BASEBALL CLASSICS DELUXE EDITION
JUST RELEASED!
with Real-Time Lineup Advisor!

Starting Jan 1st!
Save with Baseball Classics **GAME ON DEMAND access** To Get ANY MLB Teams, Seasons, or *Other Leagues* YOU WANT!

Batter or Pitcher icon on every player card

Color-coded Bats, Throws, Bunt, Steal, Run, & player Fielding rating icons

Streamlined player card design

Fully color-coded player ratings and result outcomes top to bottom!

Color-coded checkboard design

UPDATED! *Real-Time Line-up Advisor!* It's like having a savvy bench & bullpen coach for any MLB players 1901-Present!

LOU GEHRIG
All-Time Old-Timers AL
Starting Firstbase | Bats 3rd, 4th, or 5th

- Bats
- Bunt
- Steal
- Run

Firstbase

ROLL	0	1	2	3	4	5	6	7	8	9
0	LO	FO	FO	PO		1b	2B	2b		GO
1	FO	FO	2B	FO		FO	BB	FO	1B	
2			PO	2B	FO	PO	1B	GO	1B	GO
3		LO	LO	GO	FO	1B	1B			PO
4	1B	1B	2B	1b		3B		HR	FO	
5		2B	1B	GO	1B	LO	1B	GO	LO	LO
6	GO		GO	GO	GO	PO		3B		
7	GO	FO		HR		1B	GO	FO	GO	
8	PO	GO	GO	GO	HR	GO	FO		1B	
9	PO	1B		LO	PO		HR		HR	FO

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BATTER

CHRISTY MATHEWSON
All-Time Old-Timers NL
Starter/Reliever Pitcher
Ace Starter

PITCHING	STATS	SABERMETRICS
Wins	373	
Losses	188	SR
PCT.	.665	
Saves	30	
Games	636	FIP / WHIP
Started	552	
Complete	435	BAA .227
Shutouts	80	0.000 0.200 0.400
Innings	4789	
Hits	4219	
Walks	848	
Strikeouts	2507	
SO/9	4.7	
HR Allowed	89	
ERA	2.13	BB% K%
WHIP	1.06	

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PITCHER

Cool wooden die with batter/pitcher icons...plus checkerboard design...plus Infield Singles & Ground-rule two-baggers!

Green-Red stat color-codes instantly reveal strengths or weaknesses!

Poker card size edge-to-edge rounded edges fitted graphic design

Lineup Advisor suggests staff aces, reliable starters, bullpen closers, & best setup men or spot starters

Ace Starter, Reliable Starter Sport Starter or Bullpen relief, Setup man, & Closer

Amazing statistically accurate outcomes built with Baseball Classics next generation Precision Gaming Engine!

BASEBALL CLASSICS BASEBALL GAME
BASEBALLCLASSICS.com

PLAYING CARD LOGO DESIGN ON BACKSIDE

Next Generation Baseball Board Game For MLB fans!
Easy, fast, & statistically accurate play for ages 8 to adult

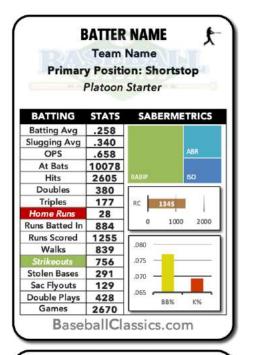# BASEBALL CLASSICS DELUXE EDITION NEXT GENERATION PLAYER CARDS

Baseball Classics next generation color-coded batter cards frontside are indicated by a batter icon in the upper right-hand corner. From the top center down is the player's name, team name, and Lineup Advisor. Next to the left indicates if they bat righty (green), left (red), or switch-hit (yellow) followed by their Bunt, Steal, & Run ratings. To the right is the player position(s) & fielding rating. The checkerboard results ROLL cross-reference column (red & blue ten-sided die) show the outcome of an at bat (when the pitcher-batter die is batter). Green indicates hit, yellow is base on balls, blue is strikeout, red are outs, and for white refer to the PLAYER RESULT DEFINITIONS Chart Card.

Baseball Classics next generation color-coded pitcher cards frontside are indicated by a pitcher icon in the upper right-hand corner. From the top center down is the player's name, team name, and Lineup Advisor. Next to the right indicates if they throw right (green) or left, the type of pitcher they are with their fielding rating, if they bat right, left, or switch hit, and Batting Rating. The checkerboard results ROLL cross-reference column (red & blue ten-sided die) show the outcome of an at bat (when the pitcher-batter die is pitcher). Green indicates hit, yellow is base on balls, blue is strikeout, red are outs, and for white refer to the PLAYER RESULT DEFINITIONS Chart Card.

Baseball Classics next generation color-coded player cards backside are indicated by a pitcher or batter icon in the upper right corner. From the top center down is the player's name, team name, primary position, and Lineup Advisor. The color-coded BATTING & PITCHING colums reveal well above average strengths (green) or well below average weaknesses (red). The STATS column is loaded with 16 categories. Batter Sabermetrics top chart shows BABIP (Batting Average Ball In Play), ABR (Average Base Reached), and ISO (Isolated power). Batter middle chart shows their RC (Runs Created), & bottom reveals Base on Balls (yellow) and Strikeout (red) ratios. Pitcher Sabermetrics charts show FIP (Fielding Independent Pitching), SR, and WHIP (Walks Hits compared to Innings Pitched). This is followed by the middle chart displaying BAA (Batting Average Against), and their last chart reveals their Base on Balls (yellow) and Strikeout (red) ratios.

BATTER NAME
Team Name
Platoon Starter | Bats 6th or 7th

◐ Bats   Outfield ▲
◀ Bunt
◀ Steal
▶ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0	FO		1B	PO	GO	GO	FO	1B	PO	HR
1	GO	LO	LO	FO	DP		2B		1B	FO
2	1B	GO	1b		HR	GO	FO	1B	1B	
3		GO	LO	GO			GO		FO	GO
4	PO	FO	GO	LO				2B	3B	
5	1B	1B	1b			DP	LO	LO		
6	GO	GO	HR	SF	DP	1B		GO	LO	PO
7		1B	1B		HR	FO	HR		2B	
8	BB		PO	FO	GO	GO	PO	FO	GO	GO
9	1B	PO	1b	FO	2B	GO			DP	

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PITCHER NAME
Team Name
Ace Starter

Throws ◐
Starter/Reliever Pitcher ◀
Bats ◐
Batting Rating ▼

ROLL	0	1	2	3	4	5	6	7	8	9
0	PO	G1	FO		GO	PO	LO	PO	LO	GO
1	1B	GO	2B	FO	LO	1B	GO	GO	PO	GO
2		1B	PO	PO		GO	1B	HR		LO
3	1B	GO	PO	FO	1B	1B	FO	1B	PO	
4	FO	PO	GO	1B	FO	GO	GO	1B		FO
5	1B	GO	FO	FO	GO	GO		GO	1B	1B
6			PO			FO	FO	LO	PO	G1
7	FO	GO	BB	HR	FO		FO	LO		LO
8	GO	TP	GO	FO	2B	LO		1B	1B	PO
9	GO	FO	GO	1B	GO	FO	1B	1B	1B	

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BATTER NAME
Team Name
Primary Position: Shortstop
Platoon Starter

BATTING	STATS	SABERMETRICS
Batting Avg	.258	
Slugging Avg	.340	
OPS	.658	
At Bats	10078	
Hits	2605	
Doubles	380	
Triples	177	
Home Runs	28	
Runs Batted In	884	
Runs Scored	1255	
Walks	839	
Strikeouts	756	
Stolen Bases	291	
Sac Flyouts	129	
Double Plays	428	
Games	2670	

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PITCHER NAME
Team Name
Reliever/Starter Pitcher
Ace Starter

PITCHING	STATS	SABERMETRICS
Wins	284	
Losses	226	
PCT.	.557	
Saves	7	
Games	664	
Started	594	
Complete	267	
Shutouts	49	
Innings	4501	
Hits	4142	
Walks	997	
Strikeouts	3192	
SO/9	6.4	
HR Allowed	724	
ERA	3.34	
WHIP	1.14	

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Deluxe Edition Frontside Card may have: **1b** = Infield Single, **2b** = Ground-rule Double, **G1** = Groundout all runners advance 1 base with less than 2 outs

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TEAM FIELDING LEGEND
Game Play Chart

Sum the total number of points based on the fielding ratings for each player in the lineup. Ex: Fielder in the lineup at Thirdbase is a ▲ (green) rating; he is assigned 1 point.

Team Fielding Points Legend
No error on play
Error on play for rating 9 to 13 points
Error on play for rating 14 to 18 points
Error on play for rating 19 to 24 points
Error on play for rating 25+ points

Roll	#	Number of Bases on Error
7-98	1	1 base
1-6	2	2 base if OF play, else 1 base
00 or 99	3	3 base if OF play, else 2 base

INFIELDER PLAY
Game Play Chart

Infielder Plays: GO, GO*, DP, TP, PO, LO, Wild overthrow, 1B*, Bunt, Base Stealing, or any other play within the infield. Note: LO to C goes to other position listed.

Batter Die

ROLL	ODD	EVEN
0	1B	SS
1	3B	C-1B
2	SS	2B
3	2B	P
4	SS	1B
5	2B	SS
6	P	2B
7	1B	SS
8	SS	3B
9	3B	C-3B

Pitcher Die

ROLL	ODD	EVEN
0	2B	P
1	1B	SS
2	3B	1B
3	C-3B	2B
4	2B	SS
5	SS	3B
6	SS	C-1B
7	3B	2B
8	P	1B
9	2B	SS

BUNT RATING ▶
Game Play Chart

Bunt Legend	
	Sacrifice bunt, otherwise foul ball
O	Suicide squeeze bunt, otherwise foul ball
♦	Any type bunt successful
GO	Groundout DP Double Play PO Popout
🔥	Wild overthrow, roll for # of base error

ROLL	0	1	2	3	4	5	6	7	8	9
0	GO	PO	O	GO		DP	♦	GO	O	O
1	GO		GO	PO		PO	PO		DP	DP
2	DP	♦			PO	GO	♦	♦		PO
3	DP	♦		♦	GO		PO	PO	PO	GO
4	GO	GO	DP	DP	PO	PO	PO	GO	O	GO
5		PO	PO	O	♦	PO	PO		PO	
6		GO	O	PO	PO		GO	GO	PO	♦
7	PO	🔥	GO	GO	PO	PO	PO	DP		
8	GO	PO	PO		PO	PO	PO	PO		PO
9	DP	♦		PO	GO	GO		PO	PO	GO

BUNT RATING ◀
Game Play Chart

Bunt Legend	
	Sacrifice bunt, otherwise foul ball
O	Suicide squeeze bunt, otherwise foul ball
♦	Any type bunt successful
GO	Groundout DP Double Play PO Popout

ROLL	0	1	2	3	4	5	6	7	8	9
0	PO	O	DP	♦	GO	GO	GO	♦		♦
1	GO		DP	DP		♦				GO
2		GO	GO	PO	PO	GO	O	PO	PO	
3	GO	♦	PO	O	DP			GO	GO	PO
4		GO			O	PO		GO	GO	PO
5				O	GO	GO		♦	GO	
6	GO	PO	GO	GO	PO		GO	GO		PO
7	GO			♦				PO	♦	GO
8	GO		GO	GO	DP	♦		GO	DP	PO	PO
9	GO		PO	♦		GO	DP	DP	GO	DP

PLAYER INJURY
Game Play Chart

Injury Legend	
	Just shaken up, stays in game
	Out for the rest of the game
#	Out for number of games shown
X	Out for the rest of the season

ROLL	0	1	2	3	4	5	6	7	8	9
0	3			6				5		3
1						3		3		
2		6		5						
3		3				15				
4	1				7					
5	7	15		3			3			
6	15		1	1			3			
7	X	3				7		15		
8	3					15				
9	7		3		7		3			

STEAL RATING ▲
Game Play Chart

Steal Legend	
	Steals 2nd base, else thrown out
O	Steals 2nd or 3rd base, else thrown out
♦	Steals any base
	Runner thrown out
🔥	Wild overthrow, roll for # of base error

ROLL	0	1	2	3	4	5	6	7	8	9
0	O					♦	O		♦	♦
1	♦		♦					O	O	
2	O	♦	O	🔥						
3		♦					O			
4		O		O		♦	♦	O	O	
5			O		O	O	O		🔥	
6	O	O	🔥	O						
7	O	♦			♦		O			
8			O	♦						♦
9		♦		♦		O				

RUN RATING ▼
Game Play Chart

Base Run Legend	
	Base runner safe
O	If 2 outs runner safe, else thrown out
♦	Runner thrown out

ROLL	0	1	2	3	4	5	6	7	8	9
0										
1		O								
2							O			
3										
4										
5										
6										
7		O								
8										
9										

RUN RATING ▲
Game Play Chart

Base Run Legend	
	Base runner safe
O	If 2 outs runner safe, else thrown out
♦	Runner thrown out
🔥	Wild overthrow, roll for # of base error

ROLL	0	1	2	3	4	5	6	7	8	9
0										
1								🔥		
2		O								
3				O						
4					O					
5										O
6										
7		🔥								
8									🔥	
9	O									

PLAY ACTION SIMULATOR 🏃
Game Play Chart
Bases Empty

ROLL	0	1	2	3	4	5	6	7	8	9
0										RD
1		HB						HB	CI	
2										
3	DS									
4		RD								DS
5										DS
6										
7					SI					RD
8										
9							U			

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PLAY ACTION SIMULATOR ▼
Game Play Chart

Reference depending on the Steal rating is ▼ (red) on base and most likely to be a threat to steal or score.

ROLL	0	1	2	3	4	5	6	7	8	9
0	B					UA				CI
1			PB		I					
2								RD		
3				UA						
4								U		
5	UA			HB						
6							WP	SI		
7				WP						
8				SI			DS			I
9	PB									

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PLAY ACTION SIMULATOR ▲
Game Play Chart

Reference depending on the Steal rating is ▲ (green) on base and most likely to be a threat to steal or score.

ROLL	0	1	2	3	4	5	6	7	8	9
0	PA					PA	PA	PO	PB	
1	PA		PA	PA	PO			PA	PB	
2		PA	U	PO	CI	PO	PO		PA	PA
3		PO	PB						PA	PA
4			PB		DS	PO	I	WP		
5	U		WP		PA	PA	PO	PO		
6	PO	PA		PA	PA	U		PA		PO
7	PO			B	PB				UA	U
8			PA	I		RD		SI		
9		HB				I				PA

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PLAYER RESULT DEFINITIONS
Game Play Chart

A result on a batter or pitcher card colored in a white background, means the result shown could change. To determine if that result will change, roll the batter/pitcher die again. If the result is from a batter's card & the die roll is the batter icon, use the result shown; else use the result shown in the table below. Also, if that result is from the pitcher's card & the die roll is the pitcher icon, use the result shown, else refer to the table below for the result.

Player Results Legend			
BB	changes to PO	3B	changes to SF
K	changes to LO	HR	changes to SF
1B	changes to GO*	SF	changes to FO
2B	changes to PO	DP	changes to LO

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GAME PLAY OVERVIEW
Baseball Classics Deluxe Edition
Field Manager's Rulebook

Baseball Classics next generation board game play is the fastest, easiest, and most statistically accurate way to enjoy playing any MLB teams or seasons 1901 to present! The Deluxe Edition is specially designed using a batter/pitcher die plus 2 blue & red ten-sided dice to deliver player result accuracy withing one-thousandth percentile of their actual statistical performance! Front to back, each player card design is color-coded with built-in Lineup Advisor to suggest lineups & pitching match-ups from first to the final out.

1. Make Efficient Lineups Fast - Baseball Classics Linup Advisor is built-in into every player card suggesting when and where players can make their most impact.

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GAME PLAY OVERVIEW
Baseball Classics Deluxe Edition
Field Manager's Rulebook

Beginner, Intermediate, & Advance Play Levels - From youth beginner to novice to expert MLB fan, every one can play to the level they want. With Baseball Classics, virtually anything that can happen in a MLB game, can happen in your game play depending upon the level you choose.

Beginner Level: Covers all the basics such as: Double Plays, Triple Plays, Sacrifice Flyouts, Bunting, Stealing, & advancing Base Runners.

Intermediate Level: Beginner play plus Injuries, and Individual or Team Fielding.

Advanced Level: Beginner & Intermediate levels plus Play Action Simulator, and virtually anything that can happen in a MLB game!

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GAME PLAY OVERVIEW
Baseball Classics Deluxe Edition
Field Manager's Rulebook

Download the complete Field Manager's Rulebook! Instantly download the complete Field Manager's Rulebook (play instructions), includes **ALL** Deluxe Edition game parts at:

baseballclassics.com/free-game-parts

Just as players are the stars of MLB, Baseball Classics player cards are designed to be the heartbeat of your game play. Front to back, each player card is fully color-coded to graphically show their actual performance making your game play and mangerial decisions a breeze. Cards are loaded with 16 color-coded stats plus 8 Sabermetric charts on the back. Plus, each card has built-in Lineup Advisor to help throughout your game play!

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GAME PLAY OVERVIEW
Baseball Classics Deluxe Edition
Field Manager's Rulebook

2. Playing with the Pitcher batting? If so, use the Pitcher Batting Card for the pitcher at bat that matches the Pitcher Batting Card based on his Bats & Batting Rating.

3. Play Ball! Simply roll all 3 dice. To see the outcome of an at-bat, see the batter's or pitcher's card that matches the icon on the wooden batter/pitcher die (also shown on each player card) and cross-reference the numbers of that card. **Example, for a dice roll showing a batter icon on the wooden die and ten-sided red die as 6 with blue die as 2; look at the batter's card. Then look under the ROLL column numbered 0-9 *in red and cross-reference that with the ROLL row numbered 0-9 in blue to see the result.***

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DICE CARD INSTRUCTIONS
Game Play Chart

DICE CARDS

Baseball Classics is played using 2 ten-sided dice and 1 batter/pitcher die. Dice Cards represent these 3 dice.

To "roll" the dice, shuffle the Dice Cards while rotating them around face down. Then reveal either one of the angles of the card to show the number.
Do this for both Dice Cards. When revealing the 2nd Dice Card, notice how the number revealed has either a batter or pitcher icon. That icon determines to lookup the Result on the current batter or pitcher card.

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PLAY ACTION SIMULATOR ◄
Game Play Chart

Reference depending on the Steal rating is ◄ (blue) on base and most likely to be a threat to steal or score.

ROLL	0	1	2	3	4	5	6	7	8	9
0			PB	PO						UA
1			U				PA			
2	DS		PA				B			PO
3	PA				PA	RD		I		PO
4				PA	WP	I	PO		I	PO
5	PB	PA								U
6	U	SI						PO		PO	PO
7				PB			PA	PA	PA	
8	I		UA	I				PA		CI
9	WP							HB		

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PLAY ACTION SIMULATOR ►
Game Play Chart

Reference depending on the Steal rating is ► (yellow) on base and most likely to be a threat to steal or score.

ROLL	0	1	2	3	4	5	6	7	8	9
0	PO	HB		I					WP	
1				WP	B				PO	PB
2			I						DS	
3		SI		I		PA			PO	
4	PB			PO	PB					PA
5						PO			PA	PO
6	U	PO		PO	PB		PA	PA		U
7			PB		PO		I	CI		I
8	B		UA				U			I
9			PO		RD		PA	PA	PB	

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PLAY ACTION SIMULATOR
Game Play Chart

Play Action Simulator Legend	
	Batter Swings Away (BSA)
B	Balk
B	Balk; but changes to BSA if catcher defensive rating is ▲
CI	Catcher's Interference
CI	Catcher's Interference; but changes to BSA if catcher defensive rating is ▲
DS	Dropped Third Strike
DS	Dropped Third Strike; but changes to BSA if catcher defensive rating is ▲
PB	Passed ball
PB	Passed ball; but changes to BSA if catcher defensive rating is ▲
HB	Hit by pitch	RD	Rain Delay
I	Player injury	SI	Spectator interference
PA	Pickoff attempt	U	Argument with Ump
PO	Pitch out	UA	Unassisted DP/TP	WP	Wild pitch

BUNT RATING ▼
Game Play Chart

Bunt Legend	
	Sacrifice bunt, otherwise foul ball
O	Suicide squeeze bunt, otherwise foul ball
◆	Any type bunt successful
GO Groundout	DP Double Play	PO Popout

ROLL	0	1	2	3	4	5	6	7	8	9
0		O	GO			GO			PO	DP
1	GO	◆	PO	O		PO		◆	◆	◆
2	GO			GO	PO	GO	PO	GO		
3	PO	GO	GO			PO		O	GO	PO
4		◆		DP	DP	O	GO	PO	PO	◆	PO
5	GO	PO	DP	PO	DP				GO	PO
6	GO			GO	GO	GO		DP	PO	PO	DP
7		GO	PO		GO		O	O		GO	◆
8	DP	PO			PO	GO		GO	DP	◆	DP	PO
9	DP	PO				PO		DP	GO		PO

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BUNT RATING ▲
Game Play Chart

Bunt Legend	
	Sacrifice bunt, otherwise foul ball
O	Suicide squeeze bunt, otherwise foul ball
◆	Any type bunt successful
GO Groundout	DP Double Play	PO Popout
🐦	Wild overthrow, roll for # of base error

ROLL	0	1	2	3	4	5	6	7	8	9
0		DP			PO		GO			PO
1		◆	🐦		GO		◆	PO		
2		◆		GO	O				GO	GO
3	PO		DP	◆	◆		PO	◆	PO	PO
4	DP	◆		GO			◆		GO	O
5				GO	GO			DP	DP	
6		PO		GO	◆		GO		O	
7	PO	◆	PO	◆	PO		PO	◆	GO	🐦
8	O	◆	PO	GO	◆		◆	◆	◆	◆
9	PO	◆		PO	GO		◆			GO

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OUTFIELDER PLAY
Game Play Chart

Outfielder Plays: FO, (FO), 1B, 2B, 3B, HR, attempted throws from an outfielder to throw out an advancing base runner.

	BATTER DIE			PITCHER DIE	
ROLL	ODD	EVEN		ODD	EVEN
0	LF	RF		CF	CF
1	CF	LF		RF	CF
2	CF	LF		LF	RF
3	LF	CF		CF	RF
4	CF	RF		LF	CF
5	LF	CF		LF	RF
6	LF	RF		CF	RF
7	RF	CF		LF	LF
8	CF	LR		RF	CF
9	RF	CF		CF	LF

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INDIVDUAL FIELDING
Game Play Chart

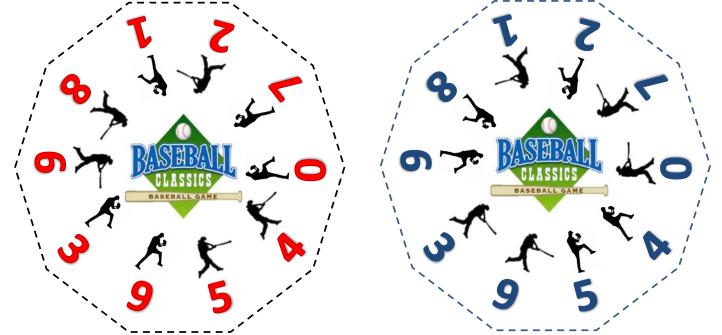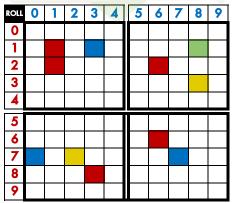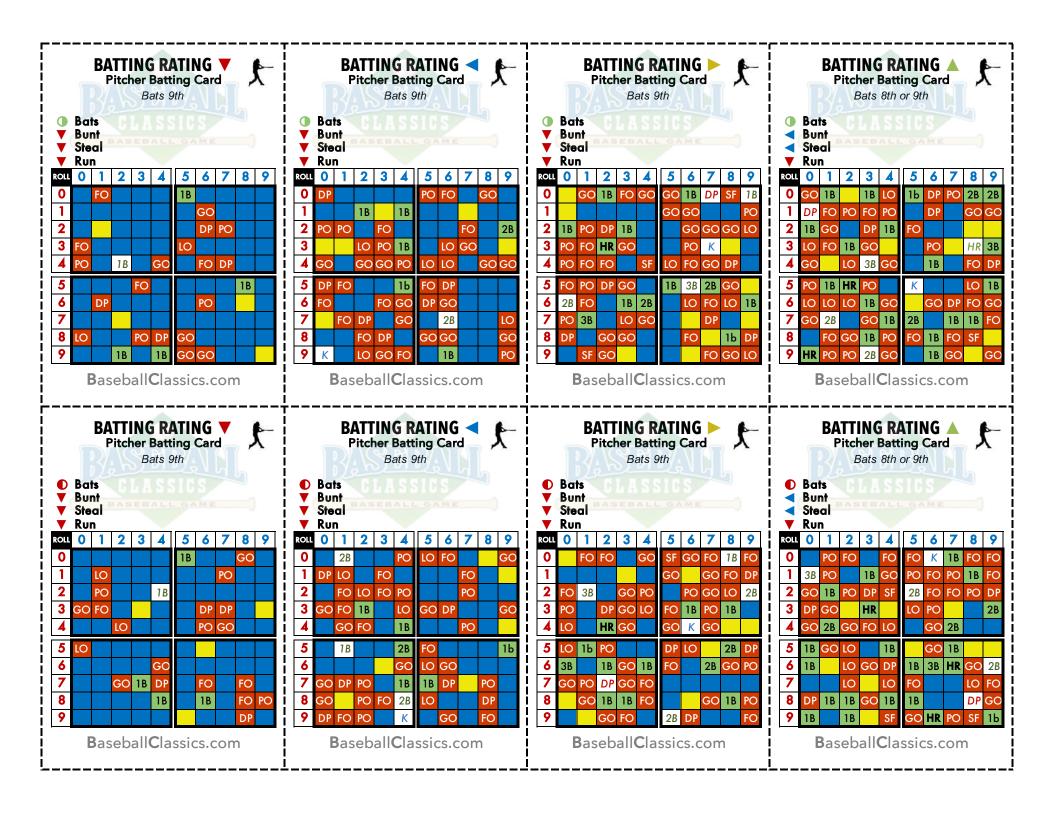| Base Error Legend	
	No error
1	1 base error infielder or outfielder play
2	2 base error if outfielder play, else 1 base error
3	3 base error if outfielder play, else 2 base error

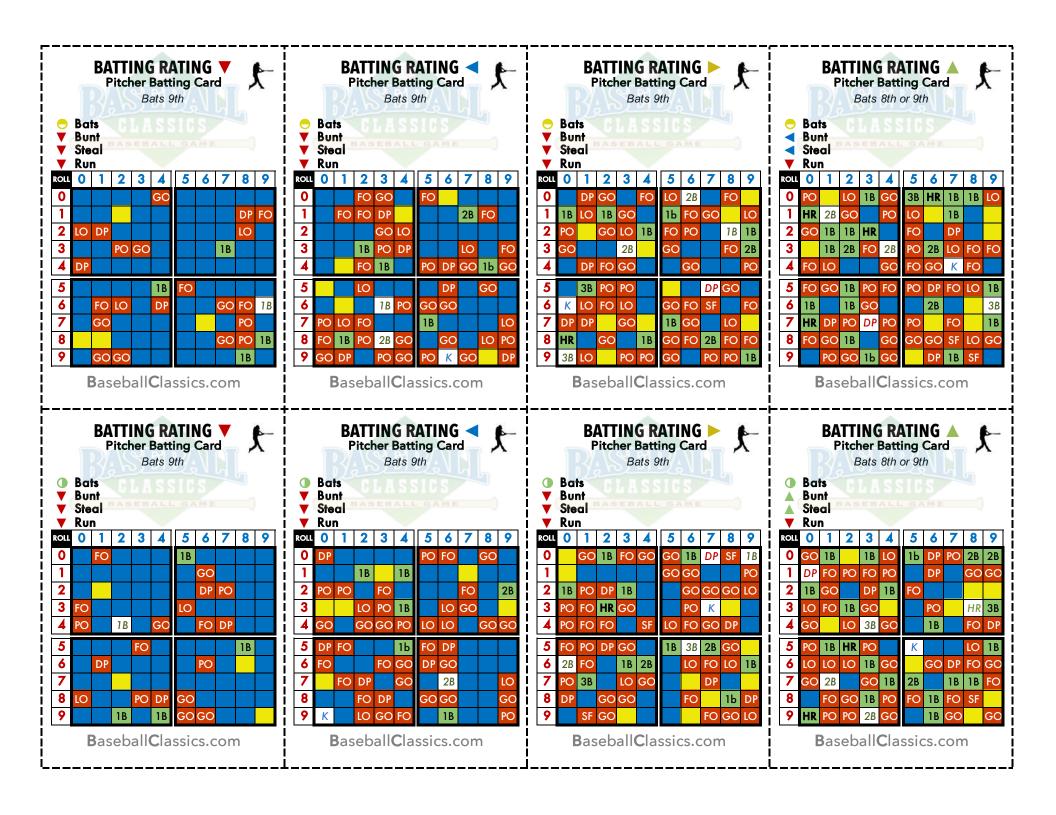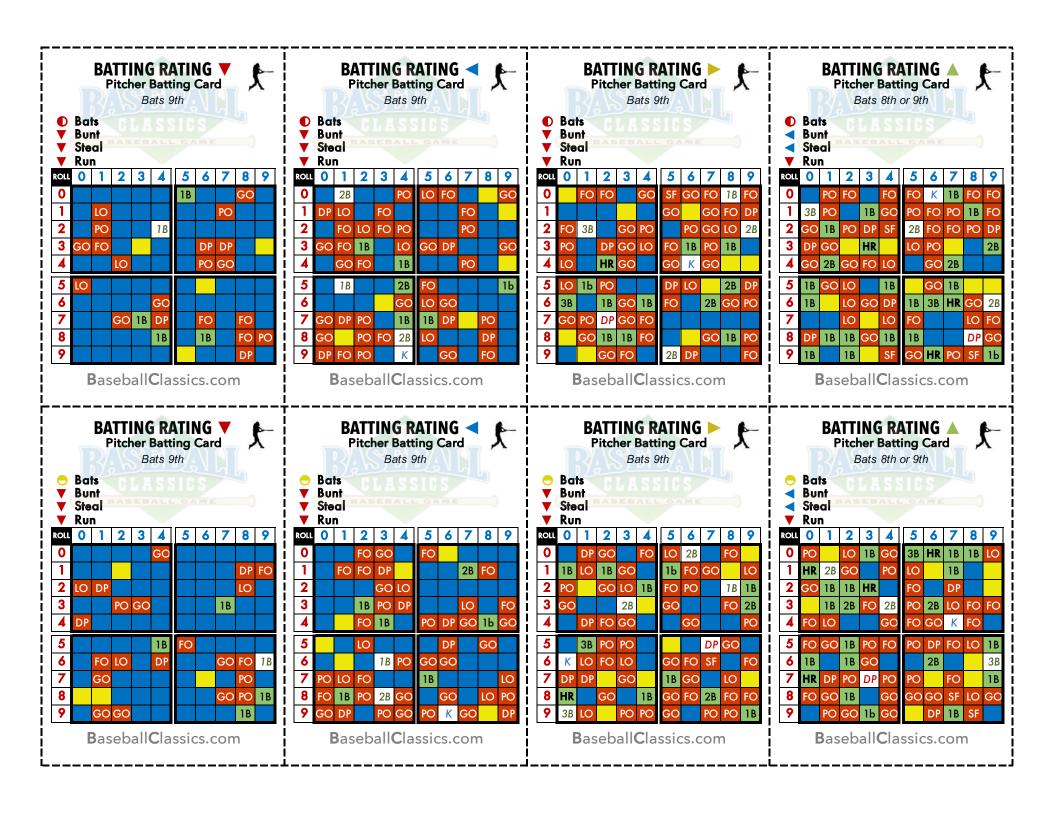| ROLL	0	1	2	3	4	5	6	7	8	9
0	1							2		3
1	2		3	1		3		1		
2			2							2
3		1					2		3	
4					1					
5	2		3				2			
6	1		2				1		1	
7	3							3		2
8	2		1				1			
9	3							3		3

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RUN RATING ▶
Game Play Chart

Base Run Legend	
🟩	Base runner safe
◯	If 2 outs runner safe, else thrown out
◆	Runner thrown out
🔥	Wild overthrow, roll for # of base error

ROLL	0	1	2	3	4		5	6	7	8	9
0									🔥		
1											
2								🔥			
3							🔥				
4											
5											
6				◯							
7								◯			
8			◯								
9											

BaseballClassics.com

RUN RATING ◀
Game Play Chart

Base Run Legend	
🟩	Base runner safe
◯	If 2 outs runner safe, else thrown out
◆	Runner thrown out
🔥	Wild overthrow, roll for # of base error

ROLL	0	1	2	3	4		5	6	7	8	9
0											
1											
2		◯									
3	◯										
4											
5											
6											
7								🔥			
8											
9											

BaseballClassics.com

STEAL RATING ▶
Game Play Chart

Steal Legend	
🟩	Steals 2nd base, else thrown out
◯	Steals 2nd or 3rd base, else thrown out
◆	Steals any base
🟥	Runner thrown out
🔥	Wild overthrow, roll for # of base error

ROLL	0	1	2	3	4		5	6	7	8	9
0		◆		◯							
1				◯					◯		
2	◯				◯			◆			
3			◆					🔥			
4			◆	◆			◆		◆		
5		◯									
6		◯					◆	◯	◆		
7			◯	◆			◆	🔥	◆	◆	
8	◯	◆	◆				◯	◆	🔥		
9		◆						◆			

BaseballClassics.com

STEAL RATING ◀
Game Play Chart

Steal Legend	
🟩	Steals 2nd base, else thrown out
◯	Steals 2nd or 3rd base, else thrown out
◆	Steals any base
🟥	Runner thrown out
🔥	Wild overthrow, roll for # of base error

ROLL	0	1	2	3	4		5	6	7	8	9
0											
1			🔥		◯						
2									◯		◯
3			◆								
4				◆							
5		◯									◯
6								◯			
7									◯		
8											
9											

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TEAM FIELDING
Game Play Chart

Team Fielding Legend	
🟩	Error for a Green Team Fielding rating
🟨	Error for a Yellow Team Fielding rating
🟦	Error for a Blue Team Fielding rating
🟥	Error for a red Team Fielding rating

ROLL	0	1	2	3	4		5	6	7	8	9
0											
1		🟥		🟦						🟩	
2								🟥			
3										🟨	
4											
5											
6								🟥			
7	🟦		🟨							🟦	
8			🟥								
9											

BaseballClassics.com

Pitcher Batting Cards — BaseballClassics.com

Card 1 — BATTING RATING ▼ · Pitcher Batting Card · Bats 9th
◐ Bats · ▼ Bunt · ▼ Steal · ▼ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0		FO				1B				
1							GO			
2								DP	PO	
3	FO					LO				
4	PO		1B		GO		FO	DP		
5				FO				1B		
6		DP					PO			
7										
8	LO			PO	DP	GO				
9			1B	1B		GO	GO			

Card 2 — BATTING RATING ◀ · Pitcher Batting Card · Bats 9th
◐ Bats · ▼ Bunt · ▼ Steal · ▼ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0	DP					PO	FO		GO	
1			1B		1B					
2	PO	PO		FO			FO		2B	
3				LO	PO	1B	LO	GO		
4	GO		GO	GO	PO	LO	LO		GO	GO
5	DP	FO			1b	FO	DP			
6	FO			FO	GO	DP	GO			
7		FO	DP		GO		2B			LO
8			FO	DP		GO	GO			GO
9	K		LO	GO	FO		1B			PO

Card 3 — BATTING RATING ▶ · Pitcher Batting Card · Bats 9th
◐ Bats · ▼ Bunt · ▼ Steal · ▼ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0		GO	1B	FO	GO	GO	1B	DP	SF	1B
1		GO	GO				GO	GO		PO
2	1B	PO	DP			GO	GO	GO	LO	
3	PO	FO	HR			PO		K		
4	PO	FO	FO		SF	LO	FO	GO	DP	
5	FO	PO	DP	GO		1B	3B	2B	GO	
6	2B	FO		1B	2B	LO	FO	LO	1B	
7	PO	3B		LO	GO		DP			
8	DP		GO	GO		FO		1b	DP	
9		SF	GO				FO	GO	LO	

Card 4 — BATTING RATING ▲ · Pitcher Batting Card · Bats 8th or 9th
◐ Bats · ◀ Bunt · ◀ Steal · ▼ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0	GO	1B		1B	LO	1b	DP	PO	2B	2B
1	DP	FO	PO	FO	PO		DP		GO	GO
2	1B	GO		DP	1B	FO			HR	
3	LO	FO	1B	GO			PO		HR	3B
4	GO		LO	3B	GO		1B		FO	DP
5	PO	1B	HR	PO			K		LO	1B
6	LO	LO	LO	1B	GO		GO	DP	FO	GO
7	GO	2B			1B	2B		1B	1B	FO
8		FO	GO	1B	PO	FO	1B	FO	SF	
9	HR	PO	PO	2B	GO		1B	GO		GO

Card 5 — BATTING RATING ▼ · Pitcher Batting Card · Bats 9th
◐ Bats · ▼ Bunt · ▼ Steal · ▼ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0						1B				GO
1		LO						PO		
2		PO			1B					
3	GO	FO					DP	DP		
4			LO				PO	GO		
5	LO									
6			GO							
7			GO	1B	DP		FO		FO	
8				1B		1B		FO	PO	
9									DP	

Card 6 — BATTING RATING ◀ · Pitcher Batting Card · Bats 9th
◐ Bats · ▼ Bunt · ▼ Steal · ▼ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0		2B			PO	LO	FO			GO
1	DP	LO		FO				FO		
2		FO	LO	FO			PO			
3	GO	FO	1B		LO	GO	DP			GO
4		GO	FO		1B			PO		
5	1B			2B		FO				1b
6				GO		LO	GO			
7	GO	DP	PO		1B	1B	DP		PO	
8	GO		PO	FO	2B	LO		DP		
9	DP	FO	PO	K		GO	FO			

Card 7 — BATTING RATING ▶ · Pitcher Batting Card · Bats 9th
◐ Bats · ▼ Bunt · ▼ Steal · ▼ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0		FO	FO		GO	SF	GO	FO	1B	FO
1		FO	3B				GO	GO	FO	DP
2	FO	3B		GO	PO	PO	GO	LO	2B	
3	PO		DP	GO	LO	FO	1B	PO	1B	
4	LO	HR				GO	K	GO		
5	LO	1b	PO			DP	LO		2B	DP
6	3B		1B	GO	1B	FO		2B	GO	PO
7	GO	PO	DP							
8		GO	1B	1B			GO	1B	PO	
9		GO	FO			2B	DP			FO

Card 8 — BATTING RATING ▲ · Pitcher Batting Card · Bats 8th or 9th
◐ Bats · ◀ Bunt · ◀ Steal · ▼ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0		PO	FO		FO	FO	K	1B	FO	FO
1	3B	PO		1B	FO	PO	FO	PO	1B	FO
2	GO	1B	PO	DP	SF	2B	FO	FO	PO	DP
3	DP	GO		HR		LO	PO			2B
4	GO	2B	GO	FO	LO		GO	2B		
5	1B	GO	LO		1B		GO	1B		
6	1B		LO	GO	DP	1B	3B	HR	GO	2B
7			LO		LO		FO		LO	FO
8	DP	1B	1B	GO	1B	1B			DP	GO
9	1B		1B		SF	GO	HR	PO	SF	1b

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Pitcher Batting Cards

Card 1
BATTING RATING ▼
Pitcher Batting Card
Bats 9th

- ⊖ Bats
- ▼ Bunt
- ▼ Steal
- ▼ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0					GO					
1									DP	FO
2	LO	DP								LO
3			PO	GO				1B		
4	DP									
5				1B		FO				
6		FO	LO		DP			GO	FO	1B
7		GO							PO	
8								GO	PO	1B
9		GO	GO							

Card 2
BATTING RATING ◄
Pitcher Batting Card
Bats 9th

- ⊖ Bats
- ▼ Bunt
- ▼ Steal
- ▼ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0			FO	GO		FO				
1		FO	FO	DP					2B	FO
2				GO	LO					
3			1B	PO	DP			LO		FO
4			FO	1B		PO	DP	GO	1b	GO
5				LO				DP		GO
6				1B	PO	GO	GO			
7	PO	LO	PO					1B		LO
8	FO	1B	PO	2B	GO			GO	LO	PO
9	GO	DP				PO	GO	K	GO	DP

Card 3
BATTING RATING ►
Pitcher Batting Card
Bats 9th

- ⊖ Bats
- ▼ Bunt
- ▼ Steal
- ▼ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0		DP	GO		FO	LO		2B		FO
1	1B	LO	1B	GO		1b	FO	GO		LO
2	PO		GO	LO	1B	FO	PO		1B	1B
3	GO			2B			GO		FO	2B
4		DP	FO	GO				GO		PO
5			3B	PO	PO			DP	GO	
6	K	LO	FO	LO		GO	FO	SF		FO
7	DP	DP		GO		1B	GO		LO	
8	HR		GO			GO	2B	2B	FO	GO
9	3B	LO		PO	PO	GO		PO	1B	1B

Card 4
BATTING RATING ▲
Pitcher Batting Card
Bats 8th or 9th

- ⊖ Bats
- ◄ Bunt
- ◄ Steal
- ▼ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0	PO		LO	1B	GO	3B	HR	1B	1B	LO
1	HR	2B	GO		PO	LO		1B		
2	GO	1B	1B	HR		FO		DP		
3		1B	2B	FO	2B	PO	2B	LO	FO	FO
4	FO	LO			GO	FO	GO	K	FO	
5	FO	GO	1B	PO	FO	PO	DP	FO	LO	1B
6	1B		1B	GO			2B			3B
7	HR	DP	PO	DP	PO	PO		FO		
8	FO	GO	1B			GO	GO	SF	LO	GO
9			PO	GO	1b	GO		DP	1B	SF

Card 5
BATTING RATING ▼
Pitcher Batting Card
Bats 9th

- ◐ Bats
- ▼ Bunt
- ▼ Steal
- ▼ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0		FO				1B				
1							GO			
2							DP	PO		
3	FO					LO				
4	PO		1B		GO		FO	DP		
5				FO						1B
6		DP					PO			
7										
8	LO			PO	DP	GO				
9			1B		1B	GO	GO			

Card 6
BATTING RATING ◄
Pitcher Batting Card
Bats 9th

- ◐ Bats
- ▼ Bunt
- ▼ Steal
- ▼ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0	DP					PO	FO		GO	
1			1B		1B					
2	PO	PO		FO			FO		2B	
3			LO	PO	1B	LO	GO			
4	GO		GO	GO	PO	LO	LO		GO	GO
5	DP	FO			1b	FO	DP			
6	FO		FO	GO	DP	GO				
7		FO	DP		GO		2B			LO
8			FO	DP		GO	GO			GO
9	K		LO	GO	FO		1B			PO

Card 7
BATTING RATING ►
Pitcher Batting Card
Bats 9th

- ◐ Bats
- ▼ Bunt
- ▼ Steal
- ▼ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0		GO	1B	FO	GO	GO	1B	DP	SF	1B
1						GO	GO			PO
2	1B	PO	DP	1B		GO	GO	GO	LO	
3	PO	FO	HR	GO		PO	K			
4	PO	FO	FO		SF	LO	FO	GO	DP	
5	FO	PO	DP	GO		1B	3B	2B	GO	
6	2B			1B	2B	LO	FO	LO	1B	
7	PO	3B		LO	GO		DP			
8	DP		GO	GO	GO		FO		1b	DP
9		SF	GO					FO	GO	LO

Card 8
BATTING RATING ▲
Pitcher Batting Card
Bats 8th or 9th

- ◐ Bats
- ▲ Bunt
- ▲ Steal
- ▼ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0	GO	1B		1B	LO	1b	DP	PO	2B	2B
1	DP	FO	PO	FO	PO		DP		GO	GO
2	1B	GO		DP	1B	FO				
3	LO	1B	1B	GO			PO		HR	3B
4	GO		LO	3B	GO		1B		FO	DP
5	PO	1B	HR	PO			K		LO	GO
6	LO	LO	LO	PO			GO	DP	FO	GO
7	GO	2B		GO	1B	2B		1B	1B	FO
8		FO	GO	1B	PO	FO	1B	FO	SF	
9	HR	PO	PO	2B		1B	GO		GO	

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BATTING RATING ▼
Pitcher Batting Card
Bats 9th

◑ Bats
▼ Bunt
▼ Steal
▼ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0							1B			GO
1		LO							PO	
2		PO			1B					
3	GO	FO						DP	DP	
4			LO				PO	GO		
5	LO									
6				GO						
7			GO	1B	DP		FO		FO	
8				1B			1B		FO	PO
9									DP	

BATTING RATING ◀
Pitcher Batting Card
Bats 9th

◑ Bats
▼ Bunt
▼ Steal
▼ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0			2B		PO	LO	FO			GO
1	DP	LO		FO				FO		
2		FO	LO	FO			PO			
3	GO	FO	1B		LO	GO	DP			GO
4		GO	FO		1B			PO		
5		1B			2B	FO				1b
6				GO		LO	GO			
7	GO	DP	PO		1B	1B	DP		PO	
8	GO		PO	FO	2B	LO			DP	
9	DP	FO	PO		K		GO		FO	

BATTING RATING ▶
Pitcher Batting Card
Bats 9th

◑ Bats
▼ Bunt
▼ Steal
▼ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0		FO	FO		GO	SF	GO	FO	1B	FO
1						GO		GO	FO	DP
2	FO	3B		GO	PO		PO	GO	LO	2B
3	PO		DP	GO	LO	FO	1B	PO	1B	
4	LO		HR	GO		GO	K			
5	LO	1b	PO			DP		2B	DP	
6		3B		1B	GO	1B	FO		2B	GO	PO
7	GO	PO	DP	GO	FO					
8		GO	1B	1B	FO			GO	1B	PO
9			GO	FO		2B	DP			FO

BATTING RATING ▲
Pitcher Batting Card
Bats 8th or 9th

◑ Bats
◀ Bunt
◀ Steal
▼ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0		PO	FO		FO	FO	K	1B	FO	FO
1	3B	PO		1B	PO	PO	FO	PO	1B	FO
2	GO	1B	PO	DP	SF	2B	FO	PO	PO	DP
3	DP	GO		HR		LO	PO			2B
4	GO	2B	GO	FO	LO		GO	2B		
5	1B	GO	LO		1B		GO	1B		
6	1B		LO	GO	DP	1B	3B	HR	GO	2B
7			LO		LO	FO		LO	FO	
8	DP	1B	1B	GO	1B	1B			DP	GO
9		1B		1B		SF	GO	HR	PO	SF	1b

BATTING RATING ▼
Pitcher Batting Card
Bats 9th

⊝ Bats
▼ Bunt
▼ Steal
▼ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0					GO					
1									DP	FO
2	LO	DP							LO	
3			PO	GO			1B			
4	DP									
5					1B	FO				
6		FO	LO		DP		GO	FO	1B	
7		GO				PO				
8							GO	PO	1B	
9		GO	GO					1B		

BATTING RATING ◀
Pitcher Batting Card
Bats 9th

⊝ Bats
▼ Bunt
▼ Steal
▼ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0			FO	GO		FO				
1		FO	FO	DP				2B	FO	
2			GO	LO						
3		1B	PO	DP			LO		FO	
4		FO	1B			PO	DP	GO	1b	GO
5		LO				DP		GO		
6		1B	PO			GO	GO			
7	PO	LO	FO			1B			LO	
8	FO	1B	PO	2B			GO		LO	PO
9	GO	DP		PO	GO	PO	K	GO		DP

BATTING RATING ▶
Pitcher Batting Card
Bats 9th

⊝ Bats
▼ Bunt
▼ Steal
▼ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0		DP	GO		FO	LO	2B		FO	
1	1B	GO	1B	GO		1b	FO	GO		LO
2	PO		GO	LO	1B	FO	PO		1B	1B
3	GO			2B			GO		FO	2B
4	DP	FO	GO				GO			PO
5		3B	PO	PO			DP	GO		
6	K	LO	FO			GO	FO	SF		FO
7	DP	DP		GO		1B	GO		LO	
8	HR		GO		1B	GO	2B	2B	FO	FO
9	3B	LO		PO	PO		GO	PO	PO	1B

BATTING RATING ▲
Pitcher Batting Card
Bats 8th or 9th

⊝ Bats
◀ Bunt
◀ Steal
▼ Run

ROLL	0	1	2	3	4	5	6	7	8	9
0	PO		LO	1B	GO	3B	HR	1B	1B	LO
1	HR	2B	GO		PO	LO		1B		
2	GO	1B	1B	HR		FO		DP		
3		1B	2B	FO	2B		2B	LO	FO	FO
4	FO	LO		GO		FO	GO	K		FO
5	FO	GO	1B	PO	FO	PO	DP	FO	LO	1B
6	1B		1B	GO			2B		3B	
7	HR	DP	PO	DP	PO	PO		FO		1B
8	FO	GO	1B			GO	GO	SF	LO	GO
9		PO	GO	1b	GO		DP	1B	SF	

SCOREFIELD

BASEBALL CLASSICS

CLASSIC TEAMS, CLASSIC GAMES

OUTS 0 1 2

INNING	1	2	3	4	5	6	7	8	9
	1	2	3	4	5	6	7	8	9

VISITOR	0	1	2	3	4	5	6	7	8	9
HOME	0	1	2	3	4	5	6	7	8	9

Field Manager's Rulebook

BASEBALL CLASSICS ®

Next generation baseball board game

Deluxe Edition, Standard Edition, & Premium Edition

Version 22

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Field Manager's Rulebook

Baseball Classics ®
P.O. Box 632204
Highlands Ranch, CO 80163

Join Dollar Baseball Club

Add *any* Baseball Classics MLB Teams 1901-Present

Table of Contents

◧ Section 1
Next Generation Baseball Game
Baseball Classics Overview

Since 1987, Baseball Classics – the next generation baseball game – has been played by thousands of MLB fans ages 8 and up. The game is based on actual Major League Baseball teams and players' seasonal performance. It is the ultimate simulated baseball board game realism.

<u>Baseball Classics is the only baseball board game offering every MLB team and season played from 1901-Present.</u> That's over 120 MLB seasons, 2,500+ MLB teams, 60,000+ players and counting! Every player rating is based on their actual performance that season to deliver true statistical outcomes within the *millionth percentile* based on our proven **Precision Engine** technology!

Here's how that works and why that's important.

Let's say a player hit 36 doubles over 626 plate appearances. 36 divided by 626 equals 0.05750799. This rounds up to .06 (six percent).

Baseball Classics Precision Engine technology generates player results within 0.000001. Thus, that player can hit a double 0.057507 of the time.

You'll enjoy amazingly accurate MLB player outcomes during each at bat during every Baseball Classics game you play.

There are 3 play levels: Basic, Intermediate, or Advanced. Simulate fielding, bunting, base stealing, baserunning, hit and run, pitching fatigue, and more. Virtually anything that can happen in an MLB game, can happen while playing Baseball Classics!

You can play Baseball Classics solo or with 2 players managing the opposing MLB teams. The game action is so real that you'll feel like you're on the top step of the dugout managing all your favorite MLB players.

Only Baseball Classics has the fastest, easiest, precise statistical accuracy, and next generation real-time MLB board game play!

Ordering More MLB Teams

Here are 4 easy ways to expand your Baseball Classics collection with any MLB teams 1901-Present.

Baseball Classics Web Store

Visit our online store at BaseballClassics.com/store

Baseball Classics Game On Demand

Visit our online store, Free shipping within the Continental U.S. at BaseballClassics.com/store

Dollar Baseball Club

Join DollarBaseballClub.com to get any MLB teams 1901-Present monthly.

Baseball Classics Cloud

Never stop playing while saving the most monthly with online access to instantly download, print & play any MLB teams 1901-Present anytime. Check it out at BaseballClassics.com/cloud.

How to Contact Us

Got questions about Baseball Classics game play? Want to share feedback? Need help ordering? Reach out anytime, we are always happy to help you!

Contact us via email at: sales@BaseballClassics.com

◽ Section 2
Baseball Classics Game Parts

Baseball Classics game parts include:
- 1 Game Box (when ordering Boxed Game)
- Dice (1 pitcher-batter die, plus colored dice)
- 2 sets of four Pitcher Batting Cards
- Field Manager's Rulebook (game play instructions)
- Scorefield game board with 7 markers
- Game Play Chart Cards
- Showdown Manager
- Scorecard with examples
- Quick Start Card

Scorefield
Use Baseball Classics Scorefield game board and 7 chip markers (3 for baserunners, 1 for outs, 1 for the current inning, and 1 for the visitor and home team's current score) to track the score, innings, outs, and baserunners.

Pitcher Batting Cards
After making a baseball lineup for each team, if you choose to play without a designated hitter (DH) in your lineup, add any of the four Pitcher Batting Cards to represent your pitcher when they bat. Each card comes with colorful icons indicating which side of the plate they hit from and ratings featuring their ability to bunt, steal, and base running.

All pitchers have a "Batting Rating" as follows: Green ▲ (best), Yellow ▶ (good), Blue ◀ (average), and Red ▼ (poor).

Game Play Chart Cards
One of the key reasons why Baseball Classics has faster game play is because we designed it with a highly efficient game play charts. The color-coded Game Play Chart Cards are used to look up **Bunting**, **Stealing**, **Base Running**, **Fielding**, and **Injury** results and more. This includes **Play Action Simulator** where virtually anything that can happen in a Major League Baseball game can occur!

Game Dice

This game uses 1 pitcher-batter icon die and other colored dice. The pitcher-batter die determines whether to refer to the results of an at-bat on the batter or the pitcher player card. Reference the **Roll** column on that player's card based on the sum of the remaining dice to get the outcome of that at-bat. The game dice are also used to reference Baseball Classics Game Play Chart Cards & optional Showdown Manager when two are playing.

Real-Time Showdown Manager

Baseball Classics Showdown Manager gives you live real-time choices that result in consequences for the MLB team each is managing. You'll feel like you're at the top step of the dugout calling pitchouts, steals, bunts, a hit & run, and more!

Use it when playing against a family member or friend managing the MLB teams of your choice to see who can make the right call in game-time situations prior to each at bat with any runners on base. There are no extra dice rolls, it's an easy, seamless, and a speedy way to dynamically add more true MLB realism into your Baseball Classics enjoyment. It's simple to use, see the backside for game play instructions.

Scorecard

Baseball Classics Scorecard is a fast, easy, and statistically accurate way to track everything that happens inning-by-inning to the last exciting out!

Simply score your game the same way as reading a newspaper-style snake column, left-to-right format. Our next generation Scorecard contains enough room for Visiting and Home teams on 1 sheet of two-sided paper.

◘ Section 3
How to Play

Baseball Classics baseball game play is designed from the ground up to deliver a fast, easy authentic experience that blends true MLB realism with highly accurate results based on each player's statistical performance.

Baseball Classics next generation color-coded player card ratings make creating MLB team lineups easy. Build lineups based on each team's strengths and your management style. Our color codes reveal – speed, power, fielding, base running, on-base performance, bunting, or strikeouts. Counter the other team's strengths and poke at their weaknesses.

Lineup Advisor

This innovative feature is built into every Baseball Classics next generation color-coded player card to help you make game-time and real-time decisions all the way until the final out. It's like having a savvy bench and bullpen coach giving you advice along the way to help you best manage your players whether at-bat, in the field, or on the mound!

Lineup Advisor development is based on many statistical player performance measures and is relative to the team they play on. It will save you endless time so you can play more games while providing guidance no matter which MLB teams 1901-Present you're playing.

You're ready to play once each team's lineup is set.

1. Have both the current batter and opposing pitcher player cards in view.
2. For the batter to swing away, roll all the dice to get the outcome.
3. Read the pitcher-batter die result. If pitcher icon, refer to the pitcher's card. If batter icon, refer to the batter's card.
4. Reference that player's card to find the result of the at-bat based on that roll of the colored dice.

Baseball Classics has 3 playing levels; Basic, Intermediate, and Advanced. This allows play for little league players as young as 8 years old to savvy, long-time expert MLB fans to enjoy playing at their preferred level. Mix-and-match within these playing levels if you desire.

Here's a summary of Baseball Classics 3 play levels.

Basic Play

Includes all fundamental MLB baseball plays such as groundball force outs, double plays, and triple plays. Simply create your lineups and begin playing. This level is perfect for new MLB fans who wants to play fast games with just the basics. *Basic play level 9-inning games typically last about 12-15 minutes.*

Intermediate Play

In addition to the Basic play features, Intermediate includes bunting, base stealing, base running, and team fielding using color-coded player ratings and fully utilizes the **Game Play Chart Cards**. This level is for MLB fans who want to add these key elements to their experience. *Intermediate play level 9-inning games typically last about 15-20 minutes.*

Advanced Play

Everything from the Basic and Intermediate play levels. This level also includes pitching fatigue, hit and run, bringing in the infield, contact play, and all events inside the Baseball Classics **Play Action Simulator**. This simulator incorporates virtually every MLB game possibility into your game play: including threatening weather conditions, pickoffs, pitchouts, injuries, arguments with the umpire, and more! *Advanced play level 9-inning games typically last about 20-25 minutes.*

Tip: mix and match elements from the 3 playing levels you want to use in your play. For example, add with bunting, stealing, base running from the Intermediate level plus Play Action Simulator from the Advanced level to your Basic game play.

🔳 Section 4
Basic Play Level

Baseball Classics' Basic play level uses standard MLB rules and standard play outcomes. Most results are revealed through a single dice roll. Not requiring a chart card, the Basic level delivers the easiest and fastest game action. It's centered on play outcomes revealed under our statistically accurate, color-coded player card's results.

The following table defines the possible Baseball Classics player card outcomes.

Play Result Definitions

Play Result	Definition
Single or Infield Single (1B* or 1b)	The batter advances to first base. All runners advance 1 base on any Single; though can attempt to be sent an extra base with the exception of an Infield Single.
Double or Ground-rule Double (2B* or 2b)	The batter advances to second base. All runners advance 2 bases on any Double; though can attempt to be sent an extra base with the exception of a Ground-rule Double.
Triple (3B)	The batter advances to third base. All runners advance 3 bases.
Home run (HR)	The batter and all runners score.
Walk (yellow shade)	The batter advances to first base.
Strikeout (blue shade)	The batter is out.
Groundout (GO)	The batter is put out for hitting a ball on the ground to a fielder. Reference the Baseball Classics' Groundout Result table for further instructions.
Groundout* (GO*)	The batter grounds out. All baserunners advance 1 base safely.
Double play (DP)	The offense team ears 2 outs when 2 of its players are put out as the result of a continuous action. Reference the Baseball Classics Double Play Result table for specifics.
Pop out (PO)	The batter is out for hitting a pop fly that is caught in the infield. All runners hold.
Lineout (LO)	An infield player catches a line drive, the batter is out, and all runners hold.
Triple play (TP)	Lineout into as many outs as possible.

Flyout (FO)	The outfielder catches a fly ball, the batter is out, and all runners hold.
Sacrifice Flyout (SF)	The result is a flyout and all runners hold unless the third baserunner has less than 2 outs. In that case, the runner tags up and scores. The batter is out with a sacrifice flyout. Another exception is if the lead runner is on 1st or 2nd base. In that case, the runner may tag up and try to advance. Roll the dice and reference the Base Running chart card based on that player's run rating to determine the result.

In the Basic play, baserunners may only advance as many bases as the batter.

Groundout - Force Out Table

Groundouts may result in a force out. A force out play occurs when a baserunner is no longer permitted to legally occupy a base and must attempt to advance to the next base. The defense can retire the runner by choosing to make the out at the next base before he arrives, (though not if the defensive team first forces out a trailing runner).

Runner(s) on	Force Out Result Definition
1st	The batter safely advances to first base. The runner on first base is forced out at second base.
2nd	The batter is out. The runner on second base holds their position.
3rd	The batter is out. The runner on third base holds their position.
1st and 2nd	The second baserunner is forced out at third base. The other runner safely advances from first to second base. The batter safely advances to first base. OR The first baserunner is forced out at second base. The other runner safely advances from second to third base. The batter safely advances to first base. OR The batter is out, and both runners advance 1 base.
1st and 3rd	The first baserunner is forced out. The batter safely advances to first base. The runner on third only scores if the inning has less than 2 outs.

	OR
	The third baserunner holds. The batter is out. The first baserunner safely advances to second.
2nd and 3rd	The batter is out, and both runners hold.
	OR
	The fielder allows the batter to advance to first base safely. The second baserunner is out at third. The runner on third only scores if the inning has less than 2 outs.
Bases loaded	Force out at any base.
	OR
	The batter is out and all runners advance 1 base if the team has less than 2 outs.

In Baseball Classics, when a force out is possible, the defensive team chooses the force out result from the Groundout – Force Out Table.

When a double play is possible, the defensive team choose the double play result from the Double Play Table.

Double Play Table

Runner(s) on	Double Play Result Definition
1st	The first baserunner is forced out. The batter heading to first base is also out.
2nd	See the Groundout Result table.
3rd	See the Groundout Result table.
1st and 2nd	The second baserunner is forced out. The batter heading to first base is also out. The first baserunner advances to second base safely.
	OR
	The first baserunner is forced out. The batter heading to first base is also out. The second baserunner advances to third base safely.
1st and 3rd	The first baserunner is forced out. The batter heading to first base is also out. The runner on third only scores if the team has less than 2 outs.
	OR
	See the Groundout Result table.
2nd and 3rd	See the Groundout Result table.
Bases loaded	1 runner is forced out. The batter heading to first base is also out. All runners advance 1 base if the team has less than 2 outs.

◘ Section 5
Intermediate Play Level

Intermediate Play includes Basic Play and additional actions such as bunting, base stealing, base running, and team fielding. The team at bat may call for a bunt, steal, or to advance base runners. Every batter player card has bunt, steal, run, and fielding ratings as indicated by these symbols:

▲ Excellent ▶ Very good ◀ Fair ▼ Poor

Use the Baseball Classics Game Play Chart when playing with bunting, base stealing, base running, and team fielding.

Bunting

Bunting seems to be a lost art. Baseball Classics wants to help MLB fans rediscover and understand how to use it in a game.

When the batter is ready to swing away and the team at bat calls for a bunt attempt, they will declare the type of bunt, and roll the dice. Then reference the Game Play Bunting Chart Card for the result. The batter's *bunt* rating is shown just below their player and team name.

The offense team can call a bunt any time before rolling the dice if the player at bat has less than 2 outs. There are 3 bunt options available in Baseball Classics:

Sacrifice Bunt – The batter is attempting to move any baserunner up 1 base in exchange for being thrown out at first base.

Suicide Squeeze Bunt – The batter attempts to move the runner on third base to score at home in exchange for being thrown out at first base.

Safety Squeeze Bunt – The batter must be attempting to move a runner on third base to home safely in exchange for being thrown out at first base.

There are 2 differences between a safety squeeze and suicide squeeze bunt:

- If a batter strikes out, the runner on third holds and is not forced to steal home. See play example 4 below.
- A safety squeeze is successful only when the result is a green box with a checkmark. A green box with a black dot in the center is considered a *foul ball*.

The Baseball Classics Game Play Chart Cards contain a Bunt legend. After either a sacrifice or suicide squeeze bunt, roll the dice and reference the Bunt chart card and the batter's *bunt* rating for the result. The legend explains bunt color codes and symbols.

Base Stealing

Baseball Classics Baseball Game Steal Game Play Chart Card is your reference point whenever the team at bat attempts to steal second, third, or home base. However, runners with a ▼ Steal rating are not allowed to attempt stealing any base. This is because they were unsuccessful at stealing bases that season. That is why that Steal rating column is blank in the chart.

The team at bat chooses which runners will attempt to steal. The fielding team decides which runner to attempt to throw out. All other runners will be safe unless there are 2 outs.

When the offense team elects to attempt base stealing, they must roll the dice and then lookup the result in the Stealing Game Play Chart Card. The results are found by referencing the Roll and Steal columns.

The Baseball Classics Game Play Chart Cards contain a Stealing legend. The legend explains the color codes and symbols.

Advancing Baserunners

One of the most second-guessed plays in MLB is whether a player should take an extra base. Close plays – especially at home plate – are thrilling. When players seem a mile out, should the manager risk it or play conservatively and sit tight? In Baseball Classics' Intermediate level, you can make those base running decisions from the top step of the dugout.

Baseball Classics Base Running chart card is your reference point when the team at bat attempts to send a baserunner an extra base.

Whenever there is a runner on base, and the batter reaches base via a hit or error, the team at bat can decide to send any baserunners 1 extra base. To do this and see if the runner is safe or out, roll the dice after the hit or error, then cross-reference their sum against the **Roll** column and runner's **Run** rating in the Baseball Classics Base Running Game Play Chart Card.

The team at bat may choose to send the lead baserunner 1 extra base after the batter hits a Single or Double. The fielding team can try to throw the advancing runner out or let him take an extra base without a play. If they choose not to try to throw out the lead base runner, he is safe, and any other runners cannot attempt to move up another base.

However, if attempting to throw out the lead advancing base runner, roll the dice to see if he is safe or out based on referencing his Run rating on the Game Play Base Running Chart Card. In this case, any other runners – including the current batter – may attempt to advance 1 extra base referencing a green ▲ **Run** rating *regardless of the Run rating on their player card.* Simply roll the dice again and look up that result on the Game Play Running Chart Card.

The Baseball Classics Game Play Chart Cards contain a Base Running legend. The legend explains the color codes and symbols.

Team Fielding Play

It's remarkable how one player in your lineup can make or break the defense rating. Fielding adds a very exciting element to every play all the way to the last out.

One option for fielding in Baseball Classics is called Team Fielding.

Baseball Classics' team fielding is simple and quick, though very important as each of the 9 position players' individual *fielding* rating is weighted and summed

to determine the team's overall rating. Begin, by calculating the team **Fielding Rating** for each team. Here's how.

Players *fielding* ratings are color-coded symbols based their actual performance for each position listed that MLB season (or career for All-Time Greats players). Each color-coded symbol is valued with the following rating system:

<p align="center">▲ (1 point) ▶ (2 points) ◀ (3 points) ▼ (4 points)</p>

The sum of the 9 individual player positions rating determines their **Team Fielding** rating.

Calculating a team's Fielding Rating

◀ Pitcher = 3 points	▼ Shortstop = 4 points
▲ Catcher = 1 point	▶ Left fielder = 2 points
▶ First baseman = 2 points	◀ Center fielder = 3 points
▲ Second baseman = 1 point	▶ Right fielder = 2 points
▲ Third baseman = 2 points	

This example shows a **Team Fielding Rating** of 20 points (3+1+2+1+2+4+2+3+2).

Remember to re-calculate the team's fielding rating anytime substitute a position player during the game.

Each team is assigned a color-coded value based on their point total: green, yellow, blue, or red (green is the best and so on).

To determine any time the ball is in play, to determine whether the play was fielded without an error, roll the dice and reference the Team Fielding Legend Game Play Chart (Team Fielding Points Legend) to see whether or not there was an error on the play based on the **Team Fielding Rating** point total of the team in the field.

If there *is **not** an error* on the play, continue to the next play or at-bat.

If there *is an error*, roll the dice again and on the same Game Play Chart Card see if it's a 1, 2, or 3 base error (Roll - # - Number of Bases on Error) depending on if it is an infielder or outfielder play (see below).

Infielder Plays: Groundout, Groundout*, Popout, Lineout, Double Play, Triple Play, Single, Infield Single, bunt attempt, steal attempt, baserunner advance, or any other play within the infield

Outfielder Plays: Any Flyout, (Flyout), Double, or Triple

Individual Fielding

The other option for fielding in Baseball Classics is by the individual player(s) fielding the ball. When the ball is put in play, the first step is determining who is fielding the ball.

In the Deluxe Edition, use the same value rolled on the red ten-sided die and pitcher-batter die from the initial roll on the play, and if an infield play reference infield refer to the **Infielder Play** Game Play Chart Card to see which infielder is fielding the play. If it's a play within the outfield refer to the **Outfield Play** Game Play Chart Card to see which outfielder is fielding the play.

In the Standard or Premium Edition, use the same value rolled on the green six-sided die and pitcher-batter die from the initial roll on the play, and if an infield play reference infield refer to the **Infielder Play** Game Play Chart Card to see which infielder is fielding the play. If it's a play within the outfield refer to the **Outfield Play** Game Play Chart Card to see which outfielder is fielding the play.

To determine whether the play is considered an infield or outfield play, use the following guide (also shown within those Game Play Chart Cards):

Infielder Plays: Groundout, Groundout*, Popout, Lineout, Double Play, Triple Play, Single, Infield Single, bunt attempt, steal attempt, baserunner advance, or any other play within the infield

Outfielder Plays: Any Flyout, (Flyout), Double, or Triple

Next, to determine whether the play by the fielder is handled without an error, roll the dice again and look at the **Individual Fielding** Game Play Chart Card based on that fielder's color-coded fielding rating. *Note, In the Standard or Premium Edition, when the roll points to the position of the player fielding the play based on his color-coded fielding rating, it's an error, else no error.*

If there *is **not** an error* on the play, continue to the next play or at-bat.

If there *is an error*, roll the dice again and on the same Game Play Chart Card see if it's a 1, 2, or 3 base error (Roll - # - Number of Bases on Error) depending on if it is an infielder or outfielder play (see below).

Optional: Anytime another fielder roll the dice again and follow the same steps. For example a groundout to the Shortstop, you'll check to see if he fielded it cleanly and then again to ensure the First baseman fielded it without an error.

Showdown Manager

Use the Showdown Manager when 2 players are managing opposing Baseball Classics MLB teams.

Without rolling the dice, each MLB team manager can see who made the best call during game time situations with runners on base. Both managers can simply call their move prior to an at bat with runners on base. This is possible for pickoff attempts, stealing a base, pitchouts, etc. Reference the backside of Showdown Manager for instructions.

Suggested Pitching Rest Table

Each Baseball Classics pitcher specifies the following pitcher types:

- Starting pitcher - only a starter
- Starting-relief pitcher - primarily a starter
- Relief-starting pitcher - primarily a reliever
- Relief pitcher - only a reliever

Important notes about pitchers and starters

- Starters may only start a game
- A starting-relief pitcher or relief-starting pitcher may either start or relieve
- A relief pitcher can only pitch in relief
- To give pitchers enough rest, we suggest the following rest days (games):

Pitching Rest		
Innings Pitched	**Starter**	**Reliever**
7 or more	**4 games**	**3 games**
5 to 6 2/3	**3 games**	**2 games**
2 to 4 2/3	**2 games**	**1 game**
0 to 1 2/3	**1 game**	**0 games**

- When a starting-relief pitcher pitches in relief, refer to the starter column
- When a relief-starting pitcher pitches in relief, refer to the reliever column
- When a starting-relief pitcher or relief-starting pitcher starts a game, refer to the starter column
- Any starting pitcher completing 10 innings in a game must be replaced if the game continues to the 11th inning
- A relief pitcher should not pitch more than seven innings
- Catchers should be replaced after 14 innings

◪ Section 6
Advanced Play Level

Advanced includes Basic and Intermediate plays as well as that Play Action Simulator, hit and run, bringing the infield in, pitcher fatigue, and other game play such as Real-Time Fielding if you have Baseball Classics Premium Edition.

Hit and Run

The manager for the team at bat may call for a hit and run before the dice are rolled. After rolling the dice, the play can in in 1 of 4 ways:

- If the result is *single*, all baserunners can advance 2 bases.
- If the result is *lineout*, the batter and all runners are.
- If the result is a *strikeout* and the inning doesn't have 3 outs, the lead baserunner must attempt to steal a base.
- If the result is a *groundout*, the batter is out and all runners advance 1 base.

Contact Play

Before an *at bat* with less than 2 outs, the team at bat may elect to either send the runner home from third base or hold him on a *Groundout** result.

A *contact play* happens when the team at bat elects to send the runner home from 3rd base on a *GO**. In other words, the runner is going home on any *GO** result (not *GO*).

When *contact* play is on, if the fielding team brings their infield in, then the runner on third base attempting to score is out on a *GO** result. The batter advances to first base safely on the fielder's choice. However, if the result is a *Triple Play* (TP) or (any white square result in the Deluxe Edition) from the pitcher's card, the result is automatically changed to *Single*.

Infield In

The defense team can elect to bring in their infield prior to rolling the 4 dice for the at bat. When the *contact play* is on, any *Triple play (TP)* or (any white square

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result in the Deluxe Edition) from the pitcher's card is automatically changed to *Single*. Alternatively, if the result is a *GO**, the runner on third base is out and the batter safe on the fielder's choice.

Play Action Simulator

At the bottom of the sixth inning, the skies threaten to rain out the game. A runner tries to get on second base, the inning has 2 outs, and your best pitcher is coming up. Should you pinch hit?

At the bottom of the ninth inning with 1 out, should you replace the catcher – who is also your best hitter, but not so good behind the plate – to prevent a passed ball when your flaming-throwing stopper is coming in from third with the tying run?

These – and many other decisions – are all in play when using Baseball Classics Play Action Simulator. Along with incorporating virtually every MLB game possibility, the simulator challenges your management skills; your ability to make important decisions during critical moments. The simulator requires your real-time reaction to ignite proactive decision making throughout the game to the final out.

The Play Action Simulator table is designed to flow seamlessly with your game. The *Roll* column shows all possible dice roll outcomes. Here is an explanation of the symbols that appear in the chart.

🏃 – No runners on base
▲ – Refer to this Game Play Chart Card based on the runner's steal rating
▶ – Refer to this Game Play Chart Card based on the runner's steal rating
◀ – Refer to this Game Play Chart Card based on the runner's steal rating
▼ – Refer to this Game Play Chart Card based on the runner's steal rating

Which runner? The runner who you determine is the most likely threat to steal or score from the base they are on. If a runner on 1st base has a red steal rating and runner on 3rd base has a green steal rating, refer to the steal rating of the runner you want to hold closest to the base.

Play Action Simulator Chart Instructions

1. Before rolling the dice against the batter and pitcher cards, the team at bat will announce a play (e.g. steal, bunt, batter is swinging away, etc.)
2. Refer to the Play Action Simulator chart card based on the roll of the dice to determine the outcome.
3. If the outcome is "Batter Swings Away", roll the dice again and reference the batter or pitcher's card for the play result. However, if the outcome is any other play, follow the instruction and repeats steps 1 and 2 until the result is "Batter Swings Away" (BSA).

Play Action Simulator Chart Definitions

Argument with the umpire – Roll the dice again and reference batter or pitcher cards for a new result. The argument can end in either:

Walk – Pitcher
All other results – Batter

Heated arguments with the umpire can lead to an ejection when it's the second time in the game that same player had an argument.

Balk – All runners advance 1 base.

Batter hit by pitch – The batter is awarded first base. Only runners in a force situation at first base, first and second base, or with the bases loaded will advance 1 base. If a batter is hit right after a Home Run, then both benches are warned and the next pitcher to hit a batter by pitch is ejected. Lastly, if a batter is hit by pitch and the following inning a batter from the other team is hit by pitch, both benches are warned and the next pitcher to hit a batter by pitch is ejected.

Batter Swings Away (BSA) – Roll the dice again and refer to the batter or pitcher player card for the outcome of the at bat.

Catcher's interference – The batter is awarded first base, and the play is over. The only runners that to advance 1 base are those in a force situation at first base, first base and second base, or with the bases loaded.

Dropped third strike – Roll all 4 dice again and check the batter or pitcher player card for the result. If the outcome is *Strikeout,* then the batter reaches first base safely, and all runners advance 1 base. However, if the outcome is any other play, then there is no dropped third strike. You must follow the instructions from the other plays.

Passed ball – All runners advance 1 base unless the catcher has a ▲ fielding rating; there is no passed ball and the result is "Batter Swings Away".

Pickoff attempt holding baserunner – The defense team declares whether they are holding a baserunner. The pitcher may then attempt to pickoff any baserunner they choose to hold closer. After rolling the dice, the runner is picked off if the result is 3 (or 99 in the Deluxe Edition).

When holding a baserunner, any Groundout* (GO*) or Triple Play (TP) result on a pitcher's card becomes a single.

Also, when playing with team or individual fielding, roll the dice again after a pickoff attempt to ensure there wasn't an error.

Pitch out – If a steal attempt or suicide squeeze is called, the baserunner attempting to advance must also attempt to steal with the next lower S*teal* rating. Roll the dice and reference the *Steal* chart card. Lead runner is out if they have a ◄ *Steal* rating because it is lowered to a ▼ *Steal* rating.

Player injury – To determine which player is injured, roll the dice against the batter and pitcher cards. The pitcher suffers an injury when the result is *Strikeout*, *Walk*, or *Lineout*; else the batter has suffered an injury.

Roll the dice and reference Game Play Injury Chart Card to determine the extent of the injury. Note: if you choose to play without injuries, substitute *Injury* outcomes with "Batter Swings Away".

Rain delay/Rain out (RD) – When playing in an outdoor stadium, roll the dice before the game. If the outcome is 3 or 16 (or 97, 98, 99, 00 in the Deluxe Edition), then dark skies and threatening weather conditions exist throughout the game. The first time any of those are rolled for a result on the pitcher's card, there is a **slight rain delay**. The second, there is another rain delay long enough to force the **removal of both pitchers**. The third time this outcome occurs, the game is **rained out**.

If a 3 or 16 (or 97, 98, 99, 00 in the Deluxe Edition) wasn't rolled before the game's start while using the Play Action Simulator, substitute the "Rain Delay" outcome with "Batter Swings Away".

Wild pitch – All runners advance 1 base.

Crowd Noise

(Optional play) Naturally, crowd noise favors the team playing in their home ballpark. It has an even greater impact in a dome.

Crowd noise amps up and goes into effect when:
- The home team is at bat in a tie game or with the tying run on deck

OR

- When pitching with a 1-run lead from the 7th inning on

When the home team is at bat and the dice roll determining the Result of an at bat of the 2 blue six-sided dice equal 2 or 12 (95, 96, 97, 98, 99 in the Deluxe Edition) and the pitcher-batter die is Pitcher icon, instead of looking at the pitcher's Result column, look at the batter card. Also, if the home ballpark is a dome, include the sum of the blue six-sided dice if they total 3 or 11 (00 through 09 in the Deluxe Edition) too.

When the home team is pitching and the roll to determine the Result of an at bat of the 2 blue six-sided dice equal 2 or 12 (95, 96, 97, 98, 99 in the Deluxe Edition) and the Pitcher-Batter die is Batter, instead of looking at the batter's player card, refer to the pitcher's player card.

Real-Time Fielding

Baseball Classics Premium Edition player cards contain this feature, thus these instructions do not apply for the Deluxe Edition or Standard Edition.

Each Baseball Classics Premium Edition player card (both sides) have 2 color-coded fielding ratings for each position they play (including pitchers).

The first color-coded icon rating is their ability to field the ball. This is the fielding rating you would use for Team Fielding or Individual Fielding.

The second color-coded icon rating is their Real-Time Fielding Rating. This has been determined based on their actual season performance for their throwing arm strength and accuracy.

Real-Time Fielding is used anytime you're playing with Individual Fielding, not Team Fielding.

Real-Time Fielding ratings can potentially raise or lower a base runner's Steal or Run rating for various plays; also, they can possibly turn infield singles (1B*) into a groundout (GO*) with any base runners advancing 1 base with less than 2 outs or they can turn GO* into 1B*.

Real-Time Fielding in the Infield

Stealing: When a base runner attempts to steal, you'll potentially adjust his Steal rating higher or lower (if possible) dependent upon the Catcher's Real-Time Fielding rating and attempted base stealer's Steal rating. For example: if a Catcher's Real-Time Fielding rating is ▲ (- 2 = down 2 ratings) and base runner has a Steal rating of ▶ (+ 1 = up 1 rating), adjust the Steal rating to ◀. Refer to the Real-Time Fielding table below to see whether any adjustment is made. Note: A Steal rating cannot raise higher than ▲ any be lowered to ▼ regardless of any adjustment that is shown in the table.

Infield Single: An infield single (1B*) snatched by an infielder with a strong Real-Time Fielding throwing arm rating can turn it into a GO* when the batter has a slower Run rating only when there is a match in the table. Otherwise, 1B* is the result. For example: an infielder who initially fielded the play has a Real-Time Fielding rating of ▲ and the batter has Run rating of ◄ the result changes from 1B* to GO* because they match. Refer to the Real-Time Fielding table below to see whether any adjustment is made.

Advancing Groundout: On the other hand, an infielder with a weak throwing arm may turn a GO* (Groundout, runners advance 1 base) into an 1B* (Infield Single). Refer to the Real-Time Fielding table below to see whether any adjustment is made.

Rundown: An infielder with an exceptional Real-Time Fielding throwing arm rating can possibly put a runner into rundown situation. This occurs when there is a match between the Real-Time Fielding rating of the infielder who initially fielded a GO* and advancing base runner's Run rating. If there is a rundown, roll the dice again and check the Base Running Game Play Chart to see if the lead base runner will be safe or out to the base he is heading to. Refer to the Real-Time Fielding table below to see if the play turns into a rundown.

Real-Time Fielding Infield Table

Infield Play	Catcher's Real-Time Rating	Infielder's Real-Time Rating	Batter Run Rating	Runner Run Rating	Runner Steal Rating
Base Stealing	▲ (- 2) ▶ (- 1) ◄ (0) ▼ (+ 1)	N/A	N/A	N/A	▲ (+ 2) ▶ (+ 1) ◄ (0)
1B*	N/A	▲ (GO*) ▶ (GO*) ◄ (1B*) ▼ (1B*)	▲ (1B*) ▶ (1B*) ◄ (GO*) ▼ (GO*)	N/A	N/A
GO*	N/A	▲ (GO*) ▶ (GO*) ◄ (1B*) ▼ (1B*)	▲ (1B*) ▶ (1B*) ◄ (GO*) ▼ (GO*)	N/A	N/A

Rundowns	▲ (Rundown) ▶ (Rundown) ◀ (None) ▼ (None)	▲ (Rundown) ▶ (Rundown) ◀ (None) ▼ (None)	N/A	▲ (None) ▶ (None) ◀ (Rundown) ▼ (Rundown)	N/A

Real-Time Fielding in the Outfield

Base Running: When a runner attempts to advance an extra base on a hit, you'll potentially adjust his Run rating higher or lower (if possible) dependent upon that outfielder's Real-Time Fielding rating and base runner's Run rating. Refer to the Real-Time Fielding table below to see whether any adjustment is made.

Sacrifice Flyout: When a batter hits a Sacrifice Flyout (SF) with a runner on 3rd base and less than 2 outs, that runner does not automatically score. Instead, you will roll the dice again and use the Base Running Game Play Chart Card to see if he is safe or out. You'll potentially adjust that runner's Run rating higher or lower (if possible) dependent upon that outfielder's Real-Time Fielding rating and base runner's rating.

Real-Time Fielding Outfield Table

Outfield Play	Outfielder's Real-Time Rating	Runner Run Rating
Base Runner Advancing	▲ (- 2) ▶ (- 1) ◀ (+ 1) ▼ (+ 2)	▲ (+ 2) ▶ (+ 1) ◀ (- 1) ▼ (- 1)
Sacrifice Flyout	▲ (- 1) ▶ (0) ◀ (0) ▼ (+ 1)	▲ (+ 1) ▶ (0) ◀ (0) ▼ (- 1)

Real-Time Pitching

These instructions are for Baseball Classics Premium Edition player cards that contain this feature.

If you want your MLB board game play experience to be even more realistic, Baseball Classics Real-Time Pitching is for you. We've tested the realism with over 2 million pitches to ensure outcomes are true to form.

This is *optional* play, but once you play with Real-Time Pitching, you may not want to play any other way! Standard MLB rules for balls and strikes apply. Based on the statistical performance of each player, you'll rapidly experience each at bat pitch-by-pitch with realistic outcomes for balls, strikes (Called Strike, Swing & Miss, plus Foul Ball), Wild Pitch, Hit-by-Pitch, or if is Ball in Play.

Your game play action unfolds real-time showdown as the batter and pitcher faceoff. Pitch-by-pitch you'll learn the fate of each outcome. Now you can have real-time plays such as Plays such as strike'em out/throw'em out on steal attempts!

On each Baseball Classics Premium Edition player card, refer to the center column indicated with a "RTP" (stands for Real-Time Pitching). Dice rolls 3 through 18 in that column contain one of the following:

Icon	Outcome	Definition
Ball	**Ball**	Pitch called a ball (bold on batter cards)
Ӄ	**Called Strike**	Pitch called a strike (bold on pitcher cards)
K	**Swing & Miss**	Batter swings and misses at pitch
Foul	**Foul Ball**	Batter fouls pitch out of play
WP	**Wild Pitch**	Pitch goes past catcher, called a ball, runner(s) advance 1 base
HBP	**Hit-By-Pitch**	Batter hit-by-pitch, dead ball, next batter
BIP	**Ball in Play**	Ball is in play

Additional Real-Time Pitching Play Outcomes

Adding Real-Time Pitching to your Baseball Classics next generation game play provides flexible managerial opportunities & outcomes no other board games offer when combined with our Play Action Simulator. Plays such as strike'em out/throw'em out on steal attempts, pickoff attempts, pitch outs, hit & run, arguments with the umpire, rain delays/outs, various bunting, catcher's interference *in the beginning, middle, or end of a pitch count.*

How to Play Using Real-Time Pitching

Now that we've described the fundamental concept of Baseball Classics Real-Time Pitching, playing with it is just as easy and fast.

Step 1: To throw the first pitch to a batter, roll all 4 Baseball Classics dice. If the binary die is 0 (zero), refer to the pitcher's card; or if a 1 (one), refer to the batter's card "P" (stands for Pitch) column. Sum the total of the 3 six-sided dice and refer to that sum in the ROLL column to see the outcome of the pitch as shown by the icon (Ball, Called Strike, Swing & Miss, Foul Ball, Wild Pitch, Hit-By-Pitch, or Ball in Play.

Step 2: After a Real-Time Pitching ball or strike outcome, roll all 4 dice again and repeat step 1 until either the batter has walked, struck out, is hit-by-pitch, or puts the ball in play. When the outcome is ball in play, roll all 4 dice again and refer to the pitcher or batter card for the result.

When Outcome is Walk or Strikeout on Player's Card

When the outcome is Ball in Play and the next roll is either a Walk, change that to a Ball; or if the outcome is Strikeout on that player's card, change that result to a Swing & Miss.

When Using Play Action Simulator

The first roll before each pitch is *always* referenced against the Play Action Simulator first. Any "Batter hit by pitch" [HB] or Wild Pitch [WP] outcomes change to "Batter Swings Away" since Real-Time Pitching provides them. Each Pitch Out [PO] outcome is counted as a Ball, unless the runner is not being held on or there are 3 balls in the count, otherwise it changes to "Batter Swings Away". When the outcome is "Batter Swings Away", roll all four dice and use Step 1 and Step 2 as described above.

Example 1: Batter strikes out after 1-2 count
1. First roll for the 1st pitch is Ʞ (Called Strike – count is 0-1)
2. Second roll for the next pitch is Ball (Ball – count is 1-1)
3. Third roll for the next pitch is K (Swing & Miss – count is 1-2)
4. Fourth roll for the next pitch is Foul (Foul Ball – count is 1-2)

---

5. Fifth roll for the next pitch is Ϫ (Called Strike – batter strikes out!)

Example 2: Batter walks, runner on 1st
1. First roll for the 1st pitch is Foul (Foul Ball – count is 0-1)
2. Second roll for the next pitch is Ball (Ball – count is 1-1)

Note: with the green colored-icon, the 3 six-sided dice are rolled again and were the same sum as the initial 3 six-sided dice roll)

3. Third roll for the next pitch is Ball (Ball – count is 2-1)
4. Fourth roll for the next pitch is WP (Wild pitch, counts as a Ball, runner on 1st goes to 2nd base – count is 3-1)
5. Fifth roll for the next pitch is Ball (Ball – batter walks, runners now on 1st and 2nd base)

Example 3: Strike'em out, throw'em out
1. First roll for the 1st pitch is Ball (Ball– count is 1-0)
2. Second roll for the next pitch is Foul (Foul Ball – count is 1-1)
3. Third roll for the next pitch is Ϫ (Called Strike – count is 1-2)
4. Fourth roll, runner is attempting to steal 2nd base, the next pitch is K (Swing & Miss – batter strikes out, roll 3 six-sided dice and refer to the Steal chart…runner thrown out!)

Pitcher Fatigue
(Optional play) To incorporate a pitcher's fatigue, use statistics from his player card. The formula is simple. Be sure to round to the nearest whole or 1/3 inning.

(Innings + Walks) ÷ (Games) = Innings per Game

(200 Innings + 50 Walks) ÷ (30 Games) = 8.33 or 8 1/3 IPG

A pitcher's IPG rating is fluid. It is reduced by 1/3 of an inning for each error his team makes while he's pitching or when he hits a batter.

Starting IPG - total Errors - total Hit by Pitch = new IPG

8.33 IPG - 1 Error - 1 Hit by Pitch = 7.66 or 7 2/3 IPG

After a pitcher goes past their IPG rating, the green die will determine if the result is read against the batter or pitcher card. This eliminates the 50/50 chance between batter and pitcher cards while steadily increasing the results. These are read as "tires". The longer a pitcher stays beyond his IPG rating, the more likely the result will be read against the batter card.

How the green die impacts a pitcher's fatigue when past his IPG rating regardless of a pitcher-batter die roll of Pitcher icon which would typically reference his card for the **Roll** and outcome.

1 inning past IPG – Reference the batter card when green die is between 1 and 4 (red die 0 to 6 for the Deluxe Edition); otherwise, reference the pitcher card.

2 innings past IPG – Reference the batter card when the green die is between 1 and 5 (red die 0 to 7 for the Deluxe Edition); otherwise, use the pitcher's card.

Beyond 3 innings past IPG – No roll needed. Only reference the batter (never the pitcher) card for the result.

Example 1: 1 Inning Past Pitcher's IPG
The pitcher is 1 inning past his IPG rating.

1. Roll all the dice
2. The roll of the dice, the sum is 16
3. Since the green die is between 1 and 4 (red die 0 to 6 for the Deluxe Edition), we'll reference the batter's card for the outcome

Instant Replay
Any play, except a strikeout or walk, may be challenged by a manager and "viewed" via Instant Replay to determine whether the call stands or is reversed.

The following plays may be subjected to instant replay review:
- Home runs
- Placement of advancing base runners
- Force plays and tag plays
- Flyouts

- Missed bases (any base runner reaching a base safely or on his way to 2 or 3 bases)
- Whether a batter was hit by a pitch
- Tag-ups on Sacrifice Flyouts

Any reversed batted outs award the batter the base he would have reached and any runners to advance the same number of bases.

Each team is allowed 1 Manager challenge per game during the regular season and 2 during the All-Star game, Playoffs, and any tie-breaker situation. If a challenge results in an overturned call, the team retains its ability to challenge.

When an Instant Replay is requested, roll the dice and refer to the Game Play Instant Replay Chart Card. For base running challenges, refer to that runner's steal or run rating (depending upon a steal or base running advance play) otherwise, refer to the Fielding rating of the team or player in the field.

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Field Manager's Rulebook

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BASEBALL CLASSICS SCORECARD © 2020
INSTRUCTIONS

Baseball Classics Scorecard is a fast, easy, and statistically accurate way to track everything that happens inning-by-inning to the last exciting out!

Simply score your game the same way as reading a newspaper-style snake column, left-to-right format.

Our next generation Scorecard has Visiting and Home teams on 1 sheet of two-sided paper:
- **Track up to 5 at bats per player**
- **Holds up to 2 substitutions per player (27 total!)**
- **Stats for up to 5 pitchers**
- **Complete pitching totals**

Scorecard contains a lineup grid with 45 squares based on 5 columns (at bats) and 9 rows (batting order). Each row contains enough space for up to 3 players.

Record the outcome of a play inside the square of the player at bat or on base. The left and right sides of the square show ways the batter can reach base and indicate the end of an inning. The ballpark diamond is where all the action is recorded. See definitions in the table below.

LEFT SIDE	CENTER	RIGHT SIDE
W - Walk	- Baseball diamond to denote outs (w/optional ball placement) or tracking base runners - Fill in circles for balls & strikes - Fill in circles for each RBI	E - Error
1B - Single		HB – Hit Batter by Pitch
2B - Double		D3 – Dropped 3rd Strike
3B - Triple		CI – Catcher's Interference
HR – Home Run		X – End of Inning

At the end of each inning, shade in the lower right box with the "X" for the player who made the last out. To indicate player substitutions, use a thick vertical line on the right outer edge of the square. For pitching changes, use a think vertical line on the bottom edge of the square.

See the sample Baseball Classics Scorecard containing the lineup and results for the 2017 World Champion Houston Astros in Game 7 vs. the Dodgers.

VISTING TEAM		DEF RATING	1	2	3	4	5	6	7	8	9	R	H	E
2017 HOUSTON ASTROS		13	2	3	0	0	0	0	0	0	0	5	5	0
2017 LOS ANGELES DODGERS		12	0	0	0	0	0	1	0	0	0	1	6	1

Batter	Pos		1	2	3	4	5	6	7	8	9
SPRINGER	CF	1	2B	HR		K	F8			F8	
BREGMAN	3B	1	SB 3	K	K	K					
ALTUVE	2B	1	G3	F8	P3	W / SB					
CORREA	SS	1	G3-1	F9	1B	P6					
GURRIEL	1B	2	F9	K	G1	F8					
MCCANN	CF	1	W	K	G4	K					
GONZALEZ	LF	1	2B	1B / WP	W	G5					
REDDICK / GATTIS / MORTON	RF / PH / P	2 / 4	G4	G6	W	K					
MCCULLERS / PEACOCK / MAYBIN	P / P / CF	3 / 3 / 1	G4	F8	P3	K					

PITCHER	IP	H	BB	SO	HR	R	ER	W	L	S	HD
MCCULLERS	2.1	3	0	3	0	0	0				
PEACOCK	2	1	1	2	0	0	0				
LIRIANO	.1	0	0	0	0	0	0				
DEVENSKI	.1	0	0	0	0	0	0				
MORTON	4	2	1	4	0	1	1	1			
TOTALS	9	6	2	9	0	1	1	1			

GAME #	DATE
7	11/1/17

VISITING TEAM	DEF RATING	1	2	3	4	5	6	7	8	9	R	H	E

Batting grid (each cell marked W/1B/2B/3B/HR and E/HB/D3/CI/X with baseball diamond diagrams), innings 1–9.

PITCHER	IP	H	BB	SO	HR	R	ER	W	L	S	HD

GAME #	DATE

HOME TEAM	DEF RATING	1	2	3	4	5	6	7	8	9	R	H	E

Each batter cell is marked with the following play outcomes:
W / 1B / 2B / 3B / HR and E / HB / D3 / CI / X

PITCHER	IP	H	BB	SO	HR	R	ER	W	L	S	HD

GAME #	DATE

BASEBALL CLASSICS
CLASSIC TEAMS, CLASSIC GAMES

Baseball Classics Scorecard © 2018

BASEBALL CLASSICS© SHOWDOWN MANAGER

MANAGER ON OFFENSE

MANAGER ON DEFENSE	1 BATTER SWINGS AWAY	2 STEAL	3 HIT & RUN	4 SACRIFICE OR SAFETY BUNT	5 SUICIDE SQUEEZE BUNT	6 CONTACT PLAY
1 NO PLAY CALLED	Batter Swings Away	Steal attempt + any Second, or Third Pitchout changes apply to the batter result	Hit & Run	Sacrifice or Safety Bunt attempt	Suicide Squeeze Bunt Attempt	If Groundout, runner on 3rd base scores with less than 2 outs
2 FIRST PITCHOUT	No Play	Steal attempt, lower Steal rating by 1	No Play	No Play	Runner on 3rd must make Steal attempt	No Play
3 SECOND PITCHOUT	Change a Groundout*, result to Walk	Steal attempt, lower Steal rating by 1; change Groundout* result to a Walk	Change a Groundout*, result to Walk	Change a Double Play result from Bunting table to Groundout, runner on 3rd holds.	Change a Popout result from Bunting table to Groundout, runner on 3rd holds.	Change a Groundout*, result to Walk
4 THIRD PITCHOUT	Change any Groundout* or Double Play result to Walk	Steal attempt, lower Steal rating by 1; change Double Play result to a Walk	Change any Groundout* or Double Play result to Walk	Change any Popout or Double Play result from Bunting table to Groundout, runner on 3rd holds.	Change any Popout or Double Play result from Bunting table to Groundout, runner on 3rd holds.	Change any Groundout* or Double Play result to Walk
5 PICKOFF ATTEMPT	Pickoff Attempt, after 2nd pickoff attempt, change a Groundout* result to a Walk	Steal attempt, lower Steal rating by 1; after 1st pickoff attempt change Groundout* result to a Walk	Pickoff Attempt, after 2nd pickoff attempt, change a Groundout* result to a Walk	Pickoff Attempt, after 2nd pickoff attempt change Groundout* result to a Walk	Pickoff Attempt, after 2nd pickoff attempt change Groundout* result to a Walk	Pickoff Attempt, after 2nd pickoff attempt change Groundout* result to a Walk
6 INFIELD IN	If Groundout result, base runner on 3rd is out though if Groundout*, change result to a Single	Steal attempt + any Second, or Third Pitchout changes apply to the batter result	If Groundout result, base runner on 3rd is out though if Groundout*, change result to a Single	Sacrifice or Safety Bunt Attempt; if PO, lead runner & batter out, if DP, runner(s) hold	Suicide Squeeze Bunt; if PO then lead runner & batter out, if DP batter out, runner(s) hold	If Groundout result, base runner on 3rd is out though if Groundout*, change result to a Single

HOW TO USE BASEBALL CLASSICS SHOWDOWN MANAGER

Baseball Classics Showdown Manager gives you live game-time choices that result in real consequences for the MLB team your managing. You'll feel like you're at the top step of the dugout!

Ideal 2 player Baseball Classics play with each managing the MLB team of their choice to see who can make the right call in game-time situations prior to each at bat with any runners on base.

There's no extra dice rolls, it's an easy, seamless, and a speedy way to dynamically add more true MLB realism into your Baseball Classics enjoyment! It's simple to use, here's how. Prior to each at bat with any runner(s) on base, each manager takes one of the six-sided Baseball Classics dice and, at the same time, reveals a number between 1 and 6 from their choices within the Showdown Manager for Manager On Offense and Manager On Defense. Then cross-reference the choices and follow the instructions and follow the consequence of that game-time situation.

MANAGER ON OFFENSE

Batter Swings Away - 1 has been revealed, no special play has been called by the Manager On Offense, follow the consequence.

Steal - 2 has been revealed, one or more base runners will attempt to steal. The manager on defense chooses which runner to attempt to throw out, all others are safe.

Hit & Run - 3 has been revealed, any runner(s) on base will be off with the pitch. Follow the consequence, use the Hit & Run instructions in the Baseball Classics Field Manager's Rulebook.

Sacrifice or Safety Bunt - 4 has been revealed, runner on 3rd base will attempt to come home on a bunt attempt. Follow the consequence, use the Game Play Chart for the result.

Suicide Squeeze Bunt - 5 has been revealed, runner on 3rd base will attempt to come home with the pitch. Follow the consequence, use the Game Play Chart for the result.

Contact Play - 6 has been revealed, runner on 3rd base will attempt to come home with any ball put into play. Follow the consequence, use the Contact Play instructions in the Baseball Classics

MANAGER ON DEFENSE

No Play Called - 1 has been revealed, no special play has been called by the Manager On Defense, follow the consequence.

First Pitchout - 2 has been revealed, follow the consequence.

Second Pitchout - 3 has been revealed, follow the consequence.

Third Pitchout - 4 has been revealed, follow the consequence.

Pickoff Attempt - 5 has been revealed. Follow the consequence, use the Pickoff Attempt instructions in the Baseball Classics Field Manager's Rulebook. Apply change to Groundout* result to Walk when that is the outcome of for current at bat.

Infield In - 6 has been revealed. Follow the consequence, use the Infield In instructions in the Baseball Classics Field Manager's Rulebook.

Game Play Example #1: With 0 outs, top of the 5th, the runner on 1st base is the tying run. 1 pickoff attempt has already been called during this at bat, but the base runner was safe. Now both manager's make their choice and reveal their die number. The manager on offense calls reveals a 2 on the die, thus calling for a Steal. The manager on defense reveals a 1. The resulting consequence is the runner on 1st attempts to steal. The manager on offense rolls all 3 Baseball Classics dice and looks up the outcome in the Baseball Classics Game Play Chart, then rolls all 4 dice again for the result of the at bat.

Game Play Example #2: With 1 out, bottom of the 7th, the runner on 1st base would have already been called during this at bat, but the other manager was letting his player swing away. Now both manager's make their choice and reveal their die number. The manager on offense reveals a 3 on the die, thus calling for a Hit & Run. The manager on defense reveals a 1. The resulting consequence is the Hit & Run is on. The manager on offense rolls all 4 Baseball Classics dice and looks up the Result (following the Hit & Run instructions from the Baseball Classics Field Manager's Rulebook) which happens to take place on the Pitcher's card. It's a Groundout*, which is now a Walk instead because of the 2 prior pitchout attempts. This places the batter on 1st with a Walk and the runner from 1st base goes to 2nd base.

Game Play Example #3: 1 out, bottom of the 9th, runner on 3rd base is the go ahead run. Both manager's make their choice and reveal their die number. The manager on offense reveals a 5 on the die, thus calling for a Suicide Bunt. The manager on defense reveals a 6, thus bringing the infield in. The resulting consequence is the suicide squeeze bunt is on and consequence rules apply for a result that is a Popout or Double Play. The manager on offense rolls all 3 Baseball Classics dice and looks up the outcome in the Baseball Classics Game Play Chart.