

Now — MicroManager for APBA Major League Players Baseball!

MicroManager, the long-awaited computer manager for **APBA Major League Players Baseball**, is now available. Developed by Miller Associates, **MicroManager** enables you to **manage against the computer or merely watch a pair of built-in computer managers** — "Blackie Dugan" and "Blaze Pascual" — match wits. Dugan and Pascual are no dopes, either. They both know how and when to choose relievers, when to bring the infield in, when the sacrifice or hit-and-run is a sound strategy, and even when a double switch is appropriate.

But the big news is that **MicroManager** is user-programmable software! You can define, very specifically, how you want a manager to operate. You can modify the strategies of both Dugan and Pascual. **And you can name as many new managers as you want, programming in the baseball personalities you want them to have. Draw from the characteristics of real big league skipper or from your own idea bank!**

You can have a separate computer manager (actually, more than one), with an entirely different approach, for every team. Create hands-off managers who wait for the big inning and more aggressive managers who try to scratch out a run with the bunt, steal and/or hit-and-run. Create managers who tend to stick with their starting pitchers until late in the game and managers who throw the hook out early. Alter a manager's normal approach with certain pitchers, batters or runners.

If you want Rickey Henderson to attempt a steal every time second base is open, he'll do it. If you tell him to hold only when Jose Canseco is up, he'll listen. **Be as specific as you like.** Examples: if you want any batter in your lineup except Darryl Strawberry to attempt a sacrifice if he comes up with a man on first or second and nobody out in the ninth inning of a tie game, everybody but Straw will try to lay it down in that situation. If you want any starter pulled as soon as someone reaches base in the seventh inning unless he's pitching a no-hitter or unless he's Roger Clemens, program the manager to respond that way.

Each computer manager's strategy can be (in fact, should be) tailored to the personnel on his club. Computer managers of unlike teams can be taught to behave very differently. A manager's approach can even be modified from game to game depending, for example, on the condition of his bench and his bullpen on any given day.

You can play with Dugan and/or Pascual as manager(s) simply by loading one or both before a game begins. It takes only a few additional seconds. It's so easy that you can do it almost as soon as you've opened the box. You can schedule and set the linups for an entire series and play all of its games without reloading the teams, and you don't even need to be at the keyboard while the games are played.

But remember this: when you create new managers or modify the strategies of Blackie or Blaze, you will be programming. To do that, you will need to spend some time learning the **MicroManager** language. You won't be able to begin programming new managers without educating yourself first, and we promise that learning to program will be a challenging and sometimes difficult experience. You will get a great deal of help from the instruction manual, though.

MicroManager costs just \$49.95, a genuine bargain for an expert system of its scope.

StatMaster 2.0 Accommodates Data Disks on Hard Drives Also Provides Windowing & Supports Mouse

Version 2.0 of **APBA Baseball StatMaster** recognizes data disks installed on a hard disk (as version 1.5 of **APBA Major League Players Baseball** does). It keeps the same staggering array of stats kept in prior versions, and many **StatMaster** reports have been improved. There are 7 new Leader Boards, for instance.

This version runs in a full windows environment, using Borland's TurboVision interface. You will be able to display multiple **StatMaster** screens — up to 50 at once — on your monitor! You can keep Club Batting and Club Pitching (or several other reports) on the screen while you examine an Individual Team Report. You can open as many reports as you want and make the windows whatever size you want. You can navigate easily through the reports either with your mouse or the arrow and [TAB] keys. (You don't need a mouse to run any part of the program.)

StatMaster 2.0 performs updates about four times faster than previous versions. It permits up to 1,200 players on a data disk. Its Setup utility is now integrated into the main program itself, so start-up is much simpler. **And version 2.0 has no copy protection!**

A complete **StatMaster 2.0** package is priced at \$39.95, whether or not you own a previous version. No separate upgrade disks are available.

Wizard 2.0 Permits Transfer of Players Between Data Disks Also Imports Players from Duerk's & Includes all Innovator Features

Baseball Wizard and **Innovator** are now one. Version 2.0 of **Wizard** includes all the function previously included in **Innovator**.

Wizard 2.0 allows the one-step copying of an organization. Even more significantly, it enables fans to move individual players or whole teams from one data disk to another. **Wizard** will even check for duplicate names if you ask it to, and you can tell it to add a 2-digit year to a player's name if you want to differentiate between, for example, Andre Dawson of 1987 and 1990.

If you want to copy Babe Ruth, Lou Gehrig, Ty Cobb, Lefty Grove, Rogers Hornsby and the entire Pittsburgh franchise from your 1927 data disk to the 1991 disk, you can do it with **Wizard 2.0!** A single data disk will now accommodate up to 1,200 players.

Wizard retains its primary purpose, generating APBA "cards" and ratings from raw statistics you input, and **Innovator's** primary purpose, editing APBA "cards." But there's more now, because **Wizard 2.0** will pick up statistics from **Duerk's Electronic Baseball Encyclopedia** (see page 8 for details on **Duerk's**), so, for players in **Duerk's**, you won't even need to type in stats!

Wizard 2.0 has function which previously sold for for nearly \$85, plus new features that will save you hours! **Wizard 2.0** costs \$39.95 complete, whether or not you own a previous version of **Wizard** and/or **Innovator**. Since everything previously contained in **Innovator** is now part of **Wizard**, **Innovator** has been discontinued.

Join an "On-Line" APBA League with APBA Baseball General Manager!

Published by Computer Sports Network (CSN) of Houston, Texas and developed by Miller Associates, **General Manager** establishes and schedules on-line leagues, accessed through your computer and modem, for **APBA Major League Players Baseball**. It costs \$39.95. Now you can own a franchise in a realistic and totally electronic environment. Briefly, here's how **General Manager** works:

Obtain your user identification with a single phone call to CSN (800-627-0446).

Log on to CSN with just a few keystrokes.

Seconds later, examine a list of leagues with openings for owners.

Request a team, name a franchise and it's yours.

Hone your skills by joining a 50-game launch league as your introduction to CSN.

Download and study the list of players eligible for the draft (you can make trades later on).

Compete for the best players by submitting draft lists for each round — through your modem, of course.

Play 5 games per week ("home" and "road" weeks usually alternate) toward a complete 160-game schedule drawn up and monitored by CSN.

Short seasons and old season leagues are also available.

With **General Manager**, you can avoid mail altogether. Everything is accomplished electronically. Current on-line charges (subject to change) are as follows: 60c per minute prime time (7 A.M. - 6 P.M. weekdays), 15c per minute non-prime time (6 P.M. - 7 A.M. weekdays, and all day weekends and holidays). All times represent your local time. A 2-minute minimum charge per log-on applies, as does a \$40 maximum monthly charge for up to 480 minutes non-prime time use, plenty for managing your 35-man roster. CSN's technical support number is toll-free.

And now General Manager includes Advanced Player Management! That means a GM-league manager must monitor his player usage very carefully. A tired player may not perform as well as he normally would, and will be more susceptible to injury. On the other hand, a player who sees too little action will probably also perform below expectations when he is finally called upon. Advanced Player Management adds still another element of realism to the role of an APBA manager in GM's on-line leagues.

NOTE: DON'T BUY THE VERSION 1.5 UPGRADE OF APBA MAJOR LEAGUE PLAYERS BASEBALL ADVERTISED ON PAGE 2 IF YOU ALREADY OWN OR ARE NOW ORDERING APBA BASEBALL GENERAL MANAGER! GENERAL MANAGER INCLUDES ITS OWN UPGRADE FOR THE BASEBALL GAME (but not the complete game itself — you must have purchased some version of the game in order to use GM).

Hardware and Software Requirements for Above Products

You must first have **APBA Major League Players Baseball** in order to use any of the products above. All of them also require an IBM PC, XT, AT, PS/2 or true compatible and DOS 3.0 or higher (except **General Manager**, which requires DOS 3.1 or later).

MicroManager requires 640k RAM, a floppy and a hard drive. **StatMaster** requires 512k RAM, a floppy and a hard drive or 2 floppy drives (a hard drive is strongly recommended). **Wizard** requires 640k RAM, a floppy and a hard drive or 2 floppy drives. **General Manager** requires 640k RAM, a floppy and a hard drive, plus a Hayes-compatible modem and **StatMaster**.

Sales & Delivery Policies and Credit Card Purchases

All sales are final. We accept no returns or exchanges, and we don't cancel or revise orders we've received. Although we have tried to develop software which will run on as many IBM clones as possible, we do not guarantee compatibility. Please be sure you want any item before you order it, and be absolutely certain you have the proper equipment to run it. The risk of non-compatibility is yours.

SEE PAGE 1 OF THIS MAILING FOR DELIVERY INFORMATION AND PAGE 2 FOR DETAILS ON CREDIT CARD ORDERS.

Pennsylvania residents must add 6% sales tax and all foreign buyers must add 10%. Buyers in foreign countries must pay with a money order in U.S. dollars or use a credit card. Servicemen with APO or FPO addresses pay the regular U.S. prices.

SEE PAGES 2 AND 8 OF THIS MAILING FOR ADDITIONAL BASEBALL SOFTWARE!

Use order coupon on reverse side.

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Baseball RamStats 2.0 Displays Many More Statistics!

RamStats, from Cactus Development Company, is a RAM-resident program which takes stats directly from your league's **StatMaster** files and displays them on your game scoreboard. Whenever you update your **StatMaster** files, you automatically update **RamStats**, too.

AND NOW CACTUS HAS ANNOUNCED **RAMSTATS** VERSION 2.0, WHICH DISPLAYS NUMEROUS ADDITIONAL STATS! From the game screen, the following stats can now be shown for the batter: Avg, G, AB, H, 2B, 3B, HR, RBI, SB, CS, BB, SO. From the pre-game lineup screens and the game-in-progress substitution screens (both offensive and defensive), you can bring up the same stats for all players in the lineup. For players not in the lineup, these stats can be displayed: Avg, HR, RBI.

Also from the lineup and substitution screens in Version 2.0, you can now display the following stats for all **pitchers** on the roster: W, L, Sv, ERA, G, GS, IP, H, ER, BB, SO.

For both hitting and pitching stats, you can toggle between your replay league stats and real-life records.

If for some reason you don't have **StatMaster** yet, you can still use **RamStats** to display real-life stats. (But you may want to check the information on **StatMaster 2.0** on page 7.)

To use **RamStats**, you must own **APBA Major League Players Baseball**. **RamStats** requires DOS 3.0 or later and 640k of memory. It will run on a dual — not a single — floppy system (3 1/2" or 5 1/4"), but a hard disk is recommended. Version 2.0 costs \$24.95 for new **RamStats** buyers.

CUSTOMERS WHO PURCHASED A PREVIOUS VERSION OF RAMSTATS CAN BUY VERSION 2.0 AT THE UPGRADE PRICE OF \$19.95.

Analyst, StatWriter, CardWriter

Analyst is the first software designed to evaluate a player's card based on the pitching strength of any league in which he plays. **Analyst** can project comprehensive batting statistics for every player in every league on every APBA data disk you own, INCLUDING YOUR DRAFTED LEAGUES! View or print **Analyst's** projections.

StatWriter displays or prints **real-life** batting, pitching and fielding statistics for players on a data disk.

CardWriter extracts any player's APBA "card" from a data disk and displays (or prints) it along with his Master Game symbols. (We recommend that you not buy **CardWriter** if you already own or plan to buy **Wizard**, described on page 7, which also displays APBA "cards".)

You must have at least one data disk in order to use any of these three programs. **StatWriter**, **CardWriter** and **Analyst** all require DOS 2.0 or later, 256k of memory (exception: 640k for **Analyst**) and at least one 3 1/2" or 5 1/4" floppy disk drive. Each costs \$19.95. Instructions for all four Cactus utilities are contained on disk. There is no printed manual for any of them.

\$20 PRICE CUT ON DUERK'S ELECTRONIC BASEBALL ENCYCLOPEDIA!

Duerk's Electronic Baseball Encyclopedia is neither a game nor a simulation. It has nothing directly to do with **APBA Major League Players Baseball**, although it will certainly provide you with an astonishing amount of information about the ballplayers in the current game. **Duerk's Encyclopedia** is, in fact, an informational product. It displays career records for all players active during the 1991 season.

You can view a player's stats in an Encyclopedia Format (which includes far more statistics than can ever be presented cost-efficiently in any printed volume), a Single-Year Format (which enables you to observe his one-year performance on one screen) or a Matrix Format (which provides a "3-dimensional" display of over 225 calculations for each year of a player's career with a maximum of more than 6,000 calculations). **And you can print anything you can display with Duerk's.**

Nearly every conceivable statistic, traditional or contemporary, is available, including counters (HR, strikeouts, etc.), calculations (batting average, ERA, etc.) and complex evaluations (total average, runs created, etc.).

A Comparison Module contrasts any two players. Single seasons, career totals or seasonal totals may be selected for comparative analysis in 54 pitching and 47 batting categories. (In **Duerk's Encyclopedia**, fielding stats are included under batting.) A Leader Board ranks players in a specifically-chosen class for a single statistic.

Duerk's furnishes comprehensive career profiles of all 1991 season players, profiles previously available only by tedious manual compilation from various reference sources. **Calculations which might otherwise take months of research are completed here in seconds.**

For the APBA manager, **Duerk's** offers an incredibly thorough and concise method for evaluating a player's performance and perhaps determining his worth as a prospective draftee or as someone you might consider acquiring or trading.

The complete **Duerk's Electronic Baseball Encyclopedia** now costs only \$29.95. The 1991 season players' career statistics disk is included in the price.

For those who already own Duerk's, the 1991 season players' career statistics disk is available separately at \$19.95. An Old-Timers career statistics disk is also newly available at \$19.95. Both can be merged automatically into your existing **Duerk's** data base. The 1990 season players' career statistics disk remains available separately at \$19.95.

Duerk's requires an IBM or true compatible computer with at least 640k RAM, a 3 1/2 " or 5 1/4" floppy drive AND A HARD DISK, an EGA or VGA **color** monitor (an EGA monitor must have 256k **video** memory) and DOS 3.1 or later.
