



PC Replay Baseball

User's Guide

Version 3

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PC Replay Baseball

INTRODUCTION

WELCOME

Welcome to version 3 of PC Replay Baseball! For those who play Replay Baseball with dice and charts we hope that you will find that the PC game enhances your tabletop experience by doing all those things a PC is good at. For those who are new to Replay Baseball we hope that the program gives you a true feel of what Replay is all about.

THE 5 DAY EVALUATION PERIOD

You can download the program and use it for 5 days to evaluate it to see if:

- ▶ It runs successfully on your PC
- ▶ It provides you with what you are looking for

The download comes with the 2010 season. The only restriction in the program is that any season will stop after 50% of the scheduled games have been played.

Once the evaluation period is over, you will still be able to run the program, but with very limited access to seasons and games.

Please note that due to the nature of the registration process, once a registration code has been requested and sent, we cannot offer a refund. Use the evaluation period to ensure the product works and is what you are looking for.

THE REGISTRATION PROCESS

All purchased seasons will need to be registered and will be linked to a specific PC. Unfortunately in this day and age we need to protect our intellectual property (the PC game directly and sales of card sets indirectly), and we make no apology for doing so. However, we have tried to make this process as straightforward as possible.

To register your purchased season(s) you need to click the register icon on the main screen and follow the instructions exactly on the registration screen. This involves an exchange of e-mails.

MASTER RESTORE

When a season has been purchased, downloaded (if instructed to do so) and installed, it will be installed to the \master directory. To access the season, click the **Master Restore** icon on the main screen and select the season to restore.

I NEED HELP?

This Manual

The manual you are now reading is detailed in its information about the program. Every feature in the program is documented. We have created sections for the most common tasks (playing a game, creating a season etc), as well as giving an overview of the main screens, referring you to the relevant manual selection when necessary. **Please** use this manual as your first point of call if you have any questions.

Replay Baseball Game Guide

There are a series of pdf files in the \help\Replay Game Guide directory which take you through the tabletop game. For newcomers to Replay this should prove invaluable information.

Additional PDF Files

There are additional pdf files available which are accessed by clicking the relevant icon on the main menu.

The Forums

There is a separate forum set up for the PC Replay Baseball game. This is located at:

<http://forums.delphiforums.com/PCreplay/start>

Here you will find discussions about the game, additional help and information on user created sounds and graphics. If you do have a technical issue, a question which is not covered by the manual, or have noticed an issue with the program, please use this forum to post.

The main Replay forum is located at:

<http://forums.delphiforums.com/replayball/start>

The focus here is on the Replay family of tabletop games – you will get a quicker response for PC related questions by using the PC specific forum.

E-Mail

As the PC program is a collaboration between Replay Publishing and Roogames, e-mail support is covered in two ways.

- ▶ **Ordering and Registration Codes:** These are being handled by Pete at Replay Publishing. E-mail is info@replaybb.com
- ▶ **Technical Support.** This is being handled by Richard at Roogames. E-mail is pcsupport@replaybb.com

Making sure you send your e-mail to the correct person will speed up a solution of your issue. Please note that Richard lives in England and there is around a 6 hour time difference which may affect the speed of response.

GAME DESIGN BRIEF

When the PC Replay Baseball project idea was conceived the brief was very clear:

To produce a PC program which complemented the tabletop version and opened up new Replay possibilities.

This meant:

- ▶ Ensure the PC version followed all the official rules and options.
- ▶ Allow tabletop games to be entered into the PC to allow it to track standings, statistics and pitcher rest.
- ▶ Allow the PC simply to be used as a stats tracker by entering a 'block' of player stats.
- ▶ Allow users to play some games of a replay on the PC and some on the tabletop.
- ▶ Have some sort of facility to generate stats and standings from non-manually played games.
- ▶ Open up the possibility of head-to-head play across the internet.

These were our core design goals which we hope we have achieved. Version 1 has therefore focused on these areas. We have however been able to include other areas which enhance some of the core goals.

The AI

Originally this wasn't going to be included. However, after some discussion we decided that a basic AI should be included. The goal here was to provide a realistic AI opponent both during a game and also to produce realistic results when auto-playing a game.

The AI was designed to be out-of-the box. In other words the user need do nothing and the AI will still make realistic decisions and use players in realistic ways.

Draft Style Seasons

The brief we developed concentrated on the use of stock teams, allowing realistic stock replays and providing flexible season creation tools using stock teams. We realize that there are some leagues which use draft teams and some users who probably prefer playing with draft teams.

In version 2 we expanded the tools for managing and creating draft leagues. In version 3 we have taken these tools one step further after feedback from the various Replay leagues. See the separate document on managing a team to understand the various approaches you can take. We do not include a specific draft tool, but do allow for the release of players and one-click player trading either from a team or a player pool to another team. This makes it very easy to create draft rosters. The draft itself needs to be performed outside the program.

CONCLUSION

We hope you enjoy the program. We have tried to make it unique in its approach and feature design keeping the tabletop 'feel' at the forefront of any design decisions. We have also tried to explain what is and what isn't included with version 1.

By nature, the design of a program of this type involves a small number of people, the designers themselves and feedback from the play-test team. Opening up the program to the masses (hopefully!) will provide us with many comments – good and bad, as well as invaluable feedback which we can and will use to enhance the product in future versions.

We would like to take this opportunity to sincerely thank our play-testing team of **Reg Awalt, Bill Blair, Tom Fish, Jeffrey Hart, John Kost, Brien Martin, Mike Piano, Tom Jordan** and **Al Wilson**. Their input has been absolutely invaluable to making the best product we possibly could. Special thanks as well to AI for creating and hosting the un-official Replay Mod site and its content. Thanks also to **Mark Miller** who has advised us regularly over the years, and who has contributed in many ways to the project.

If you do find any bugs or errors in the program we apologize and will try to get them fixed as quickly as possible. Remember our programmer's favorite adage:

"It takes 50 people one hour to do the same amount of testing as the most dedicated play-tester can do in a fortnight!"

Pete Ventura
Ohiopyle, PA

Richard Hanna
Whitby, England

PC Replay Baseball

SETTING UP A GAME

This section discusses how to set up a manual game and how to auto-play games from the schedule screen.

From the main screen, select a season, click the Daily Summary drop-down, select Schedule and the season schedule screen will appear.

NAVIGATING THROUGH THE SCHEDULE

Use the navigation arrows to move from day to day. If there are more than 18 games scheduled for a day, up and down arrows will become available to view the additional games.

To move to a specific date, click on the date display (top left) to bring up a calendar. Use the navigation buttons to change the month. Click on a date to move the schedule display to that day. Days displayed in grey have no games scheduled and cannot be selected. To close the calendar, click again on the date display.

Use the dropdown box to select one of five displays:

- **Schedule.** The default which will display the result of completed games and details of upcoming games
- **Best Plays.** Shows the best play in each completed game. The definition of the best play is the one which, in the opinion of a panel of fans, had the most influence on the game.
- **Player of the Game.** Displays the player of the game who, in the opinion of a panel of fans, had the most influence on the game. This decision is not purely based on statistics.
- **Daily Transactions.** Displays any roster moves which affect availability for the selected day.
- **Daily Summary.** Displays a summary of the day's activities as well as to-date stats.

CHANGING THE BALLPARK

You can change the venue of any un-played game by **right-clicking** the game, and selecting a new ballpark from those available.

SELECTING A GAME

To select a game to be played, **left-click** an un-played game on the schedule display. The **Next Scheduled Game** message will appear. You can only schedule a game if all prior games involving the two teams have been played. Generally a game will be available for play if the starting pitchers are displayed.

Game Selection Override

On the season options screen, there is an option to allow you to play any game, even if previous games involving the teams are still un-played. To do this, uncheck the "**Play in Strict Order**" option.

Note: Using the over-ride will mean that pitcher fatigue and forced rests and hitting streaks may not be calculated correctly since an earlier game subsequently played may impact player available for future games.

MANUAL PLAY

Play-Next

This will take you to the lineup selection screen, where you can select the lineups and starting pitchers manually.

Quick-Start Next

This will take you directly to the game screen, bypassing the lineup selection screen. Lineups are automatically generated by the program based on the following criteria.

- Real lineup if season option enabled
- User-created date specific lineup
- User-created default lineup
- AI created lineup

The starting pitcher will be selected based on the team's pitcher usage screen.

CONTROLLED TEAMS

If you have elected to control one or more teams then additional play options are available. ***You can take control of a team via the team screen.***

Play-Next-Team

This will take you to the lineup selection screen to start the next game for the controlled team.

Quick-Start Next Team

This will take you directly to the game screen to start the next game for the controlled team.

AP TO Team

This will auto-play all games up until the next game to be played by the controlled team.

Note: To auto-play a game featuring a controlled team, you must use **AP-Next**.

AUTO-PLAY

There are four options available for auto-playing games.

AP-Next

This will auto-play the next scheduled game. Any selected game can be auto-played in this way.

AP-Day

This will auto-play a full day's schedule of games. It is only available if the next scheduled game is the next available game. You cannot use **AP-Day** to auto-play future games.

AP-Week

This will auto-play a full week's schedule of games. It is only available if the next scheduled game is the next available game. You cannot use **AP-Week** to auto-play future games.

AP-Month

This will auto-play a full month's schedule of games. It is only available if the next scheduled game is the next available game. You cannot use **AP-Month** to auto-play future games.

AP-Team

This option is only available if you have taken control of one or more teams and is also only available if the next scheduled game is the next available game. What this option does is auto-play all games up to the next scheduled game featuring a controlled team. ***You can take control of a team via the team screen.***

SCORE

If you intend to play the game manually on the tabletop and then enter the scorecard into the program you can optionally use:

Quick-Score-Next

This will automatically print out the scorecard filled in with lineups and ratings, allowing you to play the game outside of the PC and then enter the stats. You will however have to accept the lineups generated by the program (unless or course real lineups are used).

REPLAY NETWORK

The Replay Network is available providing the next scheduled game is part of the last un-played day in the schedule – you cannot play Replay Network games out of order.

Game Simulcast

This will allow you to play all games in a day simultaneously (you select which games to set up, which game to begin play with and whether you wish to delay the start of games). Note that only the first game of any double-headers will be included.

Setup Screen

The auto-setup column is used to determine whether you select lineups and starting pitchers for the game, or whether the AI does it for you (like the quick-start next option). To manually set up a game, un-check the box. Controlled team games will automatically be selected for manual setup

The start column determines which game is opened for play first. By default this is the first controlled team game in the list.

The delay columns allow you to delay a game for a set number of innings. So a game delayed for 6 innings would only start when the current game started the 7th inning.

Click Play to either start setting lineups for games or go to the stadium screen.

Out of Town Scoreboard

There is now a new display across the top of the game screen. This can be toggled by clicking the main scoreboard. It will automatically appear at the end of each inning.

To switch games, simply click the game you want to switch to.

To pause a game, right-click on the game and a box will highlight the current inning. This means that the game will not be played out in the background, allowing you to switch across after the end of your current game and play through it.

When you complete the current game, you can switch across to any incomplete games and finish them or exit the screen which allows you to either leave the game to return to the other games later, or automatically complete all games.

Note

During playtesting there was one PC on which the main scoreboard covered a portion of the out of town scoreboard. If you have the same problem then you can shrink the main scoreboard by using the option on the stadium options screen.

PC Replay Baseball**LINEUP SELECTION SCREEN****Icons**

Confirm pitcher selection. Only available when both starting pitchers have been selected



Confirm lineup selection. Only available when both lineups have been selected



Clear current pitcher/lineup



Cancel game setup and return to schedule screen

VIEWING ROSTERS AND RATINGS

The roster display has various screens. The top right buttons describe what is currently being displayed and can be clicked to change the display:

Pitchers

- **Rep.** Shows selected pitcher ratings and replay season stats
- **Real.** Shows selected pitcher ratings and replay season stats Shows selected pitcher ratings and real season stats
- **Usage.** Shows usage, including the previous 5 and next 5 games

Batters

- **Rep.** Shows replay season stats
- **Real.** Shows real season stats
- **Rat.** Shows key batting and fielding ratings.

Sorting

You can sort the list by clicking any column header.

Filtering

You can filter the list by pitcher's role or batter's fielding position. When the batting roster is displayed, you can also elect to include pitchers in the list and players who have already been selected in the lineup.

Changing Teams

To view the other team's roster, click the header button to the left of the filter buttons.

SELECTING STARTING PITCHERS

If starting pitchers have been set from the team pitcher usage screen (or when using real lineups) the pitcher will automatically be selected - however this selection can be over-ridden.

To select a pitcher, click the pitcher line on the roster display to highlight it. Then click the batting slot where you want the pitcher to bat. He will then be placed in that spot. For DH-rule games, click the P slot instead.

To remove a pitcher, click the pitcher's batting slot and he will be removed.

To automatically place the pitcher in the #9 batting slot (or the P slot for DH-rule games) double-click the pitcher's line.

Once both team's pitchers have been selected the confirm pitcher icon will appear. Clicking this will set the pitchers and the displays will change to the batting roster.

ELECTING NOT TO USE THE DH RULE

If you are playing a game with the DH rule enabled, you have the option to elect not to use the rule for one or both teams. To do this, un-check the DH option. This must be done prior to confirming the pitcher. Any selected pitcher will be removed when this option is changed.

SELECTING LINEUPS

There are six possible ways to select/create lineups:

- ▶ **Use Real Lineups.** If real lineups are selected as a season option then the actual lineup will automatically be selected once the pitchers have been set. These can be amended if desired.
- ▶ **[AI] AI Lineup.** Let the AI suggest a lineup. It will base its decisions on actual player usage and future player availability.
- ▶ **[AIR] Random Real Lineup.** With this option, the computer will select a random real lineup used by that team. Depending on player availability setting there may be gaps in the lineup due to players not being available.
- ▶ **[RLU] Real Lineup.** With this option, the actual lineup for this game will be displayed.
- ▶ **Load Lineup.** This option will load a previously created and saved lineup.
- ▶ **Manual Lineup.** You can of course build your own lineup!

MANUAL LINEUPS

There are several ways to put players into the lineup.

- ▶ **Double-click a position column on the batter's line.** This will automatically place the batter in the next available lineup slot and assign the selected position to him.
- ▶ **Double-click anywhere else on the batter's line.** This will automatically place the batter in the next available lineup slot but will not assign a fielding position.
- ▶ **Single-click anywhere on the batter's line and click on a vacant lineup slot.** This will place the batter in that slot but will not assign a fielding position.

To remove a batter, click on the populated lineup slot.

Assigning Fielding Positions

To assign a fielding position, click on the position to the right of the lineup (this will turn yellow), and then click on the position holder in the lineup. Once a position has been set it will turn green.

To clear a position, click on the position holder and the position will become vacant.

Changing the Lineup Order

You can move a player within the lineup by clicking his lineup slot number (to the left of his name) which will turn green and then clicking the slot number where you want him to be placed. He will then be placed in the new slot along with his fielding position. If the new slot was occupied then the player occupying the slot will be placed in the original lineup slot.

Saving a Lineup

Once the lineup selection is complete, you can click the **As New** button to save the lineup for future games. You simply name it and then click **Save**. If you had previously loaded a saved lineup, then **Save** and **As New** will both be available. **Save** will replace the original lineup with the one on the screen, while **As New** will save the lineup as a separate lineup, leaving the original untouched.

Moving on to the Game

Once both lineups have been set, **click** the **Play Ball** icon to move to the pre-game screen.

PC Replay Baseball

PRE-GAME SCREEN

Icons



Move to the Stadium screen to play the game on the PC.



Print a filled-in scorecard, optional game-specific ratings sheet for use if playing the game on the actual tabletop.



Returns you to the season screen where you have the option to manually enter the box-score from a game played on the actual tabletop.

OVERVIEW

The pre-game screen provides information on the players in the game as well as the current standings.

GAME CONTROL SETTINGS

This is your first chance to set the control settings for each team (this can be changed on the actual stadium screen). There are four options available:

- ▶ **Substitutions.** The AI will make all in-game substitutions for the team
- ▶ **In-Game Decisions.** The AI will make all the in-game strategic decisions, including all chart book decisions, infield positioning and the team will automatically use the Replay stealing system.
- ▶ **Dice Rolling.** The AI will make all additional dice rolls against ratings of that team's players. i.e. If batting it will make any speed check rolls, if fielding it will make any fielder defensive rating check rolls.
- ▶ **At-Bat Decisions.** The AI will make all bunting, H&R and intentional walk decisions

Once you have set the control options, **click** the **Play Ball** icon to move to the stadium screen ready for play.

PLAYING A GAME ON THE TABLETOP

If you want to play out a game in the traditional manner on the tabletop then the program will allow you to do this using the following steps:

- ▶ Print out a scorecard complete with lineups and fielder ratings.
- ▶ Print out a secondary sheet showing the available players on the bench and in the bullpen, as well as details of all available fielders at each position.
- ▶ **Click** the **Score Game Later** icon to return you to the schedule on the season screen. A new option will then be available called **Score**. This option will enable you to enter the box score for the game and update all the team and player statistics. (You can also access the stadium screen if you wish to manually enter the play-by-play detail for the game instead). **Entering data into the program will be explained in more detail in a separate help section**

PC Replay Baseball

GAMEPLAY

From the season screen, click **Play Next** or **Resume** to access the stadium screen.

STADIUM SCREEN

Icons



Displays the game options screen.



Displays the game box-score and play-by-play detail.



Allows you to change the AI control setting for the game.



Allows you to auto-play to various points in the game.



Switch between playing the game and manually entering the play-by-play.



Undo substitution or play-by-play entry.



Print filled in score sheet and options ratings page.



Exit stadium screen.

SCREEN LAYOUT

The left of the screen displays the batting and pitching cards as well as a set of action buttons at the bottom. If you are using the tall (1x6) pitcher card option, then **clicking** pitcher card will display the full card. **Clicking** again will move the card back behind the batter's card. If you are also using the 1x6 cards with 6x6 grid option, the click will display the full 6x6 pitcher card instead.

Clicking either the batting or pitching card will display a biographical card for the player in question.

To the right of the field display is a multi-purpose display which by default shows the lineup card for the team currently batting. During game-play this display will change to show relevant charts and player ratings. Prior to a pitch, you can **click** the display to show the fielding team's lineup card, **click** again to show the ballpark card, and **click** once more to return to the batting team's lineup card.

Keyboard Shortcut: R

When viewing a lineup card, you have the option to change the statistics displayed. Click the statistics header to toggle through the options. These are:

- Current game stats
- Season record vs type of pitcher (LH/RH)
- Season home run total
- Season RBI total
- Season on-base percentage

Your selection will be stored and used as your default view.

The field display not only shows the fielders and their ratings, but also allows you to set infield positioning and make quick-substitutions. These will be explained further shortly.

The matchup display shows the batter-pitcher matchup as well as in-game performances for each player. It is also where the dice are rolled and the chart book result displayed.

If you are running a Game Simulcast then the out of town scoreboard will display to the left and right of the main scoreboard. You can toggle the out of town scoreboard on and off by clicking on the main scoreboard. Note the out of town scoreboard is only available at the start of an inning.

PRE-PITCH OPTIONS

Available options are displayed in the bottom left corner of the screen. Their availability depends on the control options set and the current game situation.

On Deck

Displays the batter card for the player on deck. Option will change to **At Bat** which returns the display to the current batter.

IBB

Fielding team calls for an intentional walk.

H&R

Batting team calls for a hit and run play.

Bunt

Batting team calls for a bunt. With runners on 1st and 3rd, you will be given the option to call a sacrifice bunt (holding the runner on 1st) or a squeeze bunt

Nor

Base running aggression setting. **Click** to toggle between **Nor** (normal), **GFI** (go for it) and **Safe**. This setting is available if the automated third base coach option is in use.

Sub

Displays the detailed substitution screen for making fielding team substitutions.

PH/PR

Displays the detailed substitution for bringing in a pinch hitter/runner.

Windup (Internet play only)

Confirms that fielding team's choices have been made and passes control to the batting team to start the next play.

QUICK-SUBSTITUTIONS

You can use the fielding display to make quick-substitutions for:

- ▶ Pinch running
- ▶ Pinch hitting
- ▶ Pitcher changes
- ▶ Fielder substitutions

To do this, **right-click** the player's name and the quick-sub box will appear. **Click** the line of the player you want to bring in (batter and pitcher cards will temporarily update to show the selected player), and then click the **Sub** button to confirm the choice.

To make multiple substitutions which involve changes in the batting order (a double switch for example) we recommend that you use the **Sub** button instead. This gives a clearer picture of the implications of the changes.

CHANGING AN AI SUBSTITUTION DECISION

If you have the AI set to control substitutions and you feel their decision is not in line with your thinking, you can click on the **Undo** button to undo all substitutions for that play. The AI controlled team will then automatically switch to be under your control – **for that play only**. So you can make the decisions and then the AI will automatically take over again at the end of the current play.

INFIELD DEPTH

Setting the infield depth is done from the fielding display. There are quick selection buttons available in the bottom left corner of the display. If the current positioning matches one of the options, this button will be highlighted. You can also **left-click** a fielder's name on the display to toggle through the available infield depths.

STARTING A PLAY

To start a play, **click** on any of the three replay dice holders. The dice will roll, the rolls highlighted on the player cards and the chart book result will be displayed. Once the play is completed, a summary of the result will be displayed at the bottom of the screen.

If additional dice rolls are required, simply click on the dice holder when it appears.

If a decision needs to be made (runner advancement, selection of runner to throw out etc), then the options will appear at the bottom of the screen. Simply click the desired option and the play will continue.

Any relevant information pertaining to the decision/roll will be displayed in place of the lineup card.

Manually Rolling the Dice

If you want to manually roll the dice and enter them into the program then simply key in the numbers and the dice holders will automatically populate. You can then optionally press **<enter>** to confirm the entry. Use the **backspace** key to remove an entry.

Keyboard Shortcuts

To start the play using the keyboard, press **<enter>** to roll the dice. You can also type the number of the option you wish to select when presented with option choices. The option will then automatically be selected and play will continue.

Manual Play-by-Play Input

This option is accessed by clicking the **pencil icon**. It is explained in detail in the stats entry section of the manual.

GAME OPTION SCREEN

This is explained in detail in the options section

BOXSCORE SCREEN

This screen displays the box score and the play-by-play detail. You have the choice to display the standard box score or a more detailed box score. If there has been a completed game in the current series, you will have the option to view the series stats for all completed games.

HTML Output

Click the **web icon** to export the box score to HTML format. A message will indicate where the box score has been saved.

Printing the Box score

Click the **print icon** to print the box score to the printer designated on the main option screen. You have the option to include the full play-by-play in the printout

Text File Output

Click the **text icon** to export the box score a .txt file. A message will indicate where the box score has been saved.

CSV File Output

You can export the series stats for the current series to a csv file (only available when viewing the series stats) Click the **csv icon** to export the box score a .txt file. A message will indicate where the box score has been saved.

SUBSTITUTION SCREEN

This screen should be familiar as it is very similar to the lineup selection screen. To change a player in the lineup, click on the line of the player you want to bring in, then click on the player in the lineup who you want to replace.

To change a fielding position, click the position to the right of the lineup display (will turn yellow) and then click the position slot on the lineup display.

You must ensure that all positions have been filled before you will be able to exit this screen.

If you are making a pinch-hitter or pinch-runner selection, you will only be able to change the relevant player in the lineup.

You can click the **players icon** to display a quick summary of the players in the game and available in the bullpen/on the bench for both teams.

To cancel all changes, click the **eraser icon**.

Moving a player rated as pitcher from the lineup to the pitching slot

If you wish to move a player who is already in the lineup to the pitching slot, then you simply need to click the lineup position box (a **p** will indicate the player is a valid pitcher) and the player will automatically replace the current pitcher.

For example, you pinch hit for the 2nd position in the lineup with a pitcher. At the start to the next half-inning, accessing the substitution screen will display a **2p** in the lineup position box for the PH. **Click** this box and the player is moved to the pitching slot.

MANUAL STEALING

The option to manually decide when to steal is available from the season options screen.

Situations when you can steal

You can call for a steal in the following situations:

- ▶ If next base is open
- ▶ Runners on 1st and 2nd (Double Steal)

This means it is also possible to have a double steal with runners on 1st and 3rd

Deciding who will steal

If a runner is entitled to steal, the steal button '**S**' will appear under his base display. Click this button to designate the steal attempt.

Note that you need to click the buttons in order on a double steal of 1st and 2nd – i.e. you must send the runner on 2nd before you can send the runner on 1st

If you elect to send a runner then the normal steal display will appear in place of the replay dice and the letter M will be displayed.

Resolving the steal attempt(s)

The Replay rules for manual steals are used and each runner's jump rating is rolled against on the SB Jump Chart in the normal manner. However if a 6 is rolled then the possible pick-off dice roll is automatically made and displayed. So a 6⁶ roll would indicate a possible pickoff.

IF a pickoff attempt is made then there will be no additional steals for that play. The pickoff play is deemed to be in advance of a possible steal, and no runners are breaking yet.

Defensive throw decision

In a double steal situation, the defense must elect which runner to try and throw out.

Steals of 1st and 2nd

- ▶ Elect to try for either runner. The other runner will automatically advance (credited with a steal if the steal attempt is successful)

Steals of 1st and 3rd

- ▶ Elect to try for either runner. The other runner will automatically advance (credited with a steal if the steal attempt is successful)
- ▶ Elect to hold the runner at 3rd. The runner on 1st steals second automatically, but the runner on 3rd holds.

There can only be one steal attempt per at bat. So if the runners hold or there is a pickoff attempt then a further steal attempt cannot be made until the next batter is up.

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GAME OPTIONS SCREEN

Icons



Exit the screen **and** save any option selections.



Exit the screen **without** saving any option selections

The game option screen can be accessed from either the main screen or the stadium screen using the **Options** tab. The options available will apply to games played with any season, as opposed to the season option screen which contains season specific options.

GENERAL OPTIONS

Show Default Player Photo

This option will display a generic photo if no actual photo is available. With it not selected, that part of the screen will just be left blank.

Use Chart Book Infield Positioning

If selected then the infield positioning suggested in the chart book will be used prior to a pitch. However the complete infield will only be brought IN in late game situations when the game is close.

Use Team Colors

This option will display player names and option buttons in team colors. If not selected then the teams will be displayed in a (possibly clearer) red/white and blue/white.

Adjust Boxscore Display

On some screen resolutions the boxscore screen displays with the top line cut off. Checking this option will ensure that it is correctly displayed.

Confirm AP button Click

This option will ask you to confirm every time you click a button to auto-play a game.

Prevent AP of Controlled Team

Normally you can auto-play a game involving a controlled team through the AP-Next button. This option prevents even that.

Automatic AI vs Controlled Team

This option will automatically set the opponent of any controlled team to be under full AI control.

Confirm AI IBB decision

Given that the decision to issue an intentional walk can be quite subjective, you have the option to over-ride the AI's decision.

Confirm AI Bunt decision

Given that the decision to issue a bunt can be quite subjective, you have the option to over-ride the AI's decision.

DISPLAY OPTIONS

Show Pictures on the Field

This option will display player photos next to their name on the fielding screen (batters, fielders and runners). If not selected, then the batter and pitcher will still show a default photo to indicate whether they are right or left handed.

Use Ballpark Photos on Field / Display Diamond Size Photo

The default photo displayed on the field display shows the diamond with each fielding position in approximately the correct place on the field. The photo is of a generic field and will not change as you play at different ballparks. This option will replace the generic field with a ballpark specific field (providing you have one available). Due to the space limitations of the screen, using a full ballpark picture will invariably mean that the fielders do not line up correctly in relation to the photo. This will not be an issue for some. If it is an issue then also checking the Display Diamond Size Photo will display a ballpark specific photo of the diamond only (again, if available).

Details of custom file names and locations is provided in the help section “**Custom Sounds and Graphics**”

Player Card Font Size

This option will change the font size on the actual player card displays. Depending on screen resolutions, certain settings may work on one PC and not on another. Trial and error will find the best size for your setup.

Actual Replay Fonts

We include the actual fonts used when printing the physical cards. Unfortunately while they work well with actual printing, they are not very good at displaying at larger sizes. So, depending again on your screen resolution you may get a better result with not using them.

Play Result – Use Fielding Position Numbers (e.g. 4-6-3)

This option will show the fielding position numbers when showing the play result rather than 2B-SS-3B.

Display Replay W-L Records

This option will show the team's replay record on their blue lineup card. The default is to show their actual record (in keeping with the printed card).

Display Current Pitching Stats on Pitcher Batting Card

This option will display the current pitching stats when the pitcher is up to bat. This gives you some information as to how the pitcher is performing if you are considering removing him for a pinch hitter.

Display Replay Stats on Cards

This option will display replay stats on batter and pitcher cards rather than actual stats.

Display O/A/E on Field

This option will indicate on the fielding display which players were responsible for outs, assists and errors for the last play.

Alternative Chart book Display

This option will display a slightly darker chart book background.

Large Font Lineup Card

This option will display a more Replay-traditional lineup card with larger fonts, but less detail.

Boxscores Side by Side

This option will show the in-game boxscores with the teams side-by-side rather than one below the other.

Display Dice instead of Numbers

This option will display 'pip' dice on the game screen instead of the numerical dice.

RADIO SETTINGS ON/OFF

Game Introduction

Replay radio will welcome you to the stadium

Announce Start of Inning

Replay radio will announce 'top/bottom of the ---'

Announce End of Inning

Replay radio will sum up the inning "2 runs, 2 hits and 3 left on base"

Announce Each At Bat

Replay radio will announce the current game situation "No outs, man on 1st"

Announce Highlights

Replay radio will announce game highlights "That's his 8th strikeout of the day"

Announce Substitutions

Replay radio will announce AI substitutions

In Booth

This option will simulate watching the game from the radio booth. All actual game sounds will have their volume lowered and the radio announcements will be the predominant sound.

DICE ROLL SOUNDS

Use Current Backdrop

If you are using one of the default backdrops the dice roll sounds will reflect the dice being rolled on wood or felt.

Always on Wood

Irrespective of the backdrop, the dice will always be rolled on wood.

Always on Felt

Irrespective of the backdrop, the dice will always be rolled on felt.

Rolled in Cardboard Box

Irrespective of the backdrop, the dice will always be rolled in a cardboard box.

SOUND SETTINGS

Play Game Intro

This option will play a game intro sound when opening the pre-game screen and also during the opening animation on the stadium screen.

Play 7th Inning Stretch

This option will play a 7th inning stretch sound in the middle of the 7th inning.

Play Tabletop Sounds

This option will play dice rolls and also play the sound of the cards being moved.

Play Crowd Background

This option will play a looped crowd background sound during the game.

Play Game Stadium Sounds

This option will play stadium sound effects both from the play itself and the crowd reaction.

Stop Crowd on Next At Bat

This option will stop all sounds once the dice are clicked (or enter is pressed) to end the previous play.

ANIMATION

Animate Batter Cards

This option will show the batter cards being moved to the bottom of the pile following an at-bat.

Animate Base Runners

This option will mimic the movement of the base-runner pawns around the bases.

Animate Dice Rolls

This option will show the dice 'rolling' by displaying different numbers until they stop. There will be a slight pause between each die stopping.

Animate Substitutions

This option will show the batter and pitcher cards moving off the tabletop and back on again when substitutions are made. It will also show fielders and base runners moving on and off the fielding display when they are substituted.

Animate Column 4 Fielder

This option will move the fielder on a column 4 play to the pitcher's card, indicating that his rating will be used in the play. If not selected, the fielder will simply be highlighted on the field display.

You have the option to set the delay of individual animations (1 being the fastest and 9 the slowest).

V3 Base Runner Speed

Checking this option will use a different routine to set the animation speed for the base runners. It has been reported that the speed was too fast on some machines. You need only use this option if you find that the slowest delay setting is still too fast.

GAME FLOW OPTIONS

The options dictate the speed with which the dice rolling and play-by-play takes place.

Use <enter> to Confirm Manual Dice Entries

If you enter any dice rolls manually, with this option checked you need to press enter before play continues. With the option unchecked, the play will automatically start when the final die roll is entered.

Click to Finish Play

If checked, you need to press <enter> (or click the replay dice holders) to move to the next at-bat at the conclusion of the previous play. If not checked, the End of Play Delay option determines how long the play result is displayed for before the matchup screen appears prior to the next pitch.

Play Card Result Delay

This option determines the delay between the dice being rolled, the dice rolls being displayed on the player cards and the chart book play result being displayed. So if you set the delay to two seconds, you will roll the dice, see the rolls displayed on the player cards, a pause of two seconds and then the start of the chart book display.

End of Play Delay

This option is used in conjunction with the Click to Finish Play, as described above.

Delay During Chart-Book Display

This is the delay between lines of text being displayed on the chart book display. A one-second delay works very well with if you have sounds enabled.

Extra Delay on Blue Replay Dice

This option will insert an additional delay between the rolling of the red and white replay dice and the blue die. It is intended to add a bit of drama to the dice roll since the batting card will have the result highlighted prior to the blue die being rolled. This option has no effect if you are using the standard 1x6 pitcher cards.

VOLUME

This is a global setting which affects the volume of all sounds.

PRINTER

Click the printer name to toggle through the available printers.

BACKDROP

Default Backdrops

There are five default backdrops available.

Custom

If there is a file called custom.jpg located in the pictures\tabletop directory then this option will a) be available and b) will display that picture file as a backdrop.

SCOREBOARD (Game Simulcast)

Scoreboard Size %

During playtesting there was one PC on which the main scoreboard covered a portion of the out of town scoreboard. If you have the same problem then you can shrink the main scoreboard by using this option.

PC Replay Baseball

MAIN SCREEN

Icons



All icons with a red border indicate a help pdf file – This will be displayed in adobe acrobat reader which needs to be installed on your computer.



Displays the machine ID and explains how to e-mail this is a problem occurs with season registration.



Used to register purchased seasons



Restores a master season from the \master sub-directory. This is mandatory when installing a purchased season and optional if the season has previously been installed.



Restores a season from the \backup sub-directory. There is an option available to backup a season. This creates a zip file of the entire season in the \backup sub-directory, which can then be restored by clicking this icon.



Create an exhibition series. See the separate help section ***“Creating an Exhibition Series”***



Create a custom season. See the separate help section ***“Creating a Season”***



Create a playoff season. See the separate help section ***“Creating a Playoff Season”***



Toggle the main screen slideshow on or off. When the slideshow is enabled, a random picture selected from the pictures/splash directory will be loaded instead of the replay home plate display. A new picture will be displayed every three seconds. Check the official PC Replay Baseball mod website for user-created picture collections.



Toggle the main screen background sound on or off. When the sound is enabled, a random sound will be selected and played from the directory sounds\intros. A new random sound will be played once the previous sound is finished. Check the official PC Replay Baseball mod website for user-created sound collections.



Set up an internet game. See the separate help section ***“Playing over the Internet”***



View the game options screen. See the separate help section ***“Game Options”***



Exit the program.

SEASON SELECTION

You select a season by simply left-clicking the desired season yearbook. Use the green left and right arrow keys to display additional seasons.

Right-Clicking the season yearbook will display a series of options:

Backup

Backs up the season to the \backup directory. This can be restored via the restore icon. This is the best way to distribute league files.

Copy

Creates a copy of the season under a different name.

Delete

Deletes the season for ever.

Player Pool

Imports a player pool from another season. See the separate help section ***“Draft Style Seasons”***.

Rename

Renames the current season.

Restore

Restores the season from a previous backup.

Roll Season

Replaces the players in the season with those from another season, and places the players on the same teams as the previous season. See the separate help section ***“Draft Style Seasons”***.

PC Replay Baseball

SEASON SCREEN

Icons



Creates a Replay Roundup annual in html format which you can review within the program or upload to a website. For further details, See the separate help section **“Reporting Output”**



Accesses the league administration screen. See the separate document **“League Guide”** for further information



Add a single game to the end of the season. Designed for adding one-off playoff games. Any games added will be removed on the next season reset.



Import a schedule. See the separate help section **“Creating a Season”**



Refresh the season. This automatically resets the season and re-imports all games. You can also optionally refresh streaks and team standings if you play game out of sequence.



Reset the season, clearing all stats and games played. See later in this section for further details.



Displays the season options screen. See the separate help section **“Season Options”**



Closes this screen and returns to the main screen

IMPORT GAMES

An Import menu option on the Game menu will become available when there is a game available for import. To make a game available for import, the box score file needs to be copied from the \boxscores directory to the \import directory in the main season directory. Selecting the menu option will update the database with the game.

LEADERS TAB

The leaders display shows the leading players in a number of batting and pitching stat categories. These can be filtered by league. You also have the option to display a list of the top ten in each category, or the top five including a photo of the current leader.

Clicking any of the displayed boxes will provide further information on the leader in that category.

SCHEDULE TAB

This is the screen which controls actually playing a game. Please refer to the “**Setting up a Game**” section for further details.

To view a box score, **click** any completed game.

STANDINGS TAB

Simply displays the current standings. You can elect to view the head to head records from the drop-down box as well as optionally the wild card standings.

STATISTICS TAB

This is the main statistical reporting area. You can filter reports in a variety of ways. Depending on the base report selected some filters may not be available.

Left-clicking a player’s line in an individual report will take you to that player’s screen from where you can view his detailed statistics, game logs, statistical splits and individual highlights. From the game log screen you can click a game to view the boxscore. By clicking the **web icon** you can also create a set of player-specific html files.

Clicking a replay statistic column header will sort the report by that statistic. Use the 1, 2 and 3 buttons to move through supplemental screens.

TEAMS TAB

Click any of the displayed boxes to view that team’s main team screen.

SEASON RESET

Clicking the **Reset** icon will display the season reset screen. This will delete all games and statistics. There are several options which may be available depending on the season.

Use Real Lineups

Real lineups will be used for each game. These can however be over-ridden when setting up a game.

Use Actual Transactions

Actual transactions will be applied to players. This must be used if real lineups are used.

As Played Schedule

If there is an as-played schedule associated with the season this option will be available. Selecting this option will over-write the schedule with the as-played schedule.

As Scheduled Schedule

If there is an as-scheduled schedule associated with the season this option will be available. Selecting this option will over-write the schedule with the as-scheduled schedule. As-played lineups will obviously no longer be available.

Use Missed Games Rule

This option enables the Replay Games Missed rule to be invoked. It cannot be used if Actual Transactions are used.

Force Top Player Usage

This option will force the AI lineup selection routine to always select the players who appeared most frequently in their actual season. It will not necessarily select the best player by stats for each position. This should generally be used in conjunction with the Missed Games Rule to get a flavor of both a team’s top players and also the strength of the bench and bullpen over a short series. See the **Team Management** section for further details.

Strict Rotation

This option will follow the pitching rotation strictly. In other words, the program will pick the highest available pitcher in the rotation to start a game. The rotation can either be specified by the user from the team screen, or set by the AI. See the **Team Management** section for further details.

Usage Games

Here, you should enter the length of your schedule. This number will be used by the AI to adjust a player's usage during the season. So if you play a 40 game schedule, enter 40 in this box and players who played for a team playing 162 games in their season will end up with approximately $\frac{1}{4}$ of their PA and IP.

Delete Import Directory

This will delete all game files which have been placed in the import directory.

Team Specific or Full Season Player Cards

For those players who have been carded both for individual teams and also for their entire season performance, you have the option as to which cards to use.

Multi-Team Players

For those players who appeared on two or more teams during the season, there are three options available:

- ▶ **Use Actual Trades.** In this case the player will appear on only one team at any point during the season.
- ▶ **Keep on Original Team.** In this case the player will appear on the team he started the season with.
- ▶ **Place on Final team.** In this case the player will appear on the team he ended the season with.
- ▶ **Place on Highest Usage team.** In this case the player will appear on the team he has most AB/IP for.

Keep Manager Profile Settings

If turned off then all manager profile strategies and lists will be removed and all manager profile files deleted

Keep Pitcher Starts

If turned on then all pitcher 'S' designations will be kept.

Reset Usage

If turned on then all player usage numbers will be set to their actual usage.

PC Replay Baseball

TEAM SCREEN

Icons



Will allow you to import a player or team from another season when viewing the UNA player list



Will print out a one page team summary



Displays an option box allowing you to output the team files as HTML, together with team specific players and box scores. See the section ***“Reporting Output”*** for further details.



Exits the team screen.

SUMMARY TAB

This screen displays the current divisional standings, team leaders, stats rankings and a summary of the previously played game and the next scheduled game. To view the box score of the last game played, **click** that section of the screen.

Editing Team Details

To edit team details, click the **Edit** button. See the separate help section ***“Draft Style Seasons”***

Taking Control

To take control of a team, **check** the control team box. Taking control of a team has two implications.

- ▶ The AI will not assign starting pitchers unless the strict rotation option is enabled.
- ▶ A new auto-play option **AP-Team** will appear on the schedule screen. This allows you to auto-play all games up until the next scheduled game for any controlled team. You can control as many teams as you wish.

Load/Save Manager Profile

The **load and save** icons allow you to load and save a manager’s profile for the team. See the separate help document ***“League Guide”***

Auto-Save Profile

This option will automatically save the manager’s profile when exiting the screen. This should only be enabled on teams you are specifically in charge of. This option is not stored as part of the season, but in your own game preferences.

Use Manager Profile

This option will allow the AI to use the pitcher profile you have set up. See the separate help document ***“Player Usage”*** for further details

SCHEDULE TAB

This screen displays the schedule. **Click** any completed game to view the box score. **Click** any available game to manually enter the line score. See the separate help section ***“Manual Entry Options”***.

BATTERS TAB

This screen displays batter usage and availability. It is also the screen from where you can enter individual batting stats. See the separate help section ***“Manual Entry Options”***, and the separate help file ***“Roster Management”***.

PITCHERS TAB

This screen displays pitcher usage and availability. It is also the screen from where you can enter individual pitching stats. See the separate help section ***“Manual Entry Options”***, and the separate help file ***“Roster Management”***.

STATS TAB

Left-clicking a player's line in an individual report will take you to that player's screen from where you can view his detailed statistics, game logs, statistical splits and individual highlights. From the game log screen you can click a game to view the boxscore. By clicking the **web icon** you can also create a set of player-specific html files.

Clicking a replay statistic column header will sort the report by that statistic. Use the 1, 2 and 3 buttons to move through supplemental screens.

ROSTER TAB

This screen displays the current roster, allows trading and also allows lineups, pitcher rotations and closers to be created. See the separate help section ***“Draft Style Seasons”***, and the separate help file ***“Roster Management”***.

MANAGER TAB

This screen allows you to set manager profile options for the team. See the separate help file ***“Roster Management”***.

USAGE TAB

This screen allows you to set individual player usage levels. See the separate help file ***“Roster Management”***.

PHOTOS

Simply displays the assigned pictures for all players. Informational and also useful if you are creating a photo pack.

PC Replay Baseball

SEASON OPTIONS SCREEN

Icons



Exit the screen **and** save any option selections.



Exit the screen **without** saving any option selections

The season option screen can be accessed the season screen using the **Options** tab. The options available will only apply to games played in the current season.

GENERAL GAME SETTINGS

Expanded Action Chart

Use the new expanded action charts which use a dice roll of 2-12 rather than the original chart book chart which uses a single die roll. This chart is part of the Replay Game Guide pdf collection.

Ball Park Effects

Use ballpark effects.

Re-Roll for Fielding Positions

This option will automatically reroll for fielding positions on certain chart book results. These results include the optional blue die re-rolls in the chart book and also results in column 2, 3, and 4 as well as when bunting. This provides a more realistic fielding split depending on whether the batter is left or right handed. If not selected then the default chart book positions are used.

Column 4 Umpire Option

This option will use the umpire option on column 4 plays 20-21.

Column 4 DP Pivot Option

This option will use the DP pivot option on column 4 plays 6-7.

THIRD BASE COACH

Chartbook Third Base Coach

This option will use the original third base coach chart in the chartbook.

Automated Third Base Coach

This option will use the new automated third base coach chart. This chart is part of the Replay Game Guide pdf collection.

Head to Head Third Base Coach

This option will use the new head to head third base coach chart. This chart is part of the Replay Game Guide pdf collection.

Optional Outfielder Arm Adjustments

This option will use the optional outfield arm adjustments when throwing to third base.

SAVE RULES

Allows you to set which save rule you want to incorporate into your replay.

SACRIFICE FLY RULES

Allows you to set which sacrifice fly rules you want to incorporate into your replay.

PLAYING SCHEDULED GAMES

Play in Strict Order

Normally you are not able to select a game to play if either team has an earlier un-played game. Un-checking this option will allow any game to be played at any time. This may have implications with the recording of hitting streaks and player availability / pitcher rest, but these may not apply to all leagues.

PITCHER OPTIONS

6x6 Pitcher Cards

Uses the more recent 6x6 pitcher cards.

1x6 Pitcher Cards

Uses the older 1x6 (Tall) pitcher cards.

1x6 Pitcher Cards – 6x6 Grid

A new innovation for the PC game. With this option the 1x6 pitcher card is displayed on the screen with the standard A grades. However, the dice rolls will trigger the result from the 6x6 pitcher card and the new result is displayed in place of the standard A grade for that pitch. This is a way to have the feel for the 1x6 pitcher cards with the accuracy of the 6x6 grids.

Use BF for Starter Endurance

Uses the batters faced rules for starting pitcher endurance.

Strict Starter's BF usage

This option will always switch a starter to his B grades if he allows a base runner after exceeding his BF limit.

Relief Pitcher's Option

This invokes the relief pitcher's option from the optional rules (the top row of either column 3, 5 or 6 will be used for the first pitch faced by a same-sided hitter).

+2 To All Relievers (Ignore Bonus Inning)

This simplifies the reliever endurance rules by simply adding 2 to the BF total irrespective of when a reliever enters the game.

Pitchers Always Enter Game on A grades

If a pitcher is fatigued (orange on the pitcher usage display) he would normally enter a game on his B grades. This option over-rides that, effectively ignoring fatigue rules.

Generic Pitcher Batter Cards (<30 AB)

In the PC game, every pitcher is rated based on his actual at bats (a pitcher who did not bat will already have been allocated a generic card). This is fine when playing teams in their actual season environment, but can cause problems if you wanted to use DH rule pitchers in a non DH team. They would have significantly more at bats and their rating may not reflect their actual ability. With this option enabled, every pitcher with <30 at bats will be assigned one of 6 generic batter cards. This still reflects their individual batting personality but ensures the stats produced will be more realistic.

STEAL OPTIONS

Use Built-In Stolen Base System

If checked this option used the built-in stolen base system (+, * etc). If not checked, user controlled teams must manually call for a steal. AI controlled teams will always use the built-in system.

Use Hold and Def for Automatic Steal Attempts

This option uses a combination of the pitcher's hold and the catchers defense ratings to determine automatic steal results instead of the original chartbook rules.

DISPLAY OPTIONS

Filter Pitchers Where Appropriate

If checked, this option will not display pitchers when viewing the batter usage screen and will also not display pitchers who played at a non-pitching position when viewing the quick-sub screen on the stadium screen.

Show Pitchers on Batting Rosters when Appropriate

If checked, this option will display pitchers on batting roster screens (i.e. when viewing a roster of making an in-game substitution). This option is designed for those seasons where pitchers were often used in the outfield (like the 1923 NNL) and who were decent hitters.

Display Actual Standings on Standings Screen

If checked, this option will display actual team final season standings on the standings screen.

Display Wild Card Standings

If checked, this option will allow you to view wild card standings..

USAGE OPTIONS (also available as part of the season reset process)

Force Top Player Usage

This option will force the AI lineup selection routine to always select the players who appeared most frequently in their actual season. It will not necessarily select the best player by stats for each position. This should generally be used in conjunction with the Missed Games Rule to get a flavor of both a team's top players and also the strength of the bench and bullpen over a short series.

Strict Rotation

This option will follow the pitching rotation strictly. In other words, the program will pick the highest available pitcher in the rotation to start a game. The rotation can either be specified by the user from the team screen, or set by the AI.

Usage Games

Here, you should enter the length of your schedule. This number will be used by the AI to adjust a player's usage during the season. So if you play a 40 game schedule, enter 40 in this box and players who played for a team playing 162 games in their season will end up with approximately $\frac{1}{4}$ of their PA and IP.

Scale to Usage Games

With this option selected, the team batter and pitcher usage screens will have actual PA, GS and IP scaled to the usage games entry. So in the above example you would see $\frac{1}{4}$ of a player's actual PA when looking at him on the batter/pitcher usage screen.

Early Era Rest Chart

With this option selected, the early era rest chart will be used instead of the original. This will allow pitchers to be available on shorter rest

AWARDS CRITERIA

Batting Award by League

If selected then the end of season batting award will be given to each league. Otherwise an overall award will be given.

Pitching Award by League

If selected then the end of season pitching award will be given to each league. Otherwise an overall award will be given.

Batting Award Name

You have to option to change the name of the award.

Pitching Award Name

You have to option to change the name of the award.

OTHER OPTIONS

Game ending HR changed to base hit required to win

If selected, a batter will only be credited with the hit value required to drive in the winning run if he hits a homer.

PC Replay Baseball

REPORTING OUTPUT

PRINTED OUTPUT

On many of the season tabs there is an option to print reports based on what is currently being shown. You can also print the box scores from the box score screen and a one-page team summary from the team screen. You will always be asked to confirm a printout.

CSV OUTPUT

The main csv output is available from the Admin screen. This includes a list of un-played games, full rosters and full stats. You can also output series stats to a csv file. The use of a CSV file is generally only for league commissioners.

TEXT OUTPUT

You have the option to print out a box score to a text file.

HTML OUTPUT

You can create HTML files for individual players, box scores and individual teams from the relevant screens. All output is stored in the HTML directory in the relevant season's sub-directory.

REPLAY ROUNDUP

Replay Roundup is a 'publication' which brings together all the important reports for you to review your current replay. It is accessed from the seasons screen by clicking the **Replay Roundup Icon**.

When you open the RR screen you will see that there are three types of report you can generate.

Statistical Reports

This will generate the following reports:

- Season Highlights
- End of Season Awards (at the end of the season)
- Season Leaders
- Batting Triple Crown Reports (BA, HR and RBI)
- Pitching Triple Crown Reports (ERA, SO and Wins)

The last three reports will be created for each league and also as a combined league report

You have the option of creating individual player pages. The default here is the top 10 players from each of the triple crown reports, but you can change this.

Weekly Roundups

This will generate a weekly report for each completed week in the season showing current statistics, highlights, top weekly performances etc.

Team Reports

This will generate three reports for each team:

- Team Player Statistics
- Team Roster
- Team Schedule

When you have generated the reports you require, click on the **glasses icon** to view the Replay Roundup summary report. From there you can click through to other reports, player pages, box scores etc.

CREATING AN EXTERNAL WEBSITE

To upload the html reports to a website you simply need to upload the entire HTML\xxx directory (xxx is the name of your season) and link to the summary.html

If you wish to upload some reports only, you must ensure that you also upload the assets directory. For example if you wanted to upload all the weekly reports, you would need to upload the entire contents of the HTML\xxx\reports directory (which includes a sub-directory \assets).

The HTML reports make extensive use of style sheets (included in the assets directory) which must be accessible to the report.

PC Replay Baseball

CREATING AN EXHIBITION SERIES



From the main screen, click the exhibition series icon to access the exhibition series setup screen.

SELECTING THE TWO TEAMS

To select a team, use the **Year** tab to select the season containing the team. The display will automatically switch to the **Setup** screen and a list of available teams will appear down the right of the screen.

- ▶ **Double-clicking** a team will automatically insert it as the visitor (if there is no visitor selected) or the home team (if no home team selected).
- ▶ **Single-clicking** a team will highlight it in yellow and you can then **click** the visiting or home team's lineup card to insert the team.

▶ To clear a team, **click** on the relevant lineup card.

THE DESIGNATED HITTER

You can elect for either team to use the designated hitter. The home team's status will determine whether the DH rule is used in a particular game.

SERIES LENGTH

Once both teams have been selected, click **Confirm Teams** to set the teams and move on to determining the length of the series. This can be between 1 and 9 games. A default schedule pattern is provided, but this can be amended if desired.

The pattern is made up of the following characters:

- ▶ **H** indicates a game played at the designated home team (right-hand team)
- ▶ **A** indicates a game played at the designated visiting team (left-hand team)
- ▶ **-** indicates that a rest day will be inserted into the schedule

You must ensure that the total of the H and A equals the number of games selected.

Once you are happy with the length of the series and the schedule pattern, click **OK** to move to the final setup screen.

SEASON SETUP OPTIONS

The next screen allows you to name the season and enter the opening day date – These cannot be changed once the series is saved. There are also a number of options available which can be amended prior to any subsequent season reset.

Use Missed Games Rule

This option enables the Replay Games Missed rule to be invoked.

Force Top Player Usage

This option will force the AI lineup selection routine to always select the players who appeared most frequently in their actual season. It will not necessarily select the best player by stats for each position. This should generally be used in conjunction with the Missed Games Rule to get a flavor of both a team's top players and also the strength of the bench and bullpen over a short series.

Strict Rotation

This option will follow the pitching rotation strictly. In other words, the program will pick the highest available pitcher in the rotation to start a game. The rotation can either be specified by the user from the team screen, or set by the AI.

Team Specific or Full Season Player Cards

For those players who have been carded both for individual teams and also for their entire season performance, you have to option as to which cards to use.

Multi-Team Players

For those players who appeared on two or more teams during the season, there are three options available:

- ▶ **Bring them all in.** In this case the player will appear on all teams for which he played
- ▶ **Only if started with team.** In this case the player will appear on the team he started the season with.
- ▶ **Only if finished with team.** In this case the player will appear on the team he ended the season with.

Once you have made your selections, the exhibition series will be created and you will have the option to visit the main season options screen to select further options. ***These are options which can be changed at any point during the season and are explained in detail in a separate help section.***

The exhibition series will then be available to be selected from the main screen as normal.

PC Replay Baseball

CREATING A SEASON



From the main screen, click the create season icon to access the season setup screen.

SEASON CREATION SCREEN

Icons



Save created season.



Cancel season creation and return to the main screen.

SELECTING THE SEASON FORMAT

The season format determines the number of leagues, divisions and teams. Initially you need to create a season from scratch, but you will be able to save a created format for use in the future. **Create New** will allow you to create your first season.

You then need to enter the number of teams in each division. A season has the following limitations.

- ▶ A maximum of 2 leagues.
- ▶ A maximum of 4 divisions in a league.
- ▶ A maximum of 10 teams in a division.
- ▶ A minimum of 2 and a maximum of 32 teams in a season.

PERSONALIZING THE SEASON

You can rename the leagues and divisions by over-typing the default names on the screen. You can also set a short name for each.

SELECTING THE TEAMS

Once the structure has been set, you need to add the teams. To achieve this:

- ▶ Click the **Year** tab and select the season from which the team will come.
- ▶ **Double-click** the team label to automatically fill the next open slot.
- ▶ **Single-click** the team label (it will turn yellow) and then **click** an open slot

To remove a team, **click** on the populated team slot.

Once all the teams slots have been filled the **Save** icon will be enabled. **Click** to confirm the team selection.

SEASON SETUP OPTIONS

The next screen allows you to name the season and enter the opening day date – These cannot be changed once the series is saved. There are also a number of options available which can be amended prior to any subsequent season reset.

Use Missed Games Rule

This option enables the Replay Games Missed rule to be invoked.

Force Top Player Usage

This option will force the AI lineup selection routine to always select the players who appeared most frequently in their actual season. It will not necessarily select the best player by stats for each position. This should generally be used in conjunction with the Missed Games Rule to get a flavor of both a team's top players and also the strength of the bench and bullpen over a short series.

Strict Rotation

This option will follow the pitching rotation strictly. In other words, the program will pick the highest available pitcher in the rotation to start a game. The rotation can either be specified by the user from the team screen, or set by the AI.

Team Specific or Full Season Player Cards

For those players who have been carded both for individual teams and also for their entire season performance, you have the option as to which cards to use.

Multi-Team Players

For those players who appeared on two or more teams during the season, there are three options available:

- ▶ **Bring them all in.** In this case the player will appear on all teams for which he played
- ▶ **Only if started with team.** In this case the player will appear on the team he started the season with.
- ▶ **Only if finished with team.** In this case the player will appear on the team he ended the season with.

Designated Hitter Rule

You have the option to set an entire league to use/not use the DH rule, or allow the original season designation of the team to determine which teams use the DH rule.

Usage Games

Here, you should enter the length of your schedule. This number will be used by the AI to adjust a player's usage during the season. So if you play a 40 game schedule, enter 40 in this box and players who played for a team playing 162 games in their season will end up with approximately $\frac{1}{4}$ of their PA and IP.

Once you have made your selections, the season will be created and you will have the option to visit the main season options screen to select further options. ***These are options which can be changed at any point during the season and are explained in detail in a separate help section.***

The season will then be available to be selected from the main screen as normal.

CREATING A SCHEDULE

At the moment, your season has no schedule. There are two ways to add a schedule to the season. To do either, you must have loaded the season, be on the schedule screen, and not have started a game in the season.



From the season screen, click the **Import Schedule** icon.

Importing a Schedule

You can create a standard text file containing your schedule. This should be saved in the \Season_C sub-directory of your main PC Replay Baseball installation directory.

The format for the file and naming convention must be adhered to:

- ▶ The name must begin with Schedule_, and be a text file with the .txt extension. E.g. Schedule_My Schedule.txt
- ▶ The file must contain a single line for each game, in the format Day, Team 1, Team 2
- ▶ Day must indicate the number of days from opening day. A zero will indicate opening day, and a 10 will indicate 10 days from opening day.
- ▶ Team 1 and Team 2 are numbers which must correspond to the teams in the season. Teams are numbered by league and then by division. In effect, in the order they were entered when creating the season.

e.g. 2,1,2 will be a game with the first team entered in the season visiting the second team entered in the season, played two days after opening day.

Providing the correct number of teams have been used in the file (i.e. every team has at least one scheduled game), the schedule will appear on the Import Schedule screen. To select it, click on the schedule name and it will appear under 'Schedule to Import'. Clicking the **Import** button will import the schedule.

Generating a Schedule

To generate a schedule, click **Generate**. This opens the schedule generator screen.

To build your schedule, enter the number of games between teams in the same division, against other divisions in the same league and also games between divisions in different leagues. The screen will display the total games to be played by each team in each division.

Note: While the schedule generator is quite flexible, it was built to cater for straightforward seasons. We recommend trying to use divisions of equal teams and following the basic principle that there will be more games within a division than between divisions and more games between divisions than between leagues.

Once every team has been allocated at least one game and not more than 200 games, the **Generate** button will become available. If you want to save the schedule for future use, enter a name for the schedule (the Schedule_ prefix and the .txt suffix will automatically be added to the name).

Click **Generate** and your schedule will be added to the season ready for opening day.

PC Replay Baseball

CREATING A PLAYOFF SEASON



From the main screen, click the create playoff icon to access the season setup screen.

PLAYOFF CREATION SCREEN

Icons



Save created playoff season.



Cancel playoff season creation and return to the main screen.

The screen opens on the **Year** tab where you should select the season containing the first team you want to be part of the playoff season.

OVERVIEW OF THE BRACKET SCREEN

The bracket screen contains some powerful options. For starters however, we will look at the basic options:

- ▶ You can add between 2 and 32 teams.
- ▶ You can select to have a split bracket (the top half and the bottom half play out independently until the final round).
- ▶ You can elect to have a full bracket where both halves play 'as one'.
- ▶ You can seed teams. The effect of this is that in subsequent rounds, the highest seed remaining plays the lowest seed remaining. This is why the option of a split bracket is important. With a split bracket, the seedings are independent between the top and bottom half.
- ▶ You can rename each round by over-typing the default name.
- ▶ You can change the length of each round (games), by right-clicking the number to the right of the round name to increase the number of games, and left-clicking to decrease the number of games. A Series can be the best of 3, 5, 7 or 9.

SELECTING THE TEAMS

- ▶ Click the **Year** tab and select the season from which the team will come.
- ▶ **Single-click** the team label (it will turn yellow) and then **click** an open slot (a light grey slot)

To remove a team, **click** on the populated team slot.

Note that when you select a slot other slots may become unavailable, depending on which slot was selected.

SEEDING THE TEAMS

- ▶ **Single-click** the seed number to the left of the team list (it will turn yellow) and then **click** an open red slot.

To remove a seed, **click** on the populated seed slot.

Note that when you select a slot other slots may become unavailable, depending on which slot was selected.

CONTROL OVER THE PLAYOFF SCHEDULE

If you are creating a non-historical playoff season, the standard schedule created will more often than not suffice. The schedule will realistically allocate rest days during rounds and between rounds. However, if you want to have more control, click the **Detail** button.

With detail enabled, you can specify the pattern of each series of games.

- ▶ **H** means the lower team in the bracket will play a game at home.
- ▶ **V** means the upper team in the bracket will play a game at home.
- ▶ **-** means there will be a rest day inserted into the schedule.

You can also specify the number of rest days between rounds, by left and right-clicking the green number to the left of each round's name.

You must ensure that the number of games scheduled for each bracket equals the round's total games, or the season cannot be saved.

Once all the teams slots have been filled the **Save** icon will be enabled. **Click** to confirm the team selection.

PLAYOFF SETUP OPTIONS

The next screen allows you to name the season and enter the opening day date – These cannot be changed once the series is saved. There are also a number of options available which can be amended prior to any subsequent season reset.

Split Playoff Bracket

With this option enabled the bracket is treated as two distinct halves for seeding purposes.

Use Missed Games Rule

This option enables the Replay Games Missed rule to be invoked.

Force Top Player Usage

This option will force the AI lineup selection routine to always select the players who appeared most frequently in their actual season. It will not necessarily select the best player by stats for each position. This should generally be used in conjunction with the Missed Games Rule to get a flavor of both a team's top players and also the strength of the bench and bullpen over a short series.

Strict Rotation

This option will follow the pitching rotation strictly. In other words, the program will pick the highest available pitcher in the rotation to start a game. The rotation can either be specified by the user from the team screen, or set by the AI.

Team Specific or Full Season Player Cards

For those players who have been carded both for individual teams and also for their entire season performance, you have to option as to which cards to use.

Multi-Team Players

For those players who appeared on two or more teams during the season, there are three options available:

- ▶ **Bring them all in.** In this case the player will appear on all teams for which he played
- ▶ **Only if started with team.** In this case the player will appear on the team he started the season with.
- ▶ **Only if finished with team.** In this case the player will appear on the team he ended the season with.

Designated Hitter Rule

You have the option to set an entire league to use/not use the DH rule, or allow the original season designation of the team to determine which teams use the DH rule.

Usage Games

Here, you should enter the length of your schedule. This number will be used by the AI to adjust a player's usage during the season. So if you play a 40 game schedule, enter 40 in this box and players who played for a team playing 162 games in their season will end up with approximately $\frac{1}{4}$ of their PA and IP.

Once you have made your selections, the season will be created and you will have the option to visit the main season options screen to select further options. ***These are options which can be changed at any point during the season and are explained in detail in a separate help section.***

The season will then be available to be selected from the main screen as normal.

PC Replay Baseball

MANUAL ENTRY OPTIONS

The program has been designed to allow you to play games away from the PC and then enter the necessary information into the program to allow you to track statistics and standings. There are three levels of detail available for manual entry.

GAME SUMMARY AND PLAYER BY PLAYER STATISTICS

This level provides the least amount of detail for the program, but is the quickest way to get statistics into the program. Let us assume you have played a five game series between two teams using physical dice and cards, you have manually collated the stats, and you simply want to use the PC to store the statistics and produce reports.

Entering the Game Summary

From the main season screen, click the **Statistics** tab, then click the **Team** tab of either of the teams. From the team screen, click the **Schedule** tab.

Then **click** on the relevant game's line to open the game summary input screen.

There will be a warning if the game is flagged as in progress. This may be planned if you set the lineups and printed the completed score sheet for the game before playing it. Once the game summary has been entered the save game files will be removed.

Now enter the inning by inning scores (you can simplify this by entering the total runs in the first inning if you do not require the detail), together with hits and errors. To navigate through the entry screen:

- ▶ Use the tab key to confirm entry and move to the cell to the right.
- ▶ Use the arrow keys to navigate to the next cell in the direction you wish.
- ▶ Use the enter key to move to the start of the line.
- ▶ Click the cell where you want to enter data.

Once the scores have been entered, you should set the winning and losing pitchers (optionally the pitcher credited with the save). **Click** on the WP, LP or SP box and a list of available pitchers from the relevant team will be displayed. **Click** the name of the desired pitcher and the box will be populated.

Once this is complete, the **Save** option will then be available to complete the process.

Entering Player Statistics

From the main season screen, click the **Statistics** tab, then click the **Team** tab of the players. From the team screen, click either the **Batters** tab or **Pitchers** tab. Then **right-click** the player's name.

Enter the player's stats across the input line. Again, use the tab or arrow keys to navigate between cells. The updated totals will be displayed for each stat category. If you are entering batting stats, then you can also enter fielding stats into the left-hand grid.

Once you have finished, click the green **save icon**. To cancel any input, click the red **cancel icon**.

BOX SCORE INPUT

To enter a detailed box score, you need to set up the game in the normal way, but from the pre-game screen you need to click the **Score Game Later icon**. Alternatively you can progress to the stadium screen but then immediately save without running any plays.

Then from the main season screen, click **Score**.

Note: When you initially elect to score the game later, both the **Resume** and **Score** options are available. Since there have been no pitches thrown, you can still decide which mode to use to play the game. Once a pitch is thrown from the stadium screen the **Score** option will be removed. Once any box score input is saved, the **Resume** option will be removed.

Icons



Undo the last substitution/pitcher selection from this screen.



Exit the screen **without** saving any entered data.



Save entered data, but remain on the screen.



Save entered data and leave the screen (to complete input later).



Save box score to season database.

Batting Tabs

Each batting tab will list the selected players in lineup order. You simply enter the stats line by line, using the standard navigation keys (tab, arrows and enter – which takes you to the start of the next line, or a mouse click on the desired cell).

You should also enter the line score for each team together with the number of players left on base (although this is optional).

Pitching Tabs

The pitching tabs will initially show the starting pitcher.

Making Substitutions

To make a substitution, click the name of the player you wish to replace. A pop-up screen will appear where you can select the replacement (and for lineup changes a position). The position selected should reflect the position he plays when he enters the game.

You can elect not to confirm substitutions by un-checking the Confirm Subs check box. This means that once you click a position or pitcher the player will automatically be placed on the screen.

If you make a mistake with a substitution, use the **Undo last Substitution icon** to completely remove the player (along with any entered stats).

Fielding Stats

Entering fielding stats for players who played at one position is straightforward and achieved in the normal manner. However there may be instances when a player played in more than one position (or entered the game as a pinch hitter/runner and stayed on the field for the next half inning).

If the player entered the game as a PH/PR or DH then his fielding entry cells will be greyed out. To enter his fielding stats you need to **right-click** his name, and enter any fielding stats in the screen which appears. When complete, his stats will appear on the main screen, but still greyed out.

If a player changes position during a game you also need to **right-click** his name to enter the stats for his second position. When you close the fielding screen his fielding stats will also turn grey, but the display will reflect his total stats for all positions. To subsequently change any of his fielder stats you need to **right-click** his name again.

Balancing the Statistics Entered

There are two levels of balancing which are checked. Firstly, the program will force you to balance basic stats across the screens (i.e. the total runs scored by the team must equal the total runs scored by the batters and the total runs conceded by the opposing pitchers). At the bottom of each statistics column is a total box. If this is **Red** then the stat is not in balance and must be adjusted before you can save the box score.

Secondly, the program will fully prove the box score. If the box score is out of balance the offending team's name will appear in orange. Even if a box score is not proved you can still save it providing the first level of checking is complete. This is to prevent the program forcing you to enter detailed fielding stats which some users may not wish to concern themselves with.

So if you want to ensure the box score is proved before saving it, ensure that neither team name is highlighted in orange.

PLAY BY PLAY INPUT

To enter a box score with full play by play, you need to set up the game in the normal way and progress through to the stadium screen. Then click the **Manually Enter Play Results icon**.

To enter a play, either click the relevant play button, or use the keyboard shortcut (details of these are provided in a separate pdf file).

In most cases one click will suffice, but for all plays which are listed down the right-hand side of the display, you will also need to click a fielder position. A few examples may help.

Strikeout

Click **K** button

Press **K** on the keyboard

6-4-3 Double Play

Click **6-4-3** button

Press **643** keys on the keyboard

Flyout to Right-Field

Click **Fly Out** button, then **click 9** button

Press **F9** keys on the keyboard

For routine fly outs, you can simply click the number – 1-6 will be recorded as a pop out and 7-9 as a fly out.

The main screen covers the majority of the standard chart book displays. However there are some which require use of the detailed input screen (generally where base runners do not uniformly advance). To access the detailed input screen click one of the **Detailed Plays** buttons.

Let us use an example of runners on first and third where there is a fly-out to right field followed by a throwing error, allowing the runner on third to score, with the runner on first moving to third.

Click **F** under detailed plays. This displays the detailed input screen.

The first thing is to assign the fly out to the right fielder by clicking the **RF** button for fielder 1. You will see that the **U** (unassisted) button is red which indicates an unassisted out, and that the batter is automatically out at first. With a throwing error the play is scored in two parts. So click **Error** to indicate that a throwing error has occurred.

You now need to enter the fielder who committed the error and the base running outcome. So the first fielder is **RF**.

To complete the play you need to click the safe at **Home** button for the runner on third and the safe at **3rd** button for the runner on first. Then **OK** to finish the play.

Let's use another example. The 6-4-3 double play assumes that other runners advance. Let's assume we have a situation where there are runners on 1st and 3rd, there is a 6-4-3 double play, but the runner on third holds.

Click G under detailed plays. This displays the detailed input screen.

We now need to assign the outs and assists. So we click **SS**, **2B** and **1B**. Notice that the 2B and 1B turn red indicating an out is credited and the SS is green indicating an assist. To credit the second fielder with an assist instead, click **A** to change the fielder green.

Finally we enter the base situation. Batter out at 1st, runner on first out at 2nd and runner on third holds.

There is a special button called **RARE**. This brings up a separate screen which has specific plays from the rare play booklet which are scored individually. Only those plays which fit the current game situation will be available.

To delete a play, click the **eraser icon** at the top of the screen. To delete back to the start of an inning, click the **Undo Inns** button. **Note:** Clicking this option will not allow you to go back on a play-by-play basis.

Note: The play by play input is designed to allow all plays from the Replay chart book and the Replay rare play book to be entered. It does not cover all plays possible during an actual game of baseball.

PC Replay Baseball

DRAFT STYLE SEASONS

Tip: When doing any season manipulation we strongly recommend using the in-built backup function to make a backup copy of the season first.

OVERVIEW

The brief for the PC version of Replay Baseball was to create a program which helped users with their replay projects. Its focus was on allowing flexibility in combining tabletop projects and PC projects and open up for the first time the ability to realistically complete a full season replay in an acceptable timeframe.

We were also aware of the need to satisfy the requirements of leagues who wanted to create draft leagues, controlled by human owners, and give them the tools to customize their season.

What was not in the brief was to provide tools to allow an automatic draft of players, and AI roster management.

So, with that said, the following section will go through the tools in detail and explain how to set up a draft style season.

CREATE YOUR SEASON

The first step is to create a season in the normal way. If you intend to use only players from the selected teams then you need to select the correct teams, otherwise all that is important is creating a season with the correct league structure, the correct number of teams and the correct schedule. In other words, you can select any team to fill the team slots.

CUSTOMIZING THE TEAMS

Open the season, **click** the **Statistics** tab and click the desired **Team** tab. Then click the **Edit** button to open the team information editing screen.

From here you can change the team's year, name, the team colors, the name of the manager and also the ballpark.

THE CUSTOM PLAYER POOL

A custom player pool is taken from an existing season. It simply brings in all the players from that season and treats them as unattached players – not attached to any team.

Generally a custom player pool will simply use an existing stock season, but you can create different pools simply by creating a season with different teams.

ADDING THE CUSTOM PLAYER POOL TO THE SEASON

This step is done directly from the main screen. **Right-click** your season and click **Player Pool**. Then select the season containing the players you want and click **Import**. All the players from the selected season will then be imported and unattached.

Let's work with an example.

We want to set up a 24 team season, creating rosters from the 2008 season set of players.

Create a season with 24 teams (any teams can be added to the season – although if you do not intend to change the name, use a team with the same name).

Open the created season and set your schedule.

Go to each team page and customize the team through the **Edit** button.

Close the season and return to the main screen

Right-click the season, select **Player Pool**, then select **2008** and click **Import**

You now have the season created correctly. All that is now needed is to assign players to teams.

TRADING PLAYERS

Trading players is done from the team screen and **Roster** tab. When you view this screen, you will see a black and white **UNA** team tab. Click this and you will see all the available players. When you access the UNA team, trading is automatically enabled. When viewing any other team you need to click the **Trading** button.

There are two ways to trade players:

Normal Trading

To trade a player normally, click his **name** on the roster list to highlight him. Then click on the desired **team** tab. A confirmation box will appear. **Clicking Trade** will complete the trade.

This is fine when making mid-season trades where one or two are all that are required, but when actually building a roster from scratch this could be very time consuming.

Quick Trade

This option allows you to quickly trade multiple players to a specified team. Click the **Quick Trade** button and then click the desired **team** tab. The name will appear next to the quick trade button.

Now all you need to do is **double-click** the players you wish to trade and they will automatically be traded to the selected team.

Very BIG Tip: *It will make life much easier if you have your list of players by team sorted by position. This means you can filter the roster list which makes it easier to find players in the list.*

Once all desired players have been traded to the correct teams, your season is ready to go.

IMPORTING TEAMS OR PLAYERS INTO SEASON

You can import individual players or full teams into the season by switching view to the UNA player list and then clicking the Player Pool icon. From there you can select the season, the team and then any individual player.

ROLLING A SEASON

This option (available by right-clicking a season icon) is for use when starting a second or subsequent draft season. It will carry forward the team designations of the players in the previous season into the new season while updating the player ratings to reflect the latest season. An example will help.

You have just completed your '2008 My League' draft season. You now want to continue the league with the using the 2009 season. To roll the season, perform the following steps in order.

- Copy the '2008 My League' season and call it '2009 My league'
- With '2009 My league', use the player pool option to import the players from the actual 2009 season. Your '2009 My league' season will now contain the 2009 players, but all designated as unattached.
- With '2009 My league', use the roll season with the '2008 My league' season to roll from. Your '2009 My league' season will now have those players appearing in both seasons on the same team as 2008, and all the other players appearing in the real 2009 season as unattached.

PC Replay Baseball

CUSTOM SOUNDS AND GRAPHICS

OVERVIEW

There are many places throughout the program where sounds are played and graphics displayed. There is generally a set format for filenames and locations, and this will all be explained in this section.

All directories will be automatically created on the first running of the program.

SOUNDS

Main Screen Intro Sounds

These are the sounds which are optionally played from the main screen. They can be in MP3 or WAV format and should be saved in the \sounds\intros directory. The filename is irrelevant as the program simply picks a random filename to play.

Pre-Game Screen Sounds

These are the sounds which are optionally played from the pre-game screen. They can be in MP3 or WAV format and should be saved in the \sounds\game_intro directory. The filename is irrelevant as the program simply picks a random filename to play. This was designed to allow TV style program introductions to be played.

GRAPHICS

Main Screen Slideshow

These are the pictures which are optionally displayed on the main screen as part of a slideshow. They can be in BMP or JPG format and should be saved in the \pictures\splash directory. The filename is irrelevant as the program simply picks a random filename to display.

Player Photos

Player photos are displayed on various screens throughout the program. All player photos should be saved in the pictures\players directory, and should be in .jpg format. While the program will resize the photos as necessary, a guide to the best dimensions to use is 90 pixels wide by 135 pixels high.

File naming here is absolutely critical so that the program can pick up the photo. There are three 'levels' of filenames:

- ▶ **Level 1.** Global. The player name as displayed in the program. All '.' should be removed, and all spaces replaced by a '_'. E.g. J.D. Drew would have a filename JD_Drew.jpg.
- ▶ **Level 2.** Team specific. The player name followed by '_' followed by the short name of the team. E.g. JD_Drew_LAN.jpg
- ▶ **Level 3.** Team and year specific. The player name followed by '_' followed by the short name of the team, followed by the range of years (a range is necessary even if a single year is specified). E.g. JD_Drew_LAN_2006-2007.jpg

So, the program will firstly look for a file which both matches the team and the year. If found this will be displayed. If not, the program will look for a file which matches the team. If found this will be displayed. If not, the program will look for a file which just matches the player's name.

This approach gives great flexibility when assigning photos to different eras.

Team Logos

Team Logos are displayed on various screens throughout the program. All team logos should be saved in the pictures\logos directory. They should be in PNG format.

Logos follow a similar naming convention to player photos:

- ▶ **Level 1.** Global. The team name (as displayed in the program). All '.' should be removed.
- ▶ **Level 2.** Year Specific. The team name followed by '_' by the range of years (a range is necessary even if a single year is specified). E.g. Boston_1960-1975.png

Team Backdrop Photos

Team backdrop photos are displayed on some screens as a faded backdrop to the screen (e.g. on the team roster screen). The naming convention for these is exactly the same as for team logos, except they should be in JPG format and be saved in the pictures\teams directory.

Ballpark Photos

Ballpark photos are displayed on various screens throughout the program. All ballpark photos should be saved in the pictures\parks directory. They should be in JPG format.

Ballpark photos follow a similar naming convention to player photos:

- ▶ **Level 1.** Global. The ballpark name (as displayed in the program). All '.' should be removed.
- ▶ **Level 2.** Year Specific. The ballpark name followed by '_' by the range of years (a range is necessary even if a single year is specified). E.g. Jacobs Field_1960-1975.jpg

The program can optionally display a diamond size ballpark photo instead. It will determine such a photo by the _diamond addition to the filename. E.g.

Dodger Stadium.jpg should be the full ballpark photo.

Dodger Stadium_Diamond.jpg should be the diamond size photo. Any year specification follows the diamond, e.g.

Dodger Stadium_Diamond_1998-2000.jpg

Tabletop Photos

You are allowed to have a custom tabletop backdrop. This needs to be saved in the pictures\tabletop directory and called custom.jpg. This can then be selected from the game options screen.

Game Simulcast Transition Screen

The transition screen which appears as you switch games when using the game simulcast option is customizable, in line with the following rules:

- ▶ All pictures must be located in the \pictures\replaynetwork directory
- ▶ The picture must be a jpg file
- ▶ The picture name must begin with RN_
- ▶ The picture name must end with a range of years, e.g. 1900-1920 or 1923-1923
- ▶ The picture name may contain the team name (exactly the same as the name in the program), e.g. RN_Boston (A)_1908-1908
- ▶ The picture name may contain the team city (this may be different from the team name) e.g. RN_Boston_2010-2010

The program will then look for a picture which meets the following conditions based on the home team of the game being moved to:

- ▶ The year range covers the team's year and
- ▶ The team name is in the picture name or
- ▶ The city name is in the picture name or
- ▶ There is no team or city name in the picture name

So when moving to a 1908 Boston (A) game the picture would be selected in the following order:

RN_Boston (A)_1908-1908
RN_Boston (A)_1900-1920
RN_Boston_1910-1920
RN_1900-1950

PC Replay Baseball

INTERNET PLAY

TERMINOLOGY

Client

The client connects to the host. He needs to enter the IP address of the host and ensure the port used for connection is the same as the host is using. At the end of a game the completed game file is saved on the client's computer but does not automatically update the database. It is however available for import.

Host

The host listens for the client's connection. He provides the IP address and port to the client. He is responsible for setting up the game. Only the host can save the game in progress, and at the end of the game will control when the stadium screen is exited. If the game is saved, the saved game file is stored on the host's computer and can only be resumed from there. At the end of a game the host's database is automatically updated.

IP Address

The IP address is used by the client to connect to the host. If the host is behind a router, there are two IP addresses. PC Replay Baseball will supply the internal router address. The external IP address (needed for playing) will be shown when the host clicks connect.

Port

The port is used as a doorway to transfer information between the computers. The port used should be the same on both computers. The only time the default port should be changed is if both players already have a different port opened on their PC (from using a different game) to make it easier to connect.

BEFORE YOU CONNECT

Preparation is important to ensure smooth connection and game-play. The following recommendations will help you to achieve this.

Ensure you are running the latest version of the program

After connection, the program will check the version numbers on each PC and report if there is a difference. It is **essential** that both players use the same version otherwise there is a significant chance of an imbalance occurring during the game.

Ensure that for any season games both computers have the season installed

Both computers need to have the season installed for a game to be played. If this isn't the case, the program will generate an error message after the game file is sent to the client.

All other programs are closed on each PC

The internet connection can be a fragile beast. In order to protect it as much as possible, we recommend that all other programs are closed and spyware/anti-virus scans are not scheduled during a game. Ideally, PC Replay Baseball + a messenger program should be the only programs open during game-play. However we would never recommend disabling your anti-virus.

CONNECTING AND PLAYING

To maximize the chance of successfully connecting, the following process is recommended (to be completed in order)

Host identifies IP address and Listens



Click the **internet** icon on main screen to open the Internet Control center.



Click the **listen** icon. This will then display the external IP address which can then be sent to the client. This can be done via e-mail or (we recommend) by using AIM (AOL instant messenger), MSN messenger or a similar instant messaging program. The use of these means you can communicate if there are any issues when setting the connection.

Enter your name (this only needs to be done the first time a connection is attempted). Change the port number if necessary (we recommend keeping the default port). Click **Listen**.

Client receives IP address and port number and attempts to connect



Click the **dial** icon. Enter your name (this only needs to be done the first time a connection is attempted). Enter the IP address and change the port number if necessary. Click **Connect**

Pre-game chat

Once the computers have connected, a version check will automatically take place. If these are OK then you are ready to play the game. Use the chat box if desired to chat before the game.

Host sets up the game

The host sets the game up in the normal way, by loading a season and selecting **Play - Next or Resume**.

At this point, the game files are sent to the client's computer and he is automatically taken to the lineup selection screen.

The program will then take both players through the normal game setup screens. On the lineup selection screen both players must set their pitchers before the lineup selection can start. On the stadium screen the game cannot start until both players have arrived there.

A chat option is also available during a game.

ACTUAL GAMEPLAY

Game play across the internet can be viewed as a to and fro process. Generally one player is 'in control' of the screen and is required to make a decision to continue the game. The only exception to this is at the end of an at-bat when both players are required to click the replay dice holders or press <enter> before the game can resume.

Typical At Bat

The fielding team always starts the at bat process. The player knows when it is his 'turn' when the **Windup** button becomes active. He can now make any substitutions, set the infield depth and elect whether to call an intentional walk. Once all this is complete, he clicks the **Windup** button and the turn passes to the batting team.

The batting team's player knows when it is his turn when the **Control Light** turns green. A green control light means that a dice roll is required or that the player is required to click the replay dice holders or press <enter> before the game can resume.

The batting team can then make any pinch hitting/running decisions and elect to bunt or hit and run as well as change the base running mode. Once these decisions have been made he presses <enter> or clicks the replay dice holders to start play in the usual way.

The play will play out simultaneously on each computer. If there are additional dice rolls required or decisions to be made then the relevant player will either see the option buttons appear or the **Control Light** will turn green.

At the end of the at bat, both players' **Control Light** will be green. The **Windup** button will not be active until both players have completed the previous at bat.

Batting Team Substitutions

The only deviation from the above process occurs when the batting team makes a substitution. The fielding team needs the opportunity to react to this. So if a batting substitution is made, the player clicks the replay dice as normal but the play does not start. Instead, control returns to the fielding team with the **Windup** button becoming active again. He can then make any changes to his previous decisions (including a pitcher replacement – providing this has not already been done), and re-click **Windup**.

Control then returns to the batting team again. He can also re-think his decisions. Once he decides not to make a substitution then play will start normally.

SAVING OR EXITING

Only the Host can save the game or exit the stadium screen at the end of the game. The Host will return to the season screen and a message will appear on the Client's computer. **Closing** the message will automatically take the Client back to the main screen where the chat option will become available and the host can also set up another game or resume a saved one.

UPDATING A SEASON

At the conclusion of a game, the host's season will be updated with the game stats in the normal way. However, the client's season will not be. Instead, the boxscore file will be saved in the import directory. When the season is opened, the **Import** button will be active, and clicking this will import the game. The reason for this is that the client's database may not be in the same state as the host's and this extra step gives the user more control over how his season should be updated.

DISCONNECTING

The Host can disconnect using the **disconnect** icon from the main screen. Again, he should inform the Client that he is about to disconnect. On the Client's computer a message will appear saying that the internet connection has been lost. Clicking **Close** will finish the internet session and the program will be back in 'standard' mode.

IN GAME ERRORS

During internet play there may be circumstances where errors occur. The following details the most common of these and how the program deals with the situation.

Internet Connection Lost

For whatever reason, it is possible that the internet connection will be broken. This will generally be outside of the program's control. If it does happen then messages will appear on both computers announcing the fact, and both computers will be taken back to the main screen.

It is then simply a case of re-connecting and the Host resuming the (automatically) saved game.

Timeout

The program has an in-built timeout feature which will close a connection after about 5 minutes of no data transfer. If you know you are going to take a break from playing for any length of time we strongly recommend that you save the game in progress and manually close the connection. Then reconnect when you are ready to resume. This is also a better option for security reasons.

Abnormal Close \ Crash to Desktop

If the program unexpectedly closes, then before reconnection (and re-starting the program), both the Host and Client should make sure that the program is not still running as a process. To do this, right-click the taskbar and select Task Manager. Click the processes tab and look down the Image Name list for PC Replay Baseball. If you find it then highlight the line and click End Process. You can now restart the program and reconnect.

TROUBLESHOOTING

Without doubt the most trouble will be encountered when trying to connect to or from a computer for the first time. We know that the program's internet connection process is seamless and thoroughly tested. We also know that with the many configurations of firewalls, routers and other 'protective' programs available it is impossible for us to come up with a foolproof guide to successfully connection.

We also hope that we are not expected to solve connection issues relating to specific PC configurations. We will help as much as possible and hope to build a bank of information based on user's feedback to help with the more common setups. However, it must remain the responsibility of the user to understand how their computer is protected and how these programs need to be set up to allow an internet connection.

With that said, here are some tips for getting successfully connected.

Firewalls

Firewalls generally allow a connection in one of two ways.

They allow a specific program to transfer data through the firewall. The Windows Firewall which comes with XP and Vista operating systems is an example of this.

To make PC Replay Baseball an exception in the Windows Firewall:

Control Panel
Windows Firewall
Exceptions
Add program and browse to the pcreplaybaseball.exe file.

They allow a specific IP address to transfer data. The Comodo Firewall is an example of this. Here you have to allow IP In/Out. You can also be more secure by only allowing a specific IP to connect.

Routers

The main issue with routers is that they generally require a port to be 'forwarded'. www.portforward.com is the best resource to take you through the steps needed for a variety of routers. The default port in PC Replay Baseball is 32158.

If you are having difficulties, the first port of call should be your firewall manufacturer's website. They generally have information on how to set the firewall to allow programs to transfer data.