

three cards have been resolved, draw three more and continue indefinitely.

5. If either side has an On Deck card left, it must now be discarded to Dugout or placed on top of Lineup.

6. Unplayed Extra Innings cards go to Dugout.

7. Reset Runs Scored to 0 and remove all pawns from the board.

8. Add the green numbers on cards from the In Play stack (six cards from the In Play stack) in a game that didn't go to Extra Innings) to determine your budget for the Buy Round. (In games with more than two

players, don't use the income from Extra Innings cards; it skews things in their favours.)

The Buy Round

1. Turn up six cards from the Free Agent deck (ten in games with Free Agent expansion(s) added) to make the Buy Row.
2. Starting with the choice of the player with the lowest total income, or if tied the loser of the last game, players take turns to buy as many players as they can afford. The Buy Row is replenished the moment each card is bought.

3. For each card you buy, return one card from your In Play stack to the minor leagues (out of the game).
4. Newly-bought cards go to the top of the Lineup; others go to the Dugout.

Glossary

Walk: When a Hit is a Walk, it automatically becomes a Single. Only the specific hit pawn moves, rather than all of them; other pawns only move if they are displaced (because you still can't share a base).

Baseball Highlights 2045

Roger's Rules: Firedrake/BGG

The Play Round

1. Each player: draw six cards from Lineup to Hand. You may send one face-down to On Deck, in which case replace it with another draw. If Lineup runs out, shuffle Dugout and place it face down on Lineup.

- Any remaining Threatened Hits on the Home team's last played card are now resolved.
4. If the score is tied, resolve Extra Innings.
 - (a) Each side draws three cards from Lineup.
 - (b) Each side chooses and simultaneously plays one card.
 - (c) Each side places all Threatened Hits from their card.
 - (d) The Home Team's Immediate Action is resolved.
 - (e) The Visitors' Immediate Action is resolved.
 - (f) Resolve all Threatened Hits.
 - (g) If the scores are still even, proceed to the next card. If all
 - (c) To resolve a walk, instead:
 - (i) move one hit to first base
 - (ii) if there is a runner on first already, move them to second
 - (iii) repeat until a runner enters a base which is empty
 - (d) Set up the card's threatened hits, if any: for each hit, place a pawn of the appropriate colour on home plate.
 3. Finally the Visitors *may* attempt a Visitor Save by playing their on-deck card or a card from Lineup, to try to negate the opposition's runners before they are resolved. This card generates no threatened hits and is discarded to Dugout.

- (i) convert it to a number H (Single H=1, Home Run H=4)
- (ii) for each runner, starting with the one on the highest-numbered base, move it forward (anticlockwise) H places; it may never share a base with another runner, or overtake one.
 - (A) a Medium (blue) runner starting on base 2 and taking a Single goes Home rather than onto base 3
 - (B) a Fast (red) runner moves H+1
- (iii) move one hit forward to base H to become a runner
- (iv) each runner now Home scores a run

2. For twelve total turns: one side, starting with Visitors, takes a turn by playing a card from hand to its in-play area. (If a card has a PH Pinch Hitter symbol, it may instead be discarded to Dugout to bring the card from On Deck into play in its place; or the unseen top card from Lineup.) Each played card should be left in the In Play stack for use in the Buy round.
 - (a) Resolve the card's immediate effects
 - (b) Resolve the opponent's remaining hits, if any: for each hit in turn