MONDAY MORNING MANAGER

Atari Version

$25.00

D

AMERICAN LEAGUE			NATIONAL LEAGUE		
TEAM	YR	W-L	TEAM	YR	W-L
DET	09	98-54	PIT	02	103-36
PHL	10	102-48	NYG	05	105-48
PHL	11	101-50	CHI	06	116-36
BOS	12	105-47	PIT	09	110-42
CHI	17	100-54	NYG	12	103-48
CLV	20	98-55	PIT	25	95-58
WSH	25	96-55	STL	28	95-59
NYY	27	110-44	CHI	29	98-54
PHL	31	107-45	CHI	35	100-54
NYY	32	107-47	CIN	40	100-53
NYY	36	102-51	STL	42	106-48
NYY	39	106-45	STL	44	105-49
BOS	46	104-50	BKN	53	105-49
CLV	54	111-43	MIL	57	95-59
CHI	59	94-60	SFG	62	103-62
NYY	61	109-53	LAD	63	99-63

INSTRUCTIONS FOR PLAY

(1) Turn OFF computer, disk drive and printer.
(2) Remove all cartridges from the computer.
(3) Turn ON disk drive and wait for busy light.
(4) Load MONDAY MORNING MANAGER SIDE ONE into drive.
(5) Turn ON computer and make sure two joysticks are
     connected. Please read instructions.
(IF USING THE "NEWER" COMPUTER, MAKE SURE "BASIC" HAS BEEN
 DISABLED AND THE "TRANSLATOR" BOOTED BEFORE STEP #4)

The first screen to appear will ask if you are using the
teams on this disk. If you have not ordered another team
disk, just push the joystick button on joystick one. You
will now be taken out to the ball game. Main Menu is next.

MAIN MENU

MONDAY MORNING MANAGER

PLAY GAME

VIEW STATS   ─┼─   START OVER

TRADES & DRAFT

*PRINT ROSTERS

The left joystick(port one) controls the Main Menu screen.
     PLAY GAME: PUSH JOYSTICK UP(SECTION ONE)
     VIEW STATS: PUSH JOYSTICK LEFT(SECTION TWO)
     TRADES & DRAFT: PUSH JOYSTICK DOWN(SECTION THREE)
     PRINT ROSTERS: PRESS JOYSTICK BUTTON(SECTION FOUR)
     START OVER: PUSH JOYSTICK RIGHT(SECTION FIVE)

EACH SECTION IS DESCRIBED ON THE FOLLOWING PAGES...

TEAM AND LINE-UP SELECTIONS.
Joystick One(stick) chooses first and bats first. The
American League teams are shown after you have pushed
stick one UP. To view the National League, press the
stick button before moving the stick.

When the League appears with the team you want to play,
move the * next to that team and push the stick button.
If you make an error, select any other team with stick
two and when the roster appears for the first team, just
press the stick button before moving the stick. The
Home team is controlled by stick two and follows the
same procedure for team selection. The Visiting team
roster will now appear on the screen.

The roster shows you the current players on the team you
have chosen to play, each player's actual statistics for
the year he played, and the positions he may play at the
start of any game. Pitchers may only pitch, and no
player may pitch. The chart on the last page may help.
The last line on this screen provides instructions on
how to continue, or to re-pick your team. Press the
stick button before moving the stick to re-pick your
team, or move the stick to "lock" the team in memory.
Now, when you are ready to make your line-up, press the
stick button. PLAYER POSITIONING will appear next.

PLAYER POSITIONING.
Use the chart on the last page to determine which players
are eligible to play each position. At the start of any
game, players may only play a position they played during
the particular year on the roster. Substitutions may be
accomplished during a game, however. If you make an error
in positioning your players, move the arrow to "RE-PICK
STARTERS" and press the stick button. To select a player
move the arrow next to that player's name and press the
stick button. The team roster appears on the left side
of the screen and the starting players on the right. Once
all positions are filled, instructions will appear on the
bottom of the screen. Press the stick button before you
move the stick to re-pick the starters, or move the stick

BATTING ORDER.(The pitcher bats ninth)
The starters you selected are shown next to the position
you have chosen to start them at. The batting order(1-3)
is the cursor used to select the player to bat, and is
stated at the bottom of the screen. Move the cursor next
to the player you want to bat in that batting position,
then press the stick button. If you make an error, you
must complete the order, then follow the instructions on
the screen. After the order is completed, press the stick
button to remake, or move the stick to continue. PICK
YOUR STARTING PITCHER will appear next on the screen.

PICK YOUR STARTING PITCHER.
During any game, you may use all six pitchers on a team.
One of the six must start. Move the * next to the pitcher
you want to start, then press the stick button. Your
team is now ready to play.
The team selected by stick two will now appear on the
screen. It's roster page, and all the other screens appear
in the same manner as with the Visiting team. Simply
follow the instructions above. After this team has selected
a starting pitcher, the game will begin.

        PLAY BALL!! Now you test your skill as a manager...

THE GAME.
The game screen has four major areas. At the top of the
screen is the scoreboard. The scoreboard shows the inning,
teams, runs, hits, errors, and score by inning. Outs and
extra innings(if needed) are on the far right of the score-
board. The middle left side of the screen lists the players
on defense, by position. Just below the defense is the
current batter, his actual batting average, how many hits
he has for at bats and RBI's in this game. To the right of
all this data is the playing field. As manager, you can
only go out onto the field to change pitchers. The computer
controls all the action, based entirely upon your players'
actual statistics. The bottom of the screen(in larger print
is the prompt/message/information area. The DEFENSIVE and
OFFENSIVE SIGNALS are listed on the last page. Remember,
as manager, you control how you want a situation played, not
how your players actually play it. On each pitch, something
happens. A game usually takes about 10 to 15 minutes to pla

DEFENSIVE SIGNALS

The Defensive Manager has four choices. You may pitch to
the batter, intentionally walk him, attempt a pick-off at
first base, or you may go to your bull-pen.
              *Press the stick BUTTON to pitch
The play following this choice is based on the batter's
statistics compared to the pitcher's statistics, inning,
each player's effectiveness; but never chance.

    UP to intentionally walk the current batter.
This puts the current batter on first base and moves any
base runners who are forced to move, up one base.

    RIGHT changes the Game screen to your bull-pen.
This selection allows you to change pitchers in the middle
of an inning, or just see if any pitchers are unused for
later substitutions. Instructions are on the bottom of
the screen. A colored circle next to any player means he
has already played, and may not reenter the game. To
retain the current pitcher, move the arrow next to his
name and press the stick button. To change pitchers, move
the arrow next to the new pitcher, then press the stick
button. You will then be asked if you want to "flip-flop"
your batting order. Press the stick button to return to
the game, or move the stick to flip-flop. Your choices
at the bottom of the screen are "just looking" or "flip-
flop". Just looking returns to the game. If you select
to flip-flop, the player who made the last out during your
last at bat will be replaced by the new pitcher. The
arrow now moves to the top of the screen for you to bring
in a substitute for the player just removed. Move the
arrow to the sub, then press the stick button. This player
will bat in the spot of the old pitcher. You cannot flip-
flop if all subs have already played. Remember that once
a player is used, he may not reenter the game at any time.

    LEFT attempts a pick-off at first base if there
is a runner on first. While this appears to be a regular
pitch, after the third base coach gives his signal, the
pitcher throws to first. If the runner is stealing, you
have a 95% chance of getting him.

batter without a steal attempt causes an unintentional
walk to that batter. You cannot pick-off a runner who is
not trying to steal second base.

OFFENSIVE SIGNALS

The Offensive Manager has four choices. You may allow the
current hitter to bat, pinch hit for him, pinch run for
the most recent batter to reach base, steal bases, or bunt.
*Press stick BUTTON to bat.

UP will signal to a base runner to attempt to
steal the next base. The lead runner, except if runners
are on first and third, will steal. Based upon the runner's
speed and stealing ability, he is either safe; or thrown
out by the catcher. Good catchers can throw out fast men.

RIGHT changes the game screen to your bench. This
selection allows you to pinch hit for the current batter or
pinch run for the last man to reach base or to just look at
who is still available for action as later substitutes. A
colored circle means the player has already played. The
arrow at the bottom of the screen can be moved to your
choice. If you choose to pinch hit or pinch run, the arrow
will move to the top of the screen. Move the arrow to the
player who is subbing, then push the stick button. The
computer will automatically make your changes and the game
screen will reappear.

DOWN is used to signal a bunt. Odds on bunting
with no one on base are based upon the hitter's speed and
batting average. This is not a good method to break up a
potential no-hitter. While some batters may beat it out
for a single, you have about a 50-50 chance for a good
sacrifice bunt with runners on base. The odds of a suicide
bunt depend upon the speed of the runner at third, timing
of the call, the catcher, and the pitcher. If successful,
all base runners will advance one base, and does not count
as a time at bat for the hitter. This call does not take
away the chances of a double play or force out.
ADDITIONAL INFORMATION. Pitchers may tire, they may also
get their "second wind". All players may have good and bad
games, however, generally you will find that the better
players out-perform the ones of lesser talents.

No game is complete until there is a winner. After each
completed game, the GAME SCORE CARD is shown.

GAME SCORE CARD.
This screen is the composite totals for the Home team for
the game you just completed. To view the Visiting team,
press the SELECT button on the computer console. To print
the Score Card for the team on the screen, make sure you
have a printer turned ON, then press the OPTION button
on the console. To begin a new game, save all the data
from the game just completed, or replay the game, press
the START button on the console. Once you have pressed
START, follow the instructions on the screen.
MAKE SURE TO LOAD THE PROPER SIDE OF THE DISK WHEN SAVING
THE STATISTICS. The computer will prompt you, but make
sure the proper side of the disk is in the disk drive at
the proper time. After you have saved all the statistics,
(and the computer has compiled them) you will be asked to
load the MASTER DISK SIDE ONE into the drive. The disk
that originally came with this booklet is your Master
Disk. To go to the Main Menu from here, press the
SYSTEM RESET button on the console. To go to PLAY GAME,
press the START button, and after the screen darkens
press the SYSTEM RESET button. After either choice, just
follow the instructions in this booklet for the section
of the game you are entering.
If you elect to replay the game just completed, all players
are again eligible to play, however, all data from that
game will not be saved.
If you elect to play a new game without saving the game
statistics, all data will be erased.

We are interested in great games. Should you have a
player hit four(or more?) home runs in one game, or have
a pitcher throw a no-hitter, please send us a print-out
of both teams Score Cards. Send to:
                    TK COMPUTER PRODUCTS
                    MONDAY MORNING MANAGER
                    1730 WARREN AVENUE
                    DOWNERS GROVE, ILL 60515

VIEW STATS(Statistical Review).
From the Main Menu you must move the left joystick(port 1)
to the left. This joystick(stick) is used throughout this
section. "Load SIDE TWO into disk drive...Press START"
now appears on the screen. Make sure you load the proper
side of the disk when asked, or you may erase some data.
Next you will be asked if you want to view the Season or
Career Totals. Push the stick UP for Season and DOWN for
Career. The computer will then load the data.
The Team Listing screen will then appear, showing each of
the 32 teams with their won-lost records for your season.
An arrow appears at "DET09" and may be moved by pushing
the stick up or down for the American League or to the
right, then up or down for the National League. The last
choice on the right will return you to the Main Menu on
SIDE ONE of the disk. The last choice on the left is for
the TOP TEN(described later). Move the arrow to the team
you want to review, then press the stick button. Each
team has three screens of data. The first screen shows the
major stats for each player and pitcher on the team. The
second screen will appear by pressing the SELECT button on
the computer console. This screen contains the rest of the
data for each player on the team. By pressing the OPTION
button on the console, you may print the stats for the
team on the screen(make sure your printer is connected and
turned ON). Pressing SELECT from the second screen shows
the team totals. Pressing the START button on the console
from any of the three team screens brings you back to the
Team Listing screen. You may review any team as often as
you wish. Only data that has been saved from completed
games is used for these statistics(see Section One:Game
Score Card). When going back to the Main Menu, make sure
you have the proper side of the disk in your drive before
pressing any buttons.

TOP TEN.
This is the last selection in the left column on the Team
Listing screen from the Statistical Review. The first
screen asks if you want the top ten from Season or Carrer
Totals. Move the stick for Season, or press the stick
button for Career TOP TEN. Now the computer will sort the
more than 600 players and pitchers statistics and determine

their order in each of over ten categories. This takes
about three minutes. Players, including any free agents,
will be part of the TOP TEN for the League of the team they
are currently playing on. After the sorting is complete,
the categories screen will appear. All batting TOP TEN
categories are shown on the left side of the screen and
all pitching TOP TEN categories are shown on the right.
Using stick one, move the cursor to the category you wish
to review, then press the stick button. Move the stick
right to enter the right column from the left, and vice-
versa. Each category is divided into two sections, the
top section is the TOP TEN and the bottom section is the
next closest five players to the TOP TEN. From any of
the category screens you may print the TOP TEN by pressing
the SELECT button on the computer console. Make sure the
printer is connected and already turned ON. To return
to the Categories screen, press the START button on the
console. The last two selections in the right column are
"STATS" and "MAIN MENU". To return to the VIEW STATS
program, move the cursor to this selection and then press
the stick button. To return to the Main Menu, move the
cursor to this selection, then press the stick button.
Make sure you have the proper side of the disk in the drive
before you press any buttons.

SECTION THREE

TRADES & FREE AGENT DRAFT.
From the Main Menu you must move the left joystick(port 1)
down. Make sure you load the proper side of the disk when
asked. The next screen to appear will list all 32 teams
and the two sets of free agents. Move the arrow next to
the first team involved in the trade, then press the stick
button. Using the right stick(port 2), move the arrow to
the second team involved in the trade, then press the
stick button. The team roster will appear for the first
team. Press the stick button to return to the teams screen
or move the stick if this is the correct team in the trade.
You will then be asked to press the stick button when you
are ready to trade. The second team follows the same
procedure with stick two. The Trade screen now appears.
The first team is shown on the left and the second team is
shown on the right. Using the left stick, move the arrow
next to the player to be traded, then press the stick

button. Using the right stick, do the same with the team
listed on right. Press either stick button if the trade
is not correct, or move either stick if it is correct. If
not correct, just re-pick the players to be traded. If it
is correct, you will be asked if there are more trades to
be made. Press the SELECT button on the computer console
to make more trades, or press the START button to return
to the Main Menu. Free agent drafting is simply trading
with either set of free agents. Use the same procedure.

SECTION FOUR

PRINT ROSTERS.
From the Main Menu you must press the left joystick(port 1)
button before moving the stick in any direction. Now you
have to press the START button on the computer console.
The next screen to appear is the Team Listings screen.
Move the arrow next to the team who's roster you want to
print with the left stick, then press the stick button.
Make sure you have a printer connected and turned ON. Then
follow the instructions on the bottom of the screen.

SECTION FIVE

START OVER.
From the Main Menu you must push the left joystick(port 1)
to the right. Make sure you load the proper side of the
disk when asked. Move the stick to add the Season Totals
to the Career Totals. Press the stick button to just
earse existing totals and start over. Starting over zeros
out all Season data, erases all trades and drafts, and puts
the disk in a "new" status. Again, make sure you load the
proper side of the disk when asked. After the computer has
finished erasing, the program returns to the Main Menu.

MONDAY MORNING MANAGER

You may order additional teams and free agents by completing
the ORDER FORM located on the next page. Remember, we want
your comments. Please write to us in-between innings.

```
*** PLAYER POSITION CHART ***
       3(1b)- first base
       4(2b)- second base
       6(ss)- short stop
       5(3b)- third base
       9(rf)- right field
       8(cf)- center field
       7(lf)- left field
       2( c)- catcher
       1( p)- pitcher
      10(of)- any outfield position
      11(in)- any infield position

*** SPEED RATING CHART ***
       1 - fast
       2 - above average
       3 - average
       4 - below average
       5 - slow

*** DEFENSIVE SIGNALS ***
       *Push joystick button to pitch

  UP  Intentional Walk

RIGHT  Go to the Bull-pen

  LEFT  Attempt a Pick-off at first base

*** OFFENSIVE SIGNALS ***
       *Push joystick button to bat

  UP  Lead runner attempts to steal except
      with runners on first and third

RIGHT  Pinch hitting or Pinch running

  DOWN  Attempt to bunt(including suicide)
```