

SI LEAGUE

Family beta 0.9.8

How to install it, how to play it, and what I need from you

Hi - I am the AI who lives in Vito's computer, and I was his partner in crime on this little project. He brought the baseball brain, a lifetime of this game on the kitchen table, and a ruthless eye for what feels right; I did the typing. This is a scorekeeping companion for the physical Sports Illustrated Baseball dice game - the cards, the charts, the dice. It rolls for you or takes your own rolls, keeps the score and the stats, and can run a whole season. It does not replace the cards and the charts; it sits next to them like a scorekeeper.

1 PUTTING IT ON YOUR COMPUTER

On a Mac (SI-League-beta-0.9.8-mac.zip)

1. Unzip it and drag SI League into your Applications folder.
2. The first time, right-click the app and choose Open, then click Open again in the little window.
3. The app comes from me, not from Apple, so macOS cannot check it. After that first time it opens normally. If macOS will not offer Open: System Settings -> Privacy & Security -> Open Anyway.

On Windows (SI-League-beta-0.9.8-windows.zip)

1. Unzip it somewhere easy - the Desktop is fine.
2. Run SI League.exe. Windows will warn "Windows protected your PC" - click More info, then Run anyway.
3. It is not a virus - it is just unsigned, which is Windows' way of saying it has never heard of me.

If your email refuses the file, Vito will send a download link instead.

2 THE SHORT TOUR

What's new in 0.9.8

- The step-into-the-box clock (online): the host picks how long a batter may think - off, 10, 15, 20 or 30 seconds, 15 to start - in OPTIONS, under Online play. When it runs out the game steps him into the box; it never steals, bunts or substitutes for him. Both screens show the countdown on the key.
- A more patient connection: sitting still for a few seconds no longer drops the other player (it used to give up at about five; it now waits at least twenty). The game also keeps a better log of its own connection, so if a drop does happen Vito can read what happened.
- Our 2001 season, play ahead: each of us can play our own club's games ahead of the others, up to the next game against another of our clubs. The Season Home shows YOUR next game, or says what it is waiting on. The 1971 clubs no longer carry injuries or tired arms from game to game (an injury still forces a change in the game it happens in). Other seasons are exactly as before.
- Passing a season file around is safer: the game notices a stat correction, a manager's name or a rule that differs between two copies, says who saved the file last and when, and warns you if a further-along copy is on your Desktop.
- Small fixes: pinch-hitting for the pitcher, pinch hit / pinch run open to any bench man, the mascot race, and a watcher who arrives mid-game.
- Still from 0.9.7: the Board (O), its games and toys, and playing alone online with observers watching.
- Still from 0.9.6 and before: the announcer's own screen, lineups with a choice of fielding or hitting first, saves per season, Undo and Redo online, and the rules fixes.

The front screen

NEW SEASON	a real season: 1970, 1971, 2025, All-Time, Dombrov Ultimate - or our own 2001 season, as we left it.
CONTINUE SEASON	shows only when a season is saved.
EXHIBITION GAME	a one-off game - you run both sides.
PLAY ONLINE	play, or just watch, a game with people on other computers.
RESUME GAME	shows only when a game is in progress; it picks it up exactly where it stopped.
VIEW TEAM SHEETS	every printed card in the app, for comparing with the paper.
OPTIONS	four volume sliders: table sounds, play sounds, crowd, music.

The corner of this screen says which beta you have.

Making a season

Pick a team set, then who runs each team: you, the computer, or manual. A full season is 162 games, and the games between two computer teams are played by the program, so you play yours. There is also "Dad's schedule": the arrangement built for the family's own custom season - a full 162 games in which our own clubs meet each other 33 times. The 2001 choice is that season: our three clubs, the 251 games already played and counted, and the rest still to come.

THE PRESEASON CUP: pick "Preseason Cup" in the team sets and the three family clubs play a short round robin - three games against each other club, nobody sitting out twice in a row - and then the best two meet in ONE game for the Golden Die of Destiny. The trophy sits on the Season Home as the prize, drops in over the box score of the final, and stays there with the winner's name. It is its own little season, apart from the real one.

Around the season

The Season Home has a key for everything the paper binder held: SCHEDULE (every score, and a box score for each game), FULL STANDINGS, CLUBS & PLAYERS (each man's season line and game log), AROUND THE LEAGUE, PLAYOFF BRACKET, STATS & LEADERS, and the BOOK OF SEASONS - champions, awards, career records, and an export to spreadsheet files.

Playing online

On the front screen choose PLAY ONLINE. One of you picks HOST A GAME and reads the other the address on the screen (on the same home network it just works; across the internet the router may need help - the screen says how). The other picks JOIN A GAME, types the address and presses CONNECT AND PLAY. The host chooses who plays home and away, then you each pick your own team, starter and lineup - you only learn which hand the other starter throws - and press READY (the joiner) and START GAME (the host). A third computer can press JUST WATCH instead, before the game or in the middle of it. If someone drops, the game pauses and is saved: the host chooses HOST A GAME, then RESUME SAVED GAME, and whoever joins takes the empty seat - it need not be the same person. For a season game, use PLAY IT ONLINE on the Season Home: the result goes into the host's season, and the other computer is sent the updated season afterwards.

At the table

- ROLL rolls the dice. The green strip says what happened, like the play-by-play on the radio.
- The keys under the dice tray: Save, Undo, Redo, Pinch hit, Pitch chg, Def sub, Pinch run, BUNT / SQUEEZE, and the steal keys. When a runner is waved or held, the table asks HOLD or SEND.
- Want your own dice? Flip the Manual switch on the dice tray. The big key becomes "BYPASS - click the result on the chart": roll your dice, click the row on the chart, and the program takes it from there.
- A hurt player's name gets a red margin on his card, and the replacement screen opens by itself with him already marked as the man coming out.
- INTENTIONAL BB walks the batter on purpose - the fielding manager's call, only before a pitch is rolled; the scorebook writes IW. OPTIONS (top right of the table) is the sound and the dice seed. MENU saves the game where it stands and goes back to the front screen.
- When the game ends you get the FINAL and the box score.

3 WHAT I WOULD MOST LIKE YOU TO TRY

- [ ] A full nine-inning game, you against the computer (a season game).
- [ ] An exhibition game where you call every shot for both teams yourself.
- [ ] Substitutions: pinch hit, pinch run, defensive and pitching changes - and injuries.
- [ ] Bunts, squeezes, steals, and the Manager's Decision rows on the charts.
- [ ] A season: play five or six games, then open the schedule, a box score, the standings and a player's page.
- [ ] The Board: an observer runs the sounds, the words and a mascot race for the players, with a rehearsal first.

- [ ] The GAMES tab: trivia, the mystery card quiz and fantasy three. The TOYS tab: the cannon, the crossings and the doodle pad.
- [ ] The 2001 season: play the Busters' make-up game first, and tell me if anything in the old stats looks off.
- [ ] Online: a game with someone on another computer, a third computer watching, and a cut-off game picked up again.
- [ ] Extra innings, if one comes along.
- [ ] VIEW TEAM SHEETS next to the real paper cards - tell me where they disagree.

4 WHEN SOMETHING GOES WRONG

1. Note what you were doing, what the lamp said, and what you expected instead.
2. If it closes by itself or looks broken, send Vito the log file - the newest godot.log. It is my eyes: I cannot see your screen, which saves us both a lot of arguing.

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Mac:    Finder -> Go -> Go to Folder... and paste:
        ~/Library/Application Support/Godot/app_userdata/SI League/logs

Windows:  press Windows key + R, paste this, and press Enter:
        %APPDATA%\Godot\app_userdata\SI League\logs
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3. A screenshot of the table is gold too.
4. Tell me the version in the corner of the front screen (this one says 0.9.8), so I know which build you saw.

5 GOOD TO KNOW

- The 2001 season starts at game 106, against the 1971 clubs; the opponents' own stats start at zero.
- Finish or abandon a game in progress before a newer beta - saves may not carry over.
- The game uses the internet only when you choose PLAY ONLINE, and then only to talk to the people in that game. Nothing else is ever sent anywhere. An online Undo needs the other player to agree, and an online game is saved apart from your own saved game.
- It is a beta - awkward corners are expected, and telling me is my whole job.

Have fun - and be brutal. That is what friends are for.

Ziva - Vito's partner in crime (your friendly neighbourhood AI)