

The Board Reader - Version 3.5b Instructions

General Overview

The Board Reader (TBR) is provided for NPNG+ fans as an alternative to printing out game boards, player cards and playing NPNG+ using the traditional way of playing tabletop baseball. The Board Reader replaces some or all of those things. The NPNG+ game boards are all built into TBR. All player cards for a particular season are built into TBR. Dice rolls *may* be done by TBR -- which brings up the next point about TBR. There are many Options built into TBR. You can use it as you see fit so that you can play NPNG+ as you want to. One important thing to remember, as it stands right now, The Board Reader DOES NOT keep score for you. You have to keep score with another product or on paper.

The screenshot shows the 'National Pastime - Next Generation + Board Reader Version 3.5b' application running in Microsoft Excel. The interface is divided into several sections:

- Player Ratings:** A table listing players for two teams, Los Angeles and Washington, with columns for Pos, Bats, Def, BR, Bunt, BFH, H&R, and Inj.
- Game Settings:** A section for setting game parameters, including '2 - Base Situation', '3 - Outs', '4 - Infield Position', '5 - Type of Play', '6 - Current PRN', and '7 - PRN From'.
- Roll! Button:** A large button labeled 'Roll!' for initiating dice rolls.
- Game Log:** A section for recording game events, including 'Injury Duration Check' and 'Check BEFORE removing player from lineup'.
- Scoreboard:** A table showing the current score and game progress, including '11 - H - 1', '12 - 25 - 8', '13 - 14 - 11', '14 - 30 - 7', '15 - 9 - 6', '16 - 28 - 10', '17 - 32 - 11', '18 - 27 - 10', '19 - 24 - 7', '20 - 27 - 10', '21 - 27 - 10', '22 - 27 - 10', '23 - 27 - 10', '24 - 27 - 10', '25 - 27 - 10', '26 - 27 - 10'.

The bottom of the screen shows the Windows taskbar with the time 12:30 PM on 2/21/2016.

Shown above - the Main tab of the Board Reader

Back to the Beginning

Let's go back to the beginning and just talk about what each tab in TBR is used for. The tabs, displayed at the bottom of the TBR screens are currently labeled "Intro", "Main", "GameLog", "Cards", "Boards", "Rosters", "Card Stats" and "Lineups".

The "Intro" tab

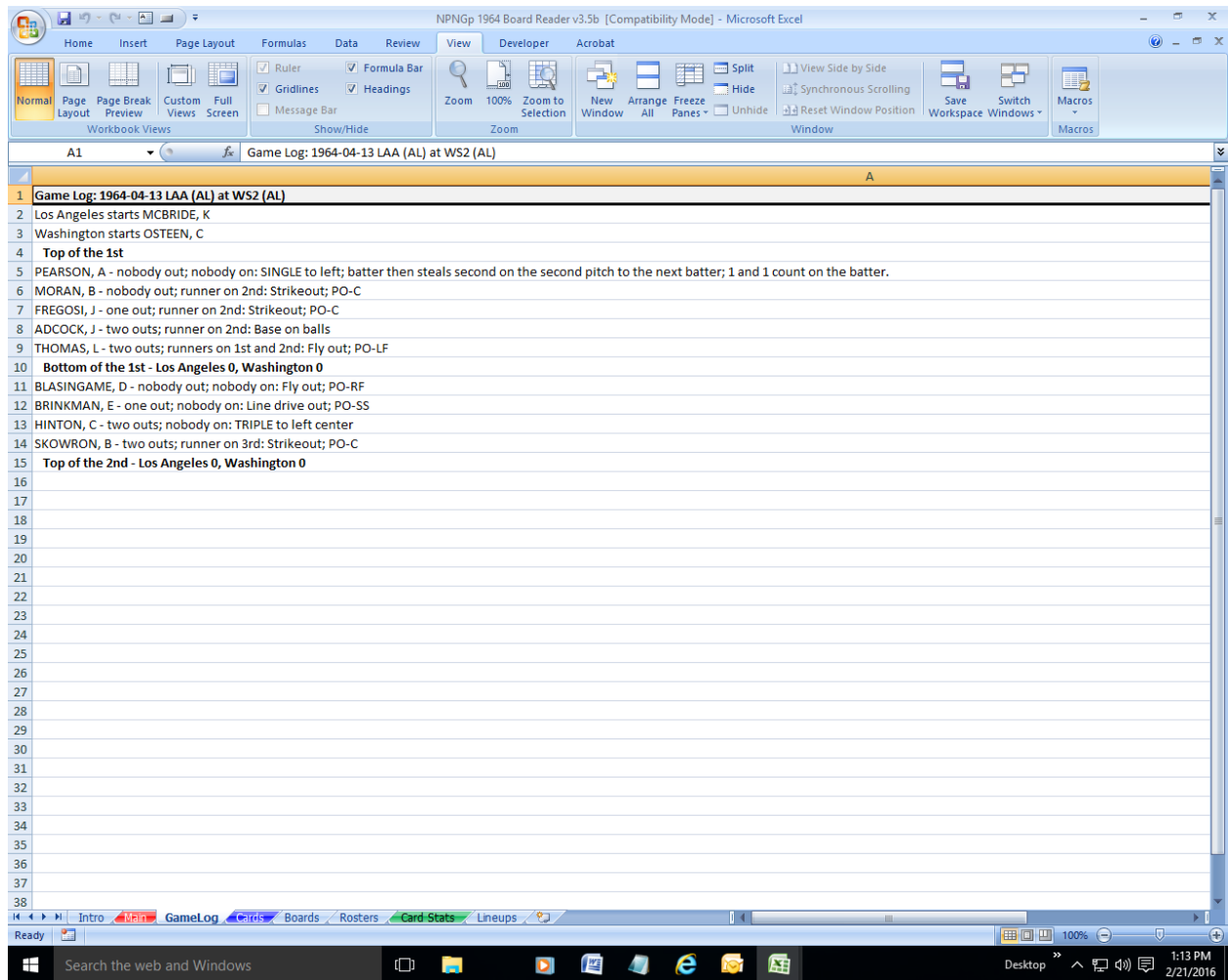
This is the opening tab of TBR. It displays two boxes. The first gives copyright info for The Board Reader. The second box gives credit for some significant options that have been added to TBR by Ron Bernier.

The "Main" tab

I'm skipping the "Main" tab of TBR and saving it until the end. The reason for this is that "Main" is the place where you will always play NPNG+. The GameLog tab is the summary of all the plays that have taken place in the current game. You may wish to visit it from time to time. Also, you may wish to take a look at a player card on the "Cards" tab. There is no reason to go to any other tabs in TBR unless you plan to change board results, player cards or lineups. You, of course, have this option -- it's up to you.

The "Main" tab will be covered on Page 10

The “GameLog” tab



The “Game Log” tab (with one inning complete)

TBR keeps a running account of the plays that have occurred in the current game you are playing. This page (tab) is initially cleared and set before every game when you push the “Copy Lineups” button (“Main” tab, around cell AT19). It will then accumulate every play that takes place in an NPNG+ game. This tab is updated as the play happens. Also, it is updated at the end of an inning when the “End Inning” button is pushed (“Main” tab, around cell S6).

NOTE: The Scoreboard on the “Main” tab, around cell S9 should be up to current **BEFORE** the “End Inning” button is pushed.

The GameLog initially (on the top line) shows the actual Game Date and the Visitor then Home teams. Next, the starting pitchers are listed.

Next, the inning is listed. This followed by a description of each batter the out and runner situation and then the resulting play.

The “GameLog” tab (continued)

When the inning is over and on the “Main” tab the “End at Bat” and “End Inning” buttons are pushed, the next inning is displayed and the current score is shown from the info on the Scoreboard from the “Main” tab, around cell S9.

Suggestion: You could print off the GameLog after every game since it will be cleared and lost after you press the Copy Lineups button to set up for the next game.

The “Cards” tab

Player Card Images

League: [Blank] Team: [Blank] Player: [Blank]

1964 Los Angeles
Bat / Thrown: B / R Ht / Wt: 6-2 / 195
DOB: 08-16-1938 Delaware, OH
Buck RODGERS
AB-514 HR-4 SB-4 OBP-.299 SLG-.313 BA-.243
(P) Catcher (15r3)

Dice Roll #1
0 0

Dice Roll #1
3 6

| | | | | | PB2 |
|-----|----------|-----|----------|-----|----------|
| 11- | H - 1 | 31- | 14 - 6 | 51- | 9 - 6 |
| 12- | 25 - 8 | 32- | 26 - 8 | 52- | 27 - 8 |
| 13- | 44 - 6 | 33- | H - 1 | 53- | 18 - 6 |
| 14- | 30 - 7 | 34- | 31 - 7 | 54- | 32 - 7 |
| 15- | 8 - 6 | 35- | 22 - 6 | 55- | 8 - 3 |
| 16- | 28 - 7 | 36- | 33 - 11 | 56- | 30 - 6 |
| 21- | 32 - 11 | 41- | 24 - 8 | 61- | 36 - 6 |
| 22- | 7 - 2 | 42- | 26 - 6 | 62- | 13 - 6 |
| 23- | 12 - 11 | 43- | 29 - 7 | 63- | 31 - 10c |
| 24- | 13 - 7 | 44- | 7 - 2 | 64- | 38 - 6 |
| 25- | 9 - 6 | 45- | 14 - 6 | 65- | 35 - 8 |
| 26- | 24 - 11c | 46- | 13 - 11c | 66- | H - 1 |

Bunt-5 H&R-2 Inj-1 © 2016 GML LLC

1964 Washington
Bat / Thrown: L / L Ht / Wt: 5-11 / 173
DOB: 08-09-1939 Caney Spring, TN
Claude OSTEEN
GS-36 IP-257 W-15 L-13 S-0 K-133 WHIP-1.245 ERA-3.33
(N) Pitcher (0r3)

Dice Roll #1
0 0

Dice Roll #1
3 6

| vs R: | 15 | 22 | K2 | PHR-R: | 2 | WP1 | |
|-------|--------|-----|---------|--------|--------|-----|-----|
| vs L: | 23 | 23 | K2 | PHR-L: | 3 | HP- | BkO |
| 11- | H - 1 | 31- | 23 - 6 | 51- | 36 - 6 | | |
| 12- | 13 - 6 | 32- | 26 - 6 | 52- | 27 - 6 | | |
| 13- | 13 - 6 | 33- | 8 - 1 | 53- | 21 - 6 | | |
| 14- | 30 - 6 | 34- | 31 - 6 | 54- | 32 - 6 | | |
| 15- | 10 - 1 | 35- | 13 - 6 | 55- | 44 - 1 | | |
| 16- | 28 - 6 | 36- | 33 - 6 | 56- | 34 - 6 | | |
| 21- | 13 - 6 | 41- | 28 - 11 | 61- | 13 - 6 | | |
| 22- | 8 - 1 | 42- | 13 - 6 | 62- | 13 - 6 | | |
| 23- | 12 - 6 | 43- | 29 - 6 | 63- | 13 - 6 | | |
| 24- | 13 - 6 | 44- | 9 - 1 | 64- | 13 - 6 | | |
| 25- | 44 - 6 | 45- | 14 - 6 | 65- | 35 - 7 | | |
| 26- | 13 - 6 | 46- | 13 - 6 | 66- | H - 1 | | |

Bunt-5 H&R-0 Inj-1 © 2016 GML LLC

SSTAM-30 RSTAM-2

Notes: This screen will display ANY player card for all players that appear on the Rosters tab. You can display two cards at once -- side-by-side. Simply choose the League, Team and Player on each of the two sides and your actual player cards will be displayed. If you leave the league, team and player entries blank on the left side, the current batter will be displayed. If you leave the league, team and player entries blank on the right side, the current pitcher will be displayed.

The “Cards” tab displaying the current batter (left) and pitcher (right)

This tab displays Player Cards -- just as they would look if you printed them off from the provided PDF files and trimmed. Actually there is a few more items display here that are not on the PDF version of the player cards. The Date of Birth (DOB) and place of birth are listed toward the top of the

Player Card. Also, if a pitcher is being displayed, his SSTAM and/or RSTAM ratings are listed below the cards. Those have to be looked up on a separate report if you are printing out the cards.

Please notice the three fields above each Player Card. The three fields are League, Team and Player. If you leave all three of these fields blank on the top of the left column, TBR will display the current batter card. If you leave all three of these fields blank on the top of the right column, TBR will display the current pitcher card.

However, this screen will allow you to take a look at ANY Player Card contained in the TBR! You simply enter the info in the three fields above each Player Card and TBR will look up the player and display his card. You can do this in either column. You can look at as many cards as you like. When you are finished, if you blank out the three fields, TBR will again display the current batter card on the left (if the three fields are blank) and the current pitcher on the right (if the three fields are blank).

Let's quickly look at the three fields and what TBR needs to display the proper Player Card. In the first of the three fields (labeled "League"), TBR needs either an "S" for Senior Circuit or "J" for Junior Circuit. (There will be an additional entry when a TBR is created for those seasons with three Leagues.) In this case, TBR will only accept "S" or "J". You will confuse TBR if you place anything else in the League Field. When you click the mouse inside the box for "League", TBR will give you a dropdown box with the choices available of "S", "J" or you can just choose the blank area.

When you put either the "J" or "S" in the League, TBR is then smart enough to know which teams are contained in that League. When you click the mouse in the League box, you'll see a dropdown box with just the teams for that league listed for you choosing. Just click on the Team.

When you choose the team, TBR will be smart enough to know what players play on that team and when you click the mouse in the field labeled "Player", the players for that team appear in the dropdown box for your choosing. Click on one of them and you'll see his Player Card.

When you are done looking at Player Cards, you should blank out the three fields at the top of each column. TBR will then display the current batter and pitcher again.

Because of the direction TBR has taken in its development, the dice rolls displayed between the two cards are not used.

The “Boards” tab

| | A | B | C |
|----|---|-------------|---|
| 1 | Standard Game Boards | | |
| 2 | | | |
| 3 | PRN | Bases Empty | Runner on First |
| 4 | | | |
| 5 | 1 HOME RUN to right center field | | HOME RUN to left field |
| 6 | 2 TRIPLE to left center | | TRIPLE along the right field foul line |
| 7 | 3 TRIPLE to right | | DOUBLE to center; runner scores |
| 8 | 4 DOUBLE over third | | TRIPLE to left |
| 9 | 5 DOUBLE over first | | HOME RUN to right center field |
| 10 | 6* DOUBLE to right center; then steals third on the first pitch to the next batter. Ball one to the next batter. | | DOUBLE over first; runner to third (G runner scores) |
| 11 | 6 DOUBLE to right center | | DOUBLE over first; runner to third (G runner scores) |
| 12 | 6c DOUBLE to right center; then is out attempting to steal third on the first pitch to the next batter; A-C PO-3B. Ball one to the next batter. | | DOUBLE over first; runner to third (G runner scores) |
| 13 | 7 SINGLE to right | | SINGLE to right; runner to third (P runner holds second) |
| 14 | 8 SINGLE to left center | | SINGLE - line drive to left; runner to second |
| 15 | 9 SINGLE over short | | SINGLE - beats out a bouncer in front of the plate; runner to second |
| 16 | 10 SINGLE to center | | SINGLE to left; runner to third; then steals second on the first pitch to the next batter |
| 17 | 10c SINGLE to center | | SINGLE to left; runner to third; then is out stealing second on the first pitch to the next batter |
| 18 | 11 SINGLE to left; batter then steals second on the second pitch to the next batter; 1 and 1 count on the batter. | | SINGLE over first; runner to third; then steals second on the second pitch to the next batter |
| 19 | 11c SINGLE to left; but is then thrown out stealing second on the third pitch to the next batter; A-C PO-2B; one and two count on the batter | | SINGLE over first; runner to third; but is then thrown out stealing second on the second pitch to the next batter |
| 20 | 12 Out at first; PO-1B | | Double play; A-2B PO-SS A-SS PO-1B |
| 21 | 13 Strikeout; PO-C | | Strikeout; PO-C |
| 22 | 14* Base on balls; then steals second on the first pitch to the next batter; ball one to the next batter | | 2 - Balls |
| 23 | 14 Base on balls | | 2 - Balls |
| 24 | 14c Base on balls; then out stealing second on the first pitch to the next batter; A-C PO-2B; ball one on the next batter | | 2 - Balls |
| 25 | 15 Fly out; PO-LF | | Fly out; PO-LF; runner holds |
| 26 | 16 Fly out; PO-CF | | Fly out; PO-CF; runner holds |
| 27 | 17 Fly out; PO-RF | | Fly out; PO-RF; runner holds |
| 28 | 18 Out at first; A-SS PO-1B | | Out at first; A-SS PO-1B; runner to second |

The “Boards” tab (top left corner)

When you download the TBR for your season of interest, it is already loaded with the proper Player Cards and Game Boards. **You should not change anything on this tab ever** -- unless you are feeling adventurous. Many of these cells are not just text. Many contain formulas that change depending on many things such as base situation, number of outs, pitcher ratings and other variables.

If you begin changing things and find that you’ve messed up and can’t get back, download a fresh copy of the proper TBR from the website.

The “Roster” tab

NPNGp 1964 Board Reader v3.5b [Compatibility Mode] - Microsoft Excel

HomeInsertPage LayoutFormulasDataReviewViewDeveloperAcrobat

NormalPage LayoutPage Break PreviewCustom ViewsFull Screen

☒ Ruler☒ Formula Bar☒ Gridlines☒ Headings☐ Message Bar

Show/Hide

Zoom100%Zoom to SelectionZoom

New WindowArrange AllFreeze PanesUnhide

SplitHideView Side by SideSynchronous ScrollingReset Window PositionWindow

Save WorkspaceSwitch WindowsMacros

A51964

| | A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q |
|-----|------|----------------|----------------|-------------|--------|----------------|-------------|-------------|-------|-------|----------|----------|-----------|-----------|-----------|-----------|-----------|
| 1 | | | | | | | | | | | | | | | | | |
| 2 | | Teams | | | | | | | | | | | | | | | |
| 3 | | | | | | | | | | | | | | | | | |
| 4 | Year | Team Name | Nickname | Park Factor | | Team Name | Nickname | Park Factor | | | | | | | | | |
| 5 | 1964 | | | | | | | | | | | | | | | | |
| 6 | | Senior Circuit | | | | Junior Circuit | | | | | | | | | | | |
| 7 | 1 | Chicago | | PF4 | | Baltimore | | PF1 | | | | | | | | | |
| 8 | 2 | Cincinnati | | PF4 | | Boston | | PF2 | | | | | | | | | |
| 9 | 3 | Houston | | PF2 | | Chicago | | PF2 | | | | | | | | | |
| 10 | 4 | Los Angeles | | PF1 | | Cleveland | | PF3 | | | | | | | | | |
| 11 | 5 | Milwaukee | | PF5 | | Detroit | | PF5 | | | | | | | | | |
| 12 | 6 | New York | | PF3 | | Kansas City | | PF5 | | | | | | | | | |
| 13 | 7 | Philadelphia | | PF2 | | Los Angeles | | PF1 | | | | | | | | | |
| 14 | 8 | Pittsburgh | | PF1 | | Minnesota | | PF4 | | | | | | | | | |
| 15 | 9 | San Francisco | | PF5 | | New York | | PF3 | | | | | | | | | |
| 16 | 10 | St Louis | | PF3 | | Washington | | PF4 | | | | | | | | | |
| 17 | 11 | | | | | | | | | | | | | | | | |
| 18 | 12 | | | | | | | | | | | | | | | | |
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| 34 | | Player Name | First Name | Bats | Throws | Base Run | Data Rec No | Bunt | H&R | Inj | Fldg - P | Fldg - C | Fldg - 1b | Fldg - 2b | Fldg - 3b | Fldg - ss | Fldg - lf |
| 35 | 1 | AMALFITANO, J | Joey | R | R | G | 1 | Bunt-4 | H&R-2 | Inj-3 | | | Or1 | 26r3 | | Or1 | |
| 36 | 2 | BANKS, E | Ernie (Mr Cub) | R | R | N | 2 | Bunt-5 | H&R-2 | Inj-1 | | | 22r3 | | | | |
| 37 | 3 | BERTELL, D | Dick | R | R | P | 3 | Bunt-5 | H&R-1 | Inj-3 | | 22r1 | | | | | |
| 38 | 4 | BOCCABELLA, J | John | R | R | G | 4 | Bunt-1 | H&R-3 | Inj-5 | | | Or2 | | | | Or1a1 |
| 39 | 5 | BOCCABELLA, J | John | R | R | G | 5 | Bunt-2 | H&R-1 | Inj-1 | | | | | | | |
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Ready

IntroGameLogBoardsRostersCard StatsLineups

100%

2:00 PM 2/21/2016

The “Roster” tab - upper left corner of the screen

The “Roster” tab contains a listing for every player in this particular season. Beginning in the upper left corner, you’ll see a field labeled “Year”. That’s pretty self explanatory -- the year of the season included in the current TBR. The Senior Circuit is listed on the left; the Junior Circuit on the right. The city is listed first. The “Nickname” column is left blank because of copyright laws. You can include them if you wish. Then the Park Factor for each park is listed. This information, along with each Player’s info under the team’s Roster box is all used on the “Main” tab to make data entry for lineups very easy to use (along with the Auto Lineup feature explained on the “Main” tab).

If you wish to change some of the ratings, do it on this tab and the “Card Stats” tab. If you mess it up, download a fresh copy of the appropriate Board Reader season from the NPNG web site.

Since this screen comes pre-loaded, you shouldn’t have to change anything on this screen ever (other than adding team nicknames).

The “Card Stats” tab

| Rec# | Last Name | First Name | 11 | 12 | 13 | 14 | 15 | 16 | 21 | 22 | 23 | 24 | 25 | 26 | 31 | 32 | 33 |
|------|-----------------|----------------|----|----|----|----|-----|----|----|----|----|----|-----|----|-----|----|----|
| 1 | AMALFITANO | Joey | H | 25 | 14 | 30 | 8 | 24 | 13 | H | 12 | 13 | 9 | 42 | 14 | 26 | H |
| 2 | BANKS | Ernie (Mr Cub) | 5 | 25 | 14 | 30 | 8 | 28 | 30 | H | 12 | 13 | 8 | 13 | 9 | 26 | H |
| 3 | BERTELL | Dick | H | 25 | 14 | 30 | 8 | 28 | 13 | 7 | 12 | 13 | 9 | 24 | 14 | 26 | 7 |
| 4 | BOCCABELLA | John | H | 25 | 41 | 30 | 7 | 24 | 13 | H | 12 | 13 | 7 | 24 | 7 | 26 | H |
| 5 | BROCK (CC) | Lou | H | 25 | 45 | 30 | 11 | 28 | 32 | H | 12 | 13 | 9 | 13 | 14 | 26 | H |
| 6 | BROGLIO (CC) | Ernie | 7 | 29 | 45 | 30 | 8 | 28 | 13 | 7 | 12 | 13 | 8 | 13 | 8 | 26 | 7 |
| 7 | BUHL | Bob | 8 | 13 | 13 | 30 | 14 | 28 | 13 | 9 | 12 | 13 | 45 | 13 | 23 | 26 | 8 |
| 8 | BURDETTE | Freddie | 7 | 9 | 7 | 7 | 7 | 7 | 7 | 7 | 12 | 7 | 7 | 7 | 7 | 8 | 7 |
| 9 | BURDETTE (CC) | Lew | H | 13 | 14 | 30 | 8 | 28 | 13 | H | 12 | 13 | 8 | 42 | 9 | 26 | H |
| 10 | BURKE | Leo | H | 25 | 14 | 30 | 8 | 28 | 13 | 7 | 12 | 13 | 8 | 44 | 9 | 26 | 7 |
| 11 | BURTON | Ellis (Bones) | H | 25 | 14 | 30 | 11 | 28 | 13 | 8 | 12 | 13 | 14 | 24 | 14 | 26 | 7 |
| 12 | CAMPBELL | Ron | H | 29 | 36 | 30 | 7 | 28 | 30 | H | 12 | 13 | 8 | 13 | 9 | 26 | H |
| 13 | CLEMENS (CC) | Doug | H | 25 | 14 | 30 | 8 | 28 | 13 | H | 12 | 13 | 8 | 14 | 9 | 26 | H |
| 14 | COWAN | Billy | 5 | 25 | 45 | 30 | 8 | 28 | 30 | H | 12 | 13 | 8 | 13 | 9 | 26 | H |
| 15 | ELLSWORTH | Dick | 9 | 13 | 13 | 30 | 23 | 28 | 13 | 45 | 12 | 13 | 13 | 13 | 13 | 26 | 45 |
| 16 | ELSTON | Don | 7 | 25 | 13 | 30 | 9 | 28 | 30 | 8 | 12 | 13 | 9 | 27 | 27 | 26 | 8 |
| 17 | FLAVIN | John | 23 | 25 | 29 | 30 | 27 | 28 | 32 | 30 | 12 | 27 | 29 | 27 | 27 | 26 | 32 |
| 18 | GABRIELSON (CC) | Len | H | 29 | 14 | 30 | 8 | 28 | 32 | H | 12 | 13 | 9 | 13 | 14 | 26 | H |
| 19 | GREGORY | Lee | 14 | 13 | 45 | 30 | 11c | 28 | 13 | 14 | 12 | 13 | 14 | 13 | 14c | 26 | 14 |
| 20 | HOBBIE (CC) | Glen | 14 | 13 | 14 | 30 | 14 | 28 | 13 | 14 | 12 | 13 | 14 | 13 | 14 | 26 | 14 |
| 21 | JACKSON | Larry | 8 | 29 | 13 | 30 | 10c | 28 | 30 | 8 | 12 | 13 | 9 | 13 | 23 | 26 | 8 |
| 22 | JAECKEL | Jake | 23 | 25 | 29 | 30 | 27 | 28 | 30 | 32 | 12 | 27 | 29 | 27 | 27 | 26 | 30 |
| 23 | KESSINGER | Don | 7 | 29 | 32 | 30 | 9 | 28 | 32 | 8 | 12 | 30 | 23 | 27 | 27 | 26 | 7 |
| 24 | KOONCE | Cal | 30 | 29 | 13 | 30 | 13 | 28 | 30 | 13 | 12 | 13 | 13 | 13 | 13 | 26 | 32 |
| 25 | LANDRUM | Don | 14 | 25 | 13 | 30 | 13 | 28 | 24 | 45 | 12 | 13 | 24 | 24 | 24 | 26 | 14 |
| 26 | McDANIEL | Lindy | 8 | 13 | 13 | 30 | 23 | 28 | 13 | 8 | 12 | 13 | 13 | 13 | 13 | 26 | 8 |
| 27 | NORMAN | Fred | 8 | 29 | 13 | 30 | 13 | 28 | 13 | 9 | 12 | 13 | 13 | 13 | 13 | 26 | 8 |
| 28 | OTT | Billy | H | 29 | 13 | 30 | 10c | 28 | 32 | 7 | 12 | 13 | 14c | 13 | 40 | 26 | H |
| 29 | POPOVICH | Paul | 7 | 9 | 7 | 7 | 7 | 7 | 7 | 7 | 12 | 7 | 7 | 7 | 7 | 8 | 7 |
| 30 | RANEE (CC) | Merritt | 8 | 25 | 13 | 30 | 42 | 28 | 32 | 9 | 12 | 13 | 42 | 24 | 38 | 26 | 9 |
| 31 | RODGERS | Andre (Andy) | H | 25 | 14 | 30 | 8 | 28 | 13 | H | 12 | 13 | 9 | 13 | 14 | 26 | H |
| 32 | ROZNOVSKY | Vic | 7 | 13 | 45 | 30 | 9 | 28 | 32 | 8 | 12 | 13 | 9 | 13 | 45 | 26 | 8 |
| 33 | SANTO | Ron | 5 | 25 | 14 | 30 | 8 | 28 | 30 | H | 12 | 13 | 8 | 14 | 9 | 26 | H |
| 34 | SCHAEFFER | Jimmie | H | 25 | 45 | 30 | 11c | 24 | 13 | 8 | 12 | 13 | 14 | 24 | 14 | 26 | H |
| 35 | SCHURR | Wayne | 14 | 13 | 13 | 13 | 14 | 13 | 13 | 14 | 12 | 13 | 14 | 13 | 13 | 13 | 14 |
| 36 | SCOTT | Dick | 8 | 25 | 13 | 30 | 13 | 28 | 32 | 29 | 12 | 13 | 13 | 13 | 13 | 26 | 9 |

The “Card Stats” tab -- upper left corner

This is another screen that you should have no interaction with unless you plan to change a Player Card. This tab contains all Player’s first column and Hit Table (second column) Play Result Numbers (PRN). It also contains stat line info, bats / throws and height / weight info, date of birth and place of birth info, the fielding ratings display lines 1 and 2 (this is not the ratings TBR uses -- see the “Rosters” tab for that), Special Base Running info, and lastly the Bunt, Hit & Run and Injury ratings.

These are all properly pre-loaded from the NPNG web site and do not require any input from you unless you wish to change something on a Player’s Card. If you mess something up, please download a fresh copy of this TBR from the NPNG web site.

The “Lineups” tab

| | BE | BF | BG | BH | BI | BJ | BK | BL | BM | BN | BO | BP | BQ | BR | BS | BT | BU | BV | BW |
|----|----|----------|----|----|----|-----------|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 1 | | Fielding | J | S | | Rare Play | J | S | | | | | | | | | | | |
| 2 | | 11 | 15 | 15 | | 11 | 41 | 41 | | | | | | | | | | | |
| 3 | | 12 | 23 | 23 | | 12 | 40 | 40 | | | | | | | | | | | |
| 4 | | 13 | 22 | 22 | | 13 | 36 | 36 | | | | | | | | | | | |
| 5 | | 14 | 21 | 21 | | 14 | 40 | 40 | | | | | | | | | | | |
| 6 | | 15 | 17 | 17 | | 15 | 37 | 38 | | | | | | | | | | | |
| 7 | | 16 | 18 | 18 | | 16 | 40 | 40 | | | | | | | | | | | |
| 8 | | 21 | 22 | 22 | | 21 | 36 | 36 | | | | | | | | | | | |
| 9 | | 22 | 16 | 16 | | 22 | 37 | 37 | | | | | | | | | | | |
| 10 | | 23 | 22 | 22 | | 23 | 36 | 36 | | | | | | | | | | | |
| 11 | | 24 | 18 | 18 | | 24 | 36 | 40 | | | | | | | | | | | |
| 12 | | 25 | 17 | 17 | | 25 | 38 | 38 | | | | | | | | | | | |
| 13 | | 26 | 22 | 22 | | 26 | 36 | 36 | | | | | | | | | | | |
| 14 | | 31 | 19 | 19 | | 31 | 38 | 39 | | | | | | | | | | | |
| 15 | | 32 | 23 | 23 | | 32 | 40 | 40 | | | | | | | | | | | |
| 16 | | 33 | 15 | 15 | | 33 | 41 | 41 | | | | | | | | | | | |
| 17 | | 34 | 18 | 21 | | 34 | 40 | 40 | | | | | | | | | | | |
| 18 | | 35 | 19 | 19 | | 35 | 39 | 39 | | | | | | | | | | | |
| 19 | | 36 | 22 | 22 | | 36 | 36 | 36 | | | | | | | | | | | |
| 20 | | 41 | 23 | 23 | | 41 | 40 | 40 | | | | | | | | | | | |
| 21 | | 42 | 19 | 19 | | 42 | 39 | 39 | | | | | | | | | | | |
| 22 | | 43 | 21 | 21 | | 43 | 40 | 40 | | | | | | | | | | | |
| 23 | | 44 | 16 | 16 | | 44 | 37 | 37 | | | | | | | | | | | |
| 24 | | 45 | 22 | 22 | | 45 | 36 | 36 | | | | | | | | | | | |
| 25 | | 46 | 22 | 22 | | 46 | 36 | 36 | | | | | | | | | | | |
| 26 | | 51 | 19 | 17 | | 51 | 38 | 38 | | | | | | | | | | | |
| 27 | | 52 | 21 | 23 | | 52 | 40 | 40 | | | | | | | | | | | |
| 28 | | 53 | 22 | 20 | | 53 | 39 | 36 | | | | | | | | | | | |
| 29 | | 54 | 18 | 18 | | 54 | 40 | 40 | | | | | | | | | | | |
| 30 | | 55 | 16 | 16 | | 55 | 37 | 37 | | | | | | | | | | | |
| 31 | | 56 | 20 | 19 | | 56 | 39 | 39 | | | | | | | | | | | |
| 32 | | 61 | 22 | 20 | | 61 | 39 | 39 | | | | | | | | | | | |
| 33 | | 62 | 20 | 20 | | 62 | 39 | 39 | | | | | | | | | | | |
| 34 | | 63 | 18 | 18 | | 63 | 36 | 36 | | | | | | | | | | | |
| 35 | | 64 | 20 | 19 | | 64 | 39 | 39 | | | | | | | | | | | |
| 36 | | 65 | 23 | 23 | | 65 | 40 | 40 | | | | | | | | | | | |
| 37 | | 66 | 15 | 15 | | 66 | 41 | 41 | | | | | | | | | | | |

This is part of the “Lineups” tab -- but beginning at column BE -- Fielding / Rare Play tables.

There is a lot of info on this tab. On the left side (not pictured above) are the pre-loaded lineups for each game of the season contained in this TBR. I would not change anything in there if I were you.

Also, **you shouldn't have to change anything in the two tables that are displayed above.** The TBR should come preloaded with the proper Fielding and Rare Play tables. These tables are used on the “Main” tab to properly “reassign” Fielding PRN's 15 thru 23 and Rare Play PRN's 36 thru 41. Thru the use of these two tables, you can insure that the same player won't yield the same Fielding number (see Player Card, PRN 53) or Rare Play number (see Player Card, it varies, but many times and PRN 61 and 64). The numbers in these two tables should match the tables contained on the Fielding Distribution - UPN Distribution Report from the NPNG web site and varies a little per season. If you have your own method of assigning these numbers, you may change them here. If you mess something up, you can download a new TBR from the NPNG web site.

The “Main” tab

The screenshot displays the NPNGp 1964 Board Reader v3.5b software interface. The interface is divided into several sections. On the left, there are two player rosters for 'Los Angeles' and 'Washington'. The center features a 'Base Situation' panel with buttons for 'Empty', 'First', 'Second', 'Third', '1st and 2nd', '1st and 3rd', '2nd and 3rd', and 'Full'. To the right of the base situation is a '3 - Outs' panel with a 'Roll 1' button and a '4 - Infield Position' panel with a 'Deep In' button. Below these are '5 - Type of Play' (Standard, Randomize Fldg), '6 - Current PRN' (Randomize RP), and '7 - PRN From' (1st Column, 2nd Column). The bottom center has a 'PLAY RESULT - Buck RODGERS facing Claude OSTEEN' section with a 'Roll!' button. On the far right, there are two scoreboards for '1964 Los Angeles' and '1964 Washington'. The bottom of the screen shows a Windows taskbar with the date 2/21/2016 and time 2:36 PM.

The “Main” tab with row/column identifiers displayed (screen left)

Let’s go thru all the fields and buttons first and then I’ll give you a guideline on the order in which to do things to get you playing.

The “C” Box

Starting in the upper left corner, you see a field labeled “C”. The “C” stands for “Circuit” or which league this team plays in. The Visiting Team is on the top; the Home on the bottom. The teams may be from differing Leagues, so in this first field (or box), tell TBR which league the visitors play in. When you click in the box, a dropdown box is available to help you choose “S” for the Senior Circuit or “J” for the Junior Circuit.

The “Main” tab (continued)

NOTE: If you are using the Auto-Lineup feature, TBR will automatically fill this in for you after you choose the proper game (in cell AT3). If you are not using the Auto-Lineup feature (discussed later in this section), then make the proper choice here.

Team Name box

Moving right for a moment, to the right of where you chose the Circuit (cell D4), you choose a Team Name. Since you’ve already told TBR in the “C” box in what Circuit this team will be found, when you click inside the Team Box, a dropdown box will appear that has a listing of just the team in the chosen Circuit. If you don’t see the Team, maybe you’ve chosen the wrong Circuit. Choose the Team Name.

NOTE: If you are using the Auto-Lineup feature, this will be automatically entered for you.

“Pos” or Position Box

Moving right for one more moment, to the right of the Team Name, the box is right under the heading “Pos”. This is cell E4. It DOES NOT require an entry from you. This box (on this top line of the lineup ONLY), tells you if you have a player at every fielding position (or DH) assigned in the next nine batting spots. If you don’t, this field will display red with white letters “Er” for Error. If the lineup is properly filled out, it will display “OK”.

Visiting Team Lineup

Now looking down at the next 9 lines, is the Visiting Team lineup. In the far left column (cell A5 thru cell A13) are bold numbers 1 thru 9 -- clearly marking the batting spot of each player.

In the next column over (column B5 thru B13) you’ll probably see nothing. This column is used to enter a red “x” to be a marker showing who the next batter up FOR THE FIELDING TEAM will be.

NOTE: If you are using all of the features of TBR, you won’t need to bother marking and unmarking the “x” in this column. It is done automatically for you. If you are not using all the features of TBR, you may be required to mark / unmark this column yourself. Just keep this in mind.

Visiting Team Lineup (continued)

The next column over contains a “radio button” (like the old car radios that I’m afraid I all too clearly remember). They are either “on” or “off”. When one is “on”, no other batter on EITHER team will have this button “on”. This column shows which player is the current batter -- the one with the “radio button” filled with black.

NOTE: If you are using the Auto-Lineup feature, it will reset this properly at the beginning of the game. Then, when pressing the “End at Bat” button and “End Inning” button will automatically do the updating of this column for you. These two buttons will be discussed a little later.

Entering the Visiting Team Lineup and Positions

Staying in the Visiting Team Lineup area and moving up to the lead-off hitters place (cell D5), click inside the box. You’ve already told TBR the Circuit and Team you are setting up. So now, TBR has the info it needs to know what players to include in the dropdown box which becomes available when you click inside the lead-off hitter’s place. Choose the player from the dropdown list. Then in the box just to the right of the lead-off hitter’s name, enter his position. Since this field is expecting a fielding position number, use: **1** for pitcher, **2** for catcher, **3** for 1b, **4** for 2b, **5** for 3b, **6** for ss, **7** for LF, **8** for CF and **9** for RF.

If the Circuit uses the DH, one of your nine players will NOT be the pitcher -- since he doesn’t bat. Instead, place the player assigned DH in his proper batting order and his position will be listed as “DH” instead of a position number.

If the Circuit does not use the DH, list the pitcher in his proper batting slot with his position, of course, being listed as 1 for pitcher.

Regardless of whether or not the Circuit uses the DH, list the starting pitcher down in the “Pitcher” section of the Visiting Team Lineup (cell D17).

If you’ve actually been entering a lineup, you’ve probably also noticed that when TBR pulls in the Player’s Name and you’ve entered in the position he will play, TBR will automatically pull in the “Bats” (“R”ight “L”eft or “B”oth), “Def” (defense), “BR” (base running rating), “Bunt” (Sacrifice bunt rating), “BFH” (Bunt for a Hit rating -- if there is one available), “H&R” (Hit and Run rating) and “Inj” (Injury Rating).

Basically the same thing happens when you enter the Starting Pitcher’s name in the proper box (cell D17). TBR will automatically pull in the “Th” (Throws “R”ight or “L”eft -- yes, I know there is a “B”oth now), Pitcher’s Fld / Inj (Fielding and Injury ratings), Original Grade (Starting Grade at the beginning of the appearance), “K” (Strikeout rating), “Cntl” (the Control rating for walks) and “PHR” (the home run ratings -- versus R and versus L separated by a slash). The Pitcher’s HP (Hit by Pitch rating), WP (Wild Pitch rating) and Bk (Balk rating) are all automatic. Also, the Catcher’s PB (Passed Ball rating)

is pulled in for you when you enter a player at position 2 -- catcher). Yes, I skipped the "Current Grade". Please hang on ...

Entering the Visiting Team Lineup and Positions (continued)

NOTE: If you are using the Auto-Lineups feature, and now you've got to be asking yourself why you wouldn't, everything in this section "**Entering the Visiting Team Lineup and Positions**" would be entered automatically for you. You'll want to use that awesome Auto-Lineups feature!

Current Grade **(Please understand this!)**

This entry is critical! Yes, the **Original Grades** were automatically entered when the pitcher's name was entered into the Pitcher's field (cell D17). **THESE ARE NOT THE GRADES TBR USES TO DETERMINE HITS OR OUTS!** Remember that when a pitcher reaches his SSTAM (or RSTAM in the case of a relief pitcher), his Pitching Grades begin to fall (refer to the "How to Play" booklet). There had to be a way to do this in TBR and this is what allows for this Pitching Grade downgrade. A column labeled "Current Grade" is found in each pitcher's ratings area. There are two boxes for the Visiting Pitcher and of course, two boxes for the Home Team Pitcher. **THE GRADES FOUND IN THE "CURRENT GRADE" COLUMN ARE THE ONES USED BY TBR TO DETERMINE A HIT OR OUT.**

So, after you enter the Pitcher's Name into the Pitcher's field (cell D17), immediately (so you won't forget) go over to the right and enter the same two grades (versus R and versus L) into the boxes under the "Current Grade" column (cells I17 and I18). And because this is critical, TBR will remind you when the grades do not match between the "Original Grade" column and the "Current Grade" column, the boxes in the "Current Grade" column will be red with white numbers.

NOTE: The Auto-Lineup feature ALSO takes care of this automatically for you.

Batters Faced counter

Related to the Current Grade above, let's talk about the Batters Faced counter. If you stay in the same area of the "Main" tab screen, Visiting Team Lineup; to the left of the Pitcher's Name box (cell D17), you'll see the letters "BF" (for Batters Faced). Just under the "BF", you'll see a number. When the game first begins, that number should of course be **0**. That's because there have been no Batters Faced yet.

As your game progresses and you click the "End at Bat" button (discussed later), the number under the "BF" is incremented. TBR keeps track of that number for you. You'll also see that the SSTAM rating (or RSTAM rating for relievers) is displayed in the cell just to the right of the BF number. You should be keeping your eye on that number and when the BF number equals the number in the SSTAM

or RSTAM rating, you'll need to adjust the two Pitcher Grade ratings (versus R and versus L) in the Current Grades column according to the rules outlined in the "How to Play" book. This feature relies on you to keep an eye on this. The "How to Play" book will also let you have the option to not use this feature. It's up to you. Play NPNG+ how you wish. If you decide not to use this feature, skip everything in this section under the heading "**Batters Faced counter**".

Now moving to the right half of the "Main" screen ...

NOTE: In prior TBR's, there were seven steps before determining play results. These steps were clearly identified by large red numbers around the "Main" screen. There was no "**1**" because Step 1 was to insure that the lineups were set properly, a player at every fielding position, the proper batter up had his radio button "punched" on and the proper pitcher info was in place. That still stands as Step 1.

Base Situation

Notice that there is a large red "**2**" preceding the title "Base Situation" (around cell P2) designating Step 2. This one is pretty straight-forward. There are eight different base situations in baseball. There is a radio button on each. You simply make sure this is one of the areas you check before you click the "Roll" button.

Outs

There is a large red "**3**" next to the title "Outs" around cell U2. This one is pretty easy also, make sure the number outs is set correctly. A radio button next to each possibility 0, 1 or 2. Be sure this is correct before pushing the "Roll" button. Play results many times depend on the number of outs.

Infield Position

The large red "**4**" is next to Infield Position at cell U8. There are radio buttons next to "Deep" or "In". Make sure this is correct before pressing the "Roll" button.

Type of Play

The large “5” is next to “Type of Play” at cell P13. This one will change a little depending on the Base Situation. The possibilities, depending on base situation, are:

Standard - standard at bat -- hit away

Sacrifice - Bunt for a sacrifice to move runner(s)

H&R - Hit and Run

BFH - Bunt for a Hit

Squeeze Play - with a runner on third, this is an attempt to bunt him home

Of course, a play result will depend on this choice. Make sure it is set properly.

Current PRN

This would possibly be Step 6 at cell R13.

If you are playing NPNG+ with The Board Reader manually (rolling the dice yourself, entering the dice numbers and looking up the Play Result Number (PRN) from the cards yourself, you would enter the resulting PRN here.

However, if you are fully using TBR with all of its functionality, you do not enter anything into this cell. TBR does the work for you.

PRN From

Step 7 is where TBR is asking from which column is the resulting Play Result Number (see cell U13). This is important on PRN 7's and 8's. The NPNG+ rules are that 7's and 8's from column 1 on the Player's Card must be checked against the Pitcher's Grade to see if the result is a hit or an error. Hit table (second column) 7's and 8's are NOT checked -- they are automatic hits. TBR needs to know this.

Those are the 7 steps. It may sound like a lot but in reality, as you play, it all happens rather quickly.

Now reviewing the remaining features of the “Main” screen ...

“End At Bat” button

This button is on the right half of the “Main” screen at around cell S2. As each play result has been determined, press the “End at Bat” button **ONCE**. This will cause TBR to move to the next scheduled batter and to update the game log with the just finished play.

“Roll !” button

This button is located at around cell S4.

When the seven steps (described above) are properly set, to cause TBR to produce the next play result, simply press the “Roll !” button. When using TBR to its fullest, the “Roll !” button causes TBR to update its internal dice rolls, properly look up the Play Result (based on the seven Steps you have set), plug the Play Result into the “Current PRN” box and then look up the play on the NPNG+ boards and display the results in the Play Result Window (at about cell N20).

If you are playing TBR manually, after reviewing and setting the seven Steps, click on roll and then enter the two dice rolls you come up with. Manually look up the dice rolls on the current batter card according to normal NPNG+ rules and enter the resulting Play Result (PRN) into the Current PRN. TBR will look up the PRN you enter and give you the Play Result.

“End Inning” button

This button is found at around cell S6.

You must tell TBR when an inning is complete. After the third out is made in an inning, be sure the Scoreboard is updated properly (discussed next) and press the “End Inning” button once. This is done no matter whether you are playing TBR automated or manually. The GameLog is updated. The Current Batter and next batter marker for the now Fielding Team is updated (on the left half of the “Main” screen) and you are ready to start the next inning.

“Reminders” box

This checkbox is found around cell S8.

If you want TBR to remind you of critical areas to check before pressing the “Roll !” button, click on the box to the left of “Reminders”. When it is checked, TBR will highlight areas in red to be sure to check BEFORE pushing the “Roll !” button.

The Scoreboard

This is located around cell S9.

This is a manually operated scoreboard. TBR will never automatically update the score no matter whether you are playing in “automatic” mode or “manual” mode. However, it does automatically update the Inning. BE SURE the proper score is entered BEFORE pressing the “End Inning” button so that the GameLog may be properly updated.

Injury Duration Check

You can locate this area around cell P31.

If you are using the Injury System in NPNG+, you can use this area to determine the length of injuries.

NOTE: The injured players must still be listed in the lineups (on the left half of the “Main” screen) to use this option.

To determine the length (number of games) of an injury, simply click inside the box that is labeled “Player to check:” at cell P34. When you do, a dropdown box will be available listing all players currently in the game based on the Lineups on the left half of the “Main” tab screen. Choose the player you are checking. Then press your keyboard’s F9 key (to re-roll the internal “dice”). The resulting number of injury games (not including the current one) is displayed in the red box at cell Q36.

If more than one player is injured on the play, repeat this process for each player.

Show cards? option

The “Show cards?” option is located at cell W34. This is set to either “Y” or “N” -- Yes or No. Some gamers don’t like their screens being so “busy” and others have computer monitors that are conducive to the display. So, this option simply allows you the option to either show or not show the Player Cards of the current batter and pitcher to the right of the “Main” screen.

Auto-Lineup Feature

The “Auto-Lineup” Feature is controlled by the area to the right of the Player Card displays (at around cell AT3. TBR’s are tailored to particular seasons. They are all available on the NPNG web site. In each TBR, all of the proper Player Cards are pre-loaded. Also, all of the Lineups for all games actually played that season are pre-loaded.

When you click on the game selection box at cell AT3, a dropdown box will be available. When you click on the dropdown down arrow, all of the games will be listed. The names given are the date played, the Visiting Team name and league and the Home Team name and league. If a double-header was played on that day, you’ll also see “Gm 1” and “Gm 2” to the right of the Home Team name and league. Click on the game you wish to play.

When you choose your game, the lineups are displayed below the dropdown box. On the top line (around cell AU4), you’ll see the visiting team’s league (usually “S” or “J” for Senior or Junior) and the team name. Below that is a 3-column list of the starting lineup with last name, position and first name.

The starting pitcher is also listed at the bottom of the lineup. It’s a repeat when no DH is being used. It’s important when the DH is being used.

Starting at around cell AU22, the Home Team is listed in a similar manner as described above.

If you have selected the proper game, simply press the button labeled “Copy Lineups” in the middle of this screen at around cell AT19. Many things happen at this point and it makes this feature very powerful. The lineups are automatically copied into the left side of the “Main” screen, each player’s position is plugged in, the pitchers are properly set up and the “Current Grade” field is set up. All the player ratings appear. And all of the fields (including the 7 Steps) are all properly initialize.

At this point, you just have one thing to do -- Play Ball!

NPNG+ Board Reader

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