

Started October, 17, 2008

If saving and reloading to get a good starting character, always shoot for higher arm strength (≥ 4) and good contact (≥ 2), and good power (≥ 45), since you can buy fielding and run speed through waxes. Although, I didn't do this for this time. Sometimes you just have to go with some decent stats.

STARTING STATS (EXIT EXIT EXIT EXIT EXIT SAVE)

Name: Richard Autte

Nickname: Press (as in in Bench Press)

Color: 4

Handedness: B/T R/R

Position: RF (Trying to make 3 color banner player RF, 3B, C)

Style: Open(Ryan Howard)

Upgrade: Manual

Team: Reds

Pitching Abilities

Stamina – 3 (G)

Control – 36 (G)

Top Speed – 49

Pitches – None

Abilities – None

Hitting Abilities

Trajectory – 1

Power – 53 (F)

Contact – 1 (G)

Abilities – None

Fielding Abilities

Run Speed – 5 (F)

Arm Strength – 2 (G)

Fielding – 3 (G)

Error Resistance – 4 (F)

Abilities – None

Other Abilities

Role - None

Abilities – None

Other

Motivation – 9

Cash - \$200

Energy – 0

Scout – 0

AA Manager – 10

Lucy – 0

Patty – 0

Emily – 0

Strength – 0

Quickness – 0

Technique – 0

Breaking Ball – 0

Mentality – 0

Items – Rookie Charm

E or X – Exit/Reload
S – Save/Reload

What am I planning on getting as far as abilities are concerned? I am planning on getting intimidator through the patty arc. I am going to try and get Good Small Ball (from Frank), Patient Hitter (from Patty), ~~Aggressive STL (from Frank), Sparkplug (from Marvin)~~, Good Morale (from Street), and Star (from Emily). I plan on doing many Jaw jobs to get multiple surprise bags to get Secrets of Hitting and Secrets of Defense to get many abilities. The key is to have a plan of what you are going to do if you want a specific type of player.

Yr 1 Feb Wk 1 – 1 Command Available, Free Time – Vicinage, Hotdog (Ben), Food

Command 1: Free Time – Vicinage, Hotdog (Ben), Food – I hate wasting going to hotdog for the first time when I don't need to boost my vitality. So, do I practice on strength to boost hitting power, or do I just progress, no good energy boosting activities here. The key to boosting your guy to the max is through multiple weekly commands, high energy. Therefore, it is good to get the energy up. If Street was here, I would go to the movies and save and load until I got Good Morale. If park was here, I would probably go and pick up garbage. Nothing good here, PROGRESS.

Yr 1 Feb Wk 2 – 2 1/10 Commands Available, Free Time – Park, Street, Hotdog (Ben), Food – Save.

Command 1: Free Time – Park, Street, Hotdog (Ben), Food – I will be going to the movies for Gd Morale. Save Exit(b) Exit(c) Exit(b) Exit(b) Exit(b) Exit(c) Exit(b) Motivation 1, Money -15, Energy 5, Mentality 6, Good Morale Save.

Command 2: Free Time – Mountains, Park, Vicinage, Hotdog (Ben), Food – Normally I might go to the park to get my energy up, but I know that Frank will probably be waiting for me next week, and Frank is a really good arc to start as well, so PROGRESS

Yr 1 Feb Wk 3 – 2 2/10 commands Available, Free Time – Lookout (Frank), Vicinage, Street, Hotdog (Ben), Food – Save.

Command 1: Free Time – Lookout (Frank), Vicinage, Street, Hotdog (Ben), Food. I know I said I was going to go to Frank, but if Street was back last week, I would have went there, so onto the street. I am going to get an increase in consistency by reading a book. Exit(c) Exit(c) Exit(b) Exit(b) Exit(c) Money -10, Energy 4, Mentality 6, Increase in fielder Consistency ability Save.

Command 2: Free Time – Mountains, Lookout (Frank), Hotdog (Ben), Food. Let's go see Frank. I will be saving and reloading trying to get Good Small Ball. Work out together – Upper Body Stretching Exit, Exit, Exit, Exit, Exit, Exit, Exit, Exit, Exit, Exit, Exit, Exit, Exit, Exit, What terrible luck, maybe I am doing the wrong exercise, lets try Lower Body Stretching Vitality -35, Energy 4, Strength 22, Quickness 16, Gained small ball (good) mentality Save. Now, by doing lower body I get quickness points instead of technique, which would allow me to increase contact if I had the technique instead. So, if you don't want small ball, upper body stretching would probably be the better exercise for you. Now, this might have been the place to get aggressive steal as well, so I may have already blown that since I saved, but maybe the next training will give it to me.

Yr 1 Feb Wk 4 – 1 3/10 Commands Available, Free Time – Vicinage, Hotdog (Ben), Food.

Command 1: Since I know Ben will give me 50 vitality points, I am going to go ahead and practice, plus its week 4, which means I get a small bonus during practice. Lets to strength training and go ahead and boost of strength. I will need some technique soon, so I can increase contact and at least trajectory to 2 before the first game. I need to be able to hit it out of the infield. Weight training Exit(4), Exit(4), Strength 37, Mentality 6, Vitality ~-30, weight practices more efficient.

Got salary \$100

Key Event: William introduced Sittch to me.

Yr 1 Mar Wk 1 – 1 4/10 Commands Available, Free time – Street (Frank), Hotdog (Ben), Food. Boost Screen: Strength 59, Quickness 16, Technique 0, Mentality 18. I boosted Power at 5 per from 53 F to 64 F while decreasing Strength to 4. Save.

Command 1: Free time – Street (Frank), Hotdog (Ben), Food. I am not totally sure what Frank can give me at the street, but I should try it out a few times, just to see if I can get anything. Go with Frank. Exit(insomnia) Exit(i) Exit(i) Exit(i) Exit(i) Exit Exit Vitality 20 Energy 2.

Random Event: Marvin and me run into a kid that looks like Marvin. I choose his younger brother. Energy 1 Candy acquired.

Key Event: Meet Bison, Not interested. I received Discount Coupon.

Yr 1 Mar Wk 2 – 1 5/10 Commands Available, Free time – Shop, Mountains, Lake (Sittch), Hotdog (Ben), Food. Save.

Command 1: Going to Sittch training to get Hot Hitter and Good Back to Back Hitter. Exit(6), Exit(9) – Vitality -30 Energy 3 Technique 72 Mentality 27 Hot Hitter, Exit(6) Vitality -21 Technique 39 Mentality 18 Hot Hitter, Exit(6), Exit(6), Exit(7) - Vitality -24, Technique 49 Mentality 21 B2B, Vitality -30, Energy 3, Technique 85, Mentality 30 Hot Hitter Good Back to Back Hitter Save. A trick is to always look at the Sittch that is front of the rest as they pass back and forth. The real one is always in the front, until the last second if he is going to be at the center will duck behind the 3rd Sittch.

I could right now boost my fielding and error resistance stats but that doesn't earn any coach and scout points during the games, so I will save all my technique for contact and trajectory at this time.

Yr 1 Mar Wk 3 – 1 6/10 Command Available, Free time – Shop, Park, Lookout (Frank), Vicinage, Street, Hotdog (Ben), Food.

Command 1: Let's go see Frank at the lookout so I can ask him if he is treating and get a huge energy boost. Vitality 10 Energy 6. Don't Save could get a random event here and you never get any negatives.

Key Event: GM announced I would be sitting on the bench.

Yr 1 Mar Wk 4 – 1 8/10 Command Available (starting to see affects of higher energy), Free time – Shop, Vicinage, Hotdog (Ben), Food

Command 1: It is time to practice Weight training again. Week 4 you know. Coach was at batting practice, but I have plenty of technique. I really need to boost the strength points. I got 4 cards which is good for this spot. If I get less than that then I would have exited, but I don't fell like reloading around the game. Strength 27 Mentality 5 Vitality ~-30.

Got Salary \$100

Yr 1 Apr Wk 1 - Game with wild jokers which I don't get to start. Draw 1-1, we won the rematch.

Key Event: Daydreamed about Lucy back in the old days. Marvin interrupted it and said I better hurry up and start practicing.

Yr 1 Apr Wk 2 – 2 2/10 Command Available, Free Time – Shop, Lake (Sittch), Vicinage, Hotdog (Ben), Food. Save. Boost Screen Strength 31 Quickness 16 Technique 85 Mentality 53. Trajectory increased by 1 to 2 for Strength 10 Technique 10, Contact increased by 1 to 2 for Strength 11 Tec 9, Power increased by 2 to 66 for 5 per. Strength 0 Quickness 16 Technique 66 Mentality 53. Save.

Command 1: I need to go and start seeing Ben to start Patty arc. So I went to Ben Vitality 50.

Command 2: Free Time – Shop, Mountains, Lake (Sittch), Street, Hotdog (Patty), Food. I know if I don't help Patty that my vitality will max out, but I don't know if this kills the Patty arc, so I will go ahead and help her out. Vitality -10 Money 50 Energy 3 Patty likes me more +3.

Key/Random Event: I see Lucy on the street and she asks who Marvin is. I choose don't say anything. We go out for steak and Vitality increased by 45 to max amount, Money decreased by 80 Lucy likes me more +3.

Yr 1 Apr Wk 3 – 1 4/10 Commands Available, Free Time – Shop, Lookout (Frank), Street, Hotdog (Ben), Food. Save.

Command 1: I want to be able to Practice and get a lot of Strength points more than Frank could give me at the next practice. I will also be going to Bison's during the last 4 week command to get my Psychic goggles which I always use. PROGRESS.

Key/Random Event: Marvin points out Lucy on the street. She asks if I am coming home from practice. Again, Don't say anything about Marvin. I always get the two mixed up so just in case they are reversed.

Yr 1 Apr Wk 4 – 2 6/10 Commands Available, Free Time – Shop, Vicinage, Street, Hotdog (Ben), Food. Save.

Command 1: Free Time – Shop, Vicinage, Street, Hotdog (Ben), Food. Practice weight training again coach is at run, field, and arm strength training. Exit(3), Exit(4), Exit(2), Exit(3), Exit(2), Exit(4), Exit(4), Exit(2), Exit(3), Exit(4), Exit(1), Strength 39 Mentality 6 Vitality ~30 Weight practices are more efficient. Save.

Boost Screen: Strength 39 Quickness 16 Technique 66 Mentality 59. Increase Contact from 2 to 3 for Strength 12 Technique 13, 3 to 4 (F) for Strength 13 Technique 17. Increase Power by 2 to 68 per Strength 5. Strength 4 Quickness 16 Technique 36 Mentality 59. Save.

Command 2: Free Time – Shop, Mountains, Street, Hotdog (Ben), Food. Go to shop, use coupon and buy some goggles (270) and a carryover chocolate (45).

So, before the first game I have Motivation 10, Trj 2, Con 4(F), Pwr 68(F), Run Spd 5(F), Arm Str 2(G), Fld 3(G), E Res 4(F), Hot Hitter, Gd B2B HTR, Consistency 4, Gd Morale, Gd Small Ball

Energy is at 28, Vitality 70, Lucy ~25, Patty 3, Emily 0, Coach 10, Scout 0

Got Salary \$100. Money \$130.

Yr 1 May Wk 1 – Play game against Aegis. I am batting 5th. Bat with power the entire game. I forgot to the first game and hit wimpy hits to the second baseman. Exit(0-4, Coach 1, Scout 3), Exit(1-3 HR 2 RBI Coach 4, Scout 9, Strength 14 Technique 14 Quickness 14 Mentality 6), 2-4 2B, HR, 1 RBI, Coach 5, Scout 11, Strength 16, Technique 16, Quickness 16, Mentality 6.

Remember don't accept if Scout is not at least >10.

Yr 1 May Wk 2 – 2 Commands Available, Free Time – Shop, Lake (Sittch), Vicinage, Street, Hotdog (Ben), Food.

Item: Use Carryover Chocolate.

Boost Screen: Strength 20 Quickness 32 Technique 52 Mentality 65. Increase Contact from 4 to 5 for Strength 14 and Technique 21. Strength 6 Quickness 32 technique 52 Mentality 65.

Command 1: Free Time – Shop, Lake (Sittch), Vicinage, Street, Hotdog (Ben), Food. Need to move the Patty Arc forward, lets go to the Hotdog. Sure, I'll come to work. Vitality -10, Money \$50 Energy 2, Patty likes me more +3.

Command 2: Shop, Lake (Sittch), Street, Hotdog (Ben), Food. Save. Practice Weight 4 cards, Strength 27 Mentality 4. I would have reloaded, but I got the thief random event.

Random Event: Thief, I said yes I would catch him. Energy 2.

Key Event: I saw Lucy at the street again and reminisced about when they were younger and about his father.

Yr 1 May Wk 3 – 1 5/10 commands available. Free Time – Shop, Mountains, Lookout (Frank), Vicinage, Hotdog (Ben), Food. Save.

Boost Screen: I need to build up arm strength to catch the thief. Strength 32 Quickness 32 Technique 31 Mentality 69. Increase Arm Strength from 2 to 3 by Str 13 Qui 5 Tech 6, 3 to 4 by St 17 Qui 5 Tech 6. Strength 2 Quickness 22 Technique 19 Mentality 69.

Command 1: Free Time – Shop, Mountains, Lookout (Frank), Vicinage, Hotdog (Ben), Food. I need to build up arm strength to catch the thief. I have 40 vitality right now, got to the food and pick Hamburger Combo Vitality 50 Money -20.

Random Event: Marvin tells me the thief is at the Vicinage, Energy 2. If Marvin tells you he is at the park or the lookout and Frank is there, do not save, re-load for a different place because the thief event won't occur. You will have to go back to the Food place to find the new place. Also, don't look for the thief during week 4 if you cannot save and load before the ball game during the first week.

Random Event: I need a part time job, see add for private investigator.

Yr 1 May Wk 4 – 2 commands available. Free Time – Shop, Vicinage, Street (Jaw), Hotdog (Ben), Food.

Command 1: Free Time – Shop, Street (Jaw), Hotdog (Ben), Food. Go see Jaw, I want my arm strength at 5 before going after the thief. I can get surprise bag and save and reload for gambling ring for the additional 1 based on the experience points I have left. I normally wouldn't try and do this so close to a game, but I want Jaw and the thief. I'm greedy. Go to the street and see jaw. Did 2 week dog event Money \$250 and surprise bag.

Use Surprise Bag until gambler's ring is found. 66 exits, 3 SoD, 3 LoB, 3 SoH. Save.

Boost Screen: Increase Arm Strength from 4 to 5 by Str 21(2) Qui 5 Tech 7 43%. Exit, Save. Increase E Res from 4 to 5 by Quickness 6 Technique 8 Mentality 14. Increase Fielding from 3 to 4 by Quickness 8 Technique 20(4) Mentality 8 56%. Broke. Save. Strength 0 Quickness 3 Technique 0 Mentality 47.

Command 2: Free Time – Shop, Mountains, Vicinage, Hotdog, Food. I just learned that you need to trigger a Marvin event, otherwise, when you go to the vicinage or mountains Marvin will be there and the thief event won't trigger. I decided to go and work at Hotdog. Vitality -10, Money \$60, Energy 4.

So, before the game I have Motivation 10, Trj 2, Con 5(F), Pwr 68(F), Run Spd 5(F), Arm Str 5(F), Fld 4(F), E Res 5(F), Hot Hitter, Gd B2B HTR, Consistency 4, Gd Morale, Gd Small Ball

Energy is at 38, Vitality 80, Lucy ~25, Patty 6, Emily 0, Coach 15, Scout 11

Got Salary \$100 -> \$570.

Yr 1 Jun Wk 1 – Game against the Wild Jokers. I'm still batting 5th. Exit (2-4, 2B coach 3, Scout 7), Exit (1-4, RBI Coach 3 Scout 6), Exit (1-3, Coach 2 Scout 5), Exit (1-3, coach 2 Scout 4), Exit(2-4 HR RBI Coach 5 Scout 11 Str 25 Tech 25 Qui 25 Mentality 9 Lucy +5), Exit, Exit, Exit, Exit, Exit, Exit, Exit, Exit, Exit, Exit (2-4 HR 2B RBI 5,10,22,22,22,8), Exit, Exit (2-3 2B RBI 4,9,23,23,23,8), Exit, Exit, Exit, Exit, Exit, 3-4 HR 2B RBI Coach 6 Scout 12 Strength, Qui, Tech 25, Mentality 9. Lucy -2.

Yr 1 Jun Wk 2 – 2 Commands Available Free Time – Shop, Lake (Sittch), Vicinage, Street (Jaw), Hotdog (Ben), Food.

Boost: Because I screwed around trying to get thief Power wasn't high enough to be super effective during the last game. I need to boost power this Month. Strength 25 Quickness 28 Technique 25 Mentality 56. Increase Power by 4 to 72 per 5 Strength. Increase E Res by 1 to 6 by Qui 6 Technique 8 Mentality 16, by 1 to Page 5 of 20

7 by Qui 7 Tech 9 Mentality 17, Increase Contact by Str 16 (5) Tech 25(8) 32%. Str 0 Qui 15 Tech 0 Mentality 23. Save.

Command 1: Free Time – Shop, Lake (Sittch), Vicinage, Street (Jaw), Hotdog (Ben), Food. Vicinage Marvin's there and doesn't remember anything, except what he ate for breakfast. Energy 2 Mentality 3.

Command 2: Free Time – Shop, Park, Lake (Sittch), Vicinage, Hotdog (Ben), Food. Vicinage – No one's there, go for a walk Vitality -5 Energy 3 Mentality 3. Sittch shows up and tells me that the thief has gone East, I go South. I get the thief after 4 weeks and receive Vitality -10 Money 1350 Str 11 Tech 11 Qui 22 Throwing 4 Cannon Arm.

Exit(Random Event: Mysterious stone on internet. Hesitated in buying it. Sold Out. Motivation -1 Quickness -3. Clutch decreased.

Exit(Missed thief with throw, Throwing decreased by 1).

Exit(Missed thief)

Exit(Missed thief)

Exit(Missed thief)

Exit(Got thief, Throwing increased only)

Exit(Missed thief with throw, Throwing decreased by 1).

Exit(Missed thief)

Exit(Got thief, Cannon Arm obtained)

Exit(Got thief, Throwing increased only)

Exit(Missed thief)

Exit(Missed thief)

Exit(Missed thief with throw, Throwing decreased by 1).

Random Event: Part time job at the steakhouse. Motivation -1 Money \$80.

Key Event: Lucy at a baseball game when everyone was young.

Yr 1 Jun Wk 3 – 1 3/10 Commands available. Free Time – Shop, Steak (Isabela), Lookout (Frank), Vicinage, Street (Jaw), Hotdog (Ben), Food. Save.

Boost: Strength 11 Quickness 37 Technique 11 Mentality 29. Increase power by 2 to 74 per 5 Strength, Increase contact by 1 to 7 by strength 17(1) Technique 29(11) 27%. Xxxxxxxx Save.

Command 1: Free Time – Shop, Steak (Isabela), Lookout (Frank), Vicinage, Street (Jaw), Hotdog (Ben), Food. PROGRESS to week 4, so I can practice weight training... Save when coach is at Weight training. x, x, x [Workout with Frank at lookout. xu, xu, xu, xu, xu, xu, xu, xc, xl, xl, xl, xl, xl, xl, wlk, wlk, wlk (lost small ball mentality, does this mean that I would have gained poor small ball if I didn't have good small ball), xu.]

Key Event: Saw Lucy found out Jonathan's been practicing hard.

Yr 1 Jun Wk 4 – 2 6/10 commands available: Free Time – Shop, Steak (Isabela), Lookout (Frank), Vicinage, Street (Jaw), Hotdog (Ben), Food.

Command 1 Free time - Practice weight training to increase strength. X4, x2, x3, 5 Strength 40 Mentality 6 Vitality -30. Coach 3, Scout 1. Practices become more efficient. Save.

Boost Screen: Str 40 Qui 37 Tech 0 Mentality 35. Boost Power by 8 to 82 per 5. Str 0 Qui 37 Tech 0 Mentality 35. Save.

Command 2 Free time – Shop Vicinage (Lucy), Street (Jaw), Hotdog (Ben), Food. I think I will go to the shop and buy a bat and some carryover chocolate. They didn't have any good bats, but I bought some Falcon spikes at \$1200 that increase speed by 2, the rest of my money spent on carryover chocolate. I bought 9 chocolates at \$50. Sold Candy for \$2. \$352 left.

Got Salary \$100 -> \$452

So, before the game I have Motivation 10, Trj 2, Con 7(E), Pwr 82(F), Run Spd 7(E), Arm Str 5(F), Fld 4(F), E Res 7(E), Hot Hitter, Gd B2B HTR, Throwing 4, Consistency 4, Cannon Arm, Gd Morale, Gd Small Ball

Energy is at 43, Vitality 40, Lucy ~23, Patty 6, Emily 0, Coach 24, Scout 24

Yr 1 Jul Wk 1 – Game against the MachSocks. I am batting 3rd. (4-5 2B HR RBI Coach 7 Scout 14 Strength 19 Tech 19 Qui 19 Mentality 7).

Yr 1 Jul Wk 2 – 2 2/10 Commands Available Free Time – Shop, Mountains, Steak (Isabela), Lake (Sittch), Viciange (Lucy), Hotdog (Ben), Food.

Items: Use Carryover chocolate.

Boost Screen: Strength 19 Qui 56 Tech 19 Mentality 42. Boost Strength by 3 to 85 (E) per 5. Save. Boost Arm Strength Str 26 (4) Qui 5 Tech 8 44%. Boost E Res by 1 to 8D Qui 7 Tech 9 Mentality 18. Save. Boost Fielding by 1 to 5 per Qui 8 Tech 26(2) Mentailty 9 45% .broke. Save.

Command 1: Free Time – Shop, Mountains, Steak (Isabela), Lake (Sittch), Viciange (Lucy), Hotdog (Ben), Food. Sittch Check the Tree. Energy 5 Techniqu 9. Lucky no down motivation. Save.

Boost Screen: Str 0 Qui 36 Tch 9 Mentality 15. Boost Fielding by 1 to 7E per Qui 8 Tech 32 (9) Mentailty 11 55%. X, broke, Save.

Command 2: Free Time – Shop, Park, Steak (isabela), Lake (Sittch), Vicinage (Lucy), Hotodg (Ben), Food. Go to stitch load until get Mizzoto Glove Pro. Answer Neither of course. Motivation 1, Energy 3 Received Mizzoto glove Pro. X

Random Event: Tom Arc Answer Sure! Carryover points increased by 1.

Key Event: heard about offer from AAA team.

Yr 1 Jul Wk 3 – 1 9/10 Commands Available. Free Time –Shop, Mountains, Park, Steak (Isabela), Lookout (Frank), Vicinage (Lucy), Street (Jaw). Save.

Equip: Glove.

Command 1: Free Time –Shop, Mountains, Park, Steak (Isabela), Lookout (Frank), Vicinage (Lucy), Street (Jaw). Frank at Lookout Upper Body Stretching. Vitality -35 Energy 3 Str 22 Tech 16. Save.

Yr 1 Jul Wk 4 – 2 5/10 Commands Available. Free Time – Shop Steak (Isabela) Vicinage (Lucy) Street (Jaw) Hotdog (Ben) Food Save.

Boost: Str 22 Qui 28 Tech 16 Mentality 4. Boost E Res by 1 from 8(9) to 9(10) per Qui 8 Tech 10 Menality 19(4) 60%.x, x, Boost Pwr by 3 to 88 per 5. Save. Boost contact from 7 to 8D per Str 18(7) Tech 33(6) 26%. Str 0 Qui 20 Tech 0 Mentality 0 Save.

Command 1 – Free Time – Shop Steak (Isabela) Vicinage (Lucy) Street (Jaw) Hotdog (Ben) Food Practice Weight Training level 4 20% injury rate: x0, 5 Str 42 Mentality 6 More Efficient Vitality -5.

Boost : Str 42 Qui 20 Mentality 6. Increase power by 8 per Str 5 to 96. Str 2 Qui 20 Tech 0 Mentality 6. Save.

Command 2: - Free Time – Shop, Mountains, Park, Steak (Isabela), Vicinage (Lucy), Street (Jaw), Hotdog (Ben). Got to Ben ask patty on a date. Vitality +100. Patty +3. Energy 3 Money -\$8

Get Money \$100 -> %544.

So, before the game I have Motivation 10, Trj 2, Con 8(D), Pwr 96(E), Run Spd 7(E), Arm Str 6(E), Fld 7(E), E Res 10(C), Hot Hitter, Gd B2B HTR, Throwing 4, Consistency 4, Cannon Arm, Gd Morale, Gd Small Ball

Energy is at 57, Vitality 100, Lucy ~23, Patty 9, Emily 0, Coach 31, Scout 38 (40 needed to pass)

Yr 1 Aug Wk 1 – We have a game against the Burgers. I am batting 3rd. 3-4 HR 2B RBI Favorite Hitting Course has changed (Center Middle). Coach 6 Scout 13 Strength 18 Tech 18 Quickness 18 Mentality 7 Gain First Pitch Ability (Firstball HTR).

Yr 1 Aug Wk 2 – 2 7/10 Commands Available. Free Time – Save.

Boost Screen: Str 20 Qui 38 Tech 18 Mentality 13. Boost Pwr by 3 to 99 per Str 5. Boost Err Res from 9(10) to 10(11) per Qui 8 Tech 10 Mentality 20(13) 82%. X Boost contact by 1 from 8 to 9 per Str 19(5) Tech 37(8) 24%. Str 0 Qui 30 Tech 0-Mentality 0. Save.

Items: Use Carry over chocolate.

Command 1: Free Time: Shop, Lake(stitch), Vicinage, Hotdog (Ben) Food. Go See Sittch and do water Spider. I use a pen and slide it back and forth across A rapidly. Wii Remote Durability Test. Vitality -30 Energy 3 Str 26 Tech 26 Qui 26. Save.

Boost Screen: Str 26 Qui 56 Tec 26 Mentality 0. Pwr by 5 to 104 D per 5. Contact by 1 to 10C per Str 20(1) Tech 41(26) 45%.

Command 2: Free time – Shop, Mountains, Steak (Isabela) Lake (Sittch), Vicinage, Hotdog (Ben) Food. Went to see Sittch to do Cicada rrrlerr Vit -24 Energy 4 Tech 49 Mentality 21.

Random Event: Tom again. Str 6 Tech 6.

Yr 1 Aug Wk 3 – commands Available 2 4/10. Free Time: Shop Park Steak (Isabela) Lookout (Frank) Vicinage Street (Jaw) Hotdog (Ben). Save.

Boost: Str 6 Qui 56 Tech 55 Mentality 21. Boost Arm Strength by 1 to 7E per Str 30(6) Qui 5 Tech 8 45% Increase Fielding by 1 from 6(7) to 7(8) per Qui 8 Tech 38 Mentality 12. Save. Increase fielding by 1 from 7(8) to 8(9) per Qui 8 Tech 44(9) Mentality 13(9) 40%. Xx Save.

Command 1: Free Time: Shop Park Steak (Isabela) Lookout (Frank) Vicinage Street (Jaw) Hotdog (Ben). Lookout with Frank. Energy 4 Mentality 5.

Command 2: Free Time: Shop Lookout (Frank) Vicinage Street (Jaw) Hotdog (Ben) Food. Lookout with Frank. Let's Practice together Vitality -46 Energy 6 Str 33 Tech 33. Choose About that dream of yours. Vitality 20. Energy 7. Gained Tough Out Ability.

Random Event: Tom Again. Why Not? Carry Over Points increased by 1.

Key Event: AAA League's offer withdrawn.

Yr 1 Aug Wk 4 – 2 3/10 Commands Available. Free Time: Shop Mountains Vicinage Street (Jaw) Hotdog (Ben) Food.

Boost: Str 33 Qui 35 Tech 33 Mentality 5. Increase Pwr by 6 to 110 per 5. Increase Arm Str by 1 to 8D per Str 34(3) Qui 5 Tech 9 36%. Broke, Save. Increase Clutch by 1 to 4 per Quick 15 Tech 23 Mentality 80(5) 37%. Xxx Str 0 Qui 15 Tech 1 Mentality 0. Save.

Command 1: Free Time: Shop Mountains Vicinage Street (Jaw) Hotdog (Ben) Food. Practice Weight Level 5 14%. X3x0x2x3x3x4x2 5 coach 1 Scout 1 More Efficient Str 44 Mentality 6. Vitality -20. Save.

Boost Screen: Str 44 Qui 15 Tech 1 Mentality 6. Increase Pwr by 5 to 115 per 5. Increase Pwr by 2 to 117 per 6. Save. Increase Run speed by 1 from 5(7) to 6(8) per Str 11(7) Qui 35(15). 48%. Broke, Save. Str 0 Qui 0 Tech 1 Mentality 6.

Command 2: Free Time: Shop, Steak (Isabela), Vicinage, Hotdog (Ben), Food. Go to Hotdog, Where's Patty, Ask on date. Vitality 100, Money -8, Energy 3, Patty +3. Do this event until you have coach at next practice on weight training. or Sittch in Free Time at the Lake. xx

Got salary \$100 -> \$636.

Yr 1 Sep Wk 1 – 2 1/10 commands Available. Free Time: Shop Park Vicinage Street (Jaw) Hotdog (Ben) Food. Save.

Command 1: Free Time: Shop Park Vicinage Street (Jaw) Hotdog (Ben) Food. Practice weight Training Level 6 with Coach there. X2x3x1x3x3x4x4 Str 46 Mentality 6 Vitality -25 More Efficient coach 3 Scout 1. Save.

Boost: Strength 46 Qui 0 Tech 1 Mentality 12. Increase Power by 5 to 122(c) per Str 6. Increase contact by 1 to 11 per Str 22(16) Tech 45(1) 26%. XXXXXXXBXXXXXXXXBx Give Up. Increase Power by 1 to 123 © per Str 6. Increase Contact by 1 to 11 per 22(10) tech 45(1) 17%. Save. Str 0 Qui 0 Tech 0 Mentality 12.

Command 2: Free Time: Shop, Mountains, Park, Steak (Isabela) Vicinage (Lucy) Street (jaw) Hotdog (Ben). Go See Patty at Hotdog. Accidentally talked to her instead of date. Energy 2 Patty +4.

So, before the game I have Motivation 10, Trj 2, Con 11(C), Pwr 123(C), Run Spd 8(D), Arm Str 8(D), Fld 9(D), E Res 11(C), Clutch 4, Hot Hitter, Tough Out, Gd B2B HTR, Firstball HTR, Throwing 4, Consistency 4, Cannon Arm, Gd Morale, Gd Small Ball

Energy is at 86, Vitality 75, Lucy ~23, Patty 16, Emily 0, Coach 41, Scout 53 (40 needed to pass)

Favorite Hitting center Middle, bottom Middle. Must have gotten both at same time last time (possible?)

Money \$636.

Yr 1 Sep Wk 2 – Play game against the wild jokes. I'm batting 3rd. x(3-4 coach 4 scout 8 favorite hitting course), x(2-4 2 2B coach favorite hitting course, coach 4 scout 8), x, (4-4 2 HR 2B 5 RBI favorite hitting course (top inside) Coach 11 Scout 22 Strength 37 Tech 37 Qui 37 Ment 13) Lucy +8 (31). I blew a chance to hit a Walk Off Grand Slam to end the game in the bottom of the ninth. Instead I hit a SF to center field to tie the game.

Yr 1 Sep Wk 3 – 2 4/10 Command Available. Free Time: Shop, Lookout, Vicinage, Street (Jaw), Hotdog (Ben), Food. Save.

Item: Use carryover chocolate.

Boost: Str 37, Qui 37, Tech 37, Mentality 25. Increase Pwr by 6 to 129 per Str 6. Increase Arm Str by 1 to 9 per St 38(1) Qui 5 Tech 9. 29%. X Increase E Res by 1 to 11(12) per Qui 9 Tech 11 Mentality 22. Save. Increase Fielding by 1 to 9(10) per Qui 8 Tech 50(17) Mentality 14(3) 39%. Xxxx Save. Str 0 Qui 15 Tech 0 Mentality 0.

Command 1: Free Time: Shop, Lookout, Vicinage, Street (Jaw), Hotdog (Ben), Food. Save. Normally I would do a bunch of Jaw jobs, but since I want to get Intimidator, I need to go see Patty. Go on a date. First date. Say yes it is. Vitality -10 Energy 2 Patty +4 (20).

Command 2: Free Time: Shop, Steak(Isabela), Lookout, Vicinage, Hotdog (Ben), Food. Go on a date with Patty to the Lookout. Buy the tea. Vitality +3, Energy 3, Patty +6 (26).

Yr 1 Sep Wk 4 – 2 2/10 Command Available. Free Time: Shop, Mountains, Vicinage, Hotdog (Ben), Food.

Command 1: Free Time: Shop, Mountains, Vicinage, Hotdog (Ben), Food. Go on a date with Patty to the Lake and Pedal a Boat. Vitality -10, Energy 2, Patty +7, Strength +6. Save.

Boost: Strength 6 Qui 15 Tech 0 Ment 0. Increase Run Speed by 1 to 9 per Str 12(6) Qui 41(15) 40%. Save.

Command 2: Free Time: Shop, Mountains, Vicinage, Hotdog (ben), Food. Got on a date with Patty at the Lookout for the second time. Yes, I do. Vitality +30, Energy 3, Patty +5 (31).

Salary \$100 -> 736.

Random Event: Marvin tells me about the ghost in the park at night. Energy 2 Mentality 3.

Key Event: Read about Gil in newspaper.

Yr 1 Oct Wk 1 – 2 command Available. Free Time: Shop, Steak (Isabela), Vicinage, Street (Jaw), Hotdog (Ben), Food. Save.

Command 1: Free Time: Shop, Steak (Isabela), Vicinage, Street (Jaw), Hotdog (Ben), Food. Go see Patty again on a date at the Mountain. Let's catch some fish. Catch a lot of fish. Vitality -15, Energy 2, Patty +5 (36) Quick 11. Save.

Boost: Str 0 Qui 11 Tech 0 Mentality 3. Acquire Aggressive Running per Qui 15(11) 74%. Save.

Command 2: Free Time: Shop, Steak (Isabela), Vicinage, Hotdog (Ben), Food. Go with Patty on a date to the lookout. Ask about classes. Work harder! Take a guess at Major. Economics. Patty +8 (44). Ben notices us dating.

Random Event: I meet Ben at the street and talk about Black Dog restaurant. I'll do it! Root for ben! Vitality 10.

Yr 1 Oct Wk 2 – 1 9/10 Command Available. Free Time - Shop, Steak (Isabela), Lake (Sittch), Vicinage, Street (Jaw), Hotdog (Ben), Food. Save.

Command 1: Free Time - Shop, Steak (Isabela), Lake (Sittch), Vicinage, Street (Jaw), Hotdog (Ben), Food. Go to the lake and see Sittch. Do the shuriken event. ra ll la rl ll Vitality -30 Str 11 Tech 11 Qui 35.

[Random Event: Frank meets us at the Grocery Store. Go to his house for Broast Ball. Became Error Prone because I burnt the inside of my mouth.]

Yr 1 Oct Wk 3 – 2 8/10 Commands Available. Free Time: Shop, Steak (Isabela), Lookout, Vicinage, Street (Jaw), Hotdog (Ben), Food. Save.

Item: Use Carry over chocolate.

Boost: Str 11 Qui 35 Tech 11 Mentality 3. Increase Arm Strength by 1 to 10 per Str 42(11) Quick 5 Tech 10 46%. X Save. Increase Fielding by 1 to 9(11) per Qui 8 Tech 56(1) Mentality 15(3) 16%. xBxBxx Save.

Command 1: Free Time: Shop, Steak (Isabela), Lookout, Vicinage, Street (Jaw), Hotdog (Ben), Food. Go See Patty again. And go to the Shopping mall and see an action movie. Vitality 5 Money -20 Patty 6 (50)

Command 2: Free time: Shop, Lookout, Vicinage, Street (Jaw), Hotdog (Ben), Food. Go on a date with Patty to the Lookout. New York Sky Line. Patty +7 (57).

Random Event: Legendary cave. Agree to go with Marvin. Carryover 1, Mentality 2.

Yr 1 Oct Wk 4 - 2 8/10 Commands Available. Free time: Shop, Vicinage, Hotdog (Ben), Food.

Command 1: Free Time: Shop, vicinage, Hotdog (Ben), food. Go to the shopping mall with Patty and see another movie with a shorter line. Vitality 5 Money -20 Patty +7 (64) Gained Table Setter Ability (who knew?)

Command 2: Free Time: Shop, Steak (Isabela), Vicinage, Street (Jaw), Hotdog (Ben), Food. Go with patty to the lookout one last time to see the fireworks. You're Prettier. Patty +5 (69).

Random Event: Marvin is ready to go to the cave. Vitality -15 Str 11 Tech 6 Mentality 2

Salary \$100 -> 796.

Key Event: Visited by the Scout.

Yr 1 Nov Wk 1 – 2 7/10 Commands Available. Free Time: Shop, Mountains, Vicinage, Hotdog (Ben), Food.

Boost: Increase Fielding by 1 to 10(12) per Qui 8 Tech 62(6) Mentality 17(4) 21%. Save. Increase Run Speed by 1 to 8(10) per Str 13(11) Quick 47(14) 42%. xBB Save. All 0.

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Command 1: Free Time: Shop, Mountains, Vicinage, Hotdog (Ben), Food. Let's Practice Weight Training Level 7.x4x4x2x3 5 More Efficient. Coach 1 Scout 1. Str 44 Ment 5 Increase Pwr by 6 to 135 per Str 7 Save.

Command 2: Free Time: Shop, Vicinage, Street (Jaw), Hotdog (Ben), Food. Go to street and see Jaw. Dog 1 Week Searched Right \$200 Discout coupon. (Normally I wouldn't except this, but I got following two events, so I kept it).

Random Event: See Frank at Grocery Store. Go home with him to have some Broast ball. Vitality ?? Energy 3 (100)

Random Event: I meet marvin and he gives me a hot dog from Black dog. Vitality 5 Quick 6.

Yr 1 Nov Wk 2 – 2 6/10 Commands Available. Save.

Boost: Str 2 Qui 6 Mentality 5. Increase Run Speed by 1 to 9(11) per Str 14(2) Quick 53(6) 12%. Boy I am lucky. Save. Str 0 Qui 0 Tech 0 Mentality 5.

Command 1: Free Time: Shop, Steak (Isabela), lake (Sittch), Vicinage, Hotdog (Ben), Food. I am going to see Sittch to get contact Hitter. Vitality -40, Str 39, Tech 39, Qui 39, E Res +1. Good at hitting for the average (Contact Hitter). Save.

Boost: Str 39 Qui 39 Tech 39 Mentality 5. Increase Power by 5 to 140 B Per Str 7. Increase E Res by 1 to 13(14) per Qui10 Tech 12 Mentality 24(5) 59%. Save. Increase Contact by 1 to 12 per Str 23 (4) tech 49 (27). 44%. Save.

Command 2: Free Time; Shop, Park, Steak (Isabela), Lake (Sittch), Vicinage, Street (Jaw), Hotdog (Ben). Go to see Sittch for the last time until July wk 2 of next year. Vitality -8 Str 11 Tech 11 Qui 22 E Res +1 (Now 15).

Yr 1 Nov Wk 3 – 2 5/10 Commands Available.Save.

Boost: Increase Trajectory by 1 to 3 per Str 29 (11) Technique 25(11) 41%. Xxxxxx Save.

Item: Use Carryover Chocolate.

Command 1: Free time: Shop, Lookout, Vicinage, Hot Dog (Ben), Food. Vitaliy is 0, so let's go eat at the Hotdog. Spic Speacial. Money -4, Vitality +50. Save.

Command 2: Free time: Shop, Mountains, park, Steak (Isabela), Lookout, Vicinage, Street (Jaw). Let's go see Jaw. Got a 3 week dog job. Got a Bomber Arch + \$300. I'll keep it. I need a bat.

Key Event: Scout Test. Choose to hit for 12 Points. 19 Points. Boy that sucked. I usually get 30+. Anyway, Vitality -10 Scout's Eval +4, Str 7, Tech 7, Quic 10, Mentality 4. Just enough to gamble.

Yr 1 Nov Wk 4 – 2 4/10 Commands Available.

Boost: Strength: 7 Qui 61 Tech 7 Mentality 4. Increase Arm Str by 1 to 11 per Str 47(7) quick 5 Tech 11(7) 31%. Bxx Save.

Equip: Bomber Arch +6 Power.

Command 1: Free Time: Shop Vicinage Street (Jaw) Hotdog (Ben) Food. Go see jaw for a 2 wk dog job. X2r, x1, x1, xrats, x2l, xring, 2r Got it. Surprise Bag was \$250.

Item: Use Surprise Bag. Accept either SoD, SoH, or LOB. Xx LOB, I know I can get it from stitch next year, but having power hitter before then can help with homerun production in the next games. So keep it and use it. It's all good. Use LoB and got Power Hitter.

Command 2: Free time: Shop, Park, Steak (Isabela), Vicinage, Street (Jaw), Hotdog (Ben), Food. Let's see jaw again. This is going to be a tough reload because you join the team which takes some time the first week of Dec. X3, 2r I got another Surprise bag and \$250 Wahooooo!!!!.

Key Event: I make the golden Apples team. Tom gives me \$110.

BreakDown to this Point.

Money: \$1902.

Current Items: Rookie Charm, Psychic Goggles, Gambler's Ring, 4 Carryover Chocolates, Discount Coupon, Surprise Bag.

Equipped: Bomber Arch +6 PWR, Mizzoto glove Pro +1 FLD +1 E RES, Falcon Spikes +2 Run SPD.

Energy: 100

Vitality: ~40

Likability: Lucy 31, Patty 69, Emily 0.

Coach: 53 (60 to start – Need to practice at least 3 more times)

Scout: 80 (80 to clear – Wahoo! I already made the Majors.)

Trajectory 3, Contact B 12, Power B 146, Run Speed C 11, Arm Strength C 11, Fielding B 12, Error Resistance A 15.

Abilities: Clutch Hit 4, Contact Hitter, Power Hitter, Hot Hitter, Tough Out, Good Back-to-Back Hitter, First ball Hitter, Table Setter, Throwing 4, Consistency 4, Cannon Arm, Aggressive Run, Good Morale, Good Small Ball.

Yr 1 Dec Wk 1 – 2 3/10 commands Available.

Item: Use surprise bag until SoD or SoH. Xpbxxxxxxxxxxxxbxxxxgxxxxxxxxbxxxxxxx SoH, Finally. Save.

Item: Use SoH until I get Refined, Bases Clearer, Spray Hitter, or Walk Off. Now a Refined. Save.

Command 1: Free Time: Shop, Mountains, Steak (Isabela), Vicinage, Street (Jaw), Hotdog (Ben), Food. Go see jaw again for 2 week dog job. X3, xring, x3, xchild, x3, x3, x2l, x1, xq, xq, 2r Another Surprise Bag and \$250. Whaooo!

Item: Use surprise bag until SoD or SoH. Xsxxxxxgxxxxlxxrxlxxxxxspxx SoD, Save.

Item: Use SoD until Gold Glover or Spider Catch. Now a Gold Glover.

Command 2: Free Time: Shop, Mountains, Park, Vicinage, Street (Jaw), Hotdog (Ben), Food. Let's go ahead and buy a chic handbag for patty. I don't need another gambler's ring for a teddy bear. Reload until I get a glove wax or spike wax as well. Use Coupon. 5 open spaces. Xx handbag, Glove wax, Glove wax, 2 Carryover Chocolates.

Key Event: gill came and met chief.

Random Event: I ran into marvin. He Wants to go to the cave. All Right... If I don't get spark plug here, I won't reload for it because of what I just bough and how hard that is to coordinate. Vitality -10 Str 6 tech 6 Mentality 3.

Yr 1 Dec Wk 2 – 2 2/10 Weekly Commands Available. Save.

Item: Use Both Glove Waxes. (+2 Fielding – Fielding is 14A now). Save

Boost: Str 6 Qui 56 Tech 6 Mentality 7. Inceze Arm Strength by 1 to 12B per Str 51(6) Qui 5 Tech 11(6) 26%. Xxxxxxxxbbb Save.

Command 1: Free Time: Shop, Steak (Isabela), lake (Sittch), Vicinage, Street (Jaw), Hotdog (Ben), Food. Time to go see Jaw again for 2 wk dog job. Xlrc, xq, xq, x3, 2r got Surprise bag \$250. Wahooo! Save.

Item: Use surprise bag until I get SoD or SoH. Xgxx SoD. Save.

Item: Use SoD until I get a non-purchasble ability like Spider Catch. pm,pm, bc, bc, Spider Catch. Save.

Command 2: Free time: Shop, Steak (Isabela), Lake (Sittch), Vicinage, Street (Jaw), Hotdog (Ben), Food. Since I only have 1 2/10 commands left and I believe the max I can get per turn is 1 9/10. I will only be waisting a 1/10 which I normally wouldn't do, but I hatne trying to coordinate an R.E. with a Free Event that has random outcomes. Note: Don't ever progress if you will be losing even a 1/10. This was a judgment call on my part. So, PROGRESS.

[Random Event: Marvin discovers he is part of a computer game. No way. Vitality -10, Str 11Mentality 3.]

[Random Event: I lose hamburger eating contest. Vitality -5, Motivation -2, Mentality +5 Powerin Special Acquired.]

Random Event: Ben Comes. Get Pinch Hitter and Heart Pendant. Bxxbxxb Got it!

Yr 1 Dec Wk 3 – 3 Commands Available. Save.

Item: Use Carryover Chocolate. Save.

Command 1: Shop, Lookout, Vicinage, Hotdog (Ben), Food. Of course, when I need at least the Street or Isabela, I don't get either. No park, so can't kick off Emily RE. No Mountains, so I can't go see Marvin. All the others ones are empty. The only thing left is to Practice I guess. Weight Training here I come. Level 8 Injury 11% x3, x4, x3, x2, x3, x0, x4, x0, 5 Str 46 Men 5 Vitality ~-25. Practices become more efficient.

Boost: Increase PWR by 3 to 149 per Str 7, Increase PWR by 3 to 152 per Str 8. Save. Increase Durability by 1 per Str 50(1) Mentality 30(12) 17%.xxx Got it.

Command 2: Free Time: Shop, Lookout, Vicinage, Hotdog (Ben), Food. What gives? Again. Let's practice again with the little bit that I have. Like 5 Vitality. Let's do arm strength so, I can can get streng, tech, and mentality. Arm Strength practice would give me just enough to do Level 1 Injury 14%. x3, x4, x3 x4 x3 x0 5 Str 17 Tech 12 Mentality 4 Practice Efficiency increases.

Boost: Let's Increase Clutch to 5 Quick 20 Tech 31(12) Mentality 110(4) 23%. Xxxxxx Got it. Increase Power by 2 to 154 per Str 8. Increase Run Speed by 1 to 10(12) per Str 15(1) Qui 59(31) 44%. Xxbx Save.

Command 3: Free time: Shop, Steak (Isabela), Lookout, Vicinage, Hotdog (Ben), Food. I don't want to do anything because I will be automatic dating patty next month even though Izzy is here. So, run this until I get street or Isabela on week 4. PROGRESS....

[Random Event: Marvin wants to go to the mountains. Let's Go! Str 11, Mentality 3.]

Patty Christmas Event: Give Heart Pendant. Surprise Bag, SoH. Patty +5(74). I screwed up. I should have not went to Bison and bought the pricey handbag, I still needed to go and get some more chocolates though. I didn't need it. SoH is better than waxes.

Yr 1 Dec Wk 4 – 2 9/10 Commands Available. Save.

Item: Use SoH until Bases Clearer, Walk-Off Hitter. gb, Bases Clearer Save.

Item: use Surprise bag until SoH, the rest of the fielding abilities can be purchased..

xxdxxxxxxxxxxxxxxxxxxbxxgxxxxxxxxlxxxxllxxxxxx If it goes this long. Maybe just do something else and try again later.

Command 1: Free Time: Shop, Vicinage, Street (Jaw), Hotdog (Ben), Food. Let's go see jaw again. I would like two SOH, one for walk off and one for spray hitter (pretty pricey ability). X2l, x3, x1, x1, m, xq, x2r, x2r, x1, xq, 2r. Got it Surprise Bag \$250. Save.

Item: use Surprise bag until SoH, the rest of the fielding abilities can be purchased..

xxxxxxxxdlsxxxxxxxxpgpxxxxxxxxxlxx. That's it. They will still keep. Let's move on and do again before first game.

Command 2: Free Time: Shop, Mountains, Steak (Isabella), Vicinage, Hotdog (Ben) Food. Let's start the Isabela arc. First you need to eat all the steaks to get power to +4 for each visit. Xhxcxxxxc Vitality 15 Money 18 Hitting power by 2 (156).

Key Event: I meet my father.

Yr 2 Jan Wk 1 – Commands 2 8/10. Save.

Command 1: Free Time Shop, Vicinage, Hotdog (Ben), Food. Let's go see patty. Woa, Ben went to the Bank. He's Back. We got the money. Tried an Organic dog. Vitality 70. Money \$70. Patty +3(77). Gained Tough Runner Ability. Awesome!! Save.

Command 2: Free Time: Shop, Park, Vicinage, Street (Jaw) Hotdog (Ben) Food. Ask for Patty. Let's go to the Mountain (need to talk about Ducks). Vitality -10 Patty +4(81)

Random Event about Frank being sick. Vitality -10 Motivation -1

Yr 2 Jan Wk 2 – 2 7/10 Commands Available. Save.

Command 1: Free time: Shop, Steak (Isabela), Lake (Sittch), Vicinage, Street (Jaw), Hotdog (Ben), Food. Let's go see Isabela. Cxx Double Mega Steak. Money \$80, Tech 4, PWR +3 (159). Save.

Command 2: Free time: Shop Steak (Isabela), Lake (Sittch), Vicinage, Street (Jaw), Hotdog (Ben), Food. Let's go see Isabela, again. Tropical Steak. Vitality 15, Money \$80, Power 4 (163) Got a toothache. Let's keep this so I can go see the doctor at the hospital.

Key Event: talked to Johnathan.

Yr 2 Jan Wk 3 – 2 6/10 command Available.

Command 1: Free Time: Hospital (Dr.), Shop, Park, Steak (Isabela), Lookout, Vicinage, Street (Jaw). Let's go see the Dr. Toothache gone, Money -\$50. Save.

Command 2: Free time: Shop, Mountains, Steak (Isabela) Lookout Vicinage Hotdog (Ben), Food. Go see ben. Where's Patty? Wait at least 5 times, then go see. Go work at ducks. Xxxx (xgained Cautious Stealer 7), x, (xgained Rally Hitter 6), x10Rally Hitter, 8x, 8 (Gained rally Hitter and Cautious Stealer)x, 9 Got Patient Hitter Mentality. Vitality -20, Motivation 1, Patty 5(86) Save.

Yr 2 Jan Wk 4 – 2 2/10 Command Available.

Item Use Carry over chocolate. Save.

Command 1: Free Time: Shop, Park, Steak (Isabela), Vicinage, Steet (Jaw), Hotdog (Patty), Food. Go work at Hotdog. Vitality -15 Money \$80. Patty +5 (91) Save.

Command 2: Free Time: Shop, Mountains, Vicinage, Street (Jaw), Hotdog (Patty), Food. Go work at the hotdog. Go shopping for her. Vitality -15 Money \$90.Patty +5(96).

Key Event: I formally joined the apples and met terry and joey.

Yr 2 Feb Wk 1 – Commands 2 1/10. Save.

Command 1: Shop, Vicinage, Hotdog (Patty), Food. Need to Practice with Coach if there. Coach at Arm Strength. Practice There. Str 18 Tech 13 Mentality 5 More efficient. Vitality -25 Coach 2 (56). Save.

Boost: Increase Power by 1 to 164 per Str 8. Increase Power by 1 to 165 per Str 9. Increase Contact by 1 to 13 per Str 24 (1) Tech 53(17) 24%. Xxxx Save.

Command 2: Free Time: Shop, Mountains, Steak (Isabela), Vicinage, Street (Jaw), Hotdog (Patty) Food. Practice if coach is there. Practice Arm Strength Again. 3x2x4x4x3x4x3 Str 11 Tech 8 Mentality 4, Coach +2 (58) Scout +1 (81). Vitality -10 (0).

Random Event: Frank comes and tells me everything is going to be okay. Baseball Sense Improved. Rally Hitter Obtained.

Yr 2 Feb Wk 2 – Commands 2 0/10. Save.

Boost: Str 11 tech 8 Qui 0 Mentality 9. Increase Power by 1 per Str 8 to 166.Increase Contact by 1 to 14A per Str 22 (3) Tech 51(8) 16%. Xx Save.

Command 1: Coach not there. Vitality 0. Free Time: Shop, Mountains, Park, Lake (stitch), vicinage, Hotdog (Patty), Food. Go to the hotdog.. Go for a walk. Sure that'd be fine with me. X(insomnia) xi, xi, xi, xi, Let's go eat at the food instead. Chinese Combo +75, -\$50. Save.

Command 2: coach is at weighth training. Free Time: Shop, park, Steak (Isabela), Lake (Sittch), Vicinage, Street (Jaw), Hotdog (Patty). Weighth Train. Level 9. 2x, 4 Coach 3 (61-I made the team) Scout 2 (83)

Key Event: I turned down the sharks.

Yr 2 Feb Wk 3 – Commands 1 9/10.

Boost: Power by 4 to 170 per Str 8. Stre 3 Mentaltiy 14. Save.

Command 1: Free Time: Shop, Lookout, Vicinage, Street (Jaw), Hotdog (Patty), Food. Let's go see patty. Go to the hotdog.. Go for a walk. Sure that'd be fine with me. Vitality -15, Money \$100, Patty +1(100). Xi, xi, xi, Insomnia. Guess I'll go to the doctor. Vitality currently at 35.

Yr 2 Feb Wk 4 – Command 2 8/10.

Command 1: Free Time: Hospital Shop Park Steak (Is) Vicinage hotdog (Ben). Well let's go see Ben maybe the insomnia will clear up. Motivation -2. Insomnia Cured. Yeh! Save.

Use Surprise Bag to get SoH. Xxxxxxxx SoH. Whao!!!

Use SoH to get Walk-Off HTR. Xx Walk-Off HTR. Wahoo!!!!

Use Surprise bag to get SoH xxxxxxxxxxxxxxxxxxxxxxxx SoH. Wahoo!!!!

Use SoH to get Spray Hitter. Xxxxx Spray Hitter. Wahoo!!!!

Use Carryover Chocolate. Save.

Command 2: Shop Montains park Vicinage Street (Jaw) Hotdog (Ben), Food. I think I will practice some fielding. 3x0x4 Qui 5 Tech 22 Mentality 4. -30 Vitality. Scout +1(84).

Random Event: Joey Arc. Do Pushups. Vitality -5 (0), Strength 11.

Got Salary \$100 -> \$1387.

Yr 2 Mar Wk 1 – Commands 2 7/10. Save.

Boost: Str 14 Qui 5 Tech 222 Mentality 18. Increase Power by 1 to 171 per Str 8. Increase Arm Str by 1 to 13 per Str 49(6) Qui 4 Tech 10 (32%). xx Save. Increase Base Running to 4 per Qui 36(1) Tech 40(12) Mentality 22(18) 32%. X Save.

Command 1: Free Time:Shop Mountains Steak (Isabela) Vicinage Street (Jaw) Hotdog (Ben) Food. Go to Hotdog and get a refuel.

Command 2: Free Time: Shop Mountains Park Steak (Isabela) Vicinage Hotdog (No Ones there) Food. Go check out the Hotdog. Patty back. Awesome. Motivation +2, Patty +1(100).

Random Event: Marvin wants to go to the cave. Vitality -15, Str 11, Tch 6, Mentality 4.

Key event: I was put on the bench.

[Went to the Lake with Patty and went for a walk. Gained Blocker Ability.]

Yr 2 Mar Wk 2 – Command 2 6/10. Save.

Boost: Increase Contact by 1 to 15 per Str 23(11) tech 54(6) 23%. Boy I'm lucky. Save.

Command 1: Shop Lake (Sittch) Vicinage Hotdog (Patty) Food. Go with patty to the mountains catch some fish and get barehand catch ability. Xxxxxxxx Let's go to the Lake instead. I can get Gd Block from there. Nah, let's walk instead. Xxxxxxx Dang. I know I can get it. I just did a few ago. Let's See what stitch can do. Let's just go to the lake. Vitaliy -30 Str 6 Tech 6 Qui 22. Save.

Boost: Acquire Great Infield Hitter Str 32(6) Quick 162 (22) Tech 117 (6) Mentality 59(4) 11%. Xxxxxxxx Save.

Command 2: Free Time: Shop Mountains Steak (Isabella) Lake (Sittch) Vicinage Hotdog (Patty) Fod. Let's get the cow arc started with Izzy. Sure I'll help out. Vitality -10, Money \$60, PWR +4(175).

[When I go to the lookout nothing happens this month, I hope that doesn't mean that I screwed something else up in the arc] Everything seem to go just right.

Yr 2 Mar Wk 3 – 2 5/10 Commands. Save.

Command 1: Free Time: Shop Steak (Is) Lookout Vicinage Steet (Jaw) Hotdog (Patty) Food. Let's progress the Steak line. Xxxx Go for the Cow. Made a mistake. Vitality -15, Money \$100, Power +4(179), Save.

Command 2: Free Time Shop Steak (IS) Lookout Vicinage Steet (Jaw) Hotdog (Patty) Food. Go for the cow with Izzy. Vitality -15, Money \$60, Str 4, Tech 4, Mentality 6, PWR +4 (183 A). Save.

Key Event: Promoted to Regulars.

Yr 2 Mar Wk 4 – Game against the Gigantes. I bat 3rd. 1-4 game sucked. (2-4 2 HR 2 RBI, Coach Favorit hitting course changed coach 5 Scout 11) Str 22 Qui 22 Tech 22 Mentality 8.

Got my salary. 100 -> 1707

Yr 2 Apr Wk 1 – 3 Commands. Save.

Boost: Increase Power by 2 per Str 9 to 185. Increase Arm Str by 1 to 14A Per Str 53(8) Qui 4 Tech 10 33%. Xxbxbxxxxb Save. Increase Vs. Lefty to 4 per Qui 27(18) tech 69(16) Mentality 54(14) 32%.xxx Save.

Command 1: Free time: Shop Steak (Iz) Vicinage Hotdog (Patty) Food. Practice Weight Training to increase Strength and work on increasing Power Since right now I Could increase it by 5 this way. Eventuatlly it will be to expensive to train for. 4x4x4x0x 5 Str 46 Mentality 5 Vitality -10 (0).

Boost: Increase Power by 5 to 190 per Str 9.

Item; Use Carryover Chocolate. Save.

Command 2: Free time: Shop Mountains Vicinage Street (Jaw) Hotdog (Patty) Food. Go See jaw. R1r3t1q11212r112 Surprise Bag \$250. Save.

Item: Use Surprise Bag until SoD or SoH or Glove or Spikes Wax:
xsxxlxxlxxxxrxxxxxxxxxxxxxxxxxxxxx Do something else.

Command 3: Free Time: Shop Steak (Izzy) Vicinage Hotdog (Patty) food. Cow with Izzy. \$200 Pwr +4 (194). Mentality 4.

Random Event: Joey Arc Continued. Sure whatever. Str 11.

Yr 2 Apr Wk 2 – 1 9/10 Commands Save.s

Command 1: Shop Lake (Sittch) Vicinage Hotdog (Patty) Food. Go eat some delicious Combo. Vitality 75. Money -50.

Yr 2 Apr Wk 3 – 2 8/10 Commands. Save.

Item: Use Surprise Bag until SoD or SoH or Glove or Spikes Wax:
xxlxxrxrxxxxxxxxbxxxxxxxxxxxxxxxxxxxxxxxxxxxxbxxx SoH Finally.

Item: Use SoH until I get Push Hitter. Xxxxx Push Hitter.

Command 1: Free Time: Shop, Mountains, Lookou, Vicinage, Hotdog (Patty) food. That sucks. Practice Fielding will give me qui, tech, mentality. With coach. 5 Qui 8 Tech 30 Mentality 6 More Efficient Coach 2. Save.

Boost: Increase Arm Strength by 1 to 15 per Str 56(12) Qui 4 Tech 11 39% xxxx Save. Increase VS Lefty per Qui 36(4) Tech 91(19) Mentality 76(15) 19%. Xxxxxxx Save.

Command 2: Free Time: Shop, Steak (IZzy), Lookout, Vicinage, Street (Jaw), Hotdog (Patty) Food. I want a good random event, so I am going to pick going to izzy, pretty trigurable. Worked for Izzy on RE with terry, Vitality -10, Money 60, Hitting Power +4(198).

Random Event: Joey Arc continues. Meet his girlfield Pelene. Power Special Acquired. Mentality 6. No Motrivation down that's a first.

Yr 2 Apr Wk 4 – 2 7/10 Commands Available.

Command 1: Free time: Shop, Steak (Izzy), Viciange, Street (Jaw), Hotdog (Patty), Food. Go see izzy again. Re worked for izzy talked to terry about mega steak set. Vitality -5, Money \$45. Hitting Power +4 (202).

Command 2: Free Time: Shop, Park, Steak (Izzy), Vicinage, Street (Jaw), Hotdog, Food. Go to park to start Emily Young Arc. Vitality 20 Strength 11.

Salary \$100 -> 2312.

[Become error prone agreeing with marvin about the clouds.]

Yr 2 May Wk 1 – Galaxy Sharks game and I'm batting 3rd. (4-4 3HR 5 RBI) Favorite Hitting course changed. Center Inside. Coach 9 Scout 4(100), Str 35, Tech 35, Qui 35, Mentality 12.

Yr 2 May Wk 2 – 3 commands Available. Save.

Boost: Acquire Gd Block per Str 27 Tech 22 Ment 13. Increase Fielding by 1 to 15 per qui 7 Tech 61(13) Mentality 16(5) 30%. Save. Increase Run Spd by 1 to 13 per Str 14 Qui 58(28) 59%. rx Save.

Item: Use Carry Over Chocolate.

Command 1: Free Time: Shop Mountains Park Steak (Izzy) Lake (Sittch) Vicinage Hotdog (Patty). Lets Go see Izzy again. Xxx Legandary cow, go to the grocery store. Vitality -15, Money \$200, PWR 4(206).

Command 2: Free Time: Shop Mountains Park Steak (Izzy) Laek (Sittch) Vicinage Hotdog (Patty). Let's go see Izzy again and get the big bonus. Special ultra Mega Steak Set!!!! Vitality 15, PWR 14 (10 for the steaks 4 for going there). XXXXXXXXXXXXXXXXXXXX Save.

Commands 3: Free Time: Shop Park Steak (Izzy) Lake (Sittch) Vicinage Street (Jaw) Hotdog (Patty) Go see Izzy one more time. Work part time. Viality -10 Money \$60 PWR 4 (224).

RE: Terry signing autographs. Mentality 6.

Yr 2 May Wk 3 – Commands 1 9/10.

Command 1: Free Time: Shop Park Steak (Izzy) Lookout Vicinage Street (Jaw) Hotdog (Patty) Go see Jaw for a 3 week Job. Qqq3r1 \$200 plus discount coupon.

Random Event: Go down to the restaurant to eat hamburgers against girl. Vitality -5, Motivation -2, Mentality +5. powering special acquired.

Yr 2 May Wk 4 – Commands 2 8/10 Save.

Item: Use both Powerin Specials.

Command 1: Shop Park (Emily) Vicinage Street (Jaw) Hotdog (Patty) Food. Practice. Fielding Level 2 0%. 0x4x3x3x2x4x3x3x3x2x2x3x3x1x4x1x2x 5 Qui 8 Tech 34 Mentality 6 more Efficient. Save.

Boost: Obtian Grt Catcher per Str 18(4) Qui 36(8) Tech 135(34) Mentality 135(17). 20%. Save.

Command 2: Shop Park (Emily) Vicinage Street (Jaw) Hotdog (Patty) Food. I waited to long to go see Emily. She only come's but once a month based on previous experience. I only have 4 months left. Would need 5 months in order to get Star.

Let's go see Emily!!!! And increase run speed by going home. Vitaliy -20 Run Speed +1 (14).

Look around here: Marvin shows up. Motivation +1

Look for a bag: Get bread out of her handbag. Emily +7

This One. Become a decoy: Throw rock dog chases me. Emily +7

It's too much trouble Go home: Vitality -20, Run Speed +1.

Got Salary \$100 -> \$2872.

[RE: Joey arc continues Pelene lost her memory.]

[RE Terry practice. Let's go to the lake.]

RE: Terry's hurt. Vitality -10 Qui 6.

Yr 2 Jun Wk 1 – Game against the MonMonMonkeys. I'm Batting 3rd. (4-4 3 HR 5 RBI) Coach 9, Str 29, Qui 29, Tech 29, Ment 10. No Hitting Course Change. Boo. Redo... (1-4 1 HR 2 RBI) coach 4, Str Qui Tech 18 Ment 7. Redo...(2-4 2B, 3B 0RBI) x x (3-4 3B HR 2 RBI) Coach Hitting Course Changed Coach 6 Str Qui Tech 23 Mentality 8. Bottom Outside.

Yr 2 Jun Wk 2 – Commands 3. Save.

Boost: Acquire Aggressive FLD Qui 6 Tech 13. Acquire HD 1st Slide Qui 9 Tech 22(10) Ment 18(8) 56% Save. Increase Run Spd by 1(15) per Str 17 Qui 69(14) 37%. R Save.

Use carryover chocolate. Final one. (2 less commands if no carry over chocolate.)

Command 1: Shop Park Steak(Izzy) Lake (Sittch) Vicinage Street (Jaw) Hotdog (Patty). Go and see patty. Go to the Mountains to catch some fish. Vitality -15. Patty +3. Qui 13. Acquired Barehand CTH ability.

Command 2: Shop Park Lake (Sittch)Vicinage Street (Jaw) Hotdog (Patty) Food. Practice Fielding again. Level 3 15% Coach. 2x3x3x 5 8 Qui 38 Tec 6 Ment More efficient. Coach 3.

Boost Increase trajectory. Str (6) Tech 36. 58%. Save. Obtain 2nd Pos: 3B Qui 21 Tech 67(2) Mentality 49(6) 20%. Save.

Command 3: Free time: Shop Park Lake (Sittch) Vicinage Hotdog (Patty) Food. PROGRESS...

RE: Got Joey Arc Pelene Lost her Memory.

Yr 2 Jun Wk 3 – Commands 2 9/10.

Command 1: Free Time: Shop Park Lookout Vicinage Hotdog Food. No Steak, bummer. Lets go see Bison. For some waxes maybe. And a couple of chocolates. Used Coupon. Sold Hand Bag for \$375. Bought 5 waxes at \$540 a pop. Bought 2 Chocolates at \$45. \$457 left. Bison gives me Powerin and Gambler's ticket.

Item: use 5 waxes for 15 Power(239). Use Powerin Recovery a little vitality.

Command 2: Free Time; Still no Izzy (huh). Shop Park Lookout Vicinage Hotdog Food. Let's Practice. Weight Training and build up some Power. Level 9 Injury 16% Coach. 5 Str 49 Ment 6 Coach 2.

Boost:

Yr 2 Jun Wk 4 – 2 8/10 Command. Save.

Boost: Increase Power by 4(243) per Str 11.

Command 1: Free Time: Shop Park Vicinage Hotdog(Patty) Food. Go and get some Chinese Combo. Vitality +75. Money -50. Save.

Command 2: Free Tiem: Shop park Steak (Izzy) Vicinage Street (jaw) Hotdog (Patty) Food Go See Izy. I came to have some steak. Vitality 15, Money -15, Pwr +4.

RE; Joey Arc Continues. Pelene si missing.

Money increased by \$100.

Yr 2 Jul Wk 1 – Game against GuavaStrawberrys. I,m batting 3rd. 0-0. x (3-4 3B 2HR 3 RBI) Hitting Course Changed Top Middle. Coach 6 Str Qui Tech 24 Mentality 9.

Yr 2 Jul Wk 2 – Commands 3. Save.

Boost: Obtian Bunt master Qui 27 Tech 94(24) Mentality 13 48%.x Save.

Item: Use carryover Chocolate.

Boost: Increase power by 2 to 249 per str 11.

Command 1: Shop Mountains Park Steak Street Hotdog Food. Practice Fielding. Level 4 0%. 2x4x3x Practices more efficient. 5 Qui 24 Tech 4 Ment Sav.

Boost: Increase Pivot Man Qui 27(5) Tech 45(24) 41%. X Save.

Command 2: Free Time: Shop Park Steak(Izzy) Lake (Sittch) Vicinage Hotdog (Patty) Food. Practice Fielding. Level5 5%. 2x 4 19 4 3x 5 7 Qui 36 Tech 5 Ment More Efficient. Save.

Boost: increase 2nd Pos C per qui 18(7) tech 76(36) Mentality 49(11) 38%. Save

Command 3: Free Time: Shop Mountains Park Lake (Sittch) Vicinage Hotdog (Patty) food. Practice Fielding Level 6 12%. 3 Qui 4 Tech 21 Ment 4

Random Event: Joey Arc Found Pelene. V Shot, Super Romance Necklace, Carryover Points increased by 2. Str 6 Ment 6.

Yr 2 Jul Wk 3 – 2 1/10 Command. Save because I got the end to the Joey arc.

Boost: Stealing Qui 45(4) Tech 31(21) Ment 40(10) 31%. Xxxxxxxbxx Save. Last Buyable ability that I wanted. Don't want to by Pull Hitter. All that I need know is about 6 PWR for the guy to be maxed. Intimidator is lost, but don't know where.

Commad 1: Free Time Shop park Steak(Izzy) Lookout Vicinage Hotdog(Patty) Food. Go see izzy and have a steak. Vitality 15, Money -15, Power +4(253).

Boost: PWR by 1 per str 12 to 254. Save.

Commad 2: Free Time Shop park Steak (Izzy) Lookout Vicinage Street (Jaw) Hotdog (Patty). I though about going and seeing jaw and getting another surprise bag to load for SoD to see if any abilities left that I could get like break up dp. Q2 right surprise bag \$250

Yr 2 Jul Wk 4 – Commands 2: Save.

Item: Use surprise bag until SoD to see if can get double play from it. Xxsgxxxxx. Did this until I got an SoD, but it was unusable.

Command 1: Free Time: Shop Park Vicinage Hotdog (Patty) Food. Let's go to the Park, why not. Saw the ghost fountain and stayed till night fall. Met her and listened to her story. Carryover points 1, Mentality 3.

Command 2: Free time: Shop Park Vicinage Street (Jaw) Hotdog (Patty) Food. Let's go to the park again maybe see the ghost. Nobody was there, so I picked up garbage. Vitality -5 Mentality +3.

RE: Ran into marvin and he was hungry. So we went and got something to eat. Thief ran into me. Here comes the doctor. She asks me to help catch him. I said I would.

Salary \$100 -> \$827.

Yr 2 Aug Wk 1 – Game against the GalaxySharks. I bat 3rd. As long as I win I won't reload because of the Thief event. Well, maybe, I really want to get all of the hitting spots orange. (3-4 2 HR 3 RBI) coach 6, Str 29, Tech 29, Qui 29, Mentality 10.

Yr 2 Aug Wk 2 – Commands 2 9/10

Boost Power to 255 by 1 per Str 12.

Command 1: Free Time Shop, Park, Lake, Vicinage, Hotdog (Patty), Food. Go to Food, to see where the thief is at. Chinese Combo at the Food for \$50 Vitality 75. Marvin says the baseball glove thief was near the park.

Command 2: Shop Park lake Hotdog (Patty) Food. Nobody's here, Do stretching excercises. Vitality -10 Strength 8 Mentality 4.

RE: Marvin said, I'm glad you came. I found the thief. Marvin said East, I went West. Guessed wrong. Vilitaity -5.

KE: Gill came and talked to me about being let go from the Sharks as well as his dad.

Yr 2 Aug Wk 3 – Commands 2 5/10.

Item: Use carry over chocolate, forgot to earlier.

Command 1: Shop, Mountains, Park, Lookout, Vicinage, Hotdog (Patty) Food. I went back to the park again. Go for a run this time. Vitaliy -10 Str 6 Qui 6. Marvin shows up again and said he saw the thief. He was hanging around the Vicinage.

Command 2: Shop Mountains Park Steak (Izzy) Lookout Vicinage Street (jaw). Go to Vicinage. Nobody was there. Took a walk -5 Vitaliy. Mentality 3. Marvin said the thief went North. I think I will go east. No thief again. Must be North = South, East = North, West = East, South = West. Vitaliy -5.

KE: Sittch leaves the apples.

Yr 2 Aug Wk 4 – 2 4/10 commands.

Command 1: Shop Park Vicinage Street (Jaw) Hotdog (Patty) Food. Go to the Park. Take a walk this time. Vitaliy -5. Mentality 2. marvin Said the thief was hanging around the restaurant.

Command 2: Shop Park Steak (Izzy) Hotdog (Patty) Food. Go to Food. Work there, I guess. Vitaliy -10 Money \$50. West, based on what I though, let's go east. Found the thief, Lets plow him over. Got him. It's been 4 weeks. Vitaliy -10 Tech 11 Qui 11 Hitting Power +2, Impact Rise acquired, Secrets of Hitting Acquired, Compress, Pain Killer, Inspiration medicine, Bat Wax, Tourmaline Ring.

Got my salary \$100 \$927.

Yr 2 Sep Wk 1 – Commands 2 3/10.

Command 1: Free Time Shop Park Steak (Izzy) Vicinage Hotdog (Patty) Food. Go see patty, let's go to the lake. Sure, Rowboat, Had some sandwiches Vitaliy +5, Patty +3. Tech 11.

Item: Used SoH of course got Pull Hitter. (wasn't going to do this, but heh why not).

Item: Used Surprise bag and got carry over chocolate.

Command 2: Shop Mountains Park Steak (Izzy) Vicinage Hotdog (Patty) Food. Mountains. Vitaliy -15. Stre 11. Qui 6.

Yr 2 Sep Wk 2 – Final game against the sharks. I am batting 3rd. I decided I would play catcher. 3B HR F9 (WT) GO6 We win 3-2. (2-4 HR 3B 3 RBI) Coach 1, Str 38, Qui 38, Tech 38, Mentality 13.

Of course I made it to the majors...