Floodlight Baseball

Large print edition: the rules and every card

Use these pages next to the cards in the print and play kit: each card here has the same name as the printed card. Print in black on white paper. Zoom in on a screen if you need it bigger still.

The free game app plays the same game, with big text and a screen reader: **floodlight-baseball-dice-lab.netlify.app**

What it is

Floodlight Baseball is baseball with a 12-sided die: every roll is one at-bat. You manage a team of nine. Pick your batting order, play action cards at the right moment, use each player's ability once a game, and send up a designated hitter when it counts. Most runs after 9 innings wins. Two players, about 30 minutes.

Setup

1. Each player takes a team: Red or Blue. Lay your 9 player cards out in the batting order you want.
2. Shuffle the action deck and the designated hitter pile.
3. The game starts in the top of the 1st inning, with no outs.
4. Flip a coin. The winner picks home or away. The away team bats first.

Each at-bat

1. Before the roll: the team at bat can play an action card, use a player's ability, or send up its designated hitter. The team in the field can play a defense card.
2. Roll the 12-sided die.
3. After the roll: play a card or an ability that reacts to it.
4. Move the runners. Then the next batter in your order comes up.

Outs, innings and winning

Three outs and the other team bats. When both teams have batted, the next inning starts. After 9 innings the team with more runs wins. The home team ahead in the bottom of the

9th? The game ends right there: a walk-off. Tied after 9? Keep playing extra innings.

Moving the runners

Runners only move when the die or a card says so. A Single or a Double scores the runners on 2nd and 3rd. A Walk moves runners up only when they are forced. An Out or a K leaves the runners where they are.

Action cards

24 cards: two of each of the 12 kinds. Both teams draw from one deck: 1 card at the start of your turn at bat in the 1st, 4th and 7th innings. Keep your cards hidden and play one when it says. Defense cards are played while you are in the field. Draw Injured and you have to play it.

Designated hitters

16 cards. Once a game, any time in innings 1 to 8, flip the top card of the pile for the batter who is up. The designated hitter bats once, with the result on the card: no roll. Most reach base, a few come up empty. A designated hitter who reaches base stays there until they are out, they score or the inning ends.

Player abilities

Every player card has an ability, used once a game. Iron Man is always on. Use it when the card says: before a roll, right after a roll, or in the field.

Arcade rules

A faster game: roll the 8-sided die instead, and leave out the action cards, the designated hitters and the abilities. The 8-sided die has K, Out on four faces, Single, Double and Home Run.

The 12-sided die

Every roll is one at-bat. What each face does:

Roll for Triple

1 FACE

Roll again. Roll for Triple again: a triple. Anything else: out at 3rd.

K, a strikeout

2 FACES

Batter is out. Runners stay put.

Out

4 FACES

Batter is out. Runners stay put.

Double Play

1 FACE

Runner on 1st, fewer than 2 outs: batter and that runner are out. Otherwise one out.

Walk

1 FACE

Batter to 1st. Runners move up only if forced.

Single

1 FACE

Batter to 1st. Runners on 2nd and 3rd score. Runner on 1st goes to 2nd.

Double

1 FACE

Batter to 2nd. Runners on 2nd and 3rd score. Runner on 1st goes to 3rd.

Roll for Home Run

1 FACE

Roll again. K, Out, Double Play or Walk: caught at the wall. Anything else: a home run, and everyone scores.

No 12-sided die?

Any 12-sided die works with this chart:

1	Roll for Triple
2 to 3	K
4 to 7	Out
8	Double Play
9	Walk
10	Single
11	Double
12	Roll for Home Run

Arcade rules, with an 8-sided die:

1	K
2 to 5	Out
6	Single
7	Double
8	Home Run

Action cards

Two of each in the deck. Offense cards: the team at bat. Defense cards: the team in the field.

Steal

OFFENSE **2 IN THE DECK**

When: Before a roll. You need a runner on 1st or 2nd, and the base ahead of them is empty.

What happens: Roll the die. K: Out. Caught stealing. Any other roll: Safe. Move up one base. Two runners could go? The lead runner steals. Your batter still bats after the steal.

Hit & Run

OFFENSE **2 IN THE DECK**

When: Before a roll, with a runner on 1st.

What happens: The runner goes on this roll. Single: Runner goes from 1st to 3rd. Out or Double Play: Only the batter is out. Runner to 2nd. K: Double play. Batter and runner out. Any other roll plays as normal.

Sac Fly

OFFENSE **2 IN THE DECK**

When: Right after your batter makes an Out (not a K or Double Play). Runner on 3rd, fewer than 2 outs.

What happens: The runner on 3rd tags up and scores. The batter is still out.

Bunt

OFFENSE **2 IN THE DECK**

When: Instead of rolling. A runner on base, fewer than 2 outs.

What happens: The batter is out. Every runner moves up one base.

Squeeze

OFFENSE **2 IN THE DECK**

When: Instead of rolling. A runner on 3rd, fewer than 2 outs.

What happens: Roll the die. K or Double Play: Out at home. Batter stays up. Any other roll: Run scores. Batter is out.

Work the Count

OFFENSE **2 IN THE DECK**

When: Right after your batter rolls a K.

What happens: The K becomes a Walk.

Rally Cap

OFFENSE **2 IN THE DECK**

When: Before the first roll of your half inning.

What happens: Your first Out or Double Play this inning becomes a Single.

Hit By Pitch

OFFENSE **2 IN THE DECK**

When: Before a roll.

What happens: Your batter is hit by the pitch and takes 1st. Runners move up only if forced. The benches clear, but nobody gets thrown out.

Diving Catch

DEFENSE **2 IN THE DECK**

When: Right after the other team rolls a Single.

What happens: It's an Out instead. Runners hold.

Robbed at the Wall

DEFENSE **2 IN THE DECK**

When: Right after the other team hits a home run.

What happens: Caught at the wall. It's an Out. Runners hold.

Pickoff

DEFENSE **2 IN THE DECK**

When: In the field, before a roll. A runner on 1st or 2nd.

What happens: Roll the die. K or Double Play: Picked off! The lead runner is out. Any other roll: Safe. The runner gets back.

Injured

MUST PLAY **2 IN THE DECK**

When: You must play it on your own batter, before a roll.

What happens: That batter is out now, and out every time their spot comes up this game. Still holding it when you bat in the 9th? Play it on your first batter. Iron Man shrugs it off.

Designated hitters

Flip the top card when you send up your designated hitter. The card is the result: no roll.

Ned Corrigan

WALK

Batter to 1st. Runners move up only if forced.

Felix Duran

WALK

Batter to 1st. Runners move up only if forced.

Otis Wilder

SINGLE

Play it like a Single on the die.

Josie Kincaid

SINGLE

Play it like a Single on the die.

Gil Petrakis

SINGLE

Play it like a Single on the die.

Lyle Brannock

SINGLE

Play it like a Single on the die.

Royce Tanner

DOUBLE

Play it like a Double on the die.

Zeke Holloway

DOUBLE

Play it like a Double on the die.

Rosie Callahan

DOUBLE

Play it like a Double on the die.

Clint Marlowe

TRIPLE

A triple: everyone on base scores.

Brock Mallory

HOME RUN

Everyone on base scores!

Moose Ellery

HOME RUN

Everyone on base scores!

Hank Pruitt

STRIKEOUT

No luck. The DH is out. Runners stay.

Lou Whitcomb

STRIKEOUT

No luck. The DH is out. Runners stay.

Dutch Kessler

OUT

No luck. The DH is out. Runners stay.

Ace Mulvaney

OUT

No luck. The DH is out. Runners stay.

Red team

In batting order. Each ability is used once a game, unless it says always on.

Wes Wright

RED 14 **BATS 1**

Catcher

Eagle Eye (before a roll, once a game): Take a walk. No roll.

John Doom

RED 26 **BATS 2**

Left field

Clutch (right after a roll, once a game): Runner on 2nd or 3rd and you roll an out (K, Out or Double Play)? Roll again.

Jack Fox

RED 3 **BATS 3**

First base

Small Ball (before a roll, once a game): Instead of rolling: drag bunt. Safe at 1st, and every runner moves up one base.

Tommy Williams

RED 11 **BATS 4**

Third base

Contact (right after a roll, once a game): Strike out? Foul it off and roll again.

Jay Dubb

RED 5 **BATS 5**

Shortstop

Gap Hitter (right after a roll, once a game): Rolled a Single? Make it a Double.

Ezzy Lyons

RED 13 **BATS 6**

Center field

Speed (before a roll, once a game): Steal any base, even home. No roll: always safe.

Hank Hammer

RED 22 **BATS 7**

Right field

Slugger (right after a roll, once a game): Land on Roll for Home Run? It's gone. No second roll.

Min Oz

RED 8 **BATS 8**

Second base

Gold Glove (in the field, once a game): The other team rolls a Single or a Double? Turn it into an Out. Runners hold.

Cay Rod

RED 7 **BATS 9**

Designated hitter

Iron Man (always on): Can't be hurt. An Injured card does nothing to this player.

Blue team

In batting order. Each ability is used once a game, unless it says always on.

Walt Briggs

BLUE 14 **BATS 1**

Catcher

Iron Man (always on): Can't be hurt. An Injured card does nothing to this player.

Sonny Cole

BLUE 2 **BATS 2**

Center field

Speed (before a roll, once a game): Steal any base, even home. No roll: always safe.

Roy Baxter

BLUE 44 **BATS 3**

First base

Slugger (right after a roll, once a game): Land on Roll for Home Run? It's gone. No second roll.

Lefty Mercer

BLUE 19 **BATS 4**

Left field

Eagle Eye (before a roll, once a game): Take a walk. No roll.

Gus Reyes

BLUE 27 **BATS 5**

Second base

Gap Hitter (right after a roll, once a game): Rolled a Single? Make it a Double.

Marty Shaw

BLUE 6 **BATS 6**

Shortstop

Gold Glove (in the field, once a game): The other team rolls a Single or a Double? Turn it into an Out. Runners hold.

Deacon Price

BLUE 31 **BATS 7**

Right field

Clutch (right after a roll, once a game): Runner on 2nd or 3rd and you roll an out (K, Out or Double Play)? Roll again.

Chick Farrow

BLUE 12 **BATS 8**

Third base

Hustle (right after a roll, once a game): Rolled a Double Play? Beat the throw: only the runner from 1st is out, the batter is safe at 1st.

Dawn Dawson

BLUE 9 **BATS 9**

Designated hitter

Contact (right after a roll, once a game): Strike out? Foul it off and roll again.

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