# 4<sup>th</sup> Street Computer Baseball Edition

Thank you for purchasing the Helper edition of 4<sup>th</sup> Street Baseball!

This instruction manual was designed to assist with using the computer program, rather than an explanation of how the 4<sup>th</sup> Street Baseball game operates.  To learn more about the mechanics and play of 4<sup>th</sup> Street Baseball, the board game, please visit the 4<sup>th</sup> Street Baseball board game page at http://www.4thstreetsoftware.com/prod04.htm.  The page includes links to the complete instruction manual and a downloadable sample of the game.

**Installation**

4<sup>th</sup> Street Computer Baseball edition, can be installed either by downloading it from the web (http://www.4thstreetsoftware.com/prod03.htm) or via CD-ROM. The game comes complete with one sample season to get you started.  The game will work in Windows 7 SP-1 or later, and requires 4 GB of RAM, and 1 GB (minimum) of hard drive space (mostly for game stats files).  The installation also requires Microsoft .Net 4.5, which will be automatically installed.

In either delivery system, simply follow the on-screen instructions to complete the installation process.  The default installation folder is

> C:\Program Files(x86)\4<sup>th</sup> Street Software\4<sup>th</sup> Street Baseball.

**Starting the Program**

To start using the program, click Start > Program Files > 4<sup>th</sup> Street Software > 4<sup>th</sup> Street Baseball.

The program will load, but you will need to open a season file in order to actually use the program.  This is done similarly to opening a word processing file…click the Open File tool on the toolbar, navigate to the season folder you wish to work with, and select the season file, which has the file extension ".X4BB"
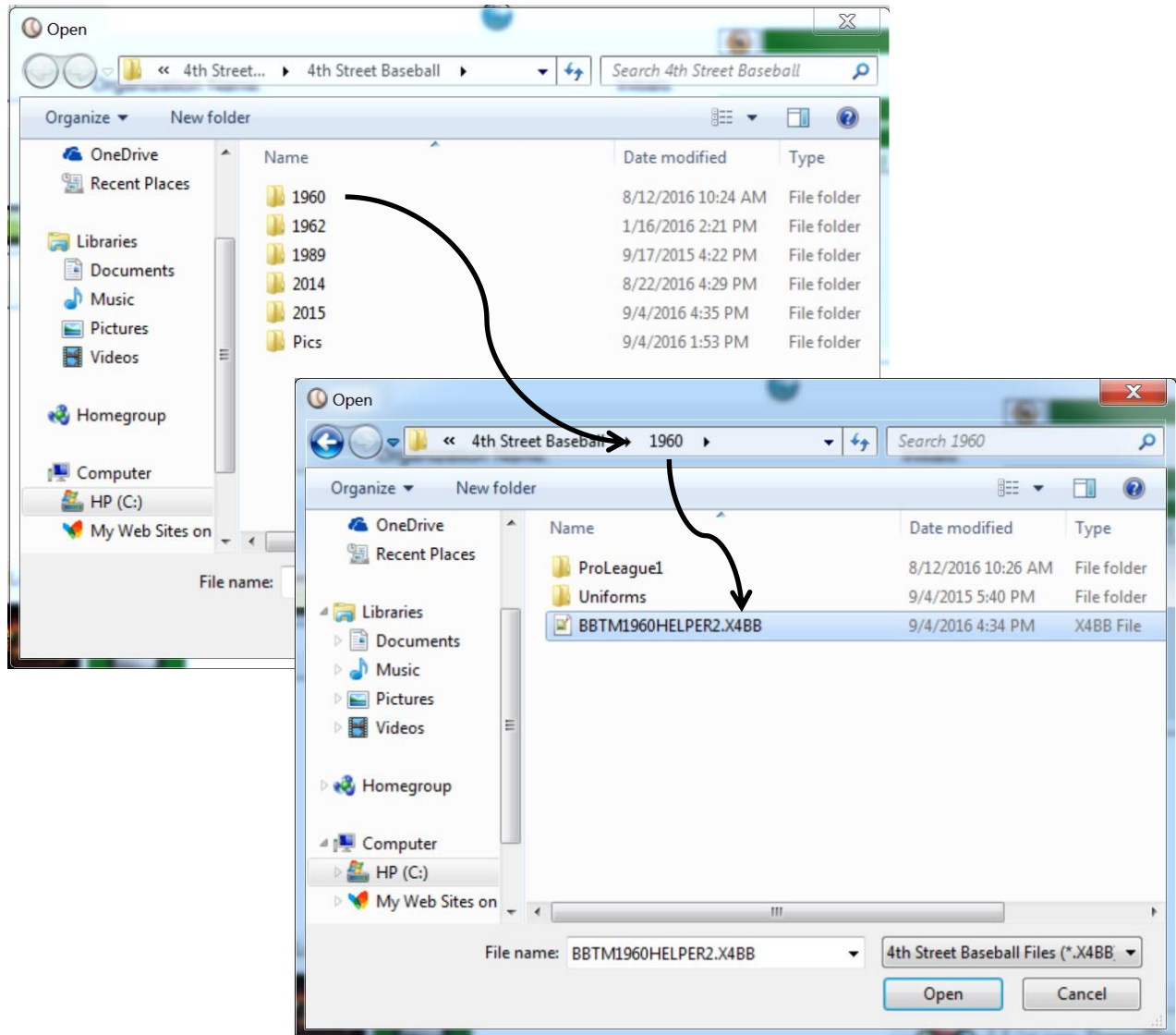


In the example above, the user opens the "1960" folder and then double-clicks on the "BBTM1960HELPER2.X4BB" file.  After checking if some files need updating, the program will populate the screen with data for the season.

**Checking for Updates**

Periodically, updates are released for the program. It is important that you check for updates regularly, as continually using an older edition of the game may make your game stat file incompatible with future releases.

To check for updates, you have two options:

- Select "Check Web for Updates" from the "Help" menu (may not work with some system set-ups)
- Visit the 4th Street Computer Baseball support page at http://www.4thstreetsoftware.com/serv03.htm, and check to see if your version of the game is the same as the update posted.

The program itself will not check for updates automatically.

**The Home Screen**

The Home Screen helps direct traffic to all of the other options available with 4<sup>th</sup> Street Computer Baseball edition.
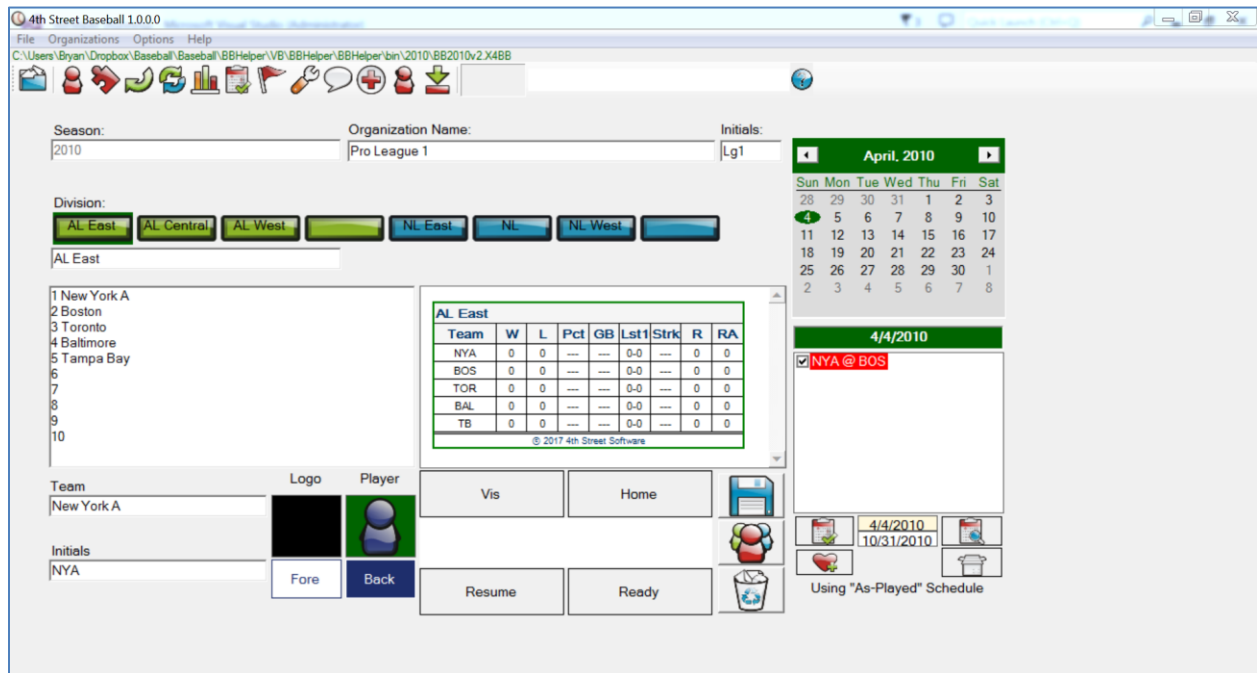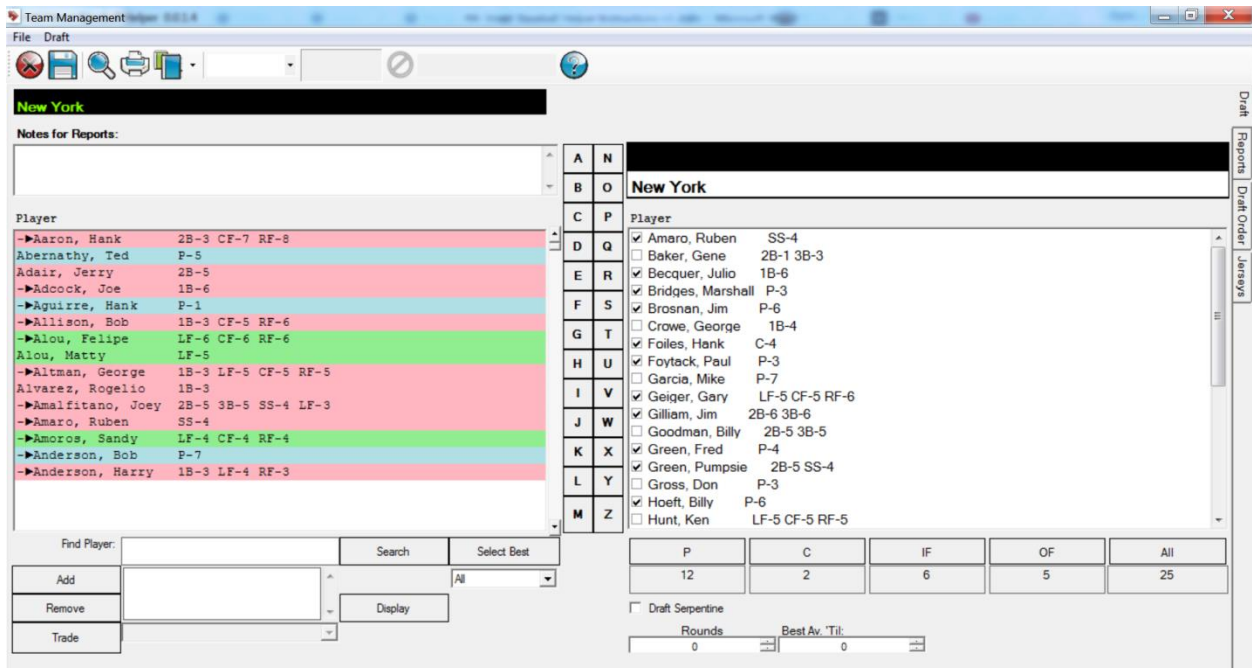


The program version can be viewed from the very top of the screen, or by selecting "About" from the "Help" menu.

Options for this program are available either from the menu or the toolbar at the top of the screen. Descriptions of each option follow.

![Team Management icon] **Team Management**

The Team Management (or "Draft") screen enables you to change rosters, activate or deactivate players, and make trades.

The left-hand portion of the screen displays all players who made it into a game during the season you are working with (although some of those players may have some rather odd ratings due to their small sample of work). Those who are not available (that is, they have already been assigned to a team) have an "unavailable arrow" in front of their name.



The right-hand side of the screen displays the selected team's roster, with active players flagged with a check mark. The team's total for each position are listed below the roster. You may display only the names of a certain position type by pressing the appropriate button (e.g., "IF" for infielders) above the total.

To add a player to a team, click his name in the player list, then click the "Add" button (or, you can double-click on his name in the player list). To remove a player from a team, click his name in the team roster and click the "Remove" button.
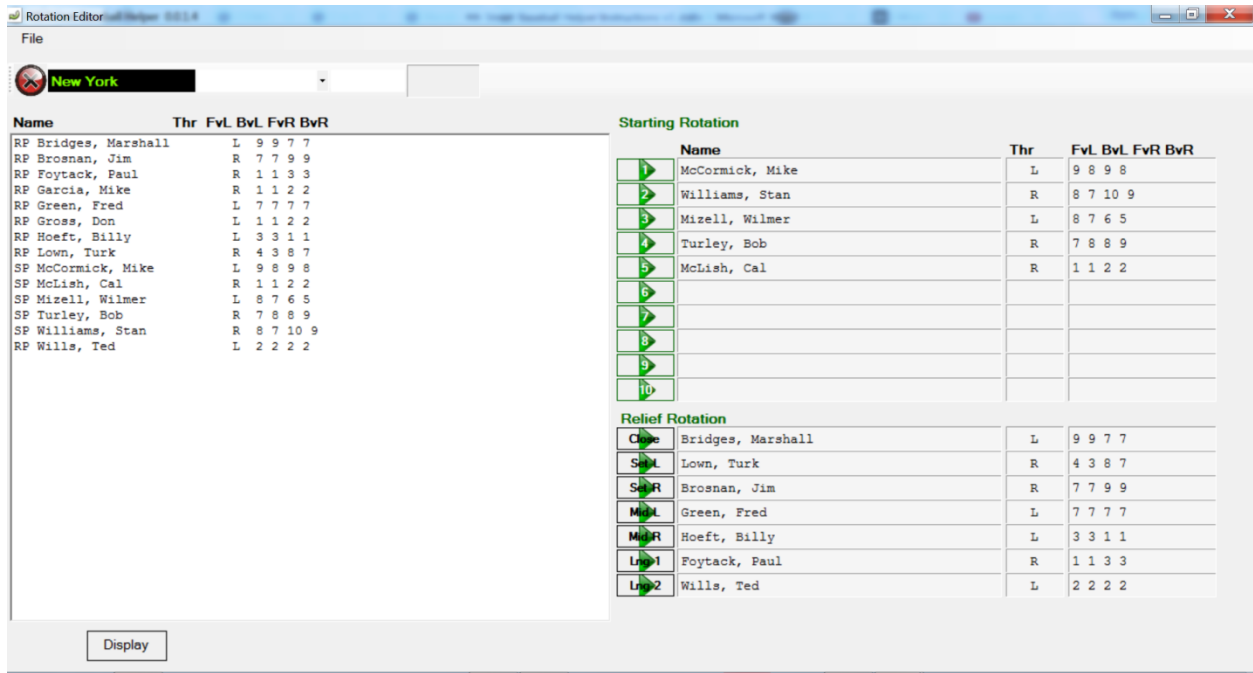
There are several draft options from the "Draft" menu, including:

- Auto-Draft One Player.  As its name implies, this option selects one player for the current team.
- Auto-Draft to Fill Rosters.  Select the number of rounds you wish to complete, and whether to conduct the draft in a "Serpentine" (first team to select in round 1 will be the last to select in round 2) manner by choosing the appropriate options at the bottom of the screen.
- Automatically Place Players on Original Teams.  This option releases all of the players from each team, and then reassigns them to their original big league teams.  If you have created a new organization and are using fictitious teams, this is not an option you'll want to employ.
- Release All Players from All Teams.  Does exactly what it says it will.
- Release All Players from This Team.  Does exactly what it says it will.

# Rotation Editor

This screen allows you to set up a team's pitching rotation and bullpen roles. Select a player from the team roster, then click the appropriate button to mark that player's role on the pitching staff.

![Lineups icon] **Lineups**

The lineup screen enables you to review, modify, and create lineups for a team.

A dropdown list of previously-created lineups is located above the team roster, allowing you to create up to 10 lineups for each team in an organization.

Unlike the Rotation screen, lineups are not automatically saved. After you make a changes to a lineup, be sure to click the "Save" button on the toolbar.
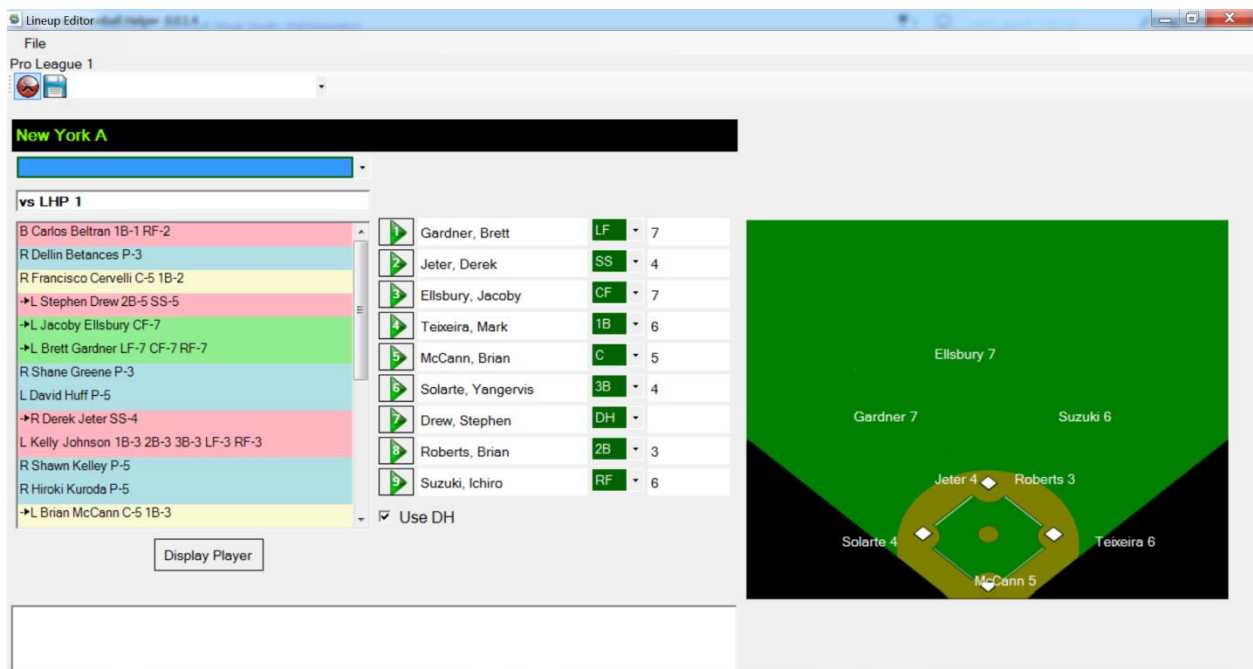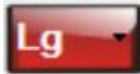


Players in the team roster are color-coded by position, and players already in the current lineup receive an "unavailable arrow" to help prevent you from placing them in two different lineup or fielding positions.

As you make changes to the fielding positions, you'll see those changes reflected on the baseball field on the right side of the screen.

**Stats**

The Stats module allows the viewing, editing, and compiling of game statistics. There are a number of options available, including:

- Open Game Stat File. This option allows you to open the stats file for a previously played game, whether it has been completed, compiled, or still in progress. You can change the type of file to open in the open file dialog box that displays when you press this button. Each type of file has its own distinct file extension:
    - ".XGC" are files that represent games already completed and compiled
    - ".XGS" are files from games that were completed but not yet compiled
    - ".XGM" are files from games that have been started, but not yet completed nor compiled.

- Print Preview. This option lets you see what a printout will look like before you actually print it.

- Print. Will print the current display.

- Compile and Compile All. These options will compile ".XGS" files (game stat files from previously completed, but not compiled, games). The first option compiles only the file (if any) that is currently open. The latter compiles all played but not yet compiled games on the organization's schedule.

- Box Score. Displays the box score for a loaded game file, no matter what its status.

- Game Log. Displays a type of play-by-play account of the game.

- Season Stats.  Displays the season stats for the selected team.

- Standings.  Displays the season standings for the organization.

- League Leaders, Team.  Displays hitting, pitching, and fielding league leaders for the organization loaded.

- League Leaders, Individual.  Displays hitting, pitching, and fielding league leaders for the organization loaded.

- Hitting Editor, Pitching Editor, Fielding Editor.  These tabs let you select a player on the current team from a dropdown list and make changes and corrections to his stats line.  It's a great tool for leagues using a combination of computer play and board play, or just board play.



The "File" menu also includes an option to open, save, and close a "Cascading Style Sheet" (.CSS) file that controls how your stats displays look.  You can add to or modify the style sheet at your leisure, although it is not recommended that you delete any of the default tags, as this could cause your program to behave unexpectedly.
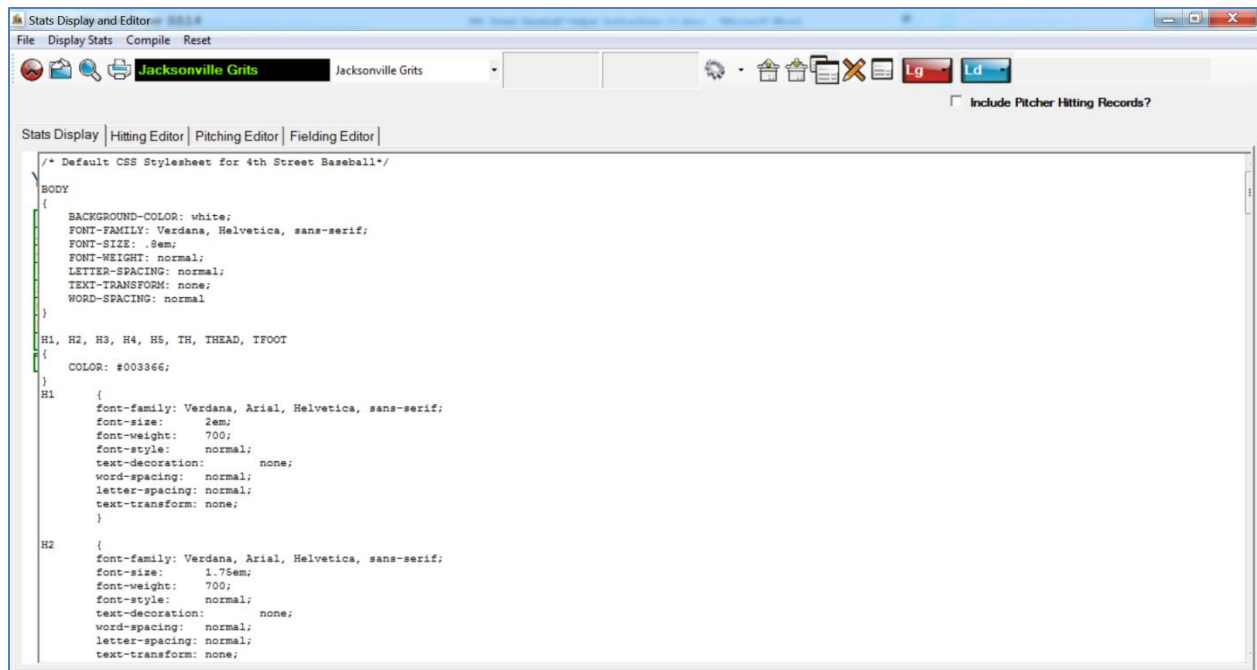
The "Reset" menu item will reset all player and team stats to zero, gives the option to reset the schedule, and rest all of the players automatically.

# Ballpark and Weather Editor

The Ballpark and Weather Editor let you design, modify, and "build" ballparks to practically any specification you want.

Ballpark effects pop up a few times in almost every game. Building a team to take advantage of your park is one of the most important aspects of being a general manager.

As per the board game edition of 4<sup>th</sup> Street Baseball, an average fence distance is set at 15. Changing the depth of the fences will determine the difficulty of hitting homeruns. This can be modified by changing the numeric up-down controls below the field. Because of the complexity of the redraw code, please note that the ballpark picture will not be updated until you click on either the "Save" button on the toolbar, or click the "Re-Draw" button at the bottom-right of the screen.

Each ballpark is comprised of 15 lanes, lettered from "A" to "O," and 20 depths, numbered from 1 to 20. In two areas…one for outfield, one for infield…some depths have been compressed. This simulates fielders being positioned at "regular depth" during a ball game.

The fence height can also be modified.  Actual height from approximately 1-14 feet have been given a fence height of "1," while actual heights from 15-24 have been given a height of "2," etc.  These are not hard-set standards, as the propensity of a ballpark surrendering homeruns has also been taken into account.

The "Shade" controls dictate how frequently balls hitting the fence bounce back to an outfielder, thereby changing the result from a normal double to a single.  Shaded areas are typically located in lanes "D," "H," and "L," which is the normal positioning lanes of the outfielders, and depths 15 or less.

For aesthetic purposes, fence distances may be drawn onto (or close to) the fence, and the color of the fence can be changed from the toolbar.  The default color of all fences is black.

Weather effects can also be incorporated into the game.  Climate information can be imported for a number of locations in North American from the "Import Weather by City" dropdown on the toolbar.  Average high and low temperatures, average rainfall (in inches times 100), and average wind speed can be set by month near the bottom-right of the screen.

You can also dictate whether a stadium is open air (subject to ALL weather effects), retractable (subject only to wind), or domed (subject to no weather effects).

You can name your stadium by typing it below the team name on the top-right of the screen.  Stadiums in 4th Street Baseball are rarely named, as we choose not to get caught up in the advertising ploys of professional sports.

If you have created a new organization, be sure to generate stadiums for all teams by clicking the "Transfer" button on the toolbar ().  Each team in your league will have a picture file generated for its stadium, based upon the fence data that has been input.  The picture files are stored in a "Stadiums" folder inside the season folder (e.g. "1960") for which you are working, and are used during game play.

![Settings wrench icon] **Settings**

The Settings screen is a place you might want to start with, as this is where you set roster sizes, rules, stats file compilation directions, etc.

There are 3 tabs on the setting screen.  The first is the Home Team screen, and sets/displays the active team's game preferences
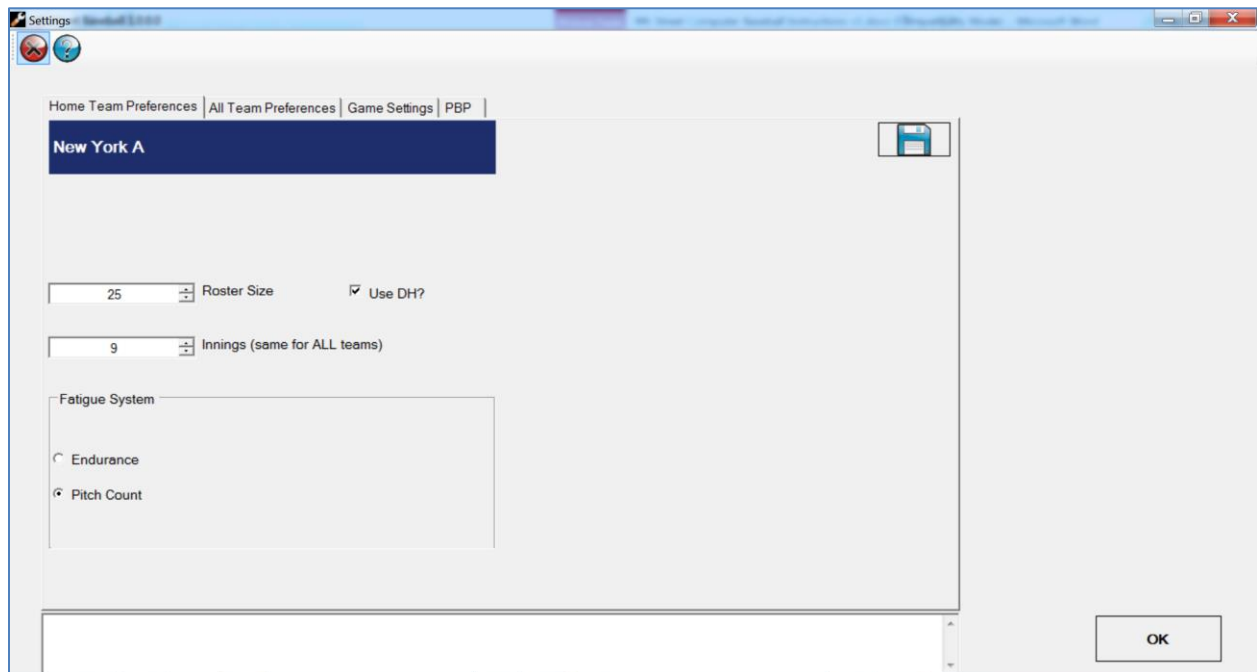


In the image above, you can see that the Jacksonville Grits are the active team, their roster size is set to 25 active players, they will not use the DH rule during their games, and they will use the Pitch Count system for pitcher fatigue.

When you are satisfied with your selections, click the Save button near the top-right of the panel.

The second tab allows you to "farm out" the settings made on the first tab to all or some of the other teams in the league.
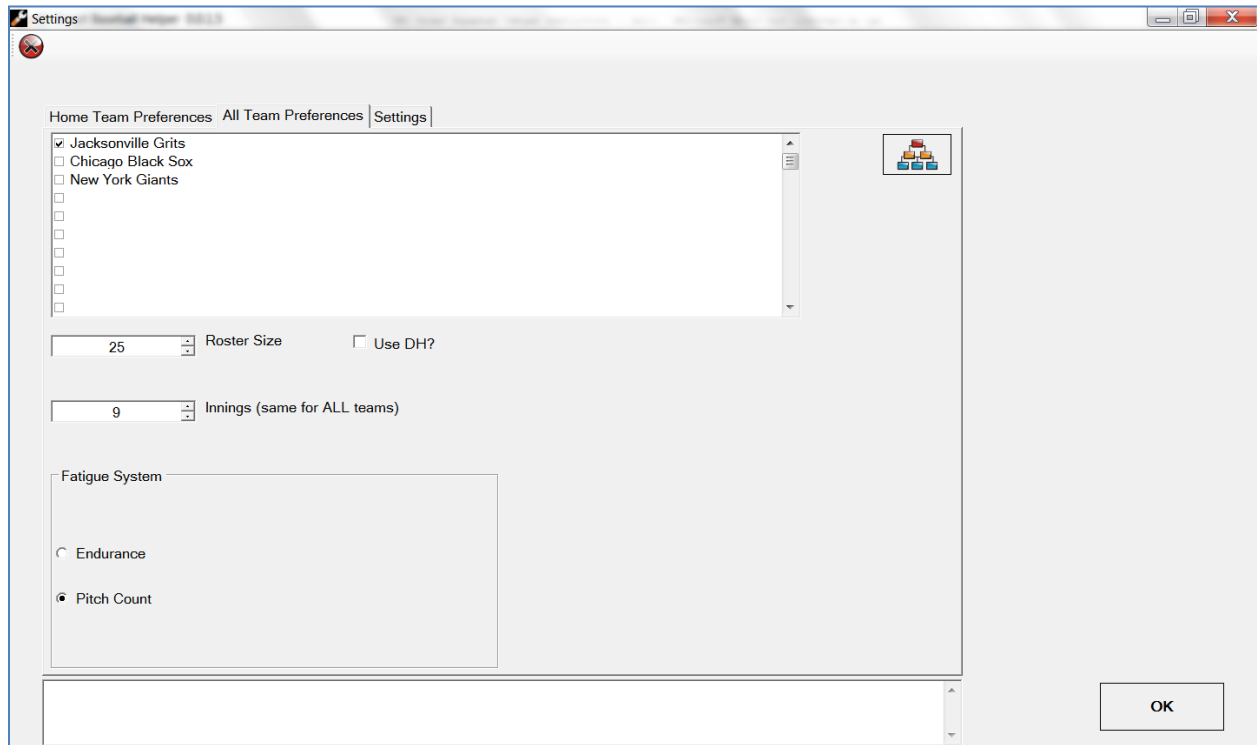


The third tab holds some personal settings, such as whether or not to compile a game immediately after it is played, whether to display fielder information, etc.
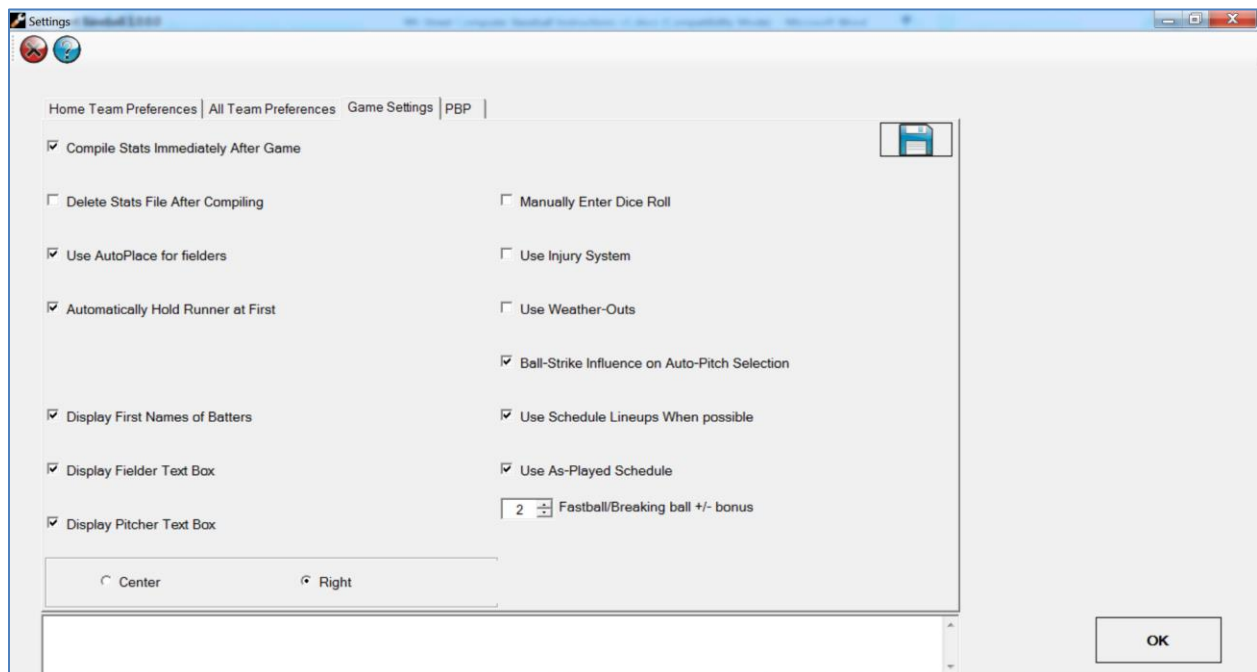
The following is a brief explanation of each option above:

- **Compile Stats Immediately After Game**.  If left unselected, the stats file will not be compiled and will retain its ".XGS" (XML Game Stats) extension.  If selected, the stats will be compiled immediately following a game (takes about 10 seconds) and the stats file will receive an ".XGC" (XML Game Compiled) extension.
- **Delete Stats File After Compiling**.  This option will immediately delete the stats file after it has been compiled.  This will completely delete any permanent record of the original game, and is therefore not recommended.
- **Use AutoPlace for fielders**.  When selected, this option will automatically place fielders based upon the pull ratings of the hitter.
- **Automatically Hold Runner at First**.  If selected, any time a runner reaches first base, he will be automatically held.
- **Display First Names of Batters**.  When a player is up to bat, his first and last name will appear in the batter's box if this option is selected.  If not, only his last name will appear.
- **Display Fielder Text Box**.  If selected, a small box will pop up next to a fielder when the ball is hit to him, displaying his name and ratings.  If not selected, the pop-up box will not appear.
- **Display Pitcher Text Box**.  If selected, a small box will be displayed near the bottom of the field displaying the pitcher's name and his pitch selections.  If not selected, the pop-up box will not appear.  You can control whether to place the box on the right or left-hand side of the field.
- **Use Schedule Lineups When Possible**.  Games on an actual schedule normally have their starting pitchers and lineups recorded in the player file, and these can be automatically used during replay action.  If an originally-scheduled game was NOT played, for whatever reason, the lineups and pitchers will not be recorded and will need to be set automatically.  For example, if a game originally scheduled was rained out, its lineups and pitchers will not be available.  This option has other related options, such as whether to use the program's injury system, whether to have weather-outs, etc.
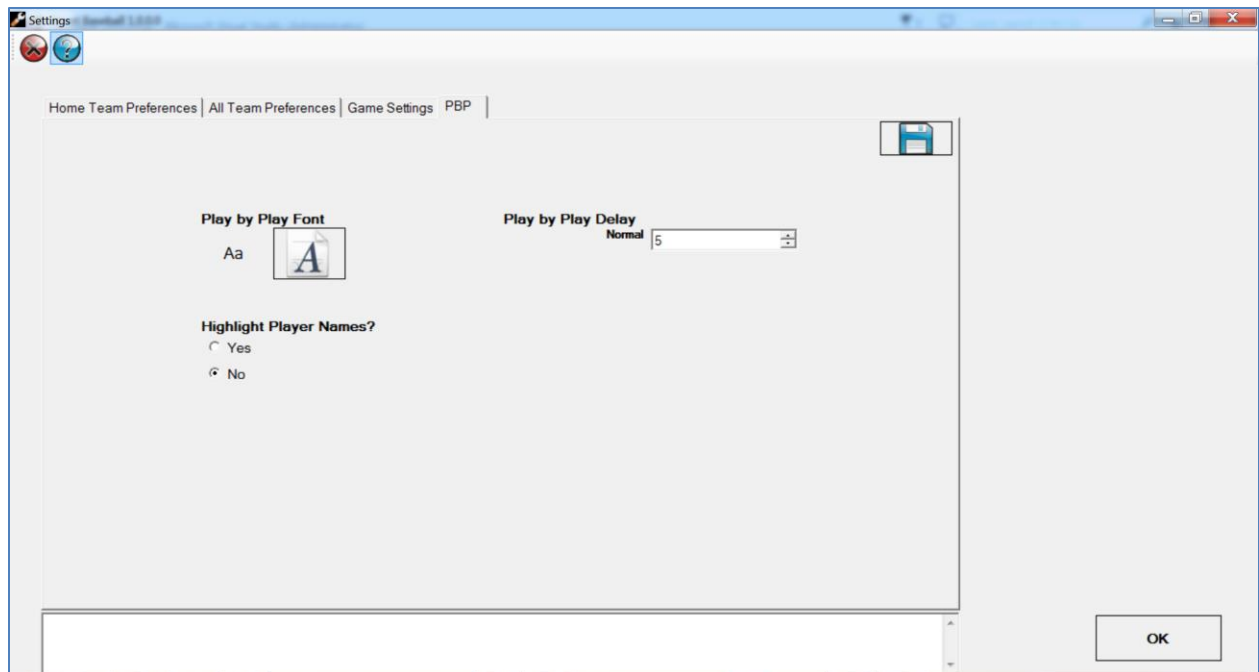
The fourth tab allows you to permanently adjust the play-by-play settings, such as font, delay, and whether to highlight player names.

**Medical**

This screen displays each player on the selected team, along with a checkbox indicating whether to rest (checked) or not rest (unchecked) him.
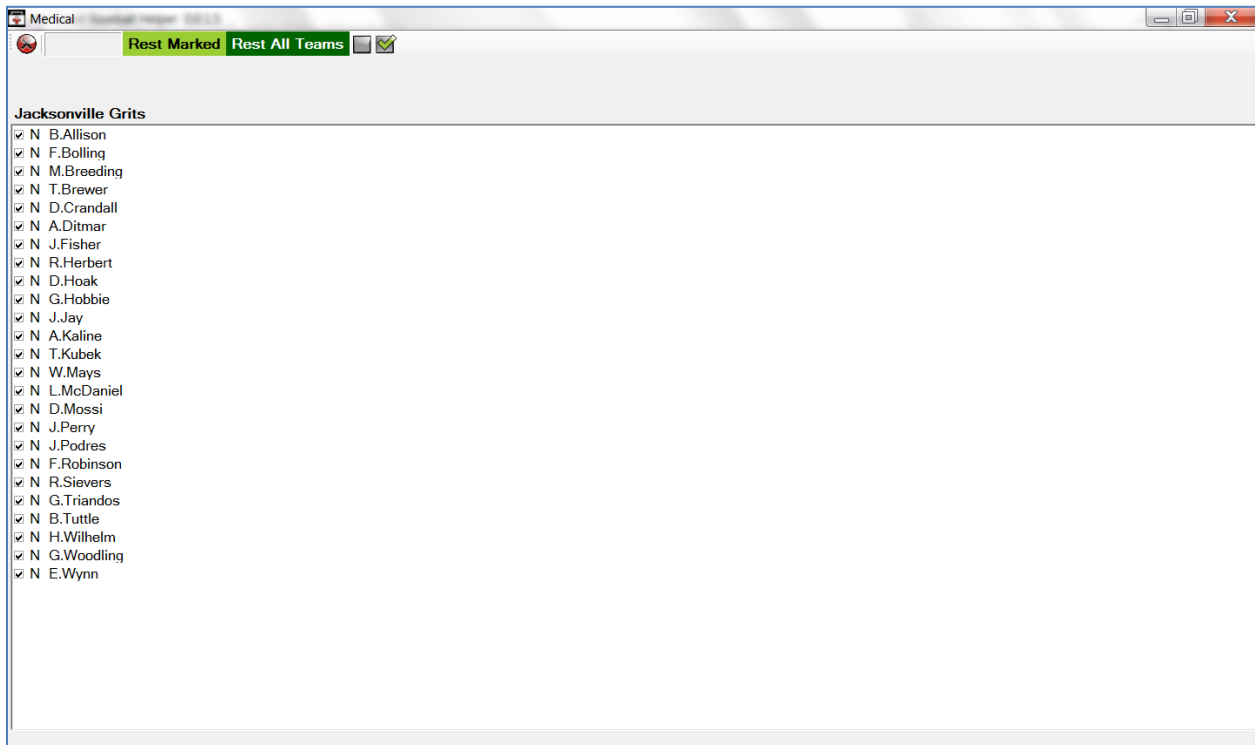


You can automatically select or de-select all the players on the team using the appropriate buttons on the toolbar.

If you wish, all teams in the league may be rested simultaneously. This is also done when the stats file is reset in the Stats screen.

**Schedule Editor**

Altering the schedule can be done from the opening screen or from the schedule editor. This is where games are scheduled, cancelled, box scores can be quickly analyzed, and scores for a specific date can be viewed.



-  To schedule a game, select the date you'd like to play from the calendar. Select a visitor by selecting the team from the team list and clicking the "Vis" button. Repeat for the home team with the "Home"

button.  Then click the Save button, and the game will appear in the schedule list beneath the calendar.

-  To "Clone" a game (create the same matchup for the next day on the calendar) simply select it in the schedule list and click the "Clone" button.

-  To Delete a game from the schedule, select it in schedule list and click the "Delete" button.

Games that have been previously played and stats files compiled will display the score in the schedule list.  Games that have not yet been played will appear with a check mark in the schedule list.

Due to the nature of the checklist control, it may occasionally be necessary to re-check a game in the schedule list.

Two buttons beneath the schedule list are "Set Jump Date" and "Set Open Calendar Date".  Because of size constraints, the entire caption for the two buttons may not appear, as you can see in the previous picture.  Holding the mouse cursor over ANY button in 4th Street Baseball will display its function via a tooltip.

A "Jump Date" is a date to which you can automatically jump to, simply by clicking the "Jump" button.  This is a convenient way to have the schedule move ahead to where you left off playing.

You may also set a date to move to automatically when the player file is initially loaded.  This is achieved by setting the "Set Open Calendar Date."

The actual schedule editor is set up in a similar fashion, but has a few extra options available, including a "Play Through" button for schedule play, and a menu item which allows schedules to be imported.
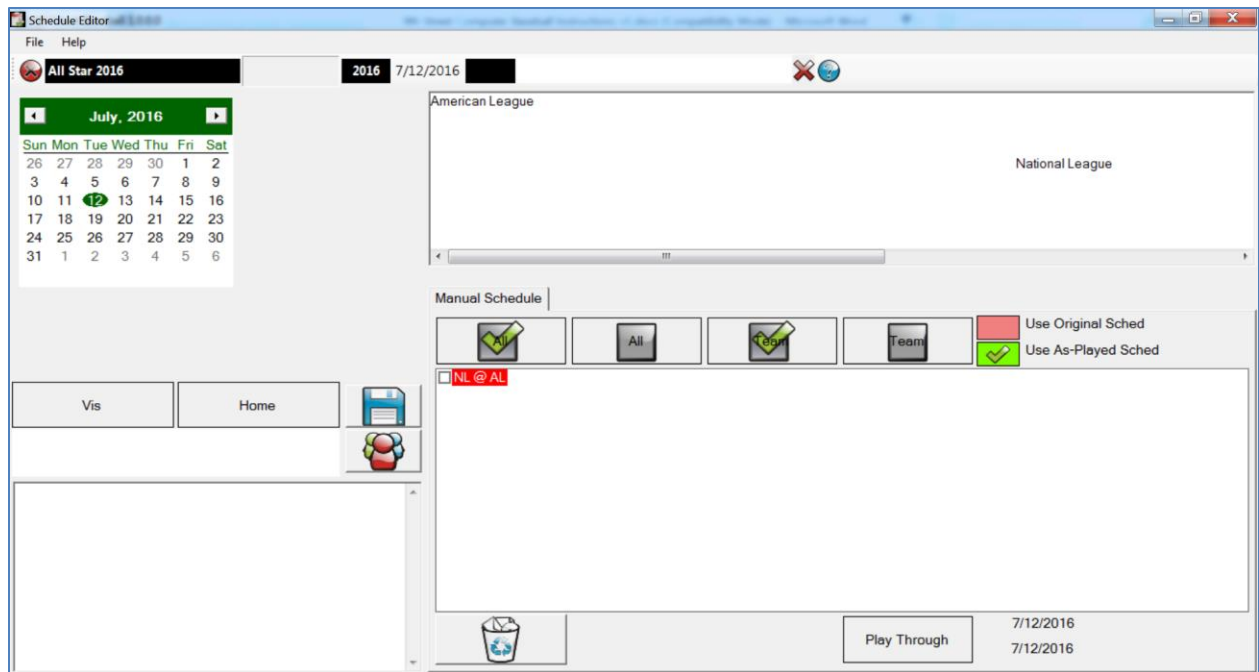
**Schedule Editor**

**Playing a Game**

There are two different types of games in 4th Street Computer Baseball; "Scheduled" and "Unscheduled."

A "Scheduled" game is one that has been written to the official league schedule via the instructions outlined above.  These games contain a special identification code which ties it to the schedule, permanently.  The game score will be visible in the schedule list, and the game's stats will be included in the Stats module.

An "Unscheduled" game also has an identification code, but will not be tied to the schedule in any way.  An unscheduled game's stats will be compiled after completion of a game, if that is the setting you selected.  You can think of an unscheduled game as being sort of an "exhibition" game, except the stats count and the game will count in the standings unless you turn off the automatic compile option.

To play a "Scheduled" game, just select it from the schedule list (it must be checked in order to be played) and click the "Ready" button.

To play an "Unscheduled" game, select the visiting and home teams, then click the "Ready" button.

In either case, you'll be brought to the Game Options screen, where you'll set both team's lineups and starting pitchers.  You can also make changes to the same settings available in the Settings screen.

If lineups and starting pitchers are available for the game you've chosen, and you've selected the "Use Schedule Lineups When Possible" option explained earlier, the program will automatically populate the lineups and pitcher slots for you, with a few exceptions:

- if a player is not currently on a team's roster, his slot will be left blank.
- if a player is injured, his slot will be left blank.

If a player's active status is "inactive," but he currently is on a team's roster, he will be made active and another player of the same position will be made inactive for the game. This condition will continue for those players until changed.

If no lineups or starting pitchers were designated for a game, such as in a draft league, then lineups and starters will need to be selected, as is the case shown below.
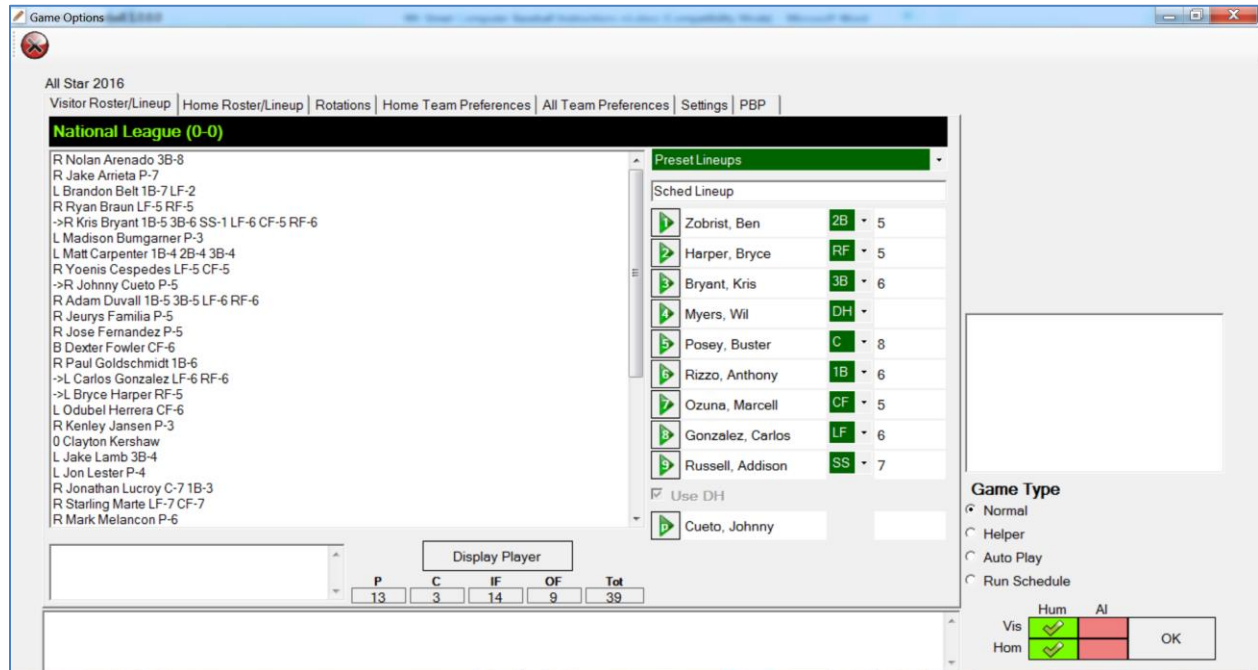


Setting lineups is simplified by creating "Preset Lineups" from the Lineups screen. They can be accessed again from the "Preset Lineups" dropdown.

While filling a lineup, be sure to pick the position for each player.

You can switch between teams by switching between the "Visitor Roster/Lineups" and "Home Roster/Lineups" tabs.

A "Rotations" tab helps you keep track of which pitchers are fatigued, and gives information about whose turn it is in the rotation.

Game Options

Yankee League

Visitor Roster/Lineup | Home Roster/Lineup | Rotations | Home Team Preferences | All Team Preferences | Settings

### Jacksonville Grits Rotation

| # | Starting Rotation | Fatigue | Season Fatigue | *Last Pitched | IP | Active |
|---|---|---|---|---|---|---|
| 1 | R- Jim Perry | 0 | 56 | 144 | 73.1 | Y |
| 2 | R- Ray Herbert | 82 | 0 | 152 | 74.1 | Y |
| 3 | R- Art Ditmar | 0 | 9 | 143 | 67.2 | Y |
| 4 | L- Johnny Podres | 0 | 17 | 145 | 68.2 | Y |

| Relief Role | Reliever | Fatigue | Season Fatigue | *Last Pitched | IP | Active |
|---|---|---|---|---|---|---|
| Cls | R- Lindy McDaniel | 0 | 0 | 152 | 19.0 | Y |
| SetL | L- Don Mossi | 0 | 0 | 145 | 15.2 | Y |
| SetR | R- Hoyt Wilhelm | 1 | 0 | 152 | 18.0 | Y |

| | Other Pitchers | Fatigue | Season Fatigue | *Last Pitched | IP | Active |
|---|---|---|---|---|---|---|
| | R- Tom Brewer | 0 | 0 | 140 | 13.1 | Y |
| | R- Jack Fisher | 0 | 0 | 152 | 12.0 | Y |
| | R- Glen Hobbie | 0 | 0 | 143 | 16.0 | Y |
| | R- Joey Jay | 0 | 3 | 152 | 8.2 | Y |
| | R- Early Wynn | 0 | 0 | 152 | 13.2 | Y |

*This is day 153

### New York Giants Rotation

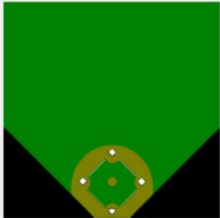| # | Starting Rotation | Fatigue | Season Fatigue | *Last Pitched | IP | Active |
|---|---|---|---|---|---|---|
| 1 | R- Lew Burdette | 78 | 0 | 152 | 89.0 | Y |
| 2 | L- Dick Ellsworth | 0 | 23 | 148 | 70.2 | Y |
| 3 | R- Chuck Estrada | 0 | 3 | 149 | 72.2 | Y |
| 4 | L- Billy O'Dell | 202 | 0 | 140 | 77.2 | G10 |

| Relief Role | Reliever | Fatigue | Season Fatigue | *Last Pitched | IP | Active |
|---|---|---|---|---|---|---|
| Cls | R- Roy Face | 0 | 64 | 150 | 13.0 | Y |
| SetL | L- Chuck Stobbs | 7 | 0 | 152 | 15.0 | Y |
| SetR | R- Larry Sherry | 0 | 39 | 150 | 15.2 | Y |

| | Other Pitchers | Fatigue | Season Fatigue | *Last Pitched | IP | Active |
|---|---|---|---|---|---|---|
| | R- Don Cardwell | 0 | 3 | 139 | 11.0 | Y |
| | R- Bob Purkey | 16 | 0 | 150 | 17.2 | Y |
| | R- Robin Roberts | 0 | 0 | 139 | 8.1 | Y |
| | R- Bob Shaw | 0 | 0 | 140 | 7.2 | Y |
| | R- Gerry Staley | 22 | 5 | 152 | 12.2 | Y |

*This is day 153

This scheduled game does not have preset starting lineups. The game may have been postponed due to a weather event, or you may be playing in a draft league.

OK

Under the "Fatigue" column, a green shade indicates that a pitcher is fully rested. Yellow indicates that a pitcher is fatigued, but not critically, and can be used, but not without cost, as his current fatigue value will be added to the "Season Fatigue" total. Once a pitcher attains 100 "Season Fatigue" points, he will automatically be placed on the disabled list.

A pitcher shaded red is fatigued, and should not be used. Red may also be seen in the "Active" column if a pitcher is injured, as is the case with the left-hander O'Dell in the picture above...his injury designation, "G10," indicates that he will be out for another 10 games.
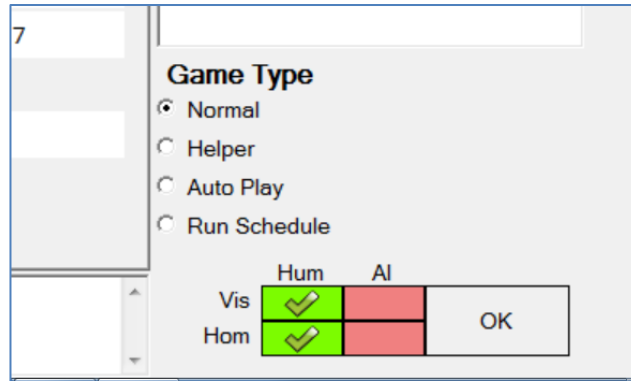
There are four play options available for playing a game:

- Normal.  This option lets you play Human vs. Human, AI vs. AI, or Human vs. AI.  It will automatically input the result codes during game play so you don't have to.
- Helper.  This version of the game is played in the same manner as the board game, with you providing the result codes, and even having the opportunity to input dice rolls, manually.
- Auto-Play.  A "quick-play" version of the game controlled by AI coaches.
- Run Schedule.  Also a "quick-play" version of the game which plays scheduled games automatically through the "Play Through" date set on the schedule editor.

When you have filled both teams' lineups, click the "OK" button to begin the game.  Depending upon which play option above you selected, the following descriptions may or may not be what you see on the screen.
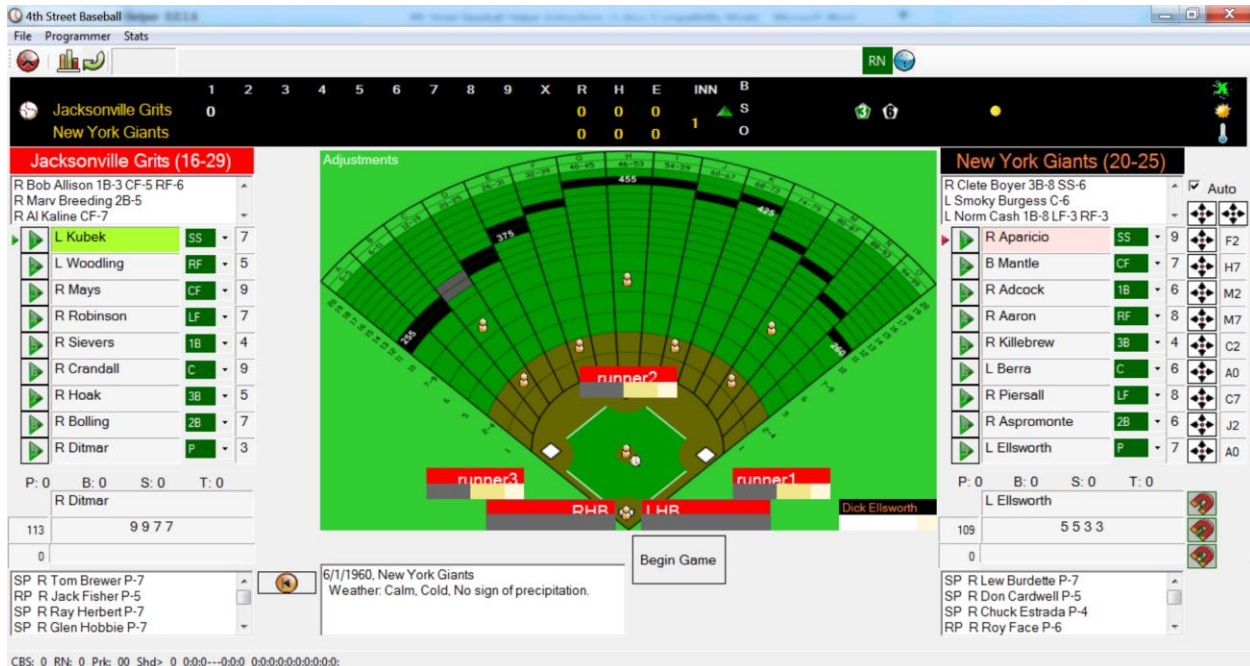
After the game screen loads, some weather information will be provided in the play-by-play area near the bottom middle of the screen. Some corresponding icons will also appear on the right side of the scoreboard. If you're not sure what each icon represents, hover the mouse over them for more details.

At the left side of the game screen is the visiting team command center, complete with a bench area in the form of a list, labels for the starting nine, a pitcher information section, and a bullpen list which displays each pitcher not currently in the lineup. The home team's command center is identical, and is located on the right side of the screen.



Because the home team will in the field first, the fielder positioning buttons also appear on the right side of the screen. Each fielder has his own positioning button, along with a corresponding label detailing his
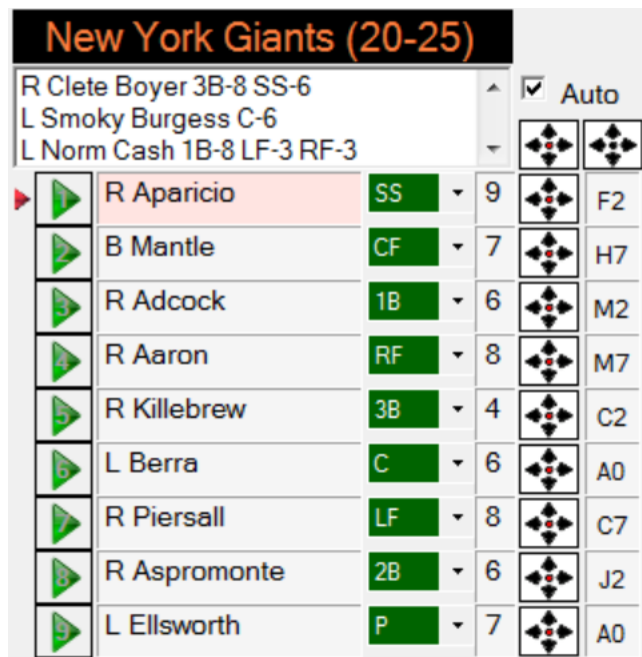
current position by lane and depth.  Although pitchers and catchers (and designated hitters, if in the game) also have a positioning button, it is disabled.

The field shows the home team's ballpark configuration and the current position of each fielder on the defense.
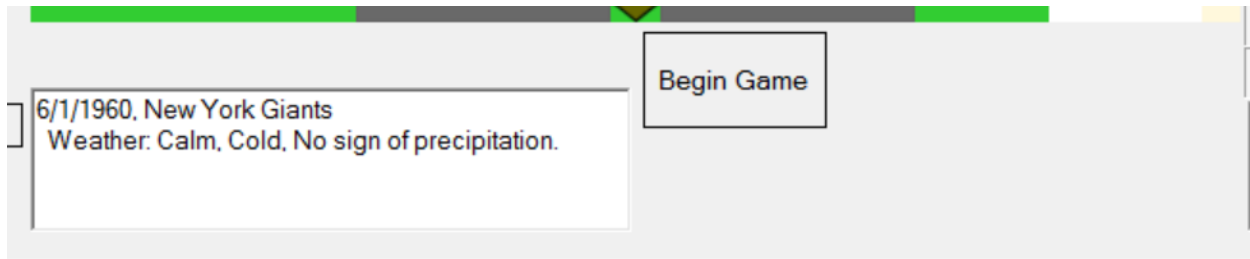


Next to the play-by-play area is "action area" where buttons and various list boxes will pop up, allowing you to make game-time decisions and control the action.  In the picture above, a "Begin Game" button is visible.  Clicking it will initiate the start of the game.
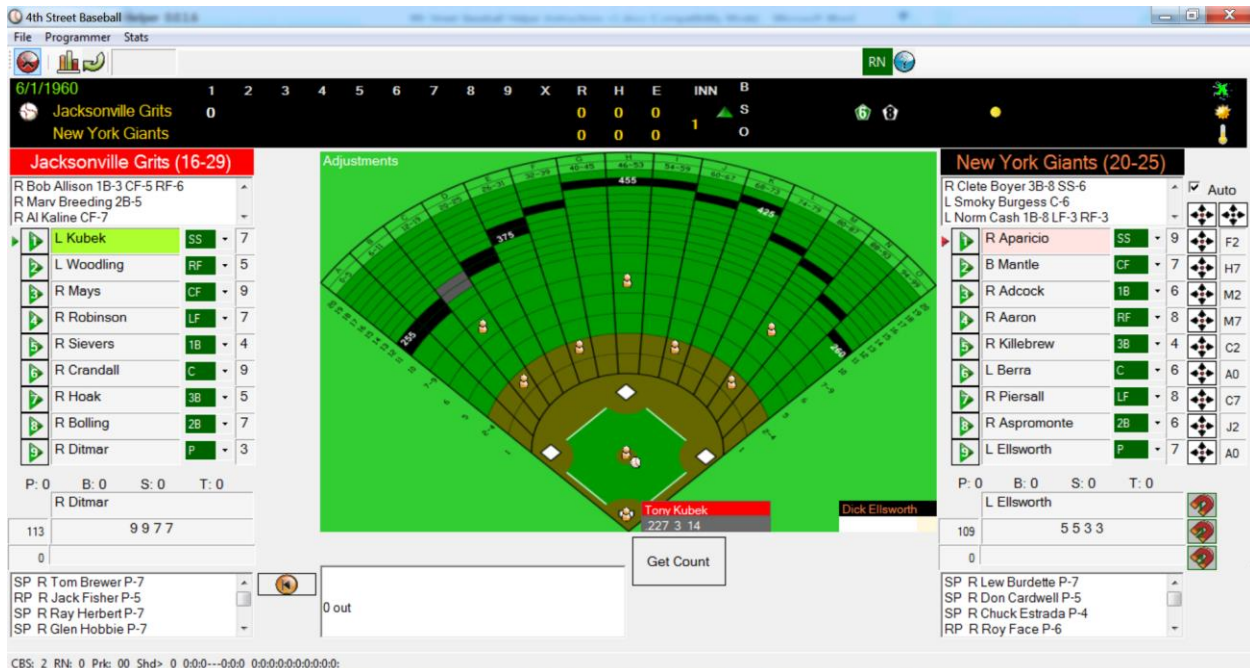


Once the "Begin Game" button is clicked, action will commence.  The first player in the visiting team's lineup will be highlighted in green, and the first player in the home team's lineup will be highlighted red.  Notice that a small indicator arrow will also appear to the left of each of these players.

At this time, green arrow buttons, labeled "1" through "9," become enabled for each team, allowing substitutions to be made.  To make a substitution, simply select a player you'd like to enter the game, and click on the arrow of the player you'd like to have him substitute in for.  You'll also need to announce the position you want the new player to play by selecting it from the dropdown next to his name.

A "Get Count" button now appears on the action area.  Click it, and the "action count" will be derived and displayed automatically.

If you are unfamiliar as to how 4th Street Baseball is played, an "action count" is set during each at-bat.  This gives the hitter and/or pitcher an advantage during the at bat, and also influences the strategy decisions, such as stealing and bunting, that you, the manager, can make.  For example, it is usually not beneficial to your team to call for a steal with two outs and two strikes on the batter, as you are instructing him to take a pitch which may very well be strike three!



The scoreboard "lights up" after the count has been determined, showing not only the count but the dice roll that determined it.  If you'd like to follow along with how the count was derived, double-click on the appropriate player's (in this case, the pitcher) name to see a replica of his card.
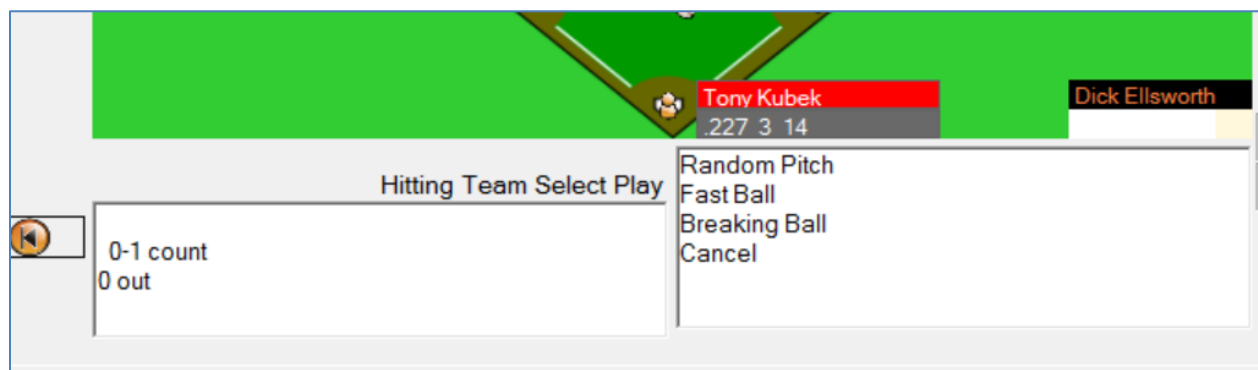
The program will now give the options available in the form of a list box, appearing where the "Get Count" button previously was located.  In this case, we have Tony Kubek facing Dick Ellsworth with an 0-1 count.  Kubek can "guess" Fast Ball, Breaking Ball, or the computer can "guess" a Random Pitch for him (actually, the program will take into consideration the count, the pitcher's abilities to throw fast balls and breaking balls, and then make a "decision" based on the situation).  Double-click on the selection you'd like, and the program will move on to the next decision.

A Cancel option is also present, in case you forgot to make a lineup change.  Immediately after, you'll see the "Get Count" button appear again, but the count will remain the same (in this case, 0-1).
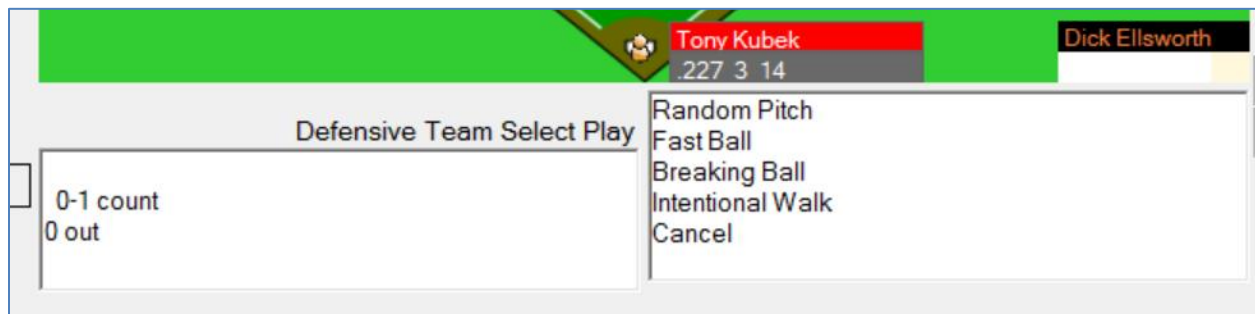


The defensive team now reveals their strategy, which in this case includes selecting a Random Pitch to throw (a process similar to the one outlined for the hitter's "guess"), throw a Fast Ball, a Breaking Ball, or Intentionally Walk the batter.
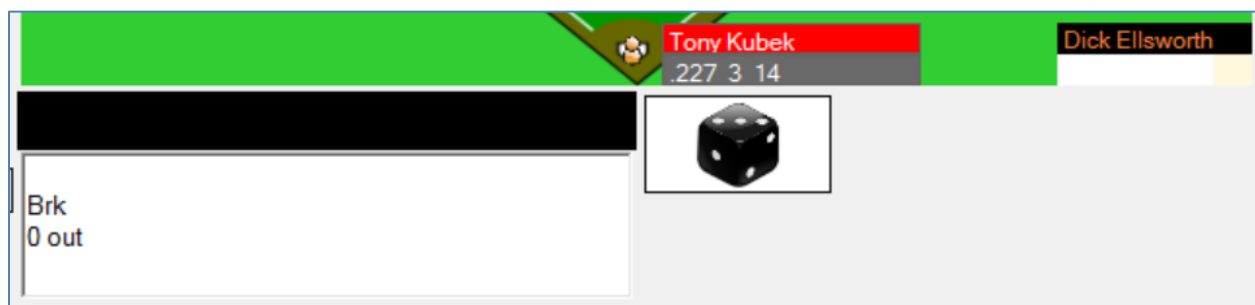


A "Roll Dice" button appears after both teams have made their strategic selections.  Click the button, and the program will begin determining the result of the play.
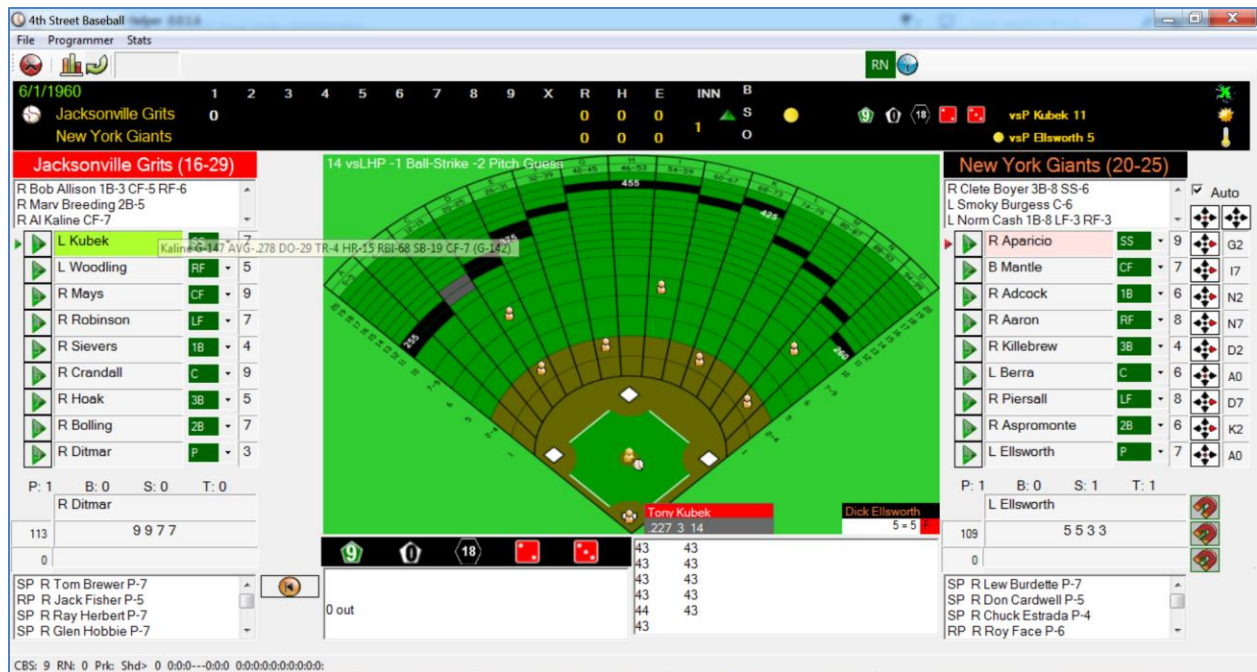
In this situation, a matchup between the hitter and pitcher has the pitcher, Ellsworth, winning. A list of Result Numbers is posted in the action area, from which the user selects the correct result by referring to the dice roll and double-clicking the appropriate result number. The result numbers for the column in question, beginning with dice roll "2" and ending with dice roll "12," is displayed. For the play above, a d6 roll of "5" (2 + 3 on the red 6-sided dice) was rolled, and result number "43" is the code to select.

Further investigation reveals where the codes listed in the picture were derived. By double-clicking on Ellsworth's name on the screen, his card is revealed, as shown below:

**Dick Ellsworth**

| | Bts | Thr | Hld | Pitch | Endur | Cls | Run | Inj | MLB |
|---|---|---|---|---|---|---|---|---|---|
| | L | L | +0 | 109(27) | 27(7) | -5 | 14 | +3 | CHN |

| Count | | Match | | | vsLHB | | vsRHB | | | Hit(-5) (2-1) | | | | | D |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | L | R | Fst | Brk | Fst | Brk | P | IF | OF | Pw | Bn | HR | P |
| 0-0 | 4 | | | | 5 | 5 | 3 | 3 | 12 | 10 | 10 | -5 | 15 | 10 | 7 |
| 0-1 | 14 | Pw | 2 | 3 | | | | | | | | | | | |
| 0-2 | 23 | P | 5 | 6 | 2 | 43 | 45 | 45 | 45 | 43 | 60 | 80 | 77 | 22 | 19 | 61 |
| 1-0 | 30 | C | 6 | 7 | 3 | 43 | 43 | 66 | 66 | 43 | 70 | 90 | 97 | 22 | 53 | 91 |
| 1-1 | 35 | 1B | 8 | 9 | 4 | 43 | 43 | 95 | 75 | 43 | 50 | 50 | 98 | 21 | 54 | 61 |
| 1-2 | 44 | 2B | 17 | 18 | 5 | 43 | 43 | 43 | 43 | 43 | 80 | 50 | 88 | 93 | 22 | 61 |
| 2-0 | 50 | 3B | 23 | 24 | 6 | 44 | 44 | 43 | 43 | 44 | 80 | 90 | 98 | 11 | 22 | 61 |
| 2-1 | 56 | SS | 33 | 33 | 7 | 43 | 43 | 44 | 44 | 43 | 50 | 90 | 97 | 22 | 22 | 61 |
| 2-2 | 61 | LF | 37 | 38 | 8 | 43 | 43 | 51 | 81 | 43 | 90 | 90 | 99 | 22 | 22 | 7 |
| 3-0 | 67 | CF | 42 | 45 | 9 | 43 | 43 | 87 | 87 | 43 | 90 | 70 | 88 | 61 | 56 | 61 |
| 3-1 | 73 | RF | 46 | 50 | 10 | 43 | 43 | 64 | 64 | 43 | 70 | 70 | 78 | 22 | 68 | 11 |
| 3-2 | 79 | vsP | 95 | 93 | 11 | 43 | 43 | 93 | 73 | 43 | 70 | 80 | 57 | 22 | 55 | 41 |
| Bat | 99 | Prk | 99 | 99 | 12 | 43 | 81 | 44 | 44 | 43 | 70 | 80 | 77 | 22 | 51 | 61 |

| IP | G | W | L | Sv | ERA | Hits | BB/K | HR |
|---|---|---|---|---|---|---|---|---|
| 176.2 | 31 | 7 | 13 | 0 | 3.72 | 170 | 73/94 | 12 |

© 2016 4th Street Software

The area highlighted above is the source of the 2-12 dice roll codes displayed in the action area. A close-up of the action area:
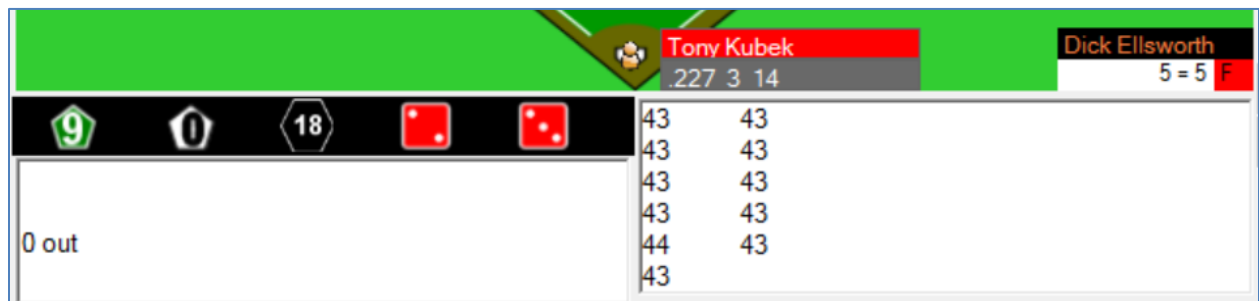


shows that Ellsworth threw a Fast Ball (a red "F" appears, indicating that Kubek "guessed" incorrectly...otherwise the label would be green).

If the mouse is hovered over a specific result code, the dice roll it represents appears as a tooltip, as shown below:
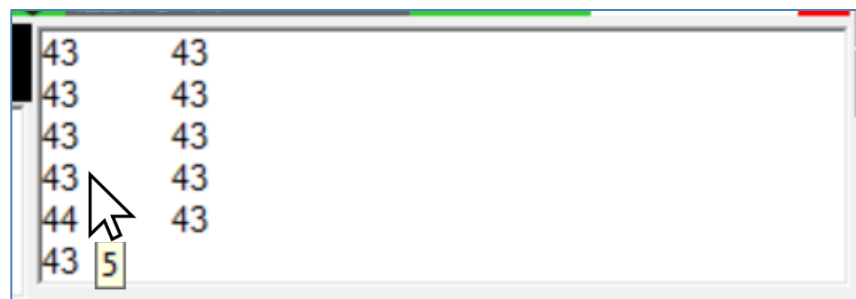
Selecting any result number other than the one designated by the dice roll will be ignored, even if it is identical to the one representing the dice roll.

In this case, a "43" is a strikeout. A full map of the result numbers can be accessed by clicking the green "RN" button on the toolbar.



The result of the play now appears in the play-by-play area, and a "Reset" button appears, which locks the result into the game stat file and moves to the next batter in the lineup.
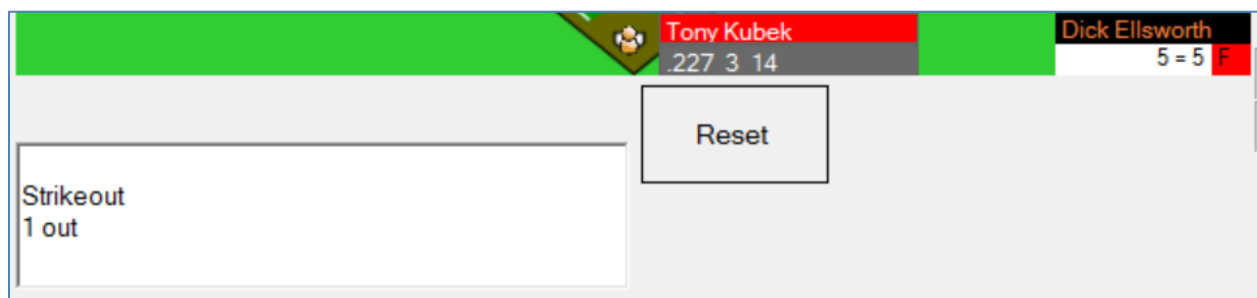


As you can see below, Kubek has returned to the bench and Gene Woodling is now the batter.
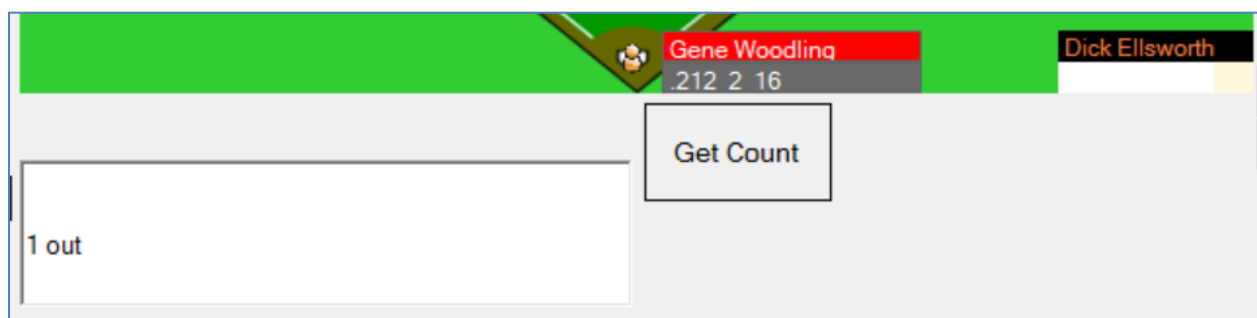


If runners are on base, several options are added to each team's strategy lists, including bunting, stealing, squeeze plays, hit & runs, pitchouts, charging corner infielders, etc.

Positioning players is handled by either selecting the "Auto-Positioning" options explained earlier in this document, or by manually adjusting them using the positioning buttons.

Clicking on the arrow in which you want a fielder to move will relocate him by 1 lane or depth in the direction you choose. The arrows will change to red, indicating that the player is shaded to a particular location. Fielders who are playing "even" will have the dot in the middle of their arrow set turn red instead.



**New York Giants (20-25)**

R Clete Boyer 3B-8 SS-6
L Smoky Burgess C-6
L Norm Cash 1B-8 LF-3 RF-3

| # | Player | Pos | | Depth | | Loc |
|---|--------|-----|---|-------|---|-----|
| 1 | R Aparicio | SS | ▾ | 9 | | F2 |
| 2 | B Mantle | CF | ▾ | 7 | | H7 |
| 3 | R Adcock | 1B | ▾ | 6 | | M2 |
| 4 | R Aaron | RF | ▾ | 8 | | M7 |
| 5 | R Killebrew | 3B | ▾ | 4 | | C2 |
| 6 | L Berra | C | ▾ | 6 | | A0 |
| 7 | R Piersall | LF | ▾ | 8 | | C7 |
| 8 | R Aspromonte | 2B | ▾ | 6 | | J2 |
| 9 | L Ellsworth | P | ▾ | 7 | | A0 |

Two "position all" buttons reside above the rest. The "Position All Infielders" button is on the left and the "Position All Outfielders" is on the right.

The label immediately to the right of the positioning buttons indicates the lane and depth in which a player is located.



**Philadelphia A's (27-21)**

L Richie Ashburn LF-5 CF-4
R Bobby Del Greco CF-7 RF-6
R Eddie Kasko 2B-5 3B-6 SS-5

| # | Player | Pos | | Depth | | Loc |
|---|--------|-----|---|-------|---|-----|
| 1 | R Minoso | LF | ▾ | 8 | | C7 |
| 2 | L Green | CF | ▾ | 7 | | H7 |
| 3 | R Cepeda | 1B | ▾ | 6 | | M1 |
| 4 | L Maris | RF | ▾ | 8 | | M7 |
| 5 | L Mathews | 3B | ▾ | 4 | | C1 |
| 6 | R Mazeroski | 2B | ▾ | 9 | | J1 |
| 7 | R Lollar | C | ▾ | 8 | | A0 |
| 8 | R McMillan | SS | ▾ | 8 | | F1 |
| 9 | R Conley | P | ▾ | 6 | | A0 |

To play an infielder "in," move him to depth 1 on the field. You can do this with all the infielders at once using the "Position All Infielders" button, or one at a time.

The game's box score and/or log can be viewed by clicking the "Stats" button on the toolbar, and if a pitching move needs to be made, you can view each team's pitching roster by clicking the "Rotation" button.

Notes:

During the making of this game, an opportunity arose to fine-tune many of the algorithms used in player-creation.  For that reason, each season released before 2017 will include TWO season files.  One includes the original player ratings that were present on printed cards to that point in time.  The other, designated with a "v2" before the ".X4BB" extension (for example, "BB2016v2.X4BB") in its player files, is an updated version of the player ratings which will be the standard going forward.  Version 2 player cards will be released beginning with the 2017 season in February, 2018, for all seasons, and the older version cards will be retired.

Video helper files have been placed on the support page, https://www.4thstreetsoftware.com/serv03.htm, for your convenience.

**Acknowledgements:**

Game Design: Bryan Aldrich

Art: Nate Aldrich

Marmalade Icons by Icojam
(http://www.icojam.com)

Novacon Weather Icons by DigitalChet
(http://digitalchet.deviantart.com/art/Novacons-Weather-Icons-13133337)

Play Testing: Bryan Aldrich

Bill Vogt

Gene Couture

Pete Emrich

and a host of others…