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Introduction

With *All-Time Baseball Manager™* you can manage a Major League ball game. You can manage both teams or play against a friend.

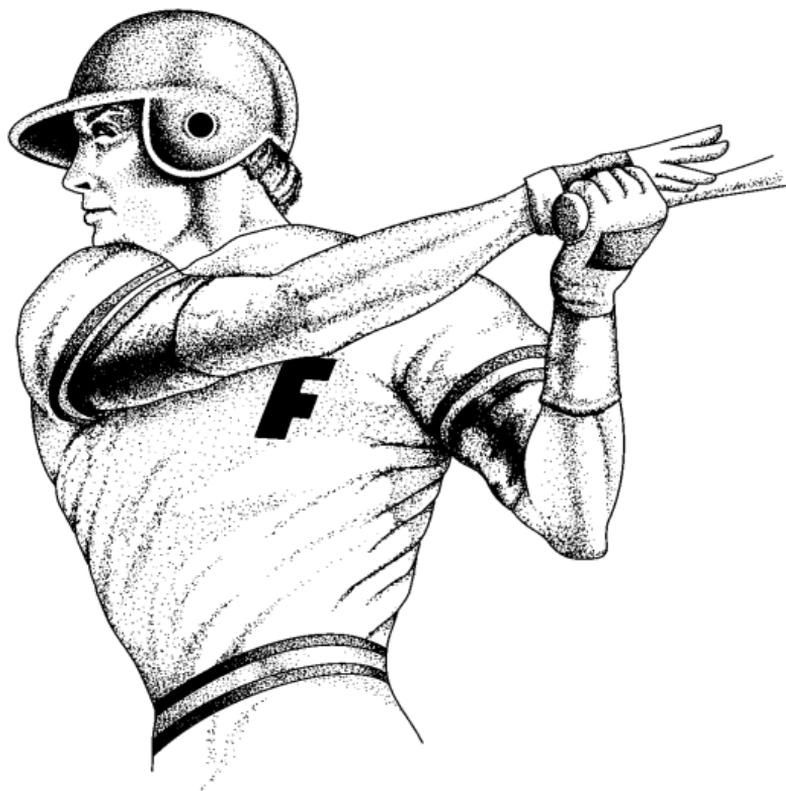
All-Time Baseball Manager allows you to make offensive and defensive managerial moves, such as pinch hitting or running, bunting, stealing bases, or sending in a relief pitcher.

All-Time Baseball Manager can be used by itself or with the *Big League Baseball Encyclopedia™* card. When used alone all games are played in team mode. When used with the *Big League Baseball Encyclopedia*, you can play in Team Mode or All-star mode.

Team mode lets you choose a team in a specific year and use their roster to play the game. You can choose from 12 notable teams in the history of big league baseball.

All-star Mode lets you create a team using any player in the history of baseball that is in the Franklin *Big League Baseball Encyclopedia*. You can make the ultimate teams, and play them against each other.

Getting Started

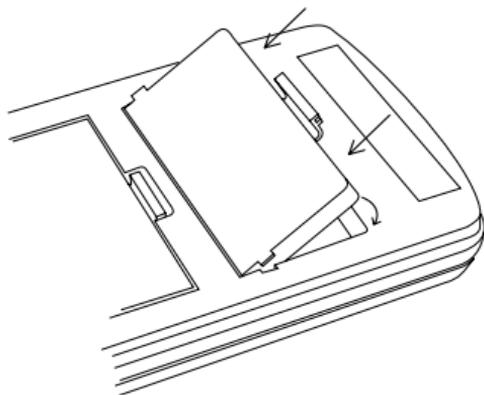


If you're using the *All-Time Baseball Manager™* for the first time, read this section.

Install the Digital Book

You must install the *All-Time Baseball Manager*TM digital book before you can use it.

1. Turn the Digital Book System off.
2. Insert the *All-Time Baseball Manager* in a slot on the back.



Line up the digital book's tabs with the notches in the slot. Then snap the digital book in place.

3. Press **ON/OFF**.



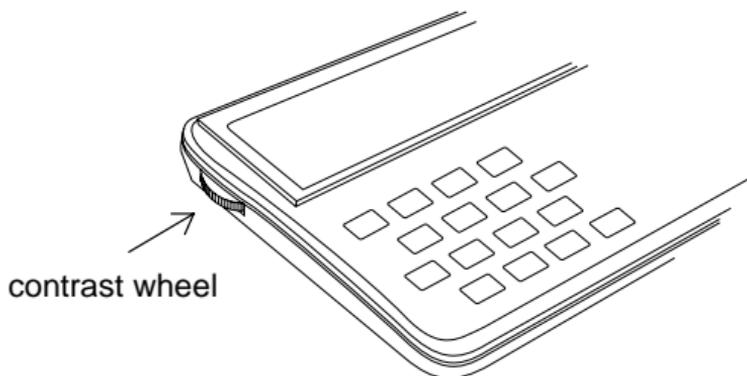
Protect Your Digital Books

Never install or remove a digital book while the Digital Book System is on. If you do, you may erase information that you entered in the other installed digital book.

Adjust the Contrast

You can adjust the Digital Book System's screen contrast at any time. Here's how.

1. Turn the contrast wheel.



2. If the screen is blank, check the batteries.

See "Replacing the Batteries" in Reference.



Help is Always at Hand

To...

See a help message
at any time

Move down the message

Exit the message

Press...

HELP

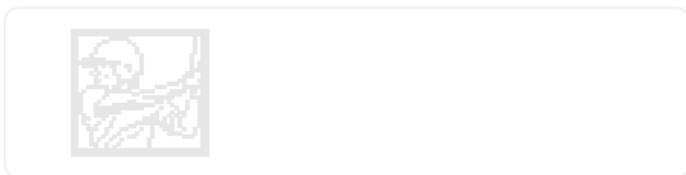


BACK

See a Demonstration

Here's how to see a demonstration of what the *All-Time Baseball Manager* can do.

1. Press **CARD**.
2. Press **←** or **→** to select the *All-Time Baseball Manager* symbol.



3. Press **ENTER**.
4. Press **MENU**.
5. Press **→** to highlight **Run Demo** under **Demo**. Then press **ENTER**.



6. To stop the demonstration, press **CLEAR**.



Using with the Encyclopedia

If you installed the Big League Baseball Encyclopedia, see “Using with the Encyclopedia” before continuing.

Select Setup Options

Under the Setup menu, you can decide to play with or without a designated hitter (DH), turn the animated graphics on or off, or set the automatic shutoff time.

1. Press **MENU**.



2. Use **↓** to highlight an option.
Then press **ENTER**.
3. If setting Automatic Shutoff, use **↓** to select a number from 1-8.
Then press **ENTER**.



Understanding Setup Options

Playing without DH-- If you pick a team that used a DH, this setting will be disregarded.

Turn graphics on or off-- Turn the animated graphics on or off with this option.

Setting Automatic Shutoff-- The *All-Time Baseball Manager* is preset to shutoff automatically after 2 minutes of nonuse.

Learn the Keys

Function Keys

	Clear to the menu.
	See the menus.
	See list of base runners.
	See players' stats.
	View player or team lists.
	Switch between digital books.
	Enter request or make a batter swing at the ball.
	Back up or erase letters.
	See a help message.

Direction Keys

 	Move the cursor left or right.
 	Move up or down.
 	Page up or down.

Gold Key Combinations

 +  	Go to the top or bottom of a list.
 + 	Bring information over from the other cards.
 + numbers	Type numbers.

Offensive Move Keys

Use the offensive move keys during a game to manage the team at bat. You can make moves from the menu until you memorize the keys.

B	Make batter bunt.
S	Make base runner attempt to steal a base.
H	Put hit and run into effect.
P	Pinch hit for batter.
R	Pinch run for base runner.
ENTER	Make batter swing away.
L	Go for the long ball.

Defensive Move Keys

Use the defensive move keys during a game to manage the team in the field. You can make moves from the menu until you learn the keys.

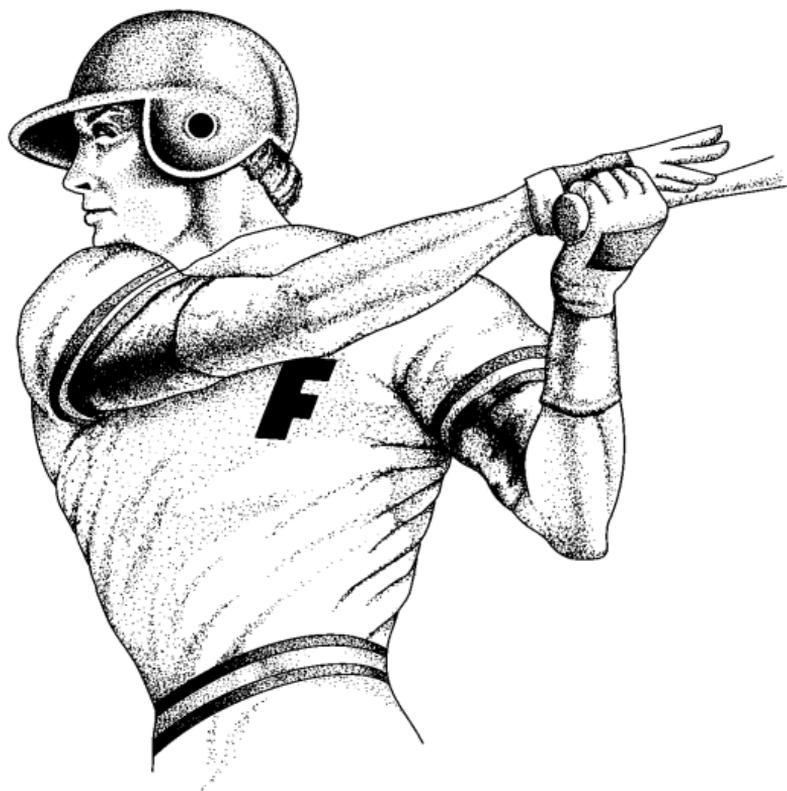
I	Issue an intentional walk.
C	Change the pitcher.



Understanding Clear

CLEAR will never erase teams or line-ups that you have selected.

Pre-game Decisions



This section shows you how to select teams, and create line-ups.

Selecting Teams

You must select the visiting team first. Pick a team by selecting a team from the list or by entering one of the 12 team names and years.

Use the Menu

1. At the Visiting Team request line, press **LIST** . Then highlight a team and year.



2. Press **ENTER** .
3. At the Home Team request line, press **LIST** . Then highlight a team and year.



4. Press **ENTER** .

Or Type a Team Name and Year

1. At the Visiting Team request line, type a team name and year. Then press .

If you type in a team name and year that isn't one of the 12 available, you'll see a message stating the team doesn't exist in the *All-Time Baseball Manager*. Press to see the available teams.

2. At the Home Team request line, type in a team name and year. Then press .

Once you pick both teams, you'll see the following menu:



```
Team Mode Setup Demo
Pick Lineups
Change 1927 YANKEES
Change 1975 REDS
```

At this point you can continue on and select the line-ups, or go back and change teams.



Typing Numbers

To type numbers, hold down the key. Then press the number keys.



Team Choices

When you press you'll see the following teams. These are the teams you can play a game with in *All-Time Baseball Manager*.

Team Name	Year
New York Mets	1986
Philadelphia Phillies	1980
Cincinnati Reds	1975
Oakland Athletics	1973
Baltimore Orioles	1970
Los Angeles Dodgers	1963
Pittsburgh Pirates	1960
Milwaukee Braves	1957
Boston Red Sox	1946
St. Louis Cardinals	1942
New York Yankees	1927
Chicago White Sox	1917

Selecting Teams



Changing Teams

You can change teams at any time before you start a game. It's easier to change a team before creating a line-up.

1. Under the Team Mode menu, use  to highlight the team you want to change.



```
Team Mode Setup Demo
Pick Lineups
Change 1927 YANKEES
Change 1975 REDS
```

2. Then press  .
3. Type in a new team and year. Or press  to select a new team from the list.
4. Press  .



```
Team Mode Setup Demo
Pick Lineups
Change 1927 YANKEES
Change 1986 METS
```

Viewing Player's Stats

Any time a player's name is highlighted, press **SPEC** to see that player's stats.

You'll see a player's stats for the year you specified when you picked the teams. For example, if you picked the 27 Yankees, you can see Waite Hoyt's season stats.

1. Highlight a player's name.



2. Then press **SPEC**.

A screenshot of a player's stats screen. The player's name 'Waite Hoyt(R)' is at the top. Below it is a table of statistics. The table has columns for W, L, ERA, IP, SO, and BB. The values are 22, 7, 2.63, 256.1, 86, and 54 respectively. Below the table, 'W. Moore(R)' is listed and highlighted.

W	L	ERA	IP	SO	BB
22	7	2.63	256.1	86	54

3. Press **SPEC** again to leave the stats screen.

Picking Starters

There are two ways to pick starters: Automatic where one is selected for you, or you can pick your own. Once you select Pick Line-ups, you must pick starters and create line-ups before you can change anything.

1. Under Team Mode , use the arrow keys to highlight Pick Lineups .



2. Press **ENTER** .

Automatic Starters

3. Under Visiting Starter , highlight Automatic . Then Press **ENTER** .



4. Under Home Starter , highlight Automatic . Then press **ENTER** .
5. Next, move to Creating Line-ups.

Or Pick Your Own Starters

1. Under `Team Mode` , use the arrow keys to **highlight** `Pick Lineups` . Then press **ENTER** .
2. Under `Visiting Starter` , highlight a pitcher. Then press **ENTER** .



3. Under `Home Starter` , highlight a pitcher. Then press **ENTER** .



4. Next, move to **Creating Line-ups**.



Changing Pitchers

You must create your line-ups before you can change pitchers. See “Changing Line-ups” for more details.

Creating Line-ups

You can create line-ups in two ways: automatically or on your own.

Automatic Line-ups

1. Under `Create Visiting Lineup`, use  to highlight `Automatic`.



2. Press .

The *All-Time Baseball Manager* will generate a line-up for you.

3. Under `Create Home Lineup`, use  to highlight `Automatic`. Then press .

Or Create Your Own Line-up

1. Under `Create Visiting Lineup`, use the arrows to highlight batting position `1----`.



The positions are numbered 1-9 and can be filled in any order. If a player has been picked for a line-up spot, his name will appear after the position number. If no player is picked, you'll see a series of dashes (-----) indicating the spot needs to be filled.

2. Press **ENTER** .



You'll see a list of all players on the team.

Press **SPEC** to see players stats.

3. Use the arrow keys to highlight a player. Then press **ENTER** to place him in the line-up.



4. Repeat until the entire line-up is complete.
5. Repeat for home line-up.

Now you're ready to start the game.



Determine Players Positions

Press **SPEC** when a player's name is highlighted to see what positions he can play:

Howard Johnson(S)						
BA	H	HR	RBI	SB	CS	
		10	39	8	1	
Pos: 3B, SS, OF						

To be eligible to play a position, a player must play at least 10% of his career at that position.

Automatic line-up will position players in a “realistic” line-up. It bumps a player to any open position that he can play.

If you create your own line-ups, you may not fill all of the fielding positions. If all of the fielding positions are not filled, you'll see a message. Press any key to clear the message.

```
HOME team is missing:
Shortstop.
Press any key...
```

To change your line-up and make it “realistic” see “Changing Line-ups”. You can play without a “realistic” line-up.



Positioning Player's in Line-ups

Automatic line-up may leave an empty spot in the batting order if it is unable to find a player for every position on the field.

At this point, you'll be put in the line-up screen and you'll need to fill the last batting position in the batting order manually.

Changing Line-ups

Before you start a game, you can change the starting pitchers or the line-ups. If you are happy with your selections, start the game.

Changing Pitchers

1. Under **Team Mode** , use  to highlight a pitcher.



2. Press  .



3. Highlight **Automatic** or make your own selection. Then press  .
4. Now you can make changes in the line-up if you want. If you don't want to make any changes, press  .
5. If you press  , highlight **Pick Lineups** . Then press  .

Changing Line-ups

1. Use  to highlight Change 1927 YANKEES Lineup.



2. Press .



3. Highlight the line-up positions you want to change. Then press .
4. Highlight a new player for that position. Then press .

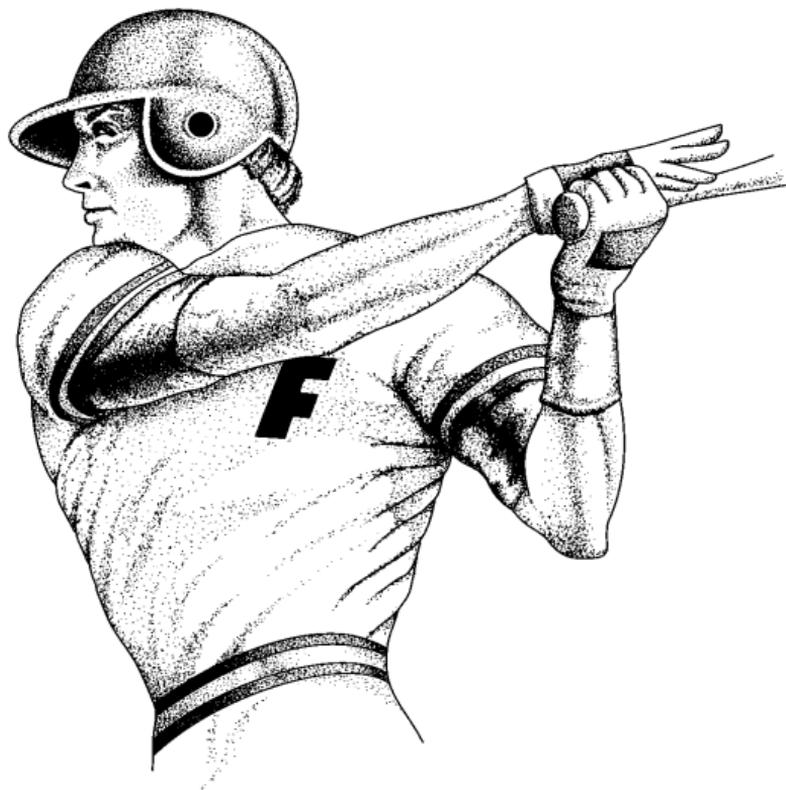


Changing Many Line-up Spots

You can only change 1 line-up position at a time. Select Change Line-up for each change.

If you want to change many players, select Change Team and enter the same team name. This wipes out the previous line-up.

Play Ball!



This section explains the basics of playing a game: the screen, the commands, and the strategy.

Starting the Game

Once you pick the teams and create the line-ups of both teams, you're ready to play a game.

1. Under **Team Mode** , use the arrow keys to **highlight Start Game** .



2. Press **ENTER** .



This is the Game Screen

- The top line shows the inning and number of outs.
- The next two lines show the teams and their runs, hits and errors up to this point in the game. The arrow points to the team at bat.
- The last two lines list the current pitcher (P) and current batter (B).

3. Press **ENTER** to make a play.

Understanding the Game

The game is played on a play by play basis, not pitch by pitch. Each time you press or make a move (such as swing away, go for the long ball, bunt, steal a base or intentional walk), you'll see the results of the play not how the play occurred. For more information on managerial moves, see the next section.

Managerial Moves

Managerial moves determine what happens in a game. To select a move, press the corresponding key or press **MENU**. Under *Pick a play*, highlight a choice. Then press **ENTER**.

Defensive Moves

The manager of the team in the field goes first, and has the following options:

To...	Press...
intentional walk	I
change the pitcher	C

Offensive Moves

The manager of the team at bat makes the next move, and has the following choices:

To...	Press...
swing away or next play	ENTER
go for the long ball	L
bunt	B
hit and run	H
steal a base	S
pinch hit for batter	P
pinch run for base runner	R



Viewing Line-ups

Press **LIST** to see the players' in the line-up or on the bench for either team.



Use **←** or **→** to switch between the Home and Visiting line-ups.

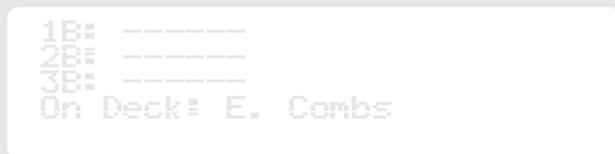


An arrow points to the next batter due up.



Viewing Base Runners

Press **MORE** to see the base runners.



The first three lines list each player on base. The last line shows the on-deck batter.

Press **MORE** to return to the game screen.



Viewing Player Stats

Press **SPEC** repeatedly to see the stats of the current batter, pitcher, base runners (if there are any), and on-deck batter.

```
Low Gehrig(L)
BA  H   AB HR  RBI  SB  CS
.373 218 584 47 175  10  8
Pos: 1B
| B: L. Gehrig (L)
```

```
          INNING: 1  OUTS: 0
Don Gullett(L)
W  L  ERA  IP   SO  BB
15 4 2.42 159.2 98 56
| B: L. Gehrig (L)
```

Continue to press **SPEC** until you return to the game display. **SPEC** will always cycle through the stats of the pitcher, batter, base runner(s), and on-deck batter.

Managerial Strategy

Do you want to manage like a pro? To get your team to perform its best, you need to understand the offensive and defensive moves.

This section describes the moves and explains the player stats you'll want to look at before making decisions.

Base Stealing

Base stealing is only based on the base runner's caught stealing (CS) and stolen bases (SB) stats.

If you have two men on base, *All-Time Baseball Manager* will ask which runner you want to steal a base or if you want to attempt a double steal.



If double steal is selected, the defensive team must decide which base to throw to.



It is important to keep track of who the base runners are, so you can make smart decisions on which base to throw to.

Batting Performance

A hitter's batting performance is based only on stats the *All-Time Baseball Manager* or the *Big League Baseball Encyclopedia* has access to.

As manager, you'll want to base your decisions on hitting stats such as: BA, H, HR, and AB. You can find a player's stats by pressing SPEC when his name is highlighted.

The batting stats of a hitter with less than 100 at bats will be skewed towards the batting stats of an average player. The closer a player is to zero at bats the closer his batting stats will be to that of the average player.

For example, a player who batted 1.000 by going 1 for 1 will not get a hit every time.

Generally, left-handed batters hit better against right-handed pitchers than against left-handers. Also, right-handed batters hit better against left-handers, than against right-handers.

However, switch hitters bat the same against either right-handed or left-handed pitchers.

Bunting

Bunting is totally random since the *All-Time Baseball Manager* doesn't have stats on bunts for hits or sacrifices.

All-Time Baseball Manager will always try to advance all the runners on a bunting play. If there is a man on third base, it assumes that you want to suicide squeeze.

However, if there are men on first and third, it asks you if you want to suicide squeeze or just advance the runner from first to second.

On a suicide squeeze, the runner on third runs on the pitch. If the batter strikes out, the runner attempts to steal home plate.

Changing Pitchers

A pitcher must face at least 1 batter before he can be pulled from a game.

Press if you change your mind and decide not to make a substitution.

To send in a relief pitcher follow these steps:

1. Press **C** to change pitchers.



You'll see a list of pitchers. This list includes all pitchers on the team roster.

2. Use the arrows to highlight a pitcher's name. Then press **ENTER**.

Go for the Long Ball

When you press **L** for long ball, the batter swings for a home run which increases his chances of hitting a home run or a double. It also increases his chances of striking out, and reduces his chances of hitting a single.

This is useful for a power hitter late in the game when he represents the tying or go-ahead run.

Hit and Run

When you press **H** for hit and run, all runners will attempt to move up when the batter swings.

Hit and run increases chances for a single, but reduces chances for an extra base hit or a ground ball double play.

Runners usually get extra bases on hits, but they may be doubled off on a line drive or a strike out.

Intentional Walk

When you press **I**, the pitcher intentionally walks the batter.

Pinch Hitting

To pinch hit for a batter:

1. Press **P**.



Use **SPEC** to see a player's stats.

2. Use the arrow keys to highlight a player. Then press **ENTER**.

Pinch Hitting For Pitcher

If you pinch hit for a pitcher, you'll need to pick a relief pitcher when the pitcher's team takes the field.

1. Follow steps 1-2 in the previous entry to select a pinch hitter.



2. Under Relief Pitcher, select a pitcher. Then press **ENTER**.



3. Highlight the position in the batting order you want the new player to bat in. Then press **ENTER**.

Pinch Running

To send in a pinch runner:

1. Press **R** .



2. Use the arrow keys to highlight a player. Then press **ENTER** .

If you send in a pinch runner and there are 2 base runners, you must decide which runner to replace.



3. Highlight your choice. Then press **ENTER** .

Pitching Performance

As manager, you'll want to base your decisions on pitching stats such as: ERA, SO, BB, and IP.

You can find a pitcher's stats by pressing **SPEC** .
when his name is highlighted.

A pitcher must have worked 33 1/3 innings or faced 100 batters before his pitching statistics stop being skewed towards that of an average pitcher. A pitcher who has never given up a hit, but only pitched 2 innings won't get every batter out.

Swing Away or Next Play

Pressing **ENTER**, tells the batter to swing away.

Swing away tells the batter and base runners that no specials plays are on.



Sending a Runner

You'll see the following message at times:

```
OFFENSE
Hold Runners
Try to Advance Runners
B: B. Meusel (R)
```

You can either advance the base runner an extra base or hold the runner. With two base runners, you'll pick which runner to advance.

Highlight your choice. Then press **ENTER**.



Understanding the Double Switch

A double switch substitutes a player in addition to the pitcher. This is done if you want to exchange spots in the batting order with the pitcher batting later in the line-up.



Highlight your choice. Then press **ENTER**.



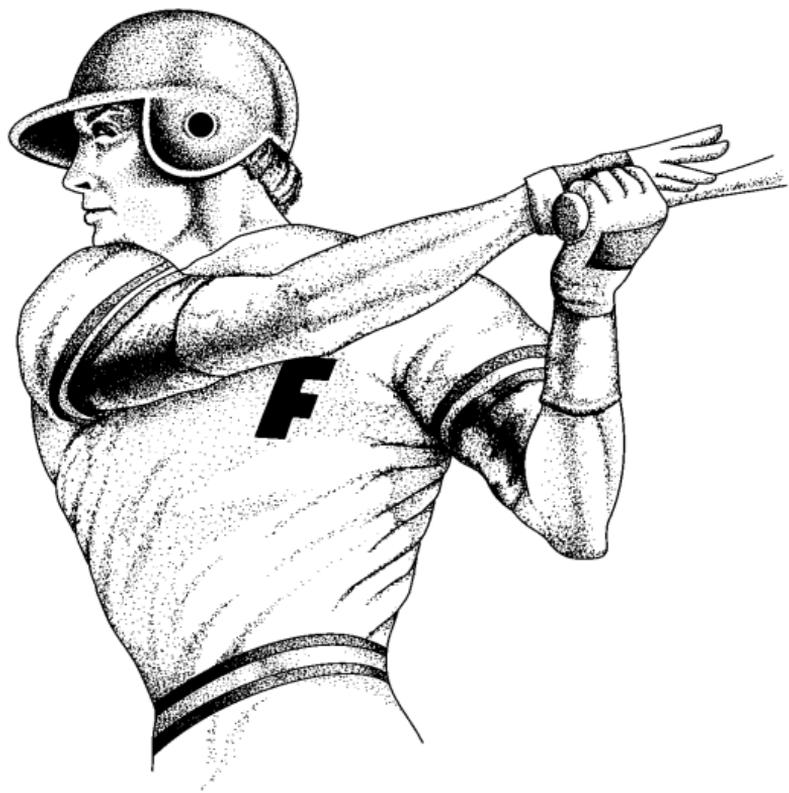
Finishing the Game

When a you finish a game, you'll see the final line score.



Press **ENTER** to pick a new line-up or start a new game. Original starters are placed back in the line-up when you start a new game.

Using with the Baseball Encyclopedia



This section explains how to use the *All-Time Baseball Manager* with the *Big League Baseball Encyclopedia* digital book.

Setting Up a Game

If you've installed the *Big League Baseball Encyclopedia* in your Digital Book, you can choose between Team Mode and All-star Mode.

- **Team mode** lets you use the roster of a team for a specific season.
- **All-Star Mode** lets you create a team from any player in the history of big league baseball.

When you turn *All-Time Baseball Manager* on, it will always be in Team Mode.

1. **At the** Visiting Team **request line,** press **MENU**.



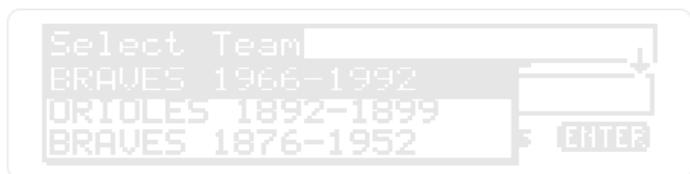
The default is Team Mode.

2. **Highlight** All-star Mode **to select it .**
Then press **ENTER**.
3. **To stay in team mode,** press **BACK** **before selecting All-star Mode.**

Using Team Mode

You can choose any team in big league baseball history with the *Big League Baseball Encyclopedia* installed in your Digital Book System.

1. To see a list of teams, press **LIST** at the Visiting Team request line .



Or, type in the team name and year. You must type in a year or you'll be asked for one.

2. Press **ENTER** when a team is highlighted.



3. Type a year in the Request Line after the team name. Then press **ENTER** again.
4. Repeat for the Home Team.

Using All-Star Mode

In All-star Mode, you create teams with any players in the history of big league baseball. You choose a specific year for each player. You can even pick the same player more than once.

Picking Starters

Once you pick All-star Mode, you'll need to select your starting pitchers.

1. Under All-star , highlight Pick Starting Pitcher(s) . Then press **ENTER** .



2. Type in the full name and year for the visiting team's starter.

You must type in a year to continue.



3. Press **ENTER** .

4. Type in the name and year of the home team's starter.



5. Press **ENTER**.

Creating Line-ups

Next, you'll need to pick the batting order for the visiting team.

1. **Under** Create Visiting Lineup , **highlight** 1.-- . **Then press** **ENTER**.



2. Type in a full name and a year for the first visiting batter.

Creating Line-ups

Type 1st visiting batter...
rickey henderson 1990
...then press **ENTER**

3. Press **ENTER** .

```
Create Visiting Lineup
1: R. Henderson(R) '90
2: -----
3: -----
```

4. Repeat steps 1-3 for batters 2-9.
5. Under **Create Home Lineup** , highlight 1.---- . Then press **ENTER** .
6. Type in a full name and a year for the first home batter.

Type 1st home batter...
lou brock 1970_
...then press **ENTER**

7. Press **ENTER** .



8. Repeat Steps 5-7 for batters 2-9.



Typing Player Names

If there is more than one player fitting the name and year that you typed, you'll see a list of possible players.

Highlight the correct name. Then press

ENTER .



Are All-Star Line-ups Saved?

Yes, an all-star line-up is saved even if you press **CLEAR**, or turn off the game.

However, your line-up will be lost if:

- you switch to team mode,
- the *All-Time Baseball Manager* card is replaced with another card and that card is used, or
- you create a new All-Star line-up.



Determine Players Positions

Press when a player's name is highlighted to see what positions he can play:

```
Howard Johnson(S)  
BA  H   HB HR RBI  SB CS  
.245 54 220 10 39  8  1  
Pos: 3B, SS, OF
```

To be eligible to play a position, a player must play at least 10% of his career at that position. *All-Time Baseball Manager* puts a player in any open field position that he is eligible for. It does this to attempt to create “realistic” line-ups.

If it can't fill all the positions you'll see a message. Press any key to clear the message.

```
HOME team is missing:  
Shortstop.  
Press any key...
```

To change your line-up and make it “realistic”, select Change Home or Visiting Line-up. Change a line-up position in the same way that you filled it in the first place. You can play without a “realistic” line-up.

Using GOLD + CARD

You can use the GOLD + CARD function in Team Mode (to select teams) and in All-star Mode (to select players). Gold + Card lets you select teams and players in the *Big League Baseball Encyclopedia*, and bring them over to the *All-Time Baseball Manager*. It makes the creation of an All-star line-up much easier.

Using in Team Mode

Use GOLD + CARD in Team Mode to pick teams in a specified year.

1. Press **CARD** at the Visiting or Home Team request line.
2. Use **←** or **→** to select the *Big League Baseball Encyclopedia* icon. Then press **ENTER**.
3. Type a request.



4. Press **ENTER**.
5. Use **↓** to highlight a team.

Using GOLD + CARD



TEAM	W	L	PCT
GIANTS	103	54	.657
PHILLIES	86	75	.534
CARDINALS	79	82	.491

6. Press **[O]** . Then press **[CARD]** .
7. Select the *All-Time Baseball Manager* icon. Then press **[ENTER]** .
8. Press **[ENTER]** again.

Using With All-Star Mode

Use GOLD + CARD in All-star Mode to select individual players to make up your dream team.

1. Under All-Star , highlight Pick Starting Pitcher(s) . Then press **[ENTER]** .



2. Press **[CARD]** .



3. Use  or  to move to the *Big League Baseball Encyclopedia* icon. Then press .
4. At the Request Line, type a request.

This request looks for the pitchers with the most strike outs.

Type your request...

max so P_

...then press 

5. Press .

	Player	SO
1	Ryan, Nolan	5888
2	Carlton, Steve	4136
3	Blyleven, Bert	3701
4	Seaver, Tom	3640

6. Highlight a pitcher's name. Then press .

7. Use  to highlight a year. Then press  plus .

PITCHING--	G	IP
1970 NY-N	27	131.2
1971 NY-N	30	152.0
1972 CAL-A	39	284.0
1973 CAL-A	41	326.0

- Use the arrows to highlight the *All-Time Baseball Manager* icon. Then press **ENTER**.
- Under All-Star , highlight Pick Starting Pitcher(s) .



All-Star Setup Demo
Pick Starting Pitcher(s)

- Press **ENTER**.



Type visiting starter...
Nolan Ryan 1973_
...then press **ENTER**

The player's name and the year you selected will appear in the Request Line.

- Press **ENTER**.
- Repeat for home starter.

Create Line-ups

- At the Create Visiting Line-up menu, press **CARD**.



- Use  or  to move to the *Big League Baseball Encyclopedia* icon. Then press  .
- At the Request Line, type a request.



This looks for the players with the most home runs.

- Press  .

	Player	HR
1	Heron, Hank	755
2	Ruth, Babe	714
3	Mays, Willie	660
4	Robinson, Frank	586

- Highlight a player's name. Then press  .
- Use  to highlight a year. Then press  +  .

BATTING--	G	AB	BA
1962 MIL-N	158	592	.318
1963 MIL-N	161	631	.319
1964 MIL-N	145	570	.328
1965 MIL-N	150	570	.318

8. Use the arrows to highlight the *All-Time Baseball Manager* icon. Then press

ENTER .

9. Under All-star Mode, select Pick Lineups . Then press **ENTER** .

10. Select a line-up position.

```
Create Visiting Lineup [ ]
1: -----
2: -----
3: -----
```

11. Press **ENTER** .

```
Type 1st visiting batter...
[HANK AARON 1962_]
...then press ENTER
```

The name and year of the player you selected will appear in the request line.

12. Press **ENTER** again.

```
Create Visiting Lineup   
1: H. Aaron(R) '62  
2: -----  
3: -----
```

13. Repeat for batters 2-9.

14. Select a line-up for the home team.

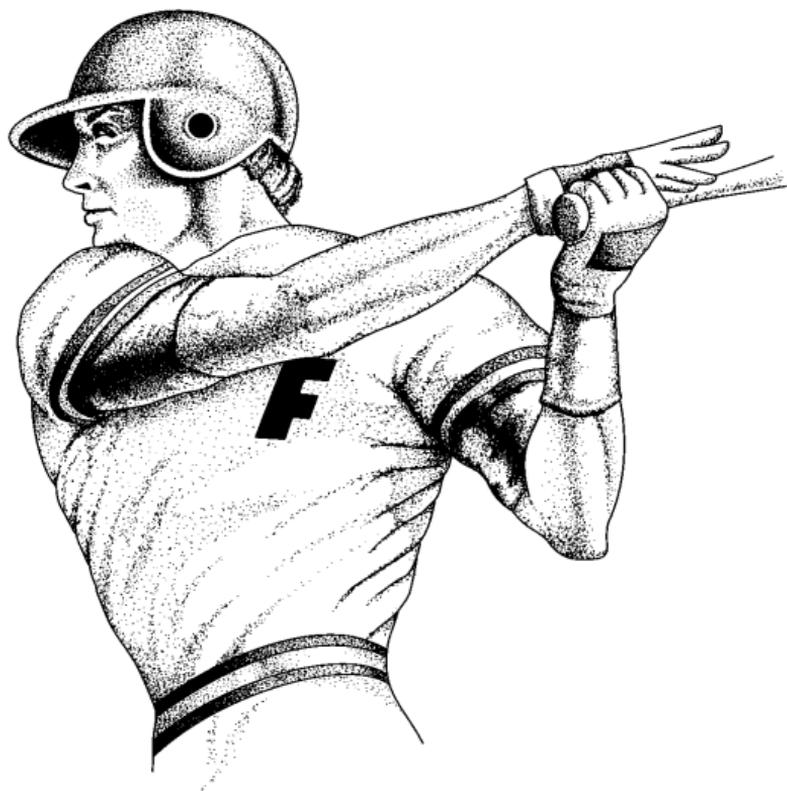


Making Substitutions

All-star Mode uses the same plays as Team Mode. To send in a reliever, pinch runner or hitter, you must type the player's full name and year.

You can't use GOLD + CARD once a game is in progress without ending your current game.

Reference



This section contains reference tables and reviews how to use the Digital Book System.

Offensive & Defensive Moves

Offensive Moves	Command
bunt	B
steal	S
hit and run	H
swing away	ENTER
go for the long ball	L
pinch hit	P
pinch run	R

Defensive Moves	Command
intentional walk	I
change pitcher	C

Digital Book System

Installing & Removing Digital Books

To install a digital book, first turn off your Digital Book System. Then align the digital book's tabs with the notches in either book slot on the back and snap the book into the slot. If you install only one book, it doesn't matter which slot you use. But make sure that the book's metal contacts are facing down.

To remove a book, first turn off the Digital Book System. Then compress the book's tab and lift the book from the slot.

Restarting the Digital Book System

If the keyboard fails to respond or the screen performs erratically, first press **CLEAR** and then press **ON/OFF**. If nothing happens, hold **CLEAR** and press **ON/OFF**. If nothing happens still, press the recessed reset button on the back of your Digital Book System using a paper clip.



If you install or remove digital books when the Digital Book System is on, or when you reset the Digital Book System, you may erase information that you entered in the installed digital books.

Switching Between Digital Books

1. With two digital books installed, press

.

2. Highlight a symbol by pressing  or .
Then press  .

To return to the first book, repeat these steps.

Sending Words Between Books

Some digital books can send and receive words from other digital books.

1. Highlight a word in a digital book.

Read its User's Manual to learn how.

2. Hold  and press  .

3. Highlight the other digital book's symbol.
Then press  .

You see its main display. You may have to press  again to look up the word.

Replacing the Batteries

Your Digital Book System uses CR2032 lithium batteries. Have four new batteries ready before following these steps.

- 1. Turn the Digital Book System off.**
- 2. Press and slide the battery cover off the back of the unit. Then remove all batteries.**
- 3. Place a battery, with its plus (+) sign up, at the bottom of each battery cavity.**
- 4. Place a battery, plus sign up, at the top of each cavity. The metal clip must contact the top battery.**
- 5. Replace the battery cover.**



To prevent deleting information from installed digital books:

- Always replace the batteries before they lose all power, and never remove the batteries while the Digital Book System is on.
- Never mix old and new batteries. And, once batteries have been removed, install new ones within two minutes.

Protecting the Digital Book System

- Don't touch the metal contacts on the back of your digital books or the rubber contacts in the book slots of the Digital Book System. **CAUTION:** Touching the contacts with statically charged objects, including your fingers, could erase information that you entered in your installed digital books.
- Don't put excessive pressure or weight on your digital books or Digital Book System.
- Don't expose your digital books to extreme or prolonged heat, cold, or other adverse conditions.

When you're not using your Digital Book System, keep two digital books or dummy books in its slots to prevent dust build-up.

Cleaning the Digital Book System

To clean the digital books, apply isopropyl alcohol with a cotton swab.

To clean the Digital Book System, apply a mild household cleaner onto a soft cloth. **CAUTION:** Spraying liquids directly on your Digital Book System could damage its circuitry.

Specifications

All-Time Baseball Manager IC-110

- product features: create automatic and manual line-ups, select starting pitchers, play with/without designated hitter, full-screen motion graphics (on/off selectable), and MORE (player stats on demand).
- play selections: relief pitcher, intentional walk, pinch hitter, pinch runner, steal, bunt, hit and run, and "Go for the long ball"
- teams included: 1986 Mets, 1980 Phillies, 1975 Reds, 1973 Athletics, 1970 Orioles, 1963 Dodgers, 1960 Pirates, 1957 Braves, 1946 Red Sox, 1942 Cardinals, 1927 Yankees, and 1917 White Sox
- context-sensitive help information
- adjustable shut off timing
- self-demonstration
- ROM size: 4 megabits

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