MIKE FITZGERALD's

BASEBALL HIGHLIGHTS: 2045



American baseball was on its last legs as a spectator sport. Football had become the predominant national pastime. That is until the year 2032 – the year baseball decided to revolutionize the game and regain the throne!

Starting in 2032, baseball games were shortened to 6 innings.

Pitchers were encouraged to have bionic arm implants to improve their pitching. These Cyborgs, or 'Borgs as they are now affectionately known, were immediately popular and soon ruled the league.

In 2041, Robotic players were introduced to get more offense back into the game. These Robots were similar to designated hitters in that they were only used to bat and did not field. However, recent reports indicate fielding 'Bots are on the way.

Now, in 2045, human players are still in the game and known as Naturals. They are the best fielders by far but are sorely challenged when it comes to hitting and pitching. Some Naturals have learned to hit by swinging before the pitcher starts his windup, which gives them a chance to hit the ball.

Although it is very hard for a Natural to get into the league, those that do are very popular. Many Naturals have named themselves after the great players of pre-2032 baseball by taking a first and last name borrowed from different star players of the past. The fans love them and their presence on the team ensures good revenue!

The stage is now set!
The fans are energized and root fanatically for their new favorites
Be they 'Bots, 'Borgs or Naturals!

WELCOME TO THE WORLD OF BASEBALL HIGHLIGHTS 2045!

COMPONENTS

- (1) Rule Book
- (4) 15-card Starting Decks:
  - San Francisco
  - Los Angeles
  - Boston
  - New York
- (1) 60-card Free Agent Deck
- (4) Player Stadium Mats
- (4) Player Aid Placards
- Stadium Components
  - (4) Sets of Wood Pawns (Batters/Base Runners) in each of 3 colors (White, Blue, Red)
  - (4) Runs Scored Markers
  - (4) Games Won Markers
  - (4) Home Field Markers



BASEBALL CARD FEATURES



PLAYER STADIUM MAT FEATURES

Runs Scored Track

Minor Leages: Players Sent to Minor Leagues are placed face down here.

Games Won Track

Lineup: Place Team Deck here. Purchased players go on top after the buy round.

Home Field Pennant Marker

Dugout: Place played Team Cards here after purchasing new players.



Base Runner Pawns move around the bases as shown by the Red Arrows in the diagram.

Each Base Runner that returns to Home Plate scores 1 Run and is removed.

Immediate Actions like Pick Off, Double Play, Stolen Base, and Clutch can affect Base Runners.

In Play Box: Play Cards from your Hand here.

Home Plate: Place Batter Pawns for Threatened Hits Here

On Deck Circle: Place Card for Pinch Hitter on the On Deck Circle.

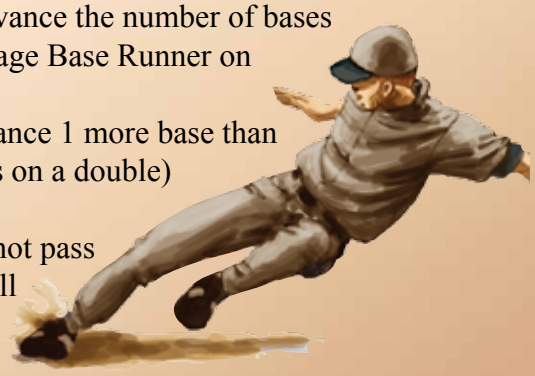
When Resolving Hits, the Batter Pawn is moved from the Batters Box at Home Plate to the appropriate base and is now referred to as a Base Runner.

Single to 1st
Double to 2nd
Triple to 3rd
Homerun Score and remove

RUNNING THE BASES

Base Runners move around the bases according to their speed.

- **Slow Base Runners** (White): Slow Base Runners advance the number of bases equal to the hit. (For example: Advance 1 base on a Single, 2 bases on a Double, 3 bases on a Triple.)
- **Average Base Runners** (Blue): Average Base Runners advance the number of bases equal to the hit (same as Slow runners). However, an Average Base Runner on second base (*scoring position*) will score on a Single.
- **Fast Base Runners** (Red): Fast Base Runners always advance 1 more base than the Hit (For example: Advance 2 bases on a single, 3 bases on a double)



Only 1 Base Runner can occupy a base and Base Runners cannot pass one another. Base Runners may not be able to advance their full number of bases because of a slower runner in front of them.

OBJECT OF THE GAME

Baseball Highlights 2045 is played as a series of 4 to 7 minute mini-games (see page 9-11 for modes of play). In a mini-game, each players draws and plays a six-card line-up drawn from his 15-card roster of active players. At the end of the mini-game, a winner is determined, new players are bought from the Buy Row and players from the mini-game are sent to the Minor Leagues to maintain a 15-card roster of players. The player who wins the most mini-games in the pre-determined series is the overall winner.

GAME SET UP

Players first agree on a game mode (see page 9). We will assume here a standard 2-player game in the rules.

- Each player takes a Player Stadium Mat and chooses the front (right-handed) or back (left-handed) side to use. Each player also selects a Starting Team Deck of 15 players as well as a set of Runs Scored and Games Won Markers. Place the Run and Score Markers on their tracks at "0". They will be used to track Runs Scored and Games Won during the game.
- Determine the first Home Team player randomly (Perhaps the last person to have hit a home run!) The Home Team Player places his Pennant marker Home side up on the space provided on the player's Stadium Mat and the other player places his Pennant marker Visitor side up. As the Home team changes during the series players will flip the Pennant markers to the reverse side.
- Each player shuffles their starting team and places the deck face down on the Line Up space (draw deck) on their Player Stadium Mat.
  Cards are drawn from there and placed in the hand.
  - Each player draws the top 6 cards from their deck into their hand. These cards represent their team for the entire mini-game. (The only other cards that will enter the game will be from selecting an On Deck player and from Pinch Hitting.)
  - As played, cards are stacked face up on the In Play space.
  - Discards from Pinch Hitting are placed in the Dugout Space (discard pile).
- Shuffle the 60-card Free Agent deck and put 6 players face up in a BUY ROW to the side so that both players can easily see them.
- Keep the red, white and blue wood pawns for tracking Batters and Base Runners within easy reach of each player.
  - During the game the White, Blue and Red pawns are used to place Batters at Home Plate and then promote them to Base Runners due to successful Hits.



PRE MINI-GAME SET UP

Before each Mini-game do the following:

- Any purchased Free Agents and any unused On Deck card should be placed on top of your draw deck. (Skip this step if this is the first mini-game)
- Draw the top 6 cards into your hand for the next mini-game. *(If you ever need to draw a card and your Lineup is empty, reshuffle your Dugout to create a new Lineup deck.)*
- Players may decide to put one card from their hand face down on or under the On Deck Circle of their Player Stadium Mat. If so, player draws the next card from his deck to replenish his hand to 6 cards. You may always look at your On Deck card. You may NOT peek at your Lineup.



Learning how to use the On Deck Circle is a key factor in separating the Major League Stars from the Rookies.

Selecting the card to put On Deck is a very important part of the game. At first you will not know all the strategy that goes into this. Here are some tips to get you started!

- *Line up a Big Hitter to use in the current or next game*
- *Hide a key player you just bought so your opponent will not be sure whether it will be in the game,*
- *Consider the impact on your revenue for the Buy Players Phase*
- *Setup for the Visitor Save Option*

PLAY BALL! MINI-GAME TURN SUMMARY

Overview: Players alternate card play as follows:

1. The active player plays a card from his hand to his In Play Box.
2. The active player resolves his Immediate Action Box, if applicable.
3. The opponent's threatened hits are resolved, if applicable.
4. The active player places Batters to represent his threatened hits from his Hit Boxes.

Detailed Card Play in the Mini-Game:

1. The active player puts a card in play to his In Play box.
   a) Usually a player will play a card directly from his hand.
   b) **Pinch Hitting**: A player may alternately discard a card from his hand with the Pinch Hit symbol directly to the Dugout in order to play his On Deck card or the top card from his deck directly to the In Play box.
   Note: The new card played cannot be used as a Pinch Hitter.
2. The active player resolves his Immediate Action Box, if applicable.
   a) If the Immediate Action box is blank on the card, skip this step
   b) If this is the Visiting Team's first card play of the mini-game, there will usually be no Immediate Action possible as there are no men on base and the opponent has not yet played a card.
   Exception: Leadoff Immediate Action.
3. The opponent's threatened hits are resolved, if applicable.
   a) For each Hit that has not been cancelled or altered, execute each hit in order working from left to right.
   b) Advance all Base Runners starting with the lead runner as described in the Running the Bases section and place the Batter on the base corresponding to the Hit.
   c) Any Base Runner reaching home plate scores a run.
4. The active player places 1 Batter pawn matching the color of his speed icon on his home plate for each Hit in his Hit Boxes to represent his threatened hits.



After one mini game the flow of the card play will become easy. Take your time at first to go step by step so you will not miss things until you have it down. This is a unique part of the game and will take a little time to get used to.

Just wait till you rob a homerun from your opponent to save a win. Now that's Baseball 2045!

MINI-GAME TURN SUMMARY (CONTINUED)

Continuing Mini-Game Play
The opponent now becomes the active player and play continues as above until both players have played all 6 cards in their hand. *(Reminder: do not draw new cards after each card play!)*

End of Mini-Game Play
The **Visitor Save** is one last defensive play for the Visiting Team that is executed after the Home Team has played their last card in the mini-game.

The Visiting Team may choose to reveal the On Deck card if he has one, or the top card of his deck to use any Defensive Immediate Action (red background) on this card. This represents a last defensive effort to save the game. This card will be discarded to the Dugout if it is revealed.

Winning the Mini-Game
- The player's team with the most runs wins the mini-game.
- If the players are tied at the end of regulation play, **keep all base runners on base** and refer to the **extra innings** Section immediately below.

EXTRA INNINGS

At the end of a mini-game, if the players are tied at the end of regulation play, **keep all base runners on base** and proceed as follows:
- Both players draw 3 cards from their Lineup Deck.
- Each player chooses one card and plays it face down on his or her In Play stack.
- Players reveal their cards simultaneously and place their Batter Pawns on Home Plate to represent their Threatened Hits. These cards are now evaluated in order as follows:
  - The Home Team Immediate Action resolves first.
  - Then the Visiting Team's Immediate Action resolves second
  - Finally, resolve both teams Hit Boxes (order does not matter).
  - At this point, if one player's team is now ahead on runs scored, the mini-game is over and that player wins.
  - If still tied, both players choose and play one of their remaining cards face down and repeat the same steps until a player has won or all three cards have been played.
  - If the score is still tied after all three cards have been played, draw 3 more cards and repeat the entire process. There is no tying in Baseball Highlights 2045!
  - Once a winner has been determined, both players discard any unplayed Extra Inning cards from their hand to their Dugout.



All cards in the In Play Box will be used for the Buy Round following the end of the mini-game (including any Extra Innings Cards played). However, when playing with 4 players or more keep the Extra Innings Cards separate and do not use them for the Buy Round. Discard them as played directly to the dugout.



After Mini-Game Play
On Deck Discards: If either player still has an On Deck card, they may choose to discard the On Deck card with no effect.

This allows both players to cycle the On Deck card.

BUY PLAYERS / SEND PLAYERS TO MINORS

- After each mini-game, total the revenue (Green Circles) generated by each player card in your In Play Box. The player with the lowest total revenue decides who will buy first. If tied, the loser of the mini-game decides who buys first.
- As cards are bought, immediately turn over new cards from the Free Agent Deck to replace them.
- You may buy as many players as you can afford.
- All newly purchased players are put face down on top of your Deck in the Line Up Box. They are now available for the next game.
- You must send one player from your cards in the In Play Box that you used to Buy Players to the Minor Leagues for each new player you bought during this Buy Phase. (The league insists each team maintain a 15-man roster- no more, no less.)
- Place the demoted player cards face down on or under the Minor Leagues Box.
- Finally, discard all remaining cards from the In Play box to the Dugout Box face up.



New players have a tendency to forget the Minor Leagues. You want your team to keep getting better, so remember to send a player to the minors for every one you add.

PLAY EXAMPLE



Step 1 *Ralph is the Visiting Team and plays* **Turtlebot** *to start the game.*

Step 2 *There is no* **Immediate Action** *in the top box of* **Turtlebot's card** *so nothing happens.*

Note: Even if there were an Immediate Action in the top box (other than Leadoff) it would not apply since this is the first card of the mini-game and there are no threatened hits or runners on base for the Immediate Action to apply to.

Step 3 *There is no Step 3 as the Home Team has not yet played a card.*

Step 4 Turtlebot *has two* **Hit Boxes** *and so now is threatening two* **Singles**. *Ralph places two average speed (blue) Batters on his Home Plate.* **Change active Players**

Step 1 *Mike is the Home Team and now plays* **Mickey Maris**.



Step 2 *The* **Immediate Action** *happens. It is* **Glove**, *which allows Mike to cancel his choice of the threatened hits from Ralph's card. Mike chooses to cancel the first* **Single** *and Ralph removes one of the Batters from home plate.*

Note: Normally all results in a **Hit Box** *happen in order from left to right. With two* **Singles** *it does not matter which one the* **Glove** *stops but in many situations you most likely will want to cancel the* **Hit Box** *result that provides your opponent with the most advantage.*

Step 3 *Now that the* **Immediate Action** *has been completed, Ralph gets the threatened hits from his last card play -* **Turtlebot**. *One* **Single** *was cancelled, so Ralph only has one* **Single** *hit remaining. He puts the remaining Batter from his Home Plate on first base.*

PLAY EXAMPLE (CONTINUED)

Step 4 Mickey Maris *now threatens to hit a* **Single** *followed by a* **Homerun**. *Mike places two blue Batters on his Home Plate.* **Change active Players**



Step 1 *Ralph now plays* **Satchel Seaver**.

Step 2 *The* **Immediate Action** *in the top box on this card is* **Fastball**. *It cancels all threatened* **Hit Boxes** *vs. a* **Natural**. *Mike removes both Batters from his Home Plate.*

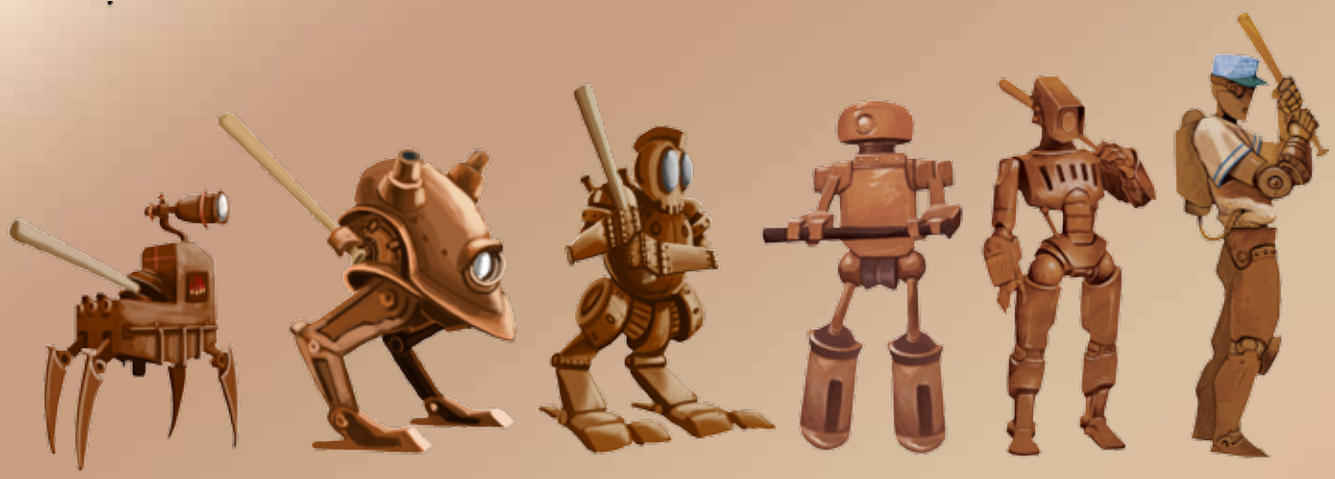
Step 3 *is skipped because* **Mickey Maris** *has no threatened hits left to use.*

Step 4 Satchel Seaver *now threatens to hit a* **Single** *so Ralph places one blue Batter on his Home Plate.*

Play continues in this fashion until both players have played all 6 cards in the mini-game.

IMMEDIATE ACTIONS IN DETAIL

- **Clutch**: If you have a Base Runner on 2nd and/or 3rd you immediately get the Hit listed after the word Clutch in the Immediate Action Box. In addition, all of your Base Runners advance one more base than the value of the hit. Example: On a Clutch Single, if you have a Base Runner on 2nd and/or 3rd, all of your Base Runners advance 2 bases and you place the Batter on 1st base as a new Base Runner. He does not advance further.
- **Curve**: Cancels all Hits in opponent Robot's Hit Boxes. The opponent must remove the Batters from Home Plate and return them to the supply. The Curve has no effect if the opponent played a Natural or a Cyborg.
- **Double Play**: Remove up to 2 Slow or Average Base Runners from opponent's Player Stadium Mat. This only applies to Base Runners. It does not affect your opponent's Batters.
- **Fastball**: Cancel all Hits in opponent Natural's Hit Boxes. The opponent must remove the Batters from Home Plate and return them to the supply. The Fastball has no effect if the opponent played a Robot or a Cyborg.
- **Glove**: Cancel one Hit from opponent's Hit Boxes. You choose which Hit to cancel if there is more than one. Remove that Batter.
- **Knuckleball**: Reduce the value of all Hits in opponent Player's Hit Boxes by 1. Example: A home run becomes a triple, a triple becomes a double, a double becomes a single and singles are cancelled.
- **Leadoff**: If this is the first card you are playing in a mini-game you immediately execute the Hit or Hits listed after Leadoff in the Immediate Action Box.
- **Pick Off**: Remove indicated number of Base Runners from opponent's Player Stadium Mat.
- **Quick Eye**: If opponent's top In Play card is a Cyborg, immediately execute the Hit listed after Quick Eye in the Immediate Action box. Quick Eye has no effect If your opponent played a Natural or a Robot.
- **Spit Ball**: Cancel all Hits in opponent Cyborg's Hit Boxes. The opponent must remove the Batters from Home Plate and return them to the supply. The Spit Ball has no effect if the opponent played a Robot or a Natural.
- **Stolen Base**: Starting with your Base Runner on the highest base, advance all Fast or Average Base Runners already on base by 1 base. The next base must be open for a Base Runner to advance. (In other words, slow base runners in front will prevent Stolen Bases).
- **Walk**: Change all Hits in opponent's player's Hit Boxes to Walks.



GAME MODES

Standard 2-Player: *45 minutes to an hour*

- Each player selects a Starter Team Deck
- First play a 3-game mini season including buying rounds at the end of each game.
- Randomly determine the Home Team for the first mini-game and then alternate Home Team for the 2nd and 3rd mini-games. *(Place the Home Team Pennant Marker on the Home Team Player Stadium Mat as a reminder.)*
- The player winning the most games in this mini-season will begin as the Home Team in the World Series play. Be sure to play all 3 games even if someone wins the first two. It is important to have 3 buying rounds before the World Series starts.
- The World Series is played to a best of seven games in a 2-3-2 format.
  - The first 2 games, the winner of the mini-season will be the Home Team.
  - The next 3 games, the other team will be the Home Team.
  - The last 2 games (if needed) Home Team will return to the winner of the mini-season. *Example: If Mike won the mini season the first 2 games of the World Series are in Mike's stadium. The next 3 games (if necessary) are in Ralph's stadium. Then the remaining games are back in Mike's stadium for games 6 and 7 if needed.*
  - There is a buying round after every game.
  - The first player to win 4 mini-games in the World Series wins!
- For a shorter game, do 3 buy rounds *(draw six players and skip directly to the Buy Round without playing the mini-games)* and then play the best of 7 World Series. Determine home field advantage randomly.
- For a longer game, perform 3 Buy Rounds *(draw six players and skip directly to the Buy Round without playing the mini-games)*, and then play the 3-game mini-season to determine home field advantage and finish with the best of 7 World Series. This means your deck will be substantially improved before you play the first game.

3-Player Hot Pepper: *45 minutes to an hour – Try it, you'll like it!*

All Normal **Baseball Highlights 2045** game rules apply with the following exceptions:

Mini-Game Turn Order:

- Randomly decide who is 1st, 2nd and 3rd player, then give each player their corresponding marker and seat them in clockwise order 1st, 2nd and 3rd. *(Use any markers that provide for designating 1, 2 & 3)*. In addition, Player 1 for the mini-game takes the Hot Pepper Bat *(Use any pointer type marker for the Hot Pepper Bat to designate direction of play)*.
- Turn order will always start with Player 1. Each round of card play will change direction such that the first, third and fifth rounds of card play will go in order 1, 2, 3 and the second, fourth and sixth

GAME MODES (CONTINUED)

rounds of card play will go in order 1, 3, 2. To help track this, Player 1 will indicate the change of direction of play with the Hot Pepper Bat immediately before he plays his cards.

Changes to Play:

- The Visiting Team Save attempt is only available by Player number 1 and after the last card of the game is played.
- No Extra Innings
- Buy Round: Lowest Revenue buys first (no passing choice), 2nd lowest buys second and most revenue buys last. Break ties randomly.
- When using Rally Cap Expansion cards that trigger based on current score use your score and the score of the person playing next.
- When using the Coach Expansion draft the coaches before the 6 Game Series.

Series Format:

- Set New Turn Order
  - When each mini-game is finished, compare each player's score against each other players score one at a time. You get awarded 2 Points for a win and 1 Point for a tie and 0 Points for a loss. Record these points on a piece of paper.
  - Set the new Player Order for each mini-game so the player with the most points overall in the match is Player 1, player with lowest points is Player 2 and remaining player is Player 3. Randomly break ties.
  - Players can either be re-seated in clockwise turn order 1, 2, 3 OR to avoid re-seating, it is easier just to be sure to start each new mini-game in the correct direction (clockwise or counter-clockwise) such that the first round of card play follows 1, 2, 3 and then alternates each round as before.



Rounds of Play:

SET UP: Choose to either:

- Play 3 exhibition mini-games with a Buy Round after each one
- OR Simply execute 3 Buy Rounds with no mini-games as follows:
  - Each Buy Round:
    - Draw 6 cards from your Starter Deck and use their Revenue to Buy Free Agents.
    - Put new Free Agents on top of the deck as normal
    - Send Players to the Minor Leagues as normal
    - Discard remaining Players.

If you played 3 exhibition mini-games, assign the player with the most points Player 1, second most Player 3 and lowest point total Player 2. Randomly break ties. If you just did 3 Buy Rounds, randomly decide starting player order.

Series Play:

- Play a 6 mini-games season with a Buy Round after each one.

Playoffs:

- After the 6 mini-game season and final Buy Round, rank each player by their total points. Now the 2nd ranked player will play the 1st ranked player in a 2 out of 3 match with no Buy Rounds.
- The winner of this match is the Champion.

GAME MODES (CONTINUED)

4-Player Tournament: *Two hours*



I recommend you do not add the money from players used in extra innings to the Buy Round in this format. It gives an unfair advantage to the teams who do go extra innings.

- Each player plays three mini-games as a series against each other opponent (9 games total) with a Buy Round between each game.
- Each pair of players will have their own Buy Row from the Free Agent Deck. Players change seats every 3 games when switching opponents.
- For each three mini-game series, determine the start Home Team for the first of the three games (randomly for the first three mini-game series and then by the player with the most wins in the later series, ties broken randomly) and then switch Home Team after each mini-game.
- At the end of the 9 rounds, rank the 4 players by number of wins. Player Rank 1 (most wins) plays Player Rank 4 (least wins) and Player Rank 2 plays Player Rank 3.
- Play a 2 out of 3 Mini-Series with NO Buy Rounds.
- The Winners go to a final 2 out of 3 Mini-Series with NO Buy Rounds to determine the Championship. The first Home field goes to the player with the most wins.
- With multiple copies of the game, this tournament mode can be played with any number of players. We recommend playing with up to 16 players (4 tables of 4 players). This allows for an exceptional tournament format within a 2 to 3 hour time frame.

Solitaire Rules: *45 Minutes*



You will find some interesting strategies to employ as you are up against it early in the series. The AI players are much better than yours although the AI may not play his cards at the right time always. (However, it does amazes me how many times he will play the Double Play when I have two guys on base!)

- *You get to hone your skills on how to best sequence your card play in this game.*
- *You will improve your team building skills to solve certain problems you will have facing the AI team.*
- *These problems will be different with every game.*

Player Set Up:

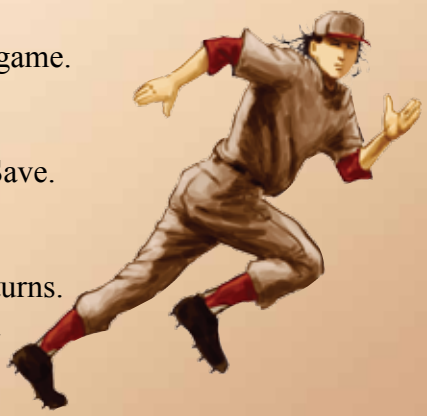
- Pick one of the 4 starting teams for yourself.
  - Decide how many Buy Rounds you want to have before starting the World Series.
  - No Buy Rounds: Very tough to beat but let me know if you do.
  - 1-3 Buy Rounds: each one makes it a bit easier. I find 2 buy rounds is a good starting place for a real challenge.
  - 4 or more Buy Rounds: Now the solo game is starting to be in your favor if you are a good player.

AI Set Up:

- AI is always the Home Team.
- Shuffle the 60 card Free Agent Deck and deal 15 cards face down on the AIs player mat in his Lineup box. This is his deck.

Game Play:

- Play a best of 7 games series with a Buy Round for you after each game.



- The AI team never changes.
- Player follows all rules including On Deck placement and Visitor Save.
- The AI draws the top card of his lineup for each play.
  - The AI has no On Deck card and never pinch hits.
  - When the AI deck runs out, shuffle and keep drawing on the AI turns.
- Extra Innings: Player draws three as normal, the AI draws one card as needed from the top of its deck.

PLAYER TYPES



The Naturals:
Naturals are humans who are so good they can compete with the Robots and Cyborgs. In general, their special skill is fielding. Naturals typically have Immediate Actions like Glove and Double Play. They are weaker hitters than the Robots but can still generate good offense. The fans love them so they tend to provide good money for buying Free Agents.



The Cyborgs:
Cyborgs are humans with bionic arms, which enable them to pitch better. In general, these players have had their arms engineered to throw certain kinds of pitches from Fastballs to Knuckleballs and Curves to Spitballs. They are capable of cancelling all Hit Boxes vs. certain types of players.



The Robots:
The Robots are hitting machines - literally. In general, they have bats for arms and can keep up with the pitches thrown by the Cyborgs putting up big offensive numbers. They are great on offense but are sorely lacking in defense. Someday they may make a Robot that can field but that is probably far, far in the future. For the most part, fans do not trust them completely so they don't provide a lot of revenue for buying new players. But they will add runs to your team!

GO WIFFLE BOT!

MIKE FITZGERALD's

BASEBALL HIGHLIGHTS: 2045

PLAYTESTERS

Tom Lehmann
Ralph Anderson
Larry Chong
Helaine Eisler
Matt "On Deck" Eisler
Alan Stern
Chad Mekash
Ed Bartz
Jim Vroom
Joe Casadonte
John Perkins
Jonathan Clarke
Keith Avallone
Ken Futamura
Mark Delano
Mike Selinker
Nick Watkins
Ray Pfieffer
Rob Mitchell
Tom Scull

COACH EXPANSION RULES

Card numbers CO-121 to CO-136

This expansion provides 15 new special players - Coaches. Each Coach is unique and brings in special abilities for one mini-game.

Special Rules:
Before the first game of the World Series begins but after you have seen the Buy Row:

- Shuffle the 15 coaches and deal 4 to each player. Each player looks at the 4 dealt to them, keeps one and passes the others to their opponent. This continues until each player has 4 Coaches.
- Before the first card is played in a World Series game the Home Team player must announce if he is using a Coach. If he is, place the Coach face up next to his mat. The Visiting player now decides if she wants to use a Coach as well and puts hers next to her mat face up.
- You must use the Coach ability that game or lose it as Coaches are discarded after the game in which they were played.
- When playing with 4 players deal 3 Coaches to each player and then draft as above.



These cards will give you some super turns where you will have 2 Immediate Actions in a row. One from the Coach card and then one from the card you play.
Fun, Fun, Fun!

Details on the Coach Abilities:
When the Coach ability is an Immediate Action, execute it before your regular card play.

- **Brawl**: This Immediate Action is taken before you play a card. Take the player on top of your opponent's In Play stack and remove it from the game. (Put it back in the box) This also removes any batters from threatened hits on this card. Now put the top card of the Free Agent deck face up on the opponent's In Play stack. This player is now part of your opponent's team. Ignore the Immediate Action on this new card but your opponent does place batters for any threatened hits on this card. Now play the rest of your turn normally. Remove this Coach from the game after using this action.
- **Double Steal**: This is an Immediate Action taken before you play a card. You advance one of your Base Runners 2 bases. Even slow runners can advance. Remove this Coach from the game after using this action.
- **Triple Play**: This is an Immediate Action taken before you play a card. Remove up to 3 base runners from your opponent's stadium mat. Even fast base runners can be removed. Remove this Coach from the game after using this action.
- **Bullpen**: Bullpen Coaches have Immediate Actions taken before you play a card. They cancel all hits in your opponent's Hit Boxes (vs. a Natural or a Robot depending on which Coach). If you cancel all Hits this way the Immediate Action on the card you play next will have no affect on the opponent's Hit Boxes. It will still be effective for all other uses. Remove this Coach from the game after using this action.
- **Scout**: This is an Action that happens right before you perform your Buy Round. You turn over the top three cards from the Free Agent Deck and put them next to the Buy Row. Your choice of who to buy includes these three cards. After your Buy Round, shuffle any of these three cards you did not buy back into the Free Agent Deck. Remove this Coach from the game after using this action.
- **Fan Favorite:** This is an Action that happens right before you perform your Buy Round. Add 5 to your Income total for buying players this round. Remove this Coach from the game after using this action.
- **Base Running:** These Coaches give you an ability that applies for the entire mini-game they are used for. They make one type of player Fast (Naturals or Robots depending on the Coach) for the entire mini-game. Whenever that type of player gets a Hit for you, place a Fast Batter on Home Plate. Ignore their normal speed. Remove this

COACH EXPANSION RULES (CONTINUED)

Coach from the game after the mini game is over.

- **Steal Signs:** This is an Immediate Action taken before you play a card. You look at your opponent's hand. Remove this Coach from the game after using this action.
- **Bench:** This Coach gives you an ability that applies for the entire mini-game it is used for. All your players gain the PH ability. This means you can discard any of them during the game to Pinch Hit. Remove this Coach from the game after the mini game is over.
- **Batting:** These Coaches give you an ability that applies for the entire mini-game it is used for. All your players of the type listed on the Coach (Natural, Robot or Cyborg) gain a Single in their Hit Boxes. Remove this Coach from the game after the mini game is over.
- **Defense:** This Coach gives you an ability that applies for the entire mini-game it is used for. All your Robots gain the Glove ability. Remove this Coach from the game after the mini game is over.



RALLY CAP EXPANSION RULES

Cards RC-136 to RC-150

This expansion provides 15 new players. Some Immediate Actions in this expansion depend on whether the team is ahead or behind when you play them.

Rally Immediate Actions are found on some Robots and Naturals in this expansion.

- **Rally:** If behind [HIT]
  If you are behind in the score at the moment you play this player you get the Hits that are listed after Rally on the card automatically. They cannot be stopped. You still will be threatening any additional hits in the players Hit Boxes. If you are tied or ahead in the score at the moment you play this player the Immediate Action does not happen.
- **Rally:** If behind . . .
  Animator (Card 146) and Pete Biggio (Card 150) have an Immediate Action that adds Hits to future players you play if you are ahead. Those future Hits will be added to the player's Hit Boxes no matter what the score is when they are played. The important thing is what the score is when the Rally Immediate Action happens.

Teamwork Immediate Actions allow Naturals to work together in a lineup. The two players with Teamwork in this expansion add a Hit to the Hit Box of the next player you play if it is a Natural.

- **Teamwork, Single:** If your next player is a Natural, add a Single to their Hit Box.
- **Teamwork, Triple:** If your next player is a Natural, add a Triple to their Hit Box.

Closer and Hold Immediate Actions:

- **Closer:** If ahead, cancel all Hits vs. any player. This Immediate Action found on 4 Cyborgs in this expansion. If you are ahead in the score at the moment you play this player you cancel all Hits in your opponent's Hit Box no matter what kind of player it is. If you are tied or behind in the score at the moment you play this player the Immediate Action does not happen.
- **Hold:** If behind, Cancel all Hits vs. any player. This Immediate Action is found on 3 Cyborgs in this expansion. If you are behind in the score at the moment you play this player you cancel all Hits in your opponent's Hit Box no matter what kind of payer it is. If you are tied or ahead in the score at the moment you play this player the Immediate Action does not happen.

NATURALS MAGNA GLOVE EXPANSION RULES

Cards NM-151 to NM-160

This expansion provides 10 new Naturals. The naturals now have a Magna Glove that only some of them can handle. This glove can stop up to 2 hits from an opponent's hit box. This set also expands on Teamwork, which was first introduced in the Rally Cap expansion.

New Immediate Action Details:

- **Magna Glove:** Cancel 2 Hits. This Immediate Action cancels up to 2 Hits from your opponent's Hit Box. She must remove those batters from her Home plate back to the supply.
- **Teamwork:** Single for Each Natural you have already played in this game.
- **Teamwork:** Home Run if you have already played 3 Naturals in this game.
- **Teamwork:** Double if you have already played 2 Naturals in this game.

These Immediate Actions each appear once in this expansion and will happen based on how many Naturals you have played so far this game. You do not count this current Natural in that total. For example Fred Fisk card number 156 Hits a Homerun if you have already played 3 Naturals. If you have not played 3 Naturals at the time you play this card the Immediate Action does not happen.



ROBOT HITTERS EXPANSION RULES

Cards RH-161 to RH-170

The Robot expansion provides 10 new Robots.

New Immediate Action Details:

- **Cloning:** Use any Immediate Action you have already played in this mini-game. This Immediate Action appears on three Robots in this expansion. It lets you use any Immediate Action you have already played in this mini-game. Simply look at the cards in your In Play stack and pick one to use for an Immediate Action.
- **Gambler:** Draw top card of Free Agent Deck, use that card's Hit Boxes & remove card from game. This is an Immediate Action found on two Robots in this expansion. After your opponent resolves his Hit Box, draw the top card from the Free Agent deck and place the threatened hits from that card as Batters on your Home Plate using the speed of the Robot with the Gambler Immediate Action. Then place the drawn card on the bottom of the Free Agent deck. The Gambler Robot stays in your In Play stack.
- **Replace:** Remove from game and replace with top card of Free Agent Deck. Remove the Robot with the Replace Immediate Action from the game. Draw the top card of the Free Agent Deck and put this card on top of your In Play Stack. You now use this card's Immediate Action and threatened hits from the Hit Boxes. This card is now part of your team. This is an Immediate Action found on two Robots in this expansion.

CYBORG PITCHERS EXPANSION RULES

Cards CP-171 to CP-180

The Cyborg Expansion provides 10 new Cyborgs

New Immediate Action Details:

- **Slider:** Cancels all Hits on opponent's Hit Box no matter what type of player it is as long as you have already played 2 Cyborgs in this mini-game. (This does not count the Cyborg being played)

If you have not already played 2 Cyborgs in this mini game the Immediate Action does not happen. This Immediate Action is found on 2 Cyborgs in this expansion.

- **Pick Off:** Removes all Base Runners on opponent's stadium mat. This does not affect Batters on opponent's Home Plate. There are two Pick Off Specialists in this expansion. They have a better Pick Off than the Cyborgs in the original set.



EAGLE GAMES
FRED Distribution, Inc.
801 Commerce Drive, Building 5
Leitchfield, KY 42754
www.eaglegames.net

© 2014 Mike Fitzgerald
© 2014 Eagle Games

Primary Illustrator: Bill Bricker
Additional Illustrations: Jacob Walker
Cover and Robot Expansion Illustrations: Franz Vohwinkel
Graphic Layout: James M. Davis

Art Direction: Ralph H. Anderson