

BASIC TIME*TRAVEL BASEBALL--Beta .95

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Upon receipt of your fee, I will send your registration, notification of other team sets available, and a set of 100 GAMBLE cards (each 1.75 x 3.5" on 140 lb. cardbord) containing 400 rare event plays to replace the rare event charts. Rare event cards in place of charts will speed play. Send fee to this address: Stan Frohlich, 1231 Denniston Ave, Pittsburgh, PA, 15217.

BASIC INFORMATION:

- Scope: TIME*TRAVEL is a realistic major league baseball simulation. TT uses dice, a standard 52-card deck combined with individual ballplayer cards to recreate lifelike performances of actual Major Leaguers and teams.
- Getting started: You should install the "BASEBALL-9 font in your system file. Read entirely through these instructions (using BASEBALL-9 font). Something not instantly clear will probably clear up later on. As each equipment piece is mentioned, pick it up and look it over. Then play a sample inning.

DOWNLOADABLE MAC FILES

- BALLPLAYER CARDS (called "flash*cards")
- RUNNER REACTION KEY ("RR" for short)
- STRATEGY GUIDE ("SG" for short)
- PITCHER-AT-BAT CARDS (ranked Dangerous, Battler, or Hacker)
- ERROR and TALENT rare events (2 pgs. each intended to be placed back to back)
- DOUBLE BASEBALL DIAMOND
- FONT--Baseball-9

PARTS YOU PROVIDE

- 2 Dice--1 red, 1 white
- Standard 52 playing card deck

GAMBLE DECK

- Deck of 52-cards (called GAMBLE cards) is used for two purposes.
- (1) After a doubles roll, draw a GAMBLE to direct play to either pitcher or batter flash*card--pitcher after a red card (ˆ or Ê) or batter card after a black (Å or ^).
- (2) Draw a Gamble when you need to locate a specific rare event.

DRAFTING TEAMS

- Separate enough flash*cards and Pitcher-at-bat cards for 2 teams.
- As General Manager, choose your starting club of 9 players. Your pitcher requires two separate cards-- a flash*card bearing his name and a pitcher-at-bat card.
- To complete your team, pick eight cards for the remaining 8 fielding positions.
- At this point you hold a 9-player starting ballclub represented by 10 cards-- 9 personal flash*cards and 1 pitcher at-bat card.
- Opposing team also requires 10 cards.

SETTING YOUR BATTING ORDER

- Arrange your club's flash*cards in a batting order deck.
- Place the leadoff hitter's flash*card on top, second batter underneath and so on.
- Place the PITCHER AT-BAT card in 9th batting position.

ALERT AND CARELESS FIELDING TEAMS--Basic Game

- Managers roll the dice to determine the home ballclub. Club having higher dice total is the home team. Opponent is the visiting team.
- Home team has ALERT (Ö) team-defense and bats last. Visiting team bats first and has CARELESS (□) team-defense.

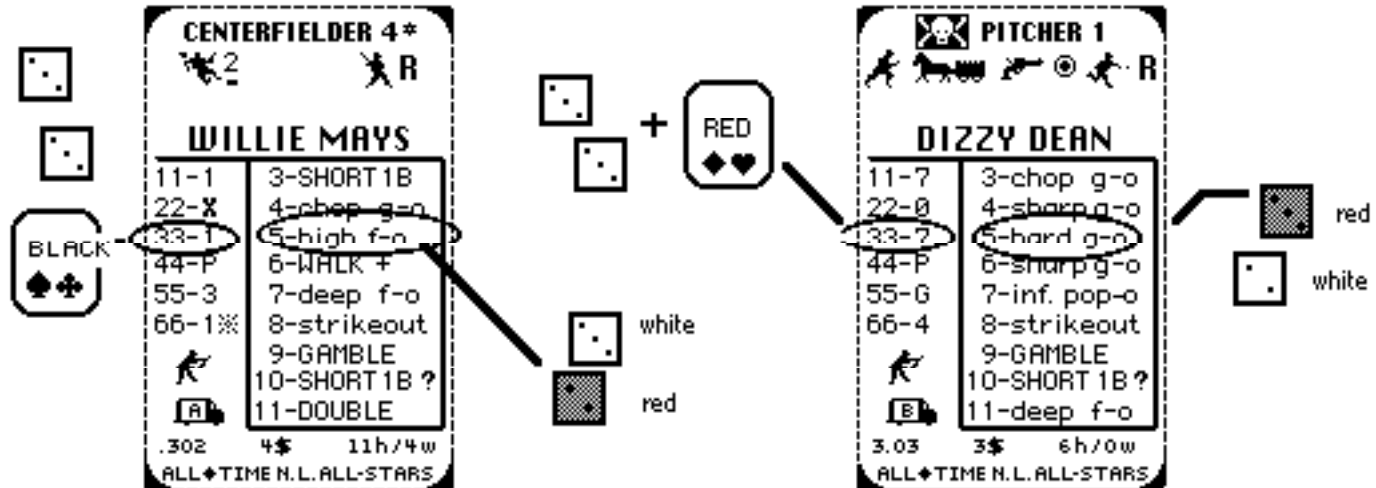
PLAY BALL PREVIEW

- Inning begins with visiting team's manager rolling the dice for his 1st batter.
- The dice roll directs play to either the batter or pitcher's flash*card. Flash*card reveals hitter's performance that time at bat.
- Manager completes each batter's turn by placing hitter's flash*card under the batting deck, uncovering the next hitter's card as he does so.
- For each hitter in turn, manager continues the routine of rolling the dice and reading the outcome, until three outs are made. Then the home team comes to bat.

READING A DOUBLES ROLL

- When you throw doubles, flip over the top GAMBLE and check the color of the card.
- The color directs play to either the flash*card of the pitcher or the batter.
- If red (˘ or Ê), check pitcher's flash*card. If black (Â or ^), check batter's flash*card.
- On the card, a column of doubles numbers 11- 66 appears at the left side. Find doubles numbers same as the roll. Hitter's performance is beside the doubles numbers.

For example, imagine Mays facing Dean. Roll is double 3's. You turn over the top GAMBLE card. If black, you check Mays' card for '33'. Read: "33-1". Runner Reaction board reveals "1" is a HOMERUN according to the RR board. If red, you check Dean's card for '33'. Read "33-7". RR board reveals "7" is a SINGLE.



READING A NON-DOUBLES ROLL

- When not doubles, check color of the high die. If red, look on pitcher's flash*card. If white die is higher, look on batter's card.
- Inside the card's box appears a column of numbers 3 - 11. Beside the number same as the dice total is hitter's performance.

For example, Mays is facing Dean. Roll is red-3 and white-2. ADD THE DICE. Check pitcher Dean's card beside 5. Read: "hard g-o". However, if roll is white-3 and red-2, check Mays' card beside 5. Read: "high f-o".

RARE EVENTS

- Rare events can happen when a flash*card address shows a "pointer" result--E, P, T, X, PB, WP, G or "GAMBLE". Pointers can bounce play from a flash*card to a rare event.
- Rare events are on a TALENT or an ERROR chart.
- Different pointers have different rules (see RR board).
- Flip over the top GAMBLE.
- Black suits (Â) always trigger Talents. Red (Ê) always trigger Errors.
- You combine the Gamble's suit with the head-runner's base-number to specify a rare event chart page.
- Look at the rare event charts--TALENT and ERROR. Event sets are organized according to Head-runner's base. Within sets, subsets are organized according to card suit and then number.
- Consider this example: Mays faces Dean with bases loaded. Dice roll is red 5 and white 4. Koufax's card reveals May's performance: "GAMBLE". You flip over the top GAMBLE. It is a red Ê10. Check ERROR chart. Within paragraph labeled "3rd", locate Ê10. Read the printed result: "High chop to 3rd. Batter is safe at 1st on 1B's dropped throw. Runners advance 1 base."

BASIC GAME--SAMPLE HALF-INNING

- Each manager selects flash*cards of 9 big-league ballplayers.
- For example, a manager chooses Foxx, Hornsby, Wagner, Brett, Ruth, DiMaggio, Clemente, Bench and Koufax. Opposing manager chooses nine others, including pitcher Dizzy Dean.
- Managers roll the dice to determine home team. Higher total has the home team. Opponent is the visiting team. In the Basic Game, home team has ALERT team-defense. ALERT turns more DPs and stays away from errors. Visiting team has CARELESS team-defense.
- Each manager places one of the double baseball diamonds before him and sets his batting deck on the appropriate space. Each manager places his starting pitcher's card on his opponents diamond in the space labeled "PLACE OPPOSING PITCHER'S FLASH*CARD HERE."
- To begin, visiting team bats first. Suppose manager arranges his batting order this way: Leadoff, Clemente; 2nd, DiMaggio; 3rd, Ruth; 4th, Foxx; 5th, Bench, 6th Brett and so on. Opposing pitcher is Dizzy Dean.
- Visiting manager rolls the two dice--one red and one white--to determine Clemente's performance. Roll is white 5, red 4. Since white is higher, play moves to Clemente's flash*card where, opposite 9 (dice sum), you read "hard g-o". Clemente is out.
- For 2nd batter, DiMaggio, roll is red 4 and white 1. Red die is higher: play moves to Dean's card. Beside 5 (sum) appears DiMaggio's performance, "high

f-o." DiMaggio is out.

- 3rd batter, Ruth, rolls a red 6 and white 3. With red higher, play proceeds to Dean's card. Opposite 9 (sum), manager reads "GAMBLE". Manager flips over top GAMBLE card. Say the card is a ~6. The red suits (~ or Ê) always trigger a result found on a ERROR chart. The event that happens is listed in the paragraph headed by the base-number location of the head-runner (or None). The event is (1) below the base number of the head-runner and (2) beside the suit and number same as the Gamble. Checking Error chart in the "NONE ON" paragraph, read for ~6: "Batter reaches 1st as 2B's low throw hops through to the railing." Ruth reaches 1st.
- Manager rolls for the 4th batter, Foxx. Roll is double 3s. To resolve the doubles, manager flips over the top GAMBLE uncovering a Ê. The red suit directs play to pitcher card. On Dean's card opposite 33 is "SINGLE." Foxx reaches 1st on a hit. Opposite "SINGLE" on RR board, manager reads "Runner on 1st takes 2nd, others score. (∂ on 1st takes 3rd)" Ruth, having a DARING ∂ icon at the top of his flash*card, moves to 3rd.
- Manager rolls for 5th batter, Bench. Roll is white 2 and red 1. With white higher, play proceeds to Bench's card, where opposite 3 (dice sum) appears "WALK." Bench takes 1st to load the bases.
- Next up is 6th man, George Brett. Roll for Brett is double 4's. To resolve the roll, Manager draws a ~10, which directs play to Dean's card. At address 44 is a Pointer result, "P". At the bottom of the RR board, we read "Against Ò, pick a TALENT." Say the team in the field has Ò team-defense. Manager discards red Gamble cards under the deck until he draws a black^J (a Talent card). Talent chart following ^J in the "3rd" paragraph reads "SHORT 1B" to 2nd--pitcher hesitates covering 1st [Pitcher 1 or 2 covers 1st fast--"slow g-o"]. As Dean's card shows him to be Pitcher-1, Brett has a "slow g-o" for 3rd out.
- Three outs are made and the side is retired. Home team now comes to bat.

STRATEGY GUIDE

- In some tactical situations, you may want to bunt for a hit, steal, hit and run, sacrifice, or play your infield close with a runner on 3rd. These rules are on the Strategy Guide.

FLASH*CARD SYMBOLS

- Sometimes a symbol follows a result (ex. 1° or "i+"). It can alter the play. On the RR board are rules for the symbols--?, °, !, Ç, ` , -, +.

INTENTIONAL WALK

- You can walk any batter by calling "free pass" before his dice roll.

PITCHER-AT-BAT CARDS

- Hacker-at-bat is the standard for pitchers at the plate. If pitcher's flash*card has at the top an icon for Dangerous (Î), or Battler (i), substitute appropriate at-bat card.
- Pitcher homerun threats have the symbolΣ at the top of their flash*cards. As you will note on the Dangerous and Battler at-bat cards, a roll of 6&5 triggers #1 Homerun instead of #7 SINGLE.
- TT judges pitchers on career averages only, since seasonal plate appearances are too few to be statistically meaningful. Lefty vs. righty stats for pitchers at bat are not realistic. Therefore, ignore the "?" symbol when a pitcher is at the plate. (Also ignore "?" symbol with any switch hitter at the plate, since there is no lefty-righty advantage).