

## MASTER TIME\*TRAVEL BASEBALL

These instructions are amplifications or additions to "TT Basic Rules."

### EQUIPMENT LIST

Provided in Macintosh files to print on an Imagewriter or LW:

- BALLPLAYER CARDS (called "flash\*cards")
- ERROR and TALENT rare events (each a pair of sheets to place back to back)
- RUNNER REACTION BOARD (referred to as "RR")
- STRATEGY GUIDE (referred to as "SG")
- DOUBLE-BASEBALL DIAMOND (DBD)
- RADAR ROLL board
- PITCHER-AT-BAT CARDS (ranked Dangerous, Battler, or Hacker)
- MAC FONT--Baseball-9
- 12 FAMOUS MANAGER CARDS including McGraw, Durocher, Stengel ect.
- SOLITAIRE BOARD (SB)
- 28 ALL TIME TEAMS (560 BALLPLAYERS)

Parts you provide:

- 2 Dice--1 red, 1 white
- Standard deck of 52 playing cards

### GLOSSARY

- "Gamble": each card in the standard 52-card deck
- "Flash\*card": Ballplayer card carrying real player's name.
- "Pitcher-at-bat" card: Dangerous, Battler or Hacker, represents pitcher at the plate.
- "Address": a flash\*card number (same as dice roll) that precedes a play result.
- "Pointer": Letter beside an address, that directs play to a rare event chart.
- "Result": a word, symbol, pointer, or number (1 to 19) for hitter's performance at bat
- "h/w potential": Flash\*card's on-base potential in terms of hit & walk dice combinations

### GAMBLE DECK

- Standard 52-card deck used for one of two purposes: (1) After a doubles roll, draw a card to direct play to either pitcher's flash\*card or batter's--pitcher after a red card (R or E) or batter card after a black (A or O). (2) following a rare event pointer, draw a Gamble to locate a specific event.

### ADVANCED FLDG.--ALERT & CARELESS TEAMS

- In the advanced game, defense rests upon individual skills. Add fielding points for the 9 starters of each club. Points are on each flash\*card after player's position.
- Team totaling most points is ALERT (A). Opponent is CARELESS (C). If teams have same total, home is ALERT and visitor is CARELESS. Substitutions during a game may change which team is ALERT.
- Certain fielders, labeled "\*" after their fielding number, influence rare events and Strategy Guide plays--apart from team effect.

### FIELDING VERSATILITY

- Flash\*cards list points for player's regular positions. From time to time you may need to use players at rare or new positions. TIME\*TRAVEL rules permit occasional 'out of position' play at positions not on a fielder's flash\*card. Follow these rules: (1) Pitchers or fielders with no position rating higher than 0 cannot play unlisted positions. (2) While forced to use behind the plate any player without a catching rating (or 'INF & OF'), catcher's mound partner remains a HARD-LUCK pitcher. (3) When any ballplayer is out of position (not on his card), reduce his rating as follows:

#### FIELDERS PLAY UNLISTED POSITIONS

#### REDUCED RATINGS AT UNLISTED POSITIONS

Firstbaseman can play LF	4, 4*, 5, 5* is reduced to 3 (no star)
Secondbaseman can play 1B, SS, 3B, LF	3, 3* is reduced to 2 (no star)
Thirdbaseman can play 1B, 2B, SS, LF	2, 2* is reduced to 1 (no star)
Shortstop can play 1B, 2B, 3B, OF, C	1, 1*, 0* is reduced to 0 (no star)
Leftfielder can play 1B, 3B	
Centerfielder can play LF, RF, 1B, 3B	
Rightfielder can play 1B, 3B, LF	
Catcher can play 1B, 3B, LF	

NOTE 1: Penalized player will advance to a star behind an ACE or TOUGH with men on base.

- Exceptionally versatile players carry labels of 'IF', 'OF', or 'IF & OF' on their cards.

'OF' plays LF, CF, or RF with no point reduction.

'IF' plays 1B, 2B, SS, 3B with no point reduction.

'IF & OF' plays any position (except pitcher) with no point reduction.

- 4 and 5 fielding ratings. With this edition, we introduce fldg. 4 as the top rating at 2B, CF, and catcher. Fldg. 5 is the top rating for SS. To earn these, a player must perform at Hall of Fame level,

### **PITCHER 2 fielding rating**

- While on the mound, a pitcher 2's team is always ALERT--even if opposing team is also ALERT with most team points.

### **HIT & RUN MARKSMAN<sup>a</sup>**

- Excellent Hit & Run players always have flash\*cards containing "7-line f-o<sup>a</sup>". When a rare event happens, ignore the Hit & Run try. Sometimes batter or runner misses a strategy sign entirely. Unless marksman often Hit & Run, they probably will hit fifteen points below listed averages.

### **STEALING BASES**

- To extend strategy opportunities, there are half a dozen different ways to steal bases: (1) "+" flash\*card symbol, (2) "-" symbol--if runner beats Catcher's arm rating; (3) rare events; (4) Hit & Run play; (5) SG's "Stolen Base Try"; (6) "Bluff Steal" (limited to "face-to-face" play with a friend). The blend of these variations is taken into effect when computing flash\*cards, so ballplayers should attain actual season SB totals.

### **INJURY DURATION <sup>î</sup>**

- Each flash\*card carries its namesake's injury-prone rating letter (A to D) inside an ambulance icon.
- Injuries are for remainder of game plus games corresponding to a roll. Determine number of games out as follows: A, no injury; B, roll 1 die; C, roll & add 2 dice; D, roll 2 dice but multiply die numbers.

### **PITCHER RANKS**

- Pitching ranks influence events **only** when runners are on base. With bases empty, rank is no advantage and no handicap. From top to bottom are four levels: ACE <sup>Å</sup>, TOUGH <sup>†</sup>, STANDARD <sup>∏</sup>, and HARD-LUCK <sup>˘</sup>. With runners on base, rare events favor the higher ranks.
- <sup>Å</sup> Ace has three special advantages with men on base: (1) ALL teammates are stars--\*; (2) P result (PRESSURE PLAY) always changes to #10 ('strikeout'), (3) ACE cancels the rank of a TOUGH opponent. ACE is never cancelled. (NOTE: When ACE leaves a game, any cancelled rank is restored unless another ACE is pitching>)
- <sup>†</sup> Tough has two special advantages with men on base: (1) all teammates are stars--\* ; (2) P ('PRESSURE PLAY') is #10 ('strikeout').
- <sup>˘</sup> HARD-LUCK: with men on base, no teammate is a star \* fielder.

NOTE: To obtain realistic season batting averages, you will need to start a HARD-LUCK <sup>˘</sup> at least one game in five. When a club has no HARD-LUCK starter available, adopt this rule: Whoever starts the fifth game since a previous HARD-LUCK starter is HARD-LUCK for that appearance only.

### **SHUTOUT PROMOTION**

- If shutout remains intact after a starter completes 6 innings, replace his personal flash\*card. Use "Hacker-at-bat" card to represent pitcher on the mound, so long as shutout remains.
- When shutout is broken, regardless of reason, replace starter's personal flash\*card.

### **FATIGUE FACTOR**

- Ignore pitcher's flash\*card once a pitcher is tired. Check all dice rolls on BATTER's flash\*card.
- Starting pitcher suffers fatigue according to a "Rules of Fives": (1) facing leadoff batting slot for the 5th time in a game; (2) yielding 5th run in a game; or (3) allowing 5 runners in a one inning\*.
- Relief pitcher suffers fatigue (1) pitching in consecutive games; (2) after recording 9 outs in a game; or (3) after 5th man reaches base that game\*.

\*combination of hits, walks, errors, hit-by-pitch.

- Workhorse's (,) never suffer fatigue.

### RELIEVER'S EDGE

- When any replacement pitcher enters a game, check his matchup with the batter. Check for right-hand pitcher facing right-hand batter or lefty against lefty. When so matched, substitute "Hacker-at-bat" card to represent reliever's flash\*card against the first scheduled batter. If batting manager chooses to replace hitter with a pinch-batter swinging from reverse side, replace the personal flash\*card for the pitcher. After the first scheduled batter is finished batting, return to reliever's personal flash\*card.

### MOMENTUM RULES

- Team winning 3 straight games is ALERT until it loses. When opponent has more team points, opponent also is ALERT.
- Team losing 3 straight games is CARELESS until it wins. When opponent has fewer team points, opponent also is CARELESS.
- Pitcher recording 3 straight wins becomes an ACE until he loses. When he loses, his rank reverts to his flash\*card rank.
- Pitcher recording 3 straight losses becomes HARD-LUCK until he wins. When he wins, his rank reverts to flash\*card rank.

### COMPARING FLASH\*CARDS

- For a quick batting comparison, check flash\*card line 2nd from bottom. At left is the batting average or ERA if a pitcher. In middle is salary million's symbol. To right is a statistic named "h/w potential." This is the card's on-base potential. The h/w reveals the number of dice combinations on that card that trigger hits and walks + HBP for that card. For example Mantle's card h/w is "10h/9w." That means that of the 36 equally likely dice possibilities listed on Mantle's flash\*card, 10 dice combinations trigger hits and 9 trigger walks. Better hitters naturally have more hit and walk events on their cards. The better the hitter, the more h's and w's. Every "h" is worth about 15 percentage points and every "w" about 5 percentage points. Thus a player with 8h/8w would have a batting avg. about 35 points lower than Mantle's 10h/9w. Joe Morgan at .271 is an example of an 8h/8w potential.

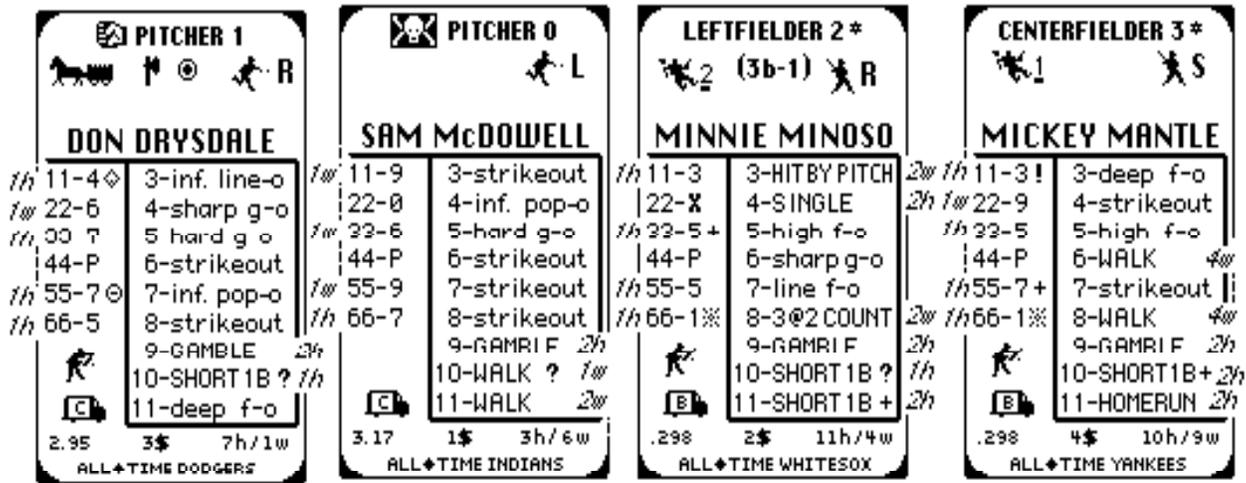


Fig. 2 Counting hit & walk dice combinations on flash\*cards

- For the quickest way to compare pitchers, check the million symbol at the bottom of the card. History's best are ranked 3\$ (million). Hall of Fame candidates are ranked 2\$ and so on. All pitcher cards carry an "h/w" rating for the total dice combinations on that card that trigger hits or walks. The average All Time set pitcher yields about 7h/2w. Thus McDowell's card is 4h better than average and 4w worse. Regular season set pitchers average about 7.5 h/3w with refinements depending on the decade represented.

### RADAR ROLL BOARD

??How to handle the fact that the cards print out on flimsy 20 lb paper.--how ?

- To hasten play, TT does not mention the direction of many batted balls--simply "sharp g-o" or "SINGLE". For fans more interested in detail than speed, the RADAR board shows the direction of fair balls.

- Use the RADAR board to roll on. If a hit states no particular direction, just check the square where the red die lands. By landing on one of 20 little ballparks, the red die spotlights where the ball was hit. While this does not change a flash\*card result, it adds a little info. Should the red overlap several squares, key on the white die's square. The square shows the flight direction of a fair ball--solid line for infield flight, dotted line for outfield flight.
- You probably won't bother checking direction often--maybe just for crucial plays. Say a homer happens. Look under the red die to see the direction of the homer. For some of the 20 parks, the direction varies if the batter bats L or R. If a switch hitter (β) is up, he bats opposite the pitcher; L vs. RHP or R vs. LHP.

#### **DRAFTING TEAMS TO A SALARY BUDGET--Rule of 13's**

- Here is our general guideline for drafting a complete team including subs. Check the salary of each ballplayer, near the bottom of his flash\*card. For the all-time teams set, we suggest each complete team include 8 pitchers, including 5 starters and 3 relievers--within a total pitching budget of 13 million (13\$) for the staff. Remaining players, 8 regulars, a spare catcher and 3 utility players should also be chosen from a budget of 13\$. Team total is 26\$. Never is a ballclub on the field permitted to have a total salary greater than 13\$. When replaying an actual season, the rule of 13's becomes the rule of 10's--20 million for a complete team.

#### **FAMOUS MANAGERS**

- A sheet of cards for 12 famous managers is included that specifies the salary budget available for each manager according to his lifetime W/L pct. The budgets must be spent according to the special rules on the manager's card. Each manager is also permitted certain "free" ballplayers, stars who made him famous--listed on manager's card.

#### **POTPOURRI**

- The SOLATAIRE BOARD is provided to simplify handling when you play by yourself. It consolidates both teams in one place. This board is an alternative to the double diamond boards to speed play. Once you set up both clubs on the spaces of the board, you just rotate the board 180 degrees after each half inning to bring around the opposing batting order and it's mound opponent.
- Many fans have urged more complexity. We are testing as yet unpublished unique features, but we resist ideas that lengthen game time. Good simulations obtain life-like playability in very simple and smooth ways. Let Time\*Travel serve as a framework on which to hang your own special rules--however complicated.
- Since our first (1978) cardboard table-top edition, fans have questioned subjective ratings given various players. We do not lightly assign ratings. Nor can we claim to be foremost authority on every detail of every player. If you find a rating you think is a painful injustice to a favorite, by all means change it. As ultimate judge, we generally consult Mr. Bill James, through his various abstracts and stat books.
- Time\*Travel customers of our board game may question the tiny card layout for the Macintosh set. We selected this design to allow a substantial (4x) increase in number of ballplayers offered. Printing and assembly costs have skyrocketed. So, we have settled upon a convenient design suited to a complete 20 player team on each sheet. This allows you to print and cut out those teams you choose to play, and conveniently store or compare the others.
- There is a set B of TALENT and ERROR rare plays ready for uploading. Watch for it. This set brings the total of rare event descriptions to 416.
- Any comments though fidonet or the PABUG bulletin board are gratefully received, and a personal response will be forthcoming.
- Time\*Travel is a US patented baseball simulation--US 4261569. granted 4/14/81.