

MIKE FITZGERALD'S BASEBALL HIGHLIGHTS: 2045

Baseball Highlights 2045 FAQs [2015_03_04]

CARD ERRATA

CARD #CP-178 MORDECAI MARICHAL

- ADD Pinch Hitter

RULEBOOK PAGE 14 - ERROR

QUESTION

The rule on page 14 says cards 146 and 150 have a Rally Immediate Action that add Hits to future players you play if you are 'ahead'. Should this say 'behind' instead of 'ahead' in the rulebook?

ANSWER

Both Animator (Card 146) and Pete Biggio (Card 150) clearly state **Rally: If behind...** The rulebook is in error.

It is the Closers that help if you are ahead.

TIPS

Moving Base Runners on Hits and Walks

- **HITS:** For Each Hit Resolved - Start with the Base Runner on the highest base to move first and work backwards to the Batter. That way you can easily see whether the bases are clear for additional movement for fast runners.
- **WALKS:** For each Walked Batter (Hit) - start with the Batter and advance only any Base Runners that have a Batter or Base Runner advancing to their base. If there is no Base Runner on 1st NO Base Runners will move. If more than 1 "Threatened" Hit is Walked, apply them one by one.



GAME FLOW

WHO GOES FIRST?

QUESTION

Please confirm that the Visitor plays first.

ANSWER

The Visitor plays first.



WHEN DO YOU SHUFFLE THE CARDS

QUESTION

When do you shuffle the cards from the Dugout (discards) to form a new Lineup (draw deck)?

ANSWER

In regular play you only shuffle when you need to draw a card and cannot. In Tournament Play, you also reshuffle your cards when starting play against a new opponent. In other words, all games against a single opponent you only shuffle when you need to draw and the Lineup is empty.

HOME TEAM'S SIXTH CARD PLAY

QUESTION

If the 6th card played by the home team (also known as the last card of the game) shows "threatened" Hits - are they given to the home team?

ANSWER

It is just like all other plays. The Home Team's last card "threatened" Hits are placed on card as usual and are resolved after the Visitor plays or declines to play the Visitor Save. If the Visitor Save does not cancel or alter the "threatened" Hits the Hits are resolved in order as normal.

VISITOR SAVE RULE

QUESTION

I am a little confused about the Visitor Save rule. Why would the visiting team want to play one last defensive play unless the game was tied and going into extra innings? I could see if the visiting team had a Clutch hit card, if they could score a run on the last turn, is this allowed? Does the Home team get to resolve his hits if the visitor takes a Visitor Save action?

ANSWER

The Visitor Save is a means for the Visiting Team to make one last "defensive only" effort to preserve a win. (Hence the term "Save"). As such only a defensive play is considered.

The Visitor Save is optional and is not conditional on any game state – the Visitor can always choose to reveal and discard a card (either his On Deck card or the top card of the Lineup).

The Home Team's 'threatened Hits' are always resolved regardless of whether the Visitor invokes the Visitor Save. Of course, the Visitor Save may cancel or alter these Hits.



EXTRA INNINGS PINCH HITTER

QUESTION

Are you allowed to use a Pinch Hitter in Extra Innings?

ANSWER

Yes it is allowed. You discard the card from your hand with PH on it and use the On Deck card or your top deck card for that play. NOTE: You must choose to Pinch Hit before revealing a player.

END OF GAME CLEAN UP

Here is the complete sequence of what to do at the end of the Mini-Game:

1. Move your Games Won Marker if you won the game
2. Move your Runs Scored Marker to Zero
3. Remove All Base Runners from the Player Stadium Mat
4. Either Discard your On Deck Card OR Place it on the top of the Lineup, your choice (if you did not already play it).
5. Perform the Buy Round and then:
 - a. Place newly purchased Player Cards on top of your Lineup (Draw Deck)
 - b. Send Players to the Minor Leagues from the cards used to Buy New Players equal to the number of Players Purchased
 - c. Place your remaining played cards into the Dugout (Discard Pile)
6. Check the Home/Visitor Flags and flip them over depending on where you are in the series.
7. Start the next Mini-Game!

BATTERS AND RUNNERS

CANCELING HIT BOXES

QUESTION

With the threats of [Single] [Home run] – Which Hit do I get to cancel with Glove?

ANSWER

It is the choice of the player who plays the Glove Immediate Action. We recommend you cancel the Home Run!

BATTERS MOVEMENT VERSUS BASE RUNNER MOVEMENT

QUESTION

What is the difference between how a Batter moves and how a Base Runner moves when a threatened Hit is resolved?

ANSWER

Batters only move the number of bases indicated by the Hit no matter their speed.

- All Batters will go to 1st base on a single, 2nd base on a double, 3rd base on a triple and home for a home run.



Base Runners have different abilities based on their speed.

- Slow Base Runners only advance based on the Hit.
- Average Base Runners also only advance based on the Hit; however, they will score on a single from 2nd base (scoring position).
- Fast Base Runners advance at the speed of the Hit +1 base.

Basic Base Running Rules

- Only 1 Base Runner may be on a base at a time.
- Base Runners may not pass Base Runners ahead of them.
- Slower Base Runners may impede the advance of faster Base Runners.

Example, a Slow Base Runner is on 2nd and a Fast Base Runner is on 1st. A Single is executed. The Slow Base Runner advances to 3rd Base. The Fast Base Runner advances to 2nd Base but is not allowed to advance for his extra base as there is already a Base Runner occupying 3rd Base. The Batter Pawn is placed on 1st Base – the speed of the Hit.

NO HIT BOXES

QUESTION

Does the runner type (Speed Icon) listed on a card mean anything if there is no Hit threat listed (e.g. Single, Double, Triple). I have not seen all the cards, but I notice the rookie set shows a blue A, but no threat of a hit to follow. Are these for expansion compatibility?

ANSWER

Other cards, for example one of the expansion Coach cards, can add Hit Boxes to a player's card, so it needs to have a speed factored in.

RESOLVING HIT BOXES

QUESTION

With the threats of [Double] [Home run] ---- the order is not important, is it? If I wanted, could I could hit the home run first and THEN hit the double?

ANSWER

Resolve the Hits in the order they are on the card from left to right so a player with [Double] [Home run] would first hit a Double and then hit a Home Run.



WALKS

QUESTION

How do Base Runners move on a WALK?

ANSWER

A Walk alters the Batter's Hit such that each Hit is now simply an automatic placement on 1st base, no matter the value of the Hit. All Base Runners stay in place, unless they are on 1st Base. Since the Batter is being placed on 1st, the Base Runner there must advance to 2nd.

This can start off a chain reaction of advancing additional Base Runners as two Base Runners cannot be on the same base.

If the bases were all occupied when the Walk occurs it will move all Base Runners 1 base forward resulting in a Run for the Base Runner on 3rd advancing home.

However, if there is no Base Runner on 1st Base, a Walk will not allow Base Runners on 2nd and/or 3rd Base to advance.

Remember that the WALK Immediate Action applies to ALL Hit Boxes so that a Batter with 3 “threatened” Hits would Walk each “threatened” Hit in succession.

STOLEN BASE - ADVANCEMENT FOR FAST AND AVERAGE BASE RUNNERS

QUESTION

I just wanted to verify that when a card like Stolen Base says to ADVANCE all Fast and Average Base Runners 1 base, that the Fast Base Runner doesn't add 1 base that that advance (for a total of 2), and that an Average Base Runner on 2nd doesn't score. The word ADVANCE is used to denote movement in the Running the Bases section of the rules, but my guess is that it only applies when resolving Hits.

ANSWER

Yes. ALL Base Runners Advance 1 Base on a Stolen Base Immediate Action.

Fast Base Runners only add 1 Base when resolving Hits.

To clarify the rules, they state Fast Base Runners advance one more base than the value of the Hit and stolen bases are not Hits.

IMMEDIATE ACTIONS

CANCELLING HITS

QUESTION

Can an Immediate Action cancel hits generated from the opponent's Immediate Action (including during Extra Innings)?

ANSWER

No. You can only cancel “threatened” Hits from the Hit Box, never from the Immediate Action. Those will happen if conditions are met.



CLUTCH [HIT]

QUESTION

If you enact the "Clutch" Immediate Action (with a runner on 2nd and/or 3rd) and place a Base Runner immediately onto the appropriate base (for example, 1st on a Clutch: Single, or 2nd on a Clutch: Double), do you also get to place a Batters based on the Hit Boxes?

ANSWER

Yes. You get the Hit for the Immediate Action (if you qualify for it by having a Base Runner on 2nd and/or 3rd) AND you then get the “threatened” Hits on the card as well. The Player Card Speed Icon indicates the new Base Runner pawn placed. Of course, the Batter’s “threatened” Hits will be subject to the opponent’s next Immediate Action (or Visitor Save if this was the last Home player’s card).

NOTE: On a successful Clutch: Single all Base Runners advance 2 bases no matter their speed. On a successful Clutch: Double all Base Runners advance Home no matter their speed.

GAMBLER IMMEDIATE ACTION

QUESTION

With the Gambler Immediate Action - whose Speed Icon do you use, the Gambler’s or the top card you turn over for Hits?

ANSWER

You use the Gambler’s Speed Icon. The only thing you get from the flipped up card is the Hit Boxes.

PICK OFF IMMEDIATE ACTION

QUESTION

Can the Immediate Action Pick Off be used to take away a “threatened” hit?

ANSWER

Pick off says to remove a Base Runner. “Threatened” Hits are Batters, not Base Runners.

QUICK EYE

QUESTION

Does Quick Eye put a new runner on base similar to Clutch?

ANSWER

Yes, the Immediate Actions are in addition to any “threatened” Hits. The Player Card Speed Icon indicates the new Base Runner pawn placed.

TEAMWORK ABILITY

QUESTION

If the Teamwork ability adds a Hit to a player's Hit Box, does that Hit come before or after the other Hits in that player's Hit Box?

ANSWER

It comes last. Hits are always done sequentially from left to right and added Hits are added to the end on the right.



PINCH HITTING

QUESTION

Do you use the Immediate Action from the Pinch Hitter?

ANSWER

NO

Using a Pinch Hitter: When you choose to Pinch Hit with a card with the Pinch Hit Icon from your hand, it is discarded - nothing else is used from this card. You may choose to use either your On Deck card or the Top of the Lineup as a replacement. This new card is put in the In Play box from your and the Immediate Action and the Threatened Hits and Speed are all processed from the new card.

EXTRA INNINGS

ORDER OF PLAY FOR EXTRA INNINGS

- Each player takes the top 3 cards from the Lineup
- Each player chooses one of the 3 cards to play
- Reveal the chosen cards simultaneously
- Place any “threatened” Hits
- Execute the Immediate Action of the Home Team
- Execute the Immediate Action of the Visiting Team
- Resolve Home Team’s “threatened” Hits remaining
- Resolve Visiting Team’s “threatened” Hits remaining
- CHECK FOR WIN
 - If one player is now ahead, the game is over and proceed normally
 - Discard the remaining cards
 - If no one is ahead, each player chooses and plans another card
 - If still tied after playing the 3 cards, draw 3 new cards

NOTE

- In a head to head matchup, the players play the Extra Innings cards into the IN PLAY stack and they will be part of the Revenue generation for the BUY ROUND.
- If this is a tournament game, Extra Inning Cards are discarded to the Dugout and do NOT generate Revenue for the Buy Round. To do otherwise would give an advantage in the tournament to players who have games that go Extra Innings.

CLONE POWER IN EXTRA INNINGS

QUESTION

This Immediate Action allows the player to pick the Immediate Action from a previously played Card. However, in Extra Innings, should the player decide which action to pick before revealing, or can they wait until after cards are revealed.

ANSWER

You pick the Immediate Action to Clone after the cards are revealed.

BUY ROUND

Purchasing Free Agents

QUESTION

How does purchasing Free Agents work if you buying more than one?

ANSWER

One player makes all his Free Agent purchases before the other player makes any purchases. As soon as a Free Agent is purchased, a new Free Agent is turned up. This means that whenever you are purchasing Free Agents, you will have 6 face-up Free Agents to choose from.

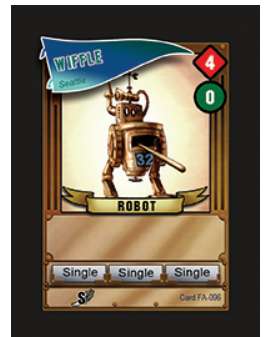
QUESTION

When do you shuffle your Dugout to create a new Lineup Deck?

ANSWER

You only shuffle your Dugout (discards) to create a new deck when you need to draw a new card.

This could be at the start of the mini-game when you draw 6 cards or when you place an On Deck card and need to draw back to 6 cards. It could also be anytime you Pinch Hit and want to draw a card from the top of the deck. It



could also be in Extra Innings when you need to draw 3 cards or to Pinch Hit from the top of the deck.

You do not shuffle your deck between the 3 mini-games pre World Series, even if you do the modified Buy Round only for those 3 games.



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