

A large, black silhouette of a baseball player in a batting stance, rendered in a halftone dot pattern. The player is positioned in the center-right of the page, with the right side fading into a white background. The background of the entire page consists of vertical blue and white stripes.

RULEBOOK

The **MLB™SportsClix** game combines click-base miniatures and the rules of baseball to create a fast-paced, fun game that captures the spirit of a summer's day at the ballpark.

In **MLB™SportsClix**, you are the manager of your own baseball team, using the stats of real players from the 2003 season. You assemble your team, determine the lineup, develop strategy, and even design the dimensions of your home stadium.

MLB™SportsClix is a two-player collectable miniatures game that includes players from all 30 Major League Baseball™ teams, so you'll be able to field a team filled with all your favorite players.

Learning MLB™ SportsClix

MLB™SportsClix is designed to be played right out of the box. This rulebook is divided into four sections: the Preseason, the Regular Season, the Playoffs, and the Championship, with each section building on the rules presented in the one before it. You'll use only the most basic rules in the Preseason, but once you get to the Championship rules, you'll be playing the game as it was meant to be played.

Begin with the Preseason rules (p. 2), which will teach you the most basic rules of the game and show you how to read performance dials.

Once you have a few Preseason games under your belt, go on to the Regular Season rules (p. 6). There you'll learn about positioning and fielding. There are also many more options for batters and pitchers.

After playing a few Regular Season games, you'll be ready for the Playoff rules (p. 9). These include hot and cold streaks for when your players make Great Plays or Errors, as well as more advanced rules such as those for double plays, stealing bases, and throwing out runners.

With a little Playoff experience, you'll be ready for the Championship rules (p. 13). These finish bringing the game together and include team-building strategy and player intangibles—the abilities that make players superstars.

Starter Set Contents

Each player needs a Starter Set to play. Each Starter Set includes the following components:

- **9 players**
- **9 batting order clips**
- **6 fence markers**
- **5 six-sided dice (1 each of black, blue, green, red, and white)**
- **5 baseball tokens (4 generic tokens and 1 inning token)**
- **1 baseball field playmat**
- **1 performance dial turning key**
- **1 rulebook**



THE PRESEASON

For the Preseason rules, each manager needs the following components:

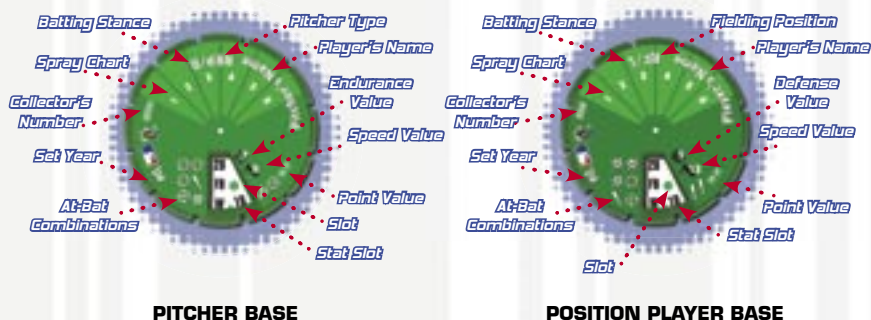
- 9 players (such as from the Starter Set)
- 9 batting order clips
- 5 baseball tokens
- The red die (the Velocity die)
- The black die (the Power die)
- The green die (the Utility die)

The Players

An **MLB™ SportsClix** player consists of three parts: the figure (the three-dimensional representation of the player), the base, and the performance dial. The base and performance dial are described below.

The Base

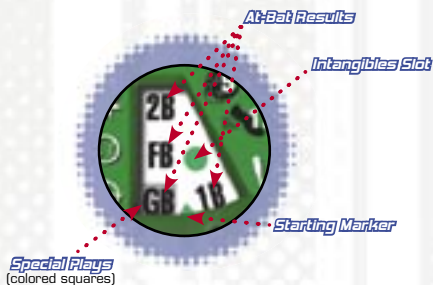
Each player's base contains important game information. Two different bases represent two different general player positions: pitchers (starting pitcher [SP] and relief pitcher [RP]) and position players (catcher [C], first base [1B], second base [2B], shortstop [SS], third base [3B], utility infielder [UI], right field [RF], center field [CF], left field [LF], and utility outfielder [OF]).



The Performance Dial

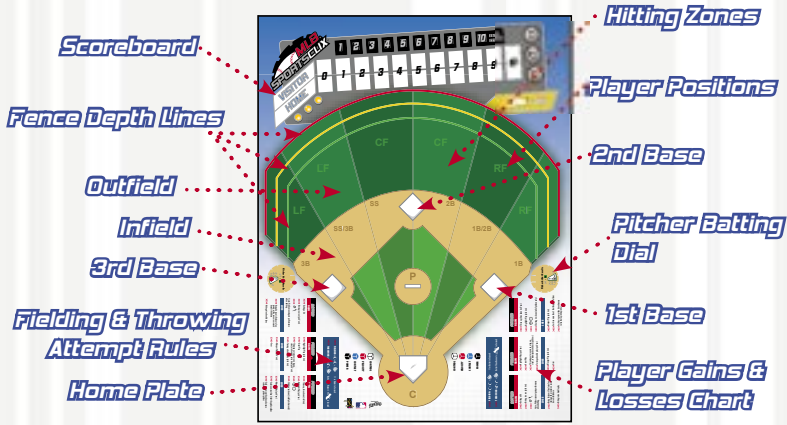
The performance dial is the unique feature that sets **MLB™ SportsClix** apart from other sports games. It is under the base, and it shows through the stat slot. Try "clicking" the performance dial by putting the performance dial turning key under the base and turning it. You'll notice that the information in the stat slot changes as you turn the performance dial.

To begin the game, turn each player's performance dial (except for the pitcher's) so that a red 3 shows in the stat slot. Pitchers begin the game with the green starting marker (▲) showing in their stat slots.



The Playmat

The playmat represents the ballpark where the game takes place.



Start by placing the baseball tokens as shown here.

score (the score track), and how many outs have been recorded for the current batting team (the outs track).

One of the baseball tokens has “Top” printed on one side and “Bottom” on the other; this token is the inning token. The top of an inning is when the visiting team is batting and the home team is in the field. The bottom of an inning is when the home team is batting and the visiting team is in the field. To begin the game, place the inning token over the “1” on the innings track with the “Top” side up.

Determining Lineups

Each manager now sets a batting order for his team. Place the batting order clips—which are labeled Batter #1, Batter #2, and so on—on your nine players to indicate the order you want them to bat.



Setup

Lay out the playmat sideways between the managers, with one manager sitting to the left of home plate and the other sitting to the right of home plate.

A manager’s dugout is the area on the table between him and the playmat. When your players are not in the field or batting, keep them in the dugout.

The playmat is used to record all the game’s action. The scoreboard area of the playmat is used to keep track of innings played (the innings track), the

Use the following guide to create a batting order, or you can make up your own.

	Player	Position	Player
Batter 1	Angel Berroa	Shortstop (SS)	Rafael Furcal
Batter 2	Chris Stynes	Third Base (3B)	Eric Chavez
Batter 3	Jose Cruz	Right Field (RF)	Jay Gibbons
Batter 4	Carlos Delgado	First Base (1B)	Jeff Bagwell
Batter 5	Adam Dunn	Left Field (LF)	Carlos Lee
Batter 6	Bernie Williams	Center Field (CF)	Steve Finley
Batter 7	Paul Lo Duca	Catcher (C)	Jason Varitek
Batter 8	Michael Young	Second Base (2B)	Mark Loretta
Batter 9	Kerry Wood	Pitcher (LSP/RSP)	Jamie Moyer

Determining the Home Team

Each manager rolls the green Utility die. The team of the manager who rolls highest is the home team. Reroll ties. The home team manager sets up in the field first, placing his fielders on the playmat so that the positions printed on their bases match where they are placed on the field. The pitcher is placed on the pitching mound. The visiting team manager places his players in his dugout.

Play Ball!

The visiting team manager places the batter with the Batter #1 batting order clip on home plate.

You are now ready for your first at-bat! The pitcher's manager rolls the red die, and the batter's manager rolls the black die. The result is a combination of pictures, or symbols. This combination tells you the result of the at-bat.

Each player's base is printed with symbol combinations. To find the at-bat result, match the symbol combination on the dice with the same symbol combination on either the pitcher's or batter's base. Once the symbol combination is found, look in the stat slot next to that combination to find the at-bat result.

Note: Two at-bat results do not appear on batter dials. See "Total Control" (p. 5).

At-Bat Results

W (walk): The batter is walked and advances to first base. Any player on first base advances to second base. If this happens, and there is a player on second base, that player advances to third base. If this happens, and there is a player on third base, that player advances to home plate and scores.

1B (single): The batter advances to first base. All other runners advance one base.

2B (double): The batter advances to second base. All other runners advance two bases.

3B (triple): The batter advances to third base. All other runners advance to home plate and score.


HR (home run): The batter advances to home plate. The batter and all runners advance to home plate and score.


K (strike out): The batter is out.


GB (ground ball): The batter hits a ground ball out.

FB (fly ball): The batter hits a fly ball out.

Colored squares may appear in a player's stat slot. For the Preseason rules, you'll ignore these colored squares and any at-bat result printed in them. When they appear, use the following rules instead:

 Roll the green Utility die. If the result is even (2, 4, or 6), the at-bat result is an HR. If it's odd (1, 3, or 5), it's a K.

 Roll the green Utility die. If the result is even (2, 4, or 6), the at-bat result is a 2B. If it's odd (1, 3, or 5), it's a K.

 Roll the green Utility die. If the result is even (2, 4, or 6), the at-bat result is a 1B. If it's odd (1, 3, or 5), it's a K.

□ □ ■ □ Ignore the colored square, but use the at-bat result printed in it.

Pitchers as Batters

Because pitchers do not have batter at-bat results on their performance dials, a generic batter's dial for pitchers is printed on the playmat. Consult this generic batter's dial when a pitcher bats.

Gaining Performance

Making successful plays in the game usually means that a player is getting hot. This is represented by clicking up (turning counterclockwise) that player's performance dial. This is called gaining a click of performance.

If your player gets a hit (1B, 2B, 3B, HR), move him to the appropriate base and give him 1 click of performance. Players do not gain performance for W results.

If a pitcher gets three outs without giving up a hit or a W (called three up, three down), he gains 1 click of performance.

If a player ever has a red 6 showing in his stat slot, he's as hot as he can get and cannot gain any more clicks of performance.



This player has just gotten a hit, so he gains 1 click of performance.

Total Control!

The ✨ and ☹️ results are special at-bat results; they are not printed on any dial. They indicate that one player (either the pitcher or batter) has achieved total control of the at-bat.

If the ✨ combination comes up, the batter gains 1 click of performance, and his manager gets to choose the at-bat result from the new choices on his performance dial. If the ☹️ combination comes up, the pitcher gains 1 click of performance, and his manager gets to choose the at-bat result from the new choices on his performance dial.

Batter Up!

After the first batter's at-bat resolves, it's the next batter's (the player with the Batter #2 batting order clip) turn. Batters hit according to their batting order clips, 1-9 in order. Once Batter #9 has batted, the order begins again at Batter 1.

When the first out in the top or bottom of an inning is recorded, move the generic baseball token to the right of the "1st Out" circle on the outs track so that the token covers that circle. For the second out, cover the "2nd Out" circle, and for the third out, cover the "3rd Out" circle.

When a player becomes a third out, turn his batting clip upside down. The next time it's that team's turn to bat, the player in the order who is after the player whose batting order clip is upside down bats first. At the beginning of this half-inning, turn the upside-down batting order clip right-side up.

After a third out, the team on the field is replaced by the team that just batted, and the team that was in the field gets to bat.

If it was the top of an inning, flip over the inning token so that it shows "Bottom." If it was the bottom of an inning, flip over the inning token so that it shows "Top" and move it to the next inning on the innings track. Then follow the at-bat rules for the new batting team as previously described.

Ending the Game

The game ends after nine innings if one team has scored more runs than the other team. The home team does not bat in the bottom of the ninth inning if they have already scored more runs than the visiting team.

If the score is tied after nine innings, play continues one inning at a time until one team leads at the end of any inning.

Stop Here!

Play a few games of Preseason baseball to get a feel for reading the dial and the at-bat results. After a few games, you'll be ready to move on to the Regular Season rules.

THE REGULAR SEASON

The Regular Season rules add levels of strategy, as well as special plays and throwing and fielding attempts. In addition to the components needed as described in the Preseason rules, the six fence markers are needed, and each player needs one each of the five colored dice.

Setup

Per the Preseason rules (p. 2).

Note: In the Regular Season rules, all players (including pitchers) begin with the starting marker (▲) showing in their stat slots.

Setting Fence Depth

Before the first at-bat, the home team manager determines the size of the ballpark by placing fence markers on the playmat. Fences indicate how far a batter must hit a ball in order for it to be an HR; the farther the fences are from home plate, the harder it is to hit HRs. There are three fence depths on the playmat; these are represented by colored lines, in order of depth: green (shallow), yellow (average), and red (deep). We recommend setting the fences at the yellow depth when learning the game.



Take the field

The Spray Chart

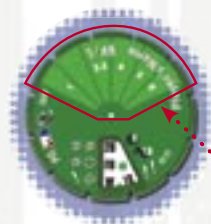
Each player has a spray chart printed on his base.

A batter's spray chart indicates where he is most likely to hit the ball. There are six hitting zones, each originating at home plate. Before pitching to the batter, the fielding team manager can look at the batter's spray chart. The numbers printed there correspond to results that can come up on the green Utility die. This allows the fielding team manager to move his players to hitting zones where the batter is more likely to hit the ball. Infielders must stay in the infield and outfielders must stay in the outfield.

You might not be able to cover all a batter's hitting zones.



Spray chart reflected on the field



Spray Chart

Choosing Pitcher and Batter Tactics

In the Preseason rules, there was only one die each for pitching and batting: the red Control die and the black Power die, respectively. The Regular Season rules introduce new dice that give managers more strategy options: the white Control die for pitchers and the blue Contact die for batters. As before, each manager chooses only one: red or white for the pitcher and black or blue for the batter. In addition, the batter's manager also must roll the green Utility die for every at-bat.

The Dice

Pitcher Dice



Control & Velocity

Batter Dice



Contact & Power

Utility Die



Dice Icons

Control  Velocity  Contact  Power 

Both managers secretly choose their dice, except for the green Utility die, which is never a secret.



Because the ball was hit to a zone with no player, the fielding team manager moves Garret Anderson into that zone (white arrow); he must now make a fielding attempt.

At-Bat Results

Both managers roll their dice, and the symbols are read exactly as described in the Preseason rules. Compare the result of the green Utility die to the batter's spray chart: This tells you to which zone the ball is hit.


If the result is W, 1B, 2B, 3B, HR, or K, use the Preseason rules to determine what happens. A GB or FB result may require a fielding attempt (see below) to make the play and record an out.

Note: If the result is printed within a colored square, refer to "Special Plays" (p. 8) in these Regular Season rules; do not use the results from the Preseason rules.

Fielding Attempts

If a GB is hit to a zone that has a defensive infielder in it, then the batter is automatically out. If an FB is hit to a zone that has a defensive outfielder in it, then the batter is automatically out. These are called routine plays.

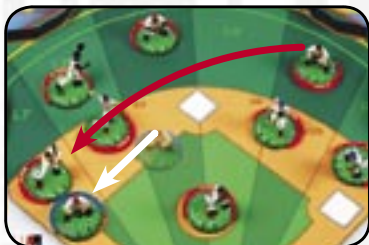
If there is no defensive player in a zone to which a ball is hit, it is not a routine play. This is called hitting the ball in the gap, and the fielding team manager must make a fielding attempt. There are two steps to making a fielding attempt:

1. The fielding team manager must move a player into the zone to field the ball. A player can move only one zone in this way. Infielders can move to and from only infield zones, and outfielders can move to and from only outfield zones.
2. In order for that player to get the out, the fielding team manager must make a fielding attempt. He rolls two six-sided dice and adds the result to the defense value () of the player who moved into the zone to field the ball; this total is called the fielding total. The fielding total must be greater than 10 in order for the player to field the ball and get the batter out. If the fielding total is 10 or less, the fielding attempt fails and the GB or FB becomes a 1B, and the batter advances to first base.

Throwing Attempts

Some game situations (discussed later in this rulebook) require the fielding team manager to make a throwing attempt against a runner.

To make a throwing attempt, roll two six-sided



Darin Erstad is trying to advance to third base (white arrow), and Jay Gibbons will attempt to throw him out (red arrow). Because the throw crosses three zone lines, the three-line modifier comes into play, and Darin Erstad's speed value is increased.

dice and add the result to the defense value of the fielding player with the ball; this total is called the throwing total. In order for the throwing attempt to succeed, the throwing total must be greater than the runner's speed value (⚡).

The following modifiers can alter a runner's speed value:

- **Three-Line Modifier:** If the throw crosses more than three hitting zone lines to reach the base to which the runner is advancing, the runner gets +1 to his speed value.
- **Home Plate Modifier:** If the throw is to home plate from the outfield, the runner gets +1 to his speed value.

All modifiers to a player's game values are cumulative unless otherwise specified.

Special Plays

The colored squares printed with at-bat results that may appear in a player's stat slot are called special plays. Use these rules for colored squares instead of the Preseason rules.

FB FB FB Deep Fly

A Deep Fly is an FB hit to the deepest part of the park. How the at-bat resolves depends on the depth of the zone it was hit to and the color of the square on the performance dial.

First find the zone and the depth of the fence in that zone. Compare the color of the square on the performance dial to the color of the fence depth. Square colors are equivalent to fence colors (green is a shallow Deep Fly, yellow is an average Deep Fly, and red is a deep Deep Fly).

- If the fence is less deep than the Deep Fly, the hit is an HR.
- If the fence is deeper than the Deep Fly, resolve the at-bat with a fielding attempt, regardless of the outfielder's position. If a player has to move into the zone to field the ball, the fielding total must be greater than 11 to succeed. If the attempt succeeds, the batter is out as if he had hit a FB out. If the attempt fails, the batter hits a 2B.
- If the fence is as deep as the Deep Fly, resolve the at-bat with a fielding attempt, regardless of the outfielder's position. If a player has to move into the zone to field the ball, the fielding total must be greater than 12 to succeed. If the attempt succeeds, the batter is out as if he had hit a FB out. If the attempt fails, the batter hits an HR.



Manny Ramirez has just hit a yellow Deep Fly to zone 6 (shaded). Because the fence in zone 6 is set at the green depth line, the hit is an HR! If the fence had been set at the yellow depth line, the fielder would have gotten a chance to make a catch at the wall to prevent the HR.

Big-Play Potential

The batter automatically advances to the base indicated by the at-bat result, but he can try to advance one (only) extra base if his manager chooses. If the batter tries for the extra base, the fielding team manager can attempt to throw the batter out at the extra base.

He makes a throwing attempt using the defense value of the outfielder in, or who moved into, the zone indicated by the green Utility die. If the attempt succeeds, the batter is out at the extra base. If the attempt fails, the batter is safe at the extra base.

If there is a runner on the extra base to which the batter is advancing, that runner must advance to the next base.

K Paint the Corner

The result is likely to be a K. The pitcher's manager rolls the red Velocity die. If the ⚙ symbol comes up, the result is a K; if any other symbol comes up, it's a W.

Work the Count

The result is likely to be a W. The batter's manager rolls the blue Contact die. If the ⚡ symbol comes up, the result is a W; if any other symbol comes up, it's a K.

GB **FB** **Scorcher**

There are two kinds of Scorchers:

1. **GB Scorcher:** To get an out on this result requires a fielding attempt, regardless of the infielder's position. If a player has to move into the zone, the fielding total must be greater than 11 to succeed.
2. **FB Scorcher:** To get an out on this result requires a fielding attempt, regardless of the outfielder's position. If a player has to move into the zone, the fielding total must be greater than 11 to succeed.

Continuing the Game

Record outs and scores and gain performance per the Preseason rules.

Stop Here!

Play a few games of Regular Season baseball to get a feel for moving players around the field to prepare for each batter, as well as for making fielding rolls and incorporating special plays. After a few games, you'll be ready to move on to the Playoff rules.

THE PLAYOFFS

The Playoff rules add more performance options and new game strategies. Use the components and setup described in the Regular Season rules (p. 6).

At-Bat Results

Use the Regular Season rules. But now players can lose performance—representing cold streaks—as well as gain it.

Rolling Doubles

Rolling the same number (doubles) on two six-sided dice for fielding and throwing attempts has special effects on game play.

Rolling two 6s indicates a Highlight Play; the attempt automatically succeeds. On a Highlight Play, either the player making the attempt or the current pitcher gains 1 click of performance; their manager chooses.

Rolling two 1s indicates a Blooper Play; the attempt automatically fails. On a Blooper Play, either the player making the attempt or the current pitcher loses 1 click of performance (see below); their manager chooses.

If doubles of any other number come up, first determine if the attempt succeeds. If it does, the play is a Great Play, and the player making the attempt gains 1 click of performance. If it doesn't, the play is an Error, and the player making the attempt loses 1 click of performance. In addition, every runner advances one additional base on an Error.

Gaining and Losing Performance

The following information is divided into gains and losses for players batting, fielding, and pitching.

Each bulleted situation under "Gains" causes one or more players to gain 1 click of performance.

Each bulleted situation under "Losses" causes one player to lose clicks of performance. Each time a player loses performance, click his performance dial once clockwise. You will see the red numbers in his stat slot decrease until they become blue numbers, which increase if the cold streak continues.

If a player ever has a blue 4 showing in his stat slot, he's as cold as he can get, and cannot lose any more clicks of performance.

Some gains and losses are labeled "(pick 'em)." In these situations, more than one player is eligible to gain or lose the click of performance, as noted. The players' manager decides who gains or loses the click of performance.

Some pitcher gains and losses are labeled "(roll 'em)." In these cases, roll the white Control die. If \oplus comes up, the pitcher gains 1 click of performance. If any other symbol comes up, the pitcher gains no performance.

Rule of 3

A player can gain or lose a maximum of 3 clicks of performance from the beginning of an at-bat to the end of that at-bat.

Gains

Batter Gains

- Getting a hit
 - Driving in a run (pick 'em): Choose the batter or the runner who scored. This gain can occur multiple times during an at-bat if more than one player scores. Remember to count the batter as a scoring runner if the hit is an HR.
 - Total control of the at-bat (★↘)
- Note:** Pitchers cannot gain performance when batting.

Fielder Gains

- Highlight Play (pick 'em): Choose either the fielder who made the play or the current pitcher.
- Great Play
- Throwing out a runner on a tag-up, steal, or attempted extra base (pick 'em): Choose either the player making the throw or the player making the tag out. See "Tag Outs," p. 10.
- Turning a double play (pick 'em): Choose any fielding player involved in the double play. On a triple play, all fielding players involved in the play gain 1 click of performance. See "Double Plays," p. 10.

Pitcher Gains

- Three up, three down (roll 'em): Pitching to the minimum number of batters (three) to end a half-inning
- Highlight Play (pick 'em): Choose either the fielder who made the play or the current pitcher.
- Total control of the at-bat (☹️⊕)
- Shutting 'em down (relief pitchers only): A pitcher who comes into the game with a runner on second base and/or third base and gets the third out without any runner scoring

Losses

Batter Losses

- Being his team's final out of an inning, with a runner on second base or third base
- Hitting into a double play

Fielder Losses

- Bloop Play (pick 'em): Choose either the fielder who made the play or the current pitcher.
- Error

Pitcher Losses

- Bloop Play (pick 'em): Choose either the fielder who made the play or the current pitcher.
- Each run more than 5 that the pitcher allows
- Each inning more than his endurance value (see below) that a pitcher pitches

Pitcher Endurance

The endurance value (⬠) on a pitcher's base indicates the number of innings he can pitch without getting tired. For example, a pitcher with an endurance value of 5 can pitch five innings without getting tired.

For every inning a pitcher pitches past his endurance value, he loses 1 click of performance. This is a cumulative effect, so that if the pitcher stays in the game two innings past his endurance value, he loses 1 click of performance in the first inning past his endurance value and 2 clicks in the second inning past his endurance value. This performance loss is taken before the first at-bat of an inning past the pitcher's endurance value.

Playoff Strategies

The following options are open to both batting and fielding managers.

Baserunning Choices

Once the at-bat result is known, the batting team manager decides what happens to any runner already on base. He has four options for each runner:

1. **Force him to a new base.** Only one player can be on one base at the same time. So if Player A is on a base toward which Player B is advancing, Player A must advance to the next base. Runners are never forced to advance to a new base on FB or Deep Fly results. They can be the target of a force out or tag out (see "Fielder's Choice," below).

- Send him to a new base.** Once it is determined where the ball is hit, the batting team manager can decide to advance a runner to a new base. This runner can be the target of a tag out.
- Tag him up.** A tag-up can occur only on FB or Deep Fly results. A runner can try to advance to the next base after an out is recorded. He can be the target of a tag out.
- Keep him safely on base.** If it's not a force situation, the manager can choose not to advance the runner. This runner cannot be the target of a force out or tag out.



Manny Ramirez was forced to go to second base by the GB hit by Darin Erstad (white arrow). The fielding team makes the play and elects to get Ramirez out instead of Erstad.

Fielder's Choice

If runners are already on base, **MLB™ SportsClix** rules allow the fielding team manager to decide which runner will be out on a GB. This is called fielder's choice. There are two kinds of fielder's choice in the game: force outs and tag outs. All throwing attempt rules apply to fielder's choice.

Force Outs

If a runner is forced to advance to another base on a GB, the fielding team manager can choose that runner to be out instead of the batter. In this case, the batter does not gain the click of performance.

Tag Outs

If a runner advances to a new base on a nonforce out, the fielding team manager has two options:

- Go for the routine play.** The fielding team manager allows the runner to advance to the next base, and he makes the routine play at any base at which there is a force out.
- Go for the tag out.** A tag out is when the fielding team actually has to tag a runner rather than make a force out by stepping on the base. To get a tag out, make a throwing attempt against the speed value of the runner advancing to the base; there must be an infielder in the zone of the base to which the runner is advancing. In addition to the rules for throwing attempts, the following rules govern tag outs:
 - A catcher is always on home plate.
 - Second base is in two zones—an infielder can be in either zone to make the tag out.
 - If, when the ball is caught, an infielder must move to the zone of the base to which the runner is advancing, the runner gets +1 to his speed value.

In some cases, the infielder might be making a throwing attempt to himself. In this case, the attempt actually represents the foot race between the infielder and the runner.

Double Plays

Using the rules for fielder's choice, the fielding team manager can attempt a double play. Once the batting team manager has declared which runners are advancing to new bases, the fielding team manager can use the force out or tag out rules to try to make a routine play. To get the second out to complete the double play, the fielding team manager makes a throwing attempt against the batter. In addition to the rules for throwing attempts, the following additional rules apply to double plays:

- The forced out or tagged out runner is the first out.
- To get a second out, the fielding team must have an infielder in the zone of the base at which the fielder's choice was made. If an infielder had to move into the zone to get the first out, his manager must make a fielding attempt in addition to making a throwing attempt; in this case, the runner against which the second out is attempted gets +1 to his speed value against the throwing attempt.



Eric Chavez just made a catch on a GB. The batting team manager decides to have Chipper Jones, who is on third base, attempt to score (blue arrow). Chavez's manager tries a throwing attempt (red arrow). Because the throwing total is higher than Jones's speed value, he gets tagged out by the catcher!



Coco Crisp hits a GB to the shortstop. The fielding team manager decides to take the routine play on the force of Manny Ramirez at second base. Now he can choose either Rafael Furcal or Mike Young to make the throw to first base to try to get Crisp out as well. He chooses Young because his defense value is higher. The throwing total is 12! That not only completes the double play, but the play was also so spectacular that it was a Highlight Play!

- A manager can attempt two force outs and not throw to first base. In this case, the fielding team must have an infielder in the zone of the base at which the second out will be attempted.
- Triple plays are possible; all the above rules apply. The runner against which the third out is attempted gets +3 to his speed value against the throwing attempt.
- For any out that is a tag out, the next runner against which a throwing attempt is made during that at-bat gets +2 to his speed value against that throwing attempt.

Tagging Up

When an at-bat result is an FB, runners already on base do not have to advance. A runner, however, can attempt to tag-up; that is, attempt to advance to the next base (if no other runner currently occupies that base) after the catch is made, testing the outfielder's ability to beat the runner with a throwing attempt.

The batting team manager simply declares which, if any, runners are going to tag-up. If the fielding team manager doesn't have the

outfielder that caught the FB make a throwing attempt, he allows the runner(s) to advance one base. Runners not tagging up remain where they are.

If he does have the outfielder make a throwing attempt, use the rules for tag outs to resolve a tag-up. In addition to the rules for throwing attempts, the following additional rules apply to tagging up:

- In all cases, if a throwing attempt is made to stop a runner tagging up to home plate, all other runners successfully advance one base.
- More than one runner can tag-up on the same play. It is the fielding team manager's job to determine where throwing attempts, if any, will be directed.
- If a runner is attempting to tag-up from first base to second base, the outfielder gets +2 to his defense value for that throwing attempt.
- Deep Fly modifier: If the throwing attempt is made after a Deep Fly, the runner gets +1 to his speed value for that at-bat.

Advancing Extra Bases

Players advancing extra bases using the Big-Play Potential special play risk getting thrown out. In addition to the rules for throwing attempts, the following rules apply to advancing extra bases:

- More than one runner can attempt to advance an extra base on the same play. The fielding team manager decides where to make the throwing attempt, if any.
- Runners can attempt to advance extra bases only on 1B or 2B results or on a failed fielding attempt on a Deep Fly that results in a 2B.
- A runner can try to advance only one extra base. The fielding team manager must decide whether he will attempt to throw the runner out.
- In all cases, if a throwing attempt to stop a player from advancing an extra base is made to home plate, all other runners automatically advance one base.
- Deep Fly modifier: If the throwing attempt is made after a Deep Fly, the runner gets +1 to his speed value for that at-bat.



Jose Cruz just made a catch on a FB. The batting team manager decides to have Chipper Jones, who is on third base, attempt to score (blue arrow). The fielding team manager makes a throwing attempt, with a throwing total of 12 (7 on the dice plus Cruz's 5 defense value). That's higher than Jones' speed value, even with the +1 to his speed value because the throw was to home plate. Jones is tagged out by the catcher!

Stealing Bases

A runner can attempt to steal a base (advance one base by running during an at-bat). A manager declares a stolen base attempt after choosing his dice but before rolling them.

Once a stolen base attempt is declared, the fielding team manager can make a throwing attempt using the catcher's defense value against the runner's speed value. If the throwing attempt succeeds, the runner is out and the catcher gains 1 click of performance.

In addition to the rules for throwing attempts, the following additional rules apply to stealing bases:

- To reduce the odds of a base being successfully stolen, the fielding team manager can keep an infielder in the zone of the base the runner occupies. This is called holding the runner. In this case, the catcher gets +1 to his defense value to throw out the runner at second base and +2 to his defense value to throw out the runner at third base.
- The batting team manager can declare a double steal; that is, two runners can each attempt to steal bases. In this case, the fielding team manager gets only one throwing attempt; he must decide which runner to attempt to throw out.
- Players cannot steal home plate.

Intentional Walks

Without rolling any dice, the fielding team manager can simply declare an intentional W, and the batter advances to first base. All W rules apply.

Bunting

Before rolling dice, the batting team manager can declare a bunt attempt. He rolls the blue Contact die; the green Utility die is not rolled. The fielding team manager does not roll a die.

If the \ symbol comes up, the bunt is laid down. The catcher must make a fielding attempt. If he does, the batter is out, and all other runners advance one base. All force out and tag out rules apply. If the \ symbol doesn't come up, the result is a K.

Stop Here!

Play a few games of Playoff baseball to get the feel of full baseball strategy. After a few games, you will be ready to move on to the Championship rules.

THE CHAMPIONSHIP

The Championship rules use all Playoff rules, and they add team building and intangibles (p. 15) to the mix to allow managers to take their games to the highest level.

Team Creation

Part of **MLB™SportsClix** strategy is customizing and building your team as you add more players to your collection.

Most team-building strategies depend on the type of game being played. Both players must agree on the game style and format to be played before the game begins.

Game Styles

- **American League™ game:** Both teams can use players only from American League™ teams. Pitchers do not bat. Each team uses a designated hitter, who does not take the field. The designated hitter can be a player with any position printed on his base.
- **National League™ game:** Both teams can use players only from National League™ teams. Pitchers bat. Teams do not use designated hitters.
- **Interleague game:** One team is an American League™ team and one team is a National League™ team. Use the rules for each league; the home team determines if the designated hitter is used. If the designated hitter is not used, the American League™ pitcher bats.
- **Mixed-squad game:** Teams are composed of players from both leagues. Follow the rules for interleague games.

Game Formats

- **The Standard game:** In a Standard game, the combined point values of the players on a team cannot exceed 1,000 points. Only one player of each name can be used on a team. Both teams must have a minimum of nine players and have at least one player for each position on the field.



- **The Open game:** In an Open game, point values do not matter, though both managers must use the same number of players. A player can appear on a team as many times as his manager wants, in any position the manager wants.

Replacing Players

At any time during a game, a manager can replace one of his players. A replaced player is removed from the playmat and cannot return to the game. A new player begins the game with the starting marker showing on his performance dial.

If a player is replaced during an at-bat or while on base or in the field, move the replaced player's batting order clip to the new player. If a player is replaced during an at-bat, his replacement does not have to take the field, but if he doesn't, he must be replaced and cannot return to the game.

In the Championship rules, players can lose performance past the blue 4. Once three ball symbols (⊕) show in a player's stat slot, he must be removed from the game and replaced.

Players in Different Positions

Some players can play multiple positions in the game. Utility infielders (UI) can play four infield positions (1B, 2B, SS, and 3B), and utility outfielders (OF) can play all three outfield positions (RF, CF, and LF).

If a player is not playing in the position printed on his base, or a UI or an OF playing in one of the positions listed above, he must make a fielding roll on all balls hit to him, unless otherwise noted; he doesn't get to make routine plays.

The pitcher and catcher positions can be played only by pitchers and catchers, respectively. Starting pitchers replacing other pitchers begin the game with the blue 1 showing in their stat slots. Relief pitchers always begin the game with the starting marker showing in their stat slots.

*Now that you have mastered **MLB™ SportsClix**, visit wizkidsgames.com/sportsclix to find other game play options, tournament concepts, new places to play near you, information on leagues, new rules, and so on.*

Final rosters as of September 30, 2003.

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Photography: Jennifer Greiner



Intangibles

Some players have qualities that allow them to impact the game in special ways. These intangibles are indicated by colored circles in the intangibles slot in a player's stat slot. Intangibles come and go as a player gains or loses performance. Intangibles follow all **MLB™ SportsClix** rules, except as noted in their descriptions.

An intangible is in effect for a player as long as it appears in that player's stat slot. If an intangible is described as "(optional)," it is assumed that the player is not using that intangible unless his manager declares that the player will use it.

Managers must decide whether they will use optional intangibles immediately after an at-bat result is determined, but before the play resolves. The batting team manager decides first, followed by the fielding team manager.

-  **SPEED DEMON** This player gets +1 to his speed value whenever he attempts to steal a base or advance an extra base. If the at-bat result is a GB or a GB Scorcher special play, the fielding player must make a throwing attempt (instead of a fielding attempt) to get him out.
-  **FLAMETHROWER** (optional) If the at-bat result is an FB or GB (including Scorcher special plays), roll the red Velocity die. If the ☹️ symbol comes up, the result is a K instead. This player loses 1 click of performance.
-  **SPECIALIST** If this player is pitching, and his throwing hand (the first letter before the SP or RP on his base) matches the batter's batting stance (left-handed batter [L], right-handed batter [R]), each defensive player gets +1 to his defense value for all fielding and throwing attempts made during that at-bat. Defensive players do not get +1 if this pitcher is facing a switch hitter (S).
-  **SHUT 'EM DOWN** (optional) If it is the eighth or ninth inning and there are runners on second or third base, this player's manager chooses and rolls the pitcher's die after the result of the batter's dice roll is known. This player loses 1 click of performance.
-  **CLUTCH HITTER** When this player bats, all runners get +1 to their speed values against throwing attempts. If there are two outs or there is a runner on second or third base, the number needed to succeed at a fielding attempt increases by 1.
-  **SPRAY HITTER** (optional) When this player bats, add or subtract 1 from the result of the green Utility die. This new result cannot be less than 1 or more than 6.
-  **CANNON** This player gets +1 to his defense value for all throwing attempts.
-  **GREAT RANGE** This player gets +1 to his defense value for all Scorched special play fielding attempts. If this player fields a Deep Fly special play that is less deep than the fence depth of the zone to which the ball is hit, he gives up only a 1B on a failed fielding attempt.
-  **DOUBLE PLAY WIZARD** This player gets +1 to his defense value for double play throwing attempts.
-  **LEADERSHIP** (optional) If this player would gain 1 click of performance, choose another player currently playing on his team to gain 1 click of performance instead. If the click is gained as a result of total control of the at-bat, choose the at-bat result from this player's performance dial.
-  **INTIMIDATION** (optional) If this player gets total control of the at-bat, the opposing player (batter or pitcher) loses 1 click of performance instead of this player gaining 1 click of performance. Choose the at-bat result from this player's performance dial.

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