

## FAC Instructions

### Symbols:

If a reference is made to an F runner, it also means F! will advance.

fc – fielder choice, generally runner out, batter safe at 1<sup>st</sup>

### Top section

LA	1	2	3	4	5	6	7	8	9	10	11
D36	34	46	43	24	16	31	53	43	24	61	31
D20	3	19	12	3	15	6	5	12	2	5	5
D6	6	6	2	6	3	5	5	4	4	6	6

The top row blue letters in top left corner are used as a card ID reference.

The top row numbers from 1-11 are used to identify a column.

Row D36 – a dice roll using a pair of D6

Row D20 – a dice roll using a D20

Row D6 – the roll of a single die, a D6

I like to select one of the 11 columns for the game. I like to pull one card for the whole play result. For example, if I used column 7 the batter rolls 53 which is a KD? Defense check. I then refer to the D20 as to see if there is a strikeout. If not then I have to do a Defense check based on the fielder rating. Since column 7 is in a green column I then go either forward or back to the next green column for the needed D20. I pre-determine this before the game. Then if a D6 is needed I use a D6 column. Some game players like to keep flipping cards using the same column 7 instead.

### Bottom Section

	<u>basehit to LF</u>		
51 1B error**	1-3		advance if wd2
52 2B error**	2-H		W,A scores **all
53 P Single*+ to CF	1-H		W,A arm scores

The 51-53 area is for defense checks if there is not strikeout. Refer to the Defense Chart for symbols and their meanings.

The “basehit to LF” tells you whether the single or double goes to LF, CF, RF (LF in this example).

If it says “basehit to infield / CF” then a single is an infield single, and a double goes to LF, CF, RF (CF in this example).

1-3 refers to a runner advancing from 1<sup>st</sup> to 3<sup>rd</sup> on a single.

2-H refers to advancing from 2<sup>nd</sup> to home on a single.

1-H refers to advancing from 1<sup>st</sup> to home on a double.

\*\* means with 2 out, for example W,A scores \*\*all means he scores vs. a W or A arm in the outfield, and with 2 out \*\* all score

### Special Readings include, but not yet a complete list ... alphabetical order:

adv. if W arm \*\*A ... the runner advances if OF has W arm, and with 2 out an A arm also allows the runner to advance

adv. if W,A arm \*\*all ... the runner advances if OF has W or A arm, and with 2 out all runners advance

advance if wd2 ... this refers to white die 2 from the original dice roll for the batter

assist? ... the runner must attempt to go and refer to the outfielder Assist rating to see if he makes it safely

F scores / rest can risk ... F runner scores, an A or S runners can try to score if they wish to risk it, refer to Run With Risk Chart

F,A scores / S can risk ... an F or S runner scores, an S runner holds but can run with risk

F,A scores ... this refers to the runner rating (only runners have an F rating) which propels the runner to score

hold, ast? bat to 3<sup>rd</sup> ... hold, but if 2 outs then there is an assist chance at the plate, batter goes to 3<sup>rd</sup> on throw home

holds \*\* F scores ... all runners hold unless 2 out and then an F runner scores

holds, risk chart ... the runner holds unless they wish to risk advancing, refer to Run With Risk Chart

play at the plate ... safe 1-3 (F! 1-4) ... out 2-6 ... it is a fielder's choice attempt to get the runner at home, roll a D6,  
runner safe if you roll 1-3, although an F! runner is safe 1-4, otherwise a force out at the plate if bases full, or if no force then just a tag out

runner to 2nd (5-3) / S on 1st fielder.ch. (5-4) ... an S runner on 1<sup>st</sup> is out on a fielder's choice at 2<sup>nd</sup> base, batter safe at 1<sup>st</sup>

S holds, F/A if wd 1 ... a Slow runner always holds, and an F or A runner advances if the white die is 1

S if wd1, F/A if wd 1-3 ... a S runner advances if the white die is 1, and an F or A runner if 1-3

S/A if wd1, F if wd 1-3 ... a S or A runner advances if the white die is 1, and a F runner if 1-3

W,A scores ... this refers to the outfielder arm rating (only fielder's have a W rating) which allows the runner to score

wd S 1-2, A 1-3, F 1-5 ... runner advances if the white die is ... if 1-2 an S ... if 1-3 an A runner ... if 1-5 an F runner

For more instructions go to <http://forums.delphiforums.com/fallclassicgame/messages/?msg=294.28>