



LORDS OF BASEBALLL
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1.0 GETTING READY TO PLAY

Set the main board up in the middle of the table. Place the cards in their respective stacks near the board. Each player will then follow these steps:

1. Choose a team and take that team's board and colored squares
2. Place one colored square and the victory point pawn of his or her color onto the zero on the scoring track
3. Mark their Payroll Sheet with starting funds of \$42,000

Before proceeding to setting up each player's organization and describing game play, let's review the game's core rules.

2.0 CORE GAME RULES

2.1 Game Length and Phases

The game starts in the initial off-season phase and is played over a series of years. There are three versions. The basic game lasts three turns, the tournament game lasts five turns, and the extra inning game lasts seven turns. (Owners can choose to play as many extra seasons as they want) Each year always consists of four phases with a possible fifth phase:

1. Off-season
2. Early Season (ES)
3. Mid-Season (MS)
4. Late Season (LS)
5. Championship Series (CS) (if applicable)

A die roll is made to see how many games it will take to win the pennant. The wins needed for first place are shown in the "Wins for 1st Place" chart on the main board, and the blue pennant disc is placed on the numbered space of the scoring track showing the number of wins needed. If any player wins the pennant, the Championship Series (CS) will occur as a fifth phase.

It is possible no team wins the pennant. The standings for points would then be for second and third place.

Example: Teams need 100 wins for the pennant and Matt has 98, Jeff has 92, Jennifer has 91 and Diana has 90. Matt, Jeff and Jennifer would score VPs. If there is a tie between players they divide the VPs in both areas in half.

If no player achieves enough wins to qualify as winning the pennant then the game proceeds to the off-season with no Championship Series.

The winner is the player with the most victory points after the final season. Victory conditions are described in the Final Scoring section.

2.2 Card Play

Most (but not all) actions in the game require the play of a card. Cards can be played for the event or the operations number (hereafter called "OPS"). The OPS number gives the player that number of operations to perform against an action. For example, using a card for 3 OPS would allow a player to apply "3" against an action. OPS actions are described throughout these rules. The following rules apply to card play:

1. Through the game year (i.e., one off-season phase and three in-season phases), each player must play at least one card per phase. He must play all cards during the year unless noted by a card event.
2. If an owner has cards left at the end of the late season phase, there is a \$1000 per card penalty to discard them. Owners must discard extra cards unless they played a card that allowed them an extra card.
3. Cards are played either for the off-season event, the in-season event or the OPS value during the season for wins or losses (see section 5). The team makeup will determine the number of wins assigned by each card. The OPS value will determine the number of losses assigned by each card.
4. In the off-season, there will be one community card played against the whole table from the off-season deck. Owners will be allowed to make one action card play in the off-season. (*see Advanced Game Rules for extended off-season rules*)

2.3 Hidden Information

1. The makeup of team building is not secret. Each player mat will have chits representing the number of players on appropriate selections. The cost is tallied and the bank is paid.
2. Owners may keep their money hidden until Victory Points are declared at the end of a season.

2.4 Roster Composition and Integrity

These rules apply at all times to player rosters:

1. At the end of the any phase, each player must have 25 players on the ML team and 15 players in the Farm System.
2. At the end of each off-season, each owner must pay all player salaries as well as salaries for the Front Office, Farm System, and Field Manager.
3. If an owner loses a player on the ML roster, the replacement player becomes a Journeyman unless the owner attempts to promote a Phenom to the Major Leagues. This process is fully explained in the Farm System rules.
4. In any phase of a year, the Farm System can be used to call up players to replace injured or retired players. If a Farm System has no Phenoms or Prospects, or the owner does not want to use a Phenom or Prospect on the major league team, he may bring up a Utility player. The Utility player becomes a Journeyman major league player.

2.5 Loans

Loans are available to an owner. Owners may choose to take a \$5,000 loan or a \$10,000 loan. An Owner may only take one loan during a given phase. Loans may also be taken during another owner's turn (minding the one loan per phase limit). When an owner takes a loan, he places a cube of his color on the loan square on his player mat. An Owner may have both loans out at any time; at this point no more loans would be possible until at least one is repaid.

2.5.1 Loan Interest Payments

The interest rate is ten per cent (10%) for each loan. The interest is due during the payout phases of the regular season. There is no interest due on payments at the end of the offseason.

2.5.2 Loan Limitations

Players may only take a single loan per phase, as long as there is a loan available.

2.5.3 Paying Off Loans

\$10,000 Loans may be paid off in \$5,000 partial payments. If a player has a \$10,000 loan, he may pay \$6,000 to reduce the loan to the \$5,000 level. He still pays the higher interest rate before the reduction. Owners may pay off a loan in one part phase and take a loan out in the later in the same phase.

2.5.4 Loan Penalties

1. If an owner has an outstanding loan at the end of a year, none of his money is counted towards VPs.
2. If an owner has an outstanding loan at the end of a the game, he must pay back the loan at a rate of 1 VP to \$1,000.

2.5.5 Penalties for Lack of Funds

In any *in-season phase*, if a card is played and the owner cannot meet the payment, the owner must pay as much as he can and take a loan, if possible, to pay for the remaining cost. If he is unable to take any more loans, there is no further effect.

In any *off-season phase*, if an owner cannot meet the cost of an event played against him, he may adjust his Major League roster (if applicable) such that he will recoup enough money to meet the debt incurred by the event. The owner may use a loan to pay costs and not be subject to the penalty. If the loan only covers part of the cost then cuts must be made to the roster.

2.6 Definition of Charts and Supplements

Name	Location	Description
Championship Chart	Player Mat	Used when a player's team wins the pennant and proceeds to the championship series
Payout Chart	Player Supplement	Used in the Promotional Phase of each off-season
Phenom to Majors	Player Mat	Used to promote players from the farm system to the ML roster
Prospect to Phenom	Player Mat	Used to promote a farm system prospect to Phenom status
Wins for 1st Place	Main Board	Used in each off-season phase to determine wins required to advance to championship series
Front Office & Team Roster	Cards	Used to select Front Office during game setup
Starting Farm System Roster	Player Supplement	Used to select Farm System during game setup
Roster Depth (RD)	Player Supplement	Used to determine your team's RD rating before each season
End of Year VPs	Player Supplement	Used for scoring in the End of Year Phase
Luxury Tax	Player Supplement	Occurs in End of Year Phase
Trade Impact	Player Supplement	Affects wins and losses when a card directs you to

3.0 SETTING UP YOUR TEAM

Players will begin the game with \$42,000 to build their organizations. Players will choose and pay for different components of the team organization during the initial set up phase. Specifically, the steps are:

1. Select a starting team card (either randomly or chosen).
 - a. Mark player mat with Front Office Chit under star rating value
 - b. Use SS/AS/REG/JM chits on the top level of the numbered grid to display the numbers of each type of player on the Major League team.
 - c. Mark top of player mat with starting number of Journeymen for final scoring
 - d. Pay the total Front Office and Starting Team cost.
2. Select a starting Farm System level
 - a. Mark player mat with Farm System Chit under star rating value

- b. Use PHM/PSPT/UTIL chits on the bottom level of the numbered grid to display the numbers of each type of player on the Minor League team.
 - c. Pay the total Farm System cost.
3. Select a Manager for the team.
- a. Mark player mat with Manager chit under star rating value.
 - b. Pay Manager's salary.

3.1 Select a Front Office and Build the Major League Roster

The Front Office impacts Victory points and the initial Major League Roster. Owners will use the Front Office Supplemental team sheet to build an initial roster. The Front Office also affects other actions throughout the game. There are five types of Front Offices rated 1 star through 5 stars. A 5-star rating is the best. The cost of the Front Office is on the set up chart. The Front Office you start with may not be the one you have throughout the game. It is possible for the rating to go up or down based on a number of situations.

Each player selects a Front Office and then one of the five or seven predetermined team rosters and then deducts the cost on his Worksheet from his starting funds of \$42,000. In addition to determining a player's starting roster, the selected Front Office also provides a starting bonus power or limitation as per below.

3.1.1 Front Office Abilities

Each Front Office has an inherent ability; these are indicated on the player boards:

FO Stars	Ability/Limit at beginning of Game Phase
5 Star	Starts each phase with 2 media influence
4 Star	Starts each phase with 1 media influence
3 Star	Free roll to promote Phenoms and/or Prospects
2 Star	May only ever have 2 media influence
1 Star	May only ever have 1 media influence

Owners may never purchase more than three media influences per phase, however they can hold up to 15 media cubes. Two and 1-Star Front Offices cannot have more than their original allotment of media influence and are limited throughout the game until the Front Office rating is upgraded.

NOTE: If a Front Office is reduced or gains stars, they are subject to that inherent ability immediately. As the Front Office changes, so does the inherent ability.

Example: Player A has a five star Front Office at the beginning of the first off-season. He has 2 media. Player B plays a card on Player A that reduces him to a 3 star Front Office. He is allowed to keep the media and now has the inherent ability as a three star in the next pay out phase. (Media will be explained later in the rules.)

3.1.2 Build the Major League (ML) Roster

The roster is based upon the front office and the team set up chart. In building a team, there are four categories of players: Superstars, All stars, Regulars, and Journeymen. The types and costs are on the team set up chart as well as on the player mat. As the game goes on, the composition of the team changes and players may have any number of different type players as long as he has 25 players and can afford to pay them.

The team's composition will affect the teams winning and losing games. The number of journeymen determines the roster depth chart rating. The number of journeymen will affect each team's record in every phase before card play as described in the Roster Depth section.

3.2 Select a Farm System and Build the Farm System Roster

Each player will select a Farm System (FS) using the FS chart and mark his player mat with the appropriate chit. The owner will select and pay for his chosen Farm System on his Worksheet. The Farm System is also rated 1 star through 5 stars with the 5-star being the best. The Farm System affects player development and replacement players as the game progresses. The Farm System Rating you start with may not be the one you have throughout the game. It is possible for it to go up or down based on a number of situations.

3.2.1 Build the Farm System (FS) Roster

The 15 players Farm System roster is filled in using the off-season set up chart. Players adjust their player mats with the appropriate number of Phenoms, Prospects, and Utility players to reflect a total of 15 as per their selected Farm System player composition denoted by the FS chart.

3.3 Select a Field Manager

Each player will hire a Field Manager (FM), mark his player mat with the appropriate chit, and update the cost on his Worksheet. The Manager impacts the wins and losses and helps with die roll modifiers. There are five ratings for Field Manager from 1-5 stars. The Field Manager cost is based on the number of stars; each star is \$1,000. The Field Manager you start with may not be the one you have throughout the game. It is possible for it to go up or down based on a number of situations.

3.4 Take a Set Up Loan (if needed)

After the Front Office and team Farm System and Field Manager are selected, owners must pay all costs. They must pay the total amount on their Worksheet from their cash on hand. Owners may only take one loan if needed to make payroll. More rules about loans are described in the Core Game Rules section.

3.5 Deal Initial Cards

Each player is dealt 10 cards and the game begins. This is the only time players are dealt 10 cards (will subsequently be nine cards). The extra card is used in the Promotional phase discussed below. If a player draws more than two compulsory event cards, he may discard one and draw a new card from the deck if he chooses. If he picks another compulsory card, he must keep it.

The players are now ready for the initial off-season phase.

4.0 INITIAL OFF-SEASON PHASE

The rules for the initial off-season differ slightly from regular (end-of-year) off-season rules and are covered in the section below.

4.1 Initial Off-Season Steps

Following are the steps that occur after players are dealt their initial cards (section 3.5).

4.1.1 Determine Off-Season Turn Order

The owner with the lowest Star rating (counted as total stars for Front Office, Farm System and Field Manager) determines which owner starts the off-season, and then players continue clockwise. If there is a tie for lowest star value, the first tie-breaker is Front Office. (Lower Star gains initiative). Second tie breaker is a die roll. The owner can choose himself to start the game.

NOTE: Steps 4.1.2 through 4.1.5 are part of a regular off-season and will be performed during subsequent off-seasons as described in section 7.0.

4.1.2 Conduct Off-Season Promotional Phase

Each owner plays a card face down. This card will be used as a discard during the initial promotional phase. The bank pays each owner \$1,000 per OP discarded during this phase.

Example: Player A discards a 4 OP card. Player B discards a 3 OP card. Player A will receive \$4,000 from the bank. Player B will receive \$3,000 from the bank.

4.1.3 Resolve Off-Season Community Event

Draw a card from the Off-Season deck and resolve the event for all players.

4.1.4 Play Off-Season Card

Starting with turn order determined in 4.1.1, each owner plays one card from his hand for the off-season event either on himself or another player. Once all cards have been resolved in turn order, the season is ready to begin. (*see Advanced Game Rules for extended off-season rules*)

4.1.5 Determine Wins Required to Win the Pennant

The starting player rolls the die and references the Pennant chart (on the main playing board) to see how many wins are required this year to win the pennant. Place the blue disc on the corresponding number on the victory point track.

5.0 REGULAR SEASON

The regular season is made up of the following phases:

- Early Season (ES)
- Mid-Season (MS)
- Late Season (LS)
- Championship Series (CS)

The following rules apply to each of the above phases.

5.1 Determine Player Order

During the initial season, each owner adds up the total number of ratings stars for Front Office, Farm System, and Manager on his player mat. The owner with the fewest stars chooses which owner starts the initial off-season phase. After the first year, the starting player is determined by the player to the left of the last player to pass.

5.2 Apply Roster Depth Rating

Before each in-season phase, the Roster Depth (RD) Chart is checked to determine each player's RD rating. This chart will start each team with either wins or losses for that phase. This chart is based on the number of Journeymen on a roster. The greater the number of Journeymen, the less depth a team has and the greater the number of losses a team should expect. Each player marks their player board with the corresponding number of wins or losses based on the chart below.

<i>Roster Depth (RD) Chart</i>				
<i>Number of Journeymen</i>	<i>W/L ES</i>	<i>W/L MS</i>	<i>W/L LS</i>	<i>Tiebreaker DRM</i>
20-25	L 6	L 7	L 8	-3
16-19	L 4	L 5	L 6	-2
13-15	L 2	L 3	L 4	-1
10-12	W 1	W 2	W 2	+1
7-9	W 2	W 3	W 3	+2
0-6	W 3	W 4	W 4	+3

NOTE: These numbers may change before each phase of the current season.

Example: Bill has a team with 12 Regulars and 13 journeymen to start the Early Season. His Depth Rating (13) results in 2 losses in the Early Season. During the Early Season he adds an All-Star and cuts a Journeyman. At the start of the Mid Season his new Depth

Rating (12) (for the mid season) results in 2 wins. In both cases, he marks his player board accordingly.

5.3 Player Actions

Players discard action cards to take actions one at a time in turn order. Some actions do not require playing an OP card in addition to the action card. Each player must play at least one OP card in each phase. After he has played his first card, he may pass as early as his second turn. In general, a player may play a card in one of three ways: for the event, for the OPS points on himself, for the OPS points on an opponent.

5.3.1 Play a Card for the Event

This action does not require an action card. Players can play multiple events during a phase. Each event carries a different action to be taken by players. An owner may use card events on his own team or an opponent's team. Each owner may only suffer one (1) event played against him by an opponent per phase. If an owner has a card played for an event against him by an opponent, he marks his player board with a cube to indicate that he may not have any more events played on him the current phase.

Some events have no bearing on wins or losses and they are acted upon as stated on the card. Events that are not wins/losses related and are played on opponents happen immediately unless the owner passed.

**Events are color coded on the OPS cards. Green events are good events that owners should play on themselves. Red events are attack events and should be played against opponents. Blue events can be good or bad depending on various situations.*

5.3.2 Generate Wins via OPS and SS or AS Players

You may play an OPS card for the OPS value in combination with Superstars (SS) or All-Stars (AS) to generate wins. Owners may only use Superstars once per phase and All-Stars once per phase. A Superstar acts as a 2x multiplier. An All-star acts as a 1x multiplier. Multiplying the OPS value and the roster multiplier combines the OPS. This multiplier effect is only for the **first** Superstar or All-Stars. Any additional Superstars or All-Stars are added in to the total.

Example: Player A has 3 All-stars and uses a 3 OPS card to combo with his All-stars. 3 times 1 equals 3 and the other 2 add in for a total of 5 wins. Player A marks his wins and marks his mat showing he has used his All-stars this phase.

The owner discards the action card showing that he has done this action in the current phase.

5.3.3 Generate Wins via OPS and Manager / Card Rating

You may play a card for the OPS value along with the manager rating to generate wins. Owners play the OPS card and add the manager rating to the card to generate wins. The Manager Card rating can be found on the player mat.

The owner discards the action card showing that he has done this action in the current phase.

Example: Player A has a 4 star manager. He discards a 3 OP card and discards the Manager Card action card. He adds the 3 OPS to his manager card rating (which is 2) and wins 5 games in the current phase.

5.3.4 Generate Wins via Your Manager / Team Rating

The owner checks the Manager chart. There is a Manager/Team column that will assign wins or losses to a team using the Manager/Team option.

The owner discards the action card showing that he has done this action in the current phase.

Example: Player A discards the Manger/Team action card. He has a 5 star Manager. He checks the Manager rating section on his team mat and sees that he wins 3 games in the current phase.

5.3.5 Earn Money via OPS

The OPS value of a card may also be used to earn some extra money during a phase. An owner may discard an OPS card and collect \$500 per OP discarded.

Example: Player A plays an OPS card of value 4 for money. He will collect \$2,000 for the card.

*** This action may NOT be taken during the late season.**

5.3.6 Apply Losses to an Opponent's Record

The OPS value of a card may also be used to apply losses to any other owner's teams at a value of one loss per OP. The affected player should mark his player board with a cube in the corresponding OPS space on his player board. Each player may have two OPS cards played against them for losses in a phase.

Example: Player A plays an OPS card of value 4 against Player B for four losses. Player B increases his loss total by four.

5.3.7 Force an opponent to cut Major League players and add Journeymen

The OPS value of a card may be used to force an opponent to adjust his roster by adding Journeymen and cutting other players at a value of one Journeymen per OP.

Example: Player A plays an OPS card of value 4 against Player B for a roster adjustment. Player B adds 4 Journeymen to his roster and cuts 4 “Non-Journeymen” Major League Players. If he does not have 4 Non-Journeymen, he cuts as many other players as he can.

5.3.8 Purchase New Cards ("Hit for the Cycle")

The use of cards through the year of the game is important. An owner may purchase extra cards to help him. He may purchase any number of cards during the early, middle and late seasons based on the "cycle" described below. He discards his Cycle action card and chooses one of the following options:

- A single is purchased for \$1000. One card is drawn from the deck. It can be used immediately, or immediately discarded. It can be used on another player or the owner can play it on himself.
- A double is purchased for \$2000. Two cards are drawn from the deck. The owner must play one and discard one.
- A triple is purchased for \$3000. Three cards are drawn from the deck. The owner must play one, discard one and keep one in his hand.
- A Home Run is purchased for \$4000. Four cards drawn from the deck. The owner must play one, discard one, and keep two in his hand.

These purchases can be made in any phase except the off-season.

5.3.9 Attempt a Farm System Promotion

During any in-season phase owners can make two types of moves with their Farm System players. Owners can attempt to bring Phenoms up to the majors or to change Prospects into Phenoms. Each promotion die roll can be done one time per phase. Complete rules for how to take these actions are described in the Farm System section of the rules.

5.3.10 Play a Card as a Response to an Event

Some events are cumulative and some events cancel other events. If an event is played on an owner and another owner has the card that cancels it they may play it immediately. This counts as a "free" action; the player may take his next turn per usual in sequence.

Example: Player A plays injury roll on Player B. Player C has the trainer card and hopes to gain a media influence from Player B. He immediately offers to play trainer card and Player A's card would be cancelled. This would occur if the trade goes through. If Player B had the cancel card he may play it immediately to cancel the injury effects.

5.3.11 Trade with other owners or with the Trade Chart

Trading among owners is always an option available. The only things that owners may NOT trade are VP or cards. Money, players, media cubes, and managers (in any combination) are tradable. Owners may also trade with the trade chart as an

action. The black left/right arrows show that owners may trade either side. The red arrows show that owners may only trade the item on the left in return for the item on the right. When an owner trades with the chart, he discards his trade chart action card.

Example: Player A announces to the table that he has a Phenom available for trade. Player B offers \$1,000 and a regular. Player C offers 2 regulars and a Prospect. Player A trades with player C and each player adjusts their boards. On Player B's turn, he trades with the trade chart, trading his Regular player for 3 Prospects. Player B marks his player mat and ends his turn.

5.3.12 Pass

Once a player has played at least one card in a phase, he may pass on any subsequent turn. ***Once a player has passed, no more events or OPS may be played directly on that player in this phase, but he is liable to be affected by certain cards that are played directly against the table or if a card mentions table direction (player to right or left).***

5.4 Resolving Wins in Each Phase

During each season, teams are given 45 wins and 45 losses. These games are already decided and not tracked on player boards. Instead, on the player's team board the number in parenthesis is the number of games to be decided per phase. These are the games to be tracked each phase with the corresponding markers.

<i>Phase</i>	<i>Games to be Decided</i>
<i>Early Season</i>	<i>23</i>
<i>Mid-Season</i>	<i>24</i>
<i>Late Season</i>	<i>25</i>

When a team reaches the total number of games to be decided in any given phase, the owner may no longer make any play that affects his wins and losses. He may continue to play other cards as long as they don't affect his team's win/loss record.

When the phase ends and an owner has a team that is not over the required number of games, the team's record must be adjusted to fit in the required number of games to be played. If owners go over the prescribed number of games, there is a penalty. The wins earned are discarded and the losses are used against the number of games to be played.

Example 1: If there are 24 games to be played and an owner has 20 wins and 7 losses. He is over by 3. The 20 wins are discarded and the 7 losses are subtracted from games to be played. In this example the 7 losses are subtracted from 24, giving Player A 17 wins and 7 losses.

Example 2: An owner has 19 wins and 17 losses. He has 36 games played but in the 24 block of games to be played. He is over by 12 games. His losses will remain at 17. He

will subtract the 17 losses from the total games to be played in the phase (24) to calculate 7 wins. He will finish with a 7-17 record for the phase.

Note – a simple way to do this calculation is to keep your losses where they are and to eliminate wins. Do this until phase is over.

If the owner passes his turn and the total games played are under the total number to be decided he subtracts his wins from games to play and divides this number in half rounded to losses. If an owner passes he is no longer affected DIRECTLY by cards. Cards that are played against the table or cause an action based upon right or left moves by die rolls is still subject to those actions or games.

Example: Player A passes with a 14 –5 record and the required number of game is 24 he is 5 games short. He divides the 5 in a 2-3 record and adds the totals into his record and becomes 16-8 for the phase.

Example: Player A passes with a 14-5 record. He has a Superstar and a card is played that affects all Superstars then he is affected also.

Example: Player A passes with a 16-4 record in the Early Phase. Player B plays a card on himself and it says player to his right loses 4 games on an odd die roll. Player B rolls die and it is a nine. Player A is on his right. Player A now has 16-8 and is 4 games over. Player A record at the end of the phase will be 15-8 instead of 17-5.

At the end of each phase, players move a pawn of their color around the wins track on the main board to track how many wins they have.

5.5 Totaling Wins at End of Season

Players will move their win pawns at the end of each phase on the wins track. This will display how many wins each player has. The wins track starts at 46 because each player is given 45 wins and 45 losses at the start of the game.

5.6 Card Play Limitations

These rules apply to the play of cards in each season phase:

1. Any card can be played on any player.
2. Owners may play cards on his own team or on an opponent in any of the phases. **However there is a limit of one event card and two OPS cards on any one opponent per phase.** When an owner has an OPS or event played against them, he will mark his player board with a cube on the related space – OPS or Event. NOTE: These OPS/Event spaces are only marked when a player has a card played *against* them, not when they play OPS or event cards themselves.
3. An owner may play as many events on himself as he chooses.

4. All cards must be played by the end of the late season, unless directed by card play. If an owner has cards he cannot play due to circumstances, he must pay \$1,000 dollars per card to discard them.
5. If an owner chooses, he may pay \$2,000 per card to hold on to a card into the next offseason up to a total of 3 cards.

5.7 Trading

5.7.1 Trades

Owners may offer trades with each other at any time during the game. These trades may involve money, Farm or Major League players, media influence cubes, and/or Amateur Draft rolls. This trade does not count as a phase action for the active player. Non-Active players are welcome to offer and accept trades. Owners who have passed during the phase may also trade with other owners during that phase.

5.7.2 The Trading Chart

Owners may trade with the trading chart on the main board once per phase. This counts as a player's action in that phase. The owner discards his trade chart action card to show that he's done the action in the current phase.

6.0 END OF PHASE STEPS

Once all owners have passed during an in-season phase, they will complete the following steps.

6.1 End of Early and Mid-Season Phases

Each owner completes their Payout die rolls per the Payout Chart. Any cards played or any DRM that are used to impact the die roll are accounted for before any rolls. Money is gained immediately and media influence is purchased. Once that is finished owners move on to the next phase. Owners who have their own media influence get extra cash based upon the payout roll. Any event cards played which provide VPs are resolved.

6.2 End of Late Season (End of Year) Phase

When the late season is over, perform the instructions in 6.1 above, and then perform the following steps:

1. Check to see if any team won the pennant
2. If so, conduct Championship Series
3. Total the victory points for each team and record on score track
4. Conduct retirement rolls
5. Resolve Luxury Tax
6. Conduct amateur draft

6.2.1 Winning the Pennant

Winning the pennant is accomplished by equaling or exceeding the number of wins indicated by the pennant marker (blue disc) that was placed in the initial off-season phase. The pennant winner is off to the championship game.

If no one wins the pennant, VPs are scored on the player board track, retirement rolls are made, the year marker is moved up 1, and the off-season starts. The player with the least amount of VPs is given option on where the turn starts. He can start it or designate a starter.

6.2.1.1 Resolving Ties

If there are two teams that are tied for first and their win totals exceed the necessary win total for first place, they play a one game playoff. The playoff consists of a die roll. Each owner earns a DRM through the tiebreaker chart (on the main board). Based on team ratings and manager ratings, each owner determines their DRM and they roll off. Media influence can be used in this die roll only by the owners in the tie. The high roll wins the pennant.

In the event of multiple teams tying for first place, ties are broken in this manner: The team with the lowest DRM will play the team with the next lowest DRM as per the process in the paragraph above.

NOTE: Ties for 2nd, 3rd, or 4th place are resolved via a die roll by each team against the Tie-Breaker chart (main board). Highest roll wins.

6.2.1.2 Resolving a Player Strike

If there is a Player Strike and the season is shortened, the owner with the most wins and a winning record goes to the World Series. The DRM based on team wins would be +1.

6.2.2 Conducting the Championship Series

If an owner does win the pennant, they move on to the Championship Series. This process is only for the pennant winner.

The first step in the Championship Series is to calculate the team's DRM. The DRM is set by 3 factors: Momentum, Manager, and Team Makeup.

The DRM chart is as follows:

Momentum (wins in late season)	DRM
0-12	-1
13-17	0
18-21	+1
22+	+2
Manager	DRM
1 Star	-1
2 Star	0
3 Star	+1
4 Star	+2
5 Star	+3
Team Makeup (# of JM)	DRM
20-25	-3
16-19	-2
13-15	-1
10-12	+1
7-9	+2
0-6	+3

When the owner determines his final DRM, he rolls the ten-sided die once. The resulting die roll with modifier is checked on the Championship Series chart and the resulting points and cash shares are determined. Negative media influence cannot be played against the Owner who wins the pennant. There are cards that cause re-rolls and cards that give negative actions against die rolls they may be played in the Championship.

Championship Series money is paid out as follows: A team that wins the Championship Series gains \$6,000 and a team that loses the Championship Series gains \$3,000.

<i>Championship Chart</i>		
DRM Modifiers	Die (modified)	Result
Based on Momentum, Manager, Team Makeup. See Main Board.	0-3 - Lose in 4	- 5 VP & \$3,000
	4 - Lose in 5	- 1 VP & \$3,000
	5 - Lose in 6	0 VP & \$3,000
	6 - Lose in 7	1 VP & \$3,000
	7-9 - Win in 7	3 VP & \$6,000
*Non-Pennant winning Teams with winning records at end of Regular Season: \$1,500	10 - Win in 6	4 VP & \$6,000
	11 - Win in 5	5 VP & \$6,000
	12+ - Win in 4	7 VP & \$6,000

The Championship Chart shows DRM Modifiers, Modified Die Roll, and result of the Championship series.

6.2.3 Apply End of Year Victory Points

Players receive VPs (marked on the outside track of the main player board) as applicable:

- Each win on the wins track is worth 1 VP.
- Front Office, Farm System, and Field Manager star ratings gain a player 1 VP per star.
- A winning season provides points based on the Front Office level as per the table:

Winning Season	Points
5-Star FO	1
4-Star FO	3
3-Star FO	5
2-Star FO	7
1-Star FO	9

- Team rankings provide the following points. Resolve any ties for standings when necessary:

Team Ranking	Points
Pennant Winner	5
2nd Place	3
3rd Place	1
4th Place	0

- Team rosters are awarded points based on the types of players owned.

Player Type	Points Per
Superstars (Majors)	6
All Stars (Majors)	4
Phenoms (Farm)	2

Number of Journeymen in Majors	Points
0-6	4
7-9	2
10-12	1
13-15	0
16-19	-1
20-25	-2

- Media Influence cubes are worth 3 VP for each two cubes discarded.
- Cash on hand equal to 1 VP per \$10,000

6.2.4 Retirement / Free Agency Rolls

Starting at the end of the year and at the end of every season thereafter, each player makes a retirement roll using the Retirement/Injury chart. Certain cards can affect this roll. Each owner rolls and consults the chart to see how many players retire and need to be replaced through the Farm System and Amateur Draft. When players retire or enter free agency, owners will fill those roster holes after the draft.

6.2.4a Retirement

If a player rolls a number that results in a retirement, the player moves the chit on the grid to show the resulted decrease. Any payments that are incurred through the chart are also paid immediately.

6.2.4b Free Agency

If a player rolls a number that results in a Superstar or All Star entering free agency, each owner will have an opportunity to sign that player. Owners will place bids on each player – the bid will count as that player's salary during the next season.

Example: John has a Superstar on his roster and rolls a 4. His Superstar becomes a free agent. John also cuts 5 Regular players due to retirement. During the Free Agency phase of the off-season, Players make blind bids on John's Superstar (and any other players who are free agents). John's bid is \$2,000. Derek's bid is \$6,000. Joe's bid is \$7,500. Joe wins the Superstar. Joe's bid of \$7,500 counts as that Superstar's salary for the upcoming season, so Joe does not pay the \$5,000 additional for the Superstar's salary.

NOTE: The front office DRM may be used in the retirement roll.

6.2.5 Luxury Tax

The Luxury Tax phase occurs after all VP have been calculated. The last place and first place VP positions are compared. And the second and third place VP positions are compared. In a three-player game second place to third is not counted.

Luxury Tax Chart	
Comparison Positions	Effect Less Than/ More than X VPs
Turn #1 1 st to 4th	Less than 10 \$2000 / 10 or more \$7500
Turn #1 2nd to 3rd	Less than 5 \$1000 / 5 or more \$3000
Additional Turns 1 st to 4th	Less than 10 \$4000/ 10 or more \$10000
Additional Turns 2 nd to 3rd	Less than 5 \$2000 / 5 or more \$6000

6.2.6 Amateur Draft

A single Amateur Draft card will be drawn. A die roll is made to determine who gets what in the draft. Owners may roll dice simultaneously and add players. Owners then will follow the sequence on the off season chart.

Owners may trade their draft roll at any time during the season. If an owner trades their draft roll, the owner receiving the draft pick makes two rolls and chooses the best roll. The owner trading the pick receives a draft roll of 1 during the draft phase.

7.0 REGULAR OFF-SEASON PHASE

This off-season section deals with how each end-of-year off-season will occur, i.e., off-seasons after the initial one. This phase represents winter actions like trades, player development, and spring training. The first item is the drawing of cards. Owners are dealt nine cards (unlike 10 in the initial off-season phase).

During the second and following off-season, an owner may upgrade or downgrade his organization for the Front Office, Farm System, Field Manager, and Major League Roster. The steps to be conducted are as follows. The first three steps are simultaneous:

1. Upgrade/downgrade your team
2. Pay organizational salaries
3. Buy media influence
4. Determine turn order for off-season and next regular season
5. Perform the following standard off-season steps described in section 4.1:
 - 4.1.2 Conduct Off-Season Promotional Phase
 - 4.1.3 Resolve Off-Season Community Event
 - 4.1.4 Play Off-Season Card
 - 4.1.5 Determine Wins Required to Win the Pennant

7.1 Upgrading/Downgrading Your Team

Owners may perform as many of these options as they wish within the stated limits described below. These actions are performed simultaneously by all owners.

7.1.1 Upgrade/Downgrade Your Front Office

The first step in this process is to upgrade or downgrade your Front Office. Owners may change the rating value of the Front Office plus or minus 2 stars. They may not go more than 2 stars either direction.

7.1.2 Upgrade/Downgrade Your Field Manager

Next is the Field Manager. You may keep him or fire him to either upgrade or downgrade the position. As soon as you declare this you pay the cost.

7.1.3 Upgrade/Downgrade Your Farm System

The Farms system you may upgrade or downgrade the system. Owners may change the rating value of the Farm System plus or minus 2 stars. They may not go more than 2 stars.

7.1.4 Promote Farm System Players

Owners may also attempt to promote one Phenom to Major team using the Phenom procedure. The balance of a farm system is the Utility players. They will also help bring the total to 15. Owners may also improve a two utility player to prospect by paying \$500 per player. Owners may also attempt to make a prospect a Phenom by using the process described in the Farm System section. Owners CANNOT promote a utility to prospect and then try to improve that prospect to Phenom in the same phase.

7.1.5 Upgrade/Downgrade Your Major League Roster

Finally, each owner may adjust their Major League roster. After seeing which players were cut by retirement, owners may fill those slots with Utility players at no cost. Utility players become Journeymen. Owners may promote one Regular to All Star by paying \$1000. Owners may move 1 All-Star to Super Star at a cost of \$2000. Owners may also switch up to four Regulars and Journeymen in any order and in any amount for the cost of \$1000 per switch.

If an owner cuts a player he may attempt to bring up a Phenom. (*See Phenom to Majors chart on main board*) He can also bring up a Utility player. The Utility player would become a Journeyman with no die roll needed. In either event, the owner will add one player to the Utility players in his Farm System. Whenever a Farm System player is elevated to the big club a Utility Player is the replacement in the Farm System.

The Farm System must always have Utility players. Additional Phenoms and Prospects maybe added. Phenoms are subject to rules concerning the Farm System and the number Phenoms allowed. (See Below) If there are no Utility players in the farm system, the owner must pay \$1000 to add Utility Players as needed within the 15 player rule.

7.2 Pay Salaries

After all the switching, owners now must pay the salaries. The cost to promote players is NOT part of the salaries to make the promotions or changes. Salaries of Super stars are \$5000 per player, \$3000 for All-Stars per player, \$5000 for all Regulars, and \$3000 all Journeyman. If a team cannot make payroll at this time they must make cuts to the overall organization or take one (and only one) loan. If the team still cannot meet payroll, there is no further penalty.

***The only salary relief an owner has is for newly added free agents. The owner's bid on the Free Agent counts as the salary for that season.**

7.3 Buy Media Influence

Owners may buy a media influence during the payout at the end of the early, mid and late season phases. Media not used at the end of a payout phase is held over to the next phase. Owners can have a maximum of 15 media at any time, but during the payout phase may only purchase 3 media cubes. These influence cubes are \$1,000 apiece. Media Influence can be used to alter a die roll after it has been rolled. The roll may be your roll or any other owner's roll.

The procedure for altering a die roll starts with player rolling the die. The player to his left may add or subtract a part of the die roll based on the number of media influences he uses. The next owner may do the same and this continues until it comes back to original roller. The original roller then may add his media if he has any.

Example: Derek rolls a 7 on the Phenom to Major Chart. He has 3 media influences and adds one to his roll. It becomes an 8, which make the Phenom to an All-star. Greg passes. Mark uses 1 media to reduce the 8 to a 7. Jim also uses 1 media to make it a 6. Derek now has the choice to take the 6 or use his last 2 media to make it an 8.

Owners may use Media to alter *any* die roll except the Championship die roll. Media may be used in trading between owners. If a trade is offered and accepted then no other media can be used to alter the trade. If the trade is rejected then media can be used to alter die rolls. Media may be traded to any owner; however media can never put an owner over the three hold rule.

Example: Player A has no media and rolls a 7 on the Prospect to Phenom chart. Player B offers 1 media influence for 3 Regulars. Player A agrees. Player C and D may NOT use media to interfere in this trade. They may make counter offers.

7.4 Determine Turn Order

The owner with the fewest number of Victory Points will choose the starting player for the off-season card play as well as the next regular season. An owner may be the starting player for every year. It's the sole choice of the owner with the fewest total VPs. Ties are resolved by a die roll.

This turn order will be used for playing off-season events as well as for the next regular season. Players proceed from here to the off-season activities described in sections 4.1.2 through 4.1.5.

8.0 FARM SYSTEM RULES

These rules cover all aspects of managing your farm system and promoting players from within it. These rules apply to both in and off-season phases.

8.1 Farm System Player Limitations

A team's FS Phenoms are limited by their FS rating. If a player has a 5-star Farm System, he may have as many as four Phenoms in the Farm System. If he has a 4-star Farm System then he may have up to three Phenoms in the Farm System. A player with a 3-star Farm System may have two Phenoms.

During the course of a year, owners may have cards or actions that increase the numbers of Phenoms in the Farm Systems. If, at any point during a year, a Farm System has more Phenoms than allowed by the Farm System chart, the owner has 2 phases to make his Farm System conform to the star rating limitations.

Example: In the Early Season Joe has one more Phenom than allowed. He has one game phase from the Early Season phase to bring the Phenom up to the Majors, trade, sell, or cut the Phenom. In this example he must do the above by the end of the Middle Season.

If an owner's Farm System rating changes during the game, he must still conform to the star rating requirements for Phenoms. Only the Phenoms are subject to a number restriction.

Farm System Roster and Costs				
Stars	Costs	Phenoms	Prospects	Utilities
5 Star	\$9,500	4	5	6
4 Star	\$7,500	3	4	8
3 Star	\$5,000	2	3	10
2 Star	\$2,000	0	3	12
1 Star	\$1,000	0	1	14
* During the course of the season, the amount of Phenoms an owner has may not exceed the amount of Phenoms in the column associated with an owner's Farm System Star Rating.				

8.2 Cutting and Trading Phenoms

If a Phenom is cut from the roster, any other owner may claim him for a fee of \$500, but must meet the requirements to have him in the Farm System prior to claiming him. If an owner chooses to trade a Phenom, he may trade with any other team regardless of that team's Farm System rating. If the trade puts that team over its allowable number of Phenoms, that team then has 2 phases to make the Farm System conform to its star rating.

If two or more owners claim the Phenom, they secretly write down what bonus they will pay the Phenom to sign. The cost to bid is \$500. This payment is made to the bank and not another owner. This is in addition to the bonus offer. An owner may bid \$0 as a bonus, but must still pay the \$500 cost to bid. An owner may not "back out" of a claim

after it has been made. In case of a tie bid, the owners will use their Front Office DRM and have a single die roll off. High roll wins.

8.3 Bringing Phenoms Up to the Major League Team

A Phenom can be brought up to the big club in any phase, but owners can only attempt to call one Phenom up to the ML roster per phase. The cost to do this is \$500 per attempt and is conducted using the chart on the main playing board. The star level of the farm system shows how many die rolls may be made in a phase. A 5-Star Farm System allows the owner to make up to five rolls. A 4-Star Farm System allows the player to make up to four rolls, and so on. The owner needs to pay the \$500 fee before each die roll.

Owners can buy up to +3 DRM by paying \$500 per DRM.

If the final die rolls results in a Phenom never making the Major Leagues, he is removed from the game and a Utility Player is added. No other owner may claim the Phenom.

Example: Frank wants to bring a Phenom up to the Major Leagues. He has a four-star Farm System. He pays \$500 for the die roll and pays an additional \$1,000 for a +2 DRM. He rolls a 2. This roll goes to a 4, which would allow him to bring his Phenom to the Major Leagues as a Journeyman. Frank chooses to roll again. He pays \$500 for the die roll and chooses to purchase a +3 DRM for an additional \$1,500. He rolls a 6. This goes to a 9, which allows him to bring the Phenom up to the Majors as an All-Star. He chooses to keep this result. He does not need to make any further payments or die rolls. To bring his Farm System back to 15 players, he will add a Long Shot at no cost.

Once a Phenom is placed in an appropriate major league section, a Major League club must cut any player to remain at 25 players. The Farm System immediately adds a Utility to the roster so that the Farm System is at 15 players.

When the owner is finished, he places a cube on the player mat section marked Phenom to Majors.

Reminder: The Major League club must have 25 players and Farm System must have 15 players at the end of your last action or the phase.

8.4 Turning Prospects into Phenoms

Prospects can become Phenoms during any phase. Owners can try to promote one Prospect to Phenom per phase using the chart on the main playing board. The star level of the Farm System shows how many rolls may be made in a phase. A 5-Star Farm System can make up to five rolls. A 4-Star Farm System can make up to four rolls, and so on. A roll costs \$500. Owners can gain up to +3 DRM by paying \$500 per die roll.

The new cost to run the organization would take effect in the next off-season if this were done during the season. If this were done during the off-season both the \$500 upgrade and new salary costs would be paid.

When the owner is finished, he places a cube on the player mat section marked Phenom to Majors.

8.5 Turning Utility Players into Prospects (Off-Season Only)

Owners may also promote up to two Utility players to Prospect status at a cost of \$500 per player. This may only be done in the off-season. The Farm system still must be 15 players. A Farm System may have any number of Prospects, but are subject to the restriction number of Phenoms. Owners need Utility players to be elevated to the major club.

NOTE: Farm Systems may change levels during the game for a number of reasons. There are cards that may affect Farm Systems and owners can also affect their FS.

A farm system **may stay above** the maximum allowance for Phenoms for two phases. This two phase count starts immediately after going over the maximum. If at that time they are still above the allotted numbers, the Phenom must be moved to the big club, traded, or cut.

Whenever a Farm System changes its level for whatever reason, the Farm System players allowed in the three positions must change. A Farm System star level 4 is allowed three Phenoms, four Prospects, and eight Utility players. If it drops to a Farm System level of 3, it must immediately move players accordingly. The chart shows the breakdown of players on the Farm System roster at the beginning of the game. These totals will change as the game progresses. The number in the Phenom column represents the maximum number of Phenoms allowed. The additional Phenoms must be dealt with in two phases as stated above.

9.0 FINAL END OF GAME SCORING

Once all years have been fully completed (including the final End of Year Phase), VP are awarded as per the rules of section 6.2.3 with additional scoring as follows:

1. The owner with the most money gains 15 points, second most gains 10 points, and third most gains 5 points
2. The owner with the most Pennants won gains 5 VPs; second most gains 3 VPs
3. Players get points for Starting/Final Depth Rating as per the following chart.

Starting JM # →	20-25	16-19	13-15	10-12	7-9	0-6
Final JM # ↙						
20-25	-4 VP	-5 VP	-6 VP	-7 VP	-8 VP	-10 VP
16-19	-2 VP	-3 VP	-4 VP	-5 VP	-6 VP	-8 VP
13-15	3 VP	2 VP	-3 VP	-4 VP	-5 VP	-5 VP
10-12	5 VP	4 VP	3 VP	0 VP	-2 VP	-3 VP
7-9	8 VP	7 VP	5 VP	2 VP	1 VP	-1 VP
0-6	10 VP	9 VP	6 VP	3 VP	2 VP	1 VP

Players add the points gained from the items above to the points they have gained so far in the game to determine their final, total score. The player with the highest score wins. In case of a tie, money is the tie-breaker. If money is tied, most pennants won breaks the tie.

10.0 CLARIFICATIONS

1. If a Superstar player is injured for a phase and the Steroids card is played, they are still subject to the die roll and effects, including the losses.
2. Cards can affect an injured All Star or Superstar and add additional injury time or additional DRM's for retirement even if already injured.
3. The use of buying a DRM is only to affect the phenoms and prospects. They may not be purchased to affect any other die rolls in the game, unless specified by a card.
4. If, during the in-season, an owner plays the compulsory card that makes a Superstar a Free Agent, that Superstar becomes a Free Agent during the next off-season. If it is played during the off-season, the Superstar becomes a Free Agent immediately.
5. Clarifications on special cards:
 - Trade Bait card. This card is passed around to owners. It can only be used once on a owner per year. The owner may trade the card with the deck or any other owner who has not had the trade bait card.
 - The national media card does not affect the inherent ability of any Front Office nor does it count toward the media influence total.

11.0 ADVANCED GAME RULES

The following rules are considered optional. Players may use any or all of them as they see fit.

11.1 Extended Off-Season

This rule replaces rule 2.2, #3:

In the off-season, there will be one community card played against the whole table. This card will be from the off-season deck. Owners then play off-season cards, one per player, for multiple rounds until each owner passes.

11.2 All Star Game

At any point during the Mid-Season, an owner may nominate players on his team to be represented at the All Star Game and then resolve the All Star game for his nominated players. Owners may send any mix of Superstars and All-Stars, up to a total of three. For example: (1 SS, 2 AS) (2 SS, 1 AS) (3 SS) (2 AS). If an organization does not have any SS or AS, they may choose to send one (and only one) Regular player. The Regular player earns \$500 for the team.

Players named to the All Star team will result in promotional money coming into an organization. Each Superstar gains \$2000 dollars. Each All Star gains \$1000. After nominating his players, the owner immediately collects the money; no die roll is required.

After money is collected, the owner must roll for possible injuries to each player named to the All Star team. The owner will state which player he is rolling for and will roll the D10. If at any point the owner rolls a 1, the player named is out for the year and will be required to make an immediate retirement roll. Regardless of retirement, the owner will not collect VP for the injured player. If the owner rolls a 2, the player is out for the remainder of the Middle Season phase.

Media cubes can be played by any owner during the die rolling phase using the normal media rules.

12.0 ADVANCED GAME RULES - EXPANSIONS

The following rules are considered optional. Players may use any or all of them as they see fit.

12.1 Extra Innings

Before the initial set up of the game, players select a single extra innings card and reveal the card and its ability. Throughout the game, players may choose to keep the extra inning card in play throughout the entire game, or shuffle and replace extra innings cards during each off season.

12.2 LEGENDS AND SUPERSTARS

During the initial set up of the game, players select a Front Office and Major League team. If a player chooses a team with a Superstar or All Star on the roster, he takes an individual Superstar or All Star card. This card gives the player an additional possible action to use on his turn. This card will also give the player an optional action to use when he plays OPS. These actions can only be performed once per phase and only one of the actions on a single card may be played. If a player has multiple cards, he may use one aspect of a card, once per phase.

13.0 TWO PLAYER SPECIAL RULES

The following rules are meant to be used when playing a two player game.

13.1 Two Player Luxury Tax

During the luxury tax phase, the luxury tax payments work in the following way:

After the First Season	
VP difference	First place gives to Second place
less than 10	\$2,000
Greater than 10	\$5,000

After Each Subsequent Season	
VP difference	First place gives to Second place
less than 10	\$7,500
Greater than 10	\$10,000 and 3 VP

13.2 Media Challenges

After any die rolls made by a player, the opposing player may issue a media challenge. This can be done one time per phase for each player. When a media challenge is made, the challenged player rolls one die. The outcome of the die roll is as follows:

Media Challenge	
Die Roll	Outcome
1-5	No Media Challenge
6-8	One media cube against
9-10	Two media cubes against

13.3 Player Standings

At the end of a year when VP are scored, the standings of the player with the fewer wins is based on the following chart for VP purposes:

Standings for VP	
Games between players	Player with fewer wins place
1-5	2 nd place VP
6-8	3 rd place VP
9+	4 th Place, No VP

APPENDIX A -- DEFINITION OF TERMS

Superstar: This is a player that is one of the best players in the game. He usually has an impact on the success of the team.

All Star: This is a player who is just below the super star in ability. Many All Stars become Super Stars over time.

Regular; these are players who have ability but are just average in playing. Sometimes over time a regular can become an all star.

Journeyman: These are players often time used to fill out a roster. They maybe old players with a few years of play left or younger players who may develop.

Phenom: This is a player that is in the Farm System and has the potential to move into the majors and be a super star. He is considered a phenomenonal player.

Prospect: This is a minor league player that has the potential to become a Phenom.

Utility: This is a player that has some ability to make a major league roster as a journeyman. He usually is called up when a player gets hurt and is sent down when injured players return.

DRM: Dice roll modifier. This is a plus or minus to a die roll.

Anytime Card: This is a card that can be played in any of the 4 phases of regular play.

Front Office: This is the operations part of baseball team. These people make trades, hire and fire Field Managers, make player decisions, and overall running of the franchise.

Farm System: These are future players and players who hope to become major players.

Field Manager: He runs the major club. He can influence how well or poorly a team does.

Waivers: This rule that impacts trade after the trading dead line. Before a trade can be made a player is placed on waivers, which is when a club is saying, “ we may cut this player.” If no one claims the player he is free to be traded. If claimed the owning club may cut him, try to make a deal with the claiming club or pull the player off waivers and keep him.

APPENDIX B -- TURN ORDER AID

The corresponding rules section is in parentheses.

1. Set up your team (3.0) [take 1 loan if needed]
 - a. Front Office and ML Roster (3.1)
 - b. Farm System (3.2)
 - c. Field Manager (3.3)
2. Deal initial cards (3.5)
3. Initial Off-Season (4.0)
 - a. Determine turn order (4.1.1)
 - b. Each owner conducts Promotional phase (4.1.2.)
 - i. Interest due (2.5.1)
 - c. Community off-season event (4.1.3)
 - d. Individual off-season events (4.1.4)
 - e. Determine wins for pennant (4.1.5)
4. Regular Season (5.0) [repeat for ES, MS, LS]
 - a. Determine player order (5.1)
 - b. Determine and apply Roster Depth (RD) rating (5.2)
 - c. Player actions (5.3)
 - d. End of phase steps for Early and Mid Seasons (6.1)
 - i. Interest due (2.5.1)
5. End of Late Season Steps (6.2)
 - a. Perform Payout and Interest as per section 6.1
 - b. Check for pennant winner (6.2.1)
 - c. Conduct Championship Series (6.2.2)
 - d. End of year VPs (6.2.3)
 - e. Luxury tax (6.2.5)
 - f. Retirement rolls (6.2.4)
6. Regular Off-Season Phase (7.0)
 - a. Upgrading/downgrading your team (7.1) [simultaneous]
 - b. Amateur draft (6.2.6)
 - c. Pay salaries (7.2) [simultaneous]
 - d. Buy media influence (7.3) [simultaneous]
 - e. Determine turn order (7.4)
 - f. Regular off-season activities (4.1.2-5)
7. Calculate Final Scoring (end of game only) (9.0)

Lords of Baseball Sequence of Play

Initial Game Set Up

- Players start with \$42,000 and may take loans immediately if they choose. *(interest is \$500 per phase, per loan)*
- Choose Front Office and team. Mark player mat with team information
- Choose and pay for Farm System. Mark player mat.
- Choose and pay for Field Manager. Mark player mat.
- Deal 10 cards – Team Promotion Die Roll – collect promotion income

Game Begins in Initial Off-Season and goes into Regular Season

- Offseason event card is pulled – community event
- Player with fewest number of Ratings Stars begins
- Each player plays 1 offseason card on himself or against a player
- Regular Season begins – die roll for Pennant Win Number
- J Rating for Early Season Wins/Losses applied
- Early Season (23 game results)
- Early Season Payouts, Loans, Interest
- J Rating for Mid Season Wins/Losses applied
- Mid Season (24 game results)
- Mid Season Payouts, Loans, Interest
- J Rating for Late Season Wins/Losses applied
- Late Season (25 game results)
- Late Season Payouts, Loans, Interest
- Post-Season if needed
- Victory Points calculated
- Luxury Tax Payments
- Retirement Rolls (Front Office DRM used, *see chart for exemptions*)
- Next Offseason

Lords of Baseball Sequence of Play

Off-Seasons during the game

- Owners draw 9 cards
- Team upgrades are done simultaneously
(Major League Team / Farm System / Front Office / Manager / Purchase Media Outlet)
 - **Front Office:** Allows owner to change star rating +/- 2 stars
 - **Major League team:** Allows owner to move regular to All Star for \$1,000; and All Star to Superstar for \$2,000
 - **Major League team:** Allows owner to reconfigure up to 4 Regulars and Journeymen for \$1,000 per player.
 - **Farm System:** Allows owner to change star rating +/- 2 Stars
 - **Farm System:** Allows owner to perform Farm System die rolls (Phenom to majors, Prospect to Phenom, Up to 2 Utility to Prospect at cost of \$500 per)
 - **Manager:** Allows owner to fire manager and re-hire new manager at any level
- Amateur Draft Card is flipped – all owners roll D10 and resolve
- Offseason Event card is pulled – community event
- Each player plays offseason cards on himself or against another player
- Major League Teams re-stock players (Utility players move to Journeymen)
- Each player pays costs for Major League Team, Front Office, Farm System, and Manager
- Regular Season begins – die roll for Pennant Win Number
- Play continues until the predetermined number of years has been played.