunt

The bunt is an extreme form of the contact swing. Here the batter holds out the meat of the bat and waits for the pitch to strike it. There's no chance that the ball will make it out of the infield, but if the ball is bunted properly the chances of advancing a runner are good.

- D-Pad down for a bunt.

Hitting the Ball



In hitting, timing is everything; but before you can test your timing, you have to test your eye. There's no point in swinging if the ball is too far from the strike zone.

- Press C to swing the bat

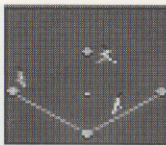
Walks

Don't swing if the ball looks like it's not going to cross the plate. If the ball doesn't cross the plate, the umpire will call the pitch a 'ball.' Four 'balls' results in a 'walk' to first base.

Strikeouts

Three strikes and you're out. If you hit the ball and it lands out of play, it's considered a foul ball. A foul is counted as a strike if the batter has less than two strikes against him. The third strike must be a swing-and-a-miss or a "called" strike.

Base-Running



Infield box shows base runners

The computer controls all runners who are forced. If the ball is hit in the air and there are fewer than two outs, the lead runner will hold until the ball lands in fair territory. If the ball is hit on the ground, the lead runner and all other forced runners will run to the next base.

If you don't want to wait until a ball hit in the air lands in fair territory, you can command the lead runner to advance. You can also command the lead runner to go back to a base.

- Press the D-Pad arrow that corresponds to the base you want the runner to advance (or return) to.

Tagging Up

The moment a fly ball is caught, runners are allowed to advance. This is called "tagging-up." The computer will not tag-up for you automatically.

To tag up, wait for the fly ball to be caught and the

umpire to call the batter out. Then advance your runner in the manner described above if you think you can beat the throw. The computer will control any other runners.

Leading Off

Before any pitch, you can have your lead runner take a lead off his bag.

- Press and hold the A button.
- Press the D-Pad arrow corresponding to the base toward which you want your lead runner to lead off. The longer you hold down the D-Pad, the longer a lead the runner will take.

There's a maximum lead-off a runner can take. If the runner takes too long a lead-off, the opposing pitcher will attempt a pick off.

- To get back to the bag, press and hold the A button and move the runner back with the D-Pad.

Stealing

You can command your lead runner to attempt a steal after the pitcher begins his wind up. It's a good idea to take a lead-off before you attempt to steal.

- Press and hold A and then press the D-Pad in the direction of the base you want to steal.

The runner will take off running as the pitcher delivers the pitch, and usually the catcher will attempt to gun him down.

If you're playing in the You Manage Only mode, select the Steal option from the Signs menu and the computer will do the rest.

Double Stealing

You can command runners on 1st and 2nd base to steal at the same time by first going to the Signs menu.

- Press C to bring up the Signs menu.
- D-Pad left to give the Double Steal sign. The swing selection menu will reappear automatically.
- Move the lead runner off the bag as described above to increase your chances.
- Select a swing to begin the pitcher's wind-up.
- D-Pad left (3rd base) and press A.

If you're playing in the You Manage Only mode, select the Double Steal option from the Signs menu and the computer will do the rest.

Hit and Run

On a steal or a double steal attempt, the batter does not swing when you're playing in Sega Fields or You Manage Only mode. If you want to swing the bat on a steal attempt, you must give the Hit and Run sign. When you give the Hit and Run sign, the runners will take off automatically on the pitch so you are free to swing.

- Press C to bring up the Signs menu.
- D-Pad right to give the Hit and Run sign. The swing selection menu will reappear automatically.
- Move the lead runner off the bag as described above to increase your chances.
- Select a swing to begin the pitcher's wind-up.
- Press C to swing the bat as the ball crosses the plate.




If the batter hits the ball in the air and you think one of the fielders might catch it, you must send the runners back to their respective bags or they'll be thrown out. If your runner touches the next base without tagging up, he will be called out.

- D-Pad right to send the lead runner back to his bag. Other runners are controlled by the computer.

If you're playing in the You Manage Only mode, select the Hit + Run option from the Signs menu and the computer will do the rest.

Pinch Hitting

SAN FRANCISCO PINCH HITTER						
BENCH	P	R	AB	HR	AUG	SP
COLBERT, CRAIG	C	R	126	1	230	8
MONAHAN, JIM	C	L	74	1	216	1
LITTON, GREG	2B	R	140	4	229	1
JAMES, CHRIS	LF	R	248	5	242	7
LEONARD, MARK	LF	L	128	4	234	1
LEWIS, DARREN	OF	R	320	1	231	10
AT BAT						
URIBE, JOSE	SS	S	162	2	241	5
ON DECK						
SNYDER, CORY	RF	R	390	14	269	4

		
DECK	BAT	SHOWER

D-PAD CHOOSES /C-BUTTON SWAPS
A-BUTTON FOR STATS /START TO EXIT

When your team is batting, you can elect to replace any batter with a player off your bench. The batter who was replaced cannot return to the game.





- Press C to bring up the Signs menu.
- D-Pad down to bring up the Manager menu.
- D-Pad up to bring up the Pinch Hit screen.
- D-Pad up/down to highlight a player on the bench.

- Press C to select that player.
- D-Pad down to the player on the At Bat line.
- Press C to replace that player with the one already selected.
- Press Start to accept the change/ B to cancel.

At the end the inning (or half-inning) the pinch hitter automatically plays the position of the batter he replaced. If you'd rather have a different player play that position (this is often the case), you'll have to go to the Defense screen from the Manager menu and substitute for that position. (See page 23.)

Pinch Running

MILWAUKEE PINCH RUNNER						
BENCH	P	R	AB	AUG	SP	SD
ALLANSON, AND	C	R	25	.320	3	10
MCINTOSH, TIM	C	R	77	.182	1	1
HILSON, DAVE	C	L	164	.232	2	1
JARA, JOHN	1B	R	133	.236	10	12
STUBS, FRANK	1B	L	288	.273	11	4
GANTNER, JIM	2B	L	256	.246	6	8
HAMILTON, DAR	RF	L	470	.293	41	10
ON DECK						
YOUNT, ROBIN	CF	R	597	.264	15	9
HOLITOR, PAUL	1B	R	609	.320	31	10
LISTACH, PAT	SS	S	573	.290	54	10

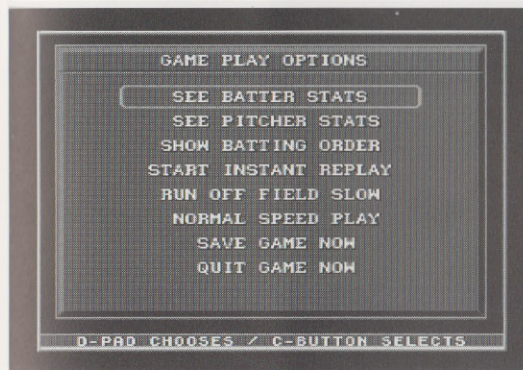
			
3RD	2ND	1ST	SHOWER

D-PAD CHOOSES /C-BUTTON SWAPS
A-BUTTON FOR STATS /START TO EXIT

The same rules apply for pinch runners as for pinch hitters. The player who is replaced hits the showers and the pinch runner assumes that player's position in the field.

- Press C to bring up the Signs menu.
- D-Pad down to bring up the Manager menu.
- D-Pad left to bring up the Pinch Hit screen.
- D-Pad up/down to highlight a player on the bench.
- Press C to select that player.
- D-Pad down to the player on the On Base list who you wish to replace.
- Press C to replace that player with the one already selected.

GAME PLAY OPTIONS



The Game Play Options Screen allows you to access player information and make a variety of adjustments to the game.

- Press Start to bring up the Game Play Options screen.
- D-Pad up/down to highlight options.
- Press C to select options.
- D-Pad left/right to toggle settings (Run Off Field speed and Play speed).

See Batter Stats

BATTING STATISTICS									
PLAYER		DU		YEAR	B	T	P		
BUTLER, BRETT		0		1992	L	L	P		
GAMES	157	BB	95	SPEED	8				
AT BAT	553	SO	67	POWER	7				
RUN	38			BUNT	11				
RBI	171	SB	41	H-R	10				
DOUBLE	14	CS	21	RANGE	10				
TRIPLE	11			ARM	7				
HR	3			CLUTCH	7				
RBI	33			STREAK	A				
				INJURY	12				
AVG		TOT	VS L	VS R	PUT OUT		354		
BAT	.309	296	.318	ASISTS	3				
SLUG	.391	.345	.421	ERRORS	2				
OB	.410	.401	.417	F/AVG 1	.335				
				F/AVG 2	.000				

START TO EXIT

- Highlight See Batter Stats and press C.

This screen provides the current batter's statistics and ratings based on his last year's performance. For an explanation of all the abbreviations and categories, see the glossary on pages 61-63.

Pitcher Statistics

PITCHING STATISTICS									
PITCHER		DU		YEAR	B	T	P		
FLANAGAN, MIKE		0		1992	L	L	P		
WON	0	INN	34	CONTR	3				
LOST	0	HITS	50	VELOC	2				
ERA	8.21			ENDUR	1				
GAMES	42	HR	3	BUNT	1				
STARTS	0	SO	23	INJURY	6				
C GAMES	0								
SHUTOUT	0								
SAVES	0								
OPP AVG		TOT	VS L	VS R	PUT OUT		354		
BAT	.358	274	.334	ASISTS	3				
SLUG	.480	.333	.532	ERRORS	2				
ON BASE	.427	.325	.465	F/AVG 1	.335				
				F/AVG 2	.000				

START TO EXIT

- Highlight Pitcher Stats and press C.

This screen provides the current pitcher's statistics and ratings based on his last year's performance. For an explanation of all the abbreviations and categories, see the glossary on pages 61-65.

Show Batting Order

BATTING ORDER							
	P	POS	NAME	B	AVG	HR	SB
✓	CF		BUTLER, BRETT	L	.309	3	41
	1B		SHARPERSON, MIKE	R	.300	3	8
	LF		DAVIS, ERIC	R	.228	5	19
	1B		KARRAS, ERIC	R	.257	20	2
	RF		WEBSTER, MITCH	S	.257	6	11
	3B		HANSEN, DAVE	L	.214	6	0
	C		HERNANDEZ, CARLOS	R	.260	3	0
	SS		OFFERMAN, JOSE	S	.240	1	28
	P		CANDOTTI, TOM	R	.197	0	0
	P	POS	NAME	B	AVG	HR	SB
	CF		FELDER, MIKE	S	.296	4	14
	LF		MCGEE, WILLIE	S	.257	1	18
	1B		HAISE, JOSE	S	.241	2	2
	RF		SNYDER, GORY	R	.263	14	4
✓	3B		WILLIAMS, MATT	R	.227	20	7
	C		HANNAH, KIRT	R	.264	4	2
	2B		THOMPSON, ROBBY	R	.260	14	8
	SS		CLAYTON, ROYCE	R	.224	4	8
	P		BLACK, BUD	L	.056	0	0

START TO EXIT

- Highlight Batting Order and press C.

The batting order screen shows the complete batting order of both teams. The player currently at bat is highlighted, and a check mark appears in the column to his left.

The next player scheduled to bat for the team in the field has a check mark in the column to his left. Runners on base are labeled with "1st," "2nd," or "3rd" in the left-hand column.

You cannot make changes to this screen.

Start Instant Replay



The instant replay feature is available in all modes except when you choose Season Stats in the Season Mode.

- Highlight Start Instant Replay and press C.

The field appears with a VCR-style control box at the bottom of the screen. Follow the instructions on the screen to replay the last at-bat.

- Press and hold A to rewind the film.
- Press and hold B to advance the film in slow motion.
- Tap B to advance the film frame-by-frame.

- Press C to advance the film at normal speed.
- Press Start to return to the game.

Run Off Field Fast/Slow

This feature allows you to speed up or slow down the transitions between innings and half-innings.

- D-Pad left/right to toggle between settings.

Normal Speed/Superfast Play

This feature allows you to determine the rate of play. Normal Speed approximates the speed of an actual professional game. Superfast Play is about twice that fast. If you find that hitting is too easy in Normal Speed, you should try Superfast Play.

- D-Pad left/right to toggle between settings.

Save Game Now

If you want to save the current game for later, select this option. If there is already a saved game on the cartridge, the computer will warn you that saving the current game automatically overwrites the previously saved game, so be advised.

Load Saved Game

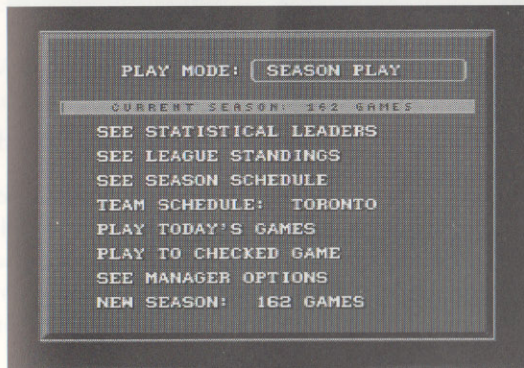
To return to the saved game, simply select Load Saved Game from the Play Mode on the Game Setup screen. You'll be right back where you left off.

Quit Game Now

This option returns you to the Game Setup screen. If you haven't saved your game, it will be gone forever.

SEASON PLAY

Tony La Russa Baseball allows you to participate in a full 162 games season, an abbreviated 81 game season, and a variety of customized formats. You can play or watch every game of the season or just a few select games. The first thing you need to do is to select the length of the season.



- Press C to select options on the Season Play menu.

See Statistical Leaders

The Statistical Leaders Screen ranks the players in order of statistical performance in a variety of categories. Each category has its own column, and the columns are chosen with a square blue cursor.

Note: D-Pad up to make sure the cursor is activated.

STATISTICAL LEADERS							
	PLAYER	G	AB	H	D	HR	RBI
1	GONZALEZ, TEX	155	584	152	24	43	109
2	MCGUIRE, OAK	155	594	145	22	35	104
3	FIELDER, DET	155	594	145	22	35	104
4	MCGRIFF, SD	155	591	152	30	35	104
5	BELLE, CLE	152	585	152	23	34	112
6	CRISTER, TOR	155	622	164	30	34	118
7	BONDS, PIT	146	475	147	34	34	105
8	SHEFFIELD, SD	146	557	184	34	33	100
9	TETTLETON, DE	157	525	125	25	32	83
10	DEER, DET	140	392	97	20	32	84
11	GRIFFEY JR, S	142	565	174	39	27	103
12	DAULTON, PHI	145	485	131	32	27	109
13	HOLLINS, PHI	156	586	158	28	27	93
14	PALMER, TEX	152	541	124	25	26	72
15	CARSECO, TEX	139	439	107	15	26	97
SELECT ONE OPTION IN EACH COLUMN							
BEST	BOTH	BAT	PLAYERS	HIST			
WORST	RMR	PITCH	TEAM	SIMUL			
	NATL	BY TEAM					
D-PAD TO CHOOSE / C-BUTTON TO SELECT							
A-BUTTON FOR MORE STATS / START TO EXIT							

- D-Pad left/right to move cursor from one column heading to another.
- Press C to highlight that column.
- Press A for more statistical categories.

The options at the lower half of the screen are selected in the same manner as described above, except there is no blue cursor.

You can rank all the players in one league, both leagues, or one team. You can rank the teams in one league or both leagues. You can see only the stats generated in the simulation, or look at the stats that came with the game.

The instructions at the bottom of the screen should be sufficient to help you explore the various options available on the Statistical Leaders screen.

New Season

The computer automatically chooses a 162 game schedule, but if you want to play the abbreviated schedule or one of the other formats, highlight New Season and toggle over to the desired option.

When you start a new season, the computer automatically deletes any old seasons stored on the cartridge.

162 Games

This is the standard professional schedule, in which each team plays 162 games before the playoffs. There are more than 2100 games in total, and you can play them all if you like.

81 Games

This is simply a shortened version of the full season.

1 Game/Opponent

This option sets up a schedule in which each team plays every team in its league only once.

2 Game/Opponent

This option sets up a schedule in which each team plays every team in its league twice.

4 Game/Opponent

This option sets up a schedule in which each team plays every team in its league four times.

4 Team Playoff

This option sets up a playoff schedule in which four teams of your choice (two from each league) compete in a best 4 out of 7 tournament.

The winners of the first round play each other in a best 4 out of 7 series for the championship.

When you select this option, the computer will prompt you to select American Playoff Teams.

AMERICAN PLAYOFFS										
SEATTLE VS BALTIMORE										
SEATTLE LEADS 2 GAMES TO 0										
1	SEA	R	H	E				R	H	E
	BAL	5	7	0						
	BAL	1	6	1						
	2	SEA	R	H	E				R	H
BAL		5	8	0						
	BAL	1	10	0						
	3	BAL	R	H	E				R	H
SEA		2	3	0						
	SEA	6	11	0						
		R	H	E						
C-BUTTON TO SEE OTHER LEAGUE										
START TO EXIT										

- Press Start when you've selected the desired teams.

Next the computer prompts you to select National Playoff teams.

- Press Start when you've selected the desired teams to return to the Season Play menu.

At any time, you can press B to cancel.

RESERVING GAMES

There are two ways to reserve the games you want to play (or manage, or simply watch).

Season Schedule

LEAGUE SCHEDULE / JULY 14			
AMERICAN			
<input type="checkbox"/>	TEXAS	<input type="checkbox"/>	MILWAUKEE
<input type="checkbox"/>	NEW YORK A	<input type="checkbox"/>	OAKLAND
<input type="checkbox"/>	KANSAS CITY	<input checked="" type="checkbox"/>	TORONTO
<input type="checkbox"/>	CLEVELAND	<input type="checkbox"/>	CALIFORNIA
<input checked="" type="checkbox"/>	MINNESOTA	<input type="checkbox"/>	BOSTON
<input type="checkbox"/>	DETROIT	<input type="checkbox"/>	SEATTLE
<input type="checkbox"/>	CHICAGO A		
<input type="checkbox"/>	BALTIMORE		
NATIONAL			
<input checked="" type="checkbox"/>	LOS ANGELES	<input type="checkbox"/>	NEW YORK N
<input type="checkbox"/>	CHICAGO N	<input type="checkbox"/>	HOUSTON
<input type="checkbox"/>	SAN DIEGO	<input type="checkbox"/>	PHILADELPHIA
<input type="checkbox"/>	ST. LOUIS	<input type="checkbox"/>	ATLANTA
<input type="checkbox"/>	SAN FRANCISCO		
<input type="checkbox"/>	PITTSBURGH		
<input type="checkbox"/>	MONTREAL		
<input type="checkbox"/>	CINCINNATI		
D-PAD TO CHOOSE / C-BUTTON TO SELECT			
R-BUTTON + ++ TO CHANGE DATE			
START TO EXIT			

The season schedule allows you to check off a game or games for any day(s) of the season. The games you check off are reserved for you.

Follow the instructions on the screen to check off games and toggle through the different dates.

Team Schedule

KANSAS CITY SCHEDULE / SEPTEMBER			
1	AT TEXAS	18	SEATTLE
2	CHICAGO A	19	
3	CHICAGO A	20	MINNESOTA
4	CHICAGO A	21	MINNESOTA
5		22	MINNESOTA
6	MILWAUKEE	23	
7	MILWAUKEE	24	AT SEATTLE
8	MILWAUKEE	25	AT SEATTLE
9	AT CALIFORNIA	26	AT SEATTLE
10	AT CALIFORNIA	27	AT MINNESOTA
11	AT CALIFORNIA	28	AT MINNESOTA
12	AT OAKLAND	29	AT MINNESOTA
13	AT OAKLAND	30	CALIFORNIA
14	AT OAKLAND		
15	AT OAKLAND (2)		
16	SEATTLE		
17	SEATTLE		
D-PAD TO CHOOSE / C-BUTTON TO SELECT			
R-BUTTON + ++ TO CHANGE DATE			
START TO EXIT			

The team schedule allows you to check off specific games on any one team's schedule. The games you check off are reserved for you to play.

Follow the instructions on the screen to check off games and toggle through the different dates.

Play Today's Games

Once you've selected the type of season you want and checked off the games you want to participate in, it's time to get the ball rolling. If you're continuing a season, Today's Games are the next un-played games on the schedule.

- Highlight Play Today's Games and press C.

If you do not have a game checked off for today, the computer will bring up the League Standings (or Playoff Results) screen.

The computer automatically generates the results for the scheduled games. It takes about one minute to generate the results for one day's games.

- Press and hold the Start button to exit the League Standings screen.

If you've checked off one or more of Today's Games, the computer will present you with the league schedule for today. The game you checked off is automatically highlighted, and you cannot un-check the game.

- Press Start to bring up the Game Setup screen.

Here you select Home and Visitor Modes and the Game Style.

- Press Start to go to the Ground Rules/Lineups screen.

Special Feature

The Season Play mode allows you to keep the stats for all the games played in that season. If you want to keep the stats, highlight the Special Feature option and toggle over to See Season Stats.

Note: The stats are saved until the game is reset or the power turned off, so be careful not to power-down if you want to keep the stats. The computer saves the standings, the checked games, and the other options after a power-down, but the stats are erased.

Choosing Season Stats disables the Instant Replay feature. If you'd rather have the Instant Replay option, then choose it as your Special Feature.

Play to Checked Game

If you want the computer to play all the games up until the day of your next reserved game, select the Play to Checked Game option.

LEAGUE STANDINGS, JULY 14									
AMERICAN									
WEST	W	L	GB	EAST	W	L	GB		
KC	2	1	-	MIL	2	1	-		
MIN	2	1	-	BOS	2	2	1.0		
TEX	3	1	-	CLE	2	2	1.0		
CHA	2	2	1.0	DET	2	2	1.0		
ORL	2	2	1.0	TOR	2	2	1.0		
SEA	2	2	1.0	FAL	1	3	2.0		
CAL	1	3	2.0	NYA	0	4	3.0		

NATIONAL									
WEST	W	L	GB	EAST	W	L	GB		
CIN	2	2	-	CAN	4	0	-		
HOU	2	2	-	MON	4	0	-		
SF	1	3	1.0	PIT	4	0	-		
ATL	0	4	2.0	PHI	3	1	1.0		
LA	0	4	2.0	SL	3	1	1.0		
SD	0	4	2.0	NYN	1	3	2.0		

START TO EXIT

The league standing screen will reappear, and the day-by-day outcomes of all the games preceding your next checked game will be generated gradually.

When the computer reaches a day on which you have a game checked, the Season Play menu will reappear with the Play to Checked Game line still highlighted.

- D-Pad up to highlight Play Today's Game.
- Press Start to bring up today's schedule.

The game you checked is highlighted.

- Press Start to bring up the Game Setup menu.

Manager Options

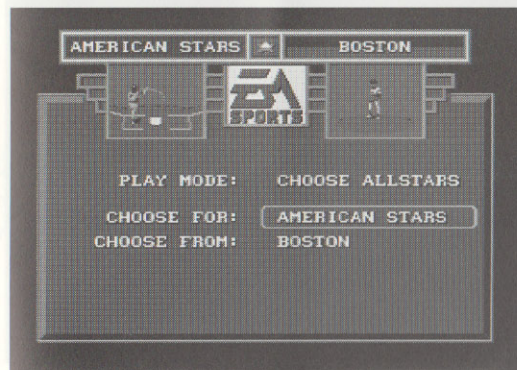
The manager options screen allows you to check out the stats of all the pitchers and players of all the teams in the game, as well as set all the lineups and rotations.

The Player Rosters, Defensive Line-up, Batting Order, Pitching Staff, and Pitching Rotation screens are the same as those already described. The beauty of this screen is that you have all the teams at your disposal at once. The lineups, batting orders, and pitching rotations reflect the typical choices of the team's actual manager.

- Highlight choices and Press C to select.
- Press Start to accept your changes
- Press B to cancel the changes and return to the default settings.
- Select ASK TONY LA RUSSA to find out what he would do; it might be different from the default settings.

Choose Allstars

Tony La Russa Baseball comes with pre-selected Allstar teams, but you can assemble your own Allstar teams as you see fit. To assist in this process, the program offers you general statistics and expanded statistics for every player.



- Select Choose Allstars from the Play Mode.

One of the two Allstar teams is already highlighted. If you want to create a new roster for the other Allstar team.

- D-Pad down to highlight the Allstars team in the Choose For line. D-Pad left/right to select the other team.

Next you must choose the team that owns the player (or players) that you want for your Allstar team.

- D-Pad down to highlight the team on the Choose From line, and then D-Pad left/right to find the team from whose roster you wish to select.
- Press Start.

AMERICAN STARS			
SELECT BATTERS FROM BOSTON			
AMERICAN STAR	AVG	BOSTON	AVG
ALOMAR, ROBERT	.310	FLAHERTY, JOHN	.197
BOGGS, MADE	.239	PENA, TONY	.241
PUCKETT, KIRBY	.329	CLARK, JACK	.210
GARTER, JOE	.244	COOPER, SCOTT	.276
MCGWIRE, MARK	.268	LYONS, STEVE	.200
RIFKIN, GIL	.251	VAUGHN, HO	.234
GRIFFEY, JR, KE	.306	REED, BOB	.247
ALOMAR JR, SAN	.251	BOGGS MADE	.253
VENTURA, ROBIN	.232	NAHRING, TIM	.231
SIERRA, RUBEN	.278	RIEYER, LUIS	.215
HOLLTOR, PAUL	.320	VALENTIN, JOHN	.276
RODRIGUEZ, IVA	.260	GREENHILL, MIK	.233
KNOBLAUCH, CHU	.297	HATCHER, BILLY	.249
MARTINEZ, EDGAR	.243	WIMMINGHAM, HE	.235
ANDERSON, BRAD	.271	BURKS, ELLIS	.255
BERGER, CARLOS	.312	ZUPCIC, BOB	.276
FRYMAN, TRAVIS	.266	BRUNANSKY, TOM	.266
KELLY, PAT	.226	FLANTIER, PHIL	.246
SEE PITCHERS			
CHOOSE NEW TEAM			
D-PAD CHOOSES / C-BUTTON SELECTS			
A-BUTTON ZOOMS / START TO EXIT			

- Follow the on-screen instructions to replace a player or players already on the Allstar roster with a player or players on the selected team.

You can check out all the available statistics for the players on either team by highlighting one of the players on that team.

TORONTO PLAYER ROSTER						
PLAYERS	P	B	AB	HR	SB	AVG
BORDERS, PAT	C	R	480	13	1	.242
KNORR, RANDY	C	R	19	1	0	.263
SPRAGUE, ED	C	R	47	1	0	.234
OLERUD, JOHN	1B	L	458	16	1	.234
TABLER, PAT	1B	R	135	0	0	.252
ALOMAR, ROBERTO	2B	S	571	8	45	.310
GRUBER, KELLY	3B	R	446	11	7	.218
GRIFFIN, FREDERD	SS	S	150	0	3	.233
LEE, MANUEL	SS	S	396	3	6	.263
BELL, DEREK	LF	R	161	2	7	.242
HALDONADO, CANDY	LF	R	489	20	2	.272
WHITE, DEVON	CF	S	641	17	37	.248
GARTER, JOE	RF	R	622	34	12	.264
WARD, TURNER	RF	S	29	1	0	.345
NINFELD, DAVE	RF	R	582	26	2	.290
RESERVES	P	B	AB	HR	SB	AVG
MARTINEZ, DOMINGO	1B	R	8	1	0	.625
QUINLAN, TOM	3B	R	15	0	0	.067
ZOSKY, EDDIE	SS	R	7	0	0	.286
D-PAD CHOOSES / C-BUTTON SWAPS						
A-BUTTON FOR STATS / START TO EXIT						

- Highlight any player and press A.

Each player has a file containing his expanded statistics from last year and his performance ratings in 9 crucial areas.

BATTING STATISTICS									
PLAYER		DU		YEAR	B	T	P		
BUTLER, ERETT		-		1992	L	L	CF		
GAMES	157	BB	95	SPEED	8				
AT BAT	553	SO	67	POWER	7				
RUN	86			RUNT	11				
HIT	171	SB	41	H-R	10				
DOUBLE	14	CS	21	RANGE	10				
TRIPLE	11			ARM	7				
HR	3			CLUTCH	7				
RBI	33			STREAK	8				
				INJURY	12				
AVG		TOT	VS L	VS R	PUT OUT				
BAT	.309	236	318	3					
SLUG	.391	345	421	2					
OB	.410	401	417	F/AVG 1 .995					
				F/AVG 2 .000					
START TO EXIT									

- Highlight a player and press A to see his expanded statistics.

Your Allstar team must contain 12 pitchers and 18 fielders/batters. Repeat the above instructions until you have assembled the team you want.

- Press Start when you've finished assembling your team.
- Press B to cancel the changes and restore the default Allstars.

The easiest way of comparing players on different teams is to go to the *Statistical Leaders* screen from the Season Play menu. See page 48 for more on *Statistical Leaders*.

GLOSSARY OF ABBREVIATIONS

Player Roster

P—Position

C—Catcher

1B—First Base

2B—Second Base

3B—Third Base

SS—Short Stop

LF—Left Field

CF—Center Field

RF—Right Field

DH—Designated Hitter

DU—Days Unavailable

B—Batting hand

R—Right

L—Left

S—Switch Hitter

AB—Number of At-Bats last year

HR—Number of Home Runs last year

SB—Number of Stolen Bases last year

BA, AVG—Batting Average last year

Batting Statistics

G, Games—Number of games played

AB, At Bat—Number of times at bat

R, Run—Number of runs scored

H, Hit—Number of hits

D, Double—Number of doubles

Triple—Number of triples

HR—Number of home runs

RBI—Number of runs batted in

BB—Number of base-on-balls (walks)

SO—Number of strike outs

SB—Number of stolen bases

CS—Number of times caught stealing

Tot—Total average

vs L—Batting average versus left handed pitchers

vs R—Batting average versus right handed pitchers

Bat—Batting

SA, Slug—Slugging Average (hitting for power)

OBA, OB—On Base Average

Put Out—Number of runners put out

Assists—Number of assisted put outs

Errors—Number of errors committed

F/Avg 1—Fielding average at primary position

F/Avg 2—Fielding average at secondary position

Performance Ratings

All the players are rated numerically from 1-12 in eight categories. The higher the number in a given category, the better the player is in that area.

Speed—Player's running speed

Power—Player's batting power

Bunt—Player's bunting skill

H+R—Player's hit-and-run ability

R, Range—Player's fielding range

A, Arm—Player's arm accuracy and strength

C, Clutch—The clutch rating indicates the player's likelihood to put the ball into play with runners in scoring position.

Injury—The injury rating indicates a player's resistance to injuries. The higher the rating, the less likely the player is to become injured. While players do not suffer injuries during game play, they will get injured in season mode, and the injury will be reflected in their statistics.

Streak—All the players in Tony La Russa Baseball have Streak ratings of "A". "A" means that the players are consistent year round.

Pitcher Statistics

The top line of the pitching statistics screen gives the basic information on the player. The first item, "DU", stands for "Days Unavailable". After a pitcher pitches, he must rest for four days. Also, pitchers can get injured.

Note: In Season Play, games whose results are generated by the computer do not disqualify the pitcher from starting the next day.

DU—Days Unavailable

4R—Resting four days

3R—Resting three days

2R—Resting two days

1R—Resting one day

B—Batting hand

T—Throwing hand

P—Position

W-L—Won Loss record

Won—Number of games won

Lost—Number of games lost

ERA—Earned run average

G, Games—Number of games in which he appeared

Starts—Number of games started

CG, C Games—Number of games completed

Shutout—Number of shutouts

Saves—Number of games saved

IP, Inng—Number of innings pitched

H, Hits—Number of hits allowed

HR—Number of home runs allowed

BB—Number of bases-on-balls (walks) allowed

K, SO—Number of strikeouts

HBA, Opp Avg—Hitters' (Opponents') batting average

Tot—Total average of opposing batters

vs L—Total average of opposing left-handed batters

vs R—Total average of opposing right handed batters

Bat—Batting

SA, Slug—Slugging Average (hitting for power)

HOPA, On Base—Hitters' On Base Average

Performance Ratings

All the pitchers are rated numerically from 1-12 in five categories. The higher the number in a given category, the better the pitcher is in that area.

Contrl—Ability to control the accuracy of the pitches

Veloc—Velocity of the fastball

Endur—Endurance

Bunt—Ability to lay down a bunt

Injury—Resistance to injury

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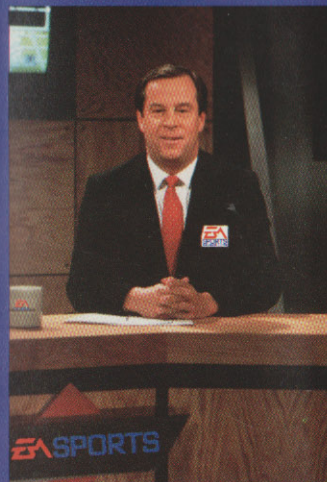
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	Bat. Avg.	Games	At Bat	Hits	Runs	RBI
	29	133	204	60	21	54
	26	144	449	121	86	29
	29	144	498	147	119	11
	258	135	462	119	31	5
GER	205	52	151	91	122	120
WES	269	708	352	122	113	102
ISON	269	118	528	143	62	120
	259	154	437	257	62	102
	231	132	257	62	102	120
	255	389	614	2	18	72
	60	33	614	2	18	72
	121	24	7	24	72	80
	4	17	7	18	80	65
	19	14	1	16	65	13
	17	4	1	13	13	37
	30	1	6	37	120	120
	41	20				



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