

Floodlight Baseball

PRINT AND PLAY EDITION

Strategy baseball with dice, action cards and player abilities. Two players, about 30 minutes. Print it, cut it out, play ball.

WHAT'S INSIDE

The rules	Page 2–3
The board (two pages: tape them together)	Page 4–5
Runner tokens and markers	Page 6
Paper dice to fold: the D12 and the D8	Page 7
No dice? Die cards, or use any 12-sided die	Page 8
Score sheet	Page 9
All 62 cards: players, action cards, designated hitters, rules	Page 10–23

YOU NEED

- A printer (card stock is best for the cards, the dice and the tokens)
- Scissors, a glue stick or tape
- A coin to flip

PLAY IT WITH THE APP

The free Floodlight Baseball game has a **Board game** mode: it deals the cards, rolls the dice, keeps the score and tells you which pieces to move.

floodlight-baseball-dice-lab.netlify.app

HOW TO PLAY

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.

SETUP

1. Tape the two halves of the board together.
2. Each player takes a team: **RED** or **BLUE**. Lay your 9 player cards out in the batting order you want.
3. Shuffle the action deck and the designated hitter pile. Put them on the board.
4. Put the out marker off the board, the inning marker on 1 and the half marker on Top.
5. 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 D12.**
3. **After the roll:** play a card or an ability that reacts to it.
4. **Move the runners** (the table below). 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, move the inning marker. 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 **Double** scores the runners on 2nd and 3rd. A **Walk** moves runners up only when they're forced. An **Out** or a **K** leaves the runners where they are.

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's 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're out, they score or the inning ends.

THE D12: WHAT EACH FACE DOES

FACE	ON THE DIE	WHAT HAPPENS
Roll for Triple	1	Roll again. Roll for Triple again: a triple. Anything else: out at 3rd.
K (strikeout)	2	Batter is out. Runners stay put.
Out	4	Batter is out. Runners stay put.
Double Play	1	Runner on 1st, fewer than 2 outs: batter and that runner are out. Otherwise one out.
Walk	1	Batter to 1st. Runners move up only if forced.
Single	1	Batter to 1st. Runners on 2nd and 3rd score. Runner on 1st goes to 2nd.
Double	1	Batter to 2nd. Runners on 2nd and 3rd score. Runner on 1st goes to 3rd.
Roll for Home Run	1	Roll again. K, Out, Double Play or Walk: caught at the wall. Anything else: a home run (everyone scores).

Arcade rules (a faster game): roll the 8-sided D8 instead, and leave out the action cards, the designated hitters and the abilities. The D8 has K, Out (four faces), Single, Double and Home Run.

THE CARDS

Action cards. 24 cards: two of each of these 12. 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're in the field. Draw **Injured** and you have to play it.

CARD	WHEN	WHAT HAPPENS
Steal OFFENSE	Before a roll. You need a runner on 1st or 2nd, and the base ahead of them is empty.	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	Before a roll, with a runner on 1st.	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	Right after your batter makes an Out (not a K or Double Play). Runner on 3rd, fewer than 2 outs.	The runner on 3rd tags up and scores. The batter is still out.
Bunt OFFENSE	Instead of rolling. A runner on base, fewer than 2 outs.	The batter is out. Every runner moves up one base.
Squeeze OFFENSE	Instead of rolling. A runner on 3rd, fewer than 2 outs.	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	Right after your batter rolls a K.	The K becomes a Walk.
Rally Cap OFFENSE	Before the first roll of your half inning.	Your first Out or Double Play this inning becomes a Single.
Hit By Pitch OFFENSE	Before a roll.	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	Right after the other team rolls a Single.	It's an Out instead. Runners hold.
Robbed at the Wall DEFENSE	Right after the other team hits a home run.	Caught at the wall. It's an Out. Runners hold.
Pickoff DEFENSE	In the field, before a roll. A runner on 1st or 2nd.	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	You must play it on your own batter, before a roll.	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.

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.

Speed. Steal any base, even home. No roll: always safe.

Slugger. Land on Roll for Home Run? It's gone. No second roll.

Contact. Strike out? Foul it off and roll again.

Eagle Eye. Take a walk. No roll.

Gap Hitter. Rolled a Single? Make it a Double.

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

Iron Man. Can't be hurt. An Injured card does nothing to this player.

Small Ball. Instead of rolling: drag bunt. Safe at 1st, and every runner moves up one base.

Gold Glove. The other team rolls a Single or a Double? Turn it into an Out. Runners hold.

Hustle. Rolled a Double Play? Beat the throw: only the runner from 1st is out, the batter is safe at 1st.

Left half. Cut along the dashed line on the right edge, then lay this half over the other page's left margin so the field lines up. Tape or glue it.

OUTS

1 2 3

INNING

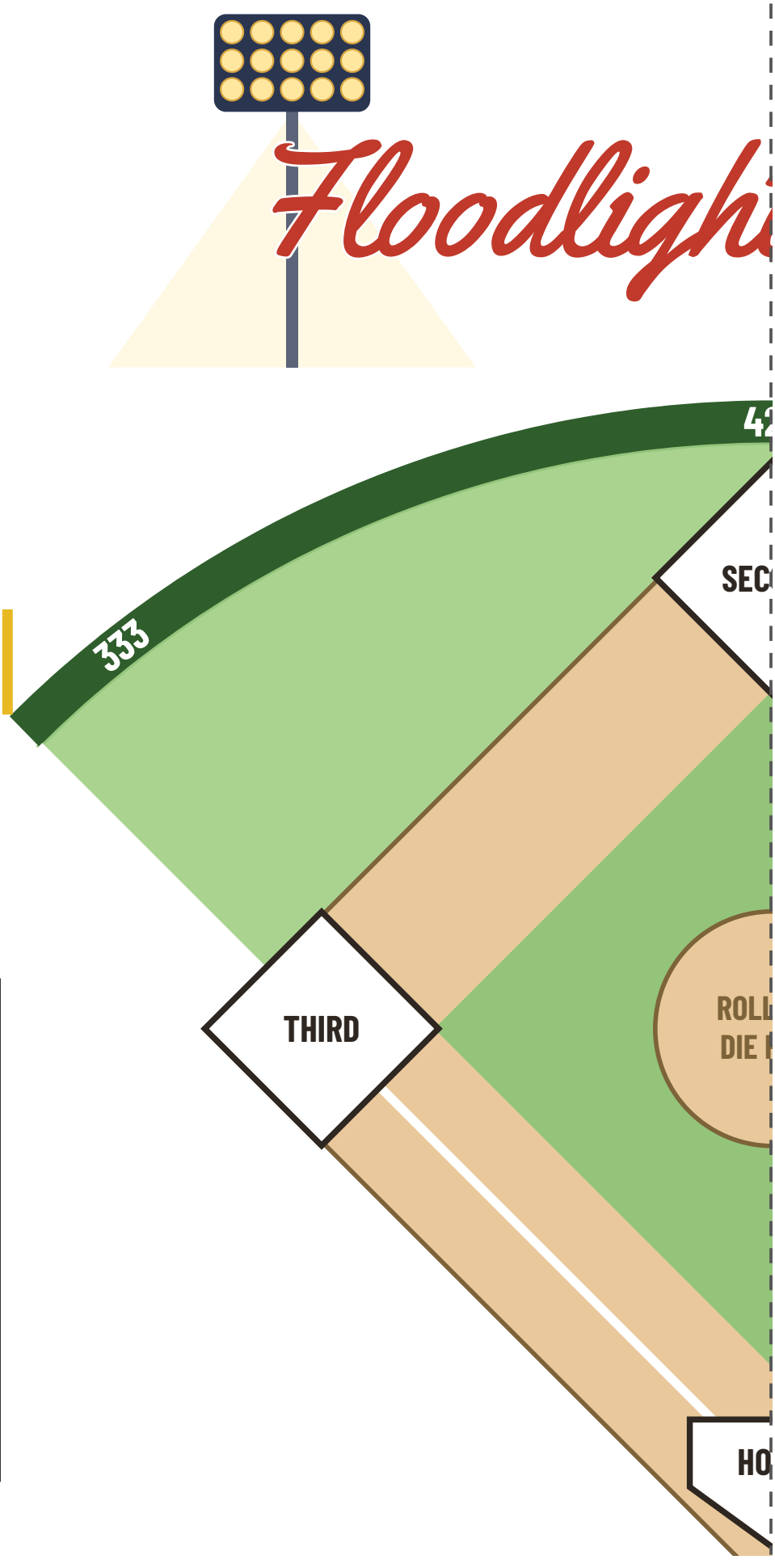
1 2 3
4 5 6
7 8 9

EXTRA INNINGS

TOP BOTTOM

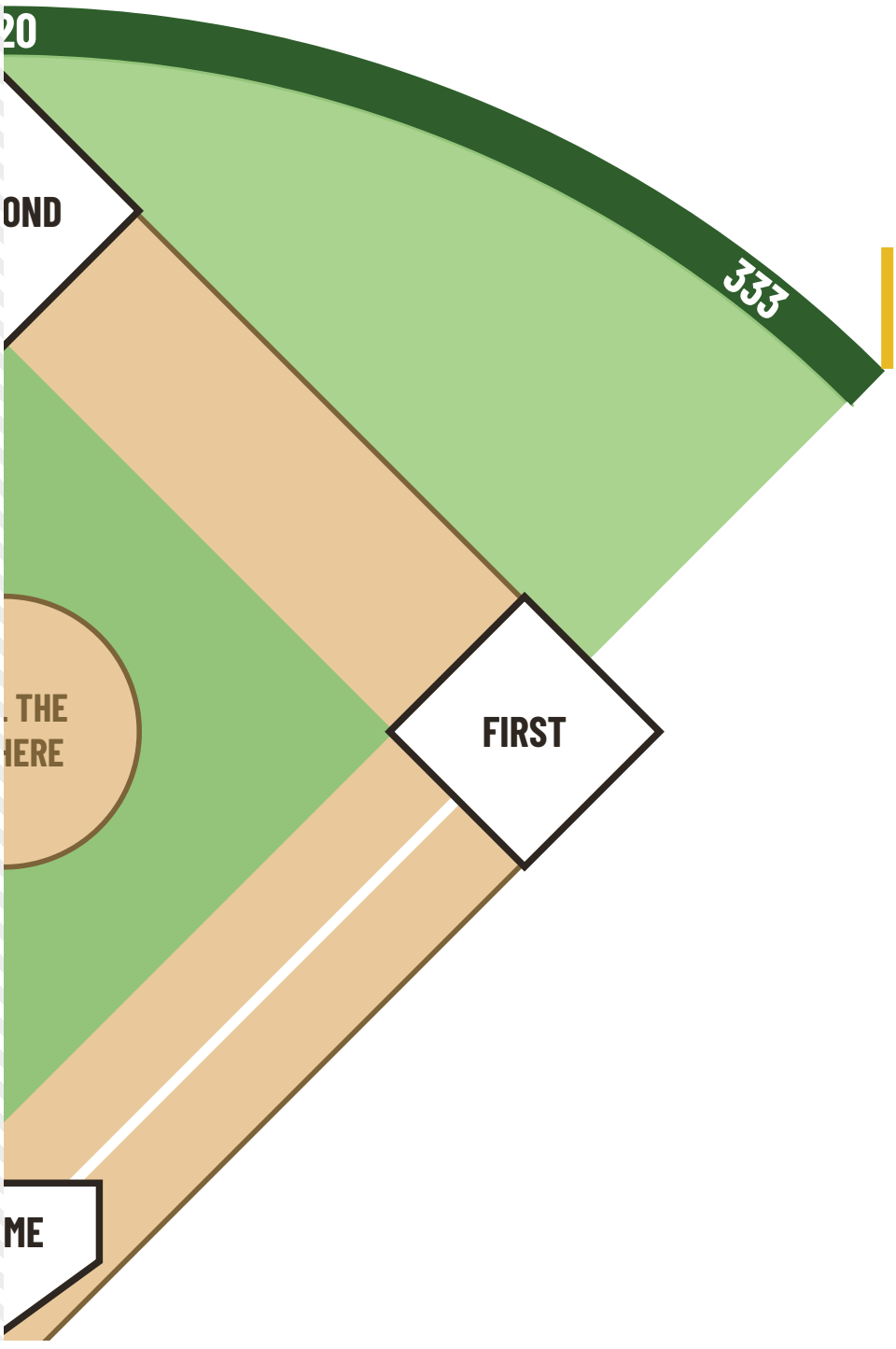
SCOREBOARD

INN	AWAY	HOME
1		
2		
3		
4		
5		
6		
7		
8		
9		
R		



Right half. The left half goes over this page's left margin: line up the field, then tape or glue.

t Baseball



ACTION DECK

Draw in the 1st, 4th and 7th

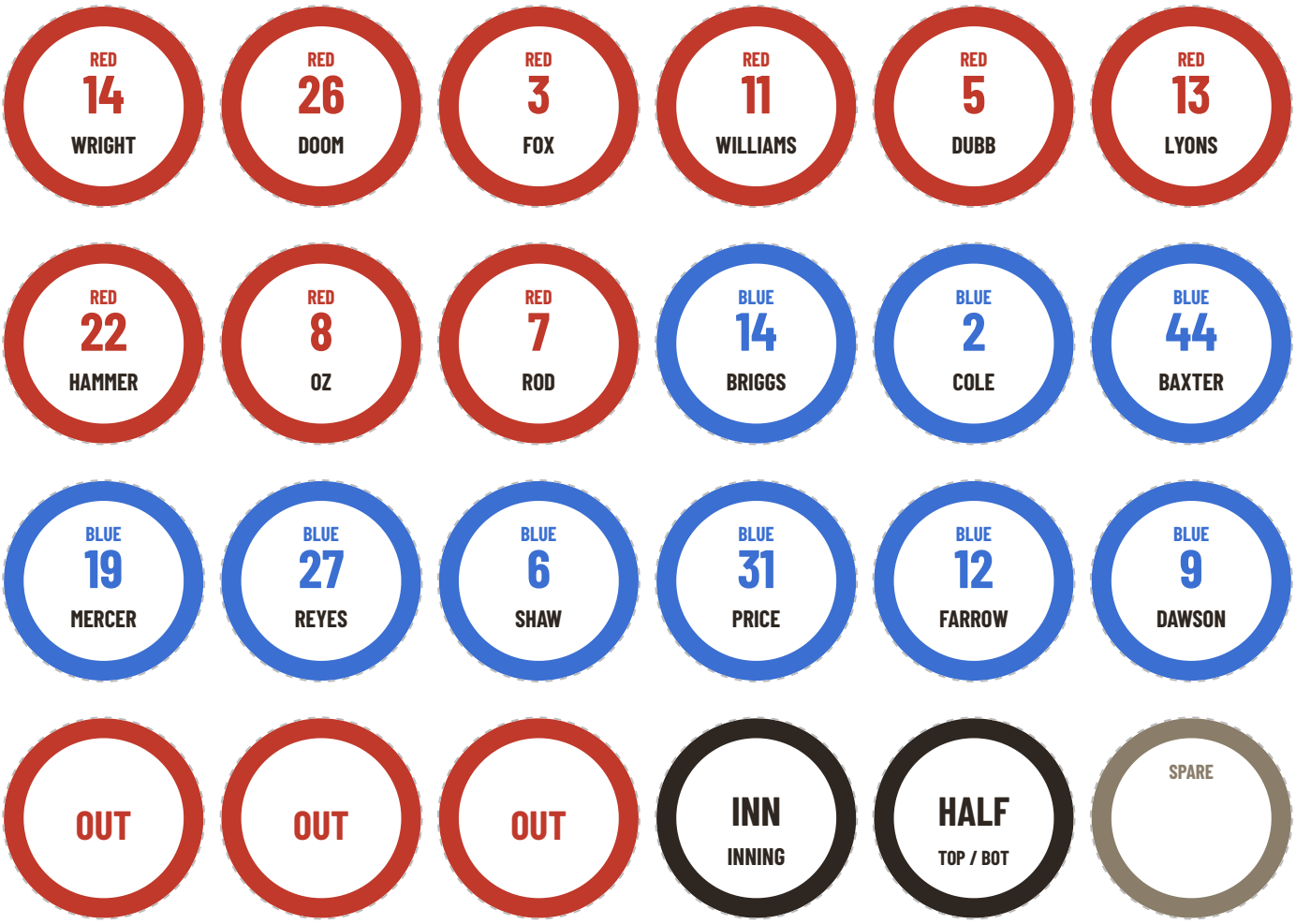
DESIGNATED HITTERS

Once a game, innings 1 to 8

PLAYED CARDS

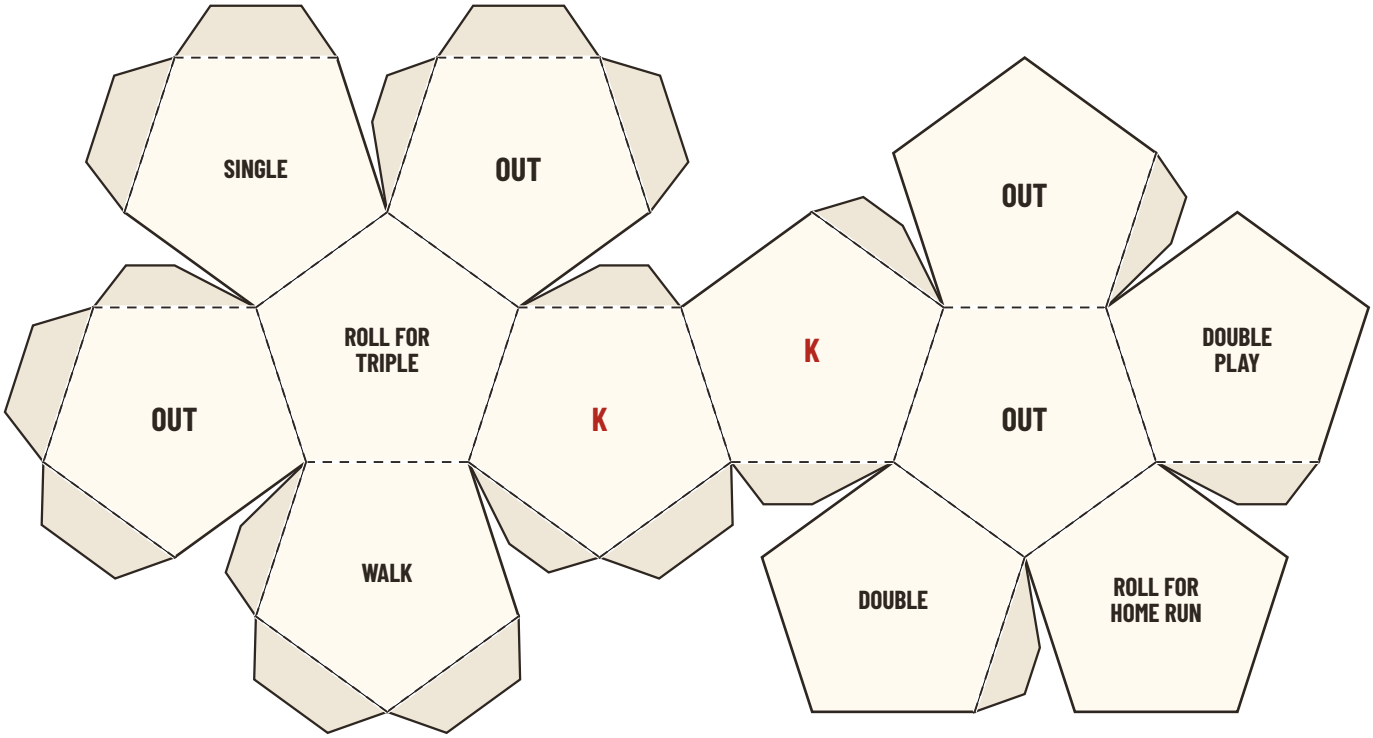
RUNNER TOKENS AND MARKERS

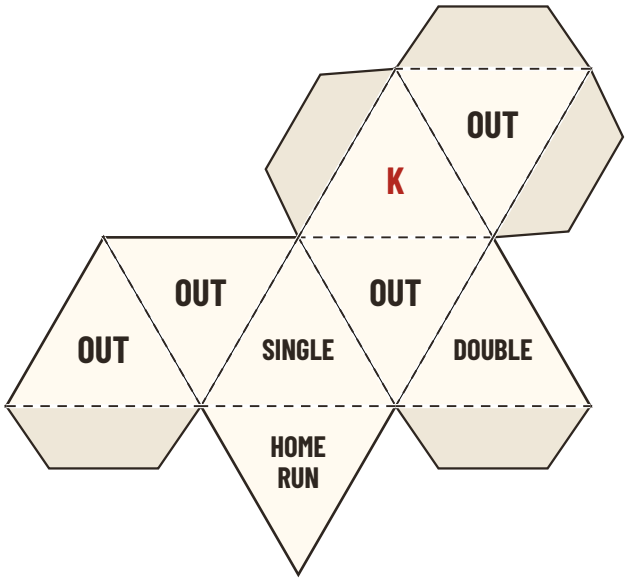
Cut out the tokens along the dotted circles. Glue them onto cardboard (or onto coins) so they're easy to pick up. Each team's runners have the player's number and name. You also get three out markers, the inning marker and the half-inning marker (Top or Bottom).



PAPER DICE

Print this page on card stock. Cut along the solid outline (the grey tabs too). Fold every dashed line, then glue each grey tab under the edge it meets. The D12 is for the Simulation rules, the D8 for Arcade.





NO DICE? TWO OTHER WAYS

Die cards. Cut out the cards for the die you're playing with (12 for the D12, 8 for the D8). For each roll, shuffle them, draw one, then put it back.

D12 ROLL FOR TRIPLE	D12 K	D12 K	D12 OUT	D12 OUT
D12 OUT	D12 OUT	D12 DOUBLE PLAY	D12 WALK	D12 SINGLE
D12 DOUBLE	D12 ROLL FOR HOME RUN	D8 K	D8 OUT	D8 OUT
D8 OUT	D8 OUT	D8 SINGLE	D8 DOUBLE	D8 HOME RUN

A regular die. Any 12-sided (or 8-sided) die from a game store works with these charts.

12-SIDED DIE (SIMULATION)

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

8-SIDED DIE (ARCADE)

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

Or roll on your phone: the Floodlight Baseball app's Board game mode rolls for you (floodlight-baseball-dice-lab.netlify.app).

SCORE SHEET

Date: _____ Away: _____ Home: _____

TEAM	1	2	3	4	5	6	7	8	9	10	R	H
Away												
Home												

Player of the game: _____ Notes: _____

Date: _____ Away: _____ Home: _____

TEAM	1	2	3	4	5	6	7	8	9	10	R	H
Away												
Home												

Player of the game: _____ Notes: _____

Date: _____ Away: _____ Home: _____

TEAM	1	2	3	4	5	6	7	8	9	10	R	H
Away												
Home												

Player of the game: _____ Notes: _____

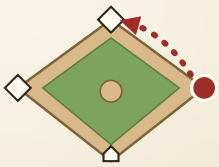
Date: _____ Away: _____ Home: _____

TEAM	1	2	3	4	5	6	7	8	9	10	R	H
Away												
Home												

Player of the game: _____ Notes: _____

ACTION CARD — OFFENSE

STEAL



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.

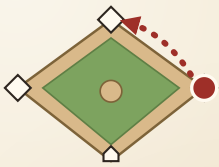
- **K** — **Out.** Caught stealing.
- **ANY OTHER** — **Safe.** Move up one base.

Two runners could go? The lead runner steals. Your batter still bats after the steal.

Floodlight Baseball — 1 OF 2

ACTION CARD — OFFENSE

STEAL



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** — **Safe.** Move up one base.

Two runners could go? The lead runner steals. Your batter still bats after the steal.

Floodlight Baseball — 2 OF 2

ACTION CARD — OFFENSE

HIT & RUN



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 / DP** — Only the batter is out. Runner to 2nd.
- **K** — **Double play.** Batter and runner out.

Any other roll plays as normal.

Floodlight Baseball — 1 OF 2

ACTION CARD — OFFENSE

HIT & RUN



WHEN
Before a roll, with a runner on 1st.

WHAT HAPPENS
The runner goes on this roll.

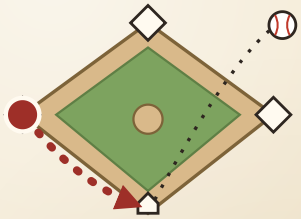
- **SINGLE** — Runner goes from 1st to 3rd.
- **OUT / DP** — Only the batter is out. Runner to 2nd.
- **K** — **Double play.** Batter and runner out.

Any other roll plays as normal.

Floodlight Baseball — 2 OF 2

ACTION CARD — OFFENSE

SAC FLY



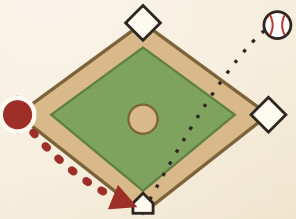
WHEN
Right after your batter makes an Out (not a K or Double Play). Runner on 3rd, fewer than 2 outs.

WHAT HAPPENS
The runner on 3rd tags up and scores. The batter is still out.

Floodlight Baseball — 1 OF 2

ACTION CARD — OFFENSE

SAC FLY



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.

Floodlight Baseball — 2 OF 2

ACTION CARD — OFFENSE

BUNT



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

WHAT HAPPENS
The batter is out. Every runner moves up one base.

Floodlight Baseball — 1 OF 2

ACTION CARD — OFFENSE

BUNT



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

WHAT HAPPENS
The batter is out. Every runner moves up one base.

Floodlight Baseball — 2 OF 2

ACTION CARD — OFFENSE

SQUEEZE



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

WHAT HAPPENS
Roll the die.

- **K / DP** — **Out at home.** Batter stays up.
- **ANY OTHER** — **Run scores.** Batter is out.

Floodlight Baseball — 1 OF 2


Floodlight Baseball
ACTION CARD
24 IN THE DECK · DRAW IN THE 1ST, 4TH AND 7TH
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ACTION CARD · OFFENSE

SQUEEZE



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

WHAT HAPPENS
Roll the die.

K / DP — **Out at home.** Batter stays up.

ANY OTHER — **Run scores.** Batter is out.

Floodlight Baseball · 2 OF 2

ACTION CARD · OFFENSE

WORK THE COUNT



WHEN
Right after your batter rolls a K.

WHAT HAPPENS
The K becomes a Walk.

Floodlight Baseball · 1 OF 2

ACTION CARD · OFFENSE

WORK THE COUNT



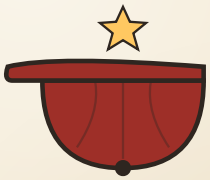
WHEN
Right after your batter rolls a K.

WHAT HAPPENS
The K becomes a Walk.

Floodlight Baseball · 2 OF 2

ACTION CARD · OFFENSE

RALLY CAP



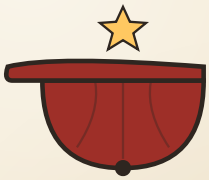
WHEN
Before the first roll of your half inning.

WHAT HAPPENS
Your first Out or Double Play this inning becomes a Single.

Floodlight Baseball · 1 OF 2

ACTION CARD · OFFENSE

RALLY CAP



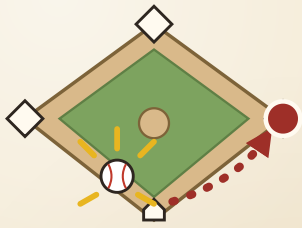
WHEN
Before the first roll of your half inning.

WHAT HAPPENS
Your first Out or Double Play this inning becomes a Single.

Floodlight Baseball · 2 OF 2

ACTION CARD · OFFENSE

HIT BY PITCH



WHEN
Before a roll.

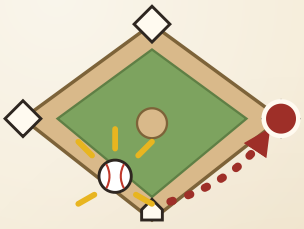
WHAT HAPPENS
Your batter is hit by the pitch and takes 1st. Runners move up only if forced.

The benches clear, but nobody gets thrown out.

Floodlight Baseball · 1 OF 2

ACTION CARD · OFFENSE

HIT BY PITCH



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.

Floodlight Baseball · 2 OF 2

ACTION CARD · DEFENSE

DIVING CATCH



WHEN
Right after the other team rolls a Single.

WHAT HAPPENS
It's an Out instead. Runners hold.

Floodlight Baseball · 1 OF 2

ACTION CARD · DEFENSE

DIVING CATCH



WHEN
Right after the other team rolls a Single.

WHAT HAPPENS
It's an Out instead. Runners hold.

Floodlight Baseball · 2 OF 2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ACTION CARD
24 IN THE DECK · DRAW IN THE 1ST, 4TH AND 7TH

ACTION CARD · DEFENSE

ROBBED AT THE WALL



WHEN
Right after the other team hits a home run.

WHAT HAPPENS
Caught at the wall. It's an Out. Runners hold.

Floodlight Baseball · 1 OF 2

ACTION CARD · DEFENSE

ROBBED AT THE WALL



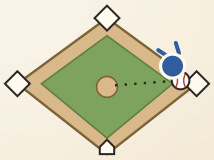
WHEN
Right after the other team hits a home run.

WHAT HAPPENS
Caught at the wall. It's an Out. Runners hold.

Floodlight Baseball · 2 OF 2

ACTION CARD · DEFENSE

PICKOFF



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

WHAT HAPPENS
Roll the die.

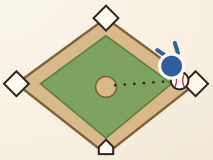
K / DP — **Picked off!** The lead runner is out.

ANY OTHER — **Safe.** The runner gets back.

Floodlight Baseball · 1 OF 2

ACTION CARD · DEFENSE

PICKOFF



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

WHAT HAPPENS
Roll the die.

K / DP — **Picked off!** The lead runner is out.

ANY OTHER — **Safe.** The runner gets back.

Floodlight Baseball · 2 OF 2

ACTION CARD · MUST PLAY

INJURED



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.

Floodlight Baseball · 1 OF 2

ACTION CARD · MUST PLAY

INJURED



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.

Floodlight Baseball · 2 OF 2

QUICK REFERENCE · D12

WHAT THE DIE SAYS

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

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

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

OUT · K
Batter is out. Runners stay put.

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

ROLL FOR HOME RUN
Roll again. K, Out, Double Play or Walk: caught at the wall. Anything else: home run.

ROLL FOR TRIPLE
Roll again. Roll for Triple again: triple. Anything else: out at 3rd.

Floodlight Baseball · 1 OF 2

QUICK REFERENCE · D12

WHAT THE DIE SAYS

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

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

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

OUT · K
Batter is out. Runners stay put.

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

ROLL FOR HOME RUN
Roll again. K, Out, Double Play or Walk: caught at the wall. Anything else: home run.

ROLL FOR TRIPLE
Roll again. Roll for Triple again: triple. Anything else: out at 3rd.

Floodlight Baseball · 2 OF 2

Floodlight Baseball

ACTION CARD

24 IN THE DECK · DRAW IN THE 1ST, 4TH AND 7TH

Floodlight Baseball

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ACTION CARD

24 IN THE DECK · DRAW IN THE 1ST, 4TH AND 7TH

Floodlight Baseball

?

QUICK REFERENCE

KEEP IT BY THE STADIUM

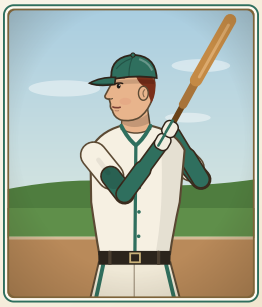
Floodlight Baseball

?

QUICK REFERENCE

KEEP IT BY THE STADIUM

DESIGNATED HITTER DH



NED CORRIGAN

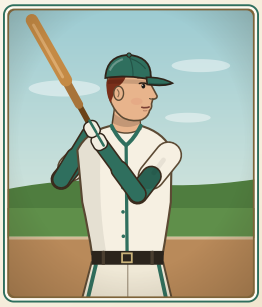
WALK

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

Bats once for your batter, no roll. Reaches base? Stays in that spot until out, scores or the inning ends.

Floodlight Baseball 1 OF 16

DESIGNATED HITTER DH



FELIX DURAN

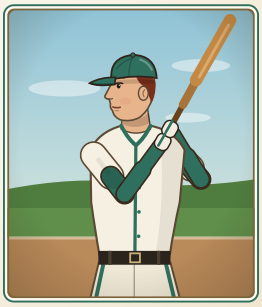
WALK

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

Bats once for your batter, no roll. Reaches base? Stays in that spot until out, scores or the inning ends.

Floodlight Baseball 2 OF 16

DESIGNATED HITTER DH



OTIS WILDER

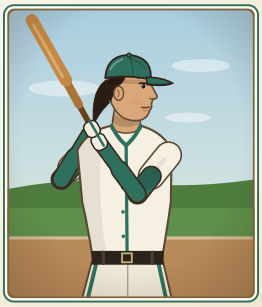
SINGLE

Play it like a Single on the die.

Bats once for your batter, no roll. Reaches base? Stays in that spot until out, scores or the inning ends.

Floodlight Baseball 3 OF 16

DESIGNATED HITTER DH



JOSIE KINCAID

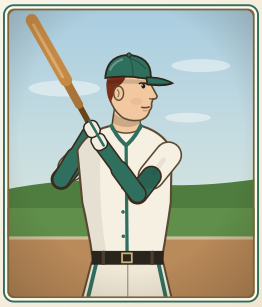
SINGLE

Play it like a Single on the die.

Bats once for your batter, no roll. Reaches base? Stays in that spot until out, scores or the inning ends.

Floodlight Baseball 4 OF 16

DESIGNATED HITTER DH



GIL PETRAKIS

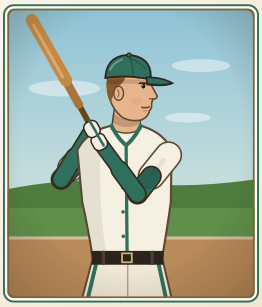
SINGLE

Play it like a Single on the die.

Bats once for your batter, no roll. Reaches base? Stays in that spot until out, scores or the inning ends.

Floodlight Baseball 5 OF 16

DESIGNATED HITTER DH



LYLE BRANNOCK

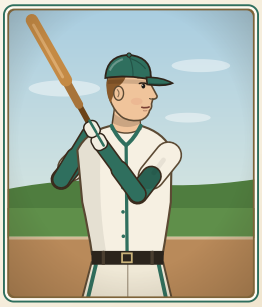
SINGLE

Play it like a Single on the die.

Bats once for your batter, no roll. Reaches base? Stays in that spot until out, scores or the inning ends.

Floodlight Baseball 6 OF 16

DESIGNATED HITTER DH



ROYCE TANNER

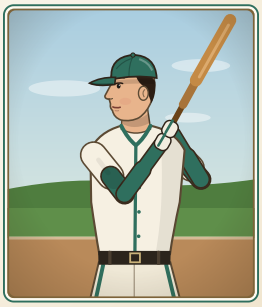
DOUBLE

Play it like a Double on the die.

Bats once for your batter, no roll. Reaches base? Stays in that spot until out, scores or the inning ends.

Floodlight Baseball 7 OF 16

DESIGNATED HITTER DH



ZEKE HOLLOWAY

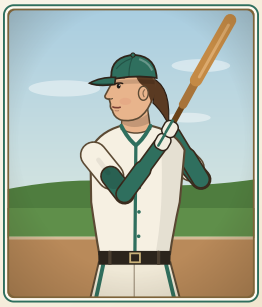
DOUBLE

Play it like a Double on the die.

Bats once for your batter, no roll. Reaches base? Stays in that spot until out, scores or the inning ends.

Floodlight Baseball 8 OF 16

DESIGNATED HITTER DH



ROSIE CALLAHAN

DOUBLE

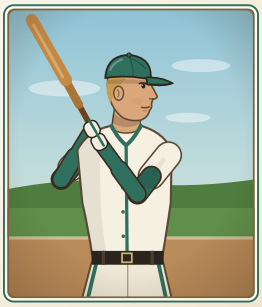
Play it like a Double on the die.

Bats once for your batter, no roll. Reaches base? Stays in that spot until out, scores or the inning ends.

Floodlight Baseball 9 OF 16


Floodlight Baseball
DH
DESIGNATED HITTER
16 IN THE PILE · ONE PER TEAM, INNINGS 1 TO 8

DESIGNATED HITTER DH



CLINT MARLOWE

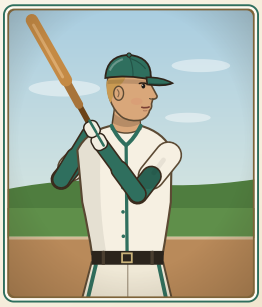
TRIPLE

A triple: everyone on base scores.

Bats once for your batter, no roll. Reaches base? Stays in that spot until out, scores or the inning ends.

Floodlight Baseball 10 OF 16

DESIGNATED HITTER DH



BROCK MALLORY

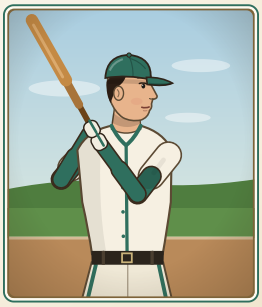
HOME RUN

Everyone on base scores!

Bats once for your batter, no roll. Reaches base? Stays in that spot until out, scores or the inning ends.

Floodlight Baseball 11 OF 16

DESIGNATED HITTER DH



MOOSE ELLERY

HOME RUN

Everyone on base scores!

Bats once for your batter, no roll. Reaches base? Stays in that spot until out, scores or the inning ends.

Floodlight Baseball 12 OF 16

DESIGNATED HITTER DH



HANK PRUITT

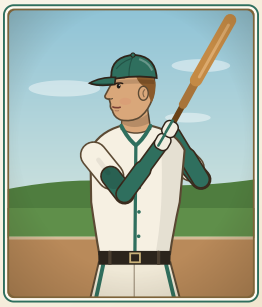
STRIKEOUT

No luck. The DH is out. Runners stay.

Bats once for your batter, no roll. Reaches base? Stays in that spot until out, scores or the inning ends.

Floodlight Baseball 13 OF 16

DESIGNATED HITTER DH



LOU WHITCOMB

STRIKEOUT

No luck. The DH is out. Runners stay.

Bats once for your batter, no roll. Reaches base? Stays in that spot until out, scores or the inning ends.

Floodlight Baseball 14 OF 16

DESIGNATED HITTER DH



DUTCH KESSLER

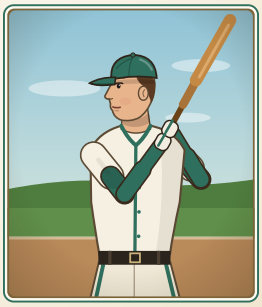
OUT

No luck. The DH is out. Runners stay.

Bats once for your batter, no roll. Reaches base? Stays in that spot until out, scores or the inning ends.

Floodlight Baseball 15 OF 16

DESIGNATED HITTER DH



ACE MULVANEY

OUT

No luck. The DH is out. Runners stay.

Bats once for your batter, no roll. Reaches base? Stays in that spot until out, scores or the inning ends.

Floodlight Baseball 16 OF 16

RULES 1 OF 2 SIDES

HOW TO PLAY

SETUP

- Lay out your 9 player cards in batting order.
- Shuffle the action deck and the DH pile.
- Flip a coin. The winner picks home or away. Away bats first.

EACH AT-BAT

1. **Before the roll:** play a card or ability, or send up your DH.
2. **Roll the D12.**
3. **After the roll:** play a card or ability that reacts to it.
4. **Move the runners.** Next batter up.

WINNING

3 outs and the other team bats. Most runs after 9 innings wins. Home team goes ahead in the bottom of the 9th? Game over. Tied? Keep playing.

Floodlight Baseball TURN OVER

RULES 1 OF 2 SIDES

HOW TO PLAY

SETUP

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Floodlight Baseball TURN OVER

Floodlight Baseball

DH

DESIGNATED HITTER

16 IN THE PILE · ONE PER TEAM, INNINGS 1 TO 8

Floodlight Baseball

DH

DESIGNATED HITTER

16 IN THE PILE · ONE PER TEAM, INNINGS 1 TO 8

Floodlight Baseball

DH

DESIGNATED HITTER

16 IN THE PILE · ONE PER TEAM, INNINGS 1 TO 8

Floodlight Baseball

DH

DESIGNATED HITTER

16 IN THE PILE · ONE PER TEAM, INNINGS 1 TO 8

Floodlight Baseball

DH

DESIGNATED HITTER

16 IN THE PILE · ONE PER TEAM, INNINGS 1 TO 8

RULES

2 OF 2 SIDES

THE CARDS

ACTION CARDS

Both teams draw from one deck: 1 card at the start of your turn at bat in the **1st, 4th and 7th**. Keep them hidden. Play one when its card says. Defense cards are played while you're in the field. **Injured** must be played.

DESIGNATED HITTER

Once a game, any time in innings 1 to 8. Flip the top card for your batter. The DH bats once, no roll.

PLAYER ABILITIES

Each player can use their ability **once a game**. Iron Man is always on.

Floodlight Baseball

TURN OVER

RULES

2 OF 2 SIDES

THE CARDS

ACTION CARDS

Both teams draw from one deck: 1 card at the start of your turn at bat in the **1st, 4th and 7th**. Keep them hidden. Play one when its card says. Defense cards are played while you're in the field. **Injured** must be played.

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PLAYER ABILITIES

Each player can use their ability **once a game**. Iron Man is always on.

Floodlight Baseball

TURN OVER

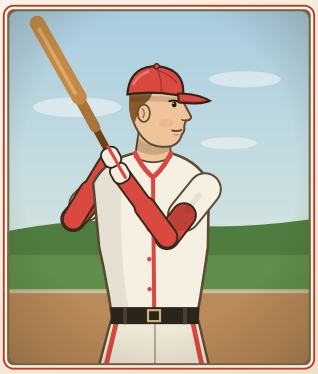
Floodlight Baseball

DH

DESIGNATED HITTER

16 IN THE PILE · ONE PER TEAM, INNINGS 1 TO 8

RED #14



WES WRIGHT

EAGLE EYE
BEFORE A ROLL · ONCE A GAME
Take a walk. No roll.

Floodlight Baseball BATTING 1

RED #26



JOHN DOOM

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.

Floodlight Baseball BATTING 2

RED #3



JACK FOX

SMALL BALL
BEFORE A ROLL · ONCE A GAME
Instead of rolling: drag bunt. Safe at 1st, and every runner moves up one base.

Floodlight Baseball BATTING 3

RED #11

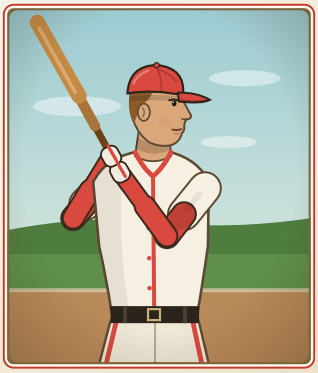


TOMMY WILLIAMS

CONTACT
RIGHT AFTER A ROLL · ONCE A GAME
Strike out? Foul it off and roll again.

Floodlight Baseball BATTING 4

RED #5



JAY DUBB

GAP HITTER
RIGHT AFTER A ROLL · ONCE A GAME
Rolled a Single? Make it a Double.

Floodlight Baseball BATTING 5

RED #13



EZZY LYONS

SPEED
BEFORE A ROLL · ONCE A GAME
Steal any base, even home. No roll: always safe.

Floodlight Baseball BATTING 6

RED #22

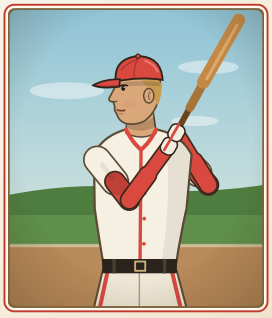


HANK HAMMER

SLUGGER
RIGHT AFTER A ROLL · ONCE A GAME
Land on Roll for Home Run? It's gone. No second roll.

Floodlight Baseball BATTING 7

RED #8

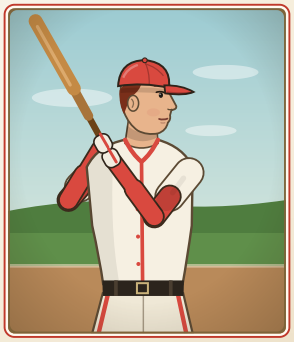


MIN OZ

GOLD GLOVE
IN THE FIELD · ONCE A GAME
The other team rolls a Single or a Double? Turn it into an Out. Runners hold.

Floodlight Baseball BATTING 8

RED #7



CAY ROD

IRON MAN
ALWAYS ON
Can't be hurt. An Injured card does nothing to this player.

Floodlight Baseball BATTING 9


Floodlight Baseball
RED
RED
PLAYER CARD
Floodlight Baseball
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PLAYER CARD
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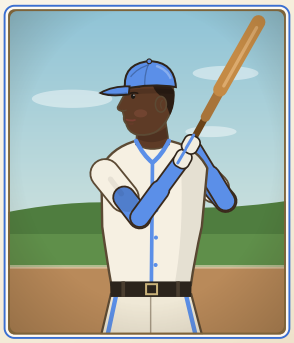
RED
PLAYER CARD

BLUE #14



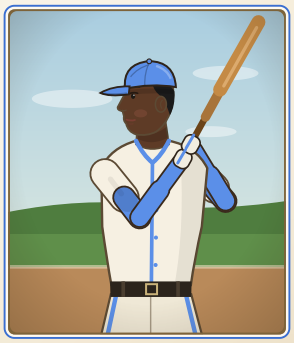
WALT BRIGGS

IRON MAN
ALWAYS ON

Can't be hurt. An Injured card does nothing to this player.

Floodlight Baseball BATTING 1

BLUE #2



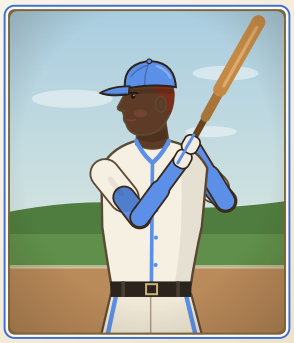
SONNY COLE

SPEED
BEFORE A ROLL · ONCE A GAME

Steal any base, even home. No roll: always safe.

Floodlight Baseball BATTING 2

BLUE #44



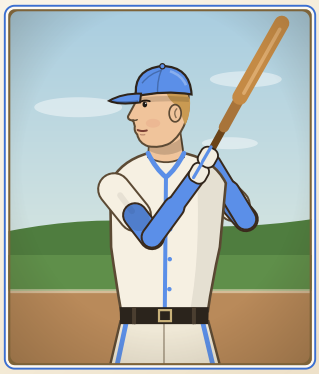
ROY BAXTER

SLUGGER
RIGHT AFTER A ROLL · ONCE A GAME

Land on Roll for Home Run? It's gone. No second roll.

Floodlight Baseball BATTING 3

BLUE #19



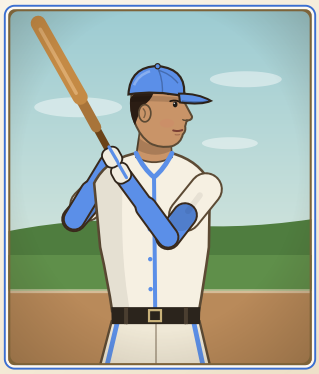
LEFTY MERCER

EAGLE EYE
BEFORE A ROLL · ONCE A GAME

Take a walk. No roll.

Floodlight Baseball BATTING 4

BLUE #27



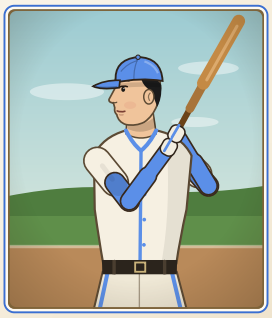
GUS REYES

GAP HITTER
RIGHT AFTER A ROLL · ONCE A GAME

Rolled a Single? Make it a Double.

Floodlight Baseball BATTING 5

BLUE #6



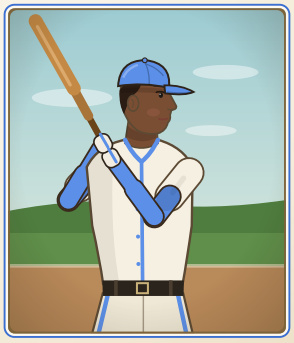
MARTY SHAW

GOLD GLOVE
IN THE FIELD · ONCE A GAME

The other team rolls a Single or a Double? Turn it into an Out. Runners hold.

Floodlight Baseball BATTING 6

BLUE #31



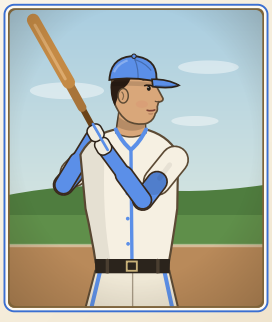
DEACON PRICE

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.

Floodlight Baseball BATTING 7

BLUE #12



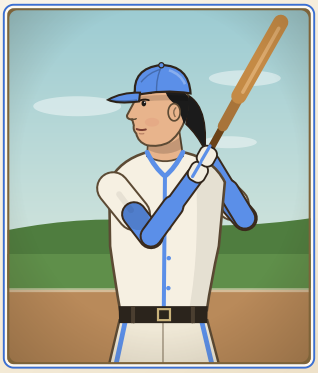
CHICK FARROW

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.

Floodlight Baseball BATTING 8

BLUE #9



DAWN DAWSON

CONTACT
RIGHT AFTER A ROLL · ONCE A GAME

Strike out? Foul it off and roll again.

Floodlight Baseball BATTING 9


Floodlight Baseball
BLUE
BLUE
PLAYER CARD
Floodlight Baseball
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