To use the Board Game Companion, you should set both managers to human, set the 'Dice Roll Visibility' option to 'Enter Dice Rolls Manually', and set the 'Board Game Quick Pitch' option to 'true'. For more details, check out the related videos in the User Guide.

Common Board Game Commands		
Command	**Description**	**Notes**
K, KL	**Strikeout** and **strikeout looking**.	
BB, IBB	**Walk** or **intentional walk**.	
PU[POS]	**Popout** to POS. Runners hold.	Valid positions are 1, 2, 3, 4, 5, and 6. You can leave out the 'U' from the command (e.g., P3).
FO[POS/E[POS]]	**Foulout** to POS or **Foulout and error** on POS. Runners hold. Examples: • **FO5**: Foulout to 3B. Runners hold. • **FOE5**: Foulout to 3B. Third baseman drops the ball (error). Runners hold.	Valid positions are 2, 3, 4, 5, 6, 7, and 9.
L[POS]	**Lineout** to POS. Runners hold.	Valid positions are 1, 3, 4, 5, and 6, 7, 8, 9.
F[POS] (R1/R1X)(R2/R2X)(R3/R3X)	**Flyout** to POS. Runners attempting to advance are specified using R1, R2, and/or R3 (runner on first, second, and/or third). Add "X" to the end of any of the runners to specify that the runner is thrown out. Examples: • **F8**: Flyout to CF. Runners hold. • **F9R3R2R1**: Flyout to RF. Runners advance 1 base. • **F7R3R2XR1:** Flyout to LF. Runner on third scores, runner on second is throw out at third, and runner on first advances to second. • **F7R3**: Flyout to LF. Runner on third scores, other runners hold. • **F7R3X**: Flyout to LF. Runner on third out attempting to tag, other runners hold.	Valid positions are 7, 8, and 9.
G[POS1](POS2)(POS3) (R1S/R1N) (R2H/R2S/R2N) (R3H/R3N/R3S)	**Groundball**. One, two ,or three fielders may be specified using the player's numerical position in place of POS1, POS2, and POS3. By default, all runners will advance one base. Include R1S, R2S, or R3S to indicate that the batter and all runners are safe on a fielder's choice to POS2. Extra bases can be specified using R1N, R2N, and/or R3N, where N specifies the number of bases. Finally, runners on second or third can be held by specifying R2H and/or R3H. Examples: • **G63**: Batter out (6-3), runners advance one base. • **G43R3H**: Batter out (4-3), runner on third holds, other runners advance one base. • **G543**: Batter and runner on first out (5-4-3 double play), other runners advance one base. • **G54**: Batter safe (fielder's choice), runner on first out (5-4), other runners advance. • **G463R22**: Double play (4-6-3), runner on second scores on the play. • **G554**: Batter safe (fielder's choice), runner on second is out at third (5 unassisted), runner on first out at second (5–4 double play), other runners advance. • **G12R3S**: Runner safe on the throw home (1-2), batter safe (fielder's choice), other runners advanced one base.	Enter the same position twice to enter an unassisted out (e.g., g33). Valid positions are 1, 3, 4, 5, 6, and 9 (only for use with G93). If you only specify one fielder, the second fielder will default to 3 (e.g., G5 becomes G53).
1B*, 1B**, 1B***	**Single**. Runners advance one, two, or three bases.	The number of asterisks determines the number of bases advanced. If you omit the asterisks, runners advance one base.
2B**, 2B***	**Double**. Runners advance two or three bases.	The number of asterisks determines the number of bases advanced. If you omit the asterisks, runners advance two bases.
3B	**Triple**. Runners advance three bases.	
HR	**Home run.**	
STL	**Stolen base attempt.** Lead runner successfully steals a base.	
STL2B, STL3B	**Stolen base attempt.** Runner on first successfully steals second, or runner on second successfully steals third.	
CS2B, CS3B	**Stolen base attempt.** Runner on first is out stealing second, or runner on third is out stealing third.	
E[POS]*, E[POS]**, E[POS]***	**Error** by player at POS. Runners advance one, two, or three bases.	The number of asterisks determines the number of bases advanced. If you omit the asterisks, runners advance one base.

Uncommon Board Game Commands		
Command	**Description**	**Notes**
1B**X, 1B***X	**Single out stretching to a double.** Runners advance two or three bases.	The number of asterisks determines the number of bases advanced.
2BX	**Double out stretching to a triple.** Runners advance three bases.	
3BX	**Triple out stretching to a HR.** Runners advance three bases.	
1BandE[POS]	**Single and error** by POS. Runners advance two bases.	All positions are valid.
2BandE[POS]	**Double and error** by POS. Runners advance three bases.	Valid positions are 7, 8, 9.
3BandE[POS]	**Triple and error** by POS. Runners advance three bases.	Valid positions are 7, 8, 9.
STL2B3B	**Double steal attempt.** Runners on first and second successfully steal.	
CS2B3B	**Double steal attempt.** Runners on first and second attempt a double steal, runner on second is out at third, runner on first is safe at second.	
STL2BE(**)	**Error when stealing second.** Base stealer advances to third. Runner on third scores. If ** is added (i.e., STL2BE**) the base stealer scores.	
STL3BE	**Error when stealing third.** Base stealer scores. Runner on first advances one base.	
PICK(R1/R2/R3)(EP/EF)(**/***) PICKC(R1/R2/R3)(EC/EF)(**/***)	**Pickoff** (by pitcher or catcher). Runner to be picked off is specified using R1, R2, and/or R3 (runner on first, second, and/or third). Add "EP", "EC", or "EF" to the end of the command to specify an error by the pitcher (EP), catcher (EC), or fielder (EF). On error, runners advance one base. Otherwise, pickoff is successful, and no runners advance. Add ** or *** to the end of the command specify a two or three base error. Examples: • **PICK**: lead runner picked off by pitcher. • **PICKR2**: runner on second picked off by pitcher. • **PICKR3EF**: error attempting (by pitcher) to pickoff runner at third, error on the third baseman, runners advance one base. • **PICKEP**: error attempting (by pitcher) to pickoff lead runner, error on the pitcher, runners advance one base. • **PICKEP****: error attempting (by pitcher) to pickoff lead runner, error on the pitcher, runners advance two bases. • **PICKCR1EC**: error attempting (by catcher) to pickoff runner on first, error on the catcher, runners advance one base.	Use PICK when you want the pitcher to attempt the pickoff and PICKC when you want the catcher to attempt the pickoff. If you leave out the runner (R1, R2, or R3) the lead runner will be the target runner.
L[POS]DP(O2[R1/R2/R3])	**Infield lineout double play** to POS. The base runner specified using O2R1, O2R2, or O2R3 is doubled up. If no runner is specified, the lead runner is doubled up. Examples: • **L5DP**: Third baseman catches the line drive and throws out the lead runner (double play). • **L3DPO2R2**: First baseman catches the line drive with runners on second and third, and he throws out the runner on second.	Valid positions are 1, 3, 4, 5, and 6. O2R1 stands for "second out is at first base". O2R2 stands for "second out is at second base". O2R3 stands for "second out is at third base".
WP(*/**/***)(OUT|R1X|R2X|R3X) PB(*/**/***)(OUT|R1X|R2X|R3X)	**Wild pitch** or **passed ball**. Runners advance one base by default. You can specify *, **, or *** to have runners advance 1, 2, or 3 bases. Add OUT to the command to have the lead runner thrown out by the catcher when advancing. Add R1X, R2X, or R3X to indicate a specific runner out. Examples • **WPOUT****: wild pitch, runners advance two bases, lead runner is thrown out by the catcher. • **PBR1X****: passed ball, runners advance two bases, runner on first is thrown out at third by the catcher.	
HBP	**Hit by pitch**.	
SH[POS](PO4)(E*/E**/E***)	Successful **sacrifice bunt** to POS. Batter is out at first, and runners advance one base. By default, if someone other than the first baseman fields the ball, the first baseman will get the putout at first. However, you can include PO4 in the command to specify that the second baseman gets the putout instead. If E*, E**, or E*** are specified, the batter is safe on a throwing error by POS.	Valid positions are 1, 2, 3, and 5. You cannot sacrifice bunt if there is a runner on third (see squeeze).
SH[POS]FC(4/5/6)(SAFE)	Fielder's choice **sacrifice bunt** to POS. Lead runner is out, and batter is safe at first (fielder's choice). Other runners advance one base. You can specify who gets the putout (second, short, or third) by including 4, 5 or 6 at the end of the command. If SAFE is included in the command, the lead runner is safe and the batter is awarded a sacrifice hit.	Valid positions are 1, 2, 3, and 5. You cannot sacrifice bunt if there is a runner on third (see squeeze).
SH[POS]DP(3/4/6)	Unsuccessful **sacrifice bunt** to POS. Batter pops up to POS and lead runner is out. Other runners hold. You can specify who makes the second putout (first, second or short) by including 3, 4 or 6 at the end of the command.	Valid positions are 1, 2, 3, and 5. You cannot sacrifice bunt if there is a runner on third (see squeeze).
SH[POS]SINGLE	Batter is safe at first on an attempted **sacrifice bunt** (single). Runners advance one base.	Valid positions are 1, 2, 3, and 5. You cannot sacrifice bunt if there is a runner on third (see squeeze).

Rare Board Game Commands		
Command	**Description**	**Notes**
DROPK(R0N)(R1N)(R2N)(R3N) DROPKOUT(R0N)(R1N)(R2N)(R3N) DROPKOUTU(R0N)(R1N)(R2N)(R3N)	**Dropped third Strike:** DROPK: batter is safe at first. DROPKOUT: batter is out at first (catcher to first base). DROPKOUTU: batter is out at the plate(catcher unassisted). On all three commands forced runners advance one base. Additional batter/runner advancement can be specified using R0N, R1N, R2N, and R3N, where N is the number of bases advanced by the runner (R1, R2, or R3) or bases the batter advances after reaching base (R0). Examples: • **DROPKR21**: Batter safe at first, runner on second adv one base.	Only valid if first base is open or there are 2 outs. For R0N, N represents the number of bases the batter advances after reaching base.
L[POS]TP	**Lineout Triple Play** to POS. Lead runner, and runner trailing the lead runner, are doubled up. Examples: • **L4TP**: Second baseman catches the linedrive and the lead runner and trailing runner are out (triple play).	Valid positions are 1, 3, 4, 5, and 6.
HRITP	**In the park home run.**	
SQZA	Batter is safe at first (single) on an attempted **squeeze** to the first baseman. Runners advance one base.	A runner must be on third for a squeeze.
SQZB	Successful **squeeze**. Batter is out at first on a ball hit to the first baseman. Runners advance one base.	A runner must be on third for a squeeze.
SQZC	Unsuccessful **squeeze**. Batter pops up to the catcher. Runners hold.	A runner must be on third for squeeze.
SQZD(POS)	Unsuccessful **squeeze**. Batter is safe at first (fielder's choice) on a ball hit to POS. Runner on third is thrown out at home. Other runners advance one base. If POS is omitted a random fielder will be chosen.	A runner must be on third for a squeeze. Valid positions are 1, 3, and 5.
SQZES	Unsuccessful **squeeze**. Swing and a miss by the batter. Runner on third successfully steals home. Other runners advance one base.	A runner must be on third for a squeeze.
SQZEX	Unsuccessful **squeeze**. Swing and a miss by the batter. Runner on third is thrown out attempting to steal home. Other runners advance one base.	A runner must be on third for a squeeze.
SQZF	Unsuccessful **squeeze**. Batter pops out to the pitcher. Runner on third is doubled up (double play). Other runners hold.	A runner must be on third for a squeeze.
CI	**Catcher's interference.** Batter is awarded first base. All forced runners advance one base.	See known issues section at the end of this document.
STLHOME	**Stolen base attempt.** Runner on third successfully steals home.	
CSHOME	**Stolen base attempt.** Runner on third is out stealing home.	
STL3BHOME	**Double steal attempt.** Runners on second and third successfully steal.	
CS3BHOME	**Double steal attempt.** Runners on second and third attempt a double steal, runner on third is out at home, runner on second is safe at third.	
STLHOMEE	**Error when stealing home.** Stealer scores. Other runners adv one base.	
BK	**Balk.** Forced runners advance one base.	See known issues section at the end of this document.
[1B/2B/3B] (R0N/R0XN) (R1N/R1XN) (R2N/R2XN) (R3N/R3XN) (F[POS]/E[POS])	**Single/Double/Triple.** Batter and runner advancement are specified using R0N, R1N, R2N, and R3N, where N is the number of bases advanced by the runner or batter (R0). If the command ends with XN, instead of N the runner will be thrown out trying to advance N bases (e.g., R1X2: runner on first out at third). F[POS] allows you to specify who fields the ball and E[POS] represents an error committed on the play by POS. Examples: • **1BR12**: Single. Runner on first advances two bases. • **1BR11R30**: Single. Runner on 1st advances one base runner on 3rd holds. • **1BR11R3XF8**: Single to center. Runner on first advances one base and runner on third is out at the plate. • **1BR01R1X3E7**: Single to left. Error on the left fielder. Batter advances to second and runner on first gets thrown out at home. • **1BR20R30**: Single. Runner on second and third hold. • **2BR12R2X**: Double. Runner on first advances to third. Runner on second out at home. • **2BR22R1X**: Double. Runner on second scores. Runner on first out at third. • **3BR0XR13R22R31**: Bases loaded triple. All three runners score. The batter is out at home.	Can be used to represent unusual base hit events. For example: single. Runner on second and third hold. If you omit the fielder's position, the fielder will be picked at random. For R0N, N represents the number of bases the batter advances after reaching base. All positions are valid for a single. Valid positions for a double or triple are 7, 8, and 9.

Rare Board Game Commands (continued)		
Command	**Description**	**Notes**
DROPK(R0N)(R1N) (R2N)(R3N) DROPKOUT(R0N)(R1N) (R2N)(R3N) DROPKOUTU(R0N)(R1N) (R2N)(R3N)	**Dropped third Strike:** DROPK: batter is safe at first. DROPKOUT: batter is out at first (catcher to first base). DROPKOUTU: batter is out at the plate(catcher unassisted). On all three commands forced runners advance one base. Additional batter/runner advancement can be specified using R0N, R1N, R2N, and R3N, where N is the number of bases advanced by the runner (R1, R2, or R3) or bases the batter advances after reaching base (R0). Examples: • **DROPKR21**: Batter safe at first, runner on second adv one base.	Only valid if first base is open or there are 2 outs. For R0N, N represents the number of bases the batter advances after reaching base.
E[POS](R0N) (R1N)(R2N)(R3N)	**Error** by player at POS. Batter and runner advancement are specified using R0N, R1N, R2N, and R3N, where N is the number of bases advanced by the runner (R1, R2, or R3) or the base occupied by the batter (R0) after the play. If advancement of the batter/runner is omitted one base is assumed. Examples: • **E5R01R30**: Error on the third baseman. Batter safe at first and runner on third holds. • **E7R02R31**: Error on the left fielder. Batter safe at second and runner on third scores. **E2R30**: Error on the catcher. Batter safe at first, runner on first safe at second, runner on third holds.	This command can be used to represent unusual error events. For example: error on the catcher. Batter safe at first, runner on first safe at second, runner on third holds. For R0N, N represents the base occupied by the batter after the play.
[SB][R1[S/X]](R2[S/X])(R3[S/X]) (F[POS])(E[POS])(*/**/***)K	**Stolen Base Attempt:** This is used to record several different stolen base attempt results. Include R1S, R2S, and/or R3S to specify which runners successfully steal a base. Include R1X, R2X, or R3X to specify which runner is out stealing a base. F[POS] is used to specify which player fields the throw from the catcher (or the pitcher if stealing home). Finally, E[POS] can be used to specify an error committed by a fielder. Errors committed by 4, 5, or 6 area always fielding errors. Errors committed by the catcher when the fielder is 4, 5, or 6, will be a throwing error. Errors committed by the catcher when the fielder is 2, will result in an error by the catcher fielding a play at home. On error plays you can specify *, **, or *** to indicate how many extra bases are taken on the error. Finally, if you add K to the end of the command when there are fewer than 2 outs, and you are stealing second, third, or second and third, the lead stealing runner will be out and the batter will strikeout. Examples: • **SBR2S**: Runner on second steals third. • **SBR1XF6**: Runner on first caught stealing (2-6). • **SBR1XF4**: Runner on first caught stealing (2-4). • **SBR2SR3S**: Double steal. Runners on second and third steal third and home. • **SBR2SR3XF2**: Double steal attempt. Runner on third caught stealing (1-2). Runner on second advances to third but does not get a stolen base. • **SBR2XR3SF5**: Double steal attempt. Runner on second caught stealing third (2-5). Runner on third safe at home but does not get a stolen base. • **SBR1SE2**: Runner on first safe on a throwing by the catcher. Because runners do not advance on the throw, play ruled SB no error. • **SBR1SE2***: Runner on first safe on a throwing by the catcher. Runners take an extra base on the play. Play ruled an error on the catcher and a SB. Any runs scored are unearned. • **SBR1SE6****: Error by the shortstop fielding the throw. Play ruled a caught stealing and the runner safe at second on the error. Runners take two bases on the error. Any runs scored are unearned. • **SBR2SR3SE5**: Double steal attempt. Runners on second and third are safe thanks to an error by the third baseman. Play ruled a caught stealing and an error at third base. Any runs are unearned. • **SBR2SR3SF2E2**: Double steal attempt. Runners on second and third are safe thanks to an error by the catcher when trying to make the tag at home. Play ruled a caught stealing and an error. The run is unearned. • **SBR1XK**: Runner out stealing second, batter strikes out.	

Strat-o-Matic Specific Shortcuts		
Command	**Description**	**Notes**
F[POS]A	**Flyout** to POS. Batter is out. Runners advance one base.	Valid positions are 7, 8, and 9.
F[POS]B	**Flyout** to POS. Batter is out. Runner on third scores. Other runners hold.	Valid positions are 7, 8, and 9.
F[POS]C	**Flyout** to POS. Batter out. Runners hold.	Valid positions are 7, 8, and 9.
G[POS]A	**Groundball**. If one or more runners are forced, batter and runner on first are out (double play). Other runners advance one base. If no runners are forced, batter is out and runners hold.	Valid positions are 1, 3, 4, 5, and 6.
G[POS]B	**Groundball**. If one or more runners are forced, runner on first is out at second and batter is safe (fielder's choice). Other runners advance one base. If no runners are forced, runners hold.	Valid positions are 1, 3, 4, 5, and 6.
G[POS]C	**Groundball**. Batter is out at first and other runners advance one base.	Valid positions are 1, 3, 4, 5, and 6.
LOMAX[POS]	**Lineout into as many outs as possible**. Results in a lineout, lineout double play, or lineout triple play depending on the number of runners on base and the number of outs.	Valid positions are 1, 3, 4, 5, and 6.

Pocket Pennant Run Specific Shortcuts		
Command	**Description**	**Notes**
G[POS]-DP	**Groundball** to POS. If first is unoccupied, ground out, runners hold. Otherwise, double play, lead forced runner and batter are out, other runners advance.	Valid positions are 1, 2, 3, 4, 5, and 6.
G[POS]-DP*	**Groundball** to POS. If first is unoccupied, ground out, runners hold. Otherwise, double play, runner at first and batter are out, other runners advance.	Valid positions are 1, 2, 3, 4, 5, and 6.
G[POS]-L	**Groundball** to POS. If no runners on base, batter is out. Otherwise, groundball, lead runner out, batter reaches on fielder's choice, and other runners advance one base.	Valid positions are 1, 2, 3, 4, 5, and 6.
F[POS]-T	**Flyout** to POS. Batter is out. If runners on second and/or third, they tag up and advance one base. Otherwise, runners hold.	Valid positions are 7, 8, and 9.

Season Ticket Baseball Specific Shortcuts		
Command	**Description**	**Notes**
1B+	**Single**. Runner on second scores, runner on first to second.	
1B++	**Single.** Runner on second scores, runner on first to third.	
2B+	**Double**. Runner on first scores.	
F[POS]+	**Flyout** to POS. Runner on third scores.	Valid positions are 7, 8, and 9.
F[POS]++	**Flyout** to POS. Runner on third scores, runner on second to third.	Valid positions are 7,8, and 9.
L[POS](R1!/R2!/R3!)	**Lineout** to POS. R1!, R2!, or R3! can be included to specify that the runner on first, second, or third is doubled up.	Valid positions are 1, 3, 4, 5, and 6.

NOTES:

- When there is an error on a hit and you include **NORBI** in the command, none of the runs scored on the play will count as an RBI. Alternatively, you can include **NORBI1**, **NORBI2**, and/or **NORBI3** to specify that runners scoring from first, second, and/or third do not count as an RBI. For example: **1B R31 R22 NORBI2 E9** (both runners score but only one RBI is awarded to the batter). This also works for the groundball command (e.g., **G43 R22 R31 NORBI2**).
- Commands are not case sensitive.
- Command variables surrounded by square brackets (e.g. **[**POS**]**) are required and command variables surrounded by parenthesis (e.g. **(**R1**)**) are optional.
- Spaces can be used at any location in a command to make the command easier to read (e.g., 1B R22 E9)

Known Issues: Catcher's interference does not credit the batter with a PA. Pitchers cannot balk when the bases are empty.

Version History:

- 06/09/22 (v1.2.1) – Flyout command changed to support any runner getting thrown out tagging (not just the lead runner).
- 06/11/22 (v1.2.2) – "Ground out" is now the "Groundball" and it now allows fielder's choice plays where nobody is out (e.g., throw goes home, runner safe at the plate, batter safe at first (fielder's choice). The hit command (located in the rare commands table) now allows you to specify the fielder. The fielders are currently still limited to 7, 8, and 9. Added a **PICKC** command for pickoff attempts by the catcher.
- 06/13/22 (v1.2.3) – Added short, second, left field, and right field as possible fielders of a foul out. The hit command (located in the rare commands table) now allows the fielder to be an infielder on a single, and errors can also take place in the infield on a single.
- 06/19/22 (v1.2.4) – Added the ability to specify which runner is the second out on a line drive double play (if no runner is specified the lead runner is out). Added the ability to specify who makes the putout on a fielder's choice bunt, or the second putout on a double play bunt. Added a new error command (located in the rare commands table) that allows you to enter an error and specify the runner advancement for each runner as well as the base occupied by the batter after the error. Added the ability to include spaces in your command to make them easier to read. For example, **1BR11R30** can be written as **1B R11 R30**.
- 07/03/22 (v1.2.5) – Added control over runner advancement on DROPK. For example, **DROPKR21** (runner on second advances one base). Added ability to specify a throwing error on a successful bunt by adding **E***, **E****, or **E****** to the end of the command. Popups can now be specified without the 'U' (e.g., **P6**). You can now choose to only specify one fielder for the groundball command. In this case, the second fielder will default to 3 (e.g., **G6** becomes **G63**)
- 07/08/22 (v1.2.6) – Added ability to specify that the second baseman gets the putout at first on a sacrifice by adding PO4 to the end of the command. For example, **SH2PO4** is a sacrifice fielded by the catcher, and the throw goes to the second baseman covering first.
- 07/26/22 (v1.2.7) – You can now add ** to the end of the STL2BE command and the base stealer will score on the error. You can now add ** or *** to the end of the PICK command to specify a two or three base error (e.g., PICKR1EP**).
- 7/31/22 (v1.2.8) – You can now add **NORBI** to the end of the Singe/Double/Triple command when there is an error on hit. This will specify that no RBI are awarded to the batter because of the error.
- 8/10/22 (v1.2.9) – You can now include **NORBI1, NORBI2,** and/or **NORIB3** in the Singe/Double/Triple command when there is an error on a hit. This will specify that runners scoring from first, second, and/or third do not count as an RBI. The error should be the last item in the command. Added two new commands: **DROPKOUT** (batter out at first on a dropped third strike [23]) and **DROPKOUTU** (batter out at the plate on a dropped third strike [catcher unassisted]). Added a NOTES section on the last page with additional information about the Board Game Companion.
- 8/15/22 (v1.3.0) – Updated the Single/Double/Triple command to allow the user to specify how many bases a runner attempts to advance when thrown out. This can be accomplished by including the number of bases after the **X (**e.g., **R1X3**). For example, the **3** following **X** in the command **1B R01 R1X3 E7** specifies that the runner on first will be thrown out trying to take third on a single.
- 8/19/22 (1.3.1) – Updated the foulout command to allow errors. For example, **FOE5** results in a foulout to 3B and the third baseman drops the ball (error). Runners hold.
- 9/9/22 (1.3.2) – Added an advanced stolen base command (**SB**). See the rare commands section for details. Added support for a ground out to the right fielder (**G93**). Updated the groundball command so that runners can advanced more than one base on a groundball. For example, **G463R22** results in a double play (6-4-3) and the runner on second scores from second on the play. In addition, NORBI, NORBI1, NORBI2, and NORBI3 work with the updated groundball command.
- 9/15/22 (1.3.3) – Updated the sacrifice hit fielder's choice command so that when **SAFE** is included in the command, the lead runner is safe and the batter is awarded a sacrifice hit (e.g., **SH5FC4SAFE**). Updated the line drive command to allow outfield positions (e.g., **L8**). Updated the stolen base command (SB) to support a CS/K double play. This can be done by adding **K** to the end of the SB command when there are fewer than 2 outs, and you are stealing second, third, or second and third (e.g., **SBR1XK**). Updated the groundball command so that no RBI are awarded on a groundball double play.
- 9/30/22 (1.3.4) – Updated the wild pitch and passed ball commands so that you can specify *, **, or *** to have runners advance 1, 2, or 3 bases and add **OUT** to the command to have the lead runner thrown out by the catcher when advancing (e.g., **WPOUT****).
- 10/3/22 (1.3.5) – Added six shortcut commands for Season Ticket Baseball. These shortcuts can also be useful for other games.
- 12/11/22 (1.3.6) – Updated documentation for the hit commands (1B, 2B, 3B)
- 12/27/22 (1.3.7) – Updated the WP and PB commands so that you can specify a trailing run out on the play. (e.g., **PBR1X****** passed ball, runners advance two bases, runner on first is thrown out at third by the catcher)