

Dave Winfield's BATTER UP!

Instruction Manual for the IBM, Apple, and
Commodore 64



AVANT-GARDE

Dave Winfield's BATTER UP!

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AVANT-GARDE

Avant-Garde Publishing Corporation
37 Commercial Blvd.
Novato, CA 94947

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ISBN: 0-87275-019-1

PREFACE

This brief manual instructs you in the operation of Dave Winfield's BATTER UP! The instructions apply to all three versions (IBM, Apple, and Commodore) of BATTER UP! Any differences among the IBM, Apple, and C-64 versions of the program are plainly marked for you:

IBM

IBM-specific instructions

APPLE

Apple-specific instructions

C-64

Commodore 64-specific instructions

Your Dave Winfield's BATTER UP! package also includes the book, *Dave Winfield's BATTER UP! The Act of Hitting*, and a Quick Command Card.

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INTRODUCTION

SYSTEM REQUIREMENTS

IBM

IBM* PC or PCjr
128K

DOS 2.0 System Master Disk
Dave Winfield's BATTER UP! Program Disk
Dave Winfield's BATTER UP! Data Disk
Color monitor recommended

*IBM is a registered trademark of International Business Machines, Inc.

APPLE

Apple* IIe, II+, or IIc
64K

Dave Winfield's BATTER UP! Program Disk
Color monitor recommended
Joystick or paddles optional

*Apple is a registered trademark of Apple Computer, Inc.

C-64

Commodore* 64
64K

Dave Winfield's BATTER UP! Program Disk
Color monitor recommended
Joystick optional

*Commodore is a registered trademark of Commodore Business Machines, Inc.

GETTING STARTED

IBM

IBM

Create an Autobooting Disk

Two Disk Drives Insert your DOS 2.0 disk in Drive A. Turn your computer on and enter the date and time or press [RETURN] twice. You should see the DOS command prompt
A>__.

Insert the BATTER UP! Program Disk in Drive B.

With the DOS disk in Drive A and the Program Disk in Drive B,

enter B:INSTALL and
press [RETURN]

You won't have to repeat this procedure. You have copied ("installed") the files that permit you to boot a disk on the IBM PC from your DOS disk to your Program Disk. To verify that this has happened, look for the message,

```
A> A:SYS B:
System transferred
A> COPY A:COMMAND.COM B:
      1 File(s) copied
```

```
A>
```

Now you can remove the DOS disk from Drive A and replace it with the Program Disk from Drive B.

Press [CTRL] [ALT]
[DEL] simultaneously

to reset the computer and run the program.

If you don't want to reset the computer with [CTRL] [ALT] [DEL], wait for the A> prompt, insert the Program Disk in Drive A, and

enter AUTOEXEC and
press [RETURN]

One Disk Drive Insert your DOS disk in the drive and turn on your computer. Enter the

date and time or press [RETURN] twice.
When you see the DOS command prompt
A> __,

enter B:INSTALL and
press [RETURN]

When you are instructed to insert the disk for
Drive B, remove the DOS disk, replace it with
the BATTER UP! Program Disk, and

press the
[SPACE BAR]

When you are instructed to insert the disk for
Drive A, remove the Program Disk, replace it
with the DOS disk, and

press the
[SPACE BAR]

The program will repeat these disk-switching
messages several times. Remember, when the
program asks you to insert the disk for Drive
B, you should insert the BATTER UP! Pro-
gram Disk and press the [SPACE BAR]. When
you're asked to insert the disk for Drive A,
you should insert the DOS disk and press the
[SPACE BAR].

This will copy the files for booting a disk on
the IBM PC from your DOS disk to your
BATTER UP! Program Disk. You won't have
to repeat this procedure.

Now you can remove the DOS disk from the
drive, insert the Program Disk, and

press [CTRL] [ALT]
[DEL] simultaneously

to reset the computer and run the program. If you don't want to reset the computer with [CTRL] [ALT] [DEL], wait for the A> prompt, insert the Program Disk in the drive, and

enter AUTOEXEC and
press [RETURN]

APPLE

APPLE

With the computer off, insert the BATTER UP! Program Disk in Drive 1, with the Slugfest label up. Turn on the computer and monitor. Be sure the [CAPS LOCK] key is down.

C-64

C-64

If you have a 1541-compatible disk drive, just insert the BATTER UP! Program Disk in the drive, Side A up, and turn on your monitor, computer, and disk drive.

Otherwise, turn on your monitor, computer, and disk drive. Insert the BATTER UP! Program Disk in the drive, Side A up.

Enter LOAD "BATTER UP",8,1
and press [RETURN]

When the screen reports, READY,

enter SYS2304 and
press [RETURN]

A LESSON WITH DAVE WINFIELD

CYCLE

Throughout most of your Lesson with Dave Winfield you'll be able to move back and forth among the images in a section of the lesson. That way you can study, compare, and recheck the information and illustrations contained in each part. Instructions for cycling images or "pages" appear below and on your screen:

- IBM** Press the [PgDn] key to go on, the [PgUp] key to go back
- APPLE** Apple II+, IIe & IIfx — press the right arrow key to go on, the left arrow key to go back
- C-64** Press the [F3] key to go on, the [F1] key to go back

REVIEW ANIMATION

Within the sections of the lesson you'll want to study sequences of hitting moves. Speed up or slow down animated sequences by pressing keys 1 through 3 (1 fastest, 3 slowest).

If you want to look at frozen motion, press \emptyset repeatedly to see an animation sequence frame-by-frame.

ESCAPE

From any screen in the lesson a press of [ESC] ([F7] for C-64 users) will take you back to the menu — or to a submenu where another press of [ESC] ([F7] for C-64 users) will take you back to the main menu.

THE DISK AND LESSON MENUS

IBM

After a brief title screen, you see the disk's main menu.

IBM users should press any key to leave the title screen and go on to the disk's main menu.

Dave Winfield's BATTER UP!

1. A Lesson with Dave Winfield
2. Practice and Slugfest

Enter choice: __

Enter 1 and
press [RETURN]

to see the Lesson's menu:

A Lesson with Dave Winfield

Current hitter right-handed

Enter L to change hands

1. The Grip
2. The Stance
3. The Pitch
4. The Swing
5. Hitting Strategy

Enter choice: __

Your first order of business is to decide whether you want the lesson to speak to a left- or a right-handed hitter. Enter a letter to change hands and/or move on to the lesson options.

The lesson may be of particular use to younger players who are unfamiliar with the fundamentals of hitting. We suggest that you take up the options of the lesson in the order of their appearance on the menu. The lesson is designed to culminate in the swing and go on to hitting strategy.

We also suggest that you read the book, *Dave Winfield's BATTER UP! The Act of Hitting*, as you move along in the program's lesson. The book covers topics related to the main items on the lesson's menu and other topics, such as fitness and conditioning and the psychology of hitting, as well.

THE GRIP From the lesson's main menu,

enter 1

You see an illustration of an End Grip and text that covers the key points taken up more extensively in the book. When you are ready to go on to see a Choke Grip, cycle the screen illustrations.

If and when you want to compare the two grips, use the cycle commands to go back and forth between them.

Press the [ESC] key ([F7] for C-64 users) to return to the lesson's main menu.

THE STANCE From the lesson's main menu,

enter 2

to go to the submenu for The Stance. Type the number of the stance you want to study. Each of the three stances is illustrated by a sequence of three graphics screens.

You move among the three illustrations for each stance just as you did when you looked at the two grips illustrated by the program. Use the cycle commands.

When you arrive at the animated side view of a stance, you're likely to want to slow down the action in order to study it. Enter a number, 1 - 3 (1 fastest, 3 slowest), to adjust the speed of the action, or type Ø to study the animated sequence frame-by-frame.

Then use the cycle command to go on to see the part of the field targeted by each stance. Light shading indicates the part of the field most likely to be hit to from each stance.

When you're ready to return to the Stance submenu to choose another stance to look at, press [ESC] ([F7] for C-64 users). From the Stance submenu, press [ESC] again ([F7] for C-64 users) to return to the lesson's main menu.

THE PITCH THE DELIVERY AND LEFTY/RIGHTY PITCHERS

When you

enter 3

for The Pitch from the lesson's main menu, you are asked to select one of four deliveries for the pitch you are about to see. Then enter a number (1 or 2) to indicate whether the

pitch is to be delivered by a left- or a right-handed pitcher. Then you see the delivery itself.

THE PITCH

After you study the delivery, choose the kind of pitch you want to see by entering a number for one of the eight pitches. If you see a "Rare Combination" report on the lower left of your screen, you have selected a pitch that isn't usually seen with the delivery you have chosen. You are invited to choose another pitch by entering a new number.

After you've entered a number to select a pitch, you see top and side views of the pitch's path from the time it leaves the pitcher's hand until it reaches the hitter. Text on the screen describes the behavior of the pitch with the delivery you have chosen.

Change Delivery

APPLE

C-64

If you want to see how the same pitch behaves with a different delivery and/or an opposite-handed pitcher, enter D to change the Delivery of the pitch.

Change Pitch

IBM

APPLE

C-64

If you'd like to observe the path of a different pitch from the same delivery, enter P to change the Pitch. When you're ready to look at both different deliveries and different pitches, press [ESC] ([F7] for C-64 users) to return to the initial process of selecting delivery, left- or right-handed pitcher, and pitch.

When you are ready to leave the Pitch option and return to the lesson's menu, press [ESC] ([F7] for C-64 users).

THE SWING From the lesson's main menu,

enter 4

to study Dave Winfield's advice on the swing. The Swing's submenu gives you an opportunity to study three aspects of a good swing.

STANCE CHOICE

Your first concern in developing a good swing is your stance. To review the three stances you studied in Option 2 of the lesson, use the cycle commands to move back and forth among screens for the three stances.

Press the [ESC] key ([F7] for C-64 users) to return to The Swing submenu.

LOCATION OF PITCH

Option 2 of the Swing illustrates from overhead a batter's swings at down-the-middle, inside, and outside pitches. Choose a pitch to study from the Location of Pitch submenu.

The animated view shows the bat hitting the ball and the ball's deflection in the direction it's most likely to take with a given location of pitch. As in other options featuring animated illustrations, adjust the speed of the animation (1 fastest, 3 slowest) or study it frame-by-frame (Ø).

When you have finished studying the overhead animation of the swing, use a cycle command to go on to an overhead view of the part of the field most likely to be hit to by a swing at a pitch coming in at the location you've chosen. That part of the field will be lightly shaded.

If you want to review the swing, cycle back from the view of the field to the hitter's swing.

After you have cycled through the texts and illustrations for one pitch location, press [ESC] ([F7] for C-64 users) to return to the Location of Pitch submenu to choose another location of pitch.

When you are satisfied with your review of the pitch locations, press [ESC] ([F7] for C-64 users) from the Location of Pitch submenu to return to the Swing submenu.

SWING PATH

From the Swing submenu,

enter 3

to study the swing paths (including the bunt) a hitter can choose to use in varying game situations.

Vary the speeds of the animation sequences that illustrate the swing paths by pressing keys 1 - 3 (1 fastest, 3 slowest). Freeze the motion of the swing by pressing Ø to study the swing path frame-by-frame.

Move among the four different kinds of swing paths by using the cycle keys to go on and go back.

After you have cycled through the various swing paths and studied the animated demonstrations at various speeds,

press [ESC]
([F7] for C-64 users)

to return to the Swing submenu. From there you can choose to look again at the various aspects of the swing (Stance Choice, Location of Pitch, and Swing Path), or you can press [ESC] ([F7] for C-64 users) a second time to return to the lesson menu and select other parts of the lesson to study.

HITTING STRATEGY

To go to the Hitting Strategy part of the lesson,

enter 5

from the lesson's menu.

ANSWER THE QUESTIONS

In the Hitting Strategy part of the lesson, you set up the hitting situation by responding to a series of questions at the bottom of the screen. Enter Y or N to the questions about which bases are occupied. Respond with a number to the question asking how many outs.

COACHING MESSAGE

After you've answered the series of questions that set up the game situation, you see Dave's hitting advice for those circumstances. Cycle back to the Hitting Strategy field to set up a new set of conditions.

HITTING PRACTICE

Hitting Practice allows you to swing away at three basic kinds of pitches delivered at the speed of your choice.

From the disk's main menu,

enter 2

for Practice and Slugfest. When the Practice and Slugfest menu appears on the screen,

enter 1

for Hitting Practice.

HITTER'S CHOICES

PITCHER, LEAGUE, LEFT- OR RIGHT-HANDED, STANCE

You are immediately confronted with a choice of three pitchers. Fast Eddie gives you practice in hitting fastballs. Curving Irving, as his name implies, lets you practice hitting curves. Breaking Billy serves up a variety of breaking balls for you to bat against. Enter the number of your pitcher choice.

Then move on to select the league you want to practice in. Leagues, of course, refer to pitch speeds. If you choose to play sandlot ball, you'll face the very slowest pitches the program has to offer. If you choose the major leagues, you'll be swinging against the hottest fastballs, meanest curves, and trickiest breaking pitches. You might want to start out at the sandlot or semi-pro level and then advance to the minors and majors as you perfect your swing.

After you choose a league, decide whether you'll hit left- or right-handed.

After choosing to bat either left- or right-handed, enter a number to select a stance — closed, even, or open. Then move on to select your swing height control device and/or keys.

SWING HEIGHT CONTROL

APPLE
C-64

Apple and C-64 users must first decide whether to control swing height via joystick (or paddles) or the keyboard. (IBM users will, of course, use the keyboard to control swing height.) If you choose J for Joystick (or paddles), you see a brief reminder to check your hook-up, and you go on to the Practice screen itself.

IBM
APPLE
C-64

If you choose K for Keyboard, you go on to a screen explaining that the program's default keys for swing height control are M, K, and O (M low, K medium, O high). If you answer Yes (Y), that you want to use those keys, you go on to the the Practice screen. If you answer No (N), you are asked to enter three keys of your own choosing.

Figure out which three keys you can most comfortably work with and enter them. After you verify that the keys you've entered are indeed the keys you want to use to control swing height (or you go back and choose three others), you go on to the Practice screen.

THE PRACTICE SCREEN

When you arrive at the Practice screen, you see the instruction to press the [SPACE BAR] to start a pitch. Use the joystick (or paddles)

or the keyboard to control the height of your swing. If you swing and miss the ball, the screen reports your error (swing too high, swing too low, etc.). If you don't swing, a report tells you whether the pitch was a called strike or a ball.

If you hit the ball, you go to an overhead view of the field and your screen reports the result — foul ball, out (if your hit is to the infield), single, double, etc.

APPLE

Apple users can see a replay of the pitch and swing. Speed up or slow down the action with keys 1 through 3 (1 fastest, 3 slowest) or see a stop-action replay by pressing Ø repeatedly. If you're using a joystick or paddle to control swing height, press Button #1 to go through the sequence quickly and arrive at the frame you want to study.

HELP

If you press [?] from the Practice screen, you go to a Help screen that explains the operation of a Practice session and the various single letter commands that appear at the bottom of your Practice screen.

Change Swing Height Control

If you're dissatisfied with the program's default keys for swing height control or with the device or keys you've designated, enter C from the Practice screen to choose a new device (joystick or keyboard) and/or new keys to control your swing height.

Change Stance

Enter S from the Practice screen to go to a screen that allows you to shift your batting stance. Enter a number for the stance you choose — closed, even, or open — and you return to the Practice screen.

Change Hands

If you've been hitting right-handed and would like to try some left-handed swings (or vice-versa) with the pitcher and league you've chosen, enter H from the Practice screen. You go to a screen that allows you to change hands or to change your mind and continue hitting as you have been.

NEW PRACTICE SESSION

When you feel you've practiced enough against the pitcher and in the league you've chosen, press [ESC] ([F7] for C-64 users) to return to the Practice and Slugfest menu. There you can choose to practice some more — against a different pitcher and in a different league (pitch speed) — or go on to the Slugfest.

SLUGFEST

The Slugfest permits you to compete against yourself or up to three other players. You hit against a representative selection of eight pitchers in major-league ball parks, building up hitter averages or “stats.”

You and your fellow players make some decisions about the circumstances in which you’ll hit as individuals (left- or right-handed, stance, for example), but some of your decisions will have to come from agreements among you (choice of league, field, and starting pitcher, for example). Your collective decisions ensure that your competition for best hitting averages will arise out of equal circumstances.

When you’re up at bat, the program keeps track of the count and shows you the results when you connect with the ball. You and the other hitters maintain competitive statistics on your hitter averages, choosing whether you’ll start with a clean slate each session or maintain a cumulative stats record. With room for eight records you might choose to maintain averages for both right- and left-handed hitting or to compare your performances against different starting pitchers.

One word of caution — you and your competitors select the starting pitcher, but if you do too well against him, the program-manager will put another pitcher in.

From the disk’s main menu,

enter 2

for Practice and Slugfest. When the Practice and Slugfest menu appears,

enter 2

for Slugfest

HITTERS' CHOICES

You'll compete against yourself or up to three other hitters. Enter a number from 1 to 4 so that the program will know how many hitters will play.

Then follow the sequence of screens that set up recordkeeping, hitting left- or right-handed, stance, swing height control, starting pitcher type, league, and field. Each player in turn enters individual choices in some of these matters. Then all players together enter choices they agree on for those circumstances of play that must be the same for all players if their competition is to be meaningful.

C-64

The C-64 version of the program allows players to choose the swing height control device and/or keys they will use in the Slugfest individually.

IBM

APPLE

In the IBM and Apple versions of the program this choice is made by all players together. Players can then change their minds individually from the Slugfest screen (C) if they are dissatisfied with the group choice.

POINTERS

If this is the first time you've played, or if you want to create a record under another name (perhaps to compare your records as a left-

and a right-handed hitter, or to compare your performances against different starting pitchers or in different leagues), start a new record, using a slightly different form of your name.

The decision whether to add to your statistics already on file or clear them and start fresh will probably depend on whether you and your fellow-players have an on-going cumulative competition or want to start with clean slates all 'round. If you're competing against yourself, you may want to add to your statistics or you may want to start a fresh record to compare with an older one under a different name.

IBM

To help you decide whether to add to your record or start fresh enter R to Review the stats you already have on record. Then enter 1 or 2 to enter your choice in this matter.

C-64

APPLE

For Apple and C-64 players, designating a swing height control device simply means an initial choice between using a joystick (or paddles) or the keyboard to control swing height.

C-64

IBM

IBM players will, of course, use the keyboard.

If you are using the keyboard to control swing height, you must make a choice between the program's default keys — M, K, and O (M low, K medium, and O high swing) — or an opportunity to designate keys of your own choosing. If you choose to designate your own keys, decide either as an individual or as a group which three keys will allow you most easily to control swing height and then type them in.

Remember, you and your fellow players select the starting pitcher, but once you're into the Slugfest the program-manager can choose to put any of the seven other pitcher types in against you and is likely to make a change if you seem to be getting too many hits.

You and your friends must agree on a league and enter its number. Each league is associated with a pitch speed, with sandlot the slowest and major league the fastest.

Come to an agreement with the other players about which major league ballpark to play in. You have a choice of four — two in the National League (Chicago's Wrigley Field and San Diego's Jack Murphy Stadium) and two in the American League (New York's Yankee Stadium and Minnesota's Humphrey Metrodome).

If you're sure you know which field you want to play in, enter its number. If you'd like to take a look at the fields first, enter F to view them, then enter the number of the field you'd like to see. You may look at as many of the four fields as you like as many times as you like before pressing [ESC] ([F7] for C-64 users) to return to the screen where you enter your choice of field to play on.

THE SLUGFEST SCREEN

When you reach the Slugfest hitting screen, you see who's at bat and the instruction to press the [SPACE BAR] for a pitch. Use the joystick or the keyboard (whichever you've designated) to adjust the height of your swing as the pitch comes in. If you swing and miss,

or if you don't swing, a report tells you the result (a strike, called strike, ball, strikeout, base on balls). You also see the count (balls first, then strikes). Anytime you connect with the ball, you go to an overhead view of the field and see a report of the result — foul ball, infield fly (out), single, double, triple, or home run.

HELP

If you press [?] from the bottom of the Slugfest hitting screen, you go to a Help screen. The Help screen explains the swing control devices and the various single-letter commands at the bottom of the Slugfest hitting screen.

Change Swing Height Control

If you're dissatisfied with the program's default keys for swing height control or with the device (Apple and C-64) or keys you've designated, enter C from the Slugfest screen to choose a new device (joystick or keyboard) and/or new keys to control your swing height.



This is a good opportunity for IBM and Apple players who don't like their group's choice of swing height control device and/or keys to select devices and/or keys that suit them better individually.

Hitter Averages

Typing A from the Slugfest screen allows you to view the hitting averages for each of the players in the Slugfest. You see all hitters' averages at once so that you can compare them.

PCT. is your batting average. It's your total number of times at bat divided into your number of hits.

AB is your total number of times at bat.

H is your total number of hits, including singles, doubles, triples, and home runs.

2B is your total number of doubles.

3B is your total number of triples.

HR is your total number of home runs.

BB is the total number of times you took a base on balls.

SO is your total number of strikeouts.

SLG. is your slugging percentage. It represents the total number of times you were up at bat divided into the total number of bases you took in singles, doubles, triples, and home runs. Bases you took on balls are not counted.

Press [ESC] ([F7] for C-64 users) to return to the Slugfest hitting screen.

Change Stance

Type S from the Slugfest screen when you want to shift your batting stance. Enter a number for your new stance and you return to the Slugfest hitting screen.

Change Hands

If you've been swinging left-handed and you'd like to bat right-handed for a while (or vice-versa), enter H from the bottom of the Slugfest

screen to make the change. You go to a screen that allows you to make the change or to change your mind and continue hitting as you have been. Then you return to the Slugfest hitting screen.

RELIEF PITCHERS

You and your fellow players choose the starting pitcher type, but if you begin to get too many hits, the program-manager will send in a relief pitcher. If you do too well against that pitcher, you'll have to bat against still another. The manager has eight pitchers to put in against you. When you're about to face another pitcher, you see a message that tells you who's coming into the game.

NEW SLUGFEST SESSION

When you and your fellow players feel you've finished a "game" — five at bats each, fifteen at bats each — whatever you agree upon, check your hitter averages to see who's batting champion (A from the Slugfest screen). Then press [ESC] ([F7] for C-64 users) to return to the Practice and Slugfest menu. There you can choose to practice or to start a new Slugfest under the same or different circumstances.

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