Deep Drive Baseball
Quick Start Guide

How to Play

You'll need three ten-sided dice, each of different colors. Two of the dice (red and white) are combined and read as percentile dice, while the green "modifier die" is used by itself in certain situations.

To resolve a plate appearance, roll all three dice. If the percentile dice are between 00 and 49, read the result from batter's card. Otherwise, read from pitcher's card.

Play Results

DD - Deep Drive. Re-roll all three dice and find the result in the **Deep Drive** section of the batter's card.
HR - Home Run.
TR - Triple.
DO - Double. See **Runner Advancement**.
SI+ - Single. See **Runner Advancement**.
SI - Single. See **Runner Advancement**.
BB - Walk.
HBP - Hit by Pitch.
SO - Strikeout.
DEF - Defensive Check. See **Defensive Checks**.
OUT - Out. On the card's OUTS section, find the column matching the modifier die. See **Outs.**
Park - Use the ballpark card and reference the modifier die to determine the result.

Rare Readings

If result comes from batter card and opposing pitcher card has a *rare* reading next to that play result type, check green modifier die. If die is less than or equal to the number following *rare*, keep play result. Otherwise, convert to **OUT**.
Similarly, if result comes from pitcher card and opposing batter care has a *rare* reading, follow similar procedure.

Park Effects

When rolling from **Deep Drive** section of batter's card, if play result of **HR, F7d, F8d or F9d** includes a red dagger (†), check the **PARK** ranges at top of section. If roll falls within that range, use green modifier die and check on Ballpark card for adjusted play result.

Odd Plays

If the initial roll for a plate appearance shows the same number on all three dice, re-roll all three dice and check the following chart.

00-07   Re-roll and carry out normal play. After conclusion of play, identify every non-pitcher fielder involved in the play and randomly select one as injured. In the following non-fielder events, use this chart to identify the player:
    HR   Outfielder injured running into the wall. Check mod die to identify injured player.
                0-2 = Left Fielder   3-6 = Center Fielder   7-9 = Right Fielder
    DO, TR Outfielder injured diving for ball. Use mod die and check above to identify injured player.
    SI, SI+   Liner goes off of fielder. Check mod die to identify injured player.
                0-1 = Pitcher   2-3 = First Baseman   4-5 = Second Baseman
                    6-7 = Third Baseman   8-9 = Shortstop
08-23   Re-roll and carry out normal play. After conclusion of play, check for injury to batter in Season Handbook.
24-39   Re-roll and carry out normal play. After conclusion of play, check for injury to pitcher in Season Handbook.
40-99   Re-roll. Look up Play Code in **Odd Play Book**.

Outs

F7 - Fly out to the left fielder. See **Runner Advancement**.
F7d - Deep fly out to the left fielder. See **Runner Advancement**.
F7s - Shallow fly out to the left fielder. Runners hold.
F8 - Fly out to the center fielder. See **Runner Advancement**.
F8d - Deep fly out to the center fielder. See **Runner Advancement**.
F8s - Shallow fly out to the center fielder. Runners hold.
F9 - Fly out to the right fielder. See **Runner Advancement**.
F9d - Deep fly out to the right fielder. See **Runner Advancement**.
F9s - Shallow fly out to the right fielder. Runners hold.

G1 - Ground ball to pitcher. With two outs, batter thrown out. Otherwise, see **Ground Ball Outs.**
G1h - Hard ground ball to pitcher. With two outs, batter thrown out. Otherwise, see **Ground Ball Outs.**
G1s - Slow ground ball to pitcher. Batter out. All other runners advance one base.
G2 - Ground ball to catcher. With two outs, batter thrown out. Otherwise, see **Ground Ball Outs.**
G2s - Slow ground ball to catcher. Batter out. All other runners advance one base.
G3 - Ground ball to first baseman. With two outs, batter thrown out. Otherwise, see **Ground Ball Outs.**
G3h - Hard ground ball to first baseman. With two outs, batter thrown out. Otherwise, see **Ground Ball Outs.**
G3s - Slow ground ball to first baseman. Batter out. All other runners advance one base.
G4 - Ground ball to second baseman. With two outs, batter thrown out. Otherwise, see **Ground Ball Outs.**
G4h - Hard ground ball to second baseman. With two outs, batter thrown out. Otherwise, see **Ground Ball Outs.**
G4s - Slow ground ball to second baseman. Batter out. All other runners advance one base.
G5 - Ground ball to third baseman. With two outs, batter thrown out. Otherwise, see **Ground Ball Outs.**
G5h - Hard ground ball to third baseman. With two outs, batter thrown out. Otherwise, see **Ground Ball Outs.**
G5s - Slow ground ball to third baseman. Batter out. All other runners advance one base.
G6 - Ground ball to shortstop. With two outs, batter thrown out. Otherwise, see **Ground Ball Outs.**
G6h - Hard ground ball to shortstop. With two outs, batter thrown out. Otherwise, see **Ground Ball Outs.**
G6s - Slow ground ball to shortstop. Batter out. All other runners advance one base.

L1 - Line out to pitcher. (If percentile dice are 49 or 99, change to **L1**.) If there aren't 3 outs, see **Line Out Double Plays**.
L3 - Line out to first baseman. (If percentile dice are 49 or 99, change to **L1**.) If there aren't 3 outs, see **Line Out Double Plays**.
L4 - Line out to second baseman. (If percentile dice are 49 or 99, change to **L1**.) If there aren't 3 outs, see **Line Out Double Plays**.
L5 - Line out to third baseman. (If percentile dice are 49 or 99, change to **L1**.) If there aren't 3 outs, see **Line Out Double Plays**.
L6 - Line out to shortstop. (If percentile dice are 49 or 99, change to **L1**.) If there aren't 3 outs, see **Line Out Double Plays**.

P1 - Pop out to pitcher.
P2 - Pop out to catcher.
P3 - Pop out to first baseman.
P4 - Pop out to second baseman.
P5 - Pop out to third baseman.
P6 - Pop out to shortstop.
Pf - Pop out in foul territory. If white 1s die is even, **P2**. Otherwise, **P3**.
Pm - Pop out in middle infield. If white 1s die is even, **P4**. Otherwise, **P6**.

Ground Ball Outs

Cross-reference out code against base-runner situation.

	1	2	3	1 & 2	1 & 3	2 & 3	Loaded
G1	B	A	A	C	D	A	B
G1h	E	A	A	F	G	A	E
G2	B	A	A	C	D	A	B
G3	B	H	A	I	D	A	B
G3h	E	H	A	J	G	A	E
G4	B	H	H	I	I	H	I
G4h	E	H	H	J	K	H	K
G5	B	A	A	C	L	A	B
G5h	E	A	A	M	G	A	E
G6	B	A	H	N	I	O	I
G6h	E	A	H	P	K	O	K

A = Batter thrown out. Runners hold.

B = Lead runner forced out. Other runners advance and batter safe on fielder's choice.

C = If runner on 2nd is slower than runner on 1st or fielder is rated a 5, they are forced out. Otherwise, runner on 1st is forced out. All other runners advance and batter safe on fielder's choice.

D = Batter out. Man on 3rd holds. Runner on 1st moves up to 2nd.

E = Lead runner out on front-end of double play.

F = Defensive Manager choice between 1-5 and 1-6-3 double play.

G = Defensive Manager choice between (1) holding runner on 3rd, allowing man on 1st to move to 2nd and retiring batter, or (2) turning a double play while a normal or faster runner scores from 3rd.

H = Batter out. Other runners advance.

I = Runner on 1st forced out at 2nd. Other runners advance. Batter safe on fielder's choice.

J = If fielder is a 5 and lead runner is normal or slower, they can throw runner out for fielder's choice. Otherwise, 3-6-3 double play and lead runner advances.

K = Runner on 1st out on front end of double play. Other runners advance.

L = Runner forced out at 2nd. Batter safe on fielder's choice. Man on 3rd scores if fielder is a 3 or lower.

M = If red 10s die is 0 or 5, runner forced out at 3rd; otherwise, runner forced out at 2nd. Batter out on back end of a double play. Any other runners advance.

N = If fielder is 5, runner forced out at 3rd. Otherwise, runner forced out at 2nd. Batter safe on fielder's choice and all other runners advance.

O = Runner scores. Man on 2nd holds. Batter out.

P = If fielder is a 5 and lead runner is S or VS, Defensive Manager can throw them out at 3rd on fielder's choice. Otherwise, runner out at 2nd on front end of double play while other runners advance.

Line Out Double Plays

Roll percentile dice.
If roll is 00-09, a runner is doubled off. Runner who is doubled up is determined by position of line out.

L1	Lead runner is doubled off.
L3	If there is a runner on 1st, they are doubled off. Otherwise, if there is a runner on 2nd, they are doubled off. Otherwise, if there is a runner on 3rd, they are doubled off.
L4	If there is a runner on 2nd, they are doubled off. Otherwise, if there is a runner on 1st, they are doubled off. Otherwise, if there is a runner on 3rd, they are doubled off.
L5	If there is a runner on 3rd, they are doubled off. Otherwise, if there is a runner on 2nd, they are doubled off. Otherwise, if there is a runner on 1st, they are doubled off.
L6	If there is a runner on 2nd, they are doubled off. Otherwise, if there is a runner on 3rd, they are doubled off. Otherwise, if there is a runner on 1st, they are doubled off.

If a runner is doubled off and this wasn't an L1, roll percentile dice again. If roll is 00-29, a triple play occurs. Use the same rules above to determine the next base runner to be caught off base.

Batter / Pitcher Advantage

Batter Advantage: (1) Pitcher fatigued, (2) Ⓛ batter & Ⓡ pitcher, (3) Ⓡ batter & Ⓛ pitcher, or (4) non-CL RP in closer situation. Effects: (1) Roll of 50-99 can subtract 50, (2) -1 to all fielder ratings.

Pitcher Advantage: (1) Ⓛ batter & LHP, (2) Ⓡ batter & RHP, (3) Ⓛ pitcher & LHB, or (4) Ⓡ pitcher & RHB. Effects: (1) Roll of 00-49 can add 50, (2) +1 to all fielder ratings.

Runner Advancement

There are two options: Simple and Advanced.
On all hits with two outs, improve runner ratings by 1 grade. (VS becomes S, S becomes normal, normal becomes F, F becomes VF and VF runners become VF+.)

Simple
On a **DO**, runners score from 1st if they are F or VF.
On a **SI+**, runners advance two bases if they are regular or faster.
On a **SI**, runners advance two bases if they are VF.
On a fly out from the **Deep Drive** section, runners from 3rd score, normal or faster runners tag up from 2nd, and VF runners tag up from 1st.
On a **F7d**, runners from 3rd score and VF runners tag up from 2nd.
On a **F8d**, runners from 3rd score and F or VF runners tag up from 2nd.
On a **F9d**, runners from 3rd score and normal or faster runners tag up from 2nd.
On a **F7**, normal or faster runners score from 3rd.
On a **F8**, S or faster runners score from 3rd and VF runners tag up from 2nd.
On a **F9**, normal or faster runners score from 3rd and F or faster runners tag up from 2nd.

Advanced
On a **DO**, runners score from 1st if they are VF. If they are VS or S, they stop at 3rd. Otherwise, see **Manager Choice**.
On a **SI+**, runners advance two bases if F or VF. If they are VS, they advance one base. Otherwise, see **Manager Choice**.
On a **SI**, runners advance two bases if VF+. If normal or slower, they advance one base. Otherwise, see **Manager Choice**.
On a fly out from the **Deep Drive** section, runners from 3rd score if they are S or faster, and F or VF runners tag up from 2nd. Runners on 2nd must hold if they are VS and runners on 1st must hold if they are normal or slower. Otherwise, see **Manager Choice**.
On a **F7d**, runners from 3rd score if they are S or faster. Runners on 3rd who are VS and runners on 2nd who are F or VF may use **Manager Choice**. Otherwise, runners hold.
On a **F8d**, runners from 3rd score if they are S or faster and VF runners tag up from 2nd. Runners on 3rd who are VS and runners on 2nd who are normal or F may use **Manager Choice**. Otherwise, runners hold.
On a **F9d**, runners from 3rd score if they are S or faster and F or VF runners tag up from 2nd. Runners on 3rd who are VS and runners on 2nd who are S or normal may use **Manager Choice**. Otherwise, runners hold.
On a **F7**, runners from 3rd score if they are F or VF. Runners on 3rd who are S or normal and runners on 2nd who are VF may use **Manager Choice**. Otherwise, runners hold.
On a **F8**, runners from 3rd score if they are normal or faster. Runners on 3rd who are S or VS and runners on 2nd who are F or faster may use **Manager Choice**. Otherwise, runners hold.
On a **F9,** runners from 3rd score if they are F or VF and runners tag up from 2nd if they are VF. Runners on 3rd who are normal or S and runners on 2nd who are normal or F may use **Manager Choice**. Otherwise, runners hold.

Manager Choice

If chart is checked on a single and the throw is going home, a runner who started on 1st base moves up to 3rd on the throw home.

If Defensive Manager chooses to cut ball off to prevent trailing runners from advancing, see **Cut-Off.**

Otherwise, roll percentile dice.

00	Lead runner caught in rundown and tagged out. Roll percentile dice to see if any trailing runners (or batter) advance.

00-14	If runner thrown out is S or faster, all trailing runners advance one base.
15-29	If runner thrown out is normal or faster, all trailing runners advance one base.
30-49	If runner thrown out is F or faster, all trailing runners advance one base.
50-69	If runner thrown out is VF, all trailing runners advance one base.
70-99	Runner thrown out quickly and no trailing runners are able to advance.

01	Runner called safe on close play. Fielder covering bag argues with umpire and is ejected from game.
02	Runner called safe after collision at base. Roll percentile dice to check for injuries to players involved.

00-19	Base runner injured.
20-39	Fielder covering base is injured.
40-49	Both runner and fielder covering base are injured.
50-99	No injuries.

03	If fielder covering bag is rated 0 or 1, they drop throw and runner safe on error. Otherwise, runner out.
04	If fielder covering bag is rated 0, 1, or 2, they drop throw and runner safe on error. Otherwise, runner out.
05-41	Runner safe. See **Outfielder Assignment** for responsible outfielder.
42-51	Runner safe if S or faster; otherwise, out. See **Outfielder Assignment** for responsible outfielder.
52-60	Runner safe if normal or faster; otherwise, out. See **Outfielder Assignment** for responsible outfielder.
61-69	Runner safe if F or VF; otherwise, out. See **Outfielder Assignment** for responsible outfielder.
70-78	Runner safe if VF; otherwise, out. See **Outfielder Assignment** for responsible outfielder.
79-97	Runner out. See **Outfielder Assignment** for responsible outfielder.
98	Runner out after collision at base. Roll percentile dice and check for injuries using chart shown at roll 02.
99	Runner called out on close play. He argues with umpire and is ejected.

Cut-Off

Roll percentile. On singles and doubles, green modifier die is used to determine outfielder who is throwing. 0-2=LF, 3-6=CF, 7-9=RF.

00	Roll modifier die. If roll is higher than outfielder's fielding rating, batter and all runners advance one base on error.
01-04	Roll modifier die. If roll is higher than outfielder's fielding rating, throw goes over head of cut-off man. If batter had singled and there was a man on 1st at the start of the at bat, that runner makes it to 3rd unless he is S or VS. If 2nd base is open and batter is not S or VS, he moves up to 2nd.
05-94	Infielder cuts off throw and all trailing runners hold.
95-99	Infielder cuts off throw and catches either trailing runner or batter trying to move up a base. To determine the runner, roll green modifier die to randomly pick one. On ball thrown by left fielder, shortstop is cut-off infielder. On ball thrown by right fielder, second baseman is cut-off infielder. On ball thrown by center fielder, roll green modifier die to randomly pick middle infielder.

Outfielder Assignment

Use this chart to check to see which outfielder was responsible for allowing a runner to advance or for throwing a runner out.

Check green modifier die.

0	Left Fielder
1-2	Center Fielder
3	Right Fielder
4-5	If runner was safe, use the LF or CF - whichever has the lesser fielding rating; if tied, blame CF.
	If runner was out, use the LF or CF - whichever has the higher fielding rating; if tied, CF gets assist.
6-7	If runner was safe, use the LF or RF - whichever has the lesser fielding rating; if tied, blame RF.
	If runner was out, use the LF or RF - whichever has the higher fielding rating; if tied, RF gets assist.
8-9	If runner was safe, use the CF or RF - whichever has the lesser fielding rating; if tied, blame RF.
	If runner was out, use the CF or RF - whichever has the higher fielding rating; if tied, RF gets assist.

Stealing Bases

There are two options: Automatic and Managed.

Runners may attempt a steal of 3rd base only if a superscript 3 appears next to their steal rating.

Take the numeric steal rating of the base runner. Add or subtract the **H** rating of the pitcher. Add or subtract the **T** rating of the catcher.

If this is a team's very first batter of the game, subtract an additional point away from the runner's steal rating.

Automatic
If the modifier die is less than or equal to the final numeric steal rating, the runner may be attempting a stolen base.

Check the season handbook **Stolen Base Chart** for the final result based on the final numeric steal rating and letter grade.

Read the chart using the modifier die followed by the white 1s die as a percentile roll.

Managed
Stolen base attempts are initiated at the discretion of the Offensive Manager.

Check the season handbook **Stolen Base Chart** for the final result based on the final numeric steal rating and letter grade.

Roll the percentile dice to see if the runner steals, is caught stealing, or holds.

Pitcher Fatigue

Subtract 1 point from pitcher endurance when any of the following events occur:
- (1) After they finish an inning.
    - Exception: If the pitcher is a reliever who has faced 2 or fewer batters without allowing a hit or unintentional walk. This exception does not apply to RP-0 and CL-0 pitchers.
    - Exception: Does not apply to the starting pitcher beginning with the 10th inning.
- (2) After every 9th batter faced by a starting pitcher
    - Exception: Does not apply to the starting pitcher beginning with the 10th inning.
- (3) After the first run allowed by a starting pitcher
- (4) After each hit or unintentional walk allowed over 5 in any given inning
- (5) After each run allowed in extra innings by the starting pitcher.

Add 1 point to pitcher endurance when a starting pitcher throws 3 consecutive innings without any batter reaching base.

A pitcher is fatigued when their endurance reaches 0.
- Exception: RP-0 and CL-0 pitchers are not fatigued until either they complete an inning or face 3 batters, whichever occurs first.

Fatigued pitchers suffer the following penalties:
- (1) Deep Drive rolls resulting in F7d, F8d or F9d are changed to singles that automatically advance runners two bases.
- (2) All fielders suffer a -1 penalty to their ratings.
- (3) On SO rolls where the green modifier die is odd, change the play result to BB.

Wild Pitches, Passed Balls, Balks, Pickoffs

See Season Handbook.

On pickoffs, Defensive Manager must specify base. If 1st base, pickoff is automatic. If 2nd base, subsequent roll of 00-49 on percentile dice is necessary for successful pickoff. If 3rd base, subsequent roll of 00-09 on percentile dice is necessary for successful pickoff.

Playing It Safe

Do not roll for on-base events.

Runners advance the minimum number of bases on singles and doubles.

Runners hold on DEF Chart readings unless forced ahead by a base runner behind them.

Runners are not thrown out at the plate with the infield playing in unless forced ahead.

Defensive Positioning

Infield In

Add 1 to the numeric Steal rating of base runner on 1st base.
Make changes to following play codes:

L1, L3, L4, L5 and L6 becomes singles with runners automatically advancing two bases. If Offensive Manager is playing it safe, runners advance one base.

G3s, G4s, G5s, G6s, G3h, G4h, G5h and G6h result in runner on 3rd holding unless he is forced to move ahead in which case he is out at plate.

G3, G4, G5 and G6 result in runner on 3rd being thrown out at home. If Offensive Manager is playing it safe, runner holds at 3rd with other runners moving up one base unless he is forced to move ahead, in which case he is out at plate.

Infield In at Corners

Add 1 to the numeric Steal rating of base runner on 1st base.
Make changes to following play codes:

L3 and L5 become singles with runners automatically advancing two bases. If Offensive Manager is playing it safe, runners advance one base.

G3s, G5s, G3h and G5h result in runner on 3rd holding unless he is forced to move ahead, in which case he's out at plate.

G3 and G5 result in runner on 3rd thrown out at home. If Offensive Manager is playing it safe, runner holds at 3rd with other runners moving up one base unless he is forced to move ahead, in which case he is out at plate.

Outfield In

Can be played in bottom of 9th (or extra inning) with potential winning run on 3rd base.
Make changes as follows:

F7d, F8d and F9d become game-winning singles.

F7, F8 and F9 become F7d, F8d and F9d, respectively.

On readings from DEF chart, add 1 to an outfielder's defensive rating.

Hit and Run

DD	Roll again on batter's Deep Drive section. If double, all runners automatically score. If deep fly out, lead runner doubled up.
SI+	Single. All runners automatically advance two bases.
SI	Single. All runners automatically advance two bases.
BB	Check green modifier die.

0-3   Ball. Re-roll green modifier die. Base runner steals if F or VF and die is less than his numeric **STEAL** rating. Otherwise he is caught stealing.

4   Ball. Base runner is thrown out attempting to steal.

5-9   Foul ball.

HBP	Foul ball
SO	Check green modifier die

0-1   Strike. Base runner thrown out attempting to steal.

2-4   Strike. Re-roll green modifier die. Base runner steals if F or VF and die is less than his numeric **STEAL** rating. Otherwise he is caught stealing.

5-9   Foul ball.

DEF	See the Season Handbook's **DEF Chart**.
OUT	Check Out Code.

L1, L3, L4, L5, L6	Line out. Lead runner doubled off.
G1, G2, G3, G4, G5, G6	Convert to slow ground out.
G1h, G3h, G4h, G5h, G6h	Convert to slow ground out.
F7d, F8d, F9d	Runners in movement aren't allowed to advance a base.
F7s, F8s, F9s	Lead runner in motion is doubled off.
All other out types	Treat as normal.

Sacrifice Bunt

Use modifier die to identify fielder who handles bunt: 0-1 = P, 2-3 = C, 4-6 = 1B, 7-9 = 3B. Then check Play Code.

DD   Batter Card: Pop out. Lead runner doubled up.
          Pitcher Card: If any runners are being forced ahead, lead runner out. Otherwise, runners hold and batter is out.

SI+/SI   Batter Card: Possible single. Re-roll white die.
          0   VS batter: Sacrifice. Otherwise: Infield single, runners advance one base.
          1-2   VS/S batter: Sacrifice. Otherwise: Infield single, runners advance one base.
          3-4   F/VF batter: Infield single, runners advance one base. Otherwise: Sacrifice.
          5-6   VF batter: Infield single, runners advance one base. Otherwise: Sacrifice.
          7-9   Sacrifice.
          Pitcher Card: See OUT.

BB   Ball.

HBP   Hit By Pitch.

SO   2 Strikes. If batter already has any strikes, they strike out.

DEF   Batter Card: Blooper. Does fielder catch it before it bounces? Roll white die. If <= fielder's rating, they catch it for a PO.
          Otherwise, ball bounces first and it's a sacrifice.
          Pitcher Card: Tough play. Does fielder muff it? Roll white die and SUBTRACT FOUR. If <= fielder's rating, sacrifice.
          Otherwise, one-base error.

OUT   Check White Die.
          0   Pop out. Runners hold.
          1   Lead runner thrown out.
          2-4   Fielder can attempt a play on lead runner or throw out batter. If making a play on lead runner, calculate safe chance.
                     First, use the runner's RUN rating. VF = 9, F = 8, blank = 7, S = 6, VS = 5.
                     Next, subtract fielder's rating.
                     Roll white die. If white die is less than or equal to calculated total, runner is safe. Otherwise, out.
          5-9   Sacrifice.

See full Rulebook for even more!

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Deep Drive Baseball Game
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